

Player's Secrets of

ENDIER



BIRTHRIGHT™

DOMAIN SOURCEBOOK





the domain of endier

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This is Endier, one of the smallest domains in Anuire. It is precariously balanced amid three of the more powerful realms in the land, playing a game of politics and guile. One misstep could mean its ruin; the fate of the land rests squarely on your shoulders, the shoulders of the ruler. It is said that with great risks, great rewards come. If this is the case, then the rewards of Endier must be great indeed.

what you need to play

This material is intended for use in a BIRTHRIGHT™ *Legacy of Kings* campaign, though it can be used in other campaigns. It is highly recommended that either you or your DM have the BIRTHRIGHT boxed set if you intend to use this in a BIRTHRIGHT campaign. The *Player's Handbook* and the *DUNGEON MASTER® Guide* are also necessary to use this material effectively.

how to use this domain sourcebook

If you're reading this, you're probably someone who wants to use the domain of Endier for your PC regent. Endier, on the southern border of the Heartlands, has one of the great trade towns of the land of Anuire. However, the land outside the city is often ignored. This domain sourcebook explores that land along with the city, describing the other towns of Endier, the people, and any sites of interest in the realm.

Of course, since Endier is now *your* realm, you can choose to ignore any of the information in this sourcebook, replacing it with something else or leaving it out entirely. If it doesn't apply to your character's reign, disregard it.

Of course, you ought to coordinate this with your DM, who might have some interesting adventure ideas based in your kingdom alone. Pass this domain sourcebook to your DM, point out what's staying and what's going, and prepare yourself for a tumultuous reign!

Even if you don't want to play the new regent or the former regent, Guilder Kalien, this domain sourcebook is useful for the lieutenants and vassals of the Lord of Endier.

And remember: The DM has the final word over the truth of everything in this sourcebook. If there's something here that won't fit into the campaign, the DM is free to ignore it.

Note: The lieutenants described in the domain sourcebook have stats that reflect the regent they served according to the *Ruins of Empire* book in the campaign setting. Adjust their levels to suit your regent PC's level, following the lieutenant guidelines in the *Rulebook*.

My lord, before I begin my report, may I say that I am both saddened and pleased to be writing to you as lord of Endier at this time? I am saddened by the passing of your predecessor, Guilder Kalien, for though he was sometimes cruel, he was a most excellent ruler. Yet, at the same time, I am overjoyed to see new blood rising to the throne. I trust that you will act quickly to squelch the rumors that it was you who hastened the former Guilder's end? I suggest that your first action after your formal investiture with the title Guilder be to appoint a commission to investigate the death of the former ruler and grant some power to that body.

Of course, if you did have something to do with Kalien's death—not that I suggest you did!—you might want to hamstring the probe even before it begins, to somehow limit its power to investigate you. I trust you will forgive me for speaking frankly, for is it not said, "An honest friend is worth the world"? But enough of your initial plans, my lord, for there is much I must tell you regarding your lands and your possessions.

the common people

First, rest assured that most of your people are loyal to you. They will remain that way as long as you guarantee their health and prosperity; they will turn against you should they see you acting against their best interests. And speaking of best interests,

lord, I suggest that it would be in your best interest to remember that they are people, not simply a collection of numbers to be shaken down when taxation is necessary.

The people of Endier come from all over Anuire, lured here by the promise of gold and the powerful merchant guilds. Though

the Free City of Endier

is not as large a metropolis as the Imperial City of Anuire, it holds more promise for entrepreneurs and those unwilling to risk their hides and their fortunes in the capital. Among the people you will find many traders, and many who have become weary of that life.

You will also find farmers, craftspeople, artisans, and mercenaries, each hoping to draw a better price in Endier than they would in a

larger or a smaller city.

However, not everyone in the province of Endier is here for the city. There are also the honest folk who live in the outlying areas, tilling the land and reaping its benefits. There are mercenary bands within the borders, using the country as a base of operations. And there are historians, sages, and mages, combing the land for the clues to its past. Some seek the riddle that won Richard Endier this land from the Spider, others look for old elven ruins (despite the fact that most of them have been found and thoroughly explored), and still more seek only to understand what made Endier what it is today.

the gentry

The gentry are always wary of a new ruler, for the actions of a new regent are usually detrimental to the status quo. They will likely reserve judgment for a few months. A few, such as the baronet Talere, may try to test your resolve as a ruler. The rest will neither aid nor hinder you until they have discovered where your loyalties and your desires lie.

your neighbors

For the most part, your predecessor enjoyed excellent relations with the neighboring realms, both physical dominions and those unseen by the eye. Of these, the best were to be had with Avaniil and Tuornen. As well, the wizard Caine was on good terms with Guilder Kalien.

guild second alieyn duniere's report

All your neighbors send their regards. Darien Avan, Prince of

Avanil, speaks highly of the former Guilder, and respectfully submits that you and he can continue on the same good terms. The duchess Laera Flaertes of Tuornen has sent a gift of gold (approximately 1 Gold Bar) as a token of her esteem, along with her warmest wishes for an excellent reign. My lord, speaking as a woman, I believe that the duchess may well prove to be one of our best allies if she is treated well.

