

CORMOR

Land of the Purple Dragon



CORMYR

LAND OF THE PURPLE DRAGON

“Anyone who thinks that Cormyr no longer has any challenges left is either a fool or has not looked hard enough. Perhaps both.”

- Elminster of Shadowdale

CREATED BY
Matthew Lee Myers

SPECIAL THANKS

Ed Greenwood and all the authors who have created Cormyr and the Realms throughout the years.

“The Hooded One” and all the diligent scribes of Candlekeep who made this work possible.

All the players and DMs who have romped around Faerûn with me in the past few decades.



FOREWORD

Why Cormyr?

My first foray into the Forgotten Realms, back in the mid-90s, was the city of Suzail. It was also my first game of Dungeons and Dragons that featured neither dungeons nor dragons. Instead, it was a game of intrigue and spy craft. There were overreaching nobles, and secret plots, and then there was my character: a grumpy farmer come to court to petition for the rights to clear an acre of forest to make room for farmland.

For a new DM or player, Cormyr can be daunting, and playing as a farmer unfamiliar at court gave me an excuse for not knowing as much as the rest of the group. Catching up took a lot of work and a lot of reading. And so this is the book I wish I'd had. The research for this book took me through six novels, a bunch of sourcebooks (from four different editions), nine volumes of the Candlekeep Compendium, and a score of adventures, from multi-part campaigns to one-shot RPGA and AL adventures. I even plumbed the darkest depths of Ed Greenwood's Twitter feed and the Candlekeep forums. There was a lot to dig through, but I did it so that you don't have to.

The information presented is as accurate as I could make it. Much of the realm has yet to be covered in recent editions, and information from older editions may no longer be entirely reliable: over one hundred years have passed in Cormyr since the days of 3.5 after all. But I've done the best I can and filled in gaps where it seemed appropriate. So while the history, maps, taverns, locations, and background information is as accurate as I believe to be humanly possible, some of the minor characters are of my own creation. Feel free to use them or replace them with characters of your own. Change what needs to be changed for your table. The lore presented here is not intended to be rigid or inflexible.

And even if you don't find yourself in the Forest Kingdom, I've tried to include a little something for everyone: expanded rules for tense negotiations or royal audiences, updated overland travel rules, guidelines for creating your own noble house, and a way to use factions in the background of your game to help make the setting a bit more dynamic. There are also a bunch of character archetypes, creatures, and magic items suitable for any campaign.

And in the end my fondest wish is that you all enjoy the Land of the Purple Dragon as much as fifteen year old me did, all those many years ago.

- Matthew Lee Myers

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CORMYR





The Stonelands

Eastern Stormhorns

The Redwoods

Hullack Forest

Thunder Peaks

Infested Hills

Hermit's Woods

Dragonmere

Castaway Coast

The Horse Prairie

Castle Nacacia

Tilver's Gap

Semberholme

Cavern of Death

Ruins of Amazarand

Griffon Hill

Tilverton Scar

Halfhap

Keegan's Keep

Winterhaven

Thunder Gap

Gnoll Pass

Temple Acheron

Castle Crag

Slingdyke

Hillmarch

Immerflow

Elf mound

Realm of the Wailing Fog

Thunderholme

Abandoned Keep

Haunted Halls

Forgotten Keep

Redspring

Arabel

Mason's Bridge

Sunset Hill

Noktil

Thunderflow

Highcastle

Eveningstar

Wood

Knightswood

Aunkspear

Yeoman Bridge

Bospir

Immersea

Hultail

Thunderstone

Hidden Vale

Dhedluk

Mouth O' Gargoyles

Gladehap

Junirill

Wheloon

Golden Ruins

Vast Swamp

Orvaskyte Keep

S Forest

Gray Oaks

Kallamarn

Nesmyth

Ongul's Water

Wheloon

Tomb of Chonis

Lost Refuge

Azoun's Hold

Jester's Green

Marsember

Bogbrook

Wheloon

Dreamer's Rock

Way of the Manticore

Blustich

Monksblade

Battlerise

Daerlun

Mage Keep

Suzail

Moonever

Blustich

Wheloon

Way of the Manticore

Smuggler's Stone

Kirinwood

Wormtower

Dawngleam

Haunted Illipur

Pros

Turnstone Road

Dragonmere

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REALMSPEAK: TALK LIKE A CORMYREAN

