



Advanced
Dungeons & Dragons

BIRTHRIGHT

CAMPAIGN SETTING



atlas of cerilia



book I atlas of cerilia

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About seven years ago, I graduated from college and decided immediately to begin *The Next Great Fantasy Epic*. Move over, Tolkien—I'm armed with a degree in English, and I'm not afraid to use it. Over the next year and a half of on-again, off-again work, I created a 225,000-word monster that I called *Kingslayer*. Of course, I'd never even published a magazine article, let alone a novel, and after several costly rejections, it sat in a shoebox under my desk for years, while I went on with my career as a naval officer, got married, and otherwise took up different pursuits.

But *Kingslayer* lurked in a hidden recess of my brain, and when I interviewed with TSR, I showed a copy to Jim Ward just to prove that I could write a lot of words every day for a living. And, having served the purpose of helping me become employed with TSR, *Kingslayer* returned to its shoebox under my desk and gathered some more dust.

Then, about a year ago, Colin and I were assigned to develop the next new game world for TSR. Our first maps were drawn on a dry-erase board, with cryptic notes like "big forest," "Russian guys," and "German traders." And while we were filling in hunks of territory on the map, I

said to Colin, "You know, I've got some old material lying around that we

could use." Colin didn't mind, so the Anuirean Empire finally reached print after living in a shoebox under my desk for seven years. I guess the moral of this story is either *persistence pays or never throw anything away—you can decide*.

Of course, that old material underwent many changes in being translated from an ambitious stab at a novel into a living, breathing game world. Suffice it to say that I never realized just how much work it takes to create a new product line! My thanks go out to Jeff Grubb, who was a wonderful source of ideas for the setting; Jon Pickens, who never left me alone even when I wanted him to go away; Roger Moore and Anne Brown for their tireless efforts to get everything just right; Tony Szczudlo for his sincere desire to turn our words into art; and most especially my lovely wife Kim, who put up with my many long hours of writing on weekends and evenings. Look, honey, it's all done!



Rich Baker
Lake Geneva,
Wisconsin
February
1995

foreword

It's been

a year since Rich and I

began thinking about this world. Though we had other obligations, we've had Cerilia on the brain for the better part of a year. It was a good time and a hard ride, but I'll remember the days fondly—especially throwing darts with Rich and Tony to evaluate ideas (a bull's-eye was a good idea; I had a few good ones, but Rich and Tony had most all the good ideas that day, until we switched to another idea-grading system). The playtesting was great fun, too, with Roger's psychotic postings and his countless undead legions crashing across Alamie.

On the other hand, it's also been a brain-racking time. Rich and I wanted this world to be different enough to distinguish it, but familiar enough that people will fall into it easily. We wanted epic fantasy and in-depth role-playing. We wanted it all, in short, and I think the result is a pretty fair representation. Of course, there's stuff we couldn't put in here; that, I guess, is what the rest of the game line is for. We've tried hard to make the world as rich as possible in this box, and I believe you'll be pleasantly surprised.

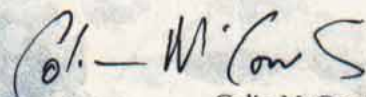
I'm now going to thank an exhaustive list of people who gave comfort, friendship, and the odd idea, and then I'll forget lots of people who were involved and who'll hate me for not including them on this list. Well, tough. Here's everyone I could think of.

Everyone at TSR, but especially those in my product group and those who helped shepherd it along (Tony "Logo Boy" Szczudlo, Andria "Quote Zone" Hayday, Roger "Legion of Insane Dead" Moore, Jeff "Abominations and Exploding Gods" Grubb, Anne "Two Mikes" Brown, Sue "Restless Soup" Weinlein, Tim "Duh Boss" Brown, and Jim "Duh REALLY BIG Boss" Ward); the too-big-to-list-everyone-but-you-know-who-you-are Milwaukee crowd (ideas and insight especially: Paul Buss, Laddie Voslar, and Dave Zenz); the Evanston/Chicago crowd (Jim Furbee, Brad Matheson, Paul Nelis, Kevin Pohle, Cheryl Silva, and Scott Unger); the Family crowd (Mom, Mike G., Dad, Mike and his wife Eva, Scott, Bill and his wife Nancy, Babbie, Gavin, and the rest of the extended family, too numerous to list); and the Miscellaneous Crowd: Tim Beach for his uncredited help in the *DRAGON MOUNTAIN*® game (now shut up and leave me alone!), Tony DiTerlizzi for his helpful suggestions and the ones that we laughed at, and Mary Guzdziel for, well, everything.

We've worked hard on this. Feel free to let us know what you think. But after all the work we've put into this, what do I have to say?

You had better love it.

As for me, I'm going to let my mind wander someplace else now. It might even come back.



Colin McComb
Lake Geneva, Wisconsin
27 February 1995

More than sixty generations ago, my forefather held Roele's standard high at the battle of Mount Deismaar. His name was Traederic Dosiere, and I often wonder what it must have been like to witness the greatest battle ever fought, to watch the champions of good and evil duel against each other, to view the destruction of the old gods and the birth of the new. Was he frightened? I think he must have been.

I know from my family's legends that Traederic wasn't wounded in the fray. But did he strike a blow, or was the standard bearer kept clear of the enemy? About this point, the stories are unclear.

As a child, I used to imagine that I was Traederic Dosiere, and I fought valiantly. In fact, the forces that defended Cerilia might have failed without me. But those were only a boy's dreams of glory.

I am Caliedhe Dosiere, the forty-seventh Chamberlain of Anuire, and no longer a boy by any stretch of the imagination. Like my ancestors, I stand watch over the empty Iron Throne, waiting for the day when the Emperor's line shall return. I still think of the great battle of Deismaar, and how it made our world what it is today, and I can scarcely believe that common women and men such as Traederic Dosiere were part of such legendary events.

I have always believed that man cannot direct his future without first understanding his past. The Khinasi say that he who ignores history is doomed to repeat it. For this reason, I have decided to set quill to parchment and create this atlas. In my lifetime, I have seen no evidence that this great darkness, this chaos and war that wreathes Anuire, will end before I die. For the Chamberlains who will follow me, the sons of my sons, I will leave this record of my world.

Thousands of tomes of history fill dusty shelves in the Imperial Library, and nearly as many maps, geographies, and atlases slumber in the records of the Imperial Cartographical Society. But I do not believe that lands and peoples can be discussed separately and still capture the essence of either. The peoples of Cerilia have been shaped by their history, just as they have always and will always make that history. A people and its past are like the hound chasing its tail.

In this effort, I hope to link the people and the lands of Cerilia in one discussion, to shed some illumination on matters that may have eluded previous texts. Only in this manner will my descendants truly understand what it is like to live in my time.

the bloodlines

As you undoubtedly know, my sons, those who fought at the battle of Mount Deismaar and survived the destruction of the gods were imbued with a divine essence that they passed on to their descendants. By my estimate, about one thousand Anuireans can claim descent from these ancient bloodlines. Presumably, a similar number of Brechts, Khinasi, Rjurik, and Vos are blooded as well, although I would not be surprised if the lesser Rjurik and Vos populations reflected a smaller count of blooded scions. I myself, your ancestor, am proud to be of the

Dosiere bloodline, derived from Anduiras himself.

The history of the bloodlines is, to a great extent, the history of Cerilia since the War of Shadow. As a descendant of one of these lines, I urge you to study your family's history closely. You may find this to be a useful tool in understanding how you came to be the person you are.

an overview of cerilia

to the regents

I must assume that some will read this who are not my descendants. I hope that some who turn these pages are regents, rulers of domains, so that they may learn from my words.

To my knowledge, no one has ever explained how it is that the land responds to the bloodlines. All I know is that for some reason, a blooded leader is linked to his land, his people, and his holdings by a mystical force of great power. My father told me that members of the Roele family were surrounded by a radiant halo, a visible mark of their power and kingship over the lands of Anuire. Others in Cerilia are possessed of similar manifestations of their blood. I must implore those of you who are regents to rule well and wisely; you wield great power and responsibility, and you must not abuse it.

cerilia of old

I shall first endeavor to explain how the events of the distant past still affect us today. Modern Cerilia is shaped by ancient deeds as surely as the land is carved by wind and water. When you understand how history molded the peoples of Cerilia, you will better understand the way we live today.

Contrary to popular belief, humans were not always the dominant race on Cerilia. The true natives of Cerilia are the elves and dwarves, the keepers of the forest and the guardians of the mountain. For centuries, they lived peacefully alongside each other, neither race intruding on the other. Both had precious little time to bother with the other, for each had its own enemies to fend off. Those enemies were the humanoids—creatures spawned deep in the earth. Gnolls, goblins, orogs, and trolls swarmed through Cerilia at will. These races still trouble the world even in my time.

These creatures of night and darkness chose to live in places that the elves and dwarves shunned. They raided continually, storming the dwarven mountains and the elven forests to steal treasures and lay siege to the demihuman civilizations. Matters continued in this vein for hundreds, even thousands of years; we cannot be sure, since the elves don't count the years as we do, and the dwarven calendars are indecipherable.

Civilization all but stagnated during this time. The elves built slender towers and the dwarves constructed their stonewrought wonders, but all these marvels eventually fell to one marauding tribe or another. In return, the elves slaughtered tribes of gnolls and goblins, while the dwarves drove the orogs deeper and deeper into the recesses of the mountains. The resulting stalemate seemed as if it would continue forever, and all sides longed for a way to break it. Had they known what was in store for them, they might have realized that their situation was not as grave as they perceived.

In time, the humans arrived; actually, they not so much arrived as *invaded*. Five separate tribes, fleeing the domination of decadent empires and the wrath of an evil god, crossed into Cerilia via a land-bridge from the southern lands and began to settle here. A sixth tribe

joined them from the lands far to the east beyond the Dragon Sea. The Cerilian wilderness was thus touched by the hand of man, and would never again be the same.

the tribes

Our ancestors, then, were six tribes. Five made their homes in the great southern continent of Aduria; one dwelled in a land far to the east of the Cerilian continent. The six peoples, although widely different in culture, venerated a common pantheon. Each worshiped one particular god above the rest. The gods each favored a particular tribe over all the others, and lent their favor and attributes to those who followed their teachings.

The pantheon comprised the god of nobility and war, Anduiras (also head of the pantheon); the god of the woods and streams, Reynir; the goddess of commerce and fortune, Brenna; the lord of moon and magic, Vorynn; the lady of the seas, Masela; the queen of the sun, Basaia; and the face of evil, Azrai the Shadow.

The tribe that followed Anduiras called themselves the Andu; they later came to be known as the Anuireans. They were a warlike and vigorous people who took the lead in the war to claim Cerilia. (My distant ancestors were, of course, Andu, although I regret that I cannot trace my genealogy more than three generations past Traederic Dosiere.)

The tribe that followed Reynir was called the Rjuven; they were a people who revered nature.

They eventually called their lands Rjurik.

The Brechts venerated Brenna, and

cultivated sharp wits and nimble fingers.

Believe it or not, the Vos were once diviners and illusionists who

sought truth in magic. The last of the five Adurian tribes, the Masetians, have vanished entirely from Cerilia. They were sailors who followed the goddess Masela, braving the stormy seas. No tribe dedicated itself to the evil Azrai.

Although these tribes, at first clustered in the northern portion of Aduria, had their share of squabbles with each other, their true enemy lay in the decadent southern empires of Aduria. Our oldest myths describe how the Shadow led the Adurian emperors along paths of corruption and destruction. Thus, when these empires turned their attentions to the tribes in the

history of cerilia



northern lands, the leaders of the Five Tribes knew it was time to flee into the realms dominated by the elven folk and the monsters—into Cerilia.

the flight from the shadow

Where the waters of the Straits of Aerele now flow, a barren land-bridge once linked Aduria to Cerilia. This isthmus marked the path of the tribes' exodus. The journey was arduous—many people fell to disease, goblin raids, natural hazards, and sometimes, stupidity. Despite the perils of the journey, the pilgrims at last reached Cerilia and found a land ripe for conquest. They also found the Basarji.

The Basarji were a dark-skinned people from beyond the Sea of Dragons. We now believe that they descended from the same stock as the five tribes, for their gods were the same as (or at least remarkably similar to) those venerated by our ancestors; the Basarji worshiped the goddess Basaia.

Independently, the six tribes of newcomers set to dominating Cerilia with a fervor never before seen on the continent.

the conflict

Cerilia's dwarves, meanwhile busy holding back orog forces in the mountains, had little time or inclination to investigate or negotiate with the humans. The invaders, likewise busy, had more important things to do than brave the mountain passes the dwarves called home. The two races eventually developed an unspoken agreement with each other, namely that humans were welcome in the mountains as long as they caused no trouble and would somehow contribute to society. Otherwise, they would be driven out by the dwarves.

The elves, on the other hand, found themselves suddenly competing with the humans for the most beautiful land in Cerilia. At first, the elves thought they could all live in mutual enjoyment of the forest, with the humans respecting elven lands and the elves



carefully avoiding the humans. This arrangement worked for a time.

The humans soon drew the attention of the humanoids that continually raided the forests. Despite the ferocity of the humanoids, our forebears proved resourceful enough to stand fast, and eventually the humanoids were beaten back. It was not long before the humans began looking toward elven lands as places for expansion.

The elves fiercely resisted conquest, for they had fought long and hard against the humanoids to keep their lands. When we began to force the elves from their ancestral homes, the elven leaders devised the *gheallie Sidhe*, or Hunt of the Elves. Elven knights were commissioned to roam the lands held by the elves, slaying whatever humans they found trespassing in their borders. Simple peasants and woodcutters gathering firewood were slain as brutally as the highest ranking human warriors. An all-out war erupted between the two races.

Still, the elves were pushed back year after year because of an element they had never encountered—priestly magic. The elves could easily call upon the forces inherent in wood and water, field and air, but had never worshiped deities—and thus, could not even begin to understand this new source of power. The human priests were the deciding force against the elves' expertise in magic and combat; the old gods favored humans to such an extent that the elves found themselves practically powerless.

The fair folk eventually conceded the plains, the hills, and the coasts to the upstart humans, and withdrew to the sanctity of the forests, concentrating their efforts on destroying any humans foolish enough to venture there. The only humans who dared penetrate the woodlands were those desiring elven knowledge or seeking revenge on the elves for their atrocities. Such violators never returned from the woods.

the shadow's arrival

For a time, our ancestors were virtually free to choose their destinies in this new land. Though the ever-present threat of elven retaliation and humanoid incursion lingered, the humans found themselves all but unopposed in their efforts. Kingdoms rose and fell as the tribes settled and tamed the land. It was a vital, dangerous time, and Cerilia was still largely untouched.

Then the Shadow came to Cerilia. Following the trail of the fleeing humans, this god of evil known as Azrai made his way to the new land. When he found that the humans had prospered in Cerilia, Azrai realized that more than a simple battle would be needed to destroy them—he would have to rely on subversion and deceit. Of course, these things came naturally to the Shadow.

First, Azrai took his teachings to the goblins and gnolls in the land called Vosgaard (far up in northern Cerilia). By nature, they had always believed in a creature with the powers of the Shadow; now he needed only to put his name to their belief. He then granted the humanoids priestly abilities to prove his power. Naturally, those creatures of greatest evil inclined toward Azrai's priesthood, and they rose to power quickly among the tribes of humanoids.

Next, the god of evil visited the Vos (the humans dwelling in the same region). Never realizing that Azrai was the Shadow from whom they had fled hundreds of years ago, they took his words of strength and power and made them their own. In the land of darkness in which they lived, the Vos had abandoned their appreciation for the niceties of divination and illusion; the creatures around them understood the ways of the mace and the sword far, far better. And so the Vos unknowingly fell to Azrai.

Once the Vos had been thoroughly corrupted by the very teachings they had escaped to Cerilia to avoid, Azrai traveled to the elves and dwarves, whispering to them of revenge against their enemies, the destruction of all things unclean, and the restoration of Cerilia as it had once been. He sought out the demihumans in dreams and omens, signs and portents, and spoke to them of the excellence of the past when no humans defiled the surface of Cerilia.

The dwarves found

nothing in Azrai's words to provoke them, so they steered clear of his temptations. The elves, on the other hand, had burned with the desire for revenge ever since their exile to the deep woods. They cleaved to the teachings of Azrai and poured their energy into preparations for war.

All this time, the emperors of the southern continent had been busy. Their armies, after easily conquering the lands vacated by the five original tribes, began the arduous march toward Cerilia. The kings of the new Cerilian nations realized the danger on all sides of them, and began marshalling their forces to combat the encroaching evils.

the war of shadow

The Anuirean, Rjuven, Brecht, Basarji, and Masetian nations found no option other than to unite; kings set aside their now-petty differences to face the threat of the Shadow. The priests of these lands ceased their squabbles and raised their voices not in heated argument, but in supplication to their gods. Rogues and merchants brought their resources to the war, setting aside personal rivalries to combat the evil of Azrai. Even the dwarves came into the war, for though they did not care about the human presence on the continent, they most certainly cared about the power the humanoids stood to gain.

The armies of the Shadow, made up of the Vos, the humanoids, and the elves, pushed into Cerilia, dominating and destroying everything they encountered. The armies of the human Cerilians were hard-pressed by the forces marching under the serpent banner, and it seemed certain that the Cerilians would be crushed beneath the heel of the Shadow. Traederic Dosiere, my ancestor, fought throughout the war at the side of Haelyn and Roele, the two brothers who led the Anuireans. Despite their heroic efforts, the combined forces of Aduria, Vosgaard, and the evil humanoids overwhelmed them.

The gods knew that Azrai's final victory was at hand. In a desperate attempt to prevent him from annihilating the Cerilians and enslaving the deities forever, the gods gathered their peoples' armies at the land bridge to Cerilia, near the foot of Mount Deismaar. Each god chose a champion or two from among his or her tribes—a champion who exemplified whatever the god loved best in humanity. Traederic had the honor

of carrying Roele's standard as Roele and Haelyn prepared for the battle on the slopes of Mount Deismaar. Azrai himself led his champions, including Raesene (Haelyn and Roele's half-brother), and the armies of the Shadow to the mount.

The clash on the slopes of Deismaar was an epic battle—man and monster struggled against each other in a vain attempt to triumph.

Despite the bravery and skill of the Cerilian warriors, it seemed certain that sunset would find the forces of good dead on the slopes of Deismaar.

Then, without warning, the elves crossed to the human side of the battlefield, slaughtering the Vos and the southern warriors as they swept across the mountain. The elf generals had discovered Azrai for what he was, and realized they had been deceived.

(A handful of elves didn't care about Azrai's evil—they sought only to rid their land of the humans. These few remained with the Shadow. Of them, Rhuobhe Manslayer is the most famous, of course.) All but a few of the elves cast aside the blindness of hatred, and they helped even the odds in the war considerably.

It was then that Haelyn, champion of Anduiras and the Anuireans, stepped forward to battle the most powerful of Azrai's champions—Raesene the Black Prince, who had sold himself to the god of evil. All across the Mount, the gods' champions squared off against Azrai's minions.

Higher up on the slopes of Deismaar, the gods themselves took physical form to try to defeat Azrai once and for all. They poured every



energy into the effort to destroy the shadow that had fallen across Cerilia.

The heavens shook; the earth rumbled. All was chaos; then an ensuing explosion destroyed the landscape, leveling Deismaar and the lands for miles around the mighty mountain (and creating what we now call the Straits of Aerele). Yet despite the force of the explosion, a few survived. Most were scattered to the four winds, including nearly all the Masetians and good-aligned Vos.

In a final bid for freedom from Azrai, the deities had given their very existences. Their essences dissipated, and the remains of the old gods lay in the smoking crater that was the mountain.

the birth of the new gods and the abominations

The survivors of the battle on Mount Deismaar were, with few exceptions, those common men and women who best exemplified the qualities the gods strove to uphold. Yet the champions for the gods were conspicuously absent. In their close proximity to the gods, they had taken the brunt of the divine essence released by the gods' deaths that washed across the land. The champions, also closest to the gods in their ideals, were elevated to replace the vanished deities.

The new gods numbered eight: Haelyn, assuming Anduras's reign over nobility and war; Erik, the druid, ruling the woods and streams in Reynir's stead; Sera, taking the place of Brenna as the goddess of fortune; Avani, taking the mantle of Basaia to become the matron of the Basarji; the Vos warriors Kriesha and Belinik, absorbing the energies of Azrai to become the Ice Lady and the Prince of Terror; Nesirie, absorbing the power of Masela and gaining power over the sea; and Ruornil, inheriting the magic of Vorynn.

Even those survivors who mirrored the old gods less perfectly than the champions, as well as some of the elves, dwarves, and humanoids, absorbed the gods' divine energy. Power flowed through them and about them, reflecting the natures



of the gods who had sacrificed these energies. Roele and Traederic were two such champions; they found themselves imbued with Anduiras's bloodline and in turn, wondrous abilities they had never before possessed.

Of course, many of these survivors were eager to experiment with their new abilities, and they did so promptly, using other dazed survivors as targets. A brief but bloody battle ensued as those begotten of Azrai fought their way free from the children of the other gods. In doing so, they discovered that they could rip the godly power from their dead victims and make themselves that much stronger. They soon called this *bloodtheft*.

Many of Azrai's minions fought, but more of them escaped to remote hiding places. They emerged occasionally throughout the next hundreds of years to kill those who carried the divine bloodlines, using their victims' liberated power to keep themselves alive and twist themselves ever further from their former humanity. Among them were the Kraken, the Ghost, and the Raven. There were others, too—many others.

The elves were the first to notice the evolution of these minions and to realize the cause of it. They called the abominations the *awnsheghlien* (awn-SHAY-len), or "blood of darkness." The name soon carried a specific and horrible meaning, and in time, only the uneducated referred to these creatures as abominations.

The mightiest of the awnsheghlien was the Gorgon, the remnant of humanity that once was Raesene, the half-brother of Haelyn and Roele. The Gorgon's hatred of his brothers drove him to acts of destruction far greater than those schemed by his fellows, and thus his power grew more rapidly than theirs. Even so, the other awnsheghlien were not to be regarded lightly—their power still derived from Azrai himself, and they were eager to use it.

Luckily for this land, the awnsheghlien were not the only ones who cultivated the powers of their gifts. The children of those who had been infused with divine essence also grew in stature. They, too, gained vitality from fallen foes who were empowered by the blood of the gods. The children who used their inherited abilities found they could make themselves into powerful giants, but as they grew in divine might, their bodies transformed. The power carried a price.

Some who bore the blood established

themselves as lords of lands. They learned that they could gain even more might from the subjects of their domains and from the earth itself; they could increase the power of their kingdoms by pouring the blood back into it. Those with native intelligence, brute strength, or a combination of both learned how to increase their power through wise rule and carefully planned campaigns geared toward pounding their neighbors into submission.

So it was that the next struggle for domination of Cerilia began, only a few short years after the War of Shadow. Would-be rulers sought to carve out their own kingdoms, not only by conquering lands and peoples, but by personally administering the deaths of current kings. This would not only ensure the legitimacy of their claims to the thrones, but also consume the bloodline. These power-hungry men and women of the blood sought the ultimate power—rule of Cerilia by absorbing the blood of the gods.

the shadow world

Coincidentally (or perhaps not), this time also marked the discovery of the Shadow World. This region (presumably of another dimension, we have since surmised) seems to coexist with Cerilia and occasionally overlap into our land. The landscape is eerily similar to Cerilia, and events in Cerilia are mirrored in the Shadow World. This realm, however, is populated by undead creatures; skeletons and zombies serve as laboring peasants, ghouls run towns, and ghosts control entire kingdoms.

As you may know, it has been discovered that "weak spots" exist—something like oiled parchment in windows that allows light to pass but keeps out solid materials. These weak spots are almost always places of death and destruction, and they allow the Shadow World to press in on Cerilia. At these weak spots, undead can pass through to wreak terror on the living—but also, the living may stumble through to a land of terror. Still, during the time of conquest that followed the



war against Azrai, the Shadow World posed little threat to those who knew of its dangers, and no one saw an immediate way to destroy it, so the rulers continued on their quests for domination and ignored this strange discovery.

To this day, the Shadow World remains a place of mystery to everyone but the halflings who live scattered throughout Cerilia. A few souls have set about studying that realm, but most folk prefer not to talk about it. In some parts, mention of the Shadow World is strictly forbidden.

formation of empire

A few conquerors demand mention who decided to use more reason than sword edge when building empires. There were also those who had a bit of an advantage in tapping their divine powers. One of these was Roele, brother of the new god Haelyn.

The new gods made a pact that they would never meet in the world in physical form (to avoid another cataclysm of Deismaar's magnitude). However, they had full freedom and every instinct to give advice to their people, for they felt their former humanity strongly and fondly remembered their families and former neighbors and lands. Haelyn, as a result, walked with Roele in dreams and promised his brother support if only Roele would try to bring peace to Cerilia.

Thus, unlike most of his contemporaries, Roele chose to use his new powers not to glorify his own station, but to forge an empire of justice that would stand against time. He was fortunate to have the intelligence and nobility of his brother as well as the ability to set aside personal honor when his vision of the empire depended on it.

First, Roele gathered together friends who had stood at the battle of Mount Deismaar with him. With them at his side, he accomplished the awesome task of uniting the southwestern corner of the continent, using his divine power to defeat half a dozen minor kings. My

ancestor Traederic was one of his lieutenants—the proud herald and standard-bearer for Roele's armies. In a relatively short time, Roele brought most of what we now recognize as the Heartlands and the Southern Coast of Anuire under his rule, and those who saw his power flocked to his banner.

Roele called his kingdom Anuire after those who had first settled the land. By granting lands to those who had supported him in battle, he ensured their loyalty and, in turn, the loyalty of their vassals. (The Dosieres became chamberlains to the Roeles; we have held this station ever since, even though the line of Roele has failed.) With his core of power behind him, Roele felt enough confidence to try to bring the rest of Cerilia under his rule.

He looked to the east and north, seeking to dominate Rjurik and Brechtür. His success with the Rjurik was limited, for the warriors of the frozen tundra knew the terrain far better than his knights ever could. He retreated from Rjurik lands, but won the leaders over with kind words and fine gifts.

Despite this initial difficulty, Roele pressed on. He found the sea-faring Brechts a much easier target than the Rjurik—if an invader simply closes off a sailor's port, how does the sailor return? The Brechts eventually capitulated to the Anuirean forces, and Roele was free to move on to the Basarji.

Though the Basarji mages were formidable, enhanced as they were with the power of the gods, Roele's stratagems and power were enough to bring the Basarji under the Anuirean heel. They did not go down without a fight, but eventually they tumbled.

Roele then turned his attention north, to Vosgaard. The other northern kingdoms did not deserve his hatred—they were merely lands to be added to the Anuirean Empire. The Vos, however, had allied with Azrai and the humanoids, and had shown themselves to be (in Roele's eyes) unworthy of life.

Perhaps his hatred clouded his thinking, or perhaps the new Vos gods helped their people in ways unseen.

The annals of the war in Vosgaard are lost, but legends tell that the Vos gods forced the awnsheghlien to fight against the Anuireans.

We do know that the humanoids, whose tribes continued

to grow ever larger in the Vosgaard wastes, were instrumental in defeating the Anuirean forces. Traederic Dosiere died in this campaign, but his oldest son, Boeran, took his father's place at Roele's side.

Although Roele had not conquered the entire continent, he had done a fair job of uniting it. When Roele died, his heirs continued to rule the Empire wisely and well, even granting some measure of independence to various people within it. Descendants of bloodlines frequently squabbled among themselves, challenging each other for the right to rule and the right to continue a bloodline, but the Empire stood strong for almost a thousand years. Roele's line remained dominant above all—until, one day, disaster befell the continent.

ruins of empire

Our Empire's prosperity lasted until five hundred years before the writing of this account. At that time, Michael Roele, the only scion of the line, had the foolish audacity to challenge the Gorgon. Slipping into the Gorgon's citadel, Michael braved untold dangers to face his kinsman, the most powerful of the awnsheghlien. Unsurprisingly, he was slain by the Gorgon. Upon his death, the Empire crumbled despite the efforts of the Chamberlain—my forefather, Aedan Dosiere. Everyone who had anticipated vying for Michael's crown and his Iron Throne found themselves with a very good chance of achieving their dreams. But instead of trying to preserve the Anuirean Empire, the power-hungry dukes and lords cared for nothing but claiming the Iron Throne for themselves.

Continuous civil wars racked Anuire for more than 70 years after Michael's death. The subject peoples—the Rjurik, the Brechts, and the western Khinasi—rebelled against our chaotic rule and reclaimed their own destinies. The men and women ruling in Anuire desired only their greater glory, and ignored the needs of the Empire as a whole. The regents and kings sought each other's heads rather than minds, and kingdoms rather than kinship, hoping to become ever more powerful.

Of course, the chaos couldn't go on forever. Eventually, the two most powerful warring factions—the Boeruines and the Avans—signed a peace treaty, and the rest of the shattered Empire settled down enough that approximate borders could be drawn. A score of bloodlines and new kings emerged from this chaos.

Today, the bulk of the land remains uneasy and divided. The people yearn for peace, but every ruler believes that he and only he is the one to bring it to Cerilia. Because of this, the land is forced to endure needless strife and will continue to do so until a true leader emerges from the many bloodlines. All the land needs is the hand of a wise and noble leader to guide it, and the Empire could be reborn.



Who were the forgers of Cerilia's history? What were they like? An atlas means nothing without some discussion of the peoples who have made these lands their home.

Cerilia is a broad, rich continent home to dozens of races, but humans are by far the dominant race. In the span of 2,000 years, humans have dotted the land with towns and settlements, pushing back the elves and the various humanoids. But other races are still numerous and powerful. In fact, in recent times, many lands once held by humans have reverted to wilderness as the Empire's strength has waned and failed.

What follows is a description of the major races that inhabit Cerilia. Though only a few actively vie for control of the continent, all are important in one way or another. These are by no means the only races found in Cerilia. The common factor among all the races, however, is that divine bloodlines flow strongly in each.

humans

The humans of Cerilia vary widely; no less than five distinct human cultures dwell here. (We also know that several more human cultures inhabit the great southern land of Aduria.) Cerilia's peoples are spread across the entire continent, and though there is some intermingling, the Cerilians have done an excellent job of maintaining their respective heritages and ways of life.

the anuireans

You know, of course, that I am an Anuirean. I and my countrymen are the descendants of the ancient Andu, the first of the six tribes to set foot in Cerilia. We hold the lands from the southern Straits of Aerele to the Silverhead Mountains in the north, and from the waters of the Miere Rhuann in the west to the mighty Iron Peaks to our east. Once, the Anuirean Empire spanned the entire continent. Following the lead of Emperor Roele, our ancestors

dominated the other cultures of the land, and it seemed certain that Anuire would bring the disparate bloodlines together and unite the land forever.

However, the death of Michael Roele changed all that, and the Anuireans as a whole are now no more and no less powerful than the other peoples of Cerilia. Still, our lands are broad and strong, our cities are rich in trade and learning, and our armies are the finest in the world. Anuire enjoys

temperate weather, the fields yield bountiful harvests, and the city of Anuire (where even now I am penning this manuscript) is still the center of light and civilization in this darkening world. It's no wonder that my people were able to maintain peace in Cerilia for centuries.

Most of our rulers are titled nobles. In the days of the Empire's dominance, the nobles were a class of warriors,

responsible for fielding armies of knights and foot-soldiers at the Emperor's command. In those days, Anuire was a feudal and warlike state, and with Haelyn as our patron, we nearly ruled the world. Today, many of Anuire's divided lands are still ruled by the descendants of those noble warriors, although the collapse of the old order also brought about the end of feudalism, the freedom of peasants to choose their own homes, and the rise of free farmers and guildsmen.

While Anuire enjoys the strongest armies, highest culture, and richest lands of Cerilia, it is a tragic truth that we are a divided people. Could we only set aside our differences and rebuild the Empire, we would again bring peace, culture, and prosperity to all Cerilia. But instead, every regent aspires to be the next Roele. Our strength and honor is wasted feuding amongst ourselves; small kings and short-sighted nobles spend their time in petty squabbles.

the brechts

The Brechts are sea-faring traders who ply their ships through the frozen Krakenauricht in central Cerilia to reach foreign ports. Though they have the most exposure to other continents and cultures, they are also among the most insular of peoples. They've seen how other people live, and while they don't necessarily disapprove, the Brechts are far more comfortable with their own way of life.

The Brecht nobles were gravely weakened by centuries of Anuirean occupation; today, nobles hold power in only a few of the Brecht states. Most Brecht leaders are rogues calling

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themselves

merchants. Their patron deity is Sera (we know her as Sarimie), the goddess of fortune and commerce, and so the Brechts model their lives around her ideals. As a result, the merchant class is the highest rank one can gain in Brecht society, and many sailors give their lives trying to achieve it. Money, not nobility or knowledge, is the driving force behind Brecht society.

The Brechts are, above all, pragmatic. They generally won't fight a battle they're sure to lose, instead preferring to bargain their way out of it. Most of them won't betray friends for the sake of a profit, but as in any society, it has been known to happen. They are not entirely cold to the needs of others, but they do tend to weigh the costs and benefits of their actions. I find that many Brecht merchants are quite full of themselves, as if their wealth and position makes them completely unsailable.

The Brecht lands, which encircle the Krakennau-richt, are divided from the rest of the continent by mountains. Having been beaten once by an overland army, they're determined not to let it happen again. The passes through the mountains are well guarded, and the Brechts see themselves as unbeatable at sea.

the khinasi

The Khinasi are descendants of the people known as the Basarji, and live along the southern and eastern coasts of Cerilia. Their lands range from the Iron Peaks in the west to the Sea of Dragons in the east, and are bordered in the north by the Coulladaraight and the Rhuannadaraight forests. The western city-states fell under Anuirean control for several hundred years, although most of the eastern lands were never part of the Empire.

The Khinasi, like the Brechts, make much of their living through trade. While the Brechts tend to trade to the north and west, as well as with the Vos and Rjurik, the Khinasi practice their commerce with the Anuireans and with their ancestors across the Sea of Dragons. Unlike the Brechts, the Khinasi assimilate any aspects of other cultures they find valuable, yet maintain a core lifestyle that is most assuredly Basarji in origin.

The Basarji became known as the Khinasi because of their most famous leader in times past. The mage-king el-Arassi rose

during the Anuirean occupation of Basarji lands and, through his skillful manipulation of politics and magic, forced the Empire to grant a measure of independence to the Basarji city-states. In gratitude, the Basarji named themselves "Khinasi," or "lands under the protection of el-Arassi." Though they retained their tribal name of Basarji, they became known as the Khinasi through the rest of Cerilia.

The Khinasi live in city-states scattered throughout their lands. Most such kingdoms hold only one city of any importance, while the outlying provinces provide livestock and other goods. The king rules the surrounding provinces from the comforts of the city. In most lands, the people are free to travel from the provinces to petition the king.

Khinasi rulers are usually mages, for the culture values education and believes the study of magic to be the noblest of callings. The Khinasi respect graciousness, bearing, and hospitality; a man's wealth is measured by his ability to entertain his guests, and not how much gold or silver he may have.

the rjurik

Occupying the wind-swept lands north of Anuire, the Rjurik make their living by hunting, fishing, and herding in the hills and moors of their territory. The Rjurik rely on self-sufficiency to see them through, yet they also place a strong bond on the clan. They are nomads in the summer, but return to their halls at first snowfall, there to keep the cold at bay with feasts and roaring hearth-fires. Hunting parties venture out into the cold as necessary to replenish their larders. Because of the harsh landscape and the ever-present danger of monsters, the Rjurik almost never travel alone.

The Rjurik are led by jarls, but the true rulers of the people are the druids who dwell in groves. They bend the Rjurik opinions and conduct the rites that keep the culture mighty. The jarls seek out the druids in the oaks and taiga, searching for words of wisdom to guide their people. I have always believed that we Anuireans have underestimated the druids in

Rjurik society, and that many of our conflicts stem from this mistake.

There is little war in Rjurik. For one thing, the Rjurik people don't see the need to glorify themselves through massive battles. For another, clans are usually a good distance from each other, making the logistics of battle uncertain. Finally, the Rjurik prefer one-on-one challenges when an insult is dealt or when an upstart seeks to become the new jarl, rather than wasting precious lives in large conflicts.

This is not to say that they will not fight wars. When foreign armies invade the tundra, the Rjurik can mobilize faster than nearly any army in Cerilia, as our northern rulers have learned over and over again. Since they know their land well, they can travel across it far faster than their enemies, and reinforcements seem to arrive at supernatural speeds.

the vos

The Vos are by far the most brutal and the most misunderstood of the humans. They live in the area of Cerilia that is known by three colorful names: the Lands of Darkness, the Brutal Lands, and the Lands of Midnight Sun. The region is populated heavily by humanoids and monsters. The Vos have a reputation for being nearly as cruel as the humanoids they hunt.

Though all these things are true of the Vos, most people don't take one important detail into account: The Vos live in the harshest part of Cerilia, surrounded by inhuman creatures. Though they once worshiped the god of the moon and magic, they've found precious little solace in his teachings. It's small wonder, then, that they've turned to gods more suited to their land—gods of cold and rage.

The Vos rulers are priests of the evil Kriesha (the Ice Lady), and Belinik (Prince of Terror).

These priests earn the Vos their reputation, for they encourage continual warfare on each other and those surrounding them. Those who are not priests rarely have power in Vosgaard, for one of the few threats against which the Vos leaders will unite is any leader whose visions don't come from the gods.

Taken individually, the Vos are actually decent people. Though they don't believe in mercy, they understand compassion. While they're savage in battle, they have a firm code of honor. And while they hunt their enemies ruthlessly, true friends are most treasured.

elves

The elves of Cerilia call themselves the Sidhelien (SHEE-lin). They are a beautiful but dangerous folk, and humans are well advised to stay away from the elven woods. The Sidhelien, while so civilized that their music can bring tears to the eyes of the roughest forester, also have a core of savagery that truly permeates their being. Having coexisted with the brutal humanoids for thousands of years, the elves have had to learn to deal harshly with their opponents. In addition, everything they built over the past millennia has come crashing down around them since the arrival of the humans such a short time (about two elven generations) ago.

As such, they harbor deep hatred in their collective psyche for those who've dispossessed them. This extends to humans, humanoids, and whomever stands in the way of the elven dominion.

There are elves who take a more rational view of the whole situation, seeing the humans as a catalyst in elven evolution. These elves look to the humans for ways to improve the elven kingdoms and to teach the elves the realities of living in modern Cerilia.

The Elven Court is currently fractured from a single large kingdom into many small ones, just as our Empire is shattered. Every elven settlement now has its own version of the Elven Court, but none match the glories of the original. I believe that the elves hope to reunite the elven lands someday to recapture the beauty and grace of the past. Elven rulers vary from court to court, depending on the values of the elves of that nation. The elves of Tuarhievel favor warriors, while those of the Sielwode prefer mages as their leaders. Of course, each court prefers its type of leader over all others, so if the elves are ever to reconcile and reunite, they must first learn to blend their values and tastes.

dwarves

The dwarves of Cerilia are a strong, enduring folk who enjoy hard living and hard work. They are filled with an irrepressible store of good cheer and song. Though the dwarves have willingly undertaken the responsibility of keeping the orogs in check under the mountains, they prefer to lead lives of building and making, not warring.

Dwarven kingdoms are organized around the clan, and clan members' loyalty is to their clan first and king second. The clan leaders, in turn, first serve their people, and swear fealty to the dwarven king. The dwarven king must therefore be an adept negotiator and a shrewd politician to keep his people together.

Dwarves learn the arts of war at an early age as a part of their self-appointed duty of containing the orogs in the caverns under the mountains. The orogs have, strangely enough, grown ever stronger in their years of confinement, and the dwarves have had to become that much better in warfare to control the orog menace. This is part of the reason that they prefer not to deal with outsiders—visitors distract the sentries.

As well as being skilled fighters, the dwarves of Cerilia are also excellent miners. Each dwarf clan specializes in the mining of a certain material, so that one clan may search out gems and others may specialize in specific ores. The clans within a kingdom tend to complement one another, so no clan is left with a useless skill.

halflings

Halflings seem to be harmless, good-natured folk, but I suspect they harbor hidden secrets. Most people of my day assume that the name halfling refers to their stature, but I have been privileged to learn that the name was conferred upon them centuries ago. Halflings were once creatures who could pass freely between our world and the Shadow World. The halflings say that at a critical point in their history, they fled their homes in that twilight world and came completely into our daylight world to escape some unspeakable horror. To this day, they retain unusual powers and perceptions that nonhalflings don't understand.

Halflings in Cerilia do not have a

culture of their own. Instead, they've adopted cultures of nearby humans or elves. It's not unusual to see halflings walking the streets of Anuire, mimicking the lives of the humans around them, nor is it out of the ordinary to catch them playing courtier in Tuarhievel.

monsters

Creatures of nightmare and legend roam Cerilia—beasts that tear and rend and destroy. It is also plagued by a well-organized culture of humanoids who, if they were willing to put aside their differences, might have a chance to grow powerful.

the humanoids

Goblins, gnolls, orogs, and other such creatures have lived in Cerilia for thousands of years. The most dominant of these are the goblins, who control vast stretches of land in Anuire, Rjurik, and Vosgaard. They're well organized and cruel, and they conduct raids with terrifying regularity. Though they're cowardly when confronted individually, the goblins present a serious threat when they band together. They are fairly intelligent, and even maintain treaties unless it pleases them to violate the terms. They tend to emulate the cultures nearest them in a twisted interpretation, so Anuirean goblins are known to have some honor, while Vos goblins are far more savage than their distant kin.

Gnolls also have a solid presence in Cerilia. They generally live as bands of nomads, although a few regions exist that are nothing but gnollish. Unlike goblins, lone gnolls present certain danger. They are fierce fighters that rarely listen to reason; this is reflective of their lifestyle, which is barely above animal level. They can be bribed with trinkets and food, but they won't stay bought for long.

There are rumors that the orogs under the mountains are mustering for war again, but since the dwarves fiercely guard the orog tunnels, the truth of these tales is not verified.

the awnsheghlien

The most dangerous creatures in Cerilia are the awnsheghlien—those creatures that absorbed the essence of the evil Azrai. Like other blooded beings, they can gain strength by controlling domains and through bloodtheft. They are, therefore, the most powerful of antagonists, for they are continually feeding off hapless scions and foolish kings.

An *awnshegh* is any creature imbued with the blood of Azrai that traps divine essence within itself rather than giving it back to the land. This process is too much for a mortal frame, and it warps the body even as it makes the flesh more powerful. These distortions usually reflect some aspect of the mind inside.

Some awnsheghlien have created servants that reflect their masters' names. The Hydra, for example, has spawned scores of multi-headed creatures, while the Gorgon allows its smaller children to run rampant to terrorize western Cerilia. Those who would battle the awnsheghlien should be cautioned that killing a hydra is nothing like killing *the* Hydra.

In my lifetime, I have encountered three awnsheghlien. One was a nameless wanderer—a

horror of slashing talons and bloodlust. That one, my companions and I slew. The second was the Seadrake, which sank a ship on which I had taken passage. My modest command of the mystic arts was all that allowed me to preserve my own life.

The last awnshegh I met was the Gorgon. Although it was more than forty years ago, I remember that encounter as if it were last evening's nightmare. I had been sent to Kal-Saitharak (the Gorgon's citadel within his domain) as part of a diplomatic mission to discuss with the Gorgon possible trade through the passes of Mur-Kilad. I found the Gorgon to be extremely intelligent and well spoken, but I was conscious of an aura of malign patience and controlled hatred around him. He insisted on being called Prince Raesene. Unfortunately, one of my companions offended him with a poor choice of words, and the Gorgon slew him with his dire gaze. The mission ended in failure, although our lives were spared.



Now that I have familiarized you with the people and the forces that shaped the map of Cerilia, it is time to begin the atlas proper. Even as I begin my task, though, I find that the step from participant to chronicler has already opened my eyes, when I had intended to open yours. In settling my thoughts and notes, I have rediscovered a basic truth that I had almost forgotten in my years of service to the Iron Throne: Cerilia is a troubled land. It is a chaotic patchwork of nations, cultures, religions, and traditions. Wars and feuds are all too common; even peaceful lands must vigilantly defend their borders against expansive neighbors and the plots of awnsheghlien. There can be no lasting peace until the bloodlines stand united and cease their eternal conflict.

Though the history of Cerilia is a tragic one, it is not without glorious moments. Strong kingdoms and rich cities punctuate the landscape from the Sea of Storms to the golden waters of the Dragonsea. It would be the labor of a lifetime to create an exhaustive list of Cerilia's divided realms, its towns and villages, and every dark forest or vine-covered ruin (and such a work would be tragically out of date upon the poor chronicler's demise). This atlas, then, will provide thumbnail sketches of as many regions as the fates will allow.

In the Royal Observatory of Anuire, cartographers traditionally divide Cerilia into five regions: Anuire, Rjurik, Brechtür, Khinasi, and Vosgaard. Each is named after the principal human group that first settled there. Of course, over time, the boundaries of kingdoms shift and fail. In many places, the lands have fallen wild or have been claimed by an awnshegh. Despite this, these five regions make logical divisions for discussing the lands and sites of Cerilia.

anuire

The southwestern corner of Cerilia is the home of the ancient Anuirean Empire. This is my home, the land of my forefathers for almost 2,000 years. Anuire is a green and fair land, with broad and fertile river valleys, rolling hills and highlands, and the most favorable weather in Cerilia. These beautiful lands are home to dozens of rival baronies, duchies, and free cities. The borderlands of the old Empire are largely abandoned in these darker days; goblinkind and bandits prosper in the Empire's absence.

The former Empire was once made up of the Twelve Duchies of Anuire plus the lands conquered by the Roeles then. Today, eleven of the twelve realms still exist (in addition to younger Anuirean kingdoms): Boeruine, Mhoried, Diemed, Avani, Alame, Aerenwe, Elinie, Talinie, Taeghas, Osoerde, and Cariele. The lands that are currently controlled by Ghoere were also among the Twelve, but that name is of recent vintage.

the sea of storms

The sea to the west of Cerilia is known as *Miere Rhuann*, or the Sea of Storms. It is a gray, treacherous body of water with dense fogs, heavy seas, and frequent gales. Much of the Cerilian coastline is mountainous and thus barren of harbor or shelter, so ports are few and far between. Most seafarers sail far from the coast to avoid the rocky shores of Boeruine and Talinie. Sailors tell stories of mighty storm giants living in submarine grottoes in the coastal waters.

At the height of the Empire, Anuire's power extended across the Sea of Storms to many strange lands on distant shores. A few Anuirean traders still visit these far ports, but the Anuirean provosts who governed them are long gone.

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straits of aerele

Linking the Sea of Storms to the open waters of the Suidemiere, or Great Sea of the South, the Straits of Aerele are among the most heavily trafficked bodies of water in the world. It can be a dangerous passage, since the winds and currents are funneled between Cerilia and the northern coast of Aduria. Nonetheless, many Anuirean and Khinasi traders make the journey routinely.

Off the southern coasts of Taeghas, the Seadrake is seen from time to time. The awnshegh seems to hibernate frequently in a deep, dreamless slumber, as it is sometimes not seen for months at a time. But when it is awake, it rises to demand tribute from passing vessels. The Seadrake's lair is rumored to be a vast, treasure-filled grotto hidden in the sea cliffs of the isle of Baerghos.



the stonecrown mountains

Stark and forbidding, the mighty Stonecrowns in northern Anuire span the area from The Five Peaks in the west to the great wall of the Gorgon's Crown in the east. Deep, hidden valleys and broken foothills together with dense old forests that cap the barren peaks prevent easy crossing of the mountains.

Large portions of the Stonecrowns are claimed by the goblin-king of Markazor or the Count of Cariele. In truth, the scattered tribes and brigands who infest these mountains owe loyalty to no king.

Stone and mountain giants are known to inhabit the higher reaches of the range, but the monstrous *shoimorien* are recognized as far more common and dangerous here.

the seamist mountains

In the southwestern corner of Anuire, the Stonecrowns give way to older, more weathered mountains heavily covered by dense green forest. The Seamists are named after the great fogs and rain clouds that continually wreath the mountain-tops. These mountains are closer to the old heartland of Anuire and much more densely populated than the Stonecrowns. Many woodcutters and miners live in the green valleys and dells of the Seamists, but fierce trolls are also said to lurk in the wilder parts of the range.

the river maesil

The greatest river of western Cerilia is the Maesil, which means "old tree" in Old Anuirean. It is the heart of the old Empire; its mighty flow snakes through seven of the former Twelve Duchies that made up Anuire. The Maesil is born in the snowmelts of the Stonecrowns and the Iron Peaks, and by the time it flows past Mhoried, it is a half-mile wide. Hundreds of towns and dozens of cities line its banks; the great city of Anuire straddles its mouth.

Even in these darker days, the Maesil carries the bulk of five kingdoms' trade. Rivermen travel the waters almost constantly, selling passage and cargo space on their brightly painted keelboats. It's said that there are rivermen who've never set foot on land, but that's just a bard's tale.

the sielwode

This dark, brooding forest in eastern Anuire is shunned by the folk of Anuire and nearby Brechtür. It is no place for humans. Deep in the heart of the forest lies the elf realm of Siellaghriod (see-uh-LEH-ree-od), where the Emerald Queen Isaelie rules a faerie court under the stars. A few travelers have actually encountered the Emerald Queen's court and returned to tell the tale, but most humans find the woods to be full of menace and impossibly dense and tangled. Should a traveler persist in trying to find a way through the forest, the elves are likely to make certain that the intruder will not disturb them again. I have longed to visit this realm, but I realize that such a trip would probably end in my death.

the erebannien

Some people consider this the most beautiful part of Anuire. The Erebannien is the name of a range of coastal hills, forests, and glens on the shores of the Straits of Aerele. The woods are warm, green and golden in the sunlight; hidden dells contain clear streams and tiny waterfalls. It is said that once a person walks the Erebannien in autumn, he leaves a part of his heart there forever.

the aelvinnwode

In the old tongue of the Rjurik, Aelvinnwode simply means "elven wood." Once, this vast northern forest was home to dozens of shining elven kingdoms where no human had ever set foot. The first human tribes that came to Cerilia nearly 2,000 years ago invaded this forest, driving the elves out of their ancestral homes. Now, large tracts of this forest have been cleared by generations of woodcutters and farmers.

The only elven realm to survive here is the powerful kingdom of Tuarhievel (twah-REE-eh-vel). While other elven kingdoms fought against the human invaders or fled their lands, the elves of Tuarhievel swallowed their pride and opened their lands to human trade. Other elf nations despised Tuarhievel's capitulation, but it allowed the realm to stay whole and secure while other lands fell to ruin.

Tuarhievel is ruled by a proud prince, Phileraene, a young elf who recently



ascended the throne. It's rumored that Phileraene favors the circles that wish Tuarhieve's borders closed to humans once again.

the city of anuire

The greatest city in all Cerilia is Anuire, the capital of the ancient Empire and the heart of modern Anuirean lands. This is my home, and even as I pen this manuscript, I can look out over the city from my tower window.

While the Iron Throne stands empty, the rulers of the wreckage of the Empire scheme and maneuver for ascendancy in the city, usually causing this metropolis more harm than good. But the City of Anuire is still a great center for trade and diplomacy, even if it is no longer the center of the world.

The city spreads out on both sides of the mouth of the river Maesil, which is more than a mile wide here. A great seawall guards the Maesil's harbor and dozens of island neighborhoods divided by narrows and canals. A great rocky tor near the center of the bay is home to the Imperial Palace and my tower.

Many of the Imperial bureaucracies and universities still survive in the City of Anuire. This city is the cultural center of the lands of Anuire, and many great temples and important schools thrive here. The Royal College of Sorcery located within the city is the only gathering of mages in all Anuirean lands.

The City of Anuire lies in the principality of Avanil. Avanil was known as the Imperial Province in the days of the Empire, but upon the demise of Roele's line, it fell under the control of the Avan family. Darien Avan is the Prince of Avanil, and although he does not rule the City of Anuire, he has perhaps the greatest influence of any inside its walls. Avan aspires to the Iron Throne; his campaign of reunification has brought Taeghas and Brosengae under his banner.

boeruine

The largest and most powerful successor-state of the ancient Empire is the Archduchy of Boeruine. This wide land of deep forests and mountains lies between the Seamists and the Miere Rhuann on Anuire's Western Coast.

The archduke Aerio Boeruine rules the land from his fortress of Seaharrow,

which overlooks the gray waters of the Sea of Storms. Aerio claims descent from the line of Roele and represents himself as the heir to the Iron Throne; I find his claim to be a thinly disguised justification for the subjugation of his neighbors.

mhoried

Another of the old Twelve Duchies of the Empire is Mhoried, a realm of highlands and moors located at the feet of the Stonecrowns. Mhoried is a wild, empty land whose rulers avoid the tangled web of alliances and intrigues that absorbs its neighbors. For many years, the Mhor and his army, the Guardians, have been the Heartlands' first defense against invasions from the north.

The scattered folk of Mhoried are herdsman or freesteaders who look out for themselves. They're a tougher, more stubborn breed than most people of the Heartlands. The Mhor's fortress of Bevaldrur (meaning "shield haven" in Old Anuirean) serves as castle and capital.

ghoere

South of Mhoried lies the powerful Barony of Ghoere. Ghoere has been pivotal in the politics of the successor states since the death of the last Roele.

For the last 20 years, the kingdom has been ruled by Gavin Tael, Baron of Ghoere, an ambitious man who makes no secret of his desire for expansion. He has doubled the kingdom's army and has embarked on a campaign of threats and manipulation against neighboring lands.

Tael is advised by the mysterious Sword Mage, a sorcerer of great power. I would like to know more about this enigmatic wizard and his influence over the baron, but my requests for a meeting have been ignored.

roesone

Eighty years ago, a remarkable man named Daen Roesone gathered the bandits and brigands of the empty southern lands east of the Spider River and forged them into a brash young kingdom. Roesone, known as the Black Baron, defied the combined power of the kingdoms of Diemed and Aerenwe for more than four decades before perishing at the hands of his ambitious sons. A short, violent struggle for power ensued, eventually leaving his youngest son in control.

Today, Marlae Roesone, the great-granddaughter of old Daen, is the baroness of Roesone. Neighboring domains grudgingly recognize



the Black Barony of Roesone as a legitimate power. (I caution my readers not to confuse the Black Baron of Roesone with Raesene the Black Prince!)

the gorgon's crown

North and east of Mhoried, the Stonecrown Mountains collide with the Hoarfells in a twisted knot of stark peaks and impassable gorges. This riven land is the Gorgon's Crown, the seat of the Gorgon's power. Dark towers watch over the narrow passes leading into the Gorgon's land, and the mountains are riddled with secret armories and forges of his armies.

The center of the Gorgon's realm is the great fortress Kal-Saitharak; in Anuirean lands, it is called the Battlewaite.

Five hundred years ago, the Gorgon slew Michael Roele. The Gorgon's armies conquered Markazor, the goblin kingdom, soon after. And two centuries ago, the Gorgon unleashed his armies against the Brecht land of Kiergard and razed it utterly.

The Gorgon's emissaries and spies permeate Anuirean lands. It is said that no man has seen the Gorgon's face and lived, but I know that to be untrue. Since meeting

him, I truly believe the legend that the Gorgon is none other than Raesene the Black Prince, who once led the ancient Anuireans against the elves, and who was seduced by the promises of the dark Azrai.

the imperial temple of haelyn

The most powerful and influential temple of the Anuirean lands is the Imperial Temple of Haelyn the Warrior-King. Haelyn was the noblest and strongest of the new gods who were raised from the

destroyed Mount Deismaar; since that day, he has been the patron and protector of Anuire. The center of the faith is the Golden Temple in the City of Anuire.

In the years of strife that followed the death of Michael Roele, the faithful of the Temple became divided as various patriarchs sided with different nobles. Now, at least a dozen sects of this faith are scattered throughout the lands, as are powerful temples devoted to Cuiraecen, Avanalae, and Nesirie. In recent years, the rivalries between the temples have erupted into armed conflicts, dragging many kingdoms into fierce religious wars.

brechtür

Northern Cerilia is divided by a massive inlet of the Thaelasian Sea that separates the jagged peaks of the Spearmarch Range from the ice-crowned Drachenaaur Mountains of eastern Cerilia. This great gulf is called the Krakenauricht (KRAH-ken-NOW-rikt), which is High Brecht for "Kraken's reach," and refers, of course, to the awnshegh. The Kraken's Reach extends to the shores of Kiergard and Massenmarch in central Cerilia.

The rocky shores and narrow fjords of the Krakenauricht are home to the Brechts, a seafaring people who make their living by sealing, whaling, and trading in these icy northern waters. For many centuries while the Empire was at the peak of its power, the Brecht states were governed by Anuirean viceroys. When the Gorgon killed the last of the Roeles, Anuirean influence in this region rapidly waned, and the old Brecht bloodlines resurfaced and established independence.

Brechtür does not enjoy Anuire's mild climate or rich, prosperous farmlands. Consequently, the Brecht nations and city-states are smaller than the powers of the south. Goblins, bandits, and orogs may be only a nuisance in Anuire, but they're a dire threat to the Brechts. Even in "civilized" regions such as Müden or Grevesmühl, the lands between towns are wilder and more dangerous than any in Anuire.

The sea is vital to the city-states of the

Krakenauricht. Without profitable fishing, sealing, whaling, and trade, these lands would quickly starve. Winters are hard in northern Brechtür; the mouth of the Krakenauricht freezes over completely, and the miserable weather drives even the boldest captains to port to wait for spring. In summer, Brecht ships venture to the Anuirean ports of the Miere Rhuann and as far as the Straits of Aerele, and some dare the Leviathan's Reach to call on mysterious eastern ports in the Dragon Isles.

the spearmarch ranges

The western shores of the Krakenauricht are guarded by a stark, snowy wilderness of mountains and glaciers called the Spearmarch Ranges. These are the highest mountains in Cerilia, with some peaks rising well past 20,000 feet. In the northern parts of the range, some valleys and passes lie under snow the entire year. The Hoarfell Mountains in Dauren and the Gorgon's Crown are actually extended ranges of the Spearmarch.

The eastern slopes of the Spearmarches are home to a number of Brecht and Rjurik city-states. These include Hjolvar, Kvigmar, Danigau, Wierach, and Dauren. The western slopes are empty wilderness under the domination of the goblins of Urga-Zai. Near the center of the range lie the dark waters of Fhallaghlach (the Lake of Stars). The dwarven halls of Khurin-Azur are near this ancient lake.

the drachenaaur mountains

The Drachenaaur Mountains are a barrier of mist-wreathed peaks, deep gorges, and darkly brooding forests. Giants, trolls, and vicious tribes of orogs infest the region from northernmost Drachenward to southern Berhagen. On the eastern slopes, the mountains eventually give way to the forests of High Vosgaard. The Drachenaurs aren't nearly as high as the Spearmarch Ranges, but the lands are broken and more treacherous.

The Drachenaurs are named for the legendary dragons (or *drachen*, in Brecht) that lair along the range.

For whatever reason, the great wyrms rarely venture any deeper into Cerilia; the mountain peaks and mist-filled gorges of this region represent the westernmost habitat of these terrifying creatures. At least six dragons are known to live in these mountains.

mountains of the silent watch

Near Berhagen, the Drachenaurs bend south and west to become the Mountains of the Silent Watch. This lower, less rugged range is heavily forested along its entire length; only a few of the highest peaks actually rise above the timberline. The mountains are unnaturally still and silent—all a traveler hears are the faint rumblings of the rivers, streams, and cascades that ramble across the landscape.

Although the mountains are relatively low and passable, few travelers attempt the trails of the Silent Watch, for the Banshegh haunts this region. Fortunately, she is a reclusive creature and her servants and spies are few in number. The Banshegh ignores most of the foolhardy traders and trappers who venture into the mountains, but every year, a few unfortunates are never seen again.

the coulladaraight

This mighty wood once stretched unbroken from the Miere Rhuann to the Sea of Dragons, but with the incursion of humankind and the great wars of Cerilia's past, the forest has retreated. The Coulladaraight (coo-LAY-da-rahkt) is still one of the greatest woodlands of Cerilia, stretching almost 600 miles along the southern shores of the Krakenauricht. Many kingdoms and realms lie strewn throughout its green cowl.

The name Coulladaraight is elvish for "shadows' deeping"; the local humans often call this area Old Shadowheart. The Coulladaraight is inconceivably ancient, and vast tracts of the forest are completely unspoiled, especially near the elf realm of Coullabhie. Travelers often remark at the sense of waiting or watchfulness that lies over the forest's deep ways, as if the trees themselves resented human presence.

Near the center of Coulladaraight lies Coullabhie (coo-LAY-vee), a reclusive elven court that shuns contact with its neighbors. The Coullabhie elves have feuded with the Brechts of bordering Rohrmarch and Rheulgard for hundreds of years in an attempt to prevent further human colonization of the forests.

thuringode forest

Between Massenmarch and Kiergard lies central Cerilia's dark, tangled thicket known as Thuringode Forest. It has an evil reputation; many bandits and gnolls lurk in its mazes. Thuringode is home to the Boar of Thuringode, a dim-witted but vicious awnshegh said to be the size of three draft horses and bear tusks like sabres and bristles like rusted iron. King Wilhelm of Rohrmarch led a hunt for the Boar six years ago; the beast found him first.

the zweilunds

Jutting from the coast of Grevesmühl into the eastern Krakenauricht is a chain of islands known as the Zweilunds (two lands). They are named for a deceptive formation on Anzlau, the last island in the chain. Seafarers passing this stretch are often confused by a similar landmark on Uelzau, the next island. Independent freeholds and pirate dens are scattered throughout the 100-mile chain.

the krakenstaur

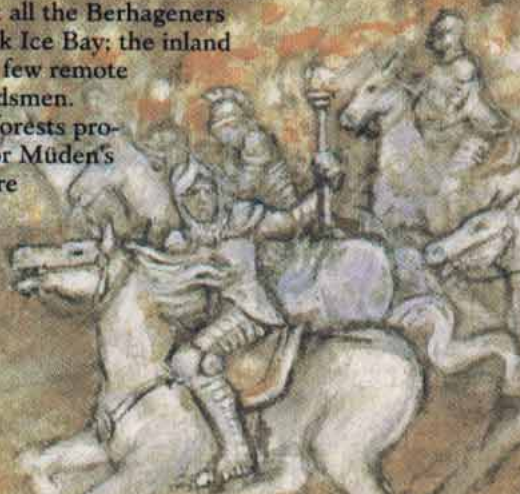
This rocky peak rises sheer from the waters of the Krakenauricht. No landings or safe approaches lie along its perimeter, and the nearby waters are plagued by maelstroms and unpredictable currents. Brecht sailors avoid this spur, believing it to be the home of the Kraken, but no one has seen the creature near this isle.

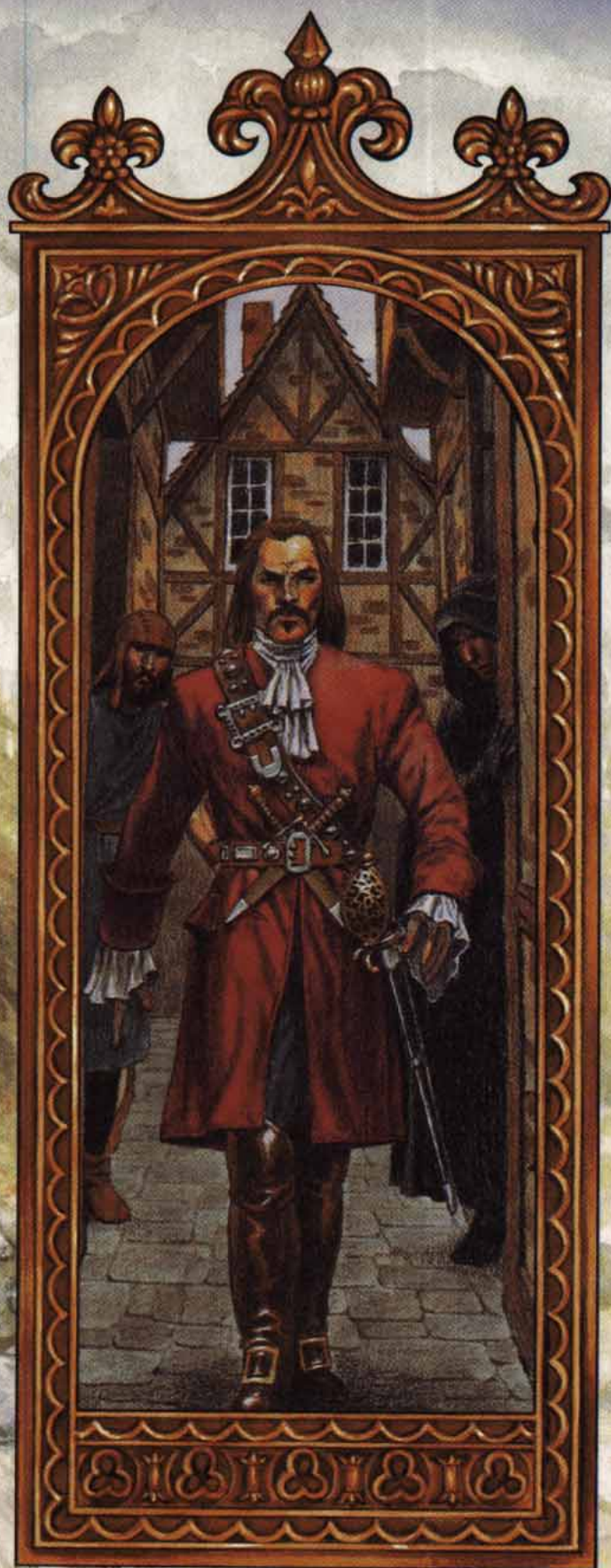
berhagen

The Barony of Berhagen lies between Müden and Rzhlev, wrapped about the Drachenaurs Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsmen.

Berhagen's magnificent forests provide much of the lumber for Müden's shipyards. Berhagen furs are traded across Cerilia.

The baron is Ludwig von Schaeffen, a warrior-prince who must skirmish





continually to keep Berhagen's borders from shifting. The Vos realms of Rzhlev and Molochev have been trying to wrest portions of Berhagen away for more than a century.

the burrows

Halflings are rare creatures in Cerilia; this small territory is the only recognized halfling state on the entire continent. (Halflings are scattered in other parts of Brechtür and Anuire, but they're content to swear loyalty to the local human rulers.) The Burrows maintains good relations and is allied to its neighbors Rheulgard, Coullabhie, and Sendoure.

The Burrows is governed by a high council, led by a speaker. The current speaker is Edvara Garrelban, a wise former adventurer. She holds the tie-breaking vote if the high council reaches a deadlock.

The Burrows maintains a militia of archers and a standing force of constable-soldiers to deal with incursions into halfling territory. The towns and villages of the Burrows are very defensible, since most of the buildings are linked to each other by underground passages.

daikhar zhigun

Hidden in a high, forested vale of the Drachenaurs Mountains are the dwarven cities of Daikhar Zhigun—the Twin Fortresses. The Zhigun dwarves have weathered fierce wars against the wyrms and orogs of the Drachenaurs, and they believe in being prepared for war at a moment's notice. Mighty fortifications and aggressive, heavily-armed patrols guard the Tarik-Khur, or Vale of the Dwarves. All travelers are stopped and searched at the borders before being escorted to the Twin Fortresses under heavy guard.

The Zhigun dwarves engage in little trade, but occasionally hire out mercenary companies of plate-armored axemen. These elite units are some of the toughest heavy infantry in Cerilia.

danigau

Erik Danig, Count of Danigau and heir to the Danig bloodline, rules this western coastland. He is reputed to be a sorcerer of unsurpassing skill; only his arcane talents have preserved Danigau against the attacks of the Urga-Zai goblins (his neighbors to the west). The Danigers are a pragmatic people who respect their lord's draconian laws. Without the martial discipline enforced by the count, the land of Danigau would cease to exist.

The Danig bloodline is one of the oldest among the Brechts. It dates back to

Swordhawk and leads the gnolls and bandits of Massenmarch in endless skirmishes against the nations around him.

Wulf Danig, a hero of Deismaar. More powerful lines exist in Brechtür, but none have the distinction or character of the Danig family.

grabentod

Eighty-five years ago, a pirate-king named Ulrich Graben led a small outlaw fleet from the Zweilunds to the icy, inhospitable lands at the mouth of the Krakennauricht. He carved out his own kingdom in the shadow of Drachenward. The folk of the neighboring lands believe to this day that Ulrich made some unholy pact with the Hag for the power to free the land from the savage orog and goblin tribes.

Grabentod is a pirate kingdom that preys on traffic passing through the strait. Its fleets lie concealed in the icy fjords and bays. Recently, the Royal Fleet of Müden inflicted a punishing defeat on the pirates, scattering them and burning several of their holds. King Albrecht Graben was taken prisoner and is currently a hostage in the court of Müden.

kiergard

Once the most prosperous of the Brecht lands, Kiergard has fallen under the shadow of the Gorgon. The creature turned its attention eastward after bringing about Anuire's downfall; two hundred years ago, the awnshegh's armies poured out of the mountains and overwhelmed the forces of Kiergard. Today, Kiergard is a puppet of the Gorgon.

The people of Kiergard resent their situation and have rebelled a number of times, but the Gorgon's soldiers have quelled each uprising. A young captain of Kier blood is rumored to be gathering a resistance again, preparing to liberate Kiergard from its oppressors.

massenmarch

On the southern coast of the Krakennauricht lie the highlands and fells of Massenmarch. Settlers have tried for centuries to tame this land, but a few hundred years ago, a dark champion named Karl Bissel carved a kingdom from the wilds of Massenmarch. Bissel's bloody reign and deeds have changed him into something both more and less than human. He now calls himself

the vampire's hold

Eleven hundred years ago, a young Brecht warrior named Britter Kalt ventured into this dark, brooding valley in the northwestern Coulladaraight to face the awnshegh known as the Sinister. He slew the creature, but inherited its evil power. Today, Kalt is the inhuman thing known as the Vampire, and the tangled forests of the vale are his home.

khinasi

The southernmost portions of Cerilia are the lands of the Khinasi. Protected from the bitter winters of Brechtür by high mountains and warm ocean currents, Khinasi enjoys more sun and longer growing seasons than any other region. In fact, large regions of the Khinasi interior are arid steppes that border on desert.

The eastern portion of Khinasi rises into a swath of warm forest and low mountains collectively called the Docandragh, an elvish phrase meaning "heart's wonder." It is a beautiful, wild land of frequent rainfalls, hidden lakes, and magnificent cascades.

The plains and forests of Khinasi were once known as Basarji, after the Basarji people who first settled here. They are not Adurian in origin, as are the Anuireans, Brechts, Rjurik, and Vos; instead, the Basarji colonized these coasts about fifteen hundred years ago, arriving from mysterious lands beyond the Sea of Dragons. Like the Brechts, the Khinasi are seafarers, merchants, and explorers.

While the Anuirean Empire dominated the rest of Cerilia, including western Basarji, eastern Basarji united under the leadership of the great mage-king el-Arrasi, maintaining its independence throughout

centuries of Anuirean preeminence. The phrase *khinasi* derives from *khir-aften el-Arrasi*, or "lands under the protection of el-Arrasi." It became the name commonly used by other nations to refer to Basarji lands.

The Khinasi realms are strong but small, concentrated around a few fortified cities and ports. Khinasi culture is exquisitely advanced, with an articulated code of *sayim*, or face, and great respect for art and literature. Unfortunately, the Khinasi city-states have been embroiled for hundreds of years in a tangle of feuds, duels, and rivalries that have created a highly political society.

Western Khinasi lands include the Harrowmarsh, home of the dreadful Hydra.

sea of the golden sun

South of Cerilia lies the Great Sea of the South, said to have no far shore. In Anuire, we know these waters as the *Suidemiare*; in the Basarji tongue, this mighty ocean is the *Baïr el-Mehare*, or Sea of the Golden Sun. The southern coasts of Cerilia are far enough north on the globe that the sun appears to rise and set over the waters, as its name might indicate.

The Sea of the Golden Sun is the chief highway and battlefield of the Khinasi states. Thousands of Khinasi dhows ply these waters, fishing and trading along the shores. The great Khinasi dhours embark on lengthy voyages from these waters to far, mysterious lands that lie scattered across this shining sea.

sea of dragons

To the east of Cerilia, the Sea of the Golden Sun meets the Sea of Dragons. The latter is a dangerous, ill-charted body of water subject to confusing mists and fogs; nonetheless, the Basarji crossed the sea in great numbers to reach Cerilia. The legendary

Dragon Isles lie far out to sea, and many fantastic lands are rumored to lie somewhere beyond. The

Khinasi of the east coast domains (*Mairada*, *Min Dhousai*, and *Merasaf*) often venture into these waters, but voyages here are much riskier than in the favorable weather of the Great Sea of the South.

zhaïnge river

The largest river in eastern Cerilia is the Zhaïnge (*jah-EEN-geh*), a deep and swift-moving stream originating in the snowmelts of the southern Drachenaurs. The upper Zhaïnge flows through Vos lands; in their language, it is called the *Tsongya*. Although the Zhaïnge is navigable for most of its length, trade on the river is light because the Black Spear and Tarvan gnolls are fond of river piracy. Worse, the western branch of the river winds into the forest of Innishiere, and few boats that enter the woods ever leave.

Legends tell that the Zhaïnge is watched over by a great river-spirit who sometimes aids travelers in danger along its course.

asarwe river

This broad, shallow, slow-moving stream forms the southern border of Sendoure, running from the watersheds of the mountains around the Burrows to the vast morass of the Harrowmarsh. Most of the river is too shallow for seafaring vessels, but a number of barges and scows ply its waters. The stretch of river that runs through the Sphinx's territory is generally safe; in living memory, the creature has never attacked a vessel on the river.

the fingers of ayan

At the southeastern corner of Cerilia, the land rises abruptly in sharp, knife-edged ranges. The folk of Mairada and neighboring Khourene call these mountains the Fingers of Ayan, after a legendary hero of Mairada's past. The mountains are nearly impassable even though the ridges run perpendicular to the coastline; the passes are also extremely steep and choked with dense jungle and boulder-falls.

In a high pass of the Fingers of Ayan stands the mysterious Temple of Rilni, where all Khinasi mages must swear their oaths of service or be slain. On pain of death, no mage may speak of his oath or its conditions except to other mages.

rain serpent mountains

In the heart of the Docandragh rise the Rain Serpent Mountains, named for a magical and mysterious creature that's said to watch over this land. The mountains run from the peninsula of Djafra to Lake Ibnoume in the interior of Min Dhousai. The mountains are inhabited by a rare and reclusive race called the *dhoumaire*, or "ones who wait." The *dhoumaire* are not human, but little else is known of them because of their aversion to outsiders.

tarvanian hills

The arid steppes of central Cerilia extend almost 500 miles through the domain of the Sphinx and the Tarvan Waste. The driest area of the steppes is the Tarvanian Hills, a range of dusty badlands and stony deserts just north of the domains of Aftane and Zikala. The hills are wild and desolate. Few humans travel there; a number of ferocious gnoll tribes claim this land and fight over its scarce resources.

Everyone in Cerilia knows that the Sphinx's influence extends throughout this region, and that it can command the gnolls at will.

maze of maalvar

Between the mountains and the sea east of Khourane lies the tangled Maze of Maalvar, a trackless and impenetrable region of forest and sheer mountain gorges. This is the home of Maalvar the Minotaur. The creature is said to be learned and intelligent, but subject to uncontrollable explosions of bestial rage. The Minotaur is said to have selected this region as its home to isolate itself from intrusions and visitors who might touch off its savage fits.

the rhuannadaraight

The northern reaches of the Docandragh are still known by their elvish name: Rhuannadaraight (roo-ah-NAY-dah-rikt), or "storm's deeping." Cold air from the icy wastes north of Cerilia commonly meets the warm, southern air of Khinasi in this region, producing numerous storms and heavy rains and snowfalls.

The western slopes of the Rhuannadaraight are held by the Vos barony of Kozlovnyy. The eastern foothills are held by the elven domains of Rhuannach and Cwmb Bheinn (koom VEEN). The elven court of Cwmb Bheinn is extremely reclusive and conceals itself from all travelers and invaders. No human has ever found it and returned.

In the center of the Rhuannadaraight lies the realm of the Lamia. She is a powerful and malicious awnshegh who constantly seeks to lure travelers into her domain. The Lamia's hold is a ruined old castle once known as Cravengate; it is defended by hundreds of *charmed* warriors who have fallen under the Lamia's enchantments.

ariya

On a sheltered bay off the Baïr el-Mehare stands the white-walled southern city of Ariya. It is one of the oldest of the Basarji city-states, and is the homeland of the legendary el-Arrasi. In the long years since the Great King's passing, Ariya's fortunes have declined, but it still possesses moderate strength and influence in Khinasi.

Although the realm of Ariya has only one major city, a number of villages and forts under the protection of Ariya are scattered throughout the immediate area. The Red Kings of Aftane are sworn enemies of Ariya, and the two kingdoms are locked in a bitter struggle for supremacy along the southern coasts.

Ariya is ruled by a prince who, by law, must be a paladin of the temple of Avani. It is not unusual for a reigning prince to formally adopt a promising candidate, or for parents to arrange a marriage of a daughter or son to the next potential ruler. The power of the prince is opposed by several powerful, self-interested nobles, many of whom maintain mages in their service.

binsada

The people of Binsada have largely turned their backs on the sea, and instead exist as ranchers and herdsman, keeping vast herds of cattle. There are no true cities in Binsada; the people are scattered in small towns, ranches, and nomadic camps.

The capital of Binsada is Ber Dairas, or the Fortress of the East Wind, near the center of the realm. Roughly 200 years ago, the kings of Binsada hired a company of



dwarves from Baruk-Azhik to design and supervise the building of the fortress; consequently, it is among the strongest and most defensible castles in Khinasi. Unfortunately, the king of Binsada and the dwarves had a misunderstanding about the dwarves' compensation, and the king drove the dwarves out of his capital. Since that day, the dwarves of Baruk-Azhik have nursed a fierce grudge against Binsada.

The current queen of Binsada is Banira, a beautiful and intelligent woman who has proven herself a clever and cagey politician. Her personal army, the Lions of Dusk, are the finest medium cavalry in Cerilia.

merasaf

Merasaf once included the Vos territory known as Yeninskiy as well as the lands held by the Iron Hand Tribes, but the fortunes of war have not favored it. Today, it is literally a land under siege; it is dependent on the fortified passes at the base of its peninsula to keep the orogs at bay, and it is threatened by ever-bolder sea raids from the Vos across the fjord.

Merasaf is ruled by a hereditary defender, who enjoys the rank and privileges of a king. In Merasaf, the defender's primary duty is the leadership of its army and fleets. The current defender is Goulán of the Zesande Clan, a silent, severe champion.

Merasaf is also watched over by the great mage Turanda. Turanda has guided Defenders of Merasaf for more than 80 years. She is a stately, dignified woman who ignores the vanities of youthful appearance, preferring to save her magic for more important issues.

suiriene

The island realm of Suiriene is a holdover of the ancient Anuirean Empire. At the height of its power, an Anuirean viceroy held this island as an Imperial Protectorate. When the Empire fell, the people of Suiriene (swoo-REEN) declared independence.

About 75% of the population is Basarji, and the balance is of Anuirean descent. The folk of Suiriene consider themselves one unified people, and their culture combines the best features of Basarji and Anuirean society.

Suiriene's army is small, but its fleets are among the most powerful in Cerilia. Suiriene adheres to a

policy of paid neutrality; it rents its fleet to the highest bidder, and thereby decides many of the conflicts on the mainland.

ghamoura

South of Khourane in the Baïr el-Mehare lies the island kingdom of Ghamoura. This insular and slightly xenophobic realm falls under the rule of the High Priest of Nasri. Circles of lesser priests function as court officers, bureaucrats, and officers of the Ghamouran army and navy. The people of the island are generally happy with the arrangement; before the priests came to power, dozens of competing warlords fought for control of the kingdom.

Ghamoura, the Isle of the Serpent, and portions of the southern coasts are littered with mysterious ruins said to belong to the people known as the Masetians. Scholars and historians still debate the fate of the Masetians, but all agree that they were among the first groups of humans to come to Cerilia.

the zikalan temple of avani

The dominant religion of Khinasi is the Temple of Avani, Goddess of the Sun and Lady of Reason. (In Anuire, we know her as Avanalae.) In Khinasi, it is common for a particular temple to be endorsed by the ruler of a land as a state religion. Few of these state-supported temples get along with each other; thus, the Zikalan Temple of Avani is at odds with the Ariyan Temple of Avani. A scattering of second-rate temples dedicated to other powers exists in each Khinasi land, but few can compare to the power and prestige of one of the national temples.

The Temple of Avani in Zikala is fairly typical of Khinasi religions. It has held its position of preeminence for several decades and stands high in the councils of the king. The temple is led by the Exalted High Priestess Shandare, and commands the fearsome Legion of the Blessed Warriors of the Sun—a private army that rivals any in the land.



Rjurik

The northwestern region of Cerilia is known as Rjurik. Most scholars and cartographers mark the Ruide River as the southern boundary of Rjurik, despite the fact that the Anuirean realm of Dhoesone lies north of the river. The eastern boundary is the slopes of the Spear-march Ranges of Brechtür. Most of the Rjurik region is cold forest, downs, and mountains, all sparsely inhabited.

Rjurik bears the brunt of the fierce Cerilian winter. Both spring and autumn are long, wet, and cold, while the brief summer lasts a matter of weeks. The forests of this region are hardy *taiga*, or northern pines; the mountains keep their glacial caps the entire year round.

The Rjurik themselves are a hardy race of foresters, hunters, and warriors. Their jarldoms and clanholds are scattered along the forbidding coasts of the Miere Rhuann and the icy northern Thaelasian passage. A few small holds can be found as far east as the Krakennauricht. The Rjurik are a free-minded people who place little importance on titles or rulers; a Rjurik jarl reigns by the consent of his folk, and can be replaced if they don't approve of his methods.

The Rjurik are suspicious of the Anuireans. They view Anuire as a sleeping giant who could wake up hungry any day. In the distant past, the southern Rjurik lands had been incorporated into the Anuirean Empire despite a series of desperate campaigns to resist Anuire's advances.

An even greater concern lies in the wild forests and foothills in the center of this region. Large numbers of goblins, trolls, and giants inhabit these wild lands, and they frequently attack the Rjurik settlements.

The scions of the Rjurik bloodlines hold to an uneasy truce most of the time. Unlike the endless war and competition of the bloodlines in other lands, the heroes of Rjurik find simple survival to be challenge enough.

the silverhead mountains

Weaving through the heart of Rjurik is a low, ice-covered range of peaks known as the Silverheads. The Silverheads are populated by fierce trolls, small orogholds, and powerful giants. A few remote dwarven mines are hidden here. A handful of mountain herds-men eke out an existence in these hills, but travelers are warned that this is a wild and dangerous region.

the ruide river

Rising from the cold, clear waters of the Fhallaghlach, the Ruide River winds past the Gorgon's Crown and the northern reaches of the Aelvinnwode to the Tael Firth. The Ruide is swift and dangerous through the Giantdowns, and becomes navigable only under the eaves of the elven domain of Tuarhievel. The Anuirean merchants from Cariele and Dhoesone use the Ruide as a highway for trade, even though the goblins of Thurazor demand heavy tolls.

the thaelasian passage

North and west of Cerilia lies the icy continent of Thaele, a vast and largely unexplored land of snow-fields, stark mountains, and marshy tundra. Along Thaele's southern coasts, a narrow swath of *taiga* grows protected by great chains of mountains. A few Rjurik freeholds and Brecht outposts can be found scattered through this great wilderness.

The Thaelasian Passage is the name of the strait separating Cerilia and Thaele. It is a cold and treacherous stretch of water, menaced by drift ice and fierce, serpentlike sea monsters called *unnskrajir*.

dhoesone

The northernmost outpost of Anuire is Dhoesone, a rough-and-tumble frontier barony. Hundreds of years ago, Dhoesone was the mustering-point for Anuirean expeditions into the Rjurik lands, but with the decline of Anuire and the organization of

Rjurik kingdoms, the invasions are a thing of the past. Today,

Dhoesone attempts campaigns of a different sort—those involving economic conquests. The

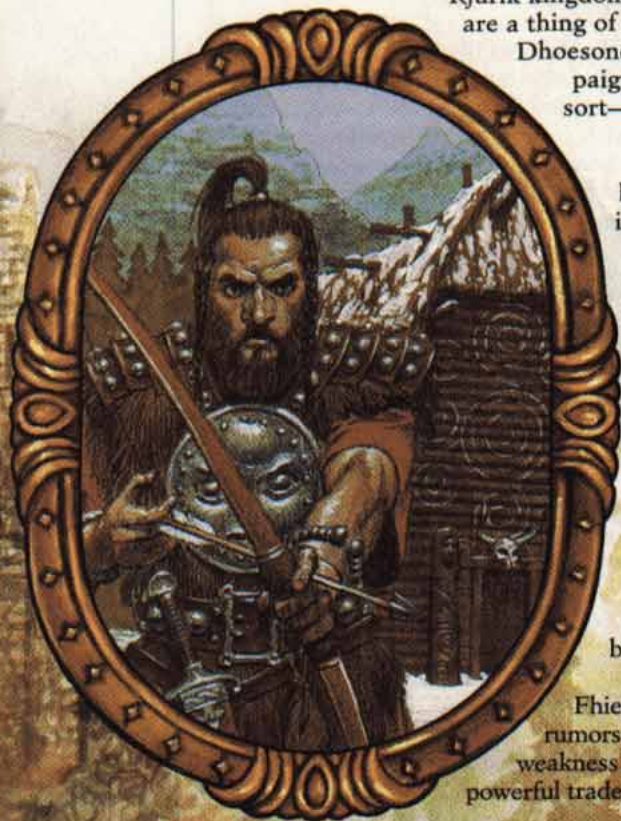
barony is booming with influxes of timber, furs, and northern

gold from trade with the Rjurik jarldoms.

Dhoesone's people are Anuirean, but

like the highlanders of Mhoried, they consider themselves a tougher, more practical breed. The barony is ruled by Lady

Fhiele Dhoesone, but rumors of the baroness's weakness in the face of the powerful trade guilds are all too common.



the giantdowns

Much of central Rjurik is covered by wild, barren highlands that slope northward to meet the foothills of the Silverheads. This area is known as the Giantdowns.

In truth, a relatively small number of giants live here; most of the inhabitants are sturdy freeholders,

bandits, or gnoll

tribes. But enough hill giants and fhoimorien make appearances to keep the Gorgon's armies on the southern bank of the Ruide River.

halskapa

The strongest of the Rjurik domains is the western kingdom of Halskapa, meaning "iron cape" in the Rjuven language. The capital, Skapa Hjarring, is the largest town north of Dhoesone and one of the busiest ports in western Cerilia.

Halskapa's strength stems from a union of clan jarls who swear fealty to its king. Unlike most other Rjurik leaders, Halskapa's king can field a considerable army and is wealthy enough to maintain castles and services such as tax collectors and a force of police for the larger towns.

Halskapa is currently ruled by King Bervinig, an aging ruler who has seen much of his power slip away to the independent town councils. Bervinig has no children, and a vicious little succession struggle is brewing.

the blood skull barony

The Blood Skull orogs are an unusually powerful and dangerous coalition that threatens all other realms nearby. About 10 years ago, the orogs suffered a major defeat in Rjuvik, but their numbers are growing again. Orog raiders and scouts have been seen from Hogunmark in the north to Stjordvik in the south.

rjuvik

Between Halskapa and Dhoesone lie three Rjurik realms known as Stjordvik, Rjuvik (RYOO-vik), and Svinik. Of these, Rjuvik is the most noteworthy—it is ruled by a bandit prince named Fulgar the Bold. Fulgar takes a great interest in the expanding trade with the south, and his housecarls and clan lords (a court of cutthroats and thieves if ever there was one) go to great lengths to acquire as much Anuirean gold as possible.

vosgaard

The most desolate and remote region of Cerilia is called Vosgaard. It comprises the northeastern reaches of the land beyond the Drachenaar Mountains and north of the Rhuannadaraight (roo-ah-NAY-dah-rikt). The cold waters of the Leviathan's Reach form the northern border of Vosgaard. East of this land lie the stormy waters of the Sea of Dragons.

Vosgaard is a land of stark natural beauty made up of impassable mountains and glaciers, vast belts of taiga, and bitter wind-swept plains. Much like the Rjurik lands, Vosgaard suffers from extremely cold winters and is haunted by monsters of all varieties. Life is difficult and violent in the lands of the Vos. Consequently, they are a fierce, battle-ready people who believe that might makes right.

The other human races of Cerilia tend to view the Vos as evil barbarians, savages, and marauders, but this isn't entirely true. The Vos have their cities and kingdoms, with heroes of noble bearing among them. It is important to remember that, by their own standards, Vos warriors are acting with honor when they raid and pillage the lands of the Brechts or the Basarji. And, while no one will ever accuse a Vos of subterfuge or subtlety, it's also true that an opponent always knows where he stands against a Vos warrior.

The code of courage and violent tendencies of Vos warriors and rulers have made northeastern Cerilia a battlefield for settling Vos differences and feuds. The Vos hold "weaker" cultures in contempt, and they view the other peoples of Cerilia as potential slaves or enemies, but the Vos tribes absolutely *hate* each other. Travelers in Vosgaard should go to great lengths to avoid associating themselves with any particular chieftain or baronet—it is dangerous to take sides, even by placing oneself under a chieftain's protection.

the orlenaskyy mountains

The Orlenaskyy Mountains are said to be named after a great hero of old who slew a dragon on a high icefield but perished along with his foe. The name means "Orl's home" in Vos. This barren range of sheer, razor-edged peaks and great glacial fields acts as a windbreak for the lands to the south. The bitterly cold weather of Vosgaard tends to stall to the north of this mountain range.

The center of the Orlenaskyy range is home to the Swordrust Tribes, a small but

fierce nation of orogs that raids all nearby lands. The tribes are led by the great warrior-chief Tolzimkur, a canny old survivor of legendary skill and strength.

the leviathan's reach

The mighty Leviathan is said to swim the waters of this passage between northeastern Cerilia and the uninhabited island of Torova Temylatin.

The seas north of the great island are ice-choked most of the year; captains sailing east or west along Cerilia's northern coast have no other choice but to attempt the Leviathan's Reach. Fortunately, the awnshegh known as the Leviathan has not been seen or heard from in many years.



lake ladan

Several hundred years ago, an alliance of Brecht kingdoms mounted a great expedition into Vosgaard, seeking to pacify or destroy the Vos chieftains. At first, they had great success, but the legendary Tsarevic Basil Zariyatam created a short-lived Vos Federation to stop the invasion. The two armies met on the frozen surface of Lake Ladan in central Vosgaard and annihilated each other in one of the bloodiest days since Deismaar. The Tsarevic perished in the fight, but it's said in Vosgaard that he sleeps under the waters of the lake, waiting until the day he is needed again.

grovnekevic forest

In Vos, the word *grovnek* means "giant." This great northern forest stretches for hundreds of miles across northeastern Cerilia. Its uncharted depths and wilds are home to a number of reclusive forest and hill giants, tribes of orogs and gnolls, dangerous elves, and adventurous human settlers.

The heart of the forest is the elf domain of Tuar Annwn (twahr an-NOON), a gloomy place along the shores of the Annwnalach, or Lake of Silence. The elves of Tuar Annwn mourn the end of elvenkind and fight fiercely against the encroachment of humans, orogs, and gnolls into their domain. It is certain death for a human to set foot in this part of the forest.

kal kalathor

The strongest goblin kingdom in Cerilia is Kal Kalathor, a barren, wind-swept steppeland south of Lake Ladan. Goblins are the most organized of Cerilia's darker inhabitants; unlike the chaotic orogs or groll bands, goblins make a show of coexisting with their neighbors. Goblin lords are slaveholders; goblin warriors are an elite class who exist on the labor of thousands of slaves and prisoners.

Kal Kalathor is ruled by a weak chieftain controlled by the goblin shamans. The individual chieftains and captains of Kal Kalathor are engaged in a bitter struggle for power in the absence of a strong king.

kozlovnyy

The southernmost Vos kingdom is Kozlovnyy, a land once held by Khinasi herdsman. Kozlovnyy was seized by an ambitious Vos warlord several centuries ago and has remained in Vos hands ever since. Surprisingly, the Vos of Kozlovnyy have

been greatly influenced by the nearby Brecht and Khinasi peoples; they possess a higher level of civilization and culture than their kinsmen to the north. The Vos

of Kozlovnyy don't hold slaves, they resolve feuds and duels by a system of nonlethal challenges, and they forbid

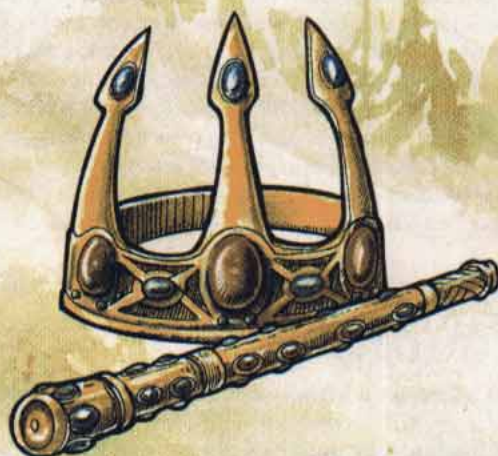
the worship of the dark, violent Vos deities. Kozlovnyy is ruled by a capable warrior-baron.

the raven

Once known as the Vos warlord Pyotr Tusilov, the Raven is a powerful awnshegh who controls a Vos barony between Yeninskiy on the eastern coast and Kal Kalathor. Pyotr Tusilov was a mighty warrior of the blood who fought his way to supremacy through cruel savagery and a fiendish cunning. He encourages tests of strength, feuds, and eternal warfare in the land, winnowing out the strongest and most ruthless for his agents.

rovninodensk

Rovninodensk (rov-NEE-no-densk) is home to the greatly-feared Vos varsk, or riding-lizards. The cold plains north of Lake Ladan are the natural habitat of the creatures, and the Vos of Rovninodensk exist by raising these fierce war-mounts and trading them to nearby kingdoms. The varsk cavalry of Rovninodensk are the finest soldiery in all Vosgaard. The Boyar Andrei Tcherninsky is master of this land.



occupation of cerilia

year 0_{HC}

- Anuireans
- Basarji (Khinasi)
- Rjurik
- Vos
- Masetians
- Brechts



year 973_{HC}



year 1524_{HC}
(current)



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Advanced
Dungeons & Dragons®

BIRTHRIGHT™

CAMPAIGN SETTING

rulebook





rulebook

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Dark storm clouds gather over war-torn lands. Armies march wearily into battle once again, answering the ancient call to arms. The banners of noble houses flutter raggedly before the onslaught; some will fall, never to rise again, while others will weather the storm. Across the ruined empires of Cerilia, the dogs of war are let loose one more time. Somewhere on a muddy battlefield, a common man becomes a hero—and a hero becomes a king.

The BIRTHRIGHT™ campaign world is like no other AD&D® game world ever developed. In this setting, player characters are kings and nobles, prelates and guildmasters, great wizards and royal heralds. They're the leaders of their own kingdoms and domains, wielding the power to wage war or preserve peace. At their commands, armies march and kingdoms fall.

the legacy of kings

Characters in the BIRTHRIGHT game world enjoy the chance to be descendants of heroes of old. Such ancient heritages are called *bloodlines*. Scions of these bloodlines are gifted with abilities beyond those of common folk, and over hundreds of years, they've naturally risen to positions of power. Some intangible quality of royalty—an aura or divine right—calls to the ancient blood; as a result, most of Cerilia's rulers are descendants of the blood.

Bloodlines wax and wane in strength with the quality of a king's rule. Hundreds of bloodlines have been extinguished since the devastating wars that shaped modern Cerilia, while others have risen in prominence and power.

Bloodlines of both evil and good exist. The most extreme are those descended from the forces of darkness that besieged the land in the dawn of history. These powerful creatures are known as the *awnsheghlien* (awn-SHAY-lin), an elvish word meaning "blood of darkness."

what's in this set?

You are holding the BIRTHRIGHT Rulebook, which addresses character generation, domains, magic, monsters, and ideas for BIRTHRIGHT campaigns. *Ruins of Empire* is

a sourcebook that describes the divided kingdoms of Anuire and includes an adventure to start your BIRTHRIGHT campaign. Before reading either book, turn to the *Atlas of Cerilia*; that booklet provides an overview of the history and peoples of Cerilia. The *Rulebook* and the *Atlas* are intended for both players and Dungeon Masters, but only the DM should read *Ruins of Empire*.

In addition to the materials in this box, you need the *Player's Handbook*, the *DUNGEON MASTER® Guide*, and the *MONSTROUS MANUAL™* tome to play the BIRTHRIGHT campaign.

introduction

Blood and Domains

For easy reference, the most important terms used in this game system are described below.

Bloodline: Bloodlines were created when the heroes at the battle of Mount Deismaar were imbued with the essence of the gods. A character's bloodline is his heritage of divine power. Bloodlines are described in two ways: through their strength and derivation. Many characters also command unique *blood abilities*—supernatural powers granted only to scions of the ancient lines.

Domain: A domain is an entity controlled by a character; it may be a kingdom, guild, temple, or magical dominion. Any scion who rules a domain is known as a *regent*; he accumulates *Regency Points* (RP) based on the strength of his domain and the success of his rule.

Domains may comprise any combination of *provinces* (physical territories) or the various types of *holdings* found within provinces.

Domain Turn: The domain turn equals three months of game time; it is divided into three *action rounds*, each equal to one month. During the domain turn, regents collect taxes, raise armies, and engage in political or military endeavors to lead their domains to prosperity and power.

Regency: Regency is the aura of command and presence that surrounds the blooded rulers of domains. It is measured in game terms by the Regency Point score.

Part I of this book addresses characters in the BIRTHRIGHT campaign setting. Included are rules for creating and equipping a Cerilian character (explained in *Character Generation*); determining a character's bloodline and selecting blood abilities (described in *Bloodlines*); and the management of a character's bloodline score and the impact of ruling a kingdom (described in *Blood and Regency*).

part I: birthright characters

character generation

BIRTHRIGHT characters are created in the same way as characters from other AD&D campaigns, with a few exceptions. One major departure stands out from the standard AD&D rules: the player is allowed to choose whether a character is a scion of one of the ancient bloodlines. Players should be aware that regent characters (characters who rule domains) *must* be blooded.

ability scores

The first step in creating a character is determining ability scores. For Cerilian characters, Method V from the *Player's Handbook (PHB)* is recommended: Roll 4d6 six times (for the character's six abilities), drop the lowest die from each roll, and assign the scores to the various abilities as desired.

If you don't have any preference for the kind of character you're creating, simply record the results in order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Your character will show immediate strengths and weaknesses which will help you decide on a race and a class.

character race

Cerilia is home to many different creatures that range from fierce goblins to graceful but dangerous elves. The BIRTHRIGHT campaign allows players to choose from nine character races: dwarf, elf, half-elf, halfling, and five distinct human cultures—Anuirean, Brecht, Khinasi, Rjurik, and Vos. Each character race has its own ability score requirements and adjustments. If a character doesn't meet the racial ability requirements, a different race must be chosen. The five human races have no specific requirements; any character can be human, regardless of ability scores. All human characters *must* belong to a subrace; there is no such thing as a "generic" human in Cerilia.

TABLE 1: RACIAL ABILITY REQUIREMENTS (MIN/MAX)

Ability	Dwarf	Elf	Half-elf	Halfling
Strength	13/18	5/18	4/18	3/18
Dexterity	3/16	6/18	6/18	10/18
Constitution	13/18	6/18	3/18	8/18
Intelligence	3/18	8/18	6/18	6/18
Wisdom	3/18	3/18	3/18	6/18
Charisma	3/17	10/18	6/18	3/18

If your character's scores fall within the allotted range for the race of your choice, adjust the scores using Table 2: Racial Ability Adjustments. Note that the human subraces also have ability adjustments. The DM has the option to disallow the adjustments for human subraces in his campaign.

TABLE 2: RACIAL ABILITY ADJUSTMENTS

Race	Adjustments
Dwarf	+2 Con, -2 Dex
Elf	+1 Dex, +1 Int, -1 Con, -1 Str
Half-elf	+1 Dex, -1 Con
Halfling	+1 Dex, +1 Wis, -2 Str
Human	
Anuirean	+1 Wis, -1 Dex
Brecht	+1 Dex, -1 Wis
Khinasi	+1 Int, -1 Con
Rjurik	+1 Con, -1 Cha
Vos	+1 Str, -1 Int

Adjustments may raise a score to 20, but never higher. An adjustment that would lower an ability score to less than 3 is ignored.

race and level limits

Demihuman characters are limited in their choice of character class and their level advancement, as shown below.

TABLE 3: RACIAL LEVEL LIMITS

Class	Dwarf	Elf	Half-elf	Halfling
Fighter	15	12	14	7
Paladin	—	—	—	—
Ranger	—	12	16	7
Priest	12	—	9	8
Wizard	—	U	12	—
Thief	8	12	12	U
Bard	—	9	U	—

Humans are unrestricted in all classes, but only Anuireans and Khinasi may be paladins.

Dwarves may be multi-classed fighter/priests or fighter/thieves.

Elves may be multi-classed fighter/mages, fighter/thieves, or thief/mages.

Half-elves may be multi-classed fighter/mages, fighter/thieves, fighter/priests, thief/mages, and priest/thieves.

Halflings may be multi-classed fighter/thieves or ranger/priests.

dwarves

Dwarves lived in the mountains of Cerilia untold years before humans came to the land. Over time, the dwarven holds elected a defensive strategy, fortifying their approaches and retreating to their cities under the mountains when threatened. Dwarves have a fierce hatred of orogs as a result of uncounted wars fought in the deeps under the earth.

The typical dwarf stands 4 to 4½ feet in height and has an exceptionally stocky build and thick, sturdy bones. Dwarves are creatures who derive from stone—they are true children of the mountains—and their bodies are twice as dense as other creatures. As a result, dwarves weigh as much as 250 to 300 pounds.

A dwarf's skin is gray, stony, and cold to the touch. All dwarves have eyes that are dark as jet, and their hair and beards are black or dark gray and are normally cropped short.

With regard to other races, Cerilian dwarves



usually adhere to a friendly neutrality; thus, they are on good terms with most other races, including the elves. They're masterful craftsmen and traders; dwarven caravans roam from Anuire to Vos laden with their goods. Dwarven arms and armor are the best in Cerilia, and it is not uncommon to see dwarves selling their services as mercenaries.

Like the standard dwarves described in the *Player's Handbook*, Cerilian dwarves are nonmagical and never use wizard magic. They gain the standard saving throw modifiers allowed to dwarves against magic and poison, and suffer the standard 20% chance for magic malfunction. Since they're accustomed to underground surroundings, they have the normal mining detection abilities, and Cerilian dwarves have infravision with a range of 90 feet.

Dwarves gain no bonuses to attack rolls against specific monsters and have no special skill at fighting giants, but orogs and ogres subtract 2 from attack rolls against a Cerilian dwarf. A dwarf's dense body suffers only half damage from bludgeoning or crushing attacks. Dwarves can carry amazing burdens, and for purposes of encumbrance, a dwarf's strength is considered four points higher than his actual score. (Each percentage bracket from 18/01 to 18/00 counts as one point.)



elves

The elves of Cerilia are a graceful but reclusive race, suspicious of humankind. Early in Cerilia's history, the elves contested human settlement of the continent's vast forests, and a strong current of ill will toward the human nations still runs strong in the elven woods.

There is only one race of Cerilian elves; they call themselves the Sidhelien (SHEE-lin). The Sidhelien hold court in deep, mist-wreathed vales in the darkest hearts of the ancient Cerilian forests.

Elves stand as tall as humans, but are far more slender and graceful. Most average 5½ to 6 feet in height, but weigh only 120 to 140 pounds. All have fair skin and dark hair, and their features are exquisitely fine. Elves possess an unearthly beauty, and their perfect voices can hold a mortal



spellbound.

Unfortunately, elves are too mindful of their superiority and

treat outsiders with coldness or condescension.

Cerilian elves are creatures of faerie dust and starlight, gifted with immortality and powers of mind and body beyond those of humankind. They are a force for neither good nor evil; an elven wood can be perilous for human travelers, but even more so for goblins or gnolls.

The elven heart is unfathomable to nonelves; they're moved to wild delight, dark melancholy, or burning rage with only the slightest cause. More than anything else, elves are unpredictable, doing what pleases them from one moment to the next.

As described in the *PHB*, elves resist *sleep* and *charm* spells (90% resistance). They are unaffected by aging attacks and normal disease (only magical diseases such as lycanthropy or mummy rot can harm them). Cerilian elves have no infravision or ability to see in total darkness, but can see by starlight or moonlight as well as a human sees by daylight. Elves don't need sleep, but they can become physically exhausted and must rest quietly, studying spells or standing watch, for about as long as a human needs to sleep.

Cerilian elves have no special attack bonuses and no ability to detect secret doors or concealed objects, but they are able to surprise opponents when alone as described in the *PHB*. Elves in Cerilia *pass without trace* in natural settings and ignore ground characteristics when moving or marching; an elf can travel over heavy snow, soft sand, or a treacherous mountainside as easily as a human walks across a smooth wooden floor.

Cerilian elves follow any nonlawful alignment; it's not in their natures to place the values of society above the freedom of the individual.

half-elves

From time to time, a particularly handsome or beautiful human with courage and a gracious manner may walk among the Sidhelien unscathed. A few humans have even been accepted as equals in the elven courts. Mortals (by elven standards) quickly become lost in the elven spell; the years reel by in splendor and celebration, while the world outside comes to a halt or leaps centuries ahead. Such a mortal may return home to find that only a single night has passed, or that a hundred years have flown by. More often than not, a mortal's life runs out in a heartbeat.

Half-elves are the rare children of these unusual men and women and their elf partners. The elves regard such offspring as Sidhelien and

welcome them fully in elf society. Humans, however, tend to be suspicious of half-elves, referring to them as bewitched or as changelings; it is rare for half-elves to leave the elven woods.

Like their elven parents, half-elves are beautiful and graceful, but their builds are heavier—they fall within the human ranges for height and weight. Half-elves have 30% resistance to *sleep* and *charm* spells and effects, and 30% resistance to disease and aging attacks. They share their elven parent's night vision, but must sleep as much as a normal human.



halflings

The halflings aren't a numerous people, but they are found nearly everywhere humans live. Only a handful of humans know the secret of the halflings' origin: they once dwelled in the Shadow World, a realm of faerie enchantment parallel to Cerilia. That realm was poisoned by

the rise of the Usurper, a gathering evil that corrupted their homeland, and they fled to the daylight world to escape his power. A small number of halflings arrived in Cerilia in time to witness the battle of Mount Deismaar. In the early years of the Anuirean Empire, the halflings left their homes one family at a time, virtually trickling into the human lands.

Living among their larger neighbors, halflings don't see the sense in a government larger than a small village or extended family, and are happy to count themselves as citizens of whatever land surrounds them. It's not unusual to find a handful of halfling farmers near a human village, or a neighborhood of halfling craftsmen in a larger town.

Halflings usually adopt the language, culture, and customs of the Big Folk around them while keeping a few aspects of their own culture. They feel free to use weapons in defense of their homes or families, but will never take up arms against each other—halflings consider fisticuffs the only acceptable form of violence against other halflings.

