

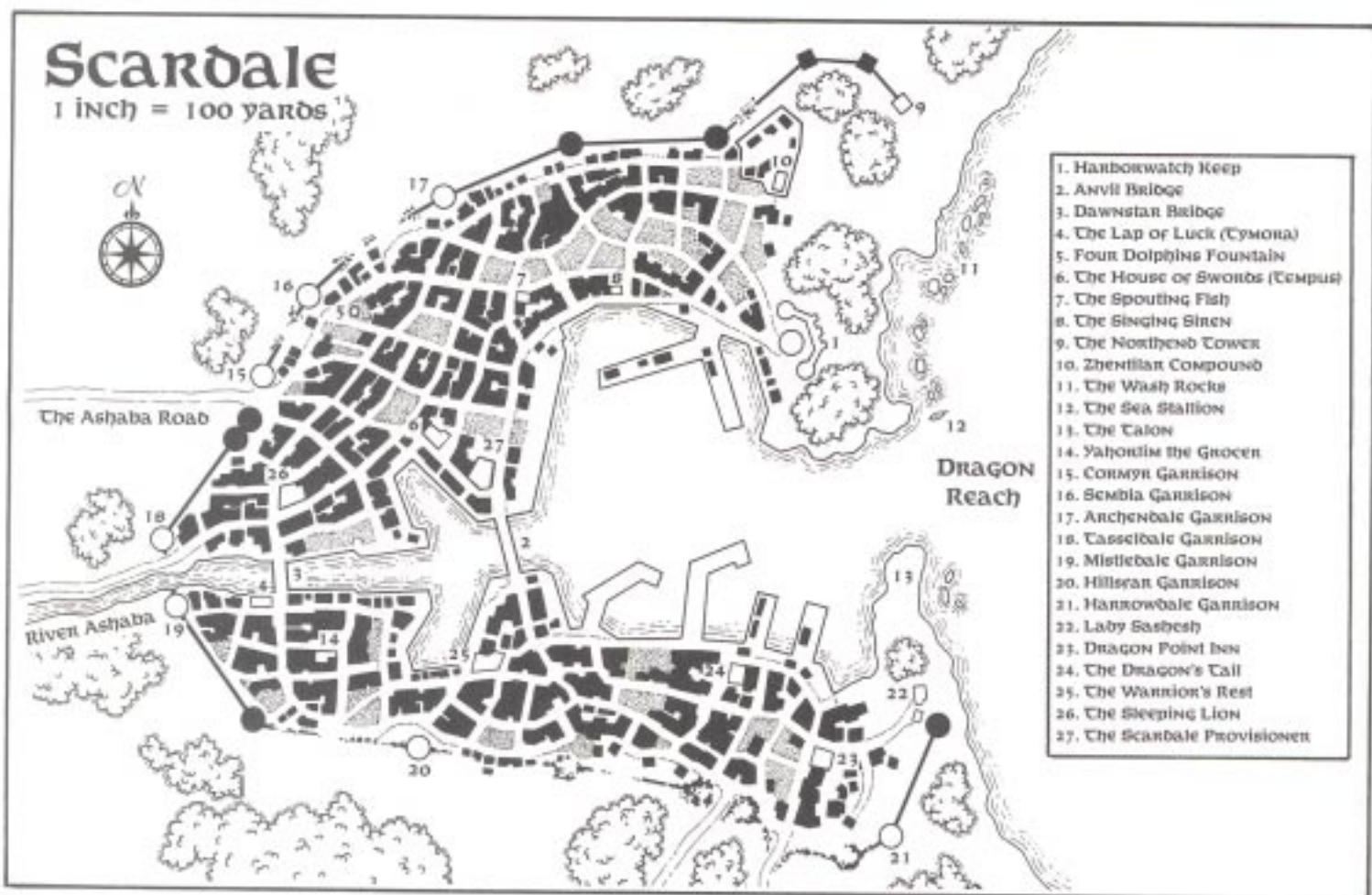
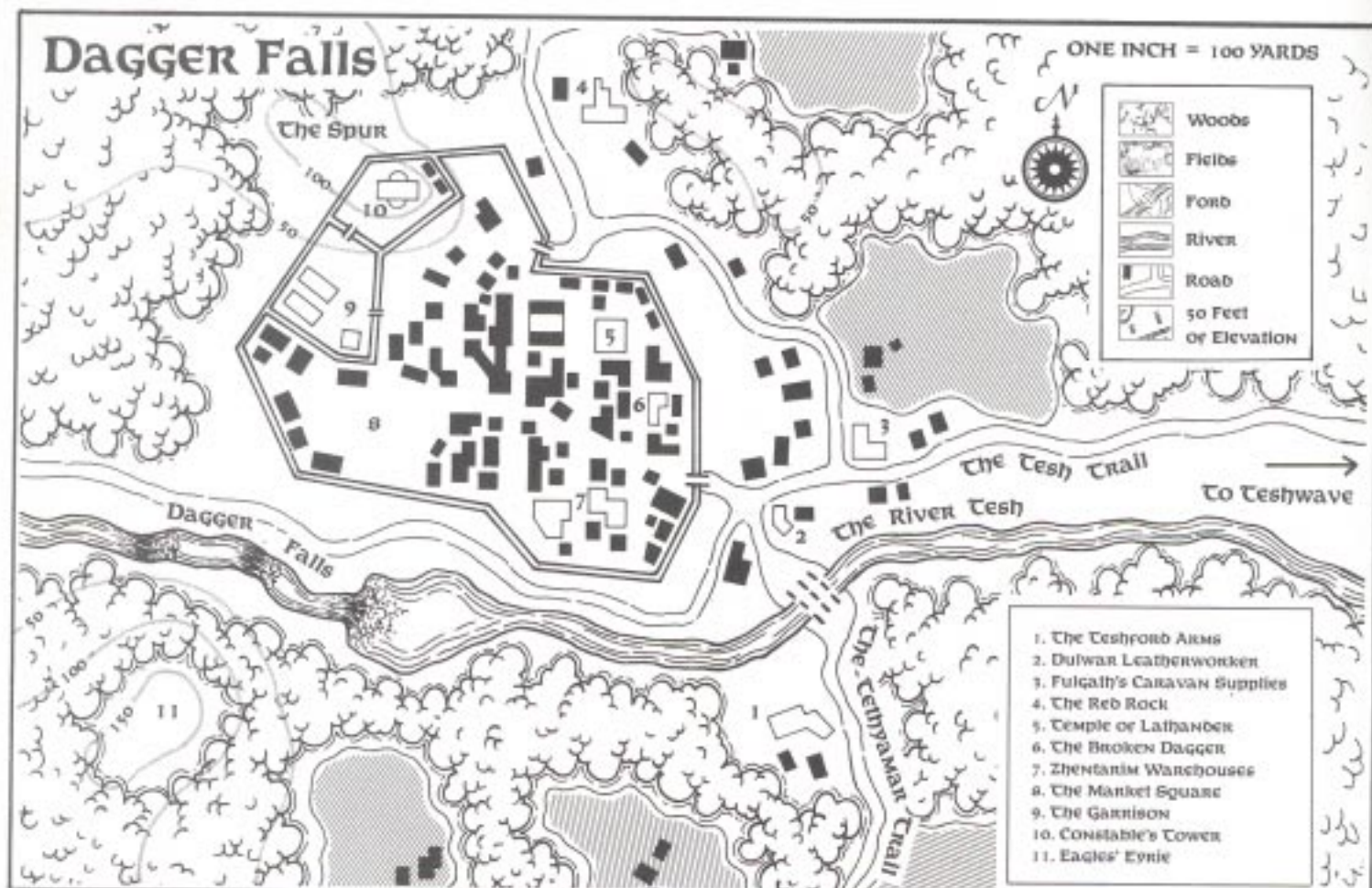
Advanced Dungeons & Dragons
2nd Edition



The Dalelands

by L. Richard Baker III







The Dalelands

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Introduction

"There's a good reason for my decision to retire to Shadowdale, lad; they know how to mind their own business in the Dales. Ye would be wise to follow their example. Good day!"

— Elminster the Sage, to an unidentified adventurer

Between the shining Kingdom of Cormyr and the dangerous lands of the Moonsea lie the Dalelands, a region of rich farmland and dark, brooding forests. Referred to by the locals as simply "the Dales," the area is hidden in the virgin woodlands of the ancient Elven Court. The people there acknowledge no overlord and pay tribute to no great power, but instead jealously guard their independence and freedom from their larger neighbors.

For hundreds of years, Dalesmen have led rustic lives. Scattered in small communities, they have learned that the price of freedom is sober responsibility. People count on no one but themselves, or perhaps the fellow who lives in the next farm over. Hard work and clean living will succeed where foreign magic and plots fail.

Unfortunately, the Dalesmen have found that their simple lifestyle and morals aren't always enough. To the north lie the black battlements of Zhentil Keep, ruled by dangerous and manipulative folk who would like nothing better than to add the Dales to their list of conquests. To the south is the young nation of Sembia — wealthy, ambitious, and strong. West of the Dales are broken mountains and badlands where all kinds of evil creatures plot raids and war against the Dales below. The freedom of the Dales often rests on the point of a sword.

In the Elven Woods, ruins and old secrets lie waiting, some harboring wondrous treasures and others horrible death. The Elven Court is not so quiet or empty as the Dalesmen would like, and all sorts of brigands, bandits, and monsters have made their home in the dark forests and tors that lie between the Dales.

From Scardale to Shadowdale, from Battledale to Teshendale, high peril, dark magic and ancient ruins wait for the bold of heart. And between adventures, you may also find the truest allies and most honest folk of the Forgotten Realms.

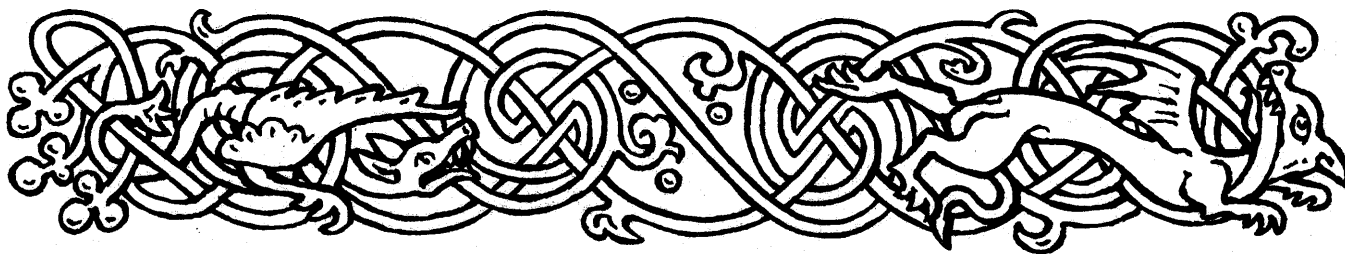
About This Book

The Dalelands is designed to be used by the DUNGEON MASTER™ as a ready-to-run campaign guide to the Dales. It supplements the information in the FORGOTTEN REALMS® Boxed Set, and is complementary to any number of adventures set in the Dales or Elven Court.

In Chapter One, the Dales are discussed as a whole. History, trade, politics, power groups, and other campaign-shaping forces for the entire area are described. Chapter Two discusses each of the Dales in turn. Personalities, places, and items of special interest to adventurers are all noted.

In addition to descriptions of the various Dales, you will find information on local surrounding areas and adventure possibilities in Chapter Three. With a little customizing and work, you will find everything you need to make the Dalelands into your own campaign area.





The Dalelands

The people of the Dales are honest farmers and craftsmen, simple folk who believe in a day's work and a square deal. They are a tough, hardy race who has thrived despite the efforts of larger and more powerful neighbors. While they have little use for brigands or vagrants, they also recognize that skilled adventurers are their first line of defense against the threats that surround them.

What are The Dales?

The Dales are a group of small farming communities scattered throughout the vast expanse of the ancient Elven Court. As the forest has receded over time, the Dales have moved as well, continually encroaching on the old forest. In most cases, the Dales were not carved from the forest by fire and axe, but rather grew in the unforested areas between the arms of the forest. The Dales were first settled more than 1,300 years ago by humans who had permission from the elves of Myth Drannor. Recognizing no superior government, the Dales remain a loose confederation of small towns and farmlands.

Who are The Dalesmen?

The first settlers of the region were immigrants from across the Dragon Reach, but the modern Dalesmen have become a "nation" of tough, independent folk who are ready and willing to fight to preserve what is theirs. Other countries see Dalesmen as rustic and xenophobic people, but, few Dalesmen care what other people think of them.

What's There To Do in The Dales?

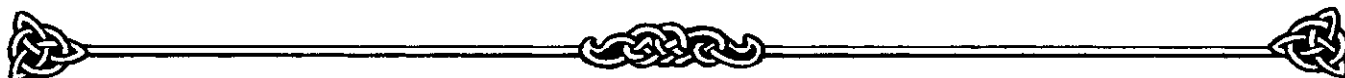
Most Dalesmen would be offended by that question. If you don't have an honest trade or craft to ply, perhaps you shouldn't stay in the Dales very long. But the fact remains that the Dalelands attract a large population of adventurers, both active and retired, and are home to some of the most interesting and powerful individuals in Faerûn.

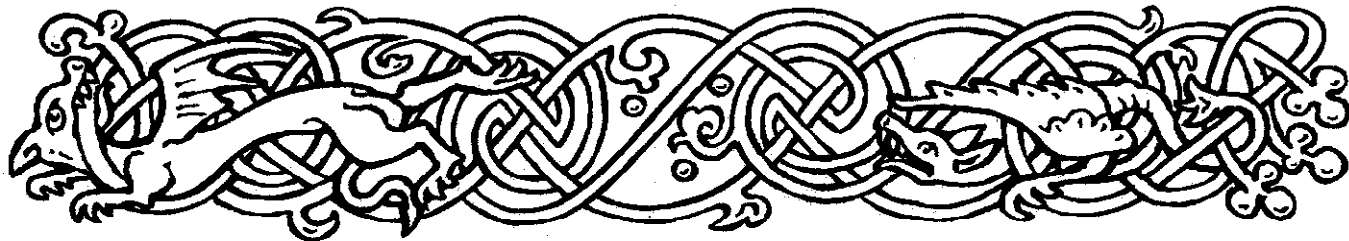
Dalesmen are nothing if not adaptable, and they have grown accustomed to the presence of large numbers of glory-seekers and treasure hounds. Fortunately, there is plenty to keep wandering adventuring companies busy.

The borderlands around the Dales are the home of evil raiders and bandits. The mysteries of the ancient elven realm of Cormanthor beckon in the dark shadows of the wood. And older, more sinister ruins can be found scattered through the entire region. A ready sword and true heart won't lack for excitement in the Dales.

History of The Dales

Roughly 1,400 years ago, humans began to settle the regions surrounding the ancient elven forest of Cormanthor. The nations of Cormyr and Sembia took





shape as small trading posts, slowly growing larger and more populous. The Dalesmen's ancestors immigrated to the area from the old cities of Impiltur and Damara, and asked the Lords of the Elven Court for permission to settle the rich borderlands of the forest.

The elves agreed, in return for the settlers' promise to aid the elves against non-human raiders and the encroachment of the growing human lands. To mark the agreement, men and elves together raised the Standing Stone in the heart of the elven forests. The raising of the Stone is considered to be the beginning of Dalereckoning (DR), the calendar that is commonly used in the area (and throughout this accessory.)

The Dalesmen settled only the unforested regions or areas unclaimed by the elves. Invaders and settlers later pushed into the forest, clearing lands and driving back the borders of ancient Cormanthor. As the woods receded, old Dales were abandoned and new ones founded closer to the new borders.

During the early years of the Dales, the elves remained as a strong and vital presence. In those days, the city of Myth Drannor was a center of learning and civilization, and was open to scholars and students of all races. By 660 DR, Myth Drannor was at the peak of its power and beauty. But the golden age was not to last.

Throughout its history, Myth Drannor had been besieged by endless armies of orcs, ogres, and worse who rose from time to time in the empty lands beyond the Moonsea. But in 712 DR, a power arose that made the other hordes pale in comparison. A dark archmage or other power summoned horrible fiends to lead the armies of the north. Captained by nycaloths, the Army of Darkness succeeded where the other hordes had not, and Myth Drannor was destroyed.

The elves eventually grew strong enough to reclaim their forests, but Myth Drannor was left in ruins. They continued to protect their woodlands as best they could. In 884 DR, the elves defeated a large Sembian army at the Battle of Singing Arrows. But the encroachment of human nations was not slowed by this defeat.

One of the evil realms bordering on the ancient forest was the Land Under Shadow, which eventually became known as Shadowdale. Dominated by drow from the Underdark, it was the center of their surface realm and used as a marshalling ground for raids against the surrounding peoples. However, like the Elven Court, the Land Under Shadow was also pressed by human settlement. In 834 DR, Castle Grimstead

was built to oppose the Twisted Tower of Ashaba and contest the control of Shadowdale. Although the drow eventually destroyed the rival fortress, they were driven from the Twisted Tower in 906 DR. The village of Shadowdale was founded in the shadow of the ancient keep.

At about the same time, Sembia threw off the chains of Chondath and became independent. A young, strong nation of traders, Sembia's wealth and power have grown ever since, and it is one of the principal realms of the Inner Sea today.

Over the years, several people or powers have tried to unify the Dales, but only one man ever came close to succeeding. In 1030 DR a warrior named Aencar became the Warlord of Battledale. A number of the Dales were hard-pressed by incursions of orc tribes and other monsters, and in 1038 DR Aencar united the Dales to face the common threat.

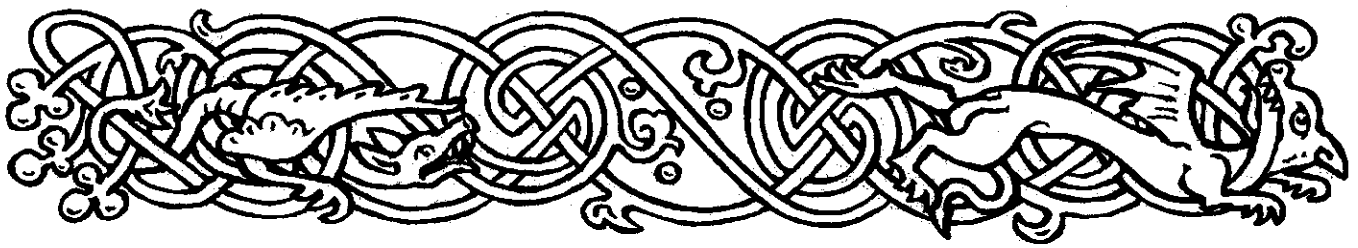
Aencar was known as the Mantled King, but he was left with little time to rule. His reign was a constant battle to drive out invaders, and he spent six years fighting the enemies of the Dales. In 1044 DR, he was slain by a sorcerer's minions, and without his leadership, the federation of the Dalelands drifted apart.

The first major inter-dale war occurred in 1232 DR. Archendale marched against Sessrendale, claiming that foul necromancy and evil raiders had found a harbor within their neighbor's borders. Sessrendale's ruler was a mysterious person known as the Dusk Lord, and during the war that followed, the forces of Sessrendale were supported by powerful magic. After three weeks, the superior forces of Archendale broke the Dusk Lord's resistance, and the Dalelord was slain. The Swords of Archendale ordered the utter destruction of the vanquished land, burning the buildings and salting the earth to annihilate Sessrendale.

A second inter-dale war occurred much more recently in 1356 DR, when Lashan of Scardale attacked and overran Harrowdale, Featherdale, and Battledale. The young lord dreamed of carving an empire out of the scattered Dalelands, but his success earned him the enmity of the other Dales as well as Cormyr, Sembia, Hillsfar, and even Zhentil Keep. The alliance crushed Scardale's invasions of Deepingdale and Mistledale, and Lashan's empire collapsed overnight.

The Dales have survived a number of foreign invasions as well as internecine strife. From time to time, dragons have attacked the Dales. Usually these are solitary affairs, but in 1356 DR — only 11 years ago —





hundreds of powerful dragons overflowed the cities of the Moonsea and the Dalelands. One of these, a strong red dragon, attacked Shadowdale and died at the hands of the witch Sylune, who herself died in the dragon's fall.

In the same year, King Azoun of Cormyr seized the free town of Tilverton in Tilver's Gap. To this day, Dalesmen find Cormyr's strength and imperialism to be a cause for concern. While Cormyr is a good, well-ruled realm, they are suspicious of Azoun's motives and believe that he plans to unify the Dales under Cormyr's flag.

Cormyr and Sembia are not the greatest threat to the Dalelands' independence, though. To the north of the Elven Court lie the powerful city-states of the Moonsea, including black Zhentil Keep. Teshendale was attacked and destroyed by a Zhentarim-led army in 1316 DR. The town of Teshwave became a Zhentarim camp.

Refugees from Teshendale sought shelter in Daggerdale. Unknown to Daggerdale, the refugees included a number of Zhentarim agents who incited a rebellion against the ruling family of Daggerdale, the Morns. A Zhentarim agent named Malyk was installed as the

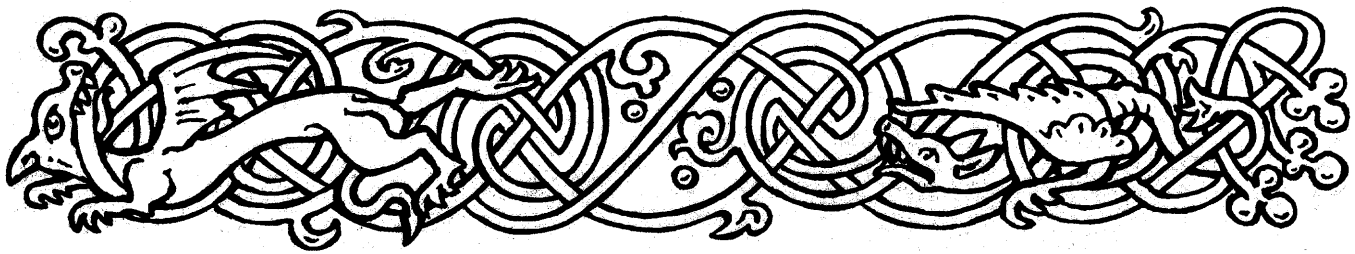
Dale's ruler, and he unleashed orcish mercenaries and human brigands on the folk of Daggerdale. In 1353 DR, Randal Morn, the last of his family, returned to Daggerdale and freed it from Malyk's grip. But to this day, Daggerdale is a community under siege.

The Zhentarim attempted a similar infiltration in Shadowdale, first assassinating Lord Aumry and then presenting the warrior Jyordhan as his heir. Jyordhan ruled from Castle Krag, and when his loyalties became obvious the people of Shadowdale revolted. Forces from Zhentil Keep were sent to retain control of the Dale. Jyordhan was killed by Khelben Blackstaff in 1345 DR, but not before he had designated a man named Lyran Nanther as his successor. Doust Sulwood, a brave adventurer, was proclaimed lord of the Dale after Jyordhan's defeat.

Lyran was known as "the Pretender" because he did not have the pendant of Ashaba to legitimize his authority. He claimed Shadowdale, and eventually mustered an army in 1356 DR to attack the Dale. Despite Zhentish support, he was defeated and Shadowdale remained free.

A far more serious battle occurred in 1358 DR, during the Time of Troubles. The avatar of Bane mustered





a powerful army in Zhentil Keep to march on Shadowdale in search of the Celestial Stairway that had appeared in the Temple of Lathander. The Zhentish forces were stopped only with great loss of life.

Since the Time of Troubles, the Dales have enjoyed relative peace. A contingent of Dalesmen marched with King Azoun against the Tuigan horde, but beyond that things have been quiet. Old locals, however, are growing suspicious and expect trouble with every new season. They believe it's only a matter of time before the history of the Dalelands begins to write itself again.

Powers of The Dales

The strategic location of the Dalelands has brought them to the attention of many of Faerûn's great powers. The Dalesmen care little for the machinations of foreigners and spies in their lands; they take a dim view of outsiders' attempts to manipulate them, overtly or secretly. The men and women of the Dales believe in their hearts that good, hard, clean living will prevail over any amount of foul play and intrigue.

Then again, only a fool would disregard the dangers and perils that surround the Dales. Brigands, mercenaries, spies, and agents of the various lands meet and mix in the Dalelands in a tense atmosphere of thinly-veiled hostility.

The Cult of The Dragon

The sturdy folk of the Dales have little truck with evil cults and won't stand for any such organization in their borders. The Cult of the Dragon has found that there is little it can do in the Dales. Although the region has been marked for subjugation and punishment in the future, the Cult does not currently have the means of following through on its threats.

While the Cult has a limited influence on the Dales directly, it does wield substantial power over the entire area in the form of the dragons and dracoliches who lair in the mountains to the west and north of the Dales. Adventurers who challenge the dragons are often based in the Dalelands. More than once, the Cult's vengeful agents have pursued adventurers into the heart of the Dalelands and attacked them there.

Isolated functionaries of the Cult act as spies in some of the larger Dales, such as Archendale and Tasseldale. Cult followers keep an eye open for particularly rich caravans to be raided later. There is also some activity in the ruins of Myth Drannor. Heroes who dispatch a dragon or loot its lair should be careful of who they boast to in the Dales — the information might reach the wrong ears.

The Harpers

One of the strongest concentrations of Harper power is in Shadowdale, where Storm Silverhand makes her home. The Harpers have many allies throughout the Dalelands, including Lord Mourngrim and Elminster, the Sage of Shadowdale. The Harpers stand for many of the same things that the Dalesmen hold dear, and with a few exceptions are welcomed throughout the Dalelands.

Locally, the Harpers oppose the growing evil in the abandoned forests of the Elven Court, while they protect the forests against excessive clearing and settlement. They aid adventuring parties who confront monsters or bandits in the forest. The Harpers also oppose the insidious activities of the Zhentarim by assisting adventurers who challenge Zhentarim-backed brigands, spies, and mercenaries.

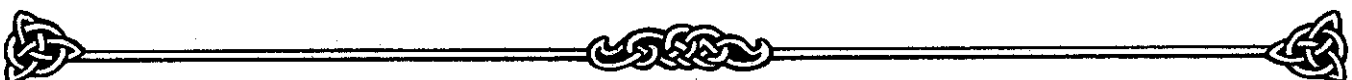
Harpers tend to be rare and secretive characters, but they operate more openly in the Dales than they do elsewhere. Heroes of good heart will find that Harper aid is not so far away as it is in other lands.

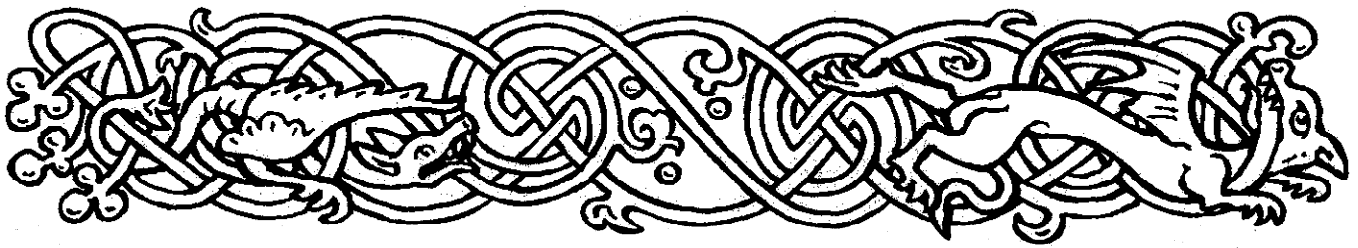
The Red Wizards

Historically, the zulkirs of Thay have had little interest in the Dales. With the elven Retreat, however, things have changed. Myth Drannor's powerful magic now lies waiting for the hand bold enough to take it, and some of the younger and more ambitious Red Wizards believe that they can find a shortcut to power in the ruins of the elven city.

To date, the Red Wizards have quietly moved in the Dales. On occasion, one will pass through Mistedale or Archendale on his way to explore one of the local ruins or Myth Drannor itself, but no more than half a dozen of the sorcerers have ever been sighted in the Dalelands.

Adventurers are those most likely to encounter one of the Red Wizards. A party exploring an ancient ruin may run across a Red Wizard and his retainers. Suc-





successful parties who recover powerful magical items may find that the Red Wizards have developed quite an interest in them.

Fortunately, the Red Wizards in the Dalelands are generally young, ambitious “loose cannons” without the support and resources of their native land. (Some individuals may enjoy the patronage of one of the zulkirs and act as an archmage’s agent, though.) As a nation, Thay is unconcerned with the Dales – but individual Red Wizards seeking power are a source of some concern.

The Seven Sisters

While the Seven Sisters are not a power group per se, one would have to be a fool to discount their effect in the Dalelands. Three of them have lived and adventured in the Dalelands, leaving their mark on the region and continuing to play a major role in great events. Storm Silverhand and Dove Falconhand maintain residences in Shadowdale, and their sister Sylune was better known as the Witch of Shadowdale. The mysterious Simbul has been known to visit the Dalelands, too.

The Sisters also have a powerful ally in Elminster, Sage of Shadowdale. The Sisters affect their world as individuals, rather than as a group, and it is easier to consider the actions and motivations of each sister independently of the others. While they rarely cooperate or combine their efforts, all the Sisters have fought against evil in the defense of the Realms.

The Druids of Cormanthor

The scattered remnants of the forest of Cormanthor are home to one of the few Great Druids of the Forgotten Realms. While this powerful druid keeps himself in the fastness of the deep woodlands, he is supported by a powerful circle known as the Nine Druids of Cormanthor.

Each of the Nine Druids maintains smaller circles in various places throughout Cormyr, Sembia, and the Dalelands – wherever the ancient forest of Cormanthor still exists. The druids are few in number and are too weak to oppose the forest’s enemies by force of arms. Instead, they seek to preserve the forest by quietly organizing and educating the common folk who live on its borders.

An excellent example of one of these organizations at work is the Circle of Shadowdale, led by the druid

Mourntarn. Members meet in the so-called Druids’ Grove north of the village, and watch over the forestlands near the Dale. Mourntarn is a powerful priest, and is sought out by the rulers of the Dales for advice and counsel.

Several of the circles are located in the Dalelands, including Mistedale, Deepingdale, and Archendale, while the remainder are found in Cormyr and Sembia. Player character druids or rangers may be contacted by a local circle and asked to assist in the guardianship of the forests.

Cormyr

Strong and expansive, Cormyr would like to incorporate the Dalelands within its borders. At first glance, this would seem to make Cormyr an enemy of the Dales, but this is not necessarily the case. Cormyr’s rulers see a lot of similarities in the Dalesmen and honestly believe that they would make fine countrymen instead of neighbors.

Cormyr’s agents almost never work towards destabilizing or weakening the Dales to bring them into the fold by force. Instead, they try to persuade the Dalesmen that it’s in their best interest to voluntarily unite with the Forest Kingdom. The people of the Dales respect King Azoun and hold few grudges against Cormyr, but they’re not entirely convinced that future rulers may not try to incorporate them by force.

The Dalesmen point at the example of Tilverton as a reason why they should be cautious of Cormyr. A few years ago, Cormyr took control of the free town of Tilverton during a period of civil unrest, and the Dales have not forgotten it.

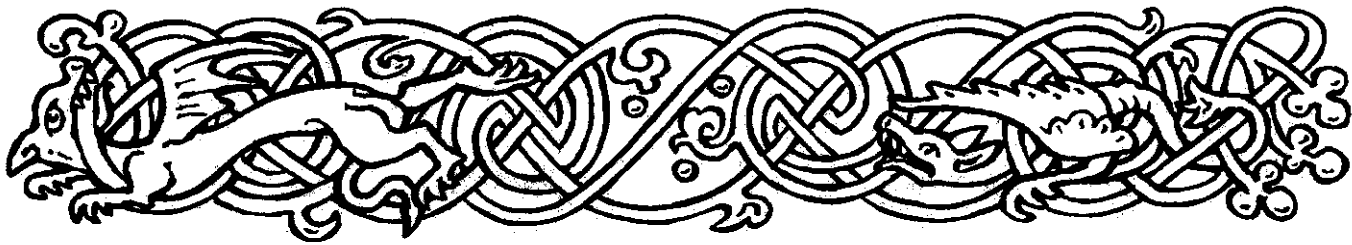
Adventurers will find that Cormyr’s agents do a lot of talking but take few actions that would be exciting or financially rewarding.

Sembia

While Cormyr’s attitude seems to be, “The Dales would be better off with us,” the Sembian feeling is, “We’d be better off if we controlled the Dales.” The productive farmlands and forests of the Dalelands are greatly desired by Sembian merchants, and they have made efforts to gain control of these resources in the past – usually by buying out local owners or opening new trading posts, but occasionally by force of arms.

Presently, Sembia has no formal policy or plans for the Dalelands. Instead, hundreds of merchants are





independently seeking profits and markets in the Dales. This mercantile invasion may prove to be as effective as an incursion of soldiers, or even more so in the long run, The Sembian city of Ordulin is built on the site of the former Moondale.

As long as the Sembians trade fairly and respect the locals' right to make a fair profit from their wares, it is unlikely that any formal action will be taken against the growth of their trade. Some Dales, particularly Archendale, have considered demanding a tariff on foreign trade to give their own merchants an edge against the larger Sembian firms.

Adventurers in the Dales could easily become involved with Sembian merchants who are seeking caravan guards and mercenaries to protect their assets. Other Sembian companies might try to hire adventurers to raid their rivals, Few Dalesmen companies, however, would resort to this tactic.

The Zhentarim

The most prominent and powerful of the enemies of the Dalelands, the Zhentarim are a group of mages, priests, and warriors who seek to control the Heartlands through dominating trade routes. Several of the Dales have been infiltrated or attacked outright by the Zhentarim over the years, including Teshendale, Daggerdale, and Shadowdale. There is no doubt in any Dalesman's mind that the Black Network will not rest until the free Dales have been defeated and enslaved.

The Zhentarim are based in three major fortresses: Zhentil Keep, the Darkhold, and the Citadel of the Raven. Zhentil Keep's factions are most concerned with the Dalelands themselves, although the Darkhold and the Citadel of the Raven occasionally interfere with the Dales by their control of trade routes in the borderlands. The Zhentarim are led by Manshoon, a powerful mage.

Before the Time of Troubles, Zhentarim activities in the Dalelands were extensive and widely successful. Teshendale was destroyed and turned into a Zhentish camp, and Shadowdale and Daggerdale were briefly ruled by Zhentarim puppets. The ruins of Myth Drannor were explored covertly by Zhentarim parties. Since the Time of Troubles, the Zhentarim have had few major successes in the Dales.

The Zhentarim's recent silence is a cause for comment and concern among many of the Dales. The Black Network has retreated to square one in its Dalelands policies, slowly rebuilding its infrastructure of

spies, assassins, and secret sympathizers. Manshoon does not plan to be defeated by the Dales again, and the next attack will be a swift, certain stroke designed to instantly overwhelm any conceivable resistance.

While the Black Network members are preparing for their next offensive against the Dales, they are also keeping busy with nuisance tactics to draw attention away from their preparations. The Zhentarim are constantly stirring up the bandits and humanoids of the Desertsouth Mountains and the Stonelands, encouraging them to raid and pillage the nearby Dales.

With the elven Retreat, the Zhentarim are also moving to control brigandage and legitimate trade in the northern regions of the Elven Court. Fortunately, the city of Hillsfar vigorously opposes further Zhentish expansion in this area, and the two powers are locked in stalemate here.

Adventurers are not likely to confront Zhentarim agents directly at first, but may encounter their minions at work — bandits, raiders, and spies. Further investigation may reveal that the Black Network is supporting the activity, and interference by the Player Characters (PCs) may bring them to the attention of the Zhentarim.

Elves of Cormanthor

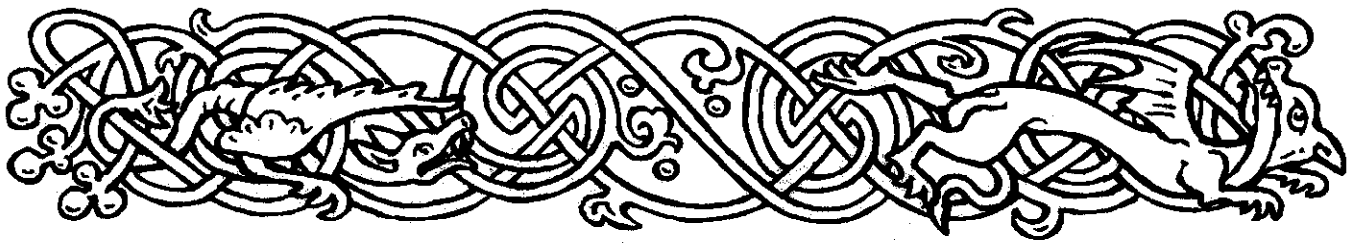
While most of the elven forests have been abandoned, a few faerie folk have lingered in the woodlands of the Elven Court. Some of them stayed behind to guard their kindred's escape, while others simply tarried, unwilling to leave their homes. Even this small number of remaining elves constantly dwindles.

Despite their fading presence, the elves still enjoy the Dale's respect and friendship. Few Dalesmen are ready to challenge the ancient elven edicts protecting the forest; they know that the Elven Court is still guarded.

Most of the surviving elves are concentrated in the areas of Tangletrees and Semberholme, but patrols of silent archers range widely through all Cormanthor's woodlands. The elves avoid contact these days, recognizing that their failing numbers are an invitation to mischief. The only exceptions to this policy are the Harpers and the druid Circles, who are still welcome in the elven camps.

Adventurers aiding Sembian merchants or unscrupulous Dalesmen in clearing the forest should be prepared for elven retribution. On the other hand, good adventurers who fight against the rise of brigands





and monsters in the old elven woods may find that they have allies in the deeps of the forests.

The Dales Council

While the Council hardly fits the definition as a power organization of the Dales, it still deserves mention. On rare occasions, Dalesmen have found it necessary to set their hard-won independence aside and act as one nation. The war started by Lashan of Scardale was one such instance, as was the invasion of the Tuigan horde.

For the most part, the Dales Council is incapable of anything other than bickering and pointless debate. However, a serious threat to all the Dales — for example, a Sembian annexation of Tasseldale, or a Zhentish invasion — may cause the Dales to forget their differences and unite against their common foe.

