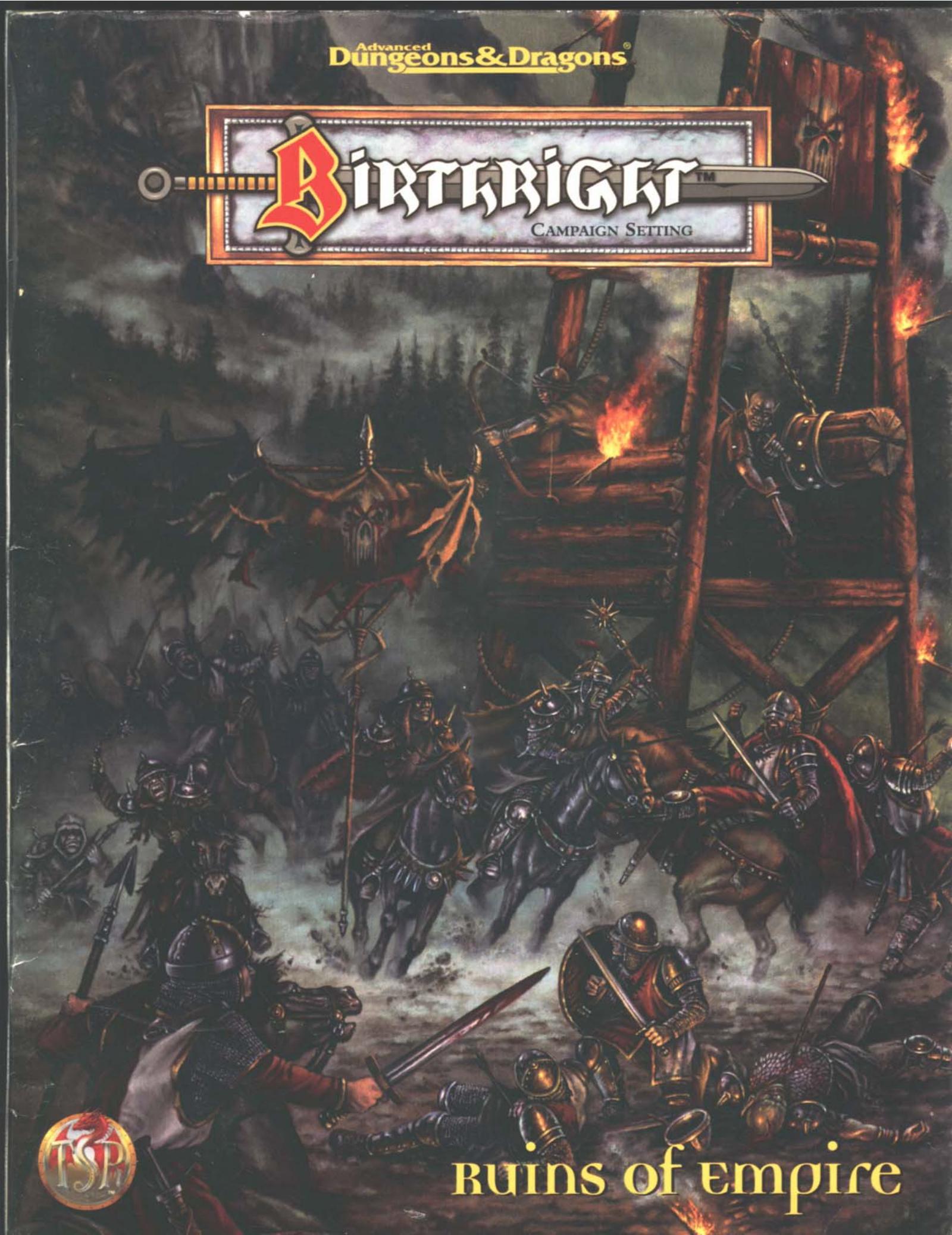


Advanced  
**Dungeons & Dragons**®

# BIRTHRIGHT™

CAMPAIGN SETTING



ruins of empire

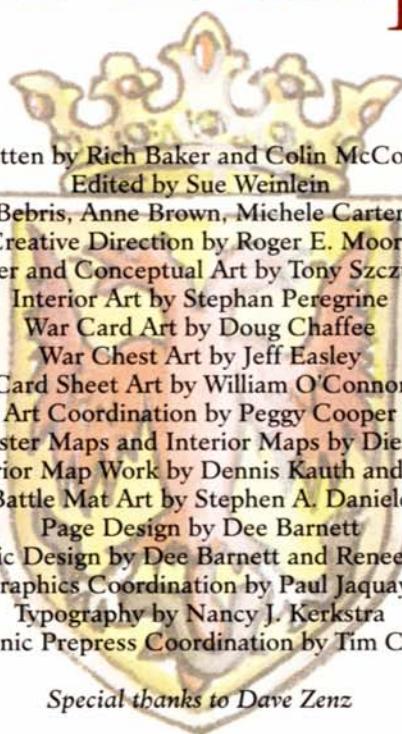




Campaign Setting

# book III

# ruins of empire



Written by Rich Baker and Colin McComb

Edited by Sue Weinlein

Proofread by Carrie A. Bebris, Anne Brown, Michele Carter, Ed Stark, Dan Wenger

Creative Direction by Roger E. Moore

Cover and Conceptual Art by Tony Szcudlo

Interior Art by Stephan Peregrine

War Card Art by Doug Chaffee

War Chest Art by Jeff Easley

Card Sheet Art by William O'Connor

Art Coordination by Peggy Cooper

Poster Maps and Interior Maps by Diesel

Additional Interior Map Work by Dennis Kauth and Rob Lazzaretti

Battle Mat Art by Stephen A. Daniele

Page Design by Dee Barnett

Graphic Design by Dee Barnett and Renee Ciske

Graphics Coordination by Paul Jaquays

Typography by Nancy J. Kerkstra

Electronic Prepress Coordination by Tim Coumbe

*Special thanks to Dave Zenz*



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TSR, Inc.  
201 Sheridan Springs Road  
Lake Geneva  
WI 53147  
U.S.A.

TSR Ltd.  
120 Church End  
Cherry Hinton  
Cambridge CB1 3LB  
United Kingdom

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**R**agged 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

**R**uins 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 Ghoere, 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

**O**ne 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 Erebannien 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 Aelvinnwode 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 Tuarhievel 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 Cariel lie nearly surrounded by inimical forces.

Dhoesone borders three nonhuman lands, as well as Stjordvik of the Rjurik. Cariel 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 Coeranys. 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

**T**ime 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, Aeris.

## months, days, and years

The 12 months of the Anuirean calendar begin with the Day of Rebirth, the vernal equinox. The month *Sarimiere* 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

**T**he 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	%E: Half-elf
Vo: Vorynn	R: Ranger	G: Goblin
	W: Wizard	Hlf: Halfling
Gender		Kh: Khinasi
F: Female		M: Monster
M: Male		Rj: Rjurik
? Unknown		V: Vos

◆ **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. Barons 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.

**T**he 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 Erebannien, 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 Erebannien. 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 Erebannien 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.

# the southern coast

- ◆ According to new reports, ships regularly unload scores of warriors on the shores of the Erebannien in Roesone and Aerenwe. If true, this story means that some unknown power is violating the traditional neutrality of the Erebannien. 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 Erebannien 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 = 50 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)	HMA (2)
Ghoried (2/3)	MR (1)	IHH (1)	SG (2)	HMA (2)

**Abbreviations:** MR=Marlae Roesone (Roesone); IHH=Impregnable Heart of Haelyn (Hubaere Arminden); 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 artillerists.
- ◆ 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 bloodied 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 Erebannien, 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 Erebannien.

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, Proudglaive, 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 Proudglaive and Ilien and run from Bellam to Shieldhaven in Mhored.

**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 Erebannien 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 Cwlmie); 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

**Provinces:** Four provinces fall within the Erebannien, 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 (*M%E; W16; Vo, major, 36; LN*) has overseen the magic of the seven provinces for hundreds of years. The Erebannien 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 Erebannien. 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 Erebannien 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 Anuisean kingdoms have.

