

Player's Secrets of

MEDOERE



BIRTRIGHT™

DOMAIN SOURCEBOOK





the domain of medoere

domain sourcebook

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"May the silver light of the Sacred Moon protect you from the Shadow World and lead you to secret sources of power."

— Benediction of Ruornil's Priesthood

As ruler of Medoere, a theocracy dedicated to Ruornil's Celestial Spell, be aware that the leaden sky hides many threats to the realm, and that some see the frequent storms as portents of turbulent times ahead. Your domain is small, your enemies legion, but with allies and faith you can handle the worst perils—provided your blood runs strong and your wits stay razor sharp.

what you need to play

This domain sourcebook is designed to be used in conjunction with BIRTHRIGHT™ boxed set, though the information can easily be applied to other campaign settings. If you are using it as part of a BIRTHRIGHT campaign, then you or your Dungeon Master should have a copy of the boxed set. You'll also need the AD&D® core rules: the *Player's Handbook* and *DUNGEON MASTER® Guide*.

how to use this domain sourcebook

This product assumes that you're going to play the regent of Medoere. It describes the realm's people and places, though you're free to change details as you see fit. After you've sorted through the material, pass the sourcebook to your DM and tell him your intentions. Be aware that your DM has the final say over how Medoere fits his campaign.

Note that if you're going to play the regent of Medoere, something has to happen to the one described in the boxed set. In this case, Suris Enlien has decided to step aside to pursue religious matters, as described later in this book. A player character regent can be related to the Enlien line, or he or she can have no connection prior to attaining the post. There are other ways to use this material, too, such as letting the PC serve as a retainer or vassal to Suris.

Be aware that many of the regents mentioned in this text could change if the domains are being controlled by other player characters. This campaign setting is extremely malleable by its very nature, so be ready to update the information presented here as directed by your DM.

grand curate elenir's report

Good moon to you, Celestial Archpriest. I trust your first night as regent of the great theocracy of Medoere is going smoothly? You may, of course, call on my services if I can assist you in any way. Isn't Braeme beautiful at night? If you look out the front window of your audience chamber you can see the moon's holy light shining upon Lake Adele and reflecting its glow onto the city. The Temple of the Ninth Spell basks in this illumination and shines forth as a silver beacon against the encroaching Shadow World.

Enough of my preaching! You, of all people, know the truth of the celestial words, for the Silver Prince has selected you to cast the Celestial Spell. Your predecessor, Suris Enlien, taught me how best to aid Ruornil's Voice in Medoere, and I hope you'll allow me to assist you in the manner I served her. You will see Lady Suris at High Moon, when she formally invests you with the title and power of Celestial Archpriest. After that, Lady Suris will retire to the Abbey of the Silver Woods to contemplate visions she recently received from our beloved Moon God.

In the few short hours before that, allow me to tell you about your lands and holdings. The theocracy needs a knowledgeable ruler, as well as a wise and just one. Let me start your lessons now.

the people of medoere

Like all of the people of the Southern Coast, Medoere's subjects are a hardy lot, driven in equal

measure by a strict work ethic and a faith in the land, the regent, and the Moon God they've pledged their lives to. They are, for the most part, loyal to Ruornil's Celestial Spell, and thus loyal to Ruornil's Voice.

If I might make one suggestion: Your people respond more readily to an open palm than a clenched fist. I don't presume to question your predecessor's methods, but the common folk will obey if the edicts you pass down are good and just and true. Remember, most of them came to these provinces to escape the unbending will of

Diemed, so try not to be as control-oriented as the esteemed warrior baron to the west.

They see you as the holy ruler of Medoere,

Ruornil's Voice, the Archpriest of the Celestial Spell. Remember your roots and the origin of your realm, and your rule will progress smoothly.

Your most loyal subjects are farmers, craftspeople, artisans, and of course the priesthood—priests and curates who have taken the Celestial Vow aren't as common as the simple farmers, but it sometimes seems that way. There are also religious scholars, wizards seeking power or clues to power from Ruornil's teachings, traders moving goods east and west, and adventurers seeking fame and fortune in our places of mystery or on our savage northern border.

In general, Medoereans desire direction from above and the space and responsibility to follow that direction as they see fit. They wish for words of faith and inspiration from the Sacred Voice, rights in matters both spiritual and mundane, and laws to protect these rights. Lead by example, and they will give you their hearts and souls.

the nobles

The nobles of Medoere fall into two groups: the religious gentry and the secular nobility. Both have ambitions that may conflict with the goals of your rule, but both will bend to your position as soon as you establish a style and a reputation.

overview of the domain

The religious gentry include the grand curate, priest-superiors, lord abbots, and celestial marshals. The grand curate, a title I currently hold, is the prime minister of the theocracy. Whoever holds the position runs the daily business of the realm, handles the domain's finances, and serves as chief justice. Priest-superiors form the ruling council of the theocracy, the Court of the Nine Spells. Lord abbots oversee the abbeys and temples scattered throughout the realm. Finally, the celestial marshals are the theocracy's watchdogs, as it were, protecting the faith through example, action, and deed.

Be aware that Patriarch Altaweir, Priest-Superior of the Ninth Spell, believes that he should have succeeded Lady Suris as the Sacred Voice of Medoere. He was visibly upset by her announcement of your selection, and could prove to be a fierce opponent to your rule.

Medoere's secular nobility will take a wait-and-see attitude toward your rule. Many of them come from old families that once served Diemed. However, few of these nobles, if any, have a desire to once more bend knee and bow head to that domain. If you can prove your worth and ability to keep Medoere free, then most of the nobles will support you. Show weakness, and these same men and women will turn to others for leadership.

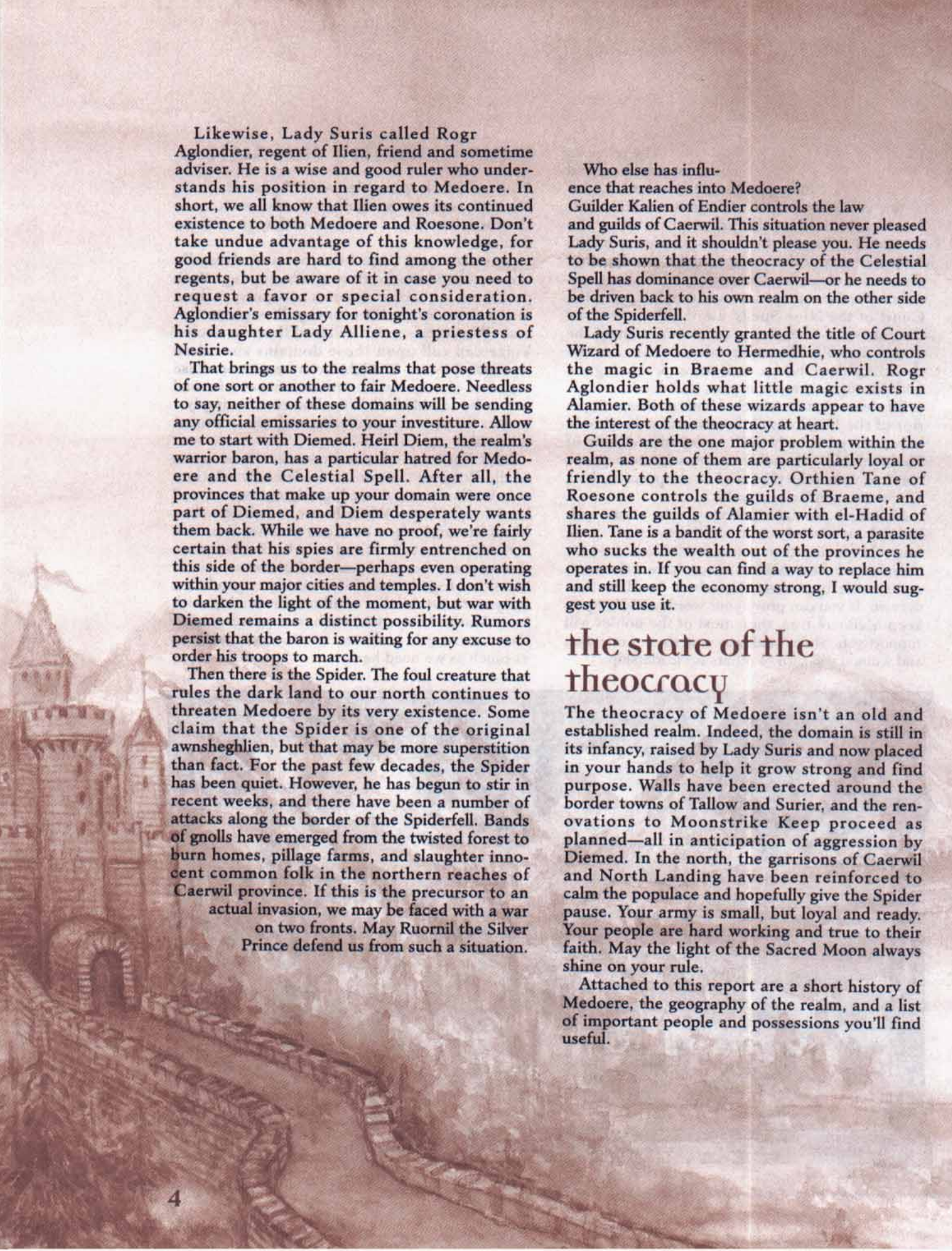
neighboring domains

Four realms border Medoere: Roesone, Ilien, Diemed, and the Spiderfell. You need to know the current status of relations with each of these domains.

Roesone and Ilien have been on friendly terms with Medoere from the beginning. Both domains have sent emissaries to represent them at the coronation this evening. Though no formal alliance exists, it's believed that the Sacred Voice can call upon these domains should an emergency arise. It might even be wise in these times of change and conflict for more formal ties to be established. This, however, is simply a matter for your consideration and not an urgent demand.

Lady Suris and Marlae Roesone, the baroness of the Roesone domain, had a friendly relationship built on mutual need, grudging respect, and hard-fought trust. While Roesone is larger than Medoere and often aids our smaller domain, remember that we stand as a buffer between Roesone and hostile Diemed. Our fortunes have been tied together, and it would be a good idea for you to establish a similar relationship with Lady Marlae before too much time passes. Negotiate in strength, however, for Roesone needs us as much as we need her.





Likewise, Lady Suris called Rogr Aglondier, regent of Ilien, friend and sometime adviser. He is a wise and good ruler who understands his position in regard to Medoere. In short, we all know that Ilien owes its continued existence to both Medoere and Roesone. Don't take undue advantage of this knowledge, for good friends are hard to find among the other regents, but be aware of it in case you need to request a favor or special consideration. Aglondier's emissary for tonight's coronation is his daughter Lady Alliene, a priestess of Nesirie.

That brings us to the realms that pose threats of one sort or another to fair Medoere. Needless to say, neither of these domains will be sending any official emissaries to your investiture. Allow me to start with Diemed. Heirl Diem, the realm's warrior baron, has a particular hatred for Medoere and the Celestial Spell. After all, the provinces that make up your domain were once part of Diemed, and Diem desperately wants them back. While we have no proof, we're fairly certain that his spies are firmly entrenched on this side of the border—perhaps even operating within your major cities and temples. I don't wish to darken the light of the moment, but war with Diemed remains a distinct possibility. Rumors persist that the baron is waiting for any excuse to order his troops to march.

Then there is the Spider. The foul creature that rules the dark land to our north continues to threaten Medoere by its very existence. Some claim that the Spider is one of the original awnsheghlien, but that may be more superstition than fact. For the past few decades, the Spider has been quiet. However, he has begun to stir in recent weeks, and there have been a number of attacks along the border of the Spiderfell. Bands of gnolls have emerged from the twisted forest to burn homes, pillage farms, and slaughter innocent common folk in the northern reaches of Caerwil province. If this is the precursor to an actual invasion, we may be faced with a war on two fronts. May Ruornil the Silver Prince defend us from such a situation.

Who else has influence that reaches into Medoere?

Guilder Kalien of Endier controls the law and guilds of Caerwil. This situation never pleased Lady Suris, and it shouldn't please you. He needs to be shown that the theocracy of the Celestial Spell has dominance over Caerwil—or he needs to be driven back to his own realm on the other side of the Spiderfell.

Lady Suris recently granted the title of Court Wizard of Medoere to Hermedhie, who controls the magic in Braeme and Caerwil. Rogr Aglondier holds what little magic exists in Alamier. Both of these wizards appear to have the interest of the theocracy at heart.

Guilds are the one major problem within the realm, as none of them are particularly loyal or friendly to the theocracy. Orthien Tane of Roesone controls the guilds of Braeme, and shares the guilds of Alamier with el-Hadid of Ilien. Tane is a bandit of the worst sort, a parasite who sucks the wealth out of the provinces he operates in. If you can find a way to replace him and still keep the economy strong, I would suggest you use it.

the state of the theocracy

The theocracy of Medoere isn't an old and established realm. Indeed, the domain is still in its infancy, raised by Lady Suris and now placed in your hands to help it grow strong and find purpose. Walls have been erected around the border towns of Tallow and Surier, and the renovations to Moonstrike Keep proceed as planned—all in anticipation of aggression by Diemed. In the north, the garrisons of Caerwil and North Landing have been reinforced to calm the populace and hopefully give the Spider pause. Your army is small, but loyal and ready. Your people are hard working and true to their faith. May the light of the Sacred Moon always shine on your rule.

Attached to this report are a short history of Medoere, the geography of the realm, and a list of important people and possessions you'll find useful.

a place for ruornil's faithful

The three provinces that comprise modern Medoere languished under Dieman rule as little as a century ago. In 477 Michaeline Reckoning (MR), Daen Roesone won a war of independence against Diemed that led to the formation of the realm of Roesone. Weakened by the war, Diemed's forces withdrew to its central provinces, leaving its eastern holdings—the land between Roesone and Diemed—relatively wild and unprotected. It was three years later that, according to the teachings of the Church of the Celestial Spell, the god Ruornil selected a portion of Anuire as his own.

An ambitious and faithful priest named Brun Szareh received a heavenly vision on a foggy night in 480 MR. The priest was fasting in the mountains of Bliene province, praying for a holy quest to advance the cause of Ruornil in Haelyn-dominated Diemed. A bright beam of moonlight shone from the sky, illuminating the thick fog with ghostly emphasis.