Carlon Alam, Duke of Alamie, also sends respectful wishes, but I know the man to be a double-dealing serpent. Though he writes kind words, he is avaricious and cruel, with few redeeming qualities. I believe that he hides his true feelings in order to take advantage of you. Remember this, lord, when you deal with him.

Gavin Tael, Baron of Ghoere, is a similar case, but I do not believe that he is an enemy . . . yet. His emissary has offered kind words, and asks that you assist Ghoere in his quest toward the Iron Throne. In return, the herald says, Ghoere will look elsewhere if the Ghoeran armies should march again. I do not think that mere placating words will help against the Baron of Ghoere, my lord. He will insist on more substantial support. I suggest that you accede to his more reasonable demands, and bargain with him on the rest.

Heirl Diem, Baron of Diemed, wishes to let you know that he is willing to bargain with you for your services and your trade routes. Since you hold a large portion of the shipping interest in Diemed, he must either pay your prices or declare war, and I do not think the other regents of Anuire would look kindly on that at all. Still, though you have the upper hand, I suggest that some diplomatic soothing might be in order.

As for the unseen regents:

The wizard Caine offers his services to you, as he did for the former ruler. He insists on the same arrangement he had with Guilder Kalien, and I must say that I think it a fair one. In return for protection from the lawless elements of Endier (which, in truth, are fairly common—but you know that, my lord), he can cast spells of incredible magnitude.

There are no other guilds with even the slightest holding in this realm. You control all the trade of the realm now, my lord.

Two temples have currently established residences in Endier. Both the Western Imperial Temple of Haelyn and the Celestial Jewel of Sarimie have holdings here. The late Guilder Kalien played the two against each other, knowing that no good could come of having one of them ascendant in Endier.

The priests of both temples need to see

you at your earliest convenience. My recommendation is that you take the same tack as Guilder Kalien, and offer neither of them any promises that they can hold you to later.

as things stand

Another road has just been finished. It leads from Endier to Moerel in Diemed, and will provide some much-needed revenue. The people are content, but not totally loyal. The land functions smoothly, but there may be some rough times as the people adjust to their new lives under you.

With this, my lord, the report is finished. Attached is a small history and geography of Endier, along with a list of people of import and your possessions in the land. I hope it will prove useful.

Your obedient servant,

Alieyn Duniere

Guild Second to the Regent of Endier



Endier was not always the plain it is today. Indeed, just a few hundred years ago, it was part of the Spiderfell. Though Roelle had granted that land to his faithful retainer Diem of the Fifth House of the Andu, the descendants of Diem had never braved the Spider to claim these lands. This tract languished under the Spider's fist, with goblins and gnolls prowling its borders and occasionally foraying out to raid into the lands of Diemed, Alamie, and those that are now known as Roesone and Ghoere.

This situation lasted until about 285 Michaeline, when an enterprising vassal named Richard Endier approached the Baron of

history

Diemed. Richard Endier requested permission to clear a tract of land for himself and some few others from the woods of the Spiderfell, since Diemed allowed the Spider free rein there anyway. The baron agreed, thinking that there was little chance that Endier could stand against the Spider and its minions.

Richard Endier, however, surpassed all expectations. Local legend has it that he ventured into the Spiderfell alone, seeking the awnshegh in its malodorous depths. When at last he found the Spider, he is said to have proposed a riddling contest for the lands now known as Endier. The contest, legend says, lasted for a week and a day, when at last Richard Endier bested the Spider with an unanswerable riddle. It's further said that this is the riddle that has driven the Spider mad, for it still cannot find the answer. Until it does, its sanity will fray until it finally snaps.

What is known is that Richard Endier and his company managed to clear off a large tract of land from the Spiderfell without serious losses from the Spider's gnolls. Though there was some pillaging as the foresters destroyed the humanoids' homes, there was none on the scale the Diems had come to expect. After about three years worth of work, the foresters had cleared out the land that is Endier today. Richard Endier sent word to the baron of his accomplishment, and awaited the deed to the land, expecting to be granted power over it, with a seasonal tithe to the Baron of Diemed.

However, as occurred in Roesone a few hundred years later, the opportunistic Baron of Diemed refused to follow through on his promise. Indeed, he warned Richard that any act of treason would be met with the harshest possible sentence. To back this, several garrisons of Dieman troops marched into Endier and claimed it for their baron.

Though Endier was prepared to swear fealty to the baron, this act of treachery infuriated him. Unfortunately, there was little he could do to counteract the baron; his foresters, though they were experienced warriors, could not hope to stand up to several units of cavalry and pikes. Instead, they stoically bore the Dieman yoke and watched as the baron mismanaged this land the way he did to the rest of Diemed. No fewer than five corrupt governors came and went over a span of less than 10 years.

