Cormyrean Forces

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Cormyrean Forces

Purple Dragons Military, Order of Purple Dragon Knights, War Wizards, Council of Mages, Highknights

Про Кормирские вооруженные силы говорить можно долго. Целью этой статьи будет:

- описать структуру Пурпурных Драконов, их основных подразделений.

- описать специальные войска в Армии Кормира.

- Военные Волшебники – структура и способы действия;

- Совет Магов – чем отличается

- Специальные агенты Короны

# Определение терминов

В контексте этого материала применяется несколько терминов – легкая и тяжелая пехота, легкая и тяжелая кавалерия, конные лучники, вспомогательные подразделения, специализированные подразделения.

## Легкая пехота

Особенности: сражаются не в плотном построении, используются для поддержки основных сил

Выполняемые функции: налеты, разведка, обнаружение, стрелковая поддержка

Вооружение: короткий меч, метательные дротики, кожаные доспехи, небольшие щиты, легкие арбалеты, короткие луки.

Вооружение (5e): shortsword, javelins (5), studded leather armor, shields, light crossbows, shortbows, 20 bolts or arrows.

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| Предмет | Количество | Стоимость 1 ед., зм | Вес 1 ед, фунтов | Стоимость ввсего, зм | Вес, всего, фунтов |
| Shortsword | 1 |  |  |  |  |
| Javelins | 5 |  |  |  |  |
| studded leather armor | 1 |  |  |  |  |
| shield | 1 |  |  |  |  |
| light crossbow | 1 |  |  |  |  |
| bolts case | 1 |  |  |  |  |
| bolts | 20 |  |  |  |  |

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| Information with solid fill | Горная стража и другие особые воинские формирования– являются специализированным элитным подразделением |

## Тяжелая пехота

Особенности: сражаются в плотном строю, основная ударная сила

Преимущества: высокая защищенность солдат тяжелой пехоты в плотном построении

Выполняемые функции: основная боевая сила на поле сражения

Недостатки: уязвимость к площадным эффектам.

Вооружение: большой щит, кольчужный или пластинчатый доспех, короткий или длинный меч, копье

Вооружение (5e): chainmail / banded mail / splint mail, short sword / long sword, large shield, halberd

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| Предмет | Количество | Стоимость 1 ед., зм | Вес 1 ед, фунтов | Стоимость ввсего, зм | Вес, всего, фунтов |
| Shortsword | 1 |  |  |  |  |
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## Легкая кавалерия

Особенности: высокая скорость, способность использовать подножный корм в качестве основного пропитания, меньший размер коней, легкое (или отсутствующее) бронирование коней

Преимущества: мобильность,

Недостатки: невозможность ведения боя против плотно построенных соединений тяжелой кавалерии или тяжелой пехоты.

Выполняемые функции: связь, разведка, налеты, патрулирование

Основное вооружение: метательные, короткие луки, легкие арбалеты, копье, меч, щит, кожаные доспехи

Вооружение (5e): javelins (5), shortbows or light crossbows, spear, studded leather, long sword, shield.

Конные лучники являются подвидом легкой кавалерии.

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| Предмет | Количество | Стоимость 1 ед., зм | Вес 1 ед, фунтов | Стоимость ввсего, зм | Вес, всего, фунтов |
| Shortsword | 1 |  |  |  |  |
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### Конные лучники

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| Information with solid fill | К специализированным подразделениям относятся:  - конные лучники; |

## Тяжелая кавалерия

Особенности: использование более массивных пород (большая масса тела и рост) коней, зависимость от зерна, как источника пищи, использование доспехов для ездовых животных.

Недостатки: более низкая скорость по сравнению с легкой кавалерией, зависимость от местности, высокая стоимость коней и снаряжения

Выполняемые функции: ударная сила

Основное вооружение: длинные копья, кавалерийские мечи, топоры, булавы или цепы, кольчуги или пластинчатые доспехи у всадников, чешуйчатые и лучше доспехи у коней.

Вооружение (5e): lance, longsword, battleaxe, mace, flail, chainmail or better, scale barding or better

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| Предмет | Количество | Стоимость 1 ед., зм | Вес 1 ед, фунтов | Стоимость ввсего, зм | Вес, всего, фунтов |
| Shortsword | 1 |  |  |  |  |
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| Information with solid fill | К специализированным подразделениям относятся:  - катафракты;  - рыцари из Ордена Пурпурных Драконов;  - рыцари-баннереты- |

### Катафракты

Подвид тяжелой кавалерии

## Особые части

Кормир использует несколько видов войск, которые можно отнести к особым:

- Корпус Воздушных Наездников – наездников, летающих на гиппогрифах и последнее время на гриффонах.

- Королевский Корпус Охотников на Чудовищ – элитный отряд, специализирующийся на сражениях с большими чудовищами – от полевых великанов до драконов.

- Королевские Разведчики – специалисты по разведке и скрытному уничтожению сопровождают большинство частей.

- Королевские Посланники – элита элит, перевозят личные приказы королевы.

# Силы и организации Короны

В поселениях Лорды Короны являются полномочными представителями Короны и обладают ненаследным дворянством.

Их функции:

Их права:

Их обязанности:

Вооруженные силы Кормира состоят из армии – Пурпурных Драконов и флота – Синих Драконов.

Общее командование осуществляет Лорд Высокий Маршал, который назначается Королем (Королевой).

Волшебную поддержку Корона получает от двух организаций – Военных Волшебников и Совет Магов. В Совет Магов входят все арканические заклинатели.

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Также на Корону работают их специальные агенты – Высшие Рыцари (про существование которых известно широкой публике) и Клинки Королевы (секретная служба Ее Величества).

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Не считая вышеописанных организаций и представителей у Короны имеется также ряд бюрократов.

Так, Сюзейлом управляет в отличие от других поселений Лорд Магистр.

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Безопасность поселений и борьбу с обычной преступностью осуществляет как правило местная стража.

## Статус протекторатов

В данный момент статус протектората есть у следующих городов соседей Кормира:

На побережье Дракона:

- Проскур

- Прос

- Илипур

- Рев Валкура

- Тезиир

- Приапурл

Бывшие сембийские города:

- Даэрлун

- Урламспир

Союзная Долина – Высокая Долина

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На побережье Дракона Кормир постепенно сворачивает свою деятельность, во многом даровав ожидаемую очень многими местными жителями независимость от Кормира (в этом Королева Раэдра оказалась умнее своего отца).

Неожиданным ходом стало приглашение бывших бунтовщиков – Драэвенов в городские стражи и войска.

Согласно последних договоренностей между элитами городов и Кормиром – полная независимость будет достигнута через 1 год – в 1494 ЛД.

Тем не менее, нужные изменения во многом уже закрепились в сознании жителей – использование кормирских законов, празднование официальных кормирских праздников и т.д.

Возможно, большую роль в изменении отношения сыграли также деньги выделенные Кормиром на восстановление постродавших Илипура и Проса, а также строительство удаленной от города Тезиир гавани.

Бывшие сембийские города управляются Городским Советом и Королевским Голосами – наместниками со стороны Кормира. Баланс интереса достигается жестко утвержденными и не подлежащими пересмотру долями разделения местных бюджетов на внутригородские проекты и содержание Восточного Экспедиционного Корпуса.

## Основные угрозы

### Незерил

### Сембия

### Вестгейт

### Амн

### Эльтургард

### Зентарим

### Племена из Каменных Земель

### Внутренние противники

#### Повстанцы с побережья Дракона

#### Заговорщики

Элдрет Велуутра

# Общая характеристика Вооруженных Сил Кормира

The Purple Dragons of Cormyr are the standing army and main defence force for that realm. They act as police, army, and border force, all under the strict control and financing of the Crown, allowing Cormyr to have a strong centralized government.

To enforce the royal word, Cormyr maintains a large standing army, which has increased dramatically in the last decade. There are more than XXXX Purple Dragons (so-called because of their banner) garrisoned in the major cities and fortifications. A XXXX-ship Imperial Navy patrols the Lake of Dragons, the Palace Guard numbers XXXX trained elite warriors, and the nation maintains a mounted force of XXXX warriors trained in sword and bow, led by XXXX knights out of the Royal Court. Most of these elite units are veterans of the Crusade against the Horde, and are members of the Order of the Golden Way, a military award commemorating those battles. The king also has the Sons of Stone, the most experienced unit in the army. But the most deadly unit in the army is the feared War Wizards, a unit of magicians recognizable by their black-and-purple robes.

## Именные части

#### Sons of Stone

The Steel Princess's Field Guide to Tactics of the Purple Dragon by Alusair Obarskyr, 1364 DR

# Армия - Пурпурные Драконы [Purple Dragons]

'Tis bright morning of a grand new day. Make haste to waste it in the same old way.

Saying of the Purple Dragons (and other guards in the Dragonreach; originally from the lyrics to The Ballad of the Gallant Wastrels, an ancient Cormyrean court song)

## Последние события

### Война с Незерилом

### Третья Сембийская война

### Изменения в тактике Пурпурных Драконов

Сражение с ордами орков, гоблинов и прочих обитателей диких земель весьма отличается от сражений с армией шейдов Незерила и наемниками Сембии, поэтому в тактике Пурпурных Драконов после войн с Незерилом, Сембией, а также участия в Драконической Войне произошли серьезные изменения:

1. Повышена роль укреплений в тактических ситуациях.
2. Требуемый быстрый переход от рассредоточенных сил за укрытиями в плотную атакующую формацию во время войны с Незерилом еще более усилил требования к дисциплине во время сражения.
3. Растянутость линий снабжения на Западный и Восточный протектораты, а также необходимость защищать северные подходы к Кормиру существенно повысили требования к мобильности войск, что привело к созданию Конной пехоты.
4. Война с Незерилом также указала на неготовность Боевых Волшебников и Пурпурных Драконов к войне в условиях заклинательного превосходства противника, поэтому в стратегические планы были внесены корректировки с целью создания системы управления и взаимодействия между военными частями в условиях отсутствия волшебной поддержки.
5. Высокая эффективность действий наездников на гиппогрифах подтвердила необходимость форсирования программ по разведению гиппогрифов и приручению гриффонов.
6. Использование осадных машин с алхимическими боеприпасами при осаде Сюзейла, а позднее и при штурме Колодца Дракона а также их дефицит показало необходимость усиления инженерных войск Кормира.
7. На развитие магозамещающих и магозаменяющих программ в армии Кормира также оказало влияние большие потери, понесенные Боевыми Волшебниками как при осаде Сюзейла и Арабеля, так и при операции нейтрализации порталов Незерила в окрестностях Арабеля.
8. Активизация действий Зентарима, остатков Незерила, Красных Волшебников Тэя, фанатичных последователей Бэйна, Культа Дракона (после Драконической войны), а также возросшее количество столкновений с эльфийскими экстремистами из Победоносного Меча (Элдрет Велуутра) и Последователями Черного Древа (Лаля Мауршанта) на фоне уменьшения численности и эффективности (из-за измененных законов волшебства в части чтения мыслей разумных существ) подготовленных Боевых Волшебников привело к осознанию необходимости создания также и других способов противодействия неявным угрозам.

## History

Like most kingdoms, the King of Cormyr has always had a large military force devoted to the protection of himself, his family, and his personal estates. However, the creation of a national armed force completely controlled by a King is something of an oddity in Faerun and is only possible through the large amounts of wealth possessed by the Royal House of Obarskyr, and the unwavering support of the related Royal Houses of Crownsilver, Huntsilver, and Truesilver.

The name Purple Dragons, as applied to a military force, was first used in 432 DR; the Year of the Sea Princes, when King Duar stole into Dheolar (modern: Suzail) accompanied by twenty of his best knights (including the later ennobled Lord “Firetongue” Haubrynton so named for his flaming sword), and slew Magrath the Minotaur. The King and his knights were known as the Purple Dragons and renowned throughout the realm. Since that time the armed forces of Cormyr were known as the Purple Dragons of Cormyr

Cormyr’s national army had its origins in the war with the Witch Lords of the Wyvernwater. In 900 DR; the Year of the Thirsty Sword, King Galaghard amassed the greatest army the kingdom of Cormyr had ever seen, it was called the Glory of Cormyr, and with it he drove back and defeated the Witch Lords and their monstrous forces.

Following that war, the Crown maintained a large standing army (prior to that most military actions were fought using hired mercenaries paid for by the nobility who preferred to keep their own troops to defend their homes), and the Purple Dragons of Cormyr grew to become the military wonder of Faerun.

Only once since 900 DR has any other name been applied to the Purple Dragons; In 1286 DR when Salember claimed the Crown for himself (refusing to abdicate in favour of Crown Prince Rhigaerd upon his coming of age), he dismissed the most loyal of the Purple Dragons and created a new army known as the Red Dragons of Cormyr. The “retired” Purple Dragons joined with Rhigaerd and fought for their true King, reclaiming the Crown and their name.

## Overview

To enforce the royal word, Cormyr maintains a large standing army called the Purple Dragons. The force is named in memory of the adventuring band of the same name formed by Crown Prince Duar Obarskyr (thanks to legends of the dragon Thauglor) centuries past.

Rank in the Purple Dragons from junior to most senior is as follows: Blade, Telsword, First Sword, Swordcaptain, Lionar, Ornrion, Constal, Oversword, Battlemaster, and Lord High Marshal. The High- knights are a handful of loyal, dedicated, dangerous Purple Dragons who serve the royal family as per­sonal enforcers, spies, and envoys.

The Purple Dragons possess no official uniform, though all soldiers are expected to meet certain expectations.

♦ Each company has its own badge, representing the name or purpose of the company. In the rare event that a company has no official name or stated pur­pose (due to its direct service to a noble, in times of crisis or war, or when the company is garrisoned locally), the badge takes the form of a silver, shield­shaped brooch etched with the Purple Dragon.

♦ Tabards can be worn over armor (or “warcoats”), but only in white, and then only with the Purple Dragon properly emblazoned on its front. Other colors are used by the personal bodyguards of the various nobles. Black tabards are never worn, even by Knights Royal.

All loyal citizens are eligible to take the oath of the Purple Dragon when they reach maturity.

Those of noble lineage are expected to take the oath and typically are trained for positions of leadership, while those of a common bloodline sign up for two years of service in the militia and undergo extensive training.

A lucky few are accepted as squires to **Purple Dragon Knights**. A squire’s crest is emblazoned on a background of the liege’s color, and these backgrounds are as numerous as the shades of the rainbow, though the purple dragon crest is never displayed on a black field. Those in direct service to the royal family and those who do not serve a particular noble bear their crests on a white background.

Purple Dragons’ training consists of three schools of focus. The young and fearless begin their study by learning **attack techniques that bring the fight to the enemy**. Those who dream of advancing through the ranks to take positions of leadership study **tactics to best take advantage of the battlefield**. The most respected are those who train to **protect key personnel, especially War Wizards, and do not hesitate to sacrifice themselves for the greater cause**. Regardless of role, the Purple Dragons train to fight together as a unit. Loyalty, duty, and honor are valued above all else, and a unit of Purple Dragons can operate as a single machine, utilizing the strengths of the working whole over the individual weaknesses of each component.

I solemnly swear to serve Cormyr and her interests above all else. I vow to answer any call from the crown, the royal family, recognized nobles, and citizens in need, to the best of my ability. I promise that in time of war, I will return to my sworn position and bear arms in service to crown and country.

OATH TO THE CROWN OF CORMYR

The Purple Dragon ranks from lowest to highest (with very roughly equivalent real-world ranks, useful for anyone familiar with a military deriving its ranks from the British system) is:

The Purple Dragons were the famous military of Cormyr that were renowned for their discipline, skill, and loyalty.1 The Purple Dragons were considered to be one of the strongest armies in the Realms, and were well renowned for their heroism and acts of valor in the field of combat. They ranged from young nobles who joined as officers to farmers who joined as Blades. The well-disciplined army was made possible through Cormyr’s military and hierarchical heritage.

## Recruitment and training

All loyal Cormyrean citizens were eligible to join the Purple Dragons by taking an oath. Although the oath was available to non-humans provided they are Cormyrean citizens, extra measures may have been imposed on non-humans to ensure their loyalty, due to the fact that Cormyr was predominantly human.

Nobles were actively expected to take the oath, and would generally be given positions of leadership. Non-nobles would form part of the militia with an initial service of **two years**

**The first six months consisted of an extensive training regime**, before starting active duty, such as patrolling Cormyr’s borders or guarding its cities and towns. After the two-year service came to an end, the Purple Dragon may choose to continue his or her role, or return to his or her former life. In times of conflict the individual could be called back into service.2

Training could take one of three paths, including basic combat training, leadership training, or training in the protection of key personnel, often War Wizards.2 Training was conducted in a range of weapons, and covered subjects such as defense of others and battlefield awareness, in addition to basic combat training.3

“ I solemnly swear to serve Cormyr and her interests above all else. I vow to answer any call from the crown, the royal family, recognized nobles, and citizens in need, to the best of my ability. I promise that in time of war, I will return to my sworn position and bear arms in service to crown and country. ”

— Oath to the Crown of Cormyr

Blade - Private or Corporal

First Sword - Sergeants

Swordcaptain - Warrant Officers/ Lieutenants

Lionar - Captain

Ornrion - Major/Lt. Colonel

Constal - Colonel

Oversword

Battlemaster

Battlemaster and Oversword are somewhat equal, both being roughly equivalent to general officers in our world. Generally speaking, a battlemaster is a field officer, while an oversword is a garrisoned or "base" officer (like the commander of the garrison of Arabel, Oversword Dutharr). You'll never really see a noble below the rank of swordcaptain, and rarely below the rank of lionar. Commoners, for their part, have a hard time making it past lionar, though an ennobled or knighted commoner can rise to any rank the crown or his superiors desire.

Standing above these ranks is the (Lord High) Warden of the Eastern Marches, currently Dauneth Marliir. Any other regional wardens ("Warden of the North," for example) would also be at this level. The Warden of the Port of Marsember, Ayesunder Truesilver (and de facto head of the Imperial Navy), is effectively at this level as well.

Above the Warden is the (Lord) High Marshal of the Kingdom. This post is currently vacant--in truth, it's filled by Alusair--and answers only to the Crown, having full command over the total forces of all Cormyr.

Джерело: <<http://forum.candlekeep.com/topic.asp?TOPIC_ID=9685&whichpage=2&SearchTerms=HIGHKNIGHTS>>

## Присоединение к Пурпурным Драконам

For joining the Purple Dragons: the soldiery of Cormyr is always short of strength, these days, and simply volunteering at any garrison location is enough to get a PC “halfway in.” There’s an oath of loyalty (simplify it from the War Wizard one, with loyalty sworn to the ruling monarch; if your campaign is during the Steel Regency, the oath will specify serving Azoun V directly or “through the Regent, and none other”), the signing of a “bond” (simple contract, with pay specified; the PC will start as an “armsman” or trainee soldier, at 1 cp/day plus room and board; pay will increase to 1 sp/day for any sort of “combat duty,” and mounts and all gear are provided free of charge; pay will also increase as more training is mastered, and of course increases with rank; there are various notations over the three-and-ongoing years of this thread as to pay, rank, et al, plus the rank table given in POWER OF FAERUN), mind-reaming again (by a middling-level War Wizard), and then assignment to a trainee “patrol” at a garrison.

whereas PC adventurer War Wizards are typically “fairly free” to go adventuring, PC Purple Dragons are NOT. Being a soldier of the Crown means military duty, darned near all your waking hours, not racing off to delve into dungeons or pick fights with monsters or anyone else. Trainees are not going to be sent into danger or anywhere near any royalty or sensitive areas, unless the realm gets plunged suddenly into war.

### Dogma / Motivation / Goals

The Purple Dragons are charged with the defence of the realm of Cormyr. This requires them to patrol the borders to keep out threats, to guard the Crown and its assets, to police the Royal Word and protect the citizens of Cormyr, and in times of war to form an army to fight for the Royal House of Obarskyr.

The Lord High Marshal of the Kingdom, Duke Bhereu commands the king's standing army.

## Tactics

Throughout Cormyr history, the army has fought few pitched battles. Historically, the Purple Dragons fight using guerrilla warfare tactics, making quick strikes at sensitive enemy areas or concentrations and moving quickly to another location.

Many of the Purple Dragons' adversaries use similar tactics. Duke Bhereu firmly believes in keeping his force as mobile as possible to prevent his men from being ambushed or otherwise outflanked. Duke Bhereu sees a standing army that fight with old ways of prearranged fields of battle and lines of men carefully organized to face each other to be an invitation for disaster.

Before Bhereu had established his reputation, his tactics were called into question at less than honorable. The results of the tactics--the benefits of the low casualty rate and the efficiency and quickness of achieving objectives--have quelled all rumblings about conforming to age-old rules of war.

## Missions

The mission of Queen Raedra’s army is a simple one: defend Cormyr. The realization of that goal, however, is complex.

### Stonelands

The most significant threat to Cormyr´s borders comes from the Stonelands, an area of rocky land, craggy valleys, plateus, and other confusing and hostile terrain. This topography makes for ideal hiding places for bandits, monster, and other nefarious beings.

Raiders from the Stoneland have been harassing Cormyte interests for decades. In particular danger are caravans that travel the road between Tilverton and Castle Crag.

The Garrison in Castle Crag guards the Gnoll Pass from border raiders coming from the Goblin Marches but can do little to protect traffic on the Moonsea Ride.

Cormyr occupied Tilverton in 1357 DR, declared Tilverton a protectorate, and stationed 850 Purple Dragons there.

These troops now regularly conduct patrols into the Stonelands in an effort to clear the region of monsters and bandits. Thus far, the results have been mixed. There are still raids on caravans and there are still reports of monster strongholds within the Stonelands, but there is no doubt that organized bandit activity has substantially decreased. This may change in the future, however, as the Zhentarim and others attempts to organize criminal elements within the Stonelands against the Purple Dragons.

Tilverton was destroyed in 1382 DR.

### Goblin Marches

This area to the north of Cormyr has been a threat to Cormyte security since the beginnings of the kingdom. Today, the Goblin Marches are a shadow of the threat they once were.

Long ago, the marches were filled with troops of an organized goblin empire that conducted regular raids as far south as Suzail, then a nearly defenceless cluster of buildings.

As Cormyr grew, it became more effective at repelling goblin raids. With the creation of Castle Crag, Cormyr put an end to goblin raids farther south into Cormyr. Castle Crag became the most important military location in Cormyr.

Over time, the Anauroch Desert grew, disrupting life in the goblin empire. The empire began to break up, and factions migrated to other regions or generally dissipated. As the goblin threat waned, so did Castle Crag's importance.

Castle Crag still stands sentinel against raids by goblins or other demihuman bands.

There are approximately XXXX Purple Dragons and a detachment of War Wizards at the castle.

This force has prevented the progress of any goblin tribe to date, but there are troubles on the horizon for Crag. The Zhentarim are recruiting goblin bands into Zhentarim service against other goblin Marches tribes and raiding parties. Should this army become powerful and organized enough, it would pose a serious threat to Cormyr.

### High Horn

Border raiders were once a constant problem. They would sweep in from the west, through a pass in the Stormhorn Mountains, and raid towns like Tyrluk, Eveningstar, and even Arabel.

High Horn was built to prevent such raids. It is a massive complex of walls and buildings that can house half of Cormyr´s army.

Approximately XXXX Purple Dragons are stationed there in addition to War Wizards and other miscellaneous forces.

Since the founding of High Horn, border raids through the Stormhorns have all but stopped.

### Keeping the Peace

An important function of the Purple Dragons is to ensure peace throughout the kingdom.

This means keeping the interior of Cormyr safe from raiding parties so a merchant company or farmer may travel in safety and return home with profits intact.

To this end the Purple Dragons have been very successful. Certainly, the Purple Dragons cannot be everywhere at once, and there is always the threat of a random bandit attack somewhere in Cormyr, but the kingdom does have the reputation of offering safe overall travel.

The Purple Dragons are also charged with preventing internal insurrection. There has been only one instance when the Purple Dragons were needed to quell an insurrection, when they put down the revolt by Gondegal without bloodshed.

### Adventuring in Cormyr

Associated with keeping the peace within Cormyr is monitoring the "lawless freeswords" to make sure they start no trouble.

The Purple Dragons are particularly watchful of group of people who wander the countryside with their own weapons and agendas. Groups of adventurers are perhaps the most dangerous, for they have their own missions, are often from distant lands, and almost always care little for the well-being of Cormyr.

The custom of tying a cord to one's sword hilt and scabbard is actually a law enforced by the Purple Dragons. Should the Purple Dragons spot anyone bearing weapons that aren't peacebonded, they will stop such people and inform them of Cormyr´s "custom." If the armed individuals have been hired by a company that is authorized to hire mercenaries, they may carry unbonded weapons but must display proof of their employment and employer and the number of individuals hired as a group, and the name of the group leader.

The Purple Dragons are authorized to imprison violators and seize their goods. Note that chartered adventurers are allowed to bear unbonded weapons in Cormyr.

### Hullack Forest

The Purple Dragons are charged with major responsibility for clearing the forest and ridding the area of monsters.

This responsibility has recently been taken over by the Local Lord, Rothgar Huntcrown.

## Ranks of Purple Dragons

### Неофицерские звания

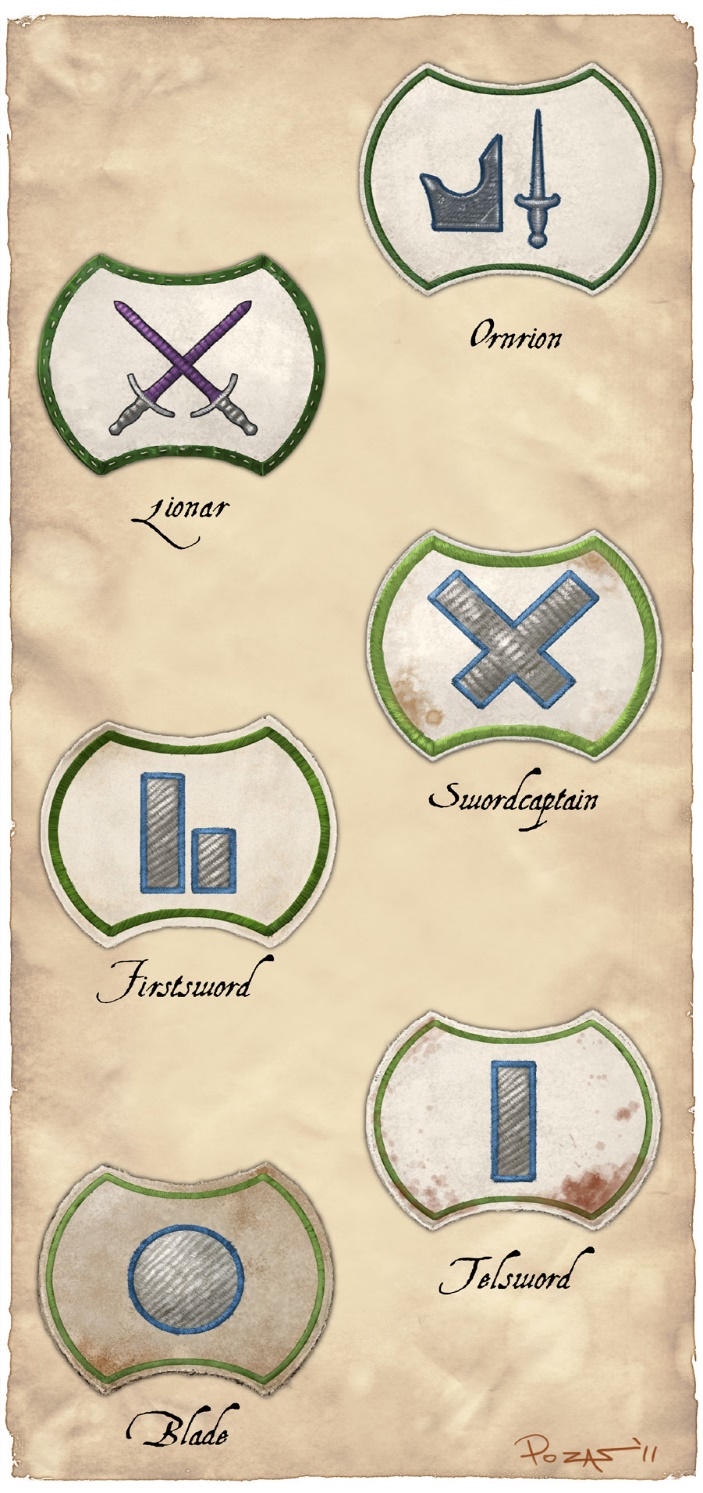
The Purple Dragons have the following ranks from lowest to highest:

Blade Private A typical foot soldier with no authority of their own beyond the power to make arrests or challenge intruders while on duty.

Telsword otherwise known just as Sword Corporal A veteran blade or a Purple Dragon who has experience as a mercenary or an adventurer with the power to lead small patrols of up to half a dozen blades.

High Sword Sub-sergeant

First Sword Sergeant A senior soldier and leader of a small force (typically fewer than a dozen, though it can number as high as twenty) with the authority to make reports, give testimony, disarm and detain unchartered adventurers, and otherwise operate without strict supervision.



### Офицерские звания

Sword Captain Lieutenant Non-commissioned officer serving under royal warrant, who serve as the heads of companies of soldiers, as lieutenants to commissioned officers, as patrol captains and shift officers, and in any number of other roles within the military. Swordcaptains have the right to wear weapons unbound when they’re not on official duty, and can swear soldiers into the service of the Crown. They also have the power to promote a blade to the rank of telsword, and to recommend the promotion of a telsword to firstsword.

Road Captain Road Captains are officers in the Purple Dragon army, the equivalent of Swordcaptains when the need arises for them to take command of units; But they typically act independently, being entrusted with special missions by the Crown.

Lionar Captain The lowest commissioned rank and a position of great trust. In addition to commanding over one hundred soldiers trained to fight for the realm, lionars can promote or strip of rank any subordinate Purple Dragon (although, in the case of a swordcaptain, only on a temporary basis), can accept soldiers into service, and can requisition from the Crown additional supplies of food, tents, and weapons.

Ornrion Major A middle ranking officer often assigned as a lieutenant to a higher-ranking officer or as a commander over a larger company of Purple Dragons. Ornrions can issue warrants of swordcaptaincy, can strip such warrants, and can deny pay — or expel entirely — Purple Dragons for offenses against their fellows.

Constal Colonel Officers of high rank who command full brigades of troops, and are either of noble birth or invested with a title of full nobility before being assigned such a weighty task. A constal can issue and strip commissions of lower officers, and can overturn the decisions of lesser officers.



### Генеральские звания

Oversword Major General Older rank of general officer who serve as garrison commanders and leaders of fortifications with the authority to execute a member of the Purple Dragons for mutiny, and to bring charges of desertion against nobles serving with their armies.

Usually commanders of garrisons and fortified settlements

Battlemaster Lieutenant General Newer rank of general officer, technically more elevated than overswords, who are responsible for the handling of mobile troops and the gathering of disparate companies into cohesive armies during times of war with the authority to execute a member of the Purple Dragons for mutiny, and to bring charges of desertion against nobles serving with their armies.

Lord High Marshal General. The Lord High Marshal is a Court title and is appointed by the King himself.