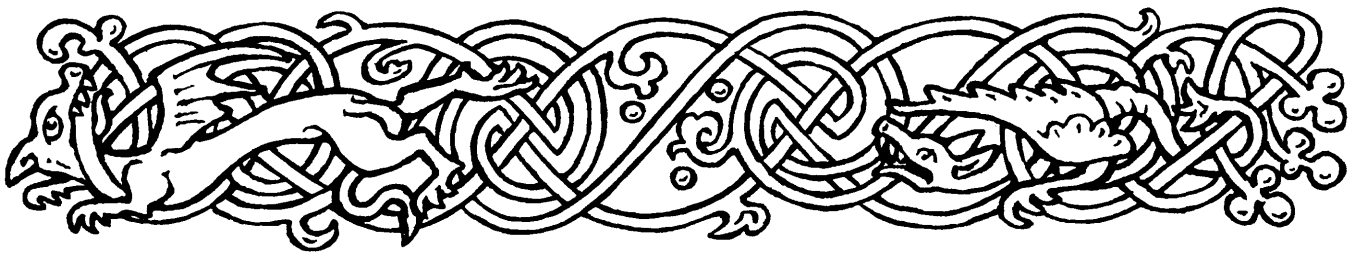
The Council meets once a year, at midwinter. The location rotates through the various Dales; the next one is due to meet in Highmoon, in Deepingdale. An emergency could cause a special session of the Council to be called. Each Dale's delegation has one vote in the Council.

Common issues debated by the Council include trade arrangements between Dales, maintenance of roads and bridges, setting borders for neighboring Dales, and issues of foreign policy.

Recently, the Council addressed the following issues:

- Archendale wants to open up the Archwood for clearing and lumbering, arguing that the elves have left and that the Dales need the materials to keep up with the Sembians. The other Dales point out that Archendale wants to profit by a resource belonging to all the Dales.
- Scardale wants an end to the occupation and the restoration of its voting seat on the Council. Most of the Dales are neutral on the issue, but Featherdale and Harrowdale still oppose the end of Scardale's occupation.
- Daggerdale has been requesting financial aid and arms from the Council to clear the Zhentarim-backed raiders from its lands. Shadowdale and Mistedale would like to provide military assistance, but Daggerdale has so far refused offers of soldiers or men-at-arms.
- Mistedale is arguing for a formal treaty binding the Dales to common defense, trade, and government — a





Trading Costers of The Dales

The Dalelands occupy a crossroads area in the Realms. Goods of all kinds pass through the Dales along major roads linking the Moonsea with Cormyr and Sembia. Some of the major merchant houses and trading costers active in the Dalelands include:

- Mirksha, Mirksha, and Mirksha, based in Archenbridge.
- Jendalar's Fine Fruits, based in Archenbridge.
- The Darkwater Brand, based in Archenbridge.
- The Stone Crab Coster, of Archenbridge.
- The Silverhand House, of Highmoon in Deepingdale.
- Andelmaus Logging, of Highmoon.
- Hanseld's Emporium, of Highmoon.
- Velarstown Silver and Jewelry, of Harrowdale.
- The Treskeden Coster, of Harrowdale.
- The Harrowcoaster, of Harrowdale.
- The Black Eagle Coster, of Ashabenford in Mistedale.
- Jarwain's Imports, of Ashabenford.
- The Scardale Provisioner, of Scardeep in Scardale.
- The Red Wyvern Company, of Ordulin and Tegal's Mark in Tasseldale.
- The Sheathed Dagger Coster, of Selgaunt and Arrowmark in Tasseldale.
- The Tasselway Coster, of Glaun in Tasseldale.
- Riumorn's Silks and Linens, of Moontassel.

Many of the Dalelands' merchants founded their enterprises with capital gained from adventuring careers. Tough and independent, these retired thieves and swordsmen are not easily cowed or intimidated. Let brigands beware.

key step in unifying the Dalelands. The Councillors of Mistedale are concerned with Cormyrian expansion and believe the Dales should unite themselves rather than wait for Cormyr to do it for them.

Other Powers

Several groups exert a lesser, but significant influence over the Dalelands. Prominent temples work to increase their influence throughout the Dalelands, including those of Tymora, Tyr, Chauntea, Cyric, and Lathander. (Cyric's followers have not had much success, though.)

Hillsfar's rulers are anxious to expand their influence in the Elven Court, and are considering action against Harrowdale. Unfortunately for Harrowdale, the city of Mulmaster also plots against the small Dale. Harrowdale's port on the Dragon Reach make it a desirable addition to either city's assets.

Trade in The Dalelands

A discussion of the Dalelands would not be complete without some mention of the trade that flows through them. Trade, like history, is a powerful unifying influence among the Dales.

The Dales are exporters of raw materials and importers of finished goods. The rich farmlands and forests surrounding the Elven Court produce food consumed every day in Arabel, Ordulin, Selgaunt, Suzail, Hillsfar, and Mulmaster. Some nonperishables are carried as far as Tantras, Impiltur, Westgate, or even the Sword Coast.

Goods bound for Cormyr often pass through Ashabenford, Shadowdale, and Highmoon. Sembian trade usually passes through Archenbridge, Tasseldale, and Essembra. Harrowdale and Scardale often trade across the Dragon Reach or with the Moonsea cities. The largest markets in the Dales are held at Ashabenford, Essembra, and Archenbridge.

The Dales export timber, hides, grain, bread, cheese, ale, fruits, and vegetables to Sembia, Cormyr, and the Moonsea. They import metalwork of all kinds, ranging from jewelry and cookware to weapons and armor. They also import finished products such as paper, books, glass, and textiles such as lace and silk.

Some of the major trading centers that deal with the Dales include Arabel, which trades jewelry and pewterwork for timber and fur; Marsember, which ships rare silk, spice, hardwoods, and exotic goods in return for cheese, ale, and grain; Suzail, which specializes in finished woolen clothing, lace, and other textiles in exchange for fruits, vegetables, and hides; Ordulin, which exports a variety of finished goods for timber and grain; Selgaunt, specializing in paper and glass; and Hillsfar, which manufactures weapons and armor in exchange for grain, fruit, and vegetables.





The Dales

In this chapter, each of the Dales is explored. You will find information concerning important people, interesting sites, things to do, and places to see in each of the communities. Each of the Dales has its own personality and customs, and adventurers would do well to respect the local ways.

Look for the special sidebars throughout this chapter because they sum up each Dale from a wandering adventurer's standpoint. Specifically, they highlight each town's inns, taverns, provisioners, temples, and town watch. Some of these locations may be described in greater detail in the text.

The Dale Archetypes

Each of the Dales falls into one of three general categories: trading Dales, rustic Dales, and fallen Dales. The general lifestyle, attitude, and world-view of any given Dalesman depend greatly on where he makes his home.

The Rustic Dales

The rustic Dales include Featherdale, Battledale, the High Dale, Mistledale, and Shadowdale. Daggerdale is still considered a rustic Dale, although the endless fighting tends to distinguish it from the others of this group. Harrowdale and Deepingdale are both considered rustic Dales, but most Dalesmen are beginning to consider these communities major trading Dales.

Generally, the rustic Dales are quiet backwaters where farming is central to the lifestyle. Most of the Dalesfolk here are landowners who live off what they can raise on their homesteads. People make do with whatever they can make for themselves, and get along without fancy imports or luxuries. A common feature of the rustic Dales is the freehold – a large, independent farm worked by a clan or extended family with hired help. A freehold is a small hamlet all by itself, and is often dozens of miles from the nearest town or village. The freeholders are proud and independent people who rely only on themselves and defend their fields with their own hands.

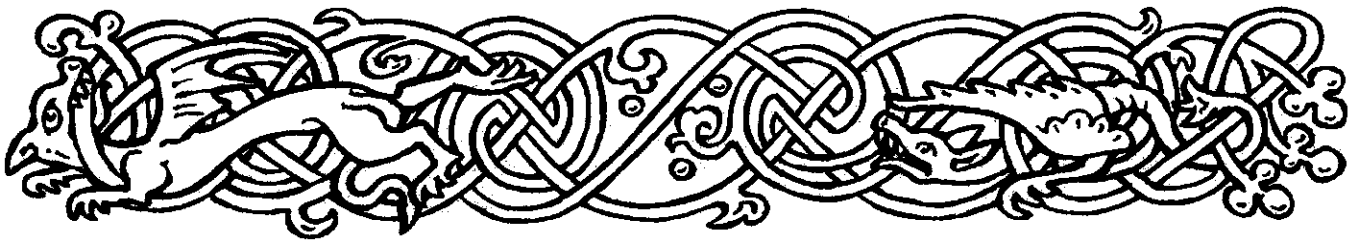
The Trading Dales

The trading Dales are larger and more densely populated than the rustic Dales, and include Archendale, Scardale, and Tasseldale. As noted above, Harrowdale and Deepingdale are considered “in-between” lands. The trading Dales feature large and well-organized settlements and enjoy frequent contact with foreign powers. The people of the trading Dales are much more urban than their country cousins, and their homes are full of Cormyrian and Sembian imports.

The Fallen Dales

These are the Dales that are no more: Sessrendale, Tarkhaldale, and Teshendale. In addition, the Sembian city of Ordulin is often regarded as a fallen Dale, since it was once the land of Moondale.





Archendale

“Most of the Dalesmen find little to like about the folk of Archendale. To be sure, there are Archendalesmen who could try the patience of a saint. No one has forgotten that matter with Sessrendale, either. For hundreds of years, Sessrendale had been Archendale’s chief rival – until the folk of Archendale ended it by marching on them.

Remember this when you visit Archendale. They’re a strong and hardy folk who guard the borderlands of the Dales, and they don’t care to be questioned so long as their army keeps the enemies of the Dales at a distance.”

– Elminster

Archendale is one of the strongest and most influential of the Dales. It is the largest trade center within the Dalelands, and also boasts the Dalelands’ most powerful army. Archendale views itself as the Dalelands’ leader, an attitude that does not win it many friends.

The Dale lies in the gorge of the River Arkhen, which runs cold and swift in this area. The Thunder Peaks tower over the Dale to the south and west, and to the north lies the green Arch Wood. The Arkhen gorge is steep-sided and rocky, but the valley floor is a breathtakingly beautiful area of mosses, ferns, and small waterfalls that feed clear, cold pools.

Archendale is well-defended by its sheer valley walls. A few isolated paths climb into the Thunderpeaks and the Arch Wood, but beyond these are only two means of access to the Dale: the valley mouth at Archenbridge, and a winding trail at White Ford that leads to Highmoon.

The Dale’s only major town is Archenbridge, located at the mouth of the valley where the Daerlun-Ordulin trail crosses the River Arkhen. Archenbridge is one of the larger towns in the Dales, with a population of 1,100 year-round residents. The Dalelands’ wealthiest merchants operate out of Archenbridge.

The rest of the Dale consists of scattered farmlands and orchards along the valley floor. The second largest community in Archendale is the village of White Ford, about 45 miles upstream from Archenbridge at the base of the trail leading to Highmoon. White Ford has about 100 residents. There are several other small hamlets in the Dale.

Archendale is noted for its profitable mines, apple and grus-grus orchards, and for the crawfish and fresh-

water crabs in its streams and pools. It exports ore, fruit, and produce, but is almost entirely self-sufficient and only imports fancy items.

The Swords

The Archendalesmen maintain the Dalelands’ largest and most powerful army. The Dale is ruled by the army’s leaders, mysterious figures known as the Swords of Archendale. There are three Swords: a Black Sword, a Red Sword, and a Blue Sword. The Swords’ identities are kept secret, and the Archendalesmen resent any inquiries about their leaders.

The Swords usually speak through the army’s officers, but they rule with a very light hand. Their only concern is the Dale’s defense, and they almost never intervene in civil matters such as trade. However, the Swords’ definition of defending the Dale extends to matters of law and justice within Archendale, and the Swords are responsible for the laws of the land and their enforcement.

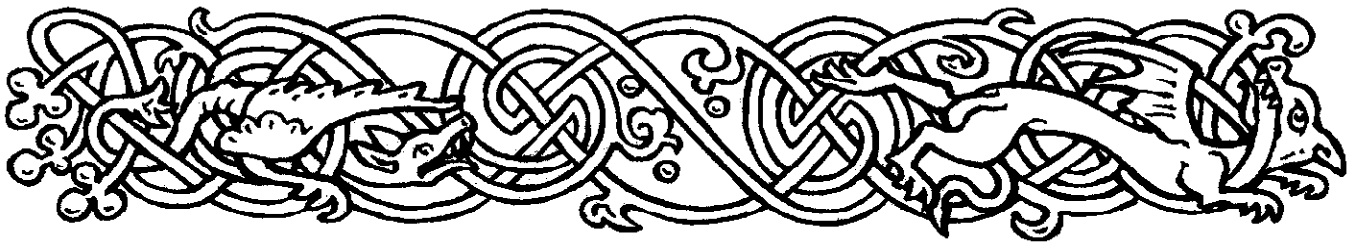
The Swords protect their identities with *bracers of misdirection* and various illusion spells. They also are in the habit of wearing hooded capes of their color over their armor and military dress. In all of Archendale, perhaps a dozen people are able to guess the identity of a Sword, but it is a high law of the Dale that no man may speak of a Sword’s name.

The Red Sword is an intelligent young officer, named Dheren Ogresbane (LN hm F8.) He commands one of the Rides of the Archendale army, and only appears as the Red Sword on rare occasions. The Red Sword is the champion of Archendale’s army, and continually pursues the army’s agenda.

The Black Sword is a grizzled old warrior named Jalia Mossgreen (CG hf F12.) She is the oldest of the Swords, and is in semi-retirement, Jalia does not command any field troops, but does supervise the Archenbridge militia. She owns and operates the Old Stonebows inn, and is the most prominent of the Swords.

The Blue Sword is a merchant-wizard named Alduvar Snowbrand (NG hm W9.) Alduvar is the proprietor of Jendalar’s Fine Fruits, and served as a battle-mage in the army for years. When he appears, he masks himself in the illusion of a vigorous cavalry man of middle years. Alduvar is an advocate of strengthening ties with Sembia, believing that the Dales need new allies now that the elves are gone.





Law and Order

Archendale is not a good place to break the law. Military justice prevails throughout the Dale, and is especially harsh. Any army officer is empowered to charge and arrest wrongdoers, and commanders of the Rides may try and sentence minor offenders.

Major offenders or appeals from the Ride captains are brought before the three Swords, who are judge and jury. The Swords dislike this duty and hand out harsh punishments to discourage criminals. Generally, the Swords look to protect the local residents and keep order in their Dale.

The strict justice system encourages most Archendalesmen to avoid the military's involvement. Minor disputes are settled "out of court" as often as possible, but a native will not hesitate to call in the military authorities against foreigners or adventurers.

Archenbridge is patrolled by soldiers from Swordpoint, who act as a town watch. In the rest of the Dale, the nearest detachment of riders must be summoned to deal with serious troublemakers. Since they are often an hour or more away, local Dalesmen will restrain offenders while someone goes to get the watch.

The only unusual law in Archendale concerns the secrecy of the Swords' identities.

Defenses

Archendale is well-defended by an army composed of 10 Rides of 60 mounted soldiers each, equipped with chainmail, swords, lances, and composite bows. Three Rides are located at Swordpoint, one at White Ford, and a fifth is usually dispersed throughout the Dale in 10-man patrols.

The Swordpoint and White Ford Rides patrol their immediate area and the Dale's borders. The other five Rides are usually standing down, and switch off with the active Rides once every two months. They can be mustered quickly in the event of trouble.

The only major fortification in Archendale is Swordpoint, a garrison overlooking the ford at Archenbridge. Swordpoint consists of a stone keep surrounded by a large earthwork and palisade bailey. Chambers are set aside for the Swords' meetings and audiences.

Smaller barracks are maintained in the villages that host patrols in the Dale, and a wooden palisade surrounds the barracks at White Ford. In addition to the

Rides, a number of Archendalesmen belong to an actively drilling militia composed of army veterans and young men and women preparing for regular service.

Trade

Archendale is the wealthiest of the Dales. Several merchant costers operate out of Archenbridge, including: Mirksha, Mirksha, and Mirksha; Jendalar's Fine Fruits; the Darkwater Brand; and the Stone Crab Coster.

Mirksha, Mirksha, and Mirksha is a company owned by three brothers in Archenbridge. They import exotic spices, silks, and metalwork from Cormyr and Sembia for distribution throughout the Dales. The oldest brother, Weygart (LN hm F3), is the nominal head of the house. The company also maintains a warehouse and post at White Ford.

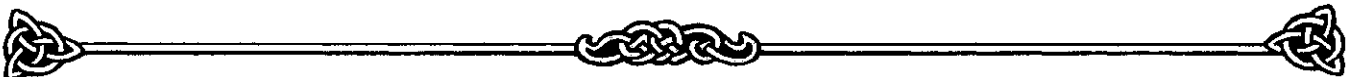
Jendalar's Fine Fruits is run by Alduvar Snowbrand, a merchant-mage who purchased the company from its founder; Jendalar. Alduvar buys produce from the local farmers and ships it to the large cities of Cormyr and Sembia. He often leaves the coster to the care of Selni Ravenhair (CG hf T2), as his duties as the Blue Sword consume a lot of his time.

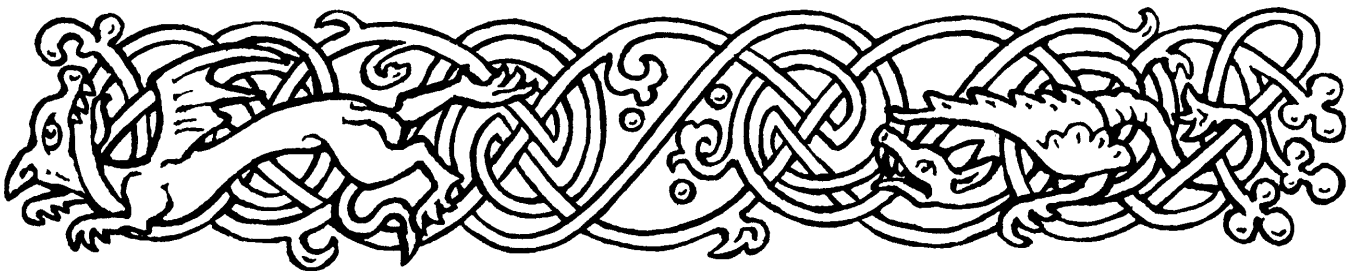
The Darkwater Brand is owned by the merchant clan of Dakker, rich and influential citizens of Archenbridge. They trade ore and produce for Moonsea metalwork. The house maintains outposts in Ordulin and Hillsfar, and has a bad name outside Archendale. The Darkwater Brand is rumored to be involved in slaving and smuggling activities, but is careful not to break laws in Archendale. The merchant clan's leader is Vzoun (LE hm T12), a foul-tempered old man.

Temples

Archendale has temples devoted to Chauntea, Lathander, and Tempus. Smaller shrines devoted to various woodland deities (including Silvanus, Eldath, Mielikki, and Selune) can be found throughout the Dale.

Most rural Archendalesmen are followers of Chauntea, and the goddess's temple is one of the prominent structures in Archenbridge. The Bounty of the Goddess is overseen by an ambitious priest named Thaliach Mindogar (NG hm P8) with the assistance of four lesser clerics.





Archendale

Archendale is home to the strongest standing army in the Dales, and is one of the major trading centers in the area.

Population. Archenbridge: 1,250. The Dale is home to about 3,700 villagers and farmers along the 60-mile valley.

Inns. Fine lodging is available at the Old Stonebows at the rate of 2 gp per night. Common lodging is available for 8 sp per night at the sign of the Black Horse.

Taverns. Both inns have popular common rooms. The Black Horse is frequented by traders and travelers trying to save money. They serve Archenwood Stout, a local lager that is tapped for 5 cp per draft. The Black Horse's clientele includes more adventurers.

Supplies. Moonsea weapons are sold by the Darkwater Brand at a 20% mark-up over PHB prices. Common packs, gear, and clothes can be found at Elgath's Provisions, a well-stocked emporium with a 10% mark-up. Rations are available from a number of grocers and butchers.

The Temples. Large temples of Chauntea, Lathander, and Tempus can be found in the town of Archenbridge.

The Watch. Archenbridge is patrolled by 10-man units of soldiers, stationed at the fortress Swordpoint. The watch is armed with chainmail and longsword, and responds quickly to trouble.

Other. Archenbridge is a good place to find employment with a merchant coster as caravan guards or to hire men-at-arms. Many mercenaries and sellswords come to Archendale looking for work.

Many of Archenbridge's townsmen have become followers of Lathander, the Morninglord. Lathander's temple has been recently rebuilt and is a beautiful building faced with white granite. High priestess Stelaga Brightstar (LG hef P12) oversees the temple and its 16 acolytes.

Tempus has a large following among the Dale's professional soldiers. The shrine dedicated to the battle lord can be found in the fortress of Swordpoint, and is supervised by Battle-Chaplain Gordon Stakaria (N hm P10.)

Characters in search of healing or other priestly assistance will find that Mindogar and Brightstar are both willing to help adventurers of good heart, so long as those adventurers are also serving their deity's interests. On the other hand, Stakaria of Tempus reserves his assistance for the Archendale's warriors. It would take a deed of some daring to earn his respect.

Archenbridge

The major settlement of Archendale is the town of Archenbridge. About 260 years ago, a dwarven engineer named Naiden Stonewright built the first bridge over the River Arkhen at this location. The bridge was destroyed by a severe flood 74 years ago and replaced by a wooden span built on the stone casements of the old dwarf's bridge.

Archenbridge grew out of a small village that had existed by the ford over Arkhen for several hundred years. After the bridge's completion, more traffic was routed along this road, and the village grew and prospered.

The map on the inside front cover of this book shows the town of Archenbridge. Some of the interesting locations in the town include:

1. Swordpoint. The fortress of Archendale is described on the next page.

2. Grave Hollow. The mysterious barrow of an unknown warrior lies in the center of this glen. No one has succeeded in opening it, and there are rumors of a terrible curse on those who dare to enter.

3. Stersen's Paddock. The town's only horse trader, Stersen also sells livery, harnesses, and saddles.

4. Market Field. In spring, summer, and fall, merchants from all over pitch their tents here. (Of course, the local firms always get the choicest locations.)

5. Sandan's Sawmill. Sandan, a retired Ride captain, runs a water-powered sawmill here for stripping and sawing timber logged in the nearby forest.

8. Orosul's Tower. Orosul was a noted mage who lived in Archendale a generation ago. He disappeared 16 years ago after warning the Swords to make sure no one tried to enter his tower.

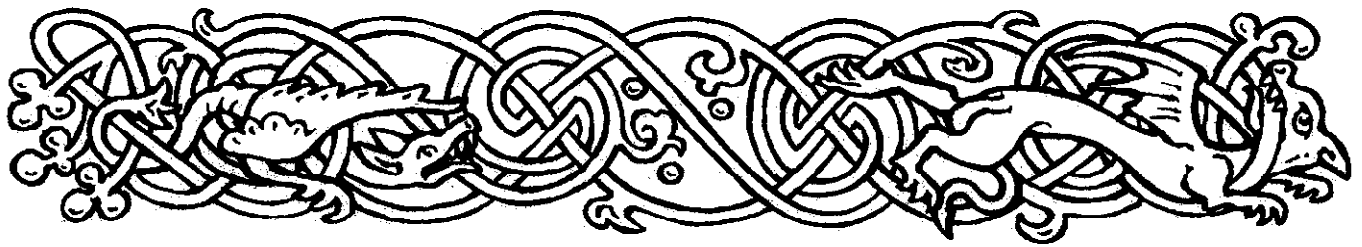
9. Heward's Mill. Powered by a brand-new water wheel, this grist mill is operated by Salath Heward, a greedy and unpleasant fellow.

10. Elgath's Provisions. A must for the well-equipped adventurer, Elgath's features all kinds of packs, camping and exploring gear, and travelling rations. Elgath sells any item in the PHB equipment list at a 10% markup over listed costs.

11. Drunken Lion. A poorer-quality alehouse frequented by the Ridesmen and local loggers and trappers. A draft costs 4 cp, and a flagon of cheap wine only 2 silvers.

18. The Arkhen Bridge. Known locally as "the Bridge," there being no other spans of importance in





the area. The dwarf-built buttresses are said to be enchanted for strength and durability.

20. River Way. This new road leads to several comfortable manorhouses overlooking the Arkhen. A house on the River Way is the latest status symbol.

Swordpoint

One of the strongest fortresses in the Dalelands, Swordpoint is the main barracks of Archendale's army. It sits on a rocky knoll overlooking the old Arkhen Ford, and commands the West Road that leads farther into the Dale.

Swordpoint consists of a stone keep built by a robber baron more than 500 years ago when the ford was the only way across the river. When the bridge was

built downstream, the keep was abandoned. After the war with Sessrendale, the Swords recognized the need for maintaining a stronger army, and rebuilt the keep. They also added a strong ditch-and-dike rampart of earth to the defenses of the fortress.

Today, Swordpoint is the Archendale army's headquarters. When necessary, the Swords meet or hold audiences in the old keep. A garrison of three of the army's 10 Rides (180 men) remains here to discourage attacks against the Dale.

Archendale's soldiers are sometimes referred to as Ridesmen. They are well-equipped with chainmail, lances, longswords, and composite bows. The Ridesmen prefer to fight mounted, but the rough terrain of the area often forces them to dismount and fight on foot.





Battledale

"If one place could be said to represent the Dales, that place might be Battledale. I knew Aencar, the Mantled King, and I'll tell ye that he was a good man who lived in a dark time. People believe that he was a failure because he didn't create a lasting union of the Dales; but ye should all be thankful that Aencar did as much as he did, for without him the Dales would have perished."

— Elminster

Despite its impressive name, Battledale is a small and peaceful land. Large in size, it is one of the least populous and most dispersed of the Dalelands. Battledale's people are scattered in hundreds of small farms and tiny hamlets over a vast area, and are the least organized and most private of the Dalesmen.

Battledale stretches along the southern edge of the Elven Court from the Pool of Yeven to the town of Essembra. Ranches, manors, and villages are few and far between in the gentle, rolling hills of Battledale. Deep copses of trees and dense thickets lie in the shallow valleys of the Dale. It is scenic, open country well-suited for farming and husbandry.

Most people who travel through Battledale enter and leave it along Rauthauvyr's Road, the highway that stretches from Hillsfar to Ordulin. Battledale is a place travelers pass through while going somewhere else. Some locals occasionally cut through the forest to Ashabenford or Harrowdale, but with the rise of brigandage in the area the forest is not safe anymore.

Battledale's forgiving terrain and dispersed population make it very hard to defend. Its central location has brought a number of invasions over the years. Sembian settlers clashed with the elves on these plains hundreds of years ago, and as recently as 1356 DR, Lashan of Scardale was defeated here by the combined forces of the Dales, Cormyr, Sembia, Zhentil Keep, and Hillsfar.

There is no central community or town in Battledale, but many travelers are familiar with the towns of Essembra and Hap. Essembra is the local market and gathering-place for the Battledalesmen. The tiny village of Hap lies about halfway between Essembra and Featherdale, although it is off the beaten track. Essembra boasts a permanent population of about 250 souls, but in the summertime up to 300 or 400 travelers and traders may be present at the village's market.

Battledale is a breadbasket of the Dalelands. Sembian, Cormyrian, and Moonsea merchants come to Essembra to buy grain, ale, cheese, salted beef, fruits, and vegetables from Battledale's farmers. With lots of land and a low population, the Dale easily produces and sells tons of surplus food.

The Lord of Essembra

Battledale has no formal government or organized rule, but the town of Essembra is governed by War Chancellor Ilmeth (LN hm F11.). Ilmeth is the hereditary lord of Essembra, and his family is descended from one of Aencar's chief lieutenants — hence the title War-Chancellor. Ilmeth tends to be a dark, moody man who is suspicious of adventurers and other wanderers.

Ilmeth's main concern is protecting Essembra, and to a lesser degree; the rest of Battledale from outside threats. If necessary, Ilmeth and his immediate retainers would form the core of a hastily-raised, poorly-armed militia of farmers and townsfolk. He has almost no sovereign power, but acts as a spokesman for the Battledalesmen.

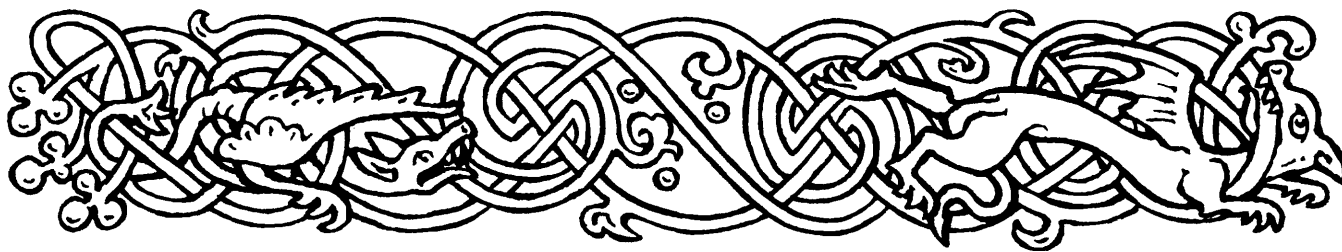
By tradition, disputes and justice in Battledale are resolved by the lord of Essembra. Ilmeth dislikes this duty, but tries to perform his office as fairly as possible. During his reign, Ilmeth has never pronounced anything more severe than a fine of two cows (but on one occasion he ordered a drunk thrown into a cold lake to sober the fellow up.)

Law and Order

Throughout Battledale, matters of law and order are handled by groups of neighbors. Whoever is nearby *may* try to detain an offender until a few people show up and then the group will discuss what is to be done. In most cases, the law consists of putting it back, apologizing, or giving the victim a cow as a means of reparation. It may not be sophisticated, but it is simple.

Serious matters are referred to the lord of Essembra, which may take a day or two. The countryside folk know where to find the retired warriors or mages who make their homes in Battledale, and will not hesitate to seek help against villains who refuse to abide by the locals' decision.





Defenses

The only place in Battledale that even has the semblance of an army or a fortification is Essembra. War Chancellor Ilmeth's home is a small tower surrounded by a low fieldstone wall. The village of Essembra lies within the manor's walls.

Ilmeth leads the Lord's Men, a small group of men-at-arms based in Essembra. The Lord's Men respond to monstrous incursions, bandits, or small raiding parties, but can't handle anything more than that. Local militias consist of bands of farmers and ranchers who arm themselves with whatever they can.

A fair number of retired adventurers or merchants with skilled bodyguards can be found scattered through the Dale. The locals know who these heroes and men-at-arms are, and won't hesitate to fetch one if it looks like trouble is brewing.

Trade

In summer and fall, merchants from all over come to Essembra to buy meat, grain, fruit, livestock, wool, cheese, and ale from the Battledalesmen. However, no merchant costers maintain any permanent outposts in Battledale. A wily ex-thief named Rhannon (NG hf T8) operates the Hitching Post in Essembra, a general store that stocks miscellaneous equipment that Battledale cannot produce for itself — fine metalwork, oil, spices, rope, and clothing. Rhannon charges a 10% markup over *Player's Handbook* prices for locals and a 30% markup for wandering adventurers. Rhannon is on good terms with Ilmeth and keeps an eye on the town for the War Chancellor.

Generally, travelers will have to search out individual smiths or farmers to barter for their supplies. Most farmers are happy to take an adventurer's gold in exchange for a few loaves of bread, some cheese, and some ale. Others may refuse the money, and instead ask for help in splitting firewood, clearing a stump, or railing a fence — a couple of hours of good clean work in exchange for a fair week's worth of rations.

Temples

Besides the scattered shrines to Chauntea and Silvanus in the countryside, there are only two temples of note in Battledale: the House of Gond, in Essembra, and the Abbey of the Sword. The Abbey of the Sword is dedicated to Tempus, Lord of Battle,

Battledale

Battledale is not an organized community, but instead a dispersed collection of farmlands, manors, and small villages. It covers a vast area, and settlements are few and far between. Battledale's open fields have been the bloody grounds of many wars.

Population. Essembra: 300; Hap: 80. Roughly 2,600 people live in the Dale itself.

Inns. The Watchful Eye in Essembra is the most widely-known of Battledale's inns. A stay costs 1 gp per night. Travelers in the countryside may be able to ask a night's shelter at a local manor or farmhouse. The village of Hap is home of the Millery Inn, a small wayhouse that charges 8 sp per night.

Taverns. The Silver Taproom of Essembra is highly recommended. Many travelers stop here for a draft.

Supplies. The Hitching Post in Essembra sells tack, harness, tools, clothes, and other miscellaneous items. Provisions can be bought from several local farmers.

Temples. Essembra has a temple dedicated to Gond and a major abbey dedicated to Tempus.

Watch. Effectively, none. The Lord of Essembra can muster about 30 men-at-arms in an emergency.

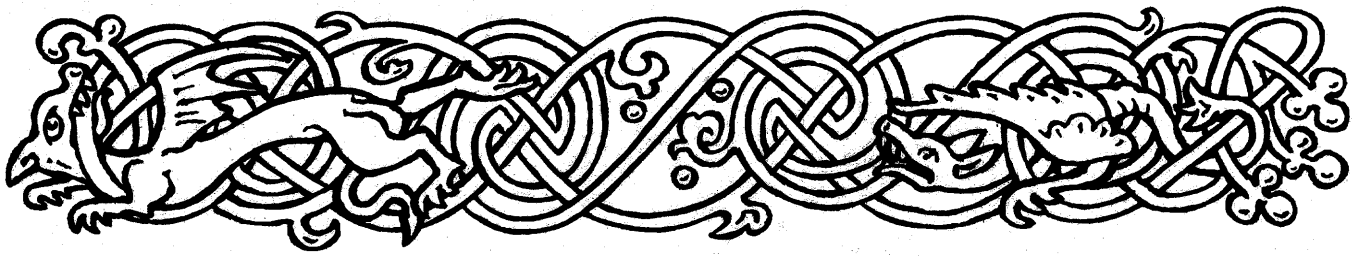
Other. Adventurers will find little to do in Battledale, although Essembra would make a good base from which to explore the Elven Woods. The ruins of Myth Drannor are not far away.

and is located about five miles southwest of Essembra.

The House of Gond is overseen by the Lord High Smith and Artificer Gulmarin Reldacap (N hm P9.) Gulmarin is a stuffy old man who refuses to aid anyone except the most dedicated of Gond's servants. Over the years, his arrogant attitude has driven some worshippers away. Gulmarin is assisted by four lesser priests.

The Abbey of the Sword is led by Priest General Ambrose (LN hm P13), a charismatic and vigorous man who is well-liked by the local farmers and townsmen. The Abbey is home to 25 lesser priests and a contingent of 40 temple guards. Since Ambrose's arrival, the priests and warriors of the Abbey have begun mounting active campaigns against the brigands and monsters of the area, cooperating with Lord Ilmeth. Brave warriors who serve the Sword will find aid and healing here.





Essembra

The largest community of Battledale, Essembra is not even in Battledale. It lies about 30 miles north of the Dale, deep in the elven woods. Essembra was settled about 400 years ago, when the Ordulin-Hillsfar road was cut through the Elven Court. For hundreds of years it was a tiny roadside stop, hardly even a hamlet.

When Aencar rose to power in 1030 DR, he declared Essembra to be his seat since it was near his ancestral manor. Aencar's chief lieutenant, Ramorth Wyvernblade, took the title of lord of Essembra and built his manorhouse there. Ilmeth, Ramorth's descendant, still lives there.

The map on the inside back cover of this book shows the town of Essembra. Some of the interesting locations include:

1. Ilmeth's Manor. War-Chancellor Ilmeth is an accomplished warrior who inherited the lordship of Essembra 16 years ago. The manor is impressive and its rooms are filled with coats-of-arms, banners, and other military memorabilia. The Lord's Men, Ilmeth's war-band, meet here' when needed. Ilmeth's home is guarded by six men-at-arms who are quartered here.

3. Shrine of Tempus. While most worshippers of Tempus visit the nearby Abbey of the Sword, a large shrine to the Lord of Battle has existed on this site since the days of Aencar. Several of the Sword Priests from the Abbey take turns caring for the shrine.

5. Durn Blacksmith. The largest and finest smithy in Battledale, this enterprise is owned and operated by Durn the Red (LG hm F6.) Durn is a hulking ex-fighter with arms like tree trunks and a generous, jovial manner. He spends most of his time crafting tools and horseshoes, but likes to forge beautiful long and bastard swords. He can forge a *weapon of quality*, but the price will be 10 times normal, and he will require 1d6+2 weeks of advance notice to prepare the materials.

7. Aencar's Watch. Local legend states that Aencar once waited here for elven reinforcements to help him against an incursion of orcs in Tasseldale. This rocky hilltop towers above the surrounding forest, and from its summit one can easily see Aencar's castle – about four miles to the south of Essembra.

8. North Field. Every spring through summer, dozens of tents and stalls clutter this glen, which is the site of Essembra's market. Merchants of Cormyr and

Sembia sell their textiles and metal goods in exchange for Battledale's produce.

9. South Field. Battledalesmen journeying to Essembra for the market are provided with this open field to pitch their tents or sleep under their wagons.

Haptooth Hill

The second-largest settlement in Battledale is the village of Hap, beneath the shadow of Haptooth Hill. Hap is a small settlement of less than a dozen buildings, including a blacksmith, a sawyer, a small way-house and tavern known as the Millery Inn, and a shrine dedicated to Lathander, the Morninglord.

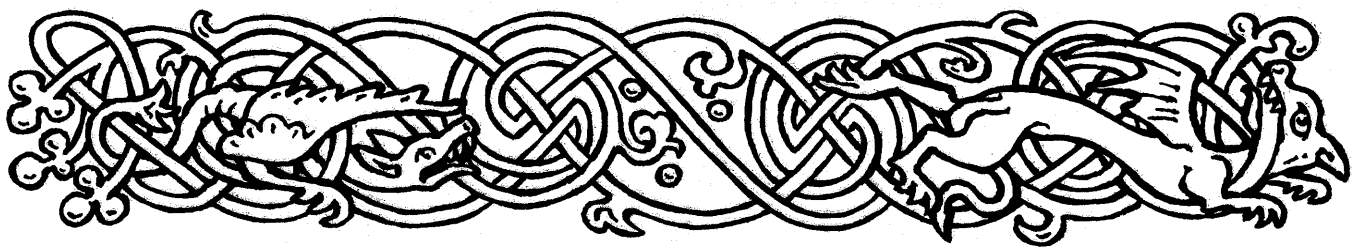
An old wizard's tower crowns the hill. It was once the residence of the Red Wizard Dracandros, who was slain by adventurers. Rumors persist, however, that great treasure can be found in the tower. The granite mountain beneath the tower was reported to be honeycombed with passages and caverns used by the drow. In fact, in the year before the Time of Troubles, the dark elves even seized control of the village for a short time before adventurers drove them off.

Aencar's Manor

After the death of the Mantled King, this stately old manorhouse fell into disuse and eventually ruin. The folk of Battledale believe the ruins to be haunted by the ghosts of Aencar and the evil sorcerer who slew him. There are rumors of a hidden treasury somewhere in the cellars of the manor-house.

Adventurers should be careful; the last band who set out to explore the ruins did not return.