# diemed

**Alignment:** Lawful neutral.  
**Status:** Recommended.

Province	Law	Temples	Guilds	Sources
Aerele (4/1)	HD (3) DA (0)	OIT (4)	EH (2) OT (2)	He (1)
Bliene (3/6)	HD (2)	OIT (3)	EH (3)	He (4)
Ciliene (6/0)	HD (4) DA (2)	OIT (6) GK (3)	EH (3)	—
Duene (3/2)	HD (3)	OIT (3)	OT (3)	He (2)
Moore (5/0)	HD (3) DA (1)	OIT (5)	GK (4) 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.

Ciliene on the Arniensae 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.

**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 Armiedin); 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 (*MKh; 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 Erebannien; 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 Ilienes, 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 Erebannien 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 Erebannien 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)	EH (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 Armiedin); OT=Orthien Tane (Southern Anuire Shipping and Imports); He=Hermedie; 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. Hermedie (FA; W7; Vo, major, 24; LN) has yet to invest regency into the theocracy, but the regent and guilder both take steps when necessary to ensure that nobody else (namely, Aglondier) gains new sources in their provinces. Though neither Enlien nor Kalien knows Hermedie 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)
Ghæle (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)
Serien (4/3)	DA (2)	VOM (1)		
	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 awnsheghlien, 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

**T**he 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 guilder, 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	Ghaliere (2/3)	Osoerde/Raenech
Temple	2	Algael (2/3)	Osoerde/Raenech
Temple	1	Ghoriad (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 Armiedin (*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. Counteracting 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)
◆ Orthodox Imperial Temple of Haelyn (Lavalan Briesen)	Roesone (1)
◆ Eastern Temple of Nesirie (Maire Cwllmie)	Diemed (23)
◆ Aerenwe (17)	Aerenwe (17)
◆ Mieres (6)	Mieres (6)
◆ Ilien (3)	Ilien (3)
◆ Mieres (2)	Mieres (2)
◆ 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/Aglondier
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 (MKh; 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 Erebannien, drawing his power from that ancient forest.

Holding	Level	Province (Ratings)	Domain/Ruler
Source	5	Shadowgreen (1/6)	Aerenwe/Swordwrath
Source	5	Northvale (1/6)	Aerenwe/Swordwrath
Source	3	Banien's Deep (1/6)	Aerenwe/Swordwrath
Source	3	Westmarch (1/6)	Aerenwe/Swordwrath
Source	0	Calrie (6/0)	Aerenwe/Swordwrath
Source	0	Doenel (5/0)	Aerenwe/Swordwrath
Source	0	Halried (5/0)	Aerenwe/Swordwrath
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 Erebannien.

**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 Erebannien 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 Aglondier (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.

**T**he 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

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 Aeric 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 mountain-side 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.



1 inch = 50 miles

# 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
Bacaele (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)	
Fhoruile (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)	
Seaside (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 Baccare); Bor=Arien Borthein (Boeruine Trading Guild); AI=Arlen Innis; NIT=Northern Imperial Temple of Haelyn (Thuriene Donalls); GTh=Gaelin Thuried (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 Thuried of Dhoesone, Storm Holtson of Stjordvik, and Arien Borthein of Boeruine control each of the rival guilds of Boeruine. Since the archduke keeps Borthein 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 artillerists.
- ◆ 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 him-  
self with sword as with the diplo-  
matic 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 lieu-  
tenants resent his heavy-handed rule, they real-  
ize 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 grand-  
father, 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 pre-  
tend 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 cau-  
tiously with Boeruine, but only in the matter of con-  
taining the goblin tribes of the Five Peaks. The  
ruler of Alamie remains too canny a politician to  
declare an alliance with Boeruine openly, and Tuoren'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 atten-  
tions 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. Fortu-  
nately, 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 Anvira; 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 Hierarch.

- ◆ **Sources:** Torele Anvira, 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 Thurazor 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:

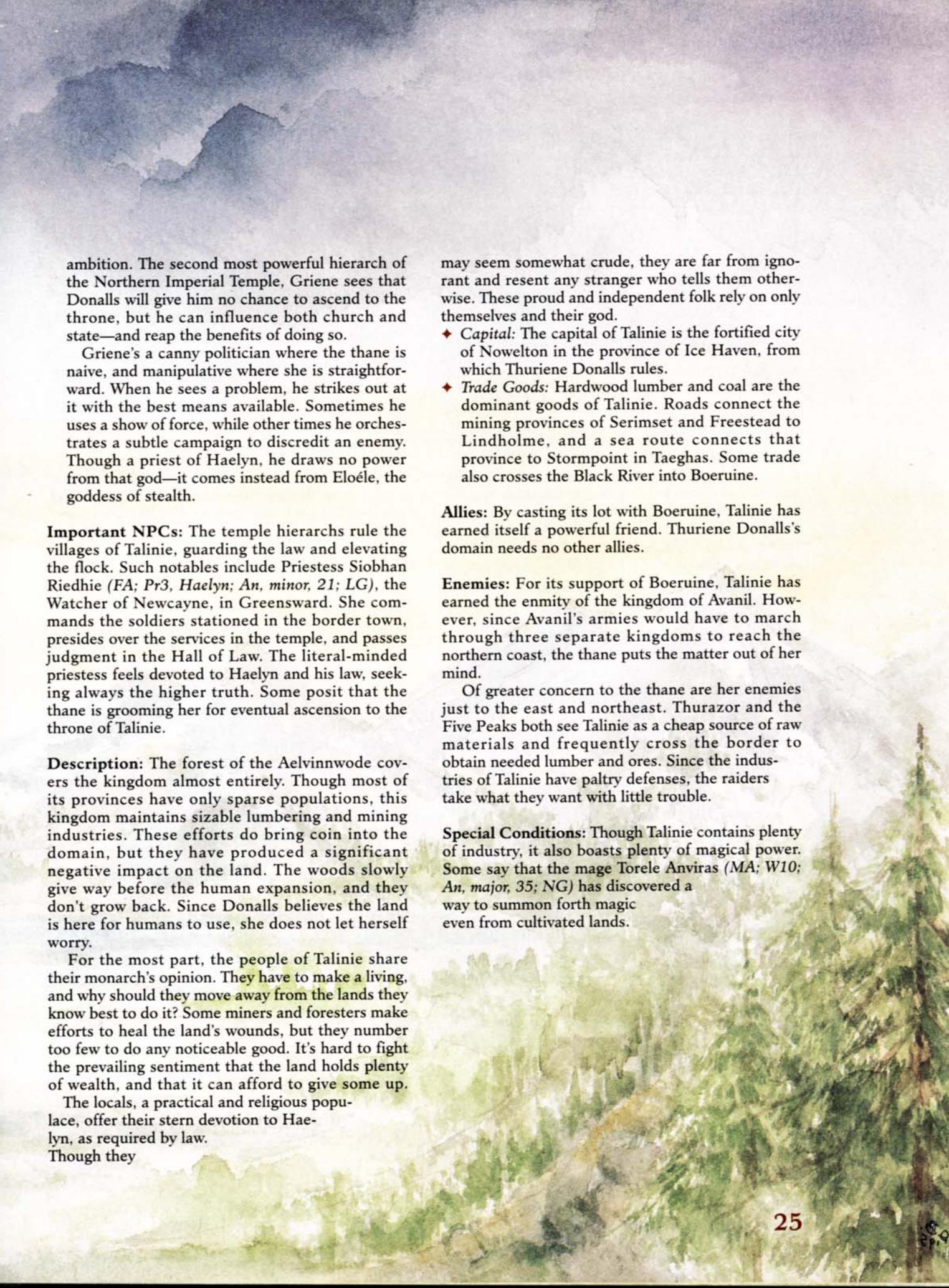
- ◆ 1 unit of archers.
- ◆ 3 units of infantry.
- ◆ 1 unit of scouts.
- ◆ 1 unit of mercenary cavalry.