Territorial wars had devastated eastern Diemed, and the Dieman troops were spread fairly thin. Still, they were strong. Richard Endier had to take a chance. He began hiring mercenaries, promising them freesteads in his land once Dieman forces were pushed out. He brought them in under the guise of farmers, so that the suspicions of the governor wouldn't be aroused. The warriors began settling what would soon be their land, practicing in secret.

Traveling again into the depths of the Spiderfell, Endier sought to make another bargain with the dread awnshegh. The terms of the bargain are unknown, but soon after he emerged from the wood, a wave of goblins and gnolls swept out across eastern Diemed down to the sea. While the baron's attentions were occupied with repelling the force of humanoids, Endier's mercenaries cast off their disguises and set about breaking Diemed's shackles.

Diem stood little chance of recapturing his lost territories. However, he persisted in trying to take Endier and protect himself against the humanoids, Ghoere, and Aerenwe at the same time, and so insured his failure.

When Diem died shortly after that, his heir sued for peace with Endier. The new baron agreed to recognize Endier's independence and sovereignty in exchange for its goodwill. Thus, the land of Endier was born.

Richard ruled his land well for another 20 years, until the year 319 Michaeline Reckoning. When he died, his daughter Laerya took the throne. It was under her rule that the city of Endier rose from a collection of tiny huts to a walled city. She began the trade routes that have become characteristic of Endier. She also put down a few rebellions, the agitations of a minor

Dieman noble, and made peace with most of her neighbors. She accomplished much for the land of Endier and it is in large part due to her achievements that Endier has become the thriving land it is today. She died in 350 MR, leaving Endier to her third son, Æthel Endier.

Æthel's first order of business was to order his brothers beheaded; he wanted no debate as to his right to the throne. The rest of his 22-year rule was characterized by such decisions, and the people of Endier grew weary of his domination. He died in 374 when a popular revolt put his son Daeric on the throne.

Daeric was a capable ruler, and he rebuilt the bridges burned by his father. He continued the work begun by his grandmother and expanded the city's walls. He ruled for 30 years, until the year 404 MR, and made many valuable allies. Unfortunately, his descendants were not so wise as he, and they began to run Endier into the ground. Only the intervention of Guilder Kalien in the year 525 saved Endier from total collapse.

A trusted lieutenant, the Brecht half-elf began making decisions for then—regent Jorain Endier, saving many valuable treaties, and preserving the trade routes of

Endier. He could take no constructive action—at least, not until the Endier heirs began dying. Jorain was crippled by a stroke and his heirs began dying off mysteriously. The death of each heir brought old Jorain closer and closer to the brink of collapse, until the day his youngest son died. Jorain died that day as well, bringing the Endier line to a tragic end. It was well that he invested Kalien with the Endier bloodline before he passed away. Kalien began the work of making Endier a power once again. Though his policies were draconian, he bought the loyalty of the people with many holidays and festivals.

When Kalien died in a climbing accident last month, he left a realm capable of running itself—for a time. The people mourn his passing, but look forward to a new time of prosperity under a new ruler.



Endier is one of the smallest domains in Anuire, with the possible exception of Ilien. At less than 40 miles from east to west and less than 30 from north to south, it encompasses barely more than 1,000 square miles. Its borders hold plains, hills, ancient battlegrounds, farms, and more. Though it is a tiny kingdom, it is also one full of interest to those who know where to look.

climate

Endier's climate is much like that of its neighbors. Summers are cool, the sun gentle, with temperatures usually reaching into the high 80s—a hot summer is one where the average temperature is about 90. Winters are rainy and fairly warm; however, Endier's distance from the coast ensures that there's a heavy snowfall across the land at least once each winter, and cold snaps can make the temperature plummet to less than 10°F.

The river Maesil delineates fully half of Endier's border, and it is from Endier that many of the Maesil's most intrepid boatmen hail. However, a side effect of the river's presence is that fogs and mists from the constant humidity are all too common. Nearly every morning sees a fog roll from the river across Endier's farmlands. If the day is not too windy and the sun is even slightly obscured, one of these fogs can linger until the afternoon. Near the river, the temperature is more, well, temperate. The breeze that caresses the water also ensures that the heat of the summer doesn't get too intense, and the cold of the winter doesn't get much below freezing. Farther south, the winter bites a little more harshly and the sun beats a little more mercilessly—but these temperatures are really no more severe than any other place in Anuire.

In the spring, when the snows melt in the northern mountains and realms, the Maesil and the Tuor rivers fill their banks to overflowing. Flooding is occasionally severe, but most of the native Endierans have learned to recognize the danger signs of a flood, and steer clear of the river at that time. Still, there's always a non-Endieran or two lost to the floods every year.

topography

Though Endier is often thought of as a big, flat grassland, that's not entirely true. Yes, the land is mostly plains, but hills, ravines, and stands of trees still mark the borders of Endier.