Daggerdale

"A land under siege, that's what Daggerdale is. For decades now they've been fighting off raiders and Zhentarim, since the fall of Teshendale. Some of the other Dalesmen believe Daggerdalesmen to be a cruel, surly lot who only got what they deserved – but I've never known more courageous and tenacious fighters. All they want is a land free of spies and raiders, and who among ye cannot understand that?"

– Elminster

For more than 50 years, Daggerdale has been battling to survive against hostile raiders, bandits, and monsters. Zhentarim spies and agents have infiltrated the Dale, and the Daggerdalesmen have been decimated by the attacks. They want nothing more than to be left alone.

Located in the upper reaches of the Tesh valley, Daggerdale lies between the Desertsouth mountains and the Dagger Hills. Large areas of the Dale are heavily wooded, and the open farmlands and manors of the other Dales are not found in Daggerdale. Instead, people huddle together in small stockaded settlements for protection.

Daggerdale is remote and hard to get to. Paths lead south to Shadowdale and east to Teshwave, but little traffic passes through the Dale. Merchants of other lands have found the trip to Daggerdale to be dangerous and unprofitable. The Zhents are the most frequent visitors.

Daggerdale's people are hunters and farmers, but many of the homesteads are abandoned. Small villages lie in isolated areas, farming the land nearby and sending hunting parties into the dark forests and hills. The Dalesmen produce barely enough to keep themselves going and have little to offer foreign traders.

Daggerdale's largest community is Dagger Falls. It is not under control of the Daggerdalesmen, but is ruled by a sheriff from Zhentil Keep. The free Dale is led by Randal Morn, who keeps moving his base to avoid the Zhentish forces. Randal's allies have been trying to recapture the town for years, but there are just too few of them to risk in battle against the Zhentarim garrison.

The Constable of Dagger Falls

The proclaimed leader of Dagger Falls, and by extension Daggerdale, is a Dalesman and retired adventurer named Tren Noemfor (LE hm F7.) Tren is the town's constable and was put into power by the Zhentish garrison in Dagger Falls. He is a man with few friends, but serves the Zhentarim well.

As Dagger Falls' recognized leader, it is Tren who must keep the peace in the town and fight off raids by Randal Morn and his rebels. His retaliations against Morn sympathizers in the Dagger Falls area have earned him the hatred of the rebels.

Tren is basically the military governor of a province under siege. His troops control the area surrounding Dagger Falls, but do not venture farther into the Dale.

Randal Morn (NG hm F7/T6)

Daggerdale's rightful ruler is Randal Morn, an adventurer who is the last survivor of House Morn. The Morns ruled Daggerdale for centuries, until Zhentarim spies deposed them after the fall of Teshendale.

As matters stand, three-quarters of the Dale's countryside is under Randal's control. However, the remainder is the heavily populated area surrounding Dagger Falls. Years of betrayal and invasion have left Zhentish sympathizers in the heart of Morn's territory, just as he has support in Dagger Falls itself.

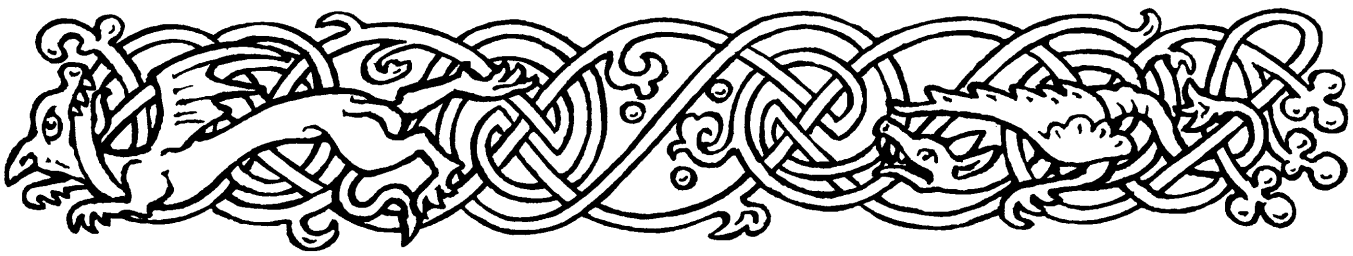
Randal Morn keeps in touch with the other Dales and sends a representative to the Dales Council. A few years ago, Tren Noemfor sent a delegation to the Council, but they were thrown out with considerable anger.

Law and Order

Daggerdale's countryside is a lawless area plagued by bandits, monsters, and pillaging mercenaries. Within the fortified hamlets under Morn's control, justice is fair, swift, and harsh. Looters and brigands are put to death. Zhentish sympathizers are run out of town.

In the Dagger Falls area, mercenary patrols and Zhentish warriors keep the peace. As constable, Tren Noemfor is in charge of administering justice. Tren is a clever, ambitious man who may manipulate passing adventurers by imprisoning one of their party and demanding some service in exchange for their freedom.





Daggerdale

Daggerdale is a remote Dale of dark forests and rocky hills. The folk of the countryside band together in fortified villages, while the people of Dagger Falls, are “protected” by a Zhentarim-sponsored constable. Daggerdale’s rightful ruler, a bard named Randal Morn, leads a band of fighters against the Dale’s invaders.

Population. Dagger Falls: 800. The countryside: 2,900. (Includes invaders!)

Inns. The Teshford Arms is Dagger Falls’ only open inn. Exorbitant prices (2 gp per night) are charged for mediocre service. Mercenaries or people in the employ of the Zhentarim may make use of the garrison barracks for free.

Taverns. The Broken Dagger was a decent tavern, but is now frequented by the Zhents and their mercenaries. Several fights break out each night. The Red Rock is a dismal dive, but is popular with resistance figures.

Supplies. Fulgath’s Caravan Supplies is a fine emporium, with wainwrights, saddlemakers, and other travelers’ conveniences. Prices are 200% normal.

Temples. None.

Watch. Dagger Falls is patrolled by mercenaries, Zhents, and Dalesmen. A typical patrol consists of 10 well-armed fighters.

Other. Humanoid mercenaries and Zhentish soldiers make the taverns and streets of Dagger Falls dangerous.

People suspected of aiding Randal Morn are quickly executed by Tren. His harsh judgments are beginning to turn the populace against him. On the other hand, Randal Morn’s fairness and honesty are winning him more support in the Zhentish-controlled areas.

Defenses

Dagger Falls is a strong, walled town with a garrison of 100 Zhentish troops, 200 mercenaries (including units of orcs and other disagreeable types), and about 130 native Dalesmen auxiliaries. Randal Morn’s guerilla attacks have made it unsafe for loyalist units of less than 20 warriors to leave the town’s immediate area.

Daggerdale’s scattered hamlets and villages are usually protected by stout palisades of sharpened timbers. Zhentish patrols are rarely resisted, but the villagers will fiercely resist looters and pillaging mercenaries. In addition, Morn’s freedom fighters roam the countryside and often aid the villages under attack.

Randal Morn commands a force of about 200 Daggerdalesmen, scattered in a dozen bands. He roams from band to band, but often sets up his headquarters in the ruins of his family’s castle.

Trade

The countryside wants little to do with strangers, but travelers may be able to barter for livestock or produce at individual villages. Dagger Falls receives a few imports of fancy items from Zhentil Keep or unscrupulous merchants, but prices are high and business is not good.

The Zhentarim are systematically looting the Dale for everything of value. Large areas have been depopulated as livestock, crops, and even people have been seized and taken back to Teshwave or the Moonsea. The Zhents are also logging the Dale at a dangerous rate.

Temples

At this point, there are no major temples in the Dale. Over the years, all have been destroyed. However, there is still some priestly activity in the Dale.

Eragyn the Dark, a priestess of Cyric (NE hf P5), has set up a small chapel for the Zhentish forces of Dagger Falls. She is trying to expand her congregation to include the Daggerdalesmen, but hasn’t had much success yet.

One of Randal Morn’s valued advisors is a priest of Tyr named Tunfer the Stout (LG hm P7.) Tunfer tends to the wounded rebels and aids the folk of the countryside in their struggle against Tren’s unjust rule.

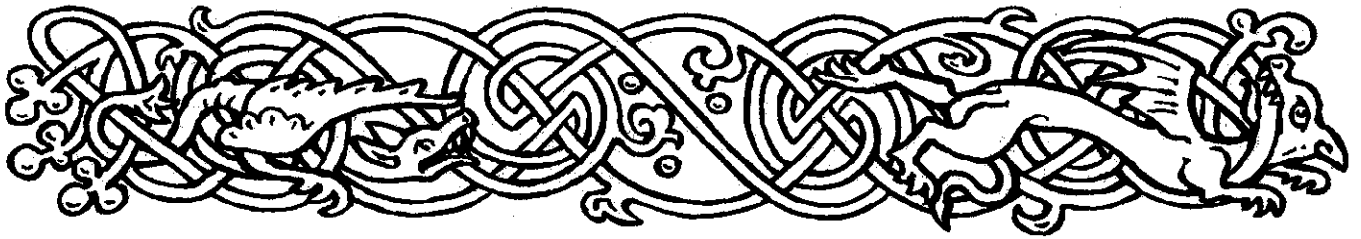
Dagger Falls

The largest community of Daggerdale, Dagger Falls has been under Zhentarim rule for decades. While the Zhents could take the rest of the Dale if they pushed hard, it appears that they are satisfied with Dagger Falls. Their efforts have been devoted to holding the town.

Dagger Falls is a rough-and-tumble frontier town. The Zhentish garrison is composed of brigands and looters, and the native Daggerdalesmen defend their own territory while avoiding involvement in anything that doesn’t concern them. Dagger Falls is a place of intrigue and treachery.

A map of Dagger Falls is inset in the poster map.





1. The Teshford Arms. Owned by a stout middle-aged matron named Olavia, the Teshford Arms is a poor inn with pretensions of grandeur. Olavia demands 2 gp for a night's stay. She kicks back 1 gp of this to the Constable to ensure her inn is "insured" against accidents.

2. Dulwar Leatherworker. Dulwar (NG hm T8) is a wiry man who moved here a few years ago. A secret member of Randal's fighters, Dulwar operates a safe-house and escape network under the cover of his leatherworking and tanning.

3. Fulgath's Caravan Supplies. Most basic provisions and anything useful to merchants on the road can be purchased here, but at a 200% markup over PHB prices. Items carried include tools, chests, crates, wagons, wheels, tack and harnesses, and other necessities. Fulgath (NE hm T2) is a dishonest, short-dealing rogue.

4. The Red Rock. This ramshackle tavern is frequented by folk of the surrounding countryside. It is run by a retired minstrel named Kessla (CG hef B6.) Kessla cooperates with Dulwar and other Morn sympathizers in town.

5. Temple of Lathander. Once the largest temple of the city, this structure burned in a mysterious fire eight

years ago. Many priests failed to escape the flames. Lathander's hierarchy plans to rebuild the temple and guard it with experienced fighters and priests.

6. The Broken Dagger. This dismal taphouse is the very epitome of rough-and-tumble bars. Bored Zhentish soldiers and mercenaries congregate here. Few nights go by without a brawl or killing. The Broken Dagger is owned by Tharwin One-eye, a retired Zhentish tracker (LE hm F7.)

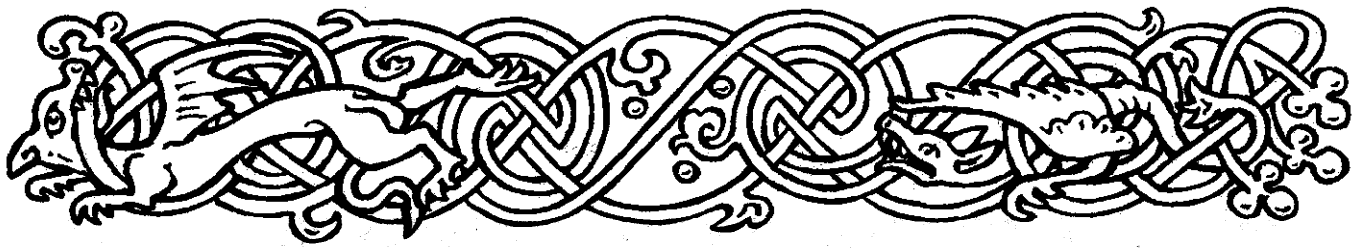
7. Zhentarim Warehouses. Zhentish caravans come up from Teshwave and then proceed westward into the great desert Anauroch. Very few people know what the Zhentarim are moving west. The warehouses are well-guarded, and are stocked with arms, materials, and slaves.

9. The Garrison. The Zhentish and mercenary troops stationed in Dagger Falls live in this enclosure.

10. The Constable's Tower. This reinforced tower is the home of Constable Tren and his picked guards. It sits at the town's highest point. Sightseeing adventurers are turned away with a sneer.

11. Eagles' Eyrie. Rising above the town is the rocky knoll called Eagles' Eyrie. Local legend states that an ancient dwarven delving lies under the hill.





Deepingdale

"Deepingdale is a living glimpse of the past. Hundreds of winters ago, all of the Dales shared the Deepingdalesmens respect for the forest and its creatures. Now many of them have forgotten the promises their ancestors made – promises that are remembered in Highmoon."

– Elminster

Lying in the heart of ancient Cormanthor, Deepingdale is a peaceful land with a deceptive strength about it. More than any other land, Deepingdale has honored the ancient pacts with the Elven Court. Outsiders consider the Deepingdalesmen to be hopelessly rustic tree-lovers. However, one shouldn't mistake peaceful intent for weakness. The folk of Deepingdale stand ready to defend their lands and the forests that they love.

Since the Retreat of the Elves, a number of those who remain behind call this Dale their home. Half the Dale's population is elven or half-elven. There are few places in the Realms where human and elf have ever enjoyed more trust and friendship.

Deepingdale is a wide, deeply carved valley in the hills between the Archwood and the Semberholme forests. Rich woodlands and bountiful game fill the valley. Most of the Dalesmen are farmers, woodsmen, and hunters.

The Dale lies astride one of the two major roads linking Cormyr and Sembia. To the east is the city of Ordulin, and to the west lie the Thunder Peaks and Arabel beyond. Smaller paths lead to Archendale, Tasseldale, and Battledale.

The thriving town of Highmoon is Deepingdale's capitol. It lies at the head of Deepingdale's valley, on the East Way (the Ordulin-Arabel road.) Highmoon is a favored stop for caravans travelling between the cities, but isn't the center of trade that Archenbridge is. The smaller villages of Bristar and Moonrise Hill are unique in that they may be the two largest elven communities remaining in old Cormanthor's forests.

If Battledale is the breadbasket of the Dales, then Deepingdale is the supplier of game, furs, and timber. It is worth noting that the Deepingdalesmen are very careful not to overhunt the forest and always replace any timber they fell.

The Lord of Highmoon

Deepingdale's ruler is Theremen Ulath (NG hem F6), the lord of Highmoon. A wise warrior of middle years, Theremen has been the Dale's lord for 18 winters. He is a kind-hearted man with the respect and love of his people. In recent years, Theremen has been looking towards the future, and he believes that conflict with Sembia or Archendale is very likely. He is trying to prepare the Dale for the darker days he sees coming, and is working to strengthen the Dale's defenses and militia.

The lordship of Deepingdale is not hereditary, but is instead awarded by the town council to a deserving candidate – usually a loyal warrior or priest who has served the community well. Deepingdale's council is composed of leading citizens from both Highmoon and the countryside.

As lord of Highmoon, Theremen is responsible for the Dale's defense, enforcing laws, and handling diplomatic matters. He enjoys a broad range of powers, but Theremen only exercises the minimum authority necessary. He recently ordered a wall to be built around Highmoon, but allowed the Dalesfolk a chance to overturn his decision.

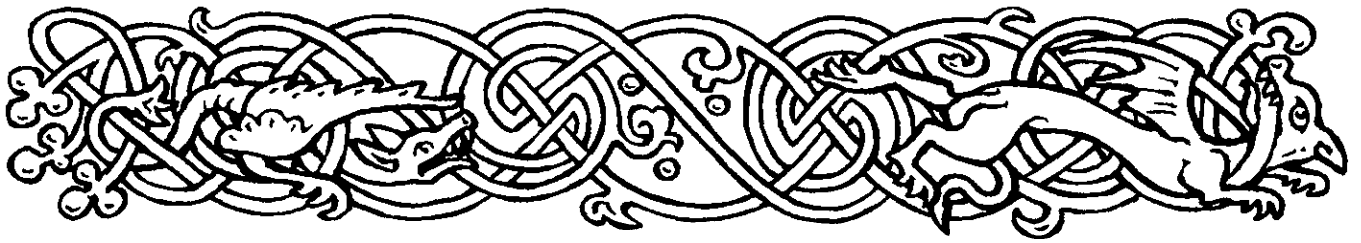
Law and Order

The folk of the countryside try to police themselves, settling their differences in a meeting of neighbors. Serious matters are brought before the lord of Highmoon. It is worth noting that it is against the law in Deepingdale to fell a tree outside of a few designated logging areas; the fine is a stiff 200 gp.

The town of Highmoon is guarded by a small force of Watchmen, constables who answer to the lord. The laws of the land are a set of decrees by the lords of Highmoon. Theremen believes the Dalesfolk should have a say in the law, and listens carefully to the council's recommendations. He also gives the council a chance to overturn any decisions he thinks important enough to bring before them.

Highmoon's laws are fair and forgiving. Adventurers would have to go out of their way (i.e., arson or murder) to earn any kind of severe punishment from the Deepingdalesmen. Armed conflict is an exception; bandits and raiders are considered military matters, and treated as the Dale's enemies.





Defenses

Deepingdale is ready for trouble. The standing army consists of two 70-man companies of 2nd-level elven archers, plus a Tower Guard of 30 human and half-elven men-at-arms who serve Theremen.

In addition, all able-bodied folk between the ages of 18 and 45 (about half the Dale's population) are enlisted in the militia. The militia is equipped with leather armor, sword, and spear, and musters in 100-man companies at various rallying points throughout the Dale if an alarm is sounded. Traditionally, the Dalesfolk muster three times a year to keep their skills sharp.

The town of Highmoon itself is surrounded by a nearly-completed wall. If a serious threat were to arise, the wall could be temporarily finished with a wooden palisade in three to four days.

Trade

Deepingdale imports a small amount of finished textiles and goods from Cormyr and Sembia. Silks, wool, cotton, and items such as small stoves, cookware, lanterns, and other metal goods are all traded in Highmoon. Generally, Deepingdale does not trade as much as Archendale or Scardale.

Highmoon is a favorite stop for merchants seeking to buy Dalelands goods. Large amounts of grain, fruit, and vegetables find their way to the Highmoon market. The Dale is famous for its excellent timber, game, and furs.

The largest merchant coster of Highmoon is the Silverhand House, a company that ships rare wood, resin, amber, and beaver and martin furs to Arabel and Ordulin. The Silverhand House is owned by Gaelin Silverhand (CG em F8), a retired elven adventurer who founded the house more than 60 years ago.

A second enterprise is Andelmaus Logging, a large company that supplies timber to the wood-starved cities of Sembia. The company is owned by an unscrupulous merchant named Kessia (NE hf F6.) She has occasionally stepped over the line of allowable logging, and Andelmaus Logging is currently on probation for their practices. Kessia is hiring mercenaries to guard her logging camps and warehouses.

The last company of note is Hanseld's Emporium. Hanseld (CG hem T5) is a likable, humorous fellow who imports rare and exotic spices, curios, and finished goods from Selgaunt and Marsember. He also

Deepingdale

One of the most prosperous and peaceful of the Dales, Deepingdale is home to a number of elves and half-elves. The capital of Highmoon lies along the Ordulin-Arabel road and is one of the largest communities in the Dalelands.

Population. Highmoon: 1,100. The countryside: 3,600.

Inns. The Rising Moon caters to travelers on a budget, such as mercenaries, merchants, and adventurers. A stay costs 6 sp per night. The Silver Shield is a fancy inn run by an elven family. A room costs 13 sp per night.

Taverns. The Oak and Spear is a taproom famed for its home brew. Many travelers and minstrels stop here. A draft costs 8 cp or a good song.

Supplies. Royal Provisioners of Highmoon maintains a fine selection of travelling rations for passing caravans. All kinds of tack, harness, tools, and camping supplies can be bought for only a 10% markup over PHB prices.

Temples. Deepingdale has temples devoted to Oghma and Corellon Larethian.

Watch. Highmoon is policed by a small force of Watchmen, lightly armed constables who keep the peace.

Other. Several Cormyrian and Sembian merchants maintain caravan stops and warehouses in Highmoon.

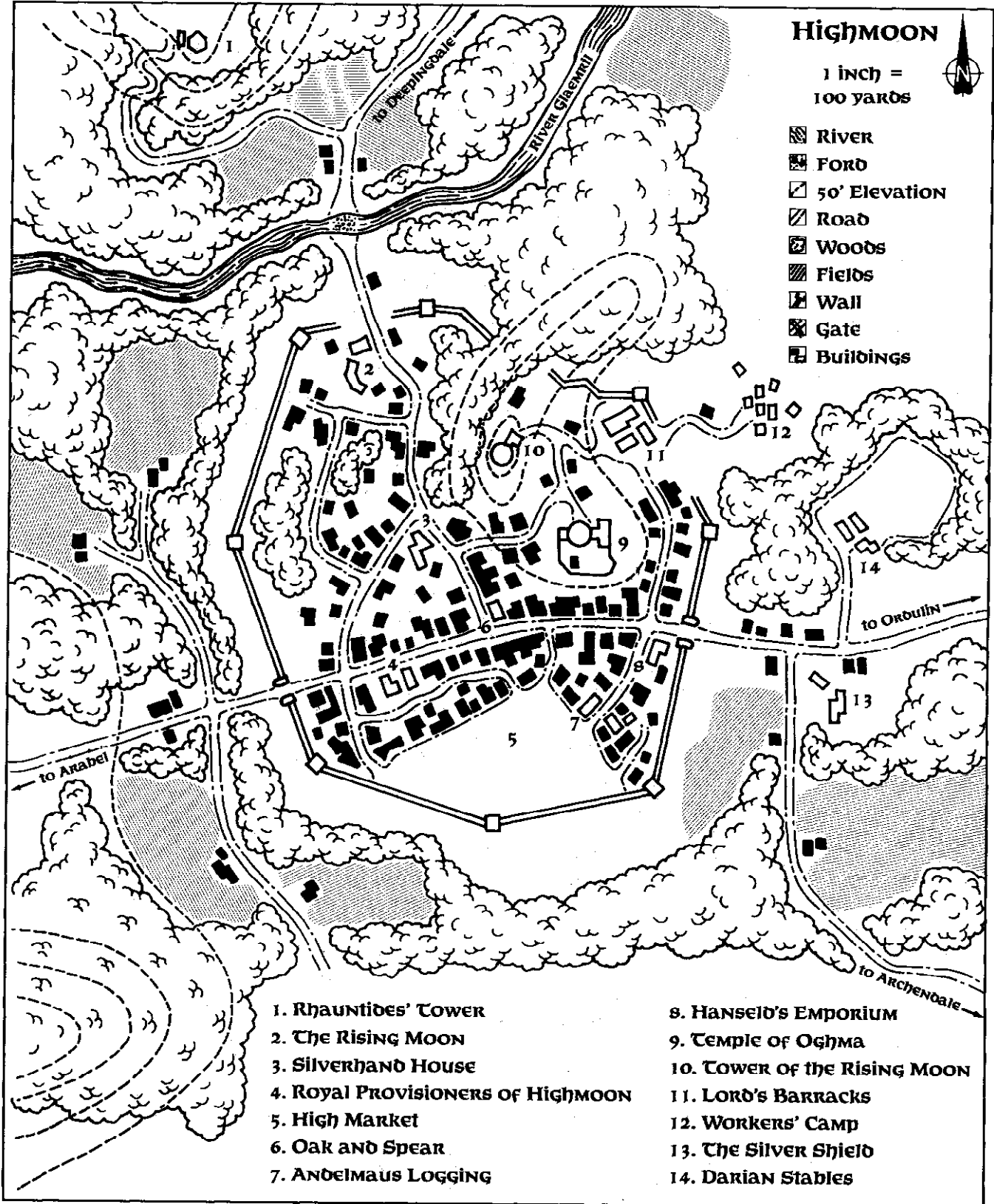
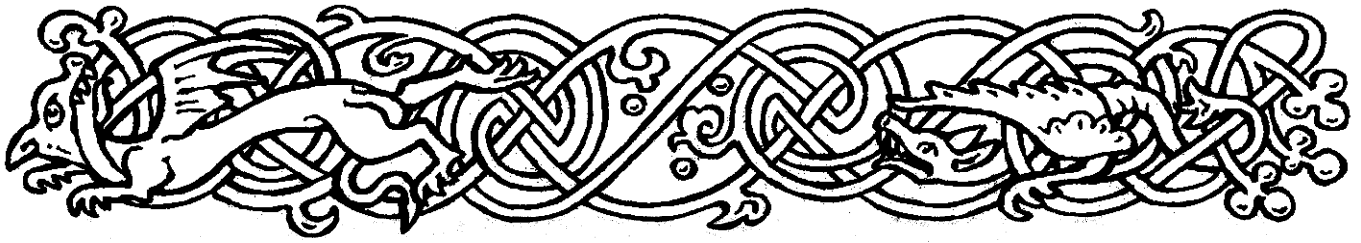
can arrange for the fencing or smuggling of stolen goods. People travel from all over the Dalelands to browse through his wares.

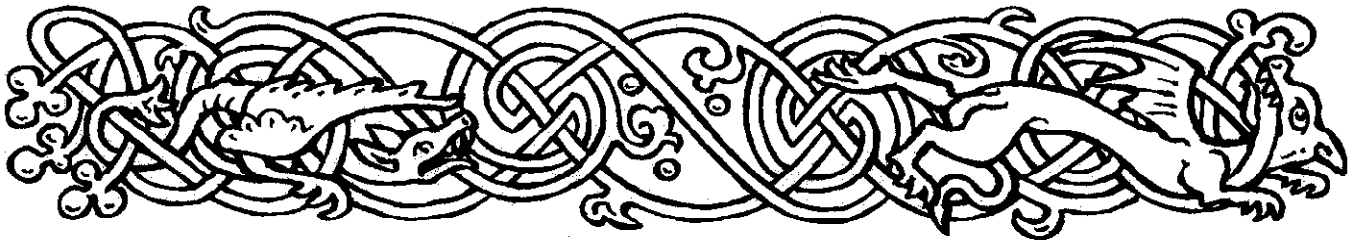
Temples

Deepingdale is home to two major temples, although most people only know about one of them. In the town of Highmoon there is an important temple to Oghma, the god of knowledge. It is tended by the Learned Father Hasicor Danali (LN hm P12), a grave and serious fellow who aids all people of good heart. Danali supervises seven lesser clerics.

The other temple is hidden deep in the woodlands surrounding the Dale. It is dedicated to Corellon Larethian. The temple takes the form of a green, grassy glen in the heart of the forest, concealed by protective hillocks. The temple is nearly empty now, with a single priestess remaining to tend it and minister to the elves who visit the shrine. The priest is a venerable elf named Meriel Starglance (CG ef P7) who plans to pass to Evermeet soon.







Highmoon

Deepingdale's only major community is Highmoon. Located on a major trade road between Cormyr and Sembia, Highmoon guards the entrance to Thunder Pass. It has been growing steadily over the years, and may in time grow to be a major city.

Highmoon is a prosperous, exciting town with a constant influx of adventurers, merchants, and wanderers. Caravans going east and west often hire mercenary guards here, and rumors abound of elven treasure to be found in the nearby forests.

1. Rhauntides' Tower. Built 30 years ago by the wizard Rhauntides, this small tower overlooks the town. Rhauntides (CG hm W12) is known as the Sage of Deepingdale and lives here with his lady-love Shaunil Tharm (CG hf W7.) Rhauntides is known as a friend and correspondent of Elminster's, and often helps good adventurers.

2. The Rising Moon. This rowdy inn and tavern is owned by a retired adventurer named Gorstag (LG hm F8.) Gorstag is still handy with his battle axe and keeps the peace in his taproom.

5. The High Market. Highmoon's market attracts a large number of Cormyrian and Sembian merchants, who purchase the Dale's harvest and sell cloth and spice to the farmers and townsfolk.

10. The Tower of the Rising Moon. One of the oldest landmarks of Highmoon, the Tower was raised by a half-elven hero more than 300 years ago. Its horned towers have been the symbol of Deepingdale ever since. It is the seat of the lord of Highmoon, and is garrisoned with a small force of guardsmen. Adventurers will find that Theremen Ulath is an easy-going, informal ruler who tries to make time for any who want to see him.

11. Lord's Barracks. The Watchmen of Highmoon operate from these sturdy barracks. There is also room to accommodate the elven archers who form Deepingdale's standing army, but the companies are almost always out patrolling the Dale. A smaller building in this area is the town's armory, storing hundreds of swords, helmets, spears and shields.

12. Workers' Camp. The laborers who are building Highmoon's walls live here in a brawling tent city. Many of the workers are foreigners and outlanders, and the watch is hard-pressed to keep peace in the camp on the evening of payday.

14. Darian Stables. Riding and draft horses are bred here by Alamus Darian (N hm F4), a native of distant Impiltur. Darian also sells tack and harness. There is a 25% chance that Darian has an animal of warhorse training at any given time.

Bristan and Moonrise Hill

To the north of Highmoon lie the elven communities of Velenthuil and Srenshen, known in the Common tongue as Bristar and Moonrise Hill. Bristar overlooks a wooded lake that is the headwaters of the Glaemril, and Moonrise Hill is beneath the shadow of a rocky crag that juts out over the tree-tops. The villages are among the few elven holds surviving in the Dalelands.

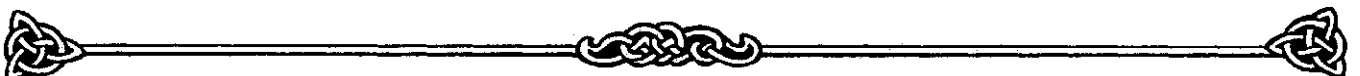
Both communities consider themselves to be part of Deepingdale, and their High Councillors are leaders of the council that serves the lord of Highmoon. The elven archers who defend Deepingdale are natives of these two hamlets. Humans of Deepingdale are welcomed in both villages, but other humans will find a rather chilly reception. For years, the elves of Bristar and Moonrise Hill have been withdrawing farther and farther from the affairs of the lands about.

Darkwatch

In the forests north of the Glaemril there is a deep valley, choked with black oaks and gnarled thorn-trees. The woods in the surrounding area have the unpleasant tendency to steer travelers toward the dark valley, but on other occasions they seem to conspire to make the valley almost disappear. The folk of Deepingdale call this area the Darkwatch.

Legend has it that the elves of Cormanthor imprisoned some ancient evil in the valley, entombing it in a rune-covered boulder or in the heart of a great oak. It is also said that the chained evil is slowly seeping out, escaping its bonds as the centuries wear away at its prison. The elves and men of Deepingdale avoid the area.

Recently, the area's woodsmen have reported that horrible monsters are hunting in the woods surrounding the Darkwatch. They claim that the monsters are revolting mutations or twisted parodies of normal forest creatures, and that the things kill for the pleasure of it.





Featherdale

"They're good folk in Featherdale. Most have more common sense than any 10 adventurers taken together. A few winters back, Lashun of Scardale decided to make Featherdale a part of his empire. The Dalesmen knew that they couldn't fight his soldiers, so they simply waited out Lashun's rule. As I said, they've more common sense than ye might think."

— Elminster

Featherdale is a small, rural land along the banks of the Ashaba. Like Battledale, it has no central government or towns. The land's sturdy farmers and herdsmen are not as widely scattered as the folk of Battledale, and have never found a reason to build towns or raise walls.

Unlike the other Dales, Featherdale is not a valley. The name simply refers to the region along the banks of the Ashaba between Blackfeather Bridge and Feather Falls. Rich, open farmland lies along both sides of the river, broken by small ranges of hills or copses of trees.

Featherdale is a frequent stop for travelers along Rauthauvyr's Road. A major trail from Scardale to the Blackfeather Bridge runs through the center of the Dale. Dozens of small paths lead to Battledale, Hap, Tasseldale, Harrowdale, and even Yhaunn. Featherdale is a quiet crossroads in the center of the Dalelands.

There are no towns in Featherdale, but there are a number of small villages and crossings. The largest community in the Dale is Feather Falls, a village of 25 buildings. Blackfeather Bridge is the second largest town, with 16 buildings. The village of Wright's Ferry, near the middle of the Dale, is a meeting place and market for the Featherdalesmen.

Featherdale is a rustic Dale, like Battledale or Mistedale. As Scardale begins to return to "normal," Featherdale has prospered with the reopening of the port and the demand for its produce.

The Dalemeet

Featherdale has no central government or ruler. Each village or farm tends to look after its own business. On rare occasions, issues arise that cannot be solved locally. When that happens, a Dalemeet is called.

The Dalemeet consists of anyone who wants to come. Strong independent farmers or clans often show up in force, as well as the various village elders and rivermen passing through. The issue at hand suffers through the debating of a hundred or more people who all think they have something to say about it. Outsiders who have attended a Dalemeet find it to be no surprise that Featherdalesmen believe that governments are stupid.

The Dalemeet is not binding to anyone. It is only convened once or twice a decade. The last Dalemeet was held after the wizard Cholandrothipe was killed by assassins, ending the magical portage around Feather Falls. The Dalesmen agreed to chip in to expand the old portage to replace the wizard's service.

Law and Order

Featherdalesmen believe you can do anything you want, so long as you don't injure someone else. Justice is very haphazard in the Dale, since offended parties usually take matters into their own hands. On occasion, ugly feuds have developed that have lasted for years.

Village elders or clan patriarchs often claim the right to mediate in disputes, simply to keep the peace. Lawbreakers should be warned that a substantial number of ex-adventurers have retired to the Featherdale area, and that on occasion one of these old warriors appears to make peace between opposing parties.

Defenses

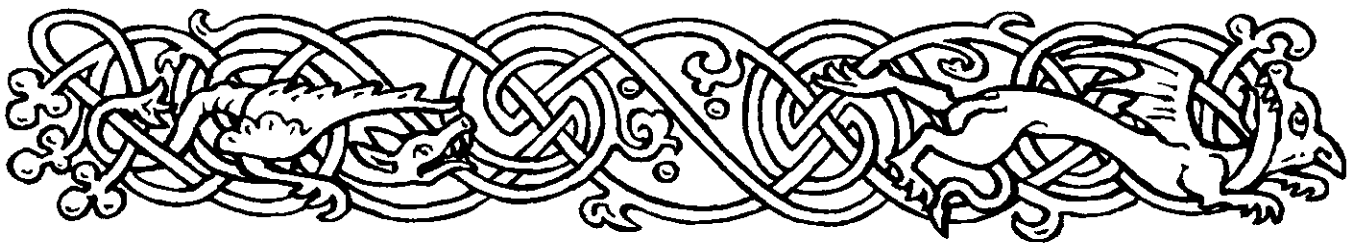
Featherdale has no defenses of note. However, in a real crisis a retired adventurer or stout farmer could probably muster a few dozen men to hunt down a monster or drive off bandits.

Trade

Most of the Featherdalesmen are self-sufficient farmers. A few smiths, tanners, and wainwrights earn a living in the small villages of the Dale, but most of the people live and support themselves on the farms.

The Featherdalesmen often trade their produce — grain, corn, ale, cheese, vegetables, and salted meats — at Blackfeather Bridge or Feather Falls. No merchant costers have permanent bases here, but many of the large companies of Sembia and Cormyr will send buyers to Featherdale around harvest time.





Featherdale's chief site for communication and exchange of news, as well as mode of transportation transportation are its riverboats. Dozens of small, sturdy keelboats ply the waters between the bridge and the falls, carrying goods and news to the small communities along the riverbanks. The rivermen are widely known as gamblers and rogues, but they are considered likable gossips and storytellers.

Temples

The only major temple in Featherdale is the House of Morning, in Feather Falls. As its name would suggest, it is dedicated to Lathander. The House of Morning is supervised by Morninglord Jallian Horgontivar (LG hm P13) and 16 lesser clerics and acolytes.

Cyric's priests consider the Blackfeather Bridge to be a sacred spot, marking one of the places where their god passed in his mortal life. However, the Featherdalesmen want nothing to do with the Black Sun and chase off any Zhentish priests they catch in the area.

Blackfeather Bridge

Founded only 13 years ago, Blackfeather Bridge is rapidly growing. Heavy traffic along Rauthauvyr's Road has led several entrepreneurs to open small businesses here, including a popular inn, a general store, a smithy, and a wainwright. A new taphouse, the Blackwater Stout, will be opening soon. An older inn known as The Riverman is a good place to catch up on local rumors and gossip from far lands.

Cholandrothipe's Tower

This mysterious edifice still stands undisturbed in Feather Falls. Cholandrothipe was a well-known wizard who provided a portage service around the falls, *diminishing* boats and carrying them up in his pockets to *dispel* the enchantment at the other end. Cholandrothipe was murdered by agents of the Red Wizards.

The old wizard was said to have amassed quite a fortune with this service, and very little gold has ever been recovered from his tower. His slayers ransacked his tower, but were forced to flee as they triggered various magical traps and encountered hidden guardians. Adventuring parties have visited the tower on several occasions, and report extradimensional rooms and concealed underground chambers.

Featherdale

Featherdale is a small, peaceful land with no central government or major towns. The people are sturdy, no-nonsense farmers and herdsman, Featherdale lies along the banks of the Ashaba River.

Population. Feather Falls: 85. Black-feather Bridge: 70. The countryside: 2,400.

Inns. The Riverman in Blackfeather Bridge is known to many travelers along the Ordulin-Hillsfar road. It is a quiet, homey country house with good food and a warm bed for only 7 sp per night. The Riverman is owned by a dwarven adventurer named Borruk Battleaxe.

Taverns. The Ferryman's Folly in Wright's Ferry is the only tavern of note. It is frequented by the local farmers and rivermen and is a good place to get to know the folk of Featherdale.

Supplies. Jherald's General Store in Blackfeather Bridge is a trading post and provisioning stop for caravans passing along the road. Unfortunately, Jherald is a shameless price-gauger who charges 150% the PHB cost for his wares, Normal foodstuffs can be purchased from local farmers for more reasonable prices.

Darwinn's Trading Post in Feather Falls is a far more reasonable general store, with only a 10% markup on PHB costs. Darwinn also sells potions of healing and potions of flying for 300 gp each; the source of his stock is unknown, and he refuses to tell.

Temples. Feather Falls has a temple dedicated to Lathander, the Morninglord. A ruined temple to Leira can also be found there.