**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 Avanil. However, since Avanil'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 Anviras (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)	—
Marilen (4/3)	EM (1) DA (3) EM (1)	TOF (2) TOF (2)	EM (4)	—

**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 Arniensae 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.

Rhuobhe (2/9)*	Law Rh	Temples —	Guilds —	Sources Rh
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**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 encroachers" 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 Avanil. 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 Avanil 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)
Islien (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 (Rhbher 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, Islien, 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

**M**any 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	Seaside (6/0)	Boeruine/Boeruine
Temple	5	Tariene (6/0)	Boeruine/Boeruine
Temple	6	Rivien (6/1)	Boeruine/Boeruine
Temple	2	Fhoruile (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/Donnals
Law	2	Ice Haven (3/4)	Talinie/Donnals
Temple	3	Ice Haven (3/4)	Talinie/Donnals
Law	2	Winter's Deep (3/4)	Talinie/Donnals
Temple	2	Winter's Deep (3/4)	Talinie/Donnals

**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)
◆ Hidden Temple of Cuiraécen* (Linnias Baccære)	Taeghas (16)
◆ Western Imperial Temple of Haelyn** (Rhbher Nichaleir)	Boeruine (16)
◆ Sarimie's Temple of Fortune (Hyde Termonie)	Taeghas (7)
	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 Borthein (*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)	Anvil/Avan
Guild	2	Bhrein (4/1)	Anvil/Avan
Guild	1	Duriene (4/1)	Anvil/Avan
Guild	0	Taliern (3/4)	Anvil/Avan
Guild	3	Haesrien (5/0)	Tuornen/Flaertes
Guild	3	Nabreheine (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 (*F%E; 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 Borthein)	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 khorian

**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	Islien (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	Avariens (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 Anviras*	Talinie (28)
◆ Arlen Innis	Boeruine (17)

\* Also found in the Northern Marches.



**P**atchwork 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.

## 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 Mhored, 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 Mhored first. And, as always, goblin raids remain frequent along the Markazor-Mhored border.



# avaniil

**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)
Bhrein (4/1)	DA (4)	CJS (2)	EM (2)	HK (1)
		WIT (2)	PAI (2)	
Caulnor (5/0)	DA (5)	WIT (3) CJS (2)	PAI (4) AV (1)	HK (0)
Daulton (5/4)	DA (5)	CJS (3)	PAI (3)	HK (2)
		WIT (2)	AV (2)	
Duriene (4/1)	DA (4)	CJS (3)	PAI (3)	HK (1)
		WIT (1)	EM (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 (Rhbher 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 gainsay 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 Aeris 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 Avanese 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)	LPA (2) MOC (0)	ML (2)	SM (3)
Danaroene (4/1)	GT (3)	MOC (3)	GH (4)	SM (1)
Ghieri (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)
Thoralinár (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 (Mae-sil 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 guilder 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 Avanil 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)
Bevaldror (6/3)	Mh (4)	HA (3)	ML (5)	Rg (3)
		MOC (3)	GTh (1)	
			Mh (0)	
Byrnnor (4/1)	Mh (3)	HA (2)	ML (3)	Rg (1)
		OA (2)	GTh (1)	
			Mh (0)	
Cwlldon (3/2)	Mh (3)	HA (2)	GH (2)	SM (2)
	GT (0)	MOC (0)	ML (0)	Rg (0)
Dhalsiel (2/3)	Mh (2)	OA (2)	ML (2)	Rg (3)
Maesilar (3/2)	GT (3)	MOC (3)	ML (3)	Rg (2)
	Mh (0)	HA (0)	Mh (0)	
Marloer's Gap (2/3)	Mh (1)	HA (1)	ML (2)	Rg (3)
		OA (0)		
Tenarien (3/2)	Mh (3)	MOC (3)	GH (3)	SM (2)
	GT (0)	HA (0)	ML (0)	Rg (0)
Torien's Watch (3/6)	Mh (2)	OA (3)	GTh (3)	Rg (6)
Winoene (3/2)	Mh (3)	HA (3)	GTh (3)	Rg (2)
			ML (0)	

**Abbreviations:** Mh=Mhor (Mhoried); MOC=Militant Order of Cuiraécen (Phylie 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 Aeric (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 Aeric clash over the spirits of the Mhoriens.

- ◆ **Guilds:** Moerele Lannaman (MA; T4; Br, major, 29; CG), the dominant guilder, 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 Coeranys, 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 *Bevaldror*, or "Shieldhaven." It lies in the province Bevaldror, 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 freestanders, 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)	Ca (0) MB (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 (Fhylie 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 (Rhuobher 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.

### 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 Elevesnemiere 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

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.

◆ **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)	CJS (3)	GH (3)	Ca (2)
		GK (0)		
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 guilder 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 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 Mhored, the realm must tread a delicate line to avoid offending one of these two powers. It's usually safer to anger Mhored, 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 (Rhbher Nichaleir); GK=Guilder Kalien (Endier, Heartlands Outfitters); COS=College of Sorcery; DA=Darien Avan (Avanil); Life and Protection of Avanalea (Medhlorie Haensen); PAI=Parnien Anuier Iniere (Prince's Pride); AB=Aeric Boeruine (Boeruine); Militant Order of Cuirécen (Fhylie the Sword); ML=Moerele Lannaman (Mae-sil Shippers); HD=Heirl Diem (Diemed); CJS=Celestial Jewel of Sarimie (Temias Coumain).

**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 Röle 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)	—
Chaledon (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)
Osoeriene (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 Coerans 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 Coerans or the patriarch's gentle but firm laws. To the north lies the Siehwode, 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/CE; 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	Brosien (2/2)	Taeghas/Khorien
Temple	2	Bhaine (6/0)	Taeghas/Khorien
Temple	2	Maesford (2/3)	Alamie/Alam
Temple	3	Traoward (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	Nabhriene (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 Avanalea*	Elinie (12)
	Ghoere (6)
	City of Anuire (2)
◆ Oaken Grove of Aeric <sup>†</sup>	Mhored(7)
(Günther Brandt)	
◆ Haelyn's Aegis <sup>†</sup>	Ghoere (14)
(Antia Maricoere)	Mhored (11)
	Elinie (7)
◆ Militant Order of Cuiraécen	Ghoere (20)
(Phylie the Sword)	Mhored (11)
	Tuornen (11)
◆ Celestial Jewel of Sarimie	City of Anuire (2)
(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 guilder 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. Guilder 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	Chaledon (3/2)	Elinie/Daouta
Source	2	Osoeriene (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)
	Endier (0)
♦ Harald Khorien'''	Avanil (19)
♦ Rhuobhe'''	Tuornen (7)
♦ Second Swamp Mage*	
Elinie (11)	

\* Also found in the Eastern Marches.

\*\* Also found in the Southern Coast.

''' Also found in the Western Coast.

**T**he 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 demihumans, 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 Stonecrows.

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.



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

the northern borders of the domain. They're getting ready to break into the Northern Marches in an attempt to push the Nuireans south of the Stonecrows.

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.



# 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)
Hidale (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)
Romiene (1/4)	BA (1) FD (0)	OA (1)	BA (1)	CD (4)
Ruidewash (2/5)	FD (1) AD (0)	HBT (1)	AD (2)	DD (5)
Sidhuire (2/5)	FD (1) AD (0)	HBT (2)	AD (2)	DD (5)
Soniele (1/6)	GTh (1)	OA (1)	GTh (1)	DD (6)
Sonnelind (4/3)	FD (3)	NRC (3)	MB (2)	DD (3)
Tradebhein (2/5)	MB (1) FD (1)	HBT (1)	AD (2)	DD (5)
	MB (0)	NRC (2)	MB (2)	
		HBT (0)		

**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 Nielem); 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 (*F&E; 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 Cariel.