As mentioned previously, the river Maesil flows around the northern and western borders of Endier.

Small streams and springs feed into the Maesil from Endier, running down from the hills and cutting through the meadows. The river is anywhere from 50 feet to

½ mile across along the borders, with narrower spots creating rapids and white waters. Because of the frequent flooding, the riverbank is generally about 20 feet or so on either side of the river. In the places where bluffs don't abut the river, there is an occasional floodplain.

To the east, near Ghoere, hills begin to rise and fall out of the ground like the humps of an earth serpent. Centuries of erosion have rounded them, exposing the rock underneath. There's a quarry here, operated for 15 years by Lureain and Sons, under the mantle of the ruler of Endier.

Ravines are more common in the east and south-east of Endier, though they certainly have a presence on the north and west as well. They cut their way through the bluffs that rise above the river Maesil, bluffs that rise as high as 500 feet. Some are sheer, while jumbled rocks and natural pathways leading down to the river mark others.

The land is not without its share of swamps; however, none are of a size that would rival Hope's Demise or Spiritsend. The largest is near the Monument, a boggy area of cattails and small willows that has been drying out over the past few centuries.

Without trees to

the land and its cities

shield it from the sun, and with irrigation tunnels being cut to drain the water into the fields, this swamp will not long survive.

Small lakes lie secluded in vales between hills. The largest, a mile or so south of the Free City, is no more than ½ mile across at its widest point. Still, the water's pure and cold, and fish swim freely in the depths. Called Elbow Lake for its bent shape, it's a popular spot for the wealthy of Endier to gather; there's a manor called the Elamier Club on its eastern shores that caters to them and their families. The rabble of Endier gathers on the western shores, hoping to be noticed by the wealthy—but there's little chance of that. While at the manor, little distracts the wealthy from their pursuits.

flora and fauna

There's precious little in Endier that's much different from the ordinary Anuirean flora and fauna. The trees are typical of the area: Hardwood stands of oak, mahogany, birch, and maple dot Endier, providing leafy shelter for travelers and those who toil in the fields. Shrubs and thick underbrush tangle beneath the copses, forcing travelers to either hack a way through or travel along the paths. Thistles, mistletoe, and various other bushes are common.

Most of Endier is covered in farms, some of which are owned by wealthy landlords and rented out to sharecroppers. The majority are owned and operated by peasant farmers, who raise, among other things, barley, wheat, corn, and beans. They've learned the principle of crop rotation; there's not enough land in Endier for them to allow a field to lie fallow for a season.

There are also farmers who raise livestock, such as cattle, swine, sheep, and chickens. Occasionally a few of these will get free and roam the land before being caught and returned or eaten by the finder.

Roaming dogs, ownerless or abandoned, also prowl the land. Most of them are friendly, but some have become feral and might even go so far as to attack humans.

Foxes, too, are common, surviving by living in the stands of trees and eating smaller animals. Every once in a while, they also make off with some of the animals from the farms.

And, of course, there are the ordinary animals common to nearly all lands: birds, snakes, and deer. Large spiders also make their way into Endier from time to time; many are harmless, but some are extremely poisonous. Fortunately for the farmers living nearest the Spiderfell,

the poisonous albino spiders almost never leave the safety of that dread wood.

On the other hand, goblins and gnolls do leave the Spiderfell fairly often. Though they do not venture far from the dank forest, they do make life difficult for those who try to make a living near the wood. These humanoid bands rarely hit more than a single farm or cabin in a raid before retreating to the Spiderfell, but the tales of atrocities performed upon the inhabitants of those dwellings serve to keep all but the most adventurous from living near the Spiderfell. Guards posted near the border have held back several raiding parties, but their effectiveness is limited by the length of the border with the Spiderfell—there are not enough guards to watch every square foot of the border.

the center of endier

At the exact geographical center of Endier stands a gargantuan monument to those who risked their lives to cut back the Spiderfell and so create the domain. The Monument is a large slab of obsidian, carted from under the Gorgon's nose in his capital Kal-Saitharak. The faces of the original settlers of Endier are graven in bas relief, their names carved below. It is, naturally, a matter of personal Endieran pride to have an ancestor on the Monument.

It's also said that the Monument can provide power, healing, and sustenance to those who have ancestors listed on this wall. The people say that the spirits of those named hover near the Monument, ready to give aid to their descendants. It's certainly known that as winter draws on toward the Eve of the Dead, many families of original Endierans flock to the Monument to have their fortunes restored. If the spirits are around, they never make themselves known, and there is no evidence to suggest that they have any interest in their children's children—but the legend persists.

falcons' roost

This is the home and laboratory of Caine, the Wizard of Endier. Its tower rises from a swamp that is fed by no spring, and stays warm and humid even in the harshest of winters. His keep, near the Spiderfell, marks the dividing line between the two realms, and the folklorists

of Endier say that Falcons' Roost prevents the Spiderfell from reaching its dread claws into Endier. They also report that Caine served Richard Endier and continues to serve his memory by remaining in the land.