"Faithful Brun, so full of desire and belief," Ruornil's voice sang from the beam of moonlight, "I have a task for you. The faithful of the Silver Prince are confined by the presence of Haelyn's exceedingly ordered followers. Gather those who pay tribute to me from the lands of central Diemed and settle in the place I will show you. This land I will call Medoere, for it is the land I will walk upon when the nights are clear and the moon is full and bright. Come, the night grows short and there is much to tell you."

Brun stepped into the light. Its brightness blinded him for a moment as the thick fog swirled around him. When his vision cleared, the fog was dissipating on a cool, steady breeze. The mountains of Bliene were gone,

however. The priest was standing atop a rolling hill, looking out over the untamed reaches of eastern Diemed. For as far as he could see, the moon's light cast a celestial glow across the land.

"North to the Spiderfell, south to the coast where Aerele's currents touch the land, and east to the Spider River," the Moon God's voice called from every sparkling star above, "this is where my followers will make their homes and set their hearts. Bring them here, Brun. That is the quest I have set before you."

Over the next six years, Brun preached the words Ruornil had given him. Slowly at first, then in great waves, those who worshiped the Celestial Spell moved east. Families built homes and cleared land, planting crops and establishing communities in Diemed's otherwise forsaken frontier. By 500 MR, the provinces of Caerwil,

history of medoere


Alamier, and Braeme were no longer untamed.

Ruornil's flock carved civilization out of the wilderness, and that civilization, in turn, attracted others to the eastern frontier.

Early that year, Brun again prayed to Ruornil for guidance. "Silver Prince," Brun called, "your people have come to the land you showed me. Now, I pray, help me create the realm you foretold. Help me create Medoere."

Ruornil's voice descended on another ray of moonlight, filling his priest with awe and wonder. "No, faithful Brun, that task is not yours to complete. You have prepared the land and the people, but the one to lead them must be of the blood, one with true power. She will come later. For now, there is one last thing I must ask you to do."

The teachings of the Celestial Spell don't reveal what final quest Ruornil set before Brun Szareh. What has survived is a legend suggesting that



Brun walked into the Spiderfell one moonlit night in 500 MR. He never returned.

Later that year, Diemed's regent sent Mourten Enlien to Braeme. As count of the province and the agent of Diemed's will in the east, Enlien set about establishing order and curbing the more chaotic tendencies of the population. After making a strong showing, Mourten decided to let the provinces continue as they had been. After all, for the first time in many, many years, the eastern provinces were producing valuable revenue. Mourten felt sure that he would be elevated in rank if he collected taxes for Diemed's baron and was able to send back reports that all was well.

a time of persecution

Except for high taxes and an occasional unreasonable demand by Mourten Enlien, the people of the three provinces lived good lives far from Diemed's tightest grip. Though Mourten was loyal to Diemed and a devout follower of Haelyn, he gained a measure of respect for those who followed the Celestial Spell. When his youngest son Egris became a priest of Ruornil, Mourten stopped grinding the people beneath his boot. They never rebelled nor talked badly about Diemed, they obeyed the laws and revenues continued to pour in, so the count decided to let Ruornil's followers live in peace.

All of that changed in 520 MR, when Mourten Enlien died and his eldest son Dalien took over as Diemed's vassal lord. At first, the people noticed few differences between the ruling styles of father and son. Each year, however, new laws were enacted and new taxes imposed. After a while, it became evident that these were specifically designed to hinder the Celestial Spell and its followers.

Dalien's younger brother Egris tried to dissuade him from this course of action, but all he managed to do was widen the gap between them. By 538 MR, it was evident that Dalien—probably at the urging of

Diemed's regent—was doing everything in his power to break the spirit of the Celestial Spell. Followers of Ruornil were being taxed to bankruptcy. Temples and shrines to the Moon God were closed to the public while their clergy were imprisoned within their walls and watched over by Enlien's troops. Persecution was heaped upon persecution, and the people started to pray for deliverance from their troubles. Ruornil heard their cries.

Though Dalien outlawed the worship of Ruornil in the provinces of Caerwil, Alamier, and Braeme in 540 MR, that didn't stop the people from holding secret gatherings to honor the Moon God. Even Dalien's daughter, the young and beautiful Suris, was disobeying her father's edicts. She converted from Haelyn to the Celestial Spell and received instructions in the faith secretly from her uncle Egris. No matter what sorrows he lashed out with, Dalien couldn't find a way to crush the people's love of Ruornil. In 543 MR, he petitioned Diemed for more troops so that he could destroy the Moon God's power once and for all. Two thousand soldiers flying the flag of Diemed were marshaled in the west. They struck out for the eastern provinces, intent on reaching Braeme before the storms of winter blasted the land.

medoere is born

In the meantime, Suris Enlien had become a true priestess of Ruornil. Her uncle Egris performed the ordination himself on a moonlit hill on the banks of Lake Adele. After conferring the holy orders upon Suris (who was barely 16), Egris departed to try to talk his brother out of the destructive course he had set. Suris stayed on the hill, basking in the rays of the moon, and she experienced her first vision of Ruornil.

Unlike the visions granted to Brun years before, this time more than a voice called out of the moonbeam—the Silver Prince himself appeared before Suris on that lonely hill. "I have waited for you to come of age, Suris," Ruornil proclaimed. "Your father will kill my faithful

Egris this night, and tomorrow he will march at the head of his troops. Dalien Enlien will not rest until my followers have

washed this
land clean with their
blood. This I cannot allow."

Ruornil, who looked no older than Suris, touched her tear-streaked cheek with one warm, glowing hand. "Do not cry, Suris, for this very night I have chosen you to be my Sacred Voice. You are the blooded champion I foretold in my talks with Brun Szareh when this land was wild and desolate. You are my sword of justice, my wand of enchantment. You will stop Dalien and Diemed. You will forge a new realm called Medoere."

For hours Suris listened to Ruornil's words. At one point the Moon God paused long enough to show the young priestess how Egris died. In that instant, Suris came to hate her father. Before that moment, she'd simply despised him. When the Moon God had said all he had to say, he walked calmly into Lake Adele and disappeared into the moon reflected on its smooth surface. She watched the Silver Prince go, then turned to fulfill the prophecy he had given her.

Night was quickly fading into the dawn, but there was still enough of the moon and the darkness for the young priestess to accomplish her first task. She stormed into her father's chamber, barely pausing to glance at the drying pool of blood that had spilled from her uncle's wounds and the Enlien sword leaning in its scabbard at the side table. Suris demanded to know what her father's intentions were now that Egris was dead. Only slightly taken aback by the accusation, Dalien smiled triumphantly. "I'm going to ride at the head of my troops, meet up with the forces coming from central Diemed, and then systematically begin slaughtering the rest of Ruornil's undisciplined flock," Suris's father explained matter-of-factly. "It's time for Haelyn's might to once again shine over all of Diemed."

Rage flared in Suris's breast at her father's hateful words. Lightning fast, she pulled the Enlien sword from its scabbard. "Repent, father," she demanded, holding the sharp point of the sword at his heart. "You must not continue this evil. It is time for our provinces to break away and form a new realm. Ruornil has shown me this, and I know it to be true."


"You're as demented as my brother," Dalien spat, realizing that Egris had passed his beliefs along to young Suris. "Give me that sword and I'll show you how the fools who worship the Moon God bleed. Perhaps, Suris, I'll even start with you."

Furious, Suris killed her father before he could wrestle the weapon away from her. She took no pleasure in the act, but at least the persecution of the Celestial Spell would end. Outside, she found a horde of people—farmers, traders, artisans, and even soldiers once loyal to her father—waiting in the courtyard. "We've heard Ruornil's voice," the crowd shouted. "We know that you will lead us!"

And lead them she did. Suris Enlien rode toward Tieren Pass, the route from which Diemed's troops would enter Caerwil on their way toward Braeme. Along the way, others loyal to Ruornil or just sick of the hardships propagated by Dalien flocked to her side. When she reached the ruins of Tieren Keep, her army was 3,000 strong. Still, what could a collection of common folk and a scattering of soldiers do to hold off the regent's seasoned troops? She ordered her followers into defensive positions within the ruins and settled down to wait for Diemed's forces to arrive.

A storm rolled down from the Spiderfell the following morning. Rain exploded from the sky, soaking the land and dampening the spirits of Suris's defenders. Throughout that day, as gray clouds and wind and lightning surrounded the ruins of the ancient keep, Suris Enlien spoke words of inspiration to those who had followed her to Tieren Pass. She told them about the things Ruornil had prophesied—the realm of Medoere and a theocracy of goodness to care for it. "This is our home, and the Moon God's home," Suris proclaimed. "We will turn back Diemed's troops! We will triumph, for the Silver Prince fights at our side!"

That night, as Diemed's troops marched into the pass, the storm finally broke and a bright moon illuminated the keep. Before the first arrows could be shot or the first swords could clash, a beam of moonlight struck Diemed's troops like fire from the sky. They were killed to a man without a single injury befalling any of Suris's defenders. On that faithful night in 543 MR, Tieren Keep became Moonstrike Keep, and three provinces that once belonged to Diemed became a new domain called Medoere.



Most days, the hills and meadows of Medoere lie beneath gray clouds or suffer the wind and rain of powerful storms. This makes the realm a gloomy and dark place. When the sun breaks through the clouds, however, the domain is as beautiful as any region in all of Anuire.

Surprisingly, the nights tend to be clear, especially when the moon wanders overhead. Its silver rays slice through the thickest clouds to paint the fields in celestial light.

Compared to the other domains of the Southern Coast, Medoere isn't that large. At its widest point, barely 50 miles separate Diemed from Roesone and the Spiderfell from the Straits of Aerele. In most places, the distance is much less. Within its borders, Medoere has rolling hills, verdant farmland, thick forests, lakes, rivers, and even a few areas of marsh. For its size, Medoere is a rich realm. A regent must treat this land well, for there are others out there who would stop at nothing to possess it.

climate

Like the rest of the Southern Coast, Medoere has a fairly gentle climate, though perhaps it bears the brunt of a few more storms than its neighbors. Thanks to the Straits of Aerele, the realm experiences cool, foggy summers and mild, rainy winters. The constant storm over the Spiderfell combined with the trade winds from the south leave Medoere under an almost constant cover of cloud. This makes the summers slightly cooler than the region's average and the winters slightly warmer.

Summer temperatures usually climb into the mid 70s, while even in the dead of winter they rarely drop below the high 20s. Of course, there are days, or portions thereof, when the clouds break apart and the sun warms the land. These are the moments the people long for, and they usually take advantage of them by celebrating in some way—even if its just to take a break from the routine to bask in the warm light.

The thick overcast makes the land seem gloomy and bleak, and the heavy rains that fall all year

long only add to the dark mood. Spring rains flood the rivers, especially the Spider, the Celestial, and the Adele. The flood waters can be dangerous and destructive, but they're also an important part of the land's normal cycle. Those who live near the rivers have learned to deal with the problems caused by the overflowing water. Winter storms rock the coast, battering the port towns with wind and crashing surf. An overzealous captain sometimes refuses to wait out a storm and wrecks his ship, but most people who ply the area know better.

In addition to the normal weather patterns, the supernatural tempest that rages over the Spiderfell sometimes unleashes a terrible storm that drives through Medoere on its way to the coast. Most of these are powerful but short-lived. They streak down across Caerwil, cutting between Alamier and Braeme before disappearing into the sea. On rare occasions, perhaps three times a year, a storm blows in from the sea to meet one of these Spiderfell storms. When this happens, a huge torrential

system develops that hangs over the realm for days on end.

Besides rain pounding the earth, the wind reaches gale force, lightning explodes from the dark sky, and rumbling thunder shakes houses to their very foundations.

the land

topography

Medoere's landscape can be described as a large, flat plain, occasionally interrupted by rolling hills, meandering rivers and streams, or dense forests. The wide and powerful Spider River flows out of the north to form half of the realm's eastern border. It separates the realm from neighboring Roesone. A number of smaller rivers and streams flow out of Medoere to empty into the great Spider, adding to the rush of water cascading toward the sea.

The rest of Medoere's eastern border divides the realm from Ilien. A narrow band of hills and grassland lies between the Spider and the Adele, and everything on the eastern side of these features belongs to Ilien. Adele starts as a large lake in the highlands of Braeme. The river empties out of the lake, flowing northeast toward lower land before turning south for the Straits of Aerele.

Another important body of water, Lake Celestial, lies in the middle of the realm. The richest farmland in Medoere surrounds this lake and its river, which flows south to the sea.

The forests of Medoere range from overgrown and unexplored to cultivated and thoroughly mapped. Even in the forests nearest settled communities, there are areas that have never been visited by humans. The dark woods seem to be the portions of Medoere where the border between the Shadow World is most thin, for there are many examples of hauntings and other strange occurrences within or near the most ancient stands of trees.

flora and fauna

Like that of other realms along the coast, the flora and fauna of Medoere is fairly typical of southern Anuire. Hardwood trees like oak and birch are common throughout the domain, though there are deciduous trees in the Silver Woods. Much of the land in Medoere is cultivated, especially throughout the southern provinces of Alamier and Braeme. Grains like wheat and barley, potatoes, carrots, beets, and a variety of green, leafy vegetables are grown by

the farmers of the realm. Domestic livestock is raised in a few areas, but not in the numbers common to Roesone or Diemed. Chickens, turkeys, and pigs are the usual animals raised for food, though there are a few head of cattle throughout the domain.

Mundane animals live in the hills and forests. A wide variety of rodents, birds, deer, and other normal animals make up the wildlife of Medoere. Few of these pose any threat to humans, though the occasional wolf pack or bear sometimes attacks when other prey is scarce.

There aren't many monsters in Medoere, for most of the land is civilized and settled. Goblin and gnoll bands emerge from the Spiderfell to harass the northern settlements with more frequency of late, and foul creatures sometimes rise out of the Spider River to take refuge in the marshes along its banks. Many people believe that the Spider sends these terrors south for some dark purpose, perhaps even as the prelude to an invasion.