**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 Filheraene, 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, Cariel. 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, Cariel'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

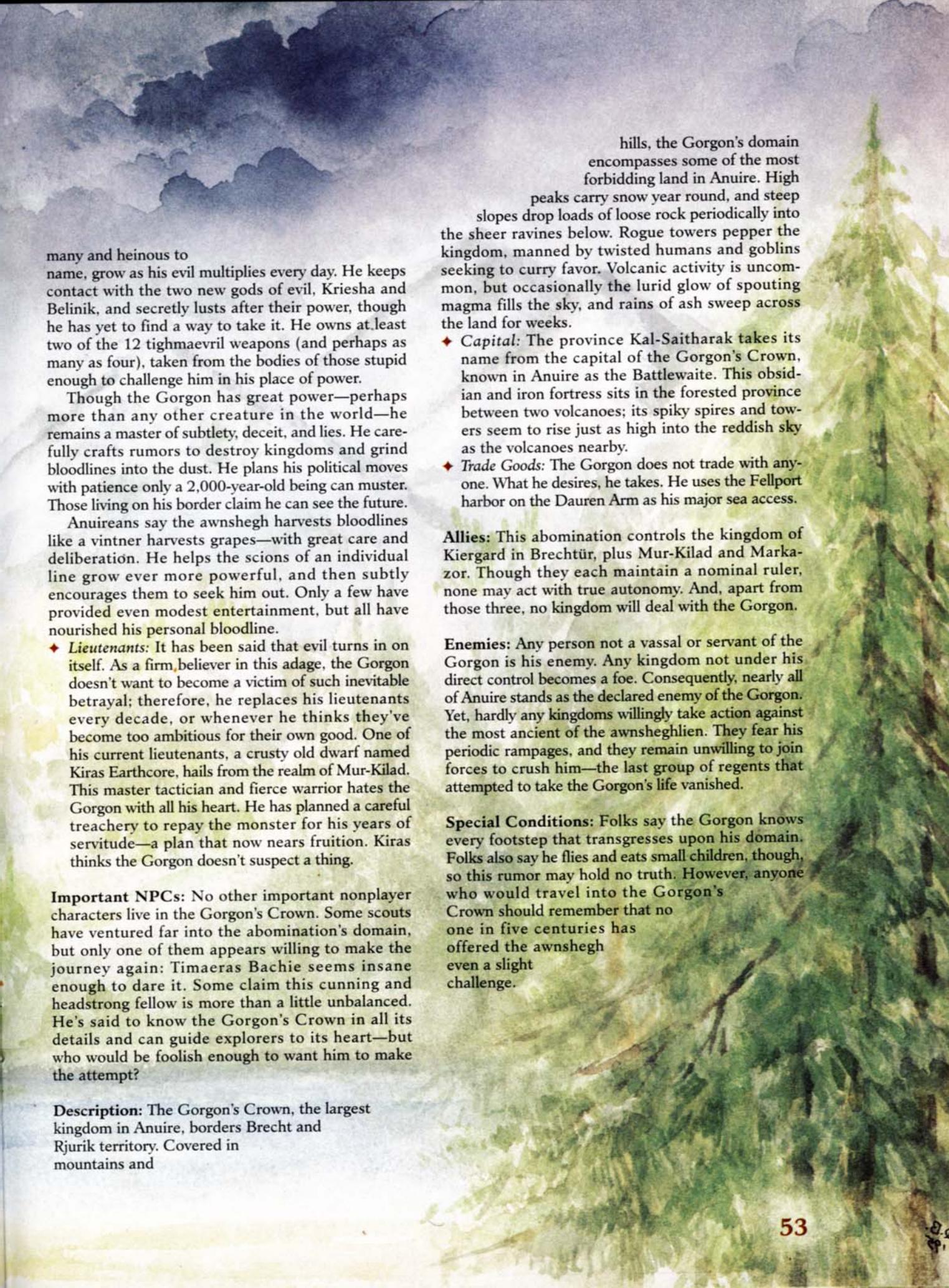
**Army:** The Gorgon's army strikes fear into the heart of any regent within three kingdoms. The masses of troops nurse only their ill intent. Though quiescent for now, the army will move again, and all Anuire will tremble in terror under the Gorgon's cloven foot. This force includes:

- ◆ 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 fhoimorien, 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 Belnik, 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 footprint 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.

# Tuarhievel

**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 Fhilaraene rules the seven provinces of Tuarhievel.

Provinces	Law	Temples	Guilds	Sources
Avallaigh (2/6)	FD (1)	—	MB (2)	Fh (5)
	Fh (0)			
Bhindraith (2/6)	Fh (1)	—	MB (2)	Fh (4)
			Fh (0)	
Braethindyr (4/5)	FD (2)	—	AD (2)	Fh (4)
	Fh (2)		Fh (2)	
Cwmbheir (6/5)	Fh (4)	—	AD (3)	Fh (5)
	FD (2)		MB (2)	
			Fh (0)	
Cymryr (3/5)	Fh (2)	—	—	Fh (5)
Dhoneaghmiere (3/5)	Fh (2)	—	—	Fh (5)
Llyrandon (2/6)	Fh (2)	—	—	Fh (6)

**Abbreviations:** FD=Fhiele Dhoesone (Dhoesone); MB=Mheallie Bireon (Stonecrown Coster, Source of the Maesil, Northlands Exchange); Fh=Fhilaraene (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 Fhilaraene, 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 Fhilaraene 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 Fhilaraene contains both the blood of Reynir and Azrai, but the blood of the old druid god runs slightly stronger.

Fhilaraene 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 Erebannien 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, Philaraene'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 Philaraene 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 Philaraene 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.

# cariele

**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
Mhelliene (5/2)	MB (3)	NRC (5)	MB (5)	DD (0)
	EG (2)	HA (0)		
Mountainsedge (3/4)	MB (2)	NRC (3)	MB (3)	EO (0)
	EG (1)	HA (0)		
Riverford (5/2)	MB (3)	NRC (5)	MB (5)	DD (0)
	EG (2)	OA (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 (Cariele); HA=Haelyn's Aegis (Antia Maricoere); EO=Eyeless One; OA=Oaken Grove of Aeric (Günther Brandt).

**Regent:** Entier Gladanil (*MA; F5; An, minor, 20; NE*) has recently ascended to the throne of the County of Cariele. 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 Cariele 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 Cariele.

**Important NPCs:** The thief Mheallie Bireon (*FA; T8; Br, major, 37; NE*) remains the true power behind the throne. Though three guilds operate in Cariele (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 Cariele, 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 Aeric 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 Cariele.

**Description:** With only a small, hilly gap in the Stonecrown Mountains connecting the kingdom to the rest of Anuire, Cariele almost saved the Northern lands from conquest. Only by sea or through this gap in the Stonecrows 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 *Mhelliene*, or "the Gates of Doom," while the elves name it *Toriendor Cuachlimyr*: "Fools' Passage."

Cariele 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 Cariele blow hard and cold from the Tael Firth and the North, blasting the northern face of the Stonecrows. 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, Carieleans 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
Sulhanie (3/2)	—	—	—	EO
Thasbyn (3/4)	—	HTC	—	EO
Torain (3/4)	—	—	—	EO

**Abbreviations:** EO=Eyeless One; VFP=Vos of the Five Peaks (unknown); HTC=Hidden Temple of Cuiraécen (Linnias Baccare).

\* 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. Oroggs 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 dislodge 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 Stonecrows, 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	HOA	Go	Go
	RF	ATM		
Dwarf's Hold (4/1)	Go	HOA	Go	Go
	RF	ATM		
Elfsdemise (3/2)	Go	HOA	Go	Go
	RF	ATM		
Periltrees (3/2)	Go	HOA	Go	Go
	RF	ATM		
Riverspring (3/2)	Go	HOA	Go	Go
	RF	ATM		
Shattered Hills (4/1)	Go	HOA	Go	Go
	RF	ATM		
Sutren Hills (1/4)	Go	HOA	Go	Go
	RF	ATM		

## Mur-Kilad\*

Province	Law	Temples	Guilds	Sources
Crushing Rock (5/4)	Go	MF	Go	Go
	GoT	HOA		PM
Fallen Rock (3/6)	Go	MF	Go	Go
	GoT	HOA		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 Thurinson (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 Thurinson 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 Anviras; 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 Cariel'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