While overuse of fantasy dialect can become clumsy or difficult to understand, peppering in a few words or phrases can bring a certain flavor to your adventuring that makes the campaign feel more “real”. In Cormyr, expletives are rarely uttered in Common, though they are more popular using Draconic terms. The following are some common words and phrases in Cormyr that you might consider using:

Word or Phrase	Meaning
Alleyblades	Lowlife, opportunistic thieves and robbers
Anyhail	Anyhow, anyway
The Art	Arcane magic, particularly as practiced by wizards
Bells	Used to tell time, the equivalent of an hour, counting from highsun and midnight: “Meet me two bells past highsun in the market”
Breath	A second or a moment: “Give me a breath or two to recover.”
Brightbird	The person you are courting, lover
Brightcoin	Social risers, more polite than the derogatory ‘newcoin’
Brightstar	Great, exciting
Cask-smashing, Casking	Vandalism (whether they are actually smashing casks or not)
Coinlass, Coinlad	An escort
Darburl	Angry, frustrated
Deepnight	Used interchangeably with midnight
Evenfeast	Dinner
Eventide	Evening
Fancyman, Fancylady	Disapproving pejorative for a suitor. If the speaker is older than the suitor it becomes “Fancylad” or “Fancylass”
Godswake	Early morning, the hours before sunrise
Gulletfire	Strong, cheap alcohol
Hardjaw	Chatty barfly
Highborn (Highnose)	Noble, “Highnose” is an intentionally derogative derivative
Highsun	Noon
Highsunfeast	Lunch
Hrast	A non-deity specific ‘damn’
Long Song	Used by halflings and bards to refer to an amount of time up to 3 minutes or so
Mornfeast	Breakfast
Naeth	Dung, often used as an expletive (along with the stronger version ‘Naed’)
The Power	Divine magic, particularly as practiced by clerics
Rivvim	Lusty, amorous
Sharpjaws	Young tough-guys whose bark is worse than their bite
Stlarning	A mild expletive: “This whole plan is a stlarning mess!”
Swirlcloaks	Those who copy noble styles, without being nobles themselves. Typically refers to wealthy merchants.

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Chapter 1

HISTORY



For much of its early history, Cormyr was limited to the city-state of Suzail and the surrounding farmlands and fortified outposts. Since then it has expanded to include all of the territory from the Stormhorn Mountains in the west to the Thunder Peaks in the east, a distance of over 400 miles. The combination of stability brought by the rule of the Obarskyr House, rich farmland, and loyal military has made Cormyr one of the most powerful political entities in the Heartlands.

BEFORE THE FOREST KINGDOM

Long ago, the forests in present day Cormyr were the domain of dragons. The greatest of these was Thauglorimorgorus, also known as the Black Doom and the King of the Forest Country. Many other dragons and wyverns made their lairs in the Stormhorns and along the shores of the Dragonmere, but all paid tribute to the Black Doom for the privilege of doing so. Notable among the followers of Thauglor were the blue dragon Gloriantkithsanus and the red dragon Mistinarperadnacles, who served as faithful lieutenants and kept order in his realm.

Though elves would occasionally attempt to settle the forests, these lands were largely uncontested until -205 DR when Thauglor encountered the elven warrior-mage Illphar Nelnueve. A short while after their initial confrontation, the two would meet to parley and settle the competing claims of the dragons and elves of the area. Unexpectedly, Illphar challenged Thauglor to a type of ritual combat known as a Feint of Honor, typically used by dragons to settle disputes. Illphar's victory would come to be known as the Passing of Power, and allowed the elves to claim the forests while leaving the marshes and mountains to the dragons.

These forests became a part of the elven kingdom of Cormanthyr, and numerous elven settlements were built in the subsequent centuries. Over the years, refugees from ancient Netheril and Impultur

CORMYR: FOUR FAST FACTS

Stability. Cormyr is one of the most stable nations in Faerûn, with a ruling family dating back centuries. Rebellions and invasions have happened, but none have managed to topple the Obarskyr monarchs.

Law and Order. Cormyr is a nation of law, enforced by the Purple Dragons and War Wizards. Both are extremely powerful and rule through a delicate balance of respect and fear. While punishments can occasionally be harsh, by and large they are considered to be just. The fear of mind reading by a War Wizard is used as a deterrent and is often enough to ensure prospective lawbreakers look to ply their trade elsewhere.

Fish and Farms. The geography of Cormyr is one of its principal strengths and ensures that food, both that which is grown on Cormyr's many farms and that which is caught from the large lakes and seas, is plentiful. This is a major factor in the peace and prosperity of the nation: a well-fed populous is a content populous and a well supplied army is a victorious army.