Table 1 Ranks

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Purple Dragon Rank | Earth Equivalent | Type | Tassle Color | Description | PAYMENT |
| Blade | Private | soldier | Green |  | 30 |
| Telsword ("Sword") | Corporal | soldier | Brown | up to 6 | 45 |
| High Sword | Sub-Sergeant | Soldier | Black with white |  | 55 |
| First Sword | Sergeant | soldier | Black | Usually <12, max 20. A firstsword has the authority to make reports, give testimony, disarm and detain unchartered adventurers, and otherwise operate without strict supervision | 60 |
| Swordcaptain | Lieutenant | officer | Copper | Swordcaptains serve as the heads of companies of soldiers, as lieutenants to commissioned officers, as patrol captains and shift officers, and in Фny number of other roles within the military. Swordcaptains have the right to wear weapons unbound when they’re not on official duty and can swear soldiers into the service of the Crown. They also have the power to promote a blade to the rank of telsword, and to recommend the promotion of a telsword to firstsword. | 90 |
| Lionar | Captain | officer | Copper & Silver Twist | lowest commissioned rank In addition to commanding over one hundred soldiers trained to fight for the realm, lionars can promote or strip of rank any subordinate Purple Dragon (although, in the case of a swordcaptain, only on a temporary basis), can accept soldiers into service, and can requisition from the Crown additional supplies of food, tents, and weapons. | 110 |
| Ornrion | Major | officer | Silver |  | 135 |
| Constal | Colonel | officer | Silver & Gold Twist | Command full brigades of troops and are either of noble birth or invested with a title of full nobility before being assigned such a weighty task. A constal can issue and strip commissions of lower officers and can overturn the decisions of lesser officers. | 150 |
| Oversword | Major General | General | Gold | Garrison commanders and leaders of fortifications | 240 |
| Battlemaster | Lieutenant General | General | Gold & Rosegold Twist | Overall leader of large force | 270 |
| Lord High Marshal | General | General | Rosegold | Only one has this rank at a time; sort of like Chairman of the Join Chiefs of Staff & second only to King in military authority | 300 |

## Special ranks and titles



Помимо обычных рангов и нагряд у Пурпурных драконов есть такжее дополнительные:

Дополнительные ранги можно поделить на несколько групп:

- функциональные должности рядовых. Например:

* Orderly
* guidon

- функциональные должности офицеров. К ним относятся в частности:

* Swordlord
* Lancelord
* Arrowmaster
* Siegemaster

-функциональные должности swordmajor. Примерами таких должностей могут быть:

* Drillmaster
* Campmaster
* Quartermaster
* Regimental swordmajor

- функциональные, указывающие на особый статус:

* Boldshield
* Warden
* Warcaptain
* Roadcaptain
* Highknight
* Swordcommander
* Lordcommander

|  |  |
| --- | --- |
| Title | Description |
| Aide-de-camp | An aide-de-camp is a commissioned officer who serves a general officer as a secretary and confidential assistant. The aide helps the general officer with administrative duties, often handling lesser details for the general officer. |
| Arrowmaster | This title is bestowed on the leader of a force of archers. This title is usually an officer or officer-equivalent (if the archers are militia or lord's men), but could also be applied to a senior enlisted person for a small force of archers. The reason that officers are called 'arrowmasters' instead of 'arrowlords' is that those who serve in archery units are commoners (or, at best, disgraced nobles or nobles going incognito) whereas nobles make up a sizeable proportion of the officer corps. |
| Boldshield | boldshield is the enforcing authority of the King's law and will within a district (i.e. a local regional territory within Cormyr). The territory that a Warden is responsible for will usually be divided into several districts and a person appointed the boldshield of that district to take care of the day-to-day enforcement tasks. Boldshields will often, but not necessarily, be Purple Dragon officers that are garrisoned within the district. One example of a boldshield is the Purple Dragon officer Ergluth Rowanmantle, who is the boldshield of the Northtrees March district (which is in the foothills of the Thunder Peaks north of the Immerflow.] This title, still in current use, doesn’t appear in the POWER OF FAERUN table because the other militaries compared in that table don’t have an equivalent rank.  A boldshield is ranked just above a Lionar, while in his or her district ONLY (and is otherwise just beneath a Lionar in the chain of command).  Boldshields are wardens: officers stationed in districts or regions of the realm (usually on the frontiers) that require some military oversight but lack garrisons - - and therefore lack any nearby Purple Dragon officers. Their job is to observe events (including the arrivals and departures of “persons of interest”) in their assigned territory; maintain up-to-date maps (right down to the “game trails” level) of the territory; report anything suspicious or of note to superior Purple Dragon officers elsewhere; brief (and pass on standing orders, sealed orders, and commands from on high) and act as liaison for any War Wizards and Purple Dragon units and personnel entering the territory; and act as a temporary bailiff, lawsword (police), and spokesman for Crown law in the territory, until higher-ranking or properly appointed individuals holding such duties can be summoned. They are regularly (and often: at least once a tenday, and usually twice a tenday, or more when “known trouble” is afoot) visited by lancelords, Highknights, and other Court envoys or Purple Dragon officers to receive their reports, check if they need aid or messages or items sent, and so on. There are only a dozen to sixteen boldshields, and they tend to be stationed in the household of local nobility (to keep an eye on said nobles, whose wealth and activities tend to be magnets for a lot of shady business in frontier locales, even if they aren’t themselves disloyal to the Crown or dismissive of Crown law). |
| Campmaster | this position is one almost always filled by one with the rank of swordmajor, and this senior enlisted position has the task of supervising the set-up and tear-down of camps and bivouacs when the unit is on the move. The campmaster's particular concerns are the organization, security and sanitation of the camp. He will insure that the tents and facilities are arranged in manner that will not obstruct the functioning of the camp, schedule round-the-clock watches, and see to it that proper privies and garbage disposal pits are dug to minimize the spread of disease among the soldiers. When not functioning in this capacity, the drillmaster functions as a guard for the headquarters and unit commander. |
| Company Swordmajor | this position is filled by an experienced soldier with the rank of swordmajor. He acts as a second-in-command of a company under the swordcaptain, and is also an advisor to the swordcaptain. Swordcaptains are usually unseasoned and young officers, and it falls to the company swordmajor to gently and tactfully guide them in matters of small-unit tactics and leadership. When these young men are wise enough to listen to their company swordmajors, they often turn out to be fine officers. Those swordcaptains who don't listen to the words of their company swordmajor (usually young high-nose nobles) end up dead in combat with regretful frequency along with many of their men. |
| Drillmaster | this position is one almost always filled by one with the rank of swordmajor, and this senior enlisted position has the task of training the soldiers both in military maneuvers and marches and in weapon use. When not functioning in this capacity, the drillmaster functions as a guard for the headquarters and unit commander. |
| Guidon | the position of guidon is usually given to a blade or, in larger units, a first sword. The guidon is the one who carries the unit's standard — a flag, banner or some other sort of heraldry. It is considered a great honor to be a unit's standard bearer because the standard is the symbol of the unit itself, and some say it is even the heart and soul of a unit. If the standard falls or is captured, it is damaging to the morale of the entire unit. The standard also serves a more practical purpose: it indicates the location of the unit, and where it is to form up or rally, so it is a way to maintain some semblance of order and control on the battlefield. For this reason, the guidon is always near the commanding officer of the unit. |
| Highknight | A highknight of Cormyr is a recently created rank of service to the Crown. Trained in Court etiquette and realm law as well as in the use of weapons, highknights are regularly mind-read by War Wizards to guarantee their continued loyalty, as well as to guard against magical influences or impostors posing as real knights. Highknights usually draw difficult duties, such as investigating suspected traitors among the ranks of superior Purple Dragon officers or the nobility, or guarding royalty or unpopular visiting envoys. In Cormyr, highknights speak with royal authority, and they can always gain audience to any royal or Court personage (though they'll face penalties for frivolous use of this privilege). Most highknights are fighters, but Filfaeril and Vangerdahast (joint creators of this rank) desire the office to be open to bards, rangers, and other persons difficult to fit into the normal Court hierarchy. Rowen Cormaeril, for example, has been accorded the rank of highknight, as has his brother Beliard, bladebrother to Alusair and bastard son of Azoun IV. Both would otherwise share exile with the rest of their family. Highknights can be encountered anywhere in the Dragonreach and Dragon Coast, but they are most likely to be found in Cormyr proper. |
| Horse Marshall to the Crown of Cormyr | who is responsible for, amongst other things, assigning garrisons of Purple Dragons to nobles, which the nobles must of course pay for the food and lodging of. |
| Lancelord | A lancelord is simply the most senior cavalry officer within tactically effective communication range (within range of guidon signals or at most a few minutes gallop of a messenger), and may be any commissioned officer but is usually at least a lionar. There is only one lancelord in any given place and situation.  It means “messenger” or “envoy” of a battlefield commander (of the rank of Oversword or higher, plus any royal, or any War Wizard assigned to serve with a military unit). Some real-world armies would use the term “aide-de-camp” for a lancelord. In short, it’s a temporary service rank that trumps the holder’s everyday rank (or lack of military rank) and puts them a shade below the rank of the person they’re speaking (or running errands) for. So the Lancelord of an Oversword outranks any Constal, but is outranked by any Oversword. |
| Lord Commander | a lord commander is the commander of a major fortress or garrison. A Lord Commander is always a serving Purple Dragon officer and is almost always a general officer although if the force is small enough the position may be appointed to a constal. The position is usually an annual appointment by the king, although the king can (and in some cases does) re-appoint the same person each year. If the officer appointed as lord commander is not already of noble birth, then his social status is the same as that of a town's local lord for the duration of his appointment. Lord Commanders also have heralds as assistants, just as town local lords do. Examples of lord commanders are the commanders of the High Horn and Castle Crag fortresses. |
| Orderly | An enlisted soldier assigned to attend and perform various tasks for a senior officer; a soldier who serves as an attendant to a senior officer. Orderlies are usually blades, but a senior officer with several orderlies usually has a first sword as a lead orderly. |
| Quartermaster | the quartermaster is a vital duty that no large military formation can function without. A unit's quartermaster is the one in charge of all matters logistical — supplies, transport and the like — and is in charge of the supply train of wagons that always follow any large unit on the march. It is the quartermaster's duty to make sure that everyone in the unit has the supplies needed to function and fight, from food to tents to weapons and armor. Normally, the quartermaster will hire on (at crown expense of course) a number of civilian drovers, armorers, weaponsmiths, blacksmiths, wagonwrights, canvas-sewers and so forth to provide the need for such skills that any large military unit requires. This does not count the larger number of civilian camp followers (of various and often unseemly callings) that often accompany large units on the march that the quartermaster does not authorize request or pay for, much to the chagrin of some officers. Such an important responsibility would seem to justify an officer rank, and does in many other militaries, but it is a long-held tradition in the Purple Dragons to assign this task to a senior swordmajor of many years of service so that the officers can concentrate on more combat-oriented matters. The swordmajors assigned this vital task have perhaps more authority than any other enlisted person save the regimental swordmajor. |
| Regimental swordmajor | the swordmajor holding this position is the single most senior enlisted person in the regiment. He represents the interests of all the enlisted people to the commander of the regiment and advises him on matters that concern them. The regimental swordmajor also keeps an eye on the morale of the enlisted soldiers and can keep the constal appraised of any potential problems, or solve those problems without needing to involve the officers. The regimental swordmajor is also responsible for overseeing and evaluating the performance of the other swordmajors and can advise the officers about which are ready for more responsibility. Although the drillmaster of the kadrath has the immediate day-to-day responsibility for training the soldiers, it is the regimental swordmajor who is finally responsible to the constal for the training performance and conduct of all the regiment's enlisted personnel. |
| Roadcaptain |  |
| Siegemaster | Siegemaster is directanalog of “arrowmaster” but responsible for siege weapons. If siegemaster is Commander of siege weapon team |
| Swordlord | A swordlord is simply the seniormost infantry officer within tactically effective communication range (within range of guidon signals or at most a few minutes gallop of a messenger), and may be any commissioned officer but is usually at least a lionar. There is only one swordlord in any given place and situation.  “Swordlord” is a title that means “unit commander,” but where it falls in the rank hierarchy varies with the size of the unit, from patrol to army.  In other words, Swordlord Heldrar Aeron may be Swordlord of a small local militia patrol and be outranked by a First Sword, but Swordlord Jaeroevan Blackfeather may command a hastily-mustered (in the face of an orc horde attack) Army of the West Reaches, and be more or less equivalent to a Battlemaster. |
| In some cases | A respected Purple Dragon officer (or a noble serving as commander of Purple Dragons); used to elevate the subject in the eyes of the listener. |
| Warcaptain | “War captains” (as two words) is a collective term for officers, really meaning “battlefield unit commanders, acting and permanent, plus their lancelords, here in this location [usually: at a battle or a meeting] at this time.”  Warcaptain as a single word is the title given to any acting commander, serving because of the death or incapacity (due to wounding, disease, captivity, or magical affliction or curse) of the “real” commander.  For example, if a large cavalry unit is assembled and dubbed the Riders of High Horn, it will be commanded by an Oversword (or higher rank) who will be known as Swordlord of the Riders of High Horn. If that Swordlord falls in battle, and his Lancelord finds himself the highest-ranking surviving officer of the Riders, the Lancelord will take the title Warcaptain (and instantly cease to be known as a Lancelord; he probably still has a “real” rank, remember), and go on leading the unit. Even if he’s confirmed as the commander by other Purple Dragon commanders, it’s customary for him to continue to be called “Warcaptain” until an Obarskyr officially bestows a new rank on him.  Commoners, adventurers, or War Wizards who “step into the breach” and rally leaderless Dragons, give them orders, and so lead them in battle, are by tradition called Warcaptain. If they so serve with distinction, they are given (afterwards) the pay of an Oversword for the day, and either offered a position in the ranks, or knighted. |
| Warden | a Warden is not really a military title in and of itself; a warden is simply an official appointed by the King to enforce Crown laws and regulations in a specified area. The title of Warden is mentioned here because the majority of the holders of this title happen to also be military general officers. A Warden is empowered to appoint and deputize lesser officers and crown servants to help him in enforcing said laws and regulations, and when a warden is also a military officer, he will use the Purple Dragons in his command in this capacity. The title of Warden is entirely separate from any other military titles and positions the holder may have; for example, that Battlemaster Baron Thomdor was Warden of the Eastern Marches means he is empowered to enforce the civil laws within the Eastern Marches and that is an entirely separate responsibility from his post as commander of the Army of the East despite the fact he uses his army as an instrument to enforce these civil laws and regulations as well as provide for the military security of the region.  The Warden of the Port of Marsember is another example of this, as Lord Admiral Ayesunder Truesilver has the power to collect customs duties as well as enforce the civil laws of the port as well as the military authority of the garrison and fleet.  An example of a warden that is not a military officer is Maestoon Huntsilver, the Warden of the King's Forest. Maestoon is responsible for the health of the forest and the game within and has the power to enforce the King's regulations on logging and hunting and employs many foresters, rangers and guides to help him, but he has no responsibility for military security nor does he have any military forces under his command.  The King may grant the title of Warden to anyone he wishes, but historically it is granted almost entirely to nobles with the only exceptions being non-nobles of exceptional ability to do the job. In these few latter cases, more often than not a noble title will also accompany the title of Warden |

### Знаки отличия и награды [Medals and Awards]

The list below is a list of medals and awards that can be bestowed upon honorable or valorous individuals in the service or Cormyr. This is not a comprehensive list.

#### Honor of the Dragon Heart

This 4" diameter medallion jewel is purple dragon on a gold disk with small gems embedded in the gold disk. On it’s back the recipients name engraved on the disk, with the day and year bestowed with the bestowing King’s name. Only by King’s decree can this award be bestowed, and it is the highest award that can be bestowed (much like the Medal of Honor) by the kingdom. It is reserved for the only the most honorable and valorous heroes of Cormyr. The medallion is attached to a gold embroidered purple silk neck strap used to hang around the recipients neck. It is worn during military ceremonies or other official ceremonies, and can be worn with or without armor. All Cormyrian nobles and members of the Cormyrian military recognize this award.

Hundreds of these awards have been bestowed through Cormyr’s 1,300 years. Each recipient is named, with their exploits, in the hall of legends in the Palace of the Purple Dragon in Suzail on a special engraved stone plaque.

The medallion is non-magical, but is rumored to command over 1,000 gp if sold as a jewel. Of course, selling the medallion is frowned upon. Families who have had members bestowed this highest award consider this a family heirloom, and it is passed on from generation to generation.

#### Knight of the War Wizards

The Knight of the War Wizard is a special title bestowed upon honorable sorcerers and wizards that are powerful, held in high-esteem, and honored for their great deeds among the War Wizards of Cormyr. The title can be bestowed by non-other than the Chairman Emperious himself. There is no medal or award; it is a title much like a honorary military title in Cormyr. During official ceremonies, a Knight of the War Wizard may wear a artisan sash or vestment much like members of the War Wizards order, which is given to them when the honor is bestowed. The vestment has 3 lines (silver, purple, and silver); which makes them easily identifiable to those that understand War Wizard ranks. In the rare occurrence that a Knight of the War Wizards becomes a member of the War Wizard organization, they likely will wear this vestment with their armband that will signify their rank in the order.

Since these awards are bestowed rarely, active members of the War Wizard organization generally know of current active Knights of the War Wizards, and are educated in previous members of the order in their apprentice training. The Knight of the War Wizard title can be removed from the individual and stricken from their ranks at any time for dishonorable deeds by decree of the Chairman Emperious.

Knight’s of the War Wizard are welcome at the Towers of the War Wizards, and are considered honorary members of the order, though they have not gone through the normal vetting or geas process required by normal War Wizards. Knights of the War Wizards are separate from the normal War Wizard organization, are considered honorable members, but not actual War Wizards. Thus, they might not have the full rights of War Wizards, but are also not subjugated to the normal rules that War Wizards must follow.

## Organization of Purple Dragons

**Headquarters:** Cormyr, Suzail, Citadel of the Purple Dragon

**Members:**

**Hierarchy:** Strict

**Leader:** Lord High Marshal

**Religion:** Varies

**Secrecy:** None

**Symbol:** A purple dragon facing forward with wings unfurled

### Основные подразделения

Наибольшей боевой единицей в армии Кормира является боевая группа [battlegroup].

Для оказания помощи своим протекторатам, в армии Кормира также выделены так называемые Экспедиционные Отряды, которые обладают меньшей численностью.

К ним относятся:

* Армия Западных Пределов [Western Heartlands]
* Армия Восточных Пределов [Eastern Heartlands]
* Армия Северных Пределов [Western Heartlands]
* Армия Срединных Земель [Heartlands]
* Западный Экспедиционный Отряд [Western Expedition Force]
* Восточный Экспедиционный Отряд [Eastern Expedition Force]
* Специальные подразделения

Боевые группы управляются **Мастерами Битвы [Battlemasters].** Численность боевых групп неоднородна.

Войска в подразделениях могут быть общего назначения: легкая и тяжелая пехота, легкая и тяжелая кавалерия,

#### Армия Западных Пределов

HQ: High Horn

Commander: **Lord Commander of High Horn, Battlemaster Raoulas Cormaeril, Warden of Western Marches**

Size:

#### Армия Восточных Пределов

HQ: Замок Краг

Commander:` **Lord Commander of Castle Crag, Battlemaster Warvred Emmarask, Warden of Eastern Marches**

Size:

#### Армия Северных Пределов

HQ: Halfhap

Commander: Battlemaster **Aberyl Emmarask**, Warden of North Marches

Size:

#### Западный Экспедиционный Отряд

**HQ:** Proskur

**Commander:** Battlemaster

Size:

#### Восточный Экспедиционный Отряд

HQ: Daerlun

Commander: Battlemaster

Size:

#### Специальные подразделения

HQ: Suzail

Commander: Lord High Marshal

Size: special

### Специальные подразделения

#### Корпус Королевских Охотников на Чудовищ [Corpus of Royal Monster Hunters]

HQ: Thunderstone

Commander:

Size:

#### Корпус Королевских Воздушных Наездников [Corpus of Royal Mounted Airborne]

HQ: Halfhap

Commander:

Size:

#### Корпус Горной Стражи [Corpus of Mountain Watch]

HQ: High Horn

Commander:

Size:

#### Королевская Стража

HQ: Suzail, Citadel of Purple Dragons

Commander:

Size:

The Royal Guard is a special elite unit whose mission is solely the protection of the Royal Family of Cormyr. The members of the Royal Guard are almost always drawn from the Purple Dragons and are appointed to the guard only by the King or the Royal Magician. The Guard maintains a rank structure like that of the Purple Dragons, but the Guard itself is a separate service. The entire Royal Guard is currently composed of 148 men led by an oversword.

The Royal Guards also organize themselves differently than do normal military units. There is a personal guard detail for each Royal Person, and a unit of palace guards for the palace itself. The personal guard details will generally follow their charges wherever they go when possible, while the Palace Guards generally do not leave the palace unless the personal guard details are traveling and circumstances require bolstering their strength. The Royal Guard wishes to keep constant guard over all Royal Persons, but many Obarskyrs often wish to travel quietly or incognito and their stubbornness often wins. Thus there is often a contest of wills between the Royal Guards sworn to protect their charges and willful Obarskyrs intent on fun, adventure, or simply seeing their country incognito. When the will of the Obarskyrs wins out, there may be a reduced complement of guards in their presence or the guards may even be incognito and at a discreet distance and War Wizards may be scrying to supplement the guards. Even when Royal Persons seem to be alone, do not assume that they are vulnerable or unguarded.

The personal guard details are under the overall command of a constal. Each Royal Person has a guard force twelve strong led by an ornrion that will normally keep a constant four-man watch that rotates every 8 hours. A Royal person is defined as the current reigning monarch and his or her spouse, each previous reigning monarch or spouse, a regent if one currently holds authority, and the children of a reigning monarch. Currently, there are only four Royal Persons: King Azoun IV, Queen Filfaeril, Princess Tanalasta and Princess Alusair Nacacia. This means that at the current time there are 48 Royal Guardsmen in all the personal guard details together, although historically this has increased or decreased with the number of Royal Persons.

The Palace Guard is the force of Royal Guards who concern themselves primarily with the security of the Palace. The Palace Guard a hundred-strong force led by a constal, and directly under him are four ornrions that lead four equal divisions. There are three guard shifts each day in the palace that is manned by one of the divisions. The guard shift rotates among the four divisions and the one division not having a guard shift during the day is the ready reserve that can be called on at a moment's notice if needed. In extreme emergency, of course, the entire palace guard can be called to duty to deal with major threats.

There are no Royal Guardsmen with the rank of blade. All have at least the rank of First Sword, although in the guards they are generally just called Swords. Royal Guards are frequently evaluated for physical fitness and combat skill and there is no hesitation in removing anyone who does not meet the stringent requirements. Royal Guards are required to submit to geas spells as well as swear loyalty oaths.

#### Посланники Королевы [Queen’s Messengers]

HQ: Suzail, Citadel of Purple Dragons

Commander:

Size:

#### Высокие Рыцари [High Knights]

HQ: Suzail, Citadel of Purple Dragons

Commander:

Size:

## Organization Above the Regimental Level

As stated before, the regiment is the primary operational unit in the Purple Dragons and the structure of regiments is largely a matter of regulation, at least on paper. When more than one regiment is organized under a single command the overall larger unit is called an army.

There is no fixed regulation structure for a Purple Dragon army, and armies are normally very fluid and flexible in makeup. They will contain regiments of different types that are coordinated to work together for mutual support. Smaller armies might be made up of just two or three regiments under the command of an oversword, while larger armies will be made up of many regiments under a battlemaster. Larger armies commanded by battlemasters may have a more detailed headquarters structure as overswords are given commands of smaller groupings of regiments within the army.

Each oversword or battlemaster (referred to hereafter collectively as general officers) commanding an army will have his own headquarters to help him manage the tremendous responsibility that such a command entails. There is no fixed size of an army headquarters, as the size will vary with the size of the army. There will be enlisted Purple Dragons to serve as guards and orderlies, several junior officers who serve the general officer as aides-de-camp, royal scouts to serve as messengers for the general officer as well as being his personal eyes and ears, squires if the general officer is a knight, and probably at least one or two battlepriests. War wizards are always assigned to army headquarters as well but these are not under the direct command of the general officer, to the chagrin of many of these officers. General officers who are also nobles will often bring on their own retainers to serve them as well, as personal guards or servants to provide as much of the comfort of home as possible in garrison or encampment. Depending on the size of the army, though, a general officer's army headquarters will be made up of 20 to 40 Purple Dragons of all ranks and functions, not including any personal retainers he brings along.

During time of peace, higher levels of organization are largely administrative in nature. Currently, there are only three armies in existence:

the Army of the East,

the Army of the West,

and the Army of the Heartlands.

The Army of the East is commanded by Battlemaster Baron Thomdor, which is made up of detachments in Arabel, Castle Crag, Halfhap, Tilverton and their supporting minor garrisons.

The Army of the West is commanded by Oversword Thursk Dembarrion, the Lord Commander of High Horn, and is made up of all the troops in the High Horn, Eagle Peak and Skull Crag garrison and their supporting minor garrisons.

The third army, the Army of the Heartlands, is made up of the Suzail, Marsember, Arabel (except for those regiments in the Army of the East), Waymoot and Wheloon garrisons and their supporting minor garrisons. The makeup of these armies is fluid, as regimental rotations frequently transfer regiments from one army to another. In time of war, additional armies are created by the King or the Lord High Marshal as the strategic situation demands.

[Note: Since the Army of the East roughly matches a section title in VGtC (The East Raches), the other army names were taken from section names in VGtC as well: the Heartlands and the West Reaches.]

Not every general officer will be the commander of an army. Some overswords and battlemasters are assigned to the headquarters in Suzail for the purpose of strategic planning or operational oversight.

## Основные виды подразделений

Вооруженные силы Пурпурных Драконов используют такие виды подразделений:

- легкая пехота, размещенная в больших и малых укрепленных пунктах по всему Кормиру



### Пехота [Infantry]

Infantry are the footmen of the army. Although many infantry have basic skill at riding horses and usually ride on patrols, and officers usually have mounts even when their men march, infantry units fight on their feet. The infantry form the backbone of Cormyr's land forces. The war wizards get the fear and awe and the cavalry gets the glory, but the infantry is what holds ground and wins wars. The various infantry regiments of Cormyr can be either light, medium, or heavy regiments.

#### Легкая пехота [Light infantry]

Light infantry are, as the name might imply, lightly equipped thus quick-moving forces that are favored for guerilla-style fighting. In more set-piece battles, light infantry will often protect the flanks and rear areas of heavier units or groups of archers, maneuver to harry the enemy and prod them to move into ground of the commanding officer's choosing, and can even be used as irregular archers at need if enough trained archers are not available. Light infantry will often function as irregular archers when using guerilla tactics.

Light infantry also will often be assigned to patrol the area surrounding their garrison when there are insufficient cavalry to do the job (not every garrison has cavalry assigned, after all). Patrols will be squad or company sized, depending on the area, and on these patrols the men will normally ride ponies or light horses. These mounts are only for transportation, however. If these patrols need to fight, they will do so on foot.

#### Средняя пехота [Medium infantry]

Medium infantry are typically used for massed defensive actions as a main line of defense, although they are still mobile enough to be used for some flanking maneuvers at need.



#### Тяжелая пехота [Heavy infantry]

Heavy infantry are the "shock troops" of Cormyrean infantry. They are always heavily armed and armored and are most commonly used in the offensive against large enemy concentrations as a follow-up force to cavalry. Heavy infantry can also provide a strong defense when supported in depth by lighter forces. Because of their heavy equipment, heavy infantry move slower and are less maneuverable so whenever possible they are not deployed without supporting lighter units to guard their flanks and rear.

#### Высокомобильная пехота [High mobile infantry]

Table 2 Infantry

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Unit Type | Abbr. | # Men | Multiplier | Composition |
| Squad | SQD | 12 | 1 | First Sword leads 10 blades and a Royal Scout. |
| Company | CPY | 40 | 3 | Swordcaptain leads three squads, a swordmajor, a Royal Scout and a guidon. The company swordmajor fills the same role as an Earth platoon sergeant. |
| Kadrath | KDR | 129 | 3 | Lionar leads three companies and has a staff consisting of a guidon, two swordmajors (a drillmaster and a campmaster), two Royal Scouts,two battlepriests, 1 orderly. |
| Battalion | BTN | 399 | 3 | Ornrion leads three kadrathen and has a staff consisting of a lionar as an executive officer, three orderlies, a guidon, one swordmajor (a quartermaster), three Royal Scouts and three battlepriests. |
| Regiment | RGT | 820 | 2 | Constal leads two battalions and has a staff consisting of an ornrion as an executive officer, six orderlies, a guidon, a regimental swordmajor, six Royal Scouts and six battlepriests. |
| Brigade | BRD | 2460 | 3 |  |

### Кавалерия [Cavalry]

#### Легкая кавалерия [Light cavalry]

#### Средняя кавалерия [Medium cavalry]

#### Тяжелая кавалерия [Heavy cavalry]

##### The Royal Cavalry Regiment

The most famous cavalry regiment of Cormyr — that is, the one that gets the most attention as a unit — is the Royal Cavalry Regiment, stationed in Suzail. It is constituted as a regiment of medium cavalry, the heaviest fielded by Cormyr and the only regiment of medium cavalry.

The Royal Cavalry Regiment usually works together as a unit in more conventional set-piece functions when it deploys, but it rarely deploys under anyone eVxcept a royal. The Royal Cavalry Regiment is always prominent in any Suzailian event of pomp and pageantry, but make no mistake — these cavalry troopers are not just for show; they are highly proficient fighters. Because of its name — the Royal Cavalry Regiment, its fame and its solitary status as the heaviest of Cormyr's cavalry it is often thought that it is the only cavalry regiment fielded by Cormyr, but this is not true.

Unlike other regiments in the Purple Dragons, the officers of the Royal Cavalry Regiment — all 30 of them — are always by tradition knights, and many if not most of them are of noble blood. These knights are typically equipped more like heavy cavalry than medium, although the enlisted R.C.R. soldiers are equipped as standard medium cavalry. Each knight-officer is allowed to have a squire, and that squire is also enlisted as a member of the Purple Dragons. When it comes time for the squire to become a knight he will also be commissioned as an officer if there is a vacancy, otherwise he will become just a knight that is not a member of the Purple Dragons.

The Royal Cavalry Regiment is distinctive in one other way as well — the entire regiment uses the Cormyrean Destrier breed of heavy warhorse exclusively as a mount, and the mounts of this regiment are the finest to be found anywhere in Cormyr.

Because of the unique and elite nature of the Royal Cavalry Regiment, it is made up of men and women from all over Cormyr and is not made up mostly men from the same region as are most other regiments.

The two squadrons that make up the Royal Cavalry Regiment are called the King's Cavalry Squadron and the Queen's Cavalry Squadron, respectively. The entire Royal Cavalry Regiment is billeted in Suzail, and when training exercise or need requires deployment only squadron will be deployed at a time while the other remains in garrison at Suzail.



The Purple Dragon Knights of Cormyr live only to serve the Crown of Cormyr as they defend its people and serve within their armies. They are some of the finest warriors this nation has to offer, and they offer work alongside the War Wizards of Cormyr to create strategic plans for ensuring victories on the battlefields.

Honor is the most important aspect of any Purple Dragon Knight. They are trained to never bend in this honor as they would be dishonoring the memories of fallen comrades. They must hold strong to this oath for enemies of the kingdom will use whatever they can to take hold in this lovely kingdom of Cormyr. This is most important when they act as envoys, discussing with foreign kingdoms for potential alliances to the crown.[1]

Table 3 Cavalry

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Unit Type | Abbr | # Men | Multiplier | Composition |
| Ride | RDE | 10 | 1 | First Sword leads 8 blades and a Royal Scout. |
| Lance | LNC | 35 | 3 | Swordcaptain leads three rides, a swordmajor, a Royal Scout and a guidon, and is served by a squire. The company swordmajor fills the same role as an Earth platoon sergeant. |
| Troop | TRP | 114 | 3 | Lionar leads three lances and has a staff consisting of a guidon, two swordmajors (a drillmaster and a campmaster), two Royal Scouts, two battlepriests, a blacksmith and assistant, and is served by a squire. |
| Squadron | SQN | 355 | 3 | Ornrion leads three troops and has a staff consisting of a lionar as an executive officer, two orderlies, a guidon, one swordmajor (a quartermaster), three Royal Scouts, two battlepriests, and a blacksmith and assistant. Both the ornrion and the executive lionar are served by a squire each. |
| Regiment | RGT | 710 | 2 | Constal leads two squadrons and has a staff consisting of an ornrion as an executive officer, four orderlies, a guidon, a regimental swordmajor, six Royal Scouts, six battlepriests, and a blacksmith and assistant. Both the constal and the executive ornrion are served by a squire each. |

##### Steel Regent's Riders of Cormyr



Штаб-квартира: Suzail

Элитный отряд тяжелой кавалерии, катафракты

There have been a few Faerûnian cavalry units as well-trained as this. In the 1380s, notably, the forty-some-strong Steel Regent's Riders of Cormyr, a mixed band of nobility and common-born Purple Dragons trained by adventurers personally loyal to Alusair. Their mounts could "go down" in swift and tidy unison without breaking their riders' legs to minimize the damage of hostile arrow volleys, and to allow their riders (who weren't good horse archers) to themselves use longbows or crossbows against foes.

The horses were also trained to circle back (if separated in battle from their riders) to look for their usual riders, to accept other riders from the unit on their backs, to accept riders arriving on their backs with sudden violence (i.e. leaping, in the heart of a wild fray), to "stand" when confronted with bursts of flame and/or loud noises, and to "return to camp" (riderless or bearing a slumped, non-guiding rider) when a certain brief (five-note) tune was sung, shouted, or whistled.

It was later revealed that the horses were largely trained by one of the adventurers, who was, yes, a werehorse, and led them (providing a patiently-repetitious, communicative example) through most training exercises.

The Riders departed the service of the Crown when the Steel Regent disappeared, and their fate isn't publicly known (inevitably, a belief has arisen in Cormyr that they will ride out of hiding to the aid of the realm someday, when they are sorely needed).

### Вспомогательные подразделения

#### Archers

Type of troops: light infantry (archers)

Commander: Lionar-archer

#### Siege weapons specialists

Type of troops:

#### Supplemental – Archers and siege weapons

Table 4 Archers

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Unit Type | Abbr. | # Men | Multiplier | Composition |
| Flight | FLT | 24 | 1 | Swordcaptain leads a swordmajor, two first swords, and 20 blades. |
| Battery | BTY | 100 | 4 | Lionar leads 4 flights and has a staff consisting of a guidon, a campmaster, and a battlepriest. |
| Regiment | RGT | 309 | 3 | Ornrion leads three batteries and has a staff consisting of a lionar as an executive officer, one orderly, a guidon, one swordmajor (a quartermaster), two battlepriests, and a blacksmith and assistant. |

Универсальная разбивка по отядам приведена ниже.

### Special Units

#### Рыцарский орден Пурпурных Драконов



Штаб-квартира:

В рыцарском ордене Пурпурных Драконов (не стоят путать его с собственно Пурпурными Драконами) по большей части состоят офицеры Пурпурных Драконов с большим боевым опытом и заслугами.

#### Battlepriests



Battlepriests are the clerics that serve right beside the regular soldiers, using their divine magic in combat support and to heal the wounded. Unlike the War Wizards who are a completely separate organization, the battlepriests are fully integrated into the Purple Dragons and are assigned among the various units. Battlepriests share the same quarters and rations as the soldiers, have ranks and draw the same pay; they are every bit as much Purple Dragons as the soldiers themselves. As a courtesy to their status as holy men and women, battlepriests are never given the rank of blade. They are always at least First Swords and are often officers, although they are not in the chain of command nor are they given command of units.

Cormyr's War Wizards might be more famous and respected, but the Forest Kingdom's battlepriests have always been an integral part of the Purple Dragons. Their magic kept the Purple Dragons moving quickly during the Crusade of 1360 DR and during the recent war against the goblin and orc hordes of Nalavara the Red's army.

Most battlepriests of Cormyr are clerics of Helm, Lathander, Selûne, Tempus, Torm, Tymora, or Tyr, although a few multiclassed paladins have also joined the order. The Steel Regent, Princess Alusair, a follower of Torm, is known to consider several Torm-worshiping battlepriests close friends.

Cormyr's battlepriests are fully integrated into the Purple Dragons, sharing rank and quarters with their battle-ready companions, unlike the War Wizards who retain a special status. Consequently, battlepriests are well appreciated by their Purple Dragon comrades, and the War Wizards are always on watch to ensure their unique position with the Crown is never threatened by emerging battlepriests, who they sometimes and quietly deride as spellbeggars. The battlepriests constantly work to bolster their companions with rallying cries to war, healing magics, and the benefits of their wisdom, all the while praying for the peace Cormyr so dearly needs to recover.