**M**any 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	Mhelliene (5/2)	Cariele/Gladanil
Temple	3	Mountainsedge (5/4)	Cariele/Gladanil
Temple	5	Riverford (5/2)	Cariele/Gladanil
Temple	0	Sidhure (2/5)	Dhoesone/Dhoesone
Temple	1	Ruidewash (2/5)	Dhoesone/Dhoesone
Temple	3	Sonnelind (4/3)	Dhoesone/Dhoesone
Temple	2	Tradebehn (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 Cariele 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)	Cariele (0)
◆ The Oaken Grove of Aeris* (Günther Brandt)	Dhoesone (5)
◆ Haelyn's Bastion of Truth (James Ardannt)	Cariele (0)
◆ The Hand of Azrai (The Hand of Azrai)	Dhoesone (8)
◆ Hidden Temple of Cuiraécen** (Linnias Baccaere)	Gorgon's Crown (unknown)
◆ Vos of the Five Peaks (unknown)	Markazor (unknown)
◆ Approved Temple of Markazor (unknown)	Mur-Kilad (unknown)
◆ Goblins' Triumph (Kral Two-Toes)	Five Peaks (unknown)
◆ Goblins' Triumph (Kral Two-Toes)	Thurazor (unknown)
◆ Goblins' Triumph (Kral Two-Toes)	Five Peaks (unknown)
◆ Goblins' Triumph (Kral Two-Toes)	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	Mhelliene (5/2)	Cariele/Gladanil
Guild	5	Mhelliene (5/2)	Cariele/Gladanil
Law	2	Mountainsedge (3/4)	Cariele/Gladanil
Guild	3	Mountainsedge (3/4)	Cariele/Gladanil
Law	3	Riverford (5/2)	Cariele/Gladanil
Guild	5	Riverford (5/2)	Cariele/Gladanil
Guild	3	Alaroine (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	Sonnelind (4/3)	Dhoesone/Dhoesone
Guild	2	Sonnelind (4/3)	Dhoesone/Dhoesone
Law	0	Tradebehn (2/5)	Dhoesone/Dhoesone
Guild	2	Tradebehn (2/5)	Dhoesone/Dhoesone
Guild	2	Avallagh (2/6)	Tuarhievel/Fhilaraene
Guild	2	Bhindraith (2/6)	Tuarhievel/Fhilaraene

Guild	2	Cwmbheir (6/5)	Tuarhievel/Fhileraene
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)
Thurazor (unknown)	Tuarhievel (5)
♦ Upper Anuire Traders* (Gaelin Thuried)**	Dhoesone (2)
♦ Andien and Sons** (Bannier Andien)*	Thurazor (unknown)
♦ Stjordvik Traders (Storm Holtson)	Dhoesone (3)
♦ The Gorgon	Dhoesone (6)
Mur-Kilad (unknown)	
Markazor (unknown)	

\* Also found in the Heartlands.

\*\* Also found in the Western Coast.

Holding	Level	Province (Ratings)	Domain/Ruler
Law	2	Llyrandon (2/6)	Tuarhievel/Phileraene
Source	6	Llyrandon (2/6)	Tuarhievel/Phileraene
Law	2	Cymry (3/5)	Tuarhievel/Phileraene
Source	5	Cymry (3/5)	Tuarhievel/Phileraene
Law	2	Dhoneaghmiere (3/5)	Tuarhievel/Phileraene
Source	5	Dhoneaghmiere (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	Avalaigh (2/6)	Tuarhievel/Phileraene
Source	5	Avalaigh (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)	
Dhoesone (20)	
Dhoesone (29)	
Cariele (0)	
Gorgon's Crown (72)	
Markazor (unknown)	
Mur-Kilad (unknown)	
Mur-Kilad (unknown)	
Thurazor (unknown)	

\*\* 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.

## Phileraene

**Alignment:** Neutral.

**Status:** Recommended.

**Summary:** The magical, guild, and law holdings of Phileraene listed here make up Tuarhievel.

**T**ravelers 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 Spiritsend in Osoerde. Some say witches call these swamps home, luring people in to consume them and their spirits. Others think the legendary dragon Swampsblood 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 greatest threats in the East come from the Chimaera living nearby and from Khinasi raiders. Ghoere'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)	—
Cliff's Lament (4/1)	GG (4)	MF (4)	DW (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 Mhoried 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 Ilien.

**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)	CoL (2)	Ch (7)
		TF (1)		
Mhewe (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)
Caudraught (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=Ghorian Hiriele (Highland/Overland Traders); Sw2=Second Swamp Mage; HA=Haelyn's Aegis (Antia Maricoere); DW=Diirk Watershöld (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 Watershöld, remains fully welcome in Coeranys—and that's only because he comes here irregularly. Still, Watershöld 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.

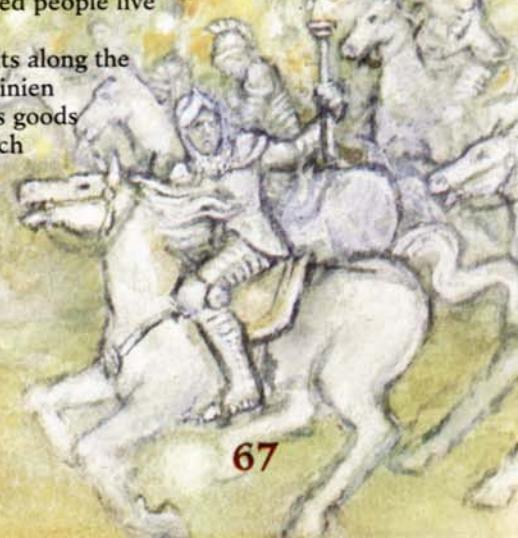
**Description:** The wide, rolling country of Coeranys ends in the southeast at the gulf that bears its name. The kingdom's terrain varies between grass and swamp, making it prime territory for raising horses and cattle.

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)
Ghaliere (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 (Hubaera Armiedin); DW=Diirk Watershield (Royal Guild of Baruk-Azhik); Sw=Swamp Mage; CSH=Church of Storm's Height (Wincae Raech); 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 Coeranys 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.

# 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
Fhylallien (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
Ywrndor (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 Rhysdordan 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

of action, he can. Rhysdordan, a 7th-level ranger, has several human friends; likely his counsel keeps the queen quiet during some of her anti-human moods.

**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-laghriod*, 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

**T**he 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** (Hubaere Armiedin)	Osoerde (6)
♦ The Church of Storm's Height (Wincae Raehech)	Osoerde (10)
♦ The One True Church of Vosgaard (unknown)	Osoerde (1)
♦ Life and Protection of Avanalae* (Medhlorie Haensen)	Coeranys (12)
♦ Water's Blessing (Nesirie) (Phisaid Uriene)	Chimaeron (2)
♦ The Fortress (Cuiraécen) (Tugaere Issimane)	Chimaeron (2)
♦ Haelyn's Aegis*† (Antia Maricoere)	Coeranys (4)

\* 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)	Coeranys/Cariele
Guild	2	Duornil (2/3)	Coeranys/Cariele
Guild	2	Caudraught (4/1)	Coeranys/Cariele
Guild	2	Mistil (2/3)	Coeranys/Cariele
Guild	2	Ruorven (4/1)	Coeranys/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)
◆ Maesil Shippers* (Moerele Lannaman)	Coeranys (4)
◆ Highland/Overland Traders* (Ghorien Hiriele)	Baruk-Azhik (3)
◆ Council of Leaders	Osoerde (7)
	Coeranys (5)
	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	Ghaliere (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):

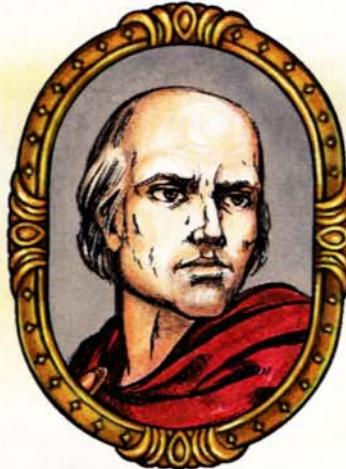
◆ Three Brother Mages	Coeranys (11)
◆ The (first) Swamp Mage	Chimaeron (8)
◆ The Emerald Queen, Isaelie	Osoerde (11)
◆ The Chimaera	The Sielwode (unknown)
	Chimaeron (27)

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 treasures 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
THAC0:	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 *Thronegard* 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 Aeris Boeruine, 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 Boeruine 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

aspired to  
the Iron  
Throne  
himself at  
least once  
if he truly

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.

# personalities

## 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, Aeris 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 Coeranys, 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 Mhored, 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 out-buildings 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 snake-like 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 *Fleshrender*.

**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.

## grimm graybeard

Overthane of Baruk-Azhik, a 7th-/8th-level dwarf fighter/priest of Moradin

### 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.

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.