The tower is a slender spire that reaches high into the sky; its pinnacle is at least 200 feet from the ground, and there are no obvious entrances to the building. The tower is built of a kind of stone with shifting colors swimming deep inside, a rainbow of enticing danger. No one knows where Caine got it, and few care to brave his legendarily unpredictable temper to ask.

Still, folks like to come and watch the tower from a safe distance—say, a mile or two away. To come any closer than that risks setting off Caine's wrath.

warriors' rest

In the southeastern corner of Endire, near the Ghoeran border, there lies a patch of blasted land $1\frac{1}{2}$ miles on a side. This is the field known as Warriors' Rest.

This old battleground was, while still under the Spider's control, the site of a particularly ferocious conflict in which thousands of humans and humanoids lost their lives. After Endier had claimed this land, it became a common battlefield for anyone attempting to seize the cleared land for themselves. Many Endierans have lost their lives here, as well as soldiers from the domains of Diemed, Avaniil, and Alamié.

Hills litter the old ground and some of them are natural. Most of these are old burial mounds, each hill marking the final resting place of a score of dead warriors and their warlords. The land is soaked in blood, and this, coupled with the constant trampling of the field for so many years has ensured that nothing will ever grow on this patch of land again.

Naturally, in a place this steeped in human misery, there would be some unfortunate side effects. The Shadow World is *always* close to this particular piece of real estate. Only a few months of the year see a decrease in the supernatural activity of the Warriors' Rest; the height of summer near Haelyn's Festival keeps the undead in their barrows and graves.

However, as winter draws nigh, the incidences of the supernatural begin to increase.



Skeletons break free of their graves and march in the night, and rumors of wights and more fearsome creatures have made it back to civilization. The only thing that continues to draw anyone to this place is the fact that it's an old battlefield. There are plenty of scavengers and treasure hunters to try and loot the land; most of them try to get well away from the place before late afternoon hits; in the winter, they're gone by noon.

estates

There are several estates dotting the landscape of Endier. Besides the Elamier Club on Elbow Lake, there are seven other estates throughout the whole of Endier, each of the rest belonging to the *really* wealthy families of the realm. The regent of Endier owns two of these. The first, Haertsrist, sits not too far from the Monument at the center of the land. It occupies one square mile of land, a place forested and walled from the curious. It has been the favored retreat of the rulers of Endier for at least 100 years. The other sits closer to Falcons' Roost, and was only recently constructed. Guilder Kalien ordered the keep to be built during his reign, and it's not entirely completed. It's said that this magnificent castle was to be his personal retreat, free from the burdens of Endieran history. Construction has halted on the project until the new regent makes a decision to continue it.

towns and the city

Despite its small size, Endier boasts a fair number of towns and villages. Most of them are tiny fishing or farming hamlets with populations of no more than 50. However, there are settlements of more importance in the land, sitting on the roads, along the riverbanks, and other well-traveled areas. The most important of these, of course, is the Free City of Endier.

There are seven others of note—three river towns and four inland. The populations vary in size from 500 to 2,500, and are fairly essential in keeping the economy of Endier moving.

river towns

Most of the river towns of Endier are built on bluffs, back a few hundred feet from the river. Those that build in the lowlands and closer to the river don't last long, especially not when the spring rains and the winter runoff forces the Maesil from its banks.

piercalm

The first of the river towns is Piercalm, a village of about 1,000 people. It's just inside Endier, right on the northeastern border. Originally established as a fishing village, it's now more a market for those who don't want to pay the high fees for docking at Endier. The mayor is a woman named Anais Stormsdaughter, a Rjurik outcast whose knowledge of the river's ways has earned her the respect of her fellows.

riverdale

This town of 1,250 is mainly of bargemen and fishermen. Most everyone makes a living from the river, one way or another, and they have little use for outsiders. There are some who work as fishing guides, but most steer clear of outsiders. They are among the most xenophobic people of Endier.

michael's bluff

Michael's Bluff is situated on the connecting road between the Endieran Free Way and the Imperial Road. It is not as populous as most of the other major towns of Endier. The population numbers about 500, and these folk split their living between smuggling, river life, and serving travelers along the road. Its mayor is a Brecht named Gierbete.

inland towns

The four inland towns lie along the roads that cover the land. They serve both as places for weary travelers to rest and as sites for farmers to bring their goods to market without having to travel all the way to the Free City.

highland

Highland sits among a ring of hills on the Ghoeran border and is the home to one of the largest collections of guards in Endier. Since Gavin Tael ascended to the throne of Ghoere, the Endieran regents have become very watchful of this border. The people, on the other hand, are leaving. The population of this formerly burgeoning trade town is 1,000 people.