#### Mounted Airborne (Winged Dragons)



Headquarters: Halfhap

Одним из последних проектов реализованных Вандердагастом было создание Корпуса Воздушных Наездников, использующий найденных в Громовых Пиках прирученных гиппогрифов и грифонов.

Cormyr's Hippogriff Cavalry

In the past year, Purple Dragons and War Wizards have managed to capture several hippogriffs and hippogriff eggs in the Thunder Peaks area. It is the king's intention to use the hippogriffs to complement the use of spelljammers to form a viable and versatile air cavalry. Six pairs of mated hippogriffs have been magically charmed, then later trained at Battlerise. Battlerise on the Way of the Manticore, a few miles from the Darkflow River, which serves as the traditional border between Sembia and Cormyr. In times past, this small hamlet was beset by smugglers, Cult of the Dragon agents operating across the border, and the occasional Sembian 'military exercise'. The garrison had left and the keep left in ruins, used as a hideout for Sembian Army deserters and other scum. In the short span of two years, the garrison has been strengthened, the keep has been almost rebuilt, and new shops and taverns have since opened up. The hippogriff stables are in the middle of town, and are surrounded by stone walls to keep out the nosy and enemies of Cormyr. The Winged Dragons, as the unit is called, have managed to breed an additional six hippogriffs in captivity. Although hippogriffs are notoriously poor breeders in captivity, the animal breeders here have managed to stimulate the breeding process by letting the beasts roam in the wild during mating season. The hippogriffs, by the time they are ready for breeding, are either loyal to their masters or magically charmed to return. To date, the Winged Dragons can field a aerial force of 16 hippogriffs. Also, a few eggs are taken from the other nests in the Thunder Peaks, and in return, the rangers and Purple Dragons in the area protect and maintain the still sizeable herds in the area. They do so by driving off other poachers(like Sembia, Zhentil Keep) and leaving freshly killed game for the beasts to feast on. This is probably the first wildlife preserve in the

Realms. Notable personnel:

**First Sword Theraos Silversword**(LG hm F14), is the leader of the Winged Dragons. He rides a huge hippogriff named Skeros.

**Valdara Yursos(LN hef R8)**, is responsible for the general welfare of the hippogriffs. She sees to it the hippogriffs are healthy and well fed.

**Arorlaf Isaros(CG em R(Beastmaster)5)** is the head trainer for the facility. The elf has two dozen animal handlers and trainers under his command

Table 5 Mounted airborne

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Unit Type | Abbr. | # Men | Multiplier | Composition |
| Talon | TLN | 6 | 1 | First Sword leads 4 blades and a Royal Scout. |
| Wing | WNG | 16 | 2 | Swordcaptain leads two talons, a swordmajor, a Royal Scout and a hippogriff handler. The swordmajor fills the same role as an Earth platoon sergeant. |
| Flight | FLT | 42 | 2 | Lionar leads two wings and has a staff consisting of two swordmajors (a drillmaster and a campmaster), two Royal Scouts, two battlepriests, and two hippogriff handlers. |
| Squadron | SQN | 100 | 2 | Ornrion leads two flights and has a staff consisting of a lionar as an executive officer, two orderlies, one swordmajor (a quartermaster), four Royal Scouts, two battlepriests, and four hippogriff handlers. |
| Regiment | RGT | 220 | 2 | Constal leads two squadrons and has a staff consisting of an ornrion as an executive officer, four orderlies, a regimental swordmajor, six Royal Scouts, four battlepriests, and three hippogriff handlers. |

#### Королевские Разведчики [Royal Scouts]



Headquarters:

Royal Scouts are another special kind of Purple Dragon. The Royal Scouts are an elite force of Purple Dragons who have demonstrated skill at stealthy movement and survival. Royal scouts serve a variety of functions. Many Royal Scouts are fully integrated into the unit structure and serve with all units of any size, and often serve as point men or flankers to units as they move so that the unit commander knows what is about him and can avoid ambushes, or in larger units serve as messengers to relay orders to subordinate units and return replies to the unit commander. They are also deployed individually or in small groups on special missions of their own, in which case they are used as messengers and spies. In the latter role, they can be found anywhere in the Dragonreach and along the Dragon coast.

The Royal Scouts of Cormyr are an elite order of Purple Dragon Scouts in service to the Crown. They are most famous for their work roaming alone or in small adventuring parties disrupting the operations of Cormyr's enemies. They are usually deployed individually or in small groups to serve as messengers and spies.

Королевские Разведчики являются наиболее опытными и умелыми разведчиками специального назначения, которые придаются либо действующим автономно отрядам, либо находятся в расположении командующих отдельных боевых групп

#### Королевская Стража [Royal Guards]



Headquarters: Suzail, Citadel of Purple Dragons

Королевская Стража занимается охраной лиц королевской крови и будущих наследников.

#### Горная Стража [Mountain Watch]



Headquarters: High Horn

Созданная Королевой Раэдрой Горная Стража является особым подразделением со специализацией на действия в горной местности.

#### Охотники на Чудовищ [Royal Corps of Monster Hunters]



Headquarters: Thunderstone

This is a special kadrath-sized unit that is stationed more or less permanently in Thunderstone just across the Thunderflow from the Hullack Forest. This unit is outfitted as heavy infantry, although each member of the unit also knows how to ride, and is composed as the toughest, most hard-bitten veterans in the Purple Dragons. Their function is to fight not armies, bandits, or raiders, but monsters of all sorts. They specialize in the tactics of fighting the wide variety of fell beasts that might be found in Cormyr (and are found in the confines of the Hullack Forest and the nearby Vast Swamp).

This unit is considered so special and elite — composed of the toughest and most experienced veterans — that an oversword is given command of it. None of the men in this unit are of less than first sword rank, as it takes that much experience to prove oneself worthy of being assigned to the Monster Hunters. Also unlike regular units, the members of this corps come from all parts of Cormyr and even include some immigrants from outside the Forest Kingdom who have proven themselves. Although the regulation size of an infantry kadrath is 92 men, it is historically common for commanders of this elite unit to pad their numbers somewhat, so that a full force can be fielded even when some are on the sick or injured list. The actual number of men in the Monster Hunters thus fluctuates, and is currently about a hundred men.

Oversword Faril Laheralson is the current commander of the Royal Corps of Monster Hunters as of the Year of the Gauntlet (1369 DR). It is unfortunate to say that Oversword Laheralson has let the elite status of the unit go to the heads of both himself and his men. The Monster Hunters think very highly of themselves to the man, to the point of thinking of themselves as above normal military discipline. They are the self-appointed law in the town, and mostly do as they wish. They generally dominate the residents of Thunderstone, although they don't quite tyrannize them, and they tend to get a little wild and rowdy in their conduct. The townsfolk have complained, but the King turns a blind eye to the conduct of the men because they are very effective at battling the monsters that lair in the Hullack Forest and keep them contained. So long as the townsfolk are thus protected and the Monster Hunters do not sink to actual criminal acts, it is likely that the King will continue to tolerate the behavior of Oversword Laheralson and his men and the townsfolk will do little more than complain.

#### Посланники Короля/Королевы (Короны) [King/Queen Messengers (of Crown)]



Headquarters: Suzail, Citadel of Purple Dragons

The very best of the Royal Scouts are assigned to a special unit composed entirely of Royal Scouts called the King's Messengers.

The King's Messengers are a special unit composed entirely of the best and most trusted of the Royal Scouts. They serve as the King's personal corps of messengers and couriers. It is organized as a light troop composed of two lances and is commanded by an ornrion. All King's Messengers are of at least the rank of first sword, and generally each member of the light troop is one rank higher than he would be in a normal cavalry unit.

[There may also be other special units. BtHR,p.69 mentions that the name of some Purple Dragon unit is the Hullack Venomeers. There is not enough to go on to determine whether this is a special unit, or a named regular unit. I had considered making this the name of a sub-unit of the Royal Corps of Monster Hunters given its proximity to the Hullack Forest, but it doesn't seem likely that a mere company-sized unit would have an illustrious name. So for now I will let the Hullack Venomeers lie.]

### High level organization

All units

Regiment

Brigade

Battlegroup

Expedition Forces

Army

1st Regiment “Kings Cohort”

2nd Regiment “Suzail’s Honor”

6th Regiment “Legion of Roknar”

4th Regiment: “Might of Arabel”

8th Regiment “First to Fight”

7th Regiment “Dragon Shields”

3rd Regiment “Storm Horn Sentries”

5th Regiment “Strike Regiment”

|  |
| --- |
|  |
| **Cormyrean Military Ranks** |

|  |
| --- |
| **Unit Type             Number of Men       Composition**  Squad                         12                    First Sword leads 10 blades and a Royal Scout  Company                    28                    Swordcaptain leads two squads, a swordmajor, a royal scout, and a guidon       (standard-bearer). The company swordmajor fills the same role as a modern       American platoon sergeant.  Kadrath                       92                    Lionar leads three companies and has a staff consisting of a guidon, two       swordmajors (a drillmaster and a campmaster), two Royal Scouts and two       battlepriests.  Batallion                     289                   Ornrion leads three kadrathen and has a staff consisting of a lionar as an       executive officer, three orderlies, a guidon, one swordmajor (a       quartermaster), three Royal Scouts and three battlepriests.  Regiment                   600                   Constal leads two batallions and has a staff consisting of an ornrion as an       executive officer, six orderlies, a guidon, a regimental swordmajor, six       Royal Scouts, and six battlepriests. |
| **Purple Dragon Organization** |

|  |
| --- |
| **Ranks in the Purple Dragons** |
| **Rank Modern American Equivalent**  Blade Private or corporal  First SwordSergeant or staff sergeant  Swordmajor                Master Sergeant, gunnery sergeant, sergeant major  Swordcaptain              Lieutenant  Lionar                        Captain  Ornrion                      Major - Lieutenant Colonel  Constal                       Colonel  Oversword                 Bridier General -Major General (1-2 stars)  Battlemaster                Lieutenant General - General (3-4 stars)  Lord High Marshal\*     General of the Army (5 star) |

|  |
| --- |
| *Sources:*[Ed Greenwood's Article on Purple Dragon Ranks and Titles](http://www.geocities.com/TimesSquare/Castle/2566/ed-dragonranks.htm)  [Military Forces of Cormyr, v1.0 [Annotated]](http://oracle.wizards.com/scripts/wa.exe?A1=ind0407a&L=realms-l#13) by Jerry Davis of the Forgotten Realms Listserv  (All credit for compiling the above tables, in addition to providing a comprehensive exploration of the Cormyrean military, goes to Jerry). |
| *\* Although the Lord High Marshal is indeed a rank, it is also more than just a rank.  It is also a specific position within the command structure of the military.  There is only one Lord High Marshal at any given time, and he is the commander of all the military forces of Cormyr and is second only to the King in matters of military authority. Since Duke Bhereu's death in 1368 DR (during the Abraxus Incident), this position has been vacant.* |

|  |
| --- |
|  |
| The professional standing army of Cormyr is collectively known as the Purple Dragons, named after the device of the kingdom's heraldcric banner of a Purple Dragon on a black field (which itself is named after the legendary dragon Thaugmagloraus the Black, who ruled the region of modern-day Cormyr before it was ceded to the elves). Widely known for their discipline and bravery under fire, the Purple Dragons are divided into two main branches of service: the Purple Dragons (consisting of all land-bound infantry, cavalry, archers, and the Mounted Airborne), and the Imperial Navy (whose marines are commonly called Blue Dragons). Organizational structure in these units varies, but the organization of infantry units (the most common unit in the army) represents the "basic" structure of the military as a whole. |

|  |
| --- |
| [Home](http://www.geocities.ws/matt_kruer/indexff4e.html?1093841797365) |  [Allies](http://www.geocities.ws/matt_kruer/Allies47f4.html?1094630223979) |  [Anthynian's Journal](http://www.geocities.ws/matt_kruer/Session_Logs_Marpenoth2209.html?1093845075309) |  [Dalelands Map](http://www.geocities.ws/matt_kruer/Map2031.html?1094283503977) |  [Dialogues](http://www.geocities.ws/matt_kruer/Dialogues7c7c.html?1094104058237) |  [Graveyard](http://www.geocities.ws/matt_kruer/Graveyard0815.html?1094630433400) |  [House Rules](http://www.geocities.ws/matt_kruer/House_Rulesffac.html?1094183934894) |  [Interludes](http://www.geocities.ws/matt_kruer/Interludes1790.html?1093841740424) |  [Magic Items](http://www.geocities.ws/matt_kruer/Magic_Itemsa51c.html?1094020498854) |  [Members of the Hand of Valor](http://www.geocities.ws/matt_kruer/Members3159.html?1093909730999) |  [Seeds of Prophecy](http://www.geocities.ws/matt_kruer/Seeds_of_Prophecyc874.html?1093841234796) |  [Spells](http://www.geocities.ws/matt_kruer/Spells94b5.html?1094346513270) |
|  |

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## ****Purple Dragon NPC’s by Location****

### [Arabel Garrison](https://the-only-one.obsidianportal.com/wikis/arabel)

**Algren Fentheth**

Rank: Ornrion (Major), Purple Dragon Forces in Arabel

Equipment: Platemail, large shield, long sword, dagger

**Julian Vestman**

Rank: Lionar (Captain), Purple Dragon Cavalry

Equipment: Platemail, large shield, long sword, lance

### [Castle Crag](https://the-only-one.obsidianportal.com/wikis/castle-crag)

[Mandarek Ravensclaw, Oversword and Commander of Castle Crag](https://the-only-one.obsidianportal.com/wikis/mandarek-ravensclaw)

Rank: Commander of Castle Crag, Oversword, 8th Regiment “First to Fight”,

Surname: **Hereven**

Rank: Ornrion (Major), Purple Dragon Cavalry

Equipment: Platemail, large shield, long sword, lance

**Tentes Lithrow**

Rank: Lionar (Captain), Purple Dragon Cavalry

Equipment: Platemail, large shield, long sword, lance

Surname: **Solmbrit**

Rank: Sword Captain (Lieutenant), Purple Dragon Cavalry

Equipment: Platemail, large shield, long sword, lance

Surname: **Dumtith**

Rank: Sword Captain (Lieutenant), Purple Dragon Cavalry

Equipment: Platemail, large shield, long sword, lance

Surname: **Highwater**

Rank: Sword Captain (Lieutenant), Purple Dragon Cavalry

Equipment: Platemail, large shield, long sword, lance

### [Eagle Peak](https://the-only-one.obsidianportal.com/wikis/eagle-peak)

Surname: **Zelmann**

Rank: 1st Ornrion (Lt. Colonel)

Equipment: Platemail, large shield, long sword, lance

### [Eastern Garrison](https://the-only-one.obsidianportal.com/wikis/eastern-garrison-of-cormyr)

[**Thalik Stonebreaker**](https://the-only-one.obsidianportal.com/wikis/thalik-stonebreaker)

Rank: Commander of the Wyvern (Eastern) Garrison, Constal

Equipment: Fullplate (assume magic), dwarven war axe, med shield

**Chrem Viaden**

Rank: Ornrion (Major)

Equipment: Platemail, large shield, long sword, lance

**Zyran Brightspear**

Rank: Lionar (Captain)

Equipment: Platemail, large shield, long sword, lance

### [High Horn](https://the-only-one.obsidianportal.com/wikis/high-horn)

No entries

### [Suzail Garrison](https://the-only-one.obsidianportal.com/wikis/Suzail%20Garrison/new)

[**Sthavar**](https://the-only-one.obsidianportal.com/wikis/sthavar)

Rank: Battle Master and Warden of the Dragon Reach

**Byrin Nereth**

Rank: Sword Captain (Lieutenant), Purple Dragon

Equipment: Platemail, large shield, long sword

**Deleep Zharinthan**

Rank: Oversword (2-Star General), 2nd Regiment “Suzail’s Honor”

Equipment: Fullplate (magical), decorated large shield, long sword, lance, Oversword equipment…

**Kherick Neovok**

Rank: Constal (Colonel)

Equipment: Fullplate, large shield, long sword, lance,

**Corenthal Strongshield**

Rank: Ornrion (Major), 2nd Regiment “Suzail’s Honor”

Position: Heavy Cavalry Kadrath Commander (Ches, 1362 DR)

Level: Fighter/ Purple Dragon (LV 5, 1+)

Equipment: Platemail, large shield, long sword, lance

Special: Received a masterwork blue dragon armor shield from COB, 1362 DR.

**Engrath Rowanmantle**

Rank: Ornrion (Major), 2nd Regiment “Suzail’s Honor”

Position: Heavy Cavalry Kadrath Commander (Ches, 1365 DR)

Level: Fighter/ Purple Dragon (LV 5, 1+)

Equipment: Platemail, large shield, long sword, lance

Note: 2nd eldest son to [Angrem Rowanmantle](https://the-only-one.obsidianportal.com/wikis/nobles-of-cormyr-2nd-estate)

Link:

### ****Purple Dragon Post’s****

**[Blade Keep](https://the-only-one.obsidianportal.com/wikis/blade-keep) Garrison (Purple Dragon Contingent)**

**Garen Nineshields**

Rank: Swordmajor (Sergeant Major)

Equipment: Bandedmail, long sword, medium shield, long bow

**Petran Goldenbreath**

Rank: High Blade (Staff Sergeant)

Equipment: Breast Plate, long sword, medium shield, lance, long bow

**Parthan Garrison**

Parthan Garrison is 20 miles north of *[Eveningstar](https://the-only-one.obsidianportal.com/wikis/eveningstar)*, and is staffed by Purple Dragons which rotate through Watch Towers of the northern [*Storm Horn Mountains*](https://the-only-one.obsidianportal.com/wikis/storm-horn-mountains). They are part of the [*8th Regiment*](https://the-only-one.obsidianportal.com/wikis/purple-dragon-ranks), “First to Fight”

Surname: **Grynstar**

Rank: Lionar (Captain)

Equipment: Platemail, large shield, long sword, short bow

Link: [Mirror of the Ghazneth’s](https://the-only-one.obsidianportal.com/wikis/mirror-of-the-ghazneths) (referenced)

Link: [The Legend of the Ghazneth](https://the-only-one.obsidianportal.com/wikis/the-legend-of-the-ghazneth)

Surname: **Sentak**

Rank: High Blade (Staff Sergeant)

Equipment: Bandedmail, long sword, medium shield, long bow

Link: [Mirror of the Ghazneth’s](https://the-only-one.obsidianportal.com/wikis/mirror-of-the-ghazneths)

**Thunder Peak Garrison**

No Entries

**West Hullack Way Post**

**Sevrille Nerillith**

Rank: High Blade (Staff Sergeant)

Equipment: Bandedmail, long sword, medium shield, long bow

**[Bervalak Guard Post](https://the-only-one.obsidianportal.com/wikis/bervalak)**

**Malcolm Tyrthis**

Rank: High Blade (Staff Sergeant)

Equipment: Bandedmail, long sword, medium shield, long bow

Link:

**[Hlanth](https://the-only-one.obsidianportal.com/wikis/hlanth)**

**Veltras Ulrich**

Rank: Sword Captain (Lieutenant), Purple Dragon Footman

Equipment: Platemail, large shield, long sword

Link: [The Village of Aramech](https://the-only-one.obsidianportal.com/wikis/the-village-of-aramech)

### ****Cormyrian Consulates****

**Turmish Consulate (now closed)**

**Crenten Surehall** (Deceased, 21 Uktar 1359 DR)

Rank: Lionar (Captain), Purple Dragon

Equipment: Platemail, large shield, +2 long sword

**Gruck** (Deceased, 21 Uktar 1359 DR)

Rank: Blade, Purple Dragon

Equipment: Bandedmail, large shield, long sword

**Strom Kerencullock** (Deceased, 21 Uktar 1359 DR)

Rank: High Blade, Purple Dragon

Equipment: Bandedmail, large shield, long sword

**Drevok, Hunst, Millen, Nenthelel, Oreck, Therost, Xerxen, Yamren** (Deceased, 21 Uktar 1359 DR)

Rank: Purple Dragon

Equipment: Bandedmail, large shield, long sword

### Total

Table 6 total purple dragons

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| GROUP | Unit Type | # Units | Average # of soldiers | Total in Unit Type |
| INFANTRY | Light | 9 | 820 | 7380 |
| INFANTRY | Medium | 7 | 820 | 5740 |
| INFANTRY | Heavy | 2 | 820 | 1640 |
| INFANTRY | TOTAL |  |  | 14760 |
| CAVALRY | Light | 4 | 679 | 2716 |
| CAVALRY | Medium | 2 | 679 | 1358 |
| CAVALRY | Heavy | 1 | 679 | 679 |
| CAVALRY | TOTAL |  |  | 4753 |
| OTHERS | Mounted Airborne Regiment | 2 | 220 | 440 |
| OTHERS | Archers Regiment | 4 | 309 | 1236 |
| OTHERS | Royal Corps of Monster Hunters | 1 | 100 | 100 |
| OTHERS | Siege Weapons Batteries | 4 | 516 | 2064 |
| OTHERS | Royal Scouts | 1 | 129 | 129 |
| OTHERS | King's Messengers | 2 | 40 | 80 |
| TOTAL | TOTAL |  |  | 4049 |
| GRAND TOTAL |  |  |  | 23562 |

## Geographical organization



Как уже говорилось, в данный момент в Кормире выделяют следующие основные группы войск:

Внутренние:

- Армия Западных Пределов

- Армия Восточных Пределов

- Армия Срединных Земель

- Армия Севера

Внешние:

- Западный Экспедиционный Отряд, для поддержки протектората в Проскуре, Илипуре, Просе, Реве Валкура, Тезиире

- Восточный Экспедиционный Отряд, для поддержки протектората в Даэрлуне, Урламспире и Высокой Долине.

### Укрепления, используемые Пурпурными Драконами

Основные опорные пункты служат местом размещения основных военных сил Кормира. Они расположены как в крупнейших городах так и отдельно стоящих Цитаделях.

Командир боевой группы как правило также является командующим крепостью. Исключением

Вспомогательные гарнизоны – размещены практически в каждом поселении Кормира

Специализированные укрепления – имеют отличительную цель существования.

Малые укрепленные пункты – пограничные аванпосты, дорожные посты, защитные посты, наблюдательные башни, сигнальные башни, форты

Наблюдательная башня – укрепление, которое служит для наблюдения за каким-либо участком территории. Как правило, гарнизон до 20 человек.

Защитный пост –

Дорожный пост –

Пограничный аванпост –

Сигнальная башня -

Форт -

Крепость -

Most of these major garrisons provide soldiers to man nearby minor garrisons, wayposts or outposts. These detachments are periodically rotated so no small unit is away from the major garrison for extended periods of time. Minor garrisons in towns might be rotated anywhere from monthly to once every six months, while wayposts or outposts not in towns can be rotated as frequently as once per tenday.

Гарнизонные части меняются с разной частотой:

- вспомогательные гарнизоны – 1 раз в 6 месяцев

- малые укрепленные пункты – 1 раз в месяц

Части в экспедиционных силах меняются 1 раз в год, но сами замены контингента происходят 1 раз в 3 месяца.

Патрули

### Основные опорные пункты

#### Сюзейл – Цитадель Пурпурных Драконов

В Цитадели размещен Штаб Вооруженных сил Кормира и Пурпурных Драконов

Базовый гарнизон:

Коммандующий:

#### Арабэл –Цитадель

Штаб Армии Восточных Пределов

Коммандующий:

#### Высокий Горн

Штаб Армии Западных Пределов

Коммандующий: Лорд Командующий Высокого Горна, Сверхмеч

#### Халфхап

Штаб Армии Северных Пределов

Коммандующий: Мастер Битвы

#### Проскур

Штаб Западных Экспедиционных Сил

Коммандующий: Мастер Битвы

#### Даэрлун

Штаб Восточных Экспедиционных Сил

Коммандующий: Мастер Битвы

#### Замок Краг

#### Eagle Peak

#### Skull Crag

#### Wheloon

#### Thunderstone

#### Proskur

#### Teziir

#### Daerlun

#### Urlamspyr

### Вспомогательные гарнизоны

#### Waymoot

#### Jester's Green

#### Eveningstar

#### Redspring

#### Tyrluk

#### Yeoman Bridge

#### Hillmarch

### Специализированные укрепления

#### Замок Ирлингстар

Особая Тюрьма

#### Крепость Daunters

Серые Драконы

### Малые укрепленные пункты

#### Пограничные Аванпосты [Border Outposts]

##### Thunder Gap border outpost

##### Goblin Mountain Outpost

##### Gnollpost

#### Дорожные посты [Wayposts]

##### Calantar's Bridge waypost

##### East Way waypost

##### Masoner's Bridge waypost

##### Hullack East Waypost

##### Hullack West Waypost

##### East Way waypost

#### Защитные посты [Guard Posts]

##### Hillmarch

##### Mootpost

##### Crownpost

##### Slingdyke

#### Наблюдательные башни [Watchtowers]

#### Сигнальные башни [Signal Towers]

##### Currently n/a

#### Форты

##### Currently n/a

## Патрули

Обычный патруль – отделение (11 человек) легкой пехоты.

Усиленный патруль – два отделения (22-25 человек) легкой пехоты с приданным Военным Волшебником

Конный патруль – 1 копье

Усиленный патруль – 2 копья с приданным Военным Волшебником

Боевой патруль – 1 взвод (40 человек) с приданным Военным Волшебником, 1-2 Младшими военными волшебниками, Боевым жрецом

Патруль Горной стражи –

Патрули в горах используют не обычных лошадей, а специально подготовленных для этого горных пони.

## Membership / Recruiting

The Purple Dragons are the primary defence force of the realm of Cormyr, acting as the army, navy, border control, and police force all in one.

Not every member of the Purple Dragons is a full-time professional soldier. Those that are classed as professional soldiers, form the core of the Purple Dragon membership, some 4,000 strong. These soldiers are all veteran members, having been blooded in at least four battles, and they receive the best armament and training. The soldiers generally rotate between guard duty at important locations (High Horn, the Royal Court and Royal Palace in Suzail, etc) and between patrolling the countryside and border regions to keep down monstrous and bandit presence.

When a person first joins the Purple Dragons, they do so on a “Short Sword”, a term of service 3 years in length, with the possibility to extend to 5 years. During this time, these Short Swords perform a variety of duties in the militia of various cities such as non-essential guard duty (gates, outposts, sites of local government), and also serve alongside veteran units to gain combat experience. Those that serve with distinction are offered the “Long Sword” and become part of the veteran, professional soldiery of the Purple Dragons.

The remaining members of the Purple Dragons are the part time members that make up the majority of the militia in settlements. These members are rotated onto service at least one tenday a month, or 3 months continual service a year (up to the individual), and when on active duty they perform Watch duties mostly. The Crown may call any part time members of the Purple Dragons into active service as needed.

Joining the Purple Dragons is simple enough, there are hiring fairs where the Purple Dragons often have representatives, alternatively any Local Lord or Crown official will be able to direct potential candidates to a recruiting officer. Once an oath is signed the recruit embarks upon a 3 month training regime where their capabilities and loyalties are assessed. After the training period is complete they are offered a term of service, the “Wooden Sword” (for part time positions in the local militia and the Watch), the “Short Sword” (for those candidates showing promise but needing further development), and the “Long Sword” (for those candidates suitable for a permanent career in the military).

As recruits:

Wooden Sword

Short Sword

Long Sword

As blades:

Wooden Sword – part time positions in local militia and the Watch

Short Sword – member of Purple Dragons during first three years of service.

Long Sword – veteran member of Purple Dragons after first three years of service OR after getting battle experience

Great Sword – member of Purple Dragons after 10 years of service or after completing some deed.



### Payment

Purple Dragons are paid 1 copper thumb per day per rank, with an additional 1 silver falcon per day per rank for those days of confirmed combat duty or dangerous assignments (including patrols in the Stonelands). Room and board is provided for all active Purple Dragons (those with the Wooden Sword of service are only active for one tenday a month or 3 months continual service in a year), all standard equipment is also provided free of charge.

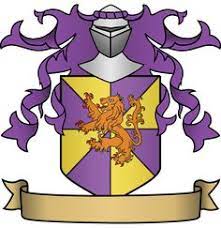
## Resources

### Uniforms

Uniforms in the Purple Dragons are made by a number of Crown Badge (they own a Royal Warrant giving them permission) tailors (26 in total). Warcoats dress (otherwise known as battledress) consists of their armour and weapons plus a white surcoat bearing the emblem of a dragon with wings unfurled (coloured purple). Unit emblems are held on the shoulder and back of the surcoat. Rank insignia are small and line the left breast, noble or court rank and Purple Dragon rank are signalled separately. Cavalry surcoats are longer than those of infantry.

Fancycoats is the dress uniform of the Purple Dragons that may or may not include the armour (only dress swords are permitted at official functions, and special permission is required to wear dress swords at private revels). Fancycoats also includes a sash (left shoulder to right hip) in purple that holds pins and medals for any special awards, and a halfcloak also in purple.

All purple coloured items of Warcoats or Fancycoats are coloured royal blue for members of the Blue Dragons.



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### Retirement:

There are a large number of former Purple Dragons still living in Cormyr. These former military personnel are given land and an annual pension (unless they are disabled by service in which case they receive no land and a smaller pension, but have a permanent residence in the retirement fortress of Daunthers), the size of which depends upon the term of service. This leaves most former members well disposed to the Crown of Cormyr and more than willing to be recalled into service to defend it should the situation warrant it (they Grey Dragons are rarely used but have served a vital role in the defence of Cormyr in ages p

### Leaving the Purple Dragons

Members of the Purple Dragons will leave the service of King and Cormyr for a variety of reasons. Some may leave because their family needs them, they grow tired of rigid military discipline, or they feel the call of adventuring for their own profit. Most who enter the Purple Dragons feel a true dedication to serving the Forest Kingdom, though, and will serve until either injury or age render it more difficult for them to lead the arduous life of a soldier. Most Purple Dragons realize the time has come once they enter middle age, if injury does not force the issue sooner, when they have begun the gradual physical decline of old age yet are not so old that it is too late to make a new life as a civilian. Such a retirement after a long and honorable service is called "mustering out."

In order to ease the transition to a productive civilian life and to give thanks for loyal service and sacrifice, the Crown will usually give a lump sum of money that is called mustering-out pay. A Purple Dragon must either have served at least two full years or have participated in one military campaign involving combat in order to be eligible for mustering-out pay. This pay is often used by a retiring solder to help equip him for his new civilian livelihood, although those less wise may squander some or all of it. The amount of money a retiring soldier is paid depends on their current rank and how long he or she has served. The mustering out pay is equal to three months pay at the Purple Dragons' current rank plus five golden lions per full year served. The bonus for time in service does not vary by rank to provide an extra incentive for those having little chance for promotion to remain in the Purple Dragons.

For those retiring soldiers who wish it, the Crown may grant them a tract of land to work in lieu of some or all of their mustering-out pay. Many soldiers who originally came from a farming background select this option and return to their roots. The soldier may request a tract of land in a location of his choosing, or the Crown may suggest a location of its own preference. Whether this land grant is in lieu of the entire amount of the mustering-out pay or only part of it will depend on the value of the tract of land, the potential danger of the area it is in, and whether the Crown has a specific interest in seeing the area settled and tamed.

A former soldier of the Purple Dragons is, in addition to whatever mustering-out benefit he receives, allowed to keep his personal weapon and armor and is required to maintain them, for despite the fact that he is no longer actively serving he is still under an obligation to the Crown. The King can issue a royal writ to recall retired Purple Dragons to service at need, and if this happens the retired soldier will be required to supply his own gear so that he is ready to serve as quickly as possible.

## Females in the Purple Dragons

Many women in Cormyr have joined the Purple Dragons, taken employment as armed guards, and so on. Less than an average of, say, fifteen percent or so in peacetime, but that percentage doubles if you include (volunteer) militia membership. And rises sharply if the realm is actively at war. It comes down to more women than men being better at craftwork, and so needed not just "in the home," but to keep making and repairing things and keeping foodstuffs moving to supply garrisons and armies on the move. (And more men than women having the strength and interest to drill with polearms and swing swords.) Aside from the skilled "making of things," women have always excelled and predominated in Cormyr at horsebreeding and horse training (and the breeding and training of oxen and mules, too).

So female warriors are by no means unknown, but are certainly less common than male warriors.

## About Purple dragons officers

After several regrettable incidents in the past century involving mischief spells cast on uniforms and even impostors, the Royal Court (in practice, an office in the Royal Court building known as “the Royal Robes” run by the Master of Vestments) issues “Crown badges” (what a real-world British person would call a “Royal Warrant”) to approved royal tailors. There are some twenty-six “badged” “robers" (which really means six busy firms that make uniforms, and fourteen individual tailors, often semi-retired but very skilled elderly men and women). They know exactly how to make all uniforms (approved cloth and dyes, the “proper” methods of altering a uniform garment, what they are allowed to do and not to do, and so on). Both Arabel and Marsember have a firm and two tailors, there’s a tailor in Waymoot and another in Immersea, and everyone else is in Suzail.

Aside from the badged robers, every large military base (that is, High Horn and the bases in the three cities) have tailors who store, clean, alter, and repair uniforms [and keep a stock of “emergency” uniforms in various sizes], and the Royal Palace (please note that the Palace is a building separate from, and to the north of, the Royal Court) has its own staff tailors, who work with the staff herald, and maintain uniforms for the royal family and courtiers (including, stored in a vault, the uniforms of past royalty). Anyone joining the service and attaining a higher rank within it is given one fitted-to-them uniform by the Crown, free. Maintaining it, replacing it if damaged, or augmenting it with duplicates so cleaning and repairs can be delayed is the financial responsibility of the wearer. (Note: it is the established custom in Azoun IV’s reign and the Steel Regency for Obarskyrs to personally pay for uniform replacements, repairs, and alterations for loyal warriors who suffered fashion damage in battle, or while defending the realm in any way. This has included artificial limbs, canes, and crutches.)