# adventure: family matters

**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.

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

**I**t'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

**E**very 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

**F**irst, 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, Avanil, 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, Coeransy, Roesone, or Aerenwe.
4. Ilien, Diemed, Brosengae, or Taeghas.

**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 Antagonist:

1. A brigand clan from the Five Peaks.
2. Cariele.
3. Osoerde.
4. Mieres.

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 fiancee 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 Aeris 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.

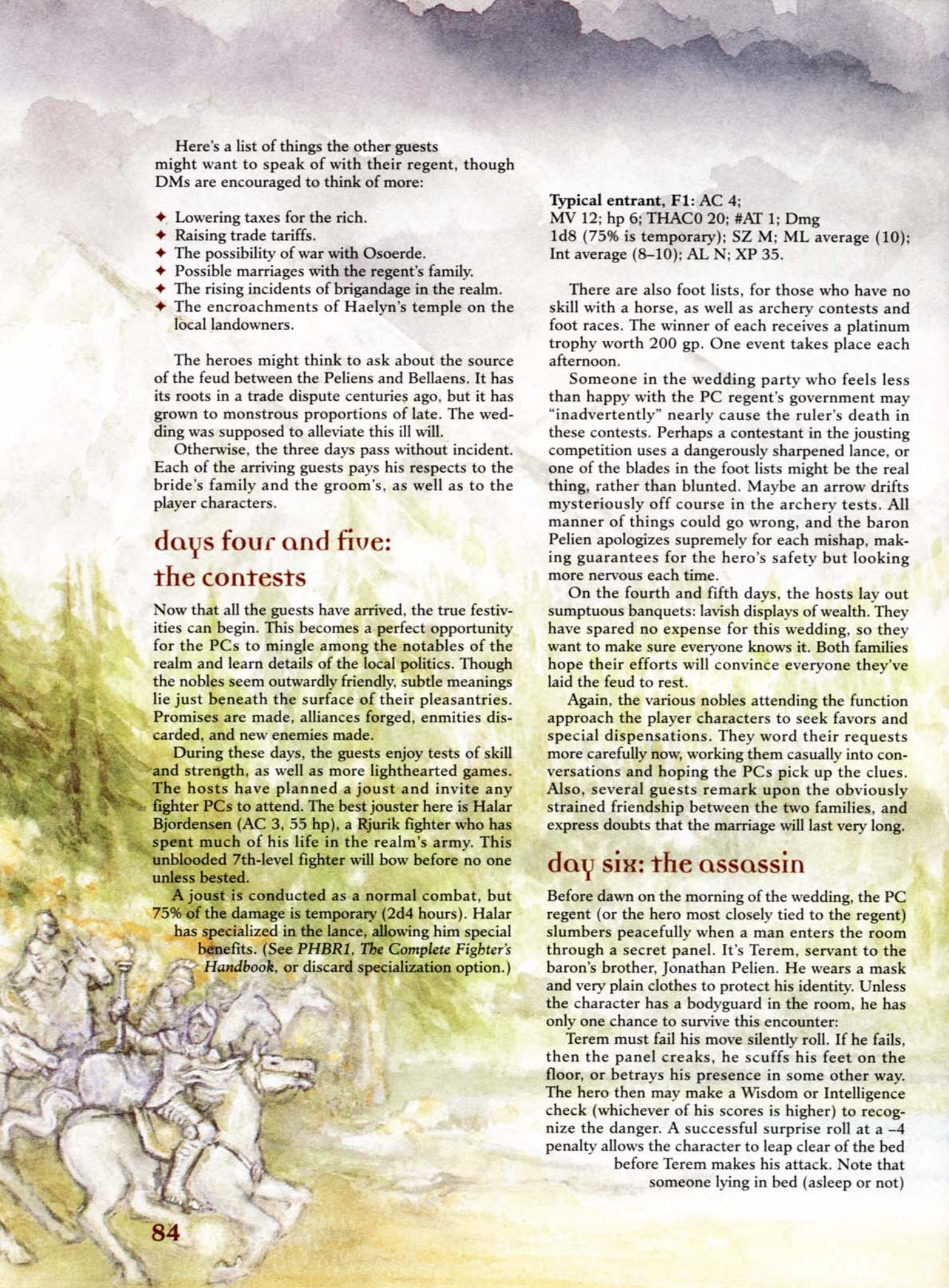
**Day Six:** The wedding ceremony.

**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 joust 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 *PHBR1, 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.

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

## 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 hang-ers-on arrange duels.

Clearly, this situation will not cool down any time soon.

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 *hates* 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 Pelien:** 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 Peliens' 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 Pelien:** 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 Bellaens

**Laera Bellaen:** A baroness and the matriarch of the Bellaens.

*Personality:* Shrewish, shrewd, sharp.

*Special Equipment:* *Dagger +1.*

*Notes:* The baroness comes from a long line of Bellaens. 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 Peliens.

**Michael Bellaen:** 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 Bellaen:** 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 Bellaen:** Leira's brother, the Bellaen 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 Peliens. Other than that, he seems a fine man.

**Jarri Bellaen:** 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.

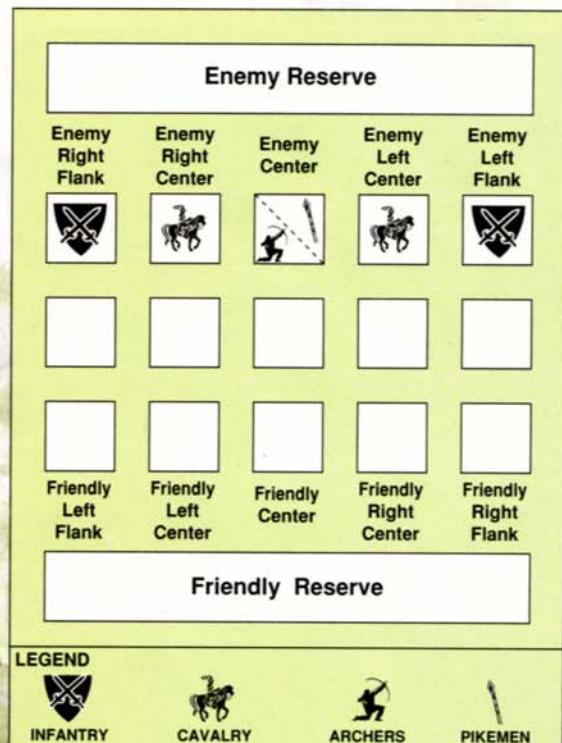
The enemy has only six units involved in the fight. The diagram on this page illustrates their initial formation. They are:

- ♦ 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.

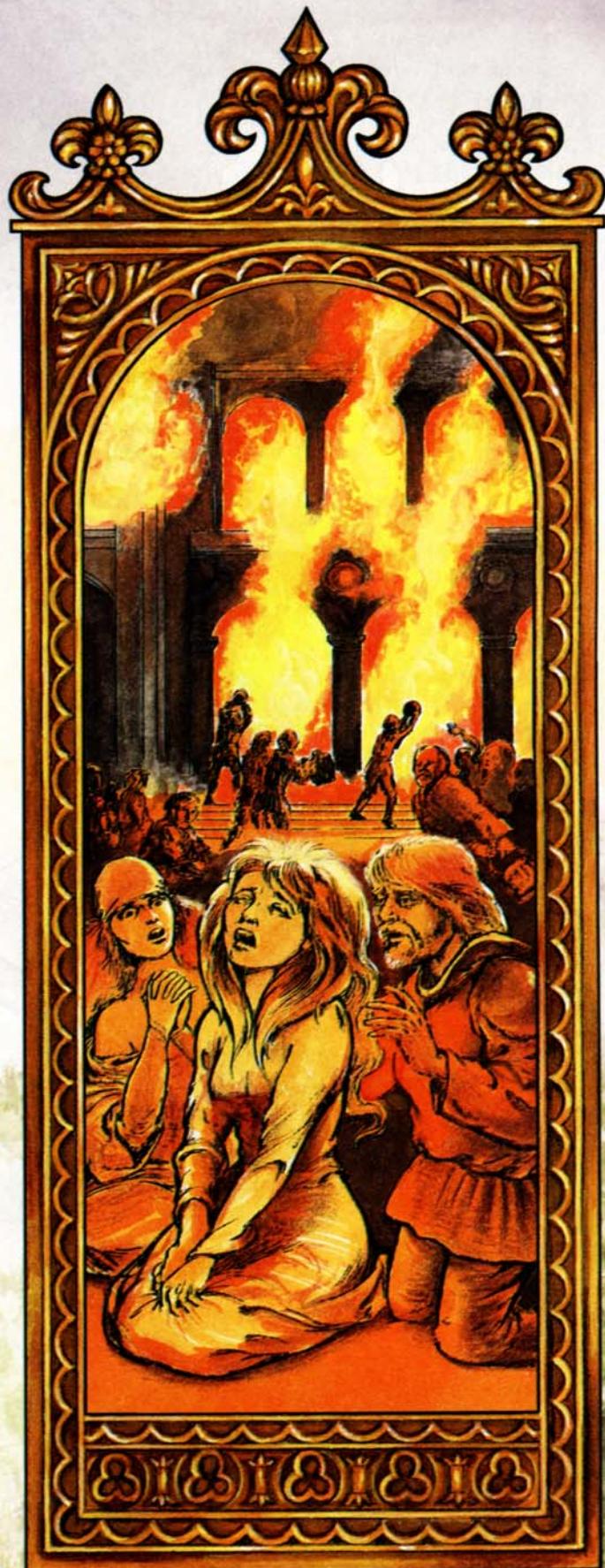
If the war occurs after Part II of the adventure, Hadrien commands one of the enemy units, and the unit he used to command, still loyal to the traitor, turns on the PCs. Either way, the player characters have a mutiny on their hands.