morildon

Morildon is situated in such a place as to take ultimate advantage of both the Ghoeran Road and Piercalm's position on the Maesil. Set farther in on the Ghoeran Road, Morildon has absorbed much of Highland's population and holds nearly 2,000 people now. The mayor, Joseph Morilie, is descended from the man who founded the town, and he makes a healthy profit off the trade that passes through Morildon.

half day

This is the biggest town in Endier, boasting a population of 2,500. Since it sits on the Endieran Free Way, very near to the Monument, it is guaranteed business and tourism throughout the year. The town is geared toward making a pleasant stay for those traveling on the Free Way, and thus is mostly filled with inns and outfitters. It's also a popular place to hire guards.

edgeline

Since the people of Endier are traditionally leery of the Dieman barons, the town of Edgeline was established to house a garrison of troops to protect against any further Dieman invasions. Now, of course, with the normalizing of relations between Endier and Diemed, the town serves more as a border crossing, a place for the customs officials and the honest traffic into the land. Its population is about 1,500 people.

the free city of endier

Founded by Laerya Endier, the city has become a major power in Anuire. However, it was not until Guilder Kalien ascended to the throne that it became the Free City of Endier, a safe haven for those who had offended other rulers. The other rulers would then have to petition the regent of Endier to extradite the criminals many political favors were thus earned by the last regent of Endier, who would sell these criminals in exchange for treaties of one sort or another.

If a traveler were to enter the Free City by coming down the river Maesil, the first thing he'd see would be the wharves set up a mile distant from the city, with carters anxious to rent their wares to rivermen seeking to avoid the high docking fees at the city. Looking downstream, the traveler could spy the spires of the city rising above the land and the fishing village (some would say a slum) huddled at the base of the wall. There are also a few thriving shipwright businesses here.

Much of the Free City sits on a 50-foot bluff overlooking the river, at the junction of the Maesil and Tuor rivers. Boatmen constantly jockey for position to keep from being swept downstream past the docks; those that are have a tedious day ahead of them as they have to make their back up the river.

Once they've landed, they must deal with the dock master, pay their loading fees, and submit to possible inspection by the customs agents of Endier. The docks are, naturally, outside the city, whose 40-foot walls rise above the wharves.

Guards man a pair of arbalests, watching vigilantly out over the river and tending to

the iron gates that open
onto the waterway.

The wharves are on floating pontoons, cunningly devised to stay afloat even in the worst of the spring flooding. Dock men constantly scramble about on the docks under the supervision of Wharfmaster Temas Branein.

Once one enters the gates, the land slopes gently upward away from the docks. The slope is gradual enough that the streets of the city are easily traversed, even in the worst of winter's ice. Near the gates are the warehouses, places for the storage of goods going in and out of the city. Stables have also been built nearby, both for keeping and for renting horses in Endier. On the other side of the street, against the western wall, the wealthy folk live walled off from the rest of the city. Privately hired guards patrol this section, keeping the riffraff away. Naturally, the temple of Sarimie is near these folk.

Beyond that division lies a public park, greenery inviting the city dweller to rest. Farther south are the inns, a large guard barracks near the gate to the Imperial Road, and a large residential area (called Crofters' Corners) for servants of the wealthy and the crafters of the area. The Bazaar of Endier and the Farmer's Market lie just to the east of this section, providing all manner of goods and services. The Bazaar is the main place of business in the land of Endier and for much of the Heartlands, while the Farmer's Market caters mostly to Endieran producers.

Just north of Crofters' Corners is Healers' Row, a street devoted entirely to physicians. They're cheaper and more accessible than the priests of the temples, but their services aren't as reliable. However, since there aren't really enough priests to keep a whole town well, the healers do a brisk business. North of the healers are the banks and guildhalls, where the bulk of business is done in Endier. The Bazaar is here for the traders; the guilds and banks are here for the moneyed and the representatives of the moneyed. Some guildsmen even have the people's best interests at heart.

North of here is Embassy Hall, where the ambassadors of various Anuirean realms make their homes. Mhoried, Roesone, Ghoere, and Tuornen all have permanent embassies in this huge building; other realms rent space as they need to deal with trade matters.

Naturally, Embassy Hall is located right next to Caer Endier, the castle and heart of the realm. A 30-foot high wall separates the hilltop castle from the rest of Endier; tree tops can be

seen nodding over the walls, and the scent of flowers wafts from the garden. Guards constantly patrol the tops of the walls, keeping an eye peeled for interlopers, thieves, and would-be assassins. They especially keep an eye on the Bazaar, just to the south.

The edifice that houses the Court and Jail of Endier is off the eastern wall of Caer Endier and it is one of the best fortified structures in the city, including even the castle. Difficulties with jailbreaks were disrupting the city and too many criminals were escaping, so Jorain Endier took steps to ensure that would no longer be a problem.