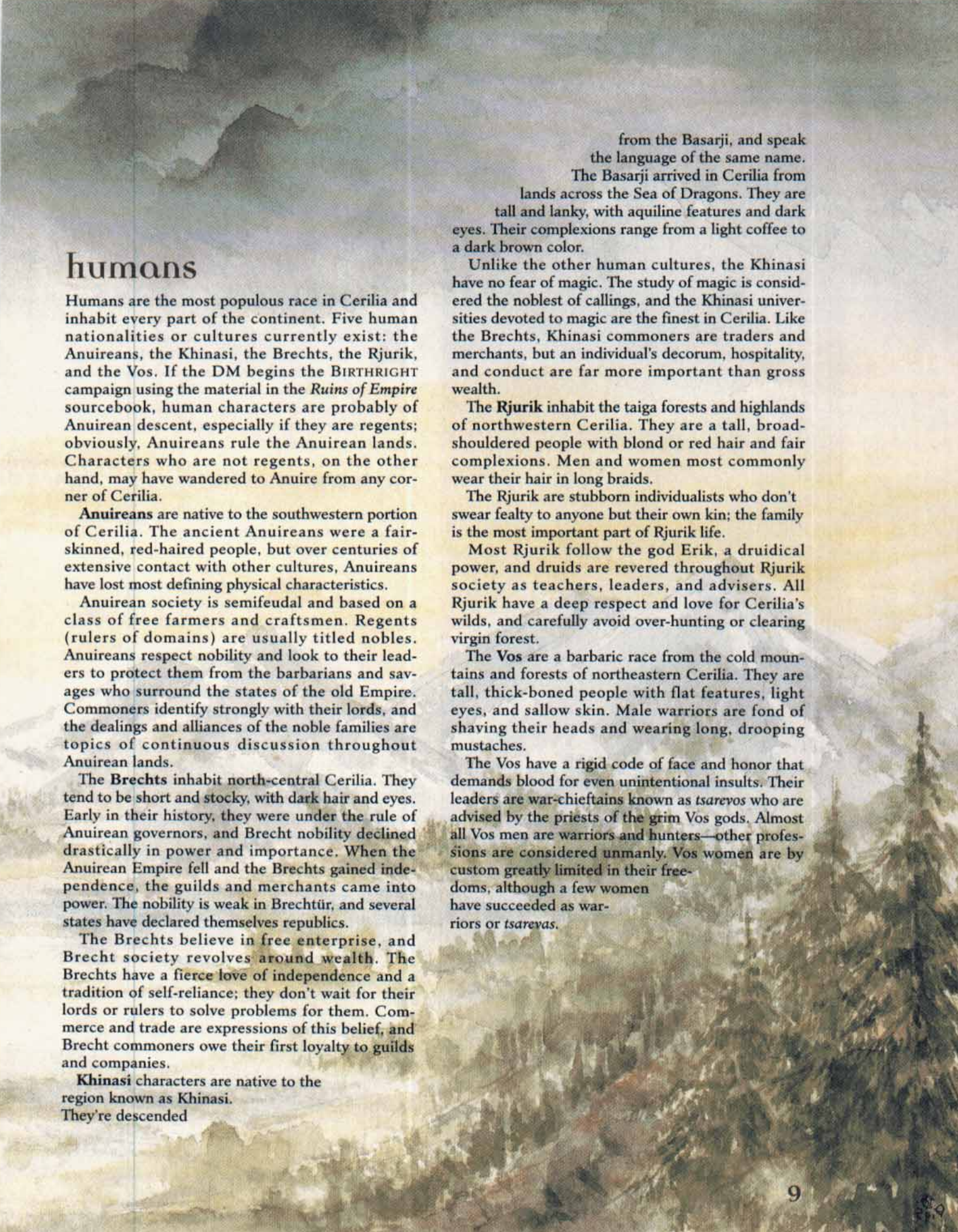
Cerilian halflings stand about 3½ feet tall and resemble small humans. They tend to be slightly stocky, and are fond of creature comforts. They have resistance to poison and magic as described in the *Player's Handbook*, gain a +1 bonus to attacks with slings and thrown missile weapons due to their

steady hands and sharp eyes, and gain a bonus to surprise opponents. No halfling has infravision or the underground detection abilities associated with Stouts in the *PHB*.

Halflings possess the ability to see into the Shadow World by concentrating for one round. This allows them to *detect evil*, *detect undead*, and *detect magic* (necromancy only) in the real world with a 75% chance of success. This talent functions as per the wizard spells at the fifth level of ability, and can be performed as often as a halfling wishes. By concentrating for one round, a halfling is able to perform all three detections at once.

Halflings may also note places where the barriers between worlds are thin, and they may use their innate powers to *dimension door* or *shadow walk* (at the 10th-level of ability). Three times per week, a halfling may use any combination of these abilities (but cannot *shadow walk* three times and *dimension door* three times). The chance of success depends on the closeness of the Shadow World, ranging from 10% on a sunny summer day in a civilized region to 100% on a cold winter night in a wild area or crypt. Halflings will reveal these abilities only to persons they know and trust.





Humans

Humans are the most populous race in Cerilia and inhabit every part of the continent. Five human nationalities or cultures currently exist: the Anuireans, the Khinasi, the Brechts, the Rjurik, and the Vos. If the DM begins the *BIRTHRIGHT* campaign using the material in the *Ruins of Empire* sourcebook, human characters are probably of Anuirean descent, especially if they are regents; obviously, Anuireans rule the Anuirean lands. Characters who are not regents, on the other hand, may have wandered to Anuire from any corner of Cerilia.

Anuireans are native to the southwestern portion of Cerilia. The ancient Anuireans were a fair-skinned, red-haired people, but over centuries of extensive contact with other cultures, Anuireans have lost most defining physical characteristics.

Anuirean society is semifederal and based on a class of free farmers and craftsmen. Regents (rulers of domains) are usually titled nobles. Anuireans respect nobility and look to their leaders to protect them from the barbarians and savages who surround the states of the old Empire. Commoners identify strongly with their lords, and the dealings and alliances of the noble families are topics of continuous discussion throughout Anuirean lands.

The **Brechts** inhabit north-central Cerilia. They tend to be short and stocky, with dark hair and eyes. Early in their history, they were under the rule of Anuirean governors, and Brecht nobility declined drastically in power and importance. When the Anuirean Empire fell and the Brechts gained independence, the guilds and merchants came into power. The nobility is weak in Brechtür, and several states have declared themselves republics.

The Brechts believe in free enterprise, and Brecht society revolves around wealth. The Brechts have a fierce love of independence and a tradition of self-reliance; they don't wait for their lords or rulers to solve problems for them. Commerce and trade are expressions of this belief, and Brecht commoners owe their first loyalty to guilds and companies.

Khinasi characters are native to the region known as Khinasi. They're descended

from the Basarji, and speak the language of the same name.

The Basarji arrived in Cerilia from lands across the Sea of Dragons. They are tall and lanky, with aquiline features and dark eyes. Their complexions range from a light coffee to a dark brown color.

Unlike the other human cultures, the Khinasi have no fear of magic. The study of magic is considered the noblest of callings, and the Khinasi universities devoted to magic are the finest in Cerilia. Like the Brechts, Khinasi commoners are traders and merchants, but an individual's decorum, hospitality, and conduct are far more important than gross wealth.

The **Rjurik** inhabit the taiga forests and highlands of northwestern Cerilia. They are a tall, broad-shouldered people with blond or red hair and fair complexions. Men and women most commonly wear their hair in long braids.

The Rjurik are stubborn individualists who don't swear fealty to anyone but their own kin; the family is the most important part of Rjurik life.

Most Rjurik follow the god Erik, a druidical power, and druids are revered throughout Rjurik society as teachers, leaders, and advisers. All Rjurik have a deep respect and love for Cerilia's wilds, and carefully avoid over-hunting or clearing virgin forest.

The **Vos** are a barbaric race from the cold mountains and forests of northeastern Cerilia. They are tall, thick-boned people with flat features, light eyes, and sallow skin. Male warriors are fond of shaving their heads and wearing long, drooping mustaches.

The Vos have a rigid code of face and honor that demands blood for even unintentional insults. Their leaders are war-chieftains known as *tsarevos* who are advised by the priests of the grim Vos gods. Almost all Vos men are warriors and hunters—other professions are considered unmanly. Vos women are by custom greatly limited in their freedoms, although a few women have succeeded as warriors or *tsarevas*.



character class

After a character's race is chosen, the next step is to select a class. The classes for a BIRTHRIGHT campaign are generally the same as those presented in the *PHB*, but some special notes and abilities are added for Cerilian characters. In particular, wizards operate differently in a BIRTHRIGHT campaign.

fighter

Ability Requirement: Strength 9

Prime Requisite: Strength

Allowed Races: All

Of all the regents in Cerilia, fighter regents outnumber regents of all other classes. Blooded fighters often set out to expand their kingdoms by sheer force.

Fighters have all the normal abilities and restrictions presented in the *Player's Handbook*. In addition, several new nonweapon proficiencies are available to them representing strategic and tactical skills. These are described under Proficiencies.

In addition, followers are gained differently. Fighter regents *automatically* begin play with 4d6+10 elite bodyguards: 0-level fighters with 1d4+4 hit points each and led by a 1st-level sergeant. These bodyguards are of the same race as the regent and are equipped as detailed in Table 4.

TABLE 4: REGENT BODYGUARDS

d100	Type and Armament
01-40	Heavy infantry (banded or plate mail, polearm or morning star, sword)
41-60	Medium cavalry (half plate, shield, lance, sword; medium warhorse with leather barding)
61-90	Archers (breastplate, long bow or crossbow, hand axe or short sword)
91-00	Knights (field plate, lance, mace or flail, sword; heavy warhorse with chain barding)

These bodyguards do not require payment; the regent's domain maintenance includes their payroll, housing, and equipment. They will accompany the regent anywhere; however,

these troops are counted in the division of experience points. The regent must decide whether these troops' assistance is worth the relatively small return in experience points.

For the DM: Typically, experience points should be divided evenly among all members of an adventuring party including bodyguards and soldiers. Depending on circumstances, however, experience points may be divided among all PCs, with an individual PC's share of experience being further divided among himself and his followers.

Fighters who don't control a domain gain bodyguards when they reach 9th level as described in the *Player's Handbook*, but they are determined using Table 4 above.

A nonregent fighter also gains a company of men-at-arms at 9th level, following the criteria in the *PHB*. (Regents have a kingdom, so they don't need more followers.) The fighter gains one unit at 9th level, a second at 11th, a third at 13th, and so on. These are mercenaries and soldiers in search of a warlord to serve. They are selected using Table 5, and are standard units as described in *Armies and Warfare* in Part II of this book. They are 80% likely to be of the same race (or human subrace) as the character.

TABLE 5: NONREGENT MEN-AT-ARMS

d100	Unit Type
01-20	Archers
21-35	Cavalry
36-65	Infantry
66-80	Irregulars
81-95	Pike
96-99	Scouts
00	Elite Infantry

paladin

Ability Requirements: Strength 12, Constitution 9, Wisdom 13, Charisma 17

Prime Requisites: Strength, Charisma
Races Allowed: Human

In Cerilia, paladins are found only among the Anuireans and the Khinasi; only characters of these two nationalities may choose this class. A patron deity must be chosen for a paladin when the character is created. Anuirean paladins can choose to serve Haelyn, Cuiraécen, or Nesirie. Khinasi paladins follow either Halaña (Haelyn) or Avani. The paladin's choice of patron will affect his particular attitudes, spell selections, and powers. Refer to the Gods of Cerilia section in Part III of this book.

A paladin regent begins play with 4d6+10 bodyguards (rolled on Table 4), just as a fighter regent. A nonregent paladin can gain bodyguards and a unit of men-at-arms at 9th-level, just as a nonregent fighter. These warriors are always of the same faith and race as the paladin; they are military orders of religious soldiers eager to serve under such a powerful defender of the faith.

ranger

Ability Requirements: Strength 13, Dexterity 13, Constitution 14, Wisdom 14

Prime Requisites: Strength, Dexterity, Wisdom
Races Allowed: Elf, Half-elf, Human

Cerilian rangers follow all rules for rangers outlined in the *Player's Handbook*.

Ranger characters who are regents may begin play with 4d6+10 bodyguards (rolled on Table 4) as described for Cerilian fighters. At 10th level, both regent and nonregent rangers gain followers as detailed in Table 19: Ranger's Followers in the *Player's Handbook*. (Of course, a regent ranger may decide to form an army by other means during the domain turn.)

A ranger forfeits all experience gained in an adventure if he is accompanied by more than one NPC per three levels. Followers gained from Table 19 in the *PHB* don't count against this number. A fighter might be accompanied by soldiers to watch over the party's camp or handle large numbers of low-level opponents, but a true ranger prides himself on self-reliance. NPCs affiliated with another member of a ranger's adventuring group do not count against the ranger.

priest

Ability Requirement: Wisdom 9

Prime Requisite: Wisdom

Races Allowed: Dwarf, Half-elf, Halfling, Human

Every priest character in a BIRTHRIGHT campaign must choose one of the Cerilian powers and abide by the allowed weapons, armor, and spheres of access granted to priests of that deity. In some cases, these restrictions are similar to the standard abilities

associated with the cleric class, but in other cases, priests may command unusual abilities. Refer to the Gods of Cerilia section in Part III for descriptions of the deities.

If your campaign will begin in the Anuire region, priest characters choosing to be regents should select from the powers venerated in Anuire. (Non-regent priests can originate anywhere.) Halfling priests worship an aspect of Avanalae; the dwarves follow the god Moradin. The Sidhelien have no deities at all (thus, Cerilian elves cannot be priests).

Priest regents may begin play with 2d6+5 bodyguards, temple soldiers, or 0-level acolytes (player's choice) as part of their retinue and administrative staff. (See Table 4 to determine bodyguards and soldiers.) Acolytes are skilled as scribes, have 1d6 hit points, and can perform routine temple tasks. As mentioned previously, these assistants affect the division of experience points.

A nonregent priest gains 2d6+5 bodyguards, temple soldiers, or acolytes upon reaching 8th level (as described above). In addition, in place of the followers described in the *PHB*, he receives a single company of soldiers as detailed in Table 5.

Druids: In Cerilia, druids are priests of Erik, the god of nature and the hunt. Druids are especially prominent in the Rjurik lands, but can be found throughout the rest of Cerilia. For more information on druidic powers and abilities, see the description of Erik's faith in Gods of Cerilia, in Part III of this book.

wizard

Ability Requirements: Intelligence 9

Prime Requisite: Intelligence

Races Allowed: Elf, Half-elf, blooded Human

The lands of Cerilia are inherently magical, and a mage with both the right and the knowledge can create wonders and terrors with the power the land provides. But true mages and high sorcery are quite rare in the BIRTHRIGHT campaign, and every sorcerer is a figure of mystery and destiny. In

all of Cerilia, there are no more than six or seven score true mages; less than half that number are regents capable of wielding realm magic.

Cerilian mages recognize three orders of magic: lesser magic, true magic, and realm magic. Any person of sufficient intelligence and

training can command *lesser magic*, comprising the arts of illusion and divination. These two schools draw upon energies that are drastically different and relatively weaker than the energies used by the other schools of magic. Lesser magic also includes the 1st- and 2nd-level spells of the other schools.

True magic includes all other schools of wizardry, but only elves, half-elves, and blooded humans can command its arcane power. Wizards must be born with the stuff of magic in their veins to wield spells of 3rd level or higher from all schools of magic.

The most powerful enchantments are known as *realm magic*; they are woven from the power of the land itself. Only wizards who are regents may use these spells; a wizard without the energy provided by a sorcerous domain would be destroyed utterly if such a spell were attempted. Realm spells are described in Part III.

Any wizard who is capable of casting realm magic can also wield true magic and lesser magic. Wielders of true magic can also use lesser magic.

True mages (and regent mages) function under the same rules and restrictions detailed in the *Player's Handbook*. They may choose to be mages or specialist wizards of any school except illusion and divination. Lesser mages are known as magicians, and follow the rules detailed below.

A regent wizard may begin play with a bodyguard of 2d6+5 soldiers (see Table 4) *only if he rules a province*. (Ruling only magical holdings doesn't qualify the character for these bodyguards; refer to the domain rules for more details.) Wizards never gain companies of soldiers for reaching high levels (as fighters do), but regents can muster troops or hire mercenaries during the domain turn.

magician

Ability Requirements: Intelligence 12, Dexterity 12, Wisdom 14

Prime Requisites: Intelligence, Wisdom

Races Allowed: Human

Wizards who are restricted to lesser magic are known as *magicians* or *seers* in Cerilia. Magicians must work much harder at their craft than true mages; magicians lack the innate magical ability that characters of elven descent and scions of the bloodlines harbor. Magicians must also be more creative in their spellcasting due to their limited choices of spells.

Magicians are automatically considered to be specialists in the schools of illusion *and* divination, with the following benefits:

- ◆ Magicians gain one bonus spell per level that must be chosen from either of their two primary schools.
- ◆ Victims suffer a -1 penalty to saving throws versus illusion and divination spells cast by a magician.
- ◆ Magicians gain a +1 bonus against illusion and divination spells cast at them.
- ◆ Magicians gain a +15% bonus when learning illusion and divination spells, and suffer a -15% penalty when learning spells of any other school.
- ◆ Magicians automatically gain one new illusion or divination spell of their choice for their spellbooks when they reach a new level.

Magicians can cast spells of all levels from the schools of divination and illusion. They can cast only spells of 1st and 2nd level from other schools. Unlike specialist wizards, magicians have no opposition schools and are not barred from any schools.

Magicians can use any magical item normally allowed to wizards. Because the study of their craft is different from that of a true mage, magicians may use weapons forbidden a true mage, including club, dagger, dart, knife, short bow, light crossbow, rapier, sling, short sword, and staff. Magicians can choose from the Rogue, Wizard, and General nonweapon proficiency groups.

thief

Ability Requirement: Dexterity 9
Prime Requisite: Dexterity
Races Allowed: All

All common and blooded thieves operate as detailed in the *PHB*. Thief regents, however, may command a personal retinue. A thief regent who rules a province in addition to his guilds may gain $4d6+10$ bodyguards (roll on Table 4). If the regent doesn't rule a province, he gains $2d6+5$ 0-level thugs, informants, and spies or smugglers in his home province. These criminals aren't interested in open-field battles or chasing awnsheghlien, and won't leave the province under nor mal circumstances.

In addition, a

thief regent has thugs available in all guild holdings. The number of thugs available equals $2d6+$ the level of the holding (the domain rules explain this in detail). These locals won't leave their native province, but can provide a regent with additional informants and muscle when he visits his holdings.

Thugs are normally unarmored or wear leather or padded armor. They may be armed with club, dagger, short sword, or light crossbow, but rarely carry heavier weapons. If the regent is a merchant prince (as opposed to an underworld figure), these thugs are employees, craftsmen, or workers who can be diverted from other tasks.

As long as a thief regent maintains a holding in a province, he can evade arrest indefinitely. However, if his holding is reduced to level 0 or divested, his immunity vanishes.

bard

Ability Requirements: Dexterity 12, Intelligence 13, Charisma 15
Prime Requisites: Dexterity, Charisma
Races Allowed: Elf, Half-elf, Human

In Cerilia, bards are revered as historians, heralds, messengers, and advisers. Their neutrality is respected by all but the most barbaric human lands (although the elven forests and the lands dominated by awnsheghlien pose danger even to bards). The skill and wisdom of a court bard is often a great status symbol for a ruler.

Most bards belong to a college, which is a loose association rather than a place of learning. Each college has its own goals and hidden agendas. Bad blood exists between some colleges, but most have a friendly or tolerant attitude toward the others. A bard's college provides a network of correspondents, observers, and allies who look after his interests in their own areas—and who expect him to do likewise for them.

The first Cerilian bards are said to have been wandering elves, who

were sent into the human lands by open-minded elven kings to teach and learn from their human neighbors. Each of these elves founded a bardic college; today, human students continue the work of their elven mentors.

Bards in the BIRTHRIGHT setting gain all the powers and abilities noted in the PHB, but their magical skill is limited: They may learn spells only from the schools of divination and illusion, and they can also cast spells in the school of enchantment/charm by using ancient elven songs. These songs are jealously guarded by the colleges. Spells are acquired as described in the PHB.

Bards don't typically become regents. While priests control temples and thieves run guilds, a bard has no holding or commodity to call his own. A bard gains no special rewards for controlling people or lands—it's actually a violation of the oath of neutrality. If a character is destined to inherit a kingdom or rise to prominence some other way, the bardic colleges will not accept him. However, there is no reason a bard cannot be a scion; and from time to time, such characters are called upon to take up the mantle of leadership.

psionics

Psionicists are unknown in Cerilia. If a player and DM agree, however, a player may run a psionist character. A psionist is likely to be regarded as a strange type of magician by those who know him, and as a dangerous mind-witch by those who don't.

A word of advice to the DM: Considering bloodlines and the special powers of regents, a BIRTHRIGHT campaign already has a lot going on. Psionics aren't suited to the mood of Cerilia and don't have any real place in this setting. However, should you decide to allow psionics, keep in mind the need for psionic villains and monsters for the psionist character to confront.

character kits

The human nationalities and the various bloodlines go a long way toward defining characters without the further specialization of kits. If you

decide

that kits are

appropriate in your campaign, select them from the following list of kits allowed in Cerilia.

Complete Fighter's Handbook: Berserker (Vos), Cavalier, Myrmidon, Noble Warrior, Peasant Hero, Pirate/Outlaw, Swashbuckler.

Complete Paladin's Handbook: True Paladin, Chevalier, Divinate, Errant, Expatriate (divested bloodline), Militarist, Squire, Wyrmslayer (often Awnsheghlienslayer instead.)

Complete Ranger's Handbook: Falconer, Forest Runner, Giant Killer, Guardian (elf), Justifier, Sea Ranger, Seeker (Rjurik), Stalker, Warden.

Complete Priest's Handbook: Barbarian/ Berserker Priest (Vos), Nobleman Priest, Outlaw Priest, Peasant Priest, Scholar Priest.

Complete Druid's Handbook: Adviser, Guardian, Outlaw, Village Druid, Wanderer.

Complete Wizard's Handbook: Academician, Mystic, Patrician, Peasant Wizard, Witch.

Complete Thief's Handbook: All.

Complete Bard's Handbook: True Bard, Herald, Jester, Loremaster, Meistersinger (Rjurik), Riddlemaster, Skald (Vos).

Complete Book of Dwarves: Axe for Hire, Battlerager, Clansdwarf, Highborn, Sharpshooter, Crafts Priest, Patrician, Champion, Locksmith, Trader.

Complete Book of Elves: Archer, War Wizard, Huntsman.

Complete Book of Gnomes and Halflings: Archer, Forestwalker, Homesteader, Mercenary, Squire, Bandit, Burglar, Smuggler, Trader, Traveler, Healer.

Complete Book of Humanoids: Tribal Defender, Mine Rowdy, Sellsword, Humanoid Scholar, Shaman, War Priest, Scavenger, Shadow. (Races include orcs, goblins, and gnolls for NPCs only.)

In addition to the continent of Cerilia, the BIRTHRIGHT campaign setting has other lands. Characters with truly unusual kits (i.e., those not on this list) might exist as unblooded foreigners. Almost any class or race is appropriate for such a character, but they should be rare! The DM may disallow any class or kit that would unbalance the game or distort the flavor of the campaign.

proficiencies

The optional nonweapon proficiency system is considered to be official for BIRTHRIGHT characters. Characters may apply the rating for number of languages based on Intelligence score to their available proficiency slots. For example, a warrior begins play with three nonweapon proficiencies, but a warrior with Intelligence 12 (three languages allowed) gains an additional three slots, resulting in six nonweapon proficiency slots at first level. Under this system, the Secondary Skills rules are not used.

Remember that a character speaks his native tongue without spending a slot, but reading and writing that language costs one slot. The language opportunities some demi-human characters possess represent tongues they can learn only if they spend a proficiency slot to do so.

new proficiencies

The monarchs of Cerilia have developed the arts of statecraft to a fine degree, and player character regents may learn these skills. They're quite useful for running a kingdom. Many of these proficiency descriptions refer to rules discussed in Part II: Domains in this book.

TABLE 6: NEW NONWEAPON PROFICIENCIES

Proficiency	Group	Slots	Check
Administration	General	1	Int-2
Diplomacy	Priest	1	Wis-1
Intrigue	Rogue	1	Wis
Law	General	2	Int-1
Leadership	General	1	Cha-1
Siegecraft	Warrior	2	Int
Strategy	Warrior	1	Int-2

Administration. A character skilled in administration understands the workings of the apparatus of government and the governmental hierarchy. Versed in the responsibilities of the various arms and offices of his land, the character knows which officials can get things done. A regent character can, on a successful proficiency check, reduce his maintenance costs by 25% (rounded down) every domain turn. With a successful check, he can also use this skill to reduce the base Gold Bar cost of any domain action by 1.

Diplomacy. Talented diplomats are vital to the success of any domain. A character skilled in diplomacy understands the protocol, subtleties, and conventions of diplomatic meetings and is good at getting what he wants while meeting a minimum of demands. With a successful proficiency check, a character may add a +4 bonus to the success chance of a diplomacy action. If he fails the proficiency check on a roll of a natural 20, he commits a diplomatic blunder that causes the negotiations to end in failure.

The outcome of the character's resolution of the Diplomatic Matter random event (see Part II) is automatically increased by one level (e.g., a fair result becomes a good result).

Intrigue. Some people have a talent for underhanded dealings. A character with the intrigue proficiency understands how such games are played. He notices when intrigue is afoot in his surroundings and can initiate his own schemes.

An intrigue requires three to six weeks of preparation (determined by the DM after the player has developed a plan). After that time, if the character succeeds a proficiency check, the scheme unfolds as planned. An intrigue may target a specific individual; a target who is a regent suffers an Intrigue random event.

If a regent with this proficiency defends against an Intrigue random event, his response is automatically one level better. In addition, the character can use this skill to identify the players in an intrigue from partial evidence or information by making a check with a -2 to -6 penalty, depending on the quality of information.

Law. A firm grasp of a government's legal system and the criminal code can be very useful to a ruler. When a character with this proficiency rolls on Table 16 for event resolution for the Matter of Justice random event, he automatically increases his result by one level (i.e., a fair result becomes good result). Furthermore, on a successful check, he adds a +1 bonus to his success chance in a Create Holding, Decree, Rule, or Espionage action. One roll must be made for each action attempted, but the character may attempt as many actions per round as the rules allow.

Leadership. Some regents are born leaders who draw great devotion from their followers. A character with this proficiency adds one point to his Charisma

for purposes of loyalty base and maximum number of henchmen allowed. (This doesn't affect the actual Charisma score or reaction adjustment.)

On a successful check, the leader can improve the loyalty rating in one province per domain turn by one level. This is the result of a personal appeal to the principal agitators that wins them over to his side.

Siegecraft. The character is an expert in the construction of military machines and methods of defeating fortifications. Normally, castles are invulnerable to direct attack during the domain turn unless a company of artillerists is detailed to lead the attack. A character with the siegecraft proficiency counts as a unit of artillerists when he accompanies an army. On a successful proficiency check, he can lead them in an assault against a castle; the castle's rating (see Part II) is a negative modifier to the character's check. The character may attempt one check per War Move or week, reducing the penalty by one for each new check—thus, a character who besieges a castle (5) neutralizes the -5 modifier to his check after five weeks of siege.

A character who is involved in the planning and supervision of a new fortification may attempt a check to increase the castle rating by one point. When a castle is being fortified to increase its level (for example, from level 4 to level 5), the character may attempt a proficiency check to increase the structure an additional point (to level 6). (This also

Requires a character action.) If the character also has the Engineering proficiency, he gains a +1 bonus to his Siegecraft roll.

Strategy. A warrior with a gift for strategy understands how to most effectively use his armies to defeat his enemy. When a strategist leads a domain's war effort and is empowered to issue orders, he may gain a strategic advantage by succeeding a proficiency check.

A strategic advantage allows a character to ignore the rules that determine which side moves armies first. Instead, he can choose whether to move his armies first or second. All other rules for movement apply. If both leaders gain a strategic advantage, the benefits cancel out and the normal movement rules are used.

languages

The five human tongues serve as localized forms of common in each respective area of Cerilia. Some of these languages have ancient or archaic forms which scholars study in order to read ancient writings. Elvish is the oldest language of Cerilia, and has remained remarkably unchanged in thousands of years.



Languages available to characters follow.

Human Tongues

Andu (old Anuirean)	Basarji (Khinasi)
Anuirean	Rjuven (Rjurik)
Low (modern) Brecht	Vos
High (ancient) Brecht	

Demihuman Tongues

Sidhelien (elvish)	Karamhul (dwarvish)
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Nonhuman Tongues

Giant	Orog
Gnoll	Ogrish
Goblin	Troll

equipment

In general, all of the weapons, armor, and equipment in the *PHB* are available in Cerilia. However, not all equipment is available everywhere. For example, only the Khinasi show a preference for curved swords, so scimitars are typically sold only in Khinasi cities.

Tables 7 and 8 list the availability of arms, armor, and mounts in each Cerilian culture. If a desired item isn't available in a character's region, the player character must travel to that locale, or locate an importer or trader who deals in the item and pay a premium (an extra 10–50%) for it. Weapons and armor that are not listed are commonly available everywhere.

The abbreviations are Anuire (An), Brechtür (Br), Khinasi (Kh), Rjurik (Rj), Vosgaard (Vs).

TABLE 7: WEAPONS AVAILABILITY

Item	Availability
Arquebus	None
Blowgun	None
Composite long bow	Kh
Composite short bow	Vs, Kh
Long bow	Rj, An, Elves
Hand crossbow	None
Heavy crossbow	An, Br, Dwarves
Light crossbow	An, Br, Kh, Dwarves
Flail	An, Br, Vs, Dwarves
Pick	An, Br, Dwarves
Harpoon	Rj, Br
Javelin	Kh, Vs, Elves
Main-gauche	An, Br
Polearms	
Pike	An, Rj, Br
Halberd	An, Kh, Br, Vs
Partisan	An, Kh
All others	An
Staff sling	None
Swords	
Bastard sword	An, Vs
Broad sword	An, Br, Rj
Claymore	Rj
Cutlass	An, Br, Kh
Khopesh	None
Long sword	An, Br, Vs
Rapier	An, Br
Sabre	Kh, Vs
Scimitar	Kh
Two-handed sword	An, Br
Trident	Br, Kh

Italicized entries are described in further detail below.

TABLE 8: ARMOR AND MOUNT AVAILABILITY

Banded mail	An, Br, Vs
Breastplate	An
Brigandine	An, Rj, Br, Vs
Bronze plate mail	None
Field plate	An, Br, Dwarves
Full plate	An, Dwarves
Half plate	An, Br
Hide	Goblins, Gnolls
Improved mail	Kh, Rj
Plate mail	An, Br, Vs, Elf, Dwarf
Ring mail	Br, Rj, Vs
Scale mail	Kh
Shield	
Body	Rj, Vs
Buckler	An, Kh, Br
Splint mail	Kh

Mounts

Varsk	Vs
Warhorse, heavy	An
Warhorse, medium	An, Kh
Warhorse, light	An, Kh, Elves

Italicized entries are described in further detail below.

new weapons and armor

Some weapons and armor have characteristics unique to Cerilia; for example, Cerilian crossbows are far more powerful and have better damage ratings than their counterparts listed in the *PHB*. Special characteristics for such equipment are listed in the following section.

TABLE 9: STATISTICS FOR CERILIAN WEAPONS

Weapon	Cost (gp)	Wt	Sz	Type	Spd	Damage S-M/L
Claymore	25	8	M	S	7	2d4/2d8
Crossbow						
light*	35	7	M	P	7	1d6+1/1d8+1
heavy*	50	14	L	P	10	1d8+1/1d10+1
Cutlass	12	4	M	S	5	1d6/1d8
Main-gauche	3	2	S	P	2	1d4/1d3
Rapier	15	4	M	P	4	1d6+1/1d8+1
Sabre	17	5	M	S	5	1d6+1/1d8+1

* Assumes a bolt of appropriate size for the weapon; statistics should be adjusted if other bolt is used.

Claymore: The claymore was developed by the Rjurik to attack the heavy armor worn by Anuirean knights. It is a well-balanced, two-handed sword of medium length.

Cutlass: Popular among seafarers, the cutlass is a heavy, slightly curved, single-edged blade with a basket hilt.

Crossbow: In the BIRTHRIGHT campaign, crossbows have exceptional penetrating power and thus a special advantage against armor. At medium range, an armored target is treated as if his AC were two points worse than his actual armor class (crossbows gain no advantage against unarmored targets). At short range, an armored target is treated as if his AC were five points worse than his actual armor class. For example, a knight in full plate mail is AC 1, but a crossbow fired at short range is rolled as if the target were AC 6. A wizard wearing *bracers of defense* AC 4 is treated as AC 4 against the same shot.

Rules for range and ROF are as detailed in the *PHB*.

Main-gauche: This parrying dagger provides an AC bonus of +1 when wielded by a proficient user. It cannot be used to attack in the same round in which it is used for defense. If the weapon is used for an attack rather than for defense, the AC bonus is forfeited.

Rapier: Rapiers are common in regions where heavy armor is not conventional. They're especially popular in Brechtür.

Sabre: Khinasi cavalymen favor the sabre. Its slightly curved, heavy blade puts more weight behind the swing than the lighter blade of a scimitar.

Breastplate and Leather (AC 6, 25 lbs.): Anuirean infantry and pikemen are often equipped with a breastplate that is worn over a long, leather coat. The steel plate protects the

wearer's vitals;
leather sleeves and leggings
provide a small degree of protection for
the limbs. The entire ensemble costs 80 gp.

Half plate (AC 4, 40 lbs.): Elite foot troops and most medium and heavy cavalry wear half-plate armor, which consists of plate protection for the torso, thighs, and lower arms. Whereas plate mail comprises plates that are worn over chain mail, half plate comprises plates worn over soft leather. Half plate costs 300 gp.

Improved mail (AC 4, 50 lbs.): The Khinasi dislike plate armor, but increasing improvements in Vos and Anuirean armor have forced the Khinasi to improve their chain mail by reinforcing it with small metal bars threaded through the links. The Rjurik version of improved mail doubles the thickness of normal chain. Either version costs 180 gp.

Varsks: The cold wilderness of Vosgaard is home to the varsk, a variety of white-furred giant lizard domesticated by the Vos. The weather and poor forage of lands make it difficult for the Vos to keep horses, but varsk are adapted to cold weather and can go for as long as two weeks with minimal food.

A varsk costs about 250 gp, although an outstanding animal might fetch twice that price. They are normally available only in Vosgaard, since they don't fare well in warmer climates and don't get along with horses or other domesticated animals.

Varsk: AC 6; MV 15; HD 5+5; THAC0 15; #AT 1; Dmg 1d8; SD suffers only half-damage from cold-based attacks; SZ L; ML High (12); XP 270.

Varsks have 30 movement points for purposes of overland movement (see Time and Movement in the DMG). They can carry riders and loads of up to 240 pounds without being slowed; up to 360 pounds for one-half speed; and up to 480 pounds for one-third speed. They're well-adapted to moving over snow and ice, and ignore movement penalties in such terrain.

other equipment

Adventurers depend on all kinds of equipment, rations, and devices of convenience and necessity. The equipment lists in the *PHB* and the *Arms and Equipment Guide* (DMGR3) are generally applicable in Cerilia. If a question arises about the kinds of technology available, use the following approximations.

- ◆ Anuireans, Brechts, Khinasi, elves, and dwarves are the equivalent of Renaissance culture.
- ◆ The Rjurik and orogs are the equivalent of Middle Ages culture.
- ◆ The Vos, goblins, and gnolls approximate Dark Ages technology.



bloodlines

All characters begin play as either commoners or as scions of the ancient bloodlines. Only blooded characters can be regents and thus rule their own domains, but hundreds of blooded characters also exist who don't rule kingdoms. These scions may be cousins of a regent, second or third heirs, or other relations who aren't in line for the crown.

Characters who have common origins aren't automatically peasants just because they do not descend from an ancient bloodline. They can come from any level of society. In fact, great numbers of high-born nobles, courtiers, advisers, and government officials come from mundane heritages. There are two good reasons to play a common character: first, the character avoids the responsibilities of ruling a kingdom; second, role-playing a squire, adviser, wizard, or captain in the service of another player character can be fun.

bloodline strength

The blood of an ancient hero may run undiluted in a character's veins, or he may have only the most tenuous claim to a bloodline. This is identified by his *bloodline strength*. Over time, the character's bloodline may grow stronger through wise rule as a regent or by confronting the scions of other bloodlines and defeating them in heroic combat.

Similarly, a blooded character who is defeated by another scion loses some of his bloodline strength. Most regents and scions are cautious of possible encounters with others of their kind, since scions have been known to kill each other for the power of their blood. The creatures known as the awnsheghlien do so without hesitation; the most famous example was the death of Michael Roele, the Emperor of Anuire, at the hands of the Gorgon.

A character designed to be a scion of one of the bloodlines rolls on Table 10 to determine a bloodline strength and score. The bloodline category and score are recorded on the character sheet.

TABLE 10: BLOODLINE STRENGTH

d100	Strength	Score
01-25	Tainted	4d4
26-65	Minor	5d6
66-95	Major	8d6
96-00	Great	8d8

Tainted bloodlines are either diluted by commoners in the family tree or were never strong lines from the beginning. Only a vestige of the divine right remains, and after another generation or two, the line may evaporate completely. However, tainted bloodlines have returned to prominence through the actions of exceptional characters.

Minor bloodlines are usually descended from nonheroic figures who were present at Deismaar. Thousands of common footsoldiers and camp followers survived the battle to perpetuate minor bloodlines. Many of these minor lines were destroyed, however, in the chaos of the first two centuries that followed Deismaar.

Major bloodlines represent lines descended from the heroes of Deismaar and the most powerful minor characters who survived the first decades of bloodtheft. Almost all of the major bloodlines are famous throughout Cerilia, and the deeds and feuds of their heirs are the stuff of story and legend.

Great bloodlines are exceedingly rare. Only the greatest heroes of Deismaar were worthy of bloodlines of such strength, and even then, only if they happened to be close to one of the deities. In the Anuirean region, the lines of Boeruine and Avan are great lines. El-Arrasi's bloodline is a great line in Khinasi.

True bloodlines originate from only one source: the chosen champion of one of the gods of Deismaar. The champion must still be alive, or must have passed the bloodline to his direct descendants. The Gorgon is an example; he was present at Deismaar as the champion of Azrai and still lives today. If the bloodline of Roele had survived, it would be a true line today. Player characters may not start out as descendants of true bloodlines (but could possibly discover such a heritage later).

derivations of power

Bloodlines are indications of more than sheer power. The nature of the divine essence pervading a character's heritage is just as important as its strength. The *derivation* of the bloodline represents which of the ancient deities the character's power stems from. When the gods of the Andu, the Rjuven, the Brechts, the Basarji, and even the Masetians faced Azrai at the battle of Mount

Deismaar, they gave up their own immortal lives in order to stop their evil brother. The mortals who survived absorbed the essences of these individual deities.

Although most of the ancient deities were closely tied to their tribes, the cataclysm of Mount Deismaar didn't respect nationality or race. The bloodlines of the elder gods were distributed almost randomly among the survivors. There is a slight tendency for bloodlines of an old god to be more prevalent among members of its tribe, since the old gods tended to perish in the vicinity of their own followers. For example, the line of Anduiras is the most common in the Anuirean lands.

Six *derivations*, or foundations for bloodlines (plus a seventh that no one cares to speak of) are recognized: the lines of Anduiras, Reynir, Brenna, Basaia, Masela, Vorynn, and the cursed taint of Azrai. Most people infected by Azrai's blood have become awnsheghlien.

A player may select the derivation of a character's bloodline, or may roll on Table 11.

TABLE 11: BLOODLINE DERIVATION

d100	Derivation
01-20	Anduiras
21-35	Reynir
36-52	Brenna
53-70	Basaia
71-80	Masela
81-90	Vorynn
91-00	Azrai

the bloodlines

No one has ever accurately counted the number of bloodlines that exist in Cerilia, but each derivation runs in two or three to as many as several dozen families. All members of a family share the same bloodline derivation and strength.

Every bloodline runs in a different line of descent from a different individual affected by the events at Mount Deismaar. A bloodline refers only to a specific family line and has no connection with equivalent bloodlines possessed by unrelated characters.

When creating a bloodline for a character, think about the character's ancestors, especially the founder of the line. How did these ancestors rise to power? What

alliances, friendships, and marriages exist with other bloodlines? Are there any feuds or rivalries? Has the line grown stronger or weaker over the years? What other relatives share the character's bloodline, and where are they now? The section Blood and Regency later in this Part provides guidelines for determining bloodlines in cases of intermarriage.

An important thing to remember about bloodlines is this: Regency doesn't always follow direct lines of descent. From time to time, exceptional commoners have become blooded simply by being in the right place at the right time when a king or other ruler died. Some of the explanations for these occurrences remain a mystery, but history records several such incidents. A person's heirs are not always his children; in most cases, heirs are actively chosen and not left to chance.

blood abilities

Scions of the ancient lines usually possess unusual talents or powers associated with their derivations. These special powers are known as *blood abilities*. All blooded characters roll on Table 12 to determine the number and power of blood abilities. The strength categories are cumulative; a character with a bloodline strength of 24 rolls d100 for the 0-10 category, the 11-19 category, and the 20-28 category.

If a character's bloodline increases in strength, he is entitled to check for a new blood ability if he crosses into a new category. For example, if a character with a bloodline of 19 raises his bloodline strength to 20, he can roll in the 20-28 category to see if he develops a new ability.

If a character's bloodline drops to a lower category, he loses abilities.

TABLE 12: BLOOD ABILITY ACQUISITION

Bloodline Strength	d100 Roll	Ability Gained
0-10	01-90	None
	91-00	Minor
11-19	01-15	None
	16-80	Minor
	81-95	Enhanced to Major*
	96-00	Major
20-28	01-10	None
	11-35	Minor
	36-45	Enhanced to Major*
	46-96	Major
	97-98	Enhanced to Great*
	99-00	Great
29-35	01-50	None
	51-80	Minor
	81-90	Enhanced to Major*
	91-00	Major
36-50	01-05	None
	06-15	Minor
	16-26	Enhanced to Major*
	27-40	Major
	41-50	Enhanced to Great*
	51-00	Great
51-80	01-10	None
	11-25	Enhanced to Major*
	26-40	Major
	41-70	Enhanced to Great*
	71-00	Great
80+	01-50	Enhanced to Great*
	51-00	Great

* This result improves one of the character's existing abilities by one level. Thus, the Enhanced to Major result improves a minor ability to a major one; the Enhanced to Great result improves a major ability to a great one. If the character has no abilities that can be enhanced in this manner, this result grants a new blood ability at the level noted.

After a character's number of blood abilities and their strengths have been determined, roll on Table 13 to decide the particular abilities for the character. Blood abilities are generally designed to be role-playing tools and

magical

advantages for blooded

characters to reflect their unique heritages. Abilities that duplicate spell effects **do not** require material components.

If an ability rolled isn't available to the character for any reason, reroll until the character gets an acceptable ability. For example, some of the abilities listed in Table 13 are major or great abilities only; certain others may not be allowed to all derivations. If a character rolls a minor ability when he is entitled to a major or great ability, he has the option of keeping the minor ability or rerolling. If the same ability is rolled twice, reroll to determine a new ability.

TABLE 13: BLOOD ABILITIES

d100	Ability
01-03	Alertness (Minor)
04-05	Alter Appearance (Major)
06-14	Animal Affinity (All)
15-19	Battlewise (Major)
20-22	Blood History (Minor)
23-27	Bloodmark (Minor)
28-29	Character Reading (Major)
30-34	Courage (All)
35-36	Detect Lie (Minor)
37-38	Detect Illusion (Minor)
39-40	Direction Sense (Minor)
41-43	Divine Aura (Major, Great)
44-47	Divine Wrath (Major)
48	Elemental Control (Great)
49-58	Enhanced Sense (Minor, Major)
59	Fear (Major)
60-65	Healing (All)
66-75	Heightened Ability (Minor)
76-79	Iron Will (Minor)
80-81	Persuasion (Major)
82-83	Poison Sense (Minor)
84-85	Protection from Evil (Major)
86	Regeneration (Great)
87-91	Resistance (All)
92	Shadow Form (Great)
93	Touch of Decay (Great)
94-99	Travel (Great)
00	Unreadable Thoughts (Minor)

Alertness

Minor

Derivations: Basaia, Brenna, Reynir, Azrai

The character possesses an uncanny sense of his surroundings and is surprised only on a roll of 1. He gains a normal surprise check even in situations of automatic surprise.

Alter Appearance

Major

Derivations: Brenna, Vorynn, Azrai

Some scions can briefly change their approximate build and facial features by means of a natural illusory talent. The effect is equal to a *change self* spell at the fifth level of ability, except that its duration is one turn plus one round per level. It can be used once per day. The scion can approximate another individual's appearance if he has met the individual previously.

Animal Affinity

Minor, Major, Great

Derivations: All

Each of the old gods was associated with a totem animal—a symbol of the deity's principles. Characters with this blood ability have a natural affinity and skill for communicating with the totem animal of their derivation.

As a minor ability, the character has an empathic communication with the animal to a range of 60 feet. The character must be able to see and be seen by the

animal. He will never be attacked by members of the species unless they are magically controlled.

As a major ability, the character can speak with animals of the totem species at will. The animal must be within 10 feet of the character. Members of the species regard the scion as an ally and friend and will cooperate with reasonable requests. An animal might guide or guard the character during a trip in the wilderness, but it wouldn't follow him into civilized or inhospitable lands.

As a great ability, the character can detect a single totem animal within a 1-mile radius. By concentrating for one round, he can see through the animal's eyes, summon it to his location, or relay information to it through mental communication. The character learns the location of the nearest animal first, but may concentrate to learn the location of another animal. He may do this indefinitely at a rate of one animal per round. Animals of the species will give their lives in the service of the scion. Once per day, the character may *shape change* into the particular animal form for up to two hours.

The ancient totem for Anduiras was the lion; for Basaia, the eagle; for Brenna, the cat; for Masela, the dolphin; for Reynir, the wolf; for Vorynn, the owl; and for Azrai, the serpent.

Battlewise

Major

Derivations: Anduiras, Azrai

The scion with this ability is a military genius, blessed with an uncanny power to analyze enemy



weaknesses, create sound plans of attack, and inspire troops to victory. Any army he leads is far more effective than a similar force under another commander. (Refer to the War Cards section in Part II.) The scion adds one point to the attack and defense ratings of any army *he commands personally*—he must be present at the battle to gain this advantage.

If two armies face each other and both leaders have this ability, all bonuses cancel.

Blood History

Minor

Derivations: Brenna, Masela, Vorynn

Some scions are blessed (or cursed) with the memories of their ancestors. With concentration, they can call upon the memories of all direct ancestors. A character gains these memories at the time of his birth; therefore, the character will have none of his parent's memories of events later than the character's birth. A sibling born two years later, however, would gain two years of memories that the older sibling would not have. Likewise, the character would gain his grandfather's memories up to the time of the character's father's birth; from that point on, the character would gain the memories of his father, not the memories of his grandfather.

Places, people, and information long forgotten elsewhere may be available to the scion as the DM allows.

Bloodmark

Minor

Derivation: Any

The blooded character bears a visible, recognizable sign of his special heritage. Depending on the family, it may be a white streak in the hair, eyes of brilliant green, or a birthmark. NPCs who recognize the mark will tend to be respectful toward the scion, and even enemies perceive the mark as a warning to conduct themselves carefully around the scion. The bloodmark's effect is a -1 to -4 bonus to encounter reaction checks (from Table 59 in the *DMG*), depending on the circumstances of the meeting.

Character Reading

Major

Derivations: Basafa, Brenna, Vorynn

The scion is an unnaturally perceptive judge of character and can quickly form accurate assessments of another character's intentions, attitudes, and motivations. The scion must speak with the person in question for at least one round to form an impression.

Alignment is not revealed, but

if the target is doing something directly related to alignment (for example, plotting an evil act), the scion will get a perception of evil tendencies.

A scion with this ability is almost impossible to fool. He'll spot potential traitors or bad-faith deals with 90% accuracy unless the target's intent is magically concealed.

Courage

Minor, Major, Great

Derivation: Anduiras

As the ancient god of noble battle, Anduiras imbued supernatural courage into many of the bloodlines derived from him. As a minor ability, characters with courage automatically succeed saving throws versus spells and effects that create magical or normal fear, including *cause fear*, *scare*, *spook*, *emotion*, *fear*, *phantasmal killer*, *drums of panic*, *dragon fear*, and similar effects. For effects that are normally allowed no save, the character may roll a saving throw with a -2 penalty.

As a major ability, this effect extends to all allies within 10 feet. As a great ability, all units in the scion's area of the battlefield (see the War Card section in Part II) automatically succeed morale checks.

Detect Lie

Minor

Derivation: Any except Azrai

Once per day, the scion can concentrate on one individual and discern whether he is speaking the truth, as per the priest spell *detect lie*. The effect lasts for one turn regardless of the scion's level. The reverse of the spell is not possible through this blood ability.

Detect Illusion

Minor

Derivation: Any except Anduiras

Scions with this ability are rarely fooled by illusion spells that create false visual images. When a scion encounters an illusion, he is immediately allowed a saving throw versus spell. Success means the scion instantly perceives the illusion for what it is, even if he is making no particular effort to disbelieve the illusion. If he consciously attempts to disbelieve, he does so with a +4 bonus to the saving throw.

This ability is effective against any illusion spell that creates a false image or substitutes a false image for reality. The scion gains no advantage against spells such as *invisibility*, *deafness*, *blur*, *fear*, and *eyebite*.

Direction Sense

Minor

Derivations: Masela, Reynir

A character with direction sense has almost no chance of becoming lost. As long as he knows his destination, he has an unerring sense of the direction in which his

destination lies. This does not mean that the character always follows the easiest course when traveling, since he could easily encounter impassable terrain and be forced to detour around it. The scion can also retrace his steps with ease.

Scions of Reynir's derivation have this ability only in wilderness or rural settings. Descendants of Masela's blood cannot get lost at sea.

Divine Aura

Major, Great

Derivations: All except Brenna

An intangible mantle of power and nobility surrounds some blooded characters, commanding respect from all they meet. Divine aura marks the character as a scion of power, just as a bloodmark does; the character gains a -1 to -4 bonus to all encounter reaction checks from Table 59 in the DMG.

The scion can enhance his aura once per day with one round of concentration. The effect lasts one round per level. As a major ability, the character can *enthrall* any nonblooded creatures within 30 feet. As a great ability, the character's aura acts as a *hypnotic pattern* against nonhostile creatures and as a *fear* spell against enemies (the abilities affect a 30-foot radius). All the auras affect only creatures of 4+1 Hit Dice or less; the great auras may be used simultaneously.

Divine Wrath

Major

Derivations: Anduiras, Basaia, Masela

When a character with this ability is moved to great anger, he becomes a terrible enemy. His body is imbued with extreme strength, and the mere sight of his angry visage terrifies his enemies. The divine wrath can never be summoned voluntarily; it comes over the scion only when he battles someone who has wronged his loved ones or himself. The DM must decide whether the player's roleplaying of the character indicates that the divine wrath might overtake him.

This condition grants the character the following: a +3 bonus to attack and damage rolls; one extra attack per melee round; a +3 bonus to all saving throws; and resistance to damage—all successful attacks against him are reduced by 1 point per die of damage. Spells cast by the scion result in the maximum possible effect—for example, a 5th-level wizard casting a *fireball* automatically causes 30 points of damage (normal

saving throws still apply); spells of variable duration always last the maximum amount of time.

Furthermore, any enemy within 10 feet of the character who meets his gaze must save versus spell or be stricken with fear and flee for 2d6 rounds. The divine wrath lasts one turn plus one round per level or until the battle is over.

Elemental Control

Great

Derivations: Anduiras, Basaia, Masela, Reynir

Several of the old gods were closely tied to the four elements. Masela was goddess of the sea; Basaia was associated with the sun; Reynir was tied to earth; Anduiras was associated with the skies. A few rare scions of these lines inherited their progenitors' powers over these elements.

A scion with the elemental control ability can summon an elemental of the appropriate type once per week with no risk of the creature turning on him. The elemental follows the scion's orders for one full turn before departing.

In addition, the scion receives one of the following powers depending on derivation. Scions of Anduiras may create a *gust of wind* up to three times per day; scions of Basaia are protected by *resist fire*; scions of Reynir may *meld into stone* or *passwall* once per day; and scions of Masela may *water walk* for up to three full turns per day.

Enhanced Sense

Minor, Major

Derivations: All

Blooded characters are sometimes gifted with powers of perception far beyond those of ordinary mortals. The nature of the enhanced sense depends on the derivation and power of the character's bloodline.

Anduiras: Scions of Anduiras may *detect evil* three times per day, as described for paladins in the PHB. As a major ability, they may *detect evil* at will.

Azrai: A scion of Azrai can see into and through shadows without difficulty. At dusk, his vision is as acute as if it were bright daylight. Anyone



hiding in shadows (regardless of time of day) suffers a 50% penalty to the check if a scion of Azrai happens to look at the hiding place.

As a major ability, Azrai's spawn gain the power to see into the Shadow World as noted for halflings (*detect evil*, *detect undead*, and *detect magic* [necromancy only] in the real world; as per the wizard spells at the fifth level of ability; 75% chance of success; as often as a scion wishes; concentrating for one round allows all three at once). Azrai's scions may also note places where a crossover to the Shadow World can be made, but this does not confer the ability to enter the Shadow World.

Basaña: Scions of Basaña's blood have the vision of a hawk. They can spot detail and motion at ten times the distance of a normal human. All missile range penalties for the scion are reduced by one category—i.e., long range shots suffer the -2 penalty of medium range fire, and medium range fire is not penalized.

As a major ability, Basaña's scions can penetrate normal or magical darkness for one turn per day by sending forth narrow beams of fiery sunlight from their eyes. The light reaches a distance of 60 feet.

Brenna: Brenna's line is blessed with the sight and hearing of cats. They have infravision to a range of 30 feet and gain a +1 bonus to surprise checks. There is no major ability for Brenna's line.

Masela: Characters of this derivation are not hindered by wind, rain, fog, snow, or other weather-related obscurement. The character can see at least 120 feet in even the worst conditions (although darkness affects the character normally), and hearing is not hampered by howling wind or driving rain.

A scion with a major ability can hear his name spoken (as well as what is said about him) anywhere within 10 miles. The scion and the speaker must both be outdoors at the time. The wind carries conversations about the scion to him; enemies must be careful of speaking his name.

Reynir: A scion of Reynir is attuned to the wilderness and possesses the Tracking proficiency as a ranger of equal level.

(If the scion is a ranger, he gains a +4 bonus to his

Tracking score.) In

addition, the scion is surprised in wilderness settings only on a roll of 1; he notes the snap of twigs, the movements of birds and small creatures, and other telltale signs of an enemy's presence. There is no major ability for Reynir's blood.

Vorynn: Characters of Vorynn's line have a limited ability to see into the future. By concentrating for one round, the scion may attempt to learn the result of his actions, gaining information equal to a *divination* spell cast by an 8th-level priest. He may attempt this once per day.

As a major ability, the *divination* effect may trigger automatically when the character is headed into unknown danger (this does not count against his active attempt at a *divination*). There is a 60% chance that the blood ability activates; the DM may modify this chance based on the nature and degree of danger. Strong, evil threats are more likely to trigger the ability than weaker, accidental dangers.

Fear

Major

Derivation: Azrai

With a touch, the scion can instill absolute terror in his victim, as per the *fear* spell cast by a 10th-level wizard. Armor doesn't hamper the effect; the character need only brush his victim lightly (although an attack roll may be required depending on circumstances). The scion can use this power three times per day. As an incidental benefit, the scion gains a +2 bonus to his saving throws versus all types of fear that allow saves.

Healing

Minor, Major, Great

Derivation: Anduiras, Basaña, Reynir

The ancient powers were capable of miraculous feats of healing; some blooded characters have inherited these powers. A character gifted with healing as a minor ability can cure 1d6 points of damage plus 1 point per level on a single individual once per day. With the major ability, a healer can cure the same amount of damage and also cast (as a priest of 7th level) *remove paralysis* plus *cure disease* or *cure blindness*. A healer with the great ability may cure 2d6 points of damage plus 2 points per level, plus can *neutralize poison* or use one of the major effects.

Heightened Ability

Minor

Derivation: All except Masela

The old powers each cherished different traits in their followers and embodied these characteristics. The resulting bloodlines often show near-divine examples of strength, intelligence, or beauty. A scion with this attribute raises one ability score by one point if it is currently 14 or higher; he raises it by 1d6 points if the ability score is less than 14. This can raise a score to 19 or even 20 (in the case of some demihuman characters). (Recall that an increase in Strength from 18/10 to 18/14 is considered a 4-point increase.) The abilities associated with each derivation are as follows: Anduiras—Charisma or Strength; Basaia—Intelligence; Brenna—Dexterity; Reynir—Constitution; Vorynn—Wisdom; Azrai—Charisma or Intelligence.

Iron Will

Minor

Derivation: Anduiras, Reynir, Azrai

Characters with iron will are tougher than ordinary characters. The mystic energy of their divine heritage allows them to persevere when lesser mortals tire or perish. This ability provides a character with the Endurance proficiency and 2 bonus hit points that are permanently added to his total. In

addition, when faced with a mind-controlling spell such as *domination* or *charm person*, the character gains a +2 bonus to his saving throw.

Persuasion

Major

Derivations: Azrai, Brenna

Scions with this ability can create arguments of extreme clarity and logic, thereby influencing weaker creatures to do their will. The character may use a *suggestion* (as if cast by a 7th-level wizard) once per day against any creature of 7+1 Hit Dice or less. To be successful, the victim must understand the language used by the scion.

Poison Sense

Minor

Derivations: Azrai, Reynir

The blooded character gains a 90% chance to detect any poison or harmful substance within three feet of his person. He gains a 25% chance to detect such agents within 10 feet. This ability is a natural, involuntary effort; just as a character would notice that food smelled rotten or wine had soured, he'll notice if it were poisoned. If the character ingests a poison despite this, he suffers all normal effects.

Protection from Evil

Major

Derivations: All except Azrai

A scion with this power is warded by a 10-foot aura of protection equal to that surrounding a paladin. Evil creatures suffer a -1 penalty to attacks against the character, and cannot *charm*, *magic jar*,



or *dominate* the scion unless he agrees to the act. Paladins who gain this ability radiate the effects to a 15-foot radius.

Regeneration

Great

Derivation: Anduiras, Reynir, Azrai

This powerful ability allows the scion to heal at an unnaturally rapid rate, recovering 1 hit point per hour. This enables the character to recover from otherwise permanent damage including deep wounds, burns, scars, blindness, lameness, etc. (but he cannot regenerate severed body parts or reverse magical conditions such as blindness or paralysis). In such cases, the scion recovers 1% of any lost ability per day. If the scion is blinded by physical injury, for example, he'll completely regain his eyesight in 100 days. A badly broken leg or severe internal injury might leave a normal man crippled for life, but the scion can recover from any injury given sufficient time.

An additional bonus is gained by characters using the optional rule *Hovering on Death's Door* in Chapter 9 of the *DMG*. When using these rules, the scion doesn't continue to lose hit points after his score has dropped below zero, although he dies if he is reduced to -10 hit points.

Resistance

Minor, Major, Great

Derivations: All

Some scions, depending on their derivation, demonstrate an unusual resistance to certain types of attacks or spells. Resistance as a minor ability provides a character with a 25% immunity to the stated effect; a major resistance grants a 50% immunity to the stated effect; and a great resistance provides a 75% immunity. These immunities function similarly to the elven resistances to *sleep* and *charm* spells.

Anduiras: Scions of Anduiras are resistant to wizard spells of the enchantment/charm school, priest spells of the charm sphere, and similar spell-like powers. As the god of nobility and rulership, Anduiras himself could not be swayed or confused by such influences.

Azrai: Azrai's blooded are able to resist necromancy spells and level-draining attacks. Azrai's dark history makes them less susceptible to spells and effects that depend on the powers of darkness.

Basaia: Light- and fire-based attacks or effects such as

sunray,
sun-

burst, *burning hands*,
and *fireball* are less effective

against descendants of Basaia's blood. This resistance does not provide complete immunity from damage, but allows the scion to suffer only half the normal amount of damage. If a scion with this ability succeeds a saving throw to suffer only half damage from such a spell, he suffers a net result of one-quarter of the total damage.

Brenna: Attempts to *slow*, *entangle*, *hold*, or otherwise magically restrain scions of Brenna's blood often fail. In the old legends, no god or mortal could lay a hand on Brenna unless she allowed it.

Masela: Masela's children resist water-based attacks and drowning. If a scion with this ability drowns, a check is made against the character's resistance. If successful, the character recovers and gains a permanent *water breathing* ability. If unsuccessful, the character is dead.

Reynir: Reynir's descendants are resistant to the effects of magical and mundane cold and hunger, and normal exposure and weather. This resistance does not provide complete immunity from damage, but allows the scion to suffer only half the normal amount of damage. If a scion with this ability succeeds a saving throw to suffer only half damage from such a spell, he suffers a net result of one-quarter of the total damage.

Vorynn: As the patron of magic, Vorynn could ignore magical attacks. Descendants of Vorynn's blood are able to resist wizard spells of the invocation/evocation school. The scion's resistance functions like that of Reynir's blooded (half damage if applicable; quarter damage if save is successful).

Shadow Form

Great

Derivations: Brenna, Azrai

A scion with this power can change himself and anything he carries into living shadow once per day for 1 turn plus 1 round per level. In this form, he appears exactly as a shadow, is two-dimensional, and is invisible when he is able to lurk in shadows. He can climb or cross any surface (including vertical and horizontal surfaces, bodies of water, sides of buildings, a field of *spike stones*) without hindrance, as easily as a shadow falls across a floor.

A character in shadow form cannot affect his environment; for example, he cannot make attacks, cast spells, pick up objects, open doors, or pick locks. Shadow form does not change the character's size or shape or allow him to fly.

While in shadow form, the scion can be struck only by magical weapons. Undead ignore the character, assuming him to be one of their own.

Touch of Decay

Derivation: Azrai

Great

A character with this ability can destroy inanimate objects with a mere touch. Metal rusts, stone crumbles to sand, and wood rots to pulp. The scion can use this power once per day and can affect up to 10 cubic feet plus 1 cubic foot per level. The effect is nearly instantaneous, and any item touched must save versus disintegration or be destroyed. If used against the weapons or armor of an enemy, the scion must succeed an attack roll to activate the power.

This ability tends to manifest accidentally about once per month, possibly destroying items the character does not wish to ruin.

Travel

Derivations: All except Anduiras and Reynir

Great

This potent ability allows a scion to use a limited form of teleportation based on his derivation. Anything the character wears or carries is teleported with him, and the character may take one companion with him per level. A character may use this power once per week per five levels; thus, characters of levels 1–4 may teleport once per week, characters of levels 5–9 may teleport twice per week, etc.

The character must know his destination through a prior visit or by using some form of magical viewing or scrying to study the area before invoking this power.

Azrai: Azrai's scions can enter the Shadow World between sunset and sunrise, gaining the ability to *shadow walk* in the same manner as halflings. The character must find a place of intersection where the Shadow World is near; this can be accomplished by means of various spells or by the blood ability enhanced sense.

Basaia: Basaia's descendants travel by stepping from flame to flame. A scion must enter a fire large enough to immerse his entire body, and must emerge from a fire of similar size. The scion isn't harmed by the transition, but others following him must protect themselves.

Brenna: A scion of Brenna who stands on any road, path, or trail can travel to any point on that same road or any road that splits from it. Generally, this allows travel from any part of Cerilia to almost any destination on the continent.

Masela: Masela's children can travel across bodies of water. By standing in the shallows of a river, lake, or sea, the bloodied character can move

to any point on its shore.

Vorynn: A character of Vorynn's line can travel at moonrise or moonset to any destination. The timing is crucial—the character has only about ten minutes per day in which this ability will function.

Unreadable Thoughts

Derivations: All

Minor

A scion with this ability is protected from ESP, *telepathy*, *empathy*, and other spells and effects that permit someone else to determine what he is thinking, feeling, or planning. If a scion with the character reading blood ability encounters a scion with unreadable thoughts, the effects cancel each other out. In campaigns that use psionics, consider the bloodied character to be protected by the telepathic power conceal thoughts.

blood and regency

When a child is born to a scion of an ancient bloodline, the child inherits the bloodline strength and derivation of one parent. The child gains the bloodline *derivation* of the parent with the stronger bloodline, but the *strength* is diluted by the weaker bloodline. The child's bloodline strength begins as the *average* of his parents' bloodline strengths. For example, a father derived of Brenna with a strength of 40 and a mother derived of Reynir with a strength of 30 bear a child. The child inherits the bloodline of Brenna with a strength of 35.

A bloodied child doesn't gain or lose bloodline strength based on the actions of parents or family. If a bloodied father is slain in battle by an awnshegh, his daughter's bloodline is not affected. Similarly, if a bloodied mother becomes the Great High Queen after her daughter's birth, the mother's increase in bloodline does not increase the daughter's strength.

passing the bloodline

A character can voluntarily pass his bloodline to another character by participating in a ceremony of investiture (described in detail in Part II). The recipient of the bloodline increases his bloodline to the power of the donor, while the donor reduces himself to a bloodline strength of 0. In effect, the donor gives up all his heritage and passes it to another individual. If the recipient's bloodline strength is already stronger than that of the donor, the recipient's strength increases by only 1 point.

This altruistic act normally occurs when a parent has gone on great conquests and gained honor after the birth of a child, and wishes to pass the stronger bloodline to his offspring rather than allowing his powers to disappear upon his death. A ruler without heirs might ennoble a trusted adviser and thus designate him as heir.

Characters are rarely forced to give up their bloodlines, although the threat of death, use of hostages, mind-controlling enchantments, or similar dirty tricks may persuade them to participate in the investiture "voluntarily."

regency

While many scions and awnsheghlien wander Cerilia with noble heritages and potent blood abilities, their powers have little significance without a domain to control. Blooded characters who control kingdoms are blessed with a mystical connection to the land—a right to rule that infuses them with supernatural powers, responsibilities, and benefits.

No one knows how this bond between ruler and domain occurs, but some scholars believe it is connected to the powers of confidence and belief—in effect, the power of the ruler is derived from the fealty of his subjects.

Something in the semi-divine blood of a noble scion responds to the allegiance of his followers in the same way that a true



deity gains
strength from worshippers.

Kings and nobles aren't the only rulers blessed with this mystical ability. Charismatic priests derive the same kind of power from the confidence of their congregations. Merchant-princes and guildmasters enjoy the confidence of those who work for them or pay them tribute. Even wizards gain power from the respect of the masses.

Because every ruler and every domain is unique, the people of Cerilia refer to these individuals as *regents*. In this sense of the word, they're stewards of power who hold both the trust of the people and responsibility for the land. The mystic power that regents derive from their stewardship is known as divine right, karma, or nobility—but it's most commonly and correctly called *regency*.

In game terms, regency is measured by a Regency Points (RP) score, just like hit points and bloodline strength. Not all blooded characters gain a Regency Point score—*only regents amass a Regency Point score!* Scions who choose not to rule domains never gain Regency Points, nor do characters without a divine bloodline.

A ruler's Regency Points can be used to increase the power of his bloodline (possibly gaining new blood abilities) or to increase the success of ruling his domain (described in Part II).

usurpation (bloodtheft)

When two scions meet in battle and one dies, special circumstances may allow the slayer to gain part of the victim's bloodline power. The scions of Cerilia discovered this strange condition soon after the events at Mount Deismaar. The resulting betrayals and feuds among Cerilia's scions have contributed to more than a thousand years of ceaseless wars.

If a blooded character dies a natural death or perishes at the hand of a commoner, his bloodline is unaffected, and all his bloodline characteristics die with him. *If a regent character dies in a similar manner*, his heir assumes the regent's domain and his Regency Point score. The heir does not gain any blood strength or abilities (but may still gain material possessions).

If a scion or regent dies as a result of another blooded character piercing him through the heart, the victim's heir assumes his domain, but the victim's Regency Points are lost. (The act of piercing the regent through the heart must be the killing blow. Piercing the regent's heart after he is dead does not affect the transference of regency or bloodline.) In addition, the slayer increases his blood-

line strength by 1 point if the slayer's bloodline was stronger than or equal to his victim's strength; the slayer gains 2 points if his bloodline was weaker than his victim's. *If a victim pierced through the heart was the last of his line*, the killer's bloodline increases by 1 point per 5 points of the victim's bloodline strength *and* the killer also claims the victim's Regency Points.

A regent's heir need not be his child; the heir may be a lieutenant or even a commoner who lives up to the ideals of the bloodline. Regents always actively choose their heirs.

tighmaevril

The rarest cases of bloodtheft occur when a scion is killed with a weapon made of *tighmaevril* (tih-MEE-vril), or bloodsilver. The killer *adds* one-half the victim's bloodline strength to his own bloodline and severs the tie between land and king. The victim's domain thus becomes uncontrolled, and his heirs gain no Regency Points.

Tighmaevril is a rare alloy created by an elf smith named Ghoigwnnwd over 2,000 years ago. He was the only person who ever knew the secret of working the metal, and made about a dozen *tighmaevril* weapons. The weapons were first prized for their strength and beauty. Their unusual properties remained undiscovered until one such weapon was used to kill a scion.

In the BIRTHRIGHT campaign setting, each player can choose to play a regent—a character who rules his own domain. He can be the lord of a kingdom or barony, the patriarch of a temple, the leader of a thieves' guild, or a master of the magical arts. Whatever his position, he is powerful and influential; his actions affect the shape of the world and the direction of the campaign.

regency

Regency is the mystical power associated with blooded rulers and leaders. It's a blend of nobility, honor, and kismet that a true king wears like an invisible crown. If a character rules well and exemplifies the qualities of his alignment, his regency is strong—his unseen aura of power helps him to do things that lesser mortals couldn't even dream about. If a king rules poorly, his regency weakens.

In game terms, a character's regency is measured by a score: *Regency Points*, or RP. During the game, the regent can use these points to expand his domain, increase the power of his bloodline, or affect events occurring within his domain.

characters and domains

Not every character is a king. Each player decides whether his PC is a ruler or is free of the crown's burden. This means that three types of characters exist in a BIRTHRIGHT campaign: *scions*, *regents*, and *unblooded* adventurers or commoners.

Scions are blooded characters descended from Cerilia's heroic bloodlines. A blooded character may be a regent, a relative of a regent, or a member of a bloodline that doesn't rule a domain. Scions have a bloodline derivation and strength, but if they don't rule a domain, they don't accumulate

Regency Points. PCs may begin as scions and become regents later.

Regents are blooded characters who hold domains of any kind.

Domains can be kingdoms, guild networks, temple sects, or collections of magical power. A

character may carry a title such as king, duke, count, prince, patriarch, or guildmaster. Regents accumulate Regency Points by controlling domains, and their bloodline strength may change with the success of their reign.

Unblooded characters or **commoners** make up 99% of Cerilia's population. For every blooded king, there's a whole court full of advisers, servants, guards, and attendants. Some of these personages can be skilled adventurers. Unblooded characters don't have a bloodline strength or derivation and cannot be regents.

creating a regent character

When a player decides that his BIRTHRIGHT character is a regent, three extra steps are added to the character creation process. First, the player must choose or create a domain for the character—see *Selecting a Domain*. Second, the character gains 10 bonus hit points that are permanently added to his total. A 1st-level fighter with 7 hit points is raised to 17 hit points when he is designated as a regent.

These extra hit points are lost if the character ever abdicates or otherwise loses his domain.

part II: domains

Third, the character gains his choice of either rolling for a random magical item usable by his class or beginning play with a mount and any nonmagical armor or weapons he wishes to select. As a ruler, he has access to money and resources that other beginning characters cannot tap.

nonregent characters

Scions and unblooded commoners are created following the rules in Part I of this book. Scions can begin play with a mount and weapons or armor of their choice, as described above for regents. In effect, this deems the scion to be of noble origin. A player also should choose from which domain his character hails, and should determine his relation to his ruler (including a PC ruler, if both players agree).

Unblooded PCs gain a special +10% bonus to their experience point

approval). The DM will have to displace a domain of similar size on the map of Cerilia, replacing the relevant information with the characteristics of the character's newly designed domain.

awards to compensate for their common origins. Such characters can serve as lieutenants, guards, or advisers to a player character regent if both players agree. This bonus is cumulative with any bonuses for high ability scores.

the domain

Domains take many forms. Typically, the type of domain a character rules is associated with the character's class. Warriors are usually titled nobles who rule kingdoms. Priests tend to control clerical hierarchies and temples and occasionally hold lands under theocratic rule. Thieves control the guilds and underworlds of their domains, while wizards' domains include all places where they have magical influence. A ranger or druid might not govern at all, but rely on networks of allies and contacts. Domains are rarely made up of one kind of holding, and usually include several different elements.

A character's domain comprises any or all of the following:

- ◆ the provinces he rules
- ◆ holdings in his own provinces
- ◆ holdings in provinces ruled by other PCs or NPCs
- ◆ assets such as roads, castles, and armies

Realms: The term *realm* refers to any domain that includes one or more provinces. A province ruler is a recognized lord or political entity capable of making laws, executing justice, and performing other duties expected of a head of state. A domain composed entirely of guild, temple, or source holdings is not a realm—only domains with provinces can be called realms.

selecting a domain

Players should select a domain for their regent characters. The *Ruins of Empire* booklet provides a directory of the domains available in Anuire. The player character, as the new regent, gains all assets of the selected domain as well as all liabilities such as NPC holdings within its borders. Ignore information about the ruler of the domain—the player character takes over as the regent.

Optionally, players can customize domains using the Domain Design rules in the Appendix of this book (pending the DM's

describing the domain

It's important to first understand the basics of the domain rules and what actually comprises a domain. Domains are composed of provinces, holdings, and assets.

PROVINCES

A province is a political division like a county or township. Generally, the divisions are the result of terrain, economics, and loyalties. Most provinces measure about 1,000 to 1,500 square miles—about 30 to 40 miles square, although the exact dimensions of a province aren't important.

The vital characteristic of a province is its *level*; this is an overall measure of its prosperity and importance. Province levels are abbreviated for game play by placing the level number in parentheses behind the holding; thus,

Prince Wilhelm rules a level 2 province.

Prince Wilhelm rules a province (2).

- ◆ **Level 0** provinces are wild, unsettled, or untenable, home to nothing more than widely scattered homesteads or tiny villages. The overall population is usually less than 1,000 people.
- ◆ **Level 1 to level 3** provinces are thinly settled rural regions, with small villages and one or two towns of 1,000 people or less. The population may range from 2,000 to 10,000 people.
- ◆ **Level 4 to level 6** provinces are settled farmlands with small industries. Major towns may have populations of up to 5,000 people, and the overall population ranges from 10,000 to 40,000 people.

- ◆ **Level 7 or greater provinces** are densely settled, with well-developed industries and major cities. Population may be as high as 100,000 people.

Provinces are also described in terms of terrain. Terrain is important during adventuring and when moving troops in wartime. If you select a pregenerated domain, the terrain and level of each province in the domain is already determined. If you use the Domain Design rules, you can create any kind of domain you like.

HOLDINGS

Provinces are also described by the establishments within them. Four types of *holdings* exist: guilds, law, sources (magic holdings) and temples.

A province is limited in the number of holdings it can support. Each province is considered to have a number of slots equal to its level available for most types of holdings. Thus, a province (4) can accommodate up to 4 slots of law holdings, 4 slots of temples, and 4 slots of guilds (the number of magic sources is determined differently). Normally, the ruler of a province controls some of the holdings in his province. Other regents may also claim guilds, temples, law, or sources in the domain. This means that several regents may have influence in the same province, even though only one rules it. In fact, more than one regent may control a single type of holding (i.e., in a province (4), two different regents might each control 2 levels of temple holdings). However, the number of regents that can have control in a province is limited:

- ◆ A province of level 1 to 3: only one regent can control a particular type of holding.
- ◆ A province of level 4 to 6: One or two regents may divide the available slots of a particular type of holding.
- ◆ A province of level 7 to 9: as many as three regents may divide the slots of a particular type of holding.

Note that level 0 holdings don't count in these totals.

(Note: this breakdown is provided for the sake of practicality. The DM may

alter or ignore this guide line.) Not all available slots need to be filled. For example, let's say that Terienes the priest has a temple holding in a province (3). Because it is a level 3 province, no other character may control temple holdings there, even though his temple might be only a temple (1), (2), or (3).

It's important to track both the type and level of the holdings that characters possess in provinces. Likewise, players should keep careful track of the titled rulers in the provinces in which their characters control holdings.

Guilds tend to be the building blocks



of thief domains, although any class of regent may control guild holdings. In Cerilia, hundreds of artisan guilds and merchant companies control trade. A regent who controls mostly guilds is likely to be a merchant prince, an investor, or an underworld figure, although a guild is almost always a legitimate business. The type of guild (artisan, teamster, thief, etc.) is never specified in the rules, but a PC regent may designate the type of guilds he controls for the sake of flavor.

Each level of guild holding represents control of a similar amount of the province's wealth; a guild (2) in a province (4) is thus responsible for about 50% of the economy of the province.

A regent must control guild holdings in order to create trade routes (described under Assets).

Law holdings are any entities (ranging from marauding vigilantes to the king's royal guard) that affect a ruler's ability to control a province and the loyalty of his government servants, including bureaucrats and constables. When a law holding belongs to a regent who is hostile to the province's ruler, it represents banditry and lawlessness. Wise rulers try to control at least some law holdings in provinces they rule, since this improves the ability to control rebellious areas.

Sources represent the magic power of a province. Unlike other holdings, a source's level is much lower in highly-developed areas, since the clearing and settling of the land weakens natural magical forces. Untouched lands hold the most magical power; thus, the potential of a source varies inversely with the level of the province in which it lies. A province (8) may be able to support no more than a source (1) or (2). Refer to Magic and Realm Spells in Part III.

Sources may be controlled by characters other than wizards, but only wizards reap the benefits of controlling a source. Wizards who control a source may cast *realm spells* (See Part III).

Temple holdings are monasteries, shrines, temples, and cathedrals of the character's faith. Naturally, they're vital to priest characters. The level of a temple holding reflects its share of worshippers in that province; a priest with a temple (1) in a level 4 province has about 25% of the population attending his churches. Temple holdings can be controlled by any class of regent character, but only priests who control temple holdings can cast realm spells.

ASSETS

Anything a regent controls that is not listed above is known as an asset. The regent controls the expenditure of money, the building of castles, and the movements of armies. Assets don't contribute to a character's regency, but they can be a major factor in the success of the regent's domain. Eight types of assets exist: armies, courts, fortifications, ley lines, lieutenants, roads, trade routes, and treasuries.

Armies are the military forces at a character's disposal. Generally, a regent can raise an army, draft a levy, or create a militia as he sees

fit, as long as he rules the province in which he does so. Regents who control only holdings can raise armies only if the province ruler allows it, but can skirt this restriction by hiring mercenaries or using the treasury to support the military actions of an allied realm.

Courts are centers of power, settings in which the regent can engage in the business of the realm. Each domain turn, the regent decides how large and elaborate (and expensive) his court will be. Courts affect the use of the diplomacy action; an impressive court may allow a regent to be more persuasive, while a sloppy, unruly court will probably harm his reputation.

Fortifications make a province more difficult to attack. Two types of fortifications are possible: castles and fortified holdings. A castle protects an entire province, while a fortified holding makes one holding resistant to destruction. Fortified holdings might be defensible monasteries or cathedrals, secluded wizard towers, or hidden bandit strongholds.

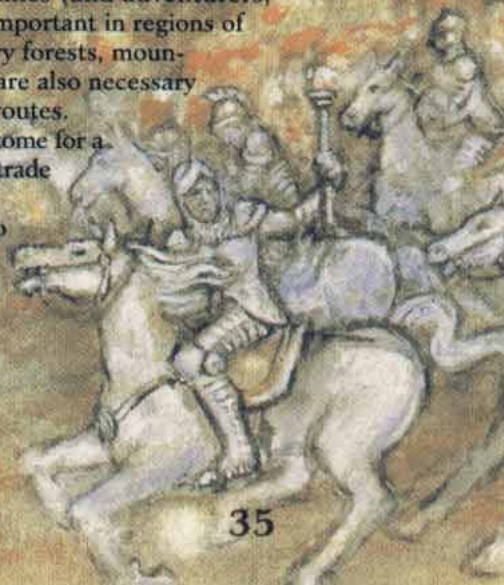
Fortifications are rated by level, just like provinces and holdings. The level of a fortified holding cannot exceed the level of the province it protects. A castle, however, can be built up to level 10 regardless of the province in which it is built.

Ley lines are conduits created by wizards to carry magical power from one province to another. Realm spells require enormous amounts of magical power; a ley line allows a wizard to carry magical energy from a strong magical area to a weak one in order to cast a realm spell.

Lieutenants are loyal and competent followers who can help a regent address the numerous daily problems that arise. If a regent doesn't have time to ride over to the borderland and hunt bandits, he can appoint a lieutenant to settle the problem. Lieutenants aren't really assets in a physical sense, but they're as important as castles or armies.

Roads, not surprisingly, allow easy movement between provinces for armies (and adventurers, too). They're particularly important in regions of rough terrain, such as heavy forests, mountains, and swamps. Roads are also necessary to support overland trade routes.

Trade routes generate income for a domain. Like fortifications, trade routes are rated by level to reflect their importance. Two kinds of trade routes can be created: routes between two provinces





a sample domain

The map on this page illustrates a sample domain: the Theocracy of Medoere in the southern coastal lands of Anuire. The regent of this domain is Suris Enlien, a priestess who controls provinces, temple holdings, and law holdings as her domain.

The first thing to notice is that she rules a theocracy of three provinces: Alamier, a province (4); Braeme, a province (3); and Caerwil, a province (2). This means that Medoere is a realm as well as a domain, and Suris is recognized as the head of state.

Suris also controls temple holdings in all three provinces: a temple (4) in Alamier, a temple (3) in Braeme, and a temple (2) in Caerwil. She controls two law holdings: a law (3) in Alamier and a law (1) in Braeme.

Outside her provinces, in the province of Caercas across the river in Roesone, she also controls a temple (1).

Medoere is home to the holdings of several other regents in addition to Suris. The wizard Hermedhie controls sources in Braeme and Caerwil, while the Mage Rogr is the master of wizardly magic in Alamier. Both wizards have forged ley lines in Medoere (since they're not part of Suris's domain, they're not shown here).

In Caerwil, Guilder Kalien controls law (2) and

of different terrain

types, and routes within a single coastal province to represent sea trade. In the latter case, the province in question must be level 4 or higher. Trade routes must be supported by roads and guild holdings.

The **treasury** of a domain is critical to a regent's success, since castles and armies cost money. Although most regents have extensive lands and properties under their control, a treasury consists of only coinage and other hard assets. A wise regent keeps a close eye on the state of his treasury—it's embarrassing to start a war and then run out of money to pay the troops.

LOYALTY

All provinces are considered to have a loyalty level. Holdings are not graded by loyalty level. Law holdings, however, can help a ruler control the loyalty of his lands.

Loyalty is divided into four grades: high, average, poor, and rebellious. Loyalty is affected by taxation, wars, random events, and hostile or friendly manipulation.

guild (2) holdings, thus challenging Suris's control of her northern frontier. Alamier is a province (4), meaning it can support a second priest regent; a temple (0) loyal to another domain exists here.

Suris has several assets to help her rule her domain. Alamier itself is guarded by a castle (4) overlooking her capital. A small army of six infantry companies is scattered among her three provinces, but more could be raised quickly if needed. The town of Alamier itself is a small port supporting a trade route through the busy waters of the Straits of Aerele, and a second trade route runs to Ilien by way of a coastal road.

Suris is assisted by a capable lieutenant—a warrior who commands her armies. Her treasury stands at 12 GB, or Gold Bars. Braeme and Caerwil have an Average loyalty toward her rule; Alamier has a High loyalty.

Overall, Medoere is a small but well-balanced domain with a good mix of provinces, holdings, and assets to protect them. This would be a fine starting position for a priest or paladin regent. Other characters wouldn't gain Regency Points for controlling Medoere's temples, and therefore wouldn't be as well-suited to this domain.

Several options currently exist for expansion or actions; that second temple in Alamier, for example, might be considered a slap in the face. With skill and patience, Suris can build Medoere into a major power.

regency and domains

A character's Regency Point score is closely tied to his success in managing his domain; his domain's success, conversely, is tied to his regency point score. A ruler with a great number of Regency Points can accomplish difficult tasks in the face of severe opposition, but a ruler with a low RP score may have trouble managing even routine affairs. At the same time, a ruler with a powerful and prosperous kingdom gains more Regency Points than a lord with a weak or decadent realm.

GAINING REGENCY

Every domain turn, a regent increases his Regency Point score by a number equal to his bloodline strength score or the sum of his Domain Power, whichever is smaller. (A character's Domain Power is the amount of regency all of his provinces and holdings generate; it is the sum of all the levels of holdings and provinces controlled by the regent.) The regent can accumulate these points or spend them as he wishes during the domain turn.

SPENDING AND LOSING REGENCY

Regency Points can be spent or lost in a number of ways. First, if a character's domain or bloodline is weakened for any reason, he collects less regency in the domain turn. Second, the character may spend Regency Points on various actions in the domain turn. Third, regency may dissipate at the end of a domain turn if a ruler violates the tenets of his alignment. Regents must be careful to act in accordance with their beliefs.

REGENCY POINTS AND BLOODLINE STRENGTH

A regent may choose to increase his bloodline strength by spending Regency Points. This can be done at any time. The regent must spend a number of RP equal to the score he is trying to reach; a regent with a bloodline strength of 25 may raise it to 26 by spending 26 Regency Points. A character can raise his bloodline strength by no more than 1 point per domain turn in this fashion.

If a character's Regency Point score ever falls below zero through losses in the domain turn, his bloodline strength score is immediately reduced by one point.

INVESTITURE

When a regent takes the rulership of a province or holding away from another regent, he must undergo a ceremony of investiture to add the provinces or holdings to his domain. This ceremony magically shifts the power of the land or holding to the new ruler, so that the ruler is tied to it and can affect and benefit from it. Until this ceremony is performed, the province or holding is not counted toward the regent's Domain Power and he gains no Regency Points for controlling it.

Investiture is also used to create vassalage arrangements and to voluntarily transfer the rule of provinces and holdings to another regent. Investiture should not be confused with bloodtheft, the mystical absorption of the bloodline of a defeated character by another scion of the blood. Investiture generally applies to domains, whereas bloodtheft refers only to bloodlines.

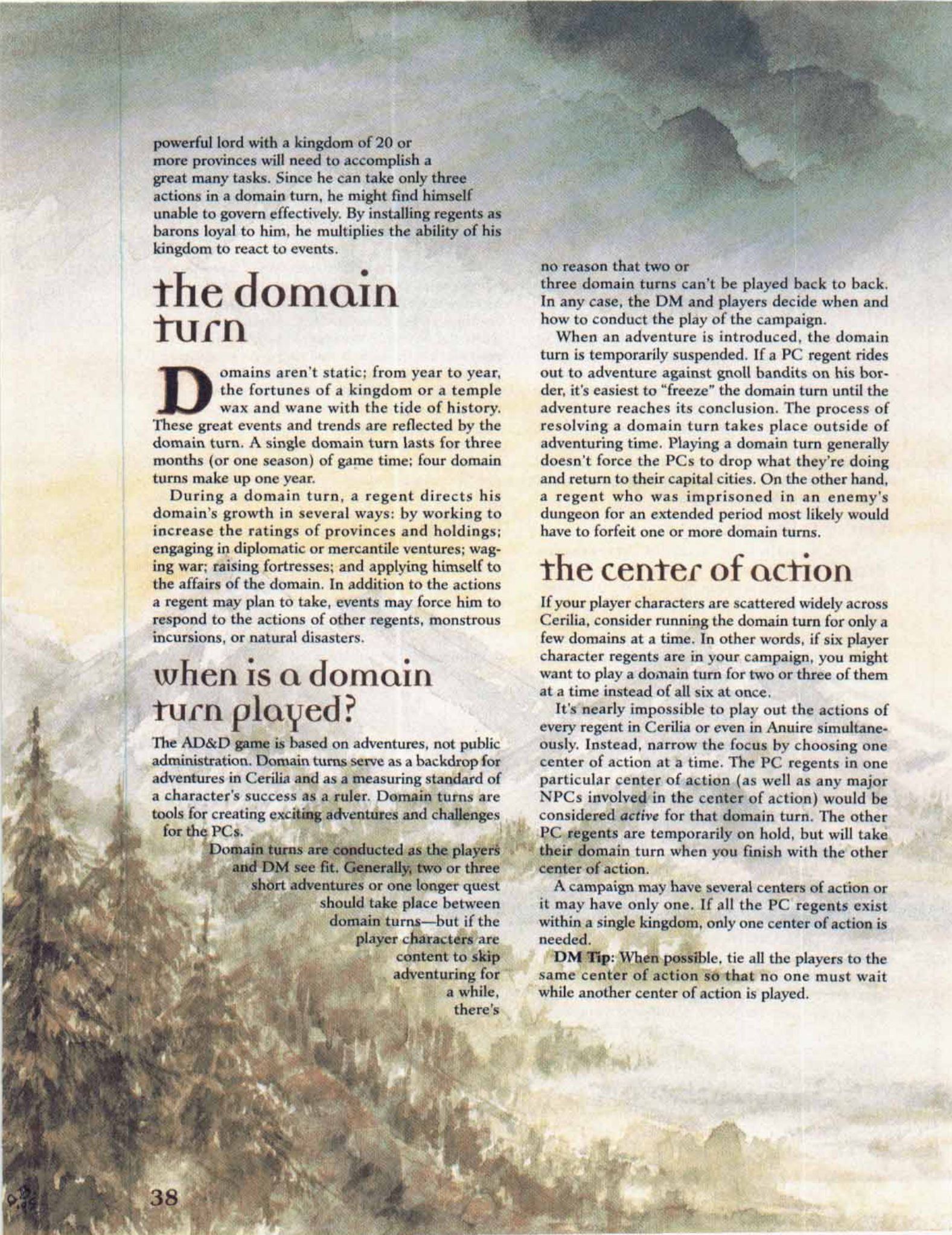
Investiture is described in greater detail under Domain, Free, and Character Actions.

VASSALAGE

Domains need not be ruled absolutely. A weak regent often will pledge loyalty and support to a stronger regent in exchange for peace. This arrangement is known as vassalage.

By taking the oaths of vassalage, a weaker regent agrees to donate some of his Regency Points to the stronger regent. The stronger regent receives more power, and the weaker one preserves his domain and his life. Both characters must participate in a ceremony of investiture in order for the agreement to take hold.

Vassalage can also reflect an arrangement among the nobles of a kingdom. The king may create secondary rulers beneath him who are responsible for smaller parts of the kingdom. For example, a



powerful lord with a kingdom of 20 or more provinces will need to accomplish a great many tasks. Since he can take only three actions in a domain turn, he might find himself unable to govern effectively. By installing regents as barons loyal to him, he multiplies the ability of his kingdom to react to events.

the domain turn

Domains aren't static; from year to year, the fortunes of a kingdom or a temple wax and wane with the tide of history. These great events and trends are reflected by the domain turn. A single domain turn lasts for three months (or one season) of game time; four domain turns make up one year.

During a domain turn, a regent directs his domain's growth in several ways: by working to increase the ratings of provinces and holdings; engaging in diplomatic or mercantile ventures; waging war; raising fortresses; and applying himself to the affairs of the domain. In addition to the actions a regent may plan to take, events may force him to respond to the actions of other regents, monstrous incursions, or natural disasters.

when is a domain turn played?

The AD&D game is based on adventures, not public administration. Domain turns serve as a backdrop for adventures in Cerilia and as a measuring standard of a character's success as a ruler. Domain turns are tools for creating exciting adventures and challenges for the PCs.

Domain turns are conducted as the players and DM see fit. Generally, two or three short adventures or one longer quest should take place between domain turns—but if the player characters are content to skip adventuring for a while, there's

no reason that two or three domain turns can't be played back to back. In any case, the DM and players decide when and how to conduct the play of the campaign.

When an adventure is introduced, the domain turn is temporarily suspended. If a PC regent rides out to adventure against gnomish bandits on his border, it's easiest to "freeze" the domain turn until the adventure reaches its conclusion. The process of resolving a domain turn takes place outside of adventuring time. Playing a domain turn generally doesn't force the PCs to drop what they're doing and return to their capital cities. On the other hand, a regent who was imprisoned in an enemy's dungeon for an extended period most likely would have to forfeit one or more domain turns.

the center of action

If your player characters are scattered widely across Cerilia, consider running the domain turn for only a few domains at a time. In other words, if six player character regents are in your campaign, you might want to play a domain turn for two or three of them at a time instead of all six at once.

It's nearly impossible to play out the actions of every regent in Cerilia or even in Anuire simultaneously. Instead, narrow the focus by choosing one center of action at a time. The PC regents in one particular center of action (as well as any major NPCs involved in the center of action) would be considered *active* for that domain turn. The other PC regents are temporarily on hold, but will take their domain turn when you finish with the other center of action.

A campaign may have several centers of action or it may have only one. If all the PC regents exist within a single kingdom, only one center of action is needed.

DM Tip: When possible, tie all the players to the same center of action so that no one must wait while another center of action is played.



npc regents

Naturally, the player characters won't control the entire continent of Cerilia when the campaign begins. In fact, they probably will own no more than two or three of Cerilia's hundred-odd kingdoms. This means that the DM must control a number of NPC rulers. Such characters will be allies, enemies, and rivals for the player characters, just like NPCs in adventuring situations.

A good rule of thumb is to select three NPC domains per center of action to be active in a domain turn; assume that other NPCs spend their turns in routine administration. Don't bother to figure how much regency or gold they earn while they're not directly in the action.

A PC regent performs actions every domain turn, but his NPC neighbors may be idle. To offset this advantage, assume that NPC domains grow slowly while inactive, and update them when they become active for a domain turn.

domain sequence of play

Each domain turn, the regents involved must determine the state of their domains, the resources they have available, and whether any unusual events have developed that require their attention. Once the bookkeeping aspects have been performed, both PC and NPC regents will probably

have a variety of actions they'll want to take in their domains.

1. Roll Random Events
 2. Determine Domain Initiative
 3. Collect Regency Points
 4. Taxation, Collection, and Trade
 5. Pay Maintenance Costs
 6. Declare Free Actions
 7. First Action Round
 - A. Domain Actions
 - *B. War Moves
 - *C. Fight Battles
 - *D. Occupation or Retreat
 8. Second Action Round (repeat A-D)
 9. Third Action Round (repeat A-D)
 10. Adjust Loyalty and Regency
- * optional

1. ROLL RANDOM EVENTS

Every active domain is subject to a random event at the beginning of each domain turn. Random events can help develop secondary plotlines, place miscellaneous obstacles in a regent's path, or introduce adventure hooks. The seeds of a future adventure can be sown

in a cleverly-staged "random" event.

The DM rolls each random event on Table 15 secretly, so the players don't know whether an event is staged or the result of a random roll. They'll be forced to treat every event with equal importance and will always wonder about the significance of events—and of course, real rulers are faced with the same situations.

Random Events and Adventures: From time to time, a random event will arise that cries out for lengthier treatment. If a PC regent survives an assassination attempt, for example, he'll want to learn who hired the assassin and take steps to punish the perpetrator. The DM is always free to insert events to spark an adventure or set the stage for a plot line.

On the other hand, it's not a good idea to drop a serious random event on a player if you already have a good adventure lined up for his character. Provocative events can send a character onto a completely unrelated tangent. Feel free to create any event necessary to put players on the track of an adventure, or ignore random events that derail the story before it begins.

2. DETERMINE DOMAIN INITIATIVE

Domain turns are conducted one event at a time, in order of domain initiative. To determine domain

initiative, each regent

player rolls 1d10 and adds the character's level (or Hit Dice in the cases of monsters and humanoids). The regent with the highest score goes first; he may choose to instead go last in the round. If he chooses to go last, the character with the next highest initiative gets the choice of going first or going second-to-last, and so on through the initiative order.

NPC regents are worked into the initiative order through a die roll or through the DM's placement. Initiative order lasts for an entire domain turn.

3. COLLECT REGENCY POINTS

In this step, active regents add up their Domain Power (the sum of all their holdings' levels plus the ratings of any provinces they rule). This number is compared to the bloodline score. The *lower* of the two numbers represents Regency Points; it is added to the character's current Regency Point score.

Some holdings provide Regency Points only for regents of certain classes, as detailed below. (Characters who cannot collect Regency Points from certain holdings are still able to collect gold and perform other actions with them.) Multi-classed

adjudicating random events

TABLE 15: RANDOM EVENTS

2d10 Roll	Event
2	Blood Challenge
3	Assassination
4	Festival
5	Feud
6	Natural Event
7	Diplomatic Matter
8	Corruption/Crime
9-12	No Event
13-14	Monsters or Brigandage
15	Trade Matter
16	Intrigue
17	Unrest or Rebellion
18	Matter of Justice
19	Great Captain/Heresy
20	Magical Event

After the random event is determined and the PC chooses a course of action, the DM rolls on Table 16 to determine the outcome of the PC's response.

random event descriptions

Blood Challenge: An NPC or awnshegh comes looking for the regent's bloodline. The challenge may be a ritual invitation to a duel, a provocative military action, or a stinging insult. The DM decides what NPC or creature seeks the character's bloodline and how it will attack the PC. A response to such a duel should create an adventure for the regent.

Assassination: An attempt is made on the regent's life (this is most exciting if the actual attack is played as a one-scene adventure). Assassins may be agents of a foreign power or dissatisfied subjects. Conspiracies almost always underlie assassination attempts, so the DM must prepare the details of the assassin and his motives before the attempt is made. A successful response to the assassination reveals the perpetrator and arrangements of the attempt.

Festival: The regent's presence is required at a celebration or ceremony—it may be a wedding between two important families, a religious ritual, or the public observance of an important event. Preparations and attendance for such an

also has 4 levels of law holdings in the neighboring lands of Osoerde. Altogether, her Domain Power is $24+15+4$, or 43 points. Since her bloodline score is 26, she gains 26 Regency Points this turn.

and dual-classed characters collect regency at the most favorable rate; for example, a thief/mage draws full regency for guilds and sources.

TABLE 14: CLASSES AND REGENCY

Feature	Classes that Collect Regency
Guild	Thief, Ranger, Bard*
Law	Warrior, Priest*, Thief*
Source	Wizard
Temple	Priest, Paladin
Province	All
Trade Route	Thief (1 RP per GB produced)

* Characters of this class collect regency equal to half the holding's level, rounded up.

Example: Riela Terboene of Elinie is a 1st-level fighter with a bloodline score of 26. Her domain consists of 7 provinces whose ratings total 24 points. She has 15 levels of law holdings scattered through those provinces. She

4. TAXATION, COLLECTION, AND TRADE

Ruling a domain is expensive. Fortunately, regents can collect money from their subjects. Rulers levy taxes, guilds generate income, and priests collect offerings. Regents may have great responsibilities, but with care, they can muster the resources to meet them.

In this step of the domain turn, all active regents collect money from their domains. Because of the potentially large sums involved, it's easiest to work with blocks of money called *Gold Bars*, or GB. (Don't confuse these with gp, or gold pieces.) One Gold Bar is worth about 2,000 gp. (See the finances action for more information.) Gold Bars can be gained in five different ways.

First, province rulers can declare taxation. The regent decides for each province whether to impose light, moderate, or severe taxation, then rolls on Table 17 for each province. Of course, severe taxation

event require a character action (described later). The regent must spend 1d6 Gold Bars for gifts and arrangements. If the regent chooses not to attend or refuses to spend money, a failed event response means the regent offends someone important.

If a priest regent neglects a festival, he suffers a major regency loss during the adjustment phase.

Feud: Two important families within the character's domain become embroiled in a feud. One of the PC's law holdings is decreased by one level as a result of armed supporters roaming the streets to kill each other. (If the PC has no law holdings, this decrease does not apply.) A regent who ignores the event suffers a minor loss of regency during the adjustment phase. The law holding is restored by a successful event response.

Natural Event: Roll 1d6. A roll of 1–5 indicates a disaster; a roll of 6 yields an unexpected boon such as fair weather for travel, a decline in natural pests, or a bumper crop (add 1d6 GB to the regent's treasury during the adjustment phase).

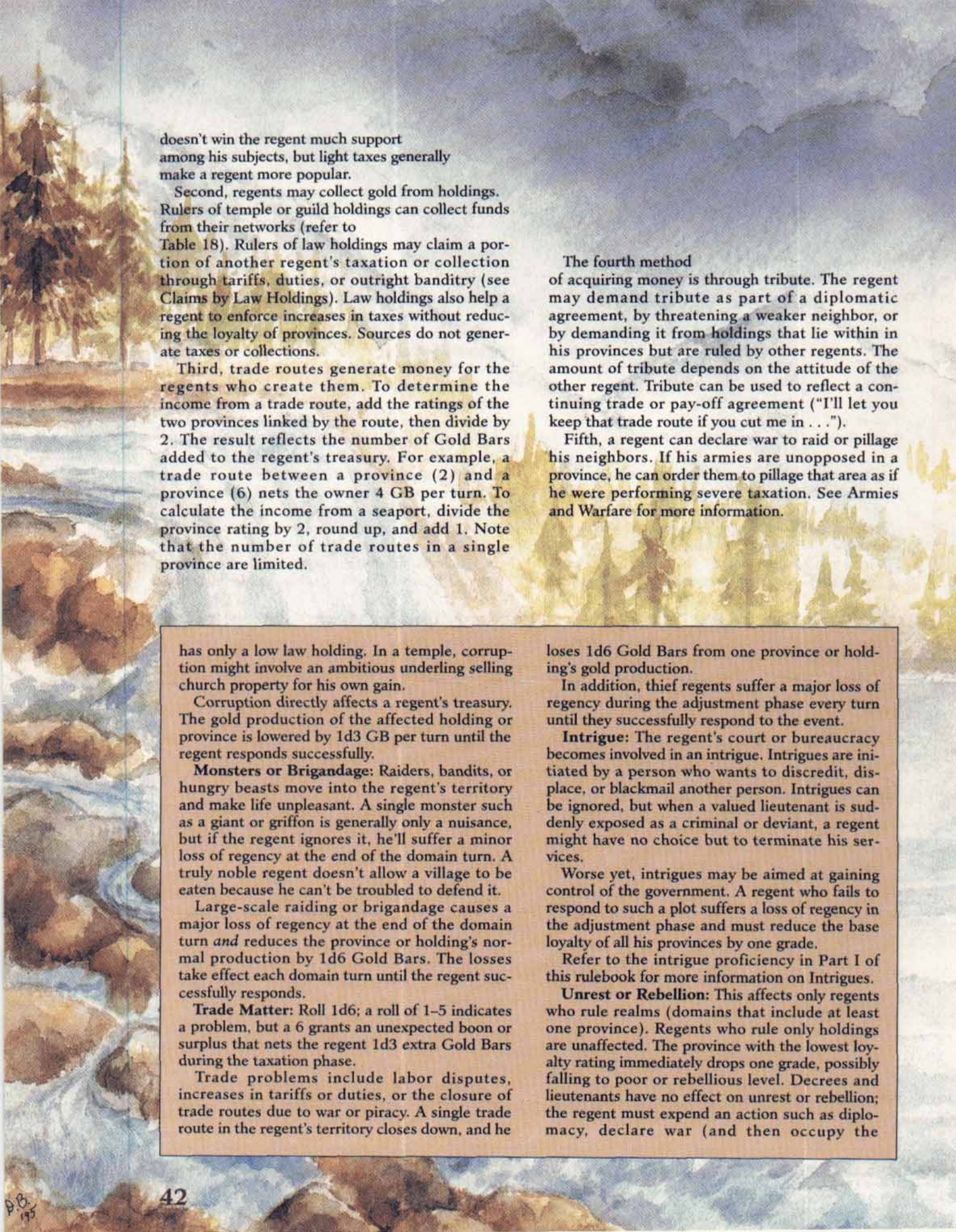
Natural disasters range from nuisances to cataclysms. Roll 1d6: A roll of 1–3 indicates a small problem, a 4–5 means a major problem, and a 6 is a catastrophe. Small problems such as blizzards, minor landslides, and minor flooding restrict

travel, reduce a province's taxation by 1 Gold Bar, or delay construction of roads or castles. Famines, plagues, major floods and fires, and earthquakes are bigger problems that can qualify as major problems or catastrophes. Major disasters reduce the taxation of one province by 1d6 Gold Bars; catastrophes hit 1d3 provinces for all of their gold production for one domain turn.

Minor problems correct themselves automatically. If a regent doesn't successfully respond to bigger disasters, however, all affected provinces drop one level in the adjustment phase. The cost of a relief effort to correct this loss is 1d3 Gold Bars per affected province.

Diplomatic Matter: An ambassador from another kingdom wishes to discuss an alliance, trade issue, or other matter of mutual concern. The DM decides who wishes to talk to the PC and the importance of the issue to that character. Diplomacy might involve threats and brow-beating, or it may be a delicate affair of understatement and suggestion. If the player wishes to conduct the negotiations personally (i.e., role-play the encounter), he must spend an action to do so. Otherwise, he can simply dictate his response and wait for the result.

Corruption or Crime: The regent's followers are caught in dishonest dealings. Corruption is common in developed provinces in which a ruler



doesn't win the regent much support among his subjects, but light taxes generally make a regent more popular.

Second, regents may collect gold from holdings. Rulers of temple or guild holdings can collect funds from their networks (refer to Table 18). Rulers of law holdings may claim a portion of another regent's taxation or collection through tariffs, duties, or outright banditry (see Claims by Law Holdings). Law holdings also help a regent to enforce increases in taxes without reducing the loyalty of provinces. Sources do not generate taxes or collections.

Third, trade routes generate money for the regents who create them. To determine the income from a trade route, add the ratings of the two provinces linked by the route, then divide by 2. The result reflects the number of Gold Bars added to the regent's treasury. For example, a trade route between a province (2) and a province (6) nets the owner 4 GB per turn. To calculate the income from a seaport, divide the province rating by 2, round up, and add 1. Note that the number of trade routes in a single province are limited.

has only a low law holding. In a temple, corruption might involve an ambitious underling selling church property for his own gain.

Corruption directly affects a regent's treasury. The gold production of the affected holding or province is lowered by 1d3 GB per turn until the regent responds successfully.

Monsters or Brigandage: Raiders, bandits, or hungry beasts move into the regent's territory and make life unpleasant. A single monster such as a giant or griffon is generally only a nuisance, but if the regent ignores it, he'll suffer a minor loss of regency at the end of the domain turn. A truly noble regent doesn't allow a village to be eaten because he can't be troubled to defend it.

Large-scale raiding or brigandage causes a major loss of regency at the end of the domain turn and reduces the province or holding's normal production by 1d6 Gold Bars. The losses take effect each domain turn until the regent successfully responds.

Trade Matter: Roll 1d6; a roll of 1-5 indicates a problem, but a 6 grants an unexpected boon or surplus that nets the regent 1d3 extra Gold Bars during the taxation phase.

Trade problems include labor disputes, increases in tariffs or duties, or the closure of trade routes due to war or piracy. A single trade route in the regent's territory closes down, and he

The fourth method

of acquiring money is through tribute. The regent may demand tribute as part of a diplomatic agreement, by threatening a weaker neighbor, or by demanding it from holdings that lie within in his provinces but are ruled by other regents. The amount of tribute depends on the attitude of the other regent. Tribute can be used to reflect a continuing trade or pay-off agreement ("I'll let you keep that trade route if you cut me in . . .").

Fifth, a regent can declare war to raid or pillage his neighbors. If his armies are unopposed in a province, he can order them to pillage that area as if he were performing severe taxation. See Armies and Warfare for more information.

loses 1d6 Gold Bars from one province or holding's gold production.

In addition, thief regents suffer a major loss of regency during the adjustment phase every turn until they successfully respond to the event.

Intrigue: The regent's court or bureaucracy becomes involved in an intrigue. Intrigues are initiated by a person who wants to discredit, displace, or blackmail another person. Intrigues can be ignored, but when a valued lieutenant is suddenly exposed as a criminal or deviant, a regent might have no choice but to terminate his services.

Worse yet, intrigues may be aimed at gaining control of the government. A regent who fails to respond to such a plot suffers a loss of regency in the adjustment phase and must reduce the base loyalty of all his provinces by one grade.

Refer to the intrigue proficiency in Part I of this rulebook for more information on Intrigues.

Unrest or Rebellion: This affects only regents who rule realms (domains that include at least one province). Regents who rule only holdings are unaffected. The province with the lowest loyalty rating immediately drops one grade, possibly falling to poor or rebellious level. Decrees and lieutenants have no effect on unrest or rebellion; the regent must expend an action such as diplomacy, declare war (and then occupy the

TABLE 17: PROVINCE TAXATION

Province Rating	Light Taxes	Moderate Taxes	Severe Taxes
0	—	—	d3-2*
1	d3-2*	d3-1*	d3
2	d3-1*	d3	d4
3	d3	d4	d4+1
4	d4	d4+1	d6+1
5	d4+1	d6+1	d8+1
6	d6+1	d8+1	d10+1
7	d8+1	d10+1	d12+1
8	d10+1	d12+1	2d8
9	d12+1	2d8	2d8+2
10	2d8	2d8+2	2d10+2

* Treat a negative result as 0; no taxes are collected.

TABLE 18: GUILD AND TEMPLE COLLECTION

Province Rating	Holding Level				
	1	2	3	4-5	6+
0	—	—	—	—	—
1	d3-2*	—	—	—	—
2	d2-1*	d2	—	—	—
3	d2-1*	d3	d4	—	—
4	d2	d3	d4	d6	—
5	d2	d3	d4	d6	—
6	d2	d3	2d2	2d3	2d4+1
7+	d3	d2+1	d4+1	d6+1	2d4+2

* Treat a negative result as 0; no gold is collected.