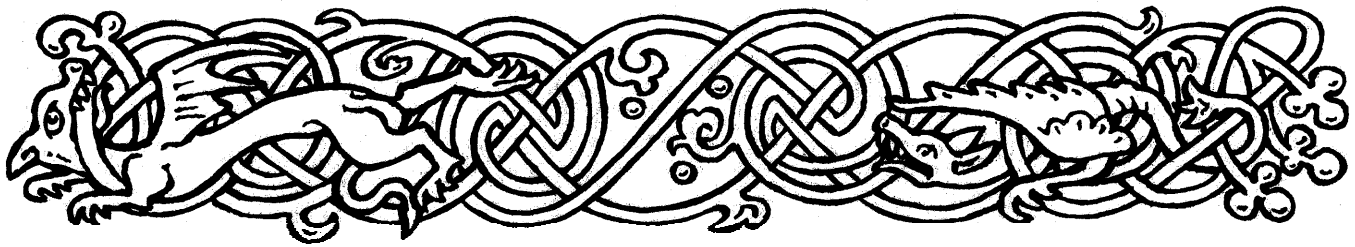
Watch. None.

Other. Featherdale has no seat of government or acknowledged ruler. Heads of household usually govern affairs in their villages or lands.

The Temple Beneath The Falls

Another mysterious site in Feather Falls lies behind the cascade, in the cliff face. Several niches and small caves lead back into the hillside, and it is rumored that one or more of these openings leads to an ancient temple dedicated to some evil god. Local legends tell about the mustering of a band of armed farmers to drive out the cultists a hundred years ago, but it is not known whether the ruins of the temple still exist.





Harrowdale

“There was a time, a few hundred years ago, when a man named Halvan the Dark led an assault of axe and fire against the forest. Elves and their allies died by the hundreds, fighting off the Halfaxe trail.

Halvan even thought to push on to Myth Drannor itself, but the elves summoned an ancient magic to stop the invasion of their forest. The army of men from Harrowdale was lost forever, in the Elvenwoods. But, ye know, since that time the folk of Harrowdale have had a change of heart. Ye’ll find no better friends of the forest these days.”

– Elminster

The oldest Dale in existence, Harrowdale is a prosperous region of gentle farmlands and small, friendly towns. Harrowdale is one of only two Dales with a port and has boomed over the last 10 years, as Scardale has been in chaos. The folk of Harrowdale are organized and wealthy for Dalesmen.

Harrowdale lies in a shallow valley that runs from the Dragon Reach to the Elvenwoods. The land has been settled for hundreds of years, and the evidence of civilization can be found throughout the countryside – roads cut deep into the hillsides, old stone bridges, and the occasional abandoned farmhouse or stone wall in the middle of nowhere.

The town of Harrowdale sees a fair amount of traffic, with folk of Featherdale, Battledale, Deepingdale, and Tasseldale making the journey to the coast to sell their goods. However, the rest of the Dale is very quiet. With the Retreat of the Elves, the old Halfaxe Trail is opening again, and more and more trade is finding its way from Harrowdale to the Moonsea cities.

The largest settlement in the Dale is the city of Harrowsdale, an open town that overlooks the Dragon Reach. The town was once known as Velar, and the entire Dale as Velarsdale, but the Harrowdalesmen changed the name after the rise of the Seven Burghers. A smaller settlement named Velarsburg lies under the eaves of the Velarwood. Velarsburg is a large village of loggers and woodsmen who work in the Velarwood.

Harrowdale is largely self-sufficient, producing a variety of farm and forest products. It is noted for its extensive apple, pear, and grus-grus orchards. The people respect the forest, and are careful to preserve it –

a number of elves and elven kin remain in the northern reaches of Harrowdale, tarrying by the forest.

The Council of Seven Burghers

Harrowdale’s rulers are the Seven Burghers, the wealthiest people in the land. Each of the burghers holds his or her position for life or until resignation. When a burgher dies or steps down, the Harrowdalesmen hold a survey to determine who is the richest man of the Dale in terms of money, land, holdings, and so forth. The burghers have held power since the end of Halvan the Dark, and are generally popular with the Dalefolk.

Currently, the council is composed of:

Alosius Grimwarrow (LN hm F3), a stout old human silver merchant who hides his measure of common sense behind a bilious and cranky personality.

Sheera Goldenleaf (CG ef W6/T7), a beautiful elf who has recently retired from her adventuring career. Sheera raises and trains horses, and owns the best stable in the Dalelands. Sheera is charismatic and outgoing.

Halfgar the Strong (LG hm F7), a hulking, quiet Northman with a permanent glower on his face. Halfgar is a sea-captain of note and still enjoys a career as a privateer, hunting pirates in the Dragon Reach and on the Moonsea.

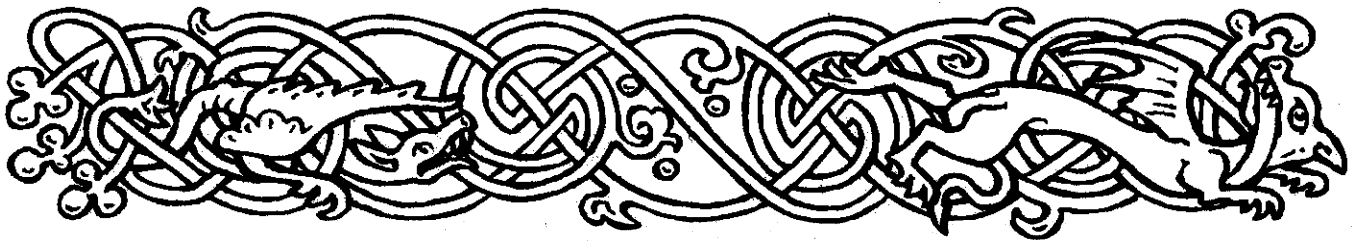
Helena Treskeden (N hf F0), a middle-aged matron who runs the Treskeden merchant coster. She is a dignified and reserved woman of means who uses her position on the council to make sure conditions remain favorable for her business.

Gunderman Brewmaster (NG hem F0), a portly half-elf with a pleasant manner. Gunderman brews Old Smoke, a dark beer favored in the Moonsea area. The profits from his brewery have enabled him to speculate in commodities such as textiles and spices.

Erethun Rivenstave (NE hm W10), an oily character who surprised the entire Dale with his ascension to the council six years ago. Erethun is a good citizen, and maintains a facade of civility: No one likes or trusts him, but the wizard’s ostentatious wealth cannot be denied. Erethun is an agent of Mulmaster who engineered his predecessor’s untimely death, although no one suspects him of foul play. He is currently plotting the replacement of other Council members with his own stooges.

Captain Durana Shaleel (LG hef F0), a gaunt, aging woman of sunny disposition. Durana was a sea-





farer in her youth and spends hours by the wharves, speaking with the sailors and fishermen. She is a very successful importer and exporter.

The Seven Burghers collect a small yearly tax and allocate the Dale's money to road and wharf repair and other community services. The burghers can pass laws, but do so only rarely – Harrowdale still lives under the laws of Halvan, the last lord of Velarsdale. The Council's chief concern is to preserve the town as a place attractive to business.

Law and Order

The folk who live in Harrowdale's countryside tend to look after their own affairs, much like the people of Battledale or Featherdale. They are aided by the Grey Riders, a group of about 20 mounted rangers who keep watch for monsters and bandits in the nearby woods. The Grey Riders do not have the authority to arrest anyone, but in the event of trouble the locals first summon a Rider to either deal with the situation or go for help.

In the town of Harrowdale, the burghers provide a force of constables known as the Watch. The force numbers 30, equipped with ring mail, a crossbow, and a short sword. The captain of the watch is a seasoned elf named Ellarian (LG ef F8/W8) who takes her duties quite seriously and also detests adventurers.

The captain of the watch is empowered to sentence criminals for most infractions. Usually, the penalty for breaking the law is a stiff fine or short stay in the town brig. Major crimes such as murder or armed robbery are brought before the Council of Seven Burghers.

Defenses

Harrowdale does not maintain a standing army or militia. The Grey Riders patrol the countryside and the woods nearby, and deal with small incursions. If faced by something they cannot handle, the Grey Riders will attempt to muster support from the other Dalelands while the farmers and herdsman take up arms. Harrowdale itself is an open city with no fortifications, defended only by its Watch.

The Seven Burghers have recently debated the possibility of forming a couple of companies of militia, or building a wall around Harrowdale. So far, the burghers have been reluctant to spend the money.

Trade

Over the last 10 years, Harrowdale has become the most important port in the Dalelands – but by Inner Sea standards, it is still not very big. The Dale produces and exports fruit, beef, mutton, wool, cheese, ale, furs, and lumber. In turn, it receives finished metalwork, paper, glass, silk and lace, and foreign spices and curios.

Harrowdale, like Archenbridge or Highmoon, is a place that people come to when they want to trade with the Dalelands. Outlying farmers and folk from the interior Dales come here to sell agricultural products to foreign merchants and buy the manufactured items and rarities they cannot make for themselves.

Burgher Grimwarrow owns an import company named Velarstown Silver and Jewelry, trading in silverware, pewterware, goldwork, and small gems. He quietly fences stolen jewelry on the side.

Goldenleaf Stables is noted as one of the best in the Dale. It is managed by Sheera Goldenleaf and has a fine selection of riding and warhorses in the paddock.

Helena Treskeden owns the Treskeden Coster. She organizes buying trips deeper into the Dalelands, bringing the produce back to Harrowdale to sell to merchants from overseas. Helena is always hiring guards and scouts for her caravans.

Durana Shaleel of the Harrowcoaster imports finished glass, textiles, and spices, transporting them inland to markets in the interior Dales. She used to compete with Treskeden, buying produce for the return trips, but Helena drove her out of the business with threats and blackmail.

Gunderman Brewery ships its Old Smoke to Essembra, Hillsfar, Scardale, and overseas. A keg of Old Smoke can fetch as much as 80 gp in Mulmaster.

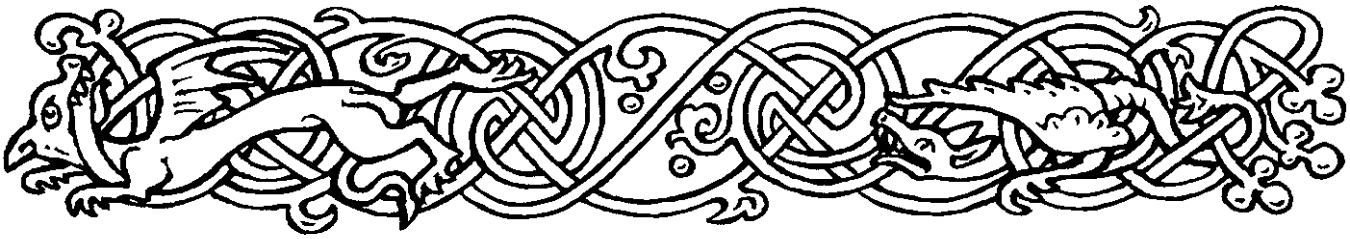
Temples

Harrowdale-town is home to temples of Oghma, Tymora, and Mystra. Another major temple to Chauntea lies near the town of Velarsburg.

The House of the Singing Harp, Oghma's temples, is led by Learned Father Teredic Alton (NG hm P8), a fiery man who was born and raised in Harrowdale. Alton aids adventurers, but will exact service to the town in exchange for his assistance.

The Lady of Good Fortune is Tymora's temple. It is supervised by Reverend Sister Seresha Auric (CG hef P11). Seresha believes that Tymora's temple should be





Harrowdale

Harrowdale is a prosperous coastal Dale. Its center is the town of the same name, one of the wealthiest and most important towns in the Dalelands.

Population. Harrowdale: 1,085. Velarsburg: 230. The countryside: 2,100.

Inns. The Anchorage is a good inn that caters to seafarers and travelers. A room costs 14 sp per night, including meals.

Taverns. The Fouled Line is a sailor's alehouse, sitting on the rickety wharves of the town. Rude, arrogant, or boorish adventurers may find that the locals like to trick newcomers into standing over a trapdoor that drops the unfortunates into the bay.

Supplies. Goldenleaf Stables sells all manner of saddles, feed, and tack and harnesses at PHB prices. Willowman Trading Post is a well-stocked general store that sells most PHB equipment at a 10% discount, Treskeden Merchant Coster sells bulk provisions at a 20% discount for large lots.

Watch. Harrowdale-town has a town Watch, consisting of 30 constables in ring mail with crossbow and short sword. The countryside is patrolled by the Grey Riders, a company of 20 rangers who operate in small groups or alone.

Temples. Harrowdale is home to temples of Oghma, Tymora, and Mystra; a temple of Chauntea can be found in the village of Velarsburg.

moving to absorb the followers of Waukeen. Seresha is aided by five lesser clerics, and seeks adventurers to serve Tymora's cause.

The House of Mystra is a new temple, finished a few months ago. Priestess Llewana Aspenwold (CG hf P7) has found the Harrowdalesmen to be indifferent to her teachings, and has worked very hard for the few converts she has made. Llewana is anxious to do something dramatic to aid the community and will eagerly support and assist adventurers.

The Temple of the Harvest Moon is a major shrine to Chauntea. It is located in Velarsburg, about 30 miles outside of Harrowdale-town. High Mother Yvonna Oakenstave (LG hf P14) supervises a staff of 16 lesser priests and priestesses, as well as a small force of 20 temple guards. Chauntea's clerics wander the Dale, aiding all folk of good heart they encounter.

Harrowdale

The center of the Dale is the city of Harrowdale, also referred to by seafarers as Harrowdale-town to avoid confusion. It is a small, prosperous seaport and is a frequent port of call for shipping on the Dragon Reach. The town is shown in an inset on the poster map.

2. The Council Hall. The seat of Harrowdale's government is the Council Hall, built 90 years ago. Six members of the Watch are always on guard while the Seven Burghers are meeting.

3. Halvan's Keep. After Halvan the Dark perished in the Elvenwoods and the Burghers came to power, this fortress fell into disuse. It is supposedly haunted by the ghost of Halvan himself, and local legend holds that Halvan's treasury is concealed somewhere in the dungeons beneath the castle. Thirty years ago a fire left the keep in ruins.

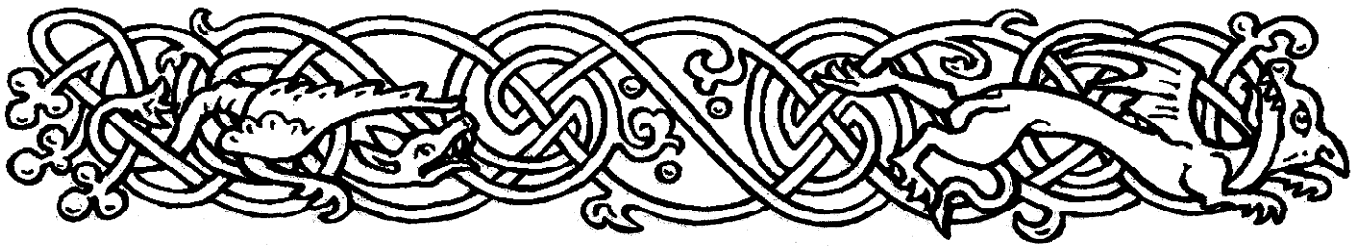
5. Harrow Point Light. This small lighthouse marks Harrow Point, a common reference for sailors in these waters. The lighthouse is maintained by an old salt named Hesketh (LG hm F2), who is a remarkable source of local information, rumors, and legends.

7. Watch Barracks. The Dale court and town brig are also found in this same building. At this time, there are no prisoners in the town jail.

12. Fishermen's Huts. A number of Harrowdalesmen earn a living as fishermen. Their boats litter the beach at night and are out to sea before sun-up every morning. The fishermen only live a few short yards from their boats, and their small houses are festooned with sails and nets needing repair, interesting pieces of driftwood, and other nautical odds-and-ends. The fishermen's leader is Belrovur (NG hm F1), an aging seaman who is known for his quiet wisdom.

13. Two Rocks. This island in the center of Harrowdale harbor is supposed to be the site of buried pirates' gold. Many searches of the rocky islet have revealed nothing to date. The Council is considering building a battlement and catapult platform on the islet to guard the town's harbor from buccaneers.





The High Dale

"During the 'Time of Troubles, I had some troubles of my own with a Zhentarim band in High Dale. With the instability of the land, the High Pass became the only safe crossing of the Thunder Peaks. Some Dalesmen would have barred the doors and lain low during trouble like that — but not the Highdalesmen. All they needed was a little encouragement, and they found it in themselves to throw the Zhents out."

— Elminster

The southernmost and most isolated of the Dales is the High Dale, a steep mountain pass in the Thunder Peaks. Little traffic passes through the land, and the people who live there are happy to be left alone by their bigger and stronger neighbors. Like the folk of Daggerdale, the Highdalesmen are a proud and independent breed.

The High Dale lies in the Thunder Peaks, between Hooknose Crag (the southernmost end of the mountain range) and Wyvernfang. The Dale occupies a mountain pass, and stark cliffs tower over the rocky land. Over the centuries the Highdalesmen have built miles of terraces and high pastures in the pass. The High Dale is very old, and was one of the first Dales settled. It can trace its history back more than 700 years.

A wagon-track known as the Thunder Way leads from Hultail, in Cormyr, up into the High Dale and down again to Saerb in Sembia. A smaller trail branches off from the Thunder Way and leads to Kulta. Few people choose to travel the Thunder Way, instead taking the East Way or the southern route through Daerlun.

The center of the High Dale is the town of Highcastle, located in a small vale near the head of the pass. Smaller villages are scattered throughout the Dale along the Thunder Way. Highcastle grew around the knees of the High Castle, and borrowed its name from the old keep. The Dale Council meets here, and the only market in the Dale is held in the town.

The Dale Council

The High Dale is governed by six elected councillors, each serving a six-year term. Each year, one seat is up for election. A seventh councillor is the high constable,

who is chosen by the six elected councillors. The high constable only votes to break ties, but acts as the council chairperson.

The Highdalesmen are a fairly well-organized group, and the Dale Council is responsible for making and enforcing law, defending the Dale, regulating trade, and receiving foreign delegations. Currently, the Dale Council has been working to entice more Sembian and Cormyrian merchants to come to Highcastle and buy from the Highdalesmen.

The councillors are:

Tyran Greene (LG hm F4), a farmer of the lower slopes of the High Dale and an experienced veteran of the Pegasus Archery Company.

Varana Brighthelm (CG hf F7), a fiery swordswoman who still finds reasons to leave the Dale and adventure with her old companions.

Darun Lockmaster (LN dm F5/T6), a cheerful and intelligent armorer and locksmith who crafts the finest locks (and picks) in the Dalelands.

Serena Whitelock (LG hef F0), a practical and sour-faced half-elf of middle years who owns one of the Dale's larger sheep pastures.

Renoen the Fair (NG hf W5), a beautiful and charming Highcastle native who is the only wizard of note in the area.

Franca Fireblade (CG hm F6), an aging ex-adventurer of Arabel who lost an arm during the Time of Troubles and retired to the High Dale.

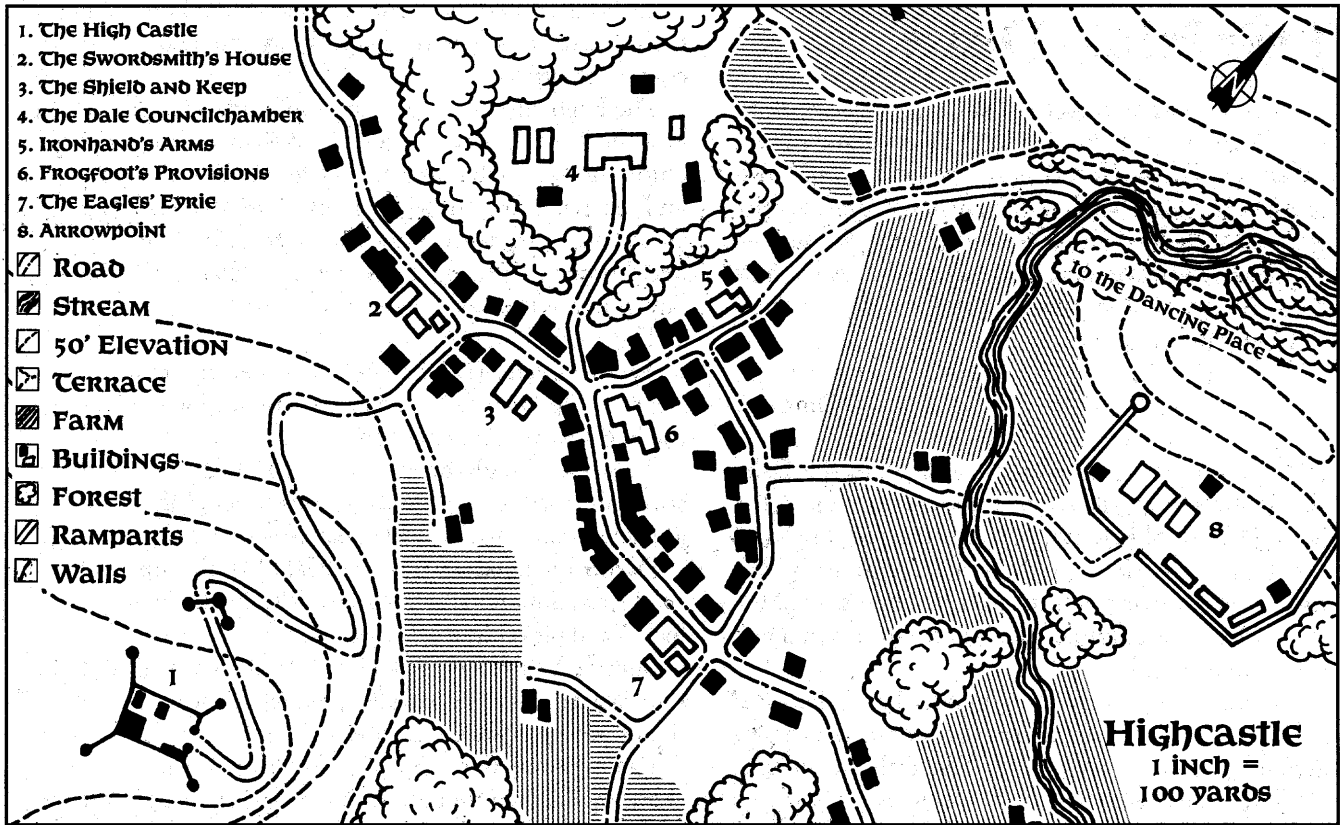
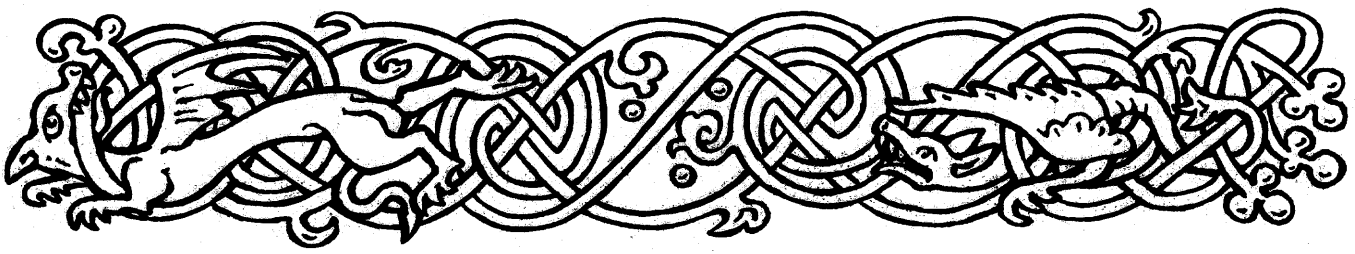
The high constable is a hero and adventurer named Irreph Mulmar (LG hm R12). Irreph led the Highdalesmen against the Zhents during the Time of Troubles, and only recently returned as high constable, acceding to popular demand.

Law and Order

The High Dale is policed by six constables who are supervised by the high constable. The constables command and train the local militia, and are found roaming all over the Dale. They are empowered to arrest offenders. In the event of trouble, the locals will usually fetch the nearest constable and a hastily-mustered group of militiamen to bring in criminals.

At least two of the six constables are always present in Highcastle itself. Irreph enjoys constable powers, and often roams the countryside checking on things.





Defenses

The High Dale is blessed with very defensible terrain, and historically has had little trouble with invaders. The only exception was the Zhentish incursion during the Time of Troubles.

The constables supervise a militia of 50 fighters in chain mail with sword and spear. A mercenary band known as the Pegasus Archery Company, composed of 75 horse archers, is based in the Dale and will support the local forces. Recently, Irreph has formed the Flying Auxiliary, a platoon of 20 horse archers mounted on pegasi. The Flying Auxiliary is led by a young warrior named Sothinar (LG hm P6.)

Trade

No merchant companies operate in the High Dale, but buyers' caravans from Cormyr and Sembia will come in the summer and fall to Highcastle. The local farmers raise sheep and goats, and grow potatoes, turnips, and hay.

Highcastle is home to a variety of small craftsmen including smiths, wrights, woodcarvers, and leather-

workers. A couple of small general stores cater to locals and the few travelers that pass through.

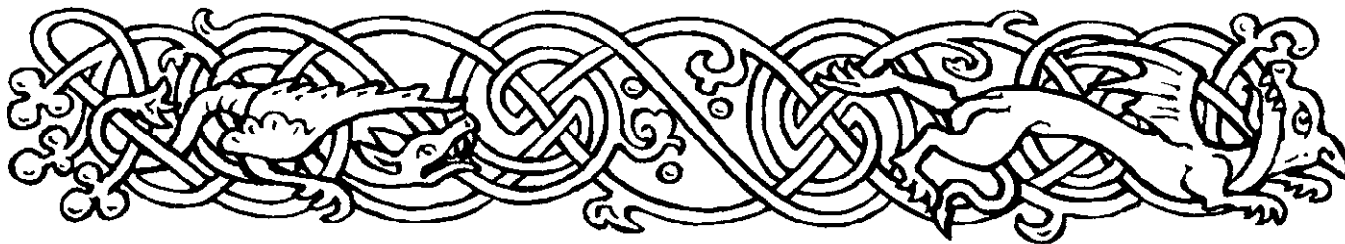
Temples

There are no major temples in the High Dale, but there are several small shrines scattered throughout the mountain pass. The most famous is the Dancing Place, a sacred glen located in a hidden valley near the head of the pass.

Several gods have believed to have manifested at the Dancing Place, including Mystra, Oghma, Mielikki, and Selune. Priests of these deities maintain this holy place, led by the Learned Father Crandan Ethander (LG hm P13), the chief of Oghma's following. The Dancing Place's priests and priestesses aid druids, bards, and rangers in their causes, and offer assistance to all heroes of good heart.

A small chapel dedicated to Tempus may also be found in the town of Highcastle. It is watched over by Sheila Wyndlass (CN hf PS), a zealous cleric who often rides with the Pegasus Archery Company.





Highcastle

The High Dale's largest community is Highcastle, a trading stop and crossroads. It is named for the ancient keep known as the High Castle, once the home of a robber baron who ruled the Dale. The keep is now abandoned. Highcastle was briefly controlled by Zhen-tish forces during the Time of Troubles, but was freed by Elminster and a group of Harpers.

1. High Castle. Now in ruins, this keep was once the seat of Baron Amadin, a notorious bandit and brigand who levied a toll for the use of the pass below. In Amadin's day, the roads between Cormyr and Sembia were not yet built, and a fair amount of traffic used the Thunder Way. Caches of treasure are rumored to be hidden within the High Castle to this day. Highdalesmen speak of "the baron's gold," when referring to any crazy scheme or half-brained idea.

4. The Dale Council. This complex of buildings is surrounded by a pleasant grove and park. The council hall is in the center, flanked by the Watch barracks and the high constable's manor. Half a dozen militiamen are usually on guard here.

8. Arrowpoint. The home base of the Pegasus Archery Company, Arrowpoint consists of a small group of barracks and stables surrounded by an earthen rampart. Currently, the company has been hired to suppress raiders in the Stonelands, and only a training cadre and some new recruits can be found here.

Sellswords in search of work will be hired for 4 cp per day, or more (up to 5 sp per day for experienced warriors) if they can prove that they rate a sergeant's stripes. The prospective NCO will have to prove himself in hand-to-hand fighting, and then demonstrate a reasonable knowledge of small unit tactics.

The Wyvernfang

A great crag of bare stone jutting out over the High Dale pass, the Wyvernfang is avoided by the Highdalesmen, and for good reason. It is the nest of a large family of wyverns that plague the local area. The wyverns have killed and carried off many travelers over the last 50 or 60 winters, and their presence has contributed to the Dale's decline.

The wyverns' lair is in a large cave or fissure near the mountain's peak, but it is extremely inaccessible – the last band of adventurers who tried to reach the cavern was caught on the bare stone cliff, and killed

The High Dale

The High Dale is a quiet, isolated area between Cormyr and Sembia. It is the southernmost of the Dalelands, and one of the oldest of the existing Dales.

Population. Highcastle: 325. The countryside: 970.

Inns. The Eagles' Eyrie in Highcastle is a small, dirty stopover for travelers on a budget. A room costs only 5 sp per night. The Swordsmith's House is a fine inn that closes during winter months due to lack of business. A stay costs 13 sp per night.

Taverns. The Shield and Keep is a noted taphouse with a large and faithful following among the locals.

Supplies. Frogfoot's Provisions carries few finished goods such as lanterns or tools, but does have good leatherwork and rations for a 20% markup. Ironhand's Arms, owned by Azan Stonesplitter (LN dm FG), is a fine weapon supplier with only a 10% markup in price. Azan is capable of forging weapons of quality.

Watch. Highcastle is patrolled by units of six militiamen, led by a constable. In the countryside, the constables work alone but may call on locals for help.

Temples. A shrine to Tempus may be found in the High Castle. The Dancing Place, a spot sacred to several temples, is near the town of Highcastle.

Other. The Pegasus Archery Company, a mercenary band of horse archers, keeps its headquarters and main camp in the High Dale.

piecemeal while they dangled from their ropes and pitons. The Highdalesmen believe that the wyverns may have accumulated a sizable hoard of treasure from their victims, but no one has been able to figure out a way to get at the lair without climbing the cliff beneath.





Mistledale

"Of all the Dales, no two are closer in temperament and way of life than Shadowdale and Mistledale. While Shadowdale has been through invasion and pretenders to the throne, Mistledale has been a mirror image of what Shadowdale is like at peace. Since the rule of Doust Sulwood in Shadowdale, Mistledale has been as true a neighbor and ally as you could wish for. Ye should go visit them sometime – they're good folk."

– Elminster

Known as a quiet, orderly land of sturdy farmers and good rulers, Mistledale is counted with Deepingdale and Shadowdale as a leader of the good Dalelands. The people are friendly and open, and are free of the problems that trouble many other Dales. Adventurers often find Mistledale to be a somewhat boring place.

The Dale covers a vast expanse of land, stretching more than 100 miles east to west and averaging 30 miles in width. It is very flat compared to its neighbors, and its rolling plains are broken only by the occasional copse or thicket. The folk of Mistledale never cleared this land; even in the days of ancient Cormanthor this was a region of open grassland.

The Tilverton-Hillsfar road, or Moonsea Ride, runs through the center of the Dale and accounts for most of the passers-by. Mistledale is isolated to the north and south by the dense elven woods. A well-marked trail leads north to Shadowdale along the banks of the Ashaba, and another south to Battledale by Yeven. There is a dangerous path through the Vale of Lost Voices that cuts straight to Essembra, but the locals warn travelers away from it.

There are a number of small hamlets in the Dale, including Elvencrossing, Glen, and Peldan's Helm. The largest and most important of the villages is Ashabenford, a town of about 500 people. The Council of Six meets in Ashabenford once a season, and the High Councillor remains here to administer affairs all year long.

The Council of Six

Mistledale is ruled by the Council of Six, a group of representatives who are informally elected. The councillors come from all corners of the Dale, and are usu-

ally clan leaders, village heads, or important gentleman farmers. The council only meets once every three months, since most of the councillors have duties back at their homes.

The six councillors choose a high councillor to remain in Ashabenford all year long. The high councillor can look after routine matters of administration and low justice, but is expected to call the rest of the council together for a special session if anything important comes up.

Currently, the high councillor is a merchant of Ashabenford named Haresk Malorn (LG hm F0). Haresk is a well-liked individual noted for his wisdom and honesty. As high councillor, Haresk holds the Rod of Peldan, a black scepter of office that is rumored to have magical powers.

Other members of the Council include:

Ulwen Sharin (LG hf F0), a graceful and regal gentlelady and landholder. Ulwen is the head of the Sharin freehold, a large and strong farm located in the eastern part of the Dale.

Targen Holdfast (NG hm R7), an ex-adventurer who retired about eight years ago and only recently assumed the responsibilities of a councilman. Targen is a woodsman and trapper of the northern forests, and speaks for many of the farriers and loggers of the area.

Sister Alena (LG hf P5) a young and zealous priestess who represents the Abbey of the Golden Sheaf. Alena leans towards fanaticism at times and troubles the other council members with her insistence on observing Chauntea's rites and prayers.

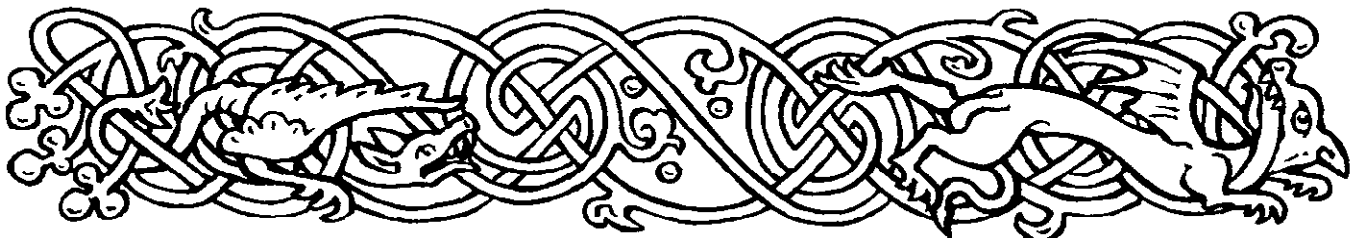
Dumic the Red (CG hm F0), a large and loud man with a great store of common sense and hidden wisdom. Dumic is a rancher of the western glens.

Law and Order

Mistledale combines its first line of defense with its police force – the famous Riders of Mistledale. There are 30 Riders, and they are empowered to keep the peace in the land and defend Mistledale from outsiders. A Rider may take criminals into custody, but cannot try or sentence an offender; only the High Councillor may pass judgement. However, the threat of being inconvenienced by a trip to Ashabanford is usually enough to convince countryfolk to resolve matters before formally involving a Rider.

The Riders usually operate in small groups, leading patrols of militia (see Defenses.) The Riders wear black, lacquered plate armor emblazoned with the





white horse insignia of Mistedale. All Riders are fighters, rangers, or paladins of levels 3 to 6.

The high councillor can pronounce sentence on any crime except murder or armed robbery. For those offenses, he must call the entire Council of Six to sit in judgment. Such tribunals are very rare, with only two cases in the last two years.

Defenses

As noted above, Mistedale's Riders function not only as constables but as soldiers too. They vigorously patrol the Dale and the Moonsea Ride, from the Standing Stone all the way to Tilver's Gap. The Riders also patrol the woods bordering the Dale, now that the elves have left.

The Riders are assisted by a well-armed and well-trained mounted militia. All young men and women are offered the chance to join when they turn 18. If they accept, they agree to serve three months per year for the next 10 years. The militiamen are paid while in uniform and equipped with chainmail, spear, and short sword. At any given time, there are about 200 militiamen under arms, with 600 more off-duty and available in an emergency.

When they muster out, militiamen are given the chance to keep their weapons, armor, and mount in lieu of a last pay-day. In addition to the active and reserve militia, there are several hundred more ex-militiamen in Mistedale who retain their weapons and mounts.

The Riders and the militia are headquartered in Ashabenford. The current Captain of the Riders is a noble paladin of Chauntea named Nelyssa Shendean (LG hf Pd12), a great heroine and swordswoman noted for her compassion and courage.

Trade

Ashabenford is an important trade town in the Dalelands. Mistedale's farmers come here to sell produce to Cormyrian and Moonsea merchants, while buying textiles and manufactured items from the large cities. Mistedale is a breadbasket of grain, hay, potatoes, beets, and vegetables with plenty of room left over for large herds of cattle and sheep.

The Black Eagle Coster is a small company that buys grain, ale, cheese, and salted meats and conveys them overland to Hillsfar, Harrowdale, and Scardale. The coster is owned by a five-man partnership of

Mistedale

A large, open Dale located in the heart of the Elvenwoods, Mistedale is a prosperous and heavily-trafficked area.

Population. Ashabenford: 455; Elven Crossing: 110; Peldan's Helm: 80; the countryside: 4,300.

Inns. The White Hart offers good accommodations for 1 gp per night. The Ashabenford Arms is an excellent inn with matchless service for 16 sp per night.

Taverns. The Velvet Veil is a rowdy dance hall and taphouse. Many travelers along the Moonsea Ride take their rest here, making the tavern a good source of rumors or offers of employment.

Supplies. Lhuin's Fine Leathers manufactures and sells saddles, bridles, belts, and leather armor at a 10% discount from PHB prices. Multhimmer the Merchant operates a general store that trades in all goods, but specializes in imported metalwork and glass. Most household items can be purchased at a 20% markup over PHB prices.

Watch. Mistedale is patrolled by the Riders of Mistedale in groups of three to four. The Riders lead squads of trained militia. Ashabenford itself usually has 10 to 15 Riders in the area and 50 to 60 militiamen in garrison at the barracks.

Temples. Large abbeys dedicated to Chauntea and Silvanus can be found in the countryside of Mistedale.

former adventurers, led by Iletian Blackeagle (NG hm F7.)