Nobility. The feudal system of Cormyr has created a complex system of alliances, favor seeking, and backstabbing. Because all nobility derive their authority at the pleasure of the crown, it is rare that a noble directly opposes the monarch. On occasion, however, over ambitious plots turn treasonous. These plots are typically unsuccessful, but assassinations among the royal family have occurred.

would also pass through the forests. Most of these settlers were content to simply live amongst the elves, but a few would go on to establish settlements of their own.

THE FOUNDING OF SUZARA'S CITY

Ondeth Obarskyr came from Impultur seeking a new life in 6 DR, and named his small settlement on a sheltered harbor of the Dragonmere after his wife, Suzara. At first, Suzara's City consisted of only On-

deth, his wife, and his two sons, Rhiiman and Faerlthann. More would come to settle the region shortly after, owing largely to the deep safe harbor of the fledgling city. Within months of building their home, Ondeth met Baerauble Ethar, a Netherese wizard who lived amongst the elves in the Forest Country. Baerauble introduced Ondeth to the elves of the Forest Country and over the years would befriend Ondeth's son Faerithann.

THE LOST KINGDOMS

Several other small kingdoms existed in the time of before Suzail's founding, including the civilizations in what is now the Farsea and the Tunlands. Judging by their ruins and the few artifacts which have been unearthed, these were cities with a powerful understanding of magic. They lived in towers made of glass stronger than steel, though most of their cities have long since sunken into the swamps. Historians know little else about these civilizations. Some believe them to be a part of ancient Netheril, while others believe them to be remnants of the even older Batrachi empire. Most agree, however, that the two city-states obliterated one another with powerful, fell magics, the results of which linger on today in the form of a strange pestilence which befalls any who venture into the ruins.

Suzara left the city in 12 DR, taking Rhiiman with her and dissolving her marriage to Ondeth. After a time, Ondeth began seeing one of the settlers in his growing city, Minda Bleth. In 16 DR, most of the Bleth family was slaughtered by an elven attack on their small homestead at the forest's edge. A series of counterattacks led the humans of Suzara city to the brink of war against the elves. With war seeming to be inevitable, the wisest elves saw that they could neither stop nor defeat the human intruders and instead sought to make peace with them. Judging Ondeth to be the most influential of the settlers and in penance for the deaths of his new wife's family, Baerauble offered the position of king of Cormyr

to Ondeth on behalf of the elves of Cormanthyr. Ondeth refused to take a "crown born out of a massacre", though he did make peace with the elves. He died at age sixty, and his son would take the crown a day later, founding the kingdom of Cormyr in 26 DR.

THE FIRST KING

After the death of his father, Faerlthann was crowned king of Cormyr and Baerauble was appointed as his advisor and Royal Magician. During his reign, he oversaw the construction of Suzail's city walls and Faerlthann Keep, which would remain the historical seat of power throughout the history of Cormyr.

During Faerlthann's time as king, the kingdom expanded to include much of the surrounding lands and most of the other human settlements along the banks of the Dragonmere came under the influence of Cormyr. Watch forts were built along the frontiers, along the trails that led through the Thunder Peaks and Storm Horns.

EARLY HISTORY

After Faerlthann's reign, Baerauble continued as the royal advisor and led an unparalleled expansion which saw the Forest Kingdom grow prosperous and strong. Much of the forest was cleared to make room for farmland, though the large stretch of forest in the western country known as the King's Forest was preserved and left for royal hunting parties. There were several rebellions in Cormyr's early history, particularly among the nobility of Marsember and Arabel, but these were quickly quashed.

Amongst the most tumultuous times in the history of Cormyr was the reign of king Duar Obarskyr, 52nd monarch of the kingdom. A mere 4 years into his long reign, Duar set off to defeat an army of orcs who had invaded the King's Forest. While his campaign was a success, his father-in-law used the opportunity to sell the city of Suzail to the pirate king Magrath the Minotaur. A price was placed on the king's head, and for a time he operated as an

outlaw in his own kingdom. It would take Duar three years to retake the city and kill Magrath.