It should be noted that robers aren’t responsible for determining if clients are allowed to wear any uniforms they order made, though they customarily report to the nearest War Wizard or passing courtier anything suspicious (such as uniforms made without anyone ever appearing for a fitting, or large numbers of uniforms made for private clients). Robers will check with heralds to make sure “household uniforms” (livery worn by the servants and bodyguards of nobles) are of approved design; nobles are limited by the heralds in what colors and tailoring they can inflict on their people (just as the Crown restricts them from assembling private armies).

Someone entering the Palace or a Court function will of necessity pass scrutiny by War Wizards, Highknights, and some senior Purple Dragons (whose onlooking may not be open or obvious); if they become suspicious, the person will be gently drawn aside and examined to make sure he or she is wearing a uniform they are entitled to (including rank insignia, decorations, weapons, heraldic badges and honours, etc.).

In Suzail, the tailors rarely advertise, because they are all overworked anyway. However, the two most prominent firms (who both have shops on the south side of the Promenade, facing the sprawling Royal Court, with large display windows crammed with displayed finished uniforms on mannequins, and keep substantial “rack ready” stores of uniforms in most popular sizes) are Harleer’s and Baerennim’s. Hrasto Harleer is a small, long-nosed, sarcastic little man whose tongue is sharp to everyone and who hates dirty and torn uniforms and those who let them become that way; his shop is east of Baerennim’s. Rusklan Baerennim is a jovial, burly retired Purple Dragon who employs long-limbed, beautiful “highcoin lasses” as fitters and shop help because HE likes them (and wants them to make customers feel very, very wanted, too). His aging sisters do most of the tailoring, and are apt to be slower than Harleer’s no-nonsense staff of skilled but frumpy middle-aged tailors. Baerennim likes to tell war stories and hear them, and wants you to feel like a friend; Harleer wants you in and out and to feel inferior to his skill and the standards of his busy, busy establishment.

Purple Dragons have armor, “warcoats” (which we real-world folk would call both “battledress” and “everyday fatigues” depending on where we saw it worn), and “fancycoats” (full-dress uniform). In general, fancycoats is just a clean version of warcoats, with shiny black boots and a colorful sash (denoting unit and service, and displaying decorations) plus a half-cloak (for evening or outdoor wear). Half-cloaks, by the way, are of shimreen or silk or similar “shiny” fabric, and are raked from a baldric-like base band of fabric, so that their scalloped, draped trailing edge forms a diagonal down the back of the wearer, from shoulder to hip (so as not to get in the way of a sword scabbarded at the hip).

At Court functions and “official” revels, uniform wear is expected (though officers hosting an event, or who have ANOTHER job or task, may instead choose to dress for that other “hat”). At private revels, merely a sash or cloak-pin with the Purple Dragon of Cormyr badge is expected (not required). Dress swords are worn at Court functions and official revels, but not at private revels except by permission of the Crown (the rule is intended to be this: if any Obarskyr is attending an event “unofficially,” just to have fun, you should not wear a sword into their presence [daggers and belt knives are usually okay for everyone] unless you are their bodyguard, BUT you can seek, and they can give you, permission to come armed, particularly if you might be in danger travelling to or from the event [Highknights, War Wizards, and other undercover agents would also be armed, but their arms would be hidden]).

Officers among the Dragons do indeed have social lives, though it varies with the person, of course. Friendships within garrisons are encouraged, romances DIScouraged (and with War Wizards mind-reading without warning, often, this is something that can be effectively policed). If a friendship seems likely to lead to corruption, or a romance blossom, one or both of the persons involved is simply reassigned to another location. They are indeed put 'out on show' (sometimes as sly information-gatherers, but more often to bolster public support for the troops, especially in Arabel and Marsember, by letting everyone see they are “decent sorts” and to foster friendships between Dragons and civilians) if their personalities won’t make doing so PR disasters. Often officers doing so get covertly watched from afar by War Wizards using spells, Highknights, and so on to see what they can learn about local intrigues and fads and opinions, and to make sure their officers aren’t getting corrupted (note: I don’t mean they will stop an officer hopping into bed with a citizen, even if it’s someone married to someone else, or having a shady past, or being a professional “bedchamber worker,” or even a known agent for a crime cabal or foreign interest; rather, I’m speaking of corruption not in the moral sense, but in the “betraying your country” sense). In short, the Court (Azoun and Filfaeril, and now Filfaeril and Alusair, and throughout on a daily, effective basis, moreso Vangerdahast and Laspeera and now Caladnei and Laspeera) do know of, and quietly encourage, this practice.

## Order of Purple Dragon Knights



**Membership:** ~500

Many able-bodied men and women of Cormyr have taken the oath of sworn service to the Crown of Cormyr and earned the title of Purple Dragon. Although an exceptional few rise to knighthood and become Purple Dragon Knights, the Purple Dragons are those trained soldiers loyal to Cormyr who are ready to serve in times of war.

All loyal citizens are eligible to take the oath of the Purple Dragon when they reach maturity. Those of noble lineage are expected to take the oath and typically are trained for positions of leadership, while those of a common bloodline sign up for two years of service in the militia and undergo extensive training.

A lucky few are accepted as squires to Purple Dragon Knights. A squire's crest is emblazoned on a background of the liege's color, and these backgrounds are as numerous as the shades of the rainbow, though the purple dragon crest is never displayed on a black field. Those in direct service to the royal family and those who do not serve a particular noble bear their crests on a white background.

Training of Purple Dragons

Purple Dragons' training consists of three schools of focus. The young and fearless begin their study by learning attack techniques that bring the fight to the enemy. Those who dream of advancing through the ranks to take positions of leadership study tactics to best take advantage of the battlefield. The most respected are those who train to protect key personnel, especially War Wizards, and do not hesitate to sacrifice themselves for the greater cause. Regardless of role, the Purple Dragons train to fight together as a unit. Loyalty, duty, and honor are valued above all else, and a unit of Purple Dragons can operate as a single machine, utilizing the strengths of the working whole over the individual weaknesses of each component.

Loyalty to crown and country are paramount for a Purple Dragon, so there are no restrictions on class or race for citizens of Cormyr, who are mostly human. Non-native races often need to demonstrate their loyalty to prove their intentions before taking the oath.

**Alignment:** The Purple Dragons welcome any of good or lawful good alignment who take the oath to serve Cormyr and her king above all personal desires, and those who vow to protect all citizens of Cormyr. Betrayal of one's oath or another Purple Dragon is an act of treason. Those who enter into this vow lightly might one day dangle at the end of a hangman's noose!

Purple Dragons spend six months in extensive training. They are then assigned to a specific location to continue training while on active duty. Some receive assignments to serve in a major city and maintain the king's law; the largest such garrisons are in Suzail and Marsember. Others maintain border patrols as a first line of defense against Cormyr's enemies. After two years of service, some Purple Dragons choose the defense of Cormyr and enforcement of her laws as a career, but most return to their homes and professions until the need arises for them to bear arms in the name of the king. A rare few become adventurers, honing their skills so that they can be at their best when they are called back into service.

During their training, Purple Dragons learn attack, defense, and tactical stances to enhance their fighting style. Most focus on mastering one style, though they can call upon their training for any of the three styles.

All Purple Dragons train with swords, quarterstaffs, spears, and myriad other weapons, since one never knows what will be available in times of need. Most brash recruits begin their study with attack forms, advancing wildly and forcefully to bring down their opponents quickly. The Purple Dragons' training harnesses that energy and enthusiasm to maximize the effectiveness of attacks while not exposing defenses unnecessarily. After months of training, a Purple Dragon can effortlessly improve his or her most common attack forms, without compromising other aspects of combat.

The second stage of training involves defense of others. Although most warriors can defend themselves in combat instinctively, protecting another while not shirking one's own defenses takes months of practice. Purple Dragons have the ability to interfere with the attacks of enemies that are aimed at their nearby allies.

Finally, battlefield positioning is ingrained in all Purple Dragons, whether commanding allies into advantageous positions or knowing instinctively how to follow orders. Working as part of a unit requires a Purple Dragon to be in an ideal position at all times.

#### Focused Discipline

Purple Dragon Utility

You call upon your training and adjust to the ebb and flow of battle, going on the offensive or falling back to defend your¬self as the situation demands.

You enter the focused discipline stance. Until the stance ends, at the start of each of your turns you can choose one of the following benefits. The benefit lasts until the start of your next turn.

**Offense:** You gain a +1 power bonus to melee basic attack rolls.

**Defense:** Whenever you hit an enemy with a melee basic attack, one ally adjacent to you gains a +1 power bonus to all defenses until the start of your next turn.

**Tactics:** After you hit an enemy with a melee basic attack, you can shift 1 square as a free action.

#### Exploit Opening

As a Purple Dragon, you have been trained to work closely with your allies, which provides you with both the ability to spot a weakness in a foe's defense and point it out to your teammates.

Your enemy deflects your blow, and you notice a weakness that your allies can exploit.

Trigger: You miss an enemy with a melee attack.

Effect: The enemy grants combat advantage until the start of your next turn.

#### Teamwork

Purple Dragons train to fight as a team. Some choose powers to enhance their ability to work with others, which comes in handy when traveling with a group of adventurers.

Purple Dragons are trained to handle situations as a single unit. This expertise is not limited to combat, and as a Purple Dragon rises in personal experience, he or she learns to work well with teammates to over¬come numerous challenges. When someone takes the lead in a task, a Purple Dragon knows just what to do to lend a hand.

When you use the aid another action and succeed, you grant an additional +1 bonus to the aided check.

#### 6th level

With only a few words, a tactically minded Purple Dragon can issue orders to reposition allies on the battlefield. Other Purple Dragons instinctively close ranks to face the enemy.

#### Sudden Formation

As you bark a few short commands, your allies move into position.

You move up to half your speed. Each target can then shift up to his or her speed to a square adjacent to you as a free action.

#### Level 10 Feature

As Purple Dragons refine their focused discipline power, they master the basic styles of fighting. Their common attacks rival those that others can muster only once per encounter. The next step for Purple Dragons who reach this level of combat prowess is full knighthood, which requires completing a quest on behalf of a noble or otherwise furthering the interests of Cormyr.

Benefit: Once per encounter, when you use focused discipline, you can choose a second benefit at the start of one of your turns. Both benefits last until the start of your next turn.

#### Unified Resilience

Many Purple Dragons can use their training to warn allies of incoming attacks. The unified resilience power reflects how a Purple Dragon's warnings can turn a potentially devastating attack into a glancing blow.

Using your knowledge of battle, you call out warnings to nearby allies, helping them to avoid solid blows.

You activate an aura 1 that lasts until the end of the encounter. While in the aura, each ally who can hear you gains resistance to all damage equal to your highest ability modifier.



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#### The Code of the Purple Dragon Knights

Live to serve King and Country.

Live to defend Crown and Country and all it holds dear.

Live one's life so that it is worthy of respect and honor.

Live for freedom, justice and all that is good.

Never attack an unarmed foe.

Never use a weapon on an opponent not equal to the attack.

Never attack from behind.

Avoid lying to your fellow man.

Avoid cheating.

Avoid torture.

Obey the law of king, country, and chivalry.

Administer justice.

Protect the innocent.

Exhibit self control.

Show respect to authority.

Respect women.

Exhibit Courage in word and deed.

Defend the weak and innocent.

Fight evil in all of its monstrous forms.

Fight with honor.

Avenge the wronged.

Never abandon a friend, ally, or noble cause.

Fight for the ideals of king, country, and chivalry.

Die with valor.

Always keep one's word of honor.

Always maintain one's principles.

Never betray a confidence or comrade.

Avoid deception.

Respect life and freedom.

Die with honor.

Exhibit manners.

Be polite and attentive.

Be respectful of host, women, and honor.

Loyalty to country, King, honor, freedom, and the code of chivalry.

Loyalty to one's friends and those who lay their trust in thee.

Music, dance, and art are the food of the noble knight .

### The 12 Virtues of the Purple Dragon Knight

1. Always respect and obey the law unless the law is wrongful.

2. Always be kind and never cruel.

3. Give mercy to those that ask for it.

4. Always be truthful and never lie.

5. Defend the Law of Good and seek to stop injustice.

6. Have compassion to the weak, frail, and oppressed, and seek to help them in any way.

7. Be charitable to others and give to those in need.

8. Always succor women when they are in distress.

9. Love your country, family, religion, and uphold them in any way.

10.Always put the needs of other above the needs of yourself.

11.Live a pure and noble life.

12.Anger blinds, a cool head will win the day.

### Orders of Conduct on the field of battle

In Battle take on enemies in this order

1. Enemy leader

2. Opponents of great renown, enemy flags and standards

3. Opponent Cavalry of Noble or Elite status

4. Other opponent Cavalry

5. Opponent elite footmen

6. Opponent camp and headquarters

7. Opponent melee troops

8. Levies or peasants

### The Tournement Field (The showplace of Knightly Conduct)

1. Courtesy to your opponent at all times.

2. In combat, if you are uncertain of a blow take it.

3. Do not let anger control your actions.

4. Do not let the lack of Chivalry in others cause you to be unchivalrous.

5. If your opponent is your equal practice chivalric action.

6. If your opponent is your better give no quarter.

7. Remember your actions speak louder than words.

Prowess: To seek excellence in all endeavors expected of a knight, martial and otherwise, seeking strength to be used in the service of justice, rather than in personal aggrandizement.

Justice: Seek always the path of 'right', unencumbered by bias or personal interest. Recognize that the sword of justice can be a terrible thing, so it must be tempered by humanity and mercy. If the 'right' you see rings true, agrees with others, and you seek it out without bending to the temptation for expediency, then you will earn renown beyond measure.

Loyalty: Be known for unwavering commitment to the people and ideals you choose to live by. There are many places where compromise is expected; loyalty is not amongst them.

Defense: The ideal knight was sworn by oath to defend his liege lord and those who depended upon him. Seek always to defend your nation, your family, and those to whom you believe worthy of loyalty.

Courage: Being a knight often means choosing the more difficult path, the personally expensive one. Be prepared to make personal sacrifices in service of the precepts and people you value. At the same time, a knight should seek wisdom to see that stupidity and courage are cousins. Courage also means taking the side of truth in all matters, rather than seeking the expedient lie. Seek the truth whenever possible, but remember to temper justice with mercy, or the pure truth can bring grief.

Faith: A knight must have faith in his beliefs, for faith roots him and gives hope against the despair that human failings create.

Humility: Value first the contributions of others; do not boast of your own accomplishments, let others do this for you. Tell the deeds of others before your own, according them the renown rightfully earned through virtuous deeds. In this way the office of knighthood is well done and glorified, helping not only the gentle spoken of but also all who call themselves knights.

Largesse: Be generous in so far as your resources allow; largesse used in this way counters gluttony. It also makes the path of mercy easier to discern when a difficult decision of justice is required.

Nobility: Seek great stature of character by holding to the virtues and duties of a knight, realizing that though the ideals cannot be reached, the quality of striving towards them ennobles the spirit, growing the character from dust towards the heavens. Nobility also has the tendency to influence others, offering a compelling example of what can be done in the service of rightness.

Franchise: Seek to emulate everything I have spoken of as sincerely as possible, not for the reason of personal gain but because it is right. Do not restrict your exploration to a small world, but seek to infuse every aspect of your life with these qualities. Should you succeed in even a tiny measure then you will be well remembered for your quality and virtue.

Purple Dragon Knight

Purple Dragon knights are warriors who hail from the kingdom of Cormyr. Pledged to protect the crown, they take the fight against evil beyond their kingdom’s borders. They are tasked with wandering the land as knights errant, relying on their judgment, bravery, and fidelity to the code of chivalry to guide them in defeating evildoers.

A Purple Dragon knight inspires greatness in others by committing brave deeds in battle. The mere presence of a knight in a hamlet is enough to cause some orcs and bandits to seek easier prey. A lone knight is a skilled warrior, but a knight leading a band of allies can transform even the most poorly equipped militia into a ferocious war band.

A knight prefers to lead through deeds, not words. As a knight spearheads an attack, the knight’s actions can awaken reserves of courage and conviction in allies that they never suspected they had.

Restriction: Knighthood

Purple Dragon knights are tied to a specific order of Cormyrean knighthood.

Banneret serves as the generic name for this archetype if you use it in other campaign settings or to model warlords other than Purple Dragon knights.

Rallying Cry

When you choose this archetype at 3rd level, you learn how to inspire your allies to fight on past their injuries.

When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.

Royal Envoy

A Purple Dragon knight serves as an envoy of the Cormyrean crown. Knights of high standing are expected to conduct themselves with grace.

At 7th level, you gain proficiency in the [Persuasion](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Persuasion) skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: [Animal Handling](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#AnimalHandling), [Insight](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Insight), [Intimidation](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Intimidation), or [Performance](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Performance).

Your proficiency bonus is doubled for any ability check you make that uses [Persuasion](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Persuasion). You receive this benefit regardless of the skill proficiency you gain from this feature.

Inspiring Surge

Starting at 10th level, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.

Starting at 18th level, you can choose two allies within 60 feet of you, rather than one.

Bulwark

Beginning at 15th level, you can extend the benefit of your Indomitable feature to an ally. When you decide to use Indomitable to reroll an Intelligence, a Wisdom, or a Charisma saving throw and you aren’t [incapacitated](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Incapacitated), you can choose one ally within 60 feet of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll.

Oath of the Crown

The Oath of the Crown is sworn to the ideals of civilization, be it the spirit of a nation, fealty to a sovereign, or service to a deity of law and rulership. The paladins who swear this oath dedicate themselves to serving society and, in particular, the just laws that hold society together. These paladins are the watchful guardians on the walls, standing against the chaotic tides of barbarism that threaten to tear down all that civilization has built, and are commonly known as guardians, exemplars, or sentinels. Often, paladins who swear this oath are members of an order of knighthood in service to a nation or a sovereign, and undergo their oath as part of their admission to the order’s ranks.

Tenets of the Crown

The tenets of the Oath of the Crown are often set by the sovereign to which their oath is sworn, but generally emphasize the following tenets.

Law. The law is paramount. It is the mortar that holds the stones of civilization together, and it must be respected.

Loyalty. Your word is your bond. Without loyalty, oaths and laws are meaningless.

Courage. You must be willing to do what needs to be done for the sake of order, even in the face of overwhelming odds. If you don’t act, then who will?

Responsibility. You must deal with the consequences of your actions, and you are responsible for fulfilling your duties and obligations.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Crown Spells

|  |  |
| --- | --- |
| Paladin Level | Spells |
| 3rd | [command](https://www.dndbeyond.com/spells/command), [compelled duel](https://www.dndbeyond.com/spells/compelled-duel) |
| 5th | [warding bond](https://www.dndbeyond.com/spells/warding-bond), [zone of truth](https://www.dndbeyond.com/spells/zone-of-truth) |
| 9th | [aura of vitality](https://www.dndbeyond.com/spells/aura-of-vitality), [spirit guardians](https://www.dndbeyond.com/spells/spirit-guardians) |
| 13th | [banishment](https://www.dndbeyond.com/spells/banishment), [guardian of faith](https://www.dndbeyond.com/spells/guardian-of-faith) |
| 17th | [circle of power](https://www.dndbeyond.com/spells/circle-of-power), [geas](https://www.dndbeyond.com/spells/geas) |

Channel Divinity

When you take this oath at 3rd level, you gain the following Channel Divinity options.

Champion Challenge. As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can’t willingly move more than 30 feet away from you. This effect ends on the creature if you are [incapacitated](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Incapacitated) or die or if the creature is more than 30 feet away from you.

Turn the Tide. As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + your Charisma modifier (minimum of 1) if it has no more than half of its hit points.

Divine Allegiance

Starting at 7th level, when a creature within 5 feet of you takes damage, you can use your reaction to magically substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take the damage. This damage to you can’t be reduced or prevented in any way.

Unyielding Spirit

Starting at 15th level, you have advantage on saving throws to avoid becoming [paralyzed](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Paralyzed) or [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned).

Exalted Champion

At 20th level, your presence on the field of battle is an inspiration to those dedicated to your cause. You can use your action to gain the following benefits for 1 hour:

You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Your allies have advantage on death saving throws while within 30 feet of you.

You have advantage on Wisdom saving throws, as do your allies within 30 feet of you.

This effect ends early if you are [incapacitated](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Incapacitated) or die. Once you use this feature, you can’t use it again until you finish a long rest.

# Городское ополчение и стража - Local Militia & Watch

Each town, no matter how small, has a militia force responsible for keeping the peace and for emergency defence against outside attacks.

Each militia banner is half Purple Dragon and half the town's own banner, divided per fess (vertically). Normally, the lord of the town commands its militia.

An unusual aspect of Cormyrean militia is that most require that their members know how to read. Writing is optional, but each militiaman must be able to read bulletins, orders, and the like from their local lord and commanders. In addition, there is always at least one person who can write in any detachment of militia that leaves town.

Adventurers and unregistered adventuring companies are a substantial threat to small towns. To prevent damage and trouble from lawless behavior, virtually every town in Cormyr has at least one militiaman at the borders of the town. This person, usually referred to as an "Introducer" is responsible for introducing the town and its laws to those who cannot read. The Introducer also makes it clear that raucous behavior causing damage to property (whether deliberate or accidental) will result in imprisonment and fines.

Within the town, militiamen patrol the streets, keeping a special watch on the main cause of trouble: travelers passing through town. Perhaps the worst thing an adventuring group or company can do is to bring hostile forces to the town.

When faced with this situation, militias typically impress the adventurers into service to defend the town. The militia the assigns the adventurers the most dangerous task to minimize local casualties.

Sometimes a village has the luck of having a resident mage. Such individuals, especially those that possess combative magics or powers, are automatically considered a part of the militia. War Wizards who have retired to pursue their own goals are typical examples of a "town wizard." There is a surprising number of these, and even the smallest hamlet may have a powerful wizard somewhere about.

# ФЛОТ – Синие Драконы - The Imperial Navy



## General overview

Suzail, the capital of Cormyr, lies on the northern coast of the Dragonsmere, just east of the Storm Horn mountains. Suzail boasts three harbors. The first is the Basin, a deep harbor (dredged to opensea depths) where ships can deposit their cargos close to the shops which surround the city’s Market. Twenty ships can load or unload here simultaneously, making this a busy harbor, while the nearby shipyards are the primary producers of the brigantines which have become the trademark vessel of the Cormyrean Freesails. The activity here supports Saszesk, a young human reputed to be a member of Immurk’s Band. Saszesk’s smuggling operation is not well known, as King Azoun has sought to make Suzail safe from the depredations of such “thieves’ guilds”.

The second (central) harbor is also a commercial harbor, although its wharves are accessed only via a series of royal warehouses. Customs inspections here can be painstaking, particularly if the local watch believes that smugglers are about, and little contraband (or piratical goods) makes it through. On the other hand, the Cormyrean Freesails pay their tribute to King Azoun at these warehouses. As many as thirty ships can be docked here, along with many smaller vessels.

The easternmost harbor contains the Royal Docks and the Harbor Tower. Cormyr’s Imperial Navy (see below) has its main home port here under the personal command of Admiral Hazen Kelafin, Royal Admiral of Cormyr. Admiral Kelafin’s marines are housed within the nearby Citadel of the Purple Dragon.

Cormyr’s low, rolling, misty coastline stretches east to the River Lurlar. Most of the coastline has extensive shallows, and few villages offer harbors large enough (and deep enough) for ocean-going vessels. Outside of Suzail only Marsember (with its archipelago of harbor-islands connected by bridges) offers any substantial harbor. Marsember’s harbor is the busiest in Cormyr, and while some smuggling goes on, the Harpers and the War Wizards actively root out and destroy any actively dishonest groups. The Harpers use Marsember as a safe port, and take care to keep it that way.

## Pirates and Cormyrean law

King Azoun has sworn that Cormyr will not become a pirate haven (his beloved Cormyrean Freesails not withstanding). Those convicted of piracy here are treated harshly. A first offense costs the right hand, while a second conviction is punishable by death. Smuggling is only slightly less harshly viewed. Most smuggling is to avoid taxation (Cormyr charges a 5% duty on all imported goods) or to bring collections of weapons ashore. Cormyr’s laws preventing mercenaries from gathering have been extended to merchants (particularly those without Cormyrean charters) who bring weapons into the kingdom in any quantity, as such caches can quickly find their way to otherwise innocent-appearing warriors. Smugglers are fined triple the value of the contraband (along with confiscation of the goods); repeat offenders are punished as pirates.

## Naval Forces and Shore Defenses

Cormyr’s Royal Navy (boasting thirty caravels and over 5,500 men) is responsible for patrolling the seacoast for smugglers, providing aid to ships in trouble in Cormyr’s waters, and to provide support to the army in time of war. Fourteen ships are posted to Suzail, another twelve to Marsember (specifically posted to Starwater Keep), and the remainder in smaller ports along the coast. Most recently, Admiral Kelafin’s fleet (assisted by Cormyrean Freesails) conveyed King Azoun’s army across the Dragon Reach to speed their journey to Thesk during the recent Horde War.

Supplementing Cormyr’s Royal Navy are the Cormyrean Freesails, privateers chartered by King Azoun to patrol Cormyr’s waters and hunt down and destroy pirates. Many of Cormyr’s trading vessels also carry charters as Freesails, and Suzail

and Marsember both have some shore defenses. Since the most recent pirate incursions, Marsember has established some harbor chains, but like much in Marsember these are in poor repair. Unfortunately, while Starwater Keep has several ballistae and catapults, the topography of the city makes these virtually useless for defense of the outer harbor islands. Suzail has an excellent set of harbor chains which can block the narrow channel to the Basin supported by a deployment of three ballistae), and the Citadel of the Purple Dragon has an excellent brace of four catapults trained on the Royal Harbor area.

## Recent Pirate Activities

Cormyr has suffered little harassment from pirates, primarily because its own Cormyrean Freesails (along with the Royal Navy) defend the coasts and waters well. The most recent significant pirate raid was on the city of Marsember in 1344 DR. Although a few of the outermost harbor islands were looted by the pirates, they were unable to enter the city proper before an overwhelming force of Cormyrean ships (with magical support from the War Wizards in the city) drove the pirates away.The Imperial Navys primary duty is to protect Cormyrean ships sailing through the Lake of Dragons to and from The Neck, the narrows that connects Cormyr with other parts of the world through this lake.

Trading in spices and other goods is quite productive for Cormyr and certainly well worth the investment in ship construction and sailing. To protect such shipping from pirates, Cormyr has stationed 12 warships in its busiest port, Marsember. At any one time, there are more warships docked in Suzail, but most of these ships are there to protect noble families or the king personally.

Patrolling along the coast of the lake is the most common mission for the Imperial Navy. Ayesunder Truesilver is the commander of these forces and is generally regarded as the head of the Cormyrean Navy. He has constantly lobbied the king for more ships and sea warriors so that he may patrol the lake more efficiently. Unfortunately, the king's military attentions have been with the Stonelands and the Goblin Marches.The Imperial Navy's primary duty is to protect Cormyrean ships sailing through the Lake of Dragons to and from "the Neck," the narrows that connects Cormyr with other parts of the worlds through this lake.

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The two score ships of the navy of Cormyr—known colloquially as the Blue Dragons—sails often out of Suzail, Teziir, and Palagarr (on the isle of Prespur) to patrol the Lake of Dragons, the Neck, and the waterways that lead into Cormyr’s domain. The Warden of the Port in Teziir, Duke Penfold Dauntinghorn, is considered the high commander of these forces, though he officially commands only the fifteen ships that dock in his home port.

All Cormyr’s warships are named after one of Cormyr’s past monarchs, such as Queen Gantharla. The sole exception is the Steel Princess, an ironclad named for Alusair Nacacia, who ruled Cormyr as regent during Azoun V’s youth.

The Blue Dragons have only three true ranks. The captain of a ship is its absolute lord and master, operating with impunity in any fashion except that which violates the ship’s standing orders. His lieutenant sees to the day-to-day operations on board the ship, including supply, rationing, and other sundry details. Every other Blue Dragon is a sailor with a specific role to perform (purser, yeoman, sailing master, boatswain, master-at-arms, and so on).

When the Alliance of Freesailors was formally disbanded in the Year of Lost Ships (1400 DRDR), ranks in the Imperial Navy swelled.

The Imperial Navy, often called the Blue Dragons, consists of about forty ships and is harbored in Suzail, Teziir, and Palaggar (on the isle of Prespur). They patrol the Dragonmere down to the strait known as the Neck that joins with Sea of Fallen Stars, keeping the waters clear of pirates and rival warships. With the dissolution of the Alliance of Freesailors, Cormyr's navy has grown greatly, allow­ing them to keep the Dragonmere clear of piracy even without the aid of Sembia and Impultur.

Duke Penfold Dauntinghorn, the Warden of Port Teziir, is considered to be the high commander of the entire navy. In practice, the Warden of Suzail and the Warden of Palaggar are each responsible for the command of the ships that dock in their port.

Modern Cormyrean warships are named after past monarchs with the sole exceptions of the Steel Princess, a unique ironclad ship named for Alusair Nacacia who ruled Cormyr as regent from 1371-1384 DR, the Crown of Cormyr, a veritable floating palace used by the royal family to entertain guests away from the eyes of the court, and the Dragon, a behemoth of a ship equipped with numerous ballis­tae and firepot hurlers.

Blue Dragons use roughly the same ranks as the Purple Dragons, though the vast majority of sail­ors are telswords. Swordcaptains maintain harbor guards and are rarely found aboard ships. Blue Dragons have tabards, though these are worn only for ceremonial purposes and never aboard ship.

The Blue Dragons also maintain a sizable group of trained fighters known as marines. Not sailors in a literal sense, marines possess basic training in sailing and ship maintenance, but are primarily concerned with the art of fighting at sea: repelling boarders or conducting boarding operations themselves. Ma­rines have their own internal organization outside of the tight structure of the Blue Dragons. They are organized into 10-man squads composed of 9 marines and a corporal. If a ship maintains three or more squads aboard a ship, the entire contingent is led by a sergeant. The leader of all marines aboard a ship is always a commissioned officer known as a lieutenant who answers only to the ship's captain.

The Blue Dragons is the name applied to the men and women who crew the ships of Cormyr's Imperial Navy. The Imperial Navy is a relatively small but well-trained and professional fleet of sailing warships charged with protecting Cormyr's coast and commercial shipping from sea-based threats. Although fewer in number than their land-based counterpart, the Blue Dragons are equally professional and disciplined in the conduct of their duties. The traditions and culture of the Blue Dragons are just as long-held as those of the Purple Dragons, and their fame and reputation among the other seafaring peoples of the Sea of Fallen Stars matches that their land-based brethren have among the other nations and peoples of Faerûn.

## Общее описание

Like the Purple Dragons, the men and women who serve Cormyr on the Inner Sea are volunteers who have sworn an oath of loyalty and service directly to the Crown of Cormyr. Unlike the navies of many other nations, Cormyr does not employ press gangs to impress common people by force into naval service nor do they use their jails as a source of recruits in lieu of imprisonment. The standards of physical fitness that young men and women must meet to become a Blue Dragon are as equally strict as those of the Purple Dragons. Life at sea is both demanding and difficult, so those who are not in prime condition are rejected lest they become a danger to their shipmates. Like the Purple Dragons, the Blue Dragons are open to both men and women who fit the qualifications, but proportionally fewer women enter this service than even become Purple Dragons. Not only do fewer women than men meet the physical requirements, but the cramped living conditions and lack of personal privacy on board ship are disincentives to many women. Still, there are some women who do join the Blue Dragons.

In game terms, all members of the Blue Dragons will have the same attributes as Purple Dragons: Strength, Dexterity and Constitution scores of at least 12. Like Purple Dragons, Blue Dragons do not advance in the Warrior NPC class because they are professionally trained fighting sailors. Instead, they will at least partially advance as Naval Fighters. (See section 3.5.1. of this document for the Naval Fighter base class.) Because of the entirely volunteer nature of the Imperial Navy and the nature of the naval service in Cormyr is very rare for rogues to join up; Cormyrean rogues who yearn for the sea will instead sail on merchant ships or privateers, or find their way to other ports to join a pirate ship.

All Blue Dragon sailors and officers who enlist or receive commissions as officers will receive training that will give them at least one level of Naval Fighter, although some who have certain specialties listed later will have levels in the NPC Expert class. More experienced Blue Dragons might be multi-classed Naval Fighter/Experts, and some may even have levels in prestige classes as well.

### Blue Dragon Ranks

Blue Dragons have an organized system of ranks to denote levels of authority and leadership ability. There are enlisted and officer ranks just as for the Purple Dragons, but due to the more technical requirements of service aboard ship, the rank system is somewhat more involved.

Like the blades of the Purple Dragons, sailors make up the largest number of Blue Dragons and are all commoners. Most of these men and women will serve their entire careers in the Imperial Navy as sailors, with no guarantee of promotion. Unlike recruits in the Purple Dragons, who are directly enlisted into their permanent regiment and trained within it, a newly-enlisted Blue Dragon is given formalized training in a special training squadron based in Marsember before actually being assigned to an actively patrolling ship. This training squadron is made up of four obsolete carracks that are no longer fit for active service and have been replaced by galleons. These ships make excellent training vessels because of their decrepitude; the constant need for all manner of repair and maintenance provides a quick learning experience in all aspects of shipboard duty.

This training squadron provides the Imperial Navy with approximately 240 trained sailors every year. Each year's recruits are all inducted on the first day of Mirtul so that they may train after the winter's ice has melted. Each training carrack has a reduced permanent crew of only 100 sailors and 22 marines (one lieutenant, one sergeant and two squads of marines), and the 240 recruits are divided evenly among the four ships to complete the crew. Training lasts for five months (Mirtul through Eleint), after which the trained sailors are assigned to active-duty ships during Marpenoth. These sailors will typically spend the following winter undergoing additional training on their assigned ships to ease them into their new homes and acquaint them with their new crewmates, so that they will be fully integrated into the ship's complement when the next spring arrives.

All newly-enlisted enlisted Blue Dragons will have the rank of Sailor for at least the duration of their training. Most will remain sailors after training and perform whatever labors are required on board ship, such as setting and hauling in sail, scrubbing the decks, fighting, and so forth.