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. Jason 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.

Duirens 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.

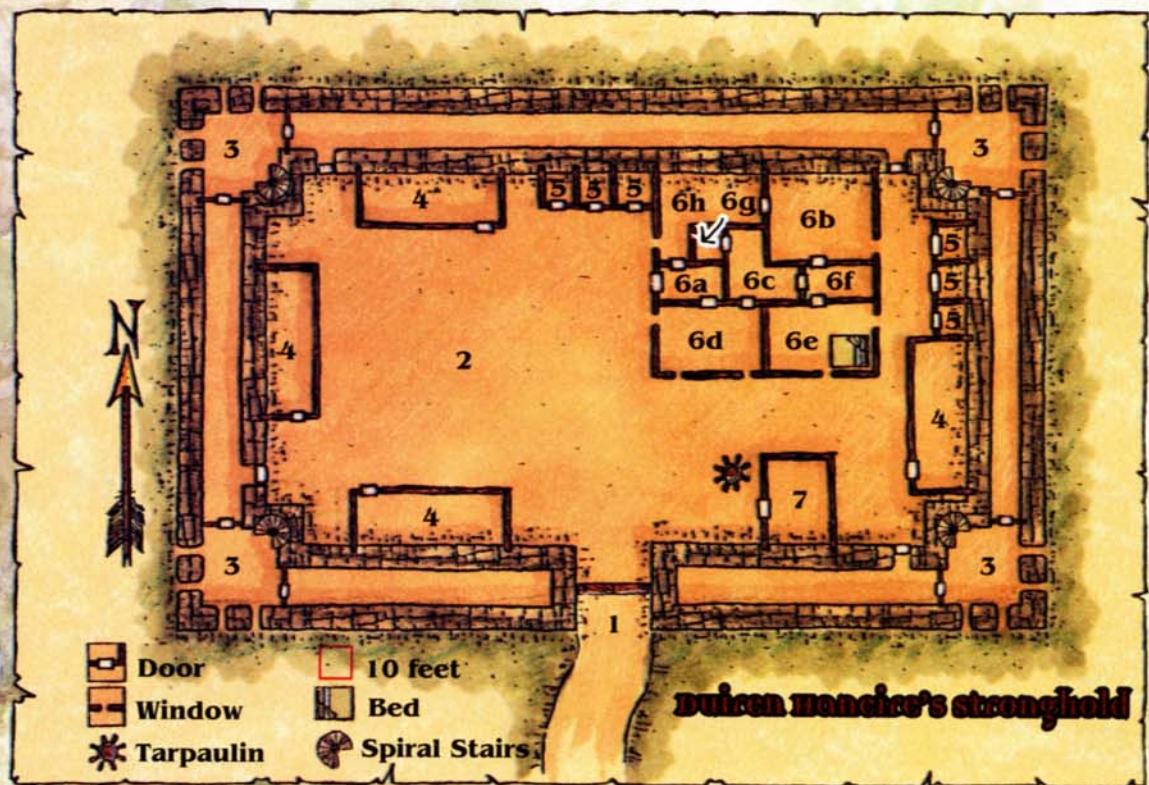
**5. Storage Sheds:** Along the fort's north and east interior palisades, small storage sheds hold tuns of water, sides of cured beef, weaponry, armor, tubs of various grains, and goods "appropriated" from passing caravans.

**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 north-eastern 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.



**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.

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.)
- ◆ **Duire 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.

# 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.

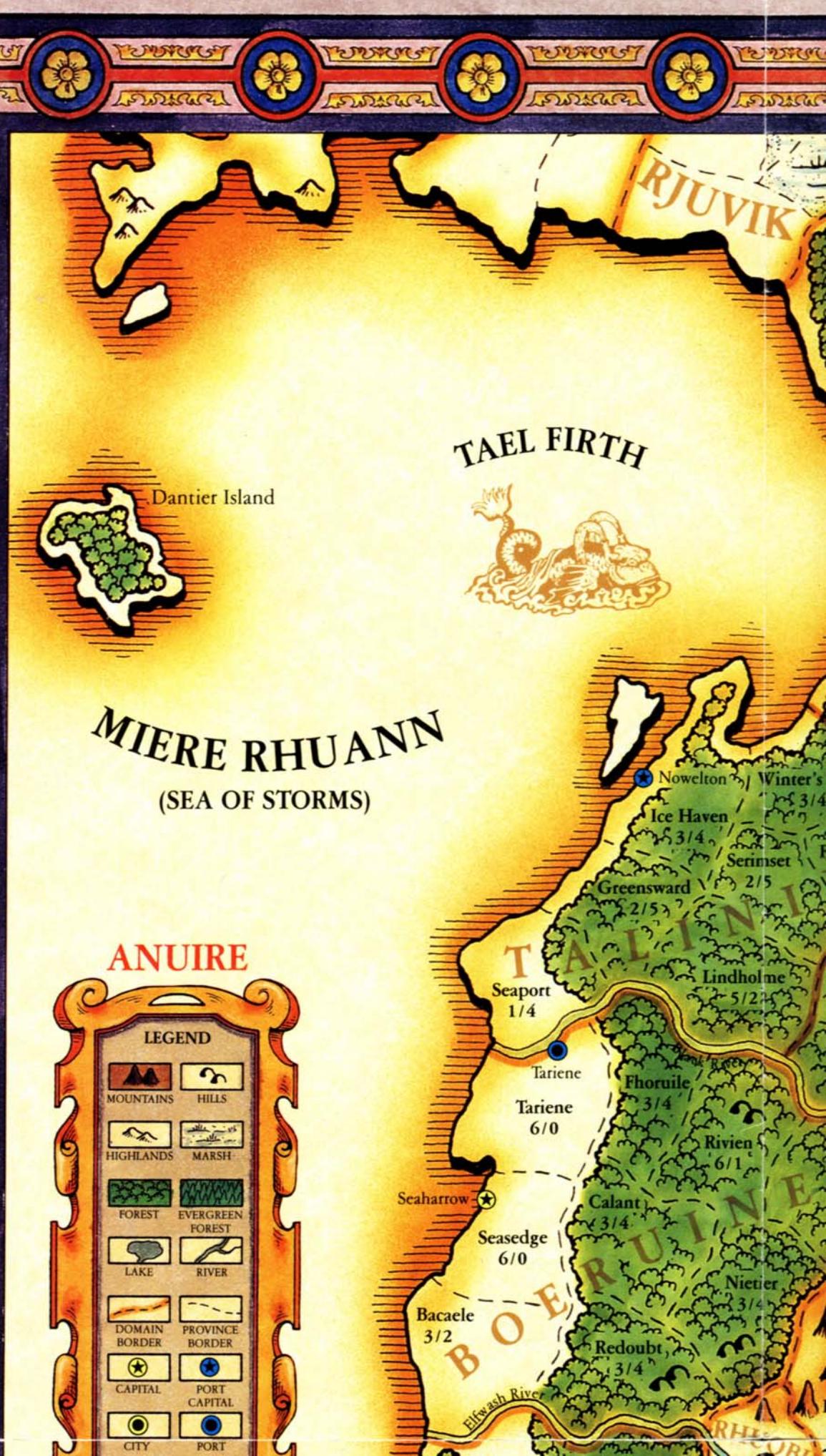
Now, the PC regent must decide what to do about the invasion of his lands.