Fantastic creatures are sometimes reported in the hills or deep woods, though few give credence to these sightings. Trolls are common in the hills around Goblincairn, and a unicorn and other sylvan creatures are known to roam through the Silver Woods. There are even tales of a great sea monster living in the depths of



Moon Lake—Caerwil officials discount this as a tale inspired by one too many hot spiced rums, but the locals in Moon Port believe it completely and even offer the legendary beast food on cold winter nights.

The creatures of shadow, however, appear more frequently upon the dark, gloomy landscape than they do in other realms. The Shadow World seems to be closer to the real world beneath the cloud cover of Medoere. Ghosts and other specters lurk in the ancient ruins and lonely countryside, haunting the rain-swept days and misty nights. In Medoere, Ruornil's bitter battle against the creeping world of shadow plays out just beyond the lights of the cities and towns, where common folk fear to tread.

alamier

The southwest province of Medoere is called Alamier. Of the three provinces that comprise the realm, Alamier is the most densely populated and cultivated. The province is firmly under the control of the theocracy, which contains most of the law and temple holdings of the region. The only real problem in an otherwise idyllic setting is the threat of invasion from the west, where Diemed has been amassing troops and making noises of war.

towns

Many small towns and villages lie along the roads and trails that wind through the province. The largest and most important towns include Alamier, Fort Celestial, Silvertown, Tallow, and Surier. Of these, the grandest is the city of Alamier, one of two true cities in the entire realm.

The city of Alamier overlooks the Straits of Aerele. With its ports and coastal trade road, Alamier stands as the single most important community in the province.

Indeed, it's a bustling city that opens at dawn and remains active well into the night. The great Temple of the Celestial Spell can be

found in Alamier, as

can the College of Medoere, an institute of learning that has earned an amazing reputation among scholars in its five years of existence. Perhaps this is because Lady Suris spared no expense to fill its library with texts and scholarly works of all descriptions. Though the theocracy's capital is located 25 miles to the northeast, the Celestial Spell has perhaps a stronger overall presence here and in the province in general. The Court of Nine Spells meets here, and the grand curate makes frequent trips to his palace overlooking the sea. A small copse, located in the farmland north of the city, serves as the wizard Rogr Aglondier's source in Alamier—a holding the Count of Ilien (*MA: W3; Ma, minor, 21*) has controlled since his earliest days as a practitioner of the arcane arts.

Ten miles northeast of Alamier, on the trade road that runs alongside the Celestial River, the walled town of Fort Celestial stands beside one of the river's lesser tributaries. Much of the grains and other crops produced on the surrounding farms are loaded on barges and shipped down river to Port Fornd from this location, instead of being carted by wagons to the active port town to the south. The town consists of a riverfront, scattered houses and shops, a sturdy wall, and a small keep. In case of the inevitable invasion from the west, the local farmers can find shelter inside the town walls, while the 100 knights assigned to the keep serve as one of two important defenses in central Medoere. Fort Celestial is known far and wide for its block of inns and taverns. Traders who travel the central trade road make sure they always have time to stop and sample the warm drinks and hot food—fare guaranteed to melt the chill and gloom of the average Medoerean day.

Silvertown was built beside Crescent Lake seven years ago and has quickly become a thriving community. Though the residents grow a variety of standard crops in the fields around the town, the rich, dark soil beside the lake yields a special harvest twice each year. Tall, wide-capped fungi called silver caps blossom on the banks of the lake. These mushrooms, which aren't found

in more than a handful of other locations in all of Anuire, are juicy and delicious.

Many domains consider them to be

delicacies, and the people of Silvertown are justly compensated for the harvest they produce. Legends say that when Ruornil the Silver Prince walked beside the lake on a moonlit night many years ago, he stopped to rest on a smooth rock. He was hungry, but the only plants in the vicinity were deadly red-cap mushrooms. The story professes that Ruornil reached out and touched one of the fungi, and it immediately changed from blood red to pale silver in color. He ate the now-harmless mushroom, then continued his walk, touching every fleshy cap in turn. The tiny Temple of the Silver Prince, located on the far side of Crescent Lake, has a series of murals in its main hall depicting these events.

The border towns of Tallow and Surier vigilantly watch for signs of attack from the west while carrying on other productive endeavors. The northernmost of the two towns, Tallow sits in the middle of a large stretch of farmland. In addition to farmers tilling the ground for its yields, some of the largest herds of cattle and other domestic animals graze in the shadow of the walled town of Tallow. The wall is a new addition, erected at the behest of Lady Suris before she stepped down as archpriest of the theocracy. Tallow lies at the end of a wide trade road that extends south to Alamier. A smaller trail continues to the north and toward points in Caerwil. Castle Tallow, which guards the grassland pass one mile north of the town, is commanded by Lord Tallow (*MA; F4; unblooded*) and houses 30 seasoned soldiers who have been loyal to the noble since the realm was part of Diemed. There are a number of common folk who worship at the Shrine of the Heart, a small temple dedicated to the Impregnable Heart of Haelyn, but the majority of people follow the teachings of the Celestial Spell.

To the south, Surier stands as a contrast to Tallow. This walled town and its attached keep were constructed for no other purpose than to defend Medoere's western border. At the center of the town is a monastery full of warrior priests who have vowed to protect Medoere and the Celestial Spell from all harm. The fanatic priest-superior Patriarch Molien Darest (*MA; P5; Re, minor, 11*) leads the community, and a full dozen celestial marshals serve as his lieutenants. In addition to the monastery and dormitories, a small keep overlooks the compound. The trade road that leads to Alamier runs past the town, but few merchants stop here. The community has a shroud of purpose hanging over it that is too intense for those who aren't a part of

it—the town is in a state of readiness for war. Darest keeps his warrior-priests in battle condition, inspiring them with sermons designed to hone them to a fever pitch. Lady Suris believed that this was the best place for Darest and his order, but such a powerful weapon should be watched closely and kept on a short chain.

major keeps and temples

One of the most beautiful sights in all of Medoere can be found in the coastal city of Alamier. There, rising 40 feet into the turbulent sky and covering an immense area of ground, is the wondrous Temple of the Celestial Spell. The outside of this white stone structure is stark and pure, with great buttresses and tall, narrow windows. A silver crescent moon over the huge main doors marks it as a place dedicated to Ruornil the Moon God.

Inside, worshipers gather in a great hall whose ceiling is as high as the sky outside. Indeed, visitors have a sense that they have stepped not into a building but into a quiet meadow on a clear, moonlit night. A gauze covers the windows so that even on a bright, sunny day, only light equal to moonlight filters through. A giant silver moon hangs above the altar, and it cycles through a month's worth of phases each day. Nine antechambers surround the main hall. Each one is dedicated to a single level of magical spells, and wizards who don't worship Ruornil often make pilgrimages here to pay their respects and learn some new aspect of magic they didn't know before. Other temples dedicated to Ruornil have a similar layout, but none have the grand scale or wondrous presence of Alamier's Temple of the Celestial Spell.

other sites of interest

As the most developed region in Medoere, there aren't many sites of mystery and danger such as are found in Caerwil. Still, there are a few locations in Alamier that bear mentioning. These include Medoere Forest and an ancient ruin in the hills southwest of Lake Celestial.

Medoere Forest is the largest woods in the province, and the

third largest in the entire realm. It's also the most-widely traveled, for the woods teem with a variety of wildlife that attracts hunters and trappers to its serene confines. It's said that the deer grow fatter, the pheasants plumper, and the rabbits juicier than anywhere else in the domain. Those who have sampled fare from Medoere Forest and some other woods usually agree. For the most part, the hunters and trappers have eliminated all dangerous creatures from these lush woods. A few packs of wolves and the occasional wild dog continue to prowl the deepest regions, but otherwise the worst danger is the errant arrow of another hunter or a misstep into a trapper's snare.

Located on a hilltop three miles southwest of Lake Celestial, in the middle of cultivated farmland and in sight of a major road, an ancient ruin holds a lonely vigil. It dates back to a forgotten time before humans had arrived in Anuire, though no one today can say with certainty if it was built by elves or goblins or dwarves or some other race entirely. All that remains of this site are the foundations of strange, many-sided buildings that were constructed right into the hill. Some of these ruined buildings contain portals that lead to tunnels beneath the hill. Over the years, this site has been thoroughly searched and explored. Nothing of interest save the ruin itself remains, though stories told around low-burning fires in the dead of night speak of secret tunnels and ancient treasures waiting to be uncovered. Unlike the ruins in the north, no ghosts haunt this place, and no undead wander the tunnels when the Shadow World intrudes on the night. Because of this, serious adventurers discard the stories of hidden treasure. However, who really knows what chambers may lie behind false walls or beneath crumbling floors?

braeme

The southeast province of Braeme consists of a rugged yet beautiful series of hills and highlands, lush fields, and verdant grasslands. Rivers frame much of the province, forming a large portion of Braeme's borders. To the northeast, the Spider River separates the province from the domain of Roesone. To the east, most of the border with Ilien consists of the Adele River. To the west, the

Celestial River

divides Braeme from its sister province of Alamier. Though not as settled as Alamier, Braeme does have its fair share of cultivated fields, towns, and one large city. Unlike Caerwil and Alamier, this province doesn't have major threats on its border, and except for the occasional terror wading out of the Spider River, life is relatively safe and uneventful.

towns

With a few exceptions, all of the settlements in Braeme must be classified as villages. The only difference between them and farm houses is that the neighbors are closer and a road passes nearby. The larger settlements that classify as towns are Port Fornd and Port Adele on the southern coast, Milltown on the eastern side of Lake Celestial, Riverwood on the banks of the Spider, and Medoere Pass on the border of Ilien. The province's one true city is Braeme, nestled in the highlands around Lake Adele.

The city of Braeme serves as the capital of Medoere. While not as opulent or commercial as Alamier, Braeme nevertheless has a mood and energy all its own. For one thing, the city operates on a different schedule than the rest of the realm. As the seat of power for the theocracy, Braeme handles all official business at night per a decree from Lady Suris. During the day the city sleeps, while at night it comes alive beneath the light of the sacred moon.

The theocracy of the Celestial Spell influences every facet of life in the city. Most of the officials in Braeme are members of the church, and all high-level positions are filled by priests of the faith. The god of moon and magic's presence permeates the city, and it's the rare night when the moon isn't shining overhead. The calm waters of Lake Adele reflect the lights of Braeme and the Temple of the Ninth Spell, which sits across the river from the city. The moon priests ride slow-moving sail barges along the river. Each barge is equipped with a magically enhanced telescope for studying the moon and the sky. Lady Suris was known to take her entire court onto the lake on particularly clear nights so that she could view the heavens while handling the night's business.

Port Fornd occupies the southwestern corner of the province. It sits on the coast of the Straits of Aerele, beside the mouth of the Celestial River. Most of the ships that trade with Mieres use this port.

After cargo is unloaded, barges travel upriver to bring goods into the interior of the realm. Fornd is a cosmopolitan town, as many foreigners have settled here to help carry on commerce. This makes it one of the wilder southern towns, a place for fun, frolic, and fighting amid a domain of Ruornil's faithful.

Farther up the coast, the small port town of Adele occupies the banks of the Adele River, not far from the Silver Woods. Ships and ferries from the Free City of Ilien make regular runs to Adele, and trade between the two locations is strong. During those times of the year when storms make traveling along the coast by ship hazardous, Adele acts as the way station for commerce between the two domains. After merchants make the short water crossing to Port Adele, caravans transport goods via the coastal road to Port Fornd, Alamier, and deeper into the heart of Medoere. This vital route allows trade to continue even in the dead of winter.

In the northeast portion of Braeme, the walled town of Medoere Pass serves as the main land link between Medoere and Ilien. While Ilienese call the narrow land bridge between the Spider and Adele Rivers "the Passage," Medoereans refer to it as Medoere Pass. Though the town was settled many decades ago, it was given its current name when Lady Suris ordered a wall erected around it shortly after the theocracy was formed. The inland communities use Medoere Pass as their center of trade, thereby eliminating the need for transporting everything they produce to the southern coast. A road connects Medoere Pass to communities in Ilien, and traders from both domains regularly travel across the border on business. Medoere Pass maintains a small garrison of 20 militia, but they mostly maintain the peace and watch for monsters that sometimes crawl out of the Spider River.

major keeps and temples

Built into the hills above Lake Adele, the Temple of the Ninth Spell is a smaller version of the temple in Alamier City. Patriarch Altaweir (*MA; P7; Re, minor, 17*) oversees the business of the temple, performing some of the most beautiful ceremonies of the faith for his adoring flock. His mass of High Moon, which he performs three



nights each week, shouldn't be missed.

The Silver Woods, located in the southeast corner of the province, enclose the Abbey of the Silver Woods, a holy refuge for the priestesses of Ruornil. In recent years, it served as a retreat for Lady Suris Enlien. When she decided to step down as archpriest of the theocracy, Suris made the tiny abbey her home. The last remnants of the enchanted creatures of Anuire's forests reside in the woods around the abbey. Faerie folk frolic outside the abbey as they make their way to the small forest lake each morning and evening, and on rare occasions a unicorn can be spotted. It's said that Suris sometimes goes out to commune with these creatures, and on some moonlit nights others in the abbey claim to see her walking with the unicorn and a regal young man. There are those who believe this man is Ruornil, appearing to give Suris another important vision.

other sites of interest

Like Alamier, much of Braeme has been settled or fully explored. There are more places of mystery in Braeme than in Alamier, but not as many as in Caerwil. By far, the most interesting location in Braeme is the enigmatic Dragon Tower.

Across from the Abbey of the Silver Woods on the other side of that wood's lake, Dragon Tower rises as tall as the surrounding trees. The lone tower has no visible doors, and the texture of the walls is more like scales than stone. On some days, a single window appears in the tower's highest level, but at other times the walls are as smooth and unbroken as those near ground level. No one knows how long the tower has been standing in this forest, or even who might have built it. It doesn't have the same feeling or sense

of age as the ruins scattered throughout Anuire, but it also doesn't have an air of life like the towns and villages that dot the countryside. It's a mystery and, most agree, a place of magic. Some

believe that the wizard Hermedhie (FA; W7;

Vo, major, 24)

uses the tower as a retreat

and place of study,

but the mage has always denied this claim. Others think that this is Rogr Aglondier's last stronghold in Medoere, but those who are better informed know that his source is in Alamier. Though the place remains a mystery, few worry about it. If it was a threat, they believe, Lady Suris would have dealt with it long ago.

caerwil

Caerwil, Medoere's northern province, is the largest and least settled area of the domain. Its proximity to the Spiderfell and the influence exerted by Guilder Kalien makes it home to brigands and raiding monsters that prey upon the hapless common folk. A number of small communities and farms spring up from the wilderness, but the majority of the province is wild and untamed. Here, the storms from the Spiderfell swirl dangerously close, making the land darker and wetter than either of the southern provinces. There are also more dense forests and ancient ruins than anywhere else in the realm.

towns

The most important and largest towns in the province include Caerwil, North Landing, Moon Port, and Mill Landing. Smaller settlements exist, but none of these compare to the four larger locations mentioned above.