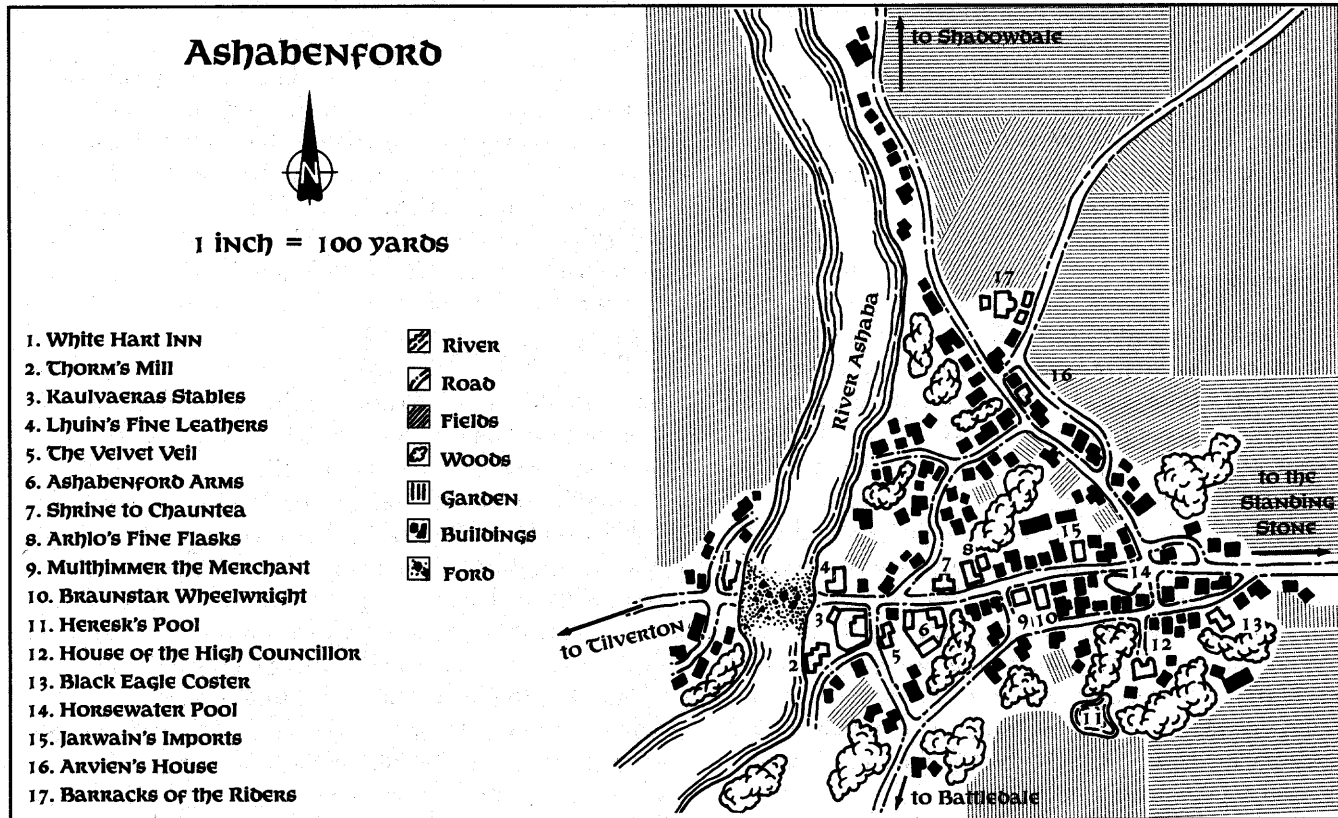
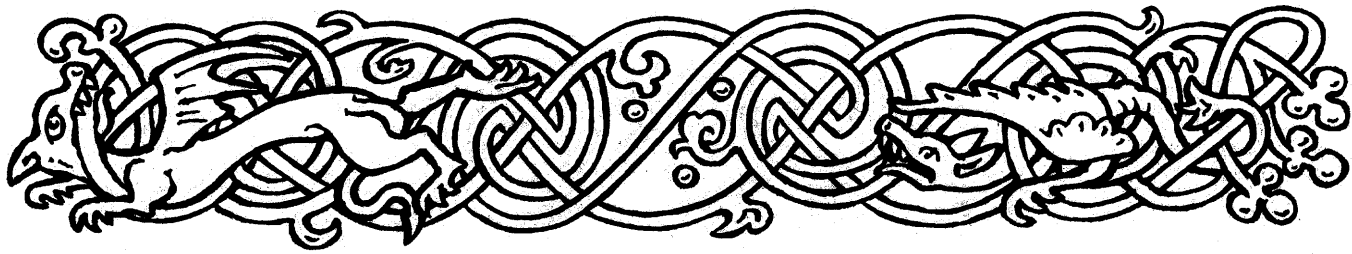
Another company of note is Jarwain's Imports, a single-shop operation owned by a seasoned half-elf named Jarwain Evensword (CE hm F4.) Jarwain buys silk, lace, cotton, and rare spices in Cormyr and brings them to Mistedale to sell. Jarwain is secretly an agent of the Dragon Cult, and in return for the safety of his own caravans he supplies information about other caravans passing through Tilver's Gap.

Temples

Mistedale is home to two important abbeys. The abbeys are temples, but are found outside of towns and are surrounded by their own walls and small villages. Nearby farmers often come to the abbeys to trade and seek the clerics' blessing.

The Abbey of the Golden Sheaf lies a couple of miles from Ashabenford, and is dedicated to





Chauntea. It is supervised by Reverend Brother Derim Whiteshield (LG hm P13) a soft-spoken man of great faith and courage.

The Oakengrove Abbey is about 20 miles from Ashabenford, beneath the eaves of the Elvenwood. It marks the site of a sacred grove of ancient oaks. The Abbey has been in decline over the last 10 or 15 years, and is only served by eight priests these days. Their leader is the Oakfather Gannon Durei (N hm P9), a young and ambitious man who is looking to reverse his abbey's fortunes. Gannon will go out of his way to help adventurers who serve the forests and Silvanus and bring fame to his abbey.

Ashabenford

The most important town in Mistedale, Ashabenford is a growing marketplace and trade stop located on the Moonsea Ride — the road from Cormyr to Hillsfar. It is the center of the Dale, and in the summertime people from all corners of the land meet here to trade.

1. White Hart Inn. Opened two years ago by an adventurer named Holfast Harpenshield (NG hm F9),

this inn is a meeting place for the Harpers and other agents of good. Holfast maintains a secret safehouse for good characters in trouble and provides excellent accommodations for good-aligned adventuring companies for only 1 gp per night.

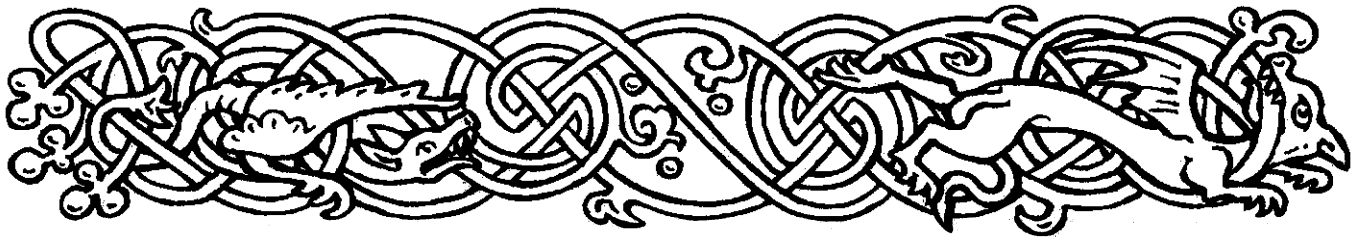
2. Thorm's Mill. Owned and operated by Thorm Ubler (NE hm F0), this is the only mill in Mistedale. Thorm is a greedy, miserly man who lines his pockets at the expense of honest customers. He is known for his two bad-tempered and good-for-nothing sons, a pair of sneering braggarts (both CE hm F4.)

3. Kaulvaerus Stables. Kaulveras Greymantle (LN hem F2) owns one of the better stables in the Dalelands, and maintains a fine selection of riding horses. He occasionally breeds and trains warhorses and may (30% chance) may have one in his stables at any given time.

7. Shrine to Chauntea. Maintained by a young priestess named Jhanira Barasstan (NG hf P5), this roadside shrine is visited by many locals as well as passers-by. Jhanira would like to see the shrine grow into a full-fledged temple.

8. Arlho's Fine Flasks. Owned by one Arlho of Arabel (LG hm F0), Arlho's Fine Flasks is a brewery





and winery of note. Arlho prefers to keep his business small and manageable, even though the quality of his ales and wines would enable him to do well in a wider market.

9. Multhimmer the Merchant. As noted in the sidebar, Multhimmer (CN hm T7) runs a general trading post, buying and selling most anything. He is also a skilled fence and will buy stolen property of all descriptions. Multhimmer prefers not to buy items stolen from locals because of the risk of discovery.

10. Braunstar Wheelwright. Braunstar (LN hm F1) is a skilled craftsman whose advice and wisdom are sought out by the other members of the community. He makes and repairs all kinds of wagons and carriages for very reasonable prices.

11. Heresk's Pool. Local legends state that a bandit captain concealed his treasure in the depths of this dark pond. Several attempts to drag the bottom have brought up only muck.

12. House of the High Councillor. Heresk Malorn lives here, along with his wife, two daughters, and a small staff of servants. Heresk owns a general store in town, and imports from Cormyr and Sembia. Since his home is the largest and most spacious house in Ashabenford, it is used as a seat of government by the Council of Six. The council plans to build its own set of council chambers soon.

14. Horewater Pool. An open well serving all passers-by, the Horewater Pool is a local gathering spot and gossip fence.

16. Arvien's House. This is the home of Arvien Blackhair (LE hf T4), a tin and pewtersmith. Arvien is a spy in the pay of the Zhentarim, and she carefully watches the activities of the council and the Riders.

17. Barracks of the Riders. The Riders of Mistedale are headquartered in this small compound, along with the active militia. The Riders' compound also serves as the town jail.

Peldan's Helm

A small hamlet near the Dale's western edge, Peldan's Helm is named for an old Cormyrian soldier who retired to Mistedale. When he came to the site of the village, Peldan is said to have used his helmet to mark the center of his land, claiming all the land that could be seen from the helm's location. Peldan founded his freehold about 350 years ago.

Over time, Peldan's family grew and prospered, and the freehold grew into a small village. Other farmers

and woodsmen moved into the area. Now everyone within 20 miles claims descent from the old soldier.

The western portion of Mistedale is considered wild and dangerous, and over the years many bandits and monsters have thrived among the ruined farms and abandoned freeholds of the area. Adventurers visiting Peldan's Helm will find that the village is an excellent base of operations for the exploration of some of these old ruins and the dark woods nearby.

Galath's Roost

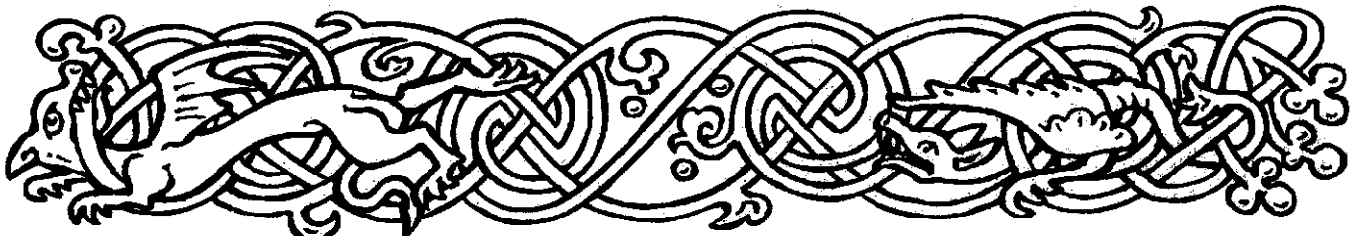
At the other end of Mistedale lies the abandoned keep known as Galath's Roost. Galath was a bandit captain who raided the Dale and the lands nearby extensively. About 400 years ago, Sembian forces struck back and destroyed the keep with the aid of powerful magic. Galath and his band were killed.

The Sembians searched thoroughly for any sign of the bandits' treasury or loot, but nothing was ever found. It is widely believed that a sizable hoard may still be hidden in the keep or buried somewhere in the nearby woods. The Roost itself is rather dangerous, and is rumored to be haunted by the ghosts of Galath and his band. Other people claim that the keep is infested with orcs or some other unsavory types.

The Barrowfield

About 30 miles east of Peldan's Helm there is a large, grassy glen with a dozen or more old mounds snaking across the field. The Barrowfield is something of a mystery, and most people guess that some ancient and nameless tribe of men wandered through the Dale before the raising of the Standing Stone, leaving their dead here. The barrows seem to attract the mists of the Ashaba, and the area is rumored to be haunted.





Scardale

"I'm sure ye all remember Lashan's war about 10 years ago. Scardale has always been a powerful and wealthy Dale, and it should have been no surprise that sooner or later a lord would arise with dreams of empire. The Scardalesmen are asking for an end to the occupation of their land, and are ready to put the past behind them. But I'll tell ye this: in 50 years, Scardale will be a threat again. Wars leave wounds that never heal entirely."

— Elminster

Most Dalesmen still think of Lashan the warlord when Scardale is mentioned. To this day, it is a land under occupation, and the people are only now beginning to recover from the disastrous wars their lord led them into. Scardale is among the largest and most powerful of the Dalelands, and as the war fades into history the people of the Dale begin to hunger for self-rule and an end to martial law.

Scardale lies along the steep-sided defile of the Ashaba, known as the Scar. More than 80 miles long and almost 25 miles in width, the Scar was once lightly populated with farmers and herdsmen, but since the war many Scardalesmen have left the city to find homes in the countryside. A number of small villages have grown into thriving towns as the people of Scardale leave the city to the foreigners and mercenaries.

Lightly trafficked coastal trails lead to Harrowdale and the Sembian city of Yhaunn. More travelers enter and leave the Dale by the Ashaba Road, leading to Feather Falls. However, the most important means of travel to and from the Dale is the port of Scardale-town, at the mouth of the river.

The city of Scardale was once the largest in the Dalelands, but is now only a mere shadow of its former self. Despite its decline, it remains one of the Daleland's leading communities. If the occupation were to end, Scardale would quickly regain its prominence.

Several prospering towns have grown up in the countryside during the city's occupation, including Scarsdeep and Chandlerscross. Some of the occupying powers have suggested stationing garrisons in these towns as well, but the Scardalesmen have protested against any such plan.

The Lord of Scardale

Since Lashan Aumersair fell, Scardale has been ruled by a provisional government consisting of a local lord and a parliament of advisors. The lord of Scardale is a charismatic ex-priest named Myrian Beechwood. Myrian was formerly an adventuring priest of Waukeen who worked extensively to aid the folk of Scardale in the first months of the occupation. He left the temple when the occupying forces offered him the provisional lordship, never expecting to be in office as long as he has.

Myrian (LG hm P6) is a tired and angry man who has fought (diplomatically) for the restoration of Scardale's liberty for years. Many of his actions are subject to the approval of the Parliament of advisors, composed of representatives of the occupying powers — Cormyr, Sembia, Zhentil Keep, Hillsfar, and each of the Dales. Since the parliament rarely agrees on anything, Myrian rarely manages to make any progress. He refuses to become the puppet of any one faction.

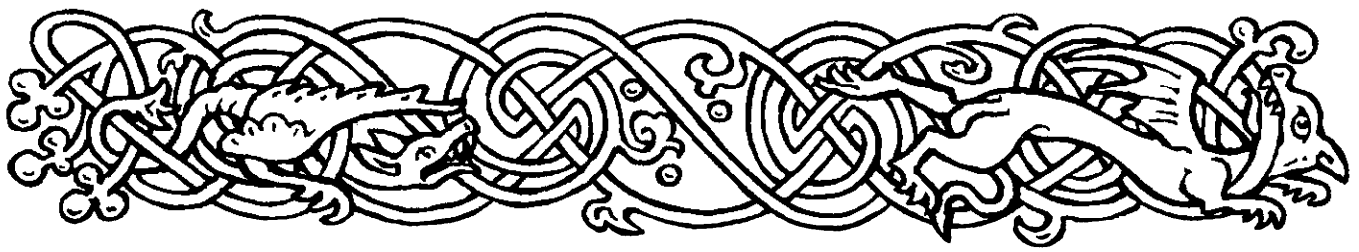
Scardale-town's real powers are the parliament members, in many cases the commanding officers of the various garrisons. Within their own districts of authority they run things as they see fit. The local provisional government has no power to contradict the rulings or edicts of any of the garrison commanders.

Scardale's countryside, things are a little better. While Myrian is acknowledged as the lord of the Dale, the townspeople and farmers also realize that their government has no power. They run things for themselves like the natives of Battledale or Featherdale, avoiding the involvement of outside forces in all but the most serious matters.

The discussion of Scardale's rulers would not be complete without a mention of Lashan, the last ruler of the Aumersair family. Lashan disappeared at the end of the Scardale wars, and rumors of his death were never substantiated. If he still lives, Lashan is the rightful lord of Scardale and cannot be usurped.

Scardale's harsh treatment at the end of the war has left some elements of the populace with a yearning for the "good old days," when Scardale was respected — and feared — by her neighbors. Lashan's return would find a surprising amount of popular support from the Scardalesmen.





Law and Order

As noted above, Scardale's countryside is very informal. Most natives want to avoid calling in the occupation forces to settle their own disputes, and look after their own matters. Important farmers or village leaders often move to suppress trouble before it gives an occupying force an excuse to act.

In the city, law and order is a mishmash of martial law and anarchy. Actions that are illegal in one district may be encouraged in others. For example, the Dale garrisons arrest looters, the Hillsfar contingent kills looters on sight, while the Zhentish garrison instead extorts locals for protection money against looting incidents!

Recently, Lord Myrian has managed to organize a Scardale watch of locals with the power to enforce the city's old laws. While the watch is only armed with club and sap and must defer to the garrisons, it is still an important step in returning Scardale to independence.

Defenses

No native army or militia remains in Scardale, but the Dale is adequately defended by the various garrisons. The contingents of soldiers from other Dales take turns patrolling the countryside, since the Dalesmen don't trust the outlanders not to loot and pillage outside the city walls.

Many of Scardale's folk are veterans of Lashan's army. Most were disarmed at the end of the war, but a fair number concealed arms and armor from their soldiering days. Any band of Scardalesmen is likely to be very well-armed.

Trade

Once the most important port in the Dalelands, Scardale was closed for years after the war. Only recently has it reopened. Banditry in the city and the countryside has made trade very dangerous and unreliable; many locals prefer a simple system of barter, IOUs and favors.

The large number of soldiers in Scardale-town has enabled entrepreneurs to make a killing with cheap taphouses, inns, and festhalls. Most of these red-light business pay out a big portion of their income for protection money.

In the countryside, the Scardalesmen spent years producing at meager subsistence levels. Things are

Scardale

Occupied by forces from the surrounding lands, Scardale is a dangerous and chaotic city where foreign powers maneuver for control. Extensive areas of the city now lie in ruins. Many of the native Scardalesmen have abandoned the city, moving into the countryside.

Population. Scardale: 2,160. The countryside: 5,900.

Inns. The Warrior's Rest is a cheap, dirty inn with bad service, available for 8 sp per night, The Dragon Point Inn is a better establishment, one of the few to survive the occupation. A room here costs 2 gp and 2 sp per night.

Taverns. A number of filthy taphouses litter the streets of Scardale. A typical tavern is The Sleeping Lion, favored by Cormyreans and some of the Daleland garrisons, The Dragon's Tail is noted for its clientele of Zhentish troops, black marketeers, thugs, and smugglers.

Supplies. A good selection of overpriced rations is sold by Yahorlim the Grocer, The Scardale Provisioner is a high-quality general store with a 30% markup over PHB prices (due to banditry losses.)

Watch. All of the garrisons patrol their districts. A Scardale Watch of the provisional government has recently started to patrol all districts of the town. They have little recognized authority.

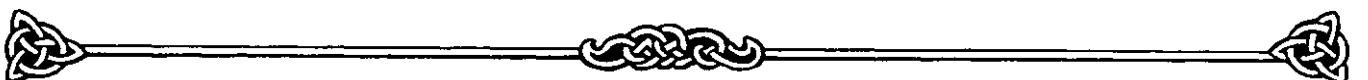
Temples, Shrines to Tymora and Tempus can be found in Scardale-town.

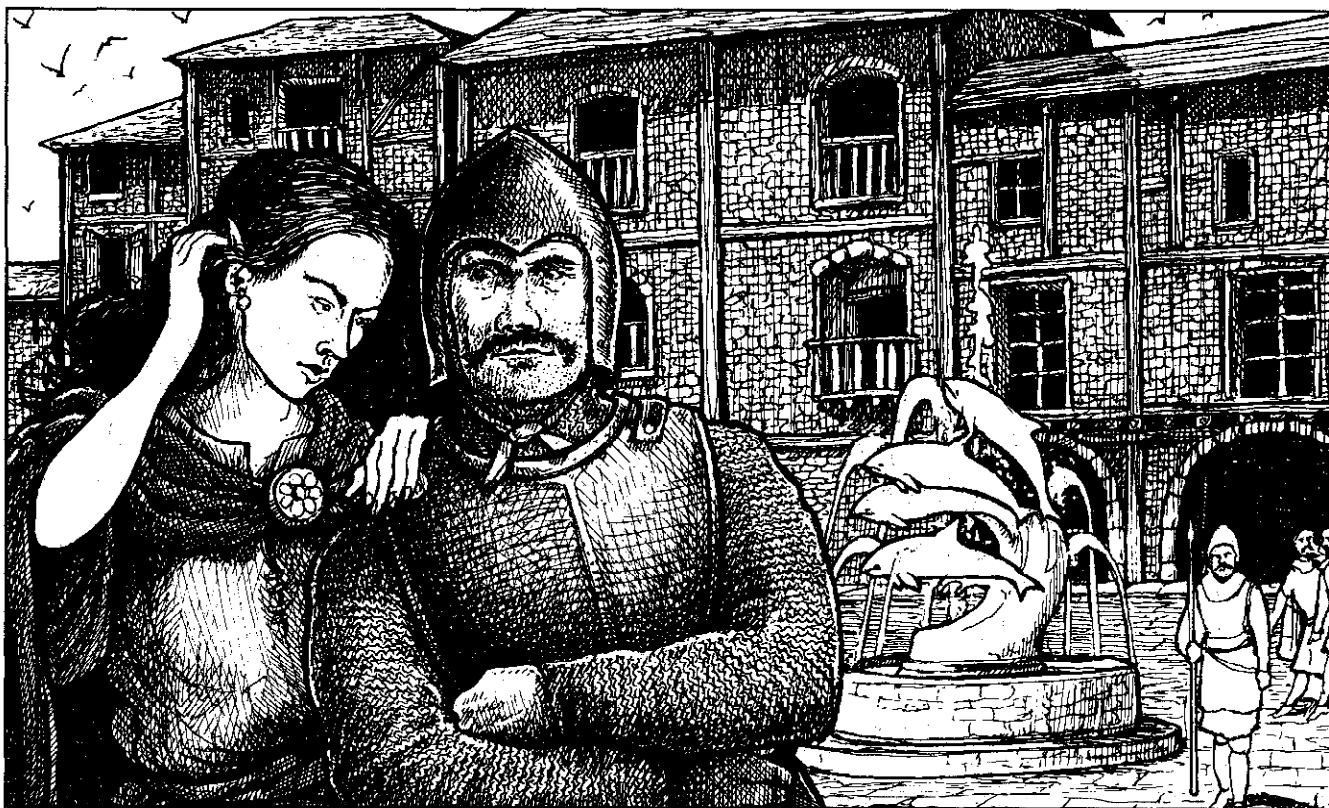
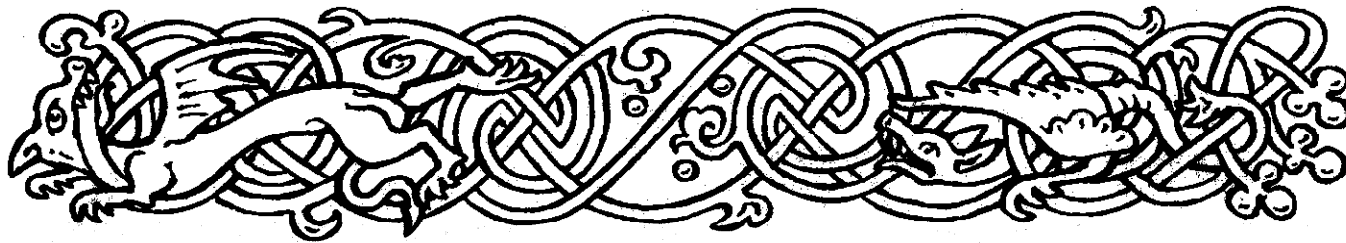
Other. Many areas of Scardale are dangerous; the garrisons often clash in small skirmishes and street fights.

improving, and many farmers now journey to Harrowdale, Yhaunn, or Blackfeather Bridge to sell their grain, ale, and vegetables at harvest-time.

One local merchant of note is Aldavius Darkhand (N hm T9), a roguish black marketeer and fence who commands the loyalty of a small company of like-minded traders. He can get anything for anyone — for a price. Generally, Aldavius and his men can command a 100% markup over *Player's Handbook* prices.

In the town of Scarsdeep, a trader named Shaliana Ghend (NG hf F6) operates the Scardale Provisioner, the only major company to survive Scardale's decline. She moved her operations out of the city soon after the war, and has provided excellent service to the countryfolk. Recently she sent her daughter Talana (CG hf T5) to reopen Scarsdale for business. Talana's shop is well-defended and is frequently replenished from Scarsdeep.





Temples

Most of Scardale's temples were destroyed in the battles at the end of Lashan's war. Only the Lap of Luck, a temple to Tymora, survived. Tymora's house is served by Gelli Parabuck (CG halfm P8), a cheerful halfling who is quite popular with the Scardalesmen despite the fact that many feel Tymora has temporarily deserted the land.

Another temple of note is the Shrine of Crossed Swords, dedicated to Tempus. Battle Chaplain Ulara Axehaft (N hf P7) founded the shrine five years ago to minister to the garrisons of the city. The Shrine has flourished ever since.

The City of Scardale

At one time the largest and most important town of the Dalelands, Scardale today has, less than one-half its pre-war population. Hundreds of natives were slain in the battles that ended Lashan's career, and hundreds more have fled into the countryside to avoid the occupation.

Scardale appears on the poster map.

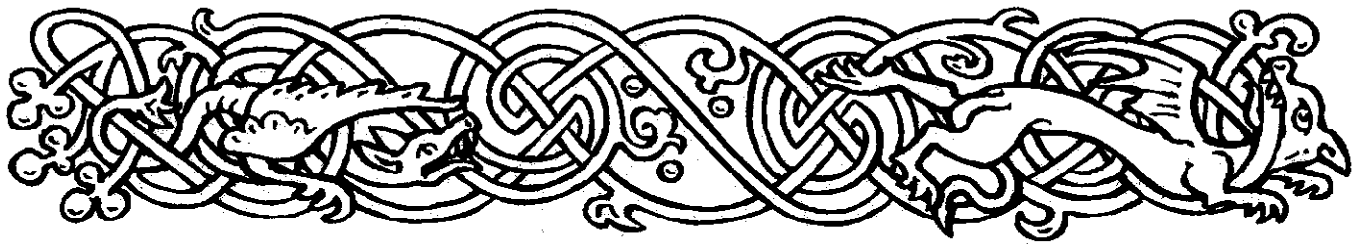
1. Harborwatch Keep. Formerly the seat of the Aumersair family, the Keep now houses Lord Myrian Beechwood and his provisional government. The Keep also abides dozens of advisors, courtiers, ambassadors, and others and is constantly seething with intrigues and plots. The Keep is used as the base of operations for the new Scardale Watch, but is also full of armed diplomats from the occupying powers.

5. Four Dolphins Fountain. Raised more than 200 years ago, this lovely fountain is a meeting place for the folk of Scardale. It has the unusual property of magically blocking scrying or eavesdropping attempts for those in the immediate area, and so it is a favorite spot for people planning treachery or exchanging information.

7. The Spouting Fish. A quiet inn favored by merchants and sailors, the Spouting Fish is owned by Yhelsed Cablehand (NE hm T3), a man who is secretly employed by the Zhentarim. Yhelsed keeps track of the vessels entering or leaving port, and their cargoes, and reports this information to the Zhentish compound.

8. The Singing Siren. Rowdy and dangerous, this tavern is favored by mercenaries and black marketeers.





The proprietor is Ulfgang Halfhand (LE hm F7), who is a lieutenant in Aldavius Darkhand's organization. Characters desiring contact with Darkhand will often be sent through Ulfgang first.

9. Northend Tower. This fortification has been claimed by Aldavius Darkhand as a base of operations and stronghold. The tower is defended by a number of thugs and hired swords, and is rumored to be filled with contraband and stolen loot of all kinds.

10. Zhentilar Compound. The Zhents are allowed only 12 soldiers in Scardale, but it is no secret that the actual number of Zhentish soldiers is closer to 10 times that figure, once local "auxiliaries" (actually mercenaries and thugs) are counted. The Zhents are easily the single strongest force present in Scardale, but the other powers are sworn to ally against the Zhents if need be.

The Zhentish garrison is commanded by an ambitious wizard of the Zhenstarim named Ithana Redstave (LE hf W9). The Black Network has big plans for Scardale, and is working to first establish control over Myrian Beechwood, and then propose the end of Scardale's "occupation" — leaving Scardale as a Zhentish puppet state. Ithana is currently working on a plot to frame the Hillfarrians for a series of murders.

The Zhentilar compound is surrounded by a makeshift wall and is effectively a self-contained fortress within Scardale. Many of the nearby buildings have been purposely razed to provide for a clear field of fire from within the compound walls.

11. The Wash Rocks. A number of jagged boulders and hidden shoals make this coastline very dangerous. However, the rugged strand is also perfect for concealing smuggling activities, and many rogues take the chance of striking a rock or losing a cargo in order to avoid detection by one of the garrisons.

12. The Sea Stallion. An Impilturian galley wrecked about six years ago, the Sea Stallion is now manned by a Zhentish artillery team who use its catapults to command the nearby waters. The Zhents have not fired on anyone recently.

15. Cormyr Garrison. The Cormyreans are led by Truent Tyranon (LG hm F8), a seasoned warrior entrusted with delicate diplomatic matters. The Cormyreans are tiring of the Scardale standoff and are considering a withdrawal, but are reluctant to leave while Zhentil Keep holds the upper hand.

16. Sembian Garrison. The Sembians are tiring of the standoff as well. Unlike the Cormyreans, they feel that they are close to resolving matters in a fashion

favorable to themselves. For years, Sembian gold has been pouring into Scardale, building new businesses and repairing the damages of the war. The Sembian sector is the most peaceful and prosperous of the occupied areas in the war-torn city, and continue to improve.

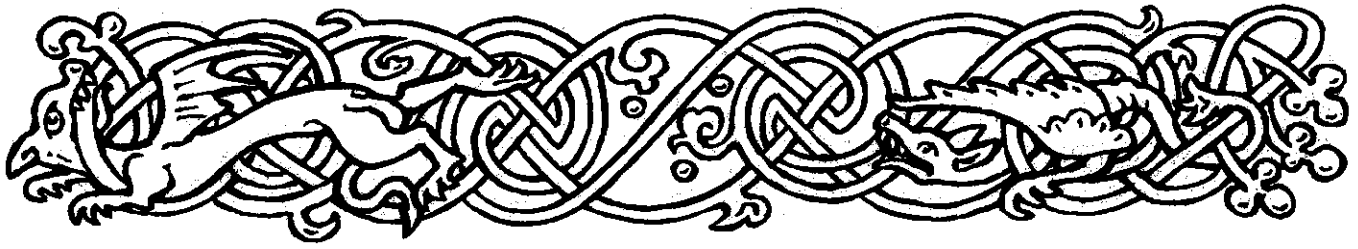
The Sembian garrison is commanded by Rhellan Trollgrip (N hm F7), who in turn follows the orders of Lady Sashesh. The Sembians have secretly compromised the mercenary garrisons provided by Tasseldale and Harrowdale, and can count on the sellswords to serve Sembia in any serious confrontation.

18. Tasseldale Garrison. As noted above, the Sembians have secretly bribed the Tasseldale garrison and command their loyalties. The Tasseldale garrison is composed of a detached element of the Talonshield mercenary company, based in Ordulin. The company is commanded by a Tasseldalesmen officer, a mairshar named Hareth Windtamer (LG hm F4.) Hareth doesn't know that his mercenary troops have had a change of heart concerning their service.

21. Harrowdale Garrison. The Seven Burghers originally sent a detachment of their Grey Rider company to occupy Scardale, but soon recalled them and replaced the loyal Dalesmen with a large adventuring company known as the Sword of Yhaunn. Over time, the original adventurers moved on and were replaced by mercenaries who had already been bought by the Sembians. The Harrowdale garrison is now openly in the Sembian camp, and the Harrowdale ambassador has written to the Seven Burghers to request the release of the mercenary troops and new, loyal soldiers.

22. Lady Sashesh, Representative of Sembia. Several powerful Sembian merchants harbor ambitions against Scardale. It is no secret that many Sembians would like to see Scardale as a Sembian city. Lady Sashesh (LN hf F5/T8) is a wealthy merchant and trade liaison who represents these merchants and works to control Scardale through dominating trade and the occasional bribe.





Shadowdale

"The finest folk in Faerûn, if ye care to ask me. But it's not the heroes or Harpers or sages — ahem — that make Shadowdale special. It's the farmers and craftsmen, people who have more courage and common sense than many great knights and mages I have met in my time."

— Elminster

The most famous of the Dalelands, Shadowdale's notoriety would appear to be at odds with its pastoral lifestyle. It is a quiet, wooded land of dense forests and prosperous farms — and it happens to be home to a surprising number of very powerful and important people. The reputation of Shadowdale's residents has spread from the Sword Coast to the farthest reaches of the Moonsea.

Of all the Dalelands, the land of Shadowdale is the most common stop for parties of adventurers. The town has long looked to adventuring companies for security and leadership. A large number of ancient ruins, accesses to the Underdark, and hidden treasure caches ensure that most heroes will find something profitable and useful to do in Shadowdale.

Shadowdale lies along the road from Shadow Gap to Voonlar, controlling a major trade route from Cormyr to the cities of the Moonsea. Most people are familiar with the town of Shadowdale, but the greater portion of Shadowdalesmen live as independent farmers and homesteaders in the open lands northeast of the town.

Shadowdale stretches almost 100 miles from the Dagger Hills to the Elvenwoods, and is more than 30 miles wide. Like Mistledale to the south, the Dale's lands of the Dale have open since before humans came to Cormanthor. Unlike Mistledale, the lands of Shadowdale are broken by large areas of light woods and rolling hills.

Most travelers come to Shadowdale along the Shadow Gap-Voonlar road, but major trails lead south along the Ashaba to Mistledale and west through the Dagger Hills to Daggerdale. The trails have not been very safe lately, with raiders and brigands reported in the area.

Besides the town of Shadowdale, there are no other communities or villages of note. However, there are some large, remote family freeholds that are home to as many as 20 to 30 kinsmen. These freeholds are usu-

ally known by the name of the family: Blackcreek Crossing, the Shallain Hold, and so on.

In recent years, Shadowdale has been the Dalelands' front line of defense. The Dale played a part in the alliance against Lashan of Scardale, and contributed forces to King Azoun's crusade against the Tuigan Horde. Most importantly, the Dale fended off a major Zhentish invasion during the Time of Troubles.

Shadowdale has also been faced with a number of troubles of its own. In 1339 DR, the ruler of the Dale, Lord Aumry, was assassinated. The warrior Jyordhan captured and executed the murderers, but was later revealed to be a Zhentarim agent. He ruled with a heavy hand until 1345 DR, when he was slain by the mage Khelbun Arunsun of Waterdeep.

Shadowdale was leaderless for three years, although Jyordhan's heir Lyran Nathander claimed the throne. In 1348 DR, the rightful rule of Shadowdale was reestablished by the Knights of Myth Drannor. Doust Sulwood, one of the adventurers, became Lord of Shadowdale and ruled for five years. His successor, Mourngrym Amcathra, has ruled since. He defended the Dale against the forces of Lyran the Pretender in 1357 DR and against the Zhents during the Time of Troubles, in 1358 DR.

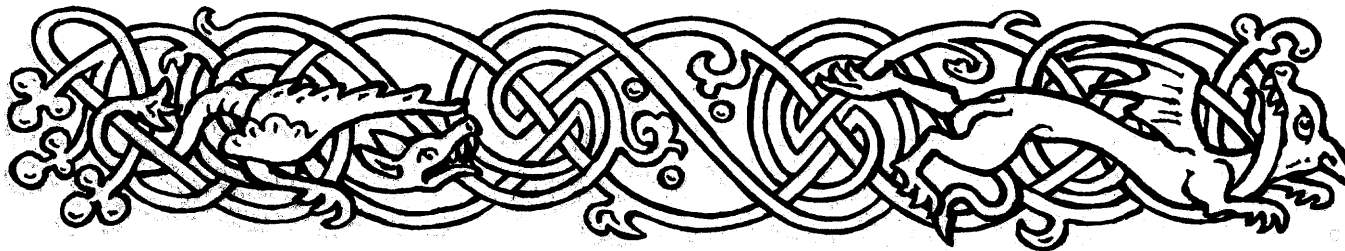
The Lord of Shadowdale

Shadowdale's ruler is Lord Mourngrym Amcatha (NG hm F6), a noble adventurer of Waterdeep. It is the custom in Shadowdale for the lordship of the Dale to pass to whatever hero or adventurer is deemed most worthy by the retiring lord. Mourngrym was named to his position by the Lord Doust Sulwood (CG hm P8), one of the founding members of the Knights of Myth Drannor.

The emblem of the rightful lordship of the Dale is the *Pendant of Ashaba*, a magical necklace that has been handed down since the time of Shadowdale's first human ruler. A few years ago, the *Pendant* was taken from the usurper Jyordhan by Khelbun Blackstaff, when Jyordhan attacked the archmage. Khelbun held the *Pendant* in safe keeping in Waterdeep, and finally sent it back to the Dale with the Knights of Myth Drannor.

Mourngrym is a courageous, responsible man who has ruled well and wisely during his tenure as Lord of Shadowdale. Several years ago, he married Shaerl Rowanmantle, a noble lady of Cormyr who was originally sent to keep an eye on him. The two have a





young son. Mournygrym is a very popular and well-loved ruler.

Defenses

Shadowdale's first and foremost line of defense lies in the powerful heroes who make the Dale their home. While characters like Elminster, Storm Silverhand, or the Knights of Myth Drannor may not be around at any given time, few troublemakers want to take a chance that they *are* at home. Large numbers of less famous adventurers constantly pass through the town, spoiling for an evil band to hunt down or a horrible monster to defeat.

Shadowdale is also home to the strongest keep in the Dalelands, the Twisted Tower of Ashaba. The Tower is nearly 1,000 years old and was built by the original drow rulers of the land. When Shadowdale was freed, the Tower became the seat of the Lords of Shadowdale.

The Twisted Tower is garrisoned by 90 capable men-at-arms, most of them experienced veterans. The garrison served with merit in the battles against Lyran the Pretender and Zhentil Keep. Shadowdale is also defended by one of the better militias in the Dalelands. While there are no formal musters, drilling companies, or equipment issues, Shadowdale's people have fought off invasions on at least two occasions. The townsfolk also include a number of retired adventurers who are still handy with a sword or a staff.