Claims by Law Holdings

All law holdings may attempt to *claim* money generated by province taxation or collection from a holding in the same province. (A regent can attempt to claim money earned by taxing his own provinces, but he'll only break even.) When a law holding chooses to do so, the DM rolls on Table 18A. The level of the law holding is compared to the level of the target holding or province to determine the correct row on the table. Then the appropriate column is chosen based on the GBs collected by the target holding. The DM rolls to determine whether the law holding claims any GBs.

province), or espionage, or go on an adventure to address the situation. Loyalty is adjusted in Step 10 of the domain turn. The effects of loyalty are detailed under the section marked 10. *Adjust Loyalty and Regency.*

Matter of Justice: An issue of justice or legality arises with serious implications for the regent. The population may demand a constitution or bill of rights, freedom for serfs or indentured servants, or a better criminal justice system. If the regent fails to respond to the issue, he risks unrest throughout the *entire* domain. In this case, the loyalty of every province will drop by one level every domain turn until the issue is resolved.

If the regent responds by acceding to popular demand, he permanently loses 1 point of bloodline strength. On the other hand, if he makes a decision in favor of the throne, this reduces the loyalty of every province one grade. If the regent uses a character action to address the issue and devise a mutually acceptable solution, he suffers no loss of loyalty in any province.

Great Captain or Heresy: The inhabitants of a domain are swayed into placing their trust in someone other than the regent. This event usually indicates the appearance of a charismatic hero with dangerous views.

The rise of a great captain neutralizes one holding or province of a regent's domain, which

becomes loyal to the captain instead of the regent. (Rulers of realms lose one law holding if they have any, or an entire province if they don't!) The ruler of the domain collects taxes normally, but collects no Regency Points from the affected holding or province.

Each domain turn, the great captain (or the spread of heresy) claims another holding or province from the regent's domain during the adjustment phase.

This problem has several possible solutions:

- ◆ The regent can use a character action to *contest* the captain's influence. (See character actions.)
- ◆ The regent can use a character action to attempt to convert the great captain to a lieutenant, thereby restoring the captain's followers to the regent's fold.
- ◆ He can treat the disloyal holdings and provinces as if they were rebelling and try to quell the unrest with military action.

Arresting or assassinating the captain or heretic automatically sends the affected holdings and provinces into rebellion.

Magical Event: Some bizarre event takes place. A conjunction with the Shadow World could create a plague of restless undead; a rival wizard could move into a regent's domain and contest the resident wizard's control of the source.

Example: A temple (4) generates 5 GB. A law (3) in the same province attempts to claim some of the wealth. Using the "law<target" row and the "4-5" column, the DM rolls 1d2-1. The law holding thus has a chance of gaining 0 or 1GB.

TABLE 18A: LAW HOLDING CLAIMS

Comparative Holding Levels	GBs Generated by Target				
	1	2	3	4-5	6+
Law<Target	—	d4-3	d3-2	d2-1	d2-1
Law=Target	—	d3-2	d2-1	d3-1	d4-1
Law>Target	d4-3	d2-1	d3-1	d4-1	d3

5. PAY DOMAIN MAINTENANCE

The strength of a kingdom is measured not only by the power of its ruler and armies, but also by its economic health. Many regents have ruined their lands through careless fiscal policies. Each domain turn, the regent must cover the expenses of his government.

Payroll

Regents must pay the maintenance costs of any military units under their command. If a unit goes unpaid, it disbands unless the regent spends 5 Regency Points for each GB he owes it. If mercenaries are unpaid, they desert and become brigands, as described for the random event. The Armies and Warfare section offers more details.

Maintenance Costs

Each castle, fortified holding, and occupied province (a foreign province held by the regent's troops) costs 1 GB; if the regent fails to pay, the castle or fortification's level drops by one or the province rebels. The regent must also pay a maintenance cost for his provinces and holdings. Count the number of provinces and law, guild, and temple (but not source) holdings in the regent's domain. Don't total all the levels; just add up the number of holdings and provinces and refer to Table 19.

This event is a catch-all for any kind of weird occurrence that doesn't fall into the other categories. A horrible blight that destroys farmland could appear; the only way to stop it might be to launch an adventure to find the cause and cure for the plague. An important personality could mysteriously disappear, or a series of frightening portents and omens might terrify the populace. Regardless of the event, it should require the regent to investigate it personally.

effects of random events

Most random events present a risk for loss of money or regency, or force a regent to respond by expending an action in the domain turn. If an event has no immediate effect on game mechanics, losses of regency or loyalty take place at the end of the domain turn, during Step 10.

responses to events

Most random events require a response during the domain turn or severely penalize a regent who ignores them. In general, five basic strategies exist for a ruler to respond to an event.

Regent Action: The character expends an

action in the domain turn to address the situation personally. At the DM's discretion, this can result in an adventure; events such as assassination, monsters, and intrigue lend themselves to impromptu adventures.

Regent Dictate: The PC decides how the matter should be handled and appoints someone to carry out his plan. If monsters are eating a village, for example, he might order a nearby garrison to increase patrols, or he might hire adventurers to negotiate with or kill the monsters. A dictate doesn't require an action. Solving problems by decree is better than ignoring them, but is not as effective as personal attention.

Skilled Lieutenant: The PC searches out the perfect candidate for the job and dispatches him to the scene. In the example above, he might send the Royal Huntmaster, a 6th-level ranger, to confront the monsters. Sending a bard to a diplomatic situation or a mage to investigate magical occurrences are excellent management strategies. Dispatching a lieutenant doesn't require an action.

Naturally, a lieutenant can address only one event per action round. If the lieutenant happens to be a PC, he must spend his action responding to the event. Sending a skilled lieutenant is the next best thing to doing something personally.

army units or create money through the finances free action to meet his kingdom's demands.

TABLE 19: DOMAIN MAINTENANCE COSTS

Number of Provinces and Holdings Controlled	Maintenance Cost
1-2	0 Gold Bars
3-6	1 Gold Bar
7-12	2 Gold Bars
13-18	3 Gold Bars
19-24	4 Gold Bars
25-30	5 Gold Bars
31-40	7 Gold Bars
41-50	10 Gold Bars
51-75	20 Gold Bars
76-100	30 Gold Bars
101+	1 Gold Bar per 3 provinces/holdings

* not cumulative with previous line; 102 provinces/holdings cost 34 GB

If the regent can't meet expenses, he must disband

The Value of the Court

Regents don't live like paupers. Each active regent must spend money to hold court and support his staff each domain turn. The regent decides how much he wants to spend, but generally, the more he spends, the more opulent and impressive his court is. Following are the results of court expenditures.

- ◆ **0 GB:** No court at all. Diplomacy and decree actions are impossible.
- ◆ **1-2 GP:** Court maintained at a minimal level. Facilities equal to a common inn, few servants, no specialized retainers such as musicians, tutors, or falconers, no events such as feasts or balls. Subtract 4 from all Diplomacy actions.
- ◆ **3-5 GP:** Barely acceptable court, with "quaint" facilities and a scattering of retainers. Occasional affairs of state. Subtract 2 from diplomacy actions.
- ◆ **6-8 GP:** An average court with good facilities, plentiful servants and retainers, and regular galas and festivities. No modifiers to diplomacy.
- ◆ **9 GP or more:** An opulent center of power—the

Unskilled Lieutenant: The regent doesn't have an individual qualified for the job, but sends someone who has a fair chance of managing it. This approach is usually only marginally successful. The DM determines whether a lieutenant is of an appropriate class or level to be skilled in the area in question.

Ignore the Issue: There's always a chance that a problem will go away even if the regent does nothing, but this is obviously not the preferred way to deal with most issues.

RESOLVING THE REGENT'S RESPONSE

If the regent chooses to send a lieutenant to the scene or ignore the problem, roll 1d6 on Table 16 to determine the outcome. If the regent responds by personal action or dictation of a response, the DM must assess the player's plan of action and assign a chance of success. The DM establishes a range of outcomes (disastrous, poor, fair, etc.) based on possible die rolls. Success level is then determined by rolling on Table 16—this represents whether the plan was carried out as the player intended.

TABLE 16: EVENT RESPONSES

Regent Response	d6 Roll					
Ignore	1	2	3	4	5	6
Unskilled	D	P	F	F	F	G
Skilled	P	F	G	G	G	R
Dictate	*-2	*-1	*	*	*	*+1
Action	*	*	*	*	*	*

*: The DM assigns the level of success.

*-1, *-2, *+1: Modify the assigned level of success.

A -1 result can change a fair outcome to a poor outcome, etc.

D: Disaster. The situation worsens; regency or gold losses increase.

P: Poor. The situation continues unabated.

F: Fair. The situation is resolved incompletely or at significant cost or loss. Regency or gold losses are lessened but not negated.

G: Good. The situation is handled competently and at modest cost.

R: Resounding success! The situation was dealt with thoroughly at negligible cost.

envy of nearby kingdoms. Art, literature, and sport are celebrated. Guests are waited on hand and foot. Every day brings a festive event of some kind. Add +3 to diplomacy.

6. DECLARE FREE ACTIONS

A regent can attend to dozens of administrative actions without sacrificing a valuable domain action. Activities such as ordering road improvements and engaging in routine social activities can happen with just a word. Free actions include:

Agitate*	Grant
Build	Finances
Decree	Muster/Disband
Espionage**	Move Troops

* One free action per domain turn for priest regents only.

** One free action per domain turn for thief regents only.

Free actions are described under Actions, later in Part II. Like all actions, they may be opposed or supported by other regents if circumstances apply.

As a rule of thumb, a regent can take any action that isn't listed as a domain action during this phase (for example, ordering a new crown or redecorating the castle).

Routine Communication

Players are free to discuss plans and issues before the action rounds begin, but unless their characters are in the same place, it is assumed that such conversations are taking place through routine messengers. These messages may be intercepted by means of a successful espionage action. As a result, any time players communicate by messenger, the DM can ask them to reveal the content of the messages.

Communicating routine threats, offers, or remarks to NPC regents doesn't require the use of a diplomacy action, but if the player wishes to role-play the diplomatic encounter or try to force a concession from the other party, he must use an action to perform diplomacy. Similarly, if a player receives a routine communication, he can make a brief

response—i.e., accepting or declining a proposal—without forfeiting an action.

Example: The DM informs Sue that her regent character has received a request from the kingdom of Diemed. Diemed wishes to move troops through Medoere to aid Roesone in a war against Aerenwe. If Sue's character answers with a simple "yes" or "no," she doesn't spend an action. However, if she wants to negotiate terms for what Diemed will pay for the right to move troops through Medoere, her character must expend an action to perform diplomacy.

Routine Travel

At the beginning of each domain turn, players decide where their regent characters should be located. Regents can relocate to any province or holding in their domain at the cost of 1 Gold Bar (to cover the cost of taking guards, courtiers, and servants along). If other PCs serve as lieutenants or guards to the regent, they can accompany the regent at no extra cost.

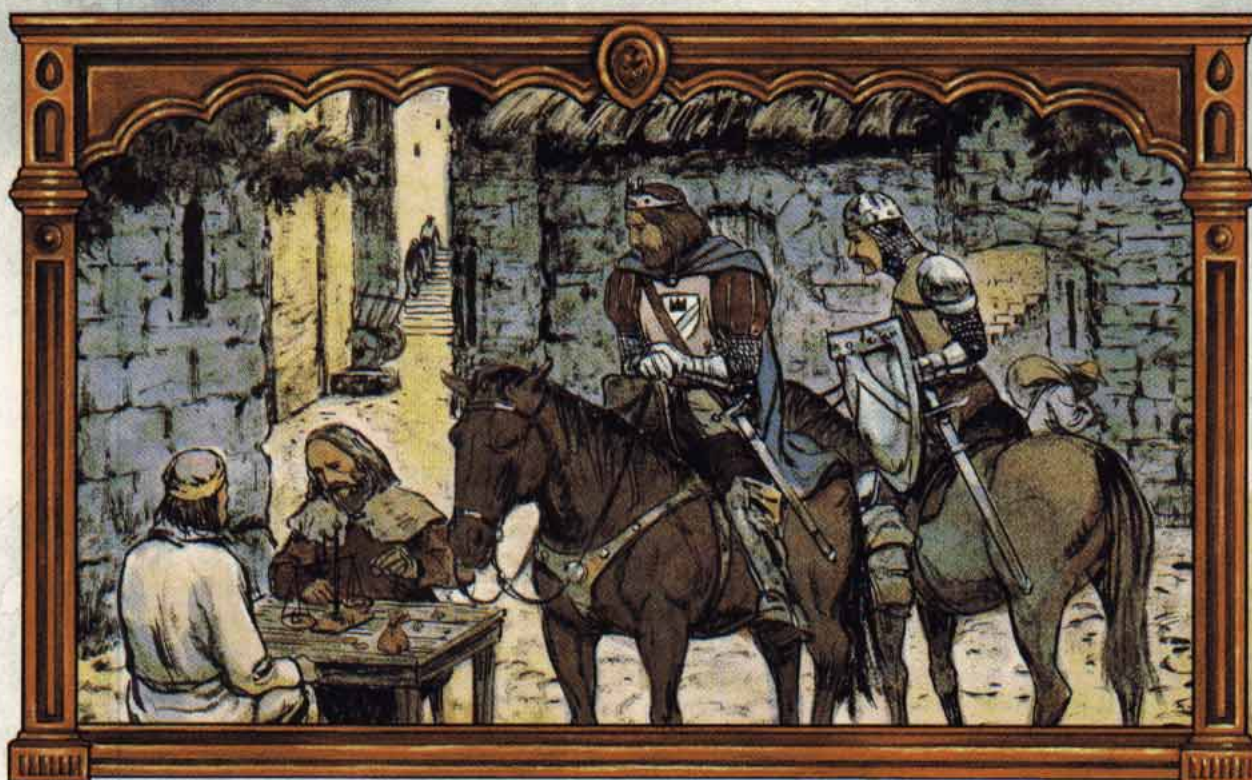
Bards and rangers have the special ability to travel to the center of action in the campaign at no cost, regardless of whether they are regents. These characters have a knack for traveling quickly and being near the action.

7, 8, 9. ACTION ROUNDS

When free actions have been completed, the regent who won initiative can take his first action or choose to go last in the round. Play goes in initiative order (highest to lowest), with each PC and NPC stating and resolving their action before the next character's turn.

If a regent declares war, the domain turn continues until all characters finish the current action round. Then four War Moves are resolved (see Armies and Warfare). Note that if a regent declares war on a character who already expended his action in the round, the victim can't counterattack (but he can defend) until he can declare war himself.

If a regent seeks out an adventure (or the DM drops one in his lap), the domain turn is suspended until the adventure is resolved. If the adventure lasts four weeks of game time (the equivalent of one action round), the adventure is suspended and the rest of the action round is resolved. The adventure resumes in the



following action round if necessary.

The second and third action rounds are played just like the first. The regent with domain initiative retains it for all three action rounds.

10. ADJUST LOYALTY AND REGENCY

The loyalty of a province affects the ability of the ruler to collect taxes and perform realm actions in that area. Loyalty is rated in four grades: high, average, poor, and rebellious. Loyalty has no effect unless it drops to poor; at that point, the Regency Point and Gold Bar cost of all actions in that province increase by 1 each. If the province turns rebellious, it doesn't generate taxes and does not add to a regent's Domain Power, and Gold Bar and regency costs of all actions double in that province.

At the end of the domain turn, each ruler adjusts the loyalty grade of his provinces as indicated:

- ◆ -1 grade if severe taxes were collected.
- ◆ +1 grade if no taxes were collected.
- ◆ -1 grade if levies were mustered and sent to a foreign war started by the regent.
- ◆ -1 grade if the regent ignores a random event that affects the province.
- ◆ -1 grade if a rival regent successfully completed an agitate action.
- ◆ +1 grade if the ruler successfully completes an agitate action.
- ◆ +1 grade to all provinces if the regent wins a major battle against a traditional enemy (DM's judgment).
- ◆ -1 grade for a province under occupation. Note that a province assumes a loyalty of poor in the first turn that it is occupied by enemy forces.

Law Holdings and Loyalty

A regent who holds his lands in an iron grip can tolerate some discontent. Law holdings control changes in loyalty as follows:

- ◆ A regent who controls *all* available law holdings in a province can ignore two grades of change in loyalty there.
- ◆ A regent who controls at least *half* but *not all* of the available law holdings in a province can ignore one grade of change in loyalty.
- ◆ A regent who controls *less than half* of the Law holdings in a province can't ignore any grades of loyalty change. Severe taxation causes *two* losses in grade, and moderate taxation causes a -1 loss of loyalty. (This adjustment replaces the loss of level mentioned for severe taxation above; the adjustments are *not* cumulative.)

Occupation Forces: Each company of soldiers occupying a province counts as one law holding for purposes of loyalty and taxation. See *Armies and Warfare* for more details on occupation. Thus, occupying a province (4) with four units of troops allows a regent to perform severe taxation without pushing the people into rebellion.

Rebellion

When a province becomes rebellious, the ruling regent cannot collect any taxes there, and *all* the ruler's holdings in that province are considered contested. On the following action round, the province raises the largest levy possible and is allowed a declare war action to attack the offending forces (whether they are the ruler's or an enemy's) or defend itself from any counter-insurgency attacks. Raising the levy permanently lowers the province level by one step (it can be restored through normal means after the rebellion is resolved). If the levy is defeated, the rebellion ends and the province loyalty returns to poor. Other actions such as diplomacy or agitate may also end the rebellion.

Losses of Regency

At the end of the domain turn, random events or actions that result in losses of regency take effect (refer to the section on random events). Provinces or holdings that have been reduced in value begin the next turn with their new ratings or loyalties. A regent who fails to address a random event or hostile action, or violates his alignment may lose some of his accumulated RP and makes the adjustment at this time. Violations are cumulative; two minor infractions in the same domain turn qualify as a major loss.

Minor losses are caused by minor alignment infractions, failure to respond to minor events, or divestiture of a single holding (see the rules for investiture later in this Part). A minor loss reduces the regent's RP score by 25% and causes a loss of 1 point of bloodline strength.

Major losses are the result of failure to respond to major events, serious alignment infractions, or divestiture of a province or group of holdings. The regent loses 50% of his RP and 1d3 points of bloodline strength.

Catastrophic losses are caused by a reversal of alignment or divestiture of a group of provinces. The regent's RP score is reduced to 0 and his bloodline is reduced by 2d6 points.

domain, character, and free actions

The foundation of the domain turn lies in the regent's choice of actions. Does he start a war, or does he carefully build up his resources peacefully? Does he try to destabilize powerful neighbors, or maneuver enemies into attacking each other? Does he withdraw from public life and spend his time in solitude and study? Is there a heroic quest for him to embark on? As a regent, a PC possesses great control over his own life and the direction of his domain.

Actions are resolved during the three action rounds of the domain turn. Every regent may perform three actions per domain turn (not counting free actions), following the sequence of the domain turn.

resolving actions

Actions are not automatically successful. Many require a success roll: 1d20 is rolled, and if the roll is equal to or higher than the action's *success number*, the regent's action succeeds. If the roll fails, the action is wasted.

Success numbers can be modified in two ways. First, the action may require the province or holding rating to be used as a modifier to the roll. For example, repeatedly raising a province's level becomes increasingly difficult, so the success number for a rule action (a 10) is raised by the province's rating. Thus, a regent trying to rule a province (5) to a rating of (6) must succeed a roll versus 16, not 10. The action descriptions that follow note modifiers that apply.

Second, by spending Regency Points, a regent can *lower* the action's success number. Each RP spent lowers the success number by 1 point. In the example above, if the regent spends 10 Regency Points, his success number drops from 16 to 6.

Other regents who may be affected by the action may spend RP to increase or decrease the acting regent's chance of success. A regent who wishes to affect the roll must either rule the province in question or have a holding there. In the example above, the domain ruler could spend RP to reduce the success number even further. A success number can be reduced

table 20: master list of actions

Action	Type	Cost	Success	Effect
Adventure	Char	None	Varies	Character takes part in an adventure.
Agitate*	Dom	1 GB,RP	10+	Increases or decreases target province loyalty one grade.
	Free	1 GB,RP	10+	Priest regents may agitate once per turn as a free action.
	Realm	Varies		
Build	Free	Varies	5+	Builds roads, bridges, etc.
Contest	Dom	1 RP	10+	Contests a holding or province; target provides no gold or regency until ruled.
	Realm	Varies		
Create Holding	Dom	1 GB	10+	Creates a holding (0) in an eligible province.
Declare War	Dom	None	Varies	Allows regent to move armies into foreign domains.
Decree	Free	1 GB	Varies	Issues a decree with several possible results.
Diplomacy	Dom	1 GB,RP	10+	Creates or breaks alliance, opens trade agreement, forces concessions, etc.
Disband	Free	None	Auto	Character disbands army units or holdings.
Espionage	Dom	1 GB	Special	Reveals troop movements/positions, investigates plots or intrigues, launches assassinations, etc.
	Free	1 GB	Special	Thief regents get one free Espionage action per turn.
	Realm	Varies		
Finances	Free	None	Auto	Character converts GB to/from personal wealth, takes out loan, or sells assets.
Forge Ley Line	Dom	1 GB,RP	5+	Wizard regent forges ley line between two provinces.
Fortify	Dom	1 RP	2+	Creates or improves castle (cost 10 GB/level) or fortifies a holding (5 GB/level.)
	Realm	Varies		
Grant	Free	Varies	Varies	Character dispenses largesse, titles, or patronage. Variable effects and cost.
Hold Action	Free	None	Auto	Delays action until later in the action round.
Investiture	Dom	Varies	Auto/10+	Arranges transfer of domain, regency, or bloodline. Requires a priest realm spell.
	Free	Varies	Varies	A priest who performs investiture does so as a free action.
	Realm	Varies		
Lieutenant	Char	None	Varies	Creates a lieutenant for regent's domain.
Move Troops	Free	Special	Auto/5+	Relocates troops within domain. Troops can't enter provinces not ruled by regent. 1 GB allows 10 unit/provinces of movement. Success roll required for sea move.
Muster Armies	Free	Varies	Auto	Creates new army units. Cost varies with unit type.
Ply Trade	Char	None	Special	Character uses personal skills to make an honest living.
Realm Spell	Dom	Varies	Special	Priest or wizard regent casts realm spell.
Research	Char	1 GB+	Special	Priest or wizard performs spell research or creates magical item.
Rule	Dom	Varies	10+	Regent increases level of province or holding.
	Realm	Varies		
Trade Route	Dom	1 GB, 1 RP	10+	Regent creates a trade route.
	Realm	Varies		
Training	Char	Varies	Special	Character trains for level advancement, improves proficiency scores, or gains 1 hp.

only to a 1, never lower.

When a domain action is opposed by other regents, a bidding process ensues and continues until all regents wish to spend no more Regency Points. In the example above, an enemy regent with a holding in the same province may contribute as many RP as he wishes to raise the die roll for success; if he contributes 5 RP, the success number becomes 11.

After all regents finish bidding, the acting regent rolls for success. Once the die is rolled, no kind of interference can change the outcome. (Of course, another regent may choose to use an action to try to reverse an opponent's work.)

types of actions

Domain Actions directly affect a regent's domain. Most require expenditure of Regency Points and Gold Bars for success. Domain actions count toward the three actions allowed in one domain turn.

Character Actions are personal undertakings that don't affect a whole kingdom. Only regents can select domain actions, but nonregent PCs in the center of action can perform character actions. Character actions count toward the three actions allowed in one domain turn.

Nonregent PCs may take one character action per action round. The DM should review the character actions and determine whether he wishes to bar any actions from nonregents. Nonregents should base their initiative on their kingdom affiliation; in the absence of such, they may roll initiative.

Free Actions don't count against a regent's three actions, but they do count against a nonregent PC's three actions. A regent can take as many free actions as he wishes at any time before the action rounds begin. After that, free actions must be declared during the regent's turn of the action round.

Realm Actions: Some domain actions can be applied to a number of provinces at once to count as a single *realm action*. For example, a priest regent may order every

temple

holding in a kingdom

to agitate against the evil ruler. A regent attempting to affect multiple provinces with the same action must meet the Gold and Regency costs for all provinces. The priest above would have to pay a minimum of 3 GB and 3 RP to agitate in three provinces at once.

A realm action can be targeted at any or all provinces in a single realm (all the provinces ruled by one regent), or at any or all holdings in a single province. The regent using a realm action is limited by normal restrictions on the use of the action. In the example above, the priest regent could not attempt to agitate in provinces in which he has no temple holdings, even if they're part of the same evil kingdom.

The following actions can be designated as realm actions: Agitate, Contest, Espionage (reports on military units only), Fortify, Investiture, Rule, and Trade Route.

The regent attempting a realm action can choose to spend RP to affect his chance of success, but he must spend separately for each province or holding to be affected (i.e., in order to improve the success roll by 1 point, he must spending 3 RP if acting on three provinces). Each action is bid and counterbid normally and resolved with its own success roll.

action descriptions

Adventure

Type: Character

Success: Special

Base Cost: None

Regents don't spend *all* of their time ruling their domain. There are monsters to be fought, intrigues to be solved, castles to be stormed; in short, regents participate in the same activities as normal adventurers. If a PC regent wants to see what's over the next hill, he can ride off in search of fame and fortune.

Adventures may reflect the activities of other regents or provocative random events. A smart DM keeps some short adventures prepared for such occasions.

An adventure uses one of the character's actions for the turn. If the adventure is a prolonged quest lasting more than four weeks, the character expends one action for each month he is away.

His domain remains inactive until he returns—he can't issue orders while he's away.

Agitate

Type: Domain

(Priests: Free), Realm

Success: 10+

Base Cost: 1

RP, 1 GB

A regent with a holding can use his influence to agitate or stabilize the province's loyalty toward its ruler. A ruler can agitate in favor of himself. A priest regent can do this once per domain turn as a free action.

The success number is *increased* by the difference between the active regent's holding and the province rating (it's easier to agitate when you have a substantial influence in a region). If the ruler supports the effort, the ruler's law holding is subtracted from the success number; if the ruler is opposed, add the law holding's number to the success number. The success number also can be modified by spending Gold Bars, at a rate of one per point. If the agitator succeeds by a margin of 10 or more, the province loyalty changes two steps.

Example: The High Priest Sederach wants to strike at King Raidamos, who rules a province (6). Sederach controls a Temple (4), so his success number is 10 plus (6-4), or 12. Raidamos opposes Sederach's agitation with a Law (3), worsening the success number to 15. Sederach is really mad, so he spends 10 Regency Points to improve the number to 5. Raidamos spends 6 GB in defense, resulting in an 11. Neither regent wishes to continue bidding, so Sederach rolls, looking for 11 or better. He rolls a 19, which drops the province's loyalty from average to poor.

Agitate can be declared as a realm action and used in several provinces in the same realm at once.

Build

Type: Free

Success: 5+

Base Cost: 1 GP+

This is a catch-all for the construction of buildings, palaces, halls, bridges, roads, lighthouses, and so on. This action cannot be used for a castle or fortification. (Castles and fortifications require the fortify action.) This order doesn't count as an action unless the PC personally designs and supervises the effort. This supervision increases the success roll to a 2 if the character succeeds in the appropriate non-weapon proficiency checks.

Building in remote areas or difficult terrain adds to the cost of a structure. As a rule of thumb, building anything in a province (2) or (3) costs 150% of normal; building in a province (1) or (0) costs 200% of normal. The cost is doubled again for extreme conditions, such as building on a mountainside.

Construction proceeds at the rate of



1d6 Gold Bars per domain turn. In other words, if the DM decides that a lighthouse will cost 26,000 gold pieces (13 Gold Bars), the regent spends 1d6 GB each domain turn until the project is completed. The regent needn't have 13 GB on hand simply to start the project, since he will earn GB as time passes. Examples of such projects follow.

Wood or Stone Building: This may be a village council hall, customs house, warehouse, silo, chapel, or a great ministry building or seat of government. Costs range from 1 to 30 Gold Bars, depending on the size and grandeur of the building.

Bridge: A wooden bridge over a moderate river costs 1d4 Gold Bars; a stone bridge costs 1d4+1 GB. Bridging a large river costs two to three times as much. An especially strong or ornate bridge costs even more. Bridges are handy for ensuring rapid movement of troops; see *Armies and Warfare*.

Palace: A regent who desires a luxurious residence may choose to build a palace. Palaces cost 5d6 GB, depending on size and extravagance. A palace costs an



additional 1 GB per domain turn to maintain, but it adds a bonus to the regent's court expenditures. For every 5 GB the regent spends on a palace, he gains a +1 bonus to his court expenditures. For example, a 25 GB palace adds 5 GB to the amount the regent spends in presenting his court, so a 3 GB court becomes an 8 GB court. The bonus applies after the palace is completed.

Road: Roads are required for overland trade routes, and also speed troop movement and adventure travel. A road can be crucial in mountainous or heavily wooded areas. A road costs double the province's Terrain Movement Cost (see Table 23); thus, building a road through a province of hills costs 4 Gold Bars.

Regardless of the length of the road, the full cost must be paid, even if the road only cuts across the corner of a province. A road can follow any reasonable path through the province, however, so two towns on opposite ends of their respective provinces can be linked as easily as two towns across the border from each other.

Contest

Type: Domain, Realm

Success: 10+

Base Cost: 1 RP

A regent can neutralize another regent's holding by *contesting* his influence. If the attempt is successful, the contested holding does not generate regency or Gold Bars for its owner. A level 0 holding is destroyed by being contested. The success number is modified by the difference between the attacker's holding (or province rating, if he's the ruler) and the contested holding.

The holding remains contested until:

- ♦ the attacker relents
- ♦ the attacker loses all of his own holdings or rule of the province
- ♦ the defender succeeds in a rule action.

If a contested holding is contested a second time, its owner loses the holding and its slots become uncontrolled.

Example: Two thieves are rivals in a province (5). Wirt controls a guild (3). Bensien controls a guild (2). If Wirt contests his rival's holding, his success number becomes a 9 or better. If Bensien contests Wirt's guild, his success number is 11 or better.

Rulership of a province can be contested as well. A province is contested automatically if

the province is conquered during a war. As long as the ruler hasn't been divested (*divestiture* refers to stripping a ruler's connection to his land) but the conqueror remains, the province generates no regency or GB for either party.

Provinces can be contested peacefully under certain conditions. If a ruler's law holding is at (0) and the province's loyalty is poor or rebellious, any regent with a holding there can use this action to contest the province. The province then generates no regency and no gold until its ruler is divested, ends the contest by gaining a law holding, or increases the province's loyalty.

Create Holding

Type: Domain

Success: 10+

Base Cost: 1 GB

A regent wishing to establish a holding in a province where he has no holdings may *create holding*. This gives the regent a holding (0). He is then free to rule or contest in order to increase the influence of his holding.

Creation of a holding can be opposed or supported by any regent with a similar holding in the province, or by the province ruler. The interfering regent's holding or province rating is added to or subtracted from the success number without spending RP. Any concerned party can spend Regency Points to influence the success roll.

Create Province: A small amount of unclaimed land exists in and around Cerilia; for example, Thaele, the northern shores of Aduria, and the island of Torova Temylatin. If this action is successful, the regent creates a level 0 province for his domain. The cost to create a province is tripled if it does not adjoin a province already under the regent's control. (Lands separated by water are not considered adjoining.) No other regents can interfere.

Before rolling for success, the DM and player should agree on the boundaries of the province. Small islands may be considered complete provinces, but larger land masses must be partitioned. Where appropriate, use geographical features to create reasonable borders; rivers and mountain ranges are excellent natural boundaries.

Declare War

Type: Domain

Success: Special

Base Cost: None

Any regent can declare war. A regent *must* declare war before he can move military units into provinces that don't belong to him; if he doesn't declare war, he can make troop movements only within his own realm. A regent who controls no provinces must obtain permission from the province ruler before moving troops from



holding to holding; otherwise, he must declare war.

When war is declared, the regent is allowed four turns of War Moves to move his troops. (These are resolved at the end of the current action round, after all other actions are resolved.) Other regents can declare war during their action rounds to be eligible for War Moves. Note that a regent who wishes only to defend his territory without counter-invading need not declare war; he can make War Moves in response to an attack as long as he doesn't leave his domain. If the target of a declaration of war has already used his action this round, he must wait until the next action round to launch a counter-offensive.

See *Armies and Warfare* for more information.

Decree Success: Special

Type: Free

Base Cost: 1 GB

This action is a catch-all for special missions the regent wants his subordinates to undertake. A decree cannot affect another regent's domain in any way, and it cannot change the loyalty or level of any province or holding. Beyond these guidelines, a decree can have any effect the DM deems appropriate. Some possible effects include:

- ◆ Generate 1d6 Gold Bars for the domain's treasury by seizing assets, passing a tariff, etc.
- ◆ Inflict a -1 to -4 penalty to another regent's success number in an action taking place in the PC's domain by interfering with or arresting persons involved in agitation, espionage, etc.
- ◆ Create a minor random event for another regent (driving monsters or brigands into his lands, sending a diplomatic mission, etc.)
- ◆ Create a moderate role-playing effect such as an increase in popularity.

PC regents cannot run wild with this action. No regent should be allowed more than one or two decrees per domain turn. Every action is likely to have a repercussion later in the game.

A good way to control decrees is to let players know that their characters don't know what will happen until the decree has been passed. Players may learn hard lessons if they become fond of issuing autocratic commands. Game effects can be used to reward intelligent and appropriate decrees; penalties should be applied to decisions made in haste. Most importantly, a PC regent should not be allowed to use a decree to perform something that would otherwise require a domain action.

Diplomacy

Type: Domain

Success: 10+

Base Cost: 1 GB, 1 RP

Negotiations with other domains fall under the diplomacy action. Regents are assumed to maintain basic contact with their neighbors and pass routine messages back and forth. However, diplomacy as a domain action is a full-court affair designed to achieve a specific goal. Diplomacy may have the following effects:

- ◆ Create or break an alliance.
- ◆ Create an agreement to allow a trade route to exist between two kingdoms.

- ◆ Force concessions such as tribute or territory from another regent.
- ◆ Respond to a random event such as a feud, unrest, or brigandage.
- ◆ Anything the DM doesn't specifically disallow.

Diplomacy should not take the place of a more appropriate character action—if the regent wants to start a war, he should declare war.

The success number is modified by the difference between the regent's capital province or holding and the target's capital province or holding. For example, if a duke rules from a province (6) and attempts diplomacy against the patriarch of a temple (4), his success number improves to 8 or better. A regent's court or palace can also influence diplomacy (see *The Value of the Court*). Naturally, both parties can spend Regency Points to modify the number, and the active character also may spend Gold Bars.

Other modifiers may be applied depending on the situation. If the target's best interest is to comply, the diplomacy effort might gain a +2 to +8 modifier. Similarly, if the diplomatic effort offers nothing to the target, a -2 to -8 penalty is reasonable. No one wants to jump into a war on the losing side or marry into an inferior bloodline.

Diplomacy Against PC Regents: When a player character regent is the subject of a diplomacy action, the player dictates whether the action is successful. His character does not need to spend an Action to respond yes or no, but if the player wants to role-play the discussions, a domain action is required.

Disband
Type: Free

Success: Automatic (5+)
Base Cost: None

A regent is always free to dismiss army units or mercenaries from his service. Regular army units simply break up and go home. Disbanding a mercenary unit, however, requires a success roll. If the regent fails, the mercenaries become brigands and begin raiding the province in which they disbanded. (See *Random Events* for the effects of brigandage.)

A regent also can choose to disband any holding or castle, although his regency and Gold Bar production may suffer. The only advantage to this action is saving the maintenance cost involved.

Espionage

Success: Special

Type: Domain (Thief: Free)

Base Cost: 1 GB

Espionage includes any kind of spying or covert actions. A thief regent may perform this once per domain turn as a free action. Espionage can:

- ◆ Reveal the nature of diplomatic agreements between any two domains.
- ◆ Catalog troop movements and strengths in a foreign province.
- ◆ Create a random event such as an assassination, intrigue, corruption, or heresy in another domain.
- ◆ Trace the responsibility for another espionage operation.
- ◆ Rescue prisoners, secretly move important people or messages, or anything else the DM doesn't specifically disallow.

The regent should clearly state the intent of the operation before rolling any dice. The success number of an espionage attempt is a base of 20 improved by the level of the target province *and* the level of any guild holdings there controlled by the spying regent. If the operation is aimed at the province ruler, his loyal law holdings worsen the chance of success.

Example: Tiery the thief wants to spy on Gael's capital in a province (6). Tiery controls a guild (3) there, but Gael controls 4 levels of law holdings in his capital. The success number is $(20-6-3)+4$, or 15.

If the spying regent wants to remain anonymous from other players, he can declare a hold action or character action, then secretly inform the DM of his espionage attempt. The espionage action is then resolved at the end of the action round; it would be a giveaway to resolve the espionage during the character's turn. (The effects of a fake character action are ignored.)

Both the spy and the target regents can commit GBs and RPs to affect espionage. If the action fails by a margin of 10 or more, the target learns the spy's identity.

Espionage
can be performed as a realm action to affect several provinces at once, but in this case, only enemy troop strengths and movements can be observed.

Finances Success: Auto
Type: Free Base Cost: None

Regents can convert personal wealth into Gold Bars at a ratio of 2,000 gp for 1 GB. Similarly, a regent can convert 1 GB to 2,000 gp of personal cash. A regent may perform this action only once per domain turn; if he attempts to convert funds too often, he devalues his currency and reduces the value of his treasury to zero.

In each domain turn, a regent may convert as many as 5 Gold Bars (10,000 gp), plus 1 Gold Bar per level of guild holding he controls; a regent with four levels of guild holdings in his domain could convert 9 GB or 18,000 gp per domain turn.

Loans: Regents can obtain loans from anyone with sufficient money to lend. The terms of interest and payment are left to the players and DM to negotiate; an interest rate of 10% for one year is fair. If a regent defaults, the character holding the debt has little recourse to force the regent to pay, but it is doubtful that anyone will lend the regent money again.

Forge Ley Line Success: 5+
Type: Domain Base Cost: 1 GB, 1 RP

Wizards may use this action to create a magical link between two provinces. Many realm spells require a minimum source level in the province to be affected, but a ley line acts as a magical conduit, allowing the wizard to treat the weaker province as if it had the Source level of a higher connected province for purposes of casting realm spells.

For example, consider a wizard who controls a source (7) in one province, and a source (1) in another. The source (1) is too weak for most realm spells, but by forging a ley line between the two, he can cast any realm spell in the province with the source (1).

Ley lines cost 1 RP and 1 GB per province crossed; thus, linking to a province three moves away costs 3 RP and 3 GB. Ley lines can be forged from other ley lines the wizard controls; it is possible to save effort by creating local networks stemming from one major ley line. The construction of a ley line can be opposed or supported by any wizard with a source holding in any province the ley line crosses.

A ley line costs 1 RP per domain turn to maintain, regardless of its length. This is paid in the Adjustment Step of the domain turn.

Fortify Success: 2+
Type: Domain, Realm Base Cost: 1 RP

Building strongholds in a domain is a good way to deter attack and tie up enemy forces in a war. A regent can fortify a single holding or a castle; the latter affects the entire province.

Holdings: Any type of holding can be



fortified. A fortified holding remains under the regent's control even if the province in which it lies is occupied by hostile forces.

Fortifying a holding costs 4 Gold Bars per holding level. Work proceeds at the pace of 1d6 GB per domain turn (refer to the build action); fortification of a great cathedral may take years. A regent may pay 5 GB per level of fortification to make the work progress at 2d6 GB per domain turn.

Castles: Fortification of a province creates a new holding for that area: a castle. Castles cost 8 GB per level. Work progresses at 1d6 GB per domain turn, but the regent may pay 10 GB per turn for work to progress at 2d6 GB per turn. A castle can accommodate a garrison of one military unit per level.

When a regent builds a castle, he automatically fortifies any holdings he controls in that province, up to the level of the castle. If the ruler builds a castle (3) in a province where he controls a law (4), three levels of the law holding are considered to be fortified by the castle.

Castles can exceed the level of the province, but the cost *doubles* once the castle level is greater than the province level. It's expensive to build a fortress that exceeds the nearby resources.

Fortification can be opposed by other regents who have holdings in the province. By spending RP, they can affect the success number of this action. A failed success roll indicates that no progress was made on the fortification in that domain turn.

Although construction of a fortification can last for many domain turns, it requires an action only on the turn that construction is begun. The costs for the first domain turn are paid at this time; in later domain turns, the costs are paid in the Domain Maintenance phase and the success check is made in the free action step.

Several fortifications can be started at the same time by using a realm action.

Grant

Type: Free

Success: 10+

Base Cost: Varies

A regent may bestow promotions, gifts, or titles any time he chooses. He can sponsor the arts or sciences, fund an expedition, elevate a commoner to a noble rank, or give another regent money. A grant can:

- ◆ Increase the loyalty of a nonrebellious province one grade.
- ◆ Respond to a random event.
- ◆ Create a minor role-playing effect such as an increase in popularity.

The success number for this action indicates whether someone is angered by the regent's use of power. The success number worsens by 1 for each Gold Bar the regent spends in grants and for each noble title the regent bestows. If the regent fails the roll, an appropriate random event occurs *only if the regent is obviously not acting in the best interest of the domain*. Donating 5 GB to an orphanage isn't likely to anger anyone, but giving that amount of money to a personal friend might encourage corruption, intrigue, or unrest in the domain.

Hold Action

Type: Free

Success: Automatic

Base Cost: None

A regent always has the option to delay his action until the end of the current action round. The advantage of waiting is simple: The regent can react to anything that occurs. If war is declared on the regent or a random event comes along, the regent can address it immediately. However, the held action *must* be used to respond to some provocation or situation. If no one provokes the regent, he loses his action. If the regent doesn't use his held action at the end of that action round, it is forfeited.

Investiture

Type: Domain

Success: Special

Base Cost: Special

The ceremony of investiture allows one regent to pass control of part or all of his domain to another scion. The investiture must be performed by a priest who can cast the *investiture* realm spell (a free action for the priest). At least one of the two regents involved must be physically present (this counts as a domain action). A priest may invest himself, and must use a domain action to do so. Once the investiture is complete, the provinces or holdings in question become part of the investing regent's domain. It is possible to invest an unwilling recipient.

Investing Provinces or Holdings: A single province or holding can be invested *without the permission* of its ruler if it has been conquered or contested by the investor. The base success number is 10, and the investor must pay RP equal to the province or holding level. The defender can bid Regency Points normally to affect the success number.

Vassalage: An agreement of vassalage must be formalized by an investiture ceremony attended by at least one of the regents involved. The agreement isn't binding; the vassal can voluntarily break it any time he wishes. The liege is immediately aware of his vassal's actions, and may take steps to remind him of the pact.

The vassal and his liege agree to a number of Regency Points that the vassal will pay the liege each domain turn. At the time of the agreement, both give up that amount of RP.

Bloodline Investiture: This ceremony, which is rarely used, transfers all of the power of a bloodline from one character to another. Both characters involved must be present, but the donor need not be a willing participant. The donor gives up his bloodline entirely. If the recipient is unblooded, he assumes his

patron's bloodline derivation, strength, and abilities. If the recipient is blooded, then his strength increases as if he had killed the donor by piercing him through the heart; see Bloodtheft in Part I.

Investiture as a Realm Action: An entire domain or realm under one regent can be invested, but only if the regent to be divested is alive and physically present at the ceremony. The victim may be under any kind of magical or physical duress. The recipient must spend RP equal to the Domain Power (the sum of the values of provinces, holdings, and other assets) of the realm he intends to take over. Success is automatic if the target is willing; if the target is unwilling, the success number is a 10 modified by the difference between the bloodline strength of the investor and victim. If the investiture fails, the victim retains control of his domain.

If an attempt is made to divest an unwilling regent whose provinces have not been conquered, the provinces are considered contested until the new regent can defeat any opposition there and occupy them. Similarly, all holdings must be contested or conquered physically, or they remain under the control of the target's heirs. Neither the new regent nor the heirs can gain or spend regency in contested provinces. Only when a province is conquered by the new regent can he collect and spend RP there.

Lieutenant

Success: Special

Type: Character Base Cost: None

Normally, a hireling becomes a henchman only when he demonstrates loyalty and respect for a particular PC. Regents are different; they're besieged by people who want to work for them. By spending a character action, the regent finds a lieutenant and adds him to his list of henchmen.

Lieutenants are excellent stand-ins when a regent is busy and can provide extra muscle for the regent's adventuring party. The regent's Charisma score dictates the maximum number of henchmen who can work for him (see Table 6 in the PHB). For this purpose, a scion of a minor bloodline can add 1 to his effective Charisma score; a scion of a major bloodline may add 2; a scion of a great bloodline may add 3.

Normally, a henchman can't exceed his master's level, but for purposes of determining

whether an NPC can serve as a regent's henchman, the regent adds 1 to his level for a minor bloodline, 2 for a major bloodline, and 3 for a great line. For example, a 3rd-level regent with a major bloodline is treated as 5th-level; his lieutenants can be 4th-level characters.

When a player decides to gain a lieutenant, don't simply tell him, "The guard captain is a 5th-level fighter." It's more reasonable to describe the NPC as tough, courageous, or a skilled swordsman, so that the player doesn't create a cadre of lieutenants based only on their levels. At the DM's discretion, lieutenants may be of higher levels than the regents they serve. This may apply if a lieutenant is a lifetime servant of a ruling family and the current ruler dies, leaving the throne to a younger member, or similar cases.

Note that a PC lieutenant advances in level normally and is not hindered by the level of the regent he serves.

Lieutenant Action: Once per domain turn, the regent may assign a lieutenant to a domain action. The lieutenant may not be used for any other purpose that round, such as responding to a random event or going on an adventure. The lieutenant performs the action for the regent; in effect, the regent gains an additional action that round. Regardless of the number of lieutenants a regent has, he can exercise this option only once per domain turn.

The regent must pay the gold and regency costs for the action, and no additional regency can be spent to increase the lieutenant's success chance. If the lieutenant has no expertise in the action (for example, a fighter trying to build a trade route), the success chance is cut in half.

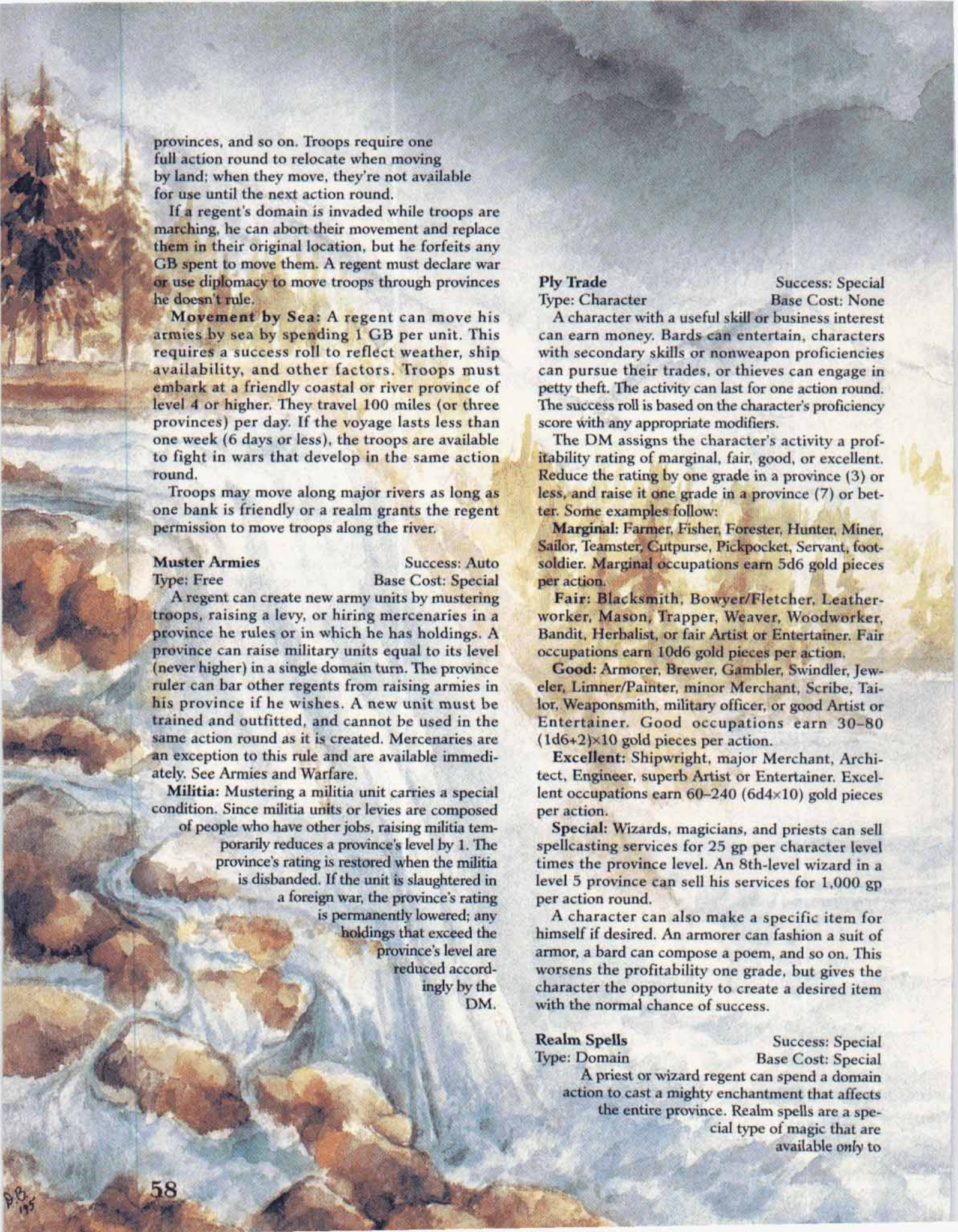
Move Troops

Success: Auto (6+)

Type: Free

Base Cost: 1 GB

At the regent's command, any troops loyal to him march to any site in his domain. Moving troops costs 1 GB per 10 units/provinces; i.e., 1 GB can move one unit across 10 provinces, 10 units across one province, five units across two



provinces, and so on. Troops require one full action round to relocate when moving by land; when they move, they're not available for use until the next action round.

If a regent's domain is invaded while troops are marching, he can abort their movement and replace them in their original location, but he forfeits any GB spent to move them. A regent must declare war or use diplomacy to move troops through provinces he doesn't rule.

Movement by Sea: A regent can move his armies by sea by spending 1 GB per unit. This requires a success roll to reflect weather, ship availability, and other factors. Troops must embark at a friendly coastal or river province of level 4 or higher. They travel 100 miles (or three provinces) per day. If the voyage lasts less than one week (6 days or less), the troops are available to fight in wars that develop in the same action round.

Troops may move along major rivers as long as one bank is friendly or a realm grants the regent permission to move troops along the river.

Muster Armies

Type: Free

Success: Auto

Base Cost: Special

A regent can create new army units by mustering troops, raising a levy, or hiring mercenaries in a province he rules or in which he has holdings. A province can raise military units equal to its level (never higher) in a single domain turn. The province ruler can bar other regents from raising armies in his province if he wishes. A new unit must be trained and outfitted, and cannot be used in the same action round as it is created. Mercenaries are an exception to this rule and are available immediately. See Armies and Warfare.

Militia: Mustering a militia unit carries a special condition. Since militia units or levies are composed of people who have other jobs, raising militia temporarily reduces a province's level by 1. The province's rating is restored when the militia is disbanded. If the unit is slaughtered in a foreign war, the province's rating is permanently lowered; any holdings that exceed the province's level are reduced accordingly by the DM.

Ply Trade

Type: Character

Success: Special

Base Cost: None

A character with a useful skill or business interest can earn money. Bards can entertain, characters with secondary skills or nonweapon proficiencies can pursue their trades, or thieves can engage in petty theft. The activity can last for one action round. The success roll is based on the character's proficiency score with any appropriate modifiers.

The DM assigns the character's activity a profitability rating of marginal, fair, good, or excellent. Reduce the rating by one grade in a province (3) or less, and raise it one grade in a province (7) or better. Some examples follow:

Marginal: Farmer, Fisher, Forester, Hunter, Miner, Sailor, Teamster, Cutpurse, Pickpocket, Servant, foot-soldier. Marginal occupations earn 5d6 gold pieces per action.

Fair: Blacksmith, Bowyer/Fletcher, Leatherworker, Mason, Trapper, Weaver, Woodworker, Bandit, Herbalist, or fair Artist or Entertainer. Fair occupations earn 10d6 gold pieces per action.

Good: Armorer, Brewer, Gambler, Swindler, Jeweler, Limner/Painter, minor Merchant, Scribe, Tailor, Weaponsmith, military officer, or good Artist or Entertainer. Good occupations earn 30-80 (1d6+2)×10 gold pieces per action.

Excellent: Shipwright, major Merchant, Architect, Engineer, superb Artist or Entertainer. Excellent occupations earn 60-240 (6d4×10) gold pieces per action.

Special: Wizards, magicians, and priests can sell spellcasting services for 25 gp per character level times the province level. An 8th-level wizard in a level 5 province can sell his services for 1,000 gp per action round.

A character can also make a specific item for himself if desired. An armorer can fashion a suit of armor, a bard can compose a poem, and so on. This worsens the profitability one grade, but gives the character the opportunity to create a desired item with the normal chance of success.

Realm Spells

Type: Domain

Success: Special

Base Cost: Special

A priest or wizard regent can spend a domain action to cast a mighty enchantment that affects the entire province. Realm spells are a special type of magic that are available only to

regent spellcasters; without the power provided by a character's regency, a realm spell would fail completely. Realm spells can be used only in provinces in which the regent has a temple holding (priests) or source or ley line (wizards).

Realm spells are described in Part III.

Research

Type: Character

Success: Special

Base Cost: 1 GB+

Wizards and priests can spend a character action to perform spell research or create magical items using the rules in the *PHB* and *DMG*. All normal restrictions apply. If the character in question is a regent, assume that he has a laboratory and library at his disposal.

Rule

Type: Domain, Realm

Success: 10+

Base Cost: 1 GB,
variable RP

With this action, a regent spends time and energy advancing the causes of his domain. By ruling, he can increase a province or holding's level by 1. A province can be ruled only once per domain turn.

Note that for a regent to increase a holding, a level must be a vacant; if he controls a guild (3) in a province (3), the province can't support any more guild activity.

Ruling a holding costs 1 Gold Bar *plus* Regency Points equal to the target level; for example, improving a guild (3) to a guild (4) costs 1 GB plus 4 RP. The province ruler and any regent with a similar holding in the province can support or oppose the action by adding or subtracting the level of their own holdings.

Ruling a province costs 1 Gold Bar and 1 Regency point *per target level*. For example, ruling a province (3) to a province (4) costs 4 GB and 4 RP. Ruling a holding or province from level 0 to level 1 costs 1 GB; no RPs must be spent.

Realm Action: A number of *holdings* may be ruled simultaneously as a realm action, but only one *province* can be ruled at a time.

Trade Route

Type: Domain, Realm

Success: 10+

Base Cost: 1 RP, 1 GB

A regent who controls a guild holding can attempt to open a trade route, thereby increasing the money-making power of his domain. A trade route must be established between two provinces of different terrain types. Overland trade routes can't be created unless a road links the largest towns or centerpoints of the two provinces involved.

Trade routes can also be created



between a seaport province and any other province. (A seaport is a coastal province of level 4 or greater.) A seaport province may also be linked to "parts unknown," indicating long distance trade.

Each domain turn, a trade route generates GBs equal to the average of the two provinces it links. (A seaport connection to far-off lands creates money equal to half the province level.) *In addition*, thief regents who control trade routes collect RP equal to the extra money generated by trade route.

Trade routes are neutralized if the regent's guild holding in either province is contested, if one of the host provinces is conquered in war, or if the ruler of the host province chooses to suppress it by decree. (The ruler's law holding must be greater than the regent's guild rating to do this.) Trade routes can also be neutralized if the regent ignores certain random events such as feud, natural event, corruption/crime, monsters/brigandage, or trade matter. When the suppressing condition ends, the trade route resumes operation.

Creation of a trade route costs 1 GB and 1 RP. The success number is improved by the current level of the regent's guild holding. Regents with guild or law holdings in the same province can oppose the action.

Provinces of level 1 to 3 are limited to one trade route; level 4 to 6 provinces can support two trade routes; level 7 to 9 provinces can support three. A realm action can be used to create several trade routes in the same realm at one time.

Training

Type: Character

Success: Special

Base Cost: Special

A character can spend an action honing his skills. He may train for level advancement, improve a nonweapon proficiency, learn a proficiency, or exercise to increase his hit point score.

Training for Levels: If the optional rules for training to gain new levels are in play, the character can spend a character action to do so. He must find a mentor or instructor and pay any training costs.

Improve a Nonweapon Proficiency:

The character studies a skill he already knows, trying to become better at it.

At the end of the action, the player rolls 1d20. If the roll is higher than the proficiency's current score, he increases

the score by 1 point.

Learn a Proficiency: A character can learn a new skill or the use of a new weapon if a suitable instructor can be found. This option is useful if the character has saved a slot that he now wants to fill. Note that the activity of training for levels *includes* learning new proficiencies if the character gains slots at that level.

At the DM's option, a character can learn a proficiency even if his slots are already filled. This should consume two character actions instead of one.

Add a Hit Point: A character can exercise and train to add 1 hp to his score. He cannot exceed the number he would reach with maximum rolls for his class, level, and Constitution bonus; i.e., a 5th-level wizard with 16 Constitution could not exceed 30 hp.

armies and warfare

Regents often resort to warfare to settle their differences. Noble bloodlines crave adventure and glory, and many scions answer this call by seeking to expand their dominions at their neighbors' expense. Some blooded rulers have wars thrust upon them by avaricious or aggressive peers. Whatever the cause, it is a fact of life in Cerilia that rulers must be prepared to fight for their domains.

armies

Any regent (and many unblooded lordlings) can field an army. Armies are composed of *units*, *companies*, and *musters*. The terminology isn't important—a basic unit is about 200 men. In Anuire, a powerful kingdom can maintain a standing army of 3,000 to 6,000 troops, or 15 to 30 companies. Militant regimes may increase that figure by as much as 200%, but an army that large couldn't be supported for long.

A kingdom's entire muster is unlikely to be in one place at the same time. Garrisons, reserves, and guards are always needed to ensure the security of the rest of the kingdom. A wise regent won't leave his back door unguarded, regardless of how friendly his neighbors are.

BUILDING AN ARMY

Soldiers can be acquired in five ways: musters, levies, mercenaries, allies, and holdings.

Musters are the easiest method;

a regent simply spends money to draft, train, and equip a unit of his choice. Certain units may not be available in all regions; for example, only a prosperous province has resources to create enough knights to field an entire company.

Province rulers can also raise a *levy* or militia. Each time a levy is raised, the province is reduced by one level until the levy disbands. A number of militia units up to the province's base rating can be created, so a level 3 province can muster three companies; this will lower the province level to 2. (In the next turn, two levies could be raised, reducing the level to 1.) The province's rating remains lowered until the *entire* levy disbands. If all of the militia units are destroyed in battle outside their home province, the province never recovers. (A militia unit defeated on its home ground simply disbands and the province level is restored.)

Mercenaries can be hired by any character who has enough money; even nonregents can become great mercenary captains. However, most mercenaries are very unreliable. If a mercenary unit participates in a battle and loses, it automatically disbands. Mercenary units also disband if they go unpaid, and may become brigands; see the disband action.

Allies are troops loaned to one ruler by another, and come into play only in unusual circumstances. Diplomacy or negotiation is usually required to convince a ruler to loan a portion of his army. Allies usually remain under the control of their own regent, who must enter battle or assign a lieutenant.

When castles and fortified *holdings* are created, they are assumed to be stationed with a garrison sufficient to defend the structure. Such a garrison comprises 10 men per level of holding or fortification. If these soldiers are ordered away from their posts, the castle is effectively neutralized (see Castles) until they return.

WAR CARDS

When enacting a battle, each unit in a player's army is represented by a war card. (War cards are described in more detail later in this section.) Players need not sort and deal out war cards as armies are created; it is simpler to distribute the needed cards when a battle takes place.

UNIT TYPES

Many types of units can be created or hired by regents who qualify. Unless otherwise noted, regents who control domains composed entirely of holdings must convince a province ruler to allow them to raise an army. Only a few types of units can be raised without the consent of the province ruler.

TABLE 21: BASIC UNIT TYPES

Unit Type	Base Move	Muster Cost (GB)	Maintenance Cost (GB)	Req'ts
Archers	2	2	1	L(2) ¹
Artillerists	1	4	2	L(5)
Cavalry	3	4	2	L(3)
Infantry	1	2	1	L(1) ¹
Infantry, Elite	1	4	2	L(3)
Irregulars	2	1	1	L(1) ²
Knights	2	6	2	L(4)
Levies	1	0	1	L(1)
Mer. Cavalry	3	6	2	**
Mer. Infantry*	1	4	2	**
Mer. Irregulars	2	3	1	**
Pikemen	1	2	1	L(2) ¹
Scouts	3	2	1	L(0) ³

* Can also be hired as archers or pikes.

** Mercenaries can be hired in any province.

¹ Can be raised by any temple, guild, or law holding of level 4 or better.

² Can be raised by any temple, guild, or law holding of level 3 or better.

³ Can be raised by any guild holding of level 2 or better.

Archers: Troops skilled with the Anuirean longbow are greatly feared throughout Cerilia. Archers wear leather or padded armor and are equipped with a heavy melee weapon such as a battle axe or morning star in addition to their longbow.

Artillerists: Artillerists have the special ability to attack castles and fortified holdings. Castles and fortified holdings cannot be assaulted without artillerists; refer to Castles later in this section for details.

Artillerists are of little use

in a field battle unless fighting from prepared positions.

Cavalry: Anuirean cavalry are used for flank attacks, engaging light troops such as irregulars or militia, and harrying an enemy position. Most cavalrymen wear chain mail or brigandine armor and fight with lance, crossbow, and sword. Cavalry are also popular in Khinasi.

Infantry: Anuirean infantry are used against archers and pikes; they are ineffective against mounted troops in the open field. Infantry are often armed with large, powerful weapons such as two-handed swords, halberds, or battle axes.

Infantry, Elite: The finest infantry units are equipped with splint, banded, or plate mail and are capable of enduring anything short of a heavy horse charge. Many Brecht realms command these units.

Irregulars: Irregulars include skirmishers, barbarians, marauders, and the like. Their equipment varies widely and is often in poor condition. Rjurik, Vos, goblin, and gnoll formations are often irregulars.

Knights: Mounted on heavy war horses and equipped with superior armor, a formation of knights can smash any defense except a line of archers or pikemen. A company of knights is composed of professional retainers as well as titled nobles. Vos varsk riders are considered knights because of their heavy armor and shock value.

Levies: The weakest troops on the battlefields of Cerilia are local levies or militias. Poorly equipped

and often poorly led,

levies are used as ballista fodder by callous commanders. Wise generals use levies to relieve other army units of secondary duties such as home defense or protection of supply lines.

Mercenary Cavalry: Some mercenary cavalry units nearly duplicate a company of knights, with their plate armor and heavy war horses. Most are light or medium cavalry with scale or chain armor, crossbows, and lances.

Mercenary Infantry: Mercenary infantry, pikemen, and archers can all be hired at the same price. Naturally, a mercenary company's equipment can vary widely, but experienced mercenaries who are as well armed and well trained as elite infantry are not unusual.

Mercenary Irregulars: The lowest grade of mercenaries, irregulars are often no more than marauders or warbands. They are of little use in a pitched battle, but can be effectively employed as raiders and skirmishers to tie down an enemy's defenses and force him to devote time and men to running the mercenaries to ground.



Pikemen: The predominance of knights in

Anuirean warfare ended with the introduction of pikes and longbows. Pikemen operate in dense masses, creating an impenetrable hedge of spear points. A column of pikemen on the move can strike an enemy line with unstoppable force. Front rank pikemen often wear plate mail or breastplates, while secondary echelons tend to forego armor.

Scouts: Acting as skirmishers and infiltrators on the battlefield, scouts are extremely useful for gathering information. An army with a company of scouts automatically identifies enemy forces in adjacent provinces, allowing the general to bypass strong forces and seek contact with weaker ones if desired.

TABLE 22: SPECIAL UNITS

Unit Type	Base Move	Muster Cost (GB)	Maintenance Cost (GB)	Req'ments
Dwarf Guards	1	4	2	L(4)Dwf/Mer
Dwarf Crossbows	1	4	2	L(4)Dwf/Mer
Elf Archers	2	4	1	L(3) Elf
Elf Cavalry	4	8	2	L(4) Elf
Goblin Archers	1	1	1	L(2)Gob/Mer
Goblin Infantry	1	1	1	L(2)Gob/Mer
Goblin Cavalry	2	4	2	L(3)Gob/Mer
Gnoll Marauders	2	2	1	Mercenary
Gnoll Infantry	1	3	1	Mercenary

Special units are nonhuman soldiers normally available only to nonhuman regents. Special troops cannot be mustered unless the regent is a member of the race or his domain includes cities, villages, or strongholds of the proper type. For example, an elf regent can muster units of elves; a regent whose domain includes a province infested with gnolls can muster gnoll units. Using evil humanoids as part of an army is considered an evil act and can have alignment repercussions.

Dwarves: Heavily armored, dwarf infantry or crossbowmen are highly regarded throughout Cerilia. They are occasionally available as mercenaries.

Elves: Elves serve nonelfen leaders only in the most unusual circumstances. They are never available as mercenaries. Elves are superior archers, and their cavalry are the swiftest and most dangerous in all Cerilia.

Goblins: Goblins compensate for a lack of discipline with sheer numbers and bloodlust. They are commonly available as mercenaries in domains bordering goblin lands. Goblin cavalry comprise wolfriders.

Gnolls: Wandering bands of gnolls are always ready to fight for gold and loot, and are commonly available as mercenaries.

declaring war

Regents can move troops freely within the provinces they rule. Entering a neutral or enemy province requires either a declaration of war or the permission of the province ruler. It is possible to station troops in a holding in another regent's province, but these troops can't relocate without arranging passage with the ruler in question.

Wars are declared when a regent wants to conquer, pass through, or pillage another regent's province. *Regents must spend a domain action to declare war.* When war is declared, the attacker is granted a campaign of four War Moves, each lasting one week. If the attacker wants more War Moves, he must spend additional domain actions, gaining four weeks of war for each action spent. As soon as war is declared, all sides sort through the deck of war cards and select cards applicable to their units.

A defender need not declare war in response to an attack. He can move his units normally during the War Moves as long as they stay within his borders. If the defender wants to counterinvade, he must declare war to move into the attacker's territory.

Since a regent can declare war on a ruler who has already taken his action for the round, an attacker can ensure that the defender can't counterinvade for four weeks by carefully timing his war declaration.

Alliances: If two realms have a formal alliance, troops from either realm can move freely through the provinces of the other using the move troops action unless specifically denied permission. During War Moves, all territories of both realms are considered friendly provinces. This means that a regent can move troops to defend his ally without using an action to declare war, as long as his forces remain in his ally's or his own lands. However, both regents must declare war separately if they intend to move troops into hostile provinces.

Alliances are normally arranged through diplomacy actions. Be warned: Alliances can be broken at any time, and many kingdoms have fallen from a stab in the back.

the elements of the war move

A single War Move consists of two parts: *movement*, in which the aggressor and defender move forces until they run out of movement points or decide to move no more, and *battle*, in which a battle is fought between opposing forces.

During a War Move, a regent can move any or all his units, and the defender can respond. When two opposing forces meet in the same province, a battle ensues if either side wants to fight; otherwise, the province becomes contested and generates no regency, gold, or plunder for either side.

The *aggressor* is always the regent who occupies more of his foe's provinces. If Regent A moves troops into three enemy provinces and Regent B moves troops into one of Regent A's provinces, Regent A is the aggressor—regardless of whether he started the war. If both regents hold equal amounts of territory, the regent who declared war first is the aggressor.

AGGRESSOR MOVES

Regents must use the move troops action to move their armies. One Gold Bar buys 10 units/provinces of *movement points* (one unit can be moved 10 provinces, 10 units can be moved one province, or any combination) in friendly territory using the move troops action; it buys 5 units/provinces of movement in foreign territory. A regent can also move troops by spending Regency Points (1 RP to move 1 unit across 1 province), but only if he physically accompanies the units that move.

When the aggressor moves units into a province containing defensive units, the defender immediately chooses to stand his ground or retreat to an adjacent friendly province (he cannot retreat to a hostile province). If he stays, a battle ensues. If he retreats, the attacking force can *occupy or pillage* the province, or it can *continue its movement* if it has movement points that were not spent. Note: the aggressor's allies move immediately after the aggressor, before the defender must make his decision whether to fight or retreat.

DEFENDER MOVES

After the aggressor and his allies have moved, the defender can move any of his units that weren't forced to stand their ground or retreat. Like the aggressor, he pays 1 GB for 10 units/provinces of movement in friendly territory and 1 GB per 5 units/provinces in hostile territory.

If the defender moves into a province with aggressor units that moved in this War Move, a battle takes place. If the defender engages aggressor units that didn't move, the aggressor can stand his ground or retreat. The defender's allies move immediately after the defender, before any battles take place.

FINISHING MOVES

The aggressor and defender continue to move in this manner until both sides run out of movement points or they announce that they have finished movement for this War Move. If any opposing forces occupy the same province, a battle is fought (refer to Battles later in this section).

Special Movement Conditions: If a defender's units retreat, those units can take no more moves in the same War Move. If they are attacked again, however, they may retreat again.

If an aggressor's units move, they cannot retreat in the same War Move. Aggressor units that do not move are allowed to retreat if confronted.

TERRAIN

Terrain can affect the movement of troops in a War Move. Normally, a unit moves one province for each point of movement, but certain terrain types can cost two, three, or four points of movement. If a unit has insufficient points to pass through a province, it can move into the province in one move and out of it in the following move—in effect, allowing any unit to move one province per War Move.

TABLE 23: TERRAIN MOVEMENT COSTS

Terrain	Cost or Effect
Desert	2
Forest	2 (1 for elves)
Glacier	4
Hills	2
Moor/Highland	2
Mountains, Low	2 (1 for dwarves)
Mountains, Medium	4 (1 for dwarves)
Mountains, High	Impassable (2 for dwarves)
Plains/Steppe/Farmland	1
River	One full move to cross
Road	—
Swamp/Marsh	3
Tundra	3

Major rivers (those that form the border of a province) reduce the movement of any unit attempting to cross to 1. In other words, a unit must spend one full round of movement to make the crossing. If a bridge, ford, or ferry is available, the normal terrain costs are used.

CASTLES

A castle forces any hostile army that enters its province to stop immediately. Enemy units cannot pass through the province—they must stop or return to the province from which they came. Fortified holdings do not have this effect on enemy movement.

Castles can be neutralized. An enemy must place a number of units equal to the castle's rating *plus* the number of units in the castle's garrison into the province in question. Thus, if a castle (4) has three companies of archers as its garrison, an attacker must position seven units in the province in order to neutralize the castle. Neutralized castles have no effect on movement.

Siege: If the attacker continuously occupies a castle's province with enough forces to neutralize it, the castle is considered to be under siege. Each domain turn, the castle's level drops by one during the adjustment step. This means that a castle (6) requires 18 months (six domain turns) to reduce to 0 by siege! If the number of besieging units ever drops below the number required to neutralize the castle, it is restored to its original value. For example, a castle (4) defended by three units would be reduced to 0 if its province were occupied by seven units of enemy forces for four domain turns, or 12 months. If even one enemy unit were destroyed or disbanded during that time, the castle would be restored to its original level of 4.

Assaults: If an attacker has at least one artillery unit in his army, he can attempt an assault. Assaults are conducted like normal battles with some special rules. A castle without any garrisoning units is always treated as if it were defended with one infantry unit.

Fortified Holdings: Fortified holdings can be besieged or assaulted, just like castles. Normal (unfortified) holdings may be destroyed when the attacker chooses to occupy the province in question (see Occupation), but fortified holdings remain until taken by siege or storm.

Spotting and Identifying Units

Normally, a regent does not know the location of enemy forces unless he uses an espionage action. However, enemy forces are *spotted* by a regent when they move into his province, regardless of whether the regent's native forces are present.

If a native unit or holding is present in the province when an enemy unit moves in, units from both sides are *identified*. At this point, the defender decides whether to stand his ground or retreat.

Scouts: Scout units can automatically spot enemy units in any province adjacent to the scouts' location. This allows an attacker to have a rough idea of the defending forces before he actually moves into a province.

example of a war move

Refer to the diagram on the next page. *Ghoere declares war on Roesone. Ghoere's scouts in Danaroene learn that Bellam and Fairfield are each occupied by one Roesonean infantry, so Ghoere strikes at the enemy castle in Bellam. First, he sends two infantry units and a scout unit into Bellam (A); Roesone's infantry retreats into the castle, making it too strong to neutralize with three attacking units.*

Next, Ghoere strikes at Fairfield with three infantry and a cavalry unit (B). Roesone's infantry retreats to Edlin.

Only Ghoere's cavalry (not the scouts) have enough movement to continue to Edlin; the cavalry advance there and the scouts remain in Fairfield. Ghoere decides that he will move no more units. Roesone sends cavalry from Caercas to reinforce Edlin (C) and he counterattacks by sending units from Ghoried to confront Ghoere's troops in Bheline.

Ghoere directs his infantry to retreat from Bheline (D). Roesone orders no more moves.

Both sides now have units in Edlin. Ghoere doesn't wish to fight, but he cannot retreat since those units already moved during this War Move. Because of this, Roesone can force Ghoere to battle.

battles

Battles take place when two hostile forces occupy the same province. Battles resulting from a War Move are resolved, one at a time, at the end of the same War Move. Such conflicts are resolved in any order desired.

Battles can be resolved in several ways: DM fiat, role-playing, or use of War Cards. The War Cards are the best method except in small engagements, such as a party of PCs fighting a single company of enemy soldiers.

DM Fiat: If the DM has a good reason to judge a winning side and the losses taken by each side, he may do so. However, this should be done only for the most minor battles or if the DM knows something that the PCs couldn't unless they were personally in the fight.



Role-playing:

Players are within their rights to insist on role-playing any battle at which their characters are physically present. This can be done in two ways: by using the skirmish rules in Part III to resolve the battle, or by using the War Cards and providing breaks between card play during which the PCs may take actions or directly engage enemy units.

War Cards: The War Cards provided in this boxed set are the best method for handling large-scale combat between thousands of troops. War Cards are explained in detail at the end of this Part.

conquest and occupation

When no defending forces are left in a province or the only defender is a neutralized castle, the attacker gains control of the province. He receives the option of occupying or pillaging the province.

A province under enemy control generates no taxation, collection, or regency for the province ruler. Any neutral regents with holdings there can still collect gold and regency. The province remains under enemy control until a friendly unit controls the province at the end of a War Move, at which point it returns to normal.

Pillage: Pillaging a province allows the victorious commander to perform the equivalent of Severe Taxation on the province. He can pillage one level for each unit present, up to the level of the province. In other words, an army of three units in a province of level 3 or better can tax as if the province were level 3. Pillaging reduces the province one level. The army has to stop moving when it pillages.

If the province level drops below the levels of the holdings there, the pillaging regent decides which holdings lose levels.

Occupation: When a province is occupied, the occupying forces serve as a temporary law holding equal to the number of units present. Forces that are used to neutralize a castle count toward this total. When a regent occupies a province, he can reduce any or all law, guild, or temple holdings to 0, even if they belong to neutral regents, or he can choose to reduce the value of each of the province's sources by

1. Fortified holdings can't be reduced this way; they are destroyed only by siege or assault.

As long as the conqueror occupies the

province with at least one unit, he can perform taxation and replace the ruler in all respects, but he *cannot* collect regency until he invests the province. Note that each province under occupation adds 1 GB to the occupier's domain maintenance costs.

An occupied province can be pillaged at will, but it is reduced in value *each* time it is pillaged. If the occupier doesn't keep troops in the province, or the province rebels, it becomes *controlled* instead of occupied, and the conqueror cannot perform taxation. If the conqueror leaves entirely, the now *un*-occupied province can be reclaimed by any unit belonging to the original ruler.

A regent can invest a province or holdings occupied by his army by taking a character action. See investiture, under Realm Actions.

occupying your own provinces

A regent can use a declare war action to occupy a province he already rules. The result is his option to destroy other regents' holdings in his territory.

Like any kind of occupation, the province suffers a -1 grade loyalty adjustment for every domain turn that it remains occupied.

ending a war

A war ends when both sides agree to peace terms or one side is completely defeated. A regent is not *completely* defeated until all his provinces and holdings are under enemy control *and* his entire army is destroyed. Peace terms may be easier; they may range from unconditional surrender to a simple agreement to withdraw hostile forces to their original borders. Accepting or offering an unconditional surrender doesn't require a domain action, but negotiating any terms or peace settlements requires one of the regents to take a diplomacy action.

Wars can go on indefinitely. Both parties can turn their attentions to other things, using domain actions for business other than fighting. (This is why the Hundred Years' War lasted 120 years.) However, any time a regent wants to move forces into enemy lands, he must declare war to gain four War Moves. A regent is always free to make administrative troop movements within his own borders.

war cards

Fighting a battle with War Cards is much faster than creating a role-playing scenario around the engagement. After all, the PCs may not be present at all battles.

Each company in a battle is represented by a single War Card, with the exception of any units that remain in castles or fortified holdings. (The player controlling these garrisons can choose to commit them to the battle any time he wishes.)

To start, sort the cards by type. Then select the appropriate types and numbers of cards for each commander. If a regent's forces in the province are composed of three companies of archers and one squadron of cavalry, he removes three archer cards and one cavalry card from the deck. *Important: The players' armies are not limited by the card mix.* If necessary, extra War Cards may be photocopied to meet your requirements.

details of a war card

Refer to the War Card diagram.

- A: The unit name or type
- B: The unit's movement rating
- C: The unit's defense rating
- D: The unit's morale check icons
- E: The unit's melee attack rating
- F: The unit's charge attack rating
- G: The unit's missile attack rating
- H: The card's icon: swords, shield, or pennant
- I: The unit's undamaged (0 hits) attack values
- J: The unit's damaged (1, 2, or 3 hits) attack values

Unit Name: A		0 Hits: I	
Move: B		Melee: E	
Defense: C		Charge: F	
Morale: D		Missile: G	
Icon: H		3 Hits: J	
Melee: E		Melee: E	
Charge: F		Charge: F	
Missile: G		Missile: G	
2 Hits: J		1 Hit: J	

Figure

the battlefield

The battlefield poster map in this box serves as a playing surface for War Card battles. A War Card battle is divided into 15 *areas* (spaces where War Cards are laid) plus a reserve for each side. Each side has five areas of friendly lines (left and right flank, left and right center, and center). Between the two opposing armies are five areas of neutral ground.

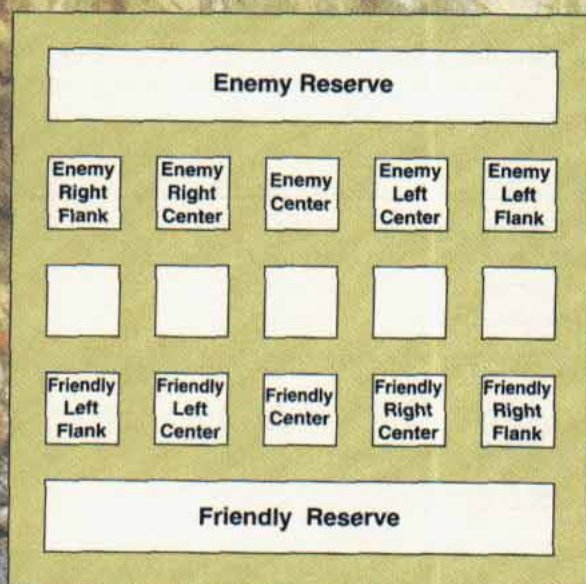
Any number of units can be placed in an area of the battlefield. In fact, a commander can concentrate his army in a single area if he wishes, leaving the rest of his lines empty.

Card Movement: A unit can be moved a number of areas equal to its movement in one round, so a company of archers (move 2) can march from the friendly center to the enemy center in one round.

setup

The defender sets up his forces first. (The defender is the commander whose army stood fast when enemy forces moved into the province.) He places his units in any of the areas in the Friendly Line or Friendly Reserve.

The defender is also allowed to place one *terrain* card appropriate to the province.



Province

Terrain Card

Hills, highlands

Forest

Marsh, tundra, swamp

Mountains, foothills

Contains/borders river

Fortified holding/castle

Hill card

Woods card

Bog card

Cliff card

River card

Fortification card

Terrain cards offer certain benefits and conditions (explained on individual cards). The defender places the terrain card at the same time he arranges his units, and can place it in any area on the map except the reserve. After the defender has arranged his forces, the attacker sets up his army.

pcs on the battlefield

The War Cards are intended to simulate great engagements between armies, and are not reflective of battles between PCs and individual enemies. The DM may, however, allow PCs to participate in battle. The War Card for Adventurers (Card 87) can represent the overall efforts of a group of PCs; this should be stacked with another unit and fight with that unit for the duration of the battle.

The DM can also pause the War Card battle to run skirmishes or encounters when the parent unit is involved in a fight or is threatened by enemy attack. Generally, one round of War Card battle equals five melee rounds. Allow the PCs to resolve their personal battles first, then resolve the larger action.

PCs and magic: When a PC wishes to cast spells against an enemy unit, refer to the War Magic cards (cards 94–101). If a spell is not described on the War Magic cards, the PC can use it only in personal battles and cannot affect an entire unit. A PC is limited to one War Magic spell per War Card round (or five melee rounds); the rest of the time, the PC is busy preparing his spell and ducking the enemy. He may still use standard spells normally.

sequence of play

A battle of War Cards is played in rounds and lasts until one side acknowledges defeat (see Ending the Battle). One round comprises the following sequence of play.

A. Movement Phase

1. Attacker moves.
2. Defender moves.

B. Attack Phase

1. Resolve magical attacks.
2. Resolve stationary missile attacks.
3. Resolve charge attacks.
4. Resolve melee attacks.
5. Resolve moving missile attacks.

C. Morale Phase

1. Routed units flee.
2. Units forced to fall back do so.
3. Routed units attempt morale checks.
4. Surrender or withdrawal.

D. Repeat each round until battle is resolved.

MOVEMENT PHASE

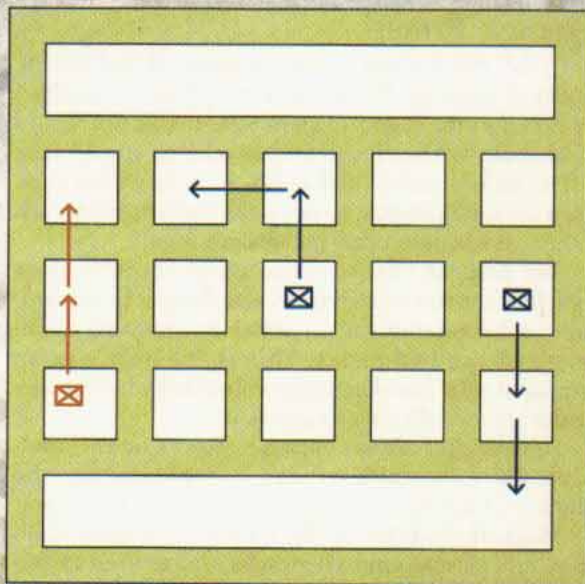
A unit can move forward, backward, or sideways through any area containing friendly forces if the terrain permits (terrain conditions appear on the Terrain Cards). A unit cannot move through an area occupied by enemy forces (although it can move into the area in one round and leave in the following round as long as it isn't engaged by the enemy). Diagonal movement is not allowed.

A commander can move any or all of his units as he sees fit, although units that are *engaged* by enemy forces (see below) can't move. The attacker conducts all of his moves first, then the defender may respond by moving any or all of his disengaged units.

Engagement: When units move into an area with enemy forces, the enemy decides how many of his units meet the attack and become *engaged*. At least one unit must enter battle, *and* the enemy must engage a number of units equal to the attacker's number of units. If the enemy's units outnumber the attacker's units, those extra units need not be engaged. Thus, it is possible to have engaged *and* disengaged units in the same area.

Engaged units are locked in battle and cannot move until one side or the other is destroyed, routed, or forced to fall back. Each time a new attacker moves into that area, an enemy unit must engage it if a unit is available.

Engaged forces can't make charge or missile attacks and instead must use their melee ratings, with two exceptions. First, when a charging unit engages an enemy unit, it is allowed to use its charge rating in the round that it



All three moves shown are possible for a unit with a movement rating of 2.

moved. Second, missile units are allowed to use their missile ratings in the round in which they were engaged by enemy movement. (If a missile unit moved and forced an enemy to engage, it must use its charge or melee rating.)

Mounted units are forced to engage *only* if a mounted enemy unit enters their area. If foot soldiers attack a mounted unit, it can choose to fall back automatically.

Charges: Some units have a charge rating, which is usually better than a melee attack. In order to charge, a unit cannot be engaged and must be able to move at least one area.

The Reserve Area: The reserve area is considered one area away from the battle lines. Units can never move into the opponent's reserve

or launch missile attacks into it. A unit cannot move into and out of its reserve in the same round, so the reserve can't be used to quickly shift slow units across the battlefield.

ATTACK PHASE

In the attack phase, each engagement and missile volley is resolved. The steps of this phase are resolved in order, so the results of stationary missile fire always take effect before charge attacks, charge attacks take effect before melee, and so on. Attacks within each step are simultaneous, so two units meleeing with each other can kill each other in the same round.

Any unit can choose not to attack (but that does not prevent the enemy from attacking it in return), or can deliberately fail an attack by choosing to fall back (described later). This is the only way an engaged unit can disengage voluntarily, but enemy units are still allowed to attack it.

The attacker always declares attacks first. If multiple friendly units engage a single enemy, the enemy commander decides which unit is his target.

Magical Attacks: Spells, monsters' magical abilities, and similar unusual attacks are resolved in this step. PC wizards are treated as individuals. NPCs must be assigned to an army unit; if the unit is destroyed, the wizard is destroyed.

Most spells from the *Player's Handbook* have little or no effect when cast on a battlefield. Therefore, appropriate spells have been selected; these appear on the War Magic cards in the War Deck.

A wizard may cast any spell listed on the cards, subject to normal level and memorization requirements. For convenience, spells are grouped into eight categories: generic priest, generic wizard, hallucinatory terrains, blesses, walls, deceptions, fogs, and transmutations. The cards provide additional details about the effects of these spells in battle. Spellcasting is automatically successful

(but morale checks may be applicable); no die roll or other resolution is required.

Wizards cast spells in battle in the same manner that they cast spells during an adventure, with a few modifications.

Range: Offensive spells can be cast at any disengaged enemy unit

in the wizard's area or one area away. Defensive spells can be cast on any friendly unit in the spellcaster's area.

Components: As described in the *PHB*.

Duration: Special; explained on the War Cards.

Casting Time: Irrelevant. Assume that a wizard has plenty of time on the battlefield to prepare his spell.

Area of Effect: Spells that affect an area of less than 400 square feet or fewer than 25 individuals have no real effect on battles resolved by War Cards. Spells that do affect these minimums are assumed to affect one army unit or one area. Spells that do not meet these criteria may be used on the battlefield, but only as a personal tactic.

Saving Throw: Units are not allowed saving throws.

Stationary Missile Attacks: Any unit with missile capability that did not move in the current round can attack one enemy unit in the same area or one area away using its missile rating. Units that launch missile attacks always ignore Fall Back results on the Battle Cards.

A missile unit can shoot at an engaged enemy, but since the enemy is engaged, friendly units are placed in danger by the missile fire. One friendly unit in contact with the enemy is also subject to attack by the missile fire. The enemy commander chooses which engaging unit is attacked.

If a unit qualifies for stationary missile fire (i.e., it didn't move in the current round), it gains two benefits. First, it gains a free "last shot": it can use its missile rating against an enemy unit that engaged it in this round (after this shot, the missile unit must switch to its melee rating). Second, it can shoot at an engaged enemy unit in its own area without endangering friendly units that engage it.

Charge Attack: All units able to charge may attack using their charge ratings. (Such units must be disengaged at the beginning of the current round and must be able to move at least one area in order to charge.) After one charge round, the unit must use its melee rating if it engages the enemy.

Melee Attack: All engaged units can make a melee attack if they haven't made any other kind of attack in the current round. A disengaged unit can make a melee attack against engaged enemies in its area, but it becomes engaged with its target by doing so.

Moving Missile Attacks:
Any disengaged

units that moved in the current round may fire at one enemy unit up to one area away. If the enemy is engaged with a friendly unit, the friendly unit also suffers the effects of the missile attack.

RESOLVING ATTACKS

Attacks are resolved using the nine Battle Cards in the War Deck. Set these cards aside as a separate deck. As the cards are used, reshuffle them as often as necessary to resolve combat.

For purposes of the Battle Cards, the *attacking unit* is the unit launching the assault, and the *defending unit* is the target of the assault. Opposing units can function as both attacker and defender in the same round. (Do not confuse these terms with the *aggressor* and *defender* for purposes of setup and movement.)

To resolve an attack, draw a battle card. Then subtract the defender's *defense* rating from the attacking unit's *melee*, *missile*, or *charge* rating. The result will range from -3 or worse to +3 or better (higher is better for the attacker). Next, find the row on the Battle Card that shows the attacker's large icon and the defender's large icon, and move across the columns to the proper result.

Example: An infantry unit attacks a pike unit in melee combat. The infantry's melee rating is 3, and the pike's defense is 4. The difference is -1. A Battle Card is drawn. The infantry's large icon is crossed swords, and the pike's large icon is the shield. Looking down the rows to the swords/shield combination, then across the columns

to the -1 column, the result is an F. The infantry must fall back. A different card would yield a different result.

Attacker's icon	Defender's icon	BATTLE CARD						
		ATTACK-DEFENSE						
		-3	-2	-1	0	+1	+2	+3
×	▼	H	-	F	-	H	-	-
×	▲	-	F	-	-	H	H	D
×	×	-	H	H	-	H	-	H
▼	▼	F	-	-	R	D	H	R
▼	▲	H	F	H	H	H	H	H
▼	×	-	H	-	H	R	R	D
▲	▼	-	F	H	H	F	D	H
▲	▲	F	H	-	H	-	H	R
▲	×	F	-	H	F	-	H	H

F Attacking unit falls back
R Defending unit takes one hit and is routed
H Defending unit takes one hit
D Defending unit is destroyed

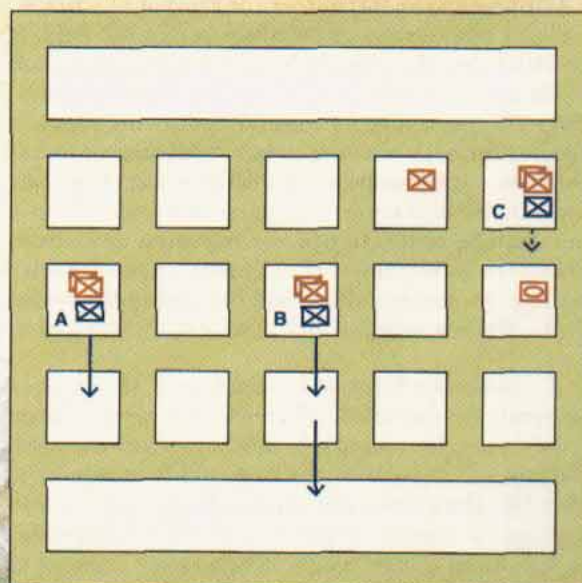
Battle Card results are explained below.

- A miss with no other effect.
- F A miss, and the attacking unit falls back in the Morale Phase.
- H A hit. The defending unit rotates its card so that the reduced values under the 1 Hit arrow are at the top of the card.
- R A hit; the defending unit is routed in the Morale Phase.
- D Defending unit is destroyed outright, regardless of the number of hits it may have.

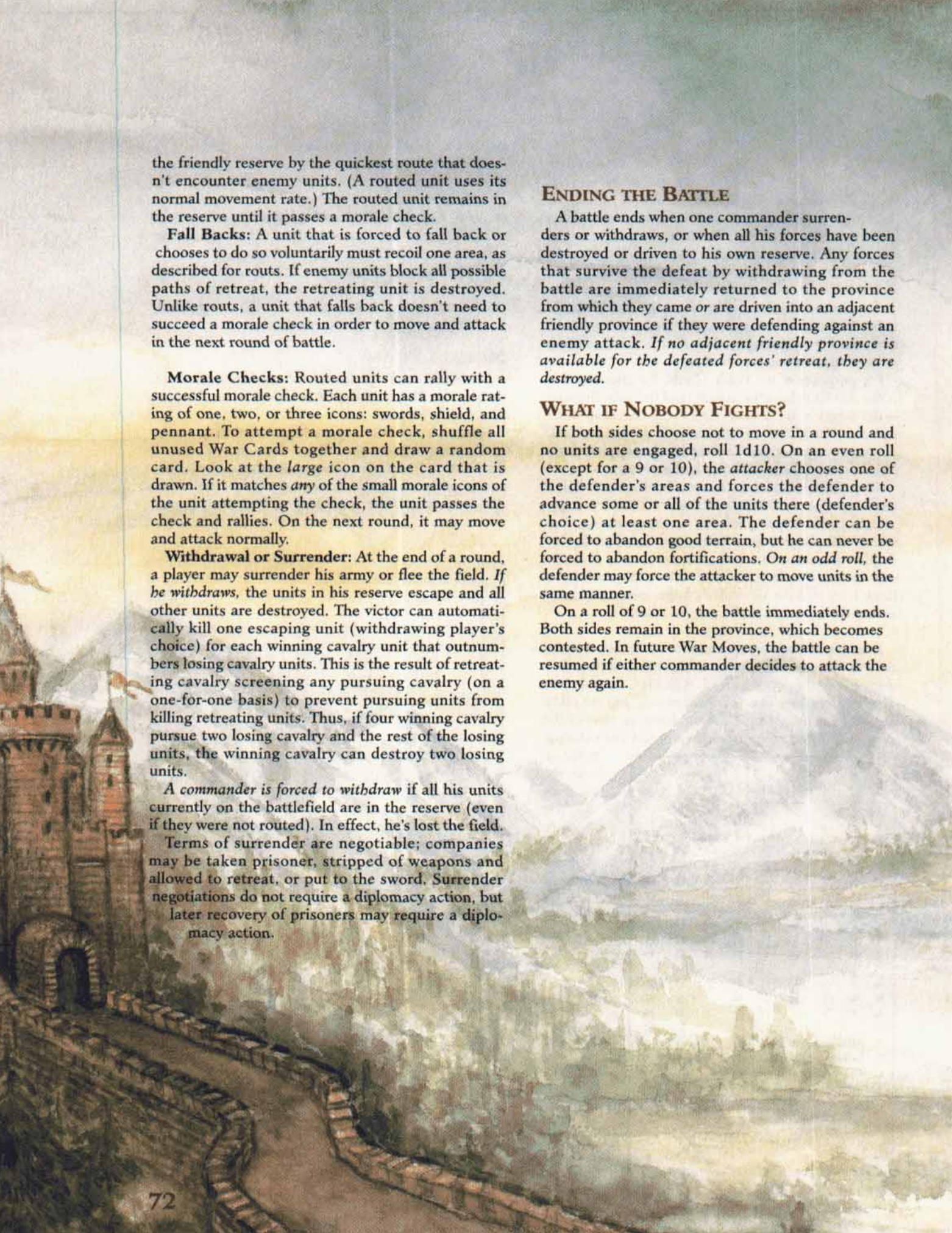
MORALE PHASE

Some units may be forced to recoil as a result of the Attack Phase. These situations are resolved in the Morale Phase.

Routs: A unit that is routed must retreat one area in any direction except toward the enemy's side of the field. *If friendly or enemy units block all possible retreat paths, the unit is automatically destroyed.* In the next round, the retreating unit must move to



Unit A attacks enemy units and suffers a Fall Back result. It recoils one area and stops. Unit B is attacked by the enemy and is routed; it must move toward the reserve each round until it reaches the reserve. Unit C is destroyed by either result, since its retreat is blocked.



the friendly reserve by the quickest route that doesn't encounter enemy units. (A routed unit uses its normal movement rate.) The routed unit remains in the reserve until it passes a morale check.

Fall Backs: A unit that is forced to fall back or chooses to do so voluntarily must recoil one area, as described for routs. If enemy units block all possible paths of retreat, the retreating unit is destroyed. Unlike routs, a unit that falls back doesn't need to succeed a morale check in order to move and attack in the next round of battle.

Morale Checks: Routed units can rally with a successful morale check. Each unit has a morale rating of one, two, or three icons: swords, shield, and pennant. To attempt a morale check, shuffle all unused War Cards together and draw a random card. Look at the *large* icon on the card that is drawn. If it matches *any* of the small morale icons of the unit attempting the check, the unit passes the check and rallies. On the next round, it may move and attack normally.

Withdrawal or Surrender: At the end of a round, a player may surrender his army or flee the field. *If he withdraws*, the units in his reserve escape and all other units are destroyed. The victor can automatically kill one escaping unit (withdrawing player's choice) for each winning cavalry unit that outnumbered losing cavalry units. This is the result of retreating cavalry screening *any* pursuing cavalry (on a one-for-one basis) to prevent pursuing units from killing retreating units. Thus, if four winning cavalry pursue two losing cavalry and the rest of the losing units, the winning cavalry can destroy two losing units.

A commander is forced to withdraw if all his units currently on the battlefield are in the reserve (even if they were not routed). In effect, he's lost the field.

Terms of surrender are negotiable; companies may be taken prisoner, stripped of weapons and allowed to retreat, or put to the sword. Surrender negotiations do not require a diplomacy action, but later recovery of prisoners may require a diplomacy action.

ENDING THE BATTLE

A battle ends when one commander surrenders or withdraws, or when all his forces have been destroyed or driven to his own reserve. Any forces that survive the defeat by withdrawing from the battle are immediately returned to the province from which they came or are driven into an adjacent friendly province if they were defending against an enemy attack. *If no adjacent friendly province is available for the defeated forces' retreat, they are destroyed.*

WHAT IF NOBODY FIGHTS?

If both sides choose not to move in a round and no units are engaged, roll 1d10. On an even roll (except for a 9 or 10), the *attacker* chooses one of the defender's areas and forces the defender to advance some or all of the units there (defender's choice) at least one area. The defender can be forced to abandon good terrain, but he can never be forced to abandon fortifications. *On an odd roll*, the defender may force the attacker to move units in the same manner.

On a roll of 9 or 10, the battle immediately ends. Both sides remain in the province, which becomes contested. In future War Moves, the battle can be resumed if either commander decides to attack the enemy again.

goddess Brenna, the patron of the Brechts, but she is also revered in Anuire as Sarimie, and in Khinasi as Sarma.

It's important to note that the temples of these gods are not unified. At least ten different faiths devoted to Haelyn exist in Anuire alone, and the rivalry is sometimes fierce.

shorthand for the powers descriptions

The following abbreviations and notations are used to describe the general powers, attitudes, and priesthood abilities of the major deities. The *Legends and Lore* accessory is recommended for more detailed information on the uses and powers of deities.

God Descriptions

Power: Greater, Intermediate, or Lesser.

Names: Most deities' Anuirean names are used, but some powers are more prevalent in other parts of Cerilia. In such cases, the most common name is used.

AL: The power's personal alignment.

WAL: The alignment of the power's followers.

AoC: General areas of concern for the deity.

Sy: The deity's recognized emblem or symbol.

Priest Requirements

AB: Ability requirements to be a priest.

AL: Alignments allowed to priests.

WP: Weapons allowed to priests. *Standard* means all weapons normally allowed to priests.

AR: Armor allowed to priests.

Major SP: Major spheres of access. *ToM* indicates a sphere from the *Tome of Magic* accessory.

Minor SP: Minor spheres of access.

PW: Special powers granted to that priesthood; numbers followed by) indicate the level at which the power is granted to a priest.

TU: Turning abilities granted by the

power: *nil*=no turning powers;

standard=normal turning

ability for clerics;

command=com-

mand ability

for evil

clerics.

What do kings, queens, high priests, and archmages do when an adventure comes their way? How does the DM handle a player character group that may be escorted by dozens of bodyguards and henchmen? What else is different and unique about adventuring in the BIRTHRIGHT campaign setting? This part of the Rulebook will address these questions. Domains ruled by PCs can provide no end of exciting adventure opportunities.

gods and priests

The pantheon known to the humans of Cerilia is not the same pantheon recognized by the ancient tribes who came to Cerilia before the War of Shadow. The old gods gave up their existences in order to destroy their evil brother Azrai at Mount Deismaar. Their essences imbued hundreds of champions and common soldiers with the beginnings of Cerilia's bloodlines, and have shaped history ever since.

part III: the birthright campaign

More importantly, those mortal champions closest to the old gods inherited the portfolios and powers of their patrons, rising to the heavens in a glorious divine ascension.

At first, the new gods worked closely together, but as centuries passed, rivalries and arguments have divided the Cerilian pantheon. Wars and feuds between their mortal followers have naturally ensued, and the powers work continually to increase the prestige and well-being of their worshipers.

Despite these rifts, all the gods of the new pantheon have held fast to one firm pact: Never again shall the gods battle each other in physical form.

The new powers are known by different names in different parts of Cerilia. Most are worshiped in one aspect or another in several of Cerilia's cultures. For example, Sera is the heiress of the old

haelyn

Greater God

Lord of Noble War, Lawmaker, Patron of Anuire



Khinasi:	Halaia
Rjurik:	Holn
AL:	Lawful good
WAL:	Any
AoC:	War, leadership
Sym:	Sword and sunburst

Haelyn is the ruler of the gods, the lord of courage, justice, and chivalry, and the patron of kings and warriors. In his mortal life, Haelyn was the leader of the Anuireans, the brother of Roele, and the half-brother of Raesene. He was the champion of the old god Anduiras at Deismaar, and he inherited his patron's powers.

Haelyn creates avatars only under the most unusual circumstances. When he appears, his avatar is equal to a 20th-level paladin with godlike ability scores. He wears *field plate armor* +5 and carries a *two-handed sword* +4 with both *sharpness* and *disruption* properties. He appears as he did in life: as a tall, clear-eyed warrior carrying a sword and a sceptre and surrounded by an aura of golden light.

HAELYN'S PRIESTHOOD

Priests of Haelyn are the most powerful clergy in the Anuirean lands. Traditionally, they are advisers to kings and guardians of the investiture of regency. Large temples are often bases for legions of temple soldiers led by paladins.

Requirements: AB Wis 9, Str 9, Cha 12; AL any lawful or good; WP any; AR any; Major SP All, Charm, Combat, Elemental (Air), Healing, Law (ToM), Protection; Minor SP Divination, Guardian, Necromantic; PW 1) +2 bonus to saves vs. *fear*, *bold*, and mind-affecting magic; 5) 3 attacks per 2 rounds; 9) +1 to attacks with weapon of choice; TU standard.

Paladins: Haelyn's paladins are recognized as knights and carry the power to execute justice as they see fit. They may select a weapon of choice, with which they gain a +1 bonus to attack rolls.

erik

Greater God

Old Father of the Forests, Patron of Rjurik



Anuire:	Aeric
Vosgaard:	Iraikhan
AL:	Neutral
WAL:	Any neutral
AoC:	Forests, hunting
Sy:	Oak tree

Erik is the guardian of the wilderness, the protector of the forest, and the patron of Cerilia's animals. He does not oppose human logging or hunting, but it is his law that no one shall take more than he needs or more than the land can bear to lose. Erik was a Rjuven warrior in the entourage of Reynir at Mount Deismaar, and he still considers the Rjurik to be his people.

Erik loves to walk the forests of Cerilia in the guise of an old man with wood-bark skin and a green, mossy beard. In this form, he is the equivalent of a 20 HD treant with the spell abilities of a 20th-level priest. No natural animal can be driven to attack him.

ERIK'S PRIESTHOOD

Erik's priests are druids with a few unique abilities. They band together in organizations known as circles. Most Rjuriks consider the druidic faith of Erik to be the only religion worth following, and scattered circles of druids dwell in the forests of Anuire and Vosgaard.

Requirements: AB Wis 12, Con 14; AL any nonevil; WP any axe, bow, club, dagger, dart, harpoon, javelin, knife, morning star, quarterstaff, sling, or spear; AR studded leather, wooden shield; Major SP All, Animal, Elemental, Healing, Plant, Summoning, Weather; Minor SP Divination, Protection, Travelers (ToM); PW as druid, plus *move silently*, *hide in shadows*, and animal empathy as a ranger three levels higher (a 1st-level priest has a 25% HS chance, a 33% MS chance, and imposes a -2 penalty on the saving throw of a target of animal empathy); TU nil.



cuiraécen

Lesser God

Stormlord, God of Battle, Haelyn's Champion



Khinasi: Khirdai
Rjurik: Kirken
Brechtür: Kirche
AL: Chaotic good
WAL: Any nonlawful
AoC: Battle, storms
Sy: Sword and lightning

Cuiraécen (koo-RAY-eh-ken) is the god of storms and conflict, but he is perceived as a force for change and good rather than destruction. He is the son of Haelyn and the sea-goddess Nesirie, and was not present at Deismaar. Cuiraécen is the patron of young and reckless warriors everywhere who plunge boldly into battle in search of personal glory and honor.

As Haelyn's champion and herald, Cuiraécen goes wherever his father sends him. He appears as a huge, powerfully muscled man with noble features, gleaming silver *chain mail* +5, a *shield* +3, and a great crested helm. His avatar is the equivalent of a storm giant who attacks twice per round with a *spear* +4 that can cast a 12d8 *lightning bolt* at will.

CUIRAÉCEN'S PRIESTHOOD

Cuiraécen's temple is important in Anuire, but is relatively small elsewhere. The faith is popular among soldiers; and powerful orders of militant knights templar can command hundreds of elite fighting men.

Requirements: AB Wis 9; Str 12; AL any nonlawful; WP any; AR any; Major SP All, Combat, Elemental (Air or Water), Guardian, War (*ToM*), Weather; Minor SP Chaos (*ToM*), Healing, Protection; PW 1) THAC0 and # of attacks equal to warrior of equal level; 7) *lightning* and *cold resistance* equal to *ring of fire resistance* effects; TU nil.

Paladins: Cuiraécen's paladins are chaotic good. They may specialize in a weapon following the rules for fighters. They cannot turn undead or cast priest spells.

nesirie

Intermediate Goddess

Goddess of the Sea, Lady of Mourning



Khinasi: Nasri
Rjurik: Narikja
Brechtür: Neira
AL: Neutral good
WAL: Any
AoC: The seas, grief
Sy: Wave and trident

Nesirie (neh-SEE-ree-eh) is the patroness of mariners and explorers. Nesirie inherited Masela's power after that goddess perished, but their people—the Masetians—passed into history in a few short centuries following the War of Shadow. Nesirie mourns for them still, and any who know grief call on her. She is the wife of Haelyn.

Nesirie frequently roams the coastal waters and windswept bays of Cerilia, appearing as a beautiful girl in diaphanous robes surrounded by waves that answer her unspoken commands. She avoids combat when in her avatar form, but can fight as a 14th-level priest and commands 2–5 water elementals of maximum Hit Dice, strength, and loyalty.

NESIRIE'S PRIESTHOOD

Nesirie's faith is a minor one, but it is popular with folk who live on or near the sea as well as individuals who feel they've suffered great losses in life. Few of Nesirie's priests are interested in political power.

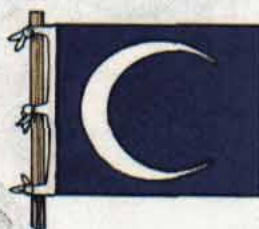
Requirements: AB Wis 12; AL any nonevil; WP dagger, harpoon, net, sling, spear, trident; AR scale or leather, no shield; Major SP All, Animal (sea creatures only), Charm, Divination, Elemental (Water), Healing, Necromantic, Protection; Minor SP Combat, Weather; PW 1) *water breathing* or *water walking* 1/day; 5) *solid fog* 1/day; 9) *free action* as per *ring of free action*; TU standard.

Paladins: Nesirie's paladins are always female. They share the granted powers of the priesthood, but cannot summon a warhorse.

ruornil

The Moon God, the Silver Prince

Lesser God



Khinasi: Rilni
Rjurik: Liorn
Vosgaard: Lirovka
AL: Neutral
WAL: Any
AoC: Night, moon, magic
Sy: Crescent moon

Ruornil is the god of magic—the guardian of the world's arcane forces and places of mystical power. Ruornil was an Anuirean who followed the old god of magic, Vorynn, after Azrai swayed the Vos away from Vorynn. When Vorynn perished at Deismaar, Ruornil inherited his power. All Cerilian mages acknowledge Ruornil's power, even if they do not worship him.

Ruornil's avatar walks when the moon illuminates the land. He takes the form of a slender, dark-haired youth in silver robes. Ruornil's only true concern is the protection of the secret sources of magical power hidden throughout Cerilia, but he also fights a bitter war against the encroachment of the Shadow World. His avatar is a 16th-level true mage who can harmlessly absorb any wizard spell cast at him.