THE PURPLE DRAGON

In 1018 DR, the purple dragon Thauglor awoke from his long slumber and descended upon Suzail, demolishing nearly a quarter of Castle Obarskyr. He retreated to the King's Forest before the city guard could rally to the city's defense, but was engaged by High Wizard Thanderahast and his pupil, Jorunhast, in the skies high above the King's Forest. Thanderahast was burned badly by the dragon's acidic breath and forced to flee. Jorunhast strategically retreated, luring Thauglor back towards the waiting army of Azoun II. Rows of archers targeted the ancient dragon's wings, bringing him crashing to the forest floor where Azoun drove the magical blade Orbyn through the dragon's eye, slaying him.

AZOUN IV

Cormyr reached its zenith under the rule of King Azoun IV, who was crowned in 1336 DR. It grew to near its current borders, adding the lands in the westernmost marches, and gained power as a hub for commerce in the region. It was during this time that a lasting alliance was forged with the Dales. Despite a few border skirmishes with neighboring Sembia, the reign of Azoun IV saw an unrivaled period of peace and prosperity.

This peace was broken when, near the end of his reign, the kingdom was invaded by an army of goblins and orcs led by the Devil Dragon, Nalavarauthatoryl the Red. Many of the northern cities, including Arabel, were sacked and many noble families abandoned the crown in their time of need, some committing outright treason. By the end of the war, the Devil Dragon and Azoun IV had slain each other on the field of battle, and the crown passed to Princess Alusair, known as the Steel Princess for her prowess on the battlefield, until Azoun V was old enough to take the throne.

THE SPELLPLAGUE

The Spellplague had a tremendous impact on Cormyr, killing or driving mad a great number of its War Wizards and reducing the levels of the Dragonmere, leaving much of its navy stranded in port. It also saw a devastating war on two fronts against the Shadovar and Sembians. Despite all of this, Cormyr emerged largely intact, though it has since spent much of its efforts since shoring up the cities within its traditional borders and leaving many of its border towns and protectorates to fend for themselves.

QUEEN RAEDRA

Queen Raedra took the throne just over a decade ago near the end of the Shadovar attack on Cormyr, and under her steady and careful rule the nation has slowly recovered from the war. There is still quite a bit of instability in the region, with some of the realm's protectorates seeking independence and a number of nobles who wish to see Raedra's uncle, Baron Boldtree, ascend to the throne. The instability is made worse by the fact that Raedra is still unmarried and without heirs. With the line of succession as unclear as it has been in centuries, the fate of Cormyr hangs in the balance.

6 DR
YEAR OF THE FIRESTARS

- Ondeth Obarskyr settles on a piece of land, naming the settlement, Suzara's City, after his wife.

18 DR
YEAR OF THE LASTING WONDERS

- Ondeth is offered the crown of Cormyr as penance for an elven attack on a family of human settlers, but he refuses.

26 DR
YEAR OF THE OPENING DOORS

- Ondeth Obarskyr dies. Faerlthann Obarskyr crowned first king of Cormyr.
- Baerauble Ethar becomes first Royal Magician of Cormyr.

197 DR
YEAR OF THE UNSEEING PRIEST

- Cormyr invaded by goblinkin of Hlundadim. Arabel is burned.

200 DR
YEAR OF THE LEAPING FLAMES

- Armies of Cormyr, led by Moriann Obarskyr, defeat the goblinkin and drive them into the Stonelands.

245 DR
YEAR OF THE DUN DRAGON

- Gantharla Obarskyr is crowned first Queen of Cormyr after her brother Iltharl abdicates the throne to her.

289 DR
YEAR OF THE WAKING DREAMS

- Torst Obarskyr, king of Cormyr, and his brother Godroun are killed in the siege of Marsember.
- Keldroun Obarskyr is crowned king. Marsember abandoned to lizardfolk.

356 DR
YEAR OF THE SWIFT SWORD

- Cormyr and Valashar war over claims to northern and western areas of Cormyr.
- Armies of Valashar are defeated at the Fields of the Dead.
- Armies of Cormyr sack the city of Ithmong.

376 DR
YEAR OF THE LEAPING HARE

- Cormyr attacks the Shoon Imperium, driving it back through Amn, Tethyr, and Valashar.

429 DR
YEAR OF THE CAT'S EYE

- Duar Obarskyr sets to defeat orc army in the King's Forest.
- Melineth Turcassen sells the city of Suzail to the pirate lord Magrath the Minotaur for five hundred sacks of gold.

432 DR
YEAR OF THE SEA PRINCESS

- Duar Obarskyr kills Magrath the Minotaur and reclaims Suzail.

900 DR
YEAR OF THE AUGUST AMATHOR

- King Galaghard III leads his army to victory against the Witch Lords of Wyvernwater.