The enlisted ranks of mate and master are sometimes collectively referred to as 'ratings' and are bestowed upon those who possess certain specific skills that are required for the handling and operation of the ship. Those sailors who have these skills may be given a specialist rating and made mate, if the skill is needed and there is a vacancy to be filled. This might happen immediately after training if the sailor possessed the required skill before entering the Imperial Navy and a vacancy is immediately open, or it might happen after some years of service as a common sailor. The Blue Dragons will often make special effort to recruit such skilled people with the promise of quick promotion to make sure their ships are properly crewed. Mates who serve for years and become experts in their specialties may, as vacancies occur, be promoted to master.

The particular jobs and skills that are required of rated enlisted personnel include but are not limited to sailmaking, carpentry, ropemaking, and boat handling. Except on the largest warships there is generally only one master of each rated skill, with the remainder of the specialists being the master's mates, or assistants. Rated personnel are generally called by their skill rather than their rank; for example, a master with the carpenter's rating would be called the ships carpenter, and his assistants with the rank of mate would be called "carpenter's mates." For all but the largest warships there will only be one master for each required skill with several mates under him, while the large war galleons may have as many as three masters for each skill and a correspondingly larger number of mates. A fuller listing of the rated specialties will be given in the next section.

Commissioned officers are those who command ship and its crew. Like Purple Dragon officers Blue Dragon officers can be either commoners or nobles, but regardless of their social class all will start out as midshipmen. The proportion of commoner to noble is different for the Blue Dragons than for the Purple Dragons, though. Somewhat fewer nobles are willing to become midshipmen for two reasons. The first reason is that the Purple Dragons are a larger force with more officer openings and are more visible to the people on a day-to-day, thus offering a greater chance to gain glory and reputation. The second reason is that all midshipmen, regardless of social class, are required to go through the same difficult and sometimes undignified training and apprenticeship before becoming lieutenants and many nobles view such as being beneath their station. The primary exceptions to this are the Truesilver and Dauntinghorn noble houses, which view naval service as an honor and a family tradition and the rigors of midshipmanhood as a rite of passage. The type of commoner that becomes a Blue Dragon officer is also different than the commoner who becomes a swordcaptain. Because berths as midshipmen are gained from ship captains rather than being bestowed by the king (see below for details), commoner midshipmen normally come from middle-class or wealthy families.

Midshipmen are essentially apprentice officers. In olden times (and even today in many other navies around Faerûn), midshipmen were appointed directly to a ship by the captain or higher-ranked officers without any prior training or experience and learned directly from the captain and his lieutenants on the job. Midshipmen's berths for young teenagers were usually arranged as a favor to a nobleman for his son or sometimes even purchased outright from the captain by the nobleman or sometimes a wealthy man for a son, after a meeting with the captain in which the captain decided the young man had the intellect and potential needed to be an officer. This is no longer the practice in Cormyr, though. It has been the policy for some time that prospective midshipmen receive at least some training in the Marsember training squadron before actually serving on board an active duty ship to ensure that they at least have the potential to become useful officers before putting them in a situation of real danger to the ship. Once a midshipman has received at least the minimal training required to insure he knows his way around a ship without being a threat to the ship or his crewmates, he is sent on to an active ship where he will learn how to be an officer and gentleman from the lieutenants and captain.

Despite the fact that midshipmen are only apprentice officers and are under the close supervision of the lieutenants, they have real authority over the enlisted crew. Midshipmen may give orders to the sailors and expect to be obeyed, and the sailors are required to pay midshipmen the same respect they would any other officer. When they are not serving as part of a watch on deck, a midshipman's life is usually filled with study in the fields of seamanship, navigation and geography, and the traditions and regulations of the Imperial Navy.

Once the captain of the ship believes a midshipman has learned his lessons, he will recommend that the midshipman take the lieutenant's examination. The lieutenant's exam is an oral examination administered in port by a board of three officers of at least captain's rank. These exams generally are scheduled to occur once or twice a year as vacancies arise for lieutenants. In game terms, a midshipman should not be given the lieutenant's examination until he has achieved 2nd level. The examination should be composed of two skill checks each in Profession (Navigator) and Profession (Sailor) against a DC of 12; only one roll per check is allowed, and taking ten is not allowed. All four rolls must be passed in order to pass the examination, and if the midshipman fails he is sent back to his ship and captain and will not be sent back to re-take the examination until he has leveled again.

Lieutenants manage the day to day operations on board ship. They usually command the watches on board ship. A watch is the portion of crew on duty at a given time; each ship will have several watches that rotate periodically throughout the day to give each man time off to eat and sleep while keeping the ship constantly manned. Lieutenants can usually expect a lengthy term of service in that rank because promotions to commander or captain only happen as vacancies occur. Many lieutenants serve the entire remainder their careers in the Imperial Navy at that rank and never receive promotion. The promotion of lieutenant to ship-commanding rank is governed by several factors. Only admirals are authorized to promote lieutenants, but they usually do so on the recommendation of their captain. The captain's recommendation and the admiral's subsequent approval will depend on the lieutenant's demonstrated ability in the areas of seamanship (i.e. handling a ship in any condition of sea and weather), navigation, leadership, valor, and initiative. Successfully commanding a prize ship back to port is a particularly good way for a lieutenant to demonstrate these abilities. Social class is also a factor in promotion at this point; all other things being equal, lieutenants of noble birth are given preference to those of common birth. This is especially true for promotions directly from lieutenant to captain; nearly all such promotions are given to the noble-born when possible and only truly exceptional common-born lieutenants make this leap. Most common-born lieutenants who gain promotion are promoted to commander, given command of smaller ships, and spend the remainder of their careers as commanders. There is also a slight preference to promote lieutenants who have served as first lieutenants before those who have not, although this preference is not as strongly adhered to as those of skill and social class and a junior lieutenant who displays daring and valor (and gets noticed doing so) can often beat this.

The rank of commander is given to one who is assigned to command a small ship like a caravel, coastal runner, cog, or any ship that might be given an independent assignment but is not large enough to warrant a full captain. A commander is still called captain while on his ship since he does hold the post of captain even if not the rank. A commander will never be assigned to serve on the same ship as a full captain, since the rank is one that commands a ship. The rank's origin comes from the old term 'master and commander' of a ship. Not every officer will hold the rank of commander during his career, as discussed above concerning a lieutenant's promotion. Unlike the lieutenant, though, no commander would ever be promoted straight to commodore, thus bypassing the rank of captain.

The rank of captain is given to one who fills the position of captain on the larger warships of the Imperial Navy. Gaining the rank of captain is a clear sign that one has "made it" in the Blue Dragons; it is an unquestionable indication of success and often considered the career peak of a naval officer. The captain is the king of his ship and master of all that happens onboard. While commodores and admirals have greater rank and authority and can give orders to captains, they do not have quite the same sense of mastery of his fate and vessel that captains have.

Holding the rank of captain is a requirement for eventual promotion to flag rank; no officer would ever be promoted to commodore (to say nothing of admiral!) without having served with the rank of captain. Not only that, having the rank of captain is close to a guarantee of someday hoisting one's own broad pennant as a commodore, so long as the captain doesn't screw up badly or retire due to old age or infirmity. As openings in the commodore ranks arise the seniormost captains by time in rank are automatically promoted into the vacancies. Skill or renown are no longer a factor in promotion by this time, because it is assumed that one who makes it all the way to the seniormost captain in the Navy necessarily has the qualities of command and leadership.

Commodores are the lowest of the flag officers, so named because they fly broad pennants at the top of the mainmast of the ship, they command their squadron from, and that ship is called the flagship. Commodores, like captains, are nearly guaranteed promotion to Admiral if they remain in service long enough. When a vacancy arises for an admiral, the seniormost commodore (the one with the longest time in rank) is promoted to admiral.

Admirals generally command the naval bases at which squadrons are based, although they usually have no authority over the defense of the city itself unless they are also assigned to be the overall garrison commander in a joint naval-land command. The responsibilities of an admiral's command generally extend only to the oversight of operations at sea and the repair and replenishment of his warships in port. During times of war or major operations, the admiral will sail in his own flagship to command fleets composed of multiple squadrons.

The Lord High Admiral is a singular rank in the Blue Dragons just as the Lord High Marshal is a singular rank in the Purple Dragons, but the Lord High Admiral is not equal or equivalent to the Lord High Marshal. The Lord High Admiral commands the entire Imperial Navy, but the Lord High Marshal is the overall commander of the entire Cormyrean military answerable only to the King and as such has authority over the Lord High Admiral. In practice the Lord High Marshal defers to the Lord High Admiral in matters outside of his expertise as a land commander, but when the Lord High Marshal gives the Lord High Admiral an order he speaks with the voice of the King and expects to be obeyed.

#### Warrant Officers

There are a few special skills that are required on-board ship that require enough training or have enough social status to elevate those having such skills above the standard enlisted ranks yet are not actually in the chain of command because they are not trained as military officers. People having such special skills are made officers by royal warrant (such warrants are not personally issued by the king despite the 'royal' appellation) and are appointed to serve on ships by the authority of the Crown through the offices of the admiral. Examples of such positions are the ships purser, surgeon and chaplain. Each ship in the Imperial Navy will also have at least one war wizard serving aboard. As war wizards, they do not need royal warrants (or perhaps one could say their position as a war wizard is in itself a warrant), but on board ship they have the same social status as lieutenants. These warrant officers have not gone through the Blue Dragon training, and outside of their own specialties, warrant officers cannot issue orders to sailors nor may they ever command any ship or prize.

#### Privileges of Rank

The men and women of the Blue Dragons receive pay just as do the Purple Dragons, as they each are professionals in their chosen field of military endeavor. The following are the rates of pay as of the first day of Mirtul in the Year of the Gauntlet (1369 DR).

Warrant officers, not having specific Blue Dragon ranks, vary in the pay they receive. All warrant officers are paid at least 30 golden lions each month (equal to 1 golden lion per day), but can be paid more depending on the degree of skill they demonstrate in their chosen specialty. The most skilled of warrant officers can make up to 60 lions per month.

There is a less distinct breakdown of specific privileges accorded to some of the specific ranks in the Blue Dragons than in the Purple Dragons. Masters can issue orders to the mates and sailors under them regarding the details of accomplishing a specific task, but only commissioned officers can direct that the tasks shall be done. Commissioned officers, and only commissioned officers, may command ships and give orders directing their overall operation. Midshipmen, although they are only commissioned officers in training, still wield authority under the supervision of the lieutenants of the ship. Lieutenants may command watches and divisions of the crew. Lieutenants, or even on occasion midshipmen if there is not a lieutenant to spare, may be given command of a ship taken as a prize.

Commanders and captains command small and large ships respectively; that is, they may hold the position of captain on an Imperial Navy ship. A ship captain is the absolute master of his ship and what happens onboard. He has the authority to promote any enlisted person, recommend civilian specialists for royal warrants to serve as warrant officers on board his ship, and recommend midshipmen for the lieutenant's exam. He has the authority to transfer any officer or crewman off his ship. Officers having the rank of captain may sit on the Lieutenants' Board and administer the oral Lieutenant's Examination to midshipmen. Captains may also recommend to their admiral lieutenants for promotion to ship-command rank when vacancies arise.

Flag officers command more than one ship and may give mission orders to captains. Commodores command squadrons of multiple ships, and admirals command fleets of two or more squadrons. Only full admirals may promote lieutenants to commander or captain or commanders to captain, but the promotion of lieutenants to a ship-commanding rank are usually done at the recommendation of captains when vacancies occur.

#### Ranks and Class Levels

Just as for the Purple Dragons, there is no fixed relationship between rank and class level. The same general guidelines apply to both, however. All Blue Dragons except for warrant officers will have at least one level in the Naval Fighter class due to the professional training they receive. Sailors can be of almost any level since many don't get promoted for their entire careers. Sailors of very low levels (1st or 2nd) might be considered "landsmen", sailors of low to lower-middle levels (3rd - 5th) might be considered ordinary seamen, and sailors of 6th level or higher might be considered able seamen (note that these are suggested as rough skill equivalents, not as actual ranks as existed in real-life navies). Since the higher enlisted ranks are more oriented towards skills, some rough guidelines can be established for this. Mates earn their ranks through some level of proficiency in their particular skill (e.g. carpentry, sailmaking, etc.) so mates should have at least 5 skill ranks in their particular specialty which means they need to be at least 2nd level. Masters should have no less than 10 ranks in their chosen specialty, which means they should be of at least 7th level.

There are somewhat better guidelines for the levels officers should have. Commissioned officers will have at least one level in the Naval Fighter class just like the enlisted sailors due to their professional training. Midshipmen will usually be of lower levels; by the time they have earned a few levels they should be able to pass the lieutenant's examination. Lieutenants should always be no less than 2nd level and commanders and higher should generally be no less than 5th or 6th level.

### Naval Titles and Job Positions

Тут и далее используется версия изложенная в Руководстве Эйтана по Мореплаванию [Aethan Guide to Seafaring]

**Captain:** The captain is a shipboard position as well as an actual rank and as a position refers to the individual who has command of a ship. When on board ship, the one who commands a ship is always called captain regardless of his actual rank. A lieutenant given command of a ship taken as a prize is called captain while on board the prize. A commander on board the sloop he commands is called captain, and of course an officer having the rank captain is called captain while on board his galleon. There can only be one captain of a ship; any officer having the rank of captain who visits a ship not his own is always given and honorary promotion and called Commodore, even if that ship be a prize commanded by a lieutenant or a sloop commanded by a commander. Ultimately all authority on board ship rests with the captain. The captain is as much an absolute authority on his ship at sea as a king is of a kingdom. Even if an admiral is on board a ship, the admiral may only assign the mission the ship is to carry out and the captain has the full authority over the details of how his ship and crew carry out that mission; despite their higher rank, Admirals by custom and tradition are not allowed to involve themselves in the routine operations of the ship.

**Flag Captain:** In squadron operations, the captain of the commodore's flagship is called the Flag Captain. The flag captain is normally privy to the plans and intentions of his commodore. If the commodore of the squadron should be killed or incapacitated, then the flag captain would assume acting command of the squadron until such time as the commodore is capable of resuming command or a replacement is appointed. The commodore may choose whatever ship of his squadron he wishes as his flagship, so there is no guarantee that the flag captain will be the seniormost captain of the squadron; the position is solely one of convenience for the orderly continuity of command. (Some commodores prefer to choose the ship with the seniormost captain as their flagship, while others prefer a particular ship or ship type, although all commodores will at least select a large ship commanded by a captain by rank rather than a commander. No commander by rank will ever have the position of flag captain.)

**First Lieutenant:** The most senior lieutenant on board (i.e. the one to hold the rank of lieutenant the longest) is called the First Lieutenant and is the captain's executive officer. If anything were to happen to the captain, the First Lieutenant would take command of the ship for the remainder of the voyage.

**Purser:** this officer is a warrant officer who acts as sort of a clerk for the captain. He is in charge of the ship's ledgers and accounts, and handles monetary receipts and disbursements. He is responsible for purchasing supplies for the ship and making sure the ship has sufficient supplies for whatever mission it is sent on. The ship's purser is always someone who is both literate and numerate, and can be expected to have ranks in Appraise, Profession (bookkeeper) and Profession (scribe).

Chaplain: this position is held by a warrant officer who is a cleric. The chaplain will tend to the spiritual needs of the captain and crew and will often help the Surgeon in tending to the crew's health as well. Most ship's chaplains also have levels in the Battlepriest prestige class. (See Thomas M. Costa's article Heroes of Cormyr, in Dragon #307, for more detail of the Battlepriest prestige class.)

Surgeon: The ship's surgeon is a warrant officer who is responsible for the health of the crew. He inspects the provisions the purser obtains to make sure they are fit for consumption, and he treats the diseases and wounds of the crew. Ship's surgeons will usually have levels in the Expert class with ranks in the Heal and Profession (Apothecary) skills (if the surgeon is a NPC), but some ships are lucky enough to have clerics serve as surgeons who can heal with spells (if the campaign is a sea-based one and a PC plays the surgeon). Clerics who serve as ship's surgeons are generally not battlepriests. Medical care can be a chancy thing on board ship, especially in the chaos of ship-to-ship battle where the surgeon is often overloaded with casualties in cramped, unsanitary, hurried conditions in which the noise of battle and the moving of the ship can be distracting. In such times, good care is necessarily replaced with rapid care; amputations are the norm for severe wounds, and if the surgeon is a cleric healing spells are usually reserved for officers.

**Wizard:** Every ship of the Imperial Navy will have at least one ship's wizard. These are always War Wizards. They are neither commissioned officers nor warrant officers, strictly speaking, and do not receive their pay from the Navy, but they are accorded the social status of a lieutenant. The wizard is under the captain's authority and must obey orders, of course, but captains usually ask the wizard to accomplish arcane tasks and don't micromanage exactly how the wizard plies his Art. The ship's wizard, being a War Wizard, is generally as independent-minded as he is allowed to be under ship's discipline and also serves as eyes and ears for the Royal Magician, giving some oversight to the captain's actions that some captains tend to dislike.

**Boatswain:** The boatswain (pronounced bosun) is responsible for the sail and rigging of the ship and for the discipline of the enlisted crew. The boatswain has the rank of master on most ships, but occasionally on larger ships may be a warrant officer. In such cases, a warrant officer boatswain will nearly always have served before as a boatswain with the rank of master. The sailmaker, ropemaker and quartermaster will generally be under his authority. If the captain decrees that an offense of a sailor merits some form of corporal punishment such as flogging, it will be the boatswain or one of his mates who administers the punishment. Profession (sailor) is the primary skill for this rating, and ranks in Intimidate often serve well in his role as disciplinarian.

**Coxswain:** The coxswain (pronounced coxsun) has the rank of master and is responsible for the operation and maintenance of all the small boats that a larger ship will carry, such as launches, rowboats, and the captain's gig. Whenever a boat is launched, it will be the coxswain or one of his mates whose hand is on the tiller. The coxswain himself will usually con a boat that the captain of the ship is on. Profession (Boater) is the primary skill for this rating.

**Quartermaster:** The quartermaster of a naval ship serves a quite different function than the quartermaster of a Purple Dragon unit despite having the same name. The quartermaster will have a rank of master, and is the "master of the quarterdeck". He or his mates are responsible for actually manning the helm and conning the ship (i.e. manning the wheel that steers the ship), is responsible for the ship's instruments (the compass and hourglass in the binnacle), and is responsible for hoisting the ships colors and signal flags. Although the officers of the ship will be the ones who mainly read the signals of other ships, the quartermaster and his mates are also expected to know how to read them. Profession (sailor) is the primary skill for this rating.

**Carpenter:** The ship's carpenter has the rank of master and is responsible for all repairs to the hull, structure or masts of the ship, and will have several mates to help him. The carpenter and his mates will have ranks in the carpentry, shipmaking, and woodcarving crafts. On larger ships, a wealthy captain may invest his own money in obtaining the services of an engineer (a NPC with ranks in Engineer as well as the wood-type crafts aforementioned) as a warrant officer to serve as the ship's carpenter.

**Sailmaker:** The sailmaker is responsible for the maintenance and repair of the ship's sails. If a ship's sails are too badly damaged by storm or battle, he is responsible for making new ones using canvas from the ship's stores. He has the rank of master, and will normally have a few mates to assist him. He may also be called upon to make flags. Profession (sailor) and Craft (sewing) are the primary skills for this rating.

**Ropemaker:** The ropemaker is responsible for the maintenance and repair of all the ships ropes. A large ship can easily have miles of length of ropes of various sizes for the rigging and stays that keep the masts and sails in place. He has the rank of master, and will normally have one or two mates to assist him.

**Cook:** Each ship will have one man designated as the ship's cook. On large ships the ship's cook may have the rank of master, but on smaller ships he is only a mate by rank and is assisted by a couple of more junior mates. The ship's cook is responsible for preparing the meals for the crew and the officers of rank commander and below. Profession (Cook) is the primary skill for this rating.

**Steward:** Officers who have the rank of captain or higher will have a steward to serve as a personal manservant. The steward is often a master by rank, but occasionally can be a civilian that a noble or wealthy commoner captain hires to act as his manservant. Captains of noble birth will often bring an experienced manservant from their house along to continue such service. In those cases where the captain brings a personal hireling as a steward rather than using a master, the steward is just a personal hireling and is not a warrant officer. (Only positions that are needful by the ship as a whole are given royal warrants.) The steward will cook the captain's meals from the captain's personal store of foodstuffs that is normally of higher quality than the crew's food, keep the captain's uniforms clean and repaired, and keep the captain's cabin as clean as he can, and generally fulfill the other functions that a manservant usually does. Profession (cook) is the most primary skill for this rating, but Craft (sewing) or Profession (butler) would be secondarily useful. A steward, whether a Blue Dragon master or a civilian hireling, will usually be assisted by one or two mates.

#### Marines

A marine is a true fighter of the sea. He is not a sailor in the literal sense of that word and does not himself set sails or tend the ship, although he does need a basic skill at seamanship simply to learn the reflexes needed to move and work on a pitching heaving deck without getting sick or getting in the way of sailors (i.e. his sea legs). The marine specializes in fighting at sea — at storming enemy ships or protecting landing parties of sailors. The ship-board marines are certainly not the only ones who will fight in a boarding action — every sailor not needed in the rigging or at the wheel will be fighting too and are good at it — but they are the specialized "shock troops" of sea fighting. A marine shares the basic melee technique with his land-based Purple Dragon soldier counterparts, but there the similarity ends. Different reflexes and techniques are required for effective fighting at sea. A land-based soldier would make a poor sea solder, which is why marines exist.

Marines have their own internal organization on board a ship, although this organization is not as tightly regulated (even in regulation) as the Purple Dragon TO&E. Marines use the same rank structure as do sailors, since they are part of the Blue Dragons, but they have different job titles for positions of leadership. Unlike any other job positions in either the Blue Dragons (or the Purple Dragons for that matter), marine leadership job positions do correspond to particular ranks.

Marines on board ship are organized into 10-man squads, each composed of nine marines of sailor rank led by one marine of mate rank whose job position of squad leader is called a corporal. Marines who have the rank of sailor are never called that — they are always called Marine. If there are three or more squads of marines on board then there is one marine ranked master for every three squads whose job position is called sergeant. The leader of the marines on board a ship is always a lieutenant and commissioned officer by rank, and is called lieutenant. The difference between Marine lieutenants and regular naval lieutenants is that Marine lieutenants are not apprenticed as midshipmen. Marine lieutenants are promoted directly from corporal or sergeant when they show exceptional leadership ability and are literate; within those criteria, preference also is given to men who have received some degree of education and who can conduct themselves in polite society. Becoming lieutenant is the height of career advancement for a Marine; there is no higher rank a Marine can be promoted to. Because all marines start as enlisted and there is no prospect for high rank, almost all Marines are commoners. Only a very few nobles (almost always those who are disowned, rebellious, or far from the line of inheritance) place more value on a reputation of fighting toughness than on their social status.

In game terms Marines, like any other sailor, will start off most likely having levels in the Naval Fighter base class (see section 3.5.1), but a rare few may have levels of Fighter, Paladin or Ranger. (Those who do start with the land-based classes will need to use most of their skill points to get cross-class ranks in skills needed at sea like Balance, Profession (Sailor) and Use Rope.) Those intending to make a career being a Marine should take levels of Blue Dragon Marine as soon as they qualify, and no Blue Dragon Marine will earn promotion to corporal, sergeant or lieutenant without levels in this class.

### Knights and the Imperial Navy

As with the Purple Dragons, there is no direct correlation between being a knight and being a member of the Blue Dragons. Being knighted by the king does not automatically make one a member of the regular military, nor does being a Blue Dragon officer of any rank guarantee a knighthood. The king does on occasion knight Blue Dragon officers, but knights may only be officers. It is possible within the customs of knighthood that an enlisted sailor could be knighted and simultaneously be given a commission as a Blue Dragon officer — no enlisted person can be knighted and remain an enlisted person — but to date this has never happened in the Blue Dragons.

### Leaving the Blue Dragons

Members of the Blue Dragons will leave the service of King and Cormyr for the same variety of reasons as do Purple Dragons. Some Blue Dragons who leave the service join the crew of a Freesail ship to continue making a life at sea. Blue Dragons who leave the Imperial Navy due to injury or age will also receive mustering out pay just as Purple Dragons do, and are subject to the same recall to service upon a Royal Writ. The mustering out pay is the same, as well: three months pay at the Blue Dragons' current rank plus five golden lions per full year served.

### Auxiliary Naval Forces

The Imperial Navy is the official naval instrument of the Crown of Cormyr, but it is not the only way the Crown has to enforce its will on the high seas. Having a sufficiently large fleet to enforce the King's Will on the seas would be prohibitively expensive in both money and resources, so the Crown supplements its own naval power by chartering and issuing letters of marque to privately owned ships. Such ships and their crews are called privateers. Privateers hunt pirates and raid the shipping of foreign nations at war with the chartering government. These actions are legal and protected at least in friendly waters, although privateers are often considered pirates by those hostile governments and when caught are often treated as such. (Hostile governments of lawful alignment usually recognize letters of marque as legal documents but treat privateers holding them with a more subtle lack of respect than considering them outright pirates.) Most governments that have any form of sea commerce charter privateers, and Cormyr's privateers are known as the Cormyrean Freesails.

### The Alliance of Freesailors and the Cormyrean Freesails

The Cormyrean Freesails have their origins in the Royal Freesailors, which were founded in the Year of the Blazing Banners (1209 DR) by Crown Prince Palaghard as an alliance of privateers to sail alongside the Imperial Navy against the pirate fleet of Urdogen "the Red". After the battle was successfully concluded, the alliance of privateers became a mutual aid society known as the Alliance of Freesailors. This society still exists today, and most Cormyrean, Sembian and Impilturian privateers are members of the Alliance. The Lord High Admiral of the Cormyrean Imperial Navy is nominally the head of the Alliance even though many members are not Cormyrean, although the Alliance is chartered and sponsored by diplomatic agreement of several governments with commercial shipping on the Inner Sea and who have a vested interest in opposing piracy. Membership in the Alliance is by invitation only, and one of the preconditions of receiving an invitation is that a ship and crew have legitimate letters of marque from a sponsor nation. Since the Lord High Admiral of the Cormyrean Navy is the titular head of the Alliance the invitation must come from him or those he empowers to issue invitations. The traditional initiation includes an oath of allegiance to the Crown of Cormyr, but in actuality this tradition is only upheld for native Cormyreans and is not forced on non-Cormyreans. In practice, the Cormyrean King and Lord High Admiral have (and expect to have) little influence over non-Cormyrean members.

The Alliance of Freesailors have rules of conduct that they are expected to adhere to regardless of what land they are from. Freesailors must adhere to the laws of the sea that are commonly recognized among the civilized nations and may not act as true pirates themselves. They must also render aid to other freesailors in danger on the high seas (and only on the high seas; aid while ships are in port or crew on land is generally neither expected nor required), except when hostilities exist between their respective nations. For example, during times of peace a ship of Sembian freesailors would be required to come to the aid of Cormyrean freesailors in crisis on the sea, but if a state of war existed between Sembia and Cormyr each set of freesailors would be expected to be loyal and follow the orders of their respective nations. When coming to the aid of another freesail, it is prohibited by the rules of the Alliance for them to forcibly take or confiscate any portion of loot the other freesail might have on board as a "fee" for the rescue; such an act is considered tantamount to piracy and grounds for expulsion from the Alliance of Freesails.

When Freesails take prizes or retrieve loot from pirates, they are required to turn half (50% by value) over to the Crown. Originally it was supposed to be specifically given to the Crown of Cormyr, since it was that kingdom that founded the Alliance, but thus was quickly found to be unenforceable in cases where a freesail native to another country put to port in that country. This resulted in a change to the Alliance charter that required the 50% to be turned over to the authorities of the next port the freesail docked at, which resulted in Freesails almost universally putting into their own country's ports when they had prizes or loot if at all possible. If such a legitimate seizure happens within sight of a port of a nation sponsoring the Alliance, then it is expected that the freesail will put to port there. The other 50% by value of any prize or loot is shared by the crew, and each crewman's share is determined by his position, skill, and years of service. The master and commander of the ship usually takes one fourth of the remaining 50%, with the officers and crew sharing the remaining amount according to skill and time in service. Unlike in the Cormyrean Imperial Navy, for the purposes of dividing prize money no distinctions are made between officers and crew.

The Cormyrean members of the Alliance of Freesailors and the ships they sail are widely known as the Cormyrean Freesails. The Cormyrean Freesails are roughly the naval equivalent of a land-based militia, and about 30 ships, or nearly half, of all ships of Cormyrean registry carry charters as Freesails. (Cormyr calls the letters of marque given to the Freesails 'charters' and such charters work similarly to charters issued to land based adventuring groups.) Cormyrean Freesails can potentially be found hunting pirates in any part of the Inner Sea where Cormyrean-flagged merchants sail, but they are especially active in the western and northern reaches of that sea and only infrequently sail the waters of the Vilhon Reach or near Chessenta, Thay or Mulhorand.

Freesailors do not generally have the rank structure that the Imperial Navy has. As with most private ships, there is a master and commander of the vessel who usually styles himself Captain (although professional Blue Dragons rarely use this title unless the master and commander of the freesail has earned their respect). There are a small number of ship's officers, usually appointed by the Captain, but there is no detailed or formalized rank structure as there is in the Imperial Navy.

Cormyrean Freesails in particular have rules in addition to the rules for Alliance members that are imposed by the King and Lord High Admiral of Cormyr. Cormyrean Freesails must have letters of marque specifically issued by the Crown of Cormyr. They must come to the aid of any legitimate vessel in need of it, and they must help patrol and defend the coast and waters of Cormyr against any threat. During time of war, Cormyrean Freesails must obey the orders given them by captains or flag officers of the Imperial Navy. Cormyrean Freesailors, generally being loyal and eager to help their homeland, have virtually halted piracy in Cormyrean waters and the western end of the Dragonmere, although the Neck and the Sea of Fallen Stars east of the neck are still beset with the scourge of piracy.

Cormyrean Freesailors are as superstitious and religious as any sailor plying the seas, but in particular Tymora is considered to be their patron deity. Selûne is also commonly worshipped among the good-aligned Cormyrean Freesailors, and of course Umberlee is paid respect as well to avoid her wrath.

The Cormyrean Freesails, being privately owned vessels, are made up of a variety of ship types. There are no war caravels of the same design that the Imperial Navy uses, but there are some older cogs, and even two coastal runners of the same design as that used by the Imperial Navy, but in the past few decades the brigantine has become the vessel for which Cormyrean Freesails are best known. The brigantine is a versatile and maneuverable vessel, powered by both oar and sail. Brigantines vary in size, from 100 to 120 feet in length, 20 to 25 feet of beam, and draw a draft of 2 feet. They will typically have a crew of 30 to 45. Cormyrean Freesails are traditionally named (whether directly or indirectly) after weapons or armor that past monarchs have used.

Cormyrean Freesails, not having the same standards as the Blue Dragons, are made up of a more diverse group of people. More Freesailors will have levels in fighter, rogue, expert and perhaps warrior than will have levels in Naval Fighter. Freesailors with ranks in Naval Fighter will typically be ex-Blue Dragons who quit and struck out on their own.

## Organization and Makeup of the Blue Dragons

The ship is of necessity the fundamental unit of organization in the Imperial Navy — one certainly can't sail half a ship. All ships will have similar internal organization as the same basic tasks are required to run any ship, and all higher organization will be made up of collections of ships into squadrons and fleets.

The quality of the Blue Dragon crews of the Cormyrean Imperial Navy is second to none in all of Faerûn, due to their training, experience at fighting pirates and smugglers, and the magical support received from the War Wizards assigned to the ships. The quality of the ships themselves is rather less uniform. Cormyr is one of the most advanced nations in terms of naval architecture and technology; only Sembia and Impiltur could effectively claim to equal Cormyr in this area (at least in the Inner Sea; Waterdeep and Amn might make similar claims for their own fleets). The Crown's primary interests lie on land, however, so the Imperial Navy suffers from a degree of Royal neglect. Some ships, mainly the newer ships built in Azoun's reign, are of excellent quality and are the largest and most advanced sailing ships on the seas. Other older ships are more in need of frequent maintenance, and only the skill and vigilance of their crews manage to keep them in fighting trim. Lord High Admiral Ayesunder Truesilver, the commander of the Imperial Navy, regularly lobbies the Royal Court to authorize more shipbuilding both to replace older hulls and to increase the number of ships the Imperial Navy sails.

The Imperial Navy is made up of 12 major warships that constitute her main battleline and 14 supporting smaller ships, for a total of 26 ships. The larger ships are made up of the galleons of various types and carracks which are all commanded by captains by rank. Until the reign of Azoun IV, the primary warship of the Imperial Navy was the carrack; indeed, when King Azoun IV sailed to Thesk in the Year of the Turret (1360 DR) to face the Tuigan Horde of Yamun Khahan his flagship was the carrack Welleran. Even as he sailed on the carrack, though, galleons were under construction as Azoun saw the need to see to at least some modernization of his fleet. Since then several galleons have been completed and replaced the older carracks, including the royal galleon Crown of Cormyr (which is the king's ship and the largest sailing ship in the Inner Sea), the Dragon and the Filfaeril, but as of the Year of the Gauntlet (1369 DR) the modernization program has stalled due to a lack of continued Royal attention.

The smaller ships of the fleet are the war caravels, coastal runners, training ships and supply cogs. The coastal runners are the newest and most advanced of these smaller ships, and have replaced older caravels which were then sold off to private interests some of which became Freesails.

### Используемые в Кормирском флоте типы боевых кораблей

#### Capital Ships

Royal Galleon

Large War Galleon

Iron clad

War Galleon

Fast Galleon

Carrack

#### Supporting Ships

War Caravel

Coastal Runner

Cog

Training Ship

### Capital Ships

Capital ships are the primary warships that a navy uses to fight other navies with. Capital ships are also sometimes called "ships of the line", and the collection of a navy's capital ships is sometimes called its "battleline." Cormyr's capital ships are made up of the royal galleon, war galleons of various types, and the older carracks. All of the galleons have carvel-built hulls (with flat-fitted planks over an internal framework), as do all of the carracks in full service, and all capital ships have full rigging utilizing both square and fore-and-aft sails for maximum maneuverability.