Back to the north, the Library of Endier squats next to Embassy Hall and right next to that is Sages' Corner. The scribes of the city are situated behind the sages, just off the park. The park is graced by one of the two springs of the city and it is constantly in use. To the east of the park is the gate on the Ghoeran Road, which sees quite a bit of traffic. Stables and inns are common here as well.

South of the Ghoeran gate is the largest (in terms of population and square footage both) residential area in the city, called Thornbrook. The artists and other creative people who work in the arts live in the southernmost corner of Thornbrook, near the gate to the Endieran Free Way and the Western Imperial Temple of Haelyn. Here too is to be found White Hall College, a bardic school of no little reknown.

Of course, Endier also has its seamy side. Some would say that Endier's seamy side is the most attractive feature of the city. No matter a citizen's tastes, the chances are that they can be satisfied in the Free City of Endier. There are houses of ill repute, dealers in questionable substances, purveyors of black market goods, and denizens of even darker mein. Rumor has it that they all answer to the regent of Endier, one way or another—either through the law or through his commands. It is certainly true that the ruler controls the honest guilds; none of the scum of Endier are willing to name the ruler as their boss, either because they're terrified of him, or because there is no truth to the rumors.

Endier is markedly different from the bulk of Anuirean realms. Though originally established as an independent duchy, that idea died with the last of the Endier heirs. Now, the realm is run more as a syndocratic dictatorship; that is, it's run by business interests that answer to the supreme ruler of Endier. The nobility of this land is no more; the closest thing to it now is the landed gentry, the wealthy scions of those who cleared Endier in the first place, and those who've found ways to reap profits from this land.

This has made the development of laws similar to the rest of Anuire, but there are noticeable differences to which nobles from other lands often have trouble adjusting. For example, there is only one set of laws and they apply equally to gentles and peasants alike. No peasant may be executed for striking a gentleman, nor does the gentleman have recourse to a whipping; they must settle their differences in a court of law, or under their own terms.

government structure

There are several branches of government in Endier, the most important of which is the lawmaking Endieran Council. Still, there are other parts of the government which are just as necessary to the preservation of the realm.

taxation

Taxation is handled by the Endieran Public Service. It's not generally a burden for the people; they gain enough benefits from the ruler that they don't complain too heavily when taxation time arrives. For those who do complain, the Endieran Public Service is accompanied by the Endieran Militia.

military matters and law enforcement

Military threats are handled by the regent, who can either command the units or appoint a commander. Since early in Endier's history, the command of the army has been placed in the hands of the Vaileres,

a noble family of some note. Guilder Kalien took the command from

General Raymond Vailere, but returned it when it became apparent that the army would revolt if command were not returned to the general.

The general also commands the Endieran Militia, in which every Endieran citizen is obligated to serve for two years.

the councils

From the days of the Endiers, there were several councils that made up the Endieran Council: the Nobles' Council, the Merchants' Council, and the Towns' Council. Of these, the most influential was the Nobles' Council, which could freely bend the ear of the regent. They were bound together by ancestral ties, and the nobles took advantage of that fact by using the regents to enact whatever legislation they needed to prosper at the time.

When Jorain Endier died, Guilder Kalien assumed the regency of Endier. However, this was not done blithely, after all, there were several others ambitious to ascend to the title, not the least of which numbered among the nobles. Kalien went among the merchants and the mayors, convincing them that he was the only way to stop Endier's horrible downward slide. If a noble were elected to the position, he promised, the country would die within the decade. And so it was that Guilder Kalien assumed the title of regent.

One of his first acts was to coerce the two allied councils to recognize his authority. Once he accomplished that, he basically abolished the authority of the Nobles' Council. After Guilder Kalien stripped them of power, the two other bodies sprang into the void left by the Endieran Council's passing. Finally, the Merchants' and Towns' Councils had a chance to enact laws that could benefit the people rather than the nobles. Unfortunately, most of the laws they first proposed benefited only themselves.

the nobles' council

It took Guilder Kalien to point out the error of *their* ways, as well. Through coercion, threats, and promises, he forced them back into line. In some cases, bodies wound up in the Maesil. Eventually, the two councils came around to Guilder Kalien's point of view.

Ever since, he has done his best to make the two councils happy, for he cared not about the happiness of the Nobles' Council. If it meant granting an extra trade route, or allowing a mayor to lower taxes for a few months until the harvest came in, he could manage it. Kalien was an adept string-puller, and he was happy to preserve harmony while spiting the nobility.

And so it is that matters stand now. The Merchants' Council and the Towns' Council support the regent as long as such concessions can be made. The nobility is fairly well neutralized, as long as the other two councils are placated, but a wise regent will keep an eye on any dealings among the three councils—there has been more than one coup in the history of Anuire.