There are no formal patrols in the countryside or the village. If serious trouble breaks out in the village, the locals will usually summon guards from the Tower to deal with it. In the countryside, the farmers and freeholders will muster a local band of militiamen to handle things.

The Twisted Tower features an aerial landing stage and stalls for several hippogriffs. Several of the guards and members of Mournygrym's court are proficient in airborne riding, and overfly the Dale's outlying areas to scout out trouble and keep an eye on things.

Trade

Compared to some of the other Dales, Shadowdale is not very big. Battledale and Mistledale grow and sell far more food than Shadowdale, and more urban lands such as Tasseldale or Archendale see much more craftwork and trade.

However, Shadowdale is not as isolated as Daggerdale or the High Dale. A lot of traffic passes through the Dale along the Tilverton-Voonlar road, and the folk of Shadowdale sell their produce to both Moonsea and Cormyrian merchants. Some of the local merchants include Jamble, Weregund the Trader, Icehyill, and Hammerhand Bucko.

Jamble (CN hm T7) is a slick character who trades in interesting and exotic items from Cormyr to the Moonsea. He carries a small stock of everyday supplies, but views his general store as a source of capital for speculative ventures elsewhere. Jamble will buy or sell almost anything for the right price.

Weregund the Trader maintains a larger, less expensive general store than Jamble. His General Store is considered the Dale's trading post. Weregund regularly deals with the caravans that pass through town. Most items listed in the PHB for less than 100 gp can be found in his store, and there is a small chance that more expensive items can be purchased here. Weregund is widely known as a greedy, cowardly man, but once you look past those faults he's really not so bad.

Icehyill (NG hf F6) is a retired adventurer who made her fortune on the Suzail-Waterdeep caravan routes. She is a very skilled and canny businesswoman, and will occasionally speculate in small but valuable items. Icehyill has very little stock on hand, but can order many small or fancy items.

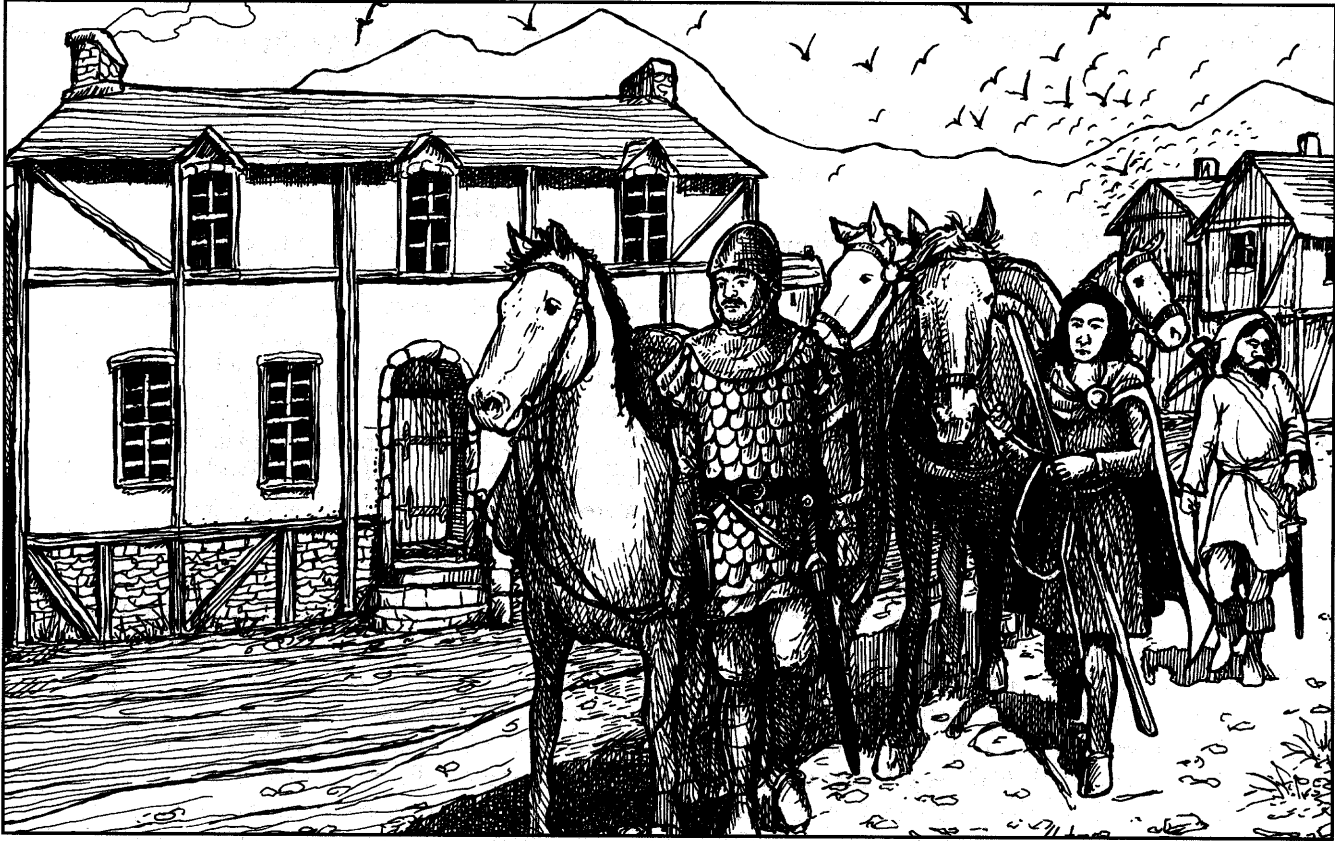
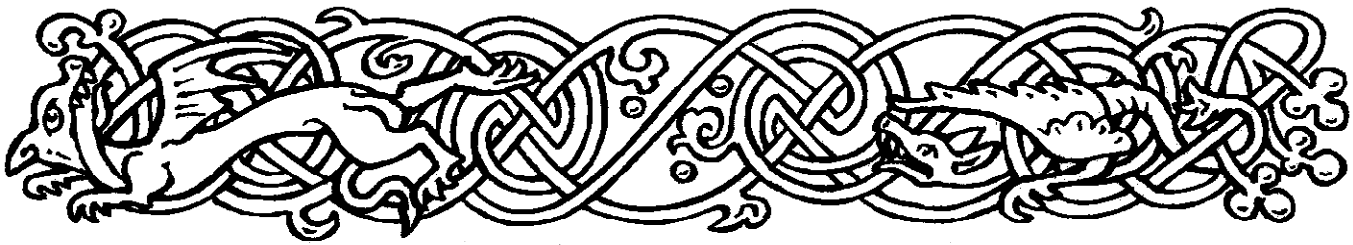
Hammerhand Bucko (LG hm F2) is a wainwright and carpenter whose work is excellent. Hammerhand himself is a sarcastic, stubborn individual who won't hesitate to call a fool for what he is. Hammerhand's wagons and wheels can be found throughout the Dalelands.

Temples

Shadowdale is home to temples dedicated to Chauntea, Lathander, and Tymora as well as smaller shrines of Mystra and Tempus. Outside of town, there is a sacred spot known as the Druid's Grove. Shadowdale is still recovering from Lord Joadath's rule, an agnostic who drove out all faiths, good and evil.

Morningdawn Hall is the temple of Lathander. It is a building in the shape of a great swan, and is actually the second temple of Lathander to stand on this site — the first was destroyed by Bane during the Zhentish invasion of Shadowdale. The High Dawnlord is a Sembite named Munro Cassimar (LG hm P10), a vain and proud man who regards his assignment to the





Dalelands as a form of exile. Cassimar will support and heal adventuring companies that are willing to donate significant amounts of treasure for “the glory of Lathander.”

The House of Plenty is dedicated to Chauntea. It was founded soon after the Time of Troubles, and in its early days operated out of Beregon Hillstar’s barn. A temple was raised a few years ago in a swampy area known as the Bog, which the followers of Chauntea drained. The House of Plenty is overseen by High Harvestmistress Glamerie Windbough (NG hf P9) and 16 priests of lower level. Glamerie believes in the cyclic philosophy of her temple, and will only *raise dead* if adventurers have been in Chauntea’s direct service.

The House of the Lady is the oldest temple in the Shadowdale area, and is dedicated to Tymora. It is frequented by adventurers seeking information, advice, and healing. The local high priestess is the Preceptress Eressea Ambergyles (CG hf P8), a woman of boundless energy and devotion who has seen her faith through some very tough times. She is aided by more than 20 lesser priests and acolytes, as well as a large lay following.

The Druid’s Grove is not an organized temple of any kind, but simply a clearing of ancient menhirs, or standing stones, surrounded by a grove of oak and mistletoe. It is maintained by a small organization known as the Circle. The members of the Circle are good and neutral druids and rangers who watch over the forests in the area.

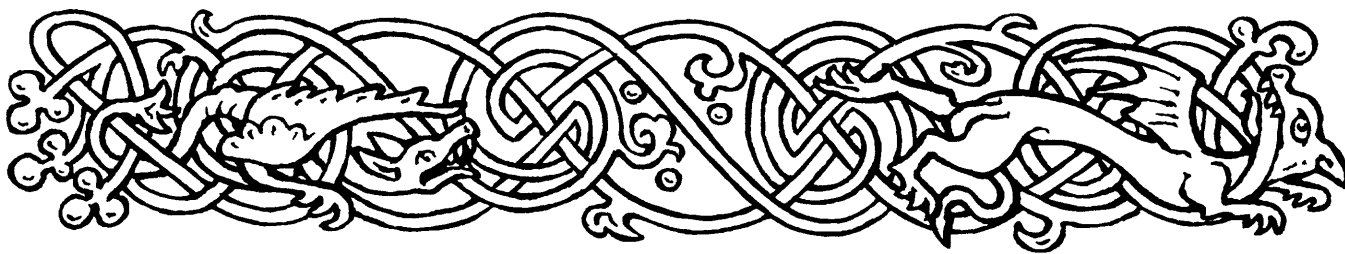
The Village of Shadowdale

Perhaps the most famous small town of Faerûn, Shadowdale has withstood Zhentish invasions, treachery, attackers from the Underdark, bandits, raiders, rampaging dragons, and the wrath of an angry god. Needless to say, the locals are tough to impress or intimidate.

The village of Shadowdale covers a rather extensive area — people living on farms as far as 10 miles away are almost considered to be townsfolk. In addition to the local population, a number of traders, wanderers, and adventuring companies are often passing through.

3. Sylune’s Hut. This small cottage was once the residence of Sylune, Witch of Shadowdale. Sylune





died more than 10 years ago, defending the Dale against the attack of a huge red dragon during the Dragon Flight. She is interred with her husband, Lord Aumry, on top of Watcher's Knoll. It is rumored that Sylune somehow survived her apparent death, and Lord Mourngrym refuses to sell or raze this property in the event Sylune returns.

4. Mirrorman's Mill. Raised in the time of Lord Aumry's rule by the first of the Mirrorman line, the mill passed into the hands of Mirror-man's son when the old miller passed away. Mirrorman's son turned out to be a Zhentish spy. When Jyordhan fell, the younger Mirrorman disappeared. The mill has been held since by the Lord of Shadowdale, who assigns his guardsmen to watch over and operate the mill when it is needed.

6. Elminster's Tower. This small tower is home to Elminster, the Sage of Shadowdale, and his scribe and assistant Lhaeo. The path to Elminster's tower is well-marked with warning signs such as, "Trespassers may be polymorphed," and "Enter at your own risk. Have you notified your next of kin?"

Elminster (CG hm W29) has little time for just any band of adventurers that wants to bother him, and cannot be hired. However, he will occasionally aid good-aligned adventurers who serve the Dale or who have come across unusual magic.

You can use Elminster as a plot device of sorts, a voice of authority to give floundering players a clue or to help PCs against tough opposition by providing them with information, safe shelter, and identification of interesting magical items. Be careful not to overuse Elminster in this role; the mage usually has better things to do with his time in all but the most dire circumstances.

7. Tulba the Weaver. Tulba is a tubby, genial man who lives and works with his wife, Lella. He works wool and flax into bolts of sturdy cloth. Tulba (N hm F0) is also secretly employed by the Merchants' League of Amn to keep an eye on new caravan arrivals.

13. Mother Tara's Festhall. Mother Tara is a stout halfling matron who provides fine wines, dining, music, and dancing for just 10 gp. Mother Tara holds the deed on a house next to her festhall known as Mane's Manor, and will rent the place out to adventurers or other large parties for 15 gp per month.

15. Storm Silverhand's Farm. Storm (NG hf B22) is one of the Seven Sisters, and is known as the Harper of Shadowdale. In recent years she has turned

Shadowdale

The most famous of the Dalelands, Shadowdale is home to many powerful adventurers and has played a very prominent part in the area's history. Numerous ruins, caves, and entrances to the Underdark attract adventurers to this small farming town.

Population. The village of Shadowdale: 500 (includes surrounding area.) The countryside: 900.

Inns. The only inn of note in Shadowdale is the Old Skull Inn, a respectable and reasonably-priced establishment. Rooms range from 2 sp to 5 gp per night. The Old Skull is also the only taproom of the village.

Supplies. Jamble has a 50% chance of stocking any particular item in the PHB price list, and a 20% chance of stocking a weapon. His prices are at a 15% markup. Weregund the Trader charges PHB prices and stocks most everyday items.

Watch. No formal watch organization exists, but the locals can summon 2d6 guardsmen from the Twisted Tower within d6+2 rounds.

Temples. Shadowdale has temples of Chauntea, Tymora, and Lathander.

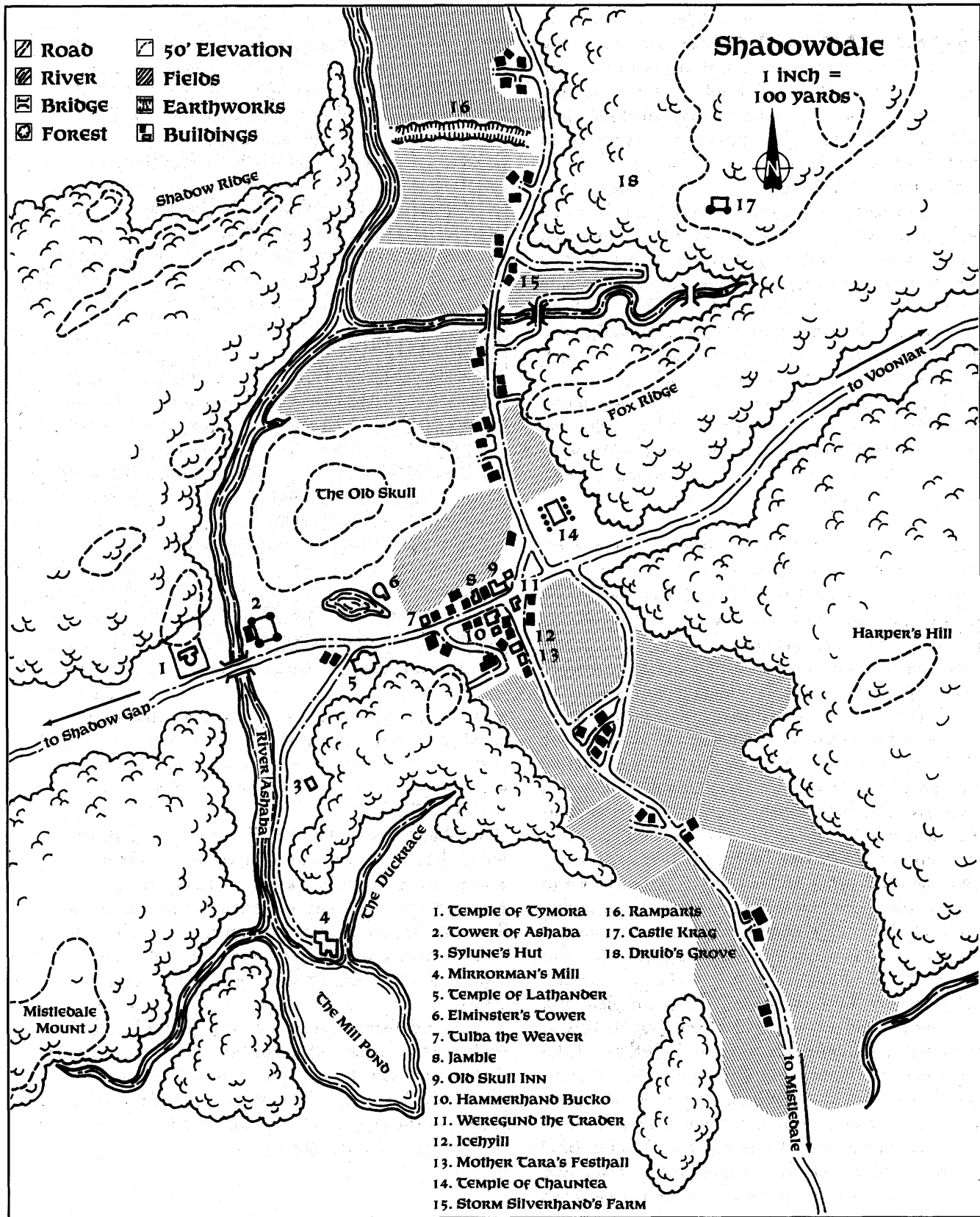
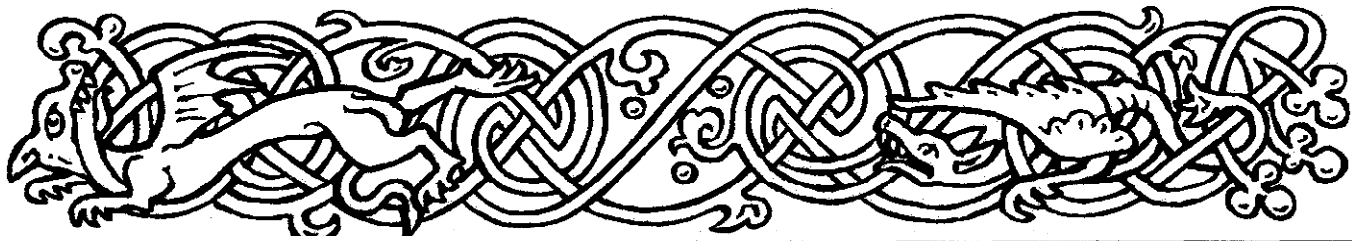
Other. Shadowdale is home to Elminster the Sage. Elminster rarely receives visitors and is often away from his tower for extended periods.

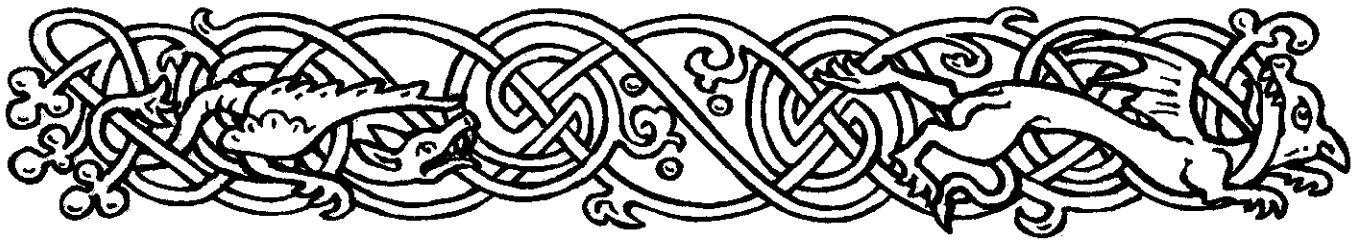
away from adventuring, spending more time on her small farm. Despite this, she is often gone for long periods of time. Storm is less jealous of her privacy than Elminster, and will keep an eye on good-aligned heroes for the Harpers.

16. Earthworks. The forces of Zhentil Keep have invaded Shadowdale several times in living memory, always using the north road to attack the village. Before the Second Battle of Shadowdale, during the Time of Troubles, earthen ramparts were raised to defend this road. The earthworks were left standing against the day that Zhentil Keep would resume its attacks.

17. Castle Krag. This ruin was the seat of Jyordhan, the Zhentarim agent who ruled Shadowdale after Lord Aumry's murder. In Jyordhan's time, the castle was filled with Zhentish soldiers and spies. Castle Krag was burned by the people of Shadowdale when they finally rose and drove out the Zhents.







Sessrendale

“Sessrendale was colonized shortly after Archendale’s founding by a number of Archendalesmen who didn’t care to live under the Swords. That was hundreds of years ago, mind ye. Over time, Sessrendale flourished and made out quite well without Archendale’s overlordship.

“Both Archendale and Sessrendale were lands of miners and traders, seeking to attract the wealth of Cormyr and Sembia. Worse yet, they were kin from long ago, and I’ve found that people can hate their kin even more fiercely than orcs.

“About a century ago, matters came to a head. I suspect that perhaps a couple of patrols met and skirmished after some hot words. In no time at all, the Archendalesmen mustered their army and set out to end their rivals, once and for all.

“Some of the finest folk in the Dales — and three arch-mages — died in that war. It should never have been fought.”

— Elminster

Sessrendale is also known as the Dead Dale. When Archendale’s forces triumphed, the Swords ordered the total destruction of the land. Every building was burned or cast down. Everything that could be carried off to Archenbridge was taken. Before they left, Archendale’s soldiers salted the earth to ensure no one would return to the lands of their ancient rival.

Although the loss of life on both sides of was high, hundreds of Sessren refugees escaped the destruction of their home. Many fled to Deepingdale, Mistle-dale, and Cormyr. While their descendants have grown up as people of other lands, there are still some powerful families who remember where their grandparents came from and who it was that destroyed them.

The area of old Sessrendale is a wild place now. The steep foothills are littered with the wreckage of old mines, smelteries, and smithies. The gentle glens and fields are barren, still poisoned by the salt. Dark, wild forests that have not been hunted or logged for a hundred years encroach on the old fields of the Sessrendalesmen.

No one but a few lonely trappers and woodsmen live anywhere near Sessrendale now. On occasion, bands of goblins or human bandits will pass through the area, but there is not much to keep brigands or

raiders here. Many areas of the Dale are plagued by the restless dead. Ghosts and wights haunt the Thunder Gap road, and travelers hurry through this area.

Sessrendale is easily reached from the East Way, the road from Arabel to Ordulin. Old paths lead to Mistle-dale, Lake Sember, Deepingdale, and Archendale. Many of these trails are overgrown and dangerous.

Sessrendale’s mines were largely destroyed in Archendale’s invasion. The support timbers were fired to collapse the shafts. However, the mines were quite profitable at one time and it seems that there is always someone with a plan to re-open them.

Sessrenglade

The chief town of old Sessrendale was Sessrenglade, a small but prosperous village near the Thunder Gap road. The Archendalesmen attacked the town first, hoping to smash all resistance with one swift blow, but the village was defended by the Sessren mages — five powerful wizards who resided there: The mages proved to be the key to Sessrenglade’s defense, and the town was not taken until two weeks later with the aid of hired Sembian wizards.

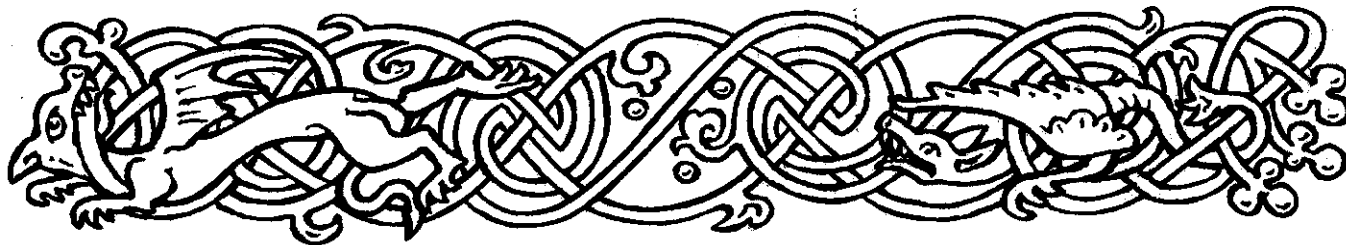
The Sessren mages expended a great amount of magical firepower in the defense of their home, but it is thought that the ruins of their towers may still contain magical treasures that were not used up in the war. All that remains of their meadow is a blasted field with charred pits and dangerous, unpredictable regions of wild magic and dead magic.

The Bloodhorn

Overlooking the ruins of Sessrendale is the Bloodhorn, a great mountain crag known for its reddish hue. The foothills of this peak held the lodes mined by Sessrendale, but even in the Dale’s heyday the Bloodhorn itself was avoided — the Sessrendalesmen believed it to be haunted.

About 10 years ago, a young red dragon named Thraxata moved into the area and established a lair near the mountain’s peak. Thraxata overflies much of the area, but spends much of her time in Cormyr’s borderlands. She has been quietly amassing a sizable hoard. So far, she has not been troubled by any ghosts or evil mountain spirits.





Tarkhaldale (The Lost Dale)

"Once Tarkhaldale was a strong and fair land of farmers and miners, akin to the lands of Sessrendale or Archendale. The people traded with the elves of the Border Forest and the dwarves of the Desertsouth. The Tarkhaldalesmen were allies and trading partners of the buried kingdoms that once sprawled over Anauroch, Asram and Holondah.

"The Dale's decline began when the great human empires of Anauroch were swallowed by the sands. No one knows when the Dale was abandoned; the folk just drifted away as time went by. The fall of Teshendale was the final blow, or so I have heard. For 50 years or more no one contested the rule of orcs and goblins.

"Ye must swear not to reveal what I tell ye now – Tarkhaldale lives again. A wandering people known as saurials have found homes there. The saurials are strange creatures, found nowhere else in the Realms, but I've found them to be stalwart allies and good friends."

– Elminster

Also known as the Lost Dale, Tarkhaldale is the most remote of the Dales. In ancient times, it was a flourishing mining and farming community, but its people slowly vanished as the land declined and came under the attacks of orcish raiders. Three events spelled the end of Tarkhaldale: the fall of the Anauroch empires, the destruction of the dwarven mines at Tethyamar, and the advance of Zhentish power into Teshendale.

For many decades, Tarkhaldale was left to the orc and goblin tribes that had finally overrun the land. The evil raiders feuded and squabbled over the remnants of the dwarven mines and human towns. Zhentarim agents browbeat the humanoids into allowing the Zhentish caravans free passage while all other trespassers were attacked mercilessly. The years after the Time of Troubles greatly weakened the goblins' grip on the Dale. Many Zhentarim were recalled, and those that remained could not dominate the tribes as before. The orcs and goblins fell to bitter feuding.

In the year 1360 DR, the saurials appeared in Tarkhaldale. They had been enslaved and carried from their home dimension by the god Moander, but broke free of his domination when they arrived. Few in num-

ber and weakened by their transit from one world to the next, the saurials suffered greatly in their first few winters in the Realms.

Eventually, the saurials managed to carve a home for themselves in the forested hills of the Lost Dale. They survived the attacks of the remaining orcish tribes; their size and strength more than compensated for their lack of numbers. For several years now, the saurials have been at peace. The goblins and orcs have learned to leave them be.

Tarkhaldan

Unlike the human residents of the other Dales, the saurials have chosen to live together in a large village. The saurial village is located near the ruined town of Tarkhaldan, and some of the travelers familiar with the area have given the old town's name to the saurial's home. (The saurial name is untranslatable.)

There are now about 150 saurials living in the Lost Dale, including a number of young children. The saurials maintain some small fields near their village, but rely heavily on hunting and gathering in the wooded hills that surround their home. The saurials are rather shy of visitors and avoid contact with travelers.

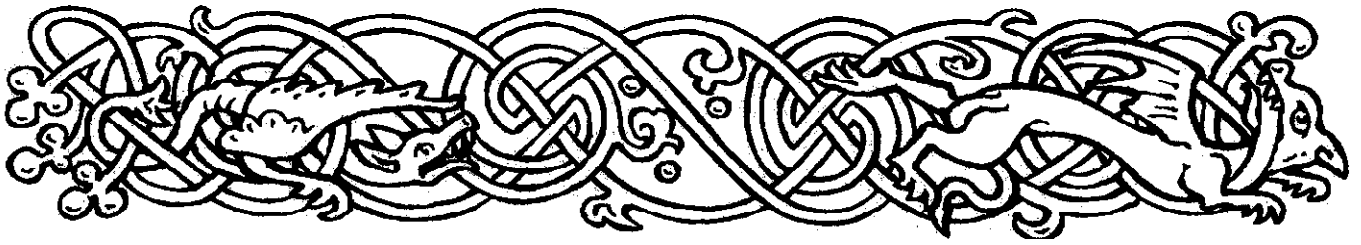
The leader of the saurials is a powerful hornhead wizard called Grypht. Grypht understands that his people are alone in a wide, cold world and is correspondingly cautious in his dealings with others.

Swordcrag

Deep in the foothills of the Desertsouth Mountains is an orcish stronghold known as Swordcrag. It was once a mining village of Tarkhaldale, but it fell early in the Dale's history and became an evil fortress. Swordcrag is marked by its stark, grey spire, easily seen from many miles away. The orcs hold the old mines beneath the rocky crag.

The orcs of Swordcrag have spent several years conquering the other orc tribes in the area, trying to forge a confederation of tribes to take on the saurials. Unfortunately, they are succeeding. The chieftain Durang Head-taker is an extraordinarily strong, fierce, and crafty orc who despises the saurials and takes great pleasure in springing small ambushes and traps for far-ranging hunters. Durang has an ogrish guard of 10 warriors and is aided in his efforts by a powerful, evil shaman named Yegg Blackteeth.





Tasseldale

"A long time ago, Tasseldale was in the heart of old Cormanthor. Over the centuries, mankind cleared the land and made farmlands and pastures out of the forests. Ye can still find elven ruins scattered throughout the Dale. Most folk believe that the elves kept the Sembians out of Cormanthor – but ye need only look at Tasseldale to see how Sembian plows and gold defeated elven arrows."

– Elminster

Tasseldale is an example of a Dale that followed the retreat of the Elven Forest. When Moondale (now Ordulin) was thriving, Tasseldale was still heavily wooded and guarded by the elves against Sembian advances. But as Moondale became a Sembian city, the border of the forest retreated, and human farmers and trappers followed. Tasseldale's broad valley was not settled by humans until 980 DR – almost a millennium after humans first came to this area.

The scattered tassels or towns of the Dale are very Sembian in character. Craftsmen of all kinds gather in Tasseldale, including tin, pewter, gold, and silver-smiths, toymakers, glaziers, bookbinders, limners, cabinet-makers, and dozens of others. Tasseldale is the only Daleland to produce manufactured goods for export to other lands. It is a peaceful and prosperous land.

Tasseldale lies in an old river valley that stretches from the Arch Wood to Blackfeather Bridge. Many hundreds of years ago, the river found another course, leaving behind a rich, gentle land of rolling hills and forested lowlands. The valley is quite large, running for more than 80 miles long and more than 30 miles wide at points.

Tasseldale is very busy and sees large amounts of traffic on the East Way (the Ordulin-Arabel road) and Rauthauvyr's Road, from Ordulin to Hillsfar. Numerous smaller trails lead to Deepingdale, Archendale, Battledale, and Featherdale.

The tassels are the center of the community. Home to craftsmen and merchants, the villages are the heart of Tasseldale. They are of roughly equal size and importance, but the tassel of Tegal's Mark is the site of the Sharburg, the home of Tasseldale's Mairshars. Other tassels include Archtassel, Moontassel, Glaun, Tasselheart, Halfcrag, and Arrowmark. In addition to the tassels, large areas of the Dale are heavily farmed and settled.

The Grand Mairshar

Tasseldale is ruled by the Grand Mairshar, Elizzaria Whitehand (NG hf P8/F9). The Mairshars are the Dale's defenders, mounted warriors who patrol the Dale and keep the peace. Elizzaria is an aging swordswoman with gray hair and a blunt, direct manner. A Tasseldale native, she adventured as a priestess of Tymora before leaving the faith after a dispute. She returned to her homeland and joined the Mairshars, rising to the post of Grand Mairshar 15 years ago.

Elizzaria is tired and careworn, and looks forward to retiring. She is training a cheerful paladin named Erich Inshiland (LG hm Pa8) as her successor, and will step down as soon as she feels he is ready.

The Grand Mairshar has broad powers to defend the Dale, enforce the law, and handle relations with other powers. She is advised by the Tassel Elders, a council of leading citizens representing each village. By law, she must consult with the Tassel Elders before creating law, mustering the militia, or sending Mairshars out of Tasseldale. The Grand Mairshar may appoint her successor, but her appointment must be approved by the Elders.

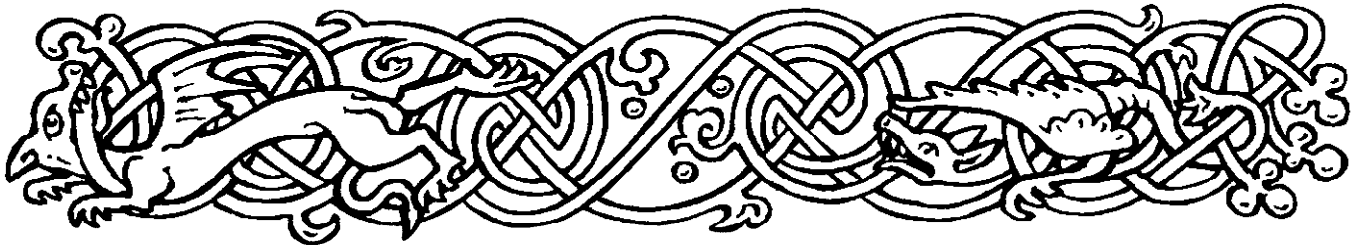
The Mairshars

Tasseldale's police force is both the constabulary and the soldiery of the land. The Mairshars are fighters of levels 2 through 5 equipped with chain mail, shields, crossbows, and longswords. They are all mounted and a number may possess magical items of varying power. The Mairshars have recently expanded, increasing their numbers from four 12-man patrols to six 12-man patrols with a training reserve of 10 more men. Eventually, Elizzaria would like each of the Dale's tassels to maintain its own patrol.

The Mairshar candidates are volunteers who are carefully assessed over the course of months. Very few are actually accepted into the ranks; the Tasseldalesmen believe it important that the Mairshars are both skilled warriors and level-headed peacekeepers and judges. A Mairshar may be a trainee for a year or more before joining one of the regular patrols.

Mairshars are legally empowered to arrest and sentence lawbreakers, defend the borders, and arbitrate disputes. Any sentence or ruling can be appealed to the Grand Mairshar, but Elizzaria rarely overturns her subordinates' decisions. Tasseldale's only prison con-





Tasseldale

Tasseldale is home to a dozen small towns known as tassels. Artisans of all kinds are present in greater numbers than anywhere else in the Dalelands. Tasseldale is tied to Sembia and is in danger of being swallowed by its neighbor to the south.

Population: About 3,400 in the 12 tassels, including 440 in Tegal's Mark; about 2,900 in the countryside.

Inns: The Markhouse in Tegal's Mark is a fine inn with rooms for 1 gp per night. It caters to travelers on Rauthauvyr's Road. The Boar and Lion in Moontassel is a common stop for East Way travelers, offering excellent food and service for 13 sp per night. The Tasselway Arms in Tasselheart is widely used by locals, offering good rooms for only 1 sp per night.

Taverns: The Royal Flagon in Tegal's Mark is popular with adventurers and travelers, and is a good place to pick up rumors. The Sword and Sash is a noted festhall, bawdy theatre, and taproom.

Supplies: Turnell's Provisions, in Tegal's Mark, is a general store that carries most supplies and equipment for a 10% markup over PHB prices. Dreshen's Tack and Harness, located in Glaun, carries all kinds of riding equipment as well as wagons, wheels, and feed.

Watch. Tasseldale is patrolled by six groups of 12 mairshars each.

Temples. There are no major temples in Tasseldale, but an abbey dedicated to Tyr can be found nearby in the Dun Hills.

Other. Numerous jewelers, carpenters, ropemakers, and other craftsmen and artisans can be found in any of the villages of Tasseldale.

sists of a few cells in the Sharburg, and those are empty most of the time.

Defenses

As noted above, Tasseldale's first line of defense is its force of mairshars. The patrols are strong enough to handle any routine brigandage or banditry, and even small raids or monstrous incursions. In addition, the mairshars train and equip a very large militia.

Tasseldale's militia consists of every able-bodied male between the ages of 15 and 64. Each tassel maintains its own armory and musters its own militia company. The armories contain pikes, short swords,

helmets, and crossbows. Many of the militiamen also own suits of light armor. When the militia musters, a mairshar commands each company.

There are no true fortifications in the Dale, but the Sharburg is a strong tower and would be held in time of war. The Tasseldalesmen do not drill often, but their numbers and equipment make the militia a serious fighting force.

Trade

The folk of the Dalelands trade agricultural and forest products in exchange for the manufactured items they cannot make themselves. Tasseldale is the exception to this rule. The craftsmen and artisans of the Dale can supply all the local requirement for worked goods and still even produce enough to export. Of all the Dalelands, Tasseldale is the closest to being self-sufficient.

However, Tasseldale is dependent on the import of raw materials for its craftsmen. There are no mines in the Dale and all the ores for its tin and silversmiths must be bought from Sembia or Archendale. Glaziers, weavers, jewelers — all these artisans require access to materials not found in the Dale. This growing dependency on imported material has given mercantile Sembia a very strong foothold in the villages of Tasseldale. Without Sembian imports, the Dale would grind to a halt.