The seat of government in the province is the walled town of Caerwil. Located in the northwestern corner of the province, near the borders of Diemed and the Spiderfell, Caerwil is home to traders and artisans loyal to Guilder Kalien. A garrison of 300 militia defends the town and patrol the immediate area, watching for raiding parties from the north. A road leads east toward North Landing, and many of the goods coming from Roesone pass through Caerwil before being shipped to points farther west. The Celestial Spell has only a limited presence in this town, as Kalien refuses to allow the theocracy to build a temple this far to the north. He claims that he couldn't properly protect such a tempting target this close to the Spider's domain, and the regent has yet to disagree with his claim.

North Landing sits on the banks of the Spider River, protected by a high wall and a garrison some 350 strong. As another link in Kalien's eastern trade route, North Landing maintains a ferry that provides access between Medoere and Roesone. While there's a priest-superior assigned to the town, his power and influence is severely limited and subject to Kalien's whims. However, the garrisons here and in Caerwil were recently reinforced by 100 knights of the Celestial Spell. Kalien grudgingly agreed to let these troops help defend the northern towns due to the rash of attacks coming out of the Spiderfell, but he doesn't like giving the priest-superiors ready support to call upon should they ever decide to overturn one of his edicts.

A collection of wooden houses and a small dock make up the lakeside town of Moon Port. Nestled on the shore of Moon Lake, a deep, dark body of water that was said to be created when a piece of the moon fell to earth, Moon Port supports a thriving fishing community as well as hunters and trappers who work the nearby woods and marshland. From the lake, a river flows southwest into cultivated land in the central region of Caerwil. The Temple of the Sacred Moon, a small church dedicated to Ruornil, is situated on the eastern bank of the river. The altar of this temple contains a sacred piece of the moon stone that legends say formed the crater that later became Moon Lake, making it a particularly holy site for the Celestial Spell.

The Spider River runs past Mill Landing, the last of the major towns of the north, before crossing the border of the province into Braeme. Mill Landing, as the name suggests, has two primary functions. First, a large lumber mill processes trees cut from Tower Woods and Singing Woods. Second, a ferry crosses the Spider to provide a trade route between southern Caerwil and Roesone. A shrine on the far side of a smaller river is dedicated to Ruornil the Silver Prince, so the theocracy has a bit more authority here than in other parts of Caerwil.

major keeps and temples

Two important keeps protect Medoere's border with Diemed, and both have close ties to the theocracy. These keeps are Dargon and Moonstrike.

Dargon Keep, located at about the halfway point of Caerwil's western border, has been in the Dargon family for hundreds of years. Once loyal to the regents of Diemed, the

Dargons embraced the freedom that the followers of the Celestial Spell cherished. When Suris Enlien declared herself regent of a new domain called Medoere, Parkel Dargon (*MA; F2; unblooded*) decided to support her with his troops and vassals. Now Parkel is a secular noble of Medoere, and his small castle not only watches over the nearby farms but also stays alert for any troop movements in central Tier.

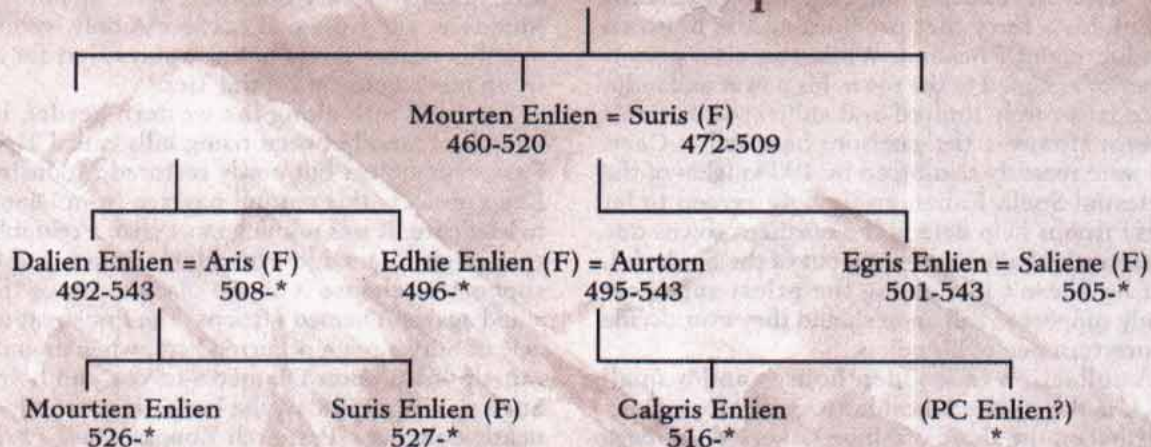
Farther south along the western border, in a stretch of land between rising hills called Tieren Pass, the ancient but newly restored Moonstrike Keep protects this natural passage from Diemed to Medoere. It was nothing more than a crumbling ruins eight years ago when Suris Enlien and her supporters choose it as the place to make their stand against Diemed's troops. The first great miracle of Suris's reign occurred here, when moonfire rained down upon Diemed's forces and helped Suris to victory. Today, the keep's renovations are nearly complete. Patriarch Konour (*MA; P5; Re, minor, 12*), a priest-superior of the seventh spell, commands a force of 150 knights and oversees the work of farmers who toil in the nearby fields. It falls to Konour and his knights to form the first line of defense should Diemed launch an attack, as Tieren Pass is one of the easiest spots along the border to move large amounts of troops across.

other sites of interest

There are a number of ruins and haunted places in the untamed reaches of Caerwil. Some of these places date back to the time before humans came to Anuire, but a few have fallen to waste and been forgotten since the Anuirean Empire rose and fell. A few of the more notable locations include Hill Haunt, Goblincairn, the Lost Tower, and the Passage Tree.

Hill Haunt is an extensive series of ruins in the hills south of the town of Caerwil. Most of the ruins are nothing more than tumbled stones and rock foundations, though a few more intact structures remain. No one knows for sure what ancient race constructed this place or to what purpose, but small, shadowy forms emerge to walk among the ruins on storm-filled days and dark, overcast nights. Travelers try to stick to the nearby trail when forced to make their way past the ruins.

house enlien family tree



(F) Female

* Alive as of 551 MR

Family members shown without last names are Enliens by marriage. If the player character regent is a member of the Enlien family, he or she is Suris Enlien's cousin, born to Edhie and Aurtorn Enlien.

medoerean holdings

Province	Law*	Temples	Guilds	Sources
Alamier (4/1)	SE (3)	RCS (4) IHH (0)	EH (2) OT (2)	RA (1)
Braeme (3/2)	SE (1)	RCS (3)	OT (3)	He (2)
Caerwil (2/3)	GK (2)	RCS (2)	GK (2)	He (3)

Abbreviations: SE=Suris Enlien (or PC Regent); RCS=Ruornil's Celestial Spell (regent); EH=El-Hadid (Port of Call Exchange); RA=Rogr Aglondier (Ilien); IHH=Impregnable Heart of Haelyn (Hubaere Armiendin); OT=Orthien Tane (Southern Anuire Shipping and Imports); He=Hermedhie; GK=Guilder Kalien (Endier, Heartlands Outfitters).

* If there is a player regent in place of Suris Enlien, these ratings may be entirely different.

properties of the sacred voice

Location	Description	Notes
Alamier	College of Medoere	Institute of higher learning in the city of Alamier.
Alamier	Fort Celestial	Keep that protects a walled town of the same name; houses 100 knights to defend central Medoere.
Alamier	The Holy Mint	Located in the city of Alamier, this protected structure mints the coins of the realm.
Alamier	Lake Celestial	Theocracy's fishing reserve, only licensed fishermen may ply their trade here; generates 500 gp per year.
Alamier	Medoere Forest	Theocracy's hunting reserve.
Alamier	The Silver Palace	The archpriest's residence in the city of Alamier.
Alamier	The Silver Dungeon	Prison in the city of Alamier.
Alamier	Surier	Walled town, monastery, and keep protected by 300 warrior priests and 12 celestial marshals. Patriarch Molien Darest leads the community.
Alamier	Temple of the Celestial Spell	Great temple on the shore of the Straits of Aerele.
Alamier	Temple of the Silver Prince	Small church dedicated to Ruornil's Celestial Spell.
Braeme	The Celestial Dungeon	Prison in the city of Braeme.
Braeme	The Celestial Palace	The archpriest's residence in the city of Braeme.
Braeme	Holy Barracks	Quarters for 500 soldiers in the city of Braeme.
Braeme	Medoere Pass	Garrison of 20 soldiers in this walled town.
Braeme	Silver Woods	Theocracy's faerie forest; protected from hunters and loggers.
Braeme	Singing Woods	Theocracy's forest leased to logging guilds in River Wood; generates 550 gp per year.
Braeme	Temple of the Ninth Spell	Great temple on Lake Adele.
Caerwil	Moonstrike Keep	Houses 150 knights to protect Tieren Pass and the nearby farms; commanded by Patriarch Konour.
Caerwil	Singing Woods	Theocracy's forest leased to logging guilds in Mill Town; generates 750 gp per year.
Caerwil	Sisters of the Nine Visions	Abbey dedicated to a sect of priestesses of Ruornil who seek omens, portents, and wisdom from the Moon God.
Caerwil	Temple of the Sacred Moon	Church of Ruornil's Celestial Spell with attached monastery and troops barracks (20 soldiers).
Caercas	Temple of the Silver Moon	Medium-sized temple in the city of Proudglave, in Roesone.

medoere's coat of arms

As befits one of the youngest domains on the Southern Coast, Medoere's Coat of Arms is much less intricate than those of its neighbors—but holds no less symbolism. The coat is surrounded by a green wreath, representing the rich farmlands of the realm. The crest of the Enlien family is proudly displayed in the upper left corner, with the Enlien sword as the symbol of the domain's willingness to fight to retain its independence. The upper right corner is a mosaic of the three provinces: gold diamonds on black for Caerwil, green stripes on red for Braeme, and silver circles on light blue for Alamier. The roots of a Medoerean tree bind them together. The central image of the coat is the crest of the archpriest; the silver unicorn and stars represent magic, and the phases of the moon along the bottom of the coat represent Ruornil himself. Finally, the holy Silver Crescent of Ruornil shines proudly over the coat, indicating Ruornil's protection and patronage of Medoere.

However, more than one traveler decides to investigate the strange sounds and shifting shadows of the ruins in the hills. Most find absolutely nothing. Some, unfortunately, lose their way and are never seen again. Local legends claim that the shadowy forms are nothing more than travelers who have been caught between the physical world and the Shadow World. If so, perhaps some hero will find a way to free them before more are trapped by the sounds and sights of Hill Haunt.

Goblincairn is hidden in the hills of central Medoere, just above Caerwil's southern border. Here, four pillars of piled stones climb toward the cloud-filled sky. Each stone looks more like a petrified giant skull than a simple block of shaped rock. Markings on the pillars have been identified as the writing of the ancient goblin nations, hence the name of the site. The place has an air of evil about it, though perhaps this is generated by the band of trolls who stalk the surrounding hills. The trolls appear to consider the site to be sacred ground. No civilized person wants to know the details of the gruesome ceremonies they perform amid the pillars on nights when the Shadow World intrudes into southern Anuire.

The Lost Tower stands within Tower Woods. This ancient keep dates back to the earliest days of the Empire, but few can agree if it's an actual site or simply a spectral tower that sometimes appears in the woods. A thick fog shrouds the forest throughout the day and night, making the entire grove ghostly and otherworldly. The sounds of the woods echo in strange ways in the fog, and many claim to hear the cries of battle from somewhere deeper in the trees. Though the location of the Tower is supposedly well known, there's no guarantee that a searcher will find it on any given day. This could be because the fog has a disorienting aspect to it, and even the most seasoned woodsmen can get turned around in the obscured forest. Or it could have to do with another aspect of the fog—that it hides the Tower on all but the brightest days. Could

the fog grow so thick as to hide a 30-foot battlement from a searcher walking barely two feet from the cold stone walls? Those who have walked within Tower Woods under such conditions have no trouble accepting this answer. Others claim that the Tower comes and goes as it sees fit, standing vigilant watch in the forest some days while traveling to some ghostly plane on others.

The last site in Caerwil that deserves mention is located in the Darksword Woods. Named for a wraith who walks the woods on snowy morns, encased in armor of the blackest steel and carrying an ebon sword of the same material, this forest rests between two small lakes in the southwestern portion of the province. Surrounded by small farming villages and the abbey of the Sisters of the Nine Visions, these haunted woods contain a shadowy, twisted tree known as the Passage Tree.

This ancient, huge tree is 15 feet wide and twice as tall, with branches and roots that snake out in all directions. The tree can easily be distinguished from its neighbors, for it's as dark as midnight and as alien to the rest of the forest as a goblin is to an elf. The problem with the tree is that it isn't made of bark and solid wood. Its substance is shadow, and it acts as a hole to that nether dimension. The wielder of the darksword steps out of this tree and returns to it after he's completed his walk in the physical world. Don't think that this is an easily accessible route to the Shadow World, however, for those who've stepped into its dark embrace have never returned to tell of what they found.

Unlike its neighbors, Medoere isn't a typical example of an Anuirean kingdom. While it shares some of the terminology of hierarchy and long-standing traditions of nearby domains, Medoere is a theocracy instead of a monarchy. This means that the highest political authority in the realm is the church—specifically, the Church of Ruornil's Celestial Spell.