RUORNIL'S PRIESTHOOD

Woodsmen, astrologers, and wizards revere Ruornil, but few priests of this reclusive power exist. His temples are usually places of enchantment hidden in the forests and dells of the Cerilian wilderness, but in Anuire, a few temples take interest in political power and concerns.

Requirements: AB Int 12, Wis 9; AL any neutral; WP dagger, javelin, quarterstaff, sling, spear, short sword; AR none; Major SP All, Charm, Divination, Healing, Necromantic, Plant, Sun; Minor SP Combat, Plant, Protection; PW 1) Spell abilities of a magician of half the priest's level (rounding down);

9) -2 penalty to opponent's saving throws while the moon is in the sky; TU standard.

sera

Intermediate Goddess

Lady of Fortune, Goddess of Wealth



Anuire: Sarimie
Khinasi: Sarma
Vosgaard: Lirovka
AL: Chaotic neutral
WAL: Any
AoC: Wealth, luck
Sy: Scales

Sera is the inheritor of Brenna's power, and has assumed the old goddess's role as the patroness of the Brecht people. She is the wife of Ruornil and the goddess of commerce, wealth, and both good and ill fortune. Sera embodies the adage that a man makes his own luck; she rewards diligence and hard work, but she occasionally smiles on the fool.

Sera rarely walks in the waking world, but in Brechtür, it is believed that she is present whenever men gamble at long odds or for great stakes. Her avatar appears as a graceful, ageless woman with dark hair and a slight, knowing smile. She carries a set of scales. Sera avoids confrontation, leaving would-be enemies with a curse of extraordinarily bad luck to teach them a lesson. She can fight as an 18th-level priest if pressed.

SERA'S PRIESTHOOD

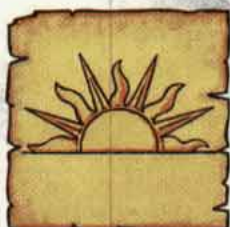
Sera is revered by all merchants, rogues, and gamblers. Any who call on Lady Luck are actually invoking Sera's name. Her temples are the most important in Brechtür, but the Brechts aren't very religious; Sera's priests often double as officials of commerce and trade.

Requirements: AB Wis 9, Cha 12; AL any; WP standard; AR chain mail or lighter, no shield; Major SP All, Chaos (ToM), Divination, Healing, Necromantic, Protection, Summoning; Minor SP Charm, Combat, Numbers (ToM); PW 1) +2 to all saving throws; 4) invisibility 1/day; 7) curse resulting in -4 to victim's attacks and saving throws for one week, 1/day; 10) fumble 1/day; TU nil.

avani

Greater Goddess

Goddess of the Sun, Lady of Reason



Anuire:	Avanalaë
Brechtür:	Lana
Rjurik:	Vani
AL:	Lawful neutral
WAL:	Any
AoC:	Sun, reason, magic
Sy:	Setting sun

Avani is the wife of Erik, the matron of the Basarji, and the successor of the old goddess Basaia. At Deismaar, her new-found powers helped to put the forces of evil to flight. Avani is now the sun goddess and lady of reason and logic, the counterpart to the mysterious moon god Ruornil.

The Khinasi believe that the sun is Avani's golden palace, and that each day her home circles the world. Her avatar is rarely seen; she takes the form of a bright beam of sunlight. Avani can appear as a 20 HD fire elemental with the spell ability of a 20th-level wizard; any who look directly at her must save vs. spell or be permanently blinded.

AVANI'S PRIESTHOOD

Avani's temple is predominant in Khinasi and very important in Anuire. Her priests are sages, scholars, and teachers; a temple of Avani resembles a university or library.

Requirements: AB Wis 9, Int 12; AL any non-chaotic; WP standard plus dagger, spear, or bow; AR any, no shield; Major SP All, Divination, Elemental (Fire), Healing, Protection, Sun, Thought (ToM); Minor SP Charm, Creation, Numbers (ToM); PW 1) +2 to saves vs. illusion spells; 5) *flame arrow* 1/day; 9) *sunray* 1/day; TU standard.

Paladins: Avani's paladins are free-roving champions who seek out those who misuse the power of magic. They have magic resistance of 10% +3% per level versus evil magic. They gain spells two levels early, beginning at 7th level rather than 9th.



eloéle

Lesser Goddess

Goddess of Night, Sister of Thieves



Brechtür: Éla
Vosgaard: Elyal
AL: Chaotic neutral
(evil)
WAL: Any nonlawful
AoC: Night, darkness,
thieves
Sy: Black dagger

Eloéle (eh-LOW-eh-lay) is the daughter of Sera and Ruornil. She was born in the early centuries following Deismaar and became the lady of thieves, deceit, and stealth. She is generally not a malicious power, but she is capricious and selfish; she loves to embarrass or trick her enemies, sometimes with lethal results.

Eloéle is said to live in every shadow and to hear all words whispered in secret. She roams the world in darkness, always staying an hour ahead of the dawn, to aid rogues and thieves engaged in underhanded doings. Her avatar is equal to a 16th-level thief and can command any darkness- or shadow-based magic. Her black dagger is a +3 weapon that never misses in a backstab and drains 1d4 levels from any creature it wounds.

ELOÉLE'S PRIESTHOOD

Few honest folk worship Eloéle, but every rogue knows of the Sister of Thieves and seeks her blessing before setting to work. Only a few small shrines are scattered through the larger cities of Anuire and Brechtür, but a society of female warriors among the Vos reveres her as their secret leader.

Requirements: AB Wis 9, Dex 12; AL any chaotic; WP dagger, dart, crossbow, sling, short sword; AR leather, no shield; Major SP Animal, Chaos (ToM), Charm, Divination, Sun; Minor SP All, Healing, Necromantic; PW gains thief abilities of a thief of half priest's level, rounded up (1st-level thief abilities for 1st-level priests) 4) infravision to 30 feet; 7) darkness 15_ radius 1/day; TU command.

Laerme

Lesser Goddess

Goddess of Fire, Beauty, and Art



Khinasi: Leira
Rjurik: Lara
Vosgaard: Ayairda
AL: Chaotic good
WAL: Any nonevil
AoC: Fire, love, art
Sy: Harp and flame

The daughter of Erik and Avani, Laerme appeared in the years after Deismaar. She is a fiery goddess of beauty and love and patroness of the arts. She is not jealous or vain, and freely rewards any who create beauty regardless of whether they worship her. However, Laerme can be moved to heated anger by any who deny love or who delight in destroying things of beauty.

Laerme doesn't take physical form very often, but legends tell that from time to time, she has appeared in disguise to arrange lovers' trysts or to help an artist complete a work. She avoids combat, but in dire circumstances she has the abilities of a 16th-level bard. She is so beautiful that any creature that looks upon her must save vs. spell with a -2 penalty or be *charmed*.

LAERME'S PRIESTHOOD

Few temples are devoted to Laerme's worship, but many people who worship other gods call on her for help in matters of romance. Her priests tend to be wandering courtiers and advisers and are likely to ally themselves with established temples.

Requirements: AB Wis 9, Cha 12; AL any good; WP standard, plus bow; AR none; Major SP All, Charm, Creation, Elemental (fire), Healing, Protection, Summoning; Minor SP Divination, Sun; PW 1) affect normal fires or burning hands 1/day; 3) produce flame 1/day; 5) fire charm 1/day; 7) charm monster 1/day; 9) produce fire or fireball 1/day; 11) fire resistance as per the ring; TU standard.

kriesha

The Ice Lady, the Winter Witch



Rjurik:	Karesha
Brechtür:	Kriestal
AL:	Lawful evil
WAL:	Any nongood
AoC:	Winter, monsters
Sy:	White hand

When Azrai was destroyed at Mount Deismaar, his champions ascended to claim his position. Kriesha was a Vos high priestess who absorbed the portfolios of cruelty, despair, and cold. Along with Belinik, she is the guardian of the Vos. Kriesha stands for strength through hardship and tests the Vos with harsh winters and savage conflict to weed out the weak.

Kriesha's avatar walks in any lands in which snow lies on the ground; during the brief Vosgaard summer, she is at her weakest. She can take the forms of a great white wolf, a 20 HD ice elemental, or a pale lady with cold but beautiful features. Her avatar is a 16th-level priestess armed with a *mace* +5 carved of pure ice. She can cast any cold-based magic.

KRIESHA'S PRIESTHOOD

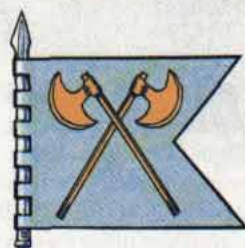
Kriesha isn't openly worshiped outside of Vosgaard, although the Rjuriks and Brechts know and fear her. Among the Vos, her priests are always women; they command great influence in Vos society and use their powers to test the strength of the Vos warriors.

Requirements: AB Wis 9, Con 12; AL any evil; WP standard; AR any but plate, no shield; Major SP Animal, Combat, Elemental (Water, but spells affect ice), Necromantic, Protection, Summoning; Minor SP Healing, Sun, Weather; PW 1) *chill touch* 1/day and +1 to saves vs. cold; 5) *wall of ice* or *ice storm* 1/day; 9) *cone of cold* or *Otiluke's freezing sphere* 1/day; 13) *cold resistance* (as *ring of warmth*); TU command.

belinik

Prince of Terror, Lord of Strife

Intermediate God



Brechtür:	Alenecht
AL:	Chaotic evil
WAL:	Any nonlawful
AoC:	Battle, feuds, fear
Sy:	Crossed axes

Belinik was the chosen champion of Azrai and the warrior-king who led the Vos into the War of Shadow at the dark lord's command. Much of Azrai's raw power descended to Belinik at Mount Deismaar, elevating the brutal tyrant to the ranks of godhood. Belinik embodies the Vos belief that might makes right; those who follow him believe that strength and savagery are all a true warrior needs.

Belinik delights in bloodletting and hovers over His avatar takes the form of either a cave bear or a mighty 18th-level warrior in *plate mail* +4 with a *battle axe* +4 of wounding and sharpness.

BELINIK'S PRIESTHOOD

Belinik is revered by all Vos warriors, and his priests command great influence in Vosgaard. It's not unusual for priests to instigate blood-feuds or wars between Vos clans in order to please Belinik. A priest of Belinik can never back down from a battle and must demonstrate that he is fit to serve his god by showing strength and bloodlust.

Requirements: AB Wis 9, Str 12, Con 12; AL any evil; WP any; AR any, no shield; Major SP Combat, Guardian, Protection, Summoning, War (ToM); Minor SP All, Animal, Charm, Healing; PW 1) +1 to attacks with one *weapon of choice*; 3) attack 3 times per 2 rounds with *weapon of choice*; 5) +1 to Strength and Constitution scores (maximum 18); 7) +2 to saves vs. mind-affecting magic; 9) *fear* 1/day; TU nil.

other powers of cerilia

The pantheon of the young gods is recognized across the continent, but the human powers are not the only gods known to the people of Cerilia. Goblins, orogs, gnolls, and other creatures each worship their own powers. The awnsheghlien are even said to secretly swear allegiance to another power even greater than themselves.

MORADIN

Greater God

Moradin is the legendary creator of dwarves and the chief deity of a mysterious pantheon of dwarven gods. The dwarves don't speak of their beliefs to nondwarves and hold their religious observances only in the sanctuary of their hidden fortress cities. In fact, the name of Moradin is known outside dwarven halls only because the dwarves call on him for aid in their battle-cries.

The *Monster Mythology* accessory (DMGR4) provides useful information about the dwarven pantheon and is suitable for Cerilia. Otherwise, consider dwarven priests to be standard clerics from the *Player's Handbook*.

KARTATHOK

Greater God

Kartathok is the lord and patron of goblin-kind in Cerilia, and like Moradin, he is the head of an entire pantheon of goblin gods. The goblins aren't exactly

cautious about concealing the secrets of their religions, but few outside observers have the patience or stomach to learn more than the surface details of goblin beliefs.

Kartathok is remarkably similar to the god Maglubiyet (found in DMGR4). Priests and shamans play a very important role in goblin society and often serve as leaders to goblin warriors. The goblin deities are further described in *Monster Mythology*.

THE COLD RIDER

Demigod?

No one denies that a power of darkness is at work in the Shadow World, but the nature of this creature is unclear at best. Mages familiar with the Shadow World refer to this power as the Cold Rider, and attribute the restless dead and dangerous spirits of this sinister realm to his dire enchantments. Some people believe the Cold Rider is an awnshegh, while others aver that he is a god spawned by Azrai's destruction.

POWERS OF DARKNESS

Demigods

Several of Cerilia's darker races have sought patronage from unique tanar'ri lords. These include Yeenoghu, the lord of gnolls; Baphomet, the lord of minotaurs; and Kostchtchie, patron of the ice giants. Monstrous shamans from these races exist, but are extremely rare. Torazan, the orog deity, is believed to be a tanar'ri as well.



trickles from the eaves of a forest toward its center, to the place where the trees are the oldest and strongest, weaving an invisible web of living energy. Forests, rivers, hills, mountains, and swamps—all areas of nature unspoiled by man—continuously renew their magical power.

magic and realm spells

Wizards in Cerilia are rare and unique characters who command powers unfathomable to their fellow men.

Three types of wizard magic exist: lesser magic, true magic, and realm magic. These form a hierarchy of sorts; a true mage can cast lesser magic, and a wizard regent who wields realm magic can cast true magic and lesser magic.

Lesser magic is the magic wielded by Cerilia's magicians—unblooded sorcerers who lack the inherent ability to command true magic. Lesser magic is derived from the powers of the mind and schooling in arcane arts. This class of magic includes the schools of illusion and divination as well as first and second level spells of all other schools of magic.

True magic can be cast only by those of elven blood or descended from one of the ancient bloodlines. Training is required as well. A true mage is the equivalent of a wizard in the standard AD&D® game, capable of casting spells from all schools. True mages can be specialist wizards in any school except the schools of illusion and divination.

Realm magic exceeds the capability of any mortal sorcerer who doesn't have a regent's supernatural connection to the land. Cerilia is a mystical place with ancient ley lines and magical sources available to those who know how to harness them. The power of the magic commanded by a single mage is nothing compared to the power available in a great ancient forest or a cyclone. Wizards can achieve spectacular results by tapping into this power, but only wizards who control magical source holdings—i.e., regents—can do so.

SOURCES

A source, or magical holding, is a nexus or collection point where a wizard can harness the power of the land to serve his own devices. Just as streams and creeks flow downhill to form rivers, a living land's magical essence known as *mebhaighl* (meh-VALE) collects in Cerilia's glens and downs. Magic

MAGIC POTENTIAL OF THE LAND

Magic power is defined by the strength of nature residing there. Small forests, streams, and hillocks collect power, but only in small amounts. Great rivers, vast woodlands, and mountain ranges are very powerful. The despoiling touch of civilization weakens the land's magic, and great stretches of the Anuirean heartland are nearly magic-dead as a result of 20 centuries of settlement, agriculture, and taming.

The magic potential of a province isn't tied to its level the way guild or temple holdings are. When a province level rises, indicating growth in civilization and thus a strain on nature, *mebhaighl* decreases.

Each terrain type has specific magic potential. The sum of the level of a province and the levels of sources within it usually cannot exceed the magic potential rating of the terrain (see table below). Thus, the province of Fairfield in Roesone is rated 3/2, meaning that the province rating is 3 and the source rating is 2, equalling the magic potential for hills—a 5. If High Mage Aelies wished to increase the level of his source, he would first need to contest the province's level. If the province were ruled to level 4, the mage's source would automatically drop to level 1.

The following table lists the magic potential of various terrain types.

Terrain Type	Potential
Plains, Hills, Tundra, Marsh, Moor	5
Forest, Mountain, River, Coast	7
Swamp	8
High Mountains, Ancient Forest	9

Elven provinces are an exception to this rule. Since elves live in harmony with nature, their presence does not reduce magic potential.

Other

exceptions exist as well. An ordinary plain with a network of fantastic caves hidden underground might be rated 6 or 7. A forest that suffered a magic cataclysm a millennium ago might be rated only 4 or 5.

SOURCES AND ACTIONS

In addition to providing a wizard with the power to cast realm spells, a source also stands for the wizard's ability to affect events in a province and his connection to the powers of that area. Unlike other characters, wizards may be prohibited from some undertakings if they have insufficient presence in a province.

TABLE 24: BARRED ACTIONS FOR SOURCES

Source Level	Prohibited Actions
7+	None
4-6	Trade Route
1-3	Agitate, Build, Fortify, Muster Armies, Trade Route
0	All

Sources gain the advantage that they are immune to being contested by military force. They can be contested only through the contest action.

Note also that if a source ever drops to 0, ley lines that originate from it disappear.

realm spells

Realm spells are a form of ritual magic. By acting as a conduit for the land's power, a mage can achieve far greater results than he could by casting a normal spell. The preparations are lengthy and involved; in fact, a domain action (one full month) is required for a wizard to employ a realm spell. A wizard regent begins play with 1d3 random realm spells.

A wizard can cast realm spells in only two places: within his own domain—i.e., a province in which he controls a source; or within a province in which he has established a ley line. In general, no saving throws are allowed versus realm spells, but in special cases (such as the *demagogue* spell), PCs might be

allowed

saves to learn whether

their characters fall victim to the effects.

Cost and Requirements. The materials needed to cast a realm spell are often expensive and hard to find. Therefore, all spells list a Gold Bar cost for the materials. In addition, casting a realm spell requires a mage regent to tap his power and the power of his domain to their limits, so each spell lists a cost in Regency Points. If the mage can't meet these costs, the spell fails.

Some spells require more power than others, and therefore must be supported by a strong source. For example, the *death plague* spell can be cast only from a source (5) or better. If a mage wants to employ magic too powerful for a province, he must first forge a ley line to connect a more powerful source to the province in question. With an operating ley line, the mage can tap into the most powerful source on the line to cast his realm spells. In a way, a ley line is an aqueduct for magic.

Note that ley lines are not cumulative; a wizard could not connect lines from a source (2) and a source (3) to cast a spell requiring a source (5).

Most realm spells require a character to be of a minimum level. Even 1st-level mages can cast realm spells, but more powerful magic requires significant experience. Note that the designation for character level refers to the wizard's actual level; it does not classify the spell level. For example, a character level of 3 means a 3rd-level mage can cast the spell.

Research. A mage regent begins play knowing 1d3 random realm spells. If more realm spells are desired, they must be researched. Researching a realm spell requires the use of the research character action and at least 1 Gold Bar in materials. The character must make a check versus his Chance to Learn Spells at the conclusion of his research to learn whether he was successful. Additional Gold Bars may be spent in research; each extra GB gives a 2% bonus to the Learn Spells check.

wizard realm spells

Alchemy (Alteration)

Regency: Special

Gold: 1 GB

Duration: Permanent

Req'd Source: 3

Character Level: 1

A mage can create wealth by spending Regency Points to transform worthless substances into valuables.

For each 4 RP

the mage spends, he generates 1 Gold Bar of wealth. The effect is instantaneous at the conclusion of the spell. *Alchemy* can be cast only once per Domain turn. The materials and components for the spell cost 1 GB.

Death Plague (Necromancy)

Regency: 1/province level Req'd Source: 5
Gold: 2 GB Character Level: 5
Duration: Permanent

An evil wizard can create a horrible, pestilent plague that depopulates an area, reducing an affected province by one level. At 5th level, the wizard affects only the province in which the spell is cast. For every two levels beyond the 5th (beginning at 7th level), he can affect one additional province adjacent to a province struck by the *death plague*, possibly infecting the kingdom of another regent.

The plague spreads at the rate of one province per action round until the maximum area of effect is reached. The RP cost is equal to the sum of the affected province levels; a 9th-level mage who poisons three provinces (4) must spend 12 RP. *Dispel realm magic* or *bless land* can negate the effects of the *death plague* in one province, but only if cast in the same action round as the province is affected.

Demagogue (Enchantment/Charm)

Regency: Special Req'd Source: 3
Gold: 1 GB Character Level: 3
Duration: Special

This pervasive, subtle charm plays upon the fears and loyalties of a province, influencing the attitudes of its people toward its ruler. For each 5 RP a wizard spends, he improves or worsens the loyalty grade of a province by one step. At 3rd level, he can affect one province; for every two levels beyond the 3rd, he can affect one additional province, i.e., two provinces at 5th level, three at 7th level, and so on. The change in loyalty occurs during the adjustment phase of the domain turn.

The wizard must pay 5 RP for *each* grade of loyalty affected in *each* province; casting a stable kingdom to rebellion could be very costly. The new loyalty level can be affected normally by various events.

Dispel Realm Magic (Abjuration)

Regency: Special Req'd Source: 1
Gold: 1 GB Character Level: 1
Duration: Special

This spell allows a mage regent to counter the effects of any other realm spell in the same manner that a *dispel magic* works against routine spells. The regency cost is equal to the regency cost that was spent on the target spell (if the *dispel* is to

affect one province of a multi-province spell, only the cost of one province is incurred). Both casters may bid additional RP to determine whether the *dispel* is successful. *Dispel realm magic* can even cancel the second use of this spell (described below).

Dispel realm magic can be cast upon a province to protect it from possible realm spells. In this use, the protection lasts one domain turn (effectively, three action rounds) per three levels of the caster. The RP expenditure determines the power of spells the *dispel* will prevent; for example, if the caster spends 20 RP, the *dispel* will prevent incoming spells cast with 20 RP or less. If an incoming spell were cast with 21 or more RP, the *dispel* would be cancelled and the incoming spell would take effect.

This use prevents realm spells and halts the spread of effects such as *death plague*, but it does not prevent a conjured or animated army from entering the province and it does not prevent casting of routine (nonrealm) spells.

Legion of Dead (Necromancy)

Regency: 4/company Req'd Source: 3
Gold: 1 GB/company Character Level: 7
Duration: One month+1 week/level

A skilled necromancer can summon the ancient dead to his aid, raising a legion of skeletons and zombies to do his bidding. The wizard can summon one company of undead minions for each level above 6th, so a 7th-level caster summons one unit, an 8th-level caster summons two, and so on. The wizard must spend 4 Regency Points per unit. He must remain with his undead army or the spell will be broken and the army will collapse.

Refer to the Undead Legion War Card for large-scale combat information; in standard game terms, each company is composed of about 200 zombies, monster zombies, skeletons, and giant skeletons.

Mass Destruction (Invocation/Evocation)

Regency: 10/company Req'd Source: 5
Gold: 5 GB Character Level: 3
Duration: Instantaneous

This spell can slay hundreds of enemies with a single awesome barrage of devastating fire, lightning, ice, energy, or poisonous vapor (wizard's choice). The mage can affect one enemy unit plus one unit per three levels: a 4th-level caster can destroy two, a 7th-level caster three, and so on. The target units must all be in the same province



as the wizard who casts the spell. Each unit affected costs the wizard 10 RP. Each target unit may attempt a morale check to lessen the effect; if it passes the check, the unit suffers only 1 hit of damage.

Mass destruction causes some coincidental property damage such as small fires or flooding; the DM should determine any effects. The wizard must be in sight of the army to be destroyed, but he can delay the spell's destructive effects for up to one week in order to reach the unit's location. If he leaves the province in which the spell was cast, the spell is lost.

Raze (Invocation/Evocation)

Regency: 10/structure level Req'd Source: 5
Gold: 2 GB/damage level Character Level: 7
Duration: Instantaneous

Castles and fortifications can be reduced to rubble by means of this spectacular realm spell. Reducing a castle's level one step costs 10 RP, so *razing* a level 5 castle costs 50 Regency Points. There is no limit to the amount of damage that a mage can cause to a castle through one spell—he may simply reduce it in level or may destroy it outright—as long as he is willing to pay the required regency. Materials and preparation cost 2 GB per level of damage the mage intends to cause.

Fortified holdings can be reduced to normal holdings through this spell, but they are not otherwise damaged. The wizard must be in sight of the castle to be *razed* when the spell is cast and the preparations must be performed on the site.

Scry (Divination)

Regency: Special Req'd Source: 1
Gold: 1 GB Character Level: 1
Duration: Instantaneous

The *scry* spell allows a wizard to peer outside his domain and take the equivalent of an espionage action hundreds of miles away. The regency cost varies with the distance of the target province from the wizard's domain. The spell costs 5 RP plus 3 RP for each province of separation; spying on a province five areas away from the wizard's domain costs 20 RP.

Only the information gathering aspect of espionage may be used; the wizard can't create random events or rescue people. If the target of the *scry* spell is a wizard, he may spend RP against the caster to try to make the spell fail. Otherwise, it is automatically successful.

Stronghold (Conjuration/Summoning)

Regency: Special Req'd Source: 7
Gold: 10 GB Character Level: 5
Duration: One domain turn per level

By means of this spell, the wizard conjures up a castle, tower, fortification, or building of any kind. The RP cost is equal to the Gold Bar cost of constructing an equivalent stronghold, but difficult or remote terrain doesn't affect the magical version. For example, a castle (3) normally costs 30 Gold Bars; this realm spell can do the same for 30 RP regardless of where the castle is placed.

The wizard can make the construction permanent with a *permanency* spell, but he is aged 10 years in the process. The wizard can dismiss the *stronghold* any time he wishes. If he dies without the castle being made permanent, it fades from existence.

Subversion (Enchantment/Charm)

Regency: Special Req'd Source: 1
Gold: 2 GB Character Level: 1
Duration: One Action Round

By employing a magical campaign of *charms* and *suggestions*, a wizard can force one holding, province, army, or lieutenant belonging to another regent to take a domain or free action (regardless of whether such assets are normally allowed actions). He could force a group of military units to declare war and invade a neighboring land; he could use a holding to contest or agitate; or he could instigate almost any kind of mayhem.

Subversion is limited to one discrete action, and it will affect a target regent regardless of whether he has already performed an action in the current round.

A cost of 3 RP per level of holding, province, or character level of a lieutenant is required to subvert such an asset; a cost of 5 RP per army unit is required. The victim regent may bid RP against the casting wizard to negate the effects. The wizard can, of course, spend RP to help the spell succeed. The opponent who spends more regency controls whether the spell succeeds.

Summoning (Conjuration/Summoning)

Regency: 5/company Req'd Source: 3
Gold: 2 GB/company Character Level: 3
Duration: One month plus one week/level

Using a powerful variation of the *monster summoning* spell, a wizard creates an army of monstrous followers to do his bidding. Each summoned unit costs the mage 5 Regency Points. He can summon one unit for each three experience levels (one at 3rd, two at 6th, three at 9th, and so on).

The troops that appear depend on the wizard's level, as shown below:

Level	Troops
1-3	Goblin Skirmishers
4-6	Gnoll Marauders or Goblin Wolfriders
7-9	Goblin Guards or Gnoll Infantry
10+	Stonecrown Ogres

When the spell ends, the province in which the monsters disband automatically suffers a monsters or brigandage random event.

Transport (Alteration)

Regency: 4/unit

Req'd Source: 5

Gold: 1 GB

Character Level: 3

Duration: Instantaneous

Transport allows a mage regent to instantly move troops from one province to another. He can move one unit 1 province per level (i.e., three units move 3 provinces at 3rd level) regardless of terrain. Units can be moved only between provinces in which the mage has a magical source or ley line. Each unit to be moved costs 4 RP.

Because this spell is instantaneous, the affected units are eligible to move during any war moves following the action round in which this spell is cast.

This spell can be used on unwilling units, but the regency cost doubles to 8 RP per unit.

Warding (Abjuration)

Regency: 5/province

Req'd Source: 5

Gold: 2 GB/province

Character Level: 5

Duration: 1 Domain turn plus 1 Action Round/level

With this spell, a mage weaves a barrier of impenetrable mists and fog that prevents any creatures from entering or leaving a province. Regardless of their actions, creatures are turned around and find themselves emerging from the mist at the same spot they entered it. A wizard or priest with appropriate spells or magical items has a 50% chance of successfully leading up to one person per level through the mist.

A mage can ward one province at 5th level, two at 7th, three at 9th, and so on. *Warding* costs 5 Regency Points per province affected. Wars, trade, and diplomacy are all but impossible while a *warding* is in effect. The caster is immune to the effects of his own *warding* and may lead as many individuals through the mists as he wishes.



priest realm spells

Like mages, priest regents may cast realm spells. Priests can cast these spells only in provinces where they control temple holdings and must pay Gold Bars and Regency Points in order to use these powerful abilities. Priests cannot use realm spells from spheres not allowed to them.

Bless Land Sphere: All
Regency: Special Req'd Holding: 1
Gold: 1 GB Character Level: 1
Duration: 1 Domain turn

By performing a special ceremony, the priest invokes his deity's blessing for a province. The affected province and any holdings owned by the priest in the province are treated as if they were one level higher for all purposes. This means that affected regents may reroll taxation and collection for the current domain turn and may increase their regency accordingly. *Bless land* can affect two provinces at 3rd level, three at 5th, and so on.

The regency cost is equal to the difference between each target province level and the priest's temple holdings in the target provinces; a priest who controls a temple (3) in a province (5) and a temple (3) in a province (4) must spend 3 RP to *bless* both provinces. This spell always costs a minimum of 1 RP per province.

Bless Army Spheres: War, Combat
Regency: 1/unit Req'd Holding: 3
Gold: 1 GB Character Level: 1
Duration: 2 War Moves +1 War Move/level

This spell allows a priest to increase the effectiveness of a unit, increasing all of its offensive scores by 1 for the duration of the spell. He can affect a maximum of one unit per level, and all target units must be in the same province.

Blight Sphere: Plant
Regency: Special Req'd Holding: 3
Gold: 2 GP Character Level: 3
Duration: One Domain turn
This is the reverse of *bless land*. *Blight* depresses an affected province and all

holdings within it by

one level. Holdings belonging to the casting priest are unaffected. *Blight* affects two provinces at 3rd level, three at 5th, and so on.

The regency cost is equal to the difference between each target province level and the priest's temple holdings in the target provinces; a priest who controls a temple (3) in a province (5) and a temple (3) in a province (4) must spend 3 RP to *blight* those two provinces (but a minimum of 1 RP per province).

If the priest is the ruler of the target province, he automatically loses one loyalty grade there.

Dispel Realm Magic Sphere: Protection
Regency: Special Req'd Holding: 1
Gold: 1 GB Character Level: 1
Duration: Instantaneous

This resembles the wizard realm spell *dispel realm magic* in all respects, except that only the first use of the spell is allowed. A priest may not use *dispel realm magic* to create a protective warding.

Honest Dealings Spheres: Charm, Law
Regency: 3/province level Req'd Holding: 3
Gold: 2 GB Character Level: 5
Duration: One Domain turn +1 round/level

This ceremony creates a widespread *charm* effect that magically guides a province's citizens toward honest and upright practices. In a province affected by this spell, agitate and espionage actions cannot succeed, diplomacy actions suffer a -4 penalty, and guild holdings are reduced two levels for collection purposes. An individual who attempts to commit a crime or tell a lie while in the province must succeed a saving throw versus spell to do so.

The priest may affect one province at 5th level, two at 7th, and so on.

Investiture Sphere: Any
Regency: Special Req'd Holding: 1
Gold: 1 GB Character Level: 1
Duration: Permanent

Any priest regent can perform a ceremony of investiture to arrange the transfer of regency between two characters. This severs a regent's link with specified lands and creates a new link to another regent. Investiture is described in greater detail under domain actions; the donor and recipient must expend a domain action.

The priest is free to seek any compensation

he wishes for performing the ceremony. A priest must expend a domain action if he invests himself.

monsters and awnsheghlien

Cerilia is plagued by dangerous natural predators, bloodthirsty bandits and pirates, tribes of humanoid marauders, and the dark forces of the awnsheghlien. Naturally, these perils are only a distant threat to people residing in the Anuirean heartland or in a Khinasi city-state, but wild mountains and deep forests (and their dangerous denizens) are no more than a week's ride from even the most civilized parts of Cerilia.

major adversaries

While hundreds of different species of dangerous creatures inhabit Cerilia, not all are common enough or malign enough to pose a significant threat to human lands. However, certain monsters can and do destroy human settlements whenever they can. Only 40 years ago, the Brecht city of Adlersburg in Wierch was stormed by an army of goblins and ogres out of the Gorgon's Crown and reduced to a smoking ruin. Similar incidents on smaller scales have occurred with increasing frequency in recent years as the former states of the Anuirean Empire have fallen into civil war and the strength of arms along the northern frontiers has diminished.

Detailed information on some of the monsters and awnsheghlien of Cerilia can be found on the cardsheets in this boxed set.

DRAGONS

Dragons are legendary creatures in Cerilia. Fewer than two dozen have ever been known to exist, and perhaps only half a dozen are currently alive. The dragons of Cerilia all belong to a single species, but each of the existing dragons is a highly intelligent creature with a unique personality and lair. The dragons are neutral in Cerilia's wars, preferring to be left alone in their high retreats in the Drachenaurs. Legends exist of dragon lore and sorcery unknown to men, and from time to time, the brave and the foolhardy seek out a dragon's lair in search of knowledge or power.

GIANTS

The giants of Cerilia are elemental creatures, closely tied to the earth. The stone, hill, forest, and mountain giants tend to be solitary, reclusive creatures who are disinterested in human affairs. They're unlikely to attack humans unless the humans trespass in their territory or build settlements where they shouldn't (by giant standards).

Unfortunately, the ice giants of the distant north and the evil *shoimorien* are far more dangerous, and are fond of launching raids into the surrounding lands.

GNOLLS

Wandering marauders and brigands, gnom tribes have troubled the peoples of Cerilia since before the arrival of humankind. Even the Anuirean heartland is not immune to harassment by gnom marauders, although such an event is rare. Gnolls are nomads and plunderers, existing from day to day with little thought of what the next day holds.

GOBLINS

Goblin-kind includes goblins, hobgoblins, and bugbears. In fact, in Cerilia the term "goblin" can refer to all of these species, since all are part of goblin society. The only real variations are in size and strength. Goblins hold extensive realms including Thurazor and Markazor and the great khanate of Kal Kalathor.

Goblins aren't considered monsters in a traditional sense, although no one wants them for neighbors. Their kingdoms are strong and stable enough to stand as nations with laws, borders, and courts. They engage in trade with nearby lands, hire themselves out as mercenaries, and occasionally strike deals with bordering lands. However, goblins are short-tempered, avaricious, and violent; only a fool trusts goblins very far.

Goblin society is loosely organized in tribes and clans. The kingdom of Kal Kalathor comprises no less than 37 distinct tribes. Goblin kings tend to be weak figures, unable to control their contentious supporters; however, from time to time a particularly powerful, intelligent, and dangerous goblin may forge an army of conquest from his squabbling subjects.

Goblins live by herding livestock, mining, selling their services as mercenaries, and raiding. They are slave holders, and the weak among them perform most hard labors.

OROGS

The orogs are a dangerous and cunning race of warriors that live



in caverns and fortresses beneath Cerilia's mountains. They consider all other races of Cerilia to be their enemies, but hold a special hatred for dwarves. The orogs are well-equipped, fierce fighters led by powerful shamans and spellcasters, but they're nearly helpless in sunlight.

In recent years, orogs have been carving out subterranean passageways to mount raids into lands far from their mountain strongholds. Orog activity above ground has increased drastically, imperiling several Brecht trade routes and making the mountains unsafe for travel. Some observers suspect that a new leader is coordinating orog armies throughout Cerilia—a frightening thought, indeed.

the shadow world

Cerilia has a dark counterpart—a parallel world of cold, eternal twilight that exists when night falls over the land. The intangible border between Cerilia and its sinister twin can be breached only by powerful magic, but this border is weak and vulnerable in places where great evil has occurred, and on the darkest winter nights. Cerilians refer to this evil place as the Shadow World and believe that any supernatural evils such as undead and fiends come

from there.

Those few who have crossed over to the Shadow World report that it resembles a dark and distorted version of Cerilia. Mountains and rivers stand where similar features exist in the daylight world, but the land is cold and empty. A musty, aged crypt may hold nothing but moldering bones in Cerilia, but if one were to enter the same crypt in the Shadow World—or even on a night when the Shadow World was near—wights, spectres, or worse might be encountered.

Time flows differently in the Shadow Land. Many dimensional magics such as *dimension door* and *shadow walk* use this property by creating short-lived passages through the Shadow World. Wizards must be extremely careful of using these spells; more than one mage has vanished while using such a spell and never returned from the Shadow World.

Halflings are said to have come from this place, fleeing a terrible danger. Common folk everywhere tell terrifying stories of a Cold Rider who haunts the Shadow World. He is known by many names throughout the land—the Rjurik call him the Night Walker, while the Khinasi know him as the Darkling. In any event, the borders between the Shadow World and Cerilia have grown weaker in recent years, and strange things have been happening in the frontier lands and wild places.

AD&D® monsters in cerilia

Many of the creatures described in the MONSTROUS MANUAL tome are found in Cerilia. Following is a list of creatures that might commonly be encountered by adventurers in a BIRTHRIGHT campaign.

Ankheg	Aurumvorax	Banshee
Bat	Bear	Beetle, giant
Behir	Bird	Brownie
Bugbear	Carriion Crawler	Cat, great
Catoblepas	Centaur	Centipede
Cloaker	Cockatrice	Crustacean
Displacer beast	Dog	Dolphin
Doppelganger	Dryad	Ettercap
Fish	Frog	Galeb Duhr
Gargoyle	Ghast	Ghoul
Giant	Ettin	Gloomwing
Gnoll	Gnome	Goblin
Jermlaine	Griffon	Hag
Harpy	Hell Hound	Hippogriff
Insect	Kobold	Leech
Leucrotta	Lich	Lizard
Lurker	Lycanthrope	Mammal
Merman	Mold	Mudman
Nightmare	Nymph	Octopus, giant
Ogre	Ooze/slime/jelly	Otyugh
Owlbear	Pegasus	Peryton
Plant	Pudding, deadly	Remorhaz
Roper	Sahuagin	Sea Lion
Selkie	Shadow	Sirine
Skeleton	Slug	Snake
Spectre	Spider	Sprite
Squid, giant	Stirge	Toad, giant
Treant	Troll	Unicorn
Whale	Wight	Wolf
	Worm	Wraith
	Wyvern	Yeti
		Zombie

the awnsheghlien

The awnsheghlien are the monstrous inheritors of evil bloodlines, in the same manner that player characters and some of their neighbors are heroic scions of good bloodlines. Some of the awnsheghlien were present at the battle of Mount Deismaar,

more than 1,500 years ago. Others received their powers much later. Regardless of their origins, the awnsheghlien continue to be the greatest danger facing Cerilia.

Many awnsheghlien were once human, but the dark power running in their veins has warped and transformed them. Their powers seem to create outward shapes or forms that match an awnshegh's blighted spirit. The Gorgon and the Raven are excellent examples. The Gorgon, with a heart of stone, has become increasingly stonelike over the years; his skin is cold and hard in appearance and touch. The dark power is as much a curse as it is a reward; most awnsheghlien are tortured creatures, despising themselves as much as they do others.

Some of the awnsheghlien were monsters who served in Azrai's armies. The Kraken, the Spider, and the Serpent are examples of these. In the years since, they have become even more monstrous. Others such as the Hydra and the Minotaur came into their dark powers through misfortune or accident. And from time to time, new awnsheghlien are created when bloodlines tainted by Azrai's derivation happen to breed true. The Boar of Thuringode is one of these monstrosities.

PHYSICAL APPEARANCE AND POWERS

Although many awnsheghlien have names that match standard AD&D game monsters, the similarities stop there. The Gorgon, for example, isn't the bull-like creature described in the *Monstrous Manual*. Instead, he is a stony-skinned humanoid with horns, hooves, and giantlike strength. Since he was once a great human warrior, he is skilled in the use of most weapons and specializes in his favorites. Following are some guidelines for DMs who wish to develop awnsheghlien.

Intelligence: All awnsheghlien have at least Low Intelligence (5-7). Some are geniuses.

Alignment: A few awnsheghlien are neutral, but the vast majority are evil. A few, known as *ebarsheghlien*, are of good alignment.

Armor Class: Consider the appearance and age of the awnshegh. The Gorgon is a stone-skinned humanoid; his base



AC may be 0. He is also old and intelligent enough to have acquired significant magical protections.

Movement: Apply any rating appropriate to the creature's physique or abilities. Nothing about the Gorgon implies great speed, so 6 or 9 would be appropriate.

Hit Dice: An awnshegh that evolved from a human should have at least as many HD as it had in human form, possibly modified for superhuman Constitution. The Gorgon was a 20th-level fighter, so his base Hit Dice are 9d10+33; his Constitution might be 20 or better, increasing HD to 9d10+78.

THAC0: Start with the THAC0 for the similar creature described in the *Monstrous Manual* and modify for strength and power. A THAC0 of 1 for the Gorgon would be reasonable, but he may gain bonuses for strength or magic.

No. of Attacks: As the awnshegh's original form or for the common creature. The Gorgon can punch twice with his fists or use a weapon; he could attack five times per 2 rounds with a specialized weapon.

Damage/Attack: As the common creature, with possible bonuses for increased strength and power. The Gorgon might inflict 1d8+8 points of damage with a punch; his damage with a weapon could include strength, specialization, and magic.

Special Attacks: Awnsheghlien should have unusual or unique attacks. The Gorgon should have a gaze or breath weapon that turns victims to stone. Other awnsheghlien may breathe fire, cast spells, spray poison, etc.

Special Defenses: Most awnsheghlien have unusual defensive powers. The Gorgon's stony hide can be pierced only by a weapon of +2 or better enchantment. Awnsheghlien may be naturally resistant to some spells; for example, the Gorgon is immune to any earth- or cold-based magic.

Magic Resistance: This shouldn't be common among awnsheghlien, but a powerful abomination may have magic resistance of 20–30%.

BLOOD ABILITIES

The physical enhancements of the awnsheghlien serve as their blood abilities.

The manifestations of divine heritage are different for

monsters than they are

for heroes. However, any awnshegh might possess blood abilities normally associated with the heroic lines if the power seems logical and appropriate for the monster.

THE AWNSHEGHLIEN DOMAINS

A number of powerful awnsheghlien control domains as regents do. Most are treated as warriors for purposes of collecting regency and ruling domains, but representatives of other classes exist as well. The awnsheghlien use their kingdoms to increase their bloodline power, seek out lesser lines to absorb, and simply invest themselves with Regency Points whenever they can. However, a few awnsheghlien with more patience and cunning pursue campaigns of slow expansion, building their strength for future conflicts.

playing a birthright campaign

Running a BIRTHRIGHT campaign is a serious challenge for a Dungeon Master. In addition to the interactions of imaginary characters, you'll also need to track a dozen or more entire kingdoms. How do you determine what a particular NPC is planning? How will the shape of the world be changed by player character actions?

Keep in mind the one DM axiom that's always true: Do what you think is best. If a player wants to try an action that hasn't been described in the rules but seems to make sense, let the player attempt it; worry about the letter of the rules later. Plan domain turns and adventures as you deem appropriate for advancing the story.

types of campaigns

Since players aren't required to create characters who rule domains, you have great flexibility in setting up a BIRTHRIGHT campaign. Sit down with the players when the campaign begins and ask them how they'd like the game to develop. Some basic options are described below.

COLLECTIVE RULE

In this campaign, all PCs are concentrated in a single realm of overlapping domains, sharing responsibility for governing it. The PC priest is the head of the temple in the land. The mage is the court wizard, the thief is the master of the guilds, and one or more characters control the throne, possibly sharing power. Other players may play nonregent courtiers or minor nobles in the kingdom.

This is a good option for novices, since it focuses the action and allows every player to be involved in each domain turn. You don't have to work very hard to get the players to cooperate or join forces; anything that seriously threatens one character's domain threatens everyone else.

THE HIGH KING

This is a variation on the collective rule concept. One PC holds supreme power as the High King, and the other characters swear fealty to him. (See Vassalage in Part I.) The kingdom is then broken up into small chunks, each under the rule of a single vassal PC who can run his provinces as he sees fit. The High King could even be a figurehead NPC.

This option allows players to concentrate their efforts in a single kingdom and keeps them in the center of action, as described in Collective Rule. Players might enjoy the role-playing opportunities of voluntarily playing second fiddle to the High King character while plotting to replace him.

IT'S LONELY AT THE TOP

Only one player character is a regent in this setup; all the others are supporting cast who act as lieutenants, bodyguards, and advisers. Since there's only one regent in the PC party, the other players don't have to worry about maintaining domains. Again, this scenario has the advantage of concentrating the PC party in a single place, and provides some fun role-playing opportunities for players who don't mind taking supporting roles.

COMMON HEROES

Who wants to be a regent, anyway? All that responsibility and paperwork gets in the way of adventuring. In this type of campaign, *nobody* is a regent. This setup runs like any other AD&D campaign, except that it's set in Cerilia (of course).

TO EACH HIS THRONE

This is the most complicated scenario for a BIRTHRIGHT campaign, but it can be the

most rewarding. Each player creates a regent character and a domain. You'll need to define a center of action for adventures you wish to run; the player whose regent is most concerned with the adventure should take the lead in addressing the issue. Players who are far from the action may create common characters to aid the lead character for that adventure.

Watch out for PC rivalry in this option; they may be competing for the same resources.

npc actions

To complicate matters further, any NPC domains near player character domains will attempt to pursue their own goals of expansion at the same time the players do. Don't worry about every NPC in Cerilia in every domain turn; pick two or three who are most likely to be important in the center of action, and execute their domain turns when the players execute theirs.

NPC DOMAIN GROWTH

You can assume that an NPC domain continues to grow even if it isn't in the center of action. Some NPC regents may gain levels while the PCs adventure; after all, they won't sit idle and let their kingdoms crumble away. Provinces and holdings can increase in level as appropriate to the campaign, and assets such as armies and treasuries can improve as you see fit.

CHOOSING NPC GOALS

When you begin a campaign, look at the NPC regents whose territories are adjacent to PC domains. Decide the NPC's short-term and long-term goals for both his kingdom and his personal interests. Does he want to conquer a weak neighbor? Does he want to bring about the decline of a strong one? Does he want to spread the worship of one temple and abolish another? Pay special attention to goals that place the NPC at odds with the player characters.

DOMAIN ALIGNMENT

Another tool to describe the general attitude and possible actions of an NPC domain is *domain alignment*. Chapter 4 of the DMG offers ideas for using this technique. Role-playing can change drastically between a neutral good thief domain and a neutral evil one.

Lawful Good:
Lawful good domains



tend to use defensive strategies to build up their strength. The borders of neighboring lands are respected and wars of expansion are rare. Rule, build, and fortify actions keep these kingdoms strong.

Lawful Neutral: These lands tend to be defensive, but they're not afraid to intervene in other realms to protect their own interests. Wars may be fought to secure trade or to keep potential rivals weak.

Lawful Evil: Lawful evil domains place their own interests above the needs of others, but tend to respect the rules of warfare. They will absorb their neighbors if doing so will increase their own power. Heavy taxation supports powerful fortresses and armies.

Neutral Good: These societies almost never seek to expand at the expense of their neighbors. Powerful evil enemies are subjected to campaigns of espionage and agitation.

True Neutral: Few true neutral societies exist, but a kingdom based on trade might qualify through a lack of other beliefs. True neutrals avoid entanglements such as wars or alliances, using diplomacy to accomplish their goals.

Neutral Evil: A merchant kingdom that advances its own interests at the expense of its neighbors could be considered neutral evil. Neutral evil lands use any convenient means and opportunities to achieve their ends.

Chaotic Good: Chaotic good domains usually have weak law holdings, since the people treasure personal freedom and rights. Most chaotic good lands respect self-determination in other nations and avoid interference, even if their interests may suffer.

Chaotic Neutral: A chaotic neutral area is in anarchy. Domains are *rarely* chaotic neutral as a day-to-day standard. The chaos surrounding economic collapse or civil war might temporarily drive a domain to this alignment.

Chaotic Evil: Chaotic evil domains are bullies. Unwilling to deal with ugly issues at home, they're likely to seek solutions by taking resources from someone else. Weaker neighbors are plundered and occupied, but strong neighbors are left alone.

REGENT PERSONALITY

A two- or three-word description of an NPC regent can help define how he'll rule his domain. If a regent is intelligent, witty, and charming, he may be a natural for diplomacy and subtlety. If a warrior king is short-tempered, violent, and stupid, he's likely to begin a war at the drop of a hat.

adventuring

Don't neglect adventures just because players are busy running kingdoms. While it is true that regents have more options for addressing problems than commoners, it's also true that a regent PC who never goes on adventures won't gain experience and won't develop at the same rate as his peers. This section will look at creating adventures for a BIRTHRIGHT campaign and how they differ from campaigns in other game worlds.

adventure design

When you set out to create an adventure for a group of player characters that includes one or more regents, you face a challenge. First, look over the domain turn sequence in Part II and identify some events or NPC actions that might be used to frame the adventure. For example, if you know that the Baron of Ghoere wants to steal a province from one of your PCs and add it to his domain, invent a plan of intended domain actions that Ghoere might take to accomplish this objective. He might try to raise money to increase the size of his army and set aside a war chest to finance a military occupation. He may use agitation or espionage actions to weaken the PC regent's grip. Or he might use diplomacy to ensure that the PC's allies won't interfere.

Once you've determined how the NPCs will pursue their objectives, look for adventure opportunities. Investigating agitation or espionage can be an excellent adventure. If a regent is more aggressive, he might attempt to steal Ghoere's war plans or kidnap one of Ghoere's lieutenants. As you can see, half a dozen or more good adventure ideas are created by Ghoere's ambitions.

ENTOURAGES

Most regents will want to bring henchmen and bodyguards along on an adventure. This presents some difficulties, but they're not insurmountable. First, insist that if a PC regent leaves his court to go adventuring, he must leave a competent lieutenant in charge. If he doesn't, he may find that chaos sets in while he is away, and will be forced to spend precious domain actions straightening out the mess.

Adventuring with an entourage has advantages and disadvantages. While normal animals such as bears and wolves may be dangerous to individuals or small parties, they're likely to stay clear of a large group of people. Similarly, small groups of highwaymen, bandits, and



solitary monsters aren't likely to confront 20 or 30 humans. Therefore, random encounters rarely trouble a PC regent who is traveling with a large group of bodyguards.

On the other hand, a large group has a harder time escaping notice than a small party. Six or seven people can easily sneak past an enemy army, but a group of 30 or 40 is easier to spot. Furthermore, and most important, experience points are divided among the PC and his entourage. This may be done in two ways. Experience points may be divided evenly among all characters (PCs and NPCs) in the group, or they might be divided among the PCs, with a PC dividing his share among himself and his followers.

The DM may wish to record the foes that the player characters defeat by themselves, and any that are defeated entirely by guards. The DM may rule that PCs gain *no* experience from an encounter if they were never in any danger. On the other hand, bonus points may be awarded if PCs use their followers wisely (as decoys, for example).

Encounters may be structured so that the PCs confront one portion of an enemy force (most likely the leaders), while the guards battle the rest (a villain's thugs or minions). Even if the PCs' guards are on the front line of battle, the PCs may be attacked by enemies who break through the lines. Also, an enemy might challenge a PC to a personal combat before the general battle.

RANSOM

A time-honored tradition among royalty is the system of ransom. When a noble or a family member is captured, he's often kept prisoner until his family or friends meet the captor's demands. If PC regents fall into enemy hands, their foe may not kill them, but instead may seek to exchange their lives for money or other concessions. A ransom equal to 1 Gold Bar per character level or per province or holding ruled by the captured character is fair. Of course, blooded enemies may be tempted to kill a regent for his bloodline.

logistics of travel

A regent character on an adventure can expect to pay 1 Gold Bar to secure accommodations, mounts, supplies, and any reasonable (cost of 100 gp or less) items of equipment he might need. His entourage includes bearers, valets, and servants who set up

camps, arrange for lodgings, and attend to routine details. An entourage moves at the same speed as a company on the march: about two provinces per week. (This is about 10 miles per day in good terrain.) If the regent wishes to spend 2 GB to outfit his entourage, it can travel as a unit of scouts, moving up to three provinces per week in good terrain.

Traveling without an entourage is much faster and cheaper. If the total number of servants, guards, and other NPCs is less than the number of player characters in the party, there is no Gold Bar cost for maintaining the entourage. The PC party has a movement rating of four and averages about 20 miles a day in good terrain or 40 to 50 miles a day on roads.

skirmishes

What happens when 20 of the king's guards charge into battle against a band of 30 marauding gnolls? It's easy to determine how the player characters' part of the battle goes, but what else is happening around them? Do the gnolls overwhelm the soldiers, or can the king's guards stand their ground against the monsters? The following skirmish system is set up to resolve small-scale battles.

First, create statistics for each different class or race of combatants as described below. In other words, if 50 human knights and 100 infantrymen are fighting 200 gnolls, you'll generate stats for knights, infantry, and gnolls. Each round, you'll roll for each group of 20 soldiers or monsters in a fight to see how many enemies they destroy.

- ◆ The total number of Hit Dice in the group serves as the equivalent of the group's "hit points." Twenty gnolls, with 2 HD apiece, have 40 HD altogether.
- ◆ Figure the attack roll required to hit the enemy. Gnolls have a THAC0 of 19; they have a 17 versus AC 2 knights, and a 14 versus AC 5 infantry.

- ◆ Subtract the required attack roll from 20—this is the number of hits 20 individuals score each round.

Twenty gnolls score 3 hits per round against the knights, and 6 against the infantry. (A group of

10 individuals

scores half as many hits as a group of 20, rounded up.) This number is the *base damage* the group inflicts on its opponents each round.

- ◆ Double the base damage if the creatures normally have more than one attack per round.
- ◆ Double the base damage if the maximum damage caused by an individual's attack is 12 or more (cumulative with above).

In each round of combat, pair off two opposing groups. Each force rolls 1d8 and compares the result to the enemy's number; the winning group modifies its base damage by the difference. For example, if a group of 20 gnolls rolls a 7, and their infantry opponents roll a 5, the gnolls' base damage becomes 8 instead of 6. If two or three groups fight against one enemy group, they add their rolls together before comparing them. Other modifiers to the resolution die include:

- ◆ A +1 bonus per two levels of magic cast to aid one side or injure the other. If a PC throws *hold person* into the fray, the side he aids rolls 1d8+1 for resolution.
- ◆ A +1 bonus if the group is led by a PC or unique NPC.
- ◆ A +2 bonus if the group achieves surprise or an ambush against the enemy.
- ◆ A -1 penalty if the enemy has an advantage in terrain.

When a group loses half its starting Hit Dice, its base damage is halved and it rolls only 1d6 for resolution. When a group is reduced to one-quarter of its starting Hit Dice, its resolution die is reduced to 1d4. Note that morale checks (see Table 49 in the DMG) may apply.

Example: Ten groups of gnolls are fighting two and one-half groups of knights and five groups of infantry. Each group of gnolls inflicts 3 HD damage to knights and 6 HD to infantry. The knights inflict 7 HD to the gnolls; this is doubled to 14 since the knights are using heavy weapons. (The half-size group inflicts 7 HD after halving and doubling.) The infantry inflicts 6 HD to the gnolls. There's one group of gnolls for each group of humans, with two groups of gnolls left over. The DM decides to let the PCs handle them personally!

In each round, the eight skirmishes between gnoll groups and their opponents are checked. In the first round, the first gnoll group

rolls a 5, and the knight group they're fighting rolls a 4. This means the gnolls inflict 3 HD of damage, plus one for winning the roll by one; the knight group is reduced from 20 HD to 16 HD. The knights inflict 14 HD of damage, reducing the gnolls from 40 HD to 26 HD. In one more round, the knights should gain the upper hand. Of course, the gnolls are eating the infantry for lunch, but that's a different skirmish.

At the end of the battle, assume that half of the losses are actual deaths; the rest are merely wounded or incapacitated. For example, if a group of gnolls suffered 14 HD of losses, only 7 HD (three or four gnolls) were killed; the rest of the losses are injuries.

appendix: domain design

TThere are two ways to create a regent's initial domain: You can assign the character a pre-existing domain with all of its assets and liabilities (detailed in the *Ruins of Empire* sourcebook); or, if the player wants to customize his domain, he can use the Domain Design rules below to create his own kingdom, faith, or guild network.

If the player chooses to build his own domain, he'll need to choose a physical space on the map of Cerilia. Select a similarly sized domain of the same type and throw out all the pre-existing information, substituting the player's new domain.

appropriate domains

Give careful consideration to matching a character's domain to his class. A priest's domain should include substantial temple holdings and possibly some law holdings or provinces for him to rule as a theocrat. Similarly, rogue and wizard domains should center on guilds and sources, respectively. A character who builds a domain that has nothing to do with his character class will start off at a distinct disadvantage, since he'll collect less regency than his rivals.

domain points

Domains are constructed using a point system. Each province, holding, and asset has a price in design points. A regent's bloodline determines the number of points allowed to him.

TABLE 25: DOMAIN DESIGN POINTS

Bloodline	Domain Points
Tainted	Bloodline Strength+2d6
Minor	Bloodline Strength+2d8
Major	Bloodline Strength+2d10
Great	Bloodline Strength+2d12

domain size and location

Before designing a kingdom, decide its approximate size and location on the map of Cerilia. Major domains will include 7 to 12 provinces; minor domains will encompass 3 to 6 provinces; free cities or counties are 1 or 2 provinces. A regent who plans to rule provinces and holdings should scale his territory down slightly—a major domain would include 3 to 6 provinces with supporting holdings in and around the regent's lands.

When choosing a location on the map, try to maintain a sense of scale. Replace a group of holdings of similar power, or replace a kingdom with an appropriately sized existing land. For example, Brosengae, Medoere, or Cariele are ideal locations to position a three- or four-province domain in Anuire. A kingdom might also be created from the plains provinces of Markazor or the highlands of Mhoried. The DM will have to adjust any NPC domains that lose territory, of course.

the domain

Once you've chosen a location, spend your domain points to create the physical provinces and holdings. Base costs are listed in Table 26; certain conditions that may influence these costs are listed below.

TABLE 26: HOLDING AND PROVINCE COST

Feature	Points per holding/province level
Province	2/level*
Law Holding	1/level
Guild	2/level**
Source	2/level#
Temple	2/level##

* Warriors pay only 1/level.

** Thieves pay only 1/level.

Wizards pay only 1/level.

Priests pay only 1/level.

Holding Separation: If a holding is created in a province not adjacent to a province containing one of the PC's holdings, the cost rises by 1 design point.

Sources: The potential strength of a source varies depending on the level of the province and the terrain. This is explained in detail under Magic and Realm Spells.

Example: Fieren is a paladin with a major bloodline. She rolls 2d10 and gains 38 domain points. Fieren buys a province (4), two provinces (3), two provinces (2), and three provinces (1), for 17 of her points. She spends 9 points on law holdings, and 4 points to get two temple (1) holdings (since she isn't a priest, she must spend two domain points for each temple). Fieren has 8 domain points left to purchase assets such as armies—probably too few to be practical (see below).

TERRAIN

Every province must be assigned a terrain type when the domain is designed (this doesn't cost design points). You can match your provinces to the terrain that appears on the map, using the province borders as shown, or you can redraw the map. If you alter the terrain drastically (DM's judgment), pay 1 extra design point for each affected province.

TABLE 27: TERRAIN

Maximum Type	Movement Level	Cost
Desert	3	1
Glacier	1	4
Heavy Forest	6	2
Hills	9	2
Light Forest	8	1
Marsh/Swamp	6	2
Low Mountains	7	2
Medium Mountains	5	3
High Mountains	3	4
Moor/Highland	6	2
Plains	10	1
Steppes	6	1
Tundra	2	2

Maximum Level reflects the difficulty of settling a province of that terrain type; a desert province can't exceed level

3. *Movement Cost* reflects the difficulty troops experience in crossing terrain; normally, a unit with a movement rating of 2 can cross two

provinces in a War

Move, but in terrain other than plains, steppes, or light forest, a unit is limited to one province per War Move.

ASSETS

After a regent purchases the physical characteristics of a domain, he may purchase assets for the domain. Refer to Table 28.

TABLE 28: DOMAIN ASSET COSTS

Asset	Domain Point Cost
Army Units	1/8 GB of units
Contacts	1/2 contacts
Fortifications	1/level of fort or castle
Lieutenants	1/lieutenant
Loyalty	1/province raised to high
Trade Routes	1 per trade route
Treasury	1/5 GB in treasury

Army Units: One domain point allows the regent to create 8 Gold Bars' worth of troops under his command (use the unit's base cost, not maintenance cost, for this purpose). See Armies and Warfare for information on troops.

Contacts: Contacts can be important NPCs or level 0 holdings. One domain point buys two contacts.

Fortifications: To fortify a holding, the regent pays 1 domain point per level of the holding. If he wants a castle, he pays domain points equal to the castle's rating.

Lieutenants: The regent can begin play with a lieutenant. The lieutenant is a henchman of any class chosen by the player. The DM secretly determines the lieutenant's level.

Loyalty: For 1 domain point, the regent can elevate the loyalty of one province to High. Each domain point after the first elevates two provinces.

Trade Routes: Each domain point buys a trade route linking any two provinces or holdings in the regent's domain. A road is assumed to be present to support the trade route.

Treasury: One Domain Point deposits 5 Gold Bars in the regent's treasury. He can spend any number of domain points to do so.



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CAMPAIGN SETTING



RUINS OF EMPIRE



Campaign Setting

book III ruins of empire



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Ragged bluffs stand sentinel before a harsh Cerilian coastline. Waves strike the rocks and send a salty spray shooting high into the air. The fragrant woods beyond seem to beckon, tiny towns occasionally peeking out from the foliage. The thick forest eventually gives way to rolling hills, which grow into snowcapped peaks. Around them, a land of grandeur unfolds: the land of Anuire.

This dominion, comprising the southwestern corner of the continent of Cerilia on a world called Aebrynis, certainly holds its share of wonders. The mighty river Maesil wanders down from the deep northern forest, flowing past farm and field—and past the blackened battle sites that mar the Heartlands. Although the land attempts to heal itself after each new war, some scars never mend. Ultimately, the Maesil rushes through a grand city that stretches across an entire string of islands connected by an intricate network of bridges and ferries. The ruins just outside this city still smolder 500 years after the explosion that leveled the college of sorcery there. Within the manmade borders crisscrossing this landscape stretches the land called Anuire, the *Ruins of Empire*.

Between the Silverhead Mountains to the north and the Straits of Aerele in the south, and the Tael Firth to the west and the Gulf of Coeranys in the east, lie the more than 350,000 square miles that comprise Anuire. And nearly every inch of every one of those miles is claimed by one regent or another.

Thirty kingdoms fall within these lands, each covering as much territory as its ruler can hold. Still, there's no shortage of land for someone with the ambition and the ability to conquer. The

war-torn landscape has seen many would-be conquerors, but none ever again like Roele, the man who forged the vast Anuirean Empire across Cerilia so long ago.

introduction

how to use this book

Ruins of Empire describes the kingdoms and people of Anuire. It's best to read the *Atlas of Cerilia* first, followed by the *BIRTHRIGHT*™ Rulebook, to gain an understanding of this campaign setting. Before players begin creating their own kingdoms, Dungeon Masters



(DMs) should become familiar with the ones in this book. That way, they can recommend specific kingdoms to players or have an idea how to establish a brand new Anuirean domain.

Of the domains described in the first part of this book, some are more suitable than others for player characters (PCs) to rule. For instance, kingdoms like Ghore, Mhoried, and Boeruine provide strong antagonists or allies for the PCs—they make better nonplayer character (NPC) domains. Kingdoms like Roesone and Tuornen offer enough background for players to pick up immediately, rather than establishing new domains of their own within existing borders.

The descriptions for the kingdoms named above each take up two pages in this book. Others occupy only a single page. While the shorter descriptions offer less detail, it's enough to let Dungeon Masters use the domains in their campaigns. Of course, most of these domains are available for players to choose for their regent characters, too.

The second part of this book contains descriptions of some of the most important and colorful characters in Anuire. Dungeon Masters can introduce these NPCs into their own campaigns or use them to bring the PCs together to begin "Family Matters," the three-part adventure in this book's final section. This scenario demonstrates how to integrate the domain turn and domain actions into the course of an adventure and can help launch a campaign in this new world.

anuire

One can divide Anuire into five distinct regions: its Southern and Western Coasts, the Heartlands, and the Northern and Eastern Marches. Each has its own clear personality.

the southern coast

The most civilized area of Anuire, the South, has been settled longer than the new gods have enjoyed their heavenly thrones. Few places here have escaped takeover by humankind.

As the residents can attest, the area is full of excitement and sites of interest. Old castles hide a wealth of information about the Anuire of days past. The Straits of Aerele just to the south are home to the feared Seadrake, while the Spiderfell to the north houses

another abomination. And places of mystery still remain: the Erebanien in Aerenwe as well as domains—such as Mieres—whose dark secrets have rendered them all but lost to the rest of the land.

the western coast

More savage than the South, the West feels the lash of fierce storms off the Miere Rhuann (Sea of Storms). The locals, most of whom make their livings fishing and farming, regard the storms as divine tests of character and face the winds and waves with grim fortitude. Though Haelyn remains their patron deity, they also revere Cuiraécen and Nesirie.

The Western land is wooded and rocky, with jagged mountains to the east. The air feels constantly chilly, and fog regularly rolls in from the sea. One might expect locals to be as gloomy as their land: Not so. Once the workday ends, they give themselves over to mirth, for only rarely do they face hardships beyond the storms. One awnshegh, Rhuobhe the Elf, lives nearby, but he seems more intent on destroying kings than peasants.

The Aelvinwode runs through the coastal areas, but there's little danger of the *gheallie Sidhe* (the Elven Hunt) from even the most human-hating elves. Those elves who have not withdrawn to Tuarhivel or the Sielwode attack the gnoll and goblin populations that plague the West.

the heartlands

The most fertile area of Anuire also contains the old Imperial Capital: the City of Anuire. Kings have fought to control this city for centuries, so the Heartlands region has seen battles too numerous to count. Everyone still wants control of the area's resources, but many don't wield enough power—and most can survive without the bounty of the Heart.

The Heartlands comprises mostly rolling farmland dotted with crags and bluffs. Lakes and rivers appear here and there, though not in such profusion as in the East. Despite the occasional patch of swamp or moor, the land here looks well kept and cultivated.

Yet places exist where no grasses grow, where bare earth and rocks lie open to the sky like a festering wound. These are the battlefields of the Heart, where great hosts still meet to decide the fate of kingdoms. Some rulers realize the folly of destroying in war the very places they're fighting for, so they agree to marshall their armies where death already has been dealt. Of course, not everyone honors this policy.

the northern marches

The Northern Marches are the most dangerous and least civilized part of Anuire. This area is home to only two kingdoms from the old Empire, for the land seems hostile to civilization. Dhoesone and Cariele lie nearly surrounded by inimical forces.

Dhoesone borders three nonhuman lands, as well as Stjordvik of the Rjurik. Cariele shares its borders with four nonhuman realms. Life in these lands is uncertain and nearly as brutal as in neighboring Vosgaard—the nobles and rulers here have little time to waste on pleasantries and pleasures. They must instead save their energies for the unceasing battles against enemies on all sides.

the eastern marches

A traveler's first impression of the Eastern Marches is one of dampness. There is water everywhere, from the swamps of Osoerde to the rivers of Coerany. Most who live here become bargemen or fisherfolk, though some farming and woodcutting goes on, too. The people act fairly civilized and relaxed and could become excellent politicians, so adept are they at hiding their true feelings. However, most have no desire to venture into politics—they just want to live as they please.

the anuirean book of days

Time is measured differently depending on where in Cerilia one happens to be. The Brechts measure time by tide and moon, while the Khinasi track the passage of days, months, and years by the position of the sun. The Vos generally don't care about the days or months—they measure time by the naming of years, with the first snowfall after a brief summer beginning a new year.

Anuireans (and Rjuriks, forced long ago to accept their method) use the *Book of Days*, which they base on the orbit of the moon and the movement of the constellation of Haelyn, the protector. This book defines 12

months to a year, four weeks to a month, and eight days to a week. A year has 388 days.

The four annual days not part of any month have become times to celebrate and reflect. These days fall on the vernal equinox (the *Day of Rebirth*), the summer solstice (the *Night of Fire*, when a shower of falling stars results from annual passage through a meteor belt at the climax of Haelyn's Festival), the autumnal equinox (the *Veneration of the Sleeping*), and the winter solstice (the *Eve of the Dead*).

the crown of glory

The noble warrior god Haelyn is the protector and brother to Roele, the founder of the Anuirean Empire. Naturally, the astronomers based in the City of Anuire in those long-ago days chose the constellation of Haelyn to help them measure time. This constellation, six stars high, looks like a warrior *en garde* and is fully visible from southern Anuire at the summer solstice. With each passing month after this solstice, one more star slips below the southern horizon.

When the last star—Haelyn's head, or the *Crown of Glory*—falls beneath the horizon, the *Eve of the Dead* has come. Haelyn hides only for the single night of the winter solstice, but it's a night



of frantic prayer, for many fear the Shadow World's influence grows strongest when Haelyn's constellation does not watch over his people. Of course, Anuireans living farther north must endure even more time away from Haelyn's gaze. As protection from the Shadow World, many in the North also venerate the Rjurik god, Aeric.

months, days, and years

The 12 months of the Anuirean calendar begin with the Day of Rebirth, the vernal equinox. The month *Sarimiëre* is the first of the new year, followed by *Talienir*, then *Roelir*. After Haelyn's Festival, the month of *Haelynir* begins. *Anarire* and *Deismir* (named for the Godswar's final battle) follow in succession, with the Veneration of the Sleeping next. *Erntenir*, the month of harvest, leads to *Sehnir*, then *Emmanir*, just before the Eve of the Dead. Then comes the coldest month, *Keltier*, which flows into *Faniele*, then *Pasiphiel*, and again, the Day of Rebirth.

Anuireans devote six of the week's eight days to work, giving the remainder over to leisure. The days, from work's beginning to rest's end, are: *Firlen*, *Relen*, *Dielen*, *Varilen*, *Branlen*, *Barlen*, *Mierlen*, and *Taelen*.

Almost 2,000 years after the destruction of the old gods, Anuire's current yearly reckoning is 551 *Michaeline* (551MR), or 551 years after the death of Michael Roele, last Emperor of Anuire. In Khinasi lands, the year is 2039 MA (dating from the Masetian Arrival in Cerilia). In certain other parts of Cerilia, the year is 1524 HC (Haelyn's Count), recording the years since the battle of Mount Deismaar.

how to read a kingdom

The BIRTHRIGHT campaign setting defines the word *kingdom* fairly broadly as a political domain ruled by a blooded noble. This ruler can actually be a count, high priest, duke, etc., but his people may still call him king.

This book presents kingdoms in two ways: on a single page, including just the domain's basic information, or on an entire spread for greater detail. One-page entries use a shorter form of the two-page format detailed below.

Note: If no game statistics appear for a figure mentioned in the description, consider that NPC a 0-level, unblooded character.

Alignment: How does the kingdom handle its neighbors and internal affairs? A lawful good domain tries to open diplomatic relations between lands, seeking the best for all. However, a chaotic evil kingdom considers alliances merely means to dominate another land.

Status: Can player characters run this kingdom, or is it controlled by one of the main NPCs of Anuire? A domain's status is either *recommended* or *not available for PCs*.

Provinces/Holdings: For each domain, a chart presents the provinces that make up the kingdom and shows who controls the domain's holdings. Each parenthetical rating given for a province is split—for example, Rivenrock (5/4)—to signify the province rating and the magical rating (in the above example, 5 and 4, respectively). Specific levels are given for the four types of holding, unless the domain is mostly unexplored.

- ♦ **Law:** Who owns the law holdings of the kingdom, and in which provinces?
- ♦ **Temples:** Who are the priests in this domain? How strong are their temples?
- ♦ **Guilds:** Who controls the domain's legal (and illegal) guilds, trade, and thievery?
- ♦ **Sources:** Which wizards draw their power from this kingdom? How powerful are they?

Regency Generated/

Accumulated: How many Regency

Points does the kingdom bring in each domain turn? How many does the regent have at the start of the campaign? (Player characters who take a recommended kingdom must start with 0 RP, but an NPC ruler will have regency accumulated.)

Treasury: As above, but indicating Gold Bars (GB) instead of Regency Points.

Army: What military units does a domain have at its disposal? Where are they posted?

Regent: Who is the regent of the land? This section lists facts about the ruler: gender and race, class and level, bloodline and strength, and alignment. Take, for example, the regent character statistics of Thuriene Donalls, Thane of Talinie:

(FA; Pr6, Haelyn; An, major, 30; LG)

This string of character statistics shows that the thane is a female, Anuirean, 6th-level priest of Haelyn. Her bloodline, the line of Anduiras, is a major one that gives her 30 bloodline points. She is lawful good.

Abbreviations used in these statistics are:

Bloodline	Class	Race
An: Anduiras	B: Bard	A: Anuirean
Az: Azrai	F: Fighter	Aw: Awnshegh
Ba: Basaia	M: Magician	Br: Brecht
Br: Brenna	P: Paladin	D: Dwarf
Ma: Masela	Pr: Priest	E: Elf
Re: Reynir	T: Thief	½E: Half-elf
Vo: Vorynn	R: Ranger	G: Goblin
	W: Wizard	Hlf: Halfling
		Kh: Khinasi
		M: Monster
		Rj: Rjurik
		V: Vos
Gender		
F: Female		
M: Male		
?: Unknown		

♦ **Lieutenants:** Who does the ruler trust to ensure that nothing goes wrong—and if it does, who can fix it? This section names and describes only the most vital aides.

Important NPCs: Who is important besides the regent? Influential senators, nobles, criminals, and heroes are described here.

Description: What are the features of the kingdom? This section describes its terrain, inhabitants, crops, and best-kept secrets.

♦ **Capital:** What's the capital called? (Frequently, a province takes the name of its capital, generally its first city.) Is it a castle or otherwise fortified?

♦ **Trade Goods:** What are the kingdom's exports? Where are its trade routes?

Allies: Who does the domain consider friendly? Who will offer aid in times of need?

Enemies: Which foes seek the kingdom's downfall enough to work against it?

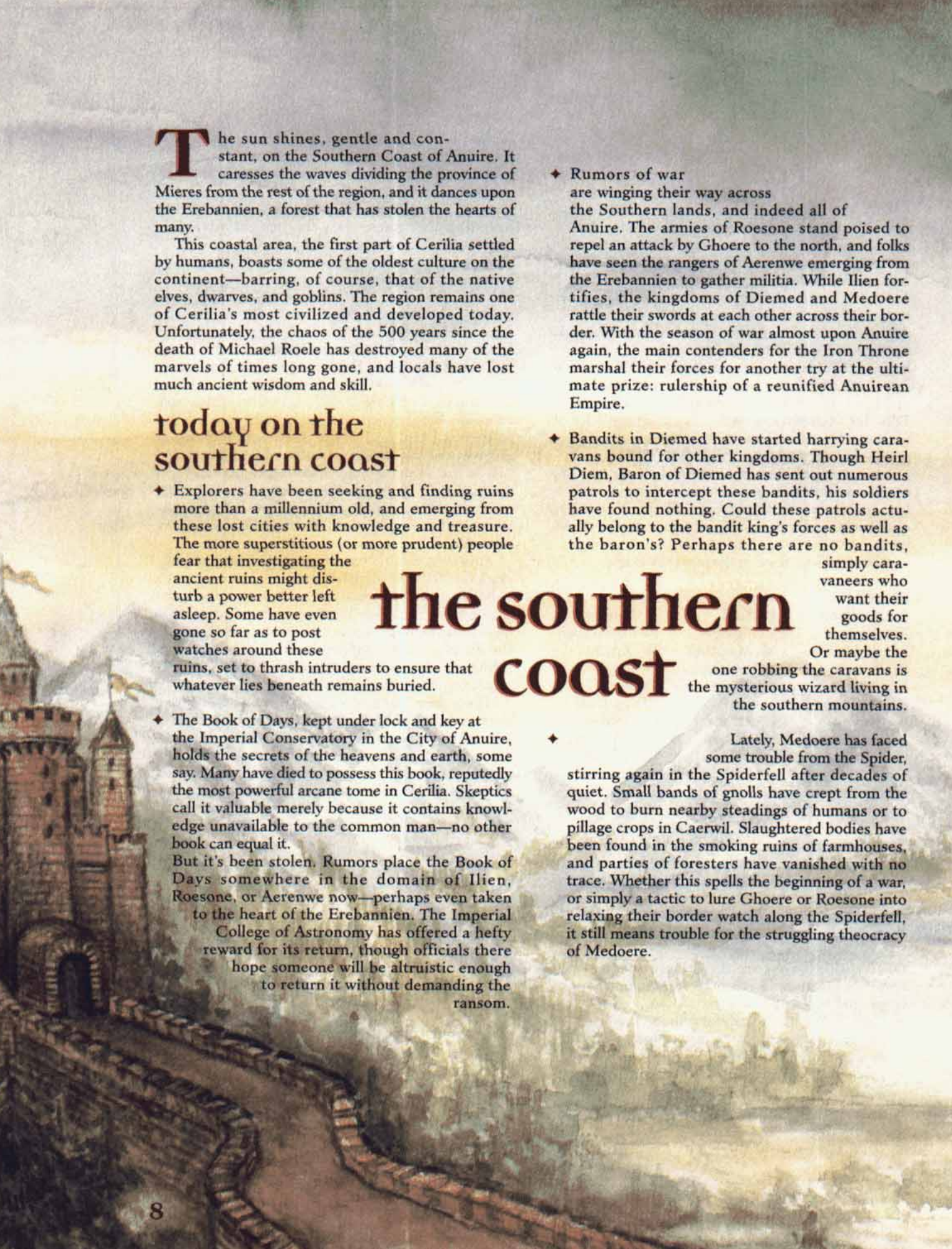
Special Conditions: What conditions (banditry, awnsheghlien, monsters, etc.) might adversely affect running the kingdom?

anuirean noble titles

In the days of the Anuirean Empire, a noble's title reflected his rank. Princes owed fealty to the Emperor, (arch)dukes to a prince, barons to a duke, and counts to a baron. (Elf and other realms use titles like king, queen, and prince that have no ties to Imperial ranks.) Princes ruled vast domains as members of the Imperial family, while dukes ruled one of the Twelve Duchies; both principalities and duchies held up to a dozen or so provinces. Baronies of old were quite a bit smaller—usually only three or four provinces. A count held only one province.

However, this picture has changed dramatically since the death of Michael Roele. With the Empire's collapse, many barons and counts won independence from their overlords or conquered enough land to forge domains for themselves that rivaled the duchies. This trend explains why the Baron of Ghoere today governs more land than the only remaining true Prince, Darien Avan.

These days, a regent's noble title does little more than reflect the heritage of his kingdom. (That's why no one should refer to Gavin Tael, Baron of Ghoere, as "Baron Tael" or "Baron Gavin." The Baron of Ghoere is a historical title, not part of a name.) Today, others accord a ruler status not based on whether he is a count, duke, or thane, but by his influence and the strength of his lands.



The sun shines, gentle and constant, on the Southern Coast of Anuire. It caresses the waves dividing the province of Mieres from the rest of the region, and it dances upon the Erebanien, a forest that has stolen the hearts of many.

This coastal area, the first part of Cerilia settled by humans, boasts some of the oldest culture on the continent—barring, of course, that of the native elves, dwarves, and goblins. The region remains one of Cerilia's most civilized and developed today. Unfortunately, the chaos of the 500 years since the death of Michael Roele has destroyed many of the marvels of times long gone, and locals have lost much ancient wisdom and skill.

today on the southern coast

♦ Explorers have been seeking and finding ruins more than a millennium old, and emerging from these lost cities with knowledge and treasure. The more superstitious (or more prudent) people fear that investigating the ancient ruins might disturb a power better left asleep. Some have even gone so far as to post watches around these ruins, set to thrash intruders to ensure that whatever lies beneath remains buried.

♦ The Book of Days, kept under lock and key at the Imperial Conservatory in the City of Anuire, holds the secrets of the heavens and earth, some say. Many have died to possess this book, reputedly the most powerful arcane tome in Cerilia. Skeptics call it valuable merely because it contains knowledge unavailable to the common man—no other book can equal it.

But it's been stolen. Rumors place the Book of Days somewhere in the domain of Ilien, Roesone, or Aerenwe now—perhaps even taken to the heart of the Erebanien. The Imperial College of Astronomy has offered a hefty reward for its return, though officials there hope someone will be altruistic enough to return it without demanding the ransom.

♦ Rumors of war are winging their way across the Southern lands, and indeed all of Anuire. The armies of Roesone stand poised to repel an attack by Ghoere to the north, and folks have seen the rangers of Aerenwe emerging from the Erebanien to gather militia. While Ilien fortifies, the kingdoms of Diemed and Medoere rattle their swords at each other across their border. With the season of war almost upon Anuire again, the main contenders for the Iron Throne marshal their forces for another try at the ultimate prize: rulership of a reunified Anuirean Empire.

♦ Bandits in Diemed have started harrying caravans bound for other kingdoms. Though Heirl Diem, Baron of Diemed has sent out numerous patrols to intercept these bandits, his soldiers have found nothing. Could these patrols actually belong to the bandit king's forces as well as the baron's? Perhaps there are no bandits,

simply caravaneers who want their goods for themselves.

Or maybe the one robbing the caravans is the mysterious wizard living in the southern mountains.

♦ Lately, Medoere has faced some trouble from the Spider, stirring again in the Spiderfell after decades of quiet. Small bands of gnolls have crept from the wood to burn nearby steadings of humans or to pillage crops in Caerwil. Slaughtered bodies have been found in the smoking ruins of farmhouses, and parties of foresters have vanished with no trace. Whether this spells the beginning of a war, or simply a tactic to lure Ghoere or Roesone into relaxing their border watch along the Spiderfell, it still means trouble for the struggling theocracy of Medoere.

♦ According to new reports, ships regularly unload scores of warriors on the shores of the Ereban-nien in Roesone and Aerenwe. If true, this story means that some unknown power is violating the traditional neutrality of the Ereban-nien. Is it an Anuirean kingdom, or one from another part of Cerilia? The trespassers might even be shiploads of fighters from the ancient southern lands! In any case, the rangers of the Ereban-nien likely can't muster numbers enough to hold all the invaders at bay.

♦ The Seadrake, rearing its ugly head again in the Straits of Aerele to the south, has begun demanding tribute from passing ships and destroying coastal villages. Strangely, it has been leaving the pirates of Mieres alone, allowing these humans to claim their own bounty.



1 inch = 30 miles

roesone

Alignment: Neutral.

Status: Recommended.

Provinces/Holdings: The Black Baron, Daen Roesone, cobbled together the seven provinces of his kingdom from pieces of decrepit Diemed 80 years ago.

Province	Law	Temples	Guilds	Sources
Abbatuor (3/4)	MR (1)	IHH (2)	OT (3) EH (0)	HMA (2) RA (2)
Bellam (3/2)	MR (2)	IHH (3)	OT (3) SG (0)	HMA (2)
Caercas (4/1)	MR (2)	IHH (3) RCS (1)	EH (2) SG (2) OT (0)	RA (1)
Duerlin (3/2)	MR (1)	IHH (2)	EH (3)	RA (2)
Edlin (3/2)	MR (1)	IHH (2)	EH (3)	HMA (2)
Fairfield (3/2)	MR (1)	IHH (2)	SG (3) OT (0)	HMA (2)
Ghoried (2/3)	MR (1)	IHH (1)	SG (2)	HMA (2)

Abbreviations: MR=Marlae Roesone (Roesone); IHH=Impregnable Heart of Haelyn (Hubaere Armiendin); OT=Orthien Tane (Southern Anuire Shipping and Imports); HMA=High Mage Aelies; EH=el-Hadid (Port of Call Exchange); RA=Rogr Aglondier (Ilien); SG=Siele Ghoried (Spider River Traders); RCS=Ruornil's Celestial Spell (Suris Enlien).



- ♦ **Law:** Marlae Roesone, the baroness, controls half the law in Caercas and Ghoried, two of three levels in Bellam, and one of three levels in each of the rest of the provinces in the realm.
- ♦ **Temples:** Most temples in the domain belong to the Impregnable Heart of Haelyn.
- ♦ **Guilds:** Guildmasters Siele Ghoried (MA; T4; Ma, minor, 21; LG), el-Hadid of Ilien, and Orthien Tane (MA; T3; An, tainted, 8; CN) fight a vicious underground war to control Roesone's trade.
- ♦ **Sources:** The High Mage Aelies from Aerenwe and Rogr Aglondier, Count of Ilien, each seek Roesone's magic.

Regency Generated/Accumulated: 30/56 RP.

Treasury: 15 GB.

Army: Roesone's army, though not as large as that of its northern neighbor, Ghoere, remains sizable enough to give the nearby kingdoms pause before they consider moving in. The army consists of:

- ♦ 3 units of archers.
- ♦ 1 unit of artilleryists.
- ♦ 1 unit of knights.
- ♦ 3 units of pikemen.
- ♦ 1 unit of infantry.

Regent: The kingdom has a baroness, Marlae Roesone (FA; F5; Br, major, 24; N). The great-granddaughter of the Black Baron grew up hearing how her grandfather, Morghan, may have slain Daen Roesone, his own father, for the rule of the domain. She shares a few of her violent grandfather's traits, tempered by a touch of mercy and compassion. However, she understands certain political necessities, and she'll go to any length to defend her kingdom.

Though a stern ruler, the baroness knows what her people need. Her fair and unyielding justice applies to the roughest of the peasants and the most polished of the nobles alike. Her people feel no great love for her, but neither do they find her taxes and her laws too oppressive.

- ♦ **Lieutenants:** Marlae Roesone does not have a lieutenant, considering herself capable of managing her kingdom on her own. However, this feeling may change soon. With Diemed constantly scheming and Ghoere on the northern border, it's only a matter of time before she starts looking for skilled lieutenants to lend her able aid.

Important

NPCs: The mayor of

the capital, a blooded man named

Michael Agnelie, (MA; T3: *Br, tainted, 10; LG*) seems a bluff, friendly sort and is intensely devoted to the baroness. Rumor links the two romantically, but there has never been any proof of such a liaison.

The noble families of Roesone all appear ambitious: eager to improve themselves at the expense of others. Within this mostly friendly rivalry exists a certain tension among some families. The Isilvieres and Bellamies, both descended from old Daen Roesone's lieutenants, fiercely attempt to best the others. Their petty competition hasn't broken into outright fighting, but that day may not be far off.

Description: Grasslands and farms cover Roesone's landscape, and occasional bogs and hills dot its surface. Few of the towns scattered throughout the kingdom rise above 500 in population. Southern Roesone holds a bit of the Ereban-nien, the loveliest wood in Anuire. Though plenty of trading guilds would love to log this land, none would dare defy the baroness (officially, at least) or the rulers of the other realms covered by the Ereban-nien.

Most people of Roesone possess a frontier mentality. The lands here, sparsely settled when Daen Roesone brought them under his banner, have attracted new settlers to rediscover its beauty. They come from all over Anuire, uprooted by wars and troubles, and have come to Roesone to build new lives. Therefore, they tend to stick together and do not stand bullying from newcomers; one family's problems often end thanks to the efforts of friends. The folks of Roesone share an interest in exploration—many famous adventurers once called this land home.

Abandoned castles crumble into ruin all over the land, remnants of a time before the Empire fell and neighbor turned on neighbor for a chance at the Iron Throne. Much of still-wild Roesone lacks the trappings of civilization, but as the land becomes more and more settled, the ruins are rebuilt and the country grows to resemble the lands around it. In a few years, it seems likely that there will be no more lost fortresses to find in the hills.

♦ **Capital:** The capital of Roesone is in the province of Caercas, which borders on Ilien and Medoere. This city, Proudglave, takes its name from the armies who fought and died in the wars that brought about the birthing of Roesone. Its population of about 10,000 comprises humans, elves, dwarves, and halflings. The people seem friendly but guarded and quick to judge those who would deal with them.

♦ **Trade Goods:** The farms of Roesone produce grains—barley, wheat, and corn are the staples of trade in the realm. One also can find many herds of cattle and fields of cotton. Textiles become more common in the southern provinces, while the northern provinces tend toward agriculture. Trade routes lie between Proudglave and Ilien and run from Bellam to Shieldhaven in Mhoried.

Allies: Ilien and Medoere have tied their fortunes to those of Roesone, and the baroness aids the smaller domains. As all three are new kingdoms—at least, compared to those around them—the rulers have learned to trust each other as much as regents can trust one another.

Enemies: Though Ghoere's armies frequently "wander" across the border into Roesone, there's no real enmity there. The only true animosity toward the baroness comes from the ruler of Diemed, who has regained some of the strength lost by his ancestors. Though he has not declared war on Roesone, everyone knows he devoutly desires the return of all lands that used to lie under Diemed's purview.

The baroness, well aware of Heirl Diem's desires, spends much of her time trying to uncover his plots and untie the threads of conspiracy he has woven to regain these lands. She has cunningly enlisted the assistance of the Aerenwean queen's lieutenants, who subtly aid her against Diemed's machinations.

Special Conditions: The Ereban-nien dominates Abbatuor, the southern province of Roesone. For more information, see *Aerenwe*, page 12.

One of the baroness's blood abilities allows her to see through the eyes of cats; thus, she has decreed it a crime to harm felines in this land. The severity of the punishment depends on the extent of the harm done to the cat.

Aerenwe

Alignment: Neutral good.
Status: Recommended.

Province	Law	Temples	Guilds	Sources
Banien's Deep (1/6)	LS (1)	—	SG (1)	HMA (3) RA (3)
Calrie (6/0)	LS (6)	ETN (6)	SG (3)	HMA (0)
Dhoenel (5/0)	LS (5)	ETN (5)	SG (3)	HMA (0)
Halried (5/0)	LS (5)	ETN (5)	SG (3)	HMA (0)
Northvale (1/6)	LS (1)	—	—	HMA (5) RA (1)
Shadowgreen (1/6)	LS (1)	ETN (1)	MA (1)	HMA (5) RA (1)
Westmarch (1/6)	LS (1)	—	SG (1)	HMA (3) RA (3)

Abbreviations: LS=Liliene Swordwraith (Aerenwe); SG=Siele Ghoried (Spider River Traders); HMA=High Mage Aelies; RA=Rogr Aglondier (Ilien); ETN=Eastern Temple of Nesirie (Maire Cwllmie); MA=Mourde Alondir.

Regent: An indirect descendant of Roele, Liliene Swordwraith (FA; R10; An, major, 37; NG), is Queen of Aerenwe. She rose from obscurity in one of the forgotten towns of the domain, winning the favor of the people away from the harsh king before her. Eventually, she deposed the tyrant and forced the kingdom into modern times.

The aged queen has the absolute loyalty of her people, and they're all willing to give their lives in defense of her kingdom. If she asked, they would march into even the Gorgon's lair. However, she has no designs on expanding her kingdom; Liliene Swordwraith and her people feel content with their corner of the land.

♦ **Lieutenants:** The queen places much of the burden of rulership on her two advisers, twins named Cole and Cale Alwier. The two 4th-level half-elf fighter-mages left the safety of the Aelvinnwode to follow the regent back to Aerenwe. The queen trusts them implicitly, and some say the two of them have been running the kingdom for years now. They also provide some aid to the embattled Baroness of Roesone against Diemed's incursions, for a reason known only to the three of them.

Provinces: Four

provinces fall within the Erebanien, called the most beautiful forest in Cerilia. The capital, Calrie, is marked by the castle *Caer Callin* (6).

Important NPCs: The Eastern Temple of Nesirie controls all the temples of Aerenwe, and the High Mage Aelies (M½E; W16; Vo, major, 36; LN) has overseen the magic of the seven provinces for hundreds of years. The Erebanien keeps him young even for a half-elf; it's one of the few places where the magic of old Cerilia flows unchanged, tapped only by this ancient wizard. Aelies competes with Rogr Aglondier, Count of Ilien, for the magical essence from the wood, as he has competed with the Aglondiers for centuries. Calrie has only a tiny guild, run by Mourde Alondir (MA; T1; Ma, minor, 15; LN), a guildmaster looking to forest in the Erebanien. The rest of the domain's guild holdings are managed by Siele Ghoried.

Description: Aerenwe is the least developed of the Southern Coast's domains. It has swamps in the northeast and the Erebanien bordering the ocean the rest of the way around its perimeter. The interior terrain—verdant grassland—stays farmed and fenced. Aerenweans keep to their own business—but they know their neighbors, and they will defend their companions to their dying breaths. Though solitary, they are fiercely loyal.

Aerenweans inhabit only three of the seven provinces, and they don't want to destroy their land through war as some other Anuirean kingdoms have done. It is well that Aerenwe's neighbors feel the same. No army has ever marched through the Erebanien, and none from Anuire ever will. Any ruler who would despoil the shady trails of the forest would see his allies turning into enemies and his enemies raving for his blood. An unspoken truce among the Anuireans ensures the protection of the Erebanien from war. Unfortunately, other parts of Aerenwe have felt the bite of conflict.

Folks say a group of bandits has hidden out in the depths of the forest; yet, no one has produced any evidence. Some think the interlopers are elves, while others call the whole story a lie. No one knows that it's really a band of the queen's finest rangers watching over the grand forest. Despite the unspoken truce to safeguard the wood, the regent doesn't take chances.

The domain comprises eight settlements. Scattered throughout the country, these towns have an average population of 3,000, though about 5,000 people live in the shadow of *Caer Callin*. Not only does everyone in the kingdom train for the militia, quite a few retired adventurers and mercenaries dwell in fair Aerenwe. All of them will muster willingly, if it comes to war.

Ciliene on the Arnienbae is the strongest province; it abuts Anuire City and controls all southern approaches to the Imperial Capital. The baron could cut most of the trade routes to the city if he ever felt so inclined.

diemed

Alignment: Lawful neutral.
Status: Recommended.

Province	Law	Temples	Guilds	Sources
Aerele (4/1)	HD (3)	OIT (4)	EH (2)	He (1)
	DA (0)		OT (2)	
Bliene (3/6)	HD (2)	OIT (3)	EH (3)	He (4)
Ciliene (6/0)	HD (4)	OIT (6)	EH (3)	
	DA (2)	GK (3)		
Duene (3/2)	HD (3)	OIT (3)	OT (3)	He (2)
Moere (5/0)	HD (3)	OIT (5)	GK (4)	
	DA (1)		OT (1)	
Tier (2/3)	HD (1)	OIT (2)	GK (2)	He (1)

Abbreviations: HD=Heirl Diem (Diemed); OIT=Orthodox Imperial Temple of Haelyn (Lavalan Briesen); EH=el-Hadid (Port of Call Exchange); He=Hermedhie; DA=Darien Avan (Avanil); OT=Orthien Tane (Southern Anuire Shipping and Imports); GK=Guilder Kalien (Endier, Heartlands Outfitters).

Regent: Diemed's warrior baron, Heirl Diem (*MA; F7; Br, major, 42; LN*), is a direct descendant of the founder of Diemed. Those who deal with this canny politician and cunning strategist realize most of his actions have a secret motivation or form part of a trick; sometimes the baron uses this reputation to his advantage by doing exactly what he claims, and nothing more. For this reason, other regents fear engaging in diplomatic relations with him—they don't know what he intends, and they have few chances to find out before he's succeeded.

The baron seeks perfect order in his kingdom and allows no lawbreaker to go unpunished. His justice is fair and even-handed, though, extending from the lowliest commoner to his own family. The punishments vary not in the slightest depending on social class. The baron does not believe in exceptions.

♦ **Lieutenants:** Diem has at least four trusted lieutenants who constitute an extensive spy network, in both his own and neighboring kingdoms. His secret sources allow him to quickly respond to internal threats or external pressures with a minimum of inconvenience. Some say his own daughter, Lasica (*FA; W5; Br, major, 42; LN*), works as one of these spies.

Provinces: Diemed's six provinces are strong enough to withstand the incursions of stronger neighbors, including the Spider.

Important NPCs: Darien Avan, prince of nearby Avanil, has influence in several of Diemed's provinces, but has not yet made any moves to turn them against their rightful ruler. The Orthodox Imperial Temple of Haelyn maintains a strong presence in Diemed, as represented by the priest Lavalan Briesen (*MA, Pr5, Haelyn; An, major, 30; LG*). He challenges the Temple from Avanil, claiming that Darien Avan directly controls it.

One guild or another has contested every open guild holding in each of Diemed's provinces, and the baron plays every one of them off the others. Better that, he reasons, than let guilds operate in every town. Some whisper that the baron wants to lure Guilder Kalien of Endier into marriage with his daughter, the Lady Lasica—but to what end, no one knows.

Description: Though Diemed, like its neighboring kingdoms, is composed mostly of rolling grasslands, it remains uniquely beautiful. Farmers maintain its fields in nearly perfect order across the realm, and its orchards and towns seem just as well kept. The strong-willed citizens maintain a tight grip on their emotions. Most keep to themselves, even in times of trial. While not exceptionally loyal to the baron Heirl Diem, they revere the office he fills. As long as he rules well, they stay content.

The mountainous province of Bliene seems not so lawful, however, and in the mountains Diemed's true beauty shines through. Anyone climbing the tallest peak can see storm clouds down below, stretching from Brosengae across the plains of Diemed. One also might see the camps of brigands or stumble upon a solitary mage in these forbidding peaks. On a clear day, the distant tip of Mieres becomes visible, so locals often watch for approaching raiders from these peaks.

ilien

Alignment: Neutral.
Status: Recommended.

	Law	Temples	Guilds	Sources
Ilien (7/0)	RA (7)	IHH (4) ETN (3)	EH (7)	RA (0)

Abbreviations: RA=Rogr Aglondier (Ilien); IHH=Impregnable Heart of Haelyn (Hubaere Armiendin); EH=el-Hadid (Port of Call Exchange); ETN=Eastern Temple of Nesirie (Maire Cwillmie).

Regent: Rogr Aglondier (MA; W3; Ma, minor, 21; NG) was an exceptional commoner once, a trusted adviser and apprentice to the blooded count before him, Moeran Aglondier. However, he did not descend from the ancient bloodlines. Rogr never

felt so astonished as the morning he woke up to discover he had inherited the old man's bloodline, his royal name, and the Free County of Ilien.



The count rules Ilien wisely and well, doing his best not to make the mistakes of the regents around him. Neither ambitious nor proud, he's willing to admit his faults. His people enthusiastically support him, for he keeps their loyalty high and their taxes low. Aglondier claims Ilien is neutral, a statement that strays a bit from the truth. He's good

friends with the rulers from both Medoere and Roesone—without their tolerance, his domain wouldn't exist. Still, the nonpartisan illusion persists, so other rulers use the Free County of Ilien as a neutral meeting spot; regents have forged numerous treaties there.

♦ **Lieutenants:** Despite his many good qualities, Aglondier isn't really the trusting sort. His only lieutenant is his daughter and heir, the Lady Alliene (FA; Pr3, Nesirie; CG). Together, the two can react to nearly any emergency that arises in the kingdom.

Provinces: Ilien is a single province with a rating of (7/0). Its capital is the Free City of Ilien, located at the mouth of the Adele River. A castle (7) rises in the center of town. None of the several other towns that dot the province approach the size of the Free City.

Important NPCs: The trade of Ilien falls under the management of Guilder el-Hadid (MKb; T3; Br, tainted, 10; LE), a Khinasi trader who makes his activities seem above suspicion. Of course, appearing completely honest in itself indicates suspicious activities.

Aglondier, the only known mage in Ilien, ties his magical holdings closely to the Erebanien; his sources dot Ilien, Roesone, Medoere, and Aerenwe.

Description: Like the terrain of surrounding kingdoms, Ilien's rolling grasslands and small ranges of hills are extensively farmed. Breeders across Anuire prize Ilien's cattle—indeed, cattle money has earned the county its fortune. This point has given rise to several common, derogatory remarks about the Ilienese, the kindest of which refers to them as dungslingers. The ranchers of Ilien soothe their wounded pride with the money their commerce brings in.

A small piece of the Erebanien crosses the southern part of the county, as lush and beautiful as in Aerenwe. The small town of Aenier on the edge of the Straits of Aerele at the mouth of the Spider River caters to wealthy travelers, who wish to enjoy the Erebanien and the warm waters of the Straits. Aenier is renowned across Anuire as a scenic place for the elite to gather and relax—unless the fog has rolled in off the water.

medoere

Alignment: Chaotic good.

Status: Recommended.

Province	Law	Temples	Guilds	Sources
Alamier (4/1)	SE (3)	RCS (4) IHH (0)	EH (2) OT (2)	RA (1)
Braeme (3/2)	SE (1)	RCS (3)	OT (3)	He (2)
Caerwil (2/3)	GK (2)	RCS (2)	GK (2)	He (3)

Abbreviations: SE=Suris Enlien (Medoere); RCS=Ruornil's Celestial Spell (Suris Enlien); EH=el-Hadid (Port of Call Exchange); RA=Rogr Aglondier (Ilien); IHH=Impregnable Heart of Haelyn (Hubaere Armiendin); OT=Orthien Tane (Southern Anuire Shipping and Imports); He=Hermedhie; GK=Guilder Kalien (Endier, Heartlands Outfitters).

Regent: The Archpriest of Ruornil's Celestial Spell, Suris Enlien (*FA; Pr4, Ruornil; Re, major, 32; NG*) keeps a close watch over this land, controlling her theocracy with a velvet fist. Unfortunately, her control is not as absolute as she would like, so she enforces her edicts a little more harshly than she should.

As a priestess of the god of moon and magic, Enlien spends most of her days abed and works under the moon at night. Therefore she takes care of most of her courtly work at night also, giving her capital city of Braeme a different schedule than the rest of the kingdom.

♦ **Lieutenants:** The high priestess has one lieutenant, the commander of Medoere's tiny army. Lord Kotrin Skirvin (*MR; F3; An, minor, 18; CG*) has a little blood of his own, so the regent keeps a close eye on him, knowing that his ambition might strip away his common sense. Other than that one flaw, she has chosen her commander well, and the two see eye to eye on policy matters.

Provinces: Almost a hundred years ago, Brun Szareh, an ambitious priest of Ruornil, carved three provinces from Diemed, still weak from the loss of land to Roesone. However, Suris Enlien became the first ruler of a fully independent and free Medoere eight years ago. Heirl Diem, Baron of Diemed, seeks ways to reunite these lost provinces with his own kingdom, and rumors claim he's waiting for any excuse to war with Medoere for his ancestral lands.

Important NPCs: Guilder Kalien from Endier controls the law and guilds of Caerwil. He and Enlien have yet to reach an understanding of who's in charge there, and the two have nearly come to physical disagreement. For now, though, they remain content to settle their

differences through subtle intrigues. Yet Caerwil answers to the theocracy only when Guilder Kalien wills it. The archpriest's attempts to wrest away control of the law have made the guildmaster determined to turn the province against her until she buckles—or until she drives him and his cronies from the land.

Archpriest Suris Enlien recently gained a Court Wizard. Hermedhie (*FA; W7; Vo, major, 24; LN*) has yet to invest regency into the theocracy, but the regent and guildmaster both take steps when necessary to ensure that nobody else (namely, Aglondier) gains new sources in their provinces. Though neither Enlien nor Kalien knows Hermedhie well, both of them have faith in her.

Description: Medoere's terrain resembles that of neighboring Diemed: predominantly hills and meadows. The fields look ordered and well kept, and the towns form in the same clear pattern, but there's a certain element of chaos to the air that doesn't exist in Diemed. The people don't act as controlled as do those in Diemed, and they seem more likely to erupt in laughter and song than their western cousins. Though the priests levy their taxes and control the laws, the people still enjoy a certain amount of freedom. The theocracy doesn't crush their spirits, but encourages the best from everyone.

The priests definitely hold the power here. They act as guardians of the public spirit, both morally and physically. Empowered to use force as necessary to preserve the common good, all priests prove well trained in the physical arts. Fortunately, Suris Enlien also makes sure they undergo thorough testing, to weed out those who come to Ruornil's priesthood solely to gain power. Of course, in Caerwil, the law remains open to interpretation; Guilder Kalien does his best to make sure the priests there give him as much loyalty as they give to their god.

The weather in Medoere is a little strange, affected by both the trade winds from the Straits just to the south and the constant storm brewing over the Spiderfell to the north. Occasionally storms will blow north from the sea to meet the cloud perpetually over the Spiderfell, and Medoere takes the brunt of the damage. Though the climate makes the land look a bit gloomy, it has given the populace that much more resolve to enjoy life.

mieres

Alignment: Neutral evil.
Status: Recommended.

Province	Law	Temples	Guilds	Sources
Brenlie (3/4)	AV (1)	EOM (3)	AV (3)	Mhi (0)
Crenier (2/5)	AV (1)	CJS (2)	AV (2)	Mhi (3)
Dhalier (1/6)	DA (1)	VOM (1)	AV (1)	Mhi (0)
Ghaele (2/3)	AV (1)	ETN (2)	AV (2)	Mhi (3)
Lathier (3/4)	AV (1)	EOM (3)	AV (3)	Mhi (4)
Mielien (2/5)	AV (1)	EOM (2)	AV (2)	Mhi (5)
Seaward (4/3)	AV (2)	EOM (3)	AV (4)	Mhi (3)
	DA (2)	VOM (1)		
Serien (4/3)	DA (3)	ETN (4)	AV (4)	Mhi (0)
	AV (1)			

Abbreviations: AV=Arron Vaumel (Mieres, Straits of Aerele Shipping); EOM=Eloéle of Mieres (Sarae Somellin); Mhi=Mhistecai; CJS=Celestial Jewel of Sarimie (Temias Coumain); DA=Darien Avan (Avanil); VOM=Vos of Mieres (Pyotr Selenie); ETN=Eastern Temple of Nesirie (Maire Cwillmie).

Regent: Arron Vaumel (MA; T5; Br, minor, 17; NE), a scheming little wretch, seems more interested in personal gain than in serving as Governor of Mieres. Unfortunately for him, his domain lies across the Straits of Aerele from the Anuirean mainland. That's nowhere near the center of politics, so he spends his time plotting ever-greater control over his lands.

Vaumel completely controls guild activity in Mieres. He brooks no competitors for the gold the network brings him; those who try opposing him usually wash up sooner or later on the former colony's sandy shores. The governor feels less than concerned about the law; everyone knows that if they try anything, his squad of thugs will make examples of them.

The Prince of Avanil has the governor's sworn fealty. Darien Avan occasionally sends troops down to make sure Vaumel is not involved in any dishonest or illegal schemes—but of course, Mieres's regent always stays one step ahead, cleaning up his act (and his territory) before the investigators arrive.

- ♦ **Lieutenants:** Vaumel does not trust anyone enough to use as a lieutenant. Even his own children can not gain his confidence, so they, like everyone else, plot behind his back to seize control of the domain. One day he might rely on someone, though doing so could prove his downfall. Still, his bureaucracy takes care of day-to-day matters for him (and they're as corrupt a bunch as one cares to meet). Those who don't

know the correct people to bribe or the right way to deliver a payoff can forget about getting anything done here.

Provinces: Mieres consists of eight provinces, plus an island off its eastern coast. Though the governor would like to claim it as his own, the isle of Albiele is not really even part of the kingdom. Instead, it's a smugglers' haven, where ne'er-do-wells and outlaws can hide and where pirates can come to port after preying on the merchant ships that ply the Straits. The capital city, the port of Seaward, lies in its namesake province.

Important NPCs: Only one other figure holds a significant interest in Mieres: the wizard Mhistecai (FA; W6; Vo, major, 45; N). Mhistecai and Vaumel do not always see eye to eye and, indeed, often struggle for control of the colony. The main reason the governor still wields power is that Mhistecai does not want to destroy what she sees as "her" army. Though the two occasionally work together, Vaumel seems unwilling to do much to benefit Mhistecai.

Each of the several temples scattered throughout Mieres dedicates itself to robbing the others of worshipers. The priests, therefore, seem a lot less subtle than those of other faiths elsewhere in Anuire. Visitors to Mieres can find temples of Nesirie and Sarimie, as well as the more hidden temples of Eloéle. Some say the provinces here include temples devoted to Vos gods as well.

Description: Mieres was the first Anuirean colony and one of only two that remained after the fall of the Empire. Most of the kingdom is covered in forest, with the remnants of the Deismaar range of mountains to the south. It used to be that people lived in fear of the empires in Aduria; now locals fear the governor's militia and might even welcome southern conquerors.

The port of Seaward, a hive of scum and villainy, seems to harbor not a single reputable person—though residents certainly can put on a good act when they need to. The capital city proves a favorite spot for pirates to sell their ill-gotten wares. It's also the place to pick up any items forbidden on the Anuirean mainland. The only problem is getting them back into the northern realms unnoticed.

the spiderfell

Alignment: Chaotic evil.

Status: Not available for PCs.

	Law	Temples	Guilds	Sources
The Spiderfell (0/7)*	Sp	—	—	Ca

Abbreviations: Sp=the Spider; Ca=Caine.

* Holding levels are unknown.

Regent: The Spider, one of the original awnshegh-lien, rules the wood called the Spiderfell. Locals say the creature becomes aware of any intrusions into its forest, that it can see through the eyes of the spiders in the woods. Popular folklore also has it that the Spider can put itself into the body of any lesser spider in the borders of the woods, though this last may stem merely from the nightmares of the regents who share a border with the fell.