#### The Royal Galleon “Crown of Cormyr”

The Crown of Cormyr — the newest and largest ship of the fleet — is larger than a standard galleon at a length of 180 feet, a beam of 50 feet and a draft of 7 feet. It required approximately 2,500 trees to build her, which equates to 42 acres of woodland. Although she is fitted out as a warship and is kept combat-ready since it simply wouldn't do for any ship bearing the royals to be lightly defended, she is considered a floating palace due to the luxurious appointments. The great cabin at the stern of the ship is outfitted for the Royal Family and suitable provisions are always kept in the holds, so the ship is ready to embark with the King and his family at a moment's notice. The Crown of Cormyr is crewed by 350 Blue Dragons, and the crew breakdown is given in Table 3-3.

During time of battle, 73 berths (7 squads, 2 sergeants and a lieutenant) can be made for marines when the Royal Entourage is not aboard (presumably the king would not bring non-combatant family and courtiers if he were sailing to battle). The crew breakdown does not include the captain's steward, nor the extra servants that would accompany any royal person on board ship.

The Crown of Cormyr is kept in Suzail to be available at a moment's notice should the King need it unless the King personally grants permission for a cruise to exercise the crew, and is not considered part of any squadron or fleet unless the King himself leads it. The Crown of Cormyr is the flagship of the entire Imperial Fleet, but it is not the flagship of any commodore or admiral.

#### Large War Galleon

The only large war galleon in the fleet is the Dragon, the third-newest ship and the largest true warship in the fleet. The Dragon, the premier warship in the Imperial Navy and unsurpassed in combat ability in the Inner Sea, is 170 feet long, 45 feet in beam, draws a draft of 6 feet, and is sailed by a crew of 325. The crew breakdown of an Imperial Navy large war galleon is given in Table 3-4.

#### Ironclad

#### The War Galleon

The heart of the Imperial Navy are the war galleons that have come into service after the crusade against the Tuigan Horde. These war galleons are 160 feet long, 45 feet of beam, have a draft of 5 feet, and are operated by a crew of 300. The crew breakdown of a typical Imperial Navy war galleon is given in Table 3-5.

#### Fast Galleon

The fast galleon is a one-of-a-kind ship commissioned by Azoun IV, the second newest in the fleet, and which he named Filfaeril after his wife the Queen. At 160 feet in length the Filfaeril is just as long as the standard war galleon, but she's slimmer at only 35 feet in beam. The Filfaeril draws the same draft of 5 feet and has the same set of sail, and this combined with the slimmer beam makes this ship faster than any other of Cormyr's galleons. This speed is bought at the expense of crew and cargo space; the smaller hull doesn't have room for as many crew or marines and carries a lower tonnage of supplies so more frequent resupplying is needed. The Filfaeril's superior speed and equal maneuverability, combined with nearly as strong an armament as a standard galleon, makes her a highly effective warship — especially in chases. The crew breakdown of the Imperial Navy fast galleon is given in Table 3-6.

#### The Carrack

The carrack was the old mainstay of the Imperial Navy before galleons were developed. The carrack is the technological predecessor to the galleon and the Navy plans to eventually gradually phase this class of ship out in favor of the galleon, although those plans are not being actively pursued at the current time. The carrack used by Cormyr is 130 feet in length, has a beam of 30 feet, draws a draft of 5 feet, and is sailed by a crew of 150. The crew breakdown of a typical Imperial Navy carrack is given in Table 3-7.

### Supporting Ships

The Imperial Navy also operates a number of smaller ships that serve to support the main battleline in major fleet actions and otherwise take on the bulk of the patrol duties. These smaller ships include war caravels, the newer coastal runners, cogs, and obsolete carracks that are used as training ships. Most of these smaller ships are carvel-built like the capital ships, but the cogs and one of the training carracks are older clinker-built hulls (meaning the hull is built with overlapping planks). These smaller ships are commanded by commanders by rank rather than captains. These smaller ships do not have smaller boats (such as rowboats or gigs), so they do not have coxswains or coxswain's mates serving on them.

#### The War Caravel

The Cormyrean war caravel is outwardly similar to merchant caravels (which are among the most common of merchant ships), but is fitted out for combat rather than hauling cargo. Like the carracks, the caravels have been slated for eventual replacement by the newer coastal runner but progress has been slow. The Cormyrean war caravel is 70 feet long, 20 feet in beam, draws 5 feet of draft, and is sailed by a crew of 40. Cormyrean war caravels are distinctive in that they bear long metal rams low on their prows. The crew breakdown of a typical Imperial Navy war caravel is given in Table 3-8.

#### The Coastal Runner

The Imperial Navy has in the past couple of decades sailed a small fast ship it calls a coastal runner, but is known in some other lands as a xebec. These coastal runners are newer and more advanced ships than the older caravels, and are gradually replacing the caravels over time. The coastal runner is a lateen-rigged ship, which makes it maneuverable and capable of sailing in more unfavorable winds than a square-rigged ship. It is built narrow for speed — indeed, it is one of the fastest sailing ships on the seas — and has a shallow draft enabling it to travel in shallow waters, yet it is sufficiently seaworthy for blue-water travel as long as the seas aren't too rough. The coastal runner is 90 feet long, 24 feet in beam, has a 2 foot draft, and is sailed by a crew of 50. The crew breakdown of a typical Imperial Navy coastal runner is given in Table 3-9.

#### The Cog

The cog is too slow and relatively unmaneuverable to serve as an effective warship, but the Imperial Navy has need of supply ships and the cog serves adequately in this capacity. The Imperial Navy currently operates two rather old-fashioned clinker-built cogs as supply ships. There are no plans to replace these with more modern ships, as these normally serve the supply needs of the fleet. On those occasions where a greater supply capacity is needed, the Imperial Navy will charter additional ships for the duration of the need. These naval supply cogs are the most cramped and uncomfortable ships in the Navy to serve on, for they are considerably overmanned in comparison to merchant cogs. Merchant cogs usually sail with only a sailing crew and depend on port longshoremen to load and unload the ship, but the Imperial Navy requires its cogs to carry enough sailors both to handle loading and unloading for those situations where supplies must be disembarked without benefit of a port and to fight in defense of the ship if attacked. Imperial Navy cogs will never be seen alone at sea, as they are always escorted by warships to their destinations. Cogs vary widely in specific design, but the two in the service of the Imperial Navy are both of a class. The Imperial navy cogs are somewhat larger than the average merchant cog at 90 feet long, 25 feet in beam, and drawing a draft of 5 feet. The total number of crew is 90, and the crew breakdown of the Imperial Navy cog is given in Table 3-10.

#### The Training Ship

The Training Squadron in Marsember sails four obsolete carracks as training vessels. These ships are similar in size and general configuration to the carracks that serve as fighting ships, but they are older and in decrepit shape. One, the Ansiber's Wrath, is old enough to be clinker-built rather than carvel-built. These ships operate a reduced crew of 100 to make room for the recruits they train. The crew breakdown of the Imperial Navy training ship, not including recruits, is given in Table 3-11.

### Используемое вооружение в морских сражениях

#### Siege weapons

Heavy Ballista

Light Ballista

Mangonel

Springdal

#### Stationary mounted weapons

Large crossbows

### Organization Above the Ship Level

The Imperial Navy does not have nearly the depth of hierarchical organization that the Purple Dragons have because, as has been mentioned before, the ship (with tens or hundreds of crew) is the most basic unit of organization. A small number of ships under a single command is called a squadron (not to be confused with the cavalry or mounted airborne Purple Dragons), and two or more squadrons under a single command is called a fleet. As of the first day of Mirtul in the Year of the Turret (1369 DR), there are only two fleets and both are associated with Cormyr's primary port cities — Suzail and Marsember — and charged with their defense from sea-based threats.

There is no particular regulation structure to squadrons and fleets, and their structure has varied widely over the history of Cormyr depending on the tactical and strategic doctrines of the admirals in command. Currently, each squadron has a mix of capital and support ships at the direction of the Lord High Admiral. At some times in the past, squadrons have been composed entirely of capital ships or entirely of support ships, and at other times there have been no distinct squadrons at all except for ad hoc formations.

Unlike Purple Dragon general officers, the flag officers of the Imperial Navy do not have large staffs. Two reasons for this are that there is little room on board even a flagship for a large number of extra personnel and that much of the administrative work of the Navy is handled at the individual ship level by the Captain and his officers. Flag officers (commodore and admiral alike) will usually have a Blue Dragon lieutenant serve as their adjutant (essentially the same as a general officer's aide de camp), a steward to attend his personal needs, and a clerk to handle his correspondence and other administrative needs. The steward can be a Blue Dragon of master rank and the clerk can be a Blue Dragon of mate's rank, but more often admirals are wealthy enough to hire their own personal servants in these capacities. Since most admirals will be of noble station these personal servants will usually be servants from his house. Flag officers are also entitled to two Blue Dragon Marine personal guards at all times. When sailing on a ship, these guards will be drawn from the ship's complement of marines. When on land, the guards will be drawn from ships currently docked in port.

Most lieutenants view the position of adjutant to a flag officer with very mixed feelings, because their careers are entirely in the hands of that flag officer. Some admirals will give preferential treatment to their adjutants when vacancies for ship captains occur; other admirals keep their adjutants for the remainder of their career, which effectively ends the career advancement of the lieutenant.

### 3.2.4. Standards for Imperial Navy Vessels

The reigning monarch is responsible for naming Imperial Navy vessels. In the past these names were at the whim of the monarch. Past ship names have been the namesake of monarchs, heroes, and other more fanciful references. Azoun IV has decreed a standard naming convention for new ships built: all ships of the Imperial Navy are now named exclusively after historical rulers of Cormyr either literally or in reference to noted actions or nicknames. The only exception that Azoun has allowed for is the fast galleon Filfaeril named after his wife. The ships built before Azoun's decree have not been renamed to this standard.

There are other more long-standing naming restrictions due to tradition and sailors' superstitions. No ship of the Imperial Navy is ever named after a battle or contains words of ill omen such as 'doom'. The names of past ships are never reused, so for example there was never another ship named Valashar's Bane after the original foundered and sunk in a storm while trying to make passage through the Neck in the Year of Autumn Drums (389 DR). Variant names are allowed, but the exact same name or the same name with a number suffix is prohibited.

The Blue Dragons take pride in the appearance of the ships they crew, and keep them clean and squared away. All ships of the Imperial Navy bear smartly-rigged purple-colored sails and fly a white pennant bearing the crest of the Purple Dragon in purple. Every ship's gunwales (the upper edge of the ship's sides), mainmast and bowsprit are painted bright blue, and otherwise the hulls are generally painted dark blue (with one exception — the Crown of Cormyr — which is painted black) and are regularly cleaned of barnacles or other accumulated buildup under the waterline to make sure the ship sails at maximum performance. The Imperial Navy views purple sails as their personal naval heraldry and takes a very dim view of any other vessel bearing purple sails, and it is not unknown for Blue Dragons to harass such a ship until it proves itself legitimate. Most ships on the Inner Sea know this and avoid using purple sales, although some pirates use them as a ruse.

## Overall Composition of the Blue Dragons

As stated before, there are a total of 61 ships in the Imperial Navy. These ships are divided up into four fleets: 14 of these ships are the Suzail fleet and the other 12 are the Marsember fleet. The royal flagship Crown of Cormyr, while it is fully fitted out as a warship, is not generally considered an active warship since it is usually kept docked at the Royal Docks in Suzail to be available to the King on demand. For this reason, some sources state that there are only 25 capital ships in the Imperial Navy rather than 26. Each fleet is divided up into a number of squadrons, each containing four or five ships. The royal flagship is not assigned to any squadron.

### Suzail

The Suzail Fleet is composed of 14 capital ships, 8 of them capital ships and 6 of them supporting ships, which have a total complement of 2,570. These men and ships are commanded by Admiral Hazen Kelafin. One of the ships, the royal galleon Crown of Cormyr, is not assigned to a squadron but the other 15 ships are divided into three squadrons. At any given time, at least one of these squadrons will be anchored in port and at least one (and usually two) squadrons will be patrolling within a half-day's sail of Suzail. When a squadron is anchored in port, the marines of those ships are usually quartered in the Citadel of the Purple Dragon.

Suzail also boasts good harbor defenses. The narrow channel that leads to the Basin is equipped with excellent harbor chains that can quickly be deployed to block any ship passage, and three ballistae are mounted to guard both the channel and the nearby shipyards. The harbor towers of the Citadel of the Purple Dragons, guarding the Royal Docks, are defended by four well-placed catapults.

### Marsember

The Marsember Fleet is composed of 12 ships, 4 of them capital ships and 8 of them supporting ships, which have a total complement of 2,204. These men and ships are commanded by Lord High Admiral Sir Ayesunder Truesilver (LG hm NvF11/BDK3), who is the overall commander of the Imperial Navy as well as the overall commander of the Marsember Garrison (the garrison is a joint command of both Purple Dragon and Blue Dragon forces) and the Warden of the Port of Marsember.

Marsember Fleet

Table 3-14: Marsember Ship Strength and Manpower (as of 1 Mirtul 1369 DR)

Num. Total Total Total

Unit Type Ships Crew Marines Complement

Capital Ships:

War Galleon 4 1,200 252 1,452

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Total 4 1,200 252 1,452

Supporting Ships: War Caravel 2 80 22 102 Coastal Runner 1 50 11 61 Cog (supply ship) 1 90 11 101 Tranining Ship (carrack)\* 4 400 88 488

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Total 8 620 132 752

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GRAND TOTAL 12 1,820 384 2,204

\* Crew numbers not including the trainees inducted on 1 Mirtul 1369.

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Current Squadron Assignments in Marsember as of 1 Mirtul 1369:

4th Squadron: commanded by Commodore Sir Hector "the Sailor" Dauntinghorn (LG hm NvF6/BDK3)

Morningstar, (war galleon) [EdG1]

Mace of Fire, (war galleon) [EdG1]

Sea Snake, (war caravel) [VGtC,p.35]

Maskard's Caltrop, (cog) [EdG1]

5th Squadron:

Palaghard's Banner, (war galleon) [EdG1]

Rhigaerd's Gauntlet, (war galleon) [EdG1]

Thomdor's Fist, ( war caravel) [VGtC,p.35]

Helm of Marsember, (coastal runner) [EdG1]

Training Squadron:

Ansiber's Wrath, (training ship) [VGtC,p.35]

Queen Besmra, (training ship) [SoFS,p.15]

Hlombur's Blade, (training ship) [AJA1, VGtC,p.22]

Warrior King†, (training ship)

Since the most recent pirate incursion in the Year of Moonfall (1344 DR), Marsember has improved its harbor defenses. Harbor chains were installed, but these are now in somewhat poor repair, and Starwater Keep has several ballistae and catapults to guard Starmouth Harbor and the islands nearest the keep, but distance and the city's landscape prevent them from being able to defend the southernmost islands and the western part of the city. Lord Admiral Truesilver has requested that additional catapults and ballistae be installed in the King's Tower to defend the western part of the city, but this has not yet been approved.

### Dawngleam

Dawngleam is the easternmost coastal town in Cormyr and is right at the western side of the Neck, the strait that connects the Dragonmere to the Inner Sea. This is a strategic location from which to observe seagoing traffic entering and leaving the Dragonmere and to interdict pirates and smugglers. With this in mind, the Crown of Cormyr is investing significant resources into building a major garrison and port facility here. A full kadrath of the 1st Wheloon Infantry Regiment is stationed here at all times, and different kadrathen of that regiment are rotated through Dawngleam twice a year. The Blue Dragons are in the process of constructing a port and shipyard, and during the time the Neck is not frozen the Imperial Navy maintains a continual presence of several ships here to defend the town and construction work from pirates. The sailors of these ships also help in building the new quays and shipyard. War wizards are also helping build up the town into a port; teams of them are using the spell Create Road Surface to improve the roads of the town. (This spell is already being used to replace the cobblestone roads of Suzail and Marsember.)

Since the port is not yet finished and the waters freeze during the winter, no squadron of ships is yet permanently assigned here, despite the continual presence of ships during the non-winter months.

#### Dawngleam Fort, Garrison and Harbor

### Pellagar

The Cormyrean Freesails have established a forward operating base on the Isle of Prespur in the Inner Sea. The isle of Prespur is a strategically located island in the middle of the Inner Sea, a little over 120 miles away from Selgaunt and bearing Southeast by South (i.e. one point south of southeast) from that city. Prespur sits on the same undersea plateau as the Pirate Isles, the Hmur Plateau, but is separated from the nearest of that archipelago (the Dragonisle) by about 62 miles.

Prespur is a two-lobed island that runs roughly 42 miles long southwest to northeast and averages about 10 miles wide. Both Cormyr and Sembia have settlements on the island; Cormyr's on the southwest half of the island and Sembia's on the northeast half. The Cormyrean town of Palaggar is on the southeastern shore of the southwestern lobe which is the best harbor in the island and where the hills in the center of the island shield it from the predominant westerly winds. The Sembian town of Uarhold, smaller than Palaggar, is on the northeastern lobe of the island and is the home port for several Sembian Freesails.

Palaggar is a small town, barely more than a stronghold of the Freesails that is used as a forward operating base against the pirates and a safe harbor for damaged ships. There is a small shipyard here to support the Freesails, and new ships are built here when Freesails are not drydocked for repair. Roughly a squadron-sized collection of ships operate out of Palaggar, although the specific ships frequently change as Freesails move in and out. There are always at least a few Cormyrean Freesails docked here by mutual agreement among the Freesailors that their base of operations should be defended; the remainder of the ships are out taking care of business. There is no formal structure or one commander to this squadron-sized grouping of ships, nor any formal government of the town. The leadership of the town is in the hands of a council of Freesail captains. Because of this, Palaggar is a rather rough and wild town with a strong frontier feel.

The commander of the Cormyrean Imperial Navy, Lord High Admiral Ayesunder Truesilver, has long wished to at least establish an Imperial Navy presence at Palaggar, if not take actual control of the town, but at the current time the Imperial Navy simply does not have the resources to support such a naval base and his lobbying of the Royal Court for additional resources generally falls upon deaf ears. He does send regular resupply missions to Prespur during the summer to help the Freesails, but that's the most he can do until he can get additional support from the Royal Court.

#### Pallagar Fort, Garrison and Harbor

## Operations and Tactics of the Blue Dragons

In times of peace, the ships of the Imperial Navy generally restrict their operations to the Dragonmere. Some ships will stay close to the ports of Suzail and Marsember to keep those ports and the nearby coasts safe from pirates. At least one squadron will always be in port at (or at least within visible range of) Suzail and Marsember to keep them safe from any sea-based threats. Other squadrons will patrol the coastal waters of Cormyr (especially the vicinity of Dawngleam) or the Neck to deter or find and suppress pirates and smugglers who avoid the cities. Particular effort is made to dominate the Neck since it is a chokepoint and the only way in or out of the Dragonmere. There is nearly always some Imperial Navy presence in the neck, so Cormyr is generally aware of any ship entering or leaving the Dragonmere.

Imperial Navy ships are rarely seen eastward of the Neck, but when they are they will most likely be either escorting important ships to foreign ports or on supply missions to the Cormyrean Freesails on the Isle of Prespur. There are usually three of these supply missions per year; one immediately after the ice in the Neck breaks up, one just before Midsummer, and one at the end of Eleint. These supply missions are short-duration missions — sail there, unload, and return.

In wartime or in large scale anti-piracy operations, all ships except those needed to protect Suzail and Marsember would be sent out along with all of the Freesails that can be gathered in the time allowed to fight the enemy. Historically, Cormyr has always sought to build coalitions with other civilized kingdoms in such matters to increase the force available. Just two examples of this are the coalition to defeat the pirate Urdogan in the Year of the Blazing Banners (1209 DR) and the Alliance against the Tuigan Horde in the Year of the Turret (1360 DR).

Any Imperial Navy ship patrolling Cormyrean waters also regularly inspect any fishing ships they find to make sure they have paid the required fee; fishing in Cormyrean waters without paying a fee to the Crown is illegal. First offenders who make believable claims they did not know of the fee are escorted to the nearest port to pay the fee or are escorted out of Cormyrean waters at their choice. Second offenders or first offenders who are not convincing often find their ships seized as prizes.

All Imperial Navy ships are required to render whatever aid is possible to any vessel in distress without undue risk to itself. If the vessel in distress cannot be saved from sinking or destruction, then the Navy ship is required to at least save as many of the crew as possible and return them safely to the nearest port.

Every officer and sailor relishes the duty of anti-piracy patrols, not only because they are the primary source of action they experience but because successful actions against pirates mean prize money. Whenever possible, pirate ships are boarded and captured rather than sunk so that whatever loot is aboard can be confiscated. The ship's purser will catalog and store all cargo confiscated from a pirate ship for return back to Cormyr. If the rightful owner can be ascertained the property will of course be returned, but the crown rewards half the value of the cargo to the crew of the ship that captured her. Usually the cargo itself is retained by the Crown and the crew paid in currency, but on occasion the crown might allow officers or crew to purchase minor magical items or works of art using their share of the prize money. If the prize money itself in not sufficient to cover the value of the item, wealthy officers sometimes will make up the difference from their own pocket to obtain such items. Rarer and more expensive items, like works of art or especially powerful magic items, are always kept by the crown rather than sold to officers. The palace has its own art collection, and the War Wizards are loath to let powerful magicks slip from their grasp (and keep in mind every ship has at least one war wizard aboard so the war wizards will know of any such prizes).

A pirate ship, or a foreign warship in time of war, becomes a prize ship once captured. After the cargo is confiscated and as much as possible is transferred to the capturing ship, the captain will assign one of his commissioned officers (a lieutenant if one can be spared, or a midshipman otherwise) will be given command of the prize and ordered to sail her directly back to a Cormyrean port. Once the prize ship safely reaches port, the ship is turned over to the authorities and the prize crew awaits the arrival of their ship. If the prize ship is of suitable quality and the Imperial Navy needs more ships, the Crown may keep the ship and refurbish it for use; otherwise the ship is sold to a legitimate buyer. In either case, half the value of the ship is awarded to the crew of the capturing ship as prize money to supplement the value of any cargo. An officer who successfully sails a prize ship back to port also increases his chance for promotion to a command rank at some later date!

All prize money is divided among the entire crew of an Imperial Navy ship and the flag officer directly commanding the ship, although not equally. The flag officer directly commanding the ship (usually a commodore) receives one eighth of the prize money, the captain of the capturing ship receives one fourth, the commissioned officers and war wizards share one eighth, the warrant officers and masters and marine sergeants share one eighth, and the mates sailors and marine (troops and corporals together) share three eighths.

Operations of the Imperial Navy are generally restricted to the summer months, as winter ice is a serious problem in the Dragonmere. The Neck (the shallow strait linking the Dragonmere with the rest of the Sea of Fallen Stars) freezes for up to five months out of the year, from middle-to-late Marpenoth to early-to-middle Tarsakh. The coast near Suzail has a tendency to freeze, although the waters of Marsember never freeze due to the warmth produced by the rotting filth at the bottom of the canals. Ship traffic through the Neck generally stops by the first day of Marpenoth and doesn't resume until at least mid-Tarsakh. Even after the ice breaks up during the first half of Tarsakh, fierce spring storms make seafaring difficult.

Like the Purple Dragons, Blue Dragon’s consist entirely of volunteers who are willing to swear an oath of loyalty and service to the Crown of Cormyr. Those whom wish to join the ranks of the Blue Dragons must meet the tough standards of physical fitness to be accepted, and these standards are enforced through rigorous training. Women do join the ranks of the Blue Dragons if they can meet these same standards, and many times support the Blue Dragon’s in supporting roles.

Because of their vigorous and intense training, Blue Dragons are trained in the ways of the Fighter, but with specialized training for the Navy of Cormyr, which includes swimming and seafaring skills. Trainees are considered Warriors, but once training is completed members enter the ranks of the Fighter class.

Most enlisted Blue Dragons start their lives commoners that live near the water. They can spend the entirety of their careers as enlisted, retiring as Mates or Masters.

Blue Dragon’s with commissions are always Fighters. One difference between Purple Dragon officers an Blue Dragon officers are Blue Dragon officers start their training very young, with some holding Midshipman officer class at 15 years old. The vast majority of commissioned Blue Dragons come from nobility, landed gentry, or powerful merchant families. However, enlisted Blade Dragons are known rarely to climb the ranks and enter commission status through skill, prowess, servitude, and experience.

Blue Dragons also have a special set of naval warfare fighters called Marines. These have specific jobs on the naval ships, and their own hierarchy outside of Blue Dragons responsible for day-to-day operations on the ship.

## Ranks of Blue Dragons

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Blue Dragons also have a special set of naval warfare fighters called Marines. These have specific jobs on the naval ships, and their own hierarchy outside of Blue Dragons responsible for day-to-day operations on the ship.

The Marine Sword Captain is enlisted, and reports to the Captain of the Ship.

There is only one Lord High Admiral of the Blue Dragons. He reports to the Lord High Marshall in Cormyr, who is 2nd only to the King in all military affairs.

Table 7 Titles of

|  |  |
| --- | --- |
| Title | Description |
| Captain | The captain is a shipboard position as well as an actual rank and as a position refers to the individual who has command of a ship. When on board ship, the one who commands a ship is always called captain regardless of his actual rank. A lieutenant given command of a ship taken as a prize is called captain while on board the prize. A commander on board the sloop he commands is called captain, and of course an officer having the rank captain is called captain while on board his galleon. There can only be one captain of a ship; any officer having the rank of captain who visits a ship not his own is always given and honorary promotion and called Commodore, even if that ship be a prize commanded by a lieutenant or a sloop commanded by a commander. Ultimately all authority on board ship rests with the captain. The captain is as much an absolute authority on his ship at sea as a king is of a kingdom. Even if an admiral is on board a ship, the admiral may only assign the mission the ship is to carry out and the captain has the full authority over the details of how his ship and crew carry out that mission; despite their higher rank, Admirals by custom and tradition are not allowed to involve themselves in the routine operations of the ship. |
| Flag Captain | In squadron operations, the captain of the commodore's flagship is called the Flag Captain. The flag captain is normally privy to the plans and intentions of his commodore. If the commodore of the squadron should be killed or incapacitated, then the flag captain would assume acting command of the squadron until such time as the commodore is capable of resuming command or a replacement is appointed. The commodore may choose whatever ship of his squadron he wishes as his flagship, so there is no guarantee that the flag captain will be the senior most captain of the squadron; the position is solely one of convenience for the orderly continuity of command. (Some commodores prefer to choose the ship with the senior most captain as their flagship, while others prefer a particular ship or ship type, although all commodores will at least select a large ship commanded by a captain by rank rather than a commander. No commander by rank will ever have the position of flag captain.) |
| First Lieutenant | The most senior lieutenant on board (i.e. the one to hold the rank of lieutenant the longest) is called the First Lieutenant and is the captain's executive officer. If anything were to happen to the captain, the First Lieutenant would take command of the ship for the remainder of the voyage. |
| Purser | this officer is a warrant officer who acts as sort of a clerk for the captain. He is in charge of the ship's ledgers and accounts, and handles monetary receipts and disbursements. He is responsible for purchasing supplies for the ship and making sure the ship has sufficient supplies for whatever mission it is sent on. The ship's purser is always someone who is both literate and numerate, and can be expected to have ranks in Appraise, Profession (bookkeeper) and Profession (scribe). |
| Chaplain | this position is held by a warrant officer who is a cleric. The chaplain will tend to the spiritual needs of the captain and crew and will often help the Surgeon in tending to the crew's health as well. Most ship's chaplains also have levels in the Battlepriest prestige class. (See Thomas M. Costa's article Heroes of Cormyr, in Dragon #307, for more detail of the Battlepriest prestige class.) |
| Surgeon | The ship's surgeon is a warrant officer who is responsible for the health of the crew. He inspects the provisions the purser obtains to make sure they are fit for consumption, and he treats the diseases and wounds of the crew. Ship's surgeons will usually have levels in the Expert class with ranks in the Heal and Profession (Apothecary) skills (if the surgeon is a NPC), but some ships are lucky enough to have clerics serve as surgeons who can heal with spells (if the campaign is a sea-based one and a PC plays the surgeon). Clerics who serve as ship's surgeons are generally not battlepriests. Medical care can be a chancy thing on board ship, especially in the chaos of ship-to-ship battle where the surgeon is often overloaded with casualties in cramped, unsanitary, hurried conditions in which the noise of battle and the moving of the ship can be distracting. In such times, good care is necessarily replaced with rapid care; amputations are the norm for severe wounds, and if the surgeon is a cleric healing spells are usually reserved for officers. |
| Wizard | Every ship of the Imperial Navy will have at least one ship's wizard. These are always War Wizards. They are neither commissioned officers nor warrant officers, strictly speaking, and do not receive their pay from the Navy, but they are accorded the social status of a lieutenant. The wizard is under the captain's authority and must obey orders, of course, but captains usually ask the wizard to accomplish arcane tasks and don't micromanage exactly how the wizard plies his Art. The ship's wizard, being a War Wizard, is generally as independent-minded as he is allowed to be under ship's discipline and also serves as eyes and ears for the Royal Magician, giving some oversight to the captain's actions that some captains tend to dislike. |
| Boatswain | The boatswain (pronounced bosun) is responsible for the sail and rigging of the ship and for the discipline of the enlisted crew. The boatswain has the rank of master on most ships, but occasionally on larger ships may be a warrant officer. In such cases, a warrant officer boatswain will nearly always have served before as a boatswain with the rank of master. The sailmaker, ropemaker and quartermaster will generally be under his authority. If the captain decrees that an offense of a sailor merits some form of corporal punishment such as flogging, it will be the boatswain or one of his mates who administers the punishment. Profession (sailor) is the primary skill for this rating, and ranks in Intimidate often serve well in his role as disciplinarian. |
| Coxswain | The coxswain (pronounced coxsun) has the rank of master and is responsible for the operation and maintenance of all the small boats that a larger ship will carry, such as launches, rowboats, and the captain's gig. Whenever a boat is launched, it will be the coxswain or one of his mates whose hand is on the tiller. The coxswain himself will usually con a boat that the captain of the ship is on. Profession (Boater) is the primary skill for this rating. |
| Quartermaster | The quartermaster of a naval ship serves a quite different function than the quartermaster of a Purple Dragon unit despite having the same name. The quartermaster will have a rank of master, and is the "master of the quarterdeck". He or his mates are responsible for actually manning the helm and conning the ship (i.e. manning the wheel that steers the ship), is responsible for the ship's instruments (the compass and hourglass in the binnacle), and is responsible for hoisting the ships colors and signal flags. Although the officers of the ship will be the ones who mainly read the signals of other ships, the quartermaster and his mates are also expected to know how to read them. Profession (sailor) is the primary skill for this rating. |
| Carpenter | The ship's carpenter has the rank of master and is responsible for all repairs to the hull, structure or masts of the ship, and will have several mates to help him. The carpenter and his mates will have ranks in the carpentry, shipmaking, and woodcarving crafts. On larger ships, a wealthy captain may invest his own money in obtaining the services of an engineer (a NPC with ranks in Engineer as well as the wood-type crafts aforementioned) as a warrant officer to serve as the ship's carpenter. |
| Sailmaker | The sailmaker is responsible for the maintenance and repair of the ship's sails. If a ship's sails are too badly damaged by storm or battle, he is responsible for making new ones using canvas from the ship's stores. He has the rank of master, and will normally have a few mates to assist him. He may also be called upon to make flags. Profession (sailor) and Craft (sewing) are the primary skills for this rating. |
| Ropemaker | The ropemaker is responsible for the maintenance and repair of all the ships ropes. A large ship can easily have miles of length of ropes of various sizes for the rigging and stays that keep the masts and sails in place. He has the rank of master, and will normally have one or two mates to assist him. |
| Cook | Each ship will have one man designated as the ship's cook. On large ships the ship's cook may have the rank of master, but on smaller ships he is only a mate by rank and is assisted by a couple of more junior mates. The ship's cook is responsible for preparing the meals for the crew and the officers of rank commander and below. Profession (Cook) is the primary skill for this rating. |
| Steward | Officers who have the rank of captain or higher will have a steward to serve as a personal manservant. The steward is often a master by rank, but occasionally can be a civilian that a noble or wealthy commoner captain hires to act as his manservant. Captains of noble birth will often bring an experienced manservant from their house along to continue such service. In those cases where the captain brings a personal hireling as a steward rather than using a master, the steward is just a personal hireling and is not a warrant officer. (Only positions that are needful by the ship as a whole are given royal warrants.) The steward will cook the captain's meals from the captain's personal store of foodstuffs that is normally of higher quality than the crew's food, keep the captain's uniforms clean and repaired, and keep the captain's cabin as clean as he can, and generally fulfill the other functions that a manservant usually does. Profession (cook) is the most primary skill for this rating, but Craft (sewing) or Profession (butler) would be secondarily useful. A steward, whether a Blue Dragon master or a civilian hireling, will usually be assisted by one or two mates. |

Table 8Crew roles

|  |  |  |  |
| --- | --- | --- | --- |
| Ship Rank | Cost, gp / month | Description | CR |
| Captain | 200 | Gives sailing directions and navigates. | 2 |
| First Mate | 120 | Executes captain´s orders. | 1 |
| Quartermaster | 100 | Oversees ship´s supplies and cargo. | 1 |
| Ship´s Healer | 100 | Heal the sick and cares for the injured. | 1 |
| Boatswain | 80 | Is in charge of the crew. | 1 |
| Second Mate | 80 | Relays first mate´s order and supervises the work. | 0,5 |
| Boatswain´s Mate | 60 | Carry out the Boatswain´s order and enforces discipline. | 0,5 |
| Third Mate | 60 | Only found on large ships. | 0,5 |
| Sailmaker | 60 | Makes and repairs sail. | 0,5 |
| Ship´s Carpenter | 60 | In charge of ship´s repair. | 0,5 |
| Ship´s Cook | 50 | Keeps track of provision and feeds the crew. | 0,25 |
| Helmsman | 50 | Steers the ship. | 0,25 |
| Able Seamen | 30 | The crew on the ship. | 0,125 |