As a relatively new domain, a significant body of laws doesn't exist beyond those that relate to the church and its edicts. The leaders of Medoere have been very careful not to pile laws atop laws, as much of the population still wears scars left by Diemed's crushing dictates. In many ways, the laws of Medoere consist mostly of reforms to the laws established by Diemed's last count in the three provinces, Dalien Enlien.

Under the law of Medoere, everyone is considered equal—noble and commoner, believer in Ruornil and nonbeliever alike. The theocracy has made an extreme effort not to appear biased toward those who follow the teachings of its church. However, there are obvious advantages to being a church member. Taxes are slightly lower, citizenship for new arrivals is awarded faster, and important posts in the realm often go to those who profess faith in Ruornil and are active in the Celestial Spell.

In general, the people of Medoere are descendants of those who came to these provinces to escape religious oppression and fulfill a prophecy made by their god. They are the scions of brave men and women who carved homes out of a desolate, forgotten part of Diemed's crumbling kingdom. They appreciate acts of faith, stand up for their beliefs, and, though hard working, enjoy laughing and singing when the work is done—in sharp contrast to the controlled and ordered citizens of neighboring Diemed.

ranks and titles

Even in domains like Endier where the nobility has vanished from the scene, ranks and titles continue to hold importance and fascination for the people. In Medoere, where the government follows a different track than other realms, a clear understanding of the hierarchy of the theocracy is needed to properly oversee the land.

The highest position in the theocracy is that of Celestial Archpriest, a rank that must be held by the regent if Medoere is to continue as a theocracy. The Celestial Archpriest commands the Church of the Celestial Spell as the Sacred Voice of the Moon God. In all things spiritual, there is no higher authority in the realm. All members of the church, from the most powerful priest-superiors to country clerics to the common folk, are pledged to follow and protect the Sacred Voice.

Additionally, the Celestial Archpriest wields power in the physical world by controlling the government. Currently, the archpriest personally controls Medoere's


three provinces, though the archpriest's political power in Caerwil is nominal at best. All secular nobles, either those who remain from the days of Diemed rule or those elevated since

the rise of Medoere, pledge fealty to Ruornil's Celestial Spell, which means they're pledging fealty to the archpriest. The archpriest can count on the unswerving loyalty of about 20 noble families in times of crisis. Most of these can be found in Alamier and Braeme (the seat of government), but a few hold land in the northern province of Caerwil.

The grand curate, a position always held by an invested priest, serves as the prime minister of the realm. The routine business of government falls under the jurisdiction of this rank, as does the administering of the domain's finances and the overseeing of the highest judicial body in the land, the Court of the Nine Spells. The grand curate maintains palaces in both Braeme and Alamier, shuttling between the two as necessary to administer to the archpriest's dictates and the frequent meetings of the Court of the Nine Spells. The current grand curate is Elenir Goerin (*MA; P0; unblooded*), who has served the archpriest since the domain's inception.

Priest-superiors are priests of the highest rank. When a priest achieves this status, he or she is first awarded the title of Priest-Superior of the First Spell. There are nine levels within this rank, ranging from the First Spell to the Ninth Spell. Priest-superiors are addressed as patriarchs in informal

medoerean society



settings. The priest-superiors form the bulk of the religious gentry, controlling manor, offices, and estates throughout the realm. One individual of each priest-superior rank is selected every year to sit on the Court of the Nine Spells. These individuals meet in the city of Alamier, under the presiding grand curate, to judge important cases of law—both of a secular and religious nature. Other priest-superiors control important temples or castles, serving as magistrates of smaller sections of the realm.

Priest-superiors gain rank by deeds, due to expertise, and through political favor. The Court of Nine Spells examines all candidates, as put forth by other priest-superiors, and promotes regular priests to the rank of priest-superior of the First Spell. Not more than three priests receive this honor in a given year, and usually one or none. Further advancement comes from the Celestial Archpriest, who awards higher ranks as necessity and ability demand.

Some important priest-superiors include Patriarch Altaweir, Patriarch of the Ninth Spell, who manages the Temple of the Ninth Spell in Braeme; Patriarch Tosiere (*MA; P6; unblooded*) of the Fifth Spell, who is one of the realm's finest diplomats, often traveling to other domains on behalf of the Celestial Archpriest; and Patriarch Konour of the Seventh Spell, who commands the holy knights of Moonstrike Keep.

Other religious titles, in descending order, are lesser curates, lord abbots, and celestial marshals. These ranks may be held by priest-superiors or lesser priests of the faith.

There are three lesser curates in the realm, one assigned to each province. It's the lesser curate's job to provide a link to the secular nobility and offices, to make sure taxes are collected in the provinces, and to bring any problems that can't be handled on his level to the grand curate.

Lord abbots are the equivalent of noble landholders. The most powerful command small temples, abbeys, shrines, or monasteries,

though many simply oversee tracts of farmland and the workers who till the soil. In rare cases, lord abbots also command militias or other military forces to guard their holdings, but usually such armed might is given to a priest-superior. Celestial marshals have a range of functions, depending

upon their skills and the area they are assigned to.

Many serve as simple constables, making sure the laws are upheld as they protect the peace. Others travel the realm, making sure nobles and out-of-the-way communities are upholding the laws of the theocracy. Some become commanders of companies of holy knights, serving as a priest-superior's military captains. A select few act as special agents for the Celestial Spell, performing acts of espionage or using their more advanced training to handle a mission of great importance. Of all the religious nobles, the celestial marshals contain the greatest percentage of hero-level characters.

While Medoere is a theocracy, the secular nobility has an important role in the workings of the domain. They oversee their lands, collect taxes, raise armies, and enforce the laws of the realm. Secular nobles don't have to formally join the Church of Ruornil's Celestial Spell, but they can't overtly break any of its laws. For example, a noble doesn't have to participate in the nightly High Moon Mass, but he can't restrict his common folk from doing so if they choose.

The highest ranking secular noble is Lord Kotrin Skirvin (*MRj; F3; An, minor, 18*). He serves as the archpriest's lieutenant in matters of state and oversees the domain's tiny army. At any given moment, Kotrin knows what company of knights are stationed where, how many militiamen can be raised in the various provinces, and where his commanders are. He has a dozen runners on hand who he can set upon the roads at a moment's notice to deliver the call to arms should an invasion threaten the land. His military commanders include both religious and secular leaders.

the law of the land

Lesser crimes such as vagrancy, petty theft, and disturbing the peace fall under the jurisdiction of local justice. The ruling noble assigns officers to investigate the crimes and try those accused. Punishments at this level range from fines to periods of hard labor. Those convicted of crimes can appeal to celestial marshals if they believe they were tried unjustly.

Crimes of a more serious nature, such as poaching, grand theft, arson, and manslaughter, must be tried by a celestial marshal of priest-superior rank. Punishments for

these crimes include exile, life in prison, excommunication, or long years of hard labor. A convicted prisoner may appeal to the Court of Nine Spells.

The most serious crimes of murder, treason, or rebellion must be brought before the Court of the Nine Spells. The accused parties are placed in the custody of celestial marshals for transport to Alamier City, where the Court regularly meets.

Larger towns maintain small lockups for holding those accused of crimes and most keeps and castles have dungeons. Long-term imprisonment can only be accommodated by the prisons in Braeme and Alamier. Both of these facilities are maintained by the Church of the Celestial Spell.

money

The Holy Mint in the city of Alamier has been coining money for the realm for six years now. Before that, currency from Roesone, Ilien, and even Diemed was considered acceptable means of exchange. Even today, coins

from the neighboring domains are accepted in most parts of Medoere, while Medoerean currency is only accepted in other realms on a very limited basis.

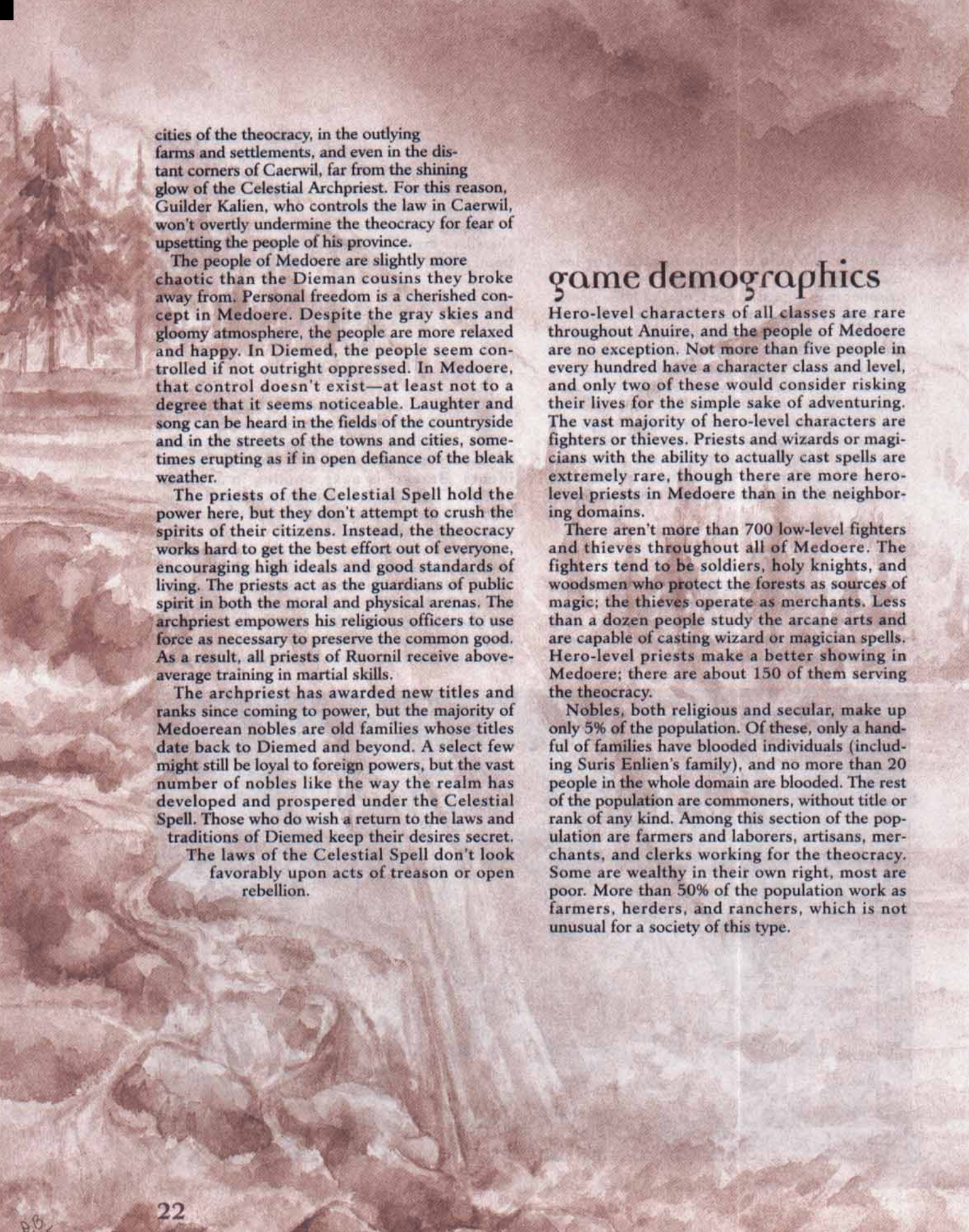
Coins of Medoere include the copper beam, the silver crescent, the gold spell, and the platinum moon. No coins are minted using electrum.

the people of the realm

There are somewhere in the vicinity of 40,000 people living in the three provinces of Medoere. Alamier is by far the most populous region, with some 18,000 residents. Braeme is next, coming in at about 13,000. Caerwil is less densely populated, especially considering its great size. It has about 9,000 people within its borders.

Most of the common folk have a deep and abiding respect for the Moon God and his Sacred Voice. After all, the Moon God led their ancestors to this land, helped them develop homes and livelihoods, and then forged a domain around them to protect them from outside forces. This reverence shows up in equal measure in the great





cities of the theocracy, in the outlying farms and settlements, and even in the distant corners of Caerwil, far from the shining glow of the Celestial Archpriest. For this reason, Guilder Kalien, who controls the law in Caerwil, won't overtly undermine the theocracy for fear of upsetting the people of his province.

The people of Medoere are slightly more chaotic than the Dieman cousins they broke away from. Personal freedom is a cherished concept in Medoere. Despite the gray skies and gloomy atmosphere, the people are more relaxed and happy. In Diemed, the people seem controlled if not outright oppressed. In Medoere, that control doesn't exist—at least not to a degree that it seems noticeable. Laughter and song can be heard in the fields of the countryside and in the streets of the towns and cities, sometimes erupting as if in open defiance of the bleak weather.

The priests of the Celestial Spell hold the power here, but they don't attempt to crush the spirits of their citizens. Instead, the theocracy works hard to get the best effort out of everyone, encouraging high ideals and good standards of living. The priests act as the guardians of public spirit in both the moral and physical arenas. The archpriest empowers his religious officers to use force as necessary to preserve the common good. As a result, all priests of Ruornil receive above-average training in martial skills.

The archpriest has awarded new titles and ranks since coming to power, but the majority of Medoerean nobles are old families whose titles date back to Diemed and beyond. A select few might still be loyal to foreign powers, but the vast number of nobles like the way the realm has developed and prospered under the Celestial Spell. Those who do wish a return to the laws and traditions of Diemed keep their desires secret.

The laws of the Celestial Spell don't look favorably upon acts of treason or open rebellion.

game demographics

Hero-level characters of all classes are rare throughout Anuire, and the people of Medoere are no exception. Not more than five people in every hundred have a character class and level, and only two of these would consider risking their lives for the simple sake of adventuring. The vast majority of hero-level characters are fighters or thieves. Priests and wizards or magicians with the ability to actually cast spells are extremely rare, though there are more hero-level priests in Medoere than in the neighboring domains.

There aren't more than 700 low-level fighters and thieves throughout all of Medoere. The fighters tend to be soldiers, holy knights, and woodsmen who protect the forests as sources of magic; the thieves operate as merchants. Less than a dozen people study the arcane arts and are capable of casting wizard or magician spells. Hero-level priests make a better showing in Medoere; there are about 150 of them serving the theocracy.