Every once in a while, the Spider sends forth its humanoid armies to wreak havoc on surrounding domains. The attacks seem to lack a pattern entirely—the Spider attacks who it wants, when it wants. Thus, its neighbors usually leave at least a token garrison at the Spiderfell frontier.

The Spider card sheet contains more details about this abomination.

♦ **Lieutenants:** If the Spider has any advisers or aides, they're unknown at this time. Humanoids have been promised haven in the Spiderfell if they agree to work for the Spider, so gnolls and goblins serve the abomination willingly, scurrying through the dimly lit depths of the forest to carry out the Spider's bidding. Sometimes even these minions run afoul of the wood's arachnid inhabitants.

Description: The Spiderfell, located between the Heartlands and the Southern Coast, contains no individual provinces. This monstrous domain is one of the darkest forests this side of Vosgaard, both physically and spiritually. The locals rightly fear this area, where the very land and climate grow warped under the creature's dreadful might.

A heavy, gray cloud hangs perpetually over the Spiderfell, causing occasional rain, but mostly confining itself to threatening rumbles. Little light penetrates the canopy of leaves, leaving normal underbrush to wither and die. Strains of shrubs that aren't entirely normal

have taken their place, and their corpse-white leaves provide some phosphorescent illumination even in the darkest night. The berries that grow on these bushes prove poisonous, so lethal that a single one can kill a man.

As befits its name, this domain crawls with spiders. They range from about the size of a child's fingernail to that of a small pony, and almost all of them are venomous. The most dangerous of all are the head-sized albino spiders, who prey on humans.

In addition to its denizens, anyone fool enough to travel in the Spiderfell would best beware the hazards inherent in the terrain itself. Deadfalls await in the high places and quicksand in the low, and thorn trees can block even the game trails.

Despite these dangers and the ever-present threat of the Spider, the Spiderfell is still an excellent source of timber. In fact, its lumber is prized across Anuire by artisans and craftsmen. Of those who brave the Spiderfell in search of the wood, not everyone makes it back.



other domains

The previous domain descriptions covered the Southern Coast's kingdoms: domains with political boundaries one can find on a map. However, characters don't have to rule kingdoms to control domains that have shaped the South; many blooded priests, rogues, and mages have vital holdings more appropriate to their classes. Unfortunately, it's impossible to show all these domains on a map or describe so many in this book.

However, this section (and similar sections in future chapters) does describe the domain of a single influential priest, thief, and wizard regent who does not rule an actual political kingdom. Use these descriptions as examples to flesh out the listings of the other nonpolitical domains that follow for each class. Every guild, priest, and wizard mentioned earlier in this chapter appears in this section.

temples

The numerous temples scattered across the Southern Coast each have their own areas of influence. The mainland temples remain the most stable.

the impregnable heart of haelyn

Alignment: Lawful good.

Status: Recommended.

Summary: The Impregnable Heart walks a delicate line between crusades and tolerance.

Holding	Level	Province (Ratings)	Domain/Ruler
Temple	4	Ilien (7/0)	Ilien/Aglondier
Temple	0	Alamier (4/1)	Medoere/Enlien
Temple	2	Moergen (2/3)	Osoerde/Raenech
Temple	2	Ghalliere (2/3)	Osoerde/Raenech
Temple	2	Algae (2/3)	Osoerde/Raenech
Temple	1	Ghoried (2/3)	Roesone/Roesone
Temple	2	Fairfield (3/2)	Roesone/Roesone
Temple	3	Bellam (3/2)	Roesone/Roesone
Temple	3	Caercas (4/1)	Roesone/Roesone
Temple	2	Edlin (3/2)	Roesone/Roesone
Temple	2	Duerlin (3/2)	Roesone/Roesone
Temple	2	Abbatuor (3/4)	Roesone/Roesone

Regency Generated/Accumulated: 25/35 RP.

Treasury: 31 GB.

Regent: The High Prefect of the Impregnable Heart is Hubaere Armiendin (*MA; Pr11, Haelyn; An, major, 27; LG*). This large, friendly man seems keen to expand his domain into Aerenwe.

Description: The Impregnable Heart of Haelyn, though by far the strongest temple on the Southern Coast, can't compare to the powerful temples of the Heartlands. Unlike many of Haelyn's temples, the Impregnable Heart has stayed fairly moderate, acknowledging the need for other faiths. Countering this attitude is this temple's need to expand.

Other temples in the South (including their total holdings in each domain):

♦ Ruornil's Celestial Spell (Suris Enlien)	Medoere (9) Roesone (1)
♦ Orthodox Imperial Temple of Haelyn (Lavalan Briesen)	Diemed (23)
♦ Eastern Temple of Nesirie (Maire Cwllmie)	Aerenwe (17) Mieres (6) Ilien (3)
♦ Celestial Jewel of Sarimie* (Temias Coumain)	Mieres (2)
♦ Eloéle of Mieres (Sarae Somellin)	Mieres (11)
♦ Vos of Mieres (Pyotr Selenie)	Mieres (2)

* Also found in the Heartlands.

guilds

The guilds of the South enjoy a heated rivalry. Occasionally they work in tandem, trying to pressure a ruler into a decision favorable to mercantile interests, but most often they do their best to undercut each other.

port of call exchange

Alignment: Lawful evil.

Status: Recommended.

Summary: The Port of Call Exchange deals mainly with silks and spices imported from Khinasi lands, but has branched into ranching and livestock in Roesone and Diemed.

Holding	Level	Province (Ratings)	Domain/Ruler
Guild	7	Ilien (7/0)	Ilien/Aglandier
Guild	2	Alamier (4/1)	Medoere/Enlien
Guild	3	Bliene (3/6)	Diemed/Diem
Guild	2	Aerele (4/1)	Diemed/Diem
Guild	3	Ciliene (6/0)	Diemed/Diem
Guild	2	Caercas (4/1)	Roesone/Roesone
Guild	3	Edlin (3/2)	Roesone/Roesone
Guild	3	Duerlin (3/2)	Roesone/Roesone
Guild	0	Abbatuor (3/4)	Roesone/Roesone

Regency Generated/Accumulated: 25/10 RP.

Treasury: 43 GB. The merchant regent, el-Hadid, hates to spend his money, but he will if doing so gains him greater influence.

Regent: El-Hadid (*MKB; T3; Br, tainted, 10; LE*) owns the Port of Call Exchange. He came to Anuire about 12 years ago with a ship full of spices and silks, creating an instant demand for the luxury items. Ever since, he has maintained a reputation as the best supplier of fine Khinasi goods in the Southern Coast.

Description: El-Hadid has a fleet of several ships that continuously make the run between Ilien and Ariya. With the money he makes from his shipping interests, he has slowly branched into land interests. He's making headway against his competitors, especially Siele Ghoried, who seems a little too naive for the business. Orthien Tane and Guilder Kalien remain el-Hadid's most pressing opponents, as neither is above using a little judicious muscle to back up business interests.

Other guilds of the Southern Coast (including their total holdings in each domain):

♦ Mourde Alondir	Aerenwe (1)
♦ Spider River Traders (Siele Ghoried)	Aerenwe (11)
♦ Straits of Aerele Shipping* (Arron Vaumel)	Roesone (7)
♦ Heartlands Outfitters* (Guilder Kalien)	Mieres (21)
♦ Southern Anuire Shipping and Imports (Orthien Tane)	Diemed (9)
	Medoere (2)
	Roesone (6)
	Diemed (6)
	Medoere (5)

* Also found in the Heartlands.

SOURCES

The Southern Coast doesn't have too many resident wizards. Most mages seek richer pastures, finding the Southern land too well developed to allow them a hold on the earth's power. Those who remain here either work for a regent or have independent wealth.

high mage aelies

Alignment: Lawful neutral.

Status: Recommended.

Summary: Aelies defends the Erebanien, drawing his power from that ancient forest.

Holding	Level	Province (Ratings)	Domain/Ruler
Source	5	Shadowgreen (1/6)	Aerenwe/Swordwraith
Source	5	Northvale (1/6)	Aerenwe/Swordwraith
Source	3	Banien's Deep (1/6)	Aerenwe/Swordwraith
Source	3	Westmarch (1/6)	Aerenwe/Swordwraith
Source	0	Calrie (6/0)	Aerenwe/Swordwraith
Source	0	Doenel (5/0)	Aerenwe/Swordwraith
Source	0	Halried (5/0)	Aerenwe/Swordwraith
Source	2	Ghoried (2/3)	Roesone/Roesone
Source	2	Fairfield (3/2)	Roesone/Roesone
Source	2	Bellam (3/2)	Roesone/Roesone
Source	2	Edlin (3/2)	Roesone/Roesone
Source	2	Abbatuor (3/4)	Roesone/Roesone

Regency Generated/Accumulated: 26/35 RP.

Treasury: 0 GB. Aelies either converts his regency into gold or receives funding from the rulers of the lands where he holds influence.

Regent: The High Mage Aelies (*M/E; W16; Vo, major, 36; LN*) controls the network of sources and ley lines within the Erebanien.

Description: Aelies has survived hundreds of years, or so folks say. In any case, he's not the sort of man who brooks challenges to his power. To protect his sources he must make sure the Erebanien continues to renew itself naturally. He ties his power to the living land: to tree, stream, and rock. As long as he keeps the land unspoiled, Aelies can draw on its power.

Other mages of the Southern Coast (including their total holdings in each domain):

♦ Rogr Aglandier (Count of Ilien)	Aerenwe (8)
	Roesone (5)
	Medoere (1)
	Ilien (0)
♦ Hermedhie	Diemed (8)
	Medoere (5)
♦ Mhistecai	Mieres (18)
♦ Caine*	Spiderfell (unknown)

* Also found in the Heartlands.

The Western Coast reaches from the waters of the great bay called the Tael Firth down to the Straits of Aerele and extends east to the Seamist Mountains. It looks like a wilder place than most of Anuire. The tops of pines rise high against the blue of the sky and the backdrop of the mountains. Wooden stockade towns appear here and there on the tree-covered landscape, their strong walls keeping out the wolves, bears, ogres, trolls, and other creatures from the mountains that still call the land their own.

Only the Northern Marches are more sparsely populated than this region. Perhaps settlers have avoided it because of the fierce storms that lash the coastal provinces. The

the western coast

Seamists protect the rest of Anuire

from the worst of the storms, but the Western Coast has no such shield.

The challenges of the coastal climate have made those who live here a hardier breed. Though still civilized, they possess a coarser edge than one might expect from Anuireans.

Settlers have been arriving in record numbers of late, many of them tired of the political hustle and bustle of the eastern kingdoms. Of course, they expect they can bring their cultured ways with them. Their desire for the comforts of home within their wild new environment raises the hackles of long-time Western Coast residents. Though tensions seem high now, it's only a matter of time before the newcomers adapt to the frontier life, or pack up and go home.

More goes on in the politics of the Western Coast than anyone realizes. Personal grudges and familial feuds dominate smaller kingdoms of the region, and policy is decided as much by personal loves and hatreds as by what's best for the domain. One serious contender for the Iron Throne lives in the region, and the archduke Aerio Boeruine intends to keep it that way, working to keep his rivals down while building himself up.

today on the western coast

♦ Rumors circulate that a forester from the kingdom of Talinie found a *tighmaevril* weapon, then disappeared from public view. Scions are converging on Talinie from all over Anuire; some arrive from as far away as the lands of Vosgaard! If indeed the stories hold truth, and a mere woodcutter wields the weapon, then it's a prize worth the taking indeed! Of course, some inevitable doomsayers call the tale a trap for those of the blood. Yet, who could think to eliminate so many scions and regents all at once?

♦ Spies and scouts report that Rhuobhe Manslayer, the Elf awnshegh, has begun preparing a major offensive against the human kingdoms nearby. It seems his kingdom holds more elves than previously thought, and their martial readiness has frightened the regents of the area. And if the scouts saw the elves, there's no doubt that the elves could see the scouts—and that means Rhuobhe has plans more devious than simple land grabs. The only problem lies in finding out what those plans are.

♦ Explorers continue to discover ancient elven towers in the Aelvinnwode—some of them with their wealth and treasures still inside. They also contain traps enchanted with magic beyond the comprehension of some of the best mages and thieves in the area. Friendly elves say that the towers' owners left them loaded with wealth as temptations for the greedy humans, a final act of defiance to the encroaching tribes.

Further, these elves claim that the items left in the towers are just baubles and junk—yet elves have been seen attempting to breach the defenses of certain towers. Surely they would not risk their lives for garbage—or so the reasoning goes.



Perhaps the elves' behavior merely adds another layer to their ancestors' subtle ploy to lure humans to their deaths, but the elves might be attempting to recover for themselves the lost wonders of the age before man.

- ♦ Armies from the domain of Boeruine mass on the border of Taeghas to the south, signaling the start of another period of skirmishes between Boeruine and Avanil (Taeghas's eastern neighbor and liege). It seems that once again the diplomatic process has broken down, and the kingdom of Taeghas will suffer for it.

The people of Taeghas feel truly sick of their role as pawns in the continual maneuverings between the two contenders for the Iron Throne. Harald Khorien, Count of Taeghas, has let it be known that the domain seeks aid from someone who can keep the conflict between Boeruine and Avanil on a plane that does not involve armies.

- ♦ Folks whisper that the trolls and giants of the Seamist Mountains grow ever more restless in their mountain holdings. Raids and forays into human-held lands increase in frequency, but nearby regents seem too busy with political games to take much notice of a few monsters. They have concerns more immediate than a few mountainside villages; until trolls destroy a larger city, the regents simply can't be bothered. Scions unattached to realms might find the mountaineers suitably grateful for assistance in ending the troll raids, however.

- ♦ Orog and goblin attacks from the Seamist Mountains have become much more frequent lately. Folks murmur that the creatures have finally managed to break through the ancient dwarven defenses that had kept them locked underground. Some say that Rhuobhe's elves had a role in the breakdown of the dwarven barricades, which means the abomination has insidious plans for the provinces of the Western Coast—plans that just now are beginning to reach fruition.



boeruine

Alignment: Lawful neutral.

Status: Not available for PCs.

Provinces/Holdings: Boeruine, slightly larger in size than its southern neighbor, Taeghas, contains nine provinces.

Province	Law	Temples	Guilds	Sources
Bacale (3/2)	AB (3)	HTC (3)	Bor (3)	AI (2)
Calant (3/4)	AB (3)	NIT (2)	Bor (3)	AI (4)
		HTC (0)		
Dhalaese (3/4)	AB (3)	HTC (3)	GTh (3)	AI (4)
		NIT (0)	Bor (0)	
Floruile (3/4)	AB (3)	NIT (2)	Bor (3)	AI (4)
Nietier (3/4)	AB (3)	HTC (3)	GTh (3)	AI (4)
Redoubt (3/4)	AB (3)	HTC (3)	Bor (3)	AI (4)
			GTh (0)	
Rivien (6/1)	AB (6)	NIT (6)	Bor (5)	AI (1)
			GTh (1)	
Seasedge (6/0)	AB (6)	HTC (3)	Bor (5)	AI (0)
		NIT (3)		
Tariene (6/0)	AB (6)	NIT (5)	Bor (4)	AI (0)
		HTC (1)	SH (2)	

Abbreviations: AB=Aeric Boeruine (Boeruine); HTC=Hidden Temple of Cuiraécen (Linnias Baccaere); Bor=Arien Borthain (Boeruine Trading Guild); AI=Arlen Innis; NIT=Northern Imperial Temple of Haelyn (Thuriene Donalls); GTh=Gaelin Thuriel (Upper Anuire Traders); SH=Storm Holtson (Stjordvik Traders).



- ♦ **Law:** Aeric Boeruine, archduke of this domain, owns all the law of the land; no one else has even a holding (0) here.
- ♦ **Temples:** The Northern Imperial Temple

of Haelyn

and the Hidden Temple of Cuiraécen struggle over the spirits of Boeruine's people. The two faiths strive particularly vehemently this far north in Anuire, and bloodshed has actually broken out between the two ostensibly good-aligned religions.

- ♦ **Guilds:** Guilders Gaelin Thuriel of Dhoesone, Storm Holtson of Stjordvik, and Arien Borthain of Boeruine control each of the rival guilds of Boeruine. Since the archduke keeps Borthain under his thumb, his laws and tariffs naturally favor the local guildmaster. The other two keep hanging on, doing their best to wring the last drop of gold from the land before Boeruine's laws evict them for good.
- ♦ **Sources:** The mage Arlen Innis controls the magic of Boeruine, and the archduke controls the mage. Innis allows Boeruine to protect his sources against the influence of Darien Avan's insidious pet mage, the Count of Taeghas to the south. Innis wishes to expand his control beyond Boeruine, but the archduke hesitates to allow him that power. Friction looms on the horizon.

Regency Generated/Accumulated: 91/100 RP.

Treasury: In excess of 150 GB.

Army: Boeruine boasts the third-largest army in Anuire; only those of Ghoere and Avanil surpass this Western force. The archduke maintains a stance of war-readiness at all times, in the face of the threats presented by the Manslayer, the Five Peaks, and Avan's armies in Taeghas. Boeruine's forces comprise:

- ♦ 4 units of archers.
- ♦ 2 units of artilleryists.
- ♦ 4 units of infantry.
- ♦ 3 units of elite infantry.
- ♦ 3 units of knights.
- ♦ 3 units of pikemen.
- ♦ 3 units of scouts.

Regent: Aeric Boeruine (MA; F12; An, major, 60; LN), Archduke of Boeruine, numbers among the most powerful of Anuire's current rulers. He claims to be born of a derivation of Roele's bloodline, making him the heir to the Iron Throne. As the other claimants to the throne dispute his genealogy, the archduke has little hope of taking the much coveted Iron Throne peacefully. Boeruine, however, does not seem to care. His strong bloodline boosts his surpassing faith in his destiny, and the archduke feels as

content to carve an empire for himself with sword as with the diplomatic pen. He uses kingly edict or knightly steel to topple those who would stand in his way, considering his rise to the Iron Throne paramount. Good and law will arise from this ascension, he knows. The regent won't wait much longer before making a bold move toward the Imperial City. Already he seeks to claim the throne of Avanil.

A firm believer in reciprocation, Boeruine always repays a favor done for him—or a harm done to him—no matter what the cost. Few would willingly cross the archduke, and those that have done so regret it. He treats his people in the same spirit of fairness, answering their needs with laws. He taxes them moderately, but demands their absolute loyalty.

♦ **Lieutenants:** Boeruine's lieutenants are regents themselves: the mage Innes (*MA; W7; Vo, minor, 19; LN*) and Guildmaster Arien (*MA; T3; Re, minor, 14; CN*) each have their own domains but swear fealty to the archduke. He doesn't care how they accomplish the tasks he sets for them—just that they do so. Though these lieutenants resent his heavy-handed rule, they realize that working for him is the best way to advance their own status.

Important NPCs: The commander of Boeruine's army in the province of Redoubt is Lyien Charie. The 8th-level, middle-aged general—a man built like a barrel—has served the Boeruines all his life. No one ever questioned his devotion, but now he feels the pressure of his heritage: His elf grandfather, who serves Rhuobhe Manslayer, has asked him to lead a force of elf brigands into the very heart of the province.

Description: Boeruine's nine provinces contain only three terrain types—plains, hills, and forest. The wind shears the coastal plains, but locals still raise herds of cattle and sheep here. The folk pretend to sophistication, and fervidly support their monarch above all others in his bid for the Iron Throne. One might think the people fear outsiders; certainly, they look unkindly on those who don't support their liege.

♦ **Capital:** The capital of Boeruine is Seasedge, and the castle Seaharrow has marked the port for hundreds of years. Sailors come from across the continent to this busy harbor.

♦ **Trade Goods:** Roads criss-crossing the kingdom allow traders to carry wood, fish, and grain to the distant corners of the land. Boeruine's trade routes run from Seaharrow to Anuire and Ilien, and roads connect the seaports to the other provinces.

Allies: Talinie has declared Boeruine the rightful ruler of Avanil, but commits no troops or gold to the archduke's cause. Alamie has allied itself cautiously with Boeruine, but only in the matter of containing the goblin tribes of the Five Peaks. The ruler of Alamie remains too canny a politician to declare an alliance with Boeruine openly, and Tuor-nen's regent dares not, stuck as he is between the two powers.

Enemies: The most vocal of Boeruine's foes is Darien Avan, Prince of Avanil. The archduke hungers for Avan's blood and position, and the prince seeks to extirpate his most powerful enemy. Allies of Avan (or those forced under his rule) likewise oppose Boeruine's claim to the Iron Throne. They include Taeghas and (marginally) Brosengae of the Western Coast, as well as other kingdoms far enough away to offer Avan only coin and moral aid.

Special Conditions: One reason the archduke has not already swept across Anuire is that Rhuobhe Manslayer's domain directly abuts the southeastern corner of Boeruine. Defeating the awnshegh would make his route to conquest far clearer. The attentions of the Elf remain always a factor in troop movements in this region.

The archduke considers Rhuobhe a personal enemy, as Manslayer has tried several times to take his life—and bloodline power. But not only has the regent proved too wily for the Elf's assassins, he has nearly brought down the awnshegh himself. Fortunately, Rhuobhe hates the other human kingdoms just as much as Boeruine, so he spreads out his attention.

talinie

Alignment: Lawful good.

Status: Recommended.

Provinces/Holdings: The hard-bitten residents of the seven provinces of Talinie, governed by Thane Thuriene Donalls, fill their days with work in the forests and worship of Haelyn.

Province	Law	Temples	Guilds	Sources
Freestead (2/5)	TD (1)	NIT (2)	SH (2)	TA (5)
Greensward (2/5)	TD (1)	NIT (2)	BA (2)	TA (5)
Ice Haven (3/4)	TD (2)	NIT (3)	BA (2)	TA (4)
			SH (0)	
Lindholme (5/2)	TD (3)	NIT (4)	BA (3)	TA (2)
	AB (2)		SH (2)	
Seaport (1/4)	AB (1)	NIT (0)	SH (1)	TA (3)
Serimset (2/5)	TD (1)	NIT (2)	BA (2)	TA (5)
Winter's Deep (3/4)	TD (2)	NIT (2)	SH (3)	TA (4)

Abbreviations: TD=Thuriene Donalls (Talinie, Northern Imperial Temple of Haelyn); NIT=Northern Imperial Temple of Haelyn (Thuriene Donalls); SH=Storm Holtson (Stjordvik Traders); TA=Torele Anviras; BA=Bannier Andien (Andien and Sons); AB=Aeric Boeruine (Boeruine).

- ♦ **Law:** Aeric Boeruine and Thuriene Donalls both have invested themselves with the law of Talinie.
- ♦ **Temples:** The Northern Imperial Temple of Haelyn, based in Talinie and run by the thane, is the state religion. Though plenty of temples would like to move in, none of them dare try the

strength of the Imperial Temple and Thuriene Donalls, its Supreme Hierarchy.

- ♦ **Sources:** Torele Anviras, the mage of Talinie, works tirelessly against the machinations of the Eyeless One from the Five Peaks and enemies of the realm from his tower in Serimset.
- ♦ **Guilds:** Bannier Andien of Dhoesone and Storm Holtson of Stjordvik control the domain's two guilds. In Talinie, they strive to act honest—or at least honest-seeming. They control the timber industries as well as the mining in the hills of Greensward and Freestead. As they have few scruples and compete directly with each other, they will stoop so low as to sabotage each other's holdings. Soon the thane will put a stop to it.

Regency Generated/Accumulated: 41/33 RP.

Treasury: 22 GB.

Army: The army of Talinie is not large—barely enough to contain the goblins and bandits of Thura-zor and the Five Peaks, in fact. If Boeruine or one of the Rjurik jarldoms decided to invade Talinie, the thane could do little to repel them. Her army consists of:

- ♦ 1 unit of archers.
- ♦ 3 units of infantry.
- ♦ 1 unit of scouts.
- ♦ 1 unit of mercenary cavalry.

Regent: Thuriene Donalls (*FA; Pr6, Haelyn; An, major, 30; LG*), Thane of Talinie, watches over the domain both spiritually and temporally. Her guidance has kept it alive for more than 15 years now; without her and her predecessors, the kingdom would have fallen to Boeruine or, worse, to goblins and brigands.

Donalls is a fanatic about her faith, as one might expect from the ruler of a theocracy. Though she tolerates people of other faiths, she'd just as soon crush their temples. She also can see the light of reason, though, and won't charge into a battle against another priest unnecessarily. Still, she desires only to serve her god—her people take a distant second to her relationship with Haelyn, and they know it.

The fairly excitable Donalls has found herself lured into several traps by enemies seeking her demise. These near misses have granted her a bit more caution, but she hasn't entirely learned her lesson. Her actions tend to be less than well considered, but she's learning.

- ♦ **Lieutenants:** One of her lieutenants has been manipulating Thuriene Donalls without her knowledge. Though unblooded, this 7th-level priest, Torias Griene, does have



ambition. The second most powerful hierarch of the Northern Imperial Temple, Griene sees that Donalls will give him no chance to ascend to the throne, but he can influence both church and state—and reap the benefits of doing so.

Griene's a canny politician where the thane is naive, and manipulative where she is straightforward. When he sees a problem, he strikes out at it with the best means available. Sometimes he uses a show of force, while other times he orchestrates a subtle campaign to discredit an enemy. Though a priest of Haelyn, he draws no power from that god—it comes instead from Eloéle, the goddess of stealth.

Important NPCs: The temple hierarchs rule the villages of Talinie, guarding the law and elevating the flock. Such notables include Priestess Siobhan Riedhie (*FA; Pr3, Haelyn; An, minor, 21; LG*), the Watcher of Newcayne, in Greensward. She commands the soldiers stationed in the border town, presides over the services in the temple, and passes judgment in the Hall of Law. The literal-minded priestess feels devoted to Haelyn and his law, seeking always the higher truth. Some posit that the thane is grooming her for eventual ascension to the throne of Talinie.

Description: The forest of the Aelvinnwode covers the kingdom almost entirely. Though most of its provinces have only sparse populations, this kingdom maintains sizable lumbering and mining industries. These efforts do bring coin into the domain, but they have produced a significant negative impact on the land. The woods slowly give way before the human expansion, and they don't grow back. Since Donalls believes the land is here for humans to use, she does not let herself worry.

For the most part, the people of Talinie share their monarch's opinion. They have to make a living, and why should they move away from the lands they know best to do it? Some miners and foresters make efforts to heal the land's wounds, but they number too few to do any noticeable good. It's hard to fight the prevailing sentiment that the land holds plenty of wealth, and that it can afford to give some up.

The locals, a practical and religious populace, offer their stern devotion to Haelyn, as required by law. Though they

may seem somewhat crude, they are far from ignorant and resent any stranger who tells them otherwise. These proud and independent folk rely on only themselves and their god.

- ♦ **Capital:** The capital of Talinie is the fortified city of Nowelton in the province of Ice Haven, from which Thuriene Donalls rules.
- ♦ **Trade Goods:** Hardwood lumber and coal are the dominant goods of Talinie. Roads connect the mining provinces of Serimset and Freestead to Lindholme, and a sea route connects that province to Stormpoint in Taeghas. Some trade also crosses the Black River into Boeruine.

Allies: By casting its lot with Boeruine, Talinie has earned itself a powerful friend. Thuriene Donalls's domain needs no other allies.

Enemies: For its support of Boeruine, Talinie has earned the enmity of the kingdom of Avani. However, since Avani's armies would have to march through three separate kingdoms to reach the northern coast, the thane puts the matter out of her mind.

Of greater concern to the thane are her enemies just to the east and northeast. Thurazor and the Five Peaks both see Talinie as a cheap source of raw materials and frequently cross the border to obtain needed lumber and ores. Since the industries of Talinie have paltry defenses, the raiders take what they want with little trouble.

Special Conditions: Though Talinie contains plenty of industry, it also boasts plenty of magical power. Some say that the mage Torele Anvira (*MA; W10; An, major, 35; NG*) has discovered a way to summon forth magic even from cultivated lands.

brosengae

Alignment: Neutral evil.

Status: Recommended

Province	Law	Temples	Guilds	Sources
Bindier (4/1)	EM (4)	PSN (2)	EM (4)	—
Coere (4/3)	DA (3)	PSN (2)	EM (4)	—
	EM (1)	TOF (2)		
Marilen (4/3)	DA (3)	TOF (2)	EM (4)	—
	EM (1)			

Abbreviations: EM=Eriene Mierelen (Brosengae, Brosen Royal Guild); PSN=Peaceful Seas of Nesirie (Daffyd Tamaere); DA=Darien Avan; TOF=Sarimie's Temple of Fortune (Hyde Termonie).

Regent: Eriene Mierelen (*F½E; Th7; Ba, major, 41; NE*), Duchess of Brosengae, has sworn fealty to the Prince of Avanil, but keeps secrets from her liege. As she comes from a proud line of rulers and guild leaders, she has a keen eye both for politics and business and can quickly capitalize on any opportunities that come her way. And though she currently has sworn fidelity to Avan, she has opened secret negotiations with Boeruine—to “be rid of Avanil’s oppressive domination,” as she so politely puts it.

Mierelen seeks expediency in all things, looking for the best way to turn a profit. If a piece of her domain is not appearing profitable, either in the short-term or the long run, she will do her best to trim it from the kingdom.

♦ **Lieutenants:** The duchess has a personal staff of three lieutenants, all guildsmen and rogues of varying levels. They are all excellent diplomats, skilled in the arts of negotiation, compromise, and espionage, but they know little about the arts of war.

Provinces: The royal court in Bindier, one of the most impressive along the Western Coast, rivals even that of Boeruine. Many Anuirean realms keep a permanent embassy in the capital, also called Bindier, making it a hotbed of intrigue and diplomacy. Of course, little discussion of much import occurs in Brosengae’s negotiations, but the diplomats do their best to keep their lucrative postings to her court.

Important NPCs: Avanil’s significant law holdings in both Marilen and Coere allow him to control the majority of law in those two provinces. Mierelen completely dominates the guild activity of her kingdom and tries to keep temple activity to a minimum. Still, two temples have developed holdings here: Sarimie’s Temple of Fortune and the Peaceful Seas of Nesirie find popularity among the people of this domain.

Description: All the provinces in Brosengae are well settled throughout, though none of them can rival the province of Anuire in Avanil for sheer population. The land not dominated by farms is covered in woods, and the woodcutters of Brosengae constantly ply their trade in the pine forest.

Of all the Western realms, Brosengae feels most keenly the storms that plague the coastal region. Since here the trade winds from Miere Rhuann meet those off the Arnienbae and the Straits of Aerele, scarcely a day goes by without a storm of some sort. Whether a slight drizzle or a full-fledged hurricane, it’s always raining in Brosengae.

The two northern provinces fall prey to the trolls roaming down from the Seamist Mountains. The duchess has to devote a garrison of troops to the provinces of Marilen and Coere to protect her people from the creatures’ depredations. She taxes the populace heavily, calling them “contributions to the cost of their own protection.”

The citizenry, especially in the north, seems surly at the best of times. Folks labor under heavy taxes and see precious little return for their hard work except the fattening of their monarch’s pockets. Rebellion seethes just beneath the placid surface; fear of revolt causes Mierelen to worry more about her security, which makes the people even edgier.

Occasionally, the duchess attempts to restore the people’s loyalty to her by sponsoring celebrations or festivals, but unknown agents keep pointing out in public that these are blatant attempts on her part to buy the favor of the populace. She suspects the source has ties to Avan, but she can prove nothing. Besides, the populace has acted the same throughout her family’s reign, so she feels helpless to do anything about it.

rhuobhe

Alignment: Neutral evil.

Status: Not available for PCs.

	Law	Temples	Guilds	Sources
Rhuobhe (2/9)*	Rh	—	—	Rh

Abbreviations: Rh=Rhuobhe the Elf.

* Holding levels are unknown.

Regent: The land of Rhuobhe takes its name from Rhuobhe the Elf, called the Manslayer, and one of the original awnsheghlien. One of the few elves who did not renounce Azrai at Deismaar, Rhuobhe absorbed a goodly part of the god's essence and now rules a tiny domain wedged between Tuornen, Taeghas, and Boeruine. It is one of the last elf lands in the Aelvinnwode, and Rhuobhe always seeks to expand his territory.

The Elf hates all humans, even more so now than when he joined forces with evil. He goes out of his way to kill any human he can: man, woman, or child, but especially regents. He sees himself as protector of the forests and guardian of a lost elven way of life and takes an active part in destroying the Anuireans around him. He is willing to work with humans, but only to cause even greater harm to them eventually; he always betrays those who have allied themselves with him.

A fierce opponent, Rhuobhe remains unflinching in his dedication to returning Cerilia to the elves. He has lived for well over a thousand years now, and his outlook toward the "human eneroachers" grows steadily worse with each passing year. He broods in the Tower Ruannoch, a single blackened spire that rises high above the forest around it, and he formulates his plans of destruction.

The *Rhuobhe Manslayer* card sheet has more details on this abomination.

♦ **Lieutenants:** Rhuobhe has no lieutenants as such, but trusts all his band equally. Thus, each of them works to match the ferocity and hatred of their liege. In essence, then, Rhuobhe has a small army of lieutenants to deal with problems that might arise, or to send out as agents of agitation or espionage.

Provinces: Consider Rhuobhe (2/9) at once both kingdom and province. It is as developed as any elf land—that is, hardly developed at all. It has no cities, temples, or guilds.

Important NPCs: Only Rhuobhe has any stake in his own land. Though some people certainly would love to influence Rhuobhe, none of those who try actually live long enough to do so. Folks call the Elf "Manslayer" for good reason, and he does not negotiate with humans—at least, not seriously. He plays at diplomacy solely for his own amusement, but he has sent back far too many diplomats' heads for any regent to seriously consider ambassadorial missions to his realm.

Description: As previously mentioned, Rhuobhe is situated between Boeruine and Tuornen, with borders also on Taeghas and Avani. The two immensely strong kingdoms on either side of the realm are all that keep the Manslayer from taking the Aelvinnwode back from the humans. Likewise, the fact that Rhuobhe controls the major outlet through the mountains, Clearwater Pass, is the only thing that keeps Avani and Boeruine from attacking each other outright.

The truly beautiful land of Rhuobhe possesses an undercurrent of savagery, outlined in the very posture of the trees. It's as undeveloped a country as a traveler might chance upon, though the elves carefully tend the trees to keep them green and healthy even through the freezing Western winters.

The Tower Ruannoch sits on the shores of Clearwater Lake, which casts back a reflection of the tower in a more pristine state. The lake is fed by pure mountain streams that pour down from the Seamist Mountains into Rhuobhe.

A group of fewer than a thousand elves has stuck by Rhuobhe throughout his long years. Those who are killed are replaced by their children, and some say that elves from Tuarhievel and the Sielwode come to learn the ways of hatred to take back to their people. The elves of Rhuobhe, though civilized and proud, share the goal of Rhuobhe himself: to drive the humans from the land. Their highest honor they reserve for one who kills a human of noble blood. War parties occasionally steal out to raid human lands. It's said that tunnels in the Seamist Mountains, leading all the way to Tuarhievel, hold still more of Rhuobhe's elves. Some even whisper that the elves are in league with the orogs and goblins under the mountains.

taeghas

Alignment: Neutral.

Status: Recommended.

Province	Law	Temples	Guilds	Sources
Bayside (3/2)	DA (2) AB (0)	PSN (3)	FS (2)	HK (2)
Bhaine (6/0)	DA (3) HK (3)	PSN (4) WIT (2)	FS (2)	HK (0)
Brosien (2/6)	DA (1)	WIT (2)	FS (2)	HK (6)
Islie (3/4)	DA (2)	PSN (3)	FS (3)	HK (4)
Portage (3/2)	DA (2) AB (0)	PSN (3)	FS (2)	HK (2)
Seamist (2/6)	DA (1)	WIT (2)	—	HK (6)
Seasdeep (3/4)	DA (2)	PSN (3)	FS (1)	HK (4)
Wilder's Gorge (1/6)	DA (1) AB (0)	WIT (1)	—	HK (6)

Abbreviations: DA=Darien Avan (Avanil); PSN=Peaceful Seas of Nesirie (Daffyd Tamaere); FS=Facellies Sloere (Taeghan Outfitters); HK=Harald Khorien (Taeghas); AB=Aeric Boeruine (Boeruine); WIT=Western Imperial Temple of Haelyn (Rhobher Nichaleir).

Regent: The nominal Count of Taeghas is Harald Khorien (MA; M4; An, major, 33; NG). However, as Darien Avan has forced Khorien to swear fealty, the Prince of Avanil has his domain under his thumb. Khorien does nothing without Avan's permission; he leaves the administration of his kingdom mostly to bureaucrats from the realm to the east.

For the most part, this arrangement sits fine with Khorien. He never wanted to be a king; the line passed to him without his knowledge or permission when his family died in one of Rhuobhe Manslayer's forays into human lands. The succession disrupted the magic he'd been researching and filled his time with the dull, everyday demands of running a kingdom.

After word passed to the Prince of Avanil that Taeghas seemed less than pleased about the political demands on his time, Avan offered Khorien freedom from a king's duties in exchange for loyalty. If the mage-king feels differently about the arrangement now, he shows no sign of it. The count works as absentmindedly with Avan as he does with his flunkies, and displays no anger about the fact that he does not rule in his own kingdom.

However, the count has shown willingness to defend his borders against those with whom he does not always agree. His spells and armies tell anyone who might consider Taeghas an easy grab to reconsider.

Khorien

has repelled more than one force from Brosengae or Boeruine, and seems tired of battles between Avanil and Boeruine tearing up his own domain.

♦ **Lieutenants:** Most of the count's administrative work is overseen by a group of four skilled lieutenants left over from the rule of the previous count. These four control the apparatus of government, including the details of formal events, meetings with the ruler, and the disposition of royal funds. They leave Khorien free to research his spells and learn more of the nature of magic.

Provinces: Khorien oversees portions of land that Eriene Mierelen, Duchess of Brosengae would love to control—namely, the provinces of Brosien, Islie, and Seasdeep—but he's not willing to cede her these lands. Though he has no interest in ruling, he also feels a personal distaste for Mierelen's desire to rule as much as he. Consequently, he will not grant her a single inch of his vast territory.

The province Bhaine holds the capital, Stormpoint, and the palace of the same name.

Important NPCs: As in Brosengae Avan controls much of the law of Taeghas, and does so with an iron grip. No rival mages live within the boundaries of Taeghas, though—both Khorien and Avan see to that, as their best interests lie with the count controlling all the domain's magical resources. This kingdom rich in magic hides away more than enough energy for the count in its forests and hills.

The Archduke of Boeruine also nurses a secret interest in the law of Taeghas and has stymied many of Avan's edicts with revolts and whispering campaigns. Trade in this kingdom is minimal, controlled by a guild under Khorien's thumb.

Description: Taeghas encompasses a wide range of terrains, though all its provinces share the same temperate, seacoast climate. In the north lies the southernmost region of the Aelvinnwode, while hills dot Aerele Bay on the Straits. Rivers run everywhere, and moors cover the few places where the forest can't get a hold.

The people, as a rule, seem independent and broad-minded, though they have a tendency to close up on certain subjects, such as Khorien. Their ruler has not exactly inspired devotion and loyalty—the citizenry knows that the regent financing their protection is not the one sitting on the throne in Stormpoint.

Sandwiched between Boeruine and Avanil, Taeghas has become the major battlefield of those two powers. Unless the count takes action, that situation seems unlikely to change.



other domains

Many regents in the West wield substantial political power as rulers of actual kingdoms as well as through their control of sources, guilds, and temples. For instance, the Northern Imperial Temple of Haelyn falls under the control of Talinie's ruler, while the Brosen Royal Guild reports directly to Brosengae's leader. The most powerful mage of the Western Coast is also the nominal ruler of Taeghas. All three of the example domains below have further details in the sections on their kingdoms.

temples

The fairly devout people of the Western Coast tend to choose a church and stick with it. Though only Talinie has an official theocratic government, the temples of this region usually retain strong ties to the kingdoms where they originated.

Though not described here, the Western Imperial Temple of Haelyn also plays a role in Western Coast politics. However, as this temple concentrates its hold more fully in the Heartlands, it's described there instead.

the northern imperial temple of haelyn

Alignment: Lawful good.

Status: Recommended.

Summary: Centered in Talinie, the Northern Imperial Temple of Haelyn was one of the first faiths of Haelyn to splinter from the Imperial Temple of Haelyn. It has survived by preaching fanatic devotion to the god, and its priests inspire this fanaticism in their congregations.

Holding	Level	Province (Ratings)	Domain/Ruler
Temple	3	Seasedge (6/0)	Boeruine/Boeruine
Temple	5	Tariene (6/0)	Boeruine/Boeruine
Temple	6	Rivien (6/1)	Boeruine/Boeruine
Temple	2	Floruile (3/4)	Boeruine/Boeruine
Temple	0	Dhalaese (3/4)	Boeruine/Boeruine
Temple	2	Calant (3/4)	Boeruine/Boeruine
Temple	0	Seaport (1/4)	Talinie/Donalls
Guild	0	Lindholme (5/2)	Talinie/Donalls
Law	3	Lindholme (5/2)	Talinie/Donalls
Temple	4	Lindholme (5/2)	Talinie/Donalls
Law	1	Greensward (2/5)	Talinie/Donalls
Temple	2	Greensward (2/5)	Talinie/Donalls
Law	1	Serimset (2/5)	Talinie/Donalls
Temple	2	Serimset (2/5)	Talinie/Donalls
Law	1	Freestead (2/5)	Talinie/Donalls
Temple	2	Freestead (2/5)	Talinie/Donalls
Guild	0	Ice Haven (3/4)	Talinie/Donalls
Law	2	Ice Haven (3/4)	Talinie/Donalls
Temple	3	Ice Haven (3/4)	Talinie/Donalls
Law	2	Winter's Deep (3/4)	Talinie/Donalls
Temple	2	Winter's Deep (3/4)	Talinie/Donalls

Regency Generated/Accumulated: 41/33 RP.

Treasury: 22 GB. Though her temple system and domain together bring in a fair sum, the thane has to concentrate on suppressing the guild influence in her land, and so her treasury profits less than it might.

Regent: Thuriene Donalls (FA; Pr6, Haelyn; An, major, 30; LG), Thane of Talinie, controls the Northern Temple as its Supreme Hierarch.

Description: This church encourages fanaticism and, while the faithful do not necessarily embrace Haelyn as fervently as the priests might like, they have no other temple options in Talinie, and few others in Boeruine. The Northern Imperial Temple seems the most likely of all Anuire's churches to start a holy war solely to exterminate enemies of the faith. Shrines dot Talinie's roadsides.

Other temples on the Western Coast (including their total holdings in each domain):

♦ Peaceful Seas of Nesirie (Daffyd Tamaere)	Brosengae (4) Taeghas (16)
♦ Hidden Temple of Cuiraécen* (Linnias Baccaere)	Boeruine (16)
♦ Western Imperial Temple of Haelyn** (Rhoher Nichaleir)	Taeghas (7)
♦ Sarimie's Temple of Fortune (Hyde Termonie)	Brosengae (4)

* Also found in the Northern Marches.

** Also found in the Heartlands.

guilds

Most guilders of the West remain under the control of their domain's ruler: Arien Borthain (*MA; T3; Re, minor, 14; CN*) and Facellies Sloere (*MA; T2; An, tainted, 6; CG*), for example. Still, a couple guilders try to milk the Western Coast for its riches without the explicit consent of the regents there.

the brosen royal guild

Alignment: Neutral evil.

Status: Not available for PCs.

Summary: The Brosen Royal Guild has spread its reach north from Brosengae. Its interests lie mainly in forestry and mining, though metalwork and carting have started to form a larger part of the picture.

Holding	Level	Province (Ratings)	Domain/Ruler
Law	1	Marilen (4/3)	Brosengae/Mierelen
Guild	4	Marilen (4/3)	Brosengae/Mierelen
Law	1	Coere (4/3)	Brosengae/Mierelen
Guild	4	Coere (4/3)	Brosengae/Mierelen
Law	4	Bindier (4/1)	Brosengae/Mierelen
Guild	4	Bindier (4/1)	Brosengae/Mierelen
Guild	2	Anuire (7/0)	Avanil/Avan
Guild	2	Bhrein (4/1)	Avanil/Avan
Guild	1	Duriene (4/1)	Avanil/Avan
Guild	0	Taliern (3/4)	Avanil/Avan
Guild	3	Haesrien (5/0)	Tuornen/Flaertes
Guild	3	Nabhreine (3/2)	Tuornen/Flaertes

Regency Generated/Accumulated: 34/12 RP.

Treasury: 13 GB. The duchess spends much of her money on the upkeep of her household, trying to make it the example of Anuirean courtly life.

Regent: Eriene Mierelen (*F½E; T7; Ba, major, 41; NE*), Duchess of Brosengae, is also the force driving the Brosen Royal Guild.

Description: The duchess doesn't have the time to devote herself fully either to her kingdom or to the guild, but that hasn't affected her profits so far. The Brosen Guild now faces some stiff competition from the guilds slowly moving down from the Northern Marches, though.

Other guilds on the Western Coast (including their total holdings in each domain):

♦ Taeghan Outfitters (Facellies Sloere)	Taeghas (12)
♦ Boeruine Trading Guild (Arien Borthain)	Boeruine (26)
♦ Upper Anuire Traders* (Gaelin Thuried)	Boeruine (7)
♦ Andien and Sons* (Bannier Andien)	Talinie (9)
♦ Stjordvik Traders* (Storm Holtson)	Siren's Realm (1) Boeruine (2) Talinie (8)

* Also found in the Northern Marches.

sources

Mages of the West fiercely protect their domains from incursion. These tough wizards really know their magic.

harald khorien

Alignment: Neutral good.

Status: Recommended.

Summary: Khorien's holdings extend through Taeghas and into Avanil.

Holding	Level	Province (Ratings)	Domain/Ruler
Source	2	Portage (3/2)	Taeghas/Khorien
Source	6	Wilder's Gorge (1/6)	Taeghas/Khorien
Source	2	Bayside (3/2)	Taeghas/Khorien
Source	6	Seamist (2/6)	Taeghas/Khorien
Source	6	Brosien (2/6)	Taeghas/Khorien
Source	4	Seasdeep (3/4)	Taeghas/Khorien
Source	4	Islie (3/4)	Taeghas/Khorien
Source	0	Bhaine (6/0)	Taeghas/Khorien
Law	3	Bhaine (6/0)	Taeghas/Khorien
Source	0	Anuire (7/0)	Avanil/Avan
Source	2	Daulton (5/4)	Avanil/Avan
Source	0	Caulnor (5/0)	Avanil/Avan
Source	1	Bhrein (4/1)	Avanil/Avan
Source	1	Duriene (4/1)	Avanil/Avan
Source	3	Avarien (3/4)	Avanil/Avan
Source	4	Nentril (3/4)	Avanil/Avan
Source	4	Vanilen (3/4)	Avanil/Avan
Source	4	Taliern (3/4)	Avanil/Avan

Regency Generated/Accumulated: 47/50 RP.

Treasury: 15 GB.

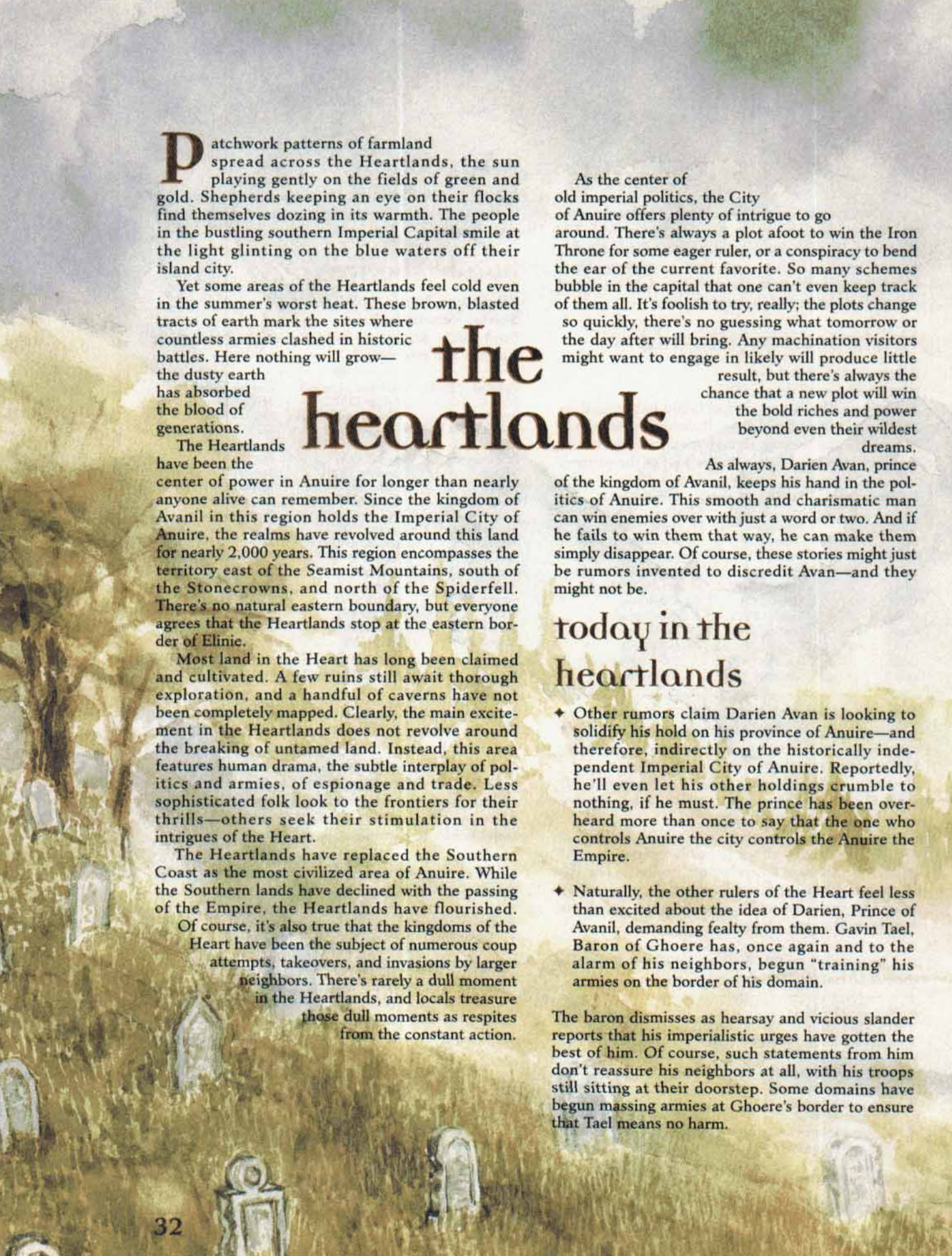
Regent: Harald Khorien, Count of Taeghas (*MA; W4; An, major, 33; NG*), is a strong wizard, but not much of a ruler. He pays homage to Avanil in exchange for control over that domain's magic.

Description: The peaks of the Seamist Mountains and the trees of the land pass their ancient power to Khorien, who uses this strength to protect his territorial holdings, as well as those of Darien Avan.

Other wizards of the Western Coast (including their total holdings in each domain):

♦ Torele Anvira*	Talinie (28)
♦ Arlen Innis	Boeruine (17)

* Also found in the Northern Marches.



Patchwork patterns of farmland spread across the Heartlands, the sun playing gently on the fields of green and gold. Shepherds keeping an eye on their flocks find themselves dozing in its warmth. The people in the bustling southern Imperial Capital smile at the light glinting on the blue waters off their island city.

Yet some areas of the Heartlands feel cold even in the summer's worst heat. These brown, blasted tracts of earth mark the sites where countless armies clashed in historic battles. Here nothing will grow—the dusty earth has absorbed the blood of generations.

The Heartlands have been the center of power in Anuire for longer than nearly anyone alive can remember. Since the kingdom of Avanil in this region holds the Imperial City of Anuire, the realms have revolved around this land for nearly 2,000 years. This region encompasses the territory east of the Seamist Mountains, south of the Stonecrowns, and north of the Spiderfell. There's no natural eastern boundary, but everyone agrees that the Heartlands stop at the eastern border of Elinie.

Most land in the Heart has long been claimed and cultivated. A few ruins still await thorough exploration, and a handful of caverns have not been completely mapped. Clearly, the main excitement in the Heartlands does not revolve around the breaking of untamed land. Instead, this area features human drama, the subtle interplay of politics and armies, of espionage and trade. Less sophisticated folk look to the frontiers for their thrills—others seek their stimulation in the intrigues of the Heart.

The Heartlands have replaced the Southern Coast as the most civilized area of Anuire. While the Southern lands have declined with the passing of the Empire, the Heartlands have flourished.

Of course, it's also true that the kingdoms of the Heart have been the subject of numerous coup attempts, takeovers, and invasions by larger neighbors. There's rarely a dull moment in the Heartlands, and locals treasure those dull moments as respites from the constant action.

As the center of old imperial politics, the City of Anuire offers plenty of intrigue to go around. There's always a plot afoot to win the Iron Throne for some eager ruler, or a conspiracy to bend the ear of the current favorite. So many schemes bubble in the capital that one can't even keep track of them all. It's foolish to try, really; the plots change so quickly, there's no guessing what tomorrow or the day after will bring. Any machination visitors might want to engage in likely will produce little result, but there's always the chance that a new plot will win the bold riches and power beyond even their wildest dreams.

As always, Darien Avan, prince of the kingdom of Avanil, keeps his hand in the politics of Anuire. This smooth and charismatic man can win enemies over with just a word or two. And if he fails to win them that way, he can make them simply disappear. Of course, these stories might just be rumors invented to discredit Avan—and they might not be.

the heartlands

today in the heartlands

- ♦ Other rumors claim Darien Avan is looking to solidify his hold on his province of Anuire—and therefore, indirectly on the historically independent Imperial City of Anuire. Reportedly, he'll even let his other holdings crumble to nothing, if he must. The prince has been overheard more than once to say that the one who controls Anuire the city controls the Anuire the Empire.
- ♦ Naturally, the other rulers of the Heart feel less than excited about the idea of Darien, Prince of Avanil, demanding fealty from them. Gavin Tael, Baron of Ghoere has, once again and to the alarm of his neighbors, begun "training" his armies on the border of his domain.

The baron dismisses as hearsay and vicious slander reports that his imperialistic urges have gotten the best of him. Of course, such statements from him don't reassure his neighbors at all, with his troops still sitting at their doorstep. Some domains have begun massing armies at Ghoere's border to ensure that Tael means no harm.

♦ There's rarely much danger of awnshegh attacks in the Heartlands, though the Spider has made some threatening noises again lately. However, those who need to worry about it (namely, the kingdoms of Ghoere and Endier) have prepared well against possible Spider attacks. What everyone expects but no one is truly ready for is the next rampage of the Gorgon. Once per generation, this mightiest of the awnsheghlien marches through all Anuire, harvesting the new bloodlines and making itself ever more powerful. Nearly 20 years has passed since last the Gorgon raged, and the land must ready itself for a riving.

♦ The Guardians of Mhoried, that kingdom's army, have kept very busy lately. Scouts have observed goblin and dwarf forces—the combined armies of Markazor and Mur-Kilad—training together in Markazor. As the Gorgon commands these two domains, the Mhor is bracing his kingdom against the abomination's inevitable onslaught: Historically, the awnshegh marches through Mhoried first. And, as always, goblin raids remain frequent along the Markazor-Mhoried border.



1 inch = 50 miles

avanil

Alignment: Lawful neutral.

Status: Not available for PCs.

Provinces/Holdings: Avanil holds nine provinces. Although one of them, Anuire, encompasses the City of Anuire, the prince Darien Avan does not rule the Imperial Capital.

Province	Law	Temples	Guilds	Sources
Anuire (7/0)	DA (7)	WIT (4) CJS (3)	PAI (4) EM (2)	AV (0) HK (0)
Avarien (3/4)	DA (3)	WIT (3)	PAI (3)	HK (3)
Bhreïn (4/1)	DA (4)	CJS (2) WIT (2)	EM (2) PAI (2)	HK (1)
Caulnor (5/0)	DA (5)	WIT (3) CJS (2)	PAI (4) AV (1)	HK (0)
Daulton (5/4)	DA (5)	CJS (3) WIT (2)	PAI (3) AV (2)	HK (2)
Duriene (4/1)	DA (4)	CJS (3) WIT (1)	PAI (3) EM (1)	HK (1)
Nentril (3/4)	DA (3)	WIT (3)	PAI (3)	HK (4)
Taliern (3/4)	DA (3)	WIT (3)	PAI (3) EM (0)	HK (4)
Vanilen (3/4)	DA (3)	WIT (3)	PAI (3)	HK (4)

Abbreviations: DA=Darien Avan (Avanil); WIT=Western Imperial Temple of Haelyn (Rhobher Nichaleir); PAI=Parnien Anuvier Iniere (Prince's Pride); AV=Arron Vaumel (Mieres, Straits of Aerele Shipping); CJS=Celestial Jewel of Sarimie (Temias Coumain); EM=Eriene Mierelen (Brosengae, Brosen Royal Guild); HK=Harald Khorien (Taeghas).

- ♦ **Law:** Darien Avan controls all the law of Avanil—no one else has even a holding (0) in the realm. The prince also holds most of the law of Taeghas in his grasp, as well as some in the Imperial City.
- ♦ **Temples:** The Western Imperial Temple of Haelyn controls nearly all the religion of Avanil—though the

Celestial Jewel of Sarimie is establishing itself—and Avan controls the priests of the Western Temple.

- ♦ **Guilds:** Arron Vaumel, Governor of Mieres, has some say here, as does Eriene Mierelen, Duchess of Brosengae. However, the sizable balance is held by Parnien Anuvier Iniere (MA; T2; Br, minor, 15; LN), who has fallen under Avan's control.
- ♦ **Sources:** In exchange for the law in the kingdom of Taeghas, Avan allows Harald Khorien, Count of Taeghas, to control the magic of Avanil. Though other wizards have gathered influence in Avanil, Khorien's power remains nearly absolute.

Regency Generated/Accumulated: 93/110 RP.

Treasury: 160 GB (plus tribute from vassals).

Army: The army of Avanil, as mighty as the kingdom's treasury, can support 25 units at a time. Much of the forces are spread through the domain and nearby allies, but a core unit or two remains near the prince. The army includes:

- ♦ 3 units of archers.
- ♦ 2 units of artillerists.
- ♦ 3 units of cavalry.
- ♦ 6 units of infantry.
- ♦ 3 units of elite infantry.
- ♦ 4 units of knights.
- ♦ 4 units of pikemen.

Regent: Darien Avan (MA; F9; An, great, 70; LN), Prince of Avanil, runs not only his own kingdom, but significant portions of other provinces as well. Though he inherited much from his father, Veladan Avan, he has managed to amass an even greater portion of wealth and power than any had dreamed possible. It did help that partial stewardship of the City of Anuire itself passed to him with the death of his father. Nonetheless, Darien Avan capitalizes on any opportunity to expand his domain.

The middle-aged prince seems well versed in the uses and abuses of power. He strives for law and moderation in all things, but he, like the Archduke of Boeruine, appears willing to sacrifice his compatriots to gain the Iron Throne. He believes that his knowledge of power will serve him well, and that he could be the best thing to happen to Anuire since Roele himself. None dare to gain-say him.



- ♦ **Lieutenants:** Avan believes that a monarch can not carry his burdens alone. Thus, he has entrusted his lieutenants with much of the governance of the realm, allowing him the freedom to work the strings of politics in his domain and others. Dheraene Bhailie, a 7th-level thief and chief of the lieutenants, handles the prince's foreign affairs. She plays the game of politics like few others in Anuire. Of course, she has flaws like everyone else—she's just more careful to hide them.

Important NPCs: The best goldsmith in the city of Daulton, Laestier, is a half-elf who has foregone the use of his surname. The big, bald man always proves a font of information and gossip. He makes no claim to the truth of his talk, but he seems accurate far more often than not. Though one of the most friendly, gentle people a traveler is likely to meet, he possesses an underlying sadness. He also charges a pretty price for his work.

Description: Like the rest of the Heartlands, Avanil's eastern provinces are covered by grasslands. Grains grow here, and cattle roam—but neither product matches the quality of that produced elsewhere in Anuire. Avanil's grasslands give way to the hills and mountains of the western provinces, where miners constantly pull forth the earth's precious metals. Sometimes at night, the lurid glow of smithies casts an infernal light across the clouds. The common folk whisper that the Shadow World creeps closest on those nights.

- ♦ **Capital:** Since the Prince of Avanil never controls the City of Anuire, the ruling family long ago established the domain's capital city of Daulton in the province of the same name at the base of the Seamist Mountains.
- ♦ **Trade Goods:** The main wealth of Avanil arises from the mines in the hills and mountains. Gold, silver, and iron are pulled from the mountains and exported around Anuire. The smiths of Daulton work these metals into some of the finest jewelry and weaponry produced by human hands.

Allies: Taeghas, just to the west of Avanil, has sworn fealty to Avanil. With the Count of Taeghas's sanction, the prince's armies march up to the border to match their might against Boeruine's. Brosengae, though under Avanil's rule, is not a strong ally.

Enemies: Avanil's most powerful enemy is also his chief rival in his quest for the Iron

Throne—Boeruine. The prince and the archduke Aeric Boeruine remain constantly at each other's throats, and no force in Anuire can stop their mutual hatred. They watch the moves of other regents, each always looking for the hand of the other so he can counteract the plots of his counterpart. Though they seem to act civilly in public, their words carry barbs apparent only to the other.

Another enemy of Avan is the Imperial Chamberlain of Anuire, Caliedhe Dosiere. The Chamberlain knows the prince and his politics, and Dosiere's work playing Avan and Boeruine off each other has continued to fuel their passionate hatred. However, the Prince of Avanil doesn't realize Dosiere considers him and the archduke both unfit; he does what he can to win the Chamberlain's favor, knowing the man's word could make the next Emperor.

Fortunately, enough other kingdoms border the Elf's domain to take Rhuobhe Manslayer's attention away from Avanil some of the time. Yet the abomination does present danger enough that Avan keeps a permanent garrison in the north to ward against him.

Special Conditions: The Avaneses feel cautiously devoted to their liege. They do not praise him with every word, but they take quick offense at deprecating remarks against him. Though no law forbids speaking against the prince, someone doing so might want to leave the domain—quickly, for even rogues here believe with pride that their lord is destined to become the next Emperor of Anuire.



ghoere

Alignment: Lawful evil.

Status: Not available for PCs.

Provinces/Holdings: The 10 provinces of Ghoere make this realm one of the mightiest in the Heartlands.

Province	Law	Temples	Guilds	Sources
Achiese (4/1)	GT (3)	HA (3) LPA (1)	GH (4)	SM (1)
Bhalaene (6/0)	GT (4)	MOC (5) HA (1)	GH (4) ML (2)	SM (0)
Bheline (4/1)	GT (4)	MOC (3) HA (1)	GH (4)	SM (1)
Conallier (2/3)	GT (2) Mh (0)	MOC (2) MOC (0)	ML (2)	SM (3)
Danaroene (4/1)	GT (3)	MOC (3) HA (1)	GH (4)	SM (1)
Ghiere (5/0)	GT (3) Mh (2)	HA (3) MOC (2)	GH (3) GK (2)	SM (0)
Rhumannen (4/1)	GT (2) Mh (2)	HA (2) MOC (2)	GH (3) GK (1)	SM (1)
Thoralinar (3/2)	GT (3)	LPA (3)	GH (3)	SM (2)
Tireste (5/0)	GT (5)	HA (3) MOC (2)	GK (4) GH (1)	SM (0)
Tornilen (3/2)	GT (2) Mh (0)	MOC (3) HA (0)	GH (2) ML (0)	SM (2)

Abbreviations: GT=Gavin Tael (Ghoere); HA=Haelyn's Aegis (Antia Maricoere); GH=Ghorien Hiriele (Highland/Overland Traders); SM=Sword Mage; LPA=Life and Protection of Avanalae (Medhlorie Haensen); MOC=Militant Order of Cuiraécen (Fhylie the Sword); ML=Moerele Lannaman (Maesil Shippers); Mh=Mhor (Mhoried); GK=Guilder Kalien (Endier, Heartlands Outfitters).

♦ **Law:** Gavin Tael, Baron of Ghoere, owns the majority of the domain's law. However, the Mhor of the kingdom directly north also controls a small piece, which he uses to keep Ghoere in some disarray.

♦ **Temples:** The Militant Order of Cuiraécen dominates temple holdings in Ghoere, which reflects the ruler's warlike ways. Yet, the baron does pay service to a church called Haelyn's Aegis as well, and the upper class recently has become taken with the Life and Protection of Avanalae.

♦ **Guilds:** Ghorien Hiriele (MA; T5; An, minor, 20; CE) controls most guild activity. However, Moerele Lannaman of Mhoried and Guilder Kalien of Endier remain unwilling to let the baron's puppet guild control all Ghoere's lucrative holdings.



♦ **Sources:** All Ghoere's magic is controlled by a being called the Sword Mage. Clad in a robe apparently made entirely of blades, the Sword Mage remains a true mystery, as no one has ever determined the figure's identity.

Regency Generated/Accumulated: 70/49 RP.

Treasury: 38 GB.

Army: Though Ghoere's standing army numbers only 18 units, the mercenaries who serve him can summon their compatriots. Thus, after two war moves, the baron's army can increase its size by another 10 mercenary units. Ghoere's forces consist of:

- ♦ 3 units of archers.
- ♦ 3 units of cavalry.
- ♦ 3 units of elite infantry.
- ♦ 3 units of knights.
- ♦ 3 units of pikemen.
- ♦ 3 units of mercenary cavalry.

Regent: Gavin Tael (MA; F9; Re, major, 49, LE) is the indomitable Baron of Ghoere. This ruthless man drives himself to extremes in his quest for power. It remains a point of endless bitterness for him that all Anuire does not consider him one of the front-runners for the Iron Throne, but he has determined to gain it at whatever cost. In a way, he feels pleased that Boeruine and Avani have focused their attentions so on each other—it makes his path to power that much easier.

Tael, a man in his fifties, has iron-colored hair and a hard face. He keeps his eyes shuttered against all surprise and emotion, so as to

betray nothing of his

true feelings. This tactic makes him exceedingly difficult to read or understand, and there's no predicting what he'll do in a given situation. No matter whether he feels furious or calm, angry or joyful, his face wears the same expression.

♦ **Lieutenants:** Gavin Tael has emulated some of his neighbors by recruiting other regents as lieutenants. However, he does recognize that regents have their own priorities, and so unblooded men and women work for him too. The most influential and capable of these is Jonathan Miechale, a man drawn from among Ghoere's populace to serve his baron. Miechale's proud of this honor, and intends to do his job well. Though he may not always agree with the decisions of his liege, he always feels determined to carry out his orders to his fullest ability.

Important NPCs: It's said that the Sword Mage (?V; W10; Vo, major, 42, LE) hails from Vosgaard and draws additional power by summoning and controlling fiends. Though there might be no truth to the rumor, it's enough to keep *anyone* from assaulting the Sword Mage's magical holdings.

Description: Though the terrain resembles that of the Eastern Marches, Ghoere possesses a certain brooding feel that can make visitors nervous. The sun shines just as brightly here as elsewhere in Anuire, the wind blows scents just as soothing, yet the prevailing feel in Ghoere is of a country oppressed.

The kingdom's central Anuire location gives Ghoere easy access to other domains—a particularly frightening detail when combined with an evil ruler who doesn't fear the wrath of his neighbors. Yet it's precisely this central location that has trapped Ghoere—nearby kingdoms keep it contained. If Ghoere pursues one neighbor, the others will step in where the borders grow weak. All Ghoere can do is keep his army maintained, in shape, and ready to roll across multiple borders at a moment's notice.

The trade town Ghieste sits just outside the Shadowmere swamp in the province of Ghiere. Located on the river Maesil, Ghieste has a prime position to take advantage of any trade that comes its way. Though one might suspect Ghoere of taxing anything that comes down the Maesil, this is not the case. The baron's interest lies more in keeping trade flowing than in

collecting the few petty coins he could reap from the tax. Better, he reasons, to foster profitable trade than force that trade to operate underground.

The eastern town of Ghieste attracts both the best and the worst elements in the kingdom. The scum come here to steal from merchants going home with fat purses, while good folk visit to hear news of the outside world and to broaden their horizons by meeting outsiders. Such experiences cause some locals to leave Ghoere—but most come back.

♦ **Capital:** Ghoere's capital is the fortified city of Bhalaene in the center of the domain. The castle (6) Rook's Roost squats in the center of town like a promise of strength.

♦ **Trade Goods:** Ghoere produces steel, grain, and sheep. Roads cross the kingdom, and the river Maesil carries an exceptional amount of goods and gold to and from the realm.

Allies: For such a powerful kingdom, Ghoere has surprisingly few allies. Of course, everyone recognizes Ghoere's blatant expansionist urges and refuses to deal with the kingdom on a friendly basis. The baron has proven himself overtly untrustworthy and manipulative.

Some say Ghoere has had dealings with the Gorgon for some time, but no one has proof.

Enemies: For the same reason Gavin Tael has few friends, he has few enemies. No one wants to cross him, knowing what his armies are capable of. The closest thing to an enemy Ghoere has lies to the north: Mhoried bitterly opposes his neighbor's expansionism, and the two have come to the brink of war several times. It won't be long before Tael tires of the Mhor's opposition and begins an all-out war.

Special Conditions: The law in Ghoere is absolute. The Iron Guards throughout the kingdom swiftly apprehend wrongdoers and relentlessly track fugitives. They also make sure the only illegal activities are those the baron himself sanctions.

mhoried

Alignment: Chaotic good.

Status: Not available for PCs.

Provinces/Holdings: Mhoried, like Ghoere, has 10 provinces to its name. However, the Mhor does not use his power to bully his neighbors into submission. Instead, he tries to foster an atmosphere where a person's individuality can shine through.

Province	Law	Temples	Guilds	Sources
Balteruine (2/3)	Mh (1)	MOC (2)	ML (2)	Rg (3)
Bevaldrur (6/3)	Mh (4)	HA (3) MOC (3)	ML (5) GTh (1) Mh (0)	Rg (3)
Byrnnor (4/1)	Mh (3)	HA (2) OA (2)	ML (3) GTh (1) Mh (0)	Rg (1)
Cwldon (3/2)	Mh (3) GT (0)	HA (2) MOC (0)	GH (2) ML (0)	SM (2) Rg (0)
Dhalsiel (2/3)	Mh (2)	OA (2)	ML (2)	Rg (3)
Maesilar (3/2)	GT (3) Mh (0)	MOC (3) HA (0)	ML (3) Mh (0)	Rg (2)
Marloer's Gap (2/3)	Mh (1)	HA (1) OA (0)	ML (2)	Rg (3)
Tenarien (3/2)	Mh (3) GT (0)	MOC (3) HA (0)	GH (3) ML (0)	SM (2) Rg (0)
Torien's Watch (3/6)	Mh (2)	OA (3)	GTh (3)	Rg (6)
Winoene (3/2)	Mh (3)	HA (3)	GTh (3) ML (0)	Rg (2)

Abbreviations: Mh=Mhor (Mhoried); MOC=Militant Order of Cuiraécen (Fhyllie the Sword); ML=Moerele Lannaman (Maesil Shippers); Rg=Regien; HA=Haelyn's Aegis (Antia Maricoere); GTh=Gaelin Thuried (Upper Anuire Traders); OA=Oaken Grove of Aeríc (Günther Brandt); SM=Sword Mage; GT=Gavin Tael (Ghoere); GH=Ghorien Hiriele (Highland/Overland Traders).

♦ **Law:** The Mhor does not believe in holding law against his people. He uses the regency from his law holdings and other ventures to repel those who would gain law here. He has not been entirely successful—Gavin Tael of Ghoere has gained some law holdings in Mhoried.

♦ **Temples:** Here, three temples struggle for dominance: Haelyn's Aegis, the Militant Order of Cuiraécen, and the Oaken Grove of Aeríc clash over the spirits of the Mhoriens.

♦ **Guilds:** Moerele Lannaman (MA; T4; Br, major, 29; CG), the dominant guild, also uses his profits to aid the kingdom. The Mhor has small holdings in the guild, too. Gaelin Thuried from Dhoesone holds power in the northern provinces, and Ghorien Hiriele from Ghoere works trade magic near the town of Riumache in the province Tenarien.

♦ **Sources:** The Mhor's adviser, Regien (MA; W6; Vo, major, 30; CN), holds most of the magic of Mhoried, and he spends all his time protecting the land against possibly hostile sorcery.



However, he can be bought—a weakness that the Mhor's enemies could exploit, if they only knew it.

Regency Generated/Accumulated: 56/38 RP.

Treasury: 20 GB.

Army: The Mhor's army consists of hardy folk eager to serve their homeland. All who serve in this regent's forces are volunteers; most end their service well trained, with a suit of armor and a good

weapon. In the light of the clear benefit of military service, all the levies the Mhor raises gain the status of irregulars.

Mhoried's troops call themselves Guardians, as they guard the Heartlands against invasion from the north. It's said that once they even repelled the Gorgon himself! This force comprises:

- ♦ 4 units of archers.
- ♦ 3 units of cavalry.
- ♦ 3 units of elite infantry.
- ♦ 2 units of knights.
- ♦ 3 units of pikemen.

The bulk of the army stays in the northern provinces, warding against invasions from Markazor and the Gorgon. The cavalry and two units each of archers and pikemen remain in the south to watch Ghoere's armies.

Regent: The Mhor, Daeric Mhoried (MA; R7; An, major, 46; CG), wards the kingdom of Mhoried. Descended directly from Endira Mhoried, the woman who received this domain from the hand of the second Roele, the Mhor takes his responsibility to the land seriously. Though some say another of his ancestors was the son of the Emperor, even the regent himself discounts this story. Apparently, the crusty old woodsman has no interest in the Iron Throne.

This conscientious ruler tries to ensure that his laws do not interfere with his people living free and happy. He taxes them only to maintain the kingdom and levies only the laws that the people themselves demand—most demand none. His policy of lenience allows the Mhor to concentrate on military strategy to safeguard the lives of his people; his years of planning have made him a military genius.

However, despite knowing he could lead his armies to the City of Anuire itself, Mhoried remains content in his home kingdom. His ambition died years ago, and now he seeks only to protect the people he has learned to love in his years as regent.

- ♦ **Lieutenants:** Michael Mhoried (MA; F4; An, major, 46; LG), son and heir of the Mhor, studies the ways of rulership at his father's hand. But before the heir can learn what it truly means to be a ruler, he must master the responsibilities of a lieutenant, handling problems neatly for his father.

Important NPCs: Shaene Mhoried (MA; T5; An, major, 33; NE), the Mhor's talkative half-brother, wanted to start a small guild in Coerany, but has had little luck. So, this charming but crooked man spends much of his time in Mhoried, hoping to make it in politics.

Description: Mhoried's highlands are home to some of the toughest people in Anuire. Some have shady pasts, some live blameless lives. All feel grateful to the Mhor for the chance to live in relative freedom. The territory remains sparsely populated, for the locals don't much care for the constant presence of others.

- ♦ **Capital:** The capital of Mhoried is the fortress *Bevaldrur*, or "Shieldhaven." It lies in the province Bevaldrur, surrounded by the largest forest in the Heartlands. Its central location in the kingdom means the Guardians can reach a problem anywhere in the domain with all possible haste. Shieldhaven's strategic importance requires invaders to take it in order to hold the province—and first they have to reach it. The Guardians know this forest like their own homes, and they've dispatched many enemies in the woods.

- ♦ **Trade Goods:** Surrounded by rivers, Mhoried naturally has learned to depend on them for both sustenance and export. Freshwater fish, game from trappers and hunters, crops raised by freesteaders, and wool and mutton from shepherds are Mhoried's chief exports.

Allies: The tiny northern domain of Cariele has gone out of its way to stay on the best of terms with Mhoried. Since Mhoried remains the only defender of the trade routes and roads leading into his County of Cariele, Entier Gladanil gladly pays the Mhor a small tribute.

Enemies: Mhoried and Ghoere remain, at the best of times, uneasy neighbors. At the worst, the Mhor works to restrain Gavin Tael's land-hungry tendencies without angering him enough to invade.

Other enemies include the kingdoms of the Five Peaks and Markazor; both flank Mhoried, and both repeatedly harbor armies that later march into Mhoried. Though they have learned to regret their rash actions, these domains always venture south again a few years down the road.

Special Conditions: One needs to know only a few laws in Mhoried. Most of them seem like common sense, boiling down to one essential rule: Do anything you please, as long as it doesn't hurt someone else. Also, the Mhor has made it illegal to harbor or consort with humanoids unless they've proven to have renounced the ways of evil.

tuornen

Alignment: Neutral.

Status: Recommended.

Provinces/Holdings: Tuornen's eight provinces lie on the extreme western end of the Heartlands.

Province	Law	Temples	Guilds	Sources
Alamsreft (3/2)	LF (1) DA (0)	MOC (3) WIT (0)	MB (3)	Ca (2)
Elevesnemiere (2/5)	LF (2)	MOC (2)	PAI (2)	Ca (5)
Ghonallison (2/3)	AB (2) LF (0)	MOC (2)	MB (2)	—
Haesrien (5/0)	LF (3) AB (2)	MOC (2) WIT (2)	EM (3) LF (2) MB (0)	Ca (0)
Monsedge (3/2)	LF (1) AB (0)	WIT (2) MOC (0)	MB (3)	Rh (2)
Nabhriene (3/2)	DA (2) LF (0)	WIT (3) MOC (0)	EM (3) PAI (0)	Ca (2)
Pechalinn (2/5)	LF (2) AB (0)	MOC (2)	PAI (2)	Rh (5)
Tuor's Hold (3/2)	DA (2) LF (0)	WIT (3)	PAI (3)	Ca (2)

Abbreviations: LF=Laela Flaertes (Tuornen); MOC=Militant Order of Cuiraécen (Fhyllie the Sword); MB=Mheallie Bireon (Stonecrown Coster, Source of the Maesil, Northlands Exchange); Ca=Caine; DA=Darien Avan (Avanil); WIT=Western Imperial Temple of Haelyn (Rhobher Nichaleir); PAI=Parnien Anuvier Iniere (Prince's Pride); AB=Aeric Boeruine (Boeruine); Rh=Rhuobhe the Elf; EM=Eriene Mierelen (Brosengae, Brosen Royal Guild).

- ♦ **Law:** Laela Flaertes, Duchess of Tuornen, owns about one-third of the kingdom's law. The rest is split between the Archduke of Boeruine and the Prince of Avanil or goes unclaimed.
- ♦ **Temples:** The Western Imperial Temple of Haelyn and the Militant Order of Cuiraécen have split the temples of Tuornen, with the agreement that neither will seek to wrest away the other's holdings. Of course, neither side has any intention of keeping this oath.
- ♦ **Guilds:** Mheallie Bireon of Cariele and Parnien Anuvier Iniere of Avanil seek to dethrone the Duchess of Tuornen from her holding in Haesrien. However, they first plan to wrest away the more threatening holdings of Eriene Mierelen, Duchess of Brosengae.
- ♦ **Sources:** Caine from Endier has claimed nearly all the magic of Tuornen. In return, the duchess asks only the occasional defense of her realm—perhaps from the Elf, who holds the rest of the sources.



She doesn't expect much from Caine, and she probably won't get it.

Regency Generated/Accumulated: 38/21 RP.

Treasury: 8 GB.

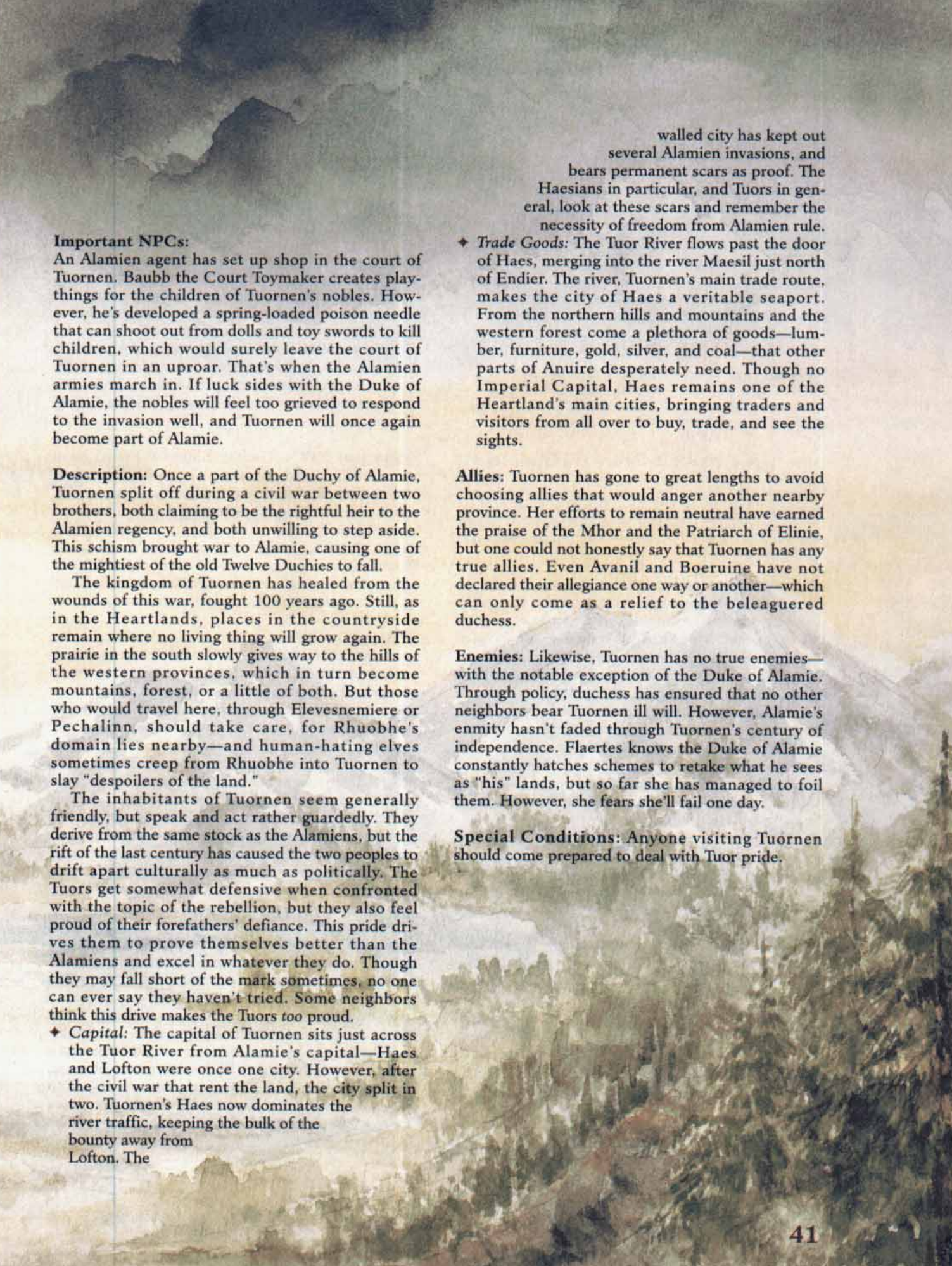
Army: The duchess keeps a minuscule army, to show as little disrespect to her neighbors as possible. She holds units only against Rhuobhe and the Five Peaks. The army of Tuornen is:

- ♦ 2 units of archers.
- ♦ 3 units of pikemen.
- ♦ 2 units of knights.

Regent: Laela Flaertes (F/E; B4; Br, minor, 35; NG) rules as Duchess of Tuornen. She inherited the kingdom from a senile father, and she strives to rebuild it to its former glory—or at least keep it from the hands of those who so avidly seek the Iron Throne.

With three provinces bordering Boeruine and three on Avanil, Flaertes can not afford to make a mistake in her political dealings. Her situation has given her a life of extreme tension. Where other regents might give in to one or the other, she works to ensure that she takes no missteps that might cause her people to suffer.

♦ **Lieutenants:** Elf commander Braedonnal Tuare (ME; F7, Ba, major, 34; CG) holds the defense of north Tuornen. Though this firebrand would love to fight the awnshegh Rhuobhe, the duchess has forbidden it, reminding him that such an offensive would place the kingdom in considerable peril.



walled city has kept out several Alamien invasions, and bears permanent scars as proof. The Haesians in particular, and Tuors in general, look at these scars and remember the necessity of freedom from Alamien rule.

Important NPCs:

An Alamien agent has set up shop in the court of Tuornen. Baubb the Court Toymaker creates playthings for the children of Tuornen's nobles. However, he's developed a spring-loaded poison needle that can shoot out from dolls and toy swords to kill children, which would surely leave the court of Tuornen in an uproar. That's when the Alamien armies march in. If luck sides with the Duke of Alamie, the nobles will feel too grieved to respond to the invasion well, and Tuornen will once again become part of Alamie.

Description: Once a part of the Duchy of Alamie, Tuornen split off during a civil war between two brothers, both claiming to be the rightful heir to the Alamien regency, and both unwilling to step aside. This schism brought war to Alamie, causing one of the mightiest of the old Twelve Duchies to fall.

The kingdom of Tuornen has healed from the wounds of this war, fought 100 years ago. Still, as in the Heartlands, places in the countryside remain where no living thing will grow again. The prairie in the south slowly gives way to the hills of the western provinces, which in turn become mountains, forest, or a little of both. But those who would travel here, through Elevesnemiore or Pechalinn, should take care, for Rhuobhe's domain lies nearby—and human-hating elves sometimes creep from Rhuobhe into Tuornen to slay “despoilers of the land.”

The inhabitants of Tuornen seem generally friendly, but speak and act rather guardedly. They derive from the same stock as the Alamiens, but the rift of the last century has caused the two peoples to drift apart culturally as much as politically. The Tuors get somewhat defensive when confronted with the topic of the rebellion, but they also feel proud of their forefathers' defiance. This pride drives them to prove themselves better than the Alamiens and excel in whatever they do. Though they may fall short of the mark sometimes, no one can ever say they haven't tried. Some neighbors think this drive makes the Tuors too proud.

♦ **Capital:** The capital of Tuornen sits just across the Tuor River from Alamie's capital—Haes and Lofton were once one city. However, after the civil war that rent the land, the city split in two. Tuornen's Haes now dominates the river traffic, keeping the bulk of the bounty away from Lofton. The

♦ **Trade Goods:** The Tuor River flows past the door of Haes, merging into the river Maesil just north of Endier. The river, Tuornen's main trade route, makes the city of Haes a veritable seaport. From the northern hills and mountains and the western forest come a plethora of goods—lumber, furniture, gold, silver, and coal—that other parts of Anuire desperately need. Though no Imperial Capital, Haes remains one of the Heartland's main cities, bringing traders and visitors from all over to buy, trade, and see the sights.

Allies: Tuornen has gone to great lengths to avoid choosing allies that would anger another nearby province. Her efforts to remain neutral have earned the praise of the Mhor and the Patriarch of Elinie, but one could not honestly say that Tuornen has any true allies. Even Avanil and Boeruine have not declared their allegiance one way or another—which can only come as a relief to the beleaguered duchess.

Enemies: Likewise, Tuornen has no true enemies—with the notable exception of the Duke of Alamie. Through policy, duchess has ensured that no other neighbors bear Tuornen ill will. However, Alamie's enmity hasn't faded through Tuornen's century of independence. Flaertes knows the Duke of Alamie constantly hatches schemes to retake what he sees as “his” lands, but so far she has managed to foil them. However, she fears she'll fail one day.

Special Conditions: Anyone visiting Tuornen should come prepared to deal with Tuor pride.

alamie

Alignment: Neutral evil.

Status: Recommended

Province	Law	Temples	Guilds	Sources
Alaroine (5/0)	CA (4)	CJS (3) WIT (2)	MB (3) GH (2)	—
Deseirain (3/2)	CA (2)	WIT (3)	MB (3)	Ca (2)
Hildon (2/3)	CA (1)	CJS (2)	MB (2)	—
Laraeth (3/2)	CA (2) GK (0)	CJS (3)	GH (3)	Ca (2)
Maesford (2/3)	CA (1) GK (0)	WIT (2)	GK (2)	Ca (3)
Nortmoor (1/4)	—	CJS (1)	MB (1)	—
Sorelies (1/4)	—	WIT (1)	MB (1)	—
Soutmoor (2/3)	—	CJS (2)	GH (2)	—
Traiward (3/2)	CA (2) GK (0)	WIT (3)	GK (3)	Ca (2)

Abbreviations: CA=Carilon Alam; CJS=Celestial Jewel of Sarimie (Temias Coumain); MB=Mheallie Bireon (Stonecrown Coster, Source of the Maesil, Northlands Exchange); WIT=Western Imperial Temple of Haelyn (Rhobher Nichaleir); GH=Ghorien Hiriele (Highland/Overland Traders); Ca=Caine; GK=Guilder Kalien (Endier, Heartlands Outfitters).

Regent: Carilon Alam (MA; F2; Ba, major, 46; NE), descendant of the original Duke of Alamie, rules here. This greedy, avaricious man cares nothing for his realm—he hopes instead to retake the Empire or at least make the histories reflect him as a great statesman. He has little chance to accomplish either.

The duke's first plan involves reclaiming Tuornen. Though it seems improbable, he could succeed. Alam wants to convince Darien Avan it would be in both their best interests to see Tuornen once again under Alamien rule. He's promised the prince that the new Alamie's borders would be a perfect launching place for his armies.

The Prince of Avanil isn't convinced. He doesn't want to see Alamie grow, especially not at the expense of losing Tuornen as a possible ally.

Also, he doesn't trust Carilon Alam—he knows the duke's plans seldom bode well for anyone but the duke.

♦ **Lieutenants:** Alam's lieutenants include his two cousins and his daughter. He uses them like pawns on a

chessboard and will sacrifice them if he must. They serve him out of fear, not admiration, so they do not work as effectively as they might.

Provinces: Within the nine provinces of Alamie lies one fortress: Sorentier, in Sorelies. It supports a pair of knight units secretly training to burst into Tuornen, as soon as the word comes in from Lofton, the capital.

Important NPCs: Guilder Kalien of Endier owns much of the trade in Alamie. The guildster has made it clear that the southern provinces answer to him; when the law steps in to remove any of Kalien's operations, people wind up dead. On the other hand, the duke has let Kalien know that Alamie won't support any guild that doesn't pay tribute to the crown. Burned warehouses and raids on illegal operations have cut into Kalien's interests.

Description: Alamie has been unkindly described as one big flat stretch of grass. Though this picture isn't entirely accurate, it does leap to mind when a traveler reaches the plains. Until he gained the northern mountains, he'd have to call the terrain mostly featureless. Waves of corn fill province after province, and the air smells of fertilizer.

Alamiens share their regent's dislike for the Tuors. They resent that the provinces to the west could be theirs to farm and hold, and they take this anger out on the Tuors they find. The people of Lofton see themselves as more rational than their country counterparts, but they still harbor a lingering dislike for Tuornen. Alamiens can be affable and friendly, though, as long as no one broaches the subject of their enemies to the west.

Alamie holds one of the most untenable positions in Anuire. Stuck with a large border on Ghoere and another on Mhoried, the realm must tread a delicate line to avoid offending one of these two powers. It's usually safer to anger Mhoried, but one can push even the Mhor only so far. Alamiens also must worry about the threat of brigandage from the Five Peaks. Finally, they know that Avanil lies merely a province away, should the prince choose to march through Tuornen or Endier. Therefore, Alamie wants to regain the territory Tuornen now holds, to place more land between Avanil and Lofton.

the imperial city of anuire

Alignment: Lawful neutral.

Status: Not available for PCs.

	Law	Temples	Guilds	Sources
City of Anuire (10)	CD (3)	WIT (3)	GK (2)	COS (0)
	DA (3)	LPA (2)	PAI (2)	
	AB (2)	MOC (2)	ML (1)	
	HD (2)	CJS (1)		

Abbreviations: CD=Caliedhe Dosiere (Chamberlain); WIT=Western Imperial Temple of Haelyn (Rhobher Nichaleir); GK=Guilder Kalien (Endier, Heartlands Outfitters); COS=College of Sorcery; DA=Darien Avan (Avanil); Life and Protection of Avanalae (Medhlorie Haensen); PAI=Parnien Anuvier Iniere (Prince's Pride); AB=Aeric Boeruine (Boeruine); Militant Order of Cuirecen (Fhylie the Sword); ML=Moerele Lannaman (Maesil Shippers); HD=Heirl Diem (Diemed); CJS=Celestial Jewel of Sarimie (Temias Coutmain).

Regent: The Imperial City technically has no regent—only the Emperor of Anuire may claim it, but no one sits the Iron Throne at this time. The closest functionary to a ruler the city has is the Chamberlain, Caliedhe Dosiere (*MA: F12/W16; An, great, 64; LG*), who carries the Emperor's signet ring bearing the Imperial Seal and ensures that no one takes the throne.

♦ **Lieutenants:** The Chamberlain asks trusted friends to undertake local missions necessary for the safety of the city.

Provinces: The City of Anuire remains its own self-contained province, separate from Avanil.

Important NPCs: Darien Avan, Aeric Boeruine, Caliedhe Dosiere, and Heirl Diem all control law in Anuire. The Chamberlain holds by far the largest piece and works to prevent the others from attaining much power in the city. The 10 major guilds of the old Anuirean Empire each own a bit of the city's trade (though only three gain regency from their holdings), and underground wars between them remain common. The Western Imperial Temple of Haelyn dominates the city's religious life, but one can see temples of Anuire's major gods throughout the Imperial Capital.

The Royal College of Sorcery's Ruling Council controls the magic of the city. Ley lines used to flow from all over the continent into the City of Anuire, but most have fallen into disrepair. The 10 wizards on the council control a single ley

line each and allow blooded students to learn from these lines.

Description: As a separate entity, the City of Anuire is governed by laws that do not apply to the rest of Avanil. Situated at the mouth of the river Maesil, the capital remains home to the universities, museums, and bureaucracies that made the Imperial City the center of trade, learning, and diplomacy at the height of the Anuirean Empire. Visitors still come from as far away as Vosgaard to study at the universities and learn intrigue at the Imperial Court. Though an Emperor no longer sits on the Iron Throne, courtiers still gather here to ply their treachery and bargain for the fate of realms.

Much of the City of Anuire is locked onto dozens of small islands, each of which comprises a different neighborhood. The islands stay connected by means of bridges or ferries, depending on the tide. At low tide, the ferries can not carry passengers from one island to another; the high tide washes the bridges underwater. Brisk sea breezes can turn to gales brought on by storms brewing to the south. A cunning series of sea walls protects the city from the worst damage from storms that drive inhabitants indoors for days on end.

The city remains home to the Royal College of Sorcery, the largest group of wizards in all Anuire. Counter to what some imagine, the Royal College is no vast tower its surroundings. Its power dwindled with the fall of the Empire, and it now occupies a former barracks on the grounds of the old college. The original tower lies in rubble on the coastline, destroyed by the internal feuds that broke out when the last Roele passed. The mages chose the location of the new college to remind students of the price of pride. The view of the still-smoking old tower demonstrates the folly of the old wizards.

Despite the sinister smoke, some fools still explore the ruins, seeking the lost magical secrets of the ancients to increase their own power. Some explorers actually have returned with treasures, which only encourages others. Folks say that 10 levels lie beneath the smoldering ruins. Though it might hold many riches, treasure seekers should pay attention to the stories of looters who simply vaporize somewhere in the ruins.

elinie

Alignment: Lawful good.

Status: Recommended:

Province	Law	Temples	Guilds	Sources
Ansien (5/0)	AD (3)	LPA (3) HA (2)	EL (5)	—
Chalsedon (3/2)	AD (1)	HA (3)	EL (3)	SM (2)
Hope's Demise (2/6)	AD (1)	LPA (2)	EL (1)	Sw2 (5)
Mholien (2/3)	AD (1)	HA (2)	EL (2)	Sw2 (3) Rg (0)
Osoerine (3/2)	AD (3)	LPA (3)	EL (3)	SM (2)
Sendouras (3/2)	AD (1)	LPA (2)	EL (3)	SM (2)
Soileite (2/3)	AD (1)	LPA (2)	EL (2)	Sw2 (3)

Abbreviations: AD=Assan ibn Daouta (Elinie); LPA=Life and Protection of Avanalae (Medhlorie Haensen); EL=Elamien Lamier (Points East Trading Guild); HA=Haelyn's Aegis (Antia Maricoere); SM=Sword Mage; Sw2=Second Swamp Mage; Rg=Regien.

Regent: A family of Khinasi paladins, headed by the patriarch Assan ibn Daouta (*MKh; P10; Ba, major, 47; LG*), rules Elinie. His ancestor came to Anuire in the company of Khinasi raiders (assassins, really) some 700 years ago. Their mission was to investigate how to break Anuire's hold on their homeland. Though they only made it as far as Elinie, they saw enough to make them realize it would be no simple matter to dissolve the Empire.

While resupplying in Elinie for the trip back to Khinasi, they learned that the corrupt ruler of the kingdom was destroying the land. Daouta ibn Ham-moud, a scion of Khinasi, slew the regent, assumed the mantle of rulership of Elinie, and set about building a family and a dynasty.

Now, after 700 years of ruling Elinie, the Daouta family has given up most Khinasi traditions, but their dark brown skin marks their ethnic derivation. Depending on where they travel, their background accords them great respect or great hatred.

The patriarch, an old man of strict nature, does not believe in meddling in the affairs of other kingdoms—and not much in his own. Though his calling as ruler demands he provide law for his people, he prefers they find their paths on their own. He does not often legislate their concerns, but instead offers his wise suggestions in the Khinasi fashion. When folks take his suggestions to heart, they prosper. When they don't, the result is unforeseeable. His justice to wrongdoers can be terrible.

♦ **Lieutenants:** The patriarch has three sons and three daughters, all paladins, striving to carry out the goddess Avani's will. Though they compete to become heir, they feel no animosity toward each other—they know the patriarch will choose whoever acquits himself best.

Provinces: Elinie has seven provinces, none of them particularly well populated. Ansien holds the capital of the same name

Important NPCs: The Life and Protection of Avanalae seems strong here. Though the hierophant of this domain is not Khinasi, she adheres strictly to Khinasi beliefs and urges her followers to do the same. They do call their goddess Avanalae, but only because the Anuirean name appeals to them more than the Khinasi name, Avani. The hierophant appears malleable to the wishes of the Khinasi rulers.

Guildmaster Elamien Lamier (*FA; T2; Br, minor, 25; LN*) headquarters her Points East Trading Guild in Elinie, her homeland.

Description: The people of Elinie resemble inhabitants of the Eastern Marches more than those of the Heartlands in temperament. Though it borders on three hostile domains—or perhaps because it does—Eliniens have an indomitable spirit. They stand resolute in their devotion to their regent, though they might not approve that he chose to worship Avanalae when most Anuireans follow Haelyn. Still, his ancestors brought prosperity to a kingdom slowly degenerating, and every successive generation has made Elinie stronger. The people thank him with their unwavering loyalty.

However, many in Anuire find the thought of living under one of the Khinasi a fearsome prospect. Though the Daouta family has ruled this kingdom for hundreds of years, those who live outside Elinie fear the Khinasi influence has corrupted its citizens. This prejudice has caused Elinie's population to remain fairly constant, while nearby domains continue to grow.

Nonetheless, Elinie prospers. Cattle and horses aplenty roam here, taking their sustenance from the grasslands bordering on Coeranys and Mhoried. Some of the hills rising and falling throughout the country conceal ancient elven fortresses whose secrets have not yet been unlocked. The swamp Hope's Demise squats on the kingdom's eastern border, hiding hydras and other monsters no one can guess at, as well as the occasional criminal fleeing the kingdom of Coeranys or the patriarch's gentle but firm laws. To the north lies the Sielwode, and woe betide the fool who wanders in sight of its unpredictable elves. Elinie remains unique and beloved of its people.

endier

Alignment: Neutral evil.

Status: Recommended

	Law	Temples	Guilds	Sources
Endier (6/0)	GK (6)	CJS (3) WIT (3)	GK (6)	Ca (0)

Abbreviations: GK=Guilder Kalien (Endier, Heartlands Outfitters); CJS=Celestial Jewel of Sarimie (Temias Coumain); Ca=Caine; WIT=Western Imperial Temple of Haelyn (Rhobher Nichaleir).

Regent: Guilder Kalien (*M/E; T5; Br, major, 30; NE*) is the undisputed ruler of Endier. This half-elf raised in Brechtür controls the law and the guilds, and through those two forces he commands the obedience of the temples. Though not a gentle ruler, Kalien is canny enough to know that an unhappy populace means an unhappy regent. Therefore, he buys people's loyalty with festivities and holidays.

Though evil, Kalien hides his taint under a mask of civility and diplomacy. His court is renowned for its splendid celebrations, its glittering balls, and its fabulous feasts. Kalien always has time at these affairs for diplomacy, as that's what pulls in the money—what's a small investment for so huge a return?

The guilder works hard to put others in his debt and constantly hatches new schemes to wring the most benefits from any situation. He likes playing two sides against each other, preferably in such a way that neither can spot his influence. He's always in the market for information, also, and his spies cover the land to bring him the most up-to-date details they can find.

♦ **Lieutenants:** Endier proves small enough that Kalien has no need to farm out problems to lieutenants. (More to the point, he doesn't trust most people well enough to leave matters in their hands.) And, having risen to his current exalted position through betrayal and corruption, he's not willing to put power into hands that might abuse it.

Provinces: Endier has only a single province.

Important NPCs: A mage named Caine (*MA; W10; Vo, major, 27; NG*) resides in Endier, though he draws his power from the

river Maesil and the Spiderfell. In return for spells and protection, Kalien ensures that no one tries to raid the wizard's tower—at

least no one under his command. This agreement makes for a fairly lucrative life for them both.

Endier splits its temple holdings between the priests of Haelyn and Sarimie. The struggle for temporal power has been going on for some time, with no faction emerging victorious.

Description: Endier is in a bit of a bind, wedged as it is between Avanil, Ghoere, Tuornen, Diemed, Alamie, and the Spiderfell. It can not compete with the farms of the larger kingdoms, can not raise an army to rival theirs, and can not hope to defeat these powerful entities in any endeavor, except one—trade. Guilder Kalien has done his best to ensure that the words *Endier* and *trade* become synonymous.

Initially, Endier was part of the Spiderfell. Technically, Roele had awarded the land to Diemend, but House Diem never braved the Spider to claim it. As in the case of the domain of Medoere, an enterprising scion named Richard Endier tore away a province while Diemed languished under an unfit ruler a few hundred years ago. The country has managed to keep itself free of the Diem yoke ever since.

Unfortunately, Richard Endier's heirs did not manage their kingdom very well, and it began to slide toward ruin. Only the intervention of one of their lieutenants—Guilder Kalien—kept the domain from disaster. Then, mysteriously, the heirs died off, one by one, in accidents beyond anyone's control. Guilder Kalien sorrowfully took the reins of rulership and began leading Endier toward more prosperous times.

Roads run throughout the province, making trade and travel quite easy. The walled city of Endier sits at the junction of the Maesil and Tuor rivers, its many spires and Caer Endier castle rising above the other buildings. It's a very civilized little country, and Kalien ensures it remains indispensable to its neighbors. That way, Endier should never be invaded.

other domains

The struggle for power in the Heartlands continues more in the hearts and minds of the people than on the battlefield, and more can be accomplished by signing a declaration than armies could hope to achieve. For the most part, priest, wizard, and thief regents govern their domains with practicality rather than with ideals and virtues. This outlook leads to many temporary alliances: Former foes will band together to bring down a giant. Only excellent politicians get ahead in the Heart.

temples

The temples of the Heartlands exemplify the attitude mentioned above. The priests here seem to care less about their faith and more about attracting worshipers, hoping to destroy their enemies through the loss of congregations rather than holy wars.

the western imperial temple of haelyn

Alignment: Lawful neutral.

Status: Recommended.

Summary: The Western Imperial Temple is the most powerful church in Anuire.

Holding	Level	Province (Ratings)	Domain/Ruler
Temple	1	Wilder's Gorge (1/6)	Taeghas/Khorien
Temple	2	Seamist (2/6)	Taeghas/Khorien
Temple	2	Broslon (2/2)	Taeghas/Khorien
Temple	2	Bhaine (6/0)	Taeghas/Khorien
Temple	2	Maesford (2/3)	Alamie/Alam
Temple	3	Traiward (3/2)	Alamie/Alam
Temple	2	Alaroine (5/0)	Alamie/Alam
Temple	3	Deseirain (3/2)	Alamie/Alam
Temple	1	Sorelies (1/4)	Alamie/Alam

Temple	3	City of Anuire (10/0)	N/A
Temple	3	Endier (6/0)	Endier/Kalien
Temple	4	Anuire (7/0)	Avanil/Avan
Temple	2	Daulton (5/4)	Avanil/Avan
Temple	3	Caulnor (5/0)	Avanil/Avan
Temple	2	Bhrein (4/1)	Avanil/Avan
Temple	1	Duriene (4/1)	Avanil/Avan
Temple	3	Avarien (3/4)	Avanil/Avan
Temple	3	Nentril (3/4)	Avanil/Avan
Temple	3	Vanilen (3/4)	Avanil/Avan
Temple	3	Taliern (3/4)	Avanil/Avan
Temple	3	Tuor's Hold (3/2)	Tuornen/Flaertes
Temple	0	Alamsreft (3/2)	Tuornen/Flaertes
Temple	3	Nabbriene (3/2)	Tuornen/Flaertes
Temple	2	Haesrien (5/0)	Tuornen/Flaertes
Temple	2	Monsedge (3/2)	Tuornen/Flaertes

Regency Generated/Accumulated: 58/25 RP. The archprelate spends most of what he brings in on expanding his holdings.

Treasury: 40 GB. As with RP, the church spends gold liberally. However, its vast holdings make it nearly impossible to run out of money.

Regent: The archprelate Rhobher Nichaleir (MA; Pr13, Haelyn; An, great, 53; LG) watches over the temple's holdings and interests like a hawk. Under his guidance, the temple has gained much glory.

Description: The Western Imperial Temple has sold most of its ideals to make way for profit and power. It serves the interests of Avanil, but has another, hidden, agenda as well. Its most vocal enemies are other sects of Haelyn.

Other temples of the Heartlands (including their total holdings in each domain):

♦ Life and Protection of Avanalae* (Medhlorie Haensen)	Elinie (12) Ghoere (6) City of Anuire (2) Mhoried(7)
♦ Oak Grove of Aerio' (Günther Brandt)	
♦ Haelyn's Aegis* (Antia Maricoere)	Ghoere (14) Mhoried (11) Elinie (7)
♦ Militant Order of Cuiraécen (Fhyllie the Sword)	Ghoere (20) Mhoried (11) Tuornen (11) City of Anuire (2)
♦ Celestial Jewel of Sarimie (Temias Coumain)	Avanil (13) Alamie (11) Endier (3) City of Anuire (1)

* Also found in the Eastern Marches.

* Also found in the Northern Marches.

guilds

The strongest guild in the South, Kalien of Endier, has more extensive holdings here in the Heart.

the heartlands outfitters

Alignment: Neutral.

Status: Recommended.

Summary: The Outfitters has its hand in nearly every industry, so it remains secure.

Holding	Level	Location (Ratings)	Realm
Law	2	Caerwil (2/3)	Medoere/Enlien
Guild	2	Caerwil (2/3)	Medoere/Enlien
Guild	2	Tier (2/3)	Diemed/Diem
Guild	4	Moere (5/0)	Diemed/Diem
Guild	3	Ciliene (6/0)	Diemed/Diem
Law	0	Maesford (2/3)	Alamie/Alam
Guild	2	Maesford (2/3)	Alamie/Alam
Law	0	Traiward (3/2)	Alamie/Alam
Guild	3	Traiward (3/2)	Alamie/Alam
Law	0	Laraeth (3/2)	Alamie/Alam
Guild	2	City of Anuire (10/0)	N/A
Law	6	Endier (6/0)	Endier/Kalien
Guild	6	Endier (6/0)	Endier/Kalien
Guild	4	Tireste (5/0)	Ghoere/Tael
Guild	2	Ghiere (5/0)	Ghoere/Tael
Guild	1	Rhumannen (4/1)	Ghoere/Tael

Regency Generated/Accumulated: 31/42 RP.

Treasury: 45 GB.

Regent: Kalien (M1/2E; T5; Br, major, 30; NE) controls the guild the way he rules Endier: with an iron grip. This snakelike man always keeps his enemies off guard.

Description: The Heartlands Outfitters, though not as powerful as the Highland/Overland Traders (below), can outmaneuver that guild any day. Guildier Kalien manages to play the political game with all his rivals, going unnoticed while they turn on each other.