1018 DR
YEAR OF THE DRACORAGE

- The purple dragon Thauglor descends upon Suzail, demolishing Castle Obarskyr.
- The army of Cormyr defeats Thauglor in the King's Forest.

1162 DR
YEAR OF THE PRANCING CENTAUR

- Prince Palaghard of Cormyr and Queen Enchara of Esparin wed.
- Esparin is annexed into Cormyr.

1260 DR
YEAR OF THE BROKEN BLADE

- War of Regency, a bloody civil war between the rightful king Rhigaerd II and the regent Salember Obarskyr, begins.

1261 DR
YEAR OF BRIGHT DREAMS

- The War of Regency ends.
- Rhigaerd II takes the throne.

1336 DR
YEAR OF THE HIGHMANTLE

- King Azoun IV is crowned.

1352 DR
YEAR OF THE DRAGON

- Gondegal, "the Lost King", attempts to establish a rival kingdom in Arabel resulting in an eight day war.

1369 DR
YEAR OF THE GAUNTLET

- The Abraxus Affair: a plot by Houses Bleth and Cormaeril to kill King Azoun IV.
- Houses Bleth and Cormaeril exiled.

1370 DR
YEAR OF THE TANKARD

- Nalavarauthatoryl the Red, the "Devil Dragon", amasses an army of orcs, grodd goblins, ghazneths, and other monsters to attack Cormyr.
- Redspring, Arabel, Eveningstar, and Tyrluk are sacked by the orc and goblin armies.

1371 DR
YEAR OF THE UNSTRUNG HARP

- Birth of Azoun V of Cormyr.
- Death of Azoun IV and Crown Princess Tanalasta.
- Beginning of the Steel Regency of Princess Alusair Nacacia

1373 DR
YEAR OF ROGUE DRAGONS

- Birth of Ganrahast, son of Vangerdahast Aeiulvana and Myrmeen Lhal.

1379 DR
YEAR OF THE LOST KEEP

- Four Day War between Cormyr and the Empire of Netheril.

1384 DR
YEAR OF THREE STREAMS
BLOODED

- Azoun V crowned King of Cormyr. Steel Regency ends.
- Alusair is named High Marshal of Cormyr. Azoun V attempts to curtail the rights of nobility, but fails.

1385 DR
YEAR OF BLUE FIRE

- Spellplague begins.
- One third of War Wizards are slain, driven mad, or go missing.

1390 DR
YEAR OF THE WALKING MAN

- Death of the Dowager Queen Filfaeril.
- Alusair attends state funeral, argues briefly with her nephew the king, then disappears from court forever.

1392 DR
YEAR OF THE SCROLL

- Cities of Pros and Illipur petition the Crown to become vassal-states of Cormyr.

1394 DR
YEAR OF DEATHS UNMOURNED

- Worst symptoms of Spellplague subside.

1396 DR
YEAR OF THE SECRET

- Marriage of King Azoun V to Nalara Marliir.

1397 DR
YEAR OF THE QUILL

- Daerlun annexed to Cormyr.

1399 DR
YEAR OF THE FALLEN FRIENDS

- Caladnei, Royal Magician and Court Wizard of Cormyr, dies.
- Laspeera assumes post of Court Wizard and begins tutoring Ganrahas to adopt the duties of royal Magician.

1400 DR
YEAR OF LOST SHIPS

- Alliance of Freesailors formally disbanded.

1405 DR
YEAR OF THE GOLDEN MASK

- Birth of Emvar Obarskyr, first son of Azoun V and Queen Nalara.

1407 DR
YEAR OF HALLS UNHAUNTED

- Haunted Halls of Eveningstar closed to adventurers without explicit warrant from the Crown.

1408 DR
YEAR OF THE SOLITARY
CLOISTER

- Urmlaspyr offers allegiance to Cormyr.

1409 DR
YEAR OF TRUE OMENS

- Birth of Foril Obarskyr, second son of Azoun V and Queen Nalara.

1414 DR
YEAR OF SEA LIONS ROARING

- Azoun V restores loyal elements of House Cormaeril to nobility.

1422 DR
YEAR OF THE ADVANCING
SHADOWS

- City of Eversult becomes protectorate of the realm.

1428 DR
YEAR OF THE ELFQUEEN'S JOY

- City of Teziir accepts rule of Cormyr.

1430 DR
YEAR OF STALKING HORRORS

- Marriage of Foril Obarskyr to Jemra Rhindaun, of the Royal House of Tethyr.