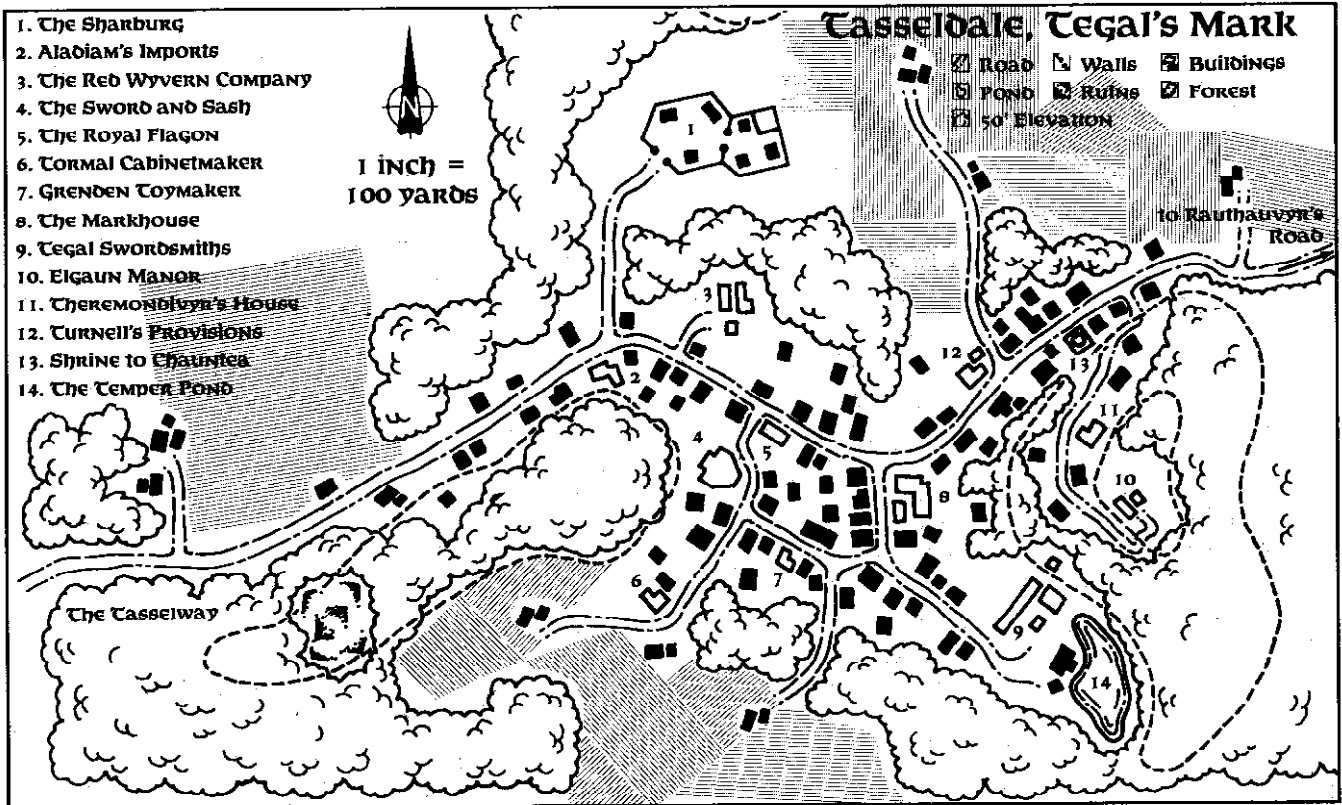
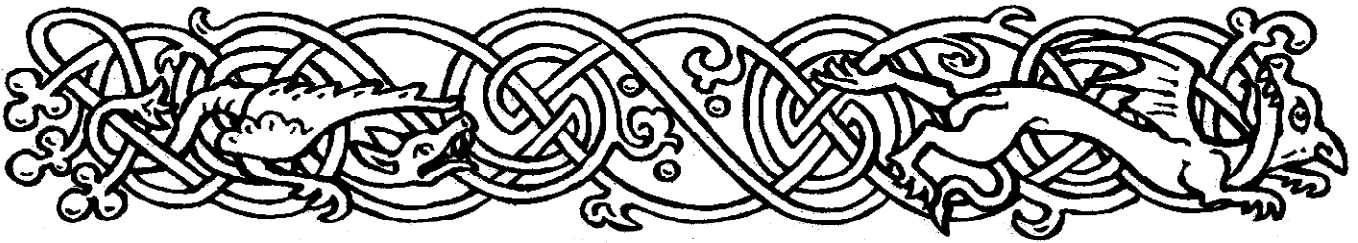
The older Dalesmen fear that Tasseldale will become another Moondale, a land swallowed by Sembia. They are actually safer than they think. Sembia's merchants have found that Tasseldale is an excellent place to conduct business that the Sembian government would not approve of.

In addition, many wealthy Sembians enjoy spending their summers in Tasseldale and would not care to see their quaint country homes become urbanized. All things considered, Tasseldale is more profitable as a neighbor than as a province.

Several large merchant costers operate in the Tasseldale area. The Red Wyvern Company from Ordulin maintains a large post in Tegal's Mark, supplying ores and textiles to Tasseldale. The Sheathed Dagger Coster from Selgaunt supplies all kinds of fancy items and exotic imports, including silks, dyes, and spices. The Sheathed Dagger can be found in Arrowmark.

Locally, dozens of small merchants import fancy items from Ordulin and Selgaunt. A few larger companies compete against the Sembians and Archendalesmen. The Tasselway Coster, based in Glaun, carries





1. The Sharburg
2. Aladlam's Imports
3. The Red Wyvern Company
4. The Sword and Sash
5. The Royal Flagon
6. Tormal Cabinetmaker
7. Grenden ToyMaker
8. The Markhouse
9. Tegal Swordsmiths
10. Elgaun Manor
11. Cheremondbluyn's House
12. Tumnell's Provisions
13. Shrine to Chauntea
14. The Temper Pond

salted meat, wool, grain, fruit, cheese, ale, tin-work and pewter-work to Arabel along the East Way. The coster is owned and operated by the Drasden brothers, a pair of weathered but cheerful ex-adventurers.

Riurmorn's Silks and Linens, operating out of Moontassel, imports Sembian textiles and eastern silk. The company is owned by Riurmorn (NE hm F5), a northman of unknown origin. Riurmorn is a secret agent of the Dragon Cult, and reports on traffic in the Dale to his masters.

Thorik Rivenrock's Ores is a small coster in Tasselheart that is owned and operated by six dwarves — sons of old Thorik, who is now deceased. The dwarves buy ore from several mines, and sell to the metalworkers of the Dale. The coster's leader is Jarvik Thorsson (N dm F6), a burly and outgoing dwarf who dreams of secretly re-opening the Sessren mines.

Temples

Numbers of small shrines dedicated to various powers are scattered throughout the Dale's small towns. The only major temple is the Abbey of the Just Hammer in the Dun Hills overlooking the Ashaba.

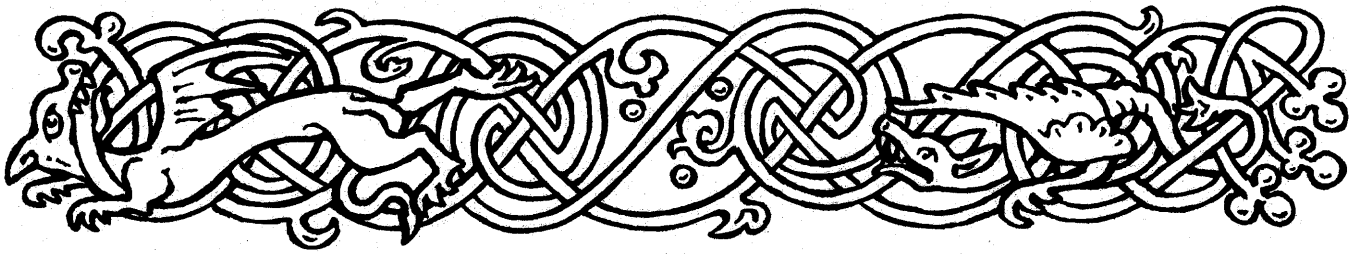
The Abbey of the Just Hammer is dedicated to Tyr, the God of Justice. It is the home of 15 priests of varying level, and a guard of 10 warriors. The abbey is governed by Lord High Justiciar Deren Eriach (LG hm P12), a man of inflexible convictions. The Lord High Justiciar frowns on adventurers, viewing them as a force for chaos in the land.

Tegal's Mark

Tegal's Mark is a typical tassel, located near Rauthauvyr's Road. It was founded by a swordsmith named Tegal about 180 years ago. His work was exceptional, and Tegal's blades were prized from Suzail to Mulmaster. As is customary with swordmakers, Tegal had a unique smith's mark that he impressed on his blades. When he died, his apprentices continued his work and kept Tegal's mark alive. The swordworks are still known as Tegal's Mark and the village that grew around the forge goes by the same name.

1. The Sharburg. Built on the ruins of an ancient elven watchtower, the Sharburg has recently been reinforced with low stone walls. Tasseldale's mairshars





are based here and the Grand Mairshar receives embassies and holds audience in the old tower.

2. Aladium's Imports. Aladium (N hm T9) is a retired adventurer who imports silks and spices from Sembia. He also fences and smuggles on the side. Player characters will find that Aladium is always looking for daring sellswords to carry his illicit goods.

6. Tormel Cabinetmaker, Noted as one of the finest woodworkers in the Dalelands, Tormel is now semi-retired. The business is continued by his son, a dull-witted fellow named Senn. Tormel's work can fetch as much as 100 gp for a well-made armoire or dresser.

7. Grenden Toy maker. This small shop is filled with wondrous devices of all kinds. Grenden (LG gm F0) is a friendly fellow who is delighted when one of his toys finds its way into a child's hands.

9. Tegal Swordsmiths. The largest weapon-makers in the Dalelands, the Tegal Swordsmiths enjoy a fine reputation for strong and true blades. The company's leading smith, Jalissa Two-hammers (LG hf F8), is capable of forging *weapons of quality* for five times normal price, but requires at least one month of preparation.

10. Elgaun Manor. This luxurious residence is only occupied in the summertime. The Elgaun family of Yhaunn is fond of spending their summers here. A couple of local Tasseldalefolk look after the property during the winter.

11. Theremondivyr's House. The local wizard is a quiet scholar and sage-for-hire named Theremondivyr (LG hm W7.) He is a rather timid and nervous man. Theremondivyr will aid anyone who is seeking knowledge, but will go out of his way to help out adventurers of good heart.

Archtassel

One of the small tassels, Archtassel is located near the southern edge of Tasseldale, under the eaves of the Arch Wood. The folk of Archtassel are farriers and woodworkers who rely on the forest for their materials. Archtassel maintains a heated rivalry with Archendale's foresters and there is little love lost between the two communities.

Recently, several of Archtassel's trappers disappeared in the Arch Wood. Several people loudly and publicly expressed the opinion that Archendale had something to do with it. Some of the more hot-headed woodsmen have called for a retaliatory raid against an Archendalesmen logging camp.

Arrowmark

Near Archtassel is the smaller village of Arrowmark. The hamlet is known for the fine bows and fletching available here. Arrowmark is a very small and sleepy town, and even other Tasseldalesmen tend to forget that it is there.

Arrowmark is unusual in that it is "home" to one of the most famous ghosts of the Dalelands, the Gray Lady. The Lady wanders throughout Tasseldale on summer evenings, silently wailing. She seems to seek out lonely travelers and pass through them, chilling them to the bone and often causing the faint of heart to swoon. The Gray Lady's touch is rumored to pass visions of ancient elven treasuries hidden elsewhere in the Dale.

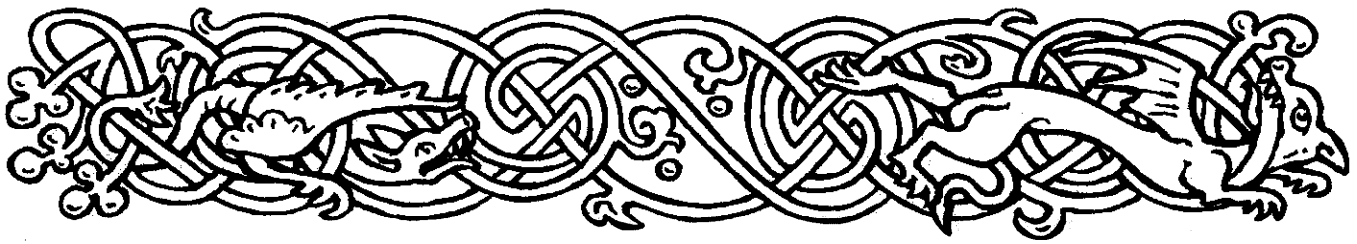
Glaun

One of the larger tassels is Glaun, a town built around an ironworks in the Dun Hills. The smiths of Glaun cut peat and smelt pig iron from the nearby bog. The tassel is noted for its cold-wrought railings, lanterns, and other decorative ironwork. Glaun was named for a human smith who discovered the bog and its iron and set up his nearby shop more than 200 years ago.

Tasselheart

Located near the center of Tasseldale, Tasselheart grew up from a small crossroads. The village is the location of Tasseldale's summer market and people from all corners of the Dale come to trade their goods and catch up on gossip. There has been talk of moving the mairshar headquarters to Tasselheart.





Teshendale

"One of the darkest days in recent years came when the Zhents took Teshwawe while the rest of the Dales stood by. To be sure, Daggerdale and Shadowdale were crippled by the actions of Zhentarim agents, but we should have acted.

Now Teshendale is no more and Shadowdale and Daggerdale have paid for their inactivity with Zhentish invasions and raiders. If Teshendale had not fallen, Shadowdale's battles and the war in Daggerdale may have never been fought. Such is the price of complacency."

— Elminster

Teshendale is a ruined land. When Zhentil Keep's forces struck at Teshwawe, it was not to subjugate the Dale but to destroy it utterly. Each town or village was systematically burned, and every Teshendalesman the Zhents captured was either put to the sword or taken back to slavery in Zhentil Keep. Thousands of refugees were forced to flee to the other Dales, and the confusion and chaos of the flight enabled the Zhents to extend their grasp into Daggerdale.

The folk of Teshendale were miners and foresters with few farmers. The land is rocky and wild; the Teshendalesmen would often trade their quarried stone for grain from milder Dales. The Zhents seized the quarries and logging camps, and have spent more than 50 years stripping the land of its natural resources. The walls of Zhentil Keep are made of Teshendale stone and its fires stoked with Teshwawe timber. Descendants of Teshendalesmen taken as slaves still labor beneath the whips of Moonsea overseers.

The Zhents

The undisputed masters of Teshendale are the soldiers from Zhentil Keep. No other people live in Teshendale. The Zhents maintain several armed logging camps near the Border Forest, and also maintain armed, slave-worked quarries in the rocky hills. Teshendale's granite and timber belong to Zhentil Keep now.

The center of Zhentish activity in Teshendale is near the old town of Teshwawe. A powerful Zhentish garrison of nearly 2,000 soldiers is camped in the city's ruins and permanently assigned to control the surrounding area and protect the Zhentarim interests.

The garrison is commanded by Guthbert Golthammer (CN hm F6), an ox-brained warrior who won his position through the influence of his father. Guthbert is an amiable fellow, fearless in battle. He spends much of his time trying to chase down Randal Morn in Daggerdale.

The true power in Teshendale is wielded by Guthbert's advisor, a loyal member of the Black Network named Asdag (LE hm P6.) Asdag, a priest of Cyric, is a staunch follower of Fzoul Chembryl.

Raiders and Bandits

Teshendale's empty lands are almost overrun with evil raiders — orcs, goblins, ogres, and worse. Many of these tribes find occasional employment with Zhentil Keep, while others stalk the Zhentish caravans and raid the Zhentish camps. Human brigands and highwaymen also plague the area.

Recently, a bandit prince calling himself Tyran the Outlaw has become prominent in the area. Tyran (CG hm R11) is the descendant of an old Teshwawe family who is organizing a band of woodsmen and trackers to fight back against the Zhents and the humanoid raiders. The Zhents have placed a 500 gp bounty on his head, but Tyran continues to defy them. Even if he succeeds, there are so few Teshendalesmen left that it would be nearly impossible to rebuild the Dale.

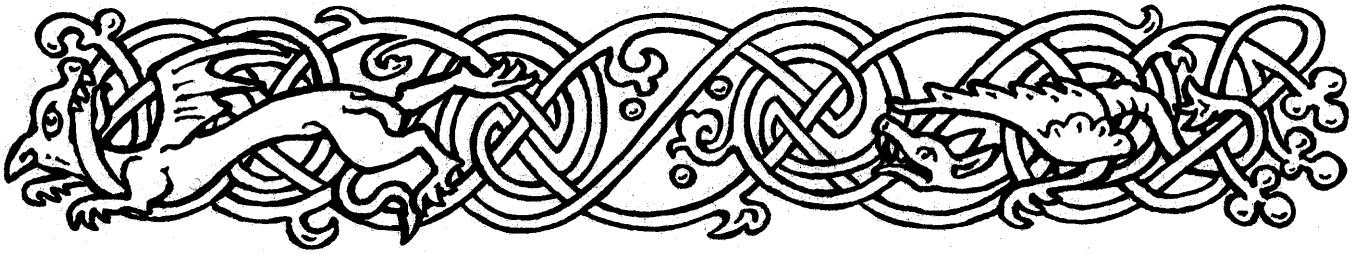
Teshwawe

Built at the location of a small set of rapids or cascades along the river Tesh, the town of Teshwawe was razed by the Zhents. Only a few buildings escaped the town's destruction. The Zhents use Teshwawe as their headquarters in the Dale, and the area is usually crawling with Zhents and mercenaries.

Mount Tesh

For a century or more, Mount Tesh has been avoided. Even before the fall of Teshendale, people reported disappearances and weird dancing lights on the mountain's slopes. The most alarming incident was recorded just a few months before the Zhentilar conquest when an entire hamlet vanished without a trace. Now that Teshendale is largely abandoned, few people have had reason to go anywhere near the mount.





Features of The Dalelands



A discussion of the Dalelands is not complete without mention of some of the other important features of the area. Dark forests, dangerous roads, and ancient ruins lie between the small specks of civilization that make up the Dales.

The Elven Woods

Before humans came to the Dalelands, the ancient elven woods, Cormanthor, stretched from the Stormhorn Peaks in Cormyr all the way to Hillsfar, a vast unbroken forest older than mankind. Since the raising of the Standing Stone, the woods have retreated before the onslaught of fire and axe. While the elven woods retain only a shadow of their former glory, they are still the greatest forest in the Heartlands.

The elven woods were once the home of the largest elven nation of the Realms, the ancient realm of Cormanthor, from which the woods take their name. The elves were the strongest and most enlightened power of the area, and dominated affairs from Cormyr to the Moonsea. The crypts and ruins of this great elven empire are scattered throughout the woods.

The elven woods of Cormanthor are now a darkening realm, as large stretches become wild and monsters and bandits grow strong. Only a handful of elves remain behind, and there are not enough rangers and druids to assume the elven responsibilities. A generation ago, a journey from Shadowdale to Essembra through the forest was an easy trip; now travelers along the same paths must be ready for trouble.

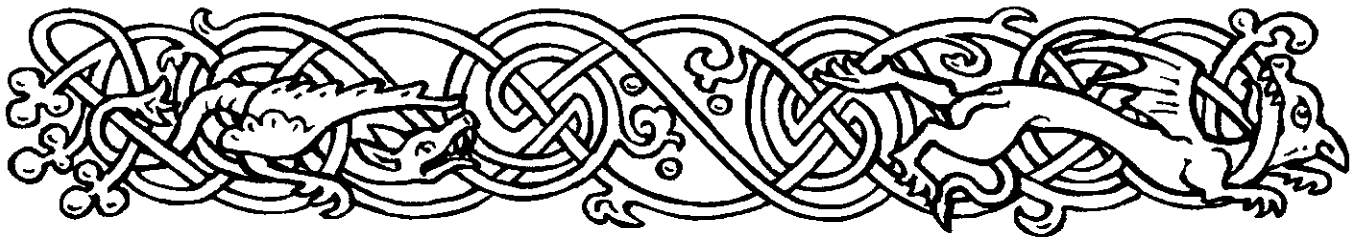
There are several areas of special interest within the old forest. The foremost is the ruined elven city of Myth Drannor. Vast riches and powerful magic are known to be hidden in the ruins of the city, and armies and adventurers have fought to reach it for hundreds of years. Before the elven Retreat, Myth Drannor was guarded by elven archers and wizards; afterwards, the Knights of Myth Drannor took up the mantle of guardianship until they retired.

Myth Drannor is now infested with horrible baatezu, evil fiends of the lower planes. It is rumored that renegade priests of Bane have risen in the ruins. Myth Drannor represents a great, but perilous opportunity to Dalelands adventurers — great risks for great rewards.

Besides Myth Drannor, the elves had several other homes within the forest. The community of Semberholme was a small camp by Lake Sember's cold waters. It is still a beautiful spot, and legends tell of elven treasures hidden in the caverns by the lake or beneath the dark waters. Semberholme was a community of noncombatants, women and children who were too valuable to risk in the other elven camps.

Tangletrees was another community, a tree-town in the southern forests. It still exists today and most of the remaining elves call Tangletrees home. Tangletrees was a young village, a camp of elven youths still in their first century of life — bold and brawling, without the sadness or seriousness of the elven elders. Humans and half-elves can be found in living in Tangletrees today.





The Elven Court was another community of ancient Cormanthor, but unlike Sembholme or Myth Drannor, the Elven Court was a vast region of inhabited forest as opposed to a village or city. The Elven Court served as the capital of Cormanthor after the fall of Myth Drannor, and for many years it was the heart of elvendom in the woodlands. It is now entirely abandoned and many of its halls seem to have vanished in the forest. The Elven Court was home to the Royal Hall of Cormanthor, a prize much sought-after by explorers and adventurers.

The Standing Stone

Located near the intersection of Rauthauvyr's Road and the Moonsea Ride, the Standing Stone is an ancient artifact that marks the pact of elf and man that founded the Dalelands. It is a gray obelisk 20 feet in height covered in mysterious runes. The Stone resists all attempts to deface or mar its surface, healing all such damage quickly.

The Stone is used as a meeting place and landmark these days. It is about halfway between Blackfeather Bridge and Hillsfar. Perhaps the Stone's most important use lies in its contribution to Dale Reckoning, the common calendar of the Dalelands; the Calendar begins with the raising of the Standing Stone.

The Vale of Lost Voices

For many centuries, the elves of Cormanthor buried their fallen warriors in this lightly wooded valley. It is a rich, beautiful region, but the elves did not settle it nor allow any outsiders to come here. The vale is bisected by Rauthauvyr's Road, which runs from Essembra to Blackfeather Bridge. Travelers along the road report a vague sense of unease and unnatural silence when passing through the area, which has helped to deter settlement in the area.

Most elves may walk the vale without fear, but other outsiders may encounter the restless spirits of elven warriors. It is rumored that an old power of some kind resides in the valley and guards it for the remaining elves.

The Arch Wood

Between Archendale and Tasseldale lies the Arch Wood, an old remnant of ancient Cormanthor.

Adventure in The Elven Woods

Player characters looking for something to do in the Elven Woods will find that the forest hides many secrets. Abandoned bandit holds, ancient elven ruins, and mystical shrines can all be found in the vast woodland. Some specific areas that adventurers ought to investigate include:

- The Elven Court, where ancient elven tombs are rumored to conceal hoards of magic and gems. The Royal Hall of Cormanthor is rumored to lie hidden somewhere in the woods.
- The ruins of Myth Drannor, now infested with terrible fiends and awful monsters who guard the ancient elven treasures.
- The abandoned bandit hold of Galath's Roost, hidden somewhere in the woods between Mistledead and Essembra.
- Haptooth Hill, on the fringes of Battledale, once the site of the Red Wizard Dracandros's tower and a drow stronghold.

The Arch Wood is a dark, dense forest of gnarled oak, ash, and elm. It has always had a bad reputation in the local area, and it is haunted by dangerous owlbears.

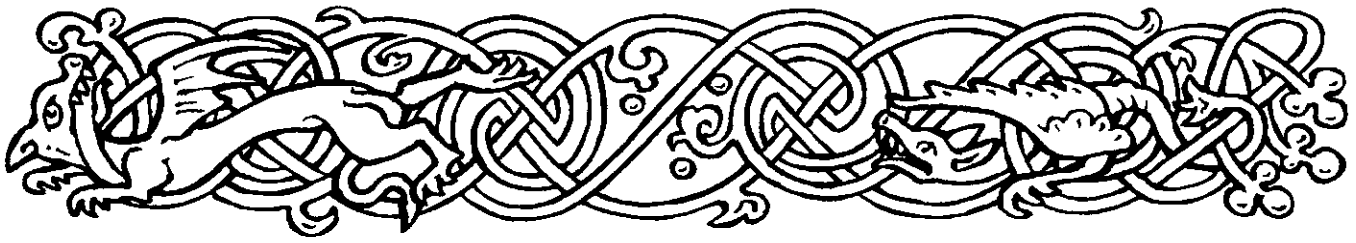
The folk of Archendale are logging areas of the forest, and want to press ahead with a more ambitious timbering and settling plan. Very few Archendalesmen care to spend a night in the woods, though — they believe that the Arch Wood hates and hungers after humans.

Adventure in The Arch Wood

Heroes in Tasseldale, Highmoon, or Archendale may hear rumors of mysterious ruins hidden in the forest. Another source of potential conflict — and adventure — lies in the the Archendalesmen's logging efforts in the Arch Wood, and the opposition of Deepingdale and Tasseldale.

Small parties of highwaymen and bandits occasionally set up camp in the Arch Wood, using the forests to spring their ambushes along the East Way. Several small bands are now operating in the northern stretches of the forest.





Hidden deep within the wood are the remains of an old elven school of wizardry. No Archendalesmen know where to find them, although there are many dark tales told in Archenbridge about woodsmen who never returned from the forest. The ruins are overgrown and there are several mage-tombs hidden within.

The Border Forest

North of Daggerdale lies the Border Forest, a large and wild woodland. It can be considered the Dalelands northern border. The Border Forest is mostly taiga or northern pine woods, with scattered patches of oaks and other deciduous trees. The forest is rugged, with dense undergrowth and scrub.

The Border Forest is the primary source of lumber for wood-hungry Zhentil Keep. Zhentish logging camps are scattered throughout the southern verge of the woods, centered on the ruined village of Snowmantle. However, the Zhentish loggers are not unopposed — the woods are inhabited by satyrs, sprites, and dryads.

The Flaming Tower can be found at the southernmost edge of the forest. The Tower was built by fire giants and dominated the lands about for many years. It was also the site of the Temple in the Sky, a flying citadel tethered to the Tower. The Tower was destroyed by the Knights of Myth Drannor and the Temple cast adrift. Today, the Temple has been recovered and hovers above the Tower's ruins, which are still in the hands of Zhentil Keep forces. A powerful beholder leads a force of goblin warriors from the old stronghold.

Adventure in The Border Forest

The Border Forest is a wild and dangerous area, patrolled by goblins serving the Flaming Tower and Zhentarim mercenaries from the armed camp of Snowmantle. The forest's inhabitants have learned to regard strangers as enemies, and travelers should be cautioned to avoid the natives.

The Flaming Tower's ruins are now the site of a lot of evil activity, as the beholder organizes its forces and prepares to move against the lands to the south.

Spiderhaunt Woods

Southwest of Shadowdale the deadly Spiderhaunt Woods a dismal forest of oak, thistle-tree and pine. The wood is very dense and rugged, and it is black as night beneath the forest's canopy. The Spiderhaunt Woods are aptly named as the entire area is infested with several varieties of giant spiders and numbers of loathsome ettercaps.

A small hut dangerous Beast-Cult is known to live within the dark confines of the forest, venerating a shadowy figure called the Spider Lord. In recent years, members of the Beast Cult, aided by ettercaps and huge sentient spiders, have set upon passing travelers in the lands near the wood and dragged them to what must be a horrible fate.

The Velarswood

Lying to the north and east of Harrowdale, the Velarswood is lightly hunted and logged by the Harrowdalesmen. Near the borders, the forest is rather quiet and peaceful, but it becomes very dark and dire in its central reaches. The forest has a bad reputation in the Dale, and the locals will warn travelers away from the woods — especially on moonless nights.

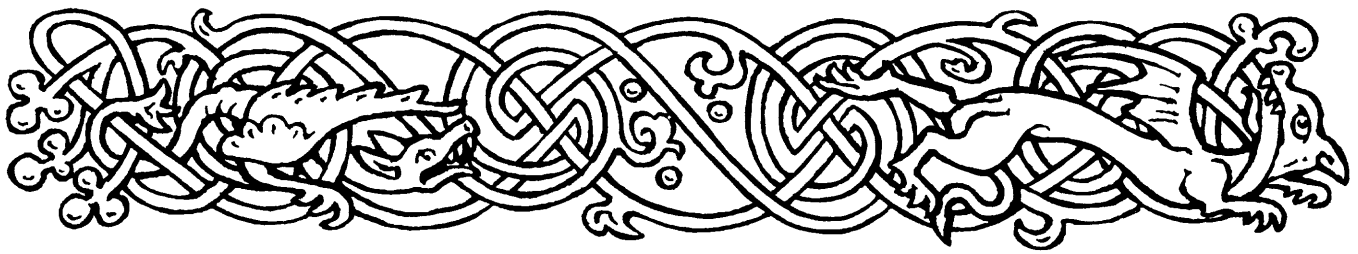
Velarswood's darker stretches are infested with unsavory creatures such as trolls, stirges, bonebats, and cloaklers. Even more disturbing are the rumors of a secret temple or hidden shrine of moon-worshipping lycanthropes, evil creatures that have plagued the woods since before Myth Drannor fell.

The Dagger Hills

The most rugged stretch of terrain in the Dalelands is the Dagger Hills, an area of steep hills, thorn-choked ravines, and high, hidden glens. The Dagger Hills separate Daggerdale and Shadowdale, and many small tracks and paths lead from one Dale to the other through the crags and valleys.

The Dagger Hills are inhabited by a thin scattering of shepherds, goatherds, and the occasional miner or two. In recent years, many of these folk have been dri-





ven out by bandits and raiding orc tribes. The Hills are becoming wild and dangerous.

Near the headwaters of the Ashaba lie the ruins of Castle Daggerdale, once the seat of the Morn family. The Castle is still intact, but large sections have been gutted by fire. Randal Morn, the leader of Daggerdale's resistance, often uses the ruins as a camp. The rebel has access to a complex of safeholes and escape tunnels that connect to the castle's basements.

The Desertsouth Mountains

West of the Dalelands lie the Desertsouth Mountains, a monster-haunted wasteland that guards the Dales from the encroachment of the desert Anauroch. Hidden trails and forgotten outposts can be found throughout the mountains — in times past, the land was rich and green, and human and dwarven settlements could be found in the high valleys and beneath the snowy peaks.

The Desertsouth Mountains hide many secrets. In the western foothills, the Lost Vale of Tarkhaldale is hidden; the dracolich Ashazstamm's lair is located in the rugged peaks overlooking the Spiderhaunt Woods; and the fabulous dwarven Mines of Tethyamar are concealed somewhere in the mountains.

Large numbers of orcs, ogres, and goblins make their home in the high valleys now. Worse yet, a rare dragon lair can be found in the canyons and rocky spires of the mountains. The Desertsouth Mountains are avoided by most travelers because of their dangerous residents.

Dun Hills

The largest chain of hills in the Dalelands, the Dun Hills stretch from the Arch Wood all the way to Haptooth Hill. They are so named because of the chalky bedrock that lies under the hills, showing in hundreds of ravines or hill-sides. The Dun Hills are not as wild or rugged as the Dagger Hills, and numerous quarries and sheep-meadows can be found scattered through the pleasant highlands.

In a few places, ancient elven ruins of stone can be found in hidden Dales or lonely hillsides. The elves of Cormanthor rarely built built stone, reserving it

Adventure in The Dagger Hills

It is rumored that the Morn family concealed a vast amount of wealth in the cellars of Castle Daggerdale, hidden in bricked-up side passageways. The cellars have all been relined to disguise the treasure passageways.

Another interesting site lies about 15 miles to the northeast in the heart of the Dagger Hills. This is the ruin known as the White Crag. The White Crag is a tower or battlement of incredible age, hewn out of a living hillside. It may even predate the elven presence in the area. There are unreliable reports of an extensive Underdark connection beneath the crumbling ruins.

Adventure in The Desertsouth Mountains

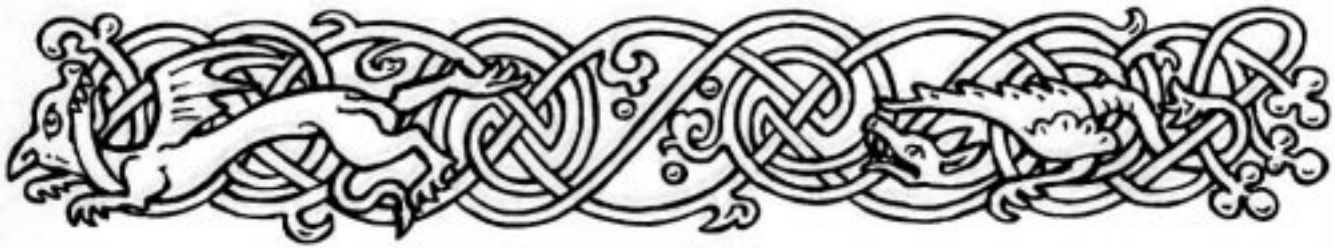
Heroes of the Dalelands often venture into the Desertsouth Mountains. An expedition is rather risky — the mountains are treacherous as they are infested with monsters, and there is little to be found in the way of hostels or healers in the area. However, the rewards could be very lucrative. Adventures in the Mountains might include:

- A search for the lost halls of Tethyamar, the dwarven mines that were overrun by fiends and orcs hundreds of years ago. Tethyamar's wealth was legendary.
- An search for the location of the dracolich's lair. While the lair was destroyed, a large portion of Ashazstamm's hoard was not recovered and may still be there.
- A foray against the orcs and ogres who infest the mountains. These creatures often raid the surrounding lands, and there's always a bounty on their heads.

for their treasuries and fortresses. Many of the ruins are empty, but others contain hidden caches of elven treasure or powerful magic locked away from the world.

The mairshars of Tasseldale consider the Dun Hills to be part of their area of responsibility, and often arrange to patrol the highlands.





The Thunder Peaks

Rising between Cormyr and the Dalelands, the Thunder Peaks are a rugged and dangerous mountain range. Unlike the Desertsouth Mountains, which are plagued by various orc and goblin tribes, the Thunder Peaks are almost uninhabited. However, a few small tribes of hobgoblins and ogres can be found in the mountains' higher reaches.

The Thunder Peaks gain their name from the frequent thunderstorms that sweep through the high passes in the summertime. The storms are very violent, and many travelers have lost their lives in sudden floods, avalanches, or lightning strikes.

The Thunder Peaks are home to many of the mines worked by Archendale. Copper and iron are the chief products, but several other minerals are excavated on a smaller scale. The folk of Archendale are very familiar with these mountains, and many work, hunt, or herd in the high passes and foothills.

The Thunder Peaks are troubled by a small hill giant and stone giant population. The giants raid the lands around, retreating to their mountain fastnesses. Few

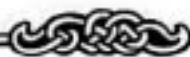
heroes dare to pursue them. Other creatures that inhabit the area include perytons, griffons, and wyverns.

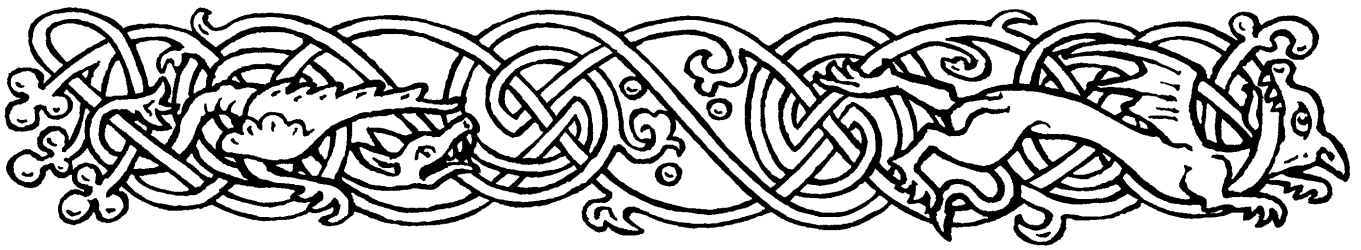
Glaun Bog

South of the Pool of Yeven lies the Glaun Bog, a region of treacherous marshes. The bog is mined for peat and pig iron by the Tasseldalesmen, and its waterfowl and game are hunted for meat and fur. The Glaun Bog is relatively free of monsters and bandits, but its shifting patches of quicksand and mire make it dangerous to the unguided traveler.

On a small islet near the bog's center there is an ancient barrow or grave-mound. Like the Barrow Field of Mistedale, it appears to predate even the elven presence in this area. Unlike the Barrow Field, the Glaun Barrow has been opened and explored. It is said that the adventurers discovered a large hoard of ancient gold, but that the explorers each came to a mysterious and terrible end in the weeks that followed the opening of the tomb.

The folk of Tasseldale insist that the Barrow is an evil place and refuse to go anywhere near it.





The Cold Field

A treeless plain that stretches from Scardale to Harrowdale, the Cold Field is known as a place of the dead. Ancient battlefields lie scattered over the grassy downs, and by night many of the restless spirits of the fallen warriors walk the moors. It is rumored that Lashan of Scardale hid a portion of his treasury beneath a rocky cairn in the Cold Field, but no one has come across anything remotely resembling Lashan's loot.

The Cold Field is particularly inhospitable in wintertime. Flat and shelterless, it is swept by bitter northern winds. Most travelers try to avoid the open fields, choosing more sheltered paths. In the summertime, the Cold Field is used as high pasture by the shepherds of Harrowdale and rural Scardale.

There is a local legend that tells of the one night each year that the dead of the Cold Field walk. It comes in the deepest, darkest night of winter. The farmers and shepherds whisper of ghostly legions massing to fight again the great battles that ravaged this land hundreds of years ago. It is said that during this night the dead claim any living soul unfortunate enough to be out on the Field when they rise.

Ordulin (Moondale)

Once a part of the Dalelands, Ordulin is now the capital of Sembia. Hundreds of years ago, the city was known as Moondale, and it was one of the largest and most prosperous of the Dales.

Moondale was one of the first Dales founded after the raising of the Standing Stone. At that time, the Elven Woods still marched all the way to the shores of the Sea of Fallen Stars. Ordulin lay in a broad, grassy valley deep in the heart of the woods. Over many years, the forest retreated in the face of Chondathian settlers on the coasts. The woods retreated all the way to Moondale and farther still, leaving Moondale as a farming settlement in cleared land by the year 700 DR.

The folk of Moondale continued to flourish. They avoided the conflict between the new nation of the Sembians and the elves of Cormanthor. As they prospered, their town grew and became more dependent on Semblan imports and trade. Sembian settlers

Adventure in The Thunder Peaks

The most remarkable location in the Thunder Peaks is the Arkhen Falls. The river Arkhen tumbles over a high, rocky cliff deep in the heart of the mountains. Behind the falls are an extensive series of caverns and mines once tunneled by Archendale's miners who cut many gems from the sparkling caverns. There are rumors that a hidden clan of dwarves guarded the caverns called "the Sparkling Stones" even further beneath the mountain.

The greatest of the Arkhen delvings was the Heart of the Mine, excavated around the source spring of the Arkhen itself. The river came to light through the mouth of the mine. More than 200 years ago, a great black dragon fell on the mine from the north and drove off the miners, claiming the riches for itself. The dragon was slain 70 years ago in a mid-air battle against another dragon. The black dragon's treasure has never been recovered, and it is rumored that a fabulously large and valuable hoard still lies in the caverns.