Other guilds of the Heartlands (including their total holdings in each domain):

♦ The Mhor (Daeril Mhoried)	Mhoried (0)
♦ Straits of Aerele Shipping** (Arron Vaumel)	Avanil (3)
♦ Prince's Pride (Parnien Anuvier Iniere)	Avanil (28)
♦ Source of the Maesil [†] (Mheallie Bireon)	Tuornen (7)
♦ Upper Anuire Traders ^{††} (Gaelin Thuried)	Alamie (10)
♦ Andien and Sons ^{††} (Bannier Andien)	Tuornen (8)
♦ Maesil Shippers* (Moerele Lannaman)	Mhoried (8)
♦ Points East Trading Guild* (Elamien Lamier)	Alamie (5)
♦ Highland/Overland Traders* (Ghorien Hiriele)	Mhoried (17)
	Ghoere (4)
	City of Anuire (1)
	Elinie (19)
	Ghoere (28)
	Alamie (7)
	Mhoried (5)

* Also found in the Eastern Marches.

** Also found in the Southern Coast.

[†] Also found in the Northern Marches.

^{††} Also found in the Western Coast.

sources

Spellcasters in the Heartlands soon learn that, though the land has been developed, rulers still expect perfect magical defense.

the sword mage

Alignment: Neutral.

Status: Recommended.

Summary: The Sword Mage (?V; W10; Vo, major, 42; LE) has created a wide network of sources and ley lines.

Holding	Level	Province (Ratings)	Domain/Ruler
Source	2	Chalsedon (3/2)	Elinie/Daouta
Source	2	Osoerene (3/2)	Elinie/Daouta
Source	2	Sendouras (3/2)	Elinie/Daouta
Source	0	Tireste (5/0)	Ghoere/Tael
Source	0	Ghiere (5/0)	Ghoere/Tael
Source	1	Rhumannen (4/1)	Ghoere/Tael
Source	3	Tornilen (3/2)	Ghoere/Tael
Source	3	Conallier (2/3)	Ghoere/Tael
Source	2	Thoralinar (3/2)	Ghoere/Tael
Source	0	Bhalaene (6/0)	Ghoere/Tael
Source	1	Achiese (4/1)	Ghoere/Tael
Source	1	Danaroene (4/1)	Ghoere/Tael
Source	1	Bheline (4/1)	Ghoere/Tael
Source	2	Tenarien (3/2)	Mhoried/Mhor
Source	2	Cwldon (3/2)	Mhoried/Mhor

Regency Generated/Accumulated: 22/15 RP.

Treasury: 0 GB. The mage needs gifts from Elinie and Ghoere to cast realm spells.

Regent: The formidable mage has gained such a reputation, no one dares test him—or her, or it.

Description: The Sword Mage serves Ghoere fanatically, but acts reasonably in other matters.

The other mages of the Heartlands (including their total holdings in each domain):

♦ Regien	Mhoried (23)
♦ Caine**	Elinie (0)
	Tuornen (11)
	Alamie (9)
♦ Harald Khorien [†]	Endier (0)
♦ Rhuobhe ^{††}	Avanil (19)
♦ Second Swamp Mage* Elinie (11)	Tuornen (7)

* Also found in the Eastern Marches.

** Also found in the Southern Coast.

[†] Also found in the Western Coast.

The vast Northern Marches hold much unspoiled land. Some of this territory is the wildest in all Anuire. It's a rough life on the frontier, but this existence has made the residents tougher than almost anywhere else in the region. On the other hand, folks here also act less civilized than most, as they look more toward survival than toward mere creature comforts. Living in constant fear of invasion or destruction, they have adopted a code that preaches living for today, rather than for the future—what's the use of long-term investments when there might not be a tomorrow?

An immense elven wood stretches hundreds of miles across the Northern Marches, its placid coolness capable of making one forget the wars of kingship raging elsewhere in the land. This forest, the Aelvinnwode, blankets most of the region. Though its green depths include many varieties of trees, hardy evergreens are dominant this far north.

In stark contrast to the beauty of the Aelvinnwode, the malevolent glow of active volcanoes in the northeast illuminates an immense palace of jagged obsidian and iron towers. This castle, the lair of the Gorgon, seems to scratch against the sky, defying the mountains from which it was hewn. All around lie untamed realms, home to the humanoids that serve this abomination of pure evil.

The Northern Marches include only two Anuirean kingdoms: Dhoesone and Cariele. The region's other six domains are controlled by demi-humans, humanoids, and a particularly unpleasant awnshegh. The Stonecrown Mountains run throughout the North, hiding dangers for the unwary. Whether these threats come in the form of bandits, goblins, or angry giants that destroy traders' caravans, no one can say. But locals do warn visitors to stay on guard through the ravines of the Stonecrowns.

The goblin kingdom of Thurazor to the far west has its own hierarchs, who are alternately friendly and hostile to their Anuirean neighbors. Unfortunately, goblins are not exactly subtle, and most humans can see through their subterfuge. Brigands, goblins, and (some say) ferocious

orogs inhabit the "realm" called the Five Peaks.

The area is less a kingdom than a land ruled by a collection of robber barons. The goblin kingdom, Thurazor—not exactly an expert in the field of diplomacy—bases its main foreign policy on exports and trade goods. Though these materials seem of poorer quality than most Anuirean items, they cost far less. This cost factor has allowed Thurazor to retain political and guild positions. When goods arrive at market that

appear far more skillfully made than the usual goblin fare, nearly everyone is diplomatic enough not to suggest that these

items came from goblin raiders rather than from goblin crafters.

The giants from the nearby Giantdowns occasionally cross the border south into Anuirean territory, pillaging any homesteads unfortunate enough to block their way. Though the giants seem smart enough not to venture into the Gorgon's

Crown, Dhoesone, Tuarhievel, and the Rjurik lands come under the giants' tread once every year or so. No one has discovered a way to discourage the giants from their annual rampage.

The main danger of the Northern Marches remains, of course, the Gorgon. The awnshegh has made his stronghold here for 2,000 years, and people of the nearby realms long ago learned to avoid the foothills and mountains of the Gorgon's domain in the northeast.

the northern marches



the northern borders of the domain. They're getting ready to break into the Northern Marches in an attempt to push the Anuireans south of the Stonecrowns.

Reports trickling back to Dhoesone's baroness indicate that this massing is a peaceable gathering of the clans, not a war party. Still, unease seeps through the populace like the very mists of Dhoesone.

♦ As if the possible Rjurik threat weren't enough, goblin armies have been spotted training in the mountains of both the Five Peaks and Markazor. The kingdom of Thurazor remains quiet, though—ominously so. Perhaps the humanoid troops simply want to prepare themselves for the Gorgon's attack—or maybe they're readying to blaze through Anuire.

Still, their caution

does them no good when the Gorgon emerges from his mountain fastness to harvest new bloodlines. Over time, the population of the neighboring kingdoms has dwindled, as residents seek safer pastures. The Gorgon has gone almost 20 years without stirring from his fort of Kal-Saitharak to ravish Anuire. Those who think they know how to prepare are doing so now. The truly wise understand there is little they can do if the Gorgon comes rampaging again.

today in the northern marches

♦ A rumor circulating throughout Dhoesone claims that scouts have seen Rjurik clans massing near



Dhoesone

Alignment: Neutral.

Status: Recommended.

Provinces/Holdings: Fhiele Dhoesone rules the 12 provinces of Dhoesone as baroness.

Province	Law	Temples	Guilds	Sources
Bjondrig (1/4)	SH (1) FD (0)	OA (1)	SH (1)	CD (4)
Dharilein (1/4)	FD (1) AD (0)	HBT (1)	AD (1)	CD (4)
Giant's Fastness (1/4)	GTh (1) FD (0)	HBT (1)	GTh (1)	DD (5)
Hidaele (2/3)	FD (1) BA (0)	HBT (2)	BA (2)	CD (3)
Nolien (3/2)	FD (2) SH (0)	NRC (3) HBT (0)	SH (3)	CD (2)
Riveside (2/3)	FD (1) SH (0)	OA (2)	SH (2)	CD (3)
Romienne (1/4)	BA (1) FD (0)	OA (1)	BA (1)	CD (4)
Ruidewash (2/5)	FD (1) AD (0)	HBT (1) NRC (1)	AD (2)	DD (5)
Sidhuire (2/5)	FD (1) AD (0)	HBT (2) NRC (0)	AD (2)	DD (5)
Soniele (1/6)	GTh (1) FD (0)	OA (1)	GTh (1)	DD (6)
Sonnellind (4/3)	FD (3) MB (1)	NRC (3) HBT (1)	MB (2) AD (2)	DD (3)
Tradebhein (2/5)	FD (1) MB (0)	NRC (2) HBT (0)	MB (2)	DD (5)

Abbreviations: SH=Storm Holtson (Stjordvik Traders); OA=Oaken Grove of Aeris (Günther Brandt); CD=Clumine Dhoesone; FD=Fhiele Dhoesone (Dhoesone); HBT=Haelyn's Bastion of Truth (James Ardannt); AD=Adaere Doneim (Northern Imports and Exports); GTh=Gaelin Thuried (Upper Anuire Traders); DD=Daeric Dhoesone; BA=Bannier Andien (Andien and Sons); NRC=Northern Reformed Church of Sarimie (Larra Nielems); MB=Mheallie Bireon (Stonecrown Coster, Source of the Maesil, Northlands Exchange).

♦ **Law:** The baroness holds half the kingdom's law, and the domain's guilds the other half.

♦ **Temples:** Three temples dominate Dhoesone: the Oaken Grove of Aeris, Haelyn's Bastion of Truth, and the Northern Reformed Church of Sarimie. The Bastion, though foremost now, is losing its grasp rapidly.



♦ **Guilds:** Mheallie Bireon from Cariele, Adaere Doneim (MA; T5; Re, minor, 17; CE), Galien Thuried (MA; T4; Br, tainted, 12; CN), Bannier Andien (MA; T7; An, minor, 21; LE), and Storm Holtson of Stjordvik all struggle fiercely to dominate the foresting guilds of Dhoesone. Though they dislike each other, they join forces to thwart the baroness when she tries to pass anti-lumbering laws. These ruffians' combined influence has made life more oppressive for the average citizen.

♦ **Sources:** The mages Clumine (MA; W3; Vo, major, 25; LG) and Daeric (MA; W3; An, minor, 20; CG) Dhoesone are cousins and rivals. These two relatives of Fhiele Dhoesone hate each other almost as much as they love the baroness.

Regency Generated/Accumulated: 33/21 RP.

Treasury: 14 GB.

Army: Dhoesone's army is not large. The local militia amounts to one unit of irregulars; though more residents would like to join, the baroness can not afford to equip them. The forces consist of:

- ♦ 1 unit of irregulars.
- ♦ 2 units of elf archers.
- ♦ 1 unit of elf cavalry.
- ♦ 1 unit of goblin infantry.
- ♦ 2 units of knights.

Fhiele Dhoesone pays maintenance for the irregulars and the goblin infantry only; the other units are gifts from the kingdom of Tuarhievel and various

Anuirean domains—these kingdoms consider Dhoesone too important to let fall due to lack of money to pay defenders.

Regent: The baroness Fhiele Dhoesone (*F½E; T6; Re, major, 46; N*) rules Dhoesone. She's the daughter of the old Baron of Dhoesone and the former Queen of Tuarhievel. Some call the partnership between her parents nothing more than a diplomatic move, but while the queen still lived, humans had little to fear in Tuarhievel. Now, that kingdom's climate has grown harsher for Anuireans who would travel the elven wood.

The proud, pragmatic Fhiele Dhoesone bears the burdens of rulership well. However, some say her power slips in the face of the guilds that dominate Dhoesone's trade. She tries to discourage these rumors, but short of passing a decree banning such talk (which she would never consider), she has no way to stop it.

♦ **Lieutenants:** The baroness's lieutenants include her two human mage cousins, each of whom will do whatever he can to aid her without helping the other. Also, the old baron left behind his trusted adviser, Helaene Dosiere, a relation to the Chamberlain of the Imperial Capital. She manages to accomplish impossible tasks routinely.

Important NPCs: Helaene Dosiere, though unblooded, oversees much of the kingdom's operations. She is largely the reason the guilds do not gain more power than they already hold.

Another personage of note is the half-elf Rhuimach Taeline, a 6th-level ranger whose knowledge of the land and intuitive grasp of strategy has kept the Giantdowns's inhabitants from overpowering the kingdom.

Description: Half windswept moor and half pine forest, Dhoesone seems a land barely tamed. Despite its numerous logging camps, it remains home to elf tribes rumored to live among the pines. The people of the forest act secretive and keep to themselves—they can feel the guilds' presence among them, and they know a wrong word can cause a "logging accident" for them or their families. Still, to those who have gained their trust, the people of Dhoesone appear friendly and sometimes even helpful—in particular to those who work against the guilds.

The people of the moor are shepherds, ever wary of natural dangers like peat bogs, ravines, Rjurik hunters, and roaming giants. This hardy breed, accustomed to the wind and harsh land, lives a life only vaguely Anuirean. Instead, these folk seek

to emulate the nearby Rjuriks. Though insular, they will share their unique knowledge with travelers—for the right coin.

♦ **Capital:** The capital of Dhoesone is the city Sonnelind, located in the central province of the same name. Though not a big city, it's one of the largest north of the Stonecrowns.

♦ **Trade Goods:** The products of Dhoesone include wool-based goods and lumber. The trade of animal hides thrives here, too, but the baroness has forbidden the overhunting of certain species. Naturally, this law only adds to the value of the pelts. Nolien, on the bay, holds a seaport that leads to Ice Haven in Talinie. One of the largest roads in Anuire leads south from Sonnelind through Cariele.

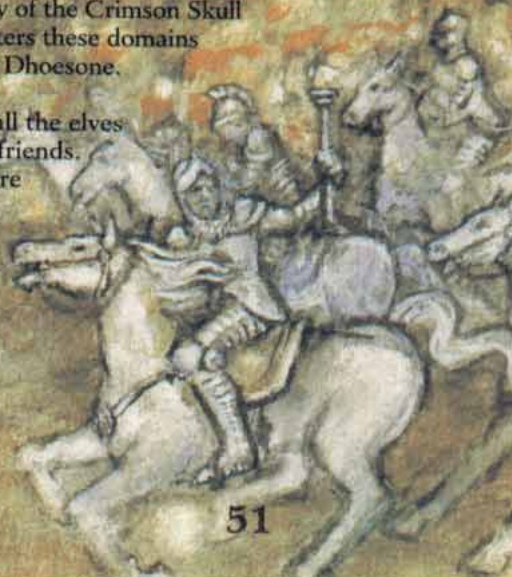
Allies: Since Dhoesone's odd pact with the goblin king of Thurazor, trade has flowed freely between the two kingdoms. Of course, since the goblins raid every few years, the two kingdoms must renew the pact periodically. Some say the baroness has traded away part of her guild interest in the hopes of retaining this treaty. The goblins provide one infantry unit for her army as part of this pact; in return for taking these sometimes less than model soldiers off the goblin king's hands, the king welcomes goods of Dhoesone into Thurazor.

The baroness has also made a pact with her older half-brother Philaraene, Prince of Tuarhievel; this agreement allows her to cease fearing for at least one of her borders. He has even sent a force of elf knights to help defend her kingdom—but are his motives wholly pure?

Enemies: The one bordering kingdom with which Dhoesone has consistently maintained poor relations is, strangely, Cariele. The only other Anuirean kingdom in the area tries to outdo Dhoesone in everything and blocks the baroness's actions through means both legal and illegal. The only apparent reason for this behavior is that Dhoesone denied the suit of Entier Gladanil, Cariele's regent.

As always, Dhoesone also faces danger from the Giantdowns and the Barony of the Crimson Skull in Rjurik's lands. The monsters these domains spawn frequently march on Dhoesone.

Special Conditions: Not all the elves here recognize humans as friends. Hunters and adventurers are often slain if they wander into the wrong areas of the wood. Travelers usually stick to the main roads.



the gorgon's crown

Alignment: Lawful evil.

Status: Not available for PCs.

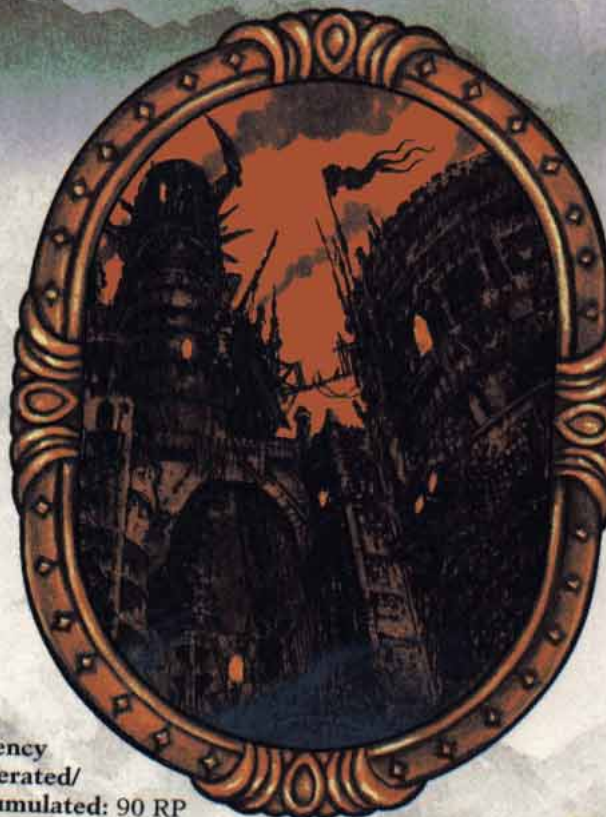
Provinces/Holdings: Most of the 17 provinces in the Gorgon's Crown are not known to the people of Anuire. Yet, they do recognize the province of Kal-Saitharak, where the Gorgon resides, and Stone's End in the south.

Province	Law	Temples	Guilds	Sources
Abattoir (3/6)	Go (3)	—	—	Go (6)
Anathar (1/6)	Go (1)	HOA (1)	—	Go (4)
Elfseyes (2/7)	Go (2)	—	—	Go (7)
Jogh Warren (3/3)	Go (3)	—	—	Go (2)
Kal-Saitharak (4/5)	Go (4)	HOA (4)	—	Go (5)
Mettle (2/4)	Go (2)	—	—	Go (3)
Motile (2/3)	Go (2)	—	—	Go (3)
Mutian's Point (1/6)	Go (1)	HOA (1)	—	Go (4)
Orog's Head (2/5)	Go (2)	—	—	Go (4)
Pelt (1/6)	Go (1)	—	—	Go (4)
Plumbago (2/5)	Go (2)	—	—	Go (5)
Sage's Fen (2/5)	Go (2)	HOA (2)	—	Go (5)
Sere's Hold (2/4)	Go (2)	—	—	Go (4)
Sideath (2/7)	Go (2)	HOA (2)	—	Go (5)
Stone's End (1/6)	Go (1)	HOA (1)	—	Go (4)
Sunder Falls (1/4)	Go (1)	HOA (1)	—	Go (3)
Zaptig (2/5)	Go (2)	—	—	Go (4)

Abbreviations: Go=the Gorgon; HOA=Hand of Azrai (Hand of Azrai).

- ♦ **Law:** The Gorgon is the law of his kingdom. No one can turn his people or his land against him.
- ♦ **Temples:** The religion of the Gorgon's Crown falls under the purview of the Hand of Azrai, a mysterious priestess from the lands to the east. She is not blooded; if she were, the Gorgon would have consumed her long ago. She has devoted herself totally to the Gorgon and will never work against him freely.
- ♦ **Sources:** No one is foolish enough to try taking magical holdings in the Gorgon's Crown; the fearsome abomination remains the domain's lone mage.

- ♦ **Guilds:** No guilds maintain a presence in the Gorgon's Crown, as the kingdom does not engage in trade.



Regency

Generated/

Accumulated: 90 RP

(plus additional RP from puppet states) /200 RP

Treasury: 150 GB

Army: The Gorgon's army strikes fear into the heart of any regent within three kingdoms. The masses of troops nurse only their ill intent. Though quiescent for now, the army will move again, and all Anuire will tremble in terror under the Gorgon's cloven foot. This force includes:

- ♦ 4 units of dwarf guards.
- ♦ 3 units of dwarf crossbows.
- ♦ 5 units of goblin infantry.
- ♦ 4 units of goblin cavalry.
- ♦ 3 units of gnoll infantry.
- ♦ 3 units of gnoll marauders.
- ♦ 3 units of mercenary infantry.
- ♦ 2 units of mercenary cavalry.
- ♦ 2 units of mercenary pikemen.
- ♦ 1 unit of scouts.

Rumors also whisper that the Gorgon employs giant-kin, including rhoimorien, in his army. One report even places a dragon with these forces!

Regent: The awnshegh rules the Gorgon's Crown with a fist tighter than iron. Once called Raesene, the half-brother of Haelyn and Roele, the Gorgon found himself lured to the side of evil with the blandishments of Azrai. None proved abler than the Black Prince in the strategies of evil. He quickly rose to become the champion of Azrai and absorbed much of the god's essence at Deismaar. All Cerilians consider him the first and mightiest of the awnsheghlien.

It was the Gorgon who halted the advances of the Anuirean armies under Roele, and the Gorgon who tore apart the Anuirean Empire by killing its last emperor, Michael. His crimes, too

many and heinous to name, grow as his evil multiplies every day. He keeps contact with the two new gods of evil, Kriesha and Belinik, and secretly lusts after their power, though he has yet to find a way to take it. He owns at least two of the 12 tighmaevril weapons (and perhaps as many as four), taken from the bodies of those stupid enough to challenge him in his place of power.

Though the Gorgon has great power—perhaps more than any other creature in the world—he remains a master of subtlety, deceit, and lies. He carefully crafts rumors to destroy kingdoms and grind bloodlines into the dust. He plans his political moves with patience only a 2,000-year-old being can muster. Those living on his border claim he can see the future.

Anuireans say the awnshegh harvests bloodlines like a vintner harvests grapes—with great care and deliberation. He helps the scions of an individual line grow ever more powerful, and then subtly encourages them to seek him out. Only a few have provided even modest entertainment, but all have nourished his personal bloodline.

♦ **Lieutenants:** It has been said that evil turns in on itself. As a firm believer in this adage, the Gorgon doesn't want to become a victim of such inevitable betrayal; therefore, he replaces his lieutenants every decade, or whenever he thinks they've become too ambitious for their own good. One of his current lieutenants, a crusty old dwarf named Kiras Earthcore, hails from the realm of Mur-Kilad. This master tactician and fierce warrior hates the Gorgon with all his heart. He has planned a careful treachery to repay the monster for his years of servitude—a plan that now nears fruition. Kiras thinks the Gorgon doesn't suspect a thing.

Important NPCs: No other important nonplayer characters live in the Gorgon's Crown. Some scouts have ventured far into the abomination's domain, but only one of them appears willing to make the journey again: Timaeras Bachie seems insane enough to dare it. Some claim this cunning and headstrong fellow is more than a little unbalanced. He's said to know the Gorgon's Crown in all its details and can guide explorers to its heart—but who would be foolish enough to want him to make the attempt?

Description: The Gorgon's Crown, the largest kingdom in Anuire, borders Brecht and Rjurik territory. Covered in mountains and

hills, the Gorgon's domain encompasses some of the most forbidding land in Anuire. High peaks carry snow year round, and steep slopes drop loads of loose rock periodically into the sheer ravines below. Rogue towers pepper the kingdom, manned by twisted humans and goblins seeking to curry favor. Volcanic activity is uncommon, but occasionally the lurid glow of spouting magma fills the sky, and rains of ash sweep across the land for weeks.

♦ **Capital:** The province Kal-Saitharak takes its name from the capital of the Gorgon's Crown, known in Anuire as the Battlewaite. This obsidian and iron fortress sits in the forested province between two volcanoes; its spiky spires and towers seem to rise just as high into the reddish sky as the volcanoes nearby.

♦ **Trade Goods:** The Gorgon does not trade with anyone. What he desires, he takes. He uses the Fellport harbor on the Dauren Arm as his major sea access.

Allies: This abomination controls the kingdom of Kiergard in Brechtür, plus Mur-Kilad and Markazor. Though they each maintain a nominal ruler, none may act with true autonomy. And, apart from those three, no kingdom will deal with the Gorgon.

Enemies: Any person not a vassal or servant of the Gorgon is his enemy. Any kingdom not under his direct control becomes a foe. Consequently, nearly all of Anuire stands as the declared enemy of the Gorgon. Yet, hardly any kingdoms willingly take action against the most ancient of the awnsheghlien. They fear his periodic rampages, and they remain unwilling to join forces to crush him—the last group of regents that attempted to take the Gorgon's life vanished.

Special Conditions: Folks say the Gorgon knows every footstep that transgresses upon his domain. Folks also say he flies and eats small children, though, so this rumor may hold no truth. However, anyone who would travel into the Gorgon's Crown should remember that no one in five centuries has offered the awnshegh even a slight challenge.

tuarchievel

Alignment: Neutral? (Ultimately, the DM will have to decide Tuarhievel's alignment.)

Status: Recommended. (This is a good example of an elf domain.)

Provinces/Holdings: The elf prince Phileraene rules the seven provinces of Tuarhievel.

Provinces	Law	Temples	Guilds	Sources
Avalaigh (2/6)	FD (1) Fh (0)	—	MB (2)	Fh (5)
Bhindraith (2/6)	Fh (1)	—	MB (2) Fh (0)	Fh (4)
Braethindyr (4/5)	FD (2) Fh (2)	—	AD (2) Fh (2)	Fh (4)
Cwmbheir (6/5)	Fh (4) FD (2)	—	AD (3) MB (2) Fh (0)	Fh (5)
Cymryr (3/5)	Fh (2)	—	—	Fh (5)
Dhoneaghmiere (3/5)	Fh (2)	—	—	Fh (5)
Llyrandor (2/6)	Fh (2)	—	—	Fh (6)

Abbreviations: FD=Fhiele Dhoesone (Dhoesone); MB=Mheallie Bireon (Stonecrown Coster, Source of the Maesil, Northlands Exchange); Fh=Phileraene (Tuarhievel); AD=Adaere Doneim (Northern Imports and Exports).

- ♦ **Law:** The Prince of Tuarhievel and his half-sister, the Baroness of Dhoesone, control the majority of law here.
- ♦ **Temples:** Tuarhievel's elves have no temples, as their race does not worship gods.
- ♦ **Guilds:** Mheallie Bireon from Cariele and Adaere Doneim from Dhoesone are the only two humans brave enough—or greedy enough—to trade into the elf domain.
- ♦ **Sources:** The prince dominates the magic of Tuarhievel, but graciously allows elf mages inhabiting his kingdom the opportunity to siphon what they need for their own spells.



Regency Generated/Accumulated: 69/67 RP.
Treasury: 34 GB.

Army: The army of Tuarhievel is composed completely of elves, as follows:

- ♦ 7 units of elf archers.
- ♦ 3 units of elf cavalry.

This army could repel the Gorgon's tentative advances, but likely would not stand against a full invasion. The prince would like to remedy this weakness, so the elves of Tuarhievel remain on constant alert. The kingdom can rally an additional three units of elf archers and two units of elf cavalry only one war move after an attack.

Regent: The ruler of the last elf domain in the Aelvinnwode is Phileraene, Prince of Tuarhievel (ME; F/W 7/7; Re, great, 55; N). The prince's mother, the queen Ibelcoris, was the granddaughter of the elf warrior Rhuobhe. Some have said that Phileraene looks much like his great-grandfather, but it remains to be seen whether the prince has inherited more than Rhuobhe's looks. The bloodline of Phileraene contains both the blood of Reynir and Azrai, but the blood of the old druid god runs slightly stronger.

Phileraene seems an enigma to all around him. While he entertains traders from human lands, he also holds court with the most hate-filled of the elves. He loves life, a quality one normally associates with elves, but he also flies into moods of black rage. Though smooth and handsome, his demeanor hides

lines of ugliness and hatred just beneath the surface. Only his half-sister, the Baroness of Dhoesone, knows his thoughts, and she shares them with no one.

- ♦ **Lieutenants:** The advisers of the old queen play only minor roles in the court of Tuarhievel; the prince seeks to accomplish nearly everything himself. The tasks he can not complete, he assigns to his childhood companion, Llytha Damaan, a mage of no small power and a thief of equal skill (W6/T6). This accomplished diplomat's honeyed tongue can sway even the most stubborn elf.

Important NPCs: The elf nobles play an essential part in the kingdom. Blooded or unblooded, they come to the Council of the Moon to offer guidance and receive redress to their complaints. The most influential family, House Tuarlachiem, also seeks to exterminate all humans in the Aelvinnwode. House matriarch Rhuandice Tuarlachiem (FE; F9; Re, major, 30; N) seems particularly vehement in her demands.

Description: Tuarhievel, the last elf kingdom in the Aelvinnwode, remains a place of dark forest and brooding beauty, nearly the equal of the Erebanien in its appeal. The swells of its hilly landscape bring to mind a sea of trees.

However, danger waits among these trees for those who lose their appointed way; countless faerie clearings can lure humans to their doom. The natural world holds sway in Tuarhievel, making it a place of great magic. Even the dullest human can feel the eldritch power here—a power only fools would challenge.

- ♦ **Capital:** Tuarhievel revolves around the Thorn Throne, a single plant carefully tended and shaped into a comfortable chair—for those found worthy. It's said the Thorn Throne will pierce anyone deemed inappropriate to sit in it. In the spring and summer, white and red roses bloom within its woody tendrils, while fall and winter find it bare. The throne stands under a canopy of leaves, in a clearing of oaks designed to resemble a great hall. This, Phileraene's capital, is in the province of Cwmbheir.

- ♦ **Trade Goods:** Weapons and armor of elven manufacture always seem popular outside Tuarhievel—and also expensive. Musical instruments, wood carvings, and statuary constitute the kingdom's main exports. Traders can reach Cwmbheir via roads from Sonnelind in Dhoesone or Caerlinien in central Cariele. Merchants leaving the road become prime targets for the fair folk's whimsy.

Allies: Tuarhievel's allies include Dhoesone and the Sielwode. The former earns the prince's loyalty because his younger half-sister rules there. The two have bound their realms together, allowing trade to and from Dhoesone to flow freely in Tuarhievel. Still, most humans fear elves' wrath and steer clear of involving themselves in this realm's affairs.

The Sielwode, as the only other elf realm in Anuire (besides Rhuobhe), is a natural ally. Though the two countries split for a time when Tuarhievel opened its borders to humans, relations have normalized with the ascent of Phileraene to the Thorn Throne—and with the likelihood that the borders once again would be closed to most humans.

Enemies: Naturally, sharing a border with the Gorgon's Crown means that Phileraene must feel strongly about the awnshegh one way or another. As a past victim of the Gorgon's wrath, Tuarhievel views the abomination as his most dire enemy. The prince has sworn to find a way to destroy the awnshegh before it again rampages through the elf kingdom.

Special Conditions: The *gheallie Sidhe*, or Hunt of the Elves, still roams parts of Tuarhievel. Though the prince has stated his official displeasure with those involved, the Hunt continues to take place during the darkest of nights. Occasionally, human caravans disappear on the road to the Thorn Throne. Even elf trackers the prince appoints to conduct searches have no luck finding them—though they might have orders to fail.

Because of the anguish arising from human murders, some say the Shadow World presses close in parts of Tuarhievel. In the heavy, wooded darkness, ghosts and spectres rise from where they were slain, seeking the elves responsible for their deaths. Likewise, the elven dead walk again to wreak havoc on humans who have despoiled these lands. Most elves and traders lock themselves securely away on such nights—one rarely has the opportunity to ignore the peril of the Shadow World a second time.

cariële

Alignment: Neutral evil. (The guilds of the North basically run this kingdom, and they run it to make a profit—no matter who they have to step on to get it.)
Status: Recommended.

Province	Law	Temples	Guilds	Sources
Mhellivienne (5/2)	MB (3) EG (2)	NRC (5) HA (0)	MB (5)	DD (0)
Mountainsedge (3/4)	MB (2) EG (1)	NRC (3) HA (0)	MB (3)	EO (0)
Riverford (5/2)	MB (3) EG (2)	NRC (5) OA (0)	MB (5)	DD (0) EO (0)

Abbreviations: MB=Mheallie Bireon (Stonecrown Coster, Source of the Maesil, Northlands Exchange); NRC=Northern Reformed Church of Sarimie (Larra Nielems); DD=Daeric Dhoesone; EG=Entier Gladanil (Cariële); HA=Haelyn's Aegis (Antia Maricoere); EO=Eyeless One; OA=Oaken Grove of Aerie (Günther Brandt).

Regent: Entier Gladanil (MA; F5; An, minor, 20; NE) has recently ascended to the throne of the County of Cariële. Locals say his father never adjusted the law enough to suit the guilds' interests, or interceded for these guilds when other kingdoms closed their borders to them. Entier has learned his lesson; he allows the guilds plenty of leeway, and signs whatever the guildmasters place in front of him. This weak-willed fop spends most of his kingdom's income building up his castle and his wardrobe.

♦ **Lieutenants:** The only lieutenants in Cariële are the ones appointed by the guilds.

Provinces: The kingdom's capital, Caerlinien, though technically in Riverford, sits at the intersection of all three provinces, in the dead center of Cariële.

Important NPCs: The thief Mheallie Bireon (FA; T8; Br, major, 37; NE) remains the true power behind the throne. Though three guilds operate in Cariële (one for each province) each of them report to Bireon. She controls them all like a great spider handles its web, twitching a strand here and there to keep the web constantly moving. She's the most ruthless guild leader in Anuire, bar none—perhaps that's why she sits at the top of her profession. Currently, she's trying to muscle out her competition in Dhoesone, but for the first time in her life she faces some

serious opposition from guilders Bannier Andien, Storm Holtson, Adaere Doneim, and Gaelin Thuried.

There's not much need for magic in Cariële, kingdom of commerce. The fact that most of the magic of the land has disappeared with the forest discourages mages from moving here.

Temples to Aerie and Haelyn used to hold sway in this domain, but they have fallen in favor of the temples of Sarimie. The people have learned to stop putting their faith in ideals, instead preferring a god that exemplifies more physical pursuits. The Northern Reformed Church of Sarimie, run by the priestess Larra Nielems (FA; Pr8, Sarimie; Br, major, 32; NE), is the dominant faith of Cariële.

Description: With only a small, hilly gap in the Stonecrown Mountains connecting the kingdom to the rest of Anuire, Cariële almost saved the Northern lands from conquest. Only by sea or through this gap in the Stonecrowns could the Anuirean army pass into the Marches.

In this narrow mountain pass, the entire second Anuirean army met its death, as an elven ambush rained sharp-tipped death upon the troops. Eventually, another Anuirean detachment managed to reach the peaks overlooking the gorge, but not before suffering additional losses. Ever since, Anuirean forces have watched the gap with a hawklike eye. The memory of the ambush lives on in both human and elf memory. The humans call the mountain pass Mhellivienne, or "the Gates of Doom," while the elves name it *Toriendor Cuachlimyr*: "Fools' Passage."

Cariële was once gorgeous country, with towering trees rising high above the land. Now, under the rule of Gladanil and Bireon, the provinces have been stripped down and harvested of their resources. Roads cross the land, and stumps of trees dot the landscape as far as the eye can see in Riverford. Where fur used to provide the bulk of the domain's income, now the timber trade thrives throughout the county. Members of the guilds have planted quick-growth trees for future harvesting, which has begun to bring the animals back tentatively.

The winds in Cariële blow hard and cold from the Tael Firth and the North, blasting the northern face of the Stonecrowns. Those who live here have grown hard and tough, fighting the winds and working with their axes in the forests all day. These locals don't seem to care for anyone but themselves and can't be bothered by strangers. In return, Cariëleans find they receive precious little interest from the rest of Anuire.

the five peaks

Alignment: Chaotic evil. (There's no telling which direction the wind will blow in the Five Peaks from one day to the next, thanks to its notoriously fickle rulers.)

Status: Not available for PCs.

Province*	Law	Temples	Guilds	Sources
The Gorge (3/4)	—	—	—	EO
Floodspaeth (3/6)	—	—	—	EO
Helmshaven (3/4)	—	VFP	—	EO
Puinol (3/4)	—	VFP	—	EO
Sufhanie (3/2)	—	—	—	EO
Thasbyrn (3/4)	—	HTC	—	EO
Torain (3/4)	—	—	—	EO

Abbreviations: EO=Eyeless One; VFP=Vos of the Five Peaks (unknown); HTC=Hidden Temple of Cuiraécen (Lin-nias Baccaere).

* Holding levels are unknown.

Regent: The Five Peaks has no single regent. The provinces actually remain separate kingdoms, each controlled by bandits, goblins, or orogs. They struggle with each other continuously, a microcosm of Anuire itself. The rulers seem to change weekly, as inferiors work their treachery and the various tribes lose members in battle. In this constant change of power, bloodlines have nothing to do with who rules.

♦ **Lieutenants:** Each province of the Five Peaks has its own hierarchy, which may or may not include lieutenants. The chiefs of the human brigands usually have at least a single trusted lieutenant. The goblin tribes often do not, for they have grown up mistrusting the others of their race. Orog follow a single chieftain unquestioningly until the time comes to challenge that chieftain.

Provinces: There are seven divisions within the Five Peaks: No regent would want to rule the whole domain.

Important NPCs: The Eyeless One (?; W9; Vo, major, 35; CE) is said to control all the magic of this realm. The Five Peaks certainly appears a potent magical source, though the domain's inhabitants have little tolerance for wielders of magic.

Still, the Eyeless One maintains a tower hidden in The Gorge. Though the

denizens have tried to dis-lodge him (or her?) many times, none has been successful.

Sometimes, a representative from one of the tribes comes to the Eyeless One for aid against one enemy or another. The wizard generally will help—for a price. But beware in dealing with this dark mage: Heart-wrenching screams from those in debt to the Eyeless One have been heard coming from the wizard's tower, lit by flashes of eerie, dark light. Goblin bands that seek aid here often vanish entirely after a few months. Clearly, visiting the Eyeless One remains a last-ditch effort.

Some remember a temple to Cuiraécen in the Five Peaks; folks also think the Vos gods hold sway here. In truth, the domain's religious foundation probably amounts to nothing more than a couple priests hoping to convert the brigands—an attempt doomed to fail.

Description: The Five Peaks contain some of the most rugged terrain in Anuire, including five of the most forbidding mountains in the region. Set along the range between the Seamists and the Stonecrowns, this kingdom is the original spawning grounds of the goblins and orogs that so plagued the dwarves and elves of ancient Cerilia. Today the creatures harbor more evil intent than most might guess. Though no awnsheghlien live in the Five Peaks, travelers still risk plenty of hazards. Besides the brigands, goblins, and orogs, rumors populate the domain with griffons and giant tribes, as well. Many have spotted the dragon Lifesbane touching down on peaks in this realm.

These mountains boast precious little greenery; what little there is, the local bands have foraged for firewood, grazing, or weapons. Since most consider these peaks a scoundrel's last refuge in Anuire—and the place where restless goblins go to escape the goblin king's tyranny—few residents hold regard for the law or other people. Self-preservation requires friends though, so, they form bands whose members kill on sight to get what they want.

markazor, mur-kilad

Alignment: Lawful evil.
Status: Not available for PCs.

Markazor*				
Province	Law	Temples	Guilds	Sources
Brushfire (2/3)	Go RF	HOA ATM	Go	Go
Dwarf's Hold (4/1)	Go RF	HOA ATM	Go	Go
Elfsdemise (3/2)	Go RF	HOA ATM	Go	Go
Periltrees (3/2)	Go RF	HOA ATM	Go	Go
Riverspring (3/2)	Go RF	HOA ATM	Go	Go
Shattered Hills (4/1)	Go RF	HOA ATM	Go	Go
Sutren Hills (1/4)	Go RF	HOA ATM	Go	Go
Mur-Kilad*				
Province	Law	Temples	Guilds	Sources
Crushing Rock (5/4)	Go GoT	MF HOA	Go	Go PM
Fallen Rock (3/6)	Go GoT	MF HOA	Go	Go PM

Abbreviations: Go=the Gorgon; HOA=Hand of Azrai (Hand of Azrai); RF=Razzik Fanggrabber (Markazor); ATM=Approved Temple of Markazor (unknown); MF=Moradin's Forge (Ruarch Rockhammer); GoT=Godar Thurinon (Mur-Kilad); PM=Peak Mage.

* Holding levels are unknown.

Regents: The regents of these two puppet states, though mortal enemies, do not seem so different. The first, Godar Thurinon of Mur-Kilad (*MD; F6; Vo, tainted, 5; LE*) is a blustery dwarf with nothing but contempt for nondwarves. Razzik Fanggrabber (*FG; F4; Az, tainted, 2; LE*), Queen of Markazor, grew to adulthood taught to regard all others as blood enemies of the goblins. Their master, the Gorgon, has given them strict orders to work together to produce the fiercest army Cerilia has ever seen. The two therefore have united their forces under pain of death, and now dwarves and goblins train side by side.

♦ **Lieutenants:** Several subordinate goblins and dwarves would like nothing more than to step into leadership spots; the Gorgon always has replacements for the old leaders groomed and waiting.

Provinces: Markazor encompasses seven provinces, while Mur-Kilad has only two. Anuireans call them puppet states for good reason: The Gorgon controls the placement of all resources and armies.

Important NPCs: The only significant NPC in these realms is the Gorgon. No trade takes place between either kingdom and the rest of Anuire; all they produce goes directly to the Gorgon's Crown, in return for which they receive permission to raid caravans for food.

A mage hiding in Mur-Kilad uses the mountains to power strange magic, but no one knows whether this Peak Mage (*FA; W8; An, major, 32; N*) works for or against the Gorgon.

Description: Land in Markazor and Mur-Kilad is harsh and rough. These domains have suffered greatly from goblin and dwarf mining efforts for the manufacture of weapons for the Gorgon's armies. The trees have been harvested, the rivers polluted, and the mountains cored. Still the populace combs the land for more resources. The puppet states have no cities, just small towns situated to best serve the Gorgon's war effort, moving as the abomination's strategy changes. Those living in these temporary towns always feel displaced.

Both the goblins and the dwarves seem sullen, resentful of the Gorgon's power over them. Just because they live together doesn't mean they like each other—in fact, each race has come to hate the other even more over time. The coals of this animosity remain banked, but it won't take much to bring the flame to the fore. Since the penalty for fighting within the ranks is death, the two peoples live in peace for now. However, their resentment comes through in their dealings with others. Both races always seem actively hostile to visitors, ready to leap into a fight with little provocation.

The dwarves originally chose their monster-infested kingdom so they could protect the entire land from orog incursions. The Gorgon's arrival changed all that, and orogs now roam the area, bullying at whim.

thurazor

Alignment: Lawful evil.
Status: Not available for PCs.

Province*	Law	Temples	Guilds	Sources
Bloodbay (2/5)	TG	GTr	AD	EO TA
Crushing Hills (3/4)	TG	GTr	GTh	TA
Doom's Peak (2/6)	TG	GTr	AD	EO TA
Falling Timber (4/3)	TG	GTr	AD	EO
	AD	HTC	GTh	
Mergarrote (4/3)	TG	GTr	AD	EO
	GTh	HTC	GTh	
Storm's Release (3/4)	TG	GTr	GTh	EO

Abbreviations: TG=Tie'skar Graecher (Thurazor); GTr=Goblins' Triumph (Kral Two-Toes); AD=Adaere Doneim (Northern Imports and Exports); EO=Eyeless One; TA=Torele Anvires; GTh=Gaelin Thuried (Upper Anuire Traders); HTC=Hidden Temple of Cuiraécen (Linnias Baccaere).

* Holding levels are unknown.

Regent: His Most Eminent Highness, Tie'skar Graecher (MG; F7; Az, minor, 24; LE), rules the kingdom of Thurazor. He wrested it from the ruler before him and expects to have it taken violently from him by one of his own soldiers—but he has a few tricks up his sleeve for any would-be usurpers. Graecher's a crafty old goblin king.

♦ **Lieutenants:** Graecher keeps the shaman Kral Two-Toes (MG; Pr6; Az, tainted, 10; LE) with him to dispense justice and keep the people in line with threats of divine wrath. The King of Thurazor doesn't trust Kral, but does allow the shaman something of a free rein, as he wants to maintain favor with the more fanatic goblins. He also sends this lieutenant him to deal with minor kingdom matters from time to time.

Provinces: The six provinces of Thurazor have been explored hardly at all by Anuireans, despite the prime lumber and magical sources available.

Important NPCs: Though Graecher doesn't realize it, both Cariele's and Dhoesone's guilds want to ensure that the kingdom runs smoothly, to protect their revenues. In this matter, the guilds work together, though any domain with a guild presence must expect some back-stabbing.

Kral knows that shrines to human gods lie hidden in the realm. The temples, growing stronger all the time, cater to goblins sick of the constant bloodshed and hatred that the goblin god preaches. The shaman has no idea of these temples'

locations, but he thinks he's closing in. When he finally finds them, he will sacrifice the heathen goblins with abandon.

Description: Without a doubt, Thurazor is the most civilized of all the goblin kingdoms in Anuire. Though inhabitants exploit its lands, the domain seems in better condition than the other kingdoms. The goblins try to maintain their environment—they even attempt to replace the trees they cut and cover the mines they dig, once they've extracted the minerals. The goblins' concern for their surroundings is something no Cerilian ever would have expected.

Of course, this consideration doesn't mean the residents of Thurazor have turned from their evil ways—far from it. It's just that their king has diverted their attention from war and carnage to other fields, such as trade, that profit him more. His subjects understand this royal manipulation, but they appear afraid to counter it—Graecher pays his enforcers well indeed. So the goblins here labor away, mining and foresting, while the more violent ones slip away into the Five Peaks or Dhoesone to form mercenary companies.

This pattern suits the King of Thurazor just fine. It not only rids his kingdom of poor laborers, it also removes those most likely to threaten his throne. Chances are good that they'll get themselves killed in one foreign war or another, and Graecher won't have to worry about them ever again. If too many of his people start becoming violent, the king figures he can always start a war with one of his neighbors, then sue for peace when enough troublemakers have fallen by the way.

His capricious attitude toward treaties makes dealings with Thurazor difficult. The domain's neighbors have learned they can trust the goblins to stick to an agreement as long as it remains expedient for the goblin king. It's a credit to Graecher's guile and ability to inspire confidence that he continues to rewrite treaties with his neighbors, all the while making his offerings appear invaluable.

The goblins of Thurazor have become fair woodsmen, giving up their mountain lore and adapting to the forest. Though they'll never become as accomplished as the elves in moving through the woodlands, they can creep through the forest without making undue noise. The best of them leave to become scouts and spies for the human realms; some even study under human rangers!

other domains

Many priest, thief, and wizard domains in the Northern Marches can be characterized by one thing: greed. Though the region's major temple and guild networks gain wealth at others' expense, the most powerful wizard tempers his hunger for power with rational thinking.

Anuireans have so little information about many Northern domains that the strengths of various holdings here often remain unknown.

temples

The two most influential temples of the North are the Oaken Grove of Aeris and the Northern Reformed Church of Sarimie, though some temples to other gods lie scattered about the land. Also, since most Northern domains fall under nonhuman control, few human temples have any influence here.

northern reformed church of sarimie

Alignment: Neutral evil.

Status: Not available to PCs.

Summary: The Northern Reformed Church of Sarimie concentrates its power in larger cities and towns: the North's centers of wealth. Some smaller temples appear throughout the countryside.

Holding	Level	Province (Ratings)	Domain/Ruler
Temple	5	Mhellivene (5/2)	Cariel/Gladanil
Temple	3	Mountainsedge (5/4)	Cariel/Gladanil
Temple	5	Riverford (5/2)	Cariel/Gladanil
Temple	0	Sidhuire (2/5)	Dhoesone/Dhoesone
Temple	1	Ruidewash (2/5)	Dhoesone/Dhoesone
Temple	3	Sonnellind (4/3)	Dhoesone/Dhoesone
Temple	2	Tradebhein (2/5)	Dhoesone/Dhoesone
Temple	3	Nolien (3/2)	Dhoesone/Dhoesone

Regency Generated/Accumulated: 25/21 RP.

Treasury: 30 GB.

Regent: Prelate Larra Nielems (FA; Pr8, Sarimie; Br. major, 32; NE) governs the Northern Reformed Church. She views it as a money-making organization.

Description: The Northern Reformed Church is the dominant church of Cariel and, indeed, of most of the Northern Marches.

Other temples of the Northern Marches (including their total holdings in each domain):

♦ Moradin's Forge† (Ruarch Rockhammer)	Mur-Kilad (unknown)
♦ Haelyn's Aegis** (Antia Maricoere)	Cariel (0)
♦ The Oaken Grove of Aeris* (Günther Brandt)	Dhoesone (5) Cariel (0)
♦ Haelyn's Bastion of Truth (James Ardannt)	Dhoesone (8)
♦ The Hand of Azrai (The Hand of Azrai)	Gorgon's Crown (unknown) Markazor (unknown) Mur-Kilad (unknown)
♦ Hidden Temple of Cuiracén** (Linnias Baccaere)	Five Peaks (unknown) Thurazor (unknown)
♦ Vos of the Five Peaks (unknown)	Five Peaks (unknown)
♦ Approved Temple of Markazor (unknown)	Markazor (unknown)
♦ Goblins' Triumph (Kral Two-Toes)	Thurazor (unknown)
* Also found in the Heartlands.	
** Also found in the Western Coast.	
† Also found in the Eastern Marches.	

guilds

In the cutthroat world of the Northern guilds, the three that Mheallie Bireon controls remain the clear-cut giants.

stonecrown coster source of the maesil northlands exchange

Alignment: Neutral evil.

Status: Not available to PCs.

Summary: This giant enterprise is forcing other guilds of the North to find green pastures in other regions.

Holding	Level	Province (Ratings)	Domain/Ruler
Law	3	Mhellivene (5/2)	Cariel/Gladanil
Guild	5	Mhellivene (5/2)	Cariel/Gladanil
Law	2	Mountainsedge (3/4)	Cariel/Gladanil
Guild	3	Mountainsedge (3/4)	Cariel/Gladanil
Law	3	Riverford (5/2)	Cariel/Gladanil
Guild	5	Riverford (5/2)	Cariel/Gladanil
Guild	3	Alaraine (5/0)	Alamie/Alam
Guild	3	Deseirain (3/2)	Alamie/Alam
Guild	2	Hildon (2/3)	Alamie/Alam
Guild	1	Nortmoor (1/4)	Alamie/Alam
Guild	1	Sorelies (1/4)	Alamie/Alam
Law	1	Sonnellind (4/3)	Dhoesone/Dhoesone
Guild	2	Sonnellind (4/3)	Dhoesone/Dhoesone
Law	0	Tradebhein (2/5)	Dhoesone/Dhoesone
Guild	2	Tradebhein (2/5)	Dhoesone/Dhoesone
Guild	2	Avallagh (2/6)	Tuarhievel/Phileraene
Guild	2	Bhindraith (2/6)	Tuarhievel/Phileraene

Guild	2	Cwmbheir (6/5)	Tuarhievel/Phileraene
Guild	3	Alamsreft (3/2)	Tuornen/Flaertes
Guild	0	Haesrien (5/0)	Tuornen/Flaertes
Guild	3	Monsedge (3/2)	Tuornen/Flaertes
Guild	2	Ghonallison (2/3)	Tuornen/Flaertes

Regency Generated/Accumulated: 40/22 RP.

Treasury: 60 GB.

Regent: Mheallie Bireon (FA; T8; Br, major, 37; NE) controls all three associated guilds, and she bows to no one. After working her way up from the forest camps of Cariele, she vowed to own it all one day.

Description: There's no level to which this merchant regent won't stoop to wring out another copper, and she has hired plenty of thugs to enforce her will. The other guilds of the North have to play the way she does, or they find themselves out of business.

Other guilds of the Northern Marches (including their total holdings in each domain):

♦ Prince of Tuarhievel (Phileraene)	Tuarhievel (2)
♦ Northern Imports and Exports (Adaere Doneim)	Dhoesone (7) Tuarhievel (5)
♦ Upper Anuire Traders* (Gaelin Thuried)**	Thurazor (unknown) Dhoesone (2)
♦ Andien and Sons** (Banner Andien)*	Thurazor (unknown) Dhoesone (3)
♦ Stjordvik Traders (Storm Holtson)	Dhoesone (6)
♦ The Gorgon	Mur-Kilad (unknown) Markazor (unknown)

* Also found in the Heartlands.

** Also found in the Western Coast.

sources

Few wizards of the North approach the extent of power enjoyed by Phileraene, Prince of Tuarhievel. The only mage who even comes close is the Eyeless One of the Five Peaks.

fhileraene

Alignment: Neutral.

Status: Recommended.

Summary: The magical, guild, and law holdings of Phileraene listed here make up Tuarhievel.

Holding	Level	Province (Ratings)	Domain/Ruler
Law	2	Llyrandor (2/6)	Tuarhievel/Phileraene
Source	6	Llyrandor (2/6)	Tuarhievel/Phileraene
Law	2	Cymryr (3/5)	Tuarhievel/Phileraene
Source	5	Cymryr (3/5)	Tuarhievel/Phileraene
Law	2	Dhoneaghiere (3/5)	Tuarhievel/Phileraene
Source	5	Dhoneaghiere (3/5)	Tuarhievel/Phileraene
Law	2	Braethindyr (4/5)	Tuarhievel/Phileraene
Guild	2	Braethindyr (4/5)	Tuarhievel/Phileraene
Source	4	Braethindyr (4/5)	Tuarhievel/Phileraene
Law	0	Avallaigh (2/6)	Tuarhievel/Phileraene
Source	5	Avallaigh (2/6)	Tuarhievel/Phileraene
Law	1	Bhindraith (2/6)	Tuarhievel/Phileraene
Source	4	Bhindraith (2/6)	Tuarhievel/Phileraene
Guild	0	Bhindraith (2/6)	Tuarhievel/Phileraene
Law	4	Cwmbheir (6/5)	Tuarhievel/Phileraene
Source	5	Cwmbheir (6/5)	Tuarhievel/Phileraene
Guild	0	Cwmbheir (6/5)	Tuarhievel/Phileraene

Regency Generated/Accumulated: 69/67 RP.

Treasury: 34 GB.

Regent: The prince is described in detail in the Tuarhievel entry on pages 54 and 55.

Description: Phileraene, one of the strongest wizards in Anuire, gives other realms no reason to fear. But, as the antihuman faction in his court grows, neighboring realms might regret their proximity.

Other mages of the Northern Marches (including their total holdings in each domain):

♦ The Eyeless One	Cariele (0) Five Peaks (unknown) Thurazor (unknown)
♦ Clumine Dhoesone	Dhoesone (20)
♦ Daeric Dhoesone	Dhoesone (29) Cariele (0)
♦ The Gorgon	Gorgon's Crown (72) Markazor (unknown) Mur-Kilad (unknown) Mur-Kilad (unknown)
♦ Peak Mage	Mur-Kilad (unknown)
♦ Torele Anvira**	Thurazor (unknown)

** Also found in the Western Coast.

Travelers trying to describe their visit to the Eastern Marches generally can't do the job without using the word *diverse*. *Unpredictable* usually comes up, too.

To the north in the Marches lies the Sielwode, a savage forest never tempered by the hand of man. Massive herds tended by a couple of landrunners graze in the central portion of the Eastern region. Wild horses race across its southern plains, which gradually give way to wetlands, where a traveler can find himself mired in swamps and quicksand before he realizes what's happened. The thick canopy of leaves prevents light from reaching the sodden ground, and fierce storms occasionally lash the land, breaking what will not bend.

These Eastern lands, positioned on the shores of the Gulf of Coeranys, form a bridge between Anuire and the rest of Cerilia. They hold the few known land-based routes into Brechtür and Khinasi, though traversing the passes presents more risks than most traders care to bear. The Sielwode blocks passage to Brechtür, and the Chimaera's lands encompass the pass to the Khinasi. It's not hard to see why Anuirean traders have taken to the waters. It's also not hard to see why the rest of Anuire has left the Eastern Marches mostly to their own devices.

Some say the Eastern Marches appear the least "Anuirean" of all Anuire's lands. Perhaps it's because of the Khinasi influence drifting in from farther east, or simply because Eastern regents tend not to display the back-stabbing tactics so favored by the other rulers of the land. The regents of this area seem more inclined toward nonaggression and diplomacy, rather than brute force and huge armies.

The people of the East echo this attitude. They seem even tempered, hard to provoke, and generally act friendly toward strangers. Of course, this is not

to say they let

others push them around; it's just that they remain pleasant as they refuse an outsider's dictates. These individualists, though less rugged than Northern Marchers, are civilized and more artistically inclined than other Anuireans. Despite the fact that the area offers precious little wood or stone, the greatest crafters in the history of the land have hailed from the Eastern Marches.

The main industry of the East is the raising and selling of horses and cattle. Stallions from the kingdom of Coeranys fetch high prices across Anuire; horses trained by the regent's own staff bring in even more. Naturally, these horses become prime targets for raids by elves or human bandits, and Coeranian herders remain hard-pressed to keep the raiders at bay. Some herders will give their lives to protect their livelihood—dozens die each year in skirmishes

with horse thieves.

The swamps of the East are poorly mapped and little known. The area's major swamps number only three: Hope's Demise in Elinie, the Sunken Lands on the border of Osoerde and Coeranys, and Spirit-send in Osoerde. Some say witches call these swamps home, luring people in to consume them and their spirits. Others think the legendary dragon Swampblood constitutes the true danger of the swamps, though no one has spotted the reptile for years. Regardless, all Easterners consider the swamps places of danger and ill omen to avoid at all costs.

today in the eastern marches

✦ Well, not *all* locals avoid the swamps. Some fearless individuals make their livings venturing there to collect rare herbs and wood, so scarce on the Eastern plains. Escaped criminals sometimes find learning to live off the swamps preferable to swinging from the gallows pole. Still others work as guides and scouts, leading hunters and treasure seekers into the swamps in search of big game or riches.

the eastern marches

- ♦ The greatest threats in the East come from the Chimaera living nearby and from Khinasi raiders. Ghore's expansionist urges make that domain to the west an ever-present threat, too. Finally, elves still carry on the *gheallie Sidhe* from the safety of their Sielwode homeland.
- ♦ The elves, meanwhile, have to contend with the goblins of Markazor and the dwarves of Mur-Kilad, both of whom grow steadily bolder with each passing season. The elf knights can not hope to keep all these armies in check. Some folks whisper that goblin forces have nearly penetrated the heart of the Sielwode, so the woodland demihumans might seek even human support soon.
- ♦ The dwarven kingdoms of the East face their own dangers, as well. The dwarves of Baruk-Azhik maintain their ancient vigil on the orog beneath the Iron Peaks, working ever harder to contain the brutish humanoids under the earth, so they can not threaten surface dwellers. Every year, the orogs mount another expedition to reach the world above, and lately their growing strength has been taxing the dwarves unduly. Soon they may not be able to continue withstanding their staggering annual losses.



1 inch = 50 miles

baruk-azhik

Alignment: Lawful good.

Status: Recommended. (This is a good example of a dwarf domain.)

Provinces/Holdings: Four of Baruk-Azhik's five provinces are governed by thanes; the fifth remains the purview of the overthane himself.

Province	Law	Temples	Guilds	Sources
Bran's Retreat (4/1)	GG (4)	MF (4)	DW (2) EL (2)	—
Cliff's Lament (4/1)	GG (4)	MF (4)	DW (2) EL (2)	—
Land's Victory (3/6)	GG (3)	MF (3)	DW (3)	—
The Promontory (3/6)	GG (3)	MF (3)	DW (3)	—
Rivenrock (5/4)	GG (5)	MF (5)	ML (3) DW (2)	—

Abbreviations: GG=Grimm Graybeard (Baruk-Azhik); MF=Moradin's Forge (Ruarch Rockhammer); DW=Diirk Watershold (Royal Guild of Baruk-Azhik); EL=Elamien Lamier (Points East Trading Guild); ML=Moerele Lannaman (Maesil Shippers).

- ♦ **Law:** The law of the entire realm resides with the overthane Grimm Graybeard.
- ♦ **Temples:** Moradin's Forge is the one recognized religion of Baruk-Azhik. Dwarves do not worship human gods and do not tolerate priests who try to convert them.
- ♦ **Guilds:** Diirk Watershold (MD; T10; An, minor, 29; NG) of Baruk-Azhik holds the majority of trade here. Moerele Lannaman of Mhoriad and Elamien Lamier of Elinie battle for the remaining lands.

♦ **Sources:** No mages draw power from here.

Regency Generated/Accumulated: 38/35 RP.

Treasury: 40 GB.

Army: Naturally, Baruk-Azhik protects itself with an all-dwarf army. The dwarves do insist on receiving some payment for their services—they've got homes to live in and forges they could be working at, after all—but they agree to accept just a minimal payment. Most units actually concentrate on maintaining security around the orog tunnels and have not necessarily readied themselves for an invasion from without. Baruk-Azhik's army contains:

- ♦ 4 units of dwarf guards.
 - ♦ 4 units of dwarf crossbows.
- Two more units of each type become available one war move after war is declared, as dwarves will leave their labors in droves to defend their beloved lands.

Regent: The

Overthane of Baruk-Azhik, Grimm Graybeard (MD; F/Pr 7/8; An, major, 38; LG), seems a dour dwarf, whose main concern in life is the genocide of the orogs under the Iron Peaks. He acts friendly to proven friends of the dwarven cause and supports his people's ventures enthusiastically, but finds little reason to seek companions outside his own race.

He does not disdain humans, but he wants them to prove their worth before he trusts them with any task or treasure of value. Indeed, he has known some excellent humans in his time, and part of the mission he gives his trading parties is to scout out likely humans for future recruitment to the fortresses of Baruk-Azhik.



- ♦ **Lieutenants:** Graybeard has four lieutenants, each with the honorary title "thane" and the power to make decisions for the kingdom. The thanes each also head a clan, so they must answer to the people as well as their overthane. Each thane governs his clan's province, leaving the regent free to respond to their most serious concerns.

Important NPCs: A close friend of Grimm Graybeard, Diirk Watershold ("That's 'Diirk' with two i's!") is the dwarf most likely to

encounter outsiders.

As the head of Baruk-Azhik's trading guild, he deals with Anuireans who fight the elements (and the terrain) to trade with the dwarves.

This jocular fellow can coldly appraise a person's worth with a glance. Diirk is not only a trader, but a thief of the highest quality. He leads Baruk-Azhik's internal defenses, as his spy network stretches into Coeranys and Osoerde. Grimm Graybeard relies on Diirk's reports and his goodwill.

Description: As one might expect of a dwarf kingdom, Baruk-Azhik is mountainous country. Snow-covered peaks and treacherous gorges mark this domain, defying any who would traverse it. The air feels crisp and thin in the upper reaches of the mountains, and the wind can chill a traveler to the bone. Rivers race through the ravines, carving their way through the rock as they've done for millennia. Hardy aspens cling to the earth, and shrubs cover the entire landscape. The Iron Peaks protect neighboring Khinasi from the worst of Anuire's weather—which means Baruk-Azhik is buffeted all the worse. The howling of the winds, like lost spirits in these ranges, makes locals whisper that those who lose their lives in the mountains must inhabit the wind for all time.

The dwarves have done little to mar the outer surface of the mountains—instead, they concentrate on building fortresses within. Each province has one such fortress, the home of a single clan. Though the crags outside may grow rough and battered by wind, the interiors of each clanhome are truly marvels.

Though most folks know dwarves as masters of stonework, they have no idea how the race has consummated its art in these fortresses. Great stone blocks hold together with hardly a crack to mark their joining. The ceilings and pillars of the common areas gleam, so well burnished that the rock itself seems to glow. The living quarters and temple areas are places that humans, however trusted, may never see. Even so, to lay eyes upon any room beyond the entry hall of a clan's holding is an honor greater than most Anuireans ever enjoy.

♦ **Capital:** Baruk-Azhik's capital, Stone's Rejoicing, is located in Rivenrock, the province the overthane rules personally. All matters of justice the thanes can not decide come before Graybeard here. This settlement has become the domain's center of trade.

♦ **Trade Goods:** All items of dwarven manufacture remain always avidly sought by those who value true craftsmanship. However, dwarven goods leave the kingdom only infrequently, as the dwarves tend to trade only among themselves. Trade routes do lead down to Ruorven in Coeranys and Shieldhaven in Mhoried, though, and a secret road runs through the Sielwode into its capital, Siellaghriod. Other trade routes include one to Moriel and one to Ilrien.

Allies: Baruk-Azhik has no true allies. Though they eventually might need such friends to help in their war against the orogs, the dwarves are too proud to ask for human alliances. Humans, in turn, trade with the dwarves gladly, but they fear they would offend the dwarves by offering aid.

Enemies: Except for the orogs within the mountains, the dwarves of Baruk-Azhik have no mortal enemies. Almost as great an enemy as the orogs are the dwarves of Mur-Kilad, under the domination of the Gorgon. A Baruk-Azhik dwarf will attack a Mur-Kilad dwarf on sight, striving to beat the other back into the earth whence it came, so the Mur-Kiladan will not offend the land with its life. Naturally, Mur-Kilad dwarves feel wary entering battle involving other dwarves.

Special Conditions: The orogs under the Iron Peaks grow ever more powerful with every passing year. Every single dwarf lost becomes a victory for the orogs, whereas one lost orog seems little cause for concern to the orog rulers. The population of Baruk-Azhik declines steadily each year, while the orogs' keeps growing. Grimm Graybeard has begun to think the dwarves can solve the orog problem only by sweeping through the beasts' underground caverns with force. While this tactic would mean severe dwarf losses, it also would end the orog threat—at least, for now.

the chimaeron

Alignment: Chaotic evil

Status: Not available for PCs.

Province	Law	Temples	Guilds	Sources
Barniere (1/4)	CoL (1)	—	—	Ch (4)
Careine (2/6)	CoL (1)	TF (1)	CoL (2)	Ch (5)
Hamein (1/5)	CoL (1)	WB (1)	CoL (1)	TBM (4)
Lyssan (2/7)	CoL (2)	WB (1) TF (1)	CoL (2)	Ch (7)
Mhowe (2/4)	CoL (2)	—	CoL (2)	TBM (4)
Ruorkhe (1/6)	CoL (1)	—	CoL (1)	Ch (6)
Salviene (1/5)	CoL (1)	—	—	Ch (5)

Abbreviations: CoL=Council of Leaders; Ch=the Chimaera; TF=The Fortress (Tugaere Issimane); WB=Water's Blessing (Phisaid Uriene); TBM=Three Brother Mages.

Regent: Though it takes its name from the Chimaera, this domain is ruled only by a loose council of town and village leaders, which meets once in a while in the nominal capital, Lyssan. They all bow to the Chimaera, said to have been a half-elf female wizard once.

♦ **Lieutenants:** The Council of Leaders employs constables and other aides.

Provinces: The seven provinces of the Chimaeron reflect the domain's very small population. The Chimaera spends most of her time in Ruorkhe.

The rule action has no effect here; there's no luring people to the home of an abomination. Only those who have nowhere else to flee remain.

Important NPCs: Rumors claim that a temple to Nesirie hides up in the high peaks of the mountains, as well as a temple to Cuiraécen, but no one knows what lone priests might maintain them.

Magical power permeates the Chimaeron, and mages called the Three Brothers have decided to attempt to control it. Unfortunately, they ignore the fact that dozens of mages have tried before them, and none lived to boast of his magical prowess. Still, the brothers continue to learn the sources of the land and



don't seem too frightened of the Chimaera, who controls most of them.

Description: The Iron Peaks run right through the Chimaeron and dominate its landscape. Some say orogs live in these mountains, but most folks assume they've either died or moved away.

The mountains of the Chimaeron seem less harsh than those in the Stonecrown chain, but still far too hard to cross without proper training or a guide. The passes are unreliable, as the snows close them off for a good part of the year. For armies, the mountains are practically impassable, and nearby Coeranys and Baruk-Azhik would not welcome troops marching through their lands to keep the passes open. Besides, it's in the best interests of both neighbors to make sure the mountain passes remain closed—their isolation from the lands east of the Chimaeron allows them to remain frontier kingdoms, as they wish, instead of becoming the center of busy trade routes.

Though it's not properly a part of Anuire, wise rulers remember to beware the Chimaeron. Not only does it house a vicious awnshegh, it also serves as a refuge for scoundrels. Several small towns have sprung up among its provinces, each dispensing its own rough brand of justice—the worst criminals find themselves either fed to the Chimaera or elected to office.

coeranys

Alignment: Chaotic good. (Coeranys does not interfere in the workings of other kingdoms, and it expects the same in return. Unfortunately, it doesn't get it.)

Status: Recommended.

Province	Law	Temples	Guilds	Sources
Bogsend (3/2)	EC (1)	LPA (1)	GH (3)	Sw2 (2)
Caudraight (4/1)	EC (2)	HA (2)	DW (2)	—
		LPA (2)	GH (2)	
Deepshadow (3/2)	EC (2)	LPA (2)	DW (3)	TBM (2)
Duornil (2/3)	EC (1)	LPA (1)	DW (2)	TBM (3)
Mistil (2/3)	EC (1)	LPA (2)	DW (2)	TBM (3)
Ranien (2/3)	EC (1)	LPA (1)	EL (2)	TBM (3)
Ruorven (4/1)	EC (3)	LPA (3)	DW (2)	—
		HA (1)	EL (2)	

Abbreviations: EC=Eluvie Cariele; LPA=Life and Protection of Avanalae (Medhlorie Haensen); GH=Ghorien Hiriele (Highland/Overland Traders); Sw2=Second Swamp Mage; HA=Haelyn's Aegis (Antia Maricoere); DW=Diirk Watershold (Royal Guild of Baruk-Azhik); TBM=Three Brother Mages; EL=Elamien Lamier (Points East Trading Guild).

Regent: Eluvie Cariele (FA: F2; Ma, minor, 23; CG) is the ruler of Coeranys. Although her great-great-grandmother founded the domain that bears her name, the Gladanil clan ruling there has excised her family from that land gradually, until none of them remain.

Cariele, an independent woman, demands little from her people and expects little in return. However, she feels a deep responsibility for the welfare of the citizens, and she drives herself to keep them free. She controls almost none of the law of her land, though she uses her law holdings (and the gold from her trade routes) to force off those who would take up the law for their own ends.

♦ **Lieutenants:** Medhlorie Haensen (FA: Pr2, Avanalae; An, major, 36; LG), the High Hierophant of the Life and Protection of Avanalae, serves as Cariele's personal aide and adviser and helps contribute regency to keep the residents of this land free. Like the regent, she feels devoted to Coeranys and desires little more than its freedom from Osoerde and Ghoere, who seek to exploit it.

The Captain of the Guard is a fellow named Aedric Bherenstae, a consummate horseman and swordsman. He bears numerous scars gained protecting his regent from past attempts on her life, which would seem to put his loyalty beyond question—except that someone has seized his wife and child. The kidnaper will release them only if Aedric steps aside. Obviously, the captain needs to find a way out of this

bind as soon as possible.

Provinces: The seven provinces of Coeranys remain sparsely populated, since most people have fled the kingdom's rainy environment, seeking sunnier climes.

Important NPCs: Several guilds have established trading interests in Coeranys, but they have not yet proven themselves equal to the task of winning over a ruler hostile to their presence. Only the guild of Baruk-Azhik, controlled by Diirk Watershold, remains fully welcome in Coeranys—and that's only because he comes here irregularly. Still, Watershold and Cariele have an understanding, and the dwarf brings more than gold when he comes here—he also contributes regency to the kingdom in exchange for unknown favors.

The Three Brother Mages who seek to conquer the magic of the Chimaeron also hold some sources in Coeranys, though they steer clear of the Sunken Lands on the Osoerde border. Whether they do so out of respect or fear of what lies within, no one knows.

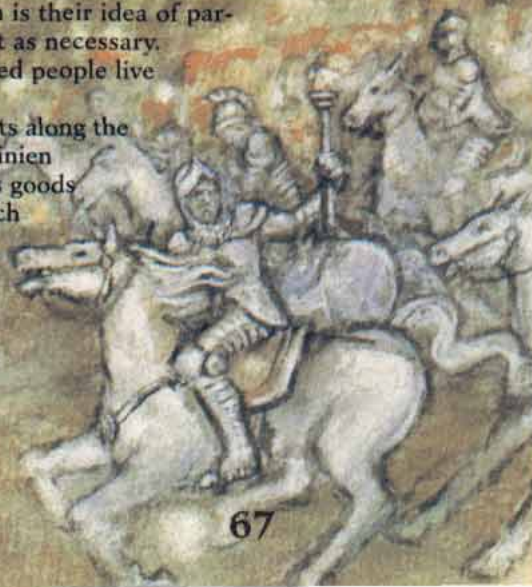
Description: The wide, rolling country of Coeranys ends in the southeast at the gulf that bears its name. The kingdom's terrain varies between grass and swamp, making it prime territory for raising horses and cattle.

Those who tend the roaming herds are known as *landrunners*. These rangers, trained from birth to know the animals of Coeranys, hold sole responsibility for the roaming animals of the plains. They ward the animals from dangers both human and natural. Landrunners reap the highest respect in Coeranys, for their work keeps money pouring into the domain.

Storms boiling down from the mountains of Baruk-Azhik and rumbling across the Heartlands find Coeranys their eventual destination. It's rare when a whole day remains clear, so the whole of this land remains well watered constantly. The too-common swamps and bogs make peat gathering a normal labor.

The inhabitants of Coeranys find themselves happily free. The kingdom is their idea of paradise, and they'll defend it as necessary. These passionate, dedicated people live their lives in joy.

The capital, Ruorven, sits along the river that springs out of Elinien swampland. Any of Elinie's goods coming down the river reach Ruorven first, enabling Coeranys to tax them as necessary.



osoerde

Alignment: Lawful evil under Jaison Raenech's rule, chaotic good under William Moergen's.

Status: Not available for PCs. (Osoerde is an excellent villainous realm.)

Province	Law	Temples	Guilds	Sources
Algael (2/3)	JR (2)	IHH (2)	DW (2)	Sw (3)
Brothendar (3/2)	JR (3)	CSH (3)	GH (3)	Sw (2)
Ghalliere (2/3)	JR (1)	IHH (2)	GH (2)	Sw2 (3)
Gulfport (3/2)	JR (3)	CSH (2)	—	Sw2 (2)
Moergen (2/3)	WM (2)	IHH (2)	DW (2)	Sw2 (3)
Moriel (4/1)	JR (3)	CSH (3)	GH (2)	Sw2 (1)
	WM (1)	TCV (1)	DW (1)	
Spiritsend (2/6)	JR (1)	—	DW (2)	Sw (6)
Sunken Lands (2/6)	WM (2)	CSH (2)	—	Sw2 (6)

Abbreviations: JR=Jaison Raenech (Osoerde); IHH=Impregnable Heart of Haelyn (Hubaere Armiendin); DW=Diirk Watershold (Royal Guild of Baruk-Azhik); Sw=Swamp Mage; CSH=Church of Storm's Height (Wincae Raehch); GH=Ghorien Hiriele (Highland/Overland Traders); Sw2=Second Swamp Mage; WM=William Moergen; TCV=One True Church of Vosgaard (unknown).

Regent: The rightful ruler of Osoerde is William Moergen (MA; F5; An, major, 35; CG). However, his late father's most trusted lieutenant, Jaison Raenech (MA; F7; Br, major, 36; LE), has usurped the throne. The self-named duke has divested the old regent of his power, leaving Moergen bereft of his father's blessing and running from bounty hunters after the reward for his death.

The cruel duke delights in causing pain and demonstrating his own might. This arrogant, sneering man takes excessive pride in his darkly handsome face. He keeps his alliances secret, but all know his enemies include Coerans and Aerenwe, both of whom despise what he's done.

Though young, William Moergen has eyes with wisdom that belies his age. He fled while still a teenager to avoid the headsman's blade, and now he attempts to build an army to roust the duke from power. His youth leads one to expect a certain naivete from him; he uses this assumption to lead his enemies into his clutches. Still, the duke

has proven too canny to fall into Moergen's traps—almost as if the usurper knew of them in advance.

♦ **Lieutenants:** Terence Gryphon leads the duke's men in their pursuit of the fugitive rightful duke. This hard, capable man, seems as untrustworthy as his master. The core of ambition deep within him fuels his

desire to destroy Jaison Raenech as soon as he has captured and executed Moergen.

William Moergen travels with a small band of companions. These fellow scions and hardy commoners all enjoy the heir's implicit trust. Each has saved his life in one way or another over the years. With them, he is slowly gaining enough power to retake his throne.

Provinces: The eight provinces of Osoerde are governed from the capital Moriel, located in Moriel province. From its position in the center of the realm, the duke can ride forth with little delay to answer the needs of his people—and to inflict punishment.

Important NPCs: Two mages have taken over the swamps of Osoerde. Though little is known of these two, most folks have heard them called mortal enemies—one serves the unlawful duke, while the other aids Moergen in his quest to become regent.

Description: Except for its southern swamps, Osoerde is a land of gentle hills and fields of golden wheat—the terrain has little variety. The flat countryside gradually rises upward from the eastern gulf toward the Heartlands. Cattle and horses run here, some tame and some wild.

These days find the duke raising castles along the kingdom's borders. He says he wants to defend the land, but anyone who knows him realizes he intends the forts to provide a starting point for his armies to sweep across Anuire.

The laws of Osoerde under Raenech seem harsh and unreasonable to locals, but they strive hard to obey them. Those who fail to meet all the obligations of the law unfailingly suffer severe punishments. The duke's two favorite chastisements these days are impalement and crucifixion. The sight of a peasant nailed to a tree deters some travelers from entering the domain; it also keeps guild activity in the realm to an acceptable minimum.

Obviously, the people feel less than happy under Jaison Raenech's rule. On the other hand, Raenech has promised that those speaking rebellion will see their families and friends die slowly before their eyes. He also has offered a substantial reward to anyone who turns in citizens speaking rebellion. These two factors keep the populace cowed.

Yet William Moergen continues to travel among the people, speaking the very words the usurper duke has forbidden the rest of them to utter. The true duke has avoided traps set for him and kept a step or two ahead of Raenech's men, but he won't be able to do it forever. Without aid, he'll soon meet his demise.

of action, he can. Rhysdiordan, a 7th-level ranger, has several human friends; likely his counsel keeps the queen quiet during some of her anti-human moods.

the sielwode

Alignment: Neutral. (The ruler of the Sielwode cares only for nature and does not, as a rule, become involved in the politics of humans.)

Status: Recommended. (The Sielwode is an example of an elven realm.)

Province*	Law	Temples	Guilds	Sources
Annydwr (2/6)	Is	—	—	Is
Cu Haellyrd (3/6)	Is	—	—	Is
Fhyllalien (6/5)	Is	—	—	Is
Ghyllwn (2/6)	Is	—	—	Is
Hoehnaen (3/6)	Is	—	—	Is
Iseare (4/5)	Is	—	—	Is
Llewhoellen (3/6)	Is	—	—	Is
Tuar Llyrien (2/6)	Is	—	—	Is
Ywrdor (2/6)	Is	—	—	Is

Abbreviations: Is=Isaelie (Sielwode).

* Holding levels are unknown.

Regent: Emerald Queen Isaelie (*FE; W13; Vo. major, 42; N*) watches over the Faerie Court of the Sielwode. Though she feels neutral toward humans and their kingdoms, she knows she must punish human encroachment harshly, lest men come to believe they can trespass on elf lands at will.

Isaelie has held the throne for more than a hundred years, and in that time has watched the human lands slowly coalesce from openly warring kingdoms into roughly their current shape. She knows that, despite the dangers hidden within her lands, the humans will eventually turn their gazes toward the Sielwode. The elves won't be able to resist them for long.

This sad queen feels the fate of her people heavily upon her shoulders. She can act savage at times, unwilling to accept humans' immense capacity for destruction. At these moments, she's likely to order the razing of every human settlement within 100 miles. However, she remains struck profoundly by any sort of beauty, whether human or elven, natural or created. Thus, she has borne several half-elf children from liaisons with beautiful human men.

♦ **Lieutenants:** In the Sielwode, Corwin Rhysdiordan can get anything done. This tall, dark-haired, and bright-eyed elf awaits only the command of his queen before acting. If anyone can convince her of a course

Provinces: The nine provinces of the Sielwode remain unexplored by humans—those with the temerity to try discover that the land itself turns against them. The capital of the Faerie Court is *Siel-lagbriod*, or "the Heart of the Shield." At its center lies the Crystal Palace, an edifice brought up from the core of the earth by the lore of past rulers. In this place of grandeur, a single candle held just right can illuminate the entire building.

Important NPCs: An emissary from Rhuobhe Manslayer currently resides in the Crystal Palace. Adara Cuamhyrcha seeks the Emerald Queen as an ally and, perhaps, a wife for her master. She seems as much of a fanatic about humans as Rhuobhe—but he may not have corrupted her entirely.

Description: The Sielwode is no place for humans. As in Tuarhievel, the woods feel dark and brooding, but the aura of menace here is palpable. Where Tuarhievel holds little specific malice for humans, the nature of the Sielwode repels them. Flitting faerie and slow-moving treant alike disdain contact with humans and want only to drive them from the forest or lure them into danger. The land, while not evil, has awakened and learned hatred for mankind.

Bogs lie in clearings across the perimeter of the land, shielded by trees until a traveler is nearly upon them. The unwary might find themselves hip deep in quicksand before they know it. Thorn hedges rise up between trees, blocking those who don't know the way from entering the wood. Flowers dangle from trees, spewing a narcotic into the faces of those who pass too close—some victims never wake from this slumber.

But not everything in the Sielwode holds danger. Some glens possess such beauty as to make a human die from the mere sight. Oak groves cluster around crystal-clear pools, while roses bloom on vines that wrap tree trunks.

other domains

The guilds, temples, and wizards of the East seem gentler than their brethren to the West and North, reflecting the relaxed, friendly nature of most Easterners.

temples

Really only one temple of any size makes its permanent home in the Eastern Marches: Moradin's Forge, with its base in Baruk-Azhik. Of the other temples active in the area, most have not catalogued their power and wield very little influence in Anuire.

moradin's forge

Alignment: Lawful good.

Status: Recommended.

Summary: Nearly all dwarves in this region pay homage to Moradin through this, their main temple.

Holding	Level	Province (Ratings)	Domain/Ruler
Temple	4	Bran's Retreat (4/1)	Baruk-Azhik/Graybeard
Temple	5	Rivenrock (5/4)	Baruk-Azhik/Graybeard
Temple	4	Cliff's Lament (4/1)	Baruk-Azhik/Graybeard
Temple	3	The Promontory (3/6)	Baruk-Azhik/Graybeard
Temple	3	Land's Victory (3/6)	Baruk-Azhik/Graybeard
Temple	?	Crushing Rock (5/4)	Mur-Kilad/Thurinson
Temple	?	Fallen Rock (3/6)	Mur-Kilad/Thurinson

Regency Generated/Accumulated: 29/42 RP.

Treasury: 28 GB. A good deal of the money the temple brings in goes to feed the treasury of Baruk-Azhik.

Regent: Ruarch Rockhammer (*MD; Pr11, Moradin; An, major, 41; LG*) is the High Priest of Moradin's Forge. He has held this position for 200 years, having inherited it from his mother. The intense Ruarch always seeks the best for the dwarf nations, according to Moradin's will, though he tends to instinctively distrust those who don't follow Moradin.

Description:

Anuireans know very little about dwarven religion, including Moradin's Forge. Its churches are confined to the dwarves' fortress-cities, though shrines located throughout dwarf lands provide solace for those who know where to look.

Moradin's Forge also has holdings in Mur-Kilad. High Priest Ruarch believes in converting the dwarves there (and thus saving them) before the overthane Grimm Graybeard's armies kill them. These temples remain well hidden, even more so than most dwarven temples, for the Gorgon wants no independent thought in the lands it controls.

Other temples of the Eastern Marches (including their total holdings in each domain):

♦ Impregnable Heart of Haelyn**	Osoerde (6)
(Hubaere Armiendin)	
♦ The Church of Storm's Height	Osoerde (10)
(Wincae Raehech)	
♦ The One True Church of Vosgaard	Osoerde (1)
(unknown)	
♦ Life and Protection of Avanalae*	Coerany (12)
(Medhlorie Haensen)	
♦ Water's Blessing (Nesirie)	Chimaeron (2)
(Phisaid Uriene)	
♦ The Fortress (Cuiraecen)	Chimaeron (2)
(Tugaere Issimane)	
♦ Haelyn's Aegis**	Coerany (4)
(Antia Maricoere)	

* Also found in the Heartlands.

** Also found in the Southern Coast.

† Also found in the Northern Marches.

guilds

Only one guild bases its operations out of the Eastern Marches: the Royal Guild of Baruk-Azhik.

the royal guild of baruk-azhik

Alignment: Neutral good.

Status: Recommended.

Summary: Members of the Royal Guild number among Anuire's finest spies.

Holding	Level	Province (Ratings)	Domain/Ruler
Guild	2	Moergen (2/3)	Osoerde/Raenech
Guild	1	Moriel (4/1)	Osoerde/Raenech
Guild	2	Algael (2/3)	Osoerde/Raenech
Guild	2	Spiritsend (2/6)	Osoerde/Raenech
Guild	3	Deepshadow (3/2)	Coerany/Cariele
Guild	2	Duornil (2/3)	Coerany/Cariele
Guild	2	Caudraight (4/1)	Coerany/Cariele
Guild	2	Mistil (2/3)	Coerany/Cariele
Guild	2	Ruorven (4/1)	Coerany/Cariele
Guild	2	Bran's Retreat (4/1)	Baruk-Azhik/Graybeard
Guild	2	Cliff's Lament (4/1)	Baruk-Azhik/Graybeard
Guild	3	The Promontory (3/6)	Baruk-Azhik/Graybeard
Guild	3	Land's Victory (3/6)	Baruk-Azhik/Graybeard

Regency Generated/Accumulated: 31/45 RP.

Treasury: 33 GB. The guild pours much of its revenues back into the kingdom.

Regent: Diirk Watershold (MD; T10; An, minor, 29; NG) controls the Royal Guild, and thus the intricate spy network for Baruk-Azhik. He remains absolutely devoted to the dwarf realm.

Description: The Royal Guild spreads its tendrils across the Eastern Marches, with holdings in three kingdoms. Its operations involve mining, overland shipping, and expeditions into Khinasi. Diirk Watershold's main opponents are Ghorien Hiriele and Elamien Lamier.

Guild operatives spy in each kingdom where they have holdings, and Watershold reports what they learn back to Grimm Graybeard.

Other guilds of the Eastern Marches (including their total holdings in each domain):

♦ Points East Trading Guild* (Elamien Lamier)	Baruk-Azhik (4) Coerany (4)
♦ Maesil Shippers* (Moerele Lannaman)	Baruk-Azhik (3)
♦ Highland/Overland Traders* (Ghorien Hiriele)	Osoerde (7) Coerany (5)
♦ Council of Leaders	Chimaeron (8)

* Also found in the Heartlands.

sources

A host of wizards call the East their own, because the land remains virtually undeveloped.

the second swamp mage

Alignment: Neutral good.

Status: Recommended.

Summary: The Second Swamp Mage concentrates holdings in two realms: Osoerde and Elinie.

Holding	Level	Province (Ratings)	Domain/Ruler
Source	3	Moergen (2/3)	Osoerde/Raenech
Source	6	Sunken Lands (2/6)	Osoerde/Raenech
Source	2	Gulfport (3/2)	Osoerde/Raenech
Source	3	Ghalliere (2/3)	Osoerde/Raenech
Source	1	Moriel (4/1)	Osoerde/Raenech
Source	3	Mholien (2/3)	Elinie/Daouta
Source	3	Soileite (2/3)	Elinie/Daouta
Source	5	Hope's Demise (2/6)	Elinie/Daouta

Regency Generated/Accumulated: 26/9 RP.

Treasury: 3 GB. The Second Swamp Mage makes more gold every third domain turn with 30 regency.

Regent: All anyone knows about this mage is that he (or she) has allied with William Moergen, usurped son of the former ruler of Osoerde.

Description: The Second Swamp Mage seemed to appear from nowhere and took the name in mockery of the Swamp Mage serving Jaison Raenech, Duke of Osoerde. Speculation abounds that this wizard is actually old Duriene Peracain (FA; W10; Vo, tainted, 15; NG), the court wizard of Moergen's father. Yet Raenech claims he took Duriene's life with his own sword.

The Second Swamp Mage seems fond of using guerilla tactics to restore William Moergen to the throne of Osoerde before the duke crushes the spirit of the populace. The wizard casts spells to aid ailing locals and hide those who break Raenech's law. Woe to Raenech's men who pose as Moergen sympathizers in this wizard's presence; they wind up as a heap of ashes left outside the first Swamp Mage's door.

Other wizards of the Eastern Marches (including their total holdings in each domain):

♦ Three Brother Mages	Coerany (11) Chimaeron (8)
♦ The (first) Swamp Mage	Osoerde (11)
♦ The Emerald Queen, Isaelie	The Sielwode (unknown)
♦ The Chimaera	Chimaeron (27)

Player characters in a BIRTHRIGHT campaign likely will meet blooded characters both common and royal, of all races known to Anuire. Here is a sampling of some of the country's more important and unique nonplayer characters. The listings for regent characters include only the equipment they usually carry; assume they have access to their kingdoms' vast treasuries for other items.

caliedhe dosiere

Imperial Chamberlain of Anuire, a 12th-/16th-level dual-class Anuirean fighter/diviner

S: 10
D: 14
C: 13
I: 19
W: 17
Ch: 15

AL: LG
AC: 0
hp: 67
MV: 9
THACO: 9
#AT: 1
Dmg: 1d6



Bloodline: Anduiras, great, 64.
Blood Abilities: Resistance (major), detect lie, divine aura (major), enhanced sense (major).
Equipment: Caliedhe Dosiere usually carries only a broadsword +4 called *Throneguard* and the signet ring bearing the Imperial Seal of Anuire. On his right hand he wears a ring of office, which also acts as a *ring of protection* +4. His wrists bear *bracers of protection* AC 4.

Description/History: Caliedhe Dosiere, a middle-aged man of average build, has a fringe of dark hair outlining his head, accentuating his eagle-sharp eyes. His mouth looks firm and strong, his hands capable and sure. He is rarely seen without his ceremonial vestments, and he always wears the Imperial Seal of Anuire on a silver chain around his neck. (He may not put on the signet ring, himself.) The quiet and polite Dosiere never raises his voice. As

the Chamberlain for a defunct Empire, he will continue to watch over the Iron Throne until a true king returns. Adept with both the sword and the scrying pool, Dosiere uses both as the need arises.

This man, who has tirelessly helped rebuild the land, rejects both Darien Avan and Aeric Boerune, the two main contenders for the Throne. He sees that the two concern themselves more with personal glory than the good of the Empire, so, instead of helping either one, the Chamberlain plays Boerune and Avan off each other, hoping that some day a true king will arise from the scions of Anuire.

The Chamberlain's enemies whisper that Caliedhe is none other than his purported ancestor, Traederic Dosiere, somehow granted immortality at the battle of Mount Deismaar. For the last thousand years, they say, he makes a point of disappearing for a few months at a time, to return as his son, nephew, or some other relative. This pattern has led the rulers of Anuire to believe that the Dosiere family remains always ready to produce a new Chamberlain, should the old one fall.

Dosiere prefers that the nobles continue to place their faith in his family, and he entrusts the secret of his alleged longevity to only a few. The Chamberlain claims publicly that he's descended from Traederic Dosiere and carries this ancestor's bloodline. But immortal? Not by any stretch of the imagination. Why, he asks suspicious nobles, would he not have

personalities

could live forever? After all, who better than the Imperial Chamberlain to maneuver into that position of ultimate power?

The Dosiere family is scattered about Anuire. Some live in the hills of Dhoesone, others inhabit cottages near Diemed's ruins, while still more serve as Guardians of Mhoried. All Dosieres study the ancient histories, record current Anuirean events, and stand ready to aid the Chamberlain, should he ask for help—which he does, at times. They share a proud legacy, whether or not the Chamberlain is immortal.

aspired to the Iron Throne himself at least once if he truly

aeric boeruine

Archduke of Boeruine, a
12th-level Anuirean
fighter

S: 17
D: 15
C: 15
I: 15
W: 13
Ch: 16

AL: LN
AC: -3
hp: 100
MV: 12
THAC0: 9
#AT: 3/2
Dmg: 2d4+8



Bloodline: Anduiras, major, 60.

Blood Abilities: Bloodmark (streak of red hair), battlewise, divine aura (major), Anduiras's resistance (great).

Equipment: The archduke typically carries *Kingsbane*, a *bastard sword* +4, and wears a suit of *field plate mail* +4.

Description/History: Tough, middle-aged, Aeric Boeruine comes from a bloodline of power, but his cruelty and hostility have made his path to the Iron Throne rougher than he'd like.

Raised as nobility, Boeruine never even questioned his right to power. Instead, he has learned to rely on this right, and will fight to ensure that nobility remains nobility—after all, a peasant can never learn the ways of the ruling class. This attitude of the archduke's explains why the Chamberlain stands firmly opposed to his bid for the Throne.

The archduke truly believes that laws provide the solution to all the Empire's problems—and his laws would best suit Anuire, of course. If needed, he will invade other realms to implement his laws, but he knows that he must tread carefully—if enough regents oppose him, he'll eventually lose his chance at the Iron Throne.

darien avan

Prince of Avanil, a 9th-level
Anuirean fighter

S: 15
D: 18
C: 13
I: 16
W: 12
Ch: 17

AL: LN
AC: -3
hp: 75
MV: 12
THAC0: 12
#AT: 3/2
Dmg: 1d8+6



Bloodline: Anduiras, great, 70.

Blood Abilities: Animal affinity (major), bloodmark (dragon birthmark on face), persuasion (major), elemental control (great), regeneration (great).

Equipment: Avan favors fighting Brecht style, with two weapons and light armor. His *long sword* +4 is called *Scalebiter*, and his *short sword* +3 is *Heartseeker*. He wears a suit of *elven chain* +5.

Description/History: Darien Avan, raised within sight of the City of Anuire, has believed all his life that he would one day reunite the shattered Empire. His father sent him to study in Mhoried, where he became adept in swordplay; in Ghoere, where he mastered military strategy; and in Coerany, where he learned to use politics to manipulate people.

Now, in his middle years, Avan at last has his dream within sight. Though he dares not take the City of Anuire by force, he already has some control over it. His armies remain poised to attack Boeruine or defend against it, and nearly all the common folk support him; Avan courts them as shamelessly as their regents.

shaemes lavalier

7th-level Anuirean ranger

S: 18/54
D: 16
C: 14
I: 13
W: 13
Ch: 9

AL: CG
AC: 4
hp: 47
MV: 24
THAC0: 14 (7 with
spear and
Strength)
#AT: 3/2
Dmg: 1d6+8



Bloodline: Reynir, minor, 20.

Blood Abilities: Animal affinity (major).

Equipment: Shaemes wears *boots of speed* and *leather armor* +2—but his most prized possession is his *tighmaevril spear* +5, named *Heart Reaver*.

Description/History: Shaemes was born in Ghoere but reared in Mhoried, where he learned the ways of the forest. A Guardian of the Mhor for a time, he decided to travel when his service ended.

First he journeyed to Ghoere to visit his father. While he was there, a petty noble and his retinue decided that the Lavalier farm had not paid enough taxes and determined to levy a tribute. Giving him a spear handed down through generations, Shaemes's father told him to teach the baronet a lesson.

The retainers were setting fire to the farm's outbuildings when Shaemes fought his way to the nobleman. As he drove the spear through the baronet's heart, he saw the glowing life force flow from the dying man and into himself! The infusion of noble blood awakened a tainted bloodline in Shaemes—he knew the spear was powerful beyond imagining. Finding his father dead in the house, killed by the nobleman's rabble, he left the burning farm behind.

Now he travels Anuire, slaying other unfit regents.

teodor profiev

8th-level Vos paladin of Haelyn

S: 18/26
D: 15
C: 15
I: 12
W: 14
Ch: 17

AL: LG
AC: 3
hp: 62
MV: 12
THAC0: 13 (9
with
Strength
and sword)
#AT: 3/2
Dmg: 1d10+6



Bloodline: Azrai, major, 24.

Blood Abilities: Alertness (minor), Azrai's resistance (major).

Equipment: Teodor carries a *two-handed sword* +3 he calls *Awnshegh's Doom*, wears a suit of *scale mail* +2, and has a short bow with 20 arrows +2.

Description/History: The pale, black-haired Teodor Profiev is a true rarity among the Vos: a paladin of a god his people don't worship. He has devoted his life to slaying awnsheghlien, and his travels have carried him across Cerilia to Anuire.

Only Teodor knows his reasons for hunting awnsheghlien, and he's characteristically silent on the matter. Perhaps he saw his family slaughtered by a traveling abomination, or perhaps he simply wants to express his hatred of his own bloodline of Azrai. (Some call Profiev a direct descendant of the Raven.) Regardless, he always proves a terrible foe.

The paladin is not fool enough to confront an awnshegh as powerful as the Spider or the Elf now, but he is building up his power. One day, he'll seek awnsheghlien previously beyond his reach—and woe to them then.

guilder kalien

5th-level half-elf thief from Brechtür

S: 13
D: 18
C: 12
I: 16
W: 12
Ch: 16

AL: NE
AC: 1
hp: 22
MV: 12
THAC0: 18
#AT: 1
Dmg: 1d6+4



Bloodline: Brenna, major, 30.

Blood Abilities: Shadow-form (great).

Equipment: Guilder Kalien favors *bracers of defense* AC 4 and a *short sword* +4 that he calls *the Diplomat*.

Description/History: Guilder Kalien was born somewhere in Brechtür—he never says exactly where. Kalien tends to discourage anyone from prying into his past too closely—forcibly and permanently. Most folks know he'd tired of life in the Brecht lands, but they aren't certain if he left of his own volition or someone else's.

Kalien came to Endier about 30 years ago. Soon after, the Baron of Endier suffered a small accident and adopted Kalien (who by now had taken the title "Guilder") as his prime lieutenant. The baron's heirs began to die then, in appalling coincidence and despite Kalien's best efforts to protect them. Finally, rule of the barony could fall to no one but Guilder Kalien. The old baron died soon after, and Kalien began rebuilding Endier according to his plans.

In the space of 20 years, the domain has become a traders' haven. As a mercantile city, it soon will rival Ilien or the City of Anuire itself. Most of the profit flows to Kalien's pockets, and he uses it to ensure his people's loyalty—and to take good care of himself, too (evidenced by the precise coif of his dark hair and his selection of expensive hats). As cunning as a serpent, the half-elf has a snakelike face to match. One can't trust this blue-eyed merchant, and he can tell an enemy when he sees one. He disposes of foes by any means handy.

the wizard

10th-level human wizard of unknown heritage

S: 8
D: 15
C: 13
I: 18
W: 12
Ch: 8

AL: CE
AC: 3
hp: 22
MV: 12
THAC0: 11
#AT: 1
Dmg: 1d6+2



Bloodline: Vorynn, great, 45.

Blood Abilities: Travel (great), alter features (major), enhanced senses (major).

Equipment: The Wizard carries a staff called *Calamity*. It channels her magic, allows her to attack with a +2 bonus, and may have other abilities. She wears *bracers of defense* AC 4.

Description/History: No one knows much about the mysterious figure known as the Wizard. She roams Anuire, wreaking havoc wherever she goes. She taps into the ley lines of other mages, somehow casting realm spells without a known domain of her own. She might have a secret source hidden in the wilds of Anuire, but few can guess where. Folks know that she travels to random parts of Anuire for three months of the year, and her unpredictable appearance always seems to signal disasters and catastrophes.

The Wizard's great love of destruction prompts her to incredible heights of chaotic behavior. This mysterious blond woman seems ageless—some say she has had a hand in the downfall of several realms throughout history. Many speculate that the Wizard is actually the Eyeless One of the Five Peaks, but they can show no proof. Though the two seem to share certain traits, the Eyeless One's domain continues to function even while the Wizard travels.

tie'skar graecher

King of Thurazor, a 7th-level goblin fighter

S: 15
D: 10
C: 14
I: 15
W: 9
Ch: 12

AL: LE
AC: 3
hp: 43
MV: 9
THAC0: 14
#AT: 2
Dmg: 1d6+2/1d6+2



Bloodline: Azrai, major, 22.

Blood Abilities: Poison sense, fear.

Equipment: Tie'skar shows an absurd attachment to his old glaive, a rusty *short sword* +2 he calls *Fleshbender*.

Description/History: The King of Thurazor is far more crafty than he lets on. Though Graecher is getting on in years, none of his faculties have dimmed, and he seems always ready to face another challenger to his throne. For this reason, he cultivates the aspect of a senile old king, hoping to lure the more foolish of his subjects into actions they will regret later.

Tie'skar Graecher rose up from the lowest ranks of goblin nobility using the cunning and brutality that would mark his later reign. He murdered several of his rivals, arranged accidents for others, and eventually poisoned the old king before that crafty old goblin could become wary of the danger Graecher presented. The old king's heirs met with similar deaths, which continued until all the goblin nobles were afraid to take up the crown, and Graecher could assume it with impunity. Though no one could prove he had murdered his way to the top, all certainly suspected it—and accorded him the respect due to a true king.

nadia vasily

8th-level Vos priestess of Kriesha

S: 14
D: 14
C: 12
I: 14
W: 16
Ch: 16

AL: LE
AC: 3
hp: 43
MV: 9
THAC0: 16
#AT: 1
Dmg: 1d6+4



Bloodline: Azrai, major, 31.

Blood Abilities: Azrai's travel (great).

Equipment: Nadia wears *chain mail* +2 and carries a *mace* +3 that harbors strange powers.

Description/History: The beautiful Nadia Vasily always dresses entirely in white and black, which sets off her raven hair and her snow-pale skin. She travels through Anuire seeking something, leaving cold death in her wake when she can not find what she needs.

It is said that Nadia seeks to kill Teodor Profiev. The tales told in the taverns of the North say that he spurned her suit and rejected Kriesha, her goddess, to follow Haelyn, and that she now hunts him to make him pay for this slight. It is also told that she was sent by the awnshegh Raven to rein in this destructive "son of Azrai," to bring him back that he might become the Raven's second-in-command and realize his full nature.

Men can not seem to resist her lures, though she is plainly uninterested in them. All of them seem to think that they will be the ones to tame her and bring her under control; their corpses are usually found with blue lips and horror etched on their frosted features.

Nadia is cold and unfriendly, and even her words seem to carry a blast of arctic air. She tends to avoid populated areas, and so her fame remains chiefly in rural areas.

kalilah bint daouda

5th-level Khinasi paladin of
Avani

S: 14
D: 15
C: 15
I: 13
W: 16
Ch: 18

AL: LN
AC: 4
hp: 35
MV: 12
THAC0: 16
#AT: 1
Dmg: 1d8



Bloodline: Basaia, major, 37.

Blood Abilities: Enhanced senses (major), animal affinity (major).

Equipment: Kalilah carries no equipment out of the ordinary—she's determined either to make or find her own, rather than having it gifted to her.

Description/History: Kalilah is the third daughter of the Patriarch of Elinie. She is stunningly beautiful, a fact she relishes and uses to its best advantage. She has no trouble convincing her enemies that this means she's harmless—until she turns the tables on them unexpectedly.

As the daughter of the patriarch, she feels it is her responsibility to show her father that she is fit for the throne, and she knows exactly what she can do to earn it. Thus, she has made it her mission to track down the Wizard and bring the evil mage to justice. She is not quite single-minded in this pursuit, but she dislikes having to turn aside from it. Still, she will aid those in need, and she has already enhanced her bloodline strength by slaying a few wayward lesser awnsheghlien.

She is only rarely to be found in Elinie—her quest for the Wizard has led her all over Anuire, and she's still far behind her target. She can be encountered almost anywhere there's a mage abusing magic—and she has declared her intention to pay a visit to the mysterious Eyeless One.

grimm graybeard

Overthane of Baruk-Azhik, a 7th-/8th-level dwarf
fighter/priest of Moradin

S: 18/96
D: 10
C: 18
I: 14
W: 17
Ch: 14

AL: LG
AC: 0
hp: 47
MV: 6
THAC0: 14
#AT: 3/2
Dmg: 1d10+5



Bloodline: Anduiras, major, 38.

Blood Abilities: Battlewise (major), courage (great).

Equipment: Grimm's most valued possession is his two-handed battle axe +3 called *Orogbane*. Against a blooded orog, it acts like a tighmaevril weapon.

Description/History: Unlike most Cerilian dwarves, Grimm Graybeard wears his beard long. He's also unusual in his dour mien, suggestive of untold tragedy.

The dwarf's visage hides a belief he'll never share: His realm is doomed. He alone knows the true might of the orogs contained under the Iron Peaks, and he fears desperately for his people. Graybeard feels he'll be the last dwarf regent of Baruk-Azhik.

Nonetheless, he's still a dwarf and, therefore, remains relatively undaunted by the task ahead of him. If destroying the orogs requires the death of every dwarf in Baruk-Azhik, Grimm Graybeard knows that his people would willingly pay that price. Unfortunately, he feels fairly certain that the annihilation of the Iron Peaks orogs would take more than just the strength of his people alone.



A BIRTHRIGHT adventure departs radically from a regular AD&D® game adventure. Not only must DMs worry about the players' actions, they also must concentrate on the actions of opposing realms, random events, and the effects of the PCs' rule of their own domains—and then figure out how to lure player characters into an adventure of their choosing, rather than allowing the party to go haring off on personal quests. It requires a delicate touch and a subtle steering of the players.

First, DMs should present events certain to lead the PCs where they want them to go.

adventure: family matters

There's no use in having a random event that diverts PCs' attention utterly from the adventure the Dungeon Master has so carefully plotted. Unless DMs can figure a way to weave the random event

into the plot, they should feel free to alter die rolls.

It's best, in a BIRTHRIGHT campaign, to focus each adventure around a single center of action: say, a single kingdom ruled by a PC regent. The other characters can include scions, unblooded individuals, regent advisers to the main PC regent, or even diplomats or relations of the primary regent character. Future adventures might zero in on other domains, but each one should concentrate on only a single kingdom for simplicity's sake. Controlling several centers of action at once will tax even the best Dungeon Masters.

If the DM allows player characters to control regents of various kingdoms, then players might want to keep a stable of characters, each a lieutenant or friend of another character's regent, or play a ranger or bard. That way, everyone can stay with the action instead of waiting for someone else's adventure to end. Though a player's character might not always become the center of attention, there's still plenty of opportunity for excitement.

adventure philosophy

It's said that time waits for no man. So it is in BIRTHRIGHT campaigns. Events won't wait for PCs to catch up to them. All regents have their own plans of action, and most of them don't care about the niceties of waiting for player characters to react—unless their plans hinge on a PC regent's decision. Think of BIRTHRIGHT campaigns as four-dimensional—time remains as important to the adventure as the location of events and the people involved.

A DM should not make his scenario a slave to domain turns or use domain turns as an alternative to adventures. Although judicious use of actions or lieutenant intervention might resolve a problem, it's just not as exciting as tending to the problem personally. Of course, DMs have to make judgment calls here—regents can't attend to *everything* themselves. A bridge washes out? Character action—regents don't want to spend adventures rebuilding bridges. Fire destroys a village? Character action—unless the PC's enemy started the blaze. Brigands? Monsters? Governmental corruption? These sound like adventure options, though regents can choose to let their lieutenants handle such matters.

On the other hand, an adventure doesn't have to arise from *every* event that occurs in a PC's kingdom. Rather than diving into a full-fledged adventure, try role-playing the regent's response to events. Diplomacy, negotiation, and consultation with lieutenants all provide excellent short-term role-playing opportunities.

Still, sinister events like death threats or a blood feud between two regents are definite adventure possibilities. At the very least, they should make a player character curious. As most actions have inherent adventure possibilities, the DM will have to steer PCs in a direction that leads them to choose either an action or an adventure—whatever the campaign requires.

So, when beginning a BIRTHRIGHT campaign, remember that not every event can be answered with an adventure. But not every event *should* be

answered with a regent action. The DM should find the appropriate balance between actions and adventures, then guide the PCs to the right choice. As mentioned previously, it requires a delicate touch.

the domain turn

Every BIRTHRIGHT adventure takes place within the framework of the domain turn. Domain turn events—such as collecting regency and gold, holding negotiations, and other day-to-day details of running a kingdom—take place before, during, and after PCs' adventurings. However, don't let these details become the campaign's focus. Just because the players control kings doesn't mean they only want to administer kingdoms. Heroes learn the secrets of Cerilia through adventures, not domain turns.

The domain turn framework breaks every adventure down into action rounds. Events that happen in the first action round lead to consequences in the second, though some events, like wars, can last for several action rounds—even domain turns. Within the action rounds, the DM can show a plot coming to fruition and illustrate the subtle interplay of characters in politics.

adventure format

First, keep a few things in mind while reading the following scenario, called "Family Matters," and other BIRTHRIGHT adventures.