1431 DR
YEAR OF THE LASHING TAIL

- Birth of Irvell Obarskyr to Prince Foril and Princess Jemra.

1437 DR
YEAR OF THE SILENT FLUTE

- Crown Prince Emvar killed in a Sembian ambush south of the Vast Swamp.
- Princess Jemra killed in a failed assassination attempt against Azoun V.
- Calls for war against Netheril and Sembia sweep Cormyr.

1438 DR
YEAR OF SILENT WATERFALLS

- Royal Magician Ganrahas discovers Emvar's bastard son Erzoured.
- Erzoured and his mother are brought to the palace.
- Erzoured's mother, Solatha, is given the title of Countess of Dhedluk to ensure Erzoured will have a title to inherit.

1439 DR
YEAR OF THE SILENT TEAR

- Failed negotiations with Sembia erupt into war.

1441 DR
YEAR OF RESURRECTIONS
RAMPANT

- Peace treaty drafted between Netherese Sembia and Cormyr, Cormanthor, and the Dalelands.
- Daerlun and Urmlaspyr granted independence.

1442 DR
YEAR OF DARKENBEASTS
RISING

- Azoun V restores the Goldfeather family to nobility.

1448 DR
YEAR OF NEOMEN SWORDS

- Marriage of Prince Irvel to Ospra Goldfeather.

1449 DR
YEAR OF GODLY INVITATION

- Death of King Azoun V.
- Coronation of King Foril.

1454 DR
YEAR OF THE EMERALD SUN

- Birth of Baerovus Obarskyr, son of Crown Prince Irvel and Princess Ospra.

1460 DR
YEAR OF THE MALACHITE
SHADOWS

- Birth of Raedra Obarskyr, daughter of Crown Prince Irvel and Princess Ospra.

1469 DR
YEAR OF SPLENDORS BURNING

- Cormyr declares Proskur a protectorate of Cormyr.

1473 DR
YEAR OF THE HERETIC'S
RAMPAGE

- King Foril orders city of Wheloon sealed and turned into a prison colony for worship of Shar and conspiring with the Netherese.

1485 DR
YEAR OF THE IRON DWARF'S
VENGEANCE

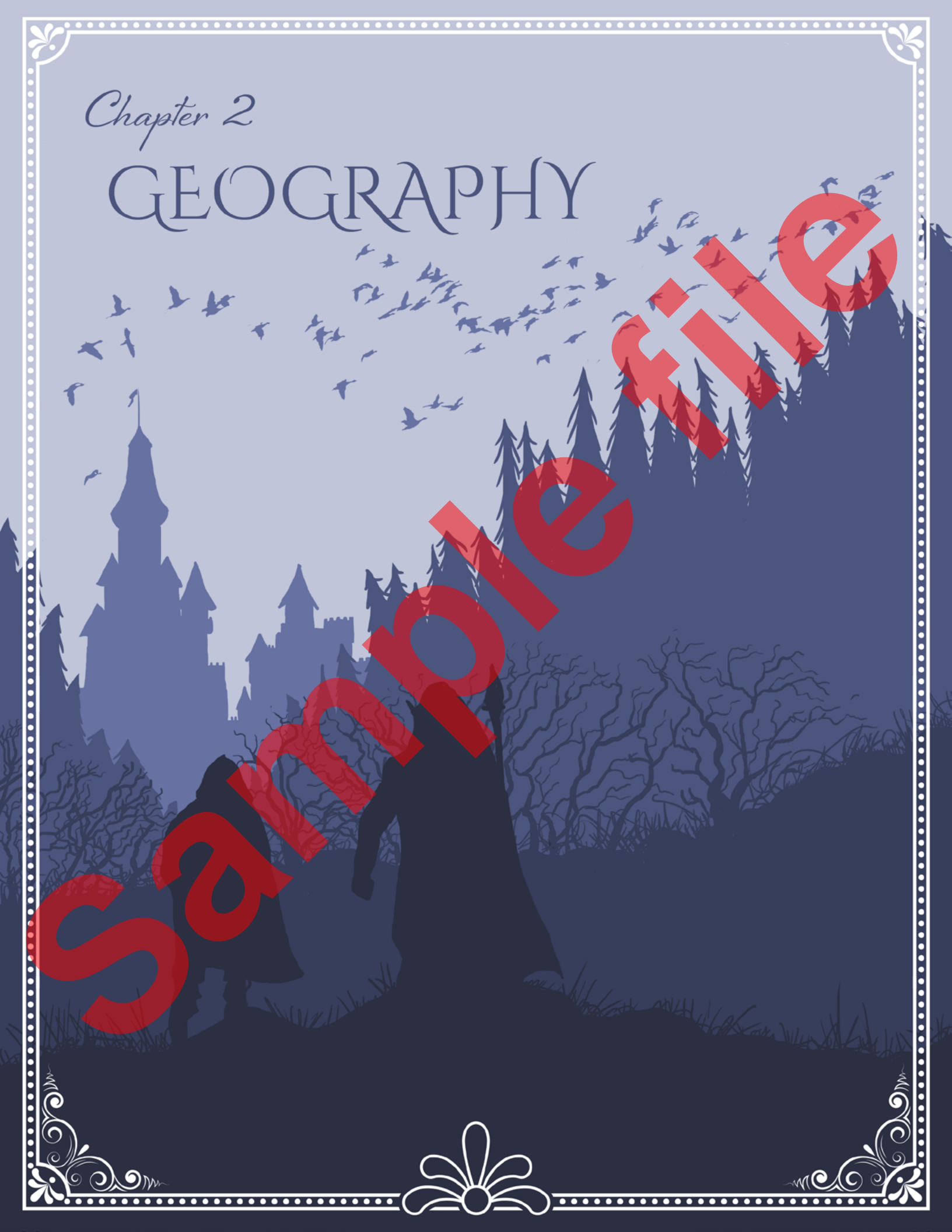
- War against Sembia erupts.
- Cormyr captures Daerlun and Urmlaspyr.