Table 9 IMPERIAL NAVY AT 1/1/1493 DR

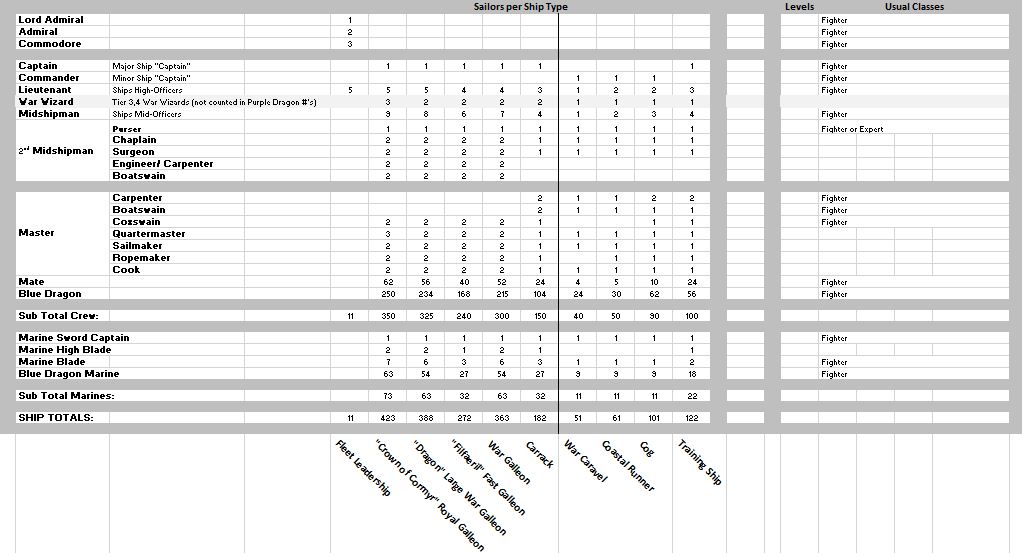
|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Squadron | Flagship | Total | Capital ships | Supporting Ships | Commander |
| Royal | Crown of Cormyr | 1 | 1 |  |  |
| 1ST Squadron | Dragon | 5 | 3 | 2 |  |
| 2nd Squadron | Triumphant† | 4 | 2 | 2 |  |
| 3RD Squadron | Iliphar's Legacy† | 4 | 2 | 2 |  |
| Suzail Fleet | Dragon | 14 | 8 | 6 | Commodor |
| 4th Squadron | Morningstar | 9 | 4 | 5 |  |
| 5th Squadron | Palaghard's Banner | 8 | 3 | 5 |  |
| Training Squadron | Ansiber's Wrath | 4 | 0 | 4 |  |
| Marsember Fleet | Morningstar | 21 | 7 | 14 | Commodor |
| 6th Squadron | Silver Vindicator | 8 | 5 | 3 |  |
| 7th Squadron | New Tilverton's Anger | 8 | 4 | 4 |  |
| Dawngleam Rapid Response Fleet | New Tilverton's Anger | 16 | 9 | 7 | Commodor |
| 8th Squadron | Truesilver’s Honor | 10 | 3 | 7 |  |
| Palaggar Fleet | Truesilver’s Honor | 10 | 3 | 7 |  |
| Total |  | 61 | 27 | 34 | Lord High Admiral |

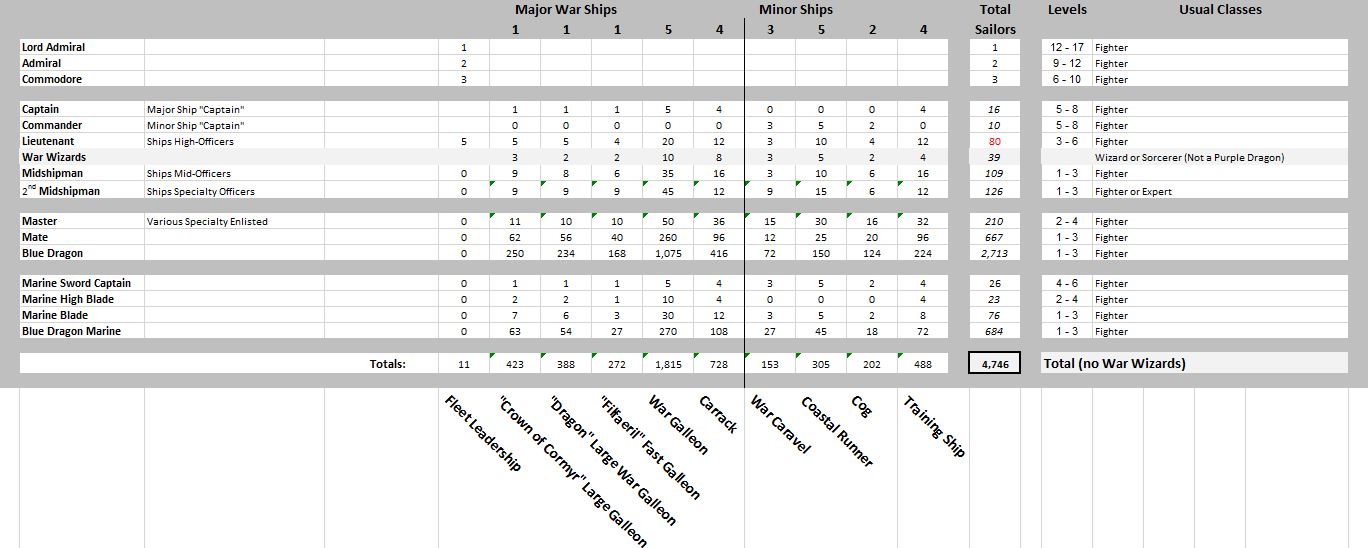
|  |  |
| --- | --- |
| Squadron | Disposition at 01.1493 |
| Royal | Suzail |
| 1 | Dawngleam |
| 2 | Marsember |
| 3 | Suzail |
| 4 | Dawngleam |
| 5 | Marsember |
| Training Squadron | Marsember |
| 6 | Palaggar (patrolling) |
| 7 | Palaggar (patrolling) |
| 8 | Palaggar (resupplying) |

## Special ranks and titles

Warden of the Port

## Organization of Blue Dragons





## Укрепления и гавани Синих Драконов

**Основная база флота:** Сюзейл

**Вспомогательная учебная база:** Марсембер

**Дополнительная база флота:** Даунглим

**Экспедиционная база флота:** Пелагар

## Membership / Recruiting

## Operations and Tactics of the Blue Dragons

In times of peace, the ships of the Imperial Navy generally restrict their operations to the Dragonmere. Some ships will stay close to the ports of Suzail and Marsember to keep those ports and the nearby coasts safe from pirates. At least one squadron will always be in port at (or at least within visible range of) Suzail and Marsember to keep them safe from any sea-based threats. Other squadrons will patrol the coastal waters of Cormyr (especially the vicinity of Dawngleam) or the Neck to deter or find and suppress pirates and smugglers who avoid the cities. Particular effort is made to dominate the Neck since it is a chokepoint and the only way in or out of the Dragonmere. There is nearly always some Imperial Navy presence in the neck, so Cormyr is generally aware of any ship entering or leaving the Dragonmere.

Imperial Navy ships are rarely seen eastward of the Neck, but when they are they will most likely be either escorting important ships to foreign ports or on supply missions to the Cormyrean Freesails on the Isle of Prespur. There are usually three of these supply missions per year; one immediately after the ice in the Neck breaks up, one just before Midsummer, and one at the end of Eleint. These supply missions are short-duration missions — sail there, unload, and return.

In wartime or in large scale anti-piracy operations, all ships except those needed to protect Suzail and Marsember would be sent out along with all of the Freesails that can be gathered in the time allowed to fight the enemy. Historically, Cormyr has always sought to build coalitions with other civilized kingdoms in such matters to increase the force available. Just two examples of this are the coalition to defeat the pirate Urdogan in the Year of the Blazing Banners (1209 DR) and the Alliance against the Tuigan Horde in the Year of the Turret (1360 DR).

Any Imperial Navy ship patrolling Cormyrean waters also regularly inspect any fishing ships they find to make sure they have paid the required fee; fishing in Cormyrean waters without paying a fee to the Crown is illegal. First offenders who make believable claims they did not know of the fee are escorted to the nearest port to pay the fee or are escorted out of Cormyrean waters at their choice. Second offenders or first offenders who are not convincing often find their ships seized as prizes.

All Imperial Navy ships are required to render whatever aid is possible to any vessel in distress without undue risk to itself. If the vessel in distress cannot be saved from sinking or destruction, then the Navy ship is required to at least save as many of the crew as possible and return them safely to the nearest port.

Every officer and sailor relishes the duty of anti-piracy patrols, not only because they are the primary source of action they experience but because successful actions against pirates mean prize money. Whenever possible, pirate ships are boarded and captured rather than sunk so that whatever loot is aboard can be confiscated. The ship's purser will catalog and store all cargo confiscated from a pirate ship for return back to Cormyr. If the rightful owner can be ascertained the property will of course be returned, but the crown rewards half the value of the cargo to the crew of the ship that captured her. Usually the cargo itself is retained by the Crown and the crew paid in currency, but on occasion the crown might allow officers or crew to purchase minor magical items or works of art using their share of the prize money. If the prize money itself in not sufficient to cover the value of the item, wealthy officers sometimes will make up the difference from their own pocket to obtain such items. Rarer and more expensive items, like works of art or especially powerful magic items, are always kept by the crown rather than sold to officers. The palace has its own art collection, and the War Wizards are loath to let powerful magicks slip from their grasp (and keep in mind every ship has at least one war wizard aboard so the war wizards will know of any such prizes).

A pirate ship, or a foreign warship in time of war, becomes a prize ship once captured. After the cargo is confiscated and as much as possible is transferred to the capturing ship, the captain will assign one of his commissioned officers (a lieutenant if one can be spared, or a midshipman otherwise) will be given command of the prize and ordered to sail her directly back to a Cormyrean port. Once the prize ship safely reaches port, the ship is turned over to the authorities and the prize crew awaits the arrival of their ship. If the prize ship is of suitable quality and the Imperial Navy needs more ships, the Crown may keep the ship and refurbish it for use; otherwise the ship is sold to a legitimate buyer. In either case, half the value of the ship is awarded to the crew of the capturing ship as prize money to supplement the value of any cargo. An officer who successfully sails a prize ship back to port also increases his chance for promotion to a command rank at some later date!

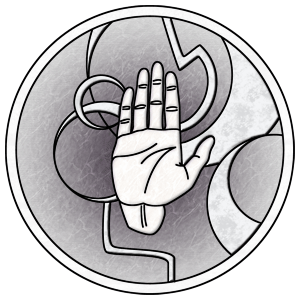
All prize money is divided among the entire crew of an Imperial Navy ship and the flag officer directly commanding the ship, although not equally. The flag officer directly commanding the ship (usually a commodore) receives one eighth of the prize money, the captain of the capturing ship receives one fourth, the commissioned officers and war wizards share one eighth, the warrant officers and masters and marine sergeants share one eighth, and the mates sailors and marine (troops and corporals together) share three eighths.

Operations of the Imperial Navy are generally restricted to the summer months, as winter ice is a serious problem in the Dragonmere. The Neck (the shallow strait linking the Dragonmere with the rest of the Sea of Fallen Stars) freezes for up to five months out of the year, from middle-to-late Marpenoth to early-to-middle Tarsakh. The coast near Suzail has a tendency to freeze, although the waters of Marsember never freeze due to the warmth produced by the rotting filth at the bottom of the canals. Ship traffic through the Neck generally stops by the first day of Marpenoth and doesn't resume until at least mid-Tarsakh. Even after the ice breaks up during the first half of Tarsakh, fierce spring storms make seafaring difficult.

# Военные волшебники - War Wizards

I give my loyal service unfailingly to the Mage Royal of Cormyr, in full obedience of speech and action, that peace and order shall prevail in the Forest Kingdom, that magic of mine and others be used and not misused. I do this in trust that the Mage Royal shall unswervingly serve the throne of Cormyr, and if the Mage Royal should fall, or fail the Crown and Throne, my obedience shall be to the sovereign directly. Whenever there is doubt and dispute, I shall act to preserve Cormyr. Sunrise and moonfall, as long as my breath takes and my eyes see, I serve Cormyr. I pledge my life that the realm endure.

The Oath of the War Wizard

[](http://i549.photobucket.com/albums/ii385/loonayaa/ww_loony_colors_final.gif)

The true power behind the throne and all of Cormyr, The War Wizards answer solely to the Chairman Emperius, also called the Royal Mage of Cormyr (currently Ganrahast Aeiulvana) and the King (though some say this is purely nominal). Their authority in Cormyr is nearly unchecked, outranking almost everyone. While technically answerable to the Wardens of the four marches of Cormyr as part of the military, in practice such control is rarely exercised, for the smart noble knows that his very station is in jeopardy if the War Wizards are alienated.

Their purpose is singular; To protect the interests of the Crown and Cormyr at all costs. No secret is too small, no wound too fresh, no deed too innocent to slip under the gaze of the War Wizards. But above all else they remain a collective trained explicitly in the art of war. The field of battle is where their names have been etched in the memories of every nation that dared to raise a hand against Cormyr.

After the war with the Shadovar and the cataclysm, it is rumored that their numbers have reduced from nearly 3,000 to less than 300, though none save Ganrahast know their exact number. Their losses seem to have increased their desire for draconian control over the kingdom. They are widely opposed by the coalition of nobles seeking to replace the monarchy with an oligarchy.

Their ranks are supplemented with the Battlemages of Cormyr, who are students in the College of War Wizards and apprenticed to ranking War Wizards. Battlemages serve in the Military in times of war as part of the arcane divisions, but otherwise focus on their training in magic, espionage, counterintelligence and national security.



The Cormyrean war wizards are some of the most respected battle-mages in all Faerûn. Trained by experienced combat mages, they bring great power to the battlefield. In the war against the Tuigan horde, they were instrumental in protecting the outnumbered allied troops fighting against the horde. In the recent war in Cormyr against the dragon and her goblin minions, many war wizards lost their lives holding back the onslaught. Since their creation, they have been one of Cormyr's most effective tools against subversion by foreign or hostile powers. The road they must travel to achieve such ends is long, difficult, and often lonely, but the special people who follow this path are made of the stuff that can endure such hardships. Their reward? The respect of their peers and the people of Cormyr, and the gratitude of kings.

As expected, wizards make the best war wizards, but despite the name the class is not limited to wizards alone. Sorcerers often select this path, for their dedication to a specific area of magic can make them powerful servants of Cormyr's crown. Though bards can qualify, few find this path worthwhile.

Most war wizards serve the kingdom of Cormyr directly, and that duty rarely allows adventuring. Still, some war wizards work more pro-actively, - seeking out potential threats to Cormyr and rectifying them before the situation merits greater attention.From the founding of the kingdom, mages have been important to Cormyr in warfare as well as other matters. mages loyal to the crown sign an agreement with the king and make a secret oath, thus becoming War Wizards. These wizards are an integral component of Cormyr’s military, and they are respected and feared across the land.

As their leader, Ganrahast is both Royal Magician and Chairman of the College of War Wizards. The War Wizards have no internal rank or structure of note. There is only Ganrahast, his second, Vainrence, and everyone else. Vainrence is more war-minded than the mage royal, and he is pushing for the militarization of the College of War Wizards and the pressing of the Brotherhood into a more cohesive unit rather than an ever-shifting alliance of mages. Today the old guard of War Wizards now includes powerful swordmages, warlocks, and other spellcasters even the netherese respect. only ganrahast knows the true numbers of the organization.

The Spellplague, royal sentiment, and intricately worded portions of the Suzail Writ have conspired to greatly limit the ability of War Wizards to magi-cally monitor the thoughts and intentions of Cormyr’s citizenry. After a number of attempts resulted in the messy deaths of nobles and drooling feebleminded-ness of the wizards involved, the Crown has banned the mind-reaming of any citizen of Cormyr, with the act punishable by death. The War Wizards still try to spy on everyone (even themselves, by mean of the alarphons, War Wizards who act as an internal police force), but today their methods are less invasive, and in truth, less effective.

Historically, the War Wizards have magically monitored the thoughts and intentions of Cormyr’s citizenry to ensure that laws were upheld and to counter threats to the kingdom. However, the Spell-

plague, royal sentiment, and the Suzail Writ have conspired to greatly limit their ability to do so. After several attempts at mind-reaming resulted in the messy deaths of nobles and the drooling feeblemind-edness of the wizards involved, the Crown banned the use of the practice on any citizen of Cormyr. The War Wizards still try to spy on everyone, but their methods are less invasive—and less effective. This development has not pleased a few War Wizards who are researching new rituals to read minds. Since failure could result in death or madness, the wizards seek third parties to test the ritual on undesirables who won’t be missed.oyalty to crown and coun¬try is paramount for a battle mage. However, the War Wizards must also find value in the arcane arts that the apprentice brings to their organization. Only sorcerers and wizards can become Cormyrian battle mages.

Alignment: Any unaligned, good, or lawful good wizard or sorcerer who takes the oath to serve the realm, her king, and the War Wizards of Cormyr can become a Cormyrian battle mage. Breaking this oath is considered treason, and the organization will go to great lengths to prevent ex¬members from revealing its secrets, most of which involve shaping spells on the battlefield and empowering spells to damage Cormyr's enemies.

## Defensive Casting

Cormyrian Battle Mage Utility

You use one of the secret incantations of the War Wizards to protect yourself when casting.

Encounter F Arcane

Minor Action Personal

Effect: Until the end of your next turn, your ranged and area arcane powers do not provoke opportunity attacks.

Additional Features

Level 5 Feature

The War Wizards of Cormyr have entrusted you with some of the rare knowledge they have gathered about topics beyond the arcane.

Benefit: You gain a +2 power bonus to History checks and Religion checks.

Level 10 Feature

As one's training nears its culmination, each battle mage becomes attuned to sense potential dangers. You have an uncanny ability to know when you are about to be attacked and can react accordingly. Your arcane senses keep you safe from sudden danger.

A battle mage's training strongly encourages the use of offensive spells during mass combat. The secrets studied include ways to focus and shape arcane destructive power to maximize the effects on enemies while minimizing collateral damage to allies.

## Irregular

On a crowded battlefield, it is often impossible for an arcane caster to avoid targeting his or her allies. With some study, you have learned to utter incantations to adjust your spells and reduce the chance of striking your allies.

### Dispersal

You control the energy of your spells to avoid hitting your friends.

You take a -4 penalty to attack rolls against your allies until the end of your next turn.

### Attuned Wards

While destructive arcane spells explode around the battlefield, battle mages can use a complex cantrip attuned to their spells that wards an ally from their effect for a short time.

You cover your nearby ally in an arcane cloak that offers protection from your attacks.

One ally in the burst

The target takes no damage from your arcane attack powers until the end of your next turn.

### Unleash

Battle mages learn to bring ultimate destruction to their enemies. Channeling such enormous amounts of power places tremendous strain on the caster, so it takes a bit of time for you to recover from empower¬ing a spell in this manner.

### Devastation

You channel all your strength into one furious attack.

Trigger: You roll damage for an arcane attack power and dislike the result.

Effect: You reroll as many of the damage dice as you like, but you must use the second result.

The War Wizards of Cormyr are wizards and sorcerers that have taken an oath to protect Cormyr and the Obarskyr’s. Among other things, it is rumored that part of the oath is a Geas spell cast by the Royal Magician to protect the Obarskyr family at all costs. War wizards are the magical protectors of Cormyr, and at the highest level are responsible for the support of the King Azoun Obarskyr IV, King of Cormyr, the Royal Magician Vangerdahast, Purple Dragon’s, Blue Dragon’s, and the nobility of the realm through management of arcane magics throughout the kingdom, arcane firepower, divination, and knowledge.

The War Wizards are organized somewhat like a military organization, with 8 Tiers. Within many of the tiers come special titles and ranks, each with it’s own set of responsibilities. War wizards climb through the ranks and tiers by performance of their duties and service, and magic aptitude (a primary consideration). While spell level and power is not the only reason a War Wizard may advance to to the next tier, it is an essential component. Young war wizards assigned to a station (with titles and honors of that station) often stay at that station for two years. After a few years, the war wizard likely takes a new role based on their performance, aptitude, and their wishes based on their studies and goals known to their superiors. Most changes across the kingdom occur semi-annually in the spring and fall, but special occasions exist for certain situations. Some war wizards that have reached a pinnacle of service stay at their station for much more than two years.

The majority of war wizards begin as apprentices, identified as youngsters (age 13 – 15 humans). War wizards travel throughout the realm semi-annually to find youngsters with magical aptitude, and with permission of their families join the training ranks at a young age in the Towers of the War Wizards as apprentices. After 3 to 4 years of training, many apprentices reach the title of Novice Wizards After years of training, Novice Wizards become Pledges, which in-turn, after faithful service and passing of numerous tests, join the ranks as a Helping Magic Hand of Cormyr (Tier 4).

Apprentices spend their days in training and in service of war wizards in the War Wizard Towers. Upon reaching Novice Wizard, they are sent across the kingdom to support the Helping Magic Hand of Cormyr at their duty stations. This continues through Pledge Wizard, until they are ready to join the ranks of the War Wizard Helping Magic Hands. It is noted that many apprentices cannot endure the arduous training and return home with appropriate payment for their time at the War Wizard Towers.

Some war wizards join the order later in their career, not starting as apprentices. These wizards and sorcerers are accepted by the Royal Magician and the inner circle after being vetted through interviews and divination magics. Once accepted, an appropriate station is identified for them based on their magical aptitude, skills. The oath and Geas is the same for these wizards and sorcerers as all other war wizards.

War wizards can leave the service of the Crown at any time, though immediately leaving is frowned upon, and a 6 month announcement of intent is usually asked so an appropriate replacement can be identified. Because war wizards always have an intimate knowledge of certain inner-workings of the order and the kingdom, the Geas is usually left in place, and the war wizard is expected to not share the intimate knowledge they have gained in their time in service upon pain of arrest, banishment, or worse, for the protection of the kingdom.

Because of the threat of high-tiered war wizards leaving the order, being captured, or providing information after their demise, the true secrets of the war wizards is usually kept between the Royal Magician and his Inner Circle (Tier 2).

Because the power, knowledge, and the fact that the are war wizards are one of the oldest standing orders of wizard and sorcerers throughout the realms, their knowledge and power is legendary. War wizards also have a special prestige class developed by war wizards of old, appropriately called the “War Wizard”. Some war wizards take this class because it suits their war-like nature, but it is not a requirement to advance through the order. Those that take the war wizard prestige class are usually stationed with Purple Dragon and Blue Dragon forces. The Prestige Class War Wizard is only trained in one place through the Faerun, and that is the War Wizard Towers in Suzail.

The total amount of war wizards (wizards and sorcerers) is unknown, but a good estimate with their usual levels is the following:

Order Structure & Rank:

|  |  |  |  |
| --- | --- | --- | --- |
| Tier | Title | Levels | Number |
| Tier 8, | Chairman Emperius & Royal Magician | 18+ | 1 |
| Tier 7, | Inner Circle of the Royal Magician | 14-17 | 8 |
| Tier 6, | First Assistants of the Chairman | 10-13 | 14 |
| Tier 5, | Notable Wizard of Cormyr | 5-9 | 136 |
| Tier 4, | Helping Magic Hand of Cormyr | 3-5 | 237 |
| Tier 3, | Pledge Wizard | 2 | 180 |
| Tier 2, | Novice Wizard | 1 | 224 |
| 150 | Apprentice | 0, in training | 150+ |

War Wizard Dress Code and Rank Insignia:

When on duty, war wizards have loose uniform guidelines that identify their rank and station.

## Purple Cloaks, Vestments, or Sashes

When on official duty, war wizards are required to wear a purple cloak, vestment, or sash that is tailored with a richly embroidered. Lines signifying their position as stated in the table below run across the sash or vestment on front and back from 6" to 8" on each side, black lines for Tier 2 – 4, silver lines for Tier 5 – 7, or in the case of the Royal Magician himself (Tier 8), silver and gold lines with a gold edge around its perimeter. Apprentices have a pure purple material embroidered purple edging only. This identifies their belonging to the order of the war wizards. Because each war wizard is unique, with individual skills, talents, and magical items, the Royal Magician allows each war wizard to wear a purple cloak, vestment, or sash to identify them as a war wizard. For instance, a individual war wizard may have a magical cloak that is part of their repertoire, so may decide to wear a purple vestment or sash. Many war wizards make this part of their wardrobe they wear at all times, whether they are on duty or not.

Insignia Armband

When on official duty, war wizards will wear a purple armband on their upper right arm. These armbands are artisan tailored, and include richly embroidered colored rings that wrap around the arm. The embroidered ring looks to be an intricate weave of swords, wands, rings, and wavy lines connecting them together. The tailored color and amount of rings defines the war wizards rank.

|  |  |  |
| --- | --- | --- |
| Tier 8, |  | .3 silver and 1 gold (top) ring |
| Tier 7, |  | 3 silver rings |
| Tier 6, |  | 2 silver rings |
| Tier 5, |  | 1 silver ring |
| Tier 4, |  | 3 black rings |
| Tier 3, |  | 2 black rings |
| Tier 2, |  | 1 black ring |
| Tier 1, |  | no rings |
| Special: |  | ..) |

It is regarded a high crime to disguise oneself as a war wizard, perpetrators can be imprisoned for such an offense.

The hierarchy of the Inner Circle is in-order. Thus, Vangerdahast’s second in command is the Arcane Protector of the Realm. The position of the Arcane Protector of the Realms is the Royal Magician’s second in command was not always so, but has changed since the “Time of the False King”. After the Arcane Protector of the Realm is the Master of Arcane Ceremonies.

All other war wizards fall under command of specific Inner Circle and First Assistants to the Leader, the number of which is dependent upon the Station, and is listed below. The Arcane Protector has the most war wizards in their hierarchy, while all trainees fall under the Master of Schools.

Stations:

War Wizard Leadership

|  |  |  |
| --- | --- | --- |
| 1 .Chairman Emperius & Royal Magician (Tier 8) | Royal Magician |  |
| 1 | Inner Circle of the Order, Arcane Protector of the Realm (Tier 7) | Protection of the Realm |
| 3 | First Assistants of the Chairman (Tier 6) | Protection of the Realm |
| 63 | Notable Wizard of Cormyr (Tier 5) | Protection of the Realm |
| 217 | Helping Magic Hand of Cormyr (Tier 4) | Protection of the Realm |
| 1 | Inner Circle of the Order (Tier 7) | Royal Crown Service |
| 1 | First Assistants of the Chairman (Tier 6) | Royal Crown Service |
| 4. | Notable Wizard of Cormyr (Tier 5) | Royal Crown Service |
| 1 | Inner Circle of the Order (Tier 7) | Royal Court Service |
| 1 | First Assistants of the Chairman (Tier 6) | Royal Court Service |
| 4 | Notable Wizard of Cormyr (Tier 5) | Royal Court Service |
| 15 | Notable Wizard of Cormyr (Tier 5) | Crown County, Duchy, and Barony Support |
| 2 | First Assistants of the Chairman (Tier 6) | Crown County, Duchy, and Barony Support |
| 30 | Notable Wizard of Cormyr (Tier 5) | Primary Town Lord Support (1 – 3, depending town size |
| 1 | Inner Circle of the Order (Tier 7) | Primary Town Lord Support (1 – 3, depending town size) |
| 9 | .First Assistants of the Chairman (Tier 6) | Primary Town Lord Support (1 – 3, depending town size) |
| 12 | Notable Wizard of Cormyr (Tier 5) | Primary Town Lord Support (1 – 3, depending town size) |
| 12 | Helping Magic Hand of Cormyr (Tier 4) | Primary Town Lord Support (1 – 3, depending town size) |
| 4 | .Inner Circle of the Order (Tier 7) | War Wizard Administration |
| 8 | .Notable Wizard of Cormyr (Tier 5) | War Wizard Administration |
| 8. | .Helping Magic Hand of Cormyr (Tier 4) | War Wizard Administration |
| 1 | Inner Circle of the Order (Tier 7) | Military Support |
| 3 | First Assistants of the Leader (Tier 6) | Military Support |
| 8 | .Notable Wizard of Cormyr (Tier 5) | Military Support |
| 36 | .Notable Wizard of Cormyr (Tier 5) | Military Support |
| 36. | Helping Magic Hand of Cormyr (Tier 4) | Military Support |
| 162 | Helping Magic Hand of Cormyr Tier 4 | Military Support |
| 19 | Notable Wizard of Cormyr |  |
| 19 | Helping Magic Hand of Cormyr |  |

Primary Town Lord Support (1 – 3, depending town size):

Purple Dragon Armed Forces has 1 War Wizard Battlemaster

Regiment has 1 War Wizard 2nd Constal, there are 8 Regiments in Purple Dragons

Brigade has 3 War Wizard 2nd Ornrion’s, there are 24 Brigades in Purple Dragons

Kadrath (i.e. Battalion) has 2 War Wizard 2nd Lionar’s, there are 80 Kadrath in Purple Dragons

Tier 5 Blue Dragon Ship Support on the High Sea’s (1-2 War Wizard’s per ship usually)

Tier 4 Blue Dragon Ship Support on the High Sea’s (1-2 War Wizard’s per ship usually)

for each Helping Magic Hand of Cormyr (Tier 4), there is 1 Pledge Wizard or 1 -2 Novice Wizard supporting!



3

## General Overwiew

The War Wizards of Cormyr are wizards and sorcerers that have taken an oath to protect Cormyr and the Obarskyr’s. Among other things, it is rumored that part of the oath is a Geas spell cast by the Royal Magician to protect the Obarskyr family at all costs. War wizards are the magical protectors of Cormyr, and at the highest level are responsible for the support of the King Azoun Obarskyr IV, King of Cormyr, the Royal Magician Vangerdahast, Purple Dragon’s, Blue Dragon’s, and the nobility of the realm through management of arcane magics throughout the kingdom, arcane firepower, divination, and knowledge.

The War Wizards are organized somewhat like a military organization, with 8 Tiers. Within many of the tiers come special titles and ranks, each with it’s own set of responsibilities. War wizards climb through the ranks and tiers by performance of their duties and service, and magic aptitude (a primary consideration). While spell level and power is not the only reason a War Wizard may advance to to the next tier, it is an essential component. Young war wizards assigned to a station (with titles and honors of that station) often stay at that station for two years. After a few years, the war wizard likely takes a new role based on their performance, aptitude, and their wishes based on their studies and goals known to their superiors. Most changes across the kingdom occur semi-annually in the spring and fall, but special occasion’s exist for certain situations. Some war wizards that have reached a pinnacle of service stay at their station for much more than two years.

The majority of war wizard’s begin as apprentices, identified as youngsters (age 13 – 15 humans). War wizards travel throughout the realm semi-annually to find youngsters with magical aptitude, and with permission of their families join the training ranks at a young age in the Towers of the War Wizards as apprentices. After 3 to 4 years of training, many apprentices reach the title of Novice Wizards After years of training, Novice Wizards become Pledges, which in-turn, after faithful service and passing of numerous tests, join the ranks as a Helping Magic Hand of Cormyr (Tier 4).

Apprentice’s spend their days in training and in service of war wizards in the War Wizard Towers. Upon reaching Novice Wizard, they are sent across the kingdom to support the Helping Magic Hand of Cormyr at their duty stations. This continues through Pledge Wizard, until they are ready to join the ranks of the War Wizard Helping Magic Hands. It is noted that many apprentices cannot endure the arduous training, and return home with appropriate payment for their time at the War Wizard Towers.

Some war wizards join the order later in their career, not starting as apprentices. These wizards and sorcerers are accepted by the Royal Magician and the inner circle after being vetted through interviews and divination magics. Once accepted, an appropriate station is identified for them based on their magical aptitude, skills. The oath and Geas is the same for these wizards and sorcerers as all other war wizards.

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## Организация Военных Волшебников [The Brotherhood of Wizards of War]

### War Wizard Dress Code and Rank Insignia

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Inner Circle

Arcane Protector of the Realm

Master of Arcane Ceremonies

## War Wizard Academy

Chairman of the College of War Wizards - Ganrahast

## Stormhaven House

A «secret» college for war wizards (Four from Cormyr n.d.).

## Towers of the War Wizards

The towers of the war wizards are located on the far north-eastern side of the Cormyrian Royal Court. It is a series close and inter-connected towers that serve as the headquarters for the War Wizards, living quarters for the senior members of the War Wizards, their assistance, and their apprentices and trainees.

### Overall Description

The “Towers of the War Wizards” is located on the north-eastern side of the Cormyrian Royal Court. The east side of the area is protected by 40’ walls, which rise off the hill plateau along the west then north side of the Promenade nearest the East Gate, and run along the outside the the Cormyrian Royal Court between its primary entrances. The walls are patrolled by loyal Purple Dragons, as are the gated entrances of the walls that lead to the War Wizard Towers and Royal Court. The west side of the land the Towers of the War Wizards is built upon is naturally protected by the Court’s pond, across from which the Palace of the Purple Dragon rises impressively above. The Towers of the War Wizards area can be entered normally through two methods; from the south if one enters through the Royal Court which leads to a guarded entrance next to Vangerdahast’s Tower and a War Wizards administration building, or from the north, which is steadfastly guarded by a small Purple Dragon’s garrison.

The area the War Wizard Towers between the north and south gates is nearly 600’ long (almost 1/8 mile) and 300’ wide. Between the 8 towers are perfectly manicured gardens with stone paths, the primary trail leading from the northern entrance next to the Purple Dragon Garrison to the southern entrance near the War Wizard administration building & Vangerdahast’s Tower. Between the entrances, along the primary stone path, are sub-paths leading to the various war wizard towers, small and large trees, benches and tables, and area’s for relaxation far from the bustling of the city. There is also a small dock with a few small oar boats on the Royal Courts Pond that can be used for relaxation and fishing.