- ♦ Before playing it, read the entire adventure.
- ♦ Always read *italicized text* aloud to players.
- ♦ BIRTHRIGHT adventures must remain flexible enough for DMs to set in nearly any domain. Therefore, references to specific places and people are purposely vague, so they can apply to whatever domain the DM chooses.

background

Who are the key characters and domains in "Family Matters?" The background on the next page starts with two columns of lists: on the left, the usable PC kingdoms, and on the right, their corresponding foes. Choose the pair most appropriate to a particular campaign.

DMs shouldn't worry if the listed antagonist has shown no enmity to its PC kingdom previously in their campaigns. The obvious antagonist

might be controlled by another, more sinister enemy. Behind-the-scenes schemers like Ghoere, Avani, and the Gorgon might harbor dastardly plots against the heroes. Sometimes even benign rulers sacrifice PCs to lure the *real* enemy into a trap. In BIRTHRIGHT campaigns, the apparent conclusion is not always true.

Next, the background mentions how many total experience levels the characters should have among them and indicates the types of PCs most appropriate to "Family Matters."

Finally, the background provides a few other short, adventure-related details for Dungeon Masters. Of course, DMs must detail the geography and atmosphere of their chosen domain settings on their own.

- ♦ **Motivations and Agendas:** What do the antagonists hope to accomplish in their plot?
- ♦ **Premise:** What has happened to bring this adventure about? What's the point of it?
- ♦ **Starts:** How can the DM bring the characters into the adventure?

the action rounds

This short adventure takes place during only one domain turn, which contains three action rounds. (See Card 2, "Domain Turn Summary," for a recap on the proper sequence of events.)

Following the background section, readers can find a summary of the events that should take place during this scenario's first action round. Action rounds encompass both regent action events and adventuring events.

After the summary comes a section called "Regent Actions," where DMs learn what the NPCs decided to do this round. This section also describes random events the PCs may face and outlines some of their options. Often an adventure arises directly from such an event.

The adventure details begin in the next section. These adventure "parts" ("Part I," "Part II," etc.) make up the bulk of this chapter. Although this book places each action round's adventure portion after the "Regent Actions" section, remember that adventures can occur at any time during an action round.

After the "Regent Actions" and "Part I" of the adventure, the second action round begins. Its accompanying "Regent Actions" and "Part II" advance the adventure's plot to the point where the third and final action round begins.

background

This adventure uses Osoerde as the default enemy. If one player runs a PC kingdom below, the DM should change Osoerde references to the appropriate antagonist.

The PC Kingdom:

1. Cariele, Talinie, Tuornen, or Alamie.
2. Dhoesone.
3. Elinie, Coerany, Roesone, or Aerenwe.
4. Ilien, Diemed, Brosengae, or Taeghas.

The Antagonist:

1. A brigand clan from the Five Peaks.
2. Cariele.
3. Osoerde.
4. Mieres.

Total Levels: 6 to 12.

Characters: At least one character should be a regent, though the adventure can work without a PC kingdom. In that case, the player characters should work for an NPC regent.

dm notes

This adventure introduces Dungeon Masters and players to the BIRTHRIGHT campaign. It deals with an external threat, an internal threat, and the hardships that sometimes accompany kingship. Ruling is rarely easy, and sometimes little problems turn into big ones.

The DM should familiarize himself with the war cards, since "Family Matters" contains a war. Also, a couple realm spells are in the offing here, so the DM should allow a PC wizard to select either *dispel realm spell* or *scry* in return.

motivations and agendas

Usually, the antagonist has reason to dislike the characters and wants to see them suffer. Or he might simply want to expand his land, and the heroes have gotten in the way. If the PCs made any enemies before this adventure began, here's an opportunity for one of them to try avenging the past insult. Otherwise, the heroes simply have stumbled in the way of someone greedy.

The main antagonist seeks to muster his armies and place them on the PC kingdom's border. The enemy's mage (or mage associate) wants to appropriate a player character's sources. Uninvolved realms stay clear of PC interests this domain turn.

premise

Two of the main noble families of the regent's kingdom announce their intention to be joined in marriage. These two clans, the Peliens and the Bellaens, have much influence over public opinion in the kingdom and, though they have feuded in the past, they've patched up their differences. They now seem ready to seal their peaceful agreement with the marriage of Aeris Pelien and Leira Bellaen. Until it's sealed, both sides feel on edge. Neither foresees any difficulty, though, and they're all getting ready to breathe a sigh of relief. However, something's about to go awry.

Though the rest of the Pelien family respects their (PC) regent, Hadrien Pelien (the heir) has designs against the kingdom. His possible reasons:

- ♦ Hadrien's fiancée lives in the enemy's land; the enemy regent knows this and holds her safety over the heir's head.
- ♦ The enemy has offered Hadrien a large amount of money to betray the PC regent.
- ♦ The Pelien heir has no desire to see his own brother married to a Bellaen.

starts

If a regent numbers among the party: Naturally the two families send an invitation to their king. Whether the regent accepts, the wedding goes as the adventure describes.

If the heroes are not regents: The ruler of the realm where they live asks them to attend the wedding in his stead. Perhaps this regent is a relative of one of the PCs or somehow knows them from their deeds or on another regent's recommendation.

If the PCs all rule their own domains: Each hero can have some individual association with one of the families involved in the wedding. Though this proves the hardest way to run a campaign, all the regent PCs can still come together—as long as they'll work jointly.

DMs can allow the PCs to adventure as a free action within the domain turn, since none of these adventure parts occupy a whole month's time.

first action round

In this action round:

- ♦ The adventure begins. The PC regent (or regents) have ascended their thrones only recently and rule happily.
- ♦ An enemy army begins to muster on the borders of the player character's realm.
- ♦ The PC regent receives an invitation to the wedding uniting the feuding Pelien and Bellaen families.
- ♦ The wedding plan goes horribly awry the night before the ceremony, and the simmering feud erupts into outright violence.

regent actions

Most domains around the PC realm continue to behave as they always have, but they won't involve themselves in the characters' affairs this time around. Perhaps they've become distracted by covert actions against each other, or they could be plotting future schemes.

One realm, however, has made the PC's domain its priority. In this first action, the enemy begins mustering troops in one of its own provinces nearest to the PC realm's border. If contacted, the Duke of Osoerde, Jaison Raenech, simply claims that his troops needed training; they just happened to be in that area. He sends messages of reassurance, telling the PC regent not to worry about the presence of those units.

A mage making his home in Osoerde also takes an action to cast *dispel realm spell* on the province where the wedding is to take place. The mage spends as much regency as necessary to make sure he's destroyed any defensive spells around the province. If it comes to it, the enemy regent also donates as much regency as necessary to make certain the spell succeeds.

If the PCs have no mage capable of casting *demagogue*, a true wizard (one who can cast realm spells) named Trevor Ciesen offers his services to the crown. (DMs should give him whatever spells seem appropriate.) The PCs don't really have time to learn about this mysterious figure: They can accept his offer of help or ignore it.

Should they investigate this mage

sometime in the future, they'll discover that his involvement stems from a long-standing feud against Osoerde's mage. He doesn't care for the heroes (or the PC kingdom) one way or another—he just wants to discredit or destroy his magical rival. However, the mage does demand that the regent turn over control of the province bordering Osoerde or pay him 4 GB for his troubles. If the regent does not capitulate, Trevor still agrees to help—but with the consequences shown in the third action round.

Also at this time, the PC regent receives an invitation to attend the week-long wedding celebration for the Pelien and Bellaen heirs. The invitation reads:

The honor of your presence is requested at River Hall on Haelyn's Festival in this year 551 Michaeline. With the marriage of our children, Leira Bellaen and Aeric Pelien, we also celebrate the joining of our two houses. We could think of no better gift than your blessing.

The regent can refuse, which likely would irritate both of these important families: The loyalty rating of their provinces falls a level. If the player characters do not want to attend, their court

advisers inform them that it would serve their interests to attend and help keep the peace between the provinces. Of course, the heroes can simply send an envoy with a gift—but they're supposed to want to *adventure*, not spend character actions.



part i: the wedding

Once lured into the adventure, the player characters must travel to River Hall, home of the Pelien family. If the regent of the realm does not control more than half the law of the province that holds the Hall, and if the PCs travel in a party of less than 15, they find themselves beset by a company of bandits seeking to reap some of the wealth going to River Hall for themselves.

Bandit, Anuirean, F1 (20): AC 7; MV 12; hp 7; THAC0 20; #AT 1 (long sword) or 2 (short bow); Dmg 1d8 (long sword) or 1d6 (short bow); SZ M; ML average (9); Int average (8–10); AL NE; XP 35.

The bandits lie in wait along the roadside, using the existing terrain for cover. Anyone paying even moderate attention to the surrounding area realizes there's something amiss. When the party has traveled among the bandits, or when someone calls a halt, the bandits leap from their places, poised to attack. The leader, a scarred peasant who projects a slight air of authority, steps forward and says:

"Lay down yer weapons and raise yer arms in the air! We don' wanna hurt no one, but we will if we haf ta. We just want yer valuables, not yer blood. Nice an' easy does it."

If the heroes do not do as the bandit instructs, the 19 other brigands fire their arrows. If more than half of them die in the attack, they flee. They hadn't expected much resistance—at least, not from obvious rich folks like the PCs.

The bandit lair lies not far from here, but it contains nothing of interest to the player characters—just some merchants' goods and food stores. The

party might want to make sure these get returned to their owners—or they might not.

(Regents should have more on their minds than making sure a minor merchant retrieves 100 gp worth of stolen goods.)

At any rate, the rest of the trip to River Hall proceeds without

much incident.

Peasants line the road to see the regent or the regent's designates. This is the most excitement they've had for some time, watching notables from all over the land pass along these roads to reach the wedding. If the characters pause to greet the peasants and speak kindly to them, word of the regent's humility spreads throughout the province, and its loyalty rating goes up a level.

river hall: pelien manor

Before the adventure, the Dungeon Master should read up on medieval castles and base River Hall around a castle whose style suits the nature of the province chosen for this scenario.

When the player characters reach River Hall, read the following:

You round one final bend, and the walls of a grand estate stretch out before you. It sits near one of the realm's minor rivers—this creek's babbling fills the air as you draw near.

River Hall, a three-story, white marble edifice, sprawls across its considerable grounds, surrounded by high walls that protect the ground from poachers. However, the manor looks obviously indefensible against siege. The hall itself seems well fortified, which one might expect, considering the frequent incidents of banditry in this province.

To the right of the manor lies a garden with statuary placed artfully among the greenery and blossoms. It looks as though a labyrinth hides deeper in the garden, though the high hedge walls conceal much of the area.

The drive leading to the manor is filled with carriages and mounts; grooms rush hither and yon, leading horses to the huge stables off to the left of the house. As you approach, a team of grooms rushes up, bows, and helps you dismount. Once they've unloaded your possessions, they lead your horses away.

A young man, assuredly not older than his early twenties, steps forward to greet you. He sketches a bow and says, "My lords and ladies, I welcome you to River Hall and bid you a good stay. I am Hadrien Pelien, second son of the baron, and I am here to see to your needs."

Hadrien has schooled his face into a carefully diplomatic expression. If questioned as to his apparent lack of joy in the coming ceremony, he says nothing and clearly indicates he'd consider it a breach of etiquette to pursue the matter further. However, if the PCs question other family members later, they learn that Hadrien feels not at all happy to see his older brother wed into the Bellaen family. However, everyone assures the heroes that despite his feelings, Hadrien would never do anything to jeopardize this alliance between the two. No one knows of the hold Osoerde has on the young man.

At any rate, Hadrien shows the player characters to their rooms and offers to guide them around River Hall's grounds. While on this tour, the PCs note the hall's sufficient defenses. Plus, plenty of guards stand duty to make sure nothing goes awry during the celebration. They stand in pairs, watching the main halls and the strategic entries to the building.

Guard, Anuirean, F1 (variable): AC 5; MV 12; hp 7; THAC0 19; #AT 1; Dmg 2d4 (broad sword); SZ M; ML elite (13); Int average (8–10); AL N; XP 35.

schedule of events

Should the player characters think to ask, the chamberlain of the Pelien household gladly provides a schedule of the week's planned events. Though the families don't *require* guests to take part in any of these activities, it would seem in exceeding bad form for the PCs not to attend them. (The following pages offer a few details on the events that take place each day.)

Days One to Three: Arrival of the guests and activities such as luncheons, fox hunts, and similar diversions. (The guest list includes many notables of the realm.)

Days Four and Five: Contests and banquets.

Day Six: The wedding ceremony.

Day Seven: The departure of the guests.

days one to three: arrival

When the PCs arrive at River Hall for the week of ceremonies, well over 200 people have already come to see this wedding, most of them highly placed in the realm. Many guests demand some of the heroes' time, whether they are the regent's party or merely his representatives. Finding time to take care of their requests occupies most of the first three days of the gathering. The characters really have no choice; they'll find themselves cornered wherever they go.



Here's a list of things the other guests might want to speak of with their regent, though DMs are encouraged to think of more:

- ♦ Lowering taxes for the rich.
- ♦ Raising trade tariffs.
- ♦ The possibility of war with Osoerde.
- ♦ Possible marriages with the regent's family.
- ♦ The rising incidents of brigandage in the realm.
- ♦ The encroachments of Haelyn's temple on the local landowners.

The heroes might think to ask about the source of the feud between the Peliens and Bellaens. It has its roots in a trade dispute centuries ago, but it has grown to monstrous proportions of late. The wedding was supposed to alleviate this ill will.

Otherwise, the three days pass without incident. Each of the arriving guests pays his respects to the bride's family and the groom's, as well as to the player characters.

days four and five: the contests

Now that all the guests have arrived, the true festivities can begin. This becomes a perfect opportunity for the PCs to mingle among the notables of the realm and learn details of the local politics. Though the nobles seem outwardly friendly, subtle meanings lie just beneath the surface of their pleasantries. Promises are made, alliances forged, enmities discarded, and new enemies made.

During these days, the guests enjoy tests of skill and strength, as well as more lighthearted games. The hosts have planned a joust and invite any fighter PCs to attend. The best jouster here is Halar Bjordensen (AC 3, 55 hp), a Rjurik fighter who has spent much of his life in the realm's army. This unblooded 7th-level fighter will bow before no one unless bested.

A joust is conducted as a normal combat, but 75% of the damage is temporary (2d4 hours). Halar has specialized in the lance, allowing him special benefits. (See *PHBRI*, *The Complete Fighter's Handbook*, or discard specialization option.)

Typical entrant, F1: AC 4; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d8 (75% is temporary); SZ M; ML average (10); Int average (8-10); AL N; XP 35.

There are also foot lists, for those who have no skill with a horse, as well as archery contests and foot races. The winner of each receives a platinum trophy worth 200 gp. One event takes place each afternoon.

Someone in the wedding party who feels less than happy with the PC regent's government may "inadvertently" nearly cause the ruler's death in these contests. Perhaps a contestant in the jousting competition uses a dangerously sharpened lance, or one of the blades in the foot lists might be the real thing, rather than blunted. Maybe an arrow drifts mysteriously off course in the archery tests. All manner of things could go wrong, and the baron Pelien apologizes supremely for each mishap, making guarantees for the hero's safety but looking more nervous each time.

On the fourth and fifth days, the hosts lay out sumptuous banquets: lavish displays of wealth. They have spared no expense for this wedding, so they want to make sure everyone knows it. Both families hope their efforts will convince everyone they've laid the feud to rest.

Again, the various nobles attending the function approach the player characters to seek favors and special dispensations. They word their requests more carefully now, working them casually into conversations and hoping the PCs pick up the clues. Also, several guests remark upon the obviously strained friendship between the two families, and express doubts that the marriage will last very long.

day six: the assassin

Before dawn on the morning of the wedding, the PC regent (or the hero most closely tied to the regent) slumbers peacefully when a man enters the room through a secret panel. It's Terem, servant to the baron's brother, Jonathan Pelien. He wears a mask and very plain clothes to protect his identity. Unless the character has a bodyguard in the room, he has only one chance to survive this encounter:

Terem must fail his move silently roll. If he fails, then the panel creaks, he scuffs his feet on the floor, or betrays his presence in some other way. The hero then may make a Wisdom or Intelligence check (whichever of his scores is higher) to recognize the danger. A successful surprise roll at a -4 penalty allows the character to leap clear of the bed before Terem makes his attack. Note that someone lying in bed (asleep or not)

brother has no way to prove otherwise. However, Hadrien doesn't quite realize the full consequences of his actions. He'll find out in the second action round that Osoerde won't let him go cheaply.

day seven: the feud

The morn of the wedding dawns clear and bright. The wind blows gently from the west, a promise of good weather for days to come. As the numerous guests ready themselves for the ceremony, a hue rises from the Bellaen quarters. The PCs, as regents or emissaries of the regent, can rush over to see what's happening.

What's happening is that there will be no wedding. A maid has just found the bride with her throat slit, and chaos is about to ensue.

The Bellaens immediately blame the Peliens for the murder of their daughter. The groom's family, on the other hand, seeks to discover the truth of things, hoping to salvage this alliance. They ransack the house and, if the PCs have not dispatched the assassin, locate a bloodstained Terem hiding in a wine cellar.

Jonathan Pelien protests his innocence in the matter, of course, as does Terem. The servant claims someone forced him to kill—but when he tries to name the one who coerced him, blood pours from his mouth, nose, and eyes. He dies in moments, his spirit locked away where no one can question it, even through a *Speak with Dead* spell. The enemy mage holds the loyal servant's spirit in a crystal in Osoerde—Hadrien traded it away for a chance to destroy the proposed alliance.

The Bellaens demand Jonathan's head in return—and even if they get it, the feud between the two families will grow stronger than ever. The Bellaens pack their belongings and gather their retainers to leave immediately, pausing only long enough to register a formal complaint with the PCs. The servants of the two families are barely restrained from attacking one another, and the more hotheaded hangers-on arrange duels. Clearly, this situation will not cool down any time soon.

does not get a Dexterity bonus to his Armor Class.

If Terem does move silently, the PC may make only a single Intelligence or Wisdom check, this one at a -4 penalty (after all, he's asleep). If he fails this roll, Terem slits his throat: Such is the price of power. A kind DM might give the player character a chance to hear Terem make sure the door is bolted and locked.

Terem, Brecht male, T2: AC 9; MV 12; hp 8; THAC0 20; #AT 2; Dmg 1d6+2; SA *dagger of venom* +2; SZ M (5'6"); ML average (10); AL N; XP 120. S 11, D 15, C 12, I 10, W 12, Ch 10.

Personality: Quiet, unassuming, competent.

Special Equipment: *Dagger of venom* +2. If Terem hits on a natural 20, the dagger injects poison into the victim.

Thief Abilities: PP 15%, OL 30%, F/RT 25%, MS 30%, HS 35%, DN 15%, CW 60%, RL 0%.

Terem fights until it's clear that he's failed in his mission, at which point he flees. If he can not flee, he turns the dagger on himself before anyone can restrain him. Otherwise, he winds through the maze of secret passages that lace the manor until he has lost all pursuit.

Terem has already visited the bride-to-be, whose body will be discovered in the morning. If the PC chooses to follow the assassin through the maze, he finds a bloody trail leading to Leira Bellaen's quarters and discovers her death himself. However, it takes almost until dawn for the baron to rouse the guards and send them into the passages. The player characters could investigate the secret tunnels in much less time.

If Terem fights with the PC for five rounds, the guards hear the racket and come to batter down the door. They can break through in two rounds, thus allowing Terem six rounds to work uninterrupted. If he can not achieve his task by the fifth round, he flees.

Terem was selected for this mission by Hadrien, who not only wanted to remove the Bellaen but also frame his uncle, so that he alone might control the business of the family. Hadrien's Osoerdean master instructed him to arrange the PC's death as well. (The resulting disarray in the player character's kingdom would practically invite invasion.)

It is certain that the family will accuse Jonathan of ordering his servant to commit the crime(s), and the baron's

The player characters can try resolving the matter here, but the Bellaens will not listen to reason. They've decided that Jonathan Pelien secretly opposed the wedding and alliance, terminating both in the most offensive way. The Peliens, meanwhile, wonder whether the Bellaens would willingly sacrifice one of their own to make the groom's family lose face. If the PCs insist on keeping the two families together to mediate this dispute, more bloodshed will flow immediately, as opposed to some future date.

Tensions seem to be reaching a head all over the province. As the characters saddle up to return home, they receive word that Osoerde's armies have massed on the border.

important npcs

Hadrien Pelien, Anuirean male, F2: AC 5; MV 12; hp 15; THAC0 19; #AT 1; Dmg 1d8+2; SA *long sword* +2; SZ M (5'9"); ML elite (13); AL NE; XP 65. S 15, D 13, C 14, I 14, W 9, Ch 10. *Personality:* Arrogant, demanding, supercilious. *Special Equipment:* *Long sword* +2.

Hadrien, the second son and heir of the baron Pelien, is the most important of the NPCs here. He hates the thought of his family wedded to the Bellaen clan, and Osoerde has seized this chance to

raise havoc in the PC regent's kingdom. Osoerde controls Hadrien, who seems happy to ruin the realm to end the proposed alliance—even if he must betray Jonathan, his own uncle.

Other Peliens

Brosen Pelien: The baron and Pelien patriarch.

Personality: Cowardly, sycophantic, vain.

Notes: The baron inherited his position from his father. He also inherited the feud with the Bellaens but has been searching for a way to circumvent it for years. He *bates* conflict.

Aeric Pelien: The groom and the baron's oldest son. His father deemed him too simple to inherit the Pelien fortune, which suits Aeric.

Personality: Naive, friendly, foolish.

Notes: Aeric's family manipulates him; as he is not exactly bright, he does whatever his father tells him.



Jonathan Peliën: The baron's brother and the family's main businessman.

Personality: Cunning, affable, manipulative.

Special Equipment: Periapt of proof against ESP.

Notes: Jonathan seems a friendly man—if one doesn't cross him or get in the way of one of the Peliëns' business ventures. Then he becomes a cold-blooded snake, ready to sacrifice anything to remove the obstacle to the family's growth. Jonathan arranged the wedding between the two families—clearly, he is quick to forget a grudge if it will benefit him.

Buess Peliën: Youngest son of the baron.

Personality: Eager to please, helpful.

Notes: Buess has not yet been manipulated by his family—they have not seen a use for him yet. Thus, he's friendly and cordial, willing to aid his ruler any way he can.

The Bellaëns

Laera Bellaën: A baroness and the matriarch of the Bellaëns.

Personality: Shrewish, shrewd, sharp.

Special Equipment: Dagger +1.

Notes: The baroness comes from a long line of Bellaëns. She's proud of her heritage and will do anything to keep the feud from destroying her family—including wedding her house to the hated Peliëns.

Michael Bellaën: The baroness's husband.

Personality: Friendly but guarded, and not too bright.

Notes: Michael, the baroness's distant cousin and third husband, seems as vacuous as the first two. He enjoys the comfort of his noble life, and he'll protect it any way possible—including lying to a regent, if necessary.

Leira Bellaën: The bride, and the second child of the baroness.

Personality: Bright, sparkling, and innocent.

Notes: Leira is one of the few pure people at this wedding. Her mother has protected her from the world all her life in preparation for an attractive marriage. Though totally open to suggestions from her family, Leira nonetheless genuinely cares for people.

Ladie Bellaën: Leira's brother, the Bellaën heir.

Personality: Quick-witted and humorous.

Notes: Ladie doesn't care for the marriage any more than Hadrien does, but for different reasons—he doesn't want to see his sister corrupted by the Peliëns. Other than that, he seems a fine man.

Jarri Bellaën: The baroness's younger daughter.

Personality: Sharp and spiteful.

Notes: Jarri takes after her mother, but lacks her good qualities and the experience needed to manipulate others well.

second action round

In this action round:

- ◆ The feud continues.
- ◆ Investigations into the murder reveal the enemy's hand and agent.
- ◆ Finally, the enemy declares war and leads his army across the border into friendly territory.

regent actions

The armies on the other side of the border remain where they are; the enemy has other business to attend to this round—or so it seems. The PCs can watch him spend his turn fixing whatever problems they might have created for him and breathe a sigh of relief.

However, the enemy's mage isn't done yet. He watches the player characters, holding his action until the end of the round. When the PCs have finished with their tasks, the mage casts a *demagogue* realm spell on the enemy and forces him to declare war on the PC kingdom.

Though the heroes might have expected war, they probably didn't look for it this soon. Osoerde declares war as his regent action, and begins maneuvering his troops across the border into the PCs' domain. They watch in dismay as the enemy's troops march across the border and begin establishing a presence. The units land in only a single province to concentrate their forces, rather than spreading themselves thin.

If the PCs accepted the services of the mage Trevor in the first action round, they can respond to this attack; the enigmatic wizard casts the *demagogue* spell on the PC regent, forcing him to declare war on his enemy. (Trevor can be trusted—this time.)

Now the DM breaks out the war cards and passes the applicable troops to the player of the PC regent, holding back the others. If the heroes are not regents, the regent of the kingdom places them in charge of his armies.

The enemy has only six units involved in the fight. The diagram on this page illustrates their initial formation. They are:

- ◆ 2 units of infantry.
- ◆ 2 units of cavalry.
- ◆ 1 unit of archers.
- ◆ 1 unit of pikemen.

If the PCs command the regent's armies, they see their realm's force has exactly the same complement as Osoerde. The heroes can divide the units among themselves or place them all under a single general. Should the enemy destroy the unit they're fighting with, they face a 25% chance of death or capture in the battle. Unfortunately, those are the risks of taking part in warfare. However, if victorious, the party reaps 1,500 XP for taking part in the action.

The player characters can command from the rear, too. Though they earn only 300 XP for this tactic, they are assured of keeping their lives. Taking part in the fighting allows the heroes to use their blood abilities to help affect the outcome of the battle.

If the war takes place previous to Part II of the adventure, then Hadrien Pelien and Ladie Bellaen each command one of their regent's mounted units.



The unit Hadrien commands obeys PC orders until the heroes command the troops to attack an enemy unit. At this point, the DM takes control of the card—Hadrien's unit has betrayed its fellows and attacks the closest friendly unit. Ladie's unit remains faithful until Hadrien's attacks; then his unit quickly moves to repel the traitor.

Should Hadrien's unit go unused, it deserts at the soonest opportunity (on his orders), and Hadrien escapes to the enemy stronghold. (See the third action round.) Having realized he'll never get away with his crimes, he opts to live in exile. However, Osoerde is probably one of the worst places for him to flee.

If the war occurs after Part II of the adventure, Hadrien commands one of the enemy units, and the unit he used to command, still loyal to the traitor, turns on the PCs. Either way, the player characters have a mutiny on their hands.

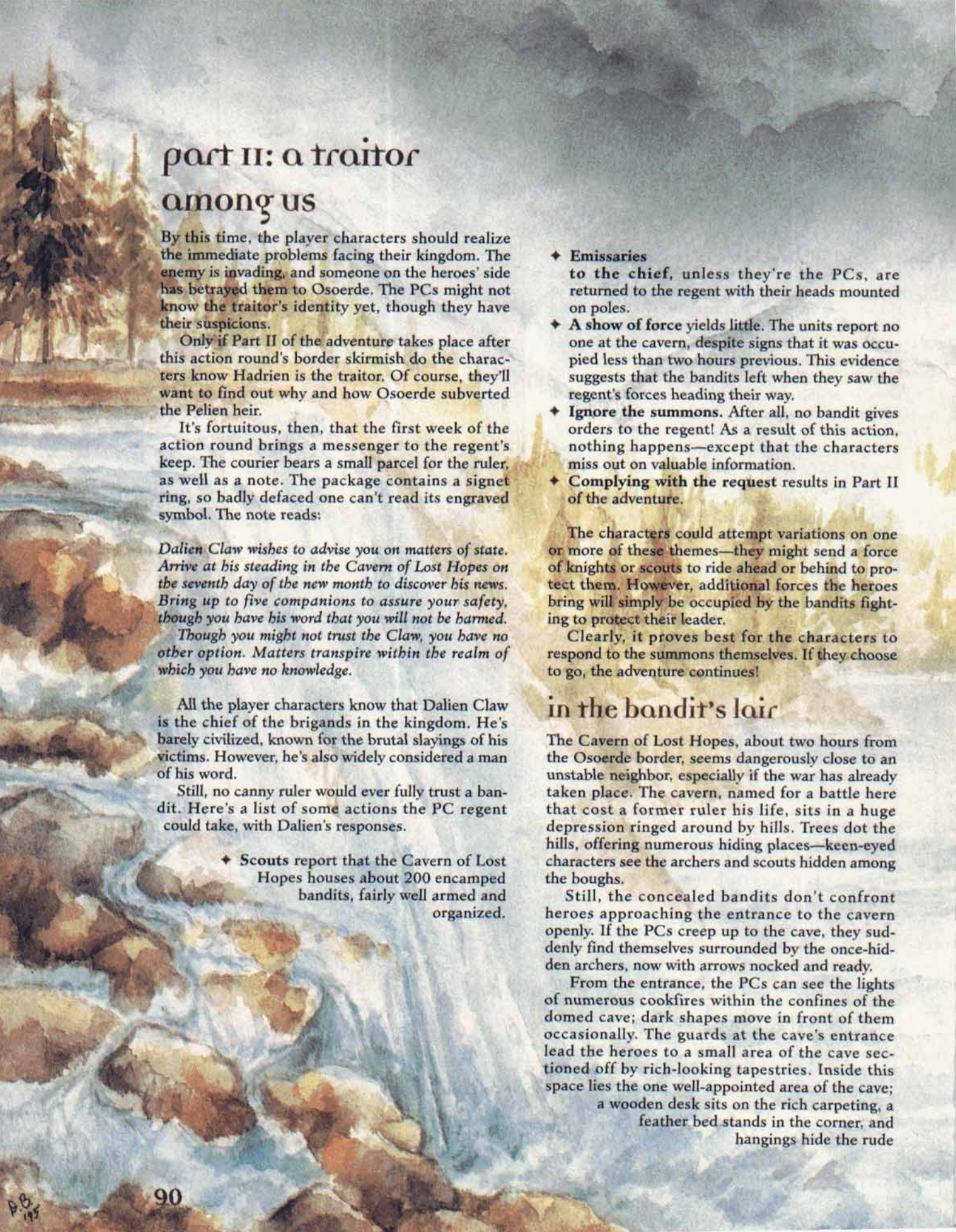
Meanwhile, the Bellaens and Peliens continue their feud, whether or not the regent has commanded them to do otherwise. The Bellaens, convinced that the Peliens ordered the attack on their daughter, work ceaselessly to destroy their foes' power. They might even go so far as to send assassins out to the Peliens' estate, or mercenaries bent on arson.

The groom's family doesn't remain idle, either; they hunt down and slay any Bellaen agents they find and have taken to setting fire to Bellaen holdings. Every action round of this feud reduces a province's loyalty rating by one level, as the people see their regent proved ineffective against his own sniping nobles.

DMs can allow the heroes to run the battle and take part in Part II of the adventure, or they can have a fighter PC run the battle while the rest of the characters role-play Part II. NPCs can preside over the battle, too, though they're less likely to win than the PCs; also, the player characters would have no chance to witness Hadrien's treachery in battle. One way or another, encourage the PCs to take up the challenge of Part II. Since they could complete it in a matter of days, DMs might allow them a couple actions this action round.

Events definitely seem to conspire against the player characters at this point. However, with some intelligence and a bit of luck, they can turn the tide and gain the advantage.





part II: a traitor among us

By this time, the player characters should realize the immediate problems facing their kingdom. The enemy is invading, and someone on the heroes' side has betrayed them to Osoerde. The PCs might not know the traitor's identity yet, though they have their suspicions.

Only if Part II of the adventure takes place after this action round's border skirmish do the characters know Hadrien is the traitor. Of course, they'll want to find out why and how Osoerde subverted the Pelien heir.

It's fortuitous, then, that the first week of the action round brings a messenger to the regent's keep. The courier bears a small parcel for the ruler, as well as a note. The package contains a signet ring, so badly defaced one can't read its engraved symbol. The note reads:

Dalien Claw wishes to advise you on matters of state. Arrive at his steading in the Cavern of Lost Hopes on the seventh day of the new month to discover his news. Bring up to five companions to assure your safety, though you have his word that you will not be harmed.

Though you might not trust the Claw, you have no other option. Matters transpire within the realm of which you have no knowledge.

All the player characters know that Dalien Claw is the chief of the brigands in the kingdom. He's barely civilized, known for the brutal slayings of his victims. However, he's also widely considered a man of his word.

Still, no canny ruler would ever fully trust a bandit. Here's a list of some actions the PC regent could take, with Dalien's responses.

- ♦ **Scouts report that the Cavern of Lost Hopes houses about 200 encamped bandits, fairly well armed and organized.**

♦ Emissaries

to the chief, unless they're the PCs, are returned to the regent with their heads mounted on poles.

- ♦ **A show of force yields little.** The units report no one at the cavern, despite signs that it was occupied less than two hours previous. This evidence suggests that the bandits left when they saw the regent's forces heading their way.

- ♦ **Ignore the summons.** After all, no bandit gives orders to the regent! As a result of this action, nothing happens—except that the characters miss out on valuable information.

- ♦ **Complying with the request** results in Part II of the adventure.

The characters could attempt variations on one or more of these themes—they might send a force of knights or scouts to ride ahead or behind to protect them. However, additional forces the heroes bring will simply be occupied by the bandits fighting to protect their leader.

Clearly, it proves best for the characters to respond to the summons themselves. If they choose to go, the adventure continues!

in the bandit's lair

The Cavern of Lost Hopes, about two hours from the Osoerde border, seems dangerously close to an unstable neighbor, especially if the war has already taken place. The cavern, named for a battle here that cost a former ruler his life, sits in a huge depression ringed around by hills. Trees dot the hills, offering numerous hiding places—keen-eyed characters see the archers and scouts hidden among the boughs.

Still, the concealed bandits don't confront heroes approaching the entrance to the cavern openly. If the PCs creep up to the cave, they suddenly find themselves surrounded by the once-hidden archers, now with arrows nocked and ready.

From the entrance, the PCs can see the lights of numerous cookfires within the confines of the domed cave; dark shapes move in front of them occasionally. The guards at the cave's entrance lead the heroes to a small area of the cave sectioned off by rich-looking tapestries. Inside this space lies the one well-appointed area of the cave;

a wooden desk sits on the rich carpeting, a feather bed stands in the corner, and hangings hide the rude

rock wall.
The chamber might be
part of a manor house.

Should the PCs have guards with them when they enter the cavern, the bandit chief's bodyguards spill out of hiding places to block the guards' passage. If the heroes don't call their guards off, they attempt to pass into the area, and a melee most certainly ensues.

Dalien ushers the heroes in and bids them make themselves comfortable. Since he has the area's only chair, the PCs must make do with standing or sitting on the bed. Once they've situated themselves, the bandit chief speaks.

"Glad you could make the trip here—yer bound t' find my information valuable. See, I know who the traitor in your realm is. I c'n tell you how t' deal with 'im without too much damage t' yourself or yer domain."

If this encounter takes place before the war: The chieftain goes on to advise the regent PC.

"I can't tell you the traitor's name—Osoerde's wizard's made sure o' that. But I know y'll find out soon enough. There's a war brewin', and yer gonna be a part of it. So's the traitor. Jus' look carefully, and you'll see 'im. 'E leads a mounted unit, and 'e's involved in a feud. You can't remove 'im from command, though, or 'is men'll mutiny. So, watch yer commanders."

Should the PCs force Dalien to try revealing Pelien's identity, the chief dies like Terem did.

If this encounter takes place after the war: The Claw provides the regent player character with some secret information.

"Sorry that I paid Pelien off on behalf o' the duke. If I'd 'a' known th' trouble it'd cause, I'd never 'a' done it. I'm loyal to th' kingdom, in m'own way, an' I hate to see the realm subjected to war like this."

"'Owever, to make it up to you, I'll tell you 'e's in a steadin' 'cross the Osoerde border. I think y'could take 'im with a force of maybe thirty men. Any more'n that an' you run the risk of escalatin' the war."

Dalien concludes: With a sly, toothless grin the bandit chief eyes the player characters.

"Unfortunately, yer not gonna be a part of runnin' things for a while. 'Course, you didn't think I'd let such an 'ealthy ransom slip away?"

He draws his sword and whistles for his guards, six of whom burst in with swords at the ready. The heroes can choose to fight, flee, surrender, or try to convince the Claw that ransoming

the PC regent is a bad idea. Dalien won't listen to reason, but he'll listen to someone holding a knife to his throat.

If any character thinks to take the Claw hostage, the bandit calls off his men—he has no wish to die, and he thinks he'll can negotiate his way free. If the PCs don't think of this tactic, the Claw's men continue arriving until they overpower the heroes. They do their absolute best to subdue the PCs without killing them.

Should the player characters defeat the Claw and his men, they can search the cave. Behind one tapestry lies a passageway leading farther into the hills. The DM can fill the tunnel with traps or leave it clear; winning past any dangers yields the PCs treasure worth 3 GB.

Dalien Claw, Anuirean male, F3: AC 4; MV 12; hp 21; THAC0 18 (15 with long sword, specialization, and Strength); #AT 3/2; Dmg 1d8+3; SA specialized in long sword +1; SZ M (5'10"); ML champion (15); AL N; XP 175.

Notes: Dalien has a major bloodline of Reynir (32 points) and the alertness blood ability.

S 17, D 14, C 12, I 14, W 10, Ch 15.

Personality: Apparent dullard, actually subtle and greedy.

Special Equipment: Long sword +1 and chain mail +1.

Brigand, human, F1 (200): AC 8 (7 with shield); MV 12; hp 7; THAC0 20; #AT 1 or 2 (sword or bow); Dmg 1d6 or 1d6/1d6; SZ M; ML average (8–10); AL CN; XP 35.

third action round

In this action round:

- ♦ The war ends, for good or for ill.
- ♦ Hadrien Pelien is located and, after a small amount of fighting, captured.
- ♦ The regent decides a matter of justice involving a certain Pelien traitor.

regent actions

The forces of Osoerde, if beaten, withdraw home to lick their wounds. If they have triumphed, they begin to celebrate their victory by solidifying their hold on the province. They do not pillage or loot, preferring instead to reap the benefits for their liege. If the player characters do not remove the duke Jaison Raenech's forces by the next realm turn, he attempts to invest the province into his own kingdom. If he can not, he still does not destroy the province—almost as though he hoped to take it some other time.

Osoerde's mage, having done his part for this battle, concentrates on his own research now. He takes no actions this turn that will affect the outcome of events.

Any allies the heroes may have contacted during the course of this fracas will do their best to help them take the actions they desire by offers of gold, etc. Of course, such aid always comes with a price; the PC regent should willingly pay what the allies ask in return for retaining his kingdom intact.

If the regent decided back in the first action round not to give the wizard Trevor the payment he requested, the mage takes matters into his own hands. Though once apparently content to help the regent humiliate his rival, the mage actually plans to cast *legion of dead* and claim the contested province as his own. Since the PCs gave him neither the gold nor the land he wanted, he'll take it by force. The heroes can divert him from his dire scheme simply by paying him for the full value of his services (control of the province or 4 GB). If they don't, he'll take the land any way he can (though he'd rather not have to).



part iii: a change in fortune

Now that the PCs have discovered the true nature of Hadrien Pelien and his hiding place, they can act to bring him to justice. If they've done their jobs right, they know exactly where to find him. The only problem lies in getting to him without starting a new war with Osoerde.

Naturally, the heroes can opt to not even pursue him. However, as one of their courtiers will point out if the regent seems unlikely to seek Pelien, inaction would cause a dramatic loss of face among the other rulers of the area—who would allow a traitor to escape without prompt punishment? In the cut-throat world of Anuirean politics, allowing a betrayal to go unpunished remains almost unheard of; it indicates weakness and lack of resolve. Thus, the PCs must figure a way to retrieve Pelien or lose significant face and any political credibility they might have hoped to gain as regents.

Hadrien Pelien, meanwhile, has taken refuge in the stronghold of one Duiren Haneire, a petty noble in Osoerde. As black-hearted as they come, Haneire can be trusted no farther than his leash extends. Jaison Raenech, the Duke of Osoerde, recognizes this fact—that's why Haneire commands only a small stronghold, instead of the larger keep his position ordinarily would demand. However, Haneire's not a coward and will not surrender Hadrien without a pitched battle.

Remember that the presence of the PC regent's troops in Osoerde can lead to nothing but a full-scale war—and it's doubtful that the PCs have mustered a force as powerful as Raenech's. Only one solution can really keep the kingdoms from another all-out battle: to creep into Osoerde with a small force (perhaps 25 to 30 at most), take the stronghold, and find Pelien. This tactic also might provide a chance to humiliate the usurper Duke of Osoerde Raenech without truly offering a motivation for war. At the same time, it would indicate that the player characters are not heroes to trifle with.

the stronghold of duiren haneire

The Osoerde noble's stronghold stands in a hilly area with trees nearby to hide approaching foes; only the terrain might serve as camouflage for an approaching group. Of course, Haneire's men can spot a larger group much easier than a small one, so every person in the PCs' party adds a 2 percentage point chance that someone will alert the stronghold to their presence before the player characters can arrive at its walls. Should the stronghold receive prior warning, the hunting party's job becomes that much harder; no one wants to sneak into a steading that's ready for them. Unless the PCs will risk bringing an army into Osoerde, their task becomes nearly impossible.

Duiren Haneire's stronghold is made mainly of wood. Its palisade rises a good 20 feet, with a central building one story tall in the center of the courtyard inside. A watch tower stands at each of the corners, rising an additional 10 feet above the rest of the wall. Barracks and armories line the inner palisade; muddy training grounds take up the rest of the courtyard.

The stronghold fortifies this province by (1) rating. One can climb the walls with some difficulty, making the fortress vulnerable to stealthy action rather than siege.

The numbered areas described below correspond to the fortress map on page 94.

1. **Gates:** The stronghold's gates are twin doors constructed of banded oak, making them at least somewhat resistant to attack—they can hold off foes long enough for reinforcements to arrive from elsewhere in the fort. These gates can suffer 100 points of damage before giving way. They swing outward; four guards normally stand nearby to open and close them.

2. Mustering and Training Ground:

The parade grounds, full of mud and trampled dirt, holds the impressions of many feet. Someone approaching during the day would find 50 Osoerdean soldiers drilling here. At night, lanterns light the grounds poorly.

3. Watchtowers: These 30-foot towers survey the surrounding lands and the interior of the compound. Two guards stand duty in each of the four towers during the day, four at night. One of the two (or three of the four) keep their gazes trained outward, while one always watches the interior. Haneire has stored large tubs of water in each tower to protect against anyone trying to set his fortress afire.

4. Barracks: One barracks stands along each of the fort's interior walls; each houses 25 soldiers. The bunked beds all have footlockers at their bases. None of the lockers contain anything of exceptional value, though the soldiers will fight to protect items of sentimental value.

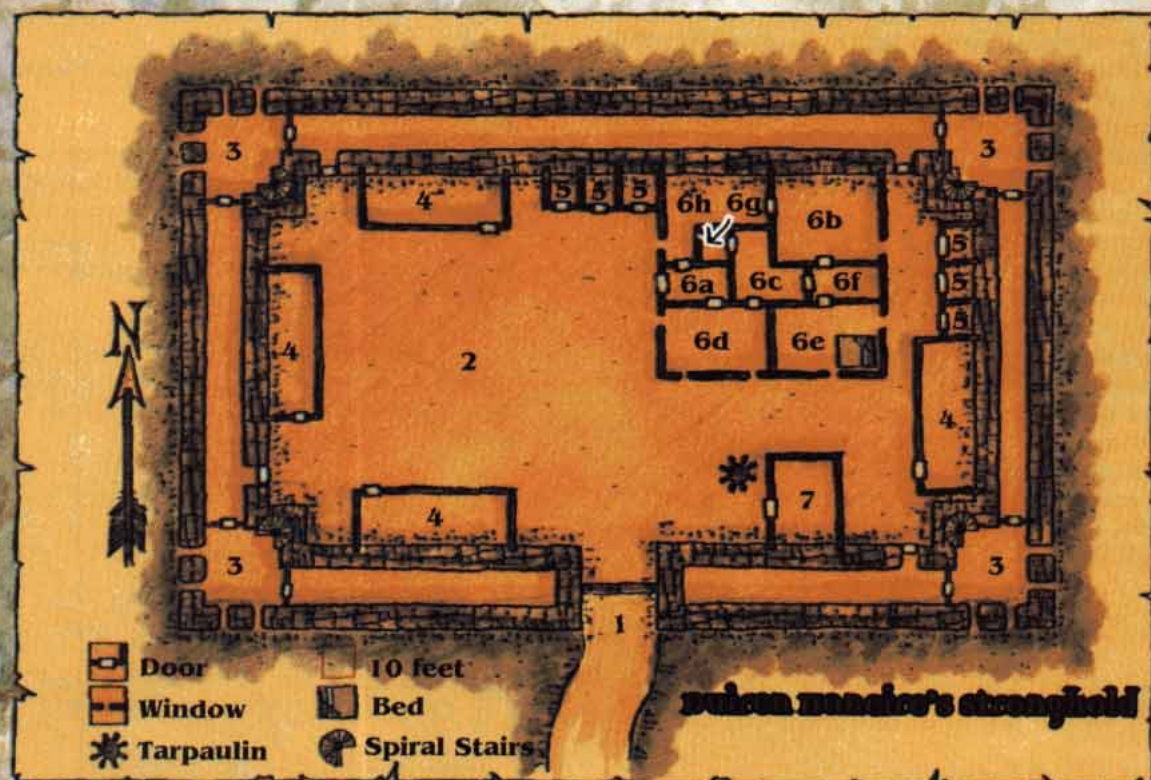
5. Storage Sheds: Along the fort's north and east interior palisades, small storage sheds hold tuns of water, sides of cured beef, weaponry, armor, tubs of various grains, and goods "appropriated" from passing caravans.

6. Duiren Haneire's Home: The central building in the steading acts both as the stronghold's operations post and as the home of the garrison's commander. Constructed entirely of wood, the home looks sturdy and functional rather than decorative. It offers protection from the elements and from attackers, but appears to have few amenities.

6a. Entryway: Haneire has lined the house's plain entry area with benches. Other than the carved doors and polished floors, the area boasts no decoration.

6b. Sitting/Planning Room: The house's northeastern chamber serves two functions. First, it's a place of rest and relaxation. However, it doubles as a strategic planning room for Haneire and his captains. Plans currently lay strewn over the table here. In the daytime, Haneire and his captains can be found here; in the evening, the room stands empty.

6c and 6d. Kitchen and Dining Room: The house's kitchen, though functional, remains barely stocked. Nothing of interest awaits here or in the stronghold's stark dining room.



himself, stealing their bloodlines and their realms for himself. He even calls the theft an act of charity: It's in the PC kingdom's best interest to fall under his rule, the duke claims. Yet, the hunger in his eyes shows that he cares only for his *own* best interests. There's no negotiating with him and precious little chance for escape. Even if the heroes do get away, they can't recover their realms until they divest Raenech of them or kill him—the duke's got too firm a hold for the PCs to retake their rightful realms easily.

Hopefully, the characters instead will defeat Haneire's stronghold. Then, they can search for Hadrien Pelien, who's hiding in one of the storage sheds. This experienced military man claims he did not want to get in the way of the attacking soldiers—his bravery vanished when he saw the trouble capture would put him in.

If the PCs do not immediately investigate the fortress, Pelien waits in his room a few hours, then packs supplies for his journey. He creeps from the stronghold in the darkness and heads toward the capital of Osoerde. However, he doesn't realize the Duke of Osoerde plans to turn him over to the characters in exchange for peace. Raenech doesn't want a full-scale war if he can avert it simply by turning over a traitor who's already served his purpose.

important npcs

♦ **Hadrien Pelien:** (See page 86.)

♦ **Duiren Haneire, Anuirean male, F2:** AC 4; MV 12; hp 16; THAC0 18; #AT 1 (spear); Dmg 1d6; SZ M (5'6"); ML elite (13); AL LE; XP 175. S 15, D 12, Co 12, I 14, W 12, Ch 12. *Personality:* Grasping, ambitious, treacherous.

♦ **Osoerdean guard, F1 (100):** AC 5; MV 12; hp 11; THAC0 19; #AT 1 or 2 (broad sword or bow); Dmg 1d8+1 or 1d6/1d6; SZ M; Int average (8–10); ML average (8–10); AL LE; XP 35.

6e. Bedroom: The bedroom, in the house's southeast corner, is one of the few rooms with some decoration to it. A canopied bed dominates the chamber, and tapestries and portraits hang on the wall. A trap door under the bed hides a chest with 1,500 gp and a *potion of super-heroism*, which Haneire imbibes if a hostile party meets him here. He's in his room only at night.

6f. Vault: The builders of this fortress encased this vault in stone to protect it from fire. The iron-bound door boasts no less than three locks, the middle of which has a poison needle trap (save vs. poison or suffer 20 points of damage; a successful save halves the damage). The vault holds approximately 2½ GB worth of treasure, along with a *potion of flying* and the sword *Crimdrach*, a *short sword* +2.

6g. Servant's Quarters: A tiny chamber in the center of the house is home to Ruinil, Haneire's butler, cook, and cleaning man. Ruinil (3 hp) has served the Haneires all his life, but proves useless in a fight. He keeps nothing of interest in his room.

6h. Guest Room: Hadrien Pelien occupies the guest quarters. The heroes find him here only if they sneaked into the fort (a difficult task). Otherwise, he ran off to hide at the sound of fighting, leaving his sword and mail behind in his hurry.

7. Smithy: Piles of broken weapons sit outside the door of the smithy, a small building in the southeast parade ground. Inside are 10 recently fixed swords and 20 arrowheads and 15 spearheads awaiting new shafts.

During the day, the majority of the stronghold's guards—75 of them—maneuver on the parade grounds inside the stockade, occasionally venturing out for drills in the surrounding hills. At night, a crew of 24 watches the gates and towers, and another guard patrols the grounds. If someone raises an alarm, the other 75 can respond in one turn.

If the guards defeat the PCs, they keep them trussed up until they convince Haneire to trust them not to attempt escape. In a few days, a force of the duke's men arrives to take the player characters into custody.

The trip under guard to Osoerde's capital becomes the PCs' last chance to escape—if they do not, Jaison Raenech kills them

conclusion

If everything goes smoothly, the player characters will have accomplished three particulars. First, they apprehend Hadrien Pelien. Second, they foil the wizard working with Osoerde to disrupt the flow of events. And third, they repel an invasion of their lands. If they achieve all three goals, DMs can use this conclusion as it stands. Otherwise, some adjustments might become necessary.

With Hadrien Pelien in custody, the regent must decide a matter of justice. Should the traitor be executed? Or, since he's so popular among the peasants of his province, should the regent simply punish Pelien and set him free? In any case, the regent's certain to infuriate someone—he'll have to gauge whose anger would hurt him most. His counselors don't want to advise him one way or another (unless they're other PCs), as they fear making the wrong choice. It's entirely up to the regent to sort out this tricky matter. Here are a few options and their probable outcomes:

- ♦ If the regent executes Hadrien Pelien, the Peliens all defect to Osoerde, taking a province rating and one level of loyalty with them. On the other hand, the Bellaens seem well satisfied with the turn of events.
- ♦ Allowing Hadrien to live shocks and appalls the Bellaens. Though they do not defect, their province's loyalty swings a step away from the regent. The Peliens then attempt to make peace with the Bellaens, but the Bellaens will have none of it. The feud continues until the regent steps in to make the two end their petty war.
- ♦ Should the regent exile Hadrien, both sides get angry, but not furious. The Peliens consider exile a better alternative than execution, though the Bellaens think the punishment too light. Though this choice obviously seems best as far as the two families go, it allows Hadrien to live—and as long as he lives, he will hate the regent and those who interfered with his scheme.

Now, the PC regent must decide what to do about the invasion of his lands.

If confronted about the matter, Osoerde claims he'd fallen under the influence of his adviser wizard. While he was mustering his troops for a training exercise, he says, the mage cast a *demagogue* spell on him, forcing him to declare war and invade. He admits he certainly had a vested interest in taking the PC's lands, but claims he never planned to invade. However, once the die was cast, he felt he had to pursue the matter to its end. Though the player characters probably won't believe this story, they have no way to prove it false.

The enemy does, however, offer a formal apology, along with the promise that such a thing will never happen again. Of course, the promises of kings, lightly made, are just as lightly disregarded. If the PCs appear openly skeptical of this apology, the enemy also sends 1 GB to show his remorse at his "unintentional" acts. He doesn't want the heroes constantly seeking to foil his plans, and he hopes the gift demonstrates that he plans no future mischief against them. He *might* be planning exactly that, but he would rather everyone returned to neutrality for now.

Naturally, neighboring kingdoms have watched events to see how the new regents handle themselves. If the PCs continue contesting Osoerde's story, one of Anuire's major domains—Boeruine, Ghoere, or Avani—sends them a diplomatic envoy. The envoy carries a simple message: Let the matter lie. Though the PCs can pursue justice more covertly, it would be best to let the issue of Osoerde's invasion drop for a couple months. The message does not threaten the heroes, but clearly conveys a warning from the other regent: Don't make trouble you can't handle.

Likewise, if the PCs resolved the matter with style, one of Anuire's main players sends a congratulatory note, along with 1 GB, to demonstrate his approval.

Anuirean nomenclature

Ever since the downfall of the Empire, people have associated themselves more with their specific kingdom than with the larger Anuirean land. This reference tells players and Dungeon Masters how to identify residents of each Anuirean domain, as well as its corresponding adjective. (Awnshegh domains are not included.)

Domain	Resident	Residents plural	Things of this origin
Aerenwe	Aerenwean	Aerenweans	Aerenwean
Alamie	Alamien	Alamiens	Alamien
Avanil	Avanese	Avanese	Avanese
Baruk-Azhik	dwarf of Baruk-Azhik	dwarves of Baruk-Azhik	of/from Baruk-Azhik
Boeruine	Boeruinean	Boeruineans	Boeruinean
Brosengae	Brosengan	Brosengans	Brosengan
Cariele	Carielean	Carieleans	Carielean
Coerany	Coeranian	Coeranians	Coeranian
Dhosesone	Dhosesonean	Dhosesoneans	Dhosesonean
Diemed	Diem	Diems	Dieman
Elinie	Elinien	Eliniens	Elinien
Endier	Endieran	Endierans	Endieran
Five Peaks*			
Ghoere	Ghoeran	Ghoerans	Ghoeran
Ilien	Ilienese	Ilienese	Ilienese
Markazor	Markaz	Markaz	Markaz
Medoere	Medoerean	Medoereans	Medoerean
Mhoried	Mhorien	Mhoriens	Mhorien
Mieres	Mierese	Mierese	Mieren
Mur-Kilad	Mur-Kiladan	Mur-Kiladans	Mur-Kiladan
Osoerde	Osoerdean	Osoerdeans	Osoerdean
Rosesone	Rosesonean	Rosesoneans	Rosesonean
The Sielwode	elf of the Sielwode	elves of the Sielwode	of/from the Sielwode
Taeghas	Taeghan	Taeghans	Taeghan
Talinie	Talinien	Taliniens	Talinien
Tuarhievel	elf of Tuarhievel	elves of Tuarhievel	of/from Tuarhievel
Tuornen	Tuor	Tuors	Tuoran
Thurazor	Thuraz	Thuraz	Thuraz

*Residents of the Five Peaks identify themselves by their province's name.



the spider



CLIMATE/TERRAIN: The Spiderfell/Forests
FREQUENCY: Unique
ORGANIZATION: Solitary/Regent
ACTIVITY CYCLE: Any
DIET: Carnivorous
INTELLIGENCE: Very (11)
TREASURE: Domain Treasure (20–30 GB)
ALIGNMENT: Chaotic evil

NO. APPEARING: 1
ARMOR CLASS: –2 for carapace; 4 for underbelly
MOVEMENT: 15
HIT DICE: 13 HD (81 hit points)
THAC0: 7
NO. OF ATTACKS: 3 (claw/claw/bite) or 1 (web)
DAMAGE/ATTACK: 1d10/1d10/1d6
SPECIAL ATTACKS: Web, jump, poison
SPECIAL DEFENSES: Spittle, regeneration
MAGIC RESISTANCE: 15%
SIZE: L (7' tall, 7' long)
MORALE: Fearless (20)
BLOOD: True (Azrai): 95

BLOOD ABILITIES: Animal affinity (spiders-great),
 Bloodform (great),
 Invulnerability (great), Long
 life (great), Major
 Regeneration (great), Std.
 Regeneration (great)
XP VALUE: 14,000

In the days when humans were first arriving in Cerilia, the woods near the modern lands of Roesone were controlled by a goblin tribe. The goblins, who commanded sorcery and dabbled in powers beyond the ken of man, were a force to be reckoned with. Of all of them, Tal-Qazar was the mightiest. He was called the Spiderlord, for once his enemies were ensnared in his traps, they were doomed. He led armies of thousands of goblins and gnolls against the hated elves; many were the elven towers that fell beneath the booted feet of the Spiderlord's humanoids, and many were the elves that fell with poisoned arrows in their sides.

Eventually, Tal-Qazar claimed a large portion of the dark wood and called it the Spiderfell. At the same time, the Andu settlers who called themselves the Deretha drove the elves from the Erebian. The Spiderlord crushed the elves as



the spider



they fled, and only a few survived to reach safety in the elven homelands.

Tal-Qazar's goblins clashed frequently with the Deretha, until the day of Deismaar. The Spiderlord led a mighty host of goblins, and great was the destruction they wreaked along the way. However, the host was all but obliterated by the blast of the gods' destruction, and Tal-Qazar and a few pitiful survivors crept home.

The Spiderlord had absorbed some of Azrai's essence, and he grew to realize the power at his disposal. He used this power to reestablish himself in the Spiderfell, and young goblins flocked to his banner. As Tal-Qazar used his power to gain more money and more infamy for himself, Azrai's blood twisted him, bringing his spiderish nature to the fore.

Tal-Qazar, with no small surprise, soon found himself mutating into the bloated monstrosity that he is today. He tried everything within his reach to remain a normal goblin. However, no amount of surgery could permanently remove the additional legs that kept growing from his hips. No amount of cutting could reduce the spiderish abdomen that replaced his lower torso. The only sure way to halt the transformation was to stop using his blood abilities; if he tried that, the young goblins would try to seize power. And so the transformation continued apace, until the Spiderlord truly became the Spider.

Meanwhile, the Anuireans were driving the goblins back into savagery. Much of goblin civilization was lost when the Anuireans cleared vast tracts of land, and while the Roele emperors could not destroy the Spider, they could contain it and its hordes. Goblin power nearly vanished from Anuire for a time.

The Spider brooded in its wood, sending forth sallies of humanoids into the human lands only to watch them die. Its sanity frayed with each passing year, disappearing with its goblinoid essence.

The Spider now appears as a gigantic, mottled, hairy spider with a muscled goblinoid upper body resting atop it. Its mouth is full of fangs, its ears are pointed, and its eyes are devoid of sanity. It can converse and be bargained with, but its temper swings wildly and it can kill a visitor without a second thought. It does have a twisted sense of honor, however, and it will keep its word—perhaps the last remnant of a once-noble goblin lord.

Combat: Though it is less powerful than the Gorgon and Rhuobhe Manslayer, the Spider is still a foe to be feared. It can scuttle rapidly from side to side, dodging blows all the while. When it attacks, it uses its two powerful clawed hands to swipe at an opponent, and follows with a nasty bite from razored teeth. If the Spider successfully bites an enemy, the opponent must make a saving throw vs. poison with a -2 penalty or fall dead on the spot. Even a successful save inflicts 20 points of damage.

The Spider can jump up to 30 feet in the air and land on

a target 50 feet away with a successful attack roll. This is not a tactic it uses very often in combat, but is valuable for ambush or escape. Still, there are times when a good jump just seems right. . . .

The awnshegh can string a web trail behind it or spin an intricate web. The web can cover an area 40x40x40 feet and holds creatures as the *web* spell. This web cannot be burned away, however. These webs dissolve after a day or two.

If the Spider is in a tight spot, it uses its blinding spittle to escape. This great gob of saliva can hit three people in a 10-foot radius with a successful attack roll on each, and it blinds victims for 1d6 turns. Unless a saving throw vs. poison is successful, this saliva also causes 1d6 damage after 1 round. It can be flushed away with water, but this alleviates only the damage, not the blindness.

The Spider regenerates at the rate of 1 hp per round. It can even regenerate from damage that takes it below -10 hit points. The only way to positively kill the creature is to chop the remnants, set them aflame, and scatter salt over the earth where the ashes lie.

Habitat/Society: The Spider controls the dank forest known as the Spiderfell, in the midst of the Anuirean powers. It is a testament to the Spider's cunning and subtlety that it has survived this long trapped between so many hostile realms.

The Spiderfell is one of the most noisome forests in Anuire, and is filled with pitfalls and natural traps. What appear to be game trails lead into bogs and cairns of dead goblins.

The land is also filled with *live* goblins and gnolls, all scurrying to do the Spider's bidding. Centuries have passed since any of them tried to usurp the Spider's position; tales of that last fool are still told around the campfires at night.

The spiders that fill the Spiderfell are without number. They range in size from a small fingernail to those that can bring down a deer. Most are highly venomous. None of them attack the Spider's henchmen.

Ecology: The Spider's armies are feared by kingdoms far and wide, for they raid without provocation and without warning. Regents who have sought to tame the Spiderfell with massive armies have always emerged from the forest with fewer than half their men and a promise never to enter that wood again.

The Spider commands not only armies of goblins and gnolls, but also has developed a strange control over natural spiders. No one knows the extent of this power, but one unfortunate soul has claimed to have seen the lesser spiders pumping their venom into their leader. Others claim that the Spider enjoys a telepathic link with each and every one of its arachnid minions.

the seadrake



CLIMATE/TERRAIN: The Straits of Aerele/
Baerghos Island
FREQUENCY: Unique
ORGANIZATION: Solitary/Regent
ACTIVITY CYCLE: Any
DIET: Omnivorous
INTELLIGENCE: Average (10)
TREASURE: Domain Treasure (50 GB+
from sunken ships)
ALIGNMENT: Neutral

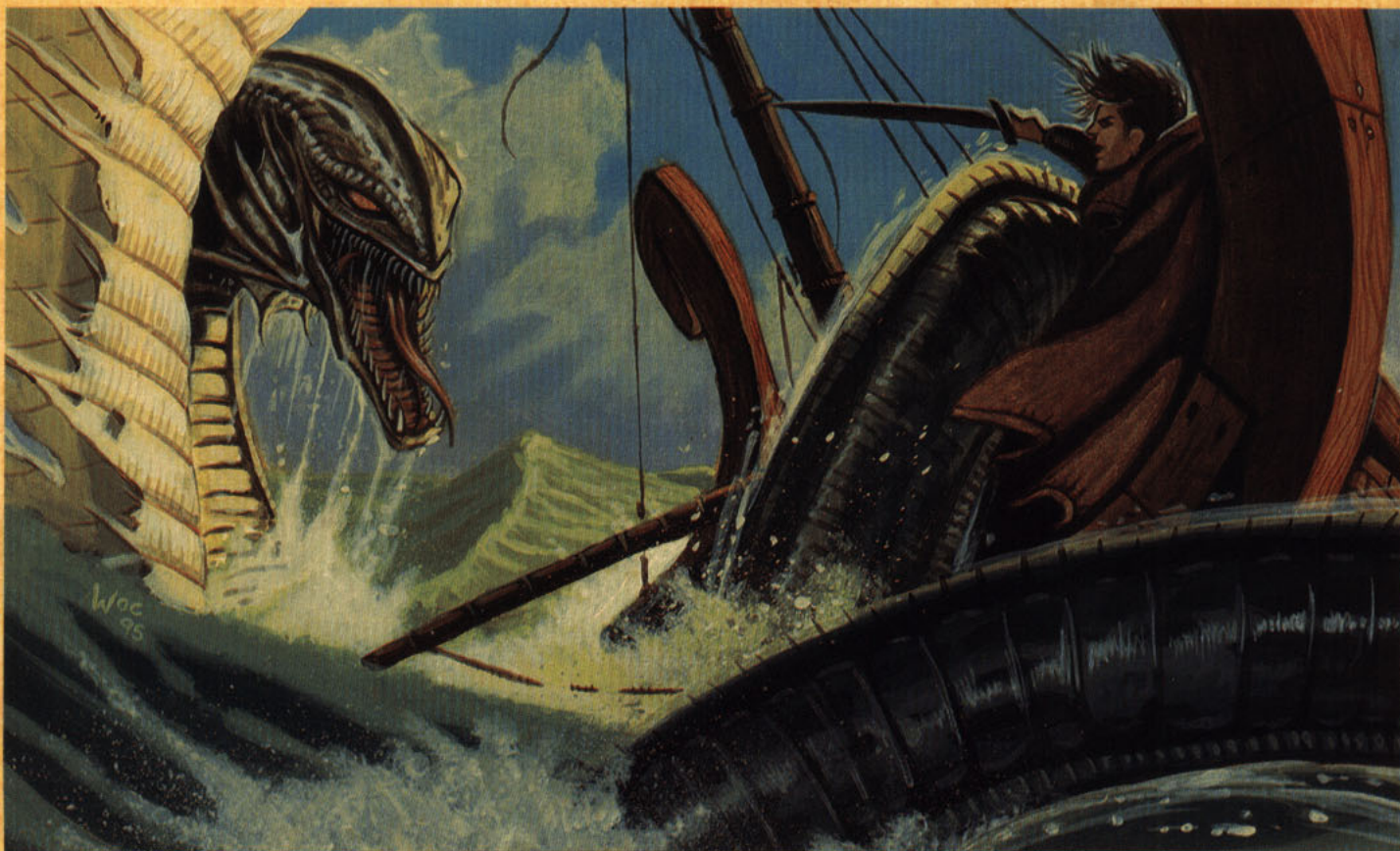
NO. APPEARING: 1
ARMOR CLASS: 0
MOVEMENT: 6, Sw 24
HIT DICE: 15 (100 hp)
THACO: 5
NO. OF ATTACKS: 1 (bite) or 2 (flukes)
DAMAGE/ATTACK: 3d10 or 2d8/2d8
SPECIAL ATTACKS: Crushing coils, swallow
SPECIAL DEFENSES: Regeneration, ink cloud
MAGIC RESISTANCE: Nil
SIZE: L (50' long)

MORALE: Fanatic (17)
BLOOD: Great (Azrai): 80
BLOOD ABILITIES: Bloodform (great), Major
Regeneration (great),
Regeneration (great)
XP VALUE: 14,000

About 600 years ago, when the Roeles still lived to rule Anuire, an Anuirean merchant named Garrilein Suliere sailed the Straits of Aerele, selling grains, steel, and fabrics from Anuire in Mieres, and returning with a cargo hold full of gold and spices. It was a good life; he profited from the trade and helped make others wealthy as well.

Occasionally, he would supplement his cargo with passengers. One mysterious passenger, who paid his weight in gold, proved to be Garrilein's undoing. Though the passage across the Straits lasts only a day, this day would irrevocably change Garrilein's life.

A storm boiled up, and the passenger's cloak was blown from his face. He was scaled and horned, a horrible lizard-like creature, and he began to slaughter the crew where they stood. Though Garrilein was only an average warrior, he



the seadrake



couldn't stand idle while his crew was slaughtered. Summoning all his meager courage, he crept up behind the beast and drove a harpoon through its back. It expired on the harpoon, cursing him all the while.

Whether it was the curse, or whether the slaying awoke Garrilein's latent blood, he gradually took on the beast's scales over the next few years. He soon could not show his face in public and was forced to deal through intermediaries and couriers. His appearance continued to worsen, until at last he slipped into the sea in an attempt to kill himself.

He found that immersion in water couldn't kill him; instead, the salt water of the Straits hastened his transformation and he eventually became a small sea serpent. The years have rendered him larger and more powerful; and although he is not actively evil, his transformation continues without cease.

Although he now has little use for it, the Seadrake still collects treasure. Though he can no longer increase his fortune through honest work, he can now take it from the captains of the vessels that ply the Straits of Aerele. He has terrorized ships for the past 500 years, and after the first few decades, few dared deny him the treasure he seeks.

However, the Seadrake does not take lives unless forced to do so in self-defense. He makes an exception for the pirate ships that attempt to steal what would be his. Apparently, he feels some obligation to earn the money he takes from the merchants; killing the pirates is his trade-off.

The Seadrake appears as a 50-foot-long serpent with a large, fanlike crest adorning his back. He is mottled green and blue, and he blends easily into the sometimes turbulent waters of the Straits. Fangs fill his mouth, and the flukes on his forequarters propel him powerfully through the water. He bears no trace of his former humanity except for his morals and his ability to understand all human speech.

The Seadrake can breathe both water and air without difficulty, but he has trouble moving on land. Although he has been known to pursue enemies onto dry land, he prefers the water, where he's more maneuverable and more dangerous.

Combat: Ship captains give tribute to the Seadrake with little fuss for good reason. His bite causes 3d10 damage, enough to rend a normal man in a single pass of razor-sharp teeth. Alternatively, he can make a crushing attack with his two tremendous flukes, each causing 2d8 damage. Any breakable object must save vs. crushing blow when hit by his flippers or be shattered.

The Seadrake has recently discovered that his great size confers two additional forms of attack. He is now of a size such that he can swallow man-sized enemies; when he

attacks with his bite, a roll of a natural 19 or 20 means that his victim has been swallowed whole. The victim suffers 1d20 damage passing over rows of teeth and into the Seadrake's gullet, then has 1d6 rounds to cut himself free (by causing 20 points of damage to AC 5) before he drowns and burns to death in powerful stomach bile. Only weapons of size S can be used to cut him; there is no room to wield larger weapons.

The creature's other newly found attack is his crushing coil. He can wrap his length around any ship with a deck width of 20 feet or less and crush it. If the ship's wood fails a save vs. crushing blow, the hull splinters and the ship slowly sinks.

The Seadrake can spit an inkcloud from under his flukes to assist his escape. The ink acts as a *darkness* spell with a 50-foot radius underwater; it is ineffective above water.

The Seadrake regenerates 2 hp per round while his wounds are underwater. If a wound is exposed to air for more than 3 rounds, it must heal normally. If reduced to -10 hit points, the Seadrake dies.

Habitat/Society: The Seadrake has no society. He lives alone in a grotto under Baerghos Isle, gazing upon his treasure. A primitive tribe is said to live on the isle and worship the Seadrake as a god, but no one has set foot on the island in over two centuries to verify this.

Ecology: The Seadrake patrols the Straits of Aerele, eating sharks and whales. If these are not available, he can survive on plankton or seaweed. He drags the tribute donated to him by sailors eager to avoid his wrath to his underwater grotto. A few reckless adventurers have pilfered from this grotto over the years, and many more plan carefully to enter when the Seadrake is away, but this is a foolish venture, for the Seadrake keeps no schedule, and can return at any instant. Despite his generally passive nature, he will kill anyone who tampers with his treasure. Although he has no use for the treasure, he enjoys its company and guards it jealously.

A theory has been offered that the Seadrake collects treasure to remind him of his lost humanity. Some say he would do anything to regain that life, or to end this one. They're wrong in one respect—he fights viciously when attacked, as if he were afraid of death.

Travelers on the Straits should be warned: Though the Seadrake can be bargained with, he demands tribute. He is nothing less than unreasonable if denied. No one has lived to tell a tale of escaping the Seadrake by promising to return with more gold. Though he is greedy, he is not stupid. No one escapes an encounter with the Seadrake with a full purse.

rhuobhe manslayer



CLIMATE/TERRAIN:	Rhuobhe/Forests
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Special
INTELLIGENCE:	Genius (18)
TREASURE:	Domain Treasure
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	6 (base); -8 in armor
MOVEMENT:	15
CLASS/LEVEL	Fighter 16/Mage 15
HIT POINTS:	88
THAC0:	5 (base); -2 with sword or bow
NO. OF ATTACKS:	2/1
DAMAGE/ATTACK:	2d4+7 (sword) or 1d8+3 (bow)
SPECIAL ATTACKS:	Create arrows
SPECIAL DEFENSES:	+3 or better weapons to hit, invulnerable to arrows
MAGIC RESISTANCE:	25%
SIZE:	L (7')
MORALE:	Fearless (20)
BLOOD:	True (Azrai): 95
BLOOD ABILITIES:	Awareness (minor), Bloodform (major), Enhanced sense (major), Fear (major), Regeneration (minor)

S: 19 (+3, +7) D: 18 (+3, +3, -4) C: 15 (+1)
I: 18 W: 14 Ch: 17 (8 to nonelves)

Spells Memorized:

1st: Charm person, chill touch, jump, magic missile (x2)
2nd: Blinding fog, fog cloud, levitate, stinking cloud, web
3rd: Blink, dispel magic, fly, haste, lightning bolt
4th: Fire shield, ice storm, minor globe of invulnerability, plant growth, polymorph self
5th: Animate dead, conjure elemental, contact other plane, dismissal, telekinesis
6th: Disintegrate, Otiluke's freezing sphere
7th: Prismatic spray

REALM SPELLS: Demagogue, dispel realm magic,
mass destruction, raze, scry,
subversion, warding

XP VALUE: 21,000

When Rhuobhe Manslayer (pronounced Rove) was a young elf, whiling his time away in the southern Aelvinnwode on the banks of the River Maesil (in the land now known as Ghoere), the human tribes began migrating to Cerilia. Though they were not always peaceful toward the elves (and vice versa), no particular animosity arose between the two species. Thus, the elves sought human aid in counteracting the rising goblin tide.



Rhuobhe manslayer



Humans and elves worked together, though not always side by side, and they learned much about each other. As the humans pushed the goblins back, Rhuobhe found himself fascinated by the newcomers.

Eventually, when the goblins were beaten, the humans began to settle the Cerilian shores. Rhuobhe thought nothing of this and even befriended a few newcomers, showing them the secrets and wonders of Cerilia.

When the humans began to abuse the forests, however, betraying the trust he had placed in them, he had second thoughts. He spoke to his friends and asked them to cease their destructive ways. However, they mocked him and sent him on his way. Bitter and angry, he joined the *gheallie Sidhe*, the Hunt of the Elves, and hunted humans with a fervor heretofore unseen by the elves. Still, the hunters were glad to have him, for Rhuobhe was an excellent killer, and they labeled him Manslayer for his efforts.

When Azrai approached the elves with his plan to destroy the humans, Rhuobhe eagerly signed on. Later, when the elf armies deserted Azrai upon the realization of what he stood for, Rhuobhe remained with the god of evil. Indeed, he was astonished that his fellows would desert their hatreds for the humans so quickly. As a result of his loyalty and his hatred, he was bathed in Azrai's essence and transformed into an abomination.

Rhuobhe Manslayer has since used his powers to further his agenda of human destruction. Establishing himself in a strategically important pass between the Seamists and the Stonecrown mountain ranges, he has harried and bedeviled humans for nearly 1,500 years.

Through the years, the Manslayer's skin has become a dusky gray, like light ash or cold marble. The pupils and irises of his eyes have vanished, leaving cold white orbs. When angry, his new eyes blaze with light and fury. Rhuobhe is one of the most powerful of the Anuirean awnsheghlien, second only to the Gorgon.

Combat: When Rhuobhe prepares himself for combat, his entire realm knows it. Perhaps there's tension in the air, or perhaps a faint rumbling in the earth signals his intent. When he dons *Glaivebreaker* (his suit of *elven plate* +4) and *Anger's Turning* (his *shield* +3), and raises *Heartspiller* (his *bastard sword* +4, *life stealing*) or *Winged Death* (a *long bow* +3), his domain waits with bated breath, eagerly anticipating the destruction of Rhuobhe's enemies.

Rhuobhe need not carry a quiver of arrows with him, for he can summon bolts of energy from the air. The incandescent blue bolts have no bonuses to attacks, though they are treated as +5 enchanted weapons for purpose of hitting creatures with immunities to normal weapons. When these arrows hit, the target must save vs. spell or suffer an additional 1d6 points of damage.

The blood of Azrai has somehow altered Rhuobhe so that he cannot be harmed by arrows, quarrels, or other propelled

missiles. Though catapults, daggers, and axes can injure him, arrows bounce from his skin with no effect.

Nothing invisible escapes his milky eyes. They strip away subterfuge and illusions to reveal the heart of a matter, forcing Rhuobhe's enemies to combat him in the open. However, his sensitive eyes can not tolerate bright light; in highly illuminated areas, he attacks with a -4 penalty. He can no longer walk in the daylight world as he was wont to do before his transformation. He is a creature of the twilight now, and he curses those who have the ability to enjoy the day.

Rhuobhe is also a potent sorcerer. He can cast spells in combat while wearing his plate armor, though his hands must be free to do so. It is said that he regularly consorts with creatures from the nether planes, binding them to his bidding and learning arcane secrets from them. Though this is probably mere superstition—a tale to frighten small children—it tangibly adds to the very real aura of menace that hangs about the elf.

Habitat/Society: Rhuobhe now spends his time plotting the downfall of humanity from his fortress, Ruannoch, on the shores of a snow-fed lake at the base of the Seamist mountain range. He has gathered a force of many hundreds of elves to him, and is training them to destroy neighboring kingdoms.

His tower is a blackened spire, the base of which is a tremendous tree stump. The lower portion is surrounded by a wall of thorns, with only a small, well-guarded path to the portcullis. Cages hang from outcroppings on the spire, filled with the skeletons of elves treacherous to his cause, and humans who've foolishly attempted to destroy the Manslayer.

Ecology: Rhuobhe has undergone a remarkable metamorphosis. Throughout his long years of life, he has become more and more lawful, his life dedicated more to preserving and expanding the elven way of life at the cost of enjoying his own. Though Cerilian elves are traditionally chaotic, he has drifted into the realm of neutrality. Thus, some would say that he no longer represents the elven way, and is therefore unfit to drive the humans from Cerilia.

the gorgon



CLIMATE/TERRAIN: The Gorgon's Crown/Anuire
FREQUENCY: Unique
ORGANIZATION: Solitary/Regent
ACTIVITY CYCLE: Any
DIET: Carnivorous
INTELLIGENCE: Supra-genius (19)
TREASURE: Domain Treasure (over 100 GB)
ALIGNMENT: Lawful evil
NO. APPEARING: 1
ARMOR CLASS: 0 (base); -10 in armor
MOVEMENT: 9

CLASS/LEVEL: Fighter 25, Wizard 16
HIT POINTS: 170
THACO: -4 (base) *;
 -8 (Strength plus spec.)

NO. OF ATTACKS: 2 (fists)
 5/2 (specialized weapon)
 2/1 (ordinary weapon)

DAMAGE/ATTACK: 1d8 (fist) or by weapon;
 +8 Strength bonus.

SPECIAL ATTACKS: Kick, gaze attack, weapon
 specialization

SPECIAL DEFENSES: +2 or better weapon to hit,
 immune to gaze attacks

MAGIC RESISTANCE: 40%

SIZE: L (10')

MORALE: Fearless (20)

BLOOD: True (Azrai): 100+

BLOOD ABILITIES: Alertness (minor), Bloodform
 (great), Divine aura (great),
 Heightened ability (great), Long
 life (great), Poison sense
 (minor), Regeneration-Std &
 Major (great)

S: 20 (+3, +8) **D:** 15 (0, 0, -1) **C:** 21 (+6)

I: 19 **W:** 18 **Ch:** 18

XP VALUE: 32,000

* Note that a roll of 1 always misses.

The Gorgon began life as Raesene, the oldest child of his father, the Lord of the First House of the Andu. From an early age, it seemed clear that he would help to shape the future of Cerilia. However, as a bastard child, the glory and attention went to his two legitimate half-brothers, Haelyn and Roele. Though his outward demeanor never betrayed him, Raesene envied them this attention and coveted it.

Nonetheless, he taught them what he knew of swordplay and horsemanship, and his tutoring gave them an excellent grasp of the fundamentals of warfare—fundamentals that would prepare them well and earn them praise. Raesene did not remain their teacher for long; as a man seven years Roele's senior, he hungered to see the world. On his sixteenth birthday, he left home to explore Cerilia.



the gorgon



When he returned, battle-hardened and scarred, his father gave him the title "the Black Prince" to reflect the bleakness inside Raesene. Still, Raesene served his father nobly, as well as his brother Roele when the Lord Andu passed away. But none could guess what lay in his heart.

Then Azrai came to Cerilia. He studied Raesene and saw the kind of heart that his lieutenant would need, so the two made a pact. While Haelyn and Roele gathered the armies of the Andu, Raesene began his betrayal, drawing aside conspirators to aid him in his plan. As the Andu retreated to Deismaar, Raesene sprang his betrayal. His loyal followers slaughtered thousands of the Andu and their allies, then joined the armies of Azrai. The rest, as they say, is history.

Raesene was in the height of battle with Roele when the gods destroyed themselves atop Deismaar. Raesene absorbed much of Azrai's essence—nearly as much as the Vos Kriesha and Belinik did. Raesene was the first to discover bloodtheft, and later the first of the awnshegh to discover that the abominations could grow more powerful through the rule of land.

Not long after Deismaar, he established his kingdom north of Anuire and began his generational harvest of the new bloodlines. He had spent many of the years since Deismaar cultivating and then destroying bloodlines, as well as raising army after army to sweep across Anuire. No one could know Raesene's mind, and those who have tried to learn have been destroyed, as are those who try to challenge him.

Though it has been said that the Gorgon (as he came to be called) stole the bloodline of Roele when he slew Michael Roele, this is not known to be true. Some regents of Anuire have whispered that Michael somehow managed to foil the Gorgon, sapping his strength, thus preventing the Gorgon from dominating Anuire.

The Gorgon most recently appears as a stony skinned humanoid with horns atop his massive head. Hooves and goatlike legs adorn his lower half, and giantish strength allows him to carry his heavy frame. Little trace of humanity is revealed in his features; he has become almost entirely a creature of evil.

Some say that Daen Roesone, the founder of modern Roesone, is distantly descended from this most fearsome of awnsheghlein.

Combat: The Gorgon was an excellent warrior as a human, skilled with most weapons and specialized in a few. Now, with a thousand and more years of practice, he has become specialized with nearly every weapon found in Cerilia. The DM must decide which few weapons the Gorgon has *not* specialized in.

As if his physical prowess were not enough, the Gorgon also has a potent gaze attack, effective to a range of 60 feet, which he can activate at will. By taking one round to concentrate on an opponent, he can either turn the opponent to

stone or cause him to fall dead. The first application is allowed a saving throw vs. petrification with a -2 penalty, while the second requires a save vs. death magic. If a victim meets the Gorgon's gaze, he suffers an additional -2 penalty. If the victim is within 10 feet of the Gorgon, the save suffers another -2 penalty.

The Gorgon's legs can deliver a powerful kick to those foolish enough to stand behind him. He can deliver this attack while making an ordinary attack with a weapon, although his AC decreases by 2 points for that round. The kick causes 2d6 damage.

His defenses are as formidable as his offense. His stony skin gives him a base AC of 0. His giant-sized suit of *plate mail* +5 (called Kingstopper), his *shield* +5 (called A Gentle Word), and his magic resistance make him nearly invulnerable. In addition, he can be hit only by weapons of +2 or greater enchantment.

Habitat/Society: The Gorgon rules a huge expanse of land northeast of Anuire called the Gorgon's Crown. He also controls a goblin kingdom and the neighboring dwarves. A few decades ago, his hordes overran the Brecht realm of Kiergard, devastating it and leaving it desolate.

The Gorgon's Crown is a wasteland of mountains, valleys, and sheer cliffs that rain boulders down on the heads of unwary travelers. At the center of this land is a forest of pines that stays green no matter how noisome the fumes from the nearby volcanoes, and that stays firmly planted despite mild earthquakes that occasionally rock the region.

At the center of this pine forest sits Kal-Saitharak, the Gorgon's castle. From here he commands his hordes; from here, death wings forth to sweep across the lands of Anuire. The castle, made of black obsidian, is a mammoth affair, with towers rising into the clouds and dungeons extending deep into the heart of the earth. The throne room of the Gorgon is well appointed, with several tighmaevril weapons hanging within easy reach of the throne. Rumors tell (although this is impossible to verify) that the Sword of the Anuirean Empire hangs among them.

The Gorgon has ordered some of the mercenaries who serve him to kidnap miners and smelters, so that the iron mined in the Crown can be smelted into weapons. The lurid glow of these smelters mixes into the hazy air that constantly hangs over the Gorgon's Crown.

Ecology: As a singular creature, the Gorgon does not have a niche in the ecology, and no one knows what sort of uses might be derived from his hide. It is known that the creature is becoming more and more stony as the years pass, reflecting the granite hardness of his heart. Perhaps one day he will become a statue entirely, and thus remove this potent menace from Anuire.

Orog



CLIMATE/TERRAIN:	Mountain, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average to High (10-14)
TREASURE:	C, O, Q×10, S (individual L)
ALIGNMENT:	Neutral evil

NO. APPEARING:	4-16
ARMOR CLASS:	3 (10)
MOVEMENT:	9
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon +2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6½' tall)
MORALE:	Elite (10-14)
XP VALUE:	120

Orogs are a subterranean race of miners and warriors that inhabit Cerilia's mountain ranges. Their dark fortresses and holds can be found concealed in remote gorges or hidden in great underground caverns. The orogs consider all other races to be their enemies, and live in a state of perpetual warfare; in recent years, they've established several strong footholds on the surface.

Orogs stand taller than humans but have short, stocky legs. An orog has a thick, barrel-chested torso, long, powerful arms, and a somewhat apish face with a short, snubbed muzzle and flat nostrils. The creatures' skin is hairless and ranges from leathery gray to black.

Orogs are excellent metalworkers and commonly wear heavy banded mail. Tribal colors are displayed proudly on cloaks, surcoats, or standards. Despite their brutish appearance, orogs are very intelligent and have a firm grasp of tactics and strategy.

Combat: Orogs are very strong and gain a +2 bonus to damage rolls with any handheld or thrown weapons. They favor axes, maces, polearms, and heavy long swords. Crossbows are also popular.

Orogs are nauseated and blinded by bright sunlight, and suffer a -2 penalty to attack and saving throws in such conditions; even cloudy days give them -1 penalties. This aversion to daylight makes daytime travel difficult, so tunnel networks are often excavated to allow movement in the vicinity of an orog holding without emerging into the daylight.

A band of orogs is led by a 6 HD chieftain with THAC0 15 and a +4 bonus to damage rolls. The chieftain is advised by a 5 HD battle priest who wields the spell powers of a 5th-



level cleric. The chieftain is guarded by 2-12 orogs of at least 16 hp each in plate mail (AC 2), with a +3 bonus to damage rolls. For every 20 orogs, one subleader equal to a guard will be present, as well as a 3 HD battle priest with the powers of a 3rd-level cleric.

Orogs domesticate a fierce variety of giant lizard equal in all respects to subterranean lizards. Raiding parties that need to move fast are often mounted on lizards, as are leaders among larger war bands. These creatures are described in the *MONSTROUS MANUAL*™; basic statistics follow.

Subterranean Lizard: AC 5; MV 12; HD 6; THAC0 15; #AT 1; Dmg 2d6; SA double damage on a natural roll of 20; SD nil; SZ H; ML Average; XP 650.

Habitat/Society: In the distant past, orogs were surface dwellers who were driven underground during a series of genocidal wars against the dwarves. They managed to survive by adapting to their new environment. The orog fortresses, home to 4d6x10 individuals, are supported by gathering underground fungi and raising livestock, as well as extensive hunting and raiding on the surface.

The orogs view each and every member of their society as warriors. Military virtues are embraced by their society, and sheer strength is respected as well. The priests of the orogs' nameless patron power are extremely powerful and influential, and entire tribes march at the words of the high battle priests.

goblin, cerilian



CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Clan or tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to High (8-14)
TREASURE:	Lair C, individual K
ALIGNMENT:	Lawful evil
NO. APPEARING:	4-24
ARMOR CLASS:	Common 7 (10) Elite 5 (10) Huge 3 (10)
MOVEMENT:	6
HIT DICE:	Common 1-1 Elite 1+1 Huge 3+1
THAC0:	Common 20 Elite 19 Huge 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (+1 huge)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Common S (4') Elite M (6') Huge L (7')
MORALE:	Average to Elite (10-14)
XP VALUE:	35, 65, or 120

Goblins are common in Cerilia and control numerous kingdoms in the more desolate and dangerous parts of the land. The Five Peaks Tribes, Thurazor, Markazor, Urga-Zai, and Kal Kalathor are all held by goblins. Some of these states are recognized by their human or demihuman neighbors as true kingdoms. No one likes having goblins for neighbors, but in some cases, there are too many goblins for the humans to seriously consider clearing them out.

In Cerilia, all races of goblinkind are considered one species, despite large variations in size, strength, and appearance. Common goblins are generally equal to the goblins described in the *Monstrous Manual*; they make up about 50% of the goblin tribes. Elite goblins are roughly equal to hobgoblins, and account for about 30% of the population. Huge goblins are equivalent to bugbears, and make up about 20% of the tribes.

Regardless of size, all goblins are identified by their squat, bandy-legged builds, flat faces, pointed ears, and wide mouths filled with sharp teeth. Their skin color ranges from grayish-green to dull brown, and their eyes tend to glow with a reddish, evil light when they're agitated. All goblins speak one language, although significant variations in dialect exist from clan to clan.

Combat: Cerilian goblins aren't hindered by sunlight,

although they prefer overcast days. They have infravision to a range of 60 feet. Common goblins usually wear leather armor and carry shields, but will use heavier scale or chain mail when they can get it. Elite goblins and wolfriders wear scale mail, and huge goblins often wear banded or splint mail. All goblins favor spears, polearms, morning stars, axes, maces, and short swords. Most common goblins prefer to fight as skirmishers, slingers, or archers.

Goblin leaders make up about 5% of the population and can be classed NPCs, as shown.

	Fighter	Priest	Magician	Thief
Common	1st-4th	1st-6th	1st-6th	1st-10th
Elite	1st-8th	1st-8th	1st-8th	1st-8th
Huge	3rd-10th	1st-4th	1st-3rd	-

These leaders will have abilities and magical items appropriate to their class and level. Ninety percent of classed goblins are fighters, priests, and thieves; magicians are extremely rare.

Goblins domesticate wolves, and most goblin steadings are guarded by 2d4 wolves per 50 goblins. About 25% of such wolves are dire wolves; common goblins can ride these creatures.

Habitat/Society: Goblins live in clan steadings with a dozen or more extended families (6d6x10 individuals) sharing a small hill fort. Goblin society represses females, who are expected to take care of most domestic tasks. This includes supervising slaves and captives. Goblins trade slaves between clans often, and frequently mount raids in search of more captives.

Goblins rarely engage in farming, but they commonly tend livestock; leather, dried beef, and mining products are their chief exports. Goblin states tend to be warlike and aggressive, raiding nearby lands, hiring out as mercenaries, or demanding heavy tolls from passing merchants.

giant, cerilian



CLIMATE/TERRAIN:	Forest	Ice
	Any forest	Northern Cerilia
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Family
ACTIVITY CYCLE:	Day	Any
DIET:	Herbivore	Carnivore
INTELLIGENCE:	Average (8-10)	High (13-14)
TREASURE:	None	E
ALIGNMENT:	Neutral good	Lawful evil
NO. APPEARING:	1	1-4
ARMOR CLASS:	2	1
MOVEMENT:	9	12
HIT DICE:	16+6 hp	15+7 hp
THACO:	7	5
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d8+8	1d12 or 2d10+9
SPECIAL ATTACKS:	Entangle	Cold magic
SPECIAL DEFENSES:	None	Immune to cold
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (14' tall)	H (16' tall)
MORALE:	Champion (15)	Fanatic (18)
XP VALUE:	9,000	12,000

Several varieties of giant live in the wilder areas of Cerilia. For the most part, they prefer to leave their smaller neighbors alone, minding their own business and expecting others to do the same. Hill giants are common in the northern foothills and downs; they're more solitary than described in the *Monstrous Manual*[™] and lean toward a neutral alignment. Mountain giants are larger than hill giants and more powerful. Stone giants are rare creatures closely tied to elemental rock; they're reclusive creatures who inhabit the most inaccessible peaks. A few storm giants dwell along Cerilia's rocky coasts. Refer to the *Monstrous Manual* for information on these creatures.

Fomorians are known as the *foimorien* in Cerilia, and inhabit desolate marshes and forests. Unlike the other races of giant, they're inclined toward raiding and pillaging their neighbors. Finally, Cerilia is home to two unique species of giant: the forest giants and the ice giants.

Forest Giants

Forest giants are found in the deepest regions of Cerilia's woodlands, far from human settlement. They are peaceful creatures who guard the forest against evil incursions and destructive logging or clearing. A forest giant is a huge, gnarled humanoid with rough woodlike skin, a great mass of dark leafy hair and a long beard, and long, rootlike fingers and toes. They often send down roots and sleep for years at a time.

In combat, forest giants strike with a single blow of a mighty fist. They can *speak with plants* and *speak with animals*

at will. Once per day, they can *call woodland beings* and also cast *hold plant* , *hold monster* , and *wall of thorns* . Once per turn they may cast *entangle* . Forest giants are vulnerable to fire and suffer 1 extra point of damage per die of damage rolled.

Forest giants often aid adventurers who serve the cause of nature. They're slow to anger, but they have no mercy for those who defile the woodlands.

Ice Giants

The cold wastes of the northern mountains and glaciers are home to Cerilia's ice giants, a race of cruel and spiteful creatures. Ice giants can't exist outside of areas covered with snow and ice; during the summer, they're forced to withdraw to the safety of the pack ice and remain there. However, this does not prevent them from dreaming of expanding their frozen domains.

Ice giants resemble frost giants in most ways, but they're sheathed in rime and jagged ice shards. Mere contact with an ice giant's frozen body is equal to a *chill touch* spell. Ice giants hurl gigantic iceballs that inflict 2d10 points of damage and shatter for 1d10 points of cold damage in a 5-foot radius. Victims of an iceball attack must roll a saving throw versus spell; failure indicates the equivalent of a *chill touch* spell.

Ice giants can cast *fog cloud* once per turn. Once per day they may cast *wall of ice* , *ice storm* , or *cone of cold* . In addition, an ice giant can *conjure elemental* once per day; the elemental is always a water elemental (in an icy form), obeys the giant, and never turns on him.

Ice giants await the onset of winter to leave their frozen fortresses and raid the Vos, Rjurik, and Brechtür lands in northern Cerilia. In especially cold winters, they have been known to attack the lands south of the Stonecrowns and the Silent Watch.



dragon, cerilian



CLIMATE/TERRAIN: Mountains
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (15–16)
TREASURE: H, S, T
ALIGNMENT: Any neutral

NO. APPEARING: 1
ARMOR CLASS: 0 or better
MOVEMENT: 9, Fl 24 (C)
HIT DICE: 15 (base)
THACO: 6 (base)
NO. OF ATTACKS: 3+special
DAMAGE/ATTACK: 1d10/1d10/2d12
SPECIAL ATTACKS: Breath weapon, magic use
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Variable
SIZE: G (40' base)
MORALE: Fanatic (17–18)
XP VALUE: 22,000 (Old) +2,000 per age category over Old

The dragons of Cerilia are an ancient race, predating even elves and dwarves. They once existed in great numbers, but now only a handful live in the Drachenaar Mountains and in lands far across the sea.

Dragons are extremely intelligent, and they preserve knowledge and lore older than mankind. However, dragons greatly dislike being troubled by intruders and view any non-dragons as dangerous vermin to be exterminated if they venture too close to a dragon's lair.

The dragons of Cerilia are all members of a single species, unlike dragons on most other worlds. They are long, serpentine creatures with short legs and a pair of great, leathery wings. Their bellies are protected by thick folds of leathery skin; iron-hard scales protect the upper surfaces of the dragon's body and limbs. They range in color from a reddish rust-brown to an iron gray. Their bellies are usually paler than their scales.

Dragons speak their own tongue, and about 50% also speak dwarvish or elvish. They haven't bothered to learn the language of any younger races.

No young dragons are known to exist on Cerilia; all Cerilian dragons fall into the age categories of old, very old, venerable, wyrm, and great wyrm. The table below lists modifiers (based on age) to the dragon's base Hit Dice, Armor Class, breath weapon, magic resistance, and combat abilities. The combat modifier is a bonus to all attacks *and* damage for the dragon's physical attacks.

Combat: Most dragons don't care for physical encounters, and prefer to use intimidation, spells, breath weapon, and other abilities before engaging in melee. All Cerilian dragons radiate *fear* in a 50-yard radius. In addition, any creature that meets the gaze of a dragon must save versus spell at a –4 penalty or be *paralyzed* in terror for 2d4 turns. If the dragon wishes to spend an entire round concentrating on a victim who has met its gaze, it can use the powers of *feeblemind*, *geas*, or *suggestion* on the victim with no saving throw.

The breath weapon of a Cerilian dragon is a stream of burning venom, combining the worst properties of acid and fire. It affects an area 60 feet long and 5 feet wide. The dragon may breathe once per six melee rounds.

Age Category	Hit Die Modifier	Combat Modifier	Armor Class	Breath Weapon	Magic Resist.
Old	+4 HD	+8	0	12d6+12	35%
Very Old	+5 HD	+9	–1	14d6+14	40%
Venerable	+6 HD	+10	–2	16d6+16	45%
Wym	+7 HD	+11	–3	18d6+18	50%
Great Wym	+8 HD	+12	–4	20d6+20	60%

Dragon Magic: All Cerilian dragons are powerful spellcasters, equivalent to wizards of 9th–16th (1d8+8) level. However, dragons are able to use spells only from the schools of abjuration, alteration, conjuration/summoning, and divination. Victims of dragon magic suffer a saving throw penalty equal to the dragon's Armor Class modifier due to its age; thus, a victim of a wym's spells suffers a –3 penalty to saving throws.

Habitat/Ecology: Dragons are a vanishing race. Once they warred incessantly among themselves, but for the last few millennia, they have avoided fighting each other. As they grow older, they spend more time sleeping; the dragons typically nap for twenty to thirty years at a time.

When a dragon awakens, its first thought is food. Evil dragons won't hesitate to raid nearby human and demihuman settlements, but good dragons usually limit themselves to wild game.

Dragons have memories of many things forgotten by other races. Each dragon is the equivalent of a sage in several areas of magical, natural, or extraplanar lore. Some dragons have been known to share their knowledge with mortal supplicants, but as a rule, dragon lore comes couched in riddles and mystery.

weapons and armor of the cerilian races

Avanian Elite Foot Guard
(Anuire)



This guard is from a lesser Avanian House. He wears *field plate armor* (a), which allows better agility than full plate for fighting on foot. His sworn lord is identified by his *tabard* (b); in this case, one of Prince Avan's vassals. He wears no helm, but his *chain coif* (c)

protects his head until he dons his helmet. Once the helmet is added, the coif not only provides extra protection, but also ensures that the helmet fits snugly on his head.

The guard's *partisan* (d) allows him to unseat mounted opponents as well as inflict grievous damage to enemies on foot while keeping them at a safe distance. He also carries a heavy *long sword* (e) for hand-to-hand combat. Note that this guard is left-handed, as his sword is worn on his right side.

Guards of this sort are favored by Anuirean regents. They are excellent foot infantry, and the mere sight of them sometimes intimidates enemies from taking the field.



Berhagen Merchant
(Brecht)



The Brecht are skilled seafarers, and have refined their arms and armor to serve them well while away from land. The *rapier* (a) and *dagger* (b) are light weapons preferred for their ability to keep enemies at bay, trap the enemy's weapons, and pierce the leather armor

preferred by ocean travelers.

His *leather armor* (c) is creased and jointed to allow maximum movement. It is relatively easy to remove should the warrior find himself unexpectedly in the water. It is worn over a *doublet and tunic* (d) in the latest Brecht fashion. His *oiled sealskin cloak* (e) protects him from the biting *Krakennaurricht* winds and winters.

The *belt* (f) slung over his left shoulder hides the scabbard for his rapier. Both of his weapons are slung on the same side of his body for a rapid draw; since he is left handed, the weapons are worn on his right side.

Mesiran Cavalry Officer
(Khinasi)

This cavalry officer wears a *cotton cloak* (a) to keep the dust and sun off his armor and to conserve his body heat on cold Khinasi nights. His *scimitar* (b) is an example of Mesiran steel; the decorations on the blade mark his station in the cavalry (captain). He wears *improved mail* (c) specially fitted for horseback riding. It combines the best features of chain and banded mail without the drawbacks of either. The *nasaed helm* (d) and *chain coif* (e) protect his head from the blows of enemies, as well as the weather. The helm is out of style in Anuire, but is still popular in Khinasi.

The *ritual scarring* (f) on this man's cheeks identifies him as a retainer of the family of el-Mesire, although he is not an actual member of the family.

weapons and armor of the cerilian races

Halskapan Housecarl
(Rjurik)



This Rjurik raider is clearly a man of importance, as indicated by his *chain shirt (a)*. Chain is generally reserved for warriors of the rank of Housecarl and up (a rank generally equivalent to the Anuirean knight). Although the Rjurik do not

bestow honors akin to knighthood, Housecarls are trained warriors in the service of a lord, and serve virtually the same purpose.

The *nasaled helm (b)* is out of fashion in Anuire, but it allows good peripheral vision and provides adequate protection. The *heavy wool cloak (c)* keeps Rjurik's chill off the chain mail, and the *padded leather shirt (d)* insulates the wearer from any weather that penetrates the cloak.

The housecarl is armed for battle with another Rjurik clan, as indicated by his *long sword (e)*. It is a fine example of Rjurik steelwork designed to pierce chain mail. If the raider were preparing for battle against an Anuirean knight, he would bear a claymore (a weapon more effective against plate mail). The *seax (f)*, the Rjurik version of the short sword, is designed for close combat, while the *Halskapan long bow (g)* attacks enemies at a distance.

Rovninodensk Boyar (Robber Baron)
Vosgaard

The boyar is a man of serious importance in his home province. His *war spear (a)* is made of fine steel, as compared to the iron weapons of Vos commoners. Its barbs are specially hooked to tear an enemy's flesh, causing pain all the while.



The *spikes*

(b) serve two purposes: piercing the enemy and creating a fearsome image. The *chain (c)* at the boyar's waist supports his backup weapon: a shining, spiked flail. He wears *vambraces (d)* on his forearms to deflect blows and, in the case of his left arm, to deliver another brutal attack to an enemy.

The *fur cloak (e)* provides warmth in chilly Vosgaard winters and doubles as a bedroll. The *helmet (f)* is spiked, furred, and semi-nasaled, lending the appearance of glowering hatred. The *leather scarf (g)* protects against the Vosgaard wind and offers some protection against glancing blows. His *armor (h)* is made of chain and overlapping plates, providing excellent protection and mobility. Soft leather sleeves allow his arms a full range of motion.



player's domain tracking map



Roesone

The Spiderfell



domain record sheet



Domain Name: ROESONE Regent: MARLAE ROESONE Bloodline Strength: MAJOR/24
 Capital Province: CAERCAS Race/Class/Level: AN/F5 Bloodline Derivation: BRENNA
 Domain Power: 30 Current Regency Points: 56
 Domain Maintenance Cost: 14 Court Maintenance: 3 Diplomacy Effects: -2 TO ALL DIPLOMACY
 Treasury: 15 GB

PROVINCE	TERR.	LEVEL	CASTLE	LAW	TEMPLE	GUILD	SOURCE	TAX/COLLECTION	LOYALTY	REGENCY
ABBATHUR	FOREST	3/4		1				MODERATE/1d4	AVERAGE	4
- TOWN ABBADIEL										
BELLAM	PLAINS	3/2		2				MODERATE/1d4	HIGH	5
- TOWN GHEADAN FORGE										
CAERCAS	PLAINS	4/1	4	2				MODERATE/1d4+1	HIGH	6
- CAPITAL PROUD GLAIVE										
DUERLIN	PLAINS	3/2						MODERATE/1d4	AVERAGE	4
EDLIN	PLAINS	3/2		1				MODERATE/1d4	AVERAGE	4
FAIRFIELD	PLAINS	3/2		1				MODERATE/1d4	AVERAGE	4
- TOWN OF FAIRFIELD										
GHORIED	PLAINS	2/3		1				MODERATE/1d3	AVERAGE	3
$\uparrow$ LAW HOLDINGS CAN SHAKE DOWN OTHERS										
								AVERAGE COLLECTION: 18		
								TRADE ROUTES: 9		
								AVERAGE INCOME: 27		

Lieutenants/Counselors
SENECHAL GAERED BIERGEN

Armies

UNIT LOCATION

2 ARCHERS GHORIED
 1 ARCHER FAIRFIELD
 1 PIKE FAIRFIELD
 1 KNIGHT CAERCAS
 1 ARTILLERIST CAERCAS

UNIT LOCATION

2 PIKES BELLAM
 1 INFANTRY BELLAM

Trade Routes

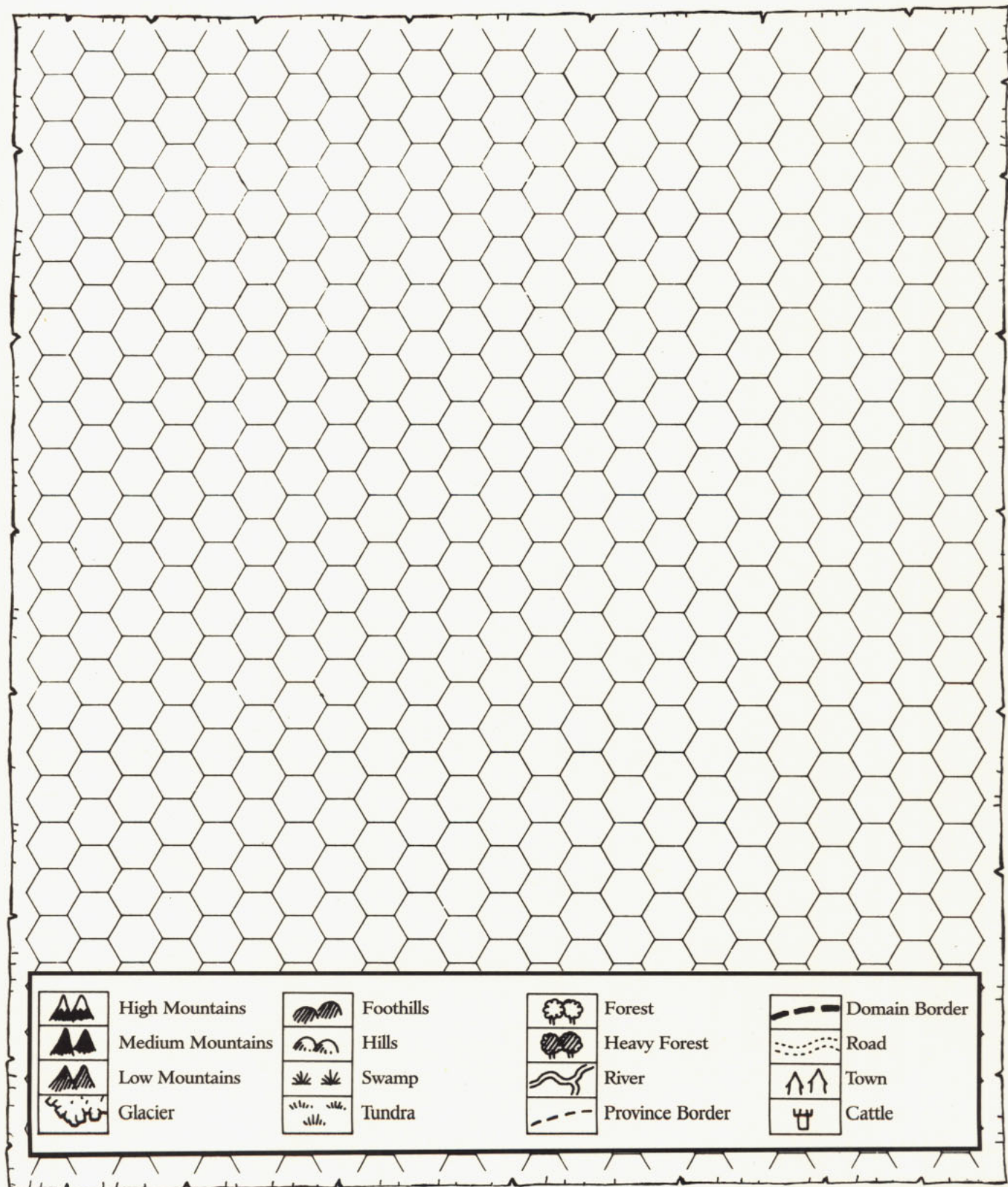
PROUD GLAIVE / CAERCAS (4) TO ILIEN (7): 5 GB / TURN

BELLAM (3) TO SHIELDHAVEN (6) / MHORIED: 4 GB / TURN

Treasury: _____

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

domain map



	High Mountains		Foothills		Forest		Domain Border
	Medium Mountains		Hills		Heavy Forest		Road
	Low Mountains		Swamp		River		Town
	Glacier		Tundra		Province Border		Cattle

domain turn summary



This card is provided as a handy reference to the sequence of play and possible actions in the domain turn. On the reverse is a Master List of Actions which briefly describes each possible action a PC regent can take in a domain turn.

sequence of events

1. Roll for Random Events

The DM rolls a random event for each active domain, using the random event table (Table 20) in the Rulebook. (The table is also printed on the DM Screen.)