Nobles, both religious and secular, make up only 5% of the population. Of these, only a handful of families have blooded individuals (including Suris Enlien's family), and no more than 20 people in the whole domain are blooded. The rest of the population are commoners, without title or rank of any kind. Among this section of the population are farmers and laborers, artisans, merchants, and clerks working for the theocracy. Some are wealthy in their own right, most are poor. More than 50% of the population work as farmers, herders, and ranchers, which is not unusual for a society of this type.

The following nonplayer characters are important members of Medoerean society, but they shouldn't be considered to be typical examples of the citizenry. These characters are far more skilled than the common folk. Feel free to adjust aspects of their personalities and backgrounds to better mesh with the way you want your realm to develop, though the DM has final say over any changes you want to make.

suris enlien, prophet of ruornil

4th-level Anuirean priest

S: 11
D: 12
C: 9
I: 16
W: 17
Ch: 17

AC: 8 (10)
hp: 22
MV: 12
THACO: 18
#AT: 1
Dmg: 1d6+2



Bloodline: Reynir, major, 32

Blood Abilities: Enhanced sense (minor), healing (minor)

Equipment: ring of protection +2, footman's mace +1, holy symbol of quality

Suris Enlien became a priestess of Ruornil, seized the provinces of Caerwil, Braeme, and Alamier from Diemed, and forged the domain of Medoere when she was only 16 years old. To stop the persecution of the followers of the Celestial Spell and save hundreds of innocents from slaughter, she was forced to kill her own father, Dalien, count of the eastern provinces. She was seen as the Moon God's Sacred Voice, and the people of the new realm adored her.

In the eight years since that fateful day, Medoere has flourished as a theocracy. Suris ruled the theocracy until very recently, when she decided to step down and let someone else handle the daily responsibilities of rule. Suris believes she has another mission to accomplish for the god of moon and magic. She has retreated to the Abbey of the Silver Woods to contemplate Ruornil's teachings and ponder the remarkable visions he has been sending her.

Only 24, Suris is a beautiful woman who is

totally devoted to her faith and her god. She has hair as dark as night, large gray eyes, and skin the color of pale moonlight. Wispy thin and only of average height, Suris nevertheless has a presence

important npcs

that draws people to her. Some of this can be attributed to her great beauty and dazzling smile, but most see it as an effect of

her faith; even in retirement and with a new Sacred Voice leading the theocracy, it's evident to all who meet her that Suris Enlien has been touched by the hand of a god.

Suris won't interfere with the new archpriest, but she will occasionally be available to offer advice. Much of the time she'll be in seclusion in the abbey or wandering deep within the Silver Woods, not even aware of events outside her immediate vicinity. There will be times, however, when she actively seeks out the archpriest to pass along the words of Ruornil.

kotrin skirvin, Archpriest's Lieutenant

3rd-level Rjurik fighter

S: 16 (17)
D: 16
C: 15
I: 13
W: 12
Ch: 12

AC: 3 (8)
hp: 18
MV: 12
THACO: 18
#AT: 1
Dmg: 1d8+1

Bloodline: Anduiras, minor, 18

Blood Abilities: Heightened ability, strength (minor)

Equipment: chain mail +1, shield of quality, long sword of quality



When Suris Enlien needed someone to command Medoere's army and serve as her lieutenant in matters of state, she turned to Kotrin Skirvin. Kotrin was one of her father's military commanders, a lesser noble of Braeme with a small company of knights under his banner. Young Suris had seen Kotrin argue with her father on many occasions as she was growing up, and she admired his convictions. When she was forced to kill her father, it was Lord Kotrin who stood beside her and legitimized her authority before the soldiers.

After forming the theocracy and taking the title of Celestial Archpriest, Lady Suris elevated Lord Kotrin to the highest noble rank held by a member of Medoere's secular community. He has held this post since that day, serving Medoere and the archpriest to the best of his considerable ability.

In his late 30s, Kotrin has been a warrior his entire life. He stands about six feet tall, with broad shoulders and a lean physique. He has long brown hair that he wears tied back, and a long-handled mustache droops over his stern, humorless lips. He's never seen without his long sword, a weapon of quality that has been in his family for hundreds of years.

Suris kept a close eye on Kotrin, and any new regent is encouraged to follow this practice. Besides being an excellent tactician and military strategist, Kotrin has a little blood of his own. In matters of defense, his ambition sometimes overshadows his common sense, but he always comes out on top. If his ambition ever turns toward the regency, the lord of the domain might have a tough time holding on.

Lord Kotrin has never embraced the tenets of the Celestial Spell. He prides himself on offering the archpriest a totally secular point of view—he often claims that his feet are firmly planted on the ground and not wandering somewhere above the clouds like many of the church leaders. Still, he respects the theocracy's accomplishments and agrees with its policies, so he remains a valuable asset to the regent.

hermedhie

7th-level Anuirean wizard

S:	8
D:	16
C:	9
I:	17
W:	13
Ch:	8
AC:	2 (8)
hp:	19
MV:	12
THAC0:	18
#AT:	1
Dmg:	1d6+1



Bloodline: Vorynn, major, 24

Blood Abilities: Alter features (major)

Equipment: Spell book, various scrolls, *quarter staff +1*, *ring of protection +2*, *ring of spell storing*, *cloak of protection +2*, *wand of illusion*, *bracers of defense (AC 6)*, pouches of spell components.

The mage Hermedhie was appointed Court Wizard of Medoere by Lady Suris shortly before she stepped down as regent. The wizard has yet to invest any regency in the theocracy, but she accepted the official post with graciousness and enthusiasm—much to the dismay of the lord of Diemed.

Hermedhie is a tall, thin, regal woman in her 50s. Her hair is stark white, and she has three parallel scars running down the left side of her face. Although she doesn't talk about how she received these scars, rumor has it that they were a gift of the Spider, presented to the mage when she was just starting to learn the arcane arts.

The wizard has controlled the sources of magic in Diemed since before Medoere was born. When a border was drawn between the two realms, Hermedhie continued to cross it freely, for she has sources throughout the two domains. By accepting the title of Court Wizard to the Celestial Spell, Hermedhie has finally taken a side in the nearly decade long struggle—at least in Heirl Diem's eyes. He has declared the wizard to be an enemy of the realm and has ordered his wardens to capture her on sight. Of course, Hermedhie has magical and blooded powers that can deal with such troublesome tactics. No matter what she decides concerning Medoere, she won't allow Diem to keep her from her sources.

In Medoere, neither the archpriest nor Guilder Kalien, the controllers of the law, know Hermedhie very well.

However, they both trust her and have faith in her due to services she has rendered over the years. Until she does take steps to take complete control of the magic of the realm, the Guilder and the Sacred Voice will work to make sure no one else usurps her. Better the wizard you know—or think you know—than the wizard you don't.

elenir goerin, grand curate

0-level unblooded Anuirean priest

S: 7
D: 8
C: 8
I: 12
W: 14
Ch: 9

AC: 10
hp: 3
MV: 12
THAC0: 20
#AT: 1
Dmg: 1d6+1



Equipment: Holy symbol of quality

Like many of the officials of the theocracy, Elenir Goerin has held his position since the first days of Lady Suris's rule. He is a skilled bureaucrat and an excellent prime minister. He has a head for organization and figures, often calculating resources mentally while his clerks are still fumbling with quills and ledgers.

Elenir is a priest-superior in the church, in addition to the functions he handles as grand curate. He's an aging, overweight priest who works himself much harder than he works his subordinates.

In contrast to the young Lady Suris, Elenir lent an air of maturity to the theocracy's leadership. He has given the Court of Nine Spells a measure of stability, as he has presided over eight different bodies of priests since the theocracy began. If the new regent decides to retain Elenir as grand curate, he or she might want to make the priest slow down. It's almost a certainty that if Elenir continues at the pace he's been keeping for the last few years, he'll burn out like a comet streaking across the sky.

altaweir enlien, patriarch of the ninth spell

7th-level Anuirean Priest

S: 15
D: 14
C: 13
I: 16
W: 16
Ch: 13

AC: 5 (10)
hp: 39
MV: 12
THAC0: 16
#AT: 1
Dmg: 1d6+3



Bloodline: Reynir, minor, 17

Blood Abilities: Protection from evil (major)

Equipment: chain mail +1, staff of striking, holy symbol of quality

Patriarch Altaweir Enlien is a distant cousin of Lady Suris. He was a priest of Ruornil in Roesone when Suris founded Medoere. Already a well-respected priest of the faith, he quickly earned the title of priest-superior in the theocracy of the Celestial Spell. It didn't take him long to advance to the level of the Ninth Spell, nor to petition for command of the Temple of the Ninth Spell that was already being constructed in the realm's capital city.

Altaweir didn't take advantage of the fact that he's related to Lady Suris. He earned his posts and ranks by outshining other priests of his caliber. His temple is second only to the grand Temple of the Celestial Spell in Alamier. Because his sphere of influence is so close to the Celestial Archpriest, he served as a trusted adviser to the previous regent.

Unfortunately, the patriarch believes that he should have been chosen as the new Sacred Voice of Ruornil. Not only is he of Enlien blood, he is a priest of great power and a proven leader in his own right. He was visibly angered by Lady Suris's announcement, and he could become an enemy to the new regent.

The Celestial Archpriest of the theocracy isn't the only regent wielding control in Medoere. Each province has its own law, temple, guild, and source holdings, and some of these aren't controlled by the Church of Ruornil's Celestial Spell. As in other domains, whoever rules the realm must get along with those who control the merchants, religions, and magical power of the area.

The following table summarizes all of the regent's holdings, based on information from the BIRTHRIGHT Campaign Setting boxed set and this domain sourcebook. Law holdings are in the regent's own name; temple holdings are maintained through the Church of Ruornil's Celestial Spell, but as the head of the Church the regent counts them toward his total regency. The DM may, of course, choose to alter these holdings as the campaign demands.

The Archpriest's Holdings

Holding/Level	Province/Level	Realm
Law (1)	Braeme (3)	Medoere
Law (3)	Alamier (4)	Medoere
Temple (2)	Caerwil (2)	Medoere
Temple (3)	Braeme (3)	Medoere
Temple (4)	Alamier (4)	Medoere
Temple (1)	Caercas (4)	Roesone

law holdings

Medoere is somewhat unique when compared to the other realms of the Southern Coast in that the ruler of the domain doesn't control all of the law of the land.

The archpriest of the Celestial Spell controls the majority of the available law in two of the three provinces. In Braeme and Alamier, the theocracy currently holds four of the possible seven levels of law.

In Caerwil, however, all of the available law resides in Guilder Kalien's hands.

holdings

Though the theocracy doesn't control all of the possible law of the two provinces it dominates, no rival power has yet tried to stake a claim. This may change with the appointment of a new archpriest or if the threats from the north and west increase, but so far the church has maintained its position as law holder of

Braeme and Alamier.

Why doesn't the church also control the law in Caerwil? There are a number of reasons for this. First, when the theocracy initially established the domain, it didn't have the resources to adequately rule all three provinces. Guilder Kalien of Endier saw an opportunity and quickly took advantage of it. Lady Suris wasn't happy with his power play, but she couldn't afford a civil war while Diemed and the Spiderfell posed even greater threats to the realm. (It should be noted that on two occasions since the creation of the theocracy the archpriest and the guildmaster have come exceedingly close to battle.) As long as Guilder Kalien keeps his province tied to the realm, the theocracy is content to let things stand as they are. Kalien is ready to turn the province against the church should it attempt to wrest control of the law away from him.

temple holdings

The people of Anuire have always been a people of great faith, active in the religions of their choosing. Temples and the gods they serve have become the centers of community life, and nowhere is that more true than in Medoere. In Medoere, the Church of the Celestial Spell, dedicated to Ruornil, the god of moon and magic, cares for both the spiritual and physical aspects of life. The nobles of the church are powerful landowners in their own right, equal to and often of higher station than their secular counterparts.

The temples of Medoere are almost exclusively dedicated to Ruornil. It's his church that controls the theocracy and the faith of the people of the three provinces. In almost all cases, the temples provide education and centers of higher learning. The Celestial Archpriest is devoted to making sure every member of the theocracy has learned at least the rudimentary elements of reading,

writing, and arithmetic, and that those who have a desire and show promise have an opportunity to advance their education.

the church of the celestial spell

Medoere's major faith and official religion is Ruornil's Celestial Spell. By far, this is the most organized and powerful church dedicated to the Silver Prince. As a theocracy, Medoere's official religion serves as the law of the land as well as the keeper of the faith. The primary cathedral is the grand Temple of the Celestial Spell, located in Alamier City. A second major cathedral, the Temple of the Ninth Spell, is in the capital city of Braeme. It's a smaller but no less beautiful version of the Alamier complex.

The Celestial Spell has other temples, churches, and shrines throughout the three provinces. The theocracy controls all nine levels of temple in the domain. Although other faiths are tolerated, none have been allowed to establish any kind of holdings in the domain. (One is trying, though.)

The Celestial Archpriest serves as the leader of the church, though individual temples have local

leaders who answer to the regent. The church dominates the three provinces as far as the power of faith is concerned. Because the theocracy is also in charge of foreign affairs and keeping the domain intact, it hasn't made many inroads into other realms. Indeed, the church isn't that interested in crossing political borders. After all, Ruornil specifically directed his faithful to settle the lands that became Medoere, so that's the region the church concentrates its efforts on.

That doesn't mean the church's influence hasn't spread. Due to the good relationship Medoere has with Roesone, shrines dedicated to Ruornil have been established in a few of Roesone's larger cities and towns. In the province of Caercas, however, Ruornil's Celestial Spell commands about 25% of the population's faith (the church has a level 1 holding in Caercas). Most of this is concentrated in the Temple of the Silver Moon, located in the city of Proudglave.

the impregnable heart of haelyn

Though others have tried, only the Impregnable Heart of Haelyn has been able to establish any kind of base in Medoere. It isn't a large or powerful base, but it is a beginning upon which the church of Roesone and Ilien can grow. In game



terms, this church has a temple (0) holding in Alamier. This means that it has one small shrine dedicated to Haelyn—the Shrine of the Heart. High Prefect Hubaere Armiendin (*MA; P11, Haelyn; An, major, 27*), leader of the Impregnable Heart, hopes to increase his influence in the province to at least the level that the Celestial Spell enjoys in Roesone's province of Caercas, but has thus far been unable to accomplish that feat.

guild holdings

The theocracy has no share of the guild power in the realm. In fact, all of the guild holdings currently belong to foreign regents. The guilds of Medoere follow the basic model used in other domains of the Southern Coast. Each province supports a small number of major guilds, and about twice as many minor associations. Three major guildlords control Medoere's commerce. In two of the provinces, each guildlord's power is absolute, while in the third, two wage price wars and struggle to gain an advantage over the other.