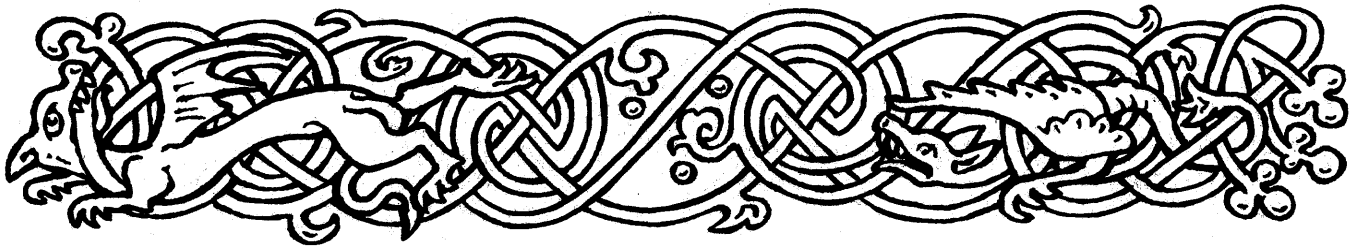
swelled the population, and Sembian merchants established permanent bases in Moondale.

About 300 years ago, the Sembians formalized their control of Moondale, announcing the annexation of the area to their new nation. The take-over was peaceful; by this time, better than half the population was of Sembian descent, and the people of Moondale had nothing to complain about. They were happy to unite with their neighbor to the south.

The Dale was renamed Ordulin, and soon grew into a major city. The early rulers of Sembia selected Ordulin as the nation's capital because it was relatively free of the interference of the established merchant families of the older Sembian cities — Selgaunt, Daerlun, and Yhaunn. Ordulin commands many important overland routes, and is surrounded by rich fields that are the breadbasket of Sembia. It is also the jumping-off point for most Sembian trade in the Dalelands.

People from the nearby Dales, Archendale and Tasselale, often journey to Ordulin to trade or simply sightsee. It is the nearest and friendliest "big city" for the Dalelands, and the Sembians exercise little control over foreigners' movements and purchases. Adventurers visiting the city will find that nearly any service or equipment is available here, and that the city enjoys its own intrigues and adventuresome troubles.





Voonlar

Northeast of Shadowdale is the small town of Voonlar. Located at the junction of roads from Shadowdale, Yulash, and Teshwave, Voonlar is only slightly larger than Shadowdale itself and is Shadowdale's chief rival in the area. Voonlar is independent on paper, but in practice it is ruled by a Zhentish puppet.

Voonlar is a relatively peaceful town, and its natives have accepted their corrupt leadership and the burden of supporting mercenaries and evil temples. They tend to regard Dalesmen as disruptive rogues and highwaymen who make a practice of harassing Voonlar. Over the years adventuring companies based in Shadowdale have raided, the town's temples and mercenary garrisons, creating a great deal of trouble.

Voonlar is governed by an elected sherriff, known locally as the "bron." In theory, all the villagers gather to elect a new bron every year, but in practice the Zhents keep their man safely in office from year to year. The bron is Bursorstag Hlammythyl (LE hm F8), a loyal follower of Cyric's teachings and ex-mercenary. Bursorstag is an aggressive and greedy man who gives his loyalty to Zhentil Keep in exchange for the power to run the town as he sees fit. Bursorstag extorts "protection taxes" and other pay-offs from most of the people of the town.

Like Shadowdale, Voonlar is basically a farming community. It is slightly more urbanized — the extensive outlying farms of Shadowdale are not present, and the town is more developed. Several inns, taverns, and traders cater to the various passers-by, and Voonlar is a relatively safe (if expensive) place to visit.

There are two major temples in Voonlar one dedicated to Cyric, and the other to Chauntea. The temple of Cyric is known as the Dark God Reformed, and is commanded by Gormstadd the Rerisen (LE hm P14.) Gormstadd is served by 14 lesser priests and an elite temple guard of 16 4th-level warriors. The Dark God Reformed has been raided many times by adventurers from Shadowdale, and Gormstadd has a standing bounty of 10,000 gp on the head of the Lord of Shadowdale, Mourngrym Amcathra.

The second major temple of Voonlar is the Bounty of the Goddess, dedicated to Chauntea. Lady Shrae of the Goddess (CG hf P12) supervises 14 lesser priests of various levels and a guard of 20 2nd-level warriors. Lady Shrae is on good terms with her counterpart in Shadowdale, and she occasionally aids good adventur-

ers in the area by concealing them in the temple and smuggling them out of danger.

Voonlar is defended by the bron and his six deputies. The town also musters a militia of pikemen, augmented by companies of archers. From time to time, the Zhents "suggest" to Bursorstag that he allow a band of mercenaries to quarter in the village, and the bron usually complies. Currently, there are no Zhentish troops posted here.

Yulash

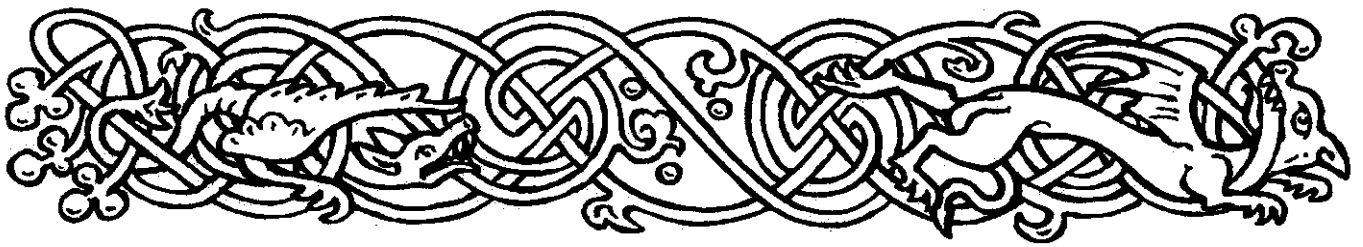
Once a large and important city of the Moonsea region, Yulash has become a battleground between the forces of Zhentil Keep and Hillsfar. For centuries the fortified city had been a neutral power, a fulcrum in the balance between Hillsfar and Zhentil Keep. About 70 years ago the leading noble families of Yulash became embroiled in a bitter feud over the lordship of the city, and civil war ensued.

Both Zhentil Keep and Hillsfar made good use of the city's troubles to find powerful factions to support. The civil strife lasted for more than 40 years before the Yulashians agreed to abolish the lordship and share power in a Council. By that time, the people of the city had become strongly factionalized, and the Council rapidly became completely useless. Within a few years, it was clear that the city was falling into anarchy.

In 1353 DR, Zhentarim agents arranged a series of incidents to incite the city to civil war again. In two short years, Yulash fell. Zhentil Keep declared Yulash to be a protectorate, much in the same manner that Cormyr claimed Tilverton and moved in forces to take over. Hillsfar responded by moving in troops to support the "freedom fighters" opposing the "foreign invasion." In the years since, the Zhentish and Hillsfarian forces have leveled the city between them, and most natives of Yulash have either joined one of the two powers or fled to safer lands.

Yulash is built on top of a great plateau of stone and earth that rises above the nearby lands. The city's location commands the roads for miles about. The mount of Yulash is reputed to be riddled with secret caverns and passageways, and there are rumors of extra-dimensional accesses hidden in the deepest tunnels. Not too long ago the god Moander rose from a hidden temple below the city and oozed its way into the forests south of the city, carving a swath through the elven woods of Cormanthor a hundred yards wide.





Campaigning in The Dalelands

With a little work on the part of the Dungeon Master, the Dalelands will support a campaign for many months of enjoyable playing time. With ruins to explore, villains to defeat, and places to visit, most player characters will have plenty to do.

Setting Up The Dalelands Campaign

Before you begin to play in the Dalelands, you will need to make a few decisions and get a little preparatory work out of the way. Where do your characters start? What level should they be? What will they do first? What long-range plans or goals should they have? Are there any long-term non-player Characters (NPCs), friends or foes, that should be set up?

Most of the Dales would make for excellent campaign bases. Your best choice is probably Shadowdale; the amount of material available for Shadowdale far exceeds that of any other of the Dales. The FORGOTTEN REALMS® Campaign Setting includes a book dedicated to Shadowdale and a special adventure set beneath the Twisted Tower. Shadowdale is also blessed with a number of fine adventuring locations within easy reach, such as the caverns of Fox Ridge or the ruins of Castle Krag.

Other Dales that would be good campaign bases include Mistedale, Harrowdale, Deepingdale, or even Archendale. These lands offer a good balance of nearby adventure locations and secure towns to come home to. If you want to set up a grittier, more somber campaign, try playing in Scardale or Daggerdale.

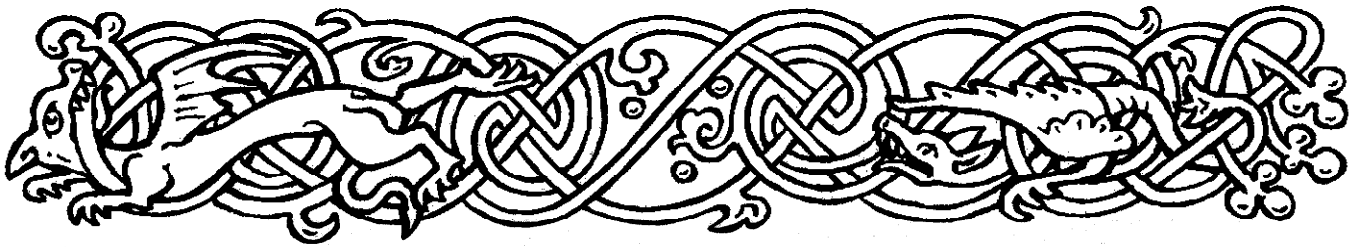
Once you have selected which Dale will be the home base of your adventuring party, you should look for good adventure opportunities in the area. Most Dales have several interesting locations nearby for PCs to explore, or have some kind of trouble hanging over them that PCs could take a stand against.

Take some time to flesh out the major NPCs of the area. Your player characters will probably be interacting with a local innkeeper, a guard captain, armorers and weaponsmiths, provisioners, and local priests. The NPC descriptions provided in this book are only thumbnail sketches – you should feel free to adjust a character's statistics, equip him or her as you see fit, and even change motivation or alignment if you think it will help your campaign in the long run.

Generating Dalelands Characters

Your campaign's characters will have one of two basic origins: either they are native Dalelands characters, or they came from Somewhere Else. You should not





force your players to pick an option they do not like; many players enjoy creating the most bizarre and outlandish characters they can think of. The Dalelands are the crossroads of Faerûn, and people from just about everywhere pass through at some time or another. Foreign characters may come from Cormyr or Sembia (not very outlandish) all the way to the Empires of the Sands or the Old Empires (very outlandish!).

Daleland Races

Characters native to the Dalelands can be of almost any character race. Humans are by far the most prevalent character race of the Dales, and should be treated as normal human characters from any campaign. Players who create human characters should specify the particular origin of their character — for example, Arabel in Cormyr, or Battledale, or Yhaunn in Sembia, and so on. This will help to define the character.

Half-elves are surprisingly common in the Dalelands. Hundreds of years of Dalesmen co-existing with the elves of Cormanthor led to a large number of elven and human marriages. Half-elves are widely accepted and generally considered unremarkable. The greatest amount of intermarriage can be found in Deepingdale, and most half-elven characters are probably natives of Highmoon.

Elves are also more common in the Dalelands than they would be in other campaign areas. While most of the elves of Cormanthor have vanished in the mysterious Retreat, hundreds remain behind. Elven characters are probably natives of Tangletrees, or may be from the elven communities of Bristar or Moonrise Hill in Deepingdale. Most Dalelands elves are gold elves or moon elves.

Dwarves are relatively scarce in the Dalelands. A few ex-adventurers have settled down in one town or another, working as smiths and craftsmen. A few small companies of dispossessed dwarves move from place to place, setting up small forges and then moving on when their work is done. Dwarven merchants and mercenaries also roam the land. Many of the dispossessed dwarves are survivors of the Mines of Tethyamar. A dwarven character who is truly native to the Dalelands is the child of one of these wanderers or ex-adventurers.

Gnomes are scarce throughout the Realms, but a small scattering live here and there in the Dalelands. Most are ex-adventurers or wandering merchants who have taken up residence in one of the Dales' small towns. There are also a few scattered gnomish clan-

holdings in the more rural Dales — Battledale, Mistle-dale, and Featherdale. These clan-holdings are tiny, well-concealed hamlets home to only 10 or 15 of the small folk.

Halflings are slightly more numerous and integrated than the gnomes. Most small towns in the Dales are home to at least a few halflings, who live side by side with their human neighbors. Deepingdale, Harrowdale, Featherdale, and Shadowdale are home to the largest concentrations of halflings. There are very few "halfling villages" or holdings.

Dalelands Classes

All character classes can be found in Dalelands natives, but it should be noted that many Dalesmen tend to dislike and distrust magic and those who practice it. Dalesmen also have little truck with thieves and brigands, viewing them as common criminals.

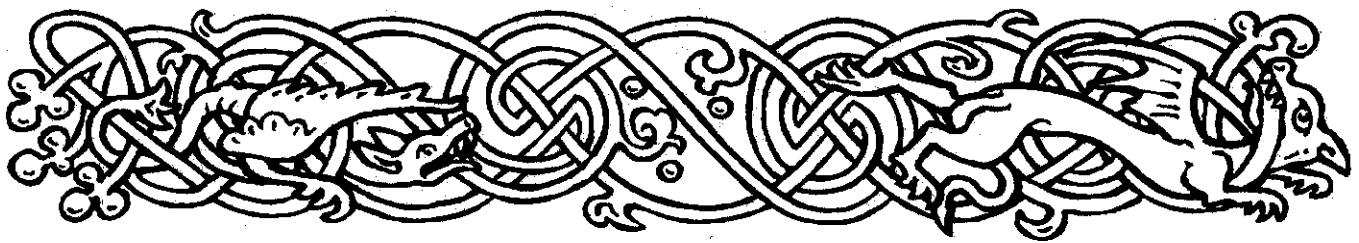
Fighters in the Dalelands will find that their skills are accepted and that an honest warrior is appreciated just about anywhere. Mercenaries and bodyguards are hired everyday in the Dalelands, and most of the Dales are always looking for skilled swordsmen to look after some problem or another.

Paladins are considered a little touched and overzealous by the folk of the Dales. They're almost too perfect, and they tend to make common people — like most of the people of the Dales — just a little bit uncomfortable. However, few people question a paladin's courage or devotion to duty. Paladins native to the Dalelands will usually be associated with a major temple where they received their training; you should make sure the player specifies which power his character venerates, and then find a temple to match. Good powers with temples in the Dalelands include Lathander, Chauntea, Oghma, Selune, and Tyr.

Rangers are somewhat more common in the Dalelands than they are in other lands. They are respected and well-liked. Many of the local lords or rulers of the Dalelands hold rangers in high regard, and listen carefully to their advice and observations. The folk of Deepingdale, Shadowdale, and Harrowdale are especially respectful of rangers and other defenders of the forests.

Clerics have a difficult time gathering support or followers in the Dalelands. The locals have little time for nonsense, and if priests aren't blessing crops or healing the sick, no one wants to listen to them. Adventuring clerics are regarded with the same suspicion as are other adventurers, but clerics who actively aid the





community are another matter entirely. When the player selects his character's deity, you should locate the nearest shrine or temple of that deity and assign the character a supervisor or high priest to report to.

Druids are rare and mysterious characters in any setting, but the folk of the Dalelands tend to hold them in high regard – much the same as rangers. You should take some time to develop the druid's superiors and allies in the local area.

Mages are generally distrusted by the common folk of the Dalelands, especially if they are careless with where they sling their spells. Most people in the Dalelands tend to feel that few people are really worthy of a mage's power, but so long as it is used wisely and in the service of the community the Dalesmen will not do more than grumble. There are few native Dalesmen who choose the path of the wizard.

Thieves are greatly disliked and distrusted by the common people of the Dalelands. In many areas, a character who openly admits his profession will be tarred and feathered. Unlike the large cities of the neighboring lands, there are no established thieves' guilds in any of the Dalelands, and the common people have not learned to meekly accept losses to burglary or brigandage. Player characters are advised to describe themselves as "scouts" or "adventurers."

Bards are generally well-liked and respected by the common people of the Dales who appreciate the exchange of news and entertainment provided by the wandering minstrel—In many communities, a bard can find a roof to sleep under and a few days' worth of meals while he passes on the latest songs and stories to the locals. However, bards should be careful not to overstay their welcome – once the people have heard all their news, they'll soon get tired of boarding and feeding non-productive visitors.

Psionicists are considered extremely unusual and dangerous people. Some Dalesmen can be persuaded to consider a psionicist as a "special breed of wizard," but many others will never get over their suspicion of such a strange and rare character. Characters with psionic abilities are best off concealing the nature of their gifts and passing themselves off as "adventurers."

Using Character Kits

If you are using the optional rules for character kits from the various *Complete* books, you will find that some characters are more appropriate for a Dalelands campaign than others.

The Complete Fighter's Handbook: The kits of myrmidon, noble warrior, peasant hero, and outlaw are all reasonable for Dalelands natives. Outlanders such as beast-riders, barbarians, berserkers, cavaliers, pirates, or swashbucklers are not considered too outrageous. The amazon, gladiator, samurai, and savage would be extremely unusual in a Dalelands setting.

The Complete Wizard's Handbook: The acamedician, peasant, or witch are appropriate for natives. The militant wizard, mystic, and patrician would not be considered very unusual. The kits of amazon sorceress, anagakok, savage wizard, and wu jen would all be very alarming to most Dalelands natives.

The Complete Priest's Handbook: The nobleman priest, outlaw priest, pacifist priest, peasant priest, and scholar priest would all be appropriate for characters native to the Dalelands. The barbarian/berserker priest and prophet would not be too unusual. The amazon priestess, fighting monk, and savage priest are all very unusual for the Dalelands.

The Complete Thief's Handbook: The acrobat, adventurer, bandit, bounty hunter, fence, scout, and smuggler are all appropriate for natives. The assassin, beggar, burglar, cutpurse, spy, swindler, and thug should be careful not to let their true professions become widely known. The buccaneer, investigator, swashbuckler, and troubleshooter may be able to get along once the locals learn who they are and what they do for a living.

The Complete Bard's Handbook: The true bard, herald, jongleur, loremaster, meistersinger, and riddlemaster are most appropriate for Dalelands natives. The blade, charlatan, gallant, and thespian would be looked down upon by most Dalesmen.

Dalelands NPCs

The most important part of your Dalelands campaign will be the NPCs. Colorful and lively characters will go a long way towards characterizing the campaign. Sturdy townsfolk, suspicious sheriffs, and dastardly villains should surround your player characters.

Keep track of how your party deals with the NPCs; the NPCs will adjust their attitudes depending on how they are treated. A PC party of rude braggarts or murderous thugs will quickly wear out their welcome, but honest and brave heroes will always have a home in the Dales.

Remember, the Dalelands are not just a spot on the map – it's the people there who make them special.



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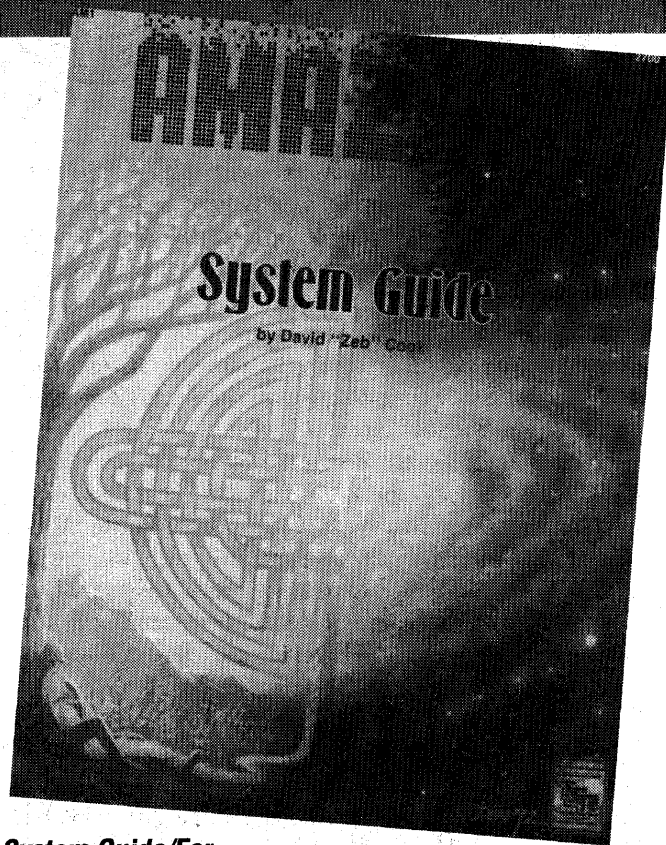
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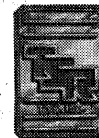


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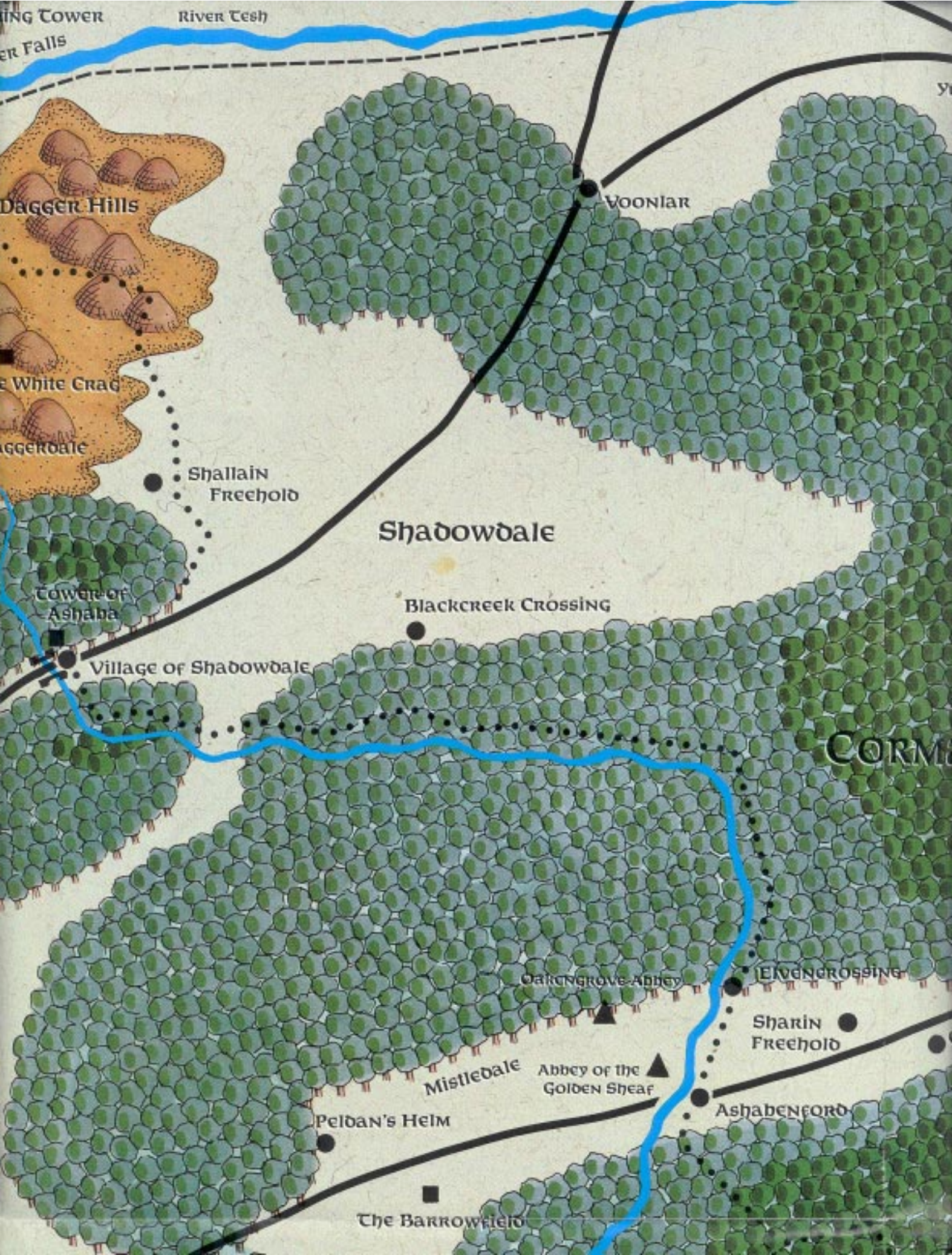
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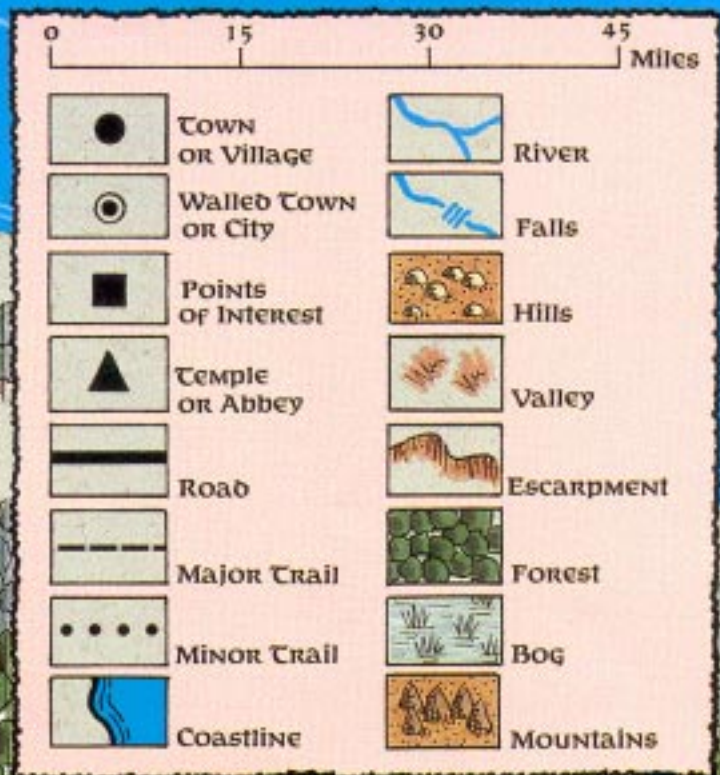
Galain's Roost

The Vale of Lost Voices



The Moonsea

Hillsfar



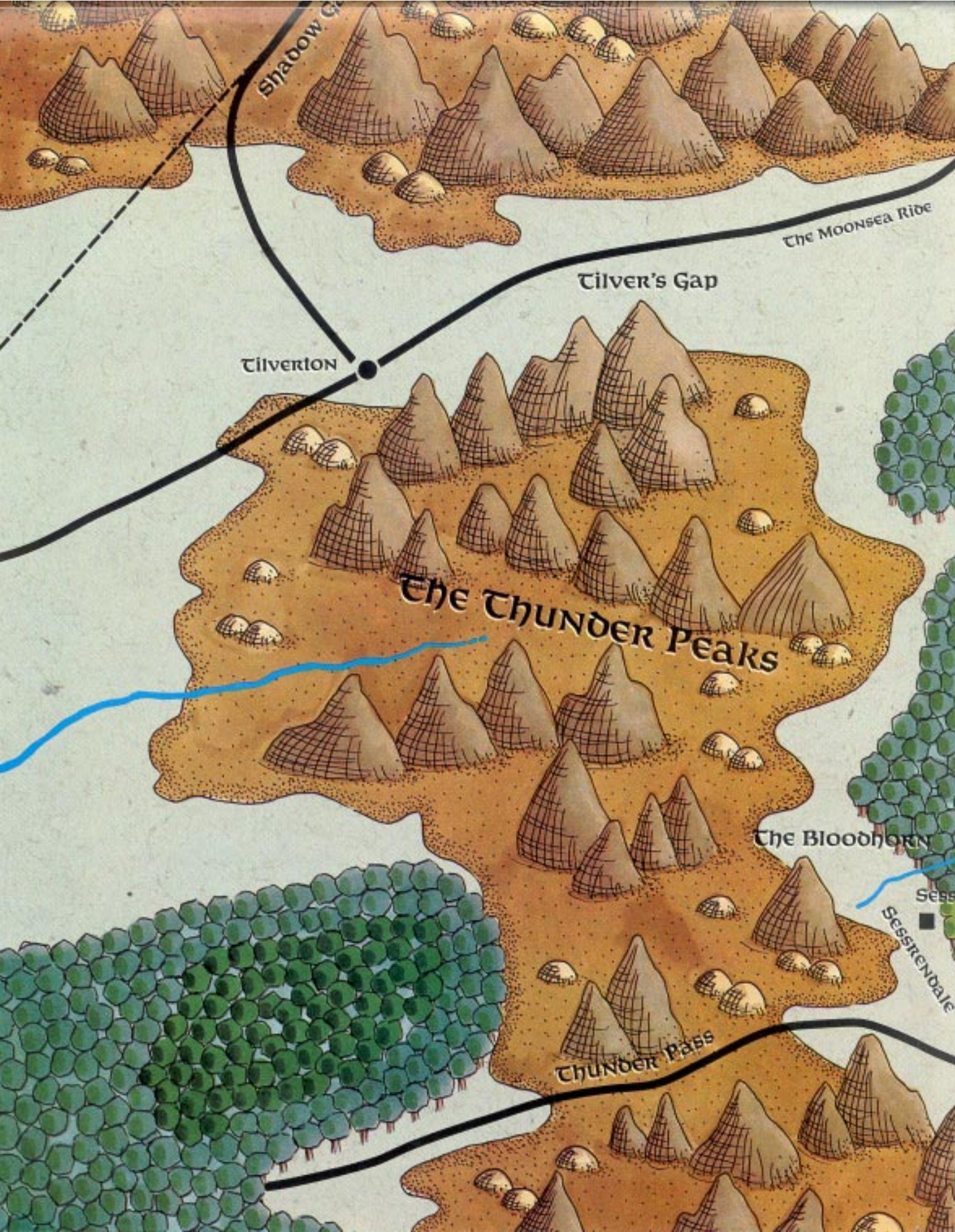
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Major Trail

Blue Mountains

Blue Mountains





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Tilver's Gap

Tilverton

The Thunder Peaks

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The Barrowfields

Semberholme

Lake Sember

The Semberflow

Pool of Seven

The Darkwatch

Moonrise Hill

The Glaemrill

Corellion's Glen

Glaun Bog

Bristar

Deepingdale

Glaun

Arrow

Highmoon

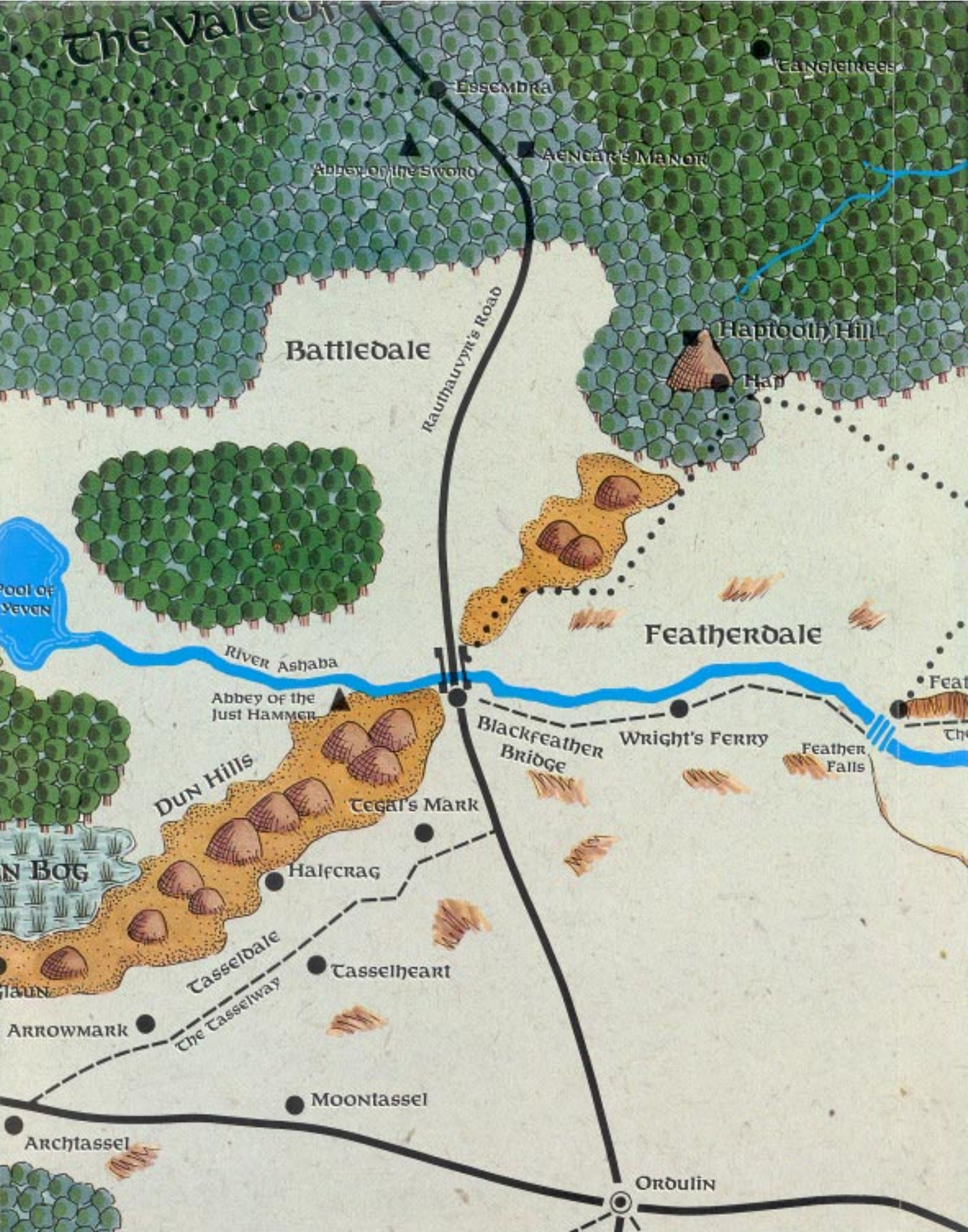
The East Way

The Arch Wood

Arch

Arken River

White Ford



The Vale of...

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Langleaves

Abbey of the Sword

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Battledale

Rauthauvyr's Road

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Velarsburg

The Velarwood

Harrowdale

Harrow Point

Harrowdale-town

The Cold Field

Feather Falls

The Scar

The Ashaba Road

Chandlers Cross

Scardale

Scardale-town

Scarsdeep

The Dragon Reach



Harrowdale

1 inch = 100 yards

↔ 50' Elevation



Rocks

Coastline

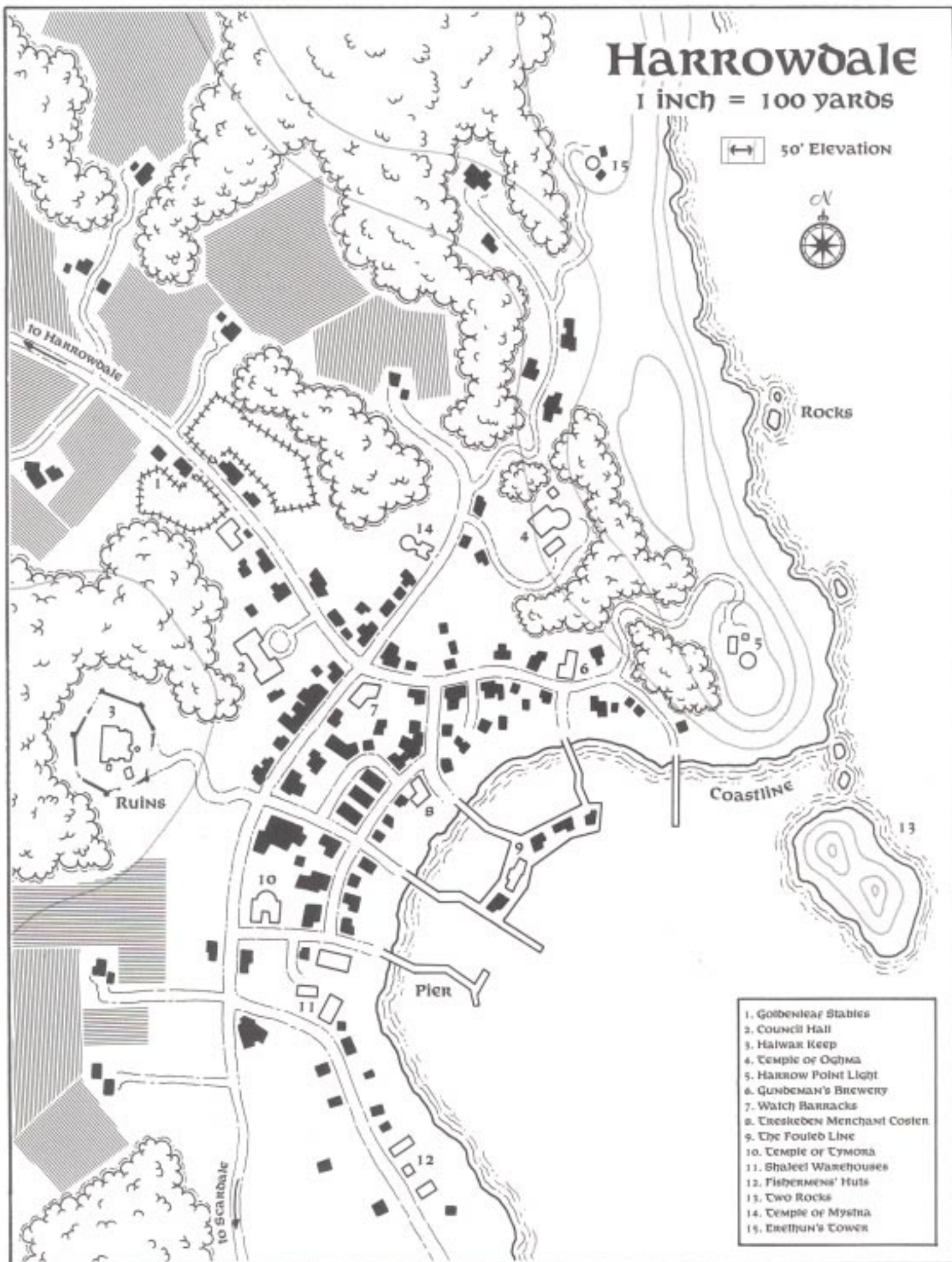
Pier

Ruins

TO HARROWDALE

TO SCARBOROUGH

1. Gobbler's Stables
2. Council Hall
3. Halwar Keep
4. Temple of Oghma
5. Harrow Point Light
6. Gubbeman's Brewery
7. Watch Barracks
8. Tieskeben Merchant Coster
9. The Fouled Line
10. Temple of Tymora
11. Shaleel Warehouses
12. Fishermen's Huts
13. Two Rocks
14. Temple of Mystia
15. Eathun's Tower



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by L. Richard Baker III

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