1486 DR
YEAR OF THE NETHER
MOUNTAIN SCROLLS

- Netheril attacks Cormyr from the north sacking much of the northeast and laying siege to Arabel.
- Wheloon is sacked and prisoners are released.
- King Foril dies of old age.
- Marsember is sacked.
- King Irvel is killed by the Purple Dragon Reborn during the siege of Suzail.
- Raedra defeats the Purple Dragon Reborn in single combat and Cormyr routs the Shadovar army.
- Baerovus abdicates the throne to Raedra.

Chapter 2

GEOGRAPHY



Sample File

Cormyr is a nation defined, in many ways, by its own natural geography. Sometimes known as the Forest Country, due to the vast forest that once covered the nation's lower valley, much of Cormyr has since been cleared to make room for tracts of farmland. To the west and north, the mountain ranges known as the Stormhorns protect the realm from attacks, while lake Dragonmere defines the southern border. To the east lie the Thunder Peaks and the Hullack Forest, as well as the Vast Swamp which separates Cormyr from neighboring Sembia. The interior of Cormyr features numerous rivers and lakes, as well as the expansive King's Forest and smaller Hermit's Wood and Hullack Forest.

The wet, temperate climate of Cormyr is one of its primary strengths, allowing grain to grow high and forests to grow rich and green. The Dragonmere provides coastal routes to the Sea of Fallen Stars, allowing for lucrative commercial traffic with much of the interior of Faerûn.

THE DRAGONMERE

A large lake connected to the Sea of Fallen Stars by a strait known as the Neck, the Lake of Dragons is a key component of Cormyr's trade empire as much of the nation's trade passes through the ports of Marsember and Suzail before heading out into the rest of Faerûn. Numerous cities are built along the shores of the Dragonmere, including Cormyr's two largest ports: Suzail and Marsember.

SUZAIL

Suzail is the royal capital and richest city in Cormyr, and is home to all of the most important nobles and merchant houses in the country. The city is divided into two distinct districts. At the northern end of the city is the Royal Court, containing the palace, the Royal Gardens, and numerous noble estates. The Royal Court is separated from the rest of the city by Lake Azoun, which serves as a small natural moat. A

A NOTE ON NOMENCLATURE

While this book uses "Cormyrean" to refer to people, places, or objects originating in Cormyr, "Cormyrian" is equally acceptable. Cormyte is common as well, though it is considered less proper. Some similar terms:

Arabel: Arabellan, Arabellian (informal)

Immersea: Immersean

Marsember: Marsember, Marsembian (Informal)

Suzail: Suzailan

long semi-circular street known as the Promenade runs along Lake Azoun from Eastgate to Horngate, defining the border between the Royal Court and Suzail proper.