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 Avanil—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.



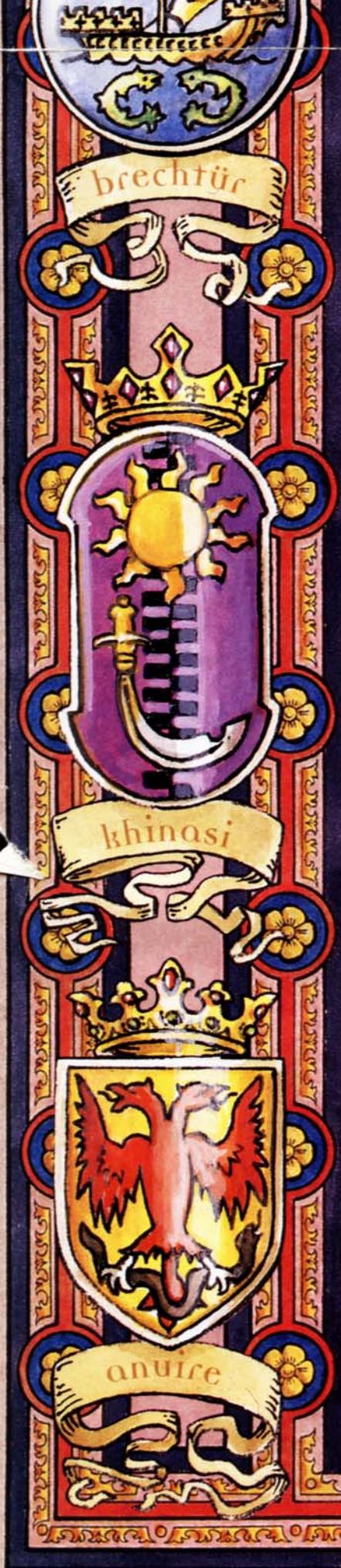
## MIERE RHUANN (SEA OF STORMS)

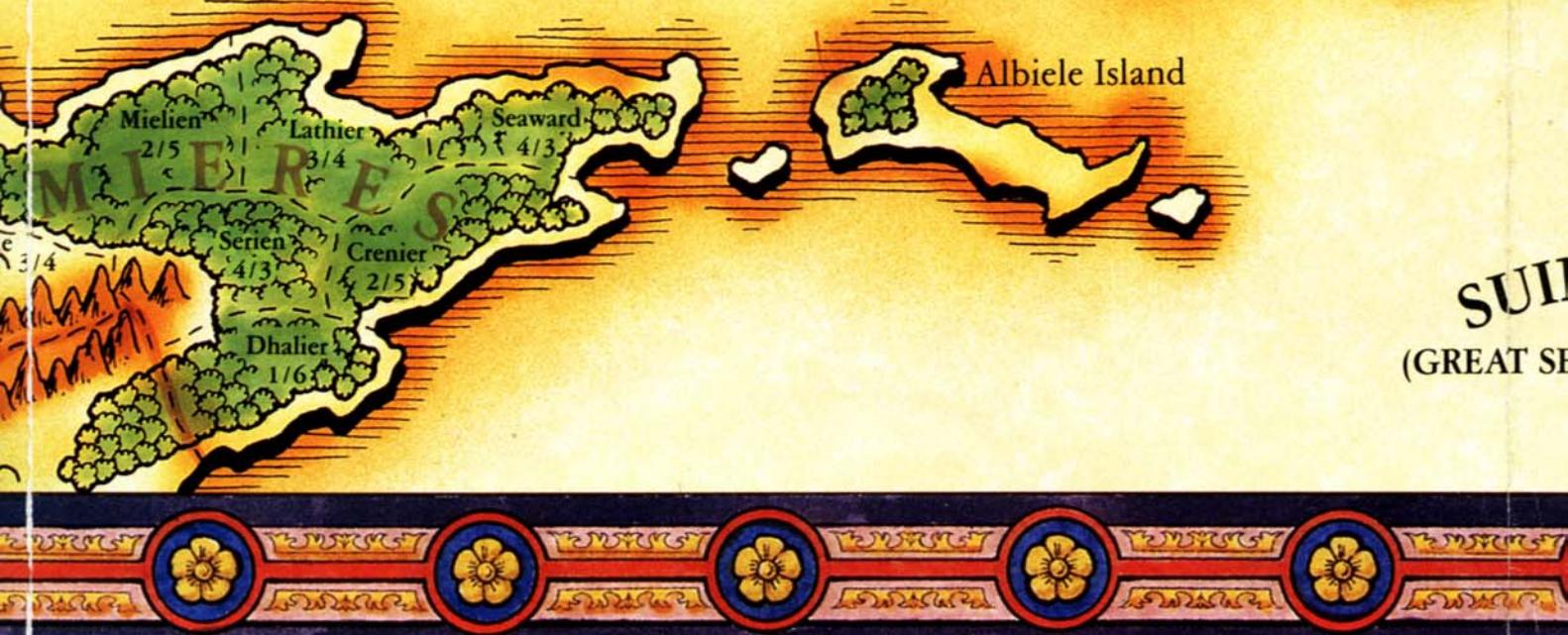
### ANUIRE







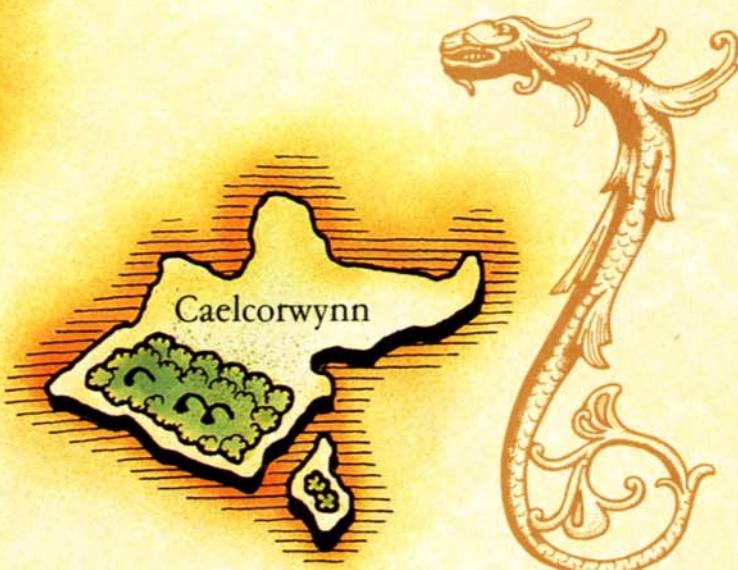




SUI  
(GREAT SE)



## GULF OF COERANYS



## SUIDEMIERE (GREAT SEA OF THE SOUTH)

## 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
Coeranys	Coeranian	Coeranians	Coeranian
Dhoesone	Dhoesonean	Dhoesoneans	Dhoesonean
Diemed	Diem	Diems	Dieman
Elinie	Elinien	Eliniens	Elinien
Endier	Endieran	Endierans	Endieran
Five Peaks*			
Ghoere	Ghoeran	Ghoerans	Ghoeran
Ilien	Ilienes	Ilienes	Ilienes
Markazor	Markaz	Markaz	Markaz
Medoere	Medoerean	Medoereans	Medoerean
Mhoried	Mhorien	Mhoriens	Mhoriens
Mieres	Miere	Mieres	Mieren
Mur-Kilad	Mur-Kiladan	Mur-Kiladans	Mur-Kiladan
Osoerde	Osoerdean	Osoerdeans	Osoerdean
Roesone	Roesonean	Roesoneans	Roesonean
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.