2. Determine Domain Initiative

Each active regent rolls 1d10 and adds his character level. The highest roll wins domain initiative and has the option of taking action first.

3. Collect Regency Points

Each regent receives Regency Points equal to the sum of his Domain Power or his bloodline, whichever is less.

Feature	Classes that Collect Regency
Guild	Thief, Ranger, Bard*
Law	Warrior, Priest*, Thief*
Source	Mage
Temple	Priest, Paladin
Province	All
Trade Route	Thief (1 RP per GB produced)

* Characters of this class collect regency equal to *half* the holding's level, rounded up.

4. Taxation, Collection, and Trade

Each active regent collects Gold Bars from his domain by performing Taxation, Collection, and Trade. Trade routes generate Gold Bars equal to the average of the two connected provinces.

Province Rating	Province Taxation		
	Light Taxes	Moderate Taxes	Severe Taxes
0	-	-	d3-2*
1	d3-2*	d3-1*	d3
2	d3-1*	d3	d4
3	d3	d4	d4+1
4	d4	d4+1	d6+1
5	d4+1	d6+1	d8+1
6	d6+1	d8+1	d10+1
7	d8+1	d10+1	d12+1
8	d10+1	d12+1	2d8
9	d12+1	2d8	2d8+2
10	2d8	2d8+2	2d10+2

* Treat a negative result as 0; no taxes are collected.

Guild and Temple Collection

Province Rating	Holding Level				
	1	2	3	4-5	6+
0	-	-	-	-	-
1	d3-2*	-	-	-	-
2	d2-1*	d2	-	-	-
3	d2-1*	d3	d4	-	-
4	d2	d3	d4	d6	-
5	d2	d3	d4	d6	-
6	d2	d3	2d2	2d3	2d4+1
7+	d3	d2+1	d4+1	d6+1	2d4+2

* Treat a negative result as 0; no gold is collected.

5. Pay Maintenance Costs

Each active regent pays Gold Bars to maintain his court, castles, armies, and domain. The court cost varies from 1 to 10 GB (regent's choice); castles cost 1 GB each; armies vary in cost (see Part II in the Rulebook); and the domain cost varies with the total number of holdings and provinces.

Number of Provinces and Holdings Controlled	Maintenance Cost
1-2	0 Gold Bars
3-6	1 Gold Bar
7-12	2 Gold Bars
13-18	3 Gold Bars
19-24	4 Gold Bars
25-30	5 Gold Bars
31-40	7 Gold Bars
41-50	10 Gold Bars
51-75	20 Gold Bars
76-100	30 Gold Bars
101+*	1 Gold Bar per 3 provinces/holdings

* not cumulative with previous line; 102 provinces/holdings cost 34 GB

6. Declare Free Actions

Active regents may declare free actions in order of initiative. A regent may take one free action per character level in this phase.

7, 8, 9. First, Second, and Third Action Rounds

Beginning with the character with the highest initiative, active regents declare domain, free, or character actions for the first action round of the domain turn. If a war is declared, the rules for War Moves are followed.

- A. Domain Actions
- B. War Moves
- C. Fight Battles
- D. Occupation or Retreat

10. Adjust Loyalty, Treasury, Regency

At the end of the domain turn, losses of Gold Bars, regency, or loyalty caused by events or actions are recorded.

table 20: master list of actions



Action	Type	Cost	Success	Effect
Adventure	Char	None	Varies	Character takes part in an adventure.
Agitate	Dom	1 GB,RP	10+	Increases or decreases target province loyalty one grade.
	Free	1 GB,RP	10+	Priest regents may agitate once per turn as a free action.
	Realm	Varies		
Build	Free	Varies	5+	Builds roads, bridges, etc.
Contest	Dom	1 RP	10+	Contests a holding or province; target provides no gold or regency until ruled.
	Realm	Varies		
Create Holding	Dom	1 GB	10+	Creates a holding (0) in an eligible province.
Declare War	Dom	None	Varies	Allows regent to move armies into foreign domains.
Decree	Free	1 GB	Varies	Issues a decree with several possible results.
Diplomacy	Dom	1 GB	10+	Creates or breaks alliance, opens trade agreement, forces concessions, etc.
Disband	Free	None	Auto	Character disbands army units or holdings.
Espionage	Dom	1 GB	Special	Reveals troop movements/positions, investigates plots or intrigues, launches assassinations, etc.
	Free Realm	1 GB Varies	Special	Thief regents get one free Espionage action per turn.
Finances	Free	None	Auto	Character converts GB to/from personal wealth, takes out loan, or sells assets.
Forge Ley Line	Dom	1 GB,RP	5+	Wizard regent forges ley line between two provinces.
Fortify	Dom	1 RP	2+	Creates or improves castle (cost 10 GB/level) or fortifies a holding (5 GB/level.)
	Realm	Varies		
Grant	Free	Varies	Varies	Character dispenses largesse, titles, or patronage. Variable effects and cost.
Hold Action	Free	None	Auto	Delays action until later in the action round.
Investiture	Dom	Varies	Auto/10+	Arranges transfer of domain, regency, or bloodline. Requires a priest realm spell.
	Free Realm	Varies Varies	Varies	A priest who performs investiture does so as a Free Action.
Lieutenant	Char	None	Varies	Creates a lieutenant for regent's domain.
Move Troops	Free	Special	Auto/5+	Relocates troops within domain. Troops can't enter provinces not ruled by regent. 1 GB allows 10 unit/provinces of movement. Success roll required for sea move.
Muster Armies	Free	Varies	Auto	Creates new army units. Cost varies with unit type.
Ply Trade	Char	None	Special	Character uses personal skills to make an honest living.
Realm Spell	Dom	Varies	Special	Priest or wizard regent casts realm spell.
Research	Char	1 GB+	Special	Priest or wizard performs spell research or creates magical item.
Rule	Dom	Varies	10+	Regent increases level of province or holding.
	Realm	Varies		
Trade Route	Dom	1 GB, RP	10+	Regent creates a trade route.
	Realm	Varies		
Training	Char	Varies	Special	Character trains for level advancement, improves proficiency scores, or gains 1 hp.

cerilian languages



The diverse cultures of Cerilia speak dozens of different languages. The oldest languages on the continent are elvish, dwarvish, giant, goblin, and halfling—the languages of the cultures that lived in Cerilia before human settlement. Of these, elvish was particularly influential in the evolution of the human tongues; in fact, the Andu borrowed freely from the elvish alphabet when devising their writing system.

anuirean

Modern Anuirean is descended from Andu, the language spoken by the Andu people—the first of the human tribes to settle in Cerilia. Andu had no writing system prior to the migration to Cerilia. A short time thereafter, Andu came to be written in a variation of elven script, which the Andus learned from their first peaceful contacts with the elves. Modern Anuirean still uses many of the same letters.

English Letter	Pronunciation	Anuirean Letter
a	short a, as in <i>ant</i>	ɹ
e	eh, as in <i>bed</i>	ω
i	ih, as in <i>rill</i>	ʒ
o	short o, as in <i>top</i>	ō
y	short i, as in <i>pin</i>	ʏ
ae	ay, as in <i>bay</i>	ʉ
ie	ee, as in <i>peel</i>	ē
oe	oh, as in <i>ogre</i>	ö
ui	oo-ih, as in <i>ruin</i>	o
uo	oo-oh, as in <i>coordinate</i>	oo
b	b, as in <i>ball</i>	ɓ
c	k, as in <i>cow</i>	ɸ
d	d, as in <i>dog</i>	ɖ
dh	soft th, as in <i>thistle</i>	ʰ
f	f, as in <i>fat</i>	ɸ
g (gh)	g, as in <i>goat</i>	ɣ
h	h, as in <i>bat</i>	ħ
j	j, as in <i>jar</i>	ɟ
l	l, as in <i>lap</i>	ɭ
m	m, as in <i>mat</i>	ɱ
n	n, as in <i>nap</i>	ɳ
p	p, as in <i>pat</i>	ɸ
r	r, as in <i>rat</i>	ɹ
s	s, as in <i>sat</i>	ʃ
sh	sh, as in <i>ship</i>	ʂ
t	t, as in <i>tip</i>	ɽ
th	TH, as in <i>that</i>	ʈ
v	v, as in <i>vat</i>	ɰ
w	w, as in <i>work</i>	ʋ

The Anuirean alphabet thus has 10 vowels and 19 consonants, for a total of 29 letters. A few other vowel sounds exist that aren't true letters, but are noted with symbols to reflect their own unique sounds.

Silent Letters: In a word ending with an *e* after a single consonant, the *e* is not pronounced as a separate syllable, and the previous vowels are treated as a diphthong.

However, a cluster of two or more consonants forces the *e* to be pronounced as a separate syllable. For example:

Silent e

Ghoere is pronounced GOR. ɣɔɹ

Boeruine is pronounced bob-ROOIN. ɓɔɹuɪn

Syllabic e

Osoerde is pronounced ob-SORE-day. ɔɹɔɹdɪ

An *ie* at the end of a word is always pronounced as two vowels, producing an ee-ay ending, as demonstrated below:

Alamie is pronounced ah-LAH-mee-ay. ɹɹɹpɪ

Elinie is pronounced eh-LIH-nee-ay. ɛɹɪɪdɪ

Accent Marks: In some cases, an accent mark is used to indicate compound vowels that are pronounced separately.

Eloéle is pronounced eh-LOH-eh-lay.

Cuiraécen is pronounced koo-ih-RAY-eh-ken.

rjuven

The Rjurik peoples adopted the Anuirean alphabet, although they modified it for their own use. A person literate in Anuirean can pronounce Rjuven written words, although he cannot understand their meaning or syntax.

brecht

The language of the Brechts has a heavy, Germanic ring and follows many typically Germanic rules. The Brechts borrowed dwarven runes as the model for their written language, but Brecht has evolved to the point that a reader of Brecht can no longer read dwarven rune-letters.

basarji

The Basarji brought their own language to Cerilia and developed their alphabet independent of outside influence. The language is Arabic in appearance and sound, with a strong Mediterranean flavor. Little difference exists between the language spoken by the Khinasi today and that spoken by their ancestors.

VOS

The folk of Vosgaard do not have a written language. However, a set of runic symbols is widely used for marking possessions and for counting.

cerilian names



Following are lists of given names typical of the major languages of Cerilia. Every character name need not be chosen from these lists; they are provided merely as examples of names typical to each region.

anuirean

Male: Adaere, Ansen, Aeris, Agelmore, Anuvier, Arlen, Bannier, Blaede, Boeric, Brosen, Caelan, Caern, Colier, Caryl, Daene, Dietric, Droene, Duraend, Elamien, Eldried, Foerde, Friemen, Gaelin, Gavin, Hadrien, Halmied, Landen, Liémen, Moerel, Moergan, Mourde, Noelon, Norvien, Oeren, Oerfel, Onwen, Parniel, Piérden, Raesene, Raenwe, Riegon, Ruinil, Ruormad, Shaemes, Shaene, Stiele, Tannen, Torele, Trevan, Vaesil, Vordhuine.

Female: Adrien, Arwen, Aubrae, Baelé, Blaese, Briénde, Caliendre, Cariene, Cristier, Darnae, Dierdren, Donele, Erin, Etienne, Faellan, Fhiele, Friéde, Gael, Ghesele, Gwenevier, Halie, Idele, Ivinie, Jadrien, Laera, Laile, Lauriel, Loeren, Maesene, Marlae, Mieve, Morwe, Niela, Noeva, Oerwinde, Paeghen, Ranele, Raesa, Renae, Rieva, Ruimiele, Saebra, Savane, Seriena, Shannen, Tieghan.

basarji (khinasi)

Male: Adan, Ahmed, Albin, Alejan, Alvaro, Aram, Arlando, Arturo, Boran, Cidro, Donato, Duarte, Farid, Faran, Gerad, Hakim, Hari, Hassan, Hussein, Ibrahim, Jahan, Jairo, Jakim, Jamal, Khalil, Karim, Kassim, Malik, Namir, Nuri, Omar, Rami, Rashad, Rigel, Salim, Tuarim.

Female: Abriana, Adara, Adaliz, Adira, Aisha, Akilah, Alima, Almira, Amara, Azusena, Bahira, Briseida, Carina, Chalina, Corazon, Corina, Drina, Fatima, Jamilah, Jasmina, Kalilah, Kamilah, Karida, Karima, Ketifa, Laila, Medina, Rashida, Sadira, Sami.

brecht

Male: Adler, Alaric, Albrecht, Alden, Alford, Ansell, Bertram, Bram, Brand, Britter, Calder, Darold, Dekker, Dirk, Edsel, Eldred, Everard, Frederick, Garth, Gunther, Harold, Helmut, Hugo, Hubert, Karl, Kiel, Konrad, Kort, Kurt, Luther, Martel, Otto, Pieter, Richard, Siegfried, Tanbert, Victor, Wilhem.

Female: Adele, Alberta, Alfreda, Alisse, Aloise, Averil, Arden, Arlinda, Belinda, Brenda, Delma, Edlin, Elma, Elsa, Emma, Frederica, Gretchen, Griselda, Heidi, Helga, Hilda, Ilse, Irma, Katherine, Matilda, Melisande, Selma, Sirena, Thelma, Wilma.

rjuven

Male: Alvin, Anders, Aric, Audric, Axel, Bard, Bern, Bjorn, Boden, Borg, Brodrick, Dane, Edric, Einar, Eric, Geomar, Gunnar, Holt, Ingram, Jan, Lars, Leif, Olaf, Osmund, Poul, Rainer, Sigmund, Storm, Sven, Thor.

Female: Anneke, Astrid, Birgitta, Brandi, Dagmar, Dana, Edda, Elke, Etta, Freya, Greta, Hedda, Helga, Inga, Ingrid, Jannika, Kallan, Kara, Karena, Kay, Kolina, Linna, Malena, Olga, Rana, Rowena, Sigrid.



VOS

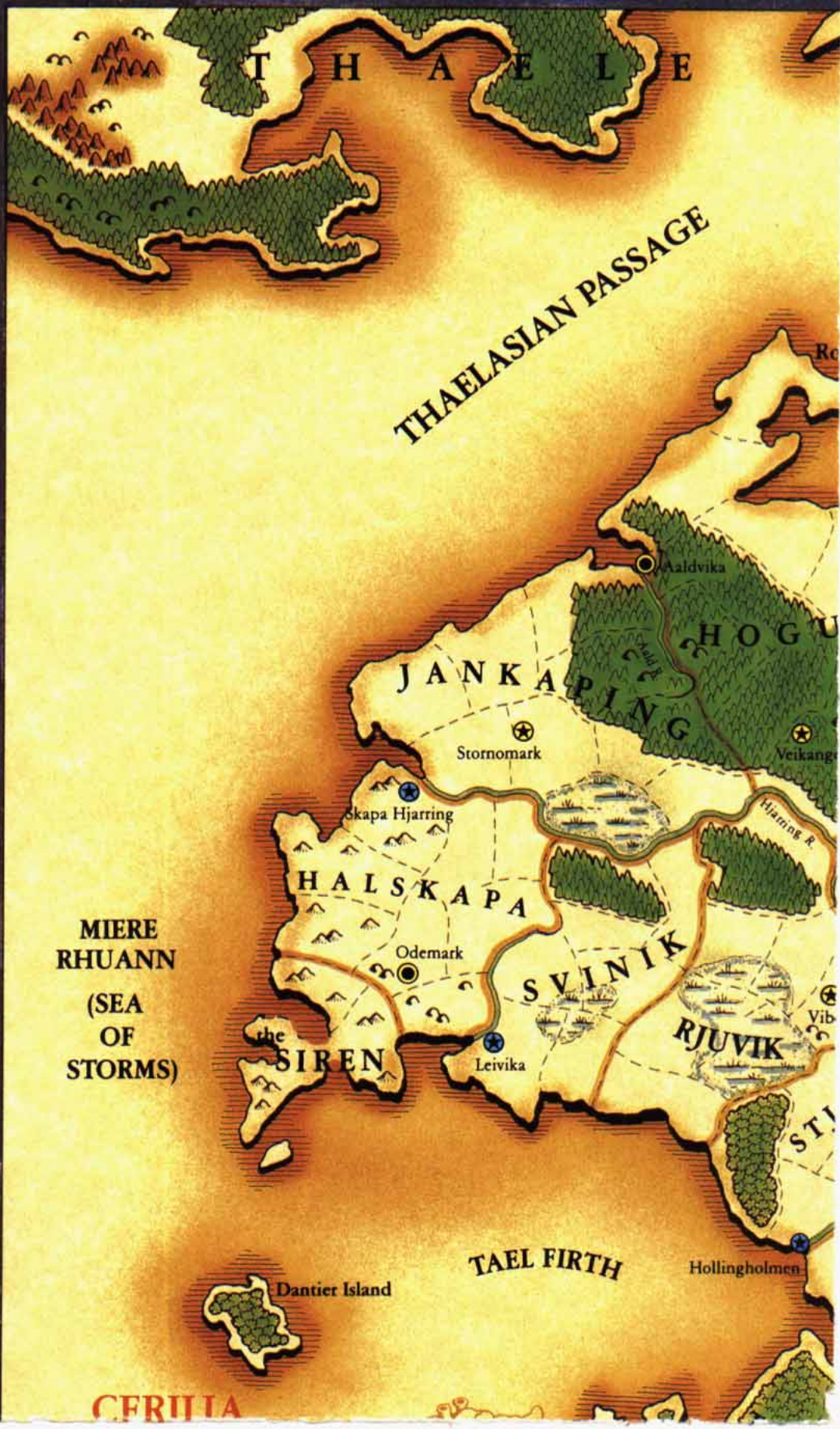
Male: Anatoli, Barak, Baran, Basil, Boris, Dimas, Dmitri, Drago, Fyodr, Garan, Gregor, Karel, Kasimir, Igor, Ilya, Ivan, Josef, Leonid, Markov, Mikhail, Mischa, Nikoli, Orel, Pavel, Pavlov, Pyotr, Rodel, Sergei, Stefan, Victor, Vladimir, Yuri.

Female: Chessa, Danica, Fiala, Galina, Jana, Kalina, Kara, Kira, Krista, Lena, Lenora, Lida, Mara, Marya, Marisha, Nadia, Natasha, Neva, Olga, Pavla, Petra, Pola, Raisa, Sonya, Tamara, Tanya.

elvish

Male: Allanlaigh (al-LAN-lay), Barreight, Bruibevann, Braedonnal, Byrnwbhie (BUR-noo-vee), Connal, Conannelaght (koh-NAN-ne-lach), Caelcormac, Ceincorinn, Corvryn, Daegandal, Darochinn, Delwynndwn (del-WIN-doon), Derwyndal, Devlyn, Eagandigh, Eamonnal, Finn, Gannelganwn (gan-nel-gah-NOON), Garradh, Glyngrean, Lachlan, Lynn, Merwyndin, Niall, Rhannoch, Rhys, Riordan, Seabharinn (she-VAR-in), Siele, Sliebheinn (slay-VEEN), Talerdigh, Tuall.

Female: Ailein, Alleina, Ardenna, Ashleight, Audreeana, Breeana, Brigyte, Briona, Bronwyn, Caitlannagh (kate-LAN-nay), Camrynnyd, Caileight, Dannagh, Deirdre, Duana, Erinn, Fiona, Finnegwyn, Glynnia, Gwenyth, Gwenneigr (gwen-NEER), Leeana, Llewellyn, Mawrmaval (MOOR-maval), Meaghan, Meabhe, Niobhe, Nysneirdre (nis-NEER-drey), Rhiannon, Rhondal, Sinead (she-NAYD), Siobhan (sheh-VAWN), Tuanala.





LEGEND

MOUNTAINS	HILLS
HIGHLANDS	MARSH
FOREST	EVERGREEN FOREST
LAKE	RIVER
DOMAIN BORDER	PROVINCE BORDER
CAPITAL	PORT CAPITAL
CITY	PORT
RUINS	TEMPLE

0 25 50 75
Miles





THAI

yvenskapa

N MARK

REALM OF THE
WHITE
WITCH

the
BLOOD
SKULL
BARONY

LLUABRAIGHT

Rhosneibhal

URGA-ZAI

HJOLVAR

KHURIN-
AZUR

Blackgate

Aulbrunn

WIERECH

the
GORGON'S
CROWN

Adlersburg

Kal-Saitharak

TUARHIEVEL

Horn Throne

DAUREN

Bannenbach

the
GIANTDOWNS

Silverhead Mtns.

Thallaghach

Hoardell Mountains

Greugarten

DHOESONE

Nolien

Sonelind

ORDVIK

Northbyrn R.

Rude R.



ELASIAN SEA

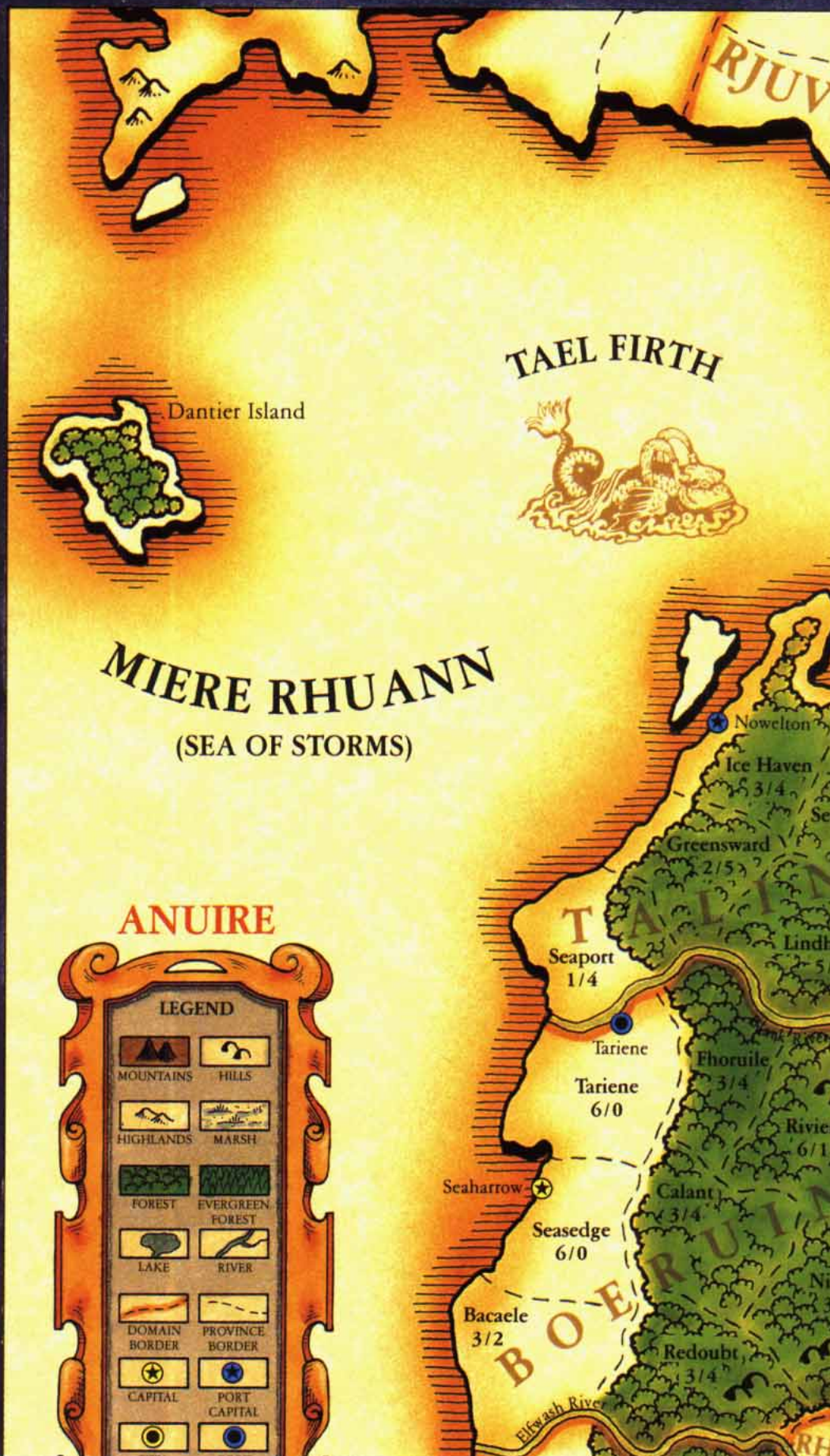
Svinoy Island

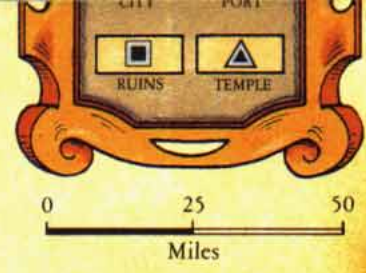


BLACK ICE
BAY











STJORDVIK

the GIANTDO

Bjondrig
1/4

Riverside
2/3

Romienne
1/4

Hidaele
2/3

Dharilein
1/4

Giant's
Fastness
1/4

D H O E S O N E

Nolien
3/2

Nolien

Sonnellind
4/3

Sonnellind

Soniele
1/6

Sidhuire
2/5

Ruidewash
2/5

Tradebhein
2/5

Dhoneaghmiere
3/5

Braethindyr
4/5

Cymyr
3/5

Thorn Throne
2/3

Avallaigh
2/6

Llyrandor
2/6

Cwmbheir
6/5

Storm's
Release
3/4

Falling
Timber
4/3

Bloodbay
2/5

Mergarrote
4/3

Riverford
5/2

Caerlinien

Mountainsedge
3/4

the Aelvinnwode

Crushing Hills
3/4

Doom's Peak
2/6

Puinol
3/4

Mhellivene
5/2

Floodspaeth
3/6

Stonecrown
3/4

the Gorge
3/4

Helmshaven
3/4

Torain
3/4

Torien's Watch
3/6

Marloer's
Gap
2/3

Dhalsiel
2/3

Sufhanie
3/2

Winoene
3/2

Marloer's
Gap
2/3

Dhalsiel
2/3

Dhalaese
3/4

Sorentier

Sorelies
1/4

Nortmoor
1/4

Ghonallison
2/3

Sufhanie
3/2

Hildon
2/3

Soutmoor
2/3

Byrnnor
4/1

Shieldhaven
6/3

Bevaldrur

Balteruine
2/3

Maesilar
3/2

Cwllodon
3/2

Mholien
2/3

ALAMIE

MARKA
NOR
INI

Winter's Deep
3/4

Freestead
2/5

the Gorge
3/4

Helmshaven
3/4

Thasbyrn
3/4

Dhalaese
3/4

Ghonallison
2/3

Monsedge
3/2

Pechalinn
2/5

Lofton

Elfsder
3/2

Thak Mor Kadan

Shattered
Hills
4/1

Dwarf's
4/1

Annydwr
2/6

Brushfire
2/3

Periltrees
3/2

Sutren Hills
1/4





	Firden	Relen
	Day of Rebirth	
Sarimiere	1	2
	9	10
	17	18
	25	26
Talienir	1	2
	9	10
	17	18
	25	26
Roelir	1	2
	9	10
	17	18
	25	26
Haelynir	Haelyn's Festival	
	1	2
	9	10
	17	18
Anarire	1	2
	9	10
	17	18
	25	26
Deismir	1	2
	9	10
	17	18

Anuirean Calendar

Dielen

Varilen

Branlen

Barlen

Mierlen

Taelen

3	4	5	6	7	8
11	12	13	14	15	16
19	20	21	22	23	24
27	28	29	30	31	32

3	4	5	6	7	8
11	12	13	14	15	16
19	20	21	22	23	24
27	28	29	30	31	32

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19	20	21	22	23	24
27	28	29	30	31	32

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19	20	21	22	23	24
27	28	29	30	31	32

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27	28	29	30	31	32

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19	20	21	22	23	24

27	28	29	30	31	32
3	4	5	6	7	8
11	12	13	14	15	16
19	20	21	22	23	24
27	28	29	30	31	32

3	4	5	6	7	8
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19	20	21	22	23	24
27	28	29	30	31	32

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19	20	21	22	23	24
27	28	29	30	31	32

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11	12	13	14	15	16
19	20	21	22	23	24
27	28	29	30	31	32

3	4	5	6	7	8
11	12	13	14	15	16
19	20	21	22	23	24
27	28	29	30	31	32

3	4	5	6	7	8
11	12	13	14	15	16
19	20	21	22	23	24
27	28	29	30	31	32









BIRTHRIGHT™



encounter reactions

Modified Die Roll	Player Characters are:			
	Friendly	Indifferent	Threatening	Hostile
2 or less	Friendly	Friendly	Friendly	Flight
3	Friendly	Friendly	Friendly	Flight
4	Friendly	Friendly	Cautious	Flight
5	Friendly	Friendly	Cautious	Flight
6	Friendly	Friendly	Cautious	Cautious
7	Friendly	Indifferent	Cautious	Cautious
8	Indifferent	Indifferent	Cautious	Cautious
9	Indifferent	Indifferent	Cautious	Threatening
10	Indifferent	Indifferent	Threatening	Threatening
11	Indifferent	Indifferent	Threatening	Threatening
12	Cautious	Cautious	Threatening	Threatening
13	Cautious	Cautious	Threatening	Hostile
14	Cautious	Cautious	Threatening	Hostile
15	Cautious	Threatening	Threatening	Hostile
16	Threatening	Threatening	Hostile	Hostile
17	Threatening	Threatening	Hostile	Hostile
18	Threatening	Threatening	Hostile	Hostile
19	Hostile	Hostile	Hostile	Hostile
20	Hostile	Hostile	Hostile	Hostile

surprise modifiers

Other Party is:	Group's Modifier
Silenced	-2
Invisible	-2
Distinctive odor	+2
Every 10 members	+1
Camouflaged	-1 to -3
PC Party is:	
Fleeing	-2
In poor light	-1
In darkness	-4
Panicked	-2
Anticipating attack	+2
Suspicious	+2
Conditions are:	
Rainy	-1
Heavy fog	-2
Extremely still	+2

A roll of 3 or less on 1d10 means that the rolling character or group is surprised.

turning undead

Type or Hit Dice of Undead	Level of Priest													
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+		
Skeleton or 1 HD	10	7	4	T	T	D	D	D*	D*	D*	D*	D*		
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*		
Ghoul or 2 HD	16	13	10	7	4	T	T	D	D	D*	D*	D*		
Shadow or 3-4 HD	19	16	13	10	7	4	T	T	D	D	D*	D*		
Wight or 5 HD	20	19	16	13	10	7	4	T	T	D	D	D*		
Ghast	—	20	19	16	13	10	7	4	T	T	D	D		
Wraith or 6 HD	—	—	20	19	16	13	10	7	4	T	T	D		
Mummy or 7 HD	—	—	—	20	19	16	13	10	7	4	T	T		
Spectre or 8 HD	—	—	—	—	20	19	16	13	10	7	4	T		
Vampire or 9 HD	—	—	—	—	—	20	19	16	13	10	7	4		
Ghost or 10 HD	—	—	—	—	—	—	20	19	16	13	10	7		
Lich or 11+ HD	—	—	—	—	—	—	—	20	19	16	13	10		
Special**	—	—	—	—	—	—	—	—	20	19	16	13		

* An additional 2d4 creatures of this type are turned.

** Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the outer planes.

Note: Paladins turn undead as priests who are two levels lower.

encounter distance

Situation/Terrain	Range in feet
Both groups surprised	3d6
One group surprised	4d6
No surprise:	
Smoke or heavy fog	6d6
Jungle or dense forest	1d10x10
Light forest	2d6x10
Scrub, brush, or bush	2d12x10
Grassland, little cover	5d10x10
Nighttime/dungeon	Limit of sight

combat modifiers

Adjustment	Condition
+4	Defender stunned or prone
+2	Defender off-balance
+2	Attack from rear
+1	Attacker on higher ground
+1	Defender surprised
*	Defender sleeping or held
-2	Missile fire, medium range
-4	Defender invisible
-5	Missile fire, long range

* In melee, the attack automatically hits, causing normal damage. Outside of melee, the defender can be slain automatically.

punching and wrestling results

Attack Roll	Punch	Damage	%KO	Wrestle
20+	Haymaker	2	10	Bear hug*
19	Wild swing	0	1	Arm twist
18	Rabbit punch	1	3	Kick
17	Kidney punch	1	5	Trip
16	Glancing blow	1	2	Elbow smash
15	Jab	2	6	Arm lock*
14	Uppercut	1	8	Leg twist
13	Hook	2	9	Leg lock
12	Kidney punch	1	5	Throw
11	Hook	2	10	Gouge
10	Glancing blow	1	3	Elbow smash
9	Combination	1	10	Leg lock*
8	Uppercut	1	9	Headlock*
7	Combination	2	10	Throw
6	Jab	2	8	Gouge
5	Glancing blow	1	3	Kick
4	Rabbit punch	2	5	Arm lock*
3	Hook	2	12	Gouge
2	Uppercut	2	15	Headlock*
1	Wild swing	0	2	Leg twist
Less than 1	Haymaker	2	25	Bear hug*

* Hold can be maintained from round to round, until broken.

cover & concealment modifiers

Target is:	Cover	Concealment
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10	-4

warrior melee attacks per round

Warrior Level	Attacks/Round
1-6	1/round
7-12	3/2 rounds
13 & up	2/round

grenadelike missile effects

Type of Missile	Area of Effect	Direct Hit	Splash Dmg.
Acid	1' diameter	2-8 hp	1 hp
Holy water	1' diameter	2-7 hp	2 hp
Oil (lit)	3' diameter	2-12/1-6 hp	1-3 hp
Poison	1' diameter	special	special

character saving throws

Character Class	XP Level	Paralysis, Poison, or Death Magic	Rod, Staff, or Wand	Petrification or Polymorph ¹	Breath Weapon ²	Spell ³
Priest	1-3	10	14	13	16	15
	4-6	9	13	12	15	14
	7-9	7	11	10	13	12
	10-12	6	10	9	12	11
	13-15	5	9	8	11	10
	16-18	4	8	7	10	9
Rogue	19+	2	6	5	8	7
	1-4	13	14	12	16	15
	5-8	12	12	11	15	13
	9-12	11	10	10	14	11
	13-16	10	8	9	13	9
	17-20	9	6	8	12	7
Warrior	21+	8	4	7	11	5
	0	16	18	17	20	19
	1-2	14	16	15	17	17
	3-4	13	15	14	16	16
	5-6	11	13	12	13	14
	7-8	10	12	11	12	13
Wizard	9-10	8	10	9	9	11
	11-12	7	9	8	8	10
	13-14	5	7	6	5	8
	15-16	4	6	5	4	7
	17+	3	5	4	4	6
	1-5	14	11	13	15	12
Wizard	6-10	13	9	11	13	10
	11-15	11	7	9	11	8
	16-20	10	5	7	9	6
	21+	8	3	5	7	4

¹ Excluding polymorph wand attacks.

² Excluding those that cause petrification or polymorph.

³ Excluding those for which another type of saving throw is specified.

calculated THACOS

		Character Level																			
Class		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Wizard	20	20	20	19	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14
Priest	20	20	20	18	18	18	16	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11	

creature THACOS

Hit Dice	1-1	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+
	20	20	19	19	17	17	15	15	13	13	11	11	9	9	7	7	5

item saving throws

	10	3	19	2	6	4	3	13	2
Leather	10	3	19	2	6	4	3	13	2
Item Composition	Acid	Cr. Blow	Dis.	Fall	Mag. Fire	Norm. Fire	Cold	Lght.	Elec.
Bone/Ivory	11	16	19	6	9	3	2	8	2
Cloth	12	—	19	—	16	13	2	18	2
Glass	5	20	19	14	7	4	6	17	2
Leather	10	3	19	2	6	4	3	13	2
Metal	13	7	17	3	6	2	2	12	2
Oils ¹	16 ²	—	19	—	19	17	5	19	16
Paper, etc.	16	7	19	—	19	19	2	19	2
Potions ¹	15 ²	—	19	—	17	14	13	18	15
Pottery	4	18	19	11	3	2	4	2	2
Rock/Crystal	3	17	18	8	3	2	2	14	2
Rope	12	2	19	—	10	6	2	9	2
Wood, thick	8	10	19	2	7	5	2	12	2
Wood, thin	9	13	19	2	11	9	2	10	2

¹ This does not apply to the container of the oil or potion.

² The oil or potion is probably mixed inseparably with the acid.

Modifiers to Saving Throws

+5 vs. Falls onto soft surface.

-1 vs. Falls for every 5 feet beyond the first.

+2 vs. Cold if the temperature change is gradual.

armor class ratings

Type of Armor	AC Rating
None	10
Shield only	9
Leather or padded armor	8
Leather or padded armor+shield, studded leather, or ring mail	7
Studded leather or ring mail+shield, brigandine, scale mail, hide armor	6
Scale mail or hide+shield, chain mail	5
Chain mail+shield, splint mail, banded mail, bronze plate mail	4
Splint mail, banded mail, bronze plate mail+shield, or plate mail	3
Plate mail+shield, field plate	2
Field plate armor+shield, full plate	1
Full plate armor+shield	0

standard modifiers to initiative

Specific Situation

Modifier

Hasted	-2
Slowed	+2
On higher ground	-1
Set to receive a charge	-2
Wading or slippery footing	+2
Wading in deep water	+4
Foreign environment*	+6
Hindered (tangled, climbing, held)	+3
Waiting	+1

* Applies to unusual environments such as swimming underwater without magical assistance.

morale ratings

Creature Type	Morale
Nonintelligent monster	18
Animal, normal peaceful	3
Animal, normal predator	7
Animal intelligence monster	12
Semi-intelligent monster	11
Low intelligence	10
Average 0-level human	7
Mobs	9
Militia	10
Green or disorganized troops	11
Regular soldiers	12
Elite soldiers	14
Hirelings	12
Henchmen	15

domain turn sequence of play

1. Roll Random Events
2. Determine Domain Initiative
3. Collect Regency Points
4. Taxation, Collection, and Trade
5. Pay Maintenance Costs
6. Declare Free Actions
7. First Action Round
 - A. Domain Actions
 - B. War Moves
 - C. Fight Battles
 - D. Occupation or Retreats
8. Second Action Round (repeat A-D)
9. Third Action Round (repeat A-D)
10. Adjust Loyalty and Regency

classes and regency

Holding

Law
Guild
Source
Temple
Province
Trade Route

Classes that Collect Regency

Warrior, Priest*, Thief*
Thief, Ranger, Bard*
Wizard
Priest, Paladin
All
Thief (1 RP per GB produced)

* Characters of this class collect regency equal to *half* the holding's level, rounded up.

domain turn random events

2d10 Roll	Event
2	Blood Challenge
3	Assassination
4	Festival
5	Feud
6	Natural Event
7	Diplomatic Matter
8	Corruption/Crime
9-12	No Event
13-14	Monsters or Brigandage
15	Trade Matter
16	Intrigue
17	Unrest or Rebellion
18	Matter of Justice
19	Great Captain/Heresy
20	Magical Event



responses to random events

Regent	d6 Roll					
Response	1	2	3	4	5	6
Ignore	D	P	P	P	P	F
Unskilled	D	P	F	F	F	G
Skilled	P	F	G	G	G	R
Dictate	*-2	*-1	*	*	*	*+1
Action	*	*	*	*	*	*

*: The DM assigns the level of success.

*-1, *-2, *+1: Modify the assigned level of success. A -1 result can change a Fair outcome to a Poor outcome, etc.

D: Disaster. The situation worsens; regency or gold losses increase.

P: Poor. The situation continues unabated.

F: Fair. The situation is resolved incompletely or at significant cost or loss. Regency or gold losses are lessened but not negated.

G: Good. The situation is handled competently and at modest cost.

R: Resounding success! The situation was dealt with thoroughly at negligible cost.

province taxation

Province Rating	Light Taxes	Moderate Taxes	Severe Taxes
0	-	-	d3-2*
1	d3-2*	d3-1*	d3
2	d3-1*	d3	d4
3	d3	d4	d4+1
4	d4	d4+1	d6+1
5	d4+1	d6+1	d8+1
6	d6+1	d8+1	d10+1
7	d8+1	d10+1	d12+1
8	d10+1	d12+1	2d8
9	d12+1	2d8	2d8+2
10	2d8	2d8+2	2d10+2

* Treat a negative result as 0; no taxes are collected.

guild and temple collection

Province Rating	Holding Level				
	1	2	3	4-5	6+
0	-	-	-	-	-
1	d3-2*	-	-	-	-
2	d2-1*	d2	-	-	-
3	d2-1*	d3	d4	-	-
4	d2	d3	d4	d6	-
5	d2	d3	d4	d6	-
6	d2	d3	2d2	2d3	2d4+1
7+	d3	d2+1	d4+1	d6+1	2d4+2

* Treat a negative result as 0; no gold is collected.

domain maintenance costs

Number of Provinces and Holdings Controlled	Maintenance Cost
1-2	0 Gold Bars
3-6	1 Gold Bar
7-12	2 Gold Bars
13-18	3 Gold Bars
19-24	4 Gold Bars
25-30	5 Gold Bars
31-40	7 Gold Bars
41-50	10 Gold Bars
51-75	20 Gold Bars
76-100	30 Gold Bars
101+	1 Gold Bar per 3 provinces/holdings

court costs

Amount Spent	Effect on Diplomacy
0 GB	No court; Diplomacy and Decree actions impossible.
1-2 GB	Minimal Court. Subtract 4 from all Diplomacy actions.
3-5 GB	Barely acceptable court. Subtract 2 from Diplomacy actions.
6-8 GB	Average court. No modifiers to Diplomacy.
9 GB+	Opulent center of power. Add +3 to Diplomacy.

master list of actions

Action	Type	Cost	Success	Effect
Adventure	Char	None	Varies	Character takes part in an adventure.
Agitate*	Dom	1 GB,RP	10+	Increases or decreases target province loyalty one grade.
	Free	1 GB,RP	10+	Priest regents may agitate once per turn as a free action.
	Realm	Varies		
Build	Free	Varies	5+	Builds roads, bridges, etc.
Contest	Dom	1 RP	10+	Contests a holding or province; target provides no gold or regency until Ruled.
	Realm	Varies		
Create Holding	Dom	1 GB	10+	Creates a holding (0) in an eligible province.
Declare War	Dom	None	Varies	Allows regent to move armies into foreign domains.
Decree	Free	1 GB	Varies	Issues a decree with several possible results.
Diplomacy	Dom	1 GB,RP	10+	Creates or breaks alliance, opens trade agreement, forces concessions, etc.
Disband	Free	None	Auto	Character disbands army units or holdings.
Espionage	Dom	1 GB	Special	Reveals troop movements/positions, investigates plots or intrigues, launches assassinations, etc.
	Free	1 GB	Special	Thief regents get one free Espionage action per turn.
	Realm	Varies		
Finances	Free	None	Auto	Character converts GB to/from personal wealth, takes out loan, or sells assets.
Forge Ley Line	Dom	1 GB,RP	5+	Wizard regent forges ley line between two provinces.
Fortify	Dom	1 RP	2+	Creates or improves castle (cost 10 GB/level) or fortifies a holding (5 GB/level.)
	Realm	Varies		
Grant	Free	Varies	Varies	Character dispenses largesse, titles, or patronage. Variable effects and cost.
Hold Action	Free	None	Auto	Delays action until later in the Action round.
Investiture	Dom	Varies	Auto/10+	Arranges transfer of domain, regency, or bloodline. Requires a priest realm spell.
	Free	Varies	Varies	A priest who performs investiture does so as a Free Action.
	Realm	Varies		
Lieutenant	Char	None	Varies	Creates a lieutenant for regent's domain.
Move Troops	Free	Special	Auto/5+	Relocates troops within domain. Troops can't enter provinces not ruled by regent. 1 GB allows 10 unit/provinces of movement. Success roll required for sea move.
Muster Armies	Free	Varies	Auto	Creates new army units. Cost varies with unit type.
Ply Trade	Char	None	Special	Character uses personal skills to make an honest living.
Realm Spell	Dom	Varies	Special	Priest or wizard regent casts realm spell.
Research	Char	1 GB+	Special	Priest or wizard performs spell research or creates magical item.
Rule	Dom	1 Varies	10+	Regent increases level of province or holding.
	Realm	Varies		
Trade Route	Dom	1 GB, 1 RP	10+	Regent creates a trade route.
	Realm	Varies		
Training	Char	Varies	Special	Character trains for level advancement, improves proficiency scores, or gains 1 hp.

loyalty grade adjustments

Adjustment	Event/Condition
-1	Severe taxes were collected.
+1	No taxes were collected.
-1	Levies were mustered and sent to a foreign war started by the regent.
-1	Regent ignores a random event that affects the province.
-1	Rival regent successfully completed an Agitate action.
+1	Ruler successfully completes an Agitate action.
+1	Regent wins a major battle against a traditional enemy (DM's judgment).
-1	Province under occupation (province loyalty becomes poor in the first turn that it is occupied by an enemy).

law holdings and loyalty

Law holdings controlled by ruler	Effect
All	Ignore two steps of loyalty loss in that province.
Half or more	Ignore one step of loyalty loss in that province.
Less than half	Observe all loyalty losses.

Each company of soldiers *occupying* a province counts as one Law holding.

barred actions for sources

Source Level	Prohibited Actions
7+	None
4-6	Trade Route
1-3	Agitate, Build, Fortify, Muster Armies, Trade Route
0	All

new cerilian weapons

Weapon	Cost (gp)	Wt	Sz	Type	Damage Spd	S-M/L
Claymore	25	8	M	S	7	2d4/2d8
Crossbow						
light*	35	7	M	P	7	1d6+1/1d8+1
heavy*	50	14	L	P	10	1d8+1/1d10+1
Cutlass	12	4	M	S	5	1d6/1d8
Main-gauche	3	2	S	P	2	1d4/1d3
Rapier	15	4	M	P	4	1d6+1/1d8+1
Sabre	17	5	M	S	5	1d6+1/1d8+1

*Assumes a bolt of appropriate size for the weapon; statistics should be adjusted if other bolt is used.

terrain movement costs

Terrain	Cost or Effect
Desert	2
Forest	2 (1 to Elves)
Glacier	4
Hills	2
Moor/Highland	2
Mountains, Low	2 (1 to Dwarves)
Mountains, Medium	4 (1 to Dwarves)
Mountains, High	Impassable (2 to Dwarves)
Plains/Steppe/Farmland	1
River	One full move to cross
Road	½
Swamp/Marsh	3
Tundra	3

Movement

- A unit can move a number of areas equal to its Movement Rating each round.
- Units can move freely through friendly forces but can't move through enemy forces.
- A commander can move any or all of his units; units *engaged* by enemy forces can't move.

Engagement

When units move into an area with enemy forces, the enemy must meet the attack with at least one unit. The attacking and defending units are then engaged, and can't move until one or the other is destroyed, routed, or forced to fall back. Mounted units can be engaged only by other mounted units.

Reserve Area

The reserve is one area away from the friendly lines. Units can never enter the enemy reserve or fire missiles into it. A friendly unit can't move into and out of the reserve in the same round.

Attacks

The attacker always declares attacks first. If multiple friendly units engage a single enemy, the enemy commander decides which unit is his target.

Magic: Offensive spells can be cast at any disengaged enemy unit in the wizard's area or one area away. Defensive spells can be cast on any friendly unit in the spellcaster's area.

Stationary Missile: Any unit with missile capability that did not move in the current round can attack one enemy unit in the same area or one area away using its missile rating. Units launching missile attacks always ignore Fall Back results on the Battle Cards.

A missile unit can shoot at an engaged enemy, but one friendly unit is also attacked by the fire. The enemy commander chooses which engaging unit is attacked.

If a unit qualifies for stationary missile fire, it gains a free "last shot" (can use its missile rating against an enemy unit that engaged it in this round), and it can shoot at an engaged enemy unit in its own area without endangering friendly units.

Charge: Units that charge must be disengaged at the beginning of the current round and must be able to move at least one area. After one charge, the unit must use its melee rating if it engages the enemy.

Melee: Engaged units can make a melee attack if they haven't made any other attack in the current round. A disengaged unit can make a melee attack against engaged enemies in its area, but it becomes engaged by doing so.

Moving Missile: Disengaged units that moved in the current round may fire at one enemy unit up to one area away. If the enemy is engaged with a friendly unit, the friendly unit also suffers the attack.

Resolving Attacks

To resolve attacks, draw one Battle Card. Subtract the defender's *defense rating* from the attacking unit's *melee*, *missile*, or *charge* rating. Find the row on the Battle Card that shows the attacker's large icon and the defender's large icon, and move across the columns to the proper result. Battle Card results:

- A miss with no other effect.
- F A miss; the attacking unit Falls Back in the Morale Phase.
- H A hit. The defending unit rotates its card so that the 1 Hit arrow is at the top of the card.
- R A hit; the defending unit is routed in the Morale Phase.
- D Defending unit is destroyed outright.

Morale Phase

Routs: A routed unit must retreat one area in any direction except toward the enemy's side of the field. *If friendly or enemy units block all possible retreat paths, the unit is automatically destroyed.* Next round, the retreating unit must move to its reserve and remain there until it passes a morale check.

Fall Backs: Units that Fall Back must recoil one area, as described for routs. *If enemy units block all possible paths of retreat, the unit is destroyed.* A unit that falls back can automatically move and attack next round.

Morale Checks: Each unit has a morale rating of one, two, or three icons: swords, shield, and pennant. Shuffle all unused War Cards together and draw a random card. Look at the *large* icon on the card that is drawn. If it matches any of the small morale icons of the unit attempting the check, the unit rallies. On the next round, it may move and attack normally.

Withdrawal or Surrender: At the end of a round, a player may surrender his army or flee the field. *If he withdraws*, his reserve units escape; all other units are destroyed. The victor can automatically kill one escaping unit (withdrawing player's choice) for each winning cavalry unit that outnumbers losing cavalry units.

A commander is forced to withdraw if all his units currently on the battlefield are in the reserve (even if they were not routed). In effect, he's lost the field.

BIRTHRIGHT
CAMPAIGN SETTING

middle left

middle left center

enemy left flank

enemy left center

friendly left flank

friendly left center

Unit Name: A
Move: B
Defense: C
Morale: D

0 Hits: I
Melee: E
Charge: F
Missile: G

2 Hits: J
Melee: E
Charge: F
Missile: G

Icon: H

3 Hits: J
Melee: E
Charge: F
Missile: G
1 Hit: J
Melee: E
Charge: F
Missile: G

Figure

Refer to the War Card diagram.

- A: The unit name or type
- B: The unit's movement rating
- C: The unit's defense rating
- D: The unit's morale check icons
- E: The unit's melee attack rating
- F: The unit's charge attack rating
- G: The unit's missile attack rating
- H: The card's icon: swords, shield, or pennant
- I: The unit's undamaged (0 hits) attack values
- J: The unit's damaged (1, 2, or 3 hits) attack values



middle right center

middle right

enemy right center

enemy right flank

friendly right center

friendly right flank

Unit Name: A	0 Hits: I	Figure
Move: B	Melee: E	
Defense: C	Charge: F	
Morale: D	Missile: G	
2 Hits: J	Icon: H	3 Hits: J
Melee: E		
Charge: F		
Missile: G		
1 Hit: J		Melee: E

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war card rules in brief

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middle left

middle

enemy left flank

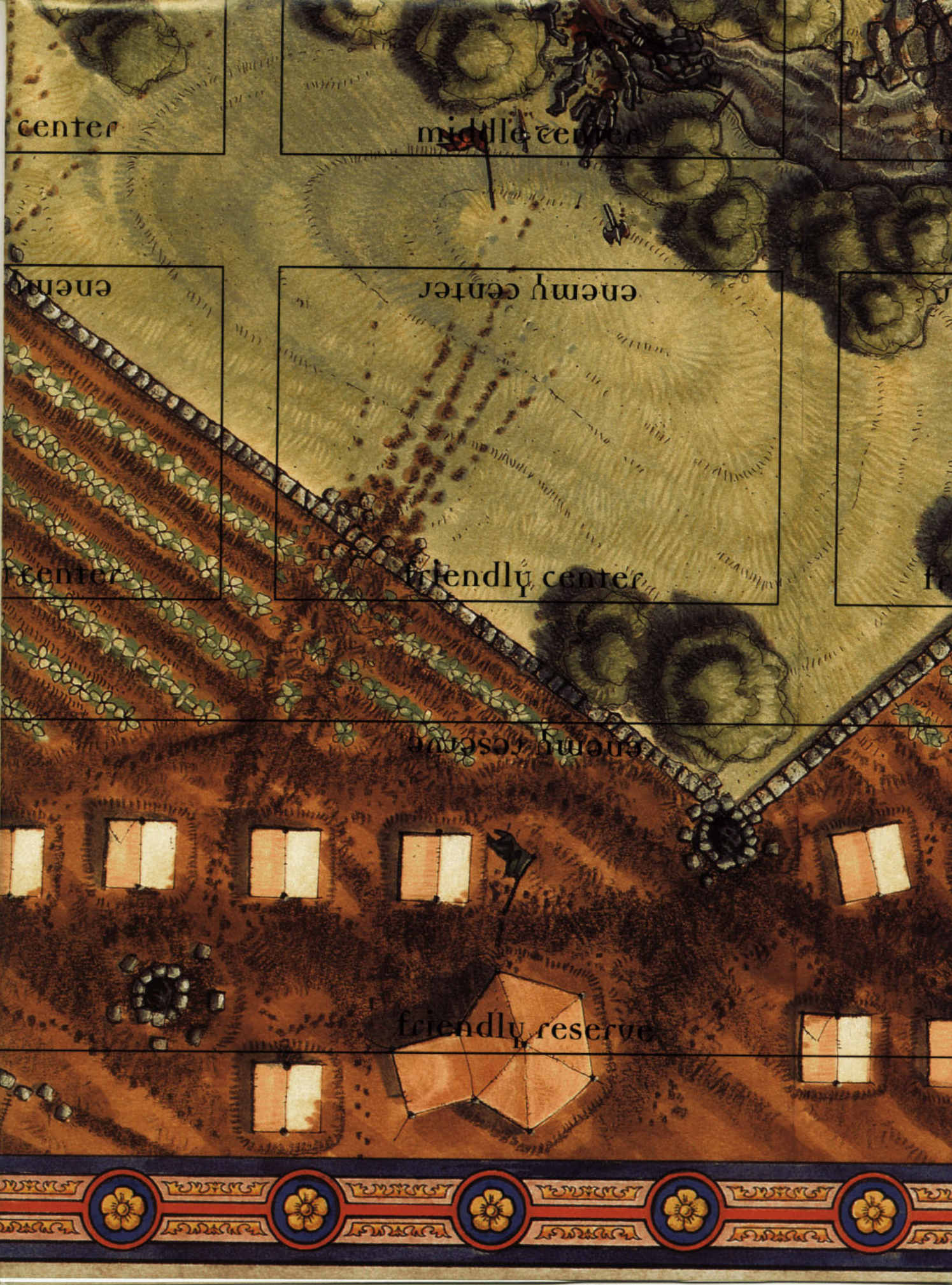
friendly left flank

friendly

sequence of play

A War Card battle is played in rounds and lasts until one side acknowledges defeat. One round comprises the following sequence.

- A. Movement Phase
 - 1. Attacker moves.
 - 2. Defender moves.
- B. Attack Phase
 - 1. Resolve magical attacks.
 - 2. Resolve stationary missile attacks.
 - 3. Resolve charge attacks.
 - 4. Resolve melee attacks.
 - 5. Resolve moving missile attacks.
- C. Morale Phase
 - 1. Routed units flee.
 - 2. Units forced to fall back do so.
 - 3. Routed units attempt morale checks.
 - 4. Surrender or withdrawal.
- D. Repeat each round until battle is resolved.



center

middle center

enemy

enemy center

center

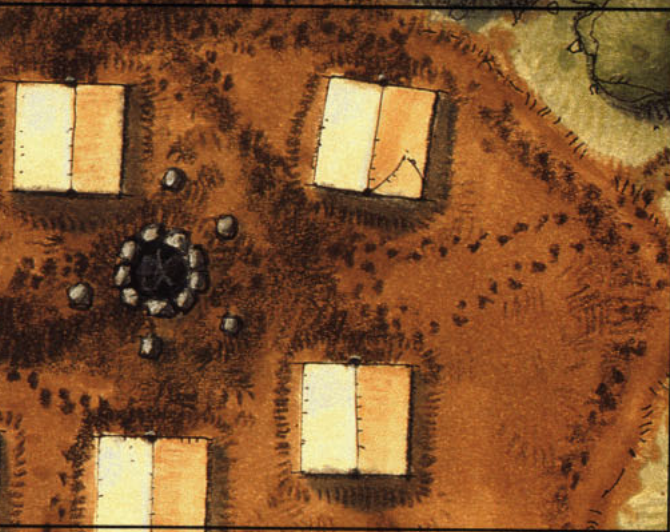
friendly center

friendly reserve

friendly reserve







sequence of play

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 - 5. Resolve moving missile attacks.
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 - 2. Units forced to fall back do so.
 - 3. Routed units attempt morale checks.
 - 4. Surrender or withdrawal.
- D. Repeat each round until battle is resolved.

The Imperial Legion # 81

Melee: 5
Charge: 6
Missile: 3

Move: 2
Defense: 5
Morale: ▼ ✕

2 Hits
Melee: 2
Charge: 2
Missile: 1

1 Hit
Melee: 3
Charge: 4
Missile: 2

Knights of Haelyn # 82

Melee: 5
Charge: 7

Move: 2
Defense: 5
Morale: ▼ ✕

Ignore any F or R result caused by magic.

2 Hits
Melee: 2
Charge: 3

1 Hit
Melee: 3
Charge: 5

Knights of Cuiraécen # 83

Melee: 5
Charge: 7

Move: 2
Defense: 5
Morale: ▼ ✕

Ignore any F result caused by magic.

2 Hits
Melee: 3
Charge: 4

1 Hit
Melee: 4
Charge: 5

Stonecrown Ogres # 84

Melee: 7

Move: 2
Defense: 3
Morale: ▼ ✕

2 Hits
Melee: 4

1 Hit
Melee: 5

3 Hits
Melee: 3

Warband of Markazor # 85

Melee: 4
Charge: 5
Missile: 3

Move: 2
Defense: 4
Morale: ▼ ✕

Ignore all F and R results.

2 Hits
Melee: 1
Charge: 2

1 Hit
Melee: 2
Charge: 3
Missile: 2

Undead Legion # 86

Melee: 5

Move: 1
Defense: 7
Morale: ▼ ✕

Ignore all F and R results except those caused by magical attacks.

2 Hits
Melee: 1

1 Hit
Melee: 3

Adventurers # 87

Melee: +2
Charge: +2
Missile: +2

Move: 4
Defense: +1
Morale: ▼ ✕

Adventurers can stack with any unit and add to their ratings. Adventurers take damage only when the unit they're stacked with is destroyed.

2 Hits
Adventurers disengage and escape if they're damaged a second time.

1 Hit
Melee: +1
Charge: +1
Missile: +1

TERRAIN CARD
Fortification

Placement: Must be placed in friendly lines.

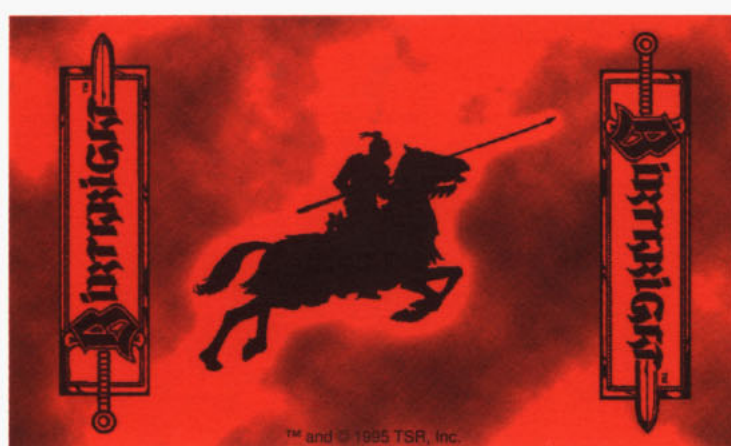
Movement Effects: Friendly units are not affected. Enemy mount units cannot enter the area. No unit can charge into the area.

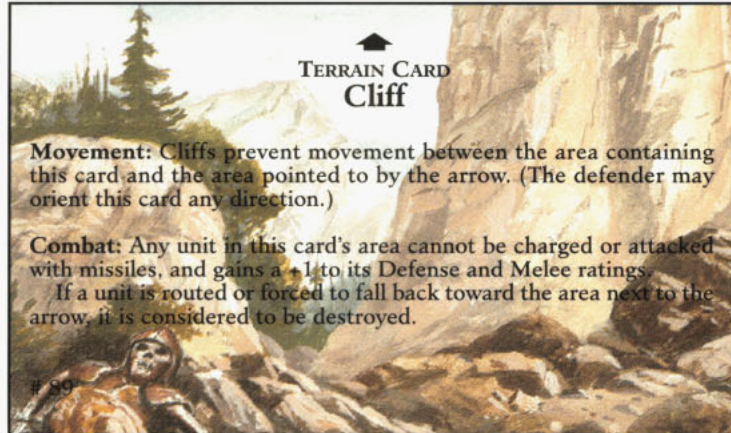
Combat: All friendly units inside the fortified area replace their defense rating with the castle or holding's level, or they use their normal defense rating plus 1, whichever is higher. (Enemy artilleryists ignore the bonuses.)

Friendly units in the area ignore rout and fall back results and star fast, although they suffer 1 hit on an R result.

If no friendly units are present to hold the fortification, the castle's intrinsic defenses count as one unit of irregulars.

88





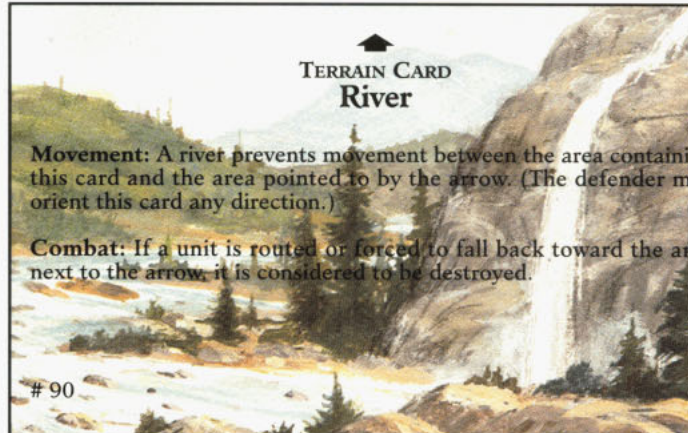
TERRAIN CARD
Cliff

Movement: Cliffs prevent movement between the area containing this card and the area pointed to by the arrow. (The defender may orient this card any direction.)

Combat: Any unit in this card's area cannot be charged or attacked with missiles, and gains a +1 to its Defense and Melee ratings.

If a unit is routed or forced to fall back toward the area next to the arrow, it is considered to be destroyed.

89

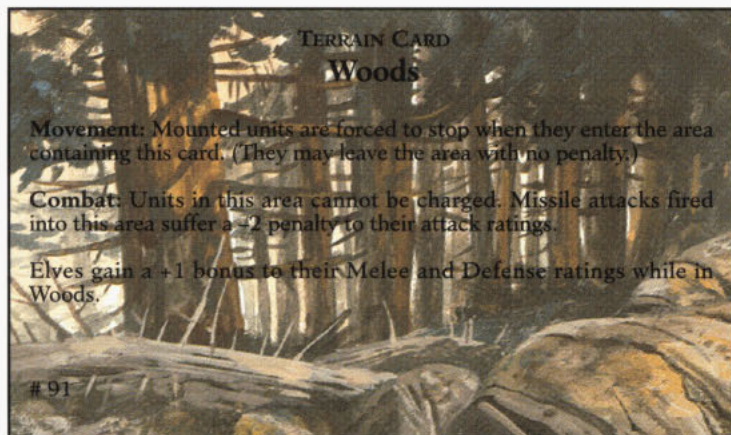


TERRAIN CARD
River

Movement: A river prevents movement between the area containing this card and the area pointed to by the arrow. (The defender may orient this card any direction.)

Combat: If a unit is routed or forced to fall back toward the area next to the arrow, it is considered to be destroyed.

90



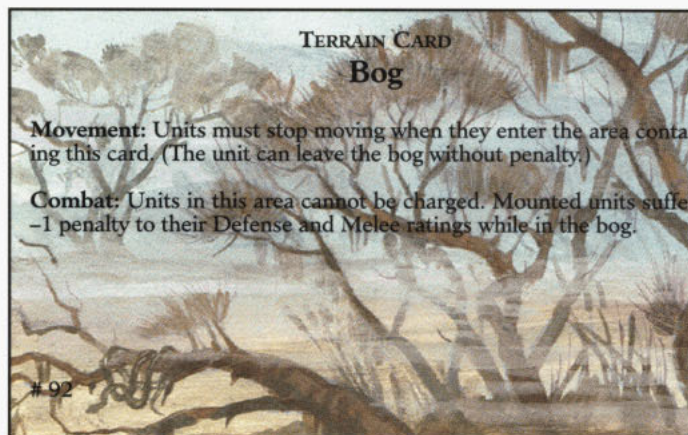
TERRAIN CARD
Woods

Movement: Mounted units are forced to stop when they enter the area containing this card. (They may leave the area with no penalty.)

Combat: Units in this area cannot be charged. Missile attacks fired into this area suffer a +2 penalty to their attack ratings.

Elves gain a +1 bonus to their Melee and Defense ratings while in Woods.

91

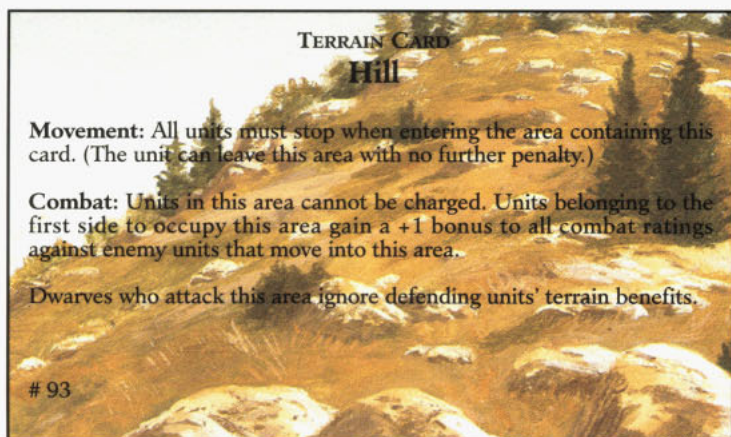


TERRAIN CARD
Bog

Movement: Units must stop moving when they enter the area containing this card. (The unit can leave the bog without penalty.)

Combat: Units in this area cannot be charged. Mounted units suffer -1 penalty to their Defense and Melee ratings while in the bog.

92



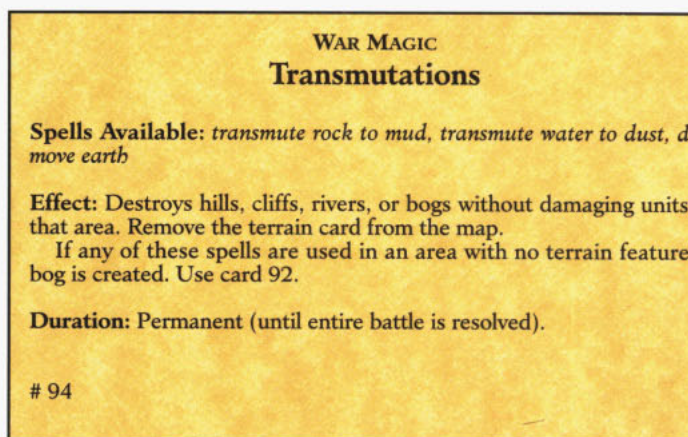
TERRAIN CARD
Hill

Movement: All units must stop when entering the area containing this card. (The unit can leave this area with no further penalty.)

Combat: Units in this area cannot be charged. Units belonging to the first side to occupy this area gain a +1 bonus to all combat ratings against enemy units that move into this area.

Dwarves who attack this area ignore defending units' terrain benefits.

93



WAR MAGIC
Transmutations

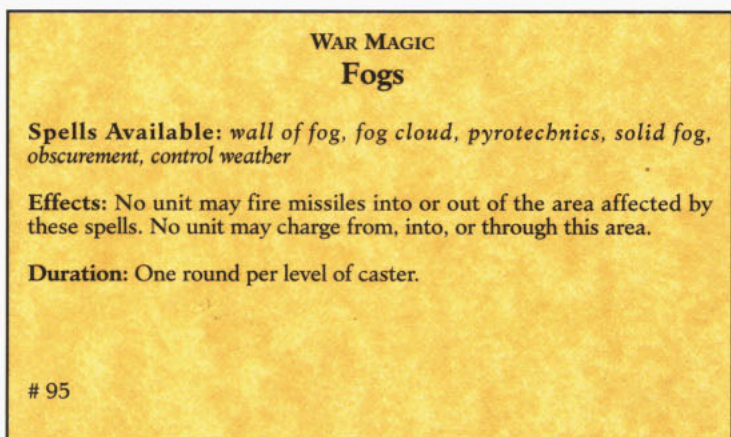
Spells Available: *transmute rock to mud, transmute water to dust, d move earth*

Effect: Destroys hills, cliffs, rivers, or bogs without damaging units that area. Remove the terrain card from the map.

If any of these spells are used in an area with no terrain feature bog is created. Use card 92.

Duration: Permanent (until entire battle is resolved).

94



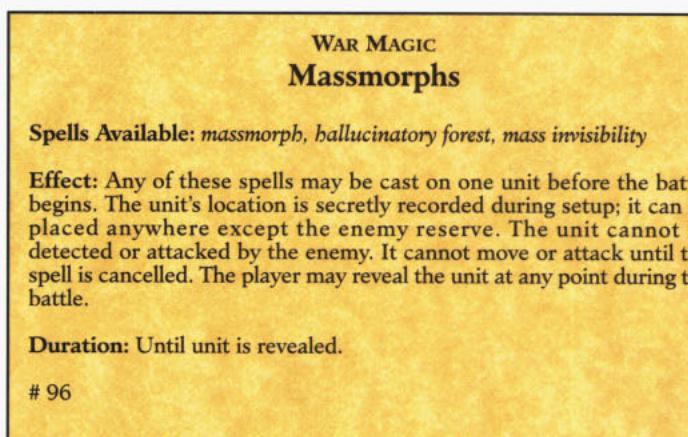
WAR MAGIC
Fogs

Spells Available: *wall of fog, fog cloud, pyrotechnics, solid fog, obscurement, control weather*

Effects: No unit may fire missiles into or out of the area affected by these spells. No unit may charge from, into, or through this area.

Duration: One round per level of caster.

95



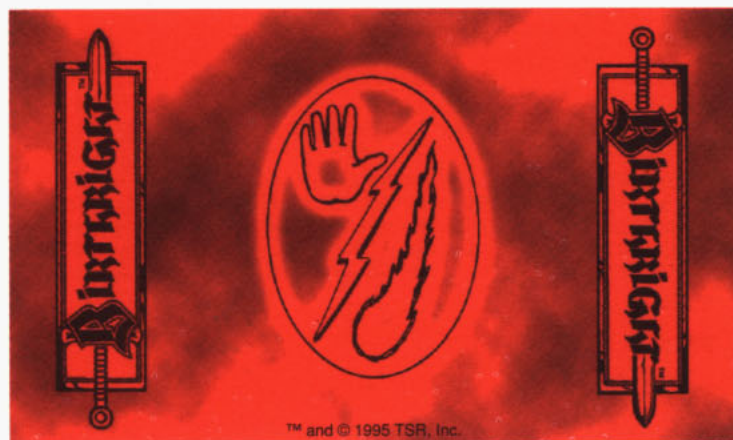
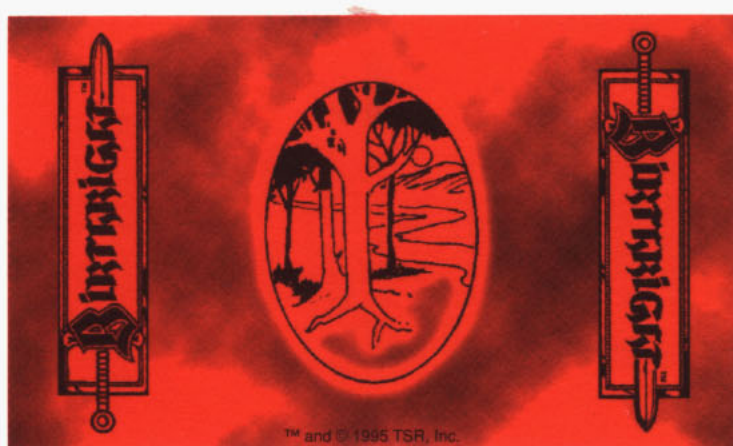
WAR MAGIC
Massmorphs

Spells Available: *massmorph, hallucinatory forest, mass invisibility*

Effect: Any of these spells may be cast on one unit before the battle begins. The unit's location is secretly recorded during setup; it can be placed anywhere except the enemy reserve. The unit cannot be detected or attacked by the enemy. It cannot move or attack until the spell is cancelled. The player may reveal the unit at any point during the battle.

Duration: Until unit is revealed.

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Anuirean Pikemen

Move: 1
Defense: 3
Morale: ✕ ▼

Melee: 3
Pikemen cannot be charged. +1 to attacks and defense vs. mounted units.



1 Hit
Melee: 2



Anuirean Scouts

Move: 3
Defense: 2
Morale: ✕ ▼

Melee: 2
Missile: 3
Scouts may move through any terrain freely.



Anuirean Scouts

Move: 3
Defense: 2
Morale: ✕ ▼

Melee: 2
Missile: 3
Scouts may move through any terrain freely.



Anuirean Scouts

Move: 3
Defense: 2
Morale: ✕ ▼

Melee: 2
Missile: 3
Scouts may move through any terrain freely.



Dwarf Guards

Move: 1
Defense: 5
Morale: ✕ ▼

Melee: 3
Dwarves ignore R or F results caused by magic.



2 Hits
Melee: 1

1 Hit
Melee: 2



Dwarf Guards

Move: 1
Defense: 5
Morale: ✕ ▼

Melee: 3
Dwarves ignore R or F results caused by magic.



2 Hits
Melee: 1

1 Hit
Melee: 2



Dwarf Crossbowmen

Move: 1
Defense: 4
Morale: ✕ ▼

Melee: 2
Missile: 4
Dwarves ignore R or F results caused by magic.



1 Hit
Melee: 1
Missile: 2



Elf Archers

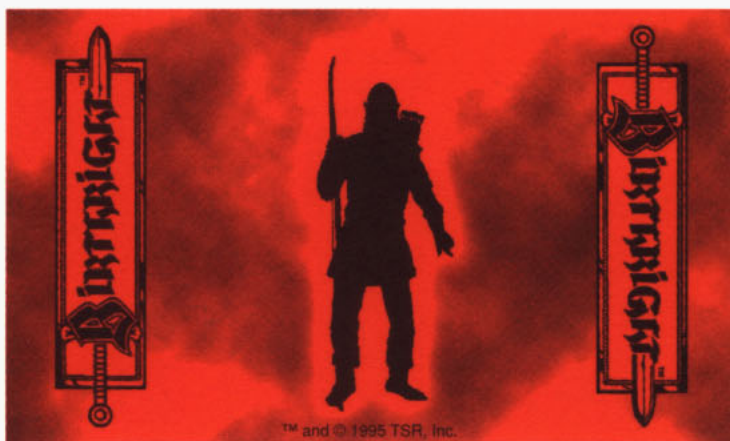
Move: 2
Defense: 2
Morale: ✕ ▼

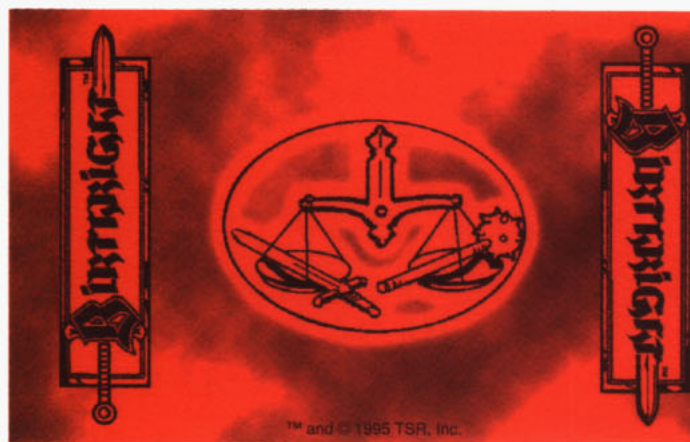
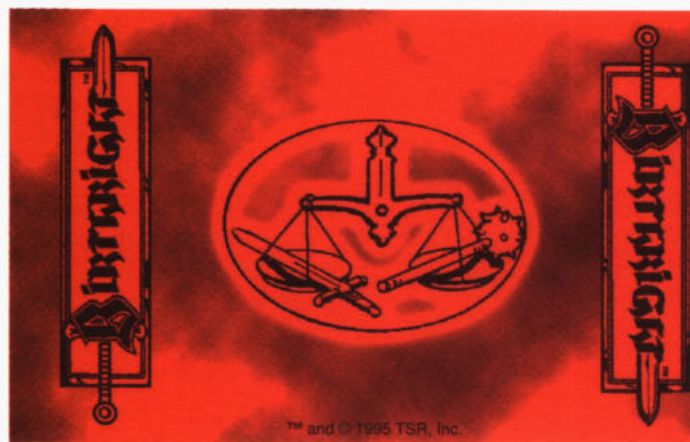
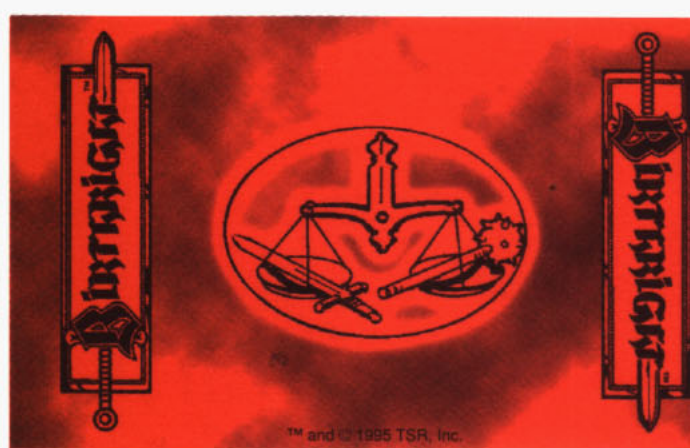
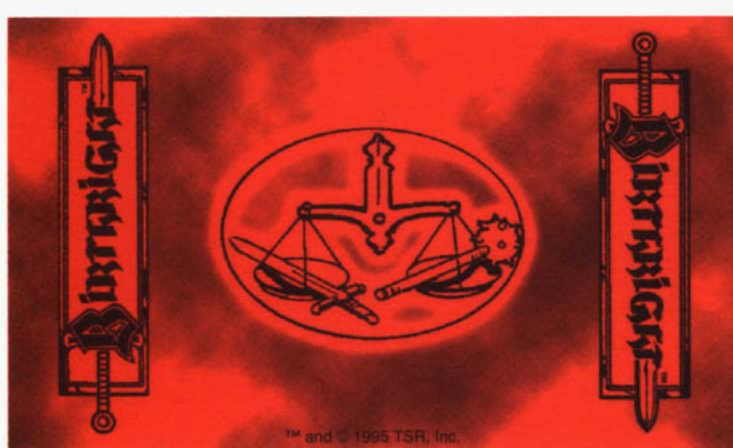
Melee: 2
Missile: 5
Elves may pass freely through any terrain.



1 Hit
Melee: 1
Missile: 3







Elf Archers

Move: 2
Defense: 2
Morale: ✕

Melee: 2
Missile: 5

Elves may pass freely through any terrain.



1 Hit
Melee: 1
Missile: 3



Elf Cavalry

Move: 4
Defense: 3
Morale: ✕

Melee: 3
Charge: 5
Missile: 4

Elves may pass freely through any terrain.



Melee: 2
Charge: 3
Missile: 2



Goblin Archers

Move: 1
Defense: 2
Morale: ✕

Melee: 1
Missile: 3
+1 to missile attacks vs. mounted units.



1 Hit
Melee: 0
Missile: 1



Goblin Infantry

Move: 1
Defense: 2
Morale: ✕

Melee: 2
Missile: 1
+1 to melee attacks vs. pikes or irregulars.



1 Hit
Melee: 1
Missile: 0



Goblin Infantry

Move: 1
Defense: 2
Morale: ✕

Melee: 2
Missile: 1
+1 to melee attacks vs. pikes or irregulars.



1 Hit
Melee: 1
Missile: 0



Goblin Skirmishers (Irregulars)

Move: 1
Defense: 1
Morale: ✕

Melee: 2
Missile: 2



1 Hit
Melee: 1
Missile: 1



Goblin Guards

Move: 1
Defense: 3
Morale: ✕

Melee: 4
Missile: 2
+1 to melee attacks vs. pikes or irregulars.



2 Hits
Melee: 1
Missile: 0

1 Hit
Melee: 2
Missile: 1



Goblin Wolfriders

Move: 2
Defense: 3
Morale: ✕

Melee: 3
Charge: 4
Missile: 1



1 Hit
Melee: 2
Charge: 3
Missile: 0





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Anuirean Infantry

Move: 1
Defense: 3
Morale: ✕

Melee: 3
+1 to attacks vs.
pikes or irregulars.



1 Hit
Melee: 2



Anuirean Infantry

Move: 1
Defense: 3
Morale: ✕

Melee: 3
+1 to attacks vs.
pikes or irregulars.



1 Hit
Melee: 2



Anuirean Infantry

Move: 1
Defense: 3
Morale: ✕

Melee: 3
+1 to attacks vs.
pikes or irregulars.



1 Hit
Melee: 2



Anuirean Infantry

Move: 1
Defense: 3
Morale: ✕

Melee: 3
+1 to attacks vs.
pikes or irregulars.



1 Hit
Melee: 2



Anuirean Infantry

Move: 1
Defense: 3
Morale: ✕

Melee: 3
+1 to attacks vs.
pikes or irregulars.



1 Hit
Melee: 2



Elite Anuirean Infantry

Move: 1
Defense: 4
Morale: ✕

Melee: 4
+1 to attacks vs.
pikes or irregulars.



2 Hits
Melee: 2

1 Hit
Melee: 3



Elite Anuirean Infantry

Move: 1
Defense: 4
Morale: X P O

Melee: 4
+1 to attacks vs.
pikes or irregulars.



2 Hits
Melee: 2

1 Hit
Melee: 3



Elite Anuirean Infantry

Move: 1
Defense: 4
Morale: X P O

Melee: 4
+1 to attacks vs.
pikes or irregulars.



2 Hits
Melee: 2

1 Hit
Melee: 3





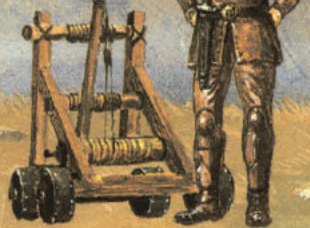
Anuirean Artillerists

Move: 1
Defense: 1
Morale: ✕

Melee: 1
Missile: 5
Artillerists ignore defensive terrain bonuses when attacking.



1 Hit
Melee: 0
Missile: 3



Anuirean Cavalry

Move: 3
Defense: 3
Morale: ▼

Melee: 3
Charge: 5
Missile: 1



1 Hit
Melee: 2
Charge: 3
Missile: 0



Anuirean Cavalry

Move: 3
Defense: 3
Morale: ▼

Melee: 3
Charge: 5
Missile: 1



1 Hit
Melee: 2
Charge: 3
Missile: 0



Anuirean Cavalry

Move: 3
Defense: 3
Morale: ▼

Melee: 3
Charge: 5
Missile: 1



1 Hit
Melee: 2
Charge: 3
Missile: 0



Anuirean Cavalry

Move: 3
Defense: 3
Morale: ▼

Melee: 3
Charge: 5
Missile: 1



1 Hit
Melee: 2
Charge: 3
Missile: 0



Anuirean Cavalry

Move: 3
Defense: 3
Morale: ▼

Melee: 3
Charge: 5
Missile: 1



1 Hit
Melee: 2
Charge: 3
Missile: 0



Anuirean Cavalry

Move: 3
Defense: 3
Morale: ▼

Melee: 3
Charge: 5
Missile: 1



1 Hit
Melee: 2
Charge: 3
Missile: 0



Anuirean Infantry

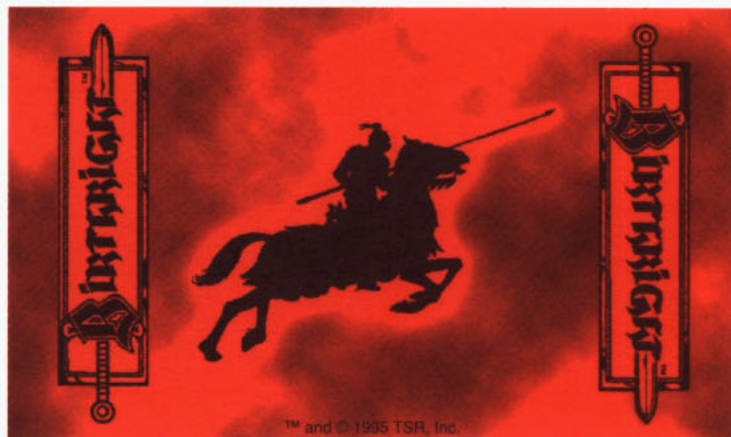
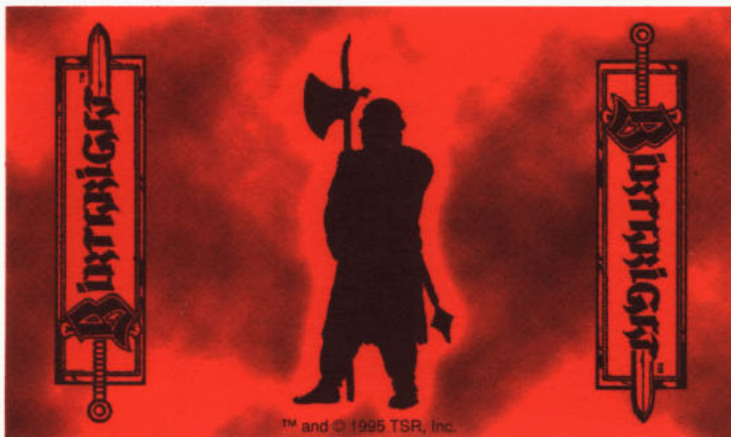
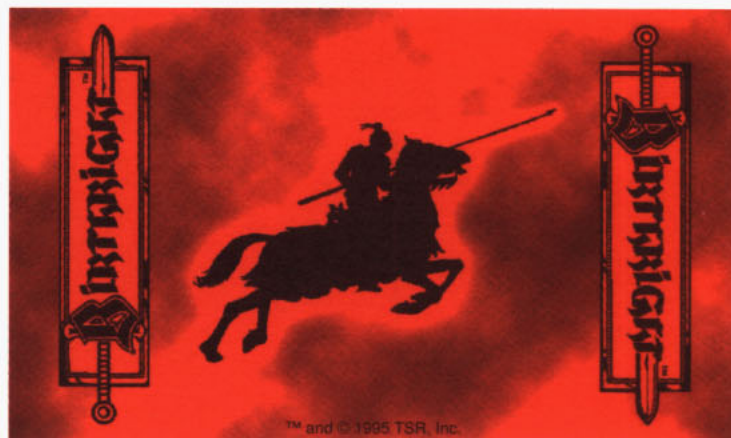
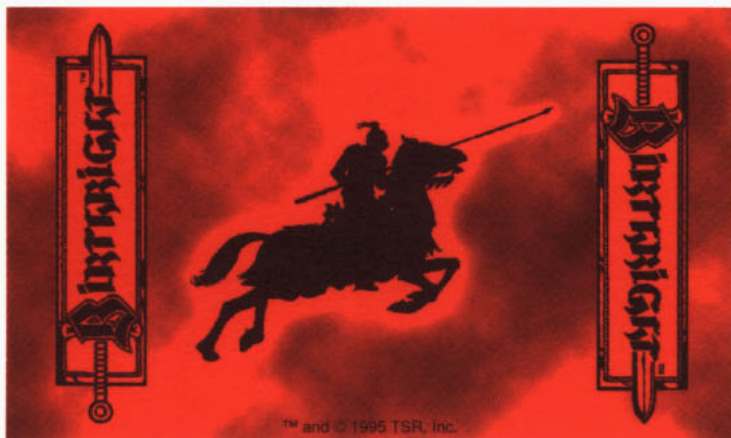
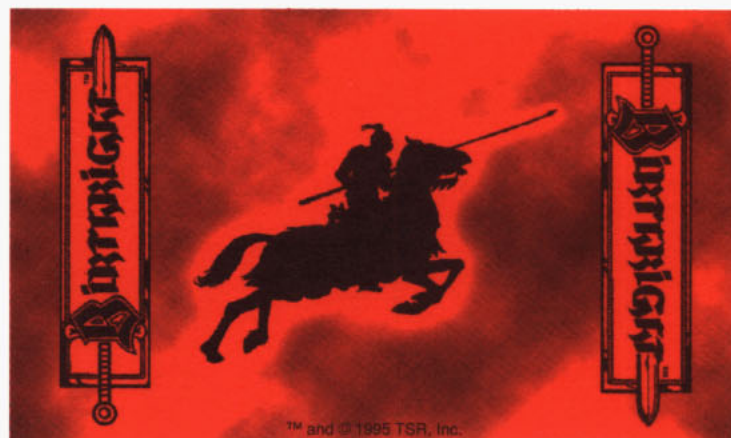
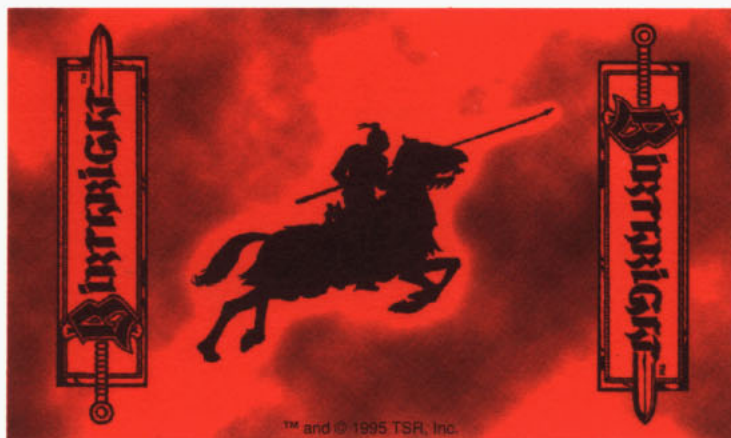
Move: 1
Defense: 3
Morale: ✕

Melee: 3
+1 to attacks vs. pikes or irregulars.



1 Hit
Melee: 2





Anuirean Archers

Move: 2
Defense: 2
Morale: ✕ ▼

Melee: 2
Missile: 4
+1 to missile attacks
vs. mounted units.



Anuirean Archers

Move: 2
Defense: 2
Morale: ✕ ▼

Melee: 2
Missile: 4
+1 to missile attacks
vs. mounted units.



Anuirean Archers

Move: 2
Defense: 2
Morale: ✕ ▼

Melee: 2
Missile: 4
+1 to missile attacks
vs. mounted units.



Anuirean Archers

Move: 2
Defense: 2
Morale: ✕ ▼

Melee: 2
Missile: 4
+1 to missile attacks
vs. mounted units.



Anuirean Archers

Move: 2
Defense: 2
Morale: ✕ ▼

Melee: 2
Missile: 4
+1 to missile attacks
vs. mounted units.



Anuirean Archers

Move: 2
Defense: 2
Morale: ✕ ▼

Melee: 2
Missile: 4
+1 to missile attacks
vs. mounted units.



Anuirean Artillerists

Move: 1
Defense: 1
Morale: ✕ ▼

Melee: 1
Missile: 5
Artillerists ignore defensive
terrain bonuses
when attacking.

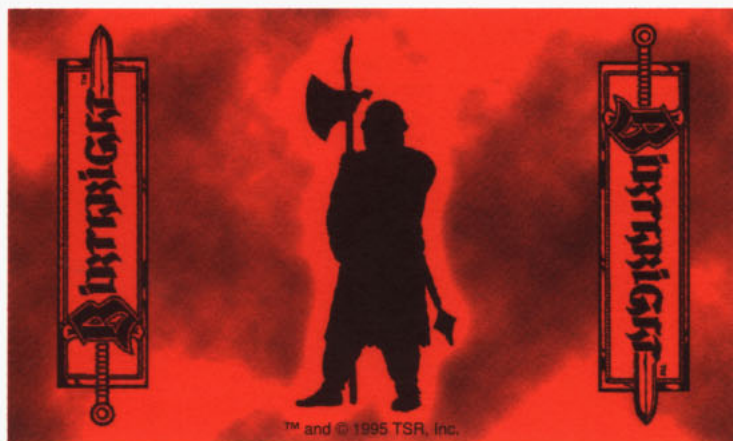


Anuirean Artillerists

Move: 1
Defense: 1
Morale: ✕ ▼

Melee: 1
Missile: 5
Artillerists ignore defensive
terrain bonuses
when attacking.





Anuirean Irregulars # 25

Move: 2
Defense: 2
Morale: ▼

Melee: 3
Missile: 2



1 Hit
Melee: 1
Missile: 1



Anuirean Irregulars # 26

Move: 2
Defense: 2
Morale: ✕

Melee: 3
Missile: 2



1 Hit
Melee: 1
Missile: 1



Anuirean Irregulars # 27

Move: 2
Defense: 2
Morale: ✕

Melee: 3
Missile: 2



1 Hit
Melee: 1
Missile: 1



Anuirean Irregulars # 28

Move: 2
Defense: 2
Morale: ✕

Melee: 3
Missile: 2



1 Hit
Melee: 1
Missile: 1



Anuirean Irregulars # 29

Move: 2
Defense: 2
Morale: ✕

Melee: 3
Missile: 2



1 Hit
Melee: 1
Missile: 1



Anuirean Irregulars # 30

Move: 2
Defense: 2
Morale: ✕

Melee: 3
Missile: 2



1 Hit
Melee: 1
Missile: 1



Anuirean Knights # 31

Move: 2
Defense: 4
Morale: ✕

Melee: 4
Charge: 6



2 Hits
Melee: 2
Charge: 3

1 Hit
Melee: 3
Charge: 4



Anuirean Knights # 32

Move: 2
Defense: 4
Morale: ✕

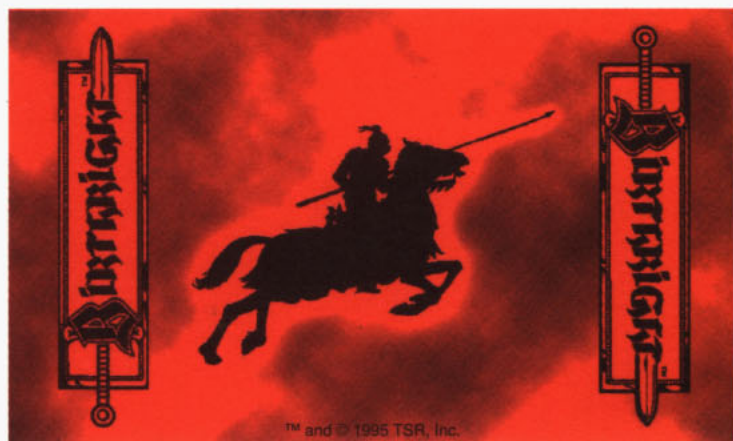
Melee: 4
Charge: 6



2 Hits
Melee: 2
Charge: 3

1 Hit
Melee: 3
Charge: 4





Mercenary Irregulars # 50

Move: 2
Defense: 2
Morale: 

Melee: 3
Missile: 2



1 Hit
Melee: 1
Missile: 1



Mercenary Irregulars # 49

Move: 2
Defense: 2
Morale: 

Melee: 3
Missile: 2



1 Hit
Melee: 1
Missile: 1



Anuirean Pikemen # 52

Move: 1
Defense: 3
Morale: 

Melee: 3
Pikemen cannot be charged. +1 to attacks and defense vs. mounted units.



1 Hit
Melee: 2



Mercenary Irregulars # 51

Move: 2
Defense: 2
Morale: 

Melee: 3
Missile: 2



1 Hit
Melee: 1
Missile: 1



Anuirean Pikemen # 54

Move: 1
Defense: 3
Morale: 

Melee: 3
Pikemen cannot be charged. +1 to attacks and defense vs. mounted units.



1 Hit
Melee: 2



Anuirean Pikemen # 53

Move: 1
Defense: 3
Morale: 

Melee: 3
Pikemen cannot be charged. +1 to attacks and defense vs. mounted units.



1 Hit
Melee: 2



Anuirean Pikemen # 56

Move: 1
Defense: 3
Morale: 

Melee: 3
Pikemen cannot be charged. +1 to attacks and defense vs. mounted units.



1 Hit
Melee: 2



Anuirean Pikemen # 55

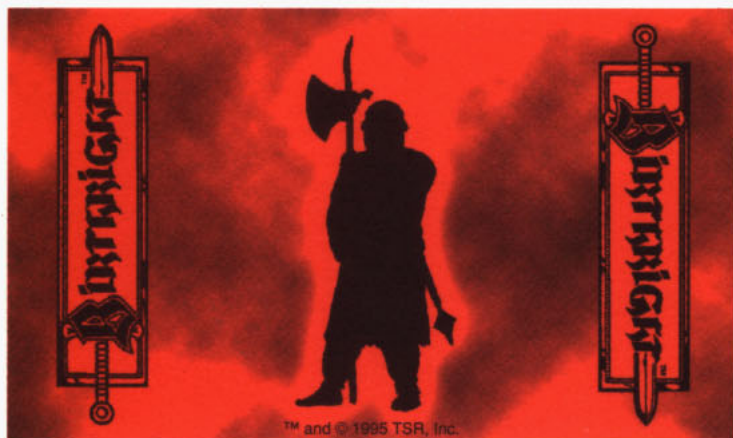
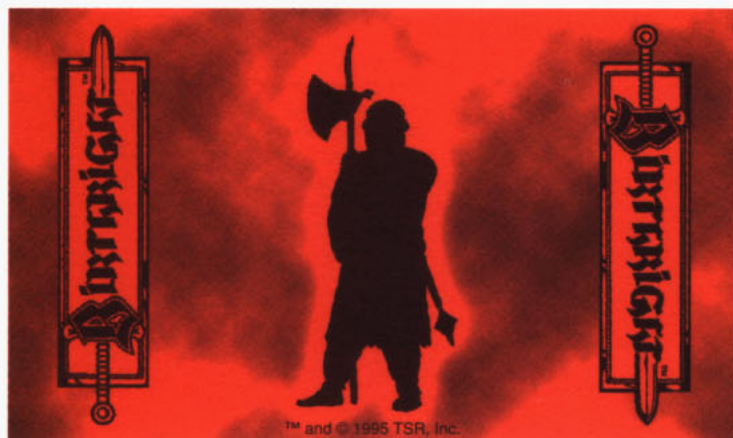
Move: 1
Defense: 3
Morale: 

Melee: 3
Pikemen cannot be charged. +1 to attacks and defense vs. mounted units.



1 Hit
Melee: 2





Anuirean Knights

Move: 2
 Defense: 4
 Morale: ✕

34

Melee: 4
 Charge: 6



1 Hit
 Melee: 3
 Charge: 4

2 Hits
 Melee: 2
 Charge: 3

Anuirean Knights

Move: 2
 Defense: 4
 Morale: ✕ ↘ ↙

36

Melee: 4
 Charge: 6



2 Hits
 Melee: 2
 Charge: 3

1 Hit
 Melee: 3
 Charge: 4



Levy

Move: 1

Defense: 1

Morale: 1

▲ # 38

Melee: 2

▲

2 Hits

Melee: 0

▲

1 Hit

Melee: 1



Levy

Move: 1

Defense: 1

Morale: 1

▲ # 40

Melee: 2

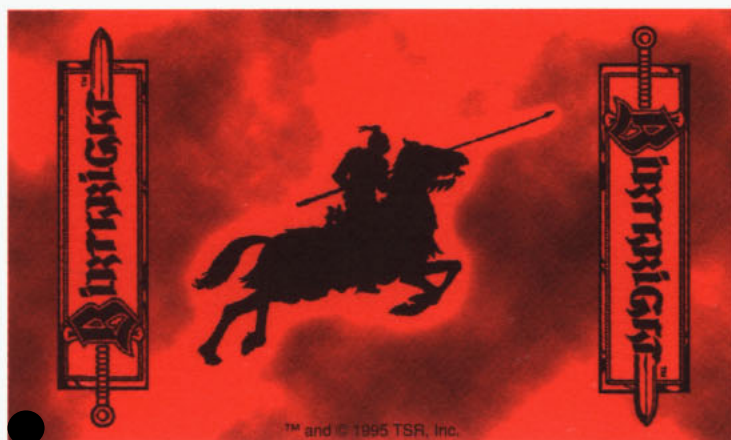


2 Hits

Melee: 0

1 Hit

Melee: 1



Levy #41
 Move: 1
 Defense: 1
 Morale: ♣
 Melee: 2

2 Hits
 Melee: 0
 1 Hit
 Melee: 1

Levy #42
 Move: 1
 Defense: 1
 Morale: ♣
 Melee: 2

2 Hits
 Melee: 0
 1 Hit
 Melee: 1

Mercenary Cavalry #43
 Move: 3
 Defense: 3
 Morale: ✕
 Melee: 3
 Charge: 5
 Missile: 1

1 Hit
 Melee: 2
 Charge: 3
 Missile: 0

Mercenary Cavalry #44
 Move: 3
 Defense: 3
 Morale: ✕
 Melee: 3
 Charge: 5
 Missile: 1

1 Hit
 Melee: 2
 Charge: 3
 Missile: 0

Mercenary Cavalry #45
 Move: 3
 Defense: 3
 Morale: ✕
 Melee: 3
 Charge: 5
 Missile: 1

1 Hit
 Melee: 2
 Charge: 3
 Missile: 0

Mercenary Infantry #46
 Move: 1
 Defense: 3
 Morale: ♠
 Melee: 3
 +1 to attacks vs. pikes or irregulars.

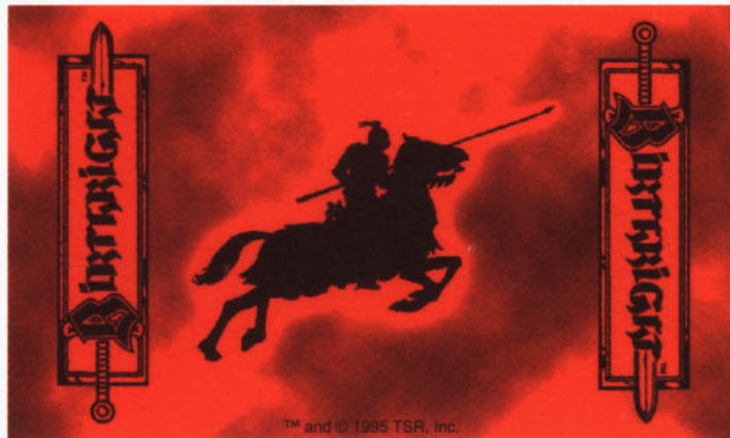
1 Hit
 Melee: 2

Mercenary Infantry #47
 Move: 1
 Defense: 3
 Morale: ♠
 Melee: 3
 +1 to attacks vs. pikes or irregulars.

1 Hit
 Melee: 2

Mercenary Infantry #48
 Move: 1
 Defense: 3
 Morale: ♠
 Melee: 3
 +1 to attacks vs. pikes or irregulars.

1 Hit
 Melee: 2



Gnoll Marauders (Irregulars) #73
 Move: 2
 Defense: 3
 Morale: ✕
 Melee: 3
 Missile: 2



Gnoll Marauders (Irregulars) #74
 Move: 2
 Defense: 3
 Morale: ✕
 Melee: 3
 Missile: 2



Gnoll Infantry #75
 Move: 2
 Defense: 4
 Morale: ✕
 Melee: 4
 Missile: 2
 +1 to melee attacks vs. pikes or irregulars.



Orog Infantry #76
 Move: 1
 Defense: 3
 Morale: ▼ ✕
 Melee: 3
 +1 to all attacks at night.



Orog Infantry #77
 Move: 1
 Defense: 3
 Morale: ▼ ✕
 Melee: 3
 +1 to all attacks at night.



Orog Pikes #78
 Move: 1
 Defense: 3
 Morale: ✕ ▼
 Melee: 3
 +1 to attacks and defense vs. mounted units.

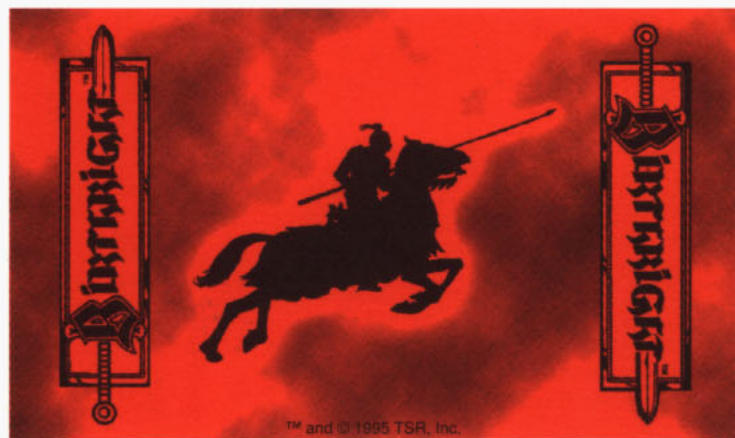
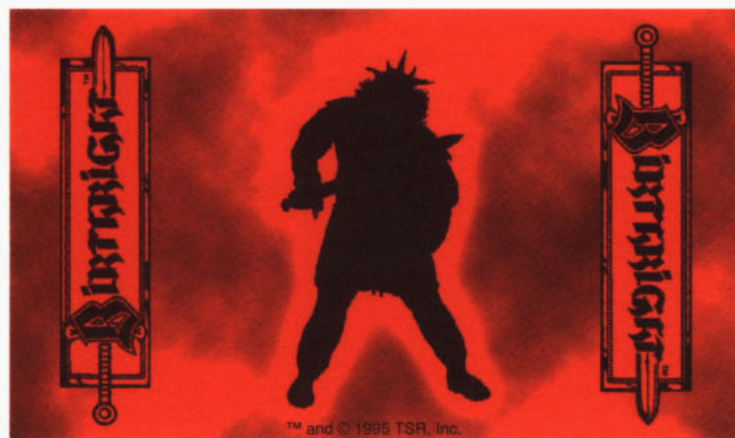
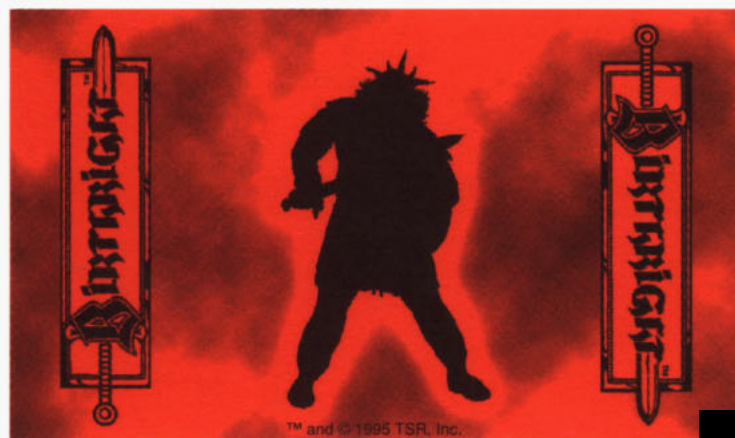


Guardians of Mhoried #79
 Move: 2
 Defense: 4
 Morale: ▼ ✕
 Melee: 4
 Charge: 6
 Missile: 2



Iron Guard of Ghoere #80
 Move: 2
 Defense: 4
 Morale: ▼ ✕
 Melee: 5
 Charge: 6







3100



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by L. Richard Baker III and Colin McComb



A king stands in the high turret of his castle, squinting at the distant hills. He can just make out the figures of his troops engaging the enemy in battle. As a damp breeze whips at his cloak, he contemplates the war. He has culled the best generals, captains, and troops from his land. His court wizard wields powers that unnerve even the most seasoned warriors. Can the forces he commands hold the enemy at bay? Or will the king awake at dawn to the pounding of battering rams and showers of deadly arrows?

From the tower, the battle is impossible to judge. The ruler twists the royal signet ring on his finger nervously. Then, a ragged messenger races up the stairs behind him, clutching a stained parchment. "Word from the general, your majesty," he pants. The king takes the message in trembling fingers and slowly reads. . . .

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