Guilder Kalien of Endier controls the guilds of the northern province of Caerwil, wielding about the same level of power as he does with the law. His Heartlands Outfitters company handles most of the commerce activity in the north. If the province prospers, then Kalien's coffers overflow with profit. The side effect is that Medoere as a whole prospers as well. Still, the man cares little for the theocracy or the ideals it aspires to, though he'll work with it as it suits his needs.

In Braeme, Orthien Tane of Roesone has a firm hold on the guilds. In Roesone, Tane is a powerful, sinister figure who uses subversion, intimidation, and extortion to maintain and advance his position.

Since it works so well, he has exported his style to his foreign holdings. While the church knows some things about Tane, his connection to his front company has never been satisfactorily brought to light.

As in Roesone
and
Diemed,

Tane operates in Medoere under the cover of the Southern Anuire Shipping and Import company. It has a stranglehold on all commerce being conducted in Braeme.

Alamier, on the other hand, doesn't have a single guildlord running the show. Tane and el-Hadid of Ilien control equal shares of the guild power. Whereas Tane's operation gives almost nothing back to the province, el-Hadid's Port of Call Exchange earns money by letting others make money as well. The struggle the two guildlords are engaged in usually works to the benefit of consumers and the church, but every once in a while their battle turns ugly. Warehouses in Alamier City burn to the ground, accidents happen on the docks of the Straits of Aerele, and caravans plying the trade roads mysteriously disappear on rare occasions. While the theocracy would love to gain a portion of the guild holdings, it would be just as happy to see Orthien Tane's influence diminish in favor of el-Hadid.

sources

Two wizards have sources in Medoere, Hermedhie and Rogr Aglondier. Both are considered trusted friends of Medoere, although they have interests that extend beyond the domain's borders. In fact, Aglondier is regent of neighboring Ilien.

Hermedhie, who was recently appointed to the post of Court Wizard of Medoere, controls the magic of Caerwil and Braeme. She hasn't yet invested anything into the regency, but she can draw power from sources in Tower Woods and the Singing Woods. She is also known to frequent the swamp near Moon Lake.

Aglondier has only a small source in Alamier, though he controls all of the magic that province can produce. The original ruler of Ilien found this source not long after the Battle of Mount Deismaar, and it has been passed down to each subsequent ruler. Aglondier's source has been shrinking as Alamier becomes more cultivated and civilized. His small grove of ancient trees, located north of Alamier City, is slowly losing ground to the farmlands around it.

Rumors, plots, and secrets occupy life in every court, and Medoere is no exception. Just because the government is a theocracy instead of a monarchy doesn't make it immune to intrigue and subterfuge. The rumors and plots outlined below can serve as springboards for adventures. All the regent player needs to do is discuss the ones that interest him or her the most with the DM. These could become the first things the regent PC decides to resolve or investigate further. The secrets that follow are things known only to the regent PC. After all, every domain ruler needs a few secrets to hold in reserve for the appropriate moment. Nothing wins the day better than a well-played ace-in-the-hole.

rumors and plots

As in every domain, the regent of Medoere must deal with a variety of rumors and plots that constantly threaten the state of his realm. A rumor, no matter how much truth it contains, can cause panic, despair, or hope among the nobles and commoners alike. In the courts of the theocracy and the towns of the domain, a juicy rumor can spread like wildfire through a dry field—and often can be just as destructive. Plots, of course, come in an all varieties. The hierarchy of the church plays the same games of intrigue and deceit as the secular nobles are wont to do, and the additional problem posed by guilds and wizards don't make life any easier for the regent.

rumors of war

As the Celestial Archpriest and the Guildmaster of Caerwil shore up the defenses along the borders of Diemed and the Spiderfell, the people of the northern and western provinces grow increasingly nervous.

Half of the citizens of Alamier are certain that the armies of Diemed are about to explode across their border, and not a single day passes without a celestial marshal or priest-superior receiving calls to protect the realm or word that troops have been spotted moving in Diemed territory. So far, even when the rumors of troop movements turn out to be true, no hostile actions have been directed toward Medoere. To calm the growing hysteria, troops have been stationed along the border, walls have been erected around towns, and keeps have been repaired in anticipation of battle. Instead of belying the fears of the common folk, these actions have only served to make them

believe that war with Diemed is inevitable and imminent.

In Caerwil, the threat posed by Diemed pales beside that of the Spider. Goblins, gnolls, and other foul creatures

rumors, plots, and secrets

have been emerging from the Spiderfell on a disturbingly regular basis of late. Farmhouses have been plundered and burned to the ground, citizens have been murdered, and fields have been set aflame by these marauders from the north. Guilder Kalien has graciously (if grudgingly) accepted theocracy troops to help defend the province, and this might be a way for the Celestial Spell to take control of some of the law here if it can make significant progress against the raids. Most people believe that the attacks are simply random acts of destruction, but a growing ripple of gossip suggests that the Spider has awakened from some long sleep and is ready to finally increase the size of his realm. The raids, these rumors suggest, are tests of strength that are being carried out in all of the domains that border the Spiderfell.

Wherever a significant weakness is found, that's where the Spider's armies will march.

swamp thing

The people of Mill Landing have been petitioning for a celestial marshal and a company of knights to defend their town from the monster of the swamp. According to the reports, a terrible awnshegh emerged from the Spider River a few weeks ago. It attacked and killed four fishermen before retreating to the swamp southeast of the town. Since that day, other attacks and sightings have been reported. The town's mayor isn't sure she believes the tales of a swamp monster, but she has seen bodies that have been clawed and chewed, and at least a half dozen other people are missing.

Some reports describe the creature as a huge, hulking humanoid some 8 feet tall, with 6 arms, 2 heads, and a spiked tail. Others describe it as a giant reptile with many legs, a shark's jaws, and a whipping, poison-dripping stinger on its back. A large company of knights wouldn't be able to function well in the swamp, but a small band of heroes might be able to track it to its lair and kill it before too many more people in Mill Landing disappear.

the guildler's plot

Guilder Kalien of Endier controls the law in Caerwil, but he knows that the Celestial Spell wants to take some—if not all—of that influence away from him. To preserve his position, Kalien has set various plots in motion over the years. His latest plot is designed to weaken the hold Ruornil's followers have over the temple holdings in the province.

Kalien knows that other religious leaders have been trying to gain a foothold in Medoere. He has decided that it's time to help another church increase its influence—in the interests of fair trade and good business. To this end, the guildlord has sent private messages to the leaders of three churches: the Impregnable Heart of Haelyn, the Orthodox Imperial Temple of Haelyn, and the Celestial Jewel of Sarimie.

In his messages, Kalien outlined a simple plan. If one of these churches agrees to work with the guildlord, he'll make it a stipulation of doing business in Caerwil that all merchants and artisans must join that church.

Thus far, only the orthodox church of Diemed has responded, and it has done so cautiously.

Diemed suspects a trap is being set by the theocracy of Medoere, but also knows it can't let an opportunity to cause problems for the realm slip away.

Rumors of this situation have only begun to reach the regent in Braeme. The Celestial Spell must move quickly to squelch this plot before the northern province finds itself in serious trouble. Who knows how the population will react to being forced to follow a religion their ancestors fled from just a few generations ago?

a champion for medoere

When Suris Enlien used the Sword of Enlien to slay her father, she broke a cardinal rule of her faith—she used an edged weapon. Ruornil forgave her, for he knew it was the only option available to the girl at the time. However, since that fateful night, no one else has wielded the sword.

The weapon remains in the possession of the regent, as it has surpassed its place as a family relic and become a symbol of Medoere. Like Lady Suris before him, the regent's waiting for a champion to step forward who can wield the sword in defense of the domain. Lady Suris had a vision of this champion. He would be a knight of the utmost courage, faith, and battle skill, a holy warrior with no desires but to keep Medoere safe and free. In short, the vision prophesied that a paladin of great ability would become Medoere's champion.

Five years ago, Lady Suris held a tournament to see if such a knight existed within her domain. Although she saw many fine warriors, none of them possessed the qualities that Ruornil required. She locked the weapon away, but secretly watched for the champion to appear. Thus far, he has not stepped forward.

Upon turning the theocracy over to the new regent, Lady Suris emphasized the need to find the champion who would wield the Sword of Enlien for Medoere. "This should be one of your main tasks," she said, "for the days are coming when Medoere will need its champion to lead it through the troubles ahead."

secrets

Finally, no ruler can survive without keeping a few secrets locked away for the inevitable rainy days that Medoere will experience.

the sword of enlien

The regent and Lady Suris both know that the Sword of Enlien is a *holy avenger*. In the hands of a true paladin who believes in Ruornil and is loyal to Medoere, the weapon functions as described in the *DUNGEON MASTER Guide*. The regent shouldn't reveal this secret until he has found a worthy champion to award the weapon to.

court spy

The network of spies that work for the baron of Diemed have always been an accepted legend among the realms of southern Anuire. The regent knows that the legend is true—especially since one of Diemed's spies has set up shop in the Celestial Palace. One of the regent's own acolytes, a young priestess named Ulum Caeris (FA; P1; *unblooded*), sends information to Heirl Diem on a regular basis. As an acolyte of the Celestial Archpriest, Ulum works as an aide and assistant to the regent. Lady Suris discovered her dual role but decided not to confront the girl. Better the enemy you know, she believes, than the enemy you don't. So, Ulum continues to assist the regent and send information to Diemed—but what she is granted access to and what gets sent is under the control of the regent. For every piece of true intelligence that the regent allows Ulum access to, he provides two pieces of disinformation. This connection could prove to be extremely valuable as Diemed and Medoere move closer to war.

ancient treasure

Because of the faith the regent has shown in Hermedhie, the wizard has provided information relating to a place of ancient power. Deep in the shadows of the Singing Woods, at a place known as Elvencairn, an ancient elven treasure waits to be discovered. Hermedhie has explored the ruins beneath Elvencairn extensively, and everything she wanted has been removed from the place. However, what remains could prove invaluable to the theocracy. What does the treasure consist of? Those details are left to the DM, but no magic of a wizardly nature remains. There could be gold and silver, or weapons and armor, or some other items of worth for the campaign. Of course, getting this treasure shouldn't be as easy as walking in and taking it. A wizard of Hermedhie's power can circumvent elven safeguards and enchantments, but others will need to find their own way into this ancient ruin.



Medoere isn't an old, well-established domain. It has existed for only eight years, and the theocracy is still relatively poor and weak. Much of the domain's finances have gone to build the two major temples and shore up the defenses along the northern and western borders. As such, the new regent starts out with less wealth than he might like. Decide how to spend this money wisely, for the theocracy's enemies are waiting to exploit any mistakes that might be made.

To change the situation concerning the finances of the realm, the regent might consider trying to gain some guild holdings. As the theocracy has no influence in this vital area, all of the money it earns comes from its use of the law and the temples. Of course, the regent can also agree to holster one guildlord at the expense of another for a portion of the increased revenues. This is a particularly viable plan for the province of Alamier, where two guildlords struggle to gain an advantage over the other.

The northern province of Caerwil remains a weak link in the theocracy's control of the law. Without any law holdings in Caerwil, the regent's power and influence are restricted to his temple holdings. If the theocracy is going to grow and prosper, at least one of the possible two levels of law must come under the regent's control.

Alternately, the regent could ignore the situation in the north and concentrate on gaining more law holdings in Braeme and Alamier. Currently, the regent controls four of the seven available levels, which leaves holes that other powers can exploit. Watch these holes, or some rival will suddenly snap up some of these unclaimed holdings and challenge the regent's rule. By increasing these law holdings, the regent will gain more revenue without disturbing other regents.

As far as temple holdings, the Celestial Spell firmly controls all of this power in Medoere. It even has a foothold in the neighboring realm of Roesone. The Impregnable Heart of Haelyn has established a small shrine in Alamier (level 0 holding), but this threat

shouldn't concern the regent too much as long as he watches how that church conducts its business.

Magic, however, could be a problem. It's important that the Court Wizard of Medoere invest regency in the theocracy soon. Her powers will prove indispensable should the unthinkable happen and Diemed or the Spider let loose the dogs of war.