South of the Promenade lies the common portion of the city, where rows of neat little shops and houses line the streets. To the east stands the market hall, where farmers from outside the city gather early each morning to sell their wares. The houses and shops on the north of town, near the Promenade, are typically tall, narrow, and well kept, and gradually grow less impressive as one nears the docks and open market. Taverns and inns are plentiful, and a custom among wealthier merchants and nobles is to have meals from their favorite establishments "run-in", which is to say delivered hot to your door. All of the buildings in Suzail are stone, by civic law, to prevent fire and damage from the wind and rain that sweeps in off the Dragonmere.

To the south, along the banks of the Dragonmere, are three distinct harbors. To the west is the Basin, a deep harbor that is regularly dredged and can accommodate up to twenty large ships. The central harbor can accommodate up to thirty large ships and dozens of smaller crafts. This is the primary harbor for commercial vessels. The central wharves are accessible only through large royal warehouses, where goods are painstakingly inspected and taxed as necessary. The easternmost harbor contains the royal docks used by the Cormyrean navy, known colloquially as the Blue Dragons.

Suzail is also the military center of the realm. A mighty eighty foot tall curtain wall surrounds the landward side of the city, Purple Dragons and War Wizards maintain a large garrison within the city's barracks on the far south-eastern side of town, and the Imperial Navy is harbored in the royal docks. From here, the military of Cormyr is able to rapidly deploy to nearly any part of the interior of the nation, ensuring that revolutions are short lived and ill-advised.

KNOWLEDGE: LOCAL

CORMYREAN ARCHITECTURE

During the winter and spring, much of the nation is battered by heavy snow and rain. As a result, most houses in Cormyr are built with the weather in mind: sturdy stone houses with high pitched slate roofs to provide adequate drainage are a necessity if a home is expected to last. Among the upper class, balconies are popular, allowing for long lazy days relaxing in the sun during Cormyr's long summers.

Older homes follow a style known as Azounian architecture, named for King Azoun IV who reigned during the height of this style. It is characterized by symmetry and restrained ornamentation in the classical style. Columns were popular, and often larger than strictly necessary to display strength and stability. The newer Alusairian style is, in contrast, characterized by asymmetry and ornamentation, particularly along the corbels that support the building's roof. Both architectural styles feature vaguely militaristic elements like towers, even on manor homes not built for the purpose of withstanding sieges. Widow's walks, small rooftop balconies where families could watch for the return of soldiers, were also somewhat common on larger manor homes, though they were used in peace time for entertaining guests. These militaristic elements went out of style during the reign of King Foril, but are experiencing a revival under Queen Raedra.

Aside from manor houses, a particularly Cormyrean building style is the tallhouse: tall narrow homes intended to pack as much living space into narrow city lots as possible. Many of these tallhouses are three and even four stories tall, and some are divided so that different families live on each floor of a single home.

The day-to-day operations of the city are managed by Lord Magister Edwin Morahan, a veteran Purple Dragon, and his herald, Lady Eleanor Thond, both of whom have served for just over a decade. Under the orders of Queen Raedra, and King Foril before her, the Purple Dragons have managed to keep the city free of any major thieves' guilds or smuggling groups.

Those coming to Suzail from other large cities in Faerûn are often astounded by its relative cleanliness and lack of slums. City authorities would claim that the cleanliness is largely the result of civic pride, while its lack of shantytowns or slums is largely due to the abundance of opportunity and relative safety of areas outside of Suzail's walls. There is some truth to both statements, but in fact the small size of the city proper, high rents, and abundance of regulation and legal enforcement leads to poorer citizens and those with criminal intent making their way to Marsember instead.

Suzail is home to more immigrants than many other parts of Cormyr, and while still primarily human, there are many gnomes, dwarves, and halflings within the city. The city is quite tolerant, and non-human citizens enjoy all of the same rights as any other Cormyrean. Gnomes, in particular, have been quite prosperous as cobblers, plumbers, roofers, and tinkerers. Gnomes and halflings alike work in the warehouses near the docks performing load-label-and-fetch jobs.

Guards in Suzail are friendly and courteous, though the War Wizards who often accompany them are significantly less so. Knowingly lying to a city guard is a criminal offense incurring a fine of no less than 20 gold pieces and placement on a list of known law-breakers. Outlanders who violate this law are often exiled instead.

Suzail maintains a strict curfew, though legitimate traders may acquire license to load and unload caravans after dark. Such licenses cost 1 gold piece per night, and come with a small patrol of Purple Dragons that serve as both protection and to ensure that all such activity is lawful. Order is maintained