Residents and allowed visitors alike are welcome to spend time in the open area from daybreak to sundown in the garden areas and near the pond. Continual flame lanterns light the paths during the evening. The area is moderately patrolled by Purple Dragon’s from the garrison to the north, and are known to be constantly monitored by the steadfast war wizards.

The 8 towers of the War Wizards are located around the “Hall of War Wizards”, the largest and most prominent and primary center of learning for the organization. All towers are built and magically enhanced to thwart divination magic from working inside and out. In-fact, war wizards looking to utilize divination magic from within the war wizard towers must seek special places (roofs or top floors of specific towers) designated for such magic use.

The towers, the northern purple dragon garrison, and the administration building, are listed below:

#### 1) Hall of the War Wizards

The “Hall of the War Wizards” is a great square tower which stands essentially in the middle of all the other towers, and serves as the primary entrance.

It is the largest of all the towers with respect to square footage, about 200’ wide and deep, and 8 stories high for a height of nearly 120’. It is of old Cormyrian architecture made of large stone blocks, white-painted wood wood window sills and a great, deep-purple double-doors. The roof comes to a pinnacle over 100’ from the ground The Hall is as old as the Palace of the Purple Dragon, with the adjacent towers being built in subsequent years. As such, the Hall is kept in pristine condition, though its old architecture give its true age away.

Inside the Hall is a great entrance area where visitors are kept in a great entrance foyer, with many small rooms adjacent for private discussions with wizards and sorcerers at the hall. A great many-storied library makes up the central part of the library, with grand open staircases reaching from the ground level to the higher levels. The center of the hall is open, about 30′ × 30′, where one can see from the ground level up to the mosaic painted ceiling, surrounded by the many-levels of the library around.

Each level of the library leads to hallways and chambers which are used as quarters and training rooms for the war wizards. Additionally, certain levels, including the cellars, have passages that lead to adjacent towers, so all towers can be reached from some point in the great Hall. The central library and the floors are carefully kept immaculate by the servants of the towers. In general, the floors are made of carefully crafted and stained hardwood, with countless rugs and tapestries of various colors and make. The hundreds of library shelves are of stained hardwood, and kept free of dust and in perfect order by servants of the Hall. Doors are made of high-quality stained hardwood, many of which have engravings carved on their surface.

Only true War Wizards are allowed past the initial foyer of the entrance doors to wander the halls; and the war wizards charged with the Hall’s safety ensure each visitor is checked through non-magical and magical means before allowing them full entrance to the library and halls beyond. Magical protections across the hall are common, from simple cantrip alarms to more powerful spells in area’s that visitors are unwelcome. A few elite Purple Dragon’s guard various places inside the Halls hallways, and are available to servants of the Hall in a moments notice.

The Hall has at at least 3 levels of under-cellars as well, but these are generally used by mid to high ranking members of the war wizards. The under-cellars contain standard storage rooms, protected magical training area’s, potion making and magic making facilities, rooms containing magical items for sale (many through Eeram’s Magical Estruaries), and numerous secret areas that only high ranking war wizards know of. It is believed there are protected, magical gates located within the tower that lead to key area’s within Suzail, including the Royal Palace, the Royal Court, the East Gate and Horn Gate, Eeram’s Magical Estruaries, the Suzail Garrison, and possibly other nearby areas.

The Hall of War Wizards is where the Master of Schools and some of the Royal Magicians Inner Circle call home, with rooms on the 6th, 7th, and 8th floors; none but those on the Inner circle are allowed on those floors; these floors are rumored to be magically protected by powerful spells, visitors and rogues beware!

#### 2) Tower of Conjuration:

The “Elemental Tower” is located about 60’ directly east of the Hall of War Wizards. The tower is a circular stone tower, 80’ wide at its base and about 60’ tall. The tower is called the elemental tower due to it’s shape, as it looks like a rising grey whirlwind or air elemental rising from the ground into the air, curling around in a cyclone pattern, slightly thinner at its top 60’ wide) than it’s base. The tower is built by stone, but easily identified as modified by magic since the stone cyclone pattern is smooth, with no visible cracks. A grey painted, round topped hardwood door is located on the south side of the tower, facing the Mirror Tower.

The Elemental Tower is the center of learning for all things Arcane regarding conjuration. It is known to be the home of some of the most powerful war wizards that are trained in the art of conjuration magics. Inside the tower is a specialized library for the conjuration, training rooms, rooms for low-level war wizards specialized or invested in conjuration, a kitchen and rest areas, numerous meeting rooms, and larger rooms for high-tiered war wizards that visit often or reside in the tower. The Master of the Conjuration School and member of the Inner Circle resides in this tower.

#### 3) Tower of Divination:

The “Mirror Tower” is located about 150’ from the Hall of War Wizards on its south east side of the Hall of the War Wizards. The tower is circular, 60’ in diameter and 80’ tall. Its entirety is covered by small, 2′ × 2′ mirrors with steel plate backing. The mirrors are of unknown craftsmanship, strong as steel, and interconnected in such a way that the actual tower materials are not visible. Due to this unique construction, the tower is a near optical illusion since looking directly at it is a mirror reflection of what is in front of its mirrors. In fact, the only portion of the tower which is not covered by these precise, interlocking mirrors, is the blue painted, strong oak door on the north side of the tower. The top of the tower is a raised pinnacle likewise covered in mirrors, with no visible access portal from the inside of the tower.

The Mirror Tower is the center of learning for all things Arcane regarding divination. It is known to be the home of some of the most knowledgeable and curious war wizards. Inside the tower is a specialized library for the divination, training rooms, rooms for low-level war wizards specialized in divination, a kitchen and rest areas, numerous meeting rooms, and larger rooms for high-tiered war wizards that visit often or reside in the tower. The Master of the Divination School and member of the Inner Circle resides in this tower.

#### 4) Tower Enchantment:

The “House of Enchantment” is the second smallest of the War Wizard Towers, second to Vangerdahast’s tower, and is a 40′ × 40′ squared building that reaches 5 stories, or 60’ at its highest point. It is a old brick building, nearly as old as the Hall of War Wizards itself and of similar architecture, but the brick is painted purple with white window sills and overhangs, and a white painted door. The door is repainted (magically of course) every few years, and appears as new as the day is was built, hundreds and hundreds of years ago. The “House of Enchantment” is the first building on the east side inside the south gate, after the administration building.

The Tower of Evocation is the center of learning for all things Arcane regarding enchantment. It is known to be the home to some of the finest war wizards specializing in enchantment. It is the second-smallest tower of all the towers due to the fact that only a select few of war wizards specialize or focus on enchantment magics. The Master of the Enchantment School and member of the Inner Circle resides in this tower.

#### 5) Tower Abjuration and Evocation:

The “Evokers” tower is situated on the north side of the hall and connected via a walkway on the 2nd and 3rd floors, with about a 20’ gap between the towers, a walkway and garden lies on the grounds below. The Tower of Evocation is not as old as the Hall, but one of the older towers in the complex, likely over 600 years old. It is made of strong brick painted in red, blue, and white colors in a pattern that could seem like fire, ice, and lightning. The tower itself is about 80’ wide and 60’ tall. A number of small windows permeate the upper floors, with a single oak door on the west side. Visitors are warned not to expect anyone to answer the front door, most visitors enter the tower through the Hall.

The Tower of Evocation is the center of learning for all things Arcane regarding evocation. It is known to be the home of some of the greatest battle-hardened war wizards; and on calm nights explosive noises can often times be heard from the bowels of the tower from its training chambers. The Master of the Abjuration and Evocation School and member of the Inner Circle resides in this tower.

#### 6) Illusion:

The “Tower of Illusion” is a square tower about 60’ wide and 40’ tall, located on the far north of the war wizard grounds, farthest from the Hall of War Wizards. The grey stone of the tower, while non-descriptive, is hard to discern since it is surrounded by an ever-presence billowing, grey-white obscuring mist that wraps around the tower covering it in even the most windy days. This effect is permanent magic, and is as old as the tower itself, and described in ancient manifests for the last 500 years. A stone trail from the south leads into the white mist, which leads to a great iron-bound door, which can only be seen if one enters into the mist and walks up to the door.

The Tower of Illusion is the center of learning for all things Arcane regarding illusion. It is known to be the home of some of the finest war wizards whom concentrate on creating quasi-real creations that fool the senses. The Master of the Illusion School and member of the Inner Circle resides in this tower.

#### 7) Transmutation:

The “Dragon Tower” is a dark purple colored smooth stone tower with no visible individual stones formed in the shape of a stout purple dragon standing on its haunches with wings folded behind (the tower was likely built using Stone Shape). The dragon tower is located next to the Royal Court pond, with its back and tail facing the pond and faces towards the Hall of War Wizards, which is across the primary north-south trail which intersects the area. The body of the dragon forms the body of the tower itself, and is about 50’ wide and deep and 70’ high to the top of the head. The entrance door is a stout oak and iron bound door found on the front of the dragon tower between its legs. There are a few windows in the tower, specifically placed and shaped to support the towers dragon-like appearance.

The Dragon Tower is the center of learning for all things Arcane regarding Transmutation. It is known to be the home of some of the finest war wizards whom concentrate on manipulating and changing the material and non-material properties. Inside the tower is a specialized library for the transmutation, training rooms, rooms for low-level war wizards specialized in divination, a kitchen and rest areas, numerous meeting rooms, and larger rooms for high-tiered war wizards that visit often or reside in the tower. The Master of the Transmutation School and member of the Inner Circle resides in this tower, and the master’s room is found in the head of the purple dragon.

#### 8) Tower of the Chairman Emperious and Royal Magician:

This is the tower of Vangerdahast and his predecessors. It is in-fact a special version of “Daern’s Instant Fortress”, and has been located on this site for hundreds of years, passed on to the Royal Magicians from generation to generation. It is located on the east side of the north-south pathway intersecting the area, and next to the war wizards administration building. The shining adamantine walls glimmer in the sunlight, and are a powerful reminder of whom resides in the tower. The tower itself is 20′ × 20′ and 40’ high, but has no arrow slits, rather has 6 windows; it a has a battlement top similar to the well known version of Daern’s Instant Fortress. An adamantine door faces the the pathway, but is known to open only to Vangerdahast himself, on command. It is not known if the tower can be deactivated by speaking the command word, as the tower has been on this location for hundreds of years.

The north gate entrance to the area of the Towers of the War Wizards is guarded by a Dragon Unit (46 Purple Dragons) from the 2nd Regiment “Suzails Honor”. These Purple Dragons are responsible for guarding the gate and providing over-watch on the walls separating the War Wizard Towers and the Promenade. The Purple Dragons stationed here rotate out with other Dragon Units from the Suzail Garrison every month. At least 16 Purple Dragons are on duty at all hours of the day at the garrison or on the walls. These purple dragons also use trained war hounds to support their duties.

#### Purple Dragon Garrison (North Gate):

The garrison itself is a 3 story, military type stone building with thin windows, connected to a 30’ wide, 40’ tower with arrow slits, which sits next to the gate. One entrance, a strong, iron-bound oak door, can be found inside the gate. Once entering the gate, everyone is guided to check into the garrison, residents, workers, and visitors alike. Inside the main doors purple dragons and low-level War Wizards check credentials and verify identity, mostly through visual means with a series of questions, but it is known the divination magic is used as well (and should be expected).

#### Administration Building (South Gate):

The War Wizard administration building is located on the east side of the south gate which leads into the area of the Towers of the War Wizards, on the north side of the Royal Court. The building is actually connected to the northern-most building of the Royal Court, though it’s red-brick and newer architecture is very different to the older stone building it is connected to. The administration building itself is 4 stories tall, with numerous windows facing west over the gate, north towards the war wizard towers, and east to the wall dividing it from the Promenade.

Once entering the gate, everyone is guided to check into the administration building, residents, workers, and visitors alike. Inside the main doors assistants and low-level War Wizards check credentials and verify identity, mostly through visual means with a series of questions, but it is known the divination magic is used as well (and should be expected). The administration building also serves as housing for important visitors, and housing for servants and workers that stay extended periods on the grounds. A large kitchen, galley, 3 dining rooms, common area’s, and studies are also found in the building.

Q & A:

How many War Wizards call the Towers of War Wizards Home?: While most War Wizards that are not stationed in Suzail find there way to the Hall of the War Wizards numerous times throughout the year, only about 70 War Wizards have permanent or semi-permanent rooms at the Towers of the War Wizards. Many of these are apprentices and low-Tiered War Wizards supporting their superiors; however, many of the most prominent war wizards, especially those in the inner circle, call the Tower of the Ware Wizards home at times through the year (many have multiple locations they call home).

For every war wizard in the Towers of the War Wizards, there are about 3 non-wizard supporting their order that reside or work around the facilities. These are servants, administrators, and Purple Dragon guards that work on various parts of the grounds. Many of these supporting hirelings sleep in other quarters off-site, but can be found during days or nights on the Towers grounds. These servants, administrators, and guards do not have access to many of the towers floors, which are fiercely guarded by members of the war wizard order for members only.

### Ganrahast

### Lord Vainrence

### Glathra Barcantle

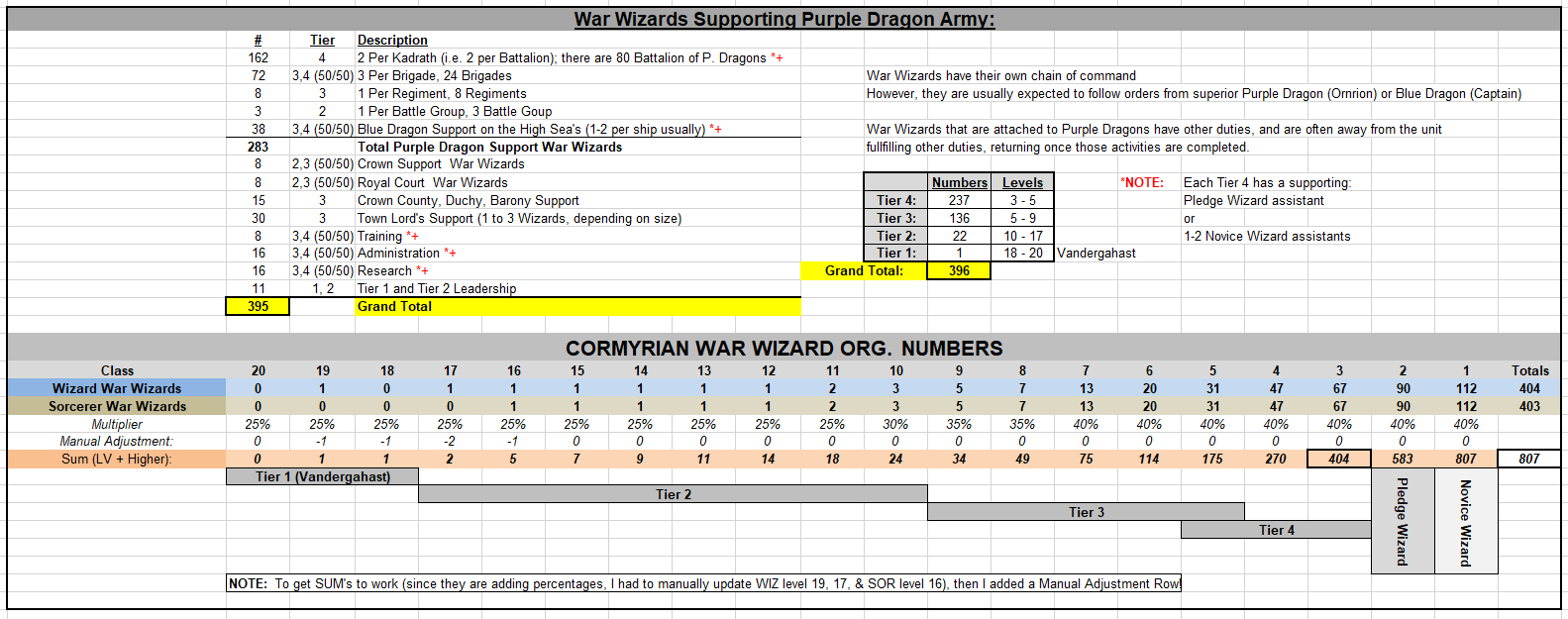
A hardened senior War Wizard, Glathra's role as leader of that group sees her tolerate little back talk and even less equivocating to the authority of the Crown. She takes orders from no one short of Ganrahast, Lord Vainrence, or a blood Obarskyr, eagerly seek¬ing any opportunity to prove herself in the eyes of Ganrahast

### "Gina"

The strangest of all the War Wizards, the real name of this creature is not known to anyone, except Culspiir. This is because "Gina", in reality, is not a human being, but a Succubus!

Summoned by a War Wizard of the Magic District of Culspiir in 1357 DR, he killed 5 of them (including the fool wizard), and 12 Purple Dragons before being imprisoned by the Mage Master of Azuth. Culspiir researched the notes of his War Wizard and was able to discover the way he has summoned her. Knowing thus his real name, he could have obliged the Succubus to do anything, but instead proposed her a pact. He had to act like a spy for him, becoming a War Wizard for 101 years, and then being free, or she could have been destroyed. "Gina" carefully chose the first possibility, and after having finished his period of training, was given to Culspiir in order to be included among his War Wizards. He devised a strange way for her to be one of his spies, as he chose her to be a sort of prostitute in one of the taverns of Immersea. She had to chose his clients among the strangers, and among them those that he deemed more right that they had any useful informations. Then she had to make them sleep, and investigate deeply in their mind, finally giving them the illusion that they have had love with her, in order not to raise any suspect in them.

But something strange happened; during the last 19 years, "Gina" has found that living among the mortals, acting like one of them, is not so bad. Her human heritage (like all Succubi, her father was a human being) was probably stronger than in others of her kind, and gradually her alignment has shifted from CE to CN, with good tendencies. She still does the same work, but only her and Culspiir know the truth. Lately, being in all respects a 11th-level War Wizard, with all the powers and immunities of a Demon (Tanar'ri), she asked Culspiir for a more active role, and the Master of Illusions is seriously considering other options for the only known demon working for the forces of good...



# Совет Магов

## General Overview

By Cormyrian decree, all wizards and sorcerers of Level 5 or higher (arcane spellcasters) must register with Cormyr. Registered wizards (mages) and sorcerers are welcome at the Council of the Mage meetings, which are held at the Court in the Palace of Suzail once per month.

Council of Mages proceedings are chaired by the head of Suzail’s Council of Mages, XXXX, or in his absence, XXXX. It is during these meetings that the Council discusses ongoing events important to arcane spellcasters in Suzail and Cormyr.

Mages that are part of the Council may, by free choice and Azoun’s agreement, swear a secret oath (known to involve a Geas spell cast by Vangerdahast) prohibiting them from working to the harm of the Obarskyr Crowns family, or the good of the kingdom. This is part of becoming a War Wizard.

## THE COUNCIL OF MAGES

This group of wizards advises on the use of magic in the name of the Dragon Throne, shaping the laws that control magical wrongdoing in the Forest Kingdom. XXXX chairs these monthly meetings in XXXX's name (XXXX as Court Wizard, is the official head of the council but is often absent). The council hears the concerns of the arcane casters of the realm, in addition to considering applicants hoping to join the War Wizards. Some of the other noteworthy mage-councilors of Cormyr include the following.

Registered Mages

Every wizard, sorcerer, warlock, or anyone else capable of casting powerful, destructive spells of arcane magic must register with a local lord, a herald, or the War Wizards. Registered spellcasters are allowed to practice openly and can be approached by the Crown for research, hired spellcasting, other assignments or recruitment into the War Wizards. Registered mages can attend the monthly meetings of the Council of Mages, and those who acquit themselves well might be asked to join the Mage Councilors.

A spellcaster who refuses to register can function legally without fear of punishment, but such a person who is found to have slain another with magic, or otherwise broken Cormyr’s laws, can be marked a renegade mage. Such individuals are hunted with impunity by the War Wizards, and can be captured by chartered adventurers and registered spellcasters without fear of Crown reprisal.

Spellcasters who are members of a chartered adventuring band are automatically registered under the group’s charter, and need not fear the War Wizards seeking them out.

The Brotherhood of Wizards of War is the spellcasting arm of Cormyr’s defense. The War Wizards’ numbers are not known accurately by any living beings except for the Royal Magician and Lord Warder.

The War Wizards have no outwardly discernible hierarchy of command. Each War Wizard knows to whom he or she answers thanks to the meticulously worded commands of their superiors, the Royal Magician and the Lord Warder. They stand outside the chain of command of the Purple Dragons, even when attached directly to a unit, and can be called away from that group on more urgent matters at a moment’s notice.

**Alarphons** – The only formal rank within the War Wizards is that of alarphon. The internal investigators of the War Wizards, alarphons are empowered to ask questions and engage in magical interrogation of their own number in order to ferret out treachery and learn whether other members of the brotherhood have not been forthcoming with information important to the protection of the realm. Whether this reluctance is due to perfidy or mere stupidity, sometimes the realm must be defended from its own protectors, and the alarphons are charged with that defense.

**Lord Warder** – The Lord Warder is the battlefield commander of the War Wizards, reinforcing the brotherhood’s new role in the active defense of the realm. The Lord Warder answers to the Royal Magician, to the Court Wizard (if different from the Royal Magician), and to the Crown; in military matters, the Lord Warder also submits to the High Marshal.

**Royal Magician** – The Royal Magician or Mage Royal — but never “royal mage” — is responsible for the overall magical well-being of the realm, the defense of the royal family (including the construction of magical wards for the palace), providing advice to the monarch, and seeing to the proper education of future rulers. He is also the absolute authority on issues of magical use in Cormyr, and the commanders of the War Wizards are subordinate to him.

**Mage Councilors** – The Council of Mages meets on the fourteenth day of each month at the Royal Court in Suzail. At each meeting, royal proclamations relevant to the use of magic are made public, matters of employment for workers of magic are discussed, and mages — including the War Wizards — accept inquiries for service or advertise their need for the assistance of other spellcasters.

The mages councilor of the kingdom are selected from among the wisest and most capable wizards, sorcerers, swordmages, and other registered arcane spellcasters of Cormyr. The council also advises the king, through the office of Court Wizard.

Court Wizard – The Court Wizard oversees the Council of Mages. He or she is responsible for its operation, the appointment of new members to the group, the registration of mages in the Forest Kingdom, and advising the Crown on matters of magical concern. Because the War Wizards fall under the authority of the Council of Mages, the Court Wizard is also responsible for selecting its commander, who then reports to the Royal Magician.

To add to the complexity, the Court Wizard is bound to obey the king and his family (spouse and children), whereas the Mage Royal answers only to the king and the Court Wizard. This conflict of authority has meant that most Royal Magicians have officially served as Court Wizard as well.

### Tsharlura of Blackthorne

This aging wizard dwells in a tower west of Eveningstar and specializes in prac¬tical applications of magic. A firm believer in correct and deliberative spellcasting, Tsharlura is shown great respect by the Crown. When Vangerdahast was faced with hot-tempered young mages inadvertently threat¬ening to destroy half of the King's Forest testing new magic, Tsharlura is the one to whom the Royal Magician pointed and said, “You see how the wisdom of ages cools the temper and slows eagerness? That is the kind of mage Cormyr needs.”

### Aundable Inthre

The husband of Laspeera is a powerful mage in his own right. Aundable is one of many council mages who analyze Cormyr's defenses and weaknesses, strengthening the former and miti¬gating the latter. Although he does not often speak at council meetings, Aundable makes it a point to attend them all, even if he sometimes magically records the proceedings while his thoughts wander to new spells and other distractions.

### Culbran

a Zhentarim mage named Estev, who slaughtered the true Culbran months ago and has assumed his posi¬tion. One of the few Zhents to have found a way of thwarting the powerful mind-reading magic wielded by Laspeera and Caladnei, Estev has already caused the deaths of two other War Wizards, each of whom he convinced to accuse the other of treason against the Crown.

“Nuad” prefers to avoid direct confrontation, instead coercing other characters to confront one another. If necessary, he dominates lesser minds to lead loyal Cormyrians astray. He has successfully allowed other Zhents to infiltrate the Royal Court, though he does not protect them if they fail in their espionage. He anxiously awaits the day when he can stand over the shattered bodies of the royal family, the flag of the Black Network flying over the palace.

Though Estev does not particularly enjoy combat, he is a formidable foe (use the human mind adept from the DARK SUN® Creature Catalog or the D&D Insider Compendium), capable of turning the most experienced characters against themselves.

### Argûl Marammas

Resident of Suzail, planar explorer, crafter of magic scrolls, and lover of fine seafood, Argûl uses his magical power to support his expensive travels and diet. He believes that magic is best used as a tool for collecting knowledge, not as a power to be used for gathering more power, to dominate others, or to slay one's enemies. He uses the Council of Mages as an avenue for finding others of like mind, for hearing of the planar travels and magical discoveries of others, and for briefing the Crown on potential extraplanar threats.

### Filani of Tantras and Tilverton

An expert on Moon¬sea history and the politics of the Dragon Reach, Filani lived in Tilverton until that city's destruction. She now attends meetings of the council as a means to find new clients for her knowledge and expertise, and to learn of new mages who have recently arrived in Suzail.

### Maxer Hlar, Defender of Suzail

A powerful evoker who once defeated four dragons simultaneously attack¬ing Suzail, Maxer is a baron extraordinary of the realm and can command any Purple Dragon as though pos¬sessing an officer's rank. He is silent during most council meetings, but when he speaks, his experience and wisdom afford him the attention of all in attendance. His voice during the official business of a meeting often heralds warnings of grave danger to the realm, and has twice led to tense moments when Maxer was simply clearing his throat.

# Тайные организации

## Highknights

## Blades of Queen Filfaeril

# Действия в 1493 г ЛД

Все записи о действиях Армии, Флота и прочих сил Короны Кормира ведутся на ежемесячной основе

## Описание стратегической ситуации

В конце 1492 ЛД совместно с Альянсом Лордов, Арфистами, Изумрудным Анклавом, Орденом Латной Перчатки и Зентаримом, а также свободными городами Лунного Моря – Хиллсфаром, Фланом, Мелваунтом и другими, кормирские силы вступили в противостояние с силами Красных Волшебников Тэя, которые оккупировали Мулмастер и пытаются извлечь максимально много пользы для себя из элементальных разломов.

В виду особенностей армии Тэя в Мулмастере на военном совете было принято решение сначала попытаться тем или иным образом вытащить из города максимальное количество гражданских лиц а также подготовить долгодействующие защитные заклинания, которые не позволят Красным Волшебникам быстро перебросить дополнительные силы как посредством телепортов, так и используя морской путь.

Синие Драконы взяли на себя обеспечение морской блокады путей к Мулмастеру из Тэя, будучи также предупрежденными представителями Пяти Организаций о использованных во время осады водноэльфийского города силах Красных Волшебников.

## Молот, 1493 ЛД

Одной из ключевых точек в обеспечении морской блокады перевозок из Тэя в Мулмастер является Пелагар – опорная база Синих Драконов в этом регионе Звездопадного Моря.

Поскольку после окончания строительства военно-морской базе в Даунглиме в нее было перенесено базирование дополнительных сил флота, а также улучшение отношений с Драэвенскими повстанцами фактически закрыло доступ пиратам в воды Драконьего озера, что в свою очередь позволило Адмиралтейству Кормира направить не одну, а две эскадры на обеспечение блокады.

К концу месяца 6 и 7 эскадра Флота Быстрого Реагирования (флагманы Серебрянный Виндикатор и Гнев Нового Тилвертона) занимались патрулированием, а 8 эскадра восстанавливала припасы и осуществляла мелкий ремонт кораблей.

30 Молота 1493 ЛД 6 эскадра вступила в бой с Тэянским конвоем, который следовал в Мулмастер.

В результате долгого сражения:

Кормирский флот потерял:

* 1 War Galleon
* 1 Warshio
* 2 Cogs

Warship “Silver Vindicator” – Критически поврежден, погибло более 70% экипажа.

War Caravel - – Критически поврежден

War Galleon – Серьезно поврежден

Large War Galleon – Серьезно поврежден

Общие потери в живой силе: более 700 человек

Флот Тэя потерял:

* 1 корабль с Бомбардами
* 2 скоростных шлюпа
* 3 транспортных кога
* 1 подводную лодку – нежить

Стоит отметить, что Кормирскому флоту удалось одержать победу только благодаря силам из Пиратских островов, которые с криком «Кинжал в печень, никто не вечен» вмешались в сражение сразу открыв огонь по тэянским кораблям.

К сожалению, большинству магов Красных Волшебников удалось сбежать с использованием заклинаний телепортации.

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# Magic items

## Ring of Feather Fall

Provided to all Purple Dragon Hippogriph riders.

## Purple Dragon Ring

Purple Dragon Commander’s Ring Level 13

This silver ring is engraved with the Purple Dragon signet of the Obarskyr royal family.

Item Slot: Ring Price: 17,000 gp

Power (Daily ♦ Arcane): Standard Action. Detect Magic and Poison: Activated by command word (usually inscribed on the inside of the ring, and typically “Bonthar”. When the power is activated and the ring touched to food or drink, it glows with an eerie gold-green if the substance is poisonous and bright blue if it is enchanted (including potions), although the ring cannot identify what sort of poison or magic is present.

Power (Daily ♦ Arcane): Immediate Interrupt. You can use this power when you fall. You take no damage from the fall, regardless of its distance, and you do not fall prone at the end of the fall.

Lore (Arcana DC 15): These rings are normally found only in the hands of the Purple Dragons of Cormyr (of Ornrion rank or higher), the royal family of that nation, or by individuals performing special missions on behalf of the crown. The Purple Dragons use them to protect the royal family from assassination attempts by poison, and also to verify that merchants claiming the s

Normally provided to First Swords and Swordmajors (non-commissioned ranks), and Swordcaptains or higher (all commissioned ranks).

Normally provided to Marine Lieutenants (non-commissioned ranks), and Lieutenants or higher (all commissioned ranks).

## Commander’s Ring

Normally provided to Lionar’s or higher rank in the Purple Dragons

Normally provided to Commander or higher rank in the Blue Dragons

## Peacemaker’s Rod

Normally provided to Lionar’s or higher rank in the Purple Dragons

Normally provided to Commander or higher rank in the Blue Dragons

Blue Dragon Magic Items

Described:

Pages 235 – 237 AD&D Volo’s Guide to Cormyr (all others)

The items below are provided to Blue Dragon’s which reach a certain rank within the order. They are part of the rank and/or station, owned by the Kingdom, and given back upon a change of duty station.

# STATISTICS

## Light warhorse

## Medium warhorse

## Heavy warhorse

## Pony

## Warpony

## Typical Purple Dragon Blade Light Infantry

## Typical Purple Dragon Light Infantry

# New Spells

Create Road Surface

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Long (100 ft. + 10 ft./level)

Area: Up to a 100 sq. ft. per level surface (S) that is 1/4 ft (3") deep.

Duration: Instantaneous

Saving Throw: See text.

Spell Resistance: No

This spell transforms a muddy road surface into a hardened dark road surface suitable for hard-wheeled vehicles. The spell will not work on a dry surface; the dirt of the entire area affected must be thoroughly wetted into mud. The depth of the transformed road surface will not exceed 3 inches, but the area of the surface is shapeable by the caster within the area limit of the spell. Magical mud is not affected by the spell. Creatures that are in the mud within the area of effect are allowed a Reflex save to escape before the area hardens; failure means the creature's feet are trapped within the road surface and must be dug out. The resulting road surface has the same hardness and hit points as stone.

Care must be taken in choosing the ground on which the road is to be created. If the roadbed underneath the hardened surface will not support the road (e.g. if the road is built over top of swampy land or quicksand) the road will collapse once subjected to a load.

Material Component: a handful of gravel or finely crushed hard rock and a cup of tar.

[VGtC,p.84: In footnote 5 Elminster notes that the spell turns the mud into a substance very similar to asphalt.]

# Letters of Marque

"The Cormyrean Freesails" is the title given to the collective fleet of privateers and corsairs in service to Cormyr. The Freesails were established by King Azoun IV, and their authority is likewise recognized by his grandson King Azoun V. While the Imperial Navy is sufficient to protect the capital city of Suzail and an important trad hub like Marsember, in a time of crisis they would leave the smaller coastal villages along the Lake of Dragons defenseless and these villages would depend on the Freesails for protection.

The authority to grant letters of marque, much like adventuring charters, rests with the patriarchs of noble houses and are notarized by a royal clerk, and do not require the written consent of the King. In the past, this has been used by unscrupulous nobles to fund pirates who raided under Cormyr's banner, but this is uncommon since Alusair's last inquisition (which saw forty privateers hanged and the heads of three royal clerks on pikes in Marsember's harbor).

Here is an example of a letter of marque granted to Syd Barrett, captain of the Salember's Skean, who sailed under the banner of House Longbrooke during the Goblin War.

The King to all and singular Admirals et cetera, Greeting.

Know ye that we have granted and given to our well-beloved Клацніть або торкніться тут, щоб ввести текст. to Клацніть або торкніться тут, щоб ввести текст., master of a certain ship called the Клацніть або торкніться тут, щоб ввести текст., liberty to equip in the port of the towns of Suzail and Marsember, at his own charges, the aforesaid ship with as many mariners, men-at-arms, and bowmen as shall be necessary for his navigation and defense at sea against our enemies, whosoever they may be, and for subduing, capturing, and destroying the same; and liberty to set forth with the same ship, so equipped, upon the sea for the purpose aforesaid. And we will that whatsoever he succeed in winning, gaining, and having by capture from our enemies aforesaid, he may have and keep for his own proper use, without claim or hindrance by or from us, or our heirs or ministers, or the ministers of any our heirs whatsoever. Provided always that under color of this license he, his mariners, men-at-arms, and bowmen aforesaid, neither do nor permit to be done any violence, hindrance, or hurt to any who are in friendship with us.

Witness the Клацніть або торкніться тут, щоб ввести текст.at Клацніть або торкніться тут, щоб ввести текст.on the 9th day of Marpenoth, 1370 DR.