Beyond internal concerns, the regent must also be aware of the powers around him. Hostile neighbors like Diemed and the Spider threaten

strategy and advice

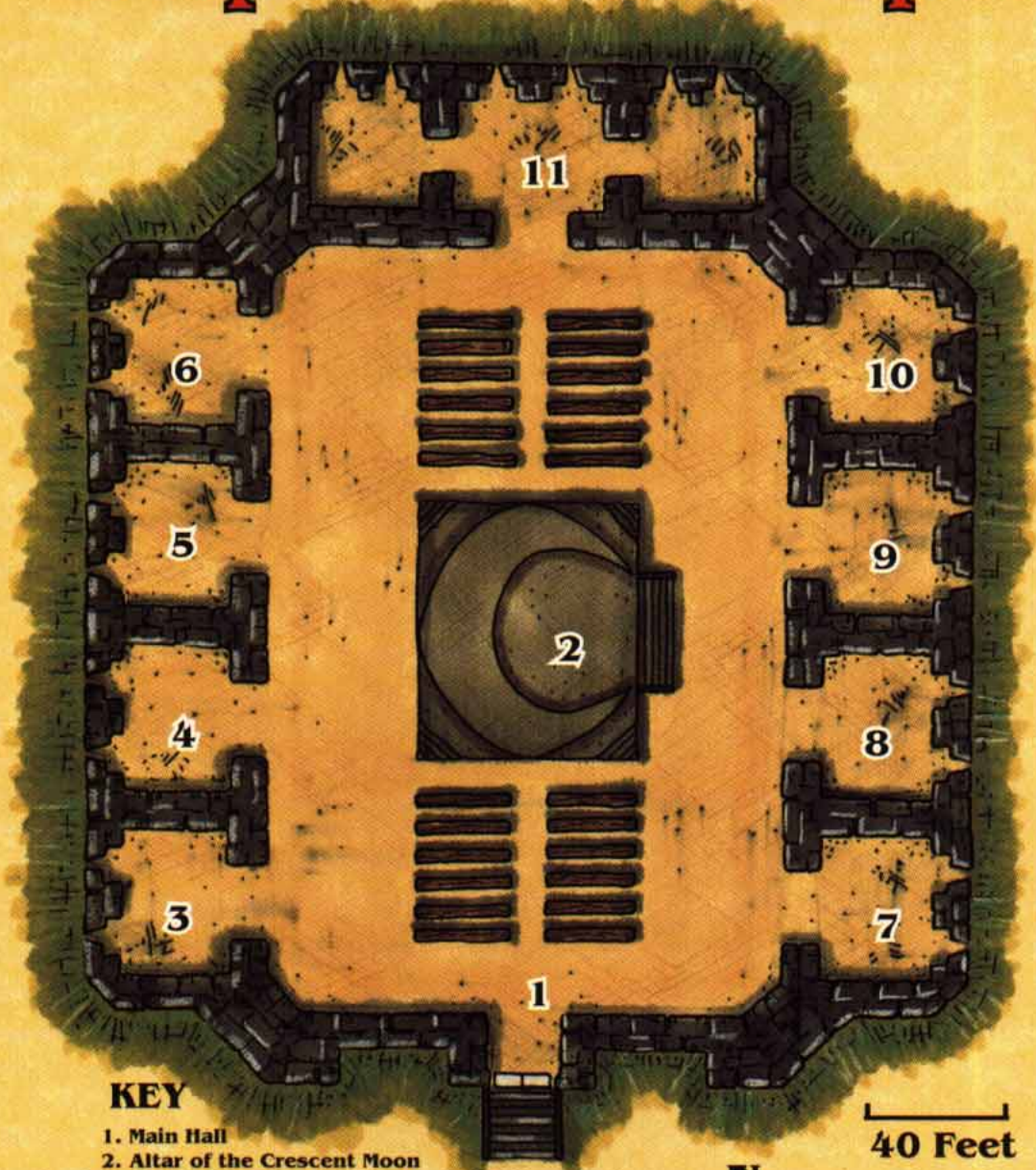
the sanctity and security of the nation, and corrupt guildlords seek to gain power and

influence within the realm. The only course is for the regent to strengthen his alliances with Roesone and Ilien. If the three newest realms work together, they could form a block of power that could stand against most local threats. If they begin working against each other, they simply leave themselves vulnerable to those who want to control them.

Find a champion to wield the Sword of Enlien. Nothing lifts the spirits of the common folk like a hero to believe in, and the domain might need the added boost that a powerful paladin can provide. In addition, build a stable of capable lieutenants to handle the daily business of government. Minor NPC vassals who are loyal to the regent and fill holdings are almost as good as if the regent controlled the holdings himself.

Deal with problems as quickly as they arise, for this will maintain the loyalty of the people. Don't seek a war with Diemed or the Spiderfell early in your regency. The domain isn't prepared for it, and the results will be disastrous. On the other hand, nothing of heroic proportion is ever gained without taking a few risks. Your regent is a hero. The path he takes for himself and his domain should be a heroic one. The dangers are great, but the rewards and glory are greater—provided the regent succeeds.

Temple of the Ninth Spell



KEY

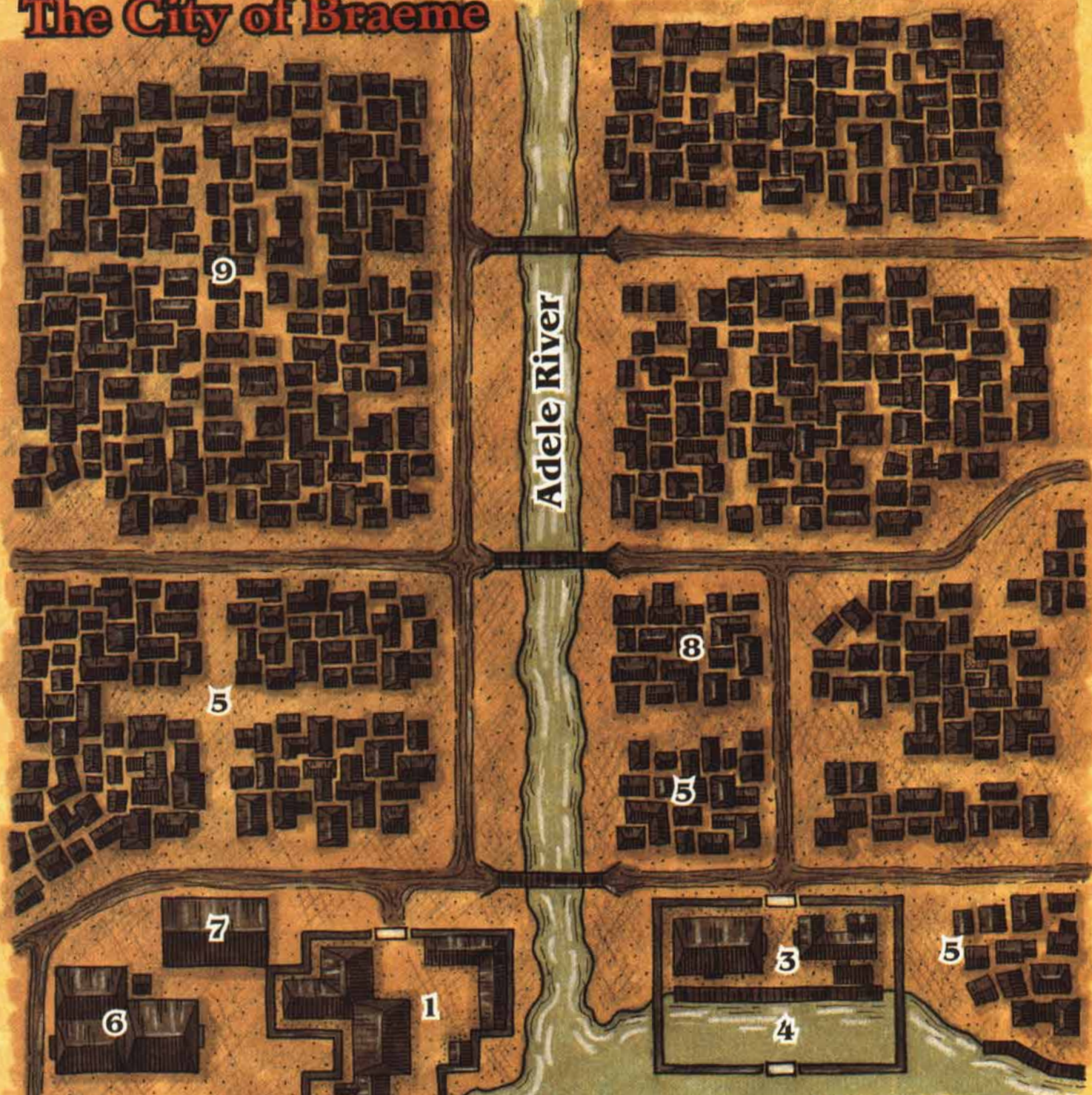
1. Main Hall
2. Altar of the Crescent Moon
3. Chamber of the First Spell
4. Chamber of the Second Spell
5. Chamber of the Third Spell
6. Chamber of the Fourth Spell
7. Chamber of the Fifth Spell
8. Chamber of the Sixth Spell
9. Chamber of the Seventh Spell
10. Chamber of the Eighth Spell
11. Hall of the Ninth Spell

40 Feet





The City of Braeme



Adele River

Lake Adele



KEY

- 1. The Celestial Palace
- 2. Palace Dock
- 3. Temple of the Ninth Spell
- 4. Temple Dock
- 5. Merchant Blocks
- 6. Holy Barracks
- 7. Celestial Dungeon
- 8. Inns and Taverns
- 9. Homes
- 10. Celestial Stables and Armory

Medoere



The Spiderfell

Diemed

Braeme

Alamier

Straits of Aerele

10 Miles



Caerwil

Hill Haunt

Dargon Keep

Sisters of the Nine Visions

The Passage Tree

Darksword Woods

Moonstrike Keep

Silvertown

Tieren Pass

Goblincairn

Elvencairn

Medoere Forest

Temple of the Silver Prince

Tallow

Crescent Lake

Shrine of the Heart

Lake Celestial

Braeme

Temple of the Ninth Spell

Surier

Milltown

Lake Adele

Riverside

Alamier

Fort Celestial

Temple of the Celestial Spell

Quiet Vale

Silver Woods

Dragon Tower

Adele River

Port Fornd

Abbey of the Silver Woods

Port Adele

North Landing

Moon Port

Moon Lake

Lost Tower

Tower Woods

Mill Landing

Forest Lake

Singing Woods

Hillside

Medoere Pass

Ilien

esone

wood

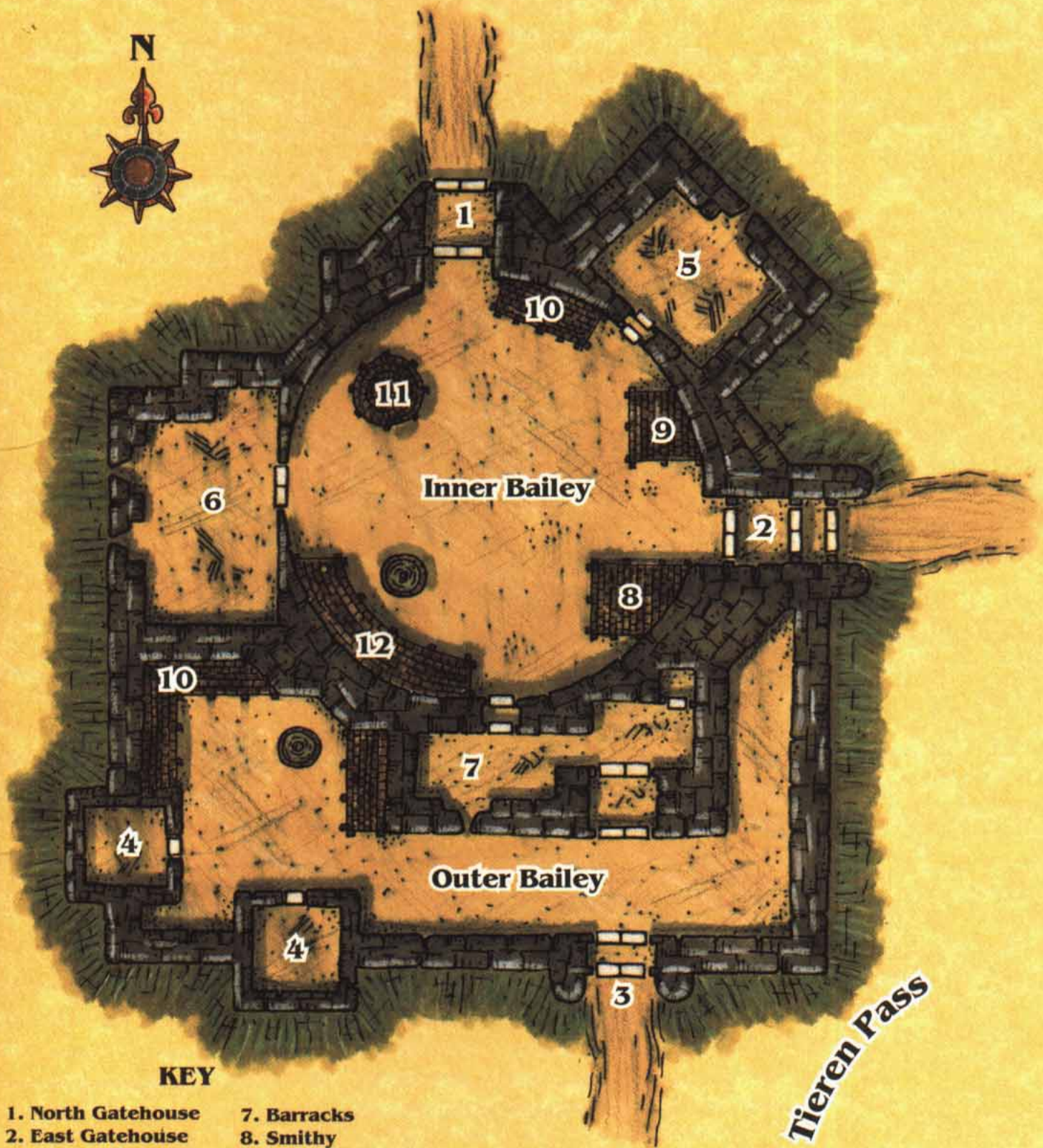


10 Miles

KEY

- | | | | |
|--|------------------|--|------------------|
| | Farmland | | Walled Town |
| | Plains | | Castle |
| | Forest | | Monastery |
| | Hills | | Port |
| | Marsh | | Site of Interest |
| | Major River | | Capital |
| | Minor River | | Ruins |
| | Lake | | Ferry |
| | Town | | Bridge |
| | Political Border | | Road |
| | | | Trail |

Moonstrike Keep



KEY

- | | |
|--------------------|--------------------------|
| 1. North Gatehouse | 7. Barracks |
| 2. East Gatehouse | 8. Smithy |
| 3. South Gatehouse | 9. Armory |
| 4. Outer Tower | 10. Stables |
| 5. Chapel | 11. Guest House |
| 6. Main Keep | 12. Servants' Apartments |

Tieren Pass

Player's Secrets of

MEDOERE

BIRTHRIGHT™

DOMAIN SOURCEBOOK

by **Bill Slavicsek**

Ranging from the Spiderfell in the north to the Straits of Aerele in the south, Medoere was born of faith and the blood of revolution. As regent, you fulfill the duties of Archpriest of the Church of the Celestial Spell, leading the theocracy to greater heights of glory. The domain is yours to command—if you have the courage, the conviction, and the blood of kings in your veins.

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- ✦ An overview of Medoerean society and law.
- ✦ Descriptions of the major NPCs in Medoere, friend and enemy alike.
- ✦ Rumors, secrets, and strategy tips to help the new regent keep control of the realm.

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