The Nobles' Council is reserved for those who have ancestors' names on the Monument and for those (and their descendants) who have rendered the realm of Endier a great service. Originally, this was a council of puissance and clear thinking, with over a third of the vote of the Endieran Council and the ear of the Endieran regent. However, it degenerated as the descendants of hard workers and legend makers rested on their ancestors' laurels and hard-fought battles, without contributing anything themselves.

They became the idle rich, with nothing to do but play with the lives of others and engage in competitive business against each other. As they became more foolish, the land of Endier began to suffer. Finally, when Guilder Kalien took power, they lost everything. Only those who had preserved the good qualities of their ancestors could accomplish anything, and they quickly realized the nobility had become obsolete in Endier.

The combined members of the Nobles' Council still theoretically have a vote in the Endieran Council, but few of them attend anymore, as the Merchants' Council and Towns' Council keep the nobles from accomplishing much of anything.



The Nobles' Council meets twice a year, informal gatherings where they present business they'd like to request of the regent. These days, it's a rare council where anything is done; they usually waste their days complaining about the present and how much better the old days were for everyone.

the merchants' council

This conglomeration of merchants and guildsmen is firmly under the regent's thumb—assuming that the regent is a fellow guild member. If the regent is of another class, he'll have to deal with the Merchants' Council a little more firmly at some point down the road, just to show them how he intends his domain to be run.

In essence, the Merchants' Council is the living embodiment of Endier's guild holdings, the body through which decisions regarding those holdings are made. The members represent the trade interests of Endier, and they'll do their best to bring more money into the land. Their main goal is mercantile (thus their name), and they care little for other concerns.

The Merchants' Council meets once a week; representatives are sent from other towns in the realm to let the councilors know what the various interests in far-flung areas are thinking and doing. Intense debate rages over what course of action the Merchants' Council will support, but once the decision is made, all the councilors support it in the Endieran Council. They've made a pact to present a united front, and there's no one in the Merchants' Council who'd dare defy it—not only are the other businesspeople willing to boycott the offender, there are also shadier figures with a voice in the Council, and they're the sort of people a person just doesn't want to irritate.

the towns' council

Each of the seven towns of Endier has its own mayor, a man or woman elected by the people of the town to serve for five years. This election must be upheld by the regent,

but this is usually a matter of formality; never in all the history of Endier has the regent refused the vote. The mayor is responsible for keeping the populace happy, or at least productive and nonrebellious. He must please not only his constituents, but also the regent. If he doesn't manage to do both, it's unlikely he'll keep his job for long.

Some of the larger towns have councils that present their desires to the mayor, who in turn put them before to the Towns' Council. The Towns' Council meets once every month for two days; the mayors gather at a different town each time, so that the burden of travel is spread through all the mayors.

The mayors each have an equal say in council matters, no matter the population of their town. Frankly, they have little to debate, unless there's a new law that's causing havoc in some towns while leaving other towns flourishing.

However, the mayors do not have an agreement like the merchants to pose as a united front, and this is something the regent can exploit if there's ever a close vote to be made. By playing one mayor off another, the regent can prevent the Towns' Council from being a force in the Endieran Council, and thus force through another piece of law serving the interests of the merchants.

the endieran council

The Endieran Council is the assembly of all three councils and the regent, who come together once every three months. They are seated in three sessions—one open and two closed. The closed sessions are the first and the last. In the first session, the council takes stock of the realm, receiving the reports of various lieutenants and scribes, and getting the three councils' business out of the way. The final session allows the Council to resolve matters unresolved during the first meeting and to deal with any problems raised in the open meeting.

Open sessions allow members of the public at large to speak to the regent, voicing their concerns, their problems, and their questions. The open session is also the time in which matters of justice are decided and other public problems within the realm resolved.

Theoretically, the three councils can override the wishes of the regent. However, with Guilder Kalien's coming, all of that changed slightly. With his connections to the underworld and his subtle politics of persuasion, the three councils could never agree to override him. He was an expert at playing one party off another, and so leaving only himself to benefit.

the law

Naturally, there are several degrees of crime in the land, and several divisions of law to deal with them. These have nothing to do with social class. Minor crimes, such as petty theft, brawling, and intimidation are dealt with by a few days in a jail. More serious crimes, such as battery, major theft, or major vandalism are dealt with by public lashing, followed by a stint in the jail. The most serious of crimes are punished by jail time, judgment before the Endieran Council, and a punishment not to be less than 30 lashings if found guilty. Execution is not an uncommon sanction for the serious crimes.

There are long-established laws that are not so common-sense, dealing with various problems that have cropped up in Endier from time to time. The following examples are some of these laws laid down by previous Endieran rulers.

Forestry: Endieran law forbids forestry past the now-established boundaries of the Spiderfell. This law was enacted by Richard Endier, apparently to honor a bargain with the Spider, and those who violate it are incarcerated for five years—minimum. There are cases of record where the offending party was executed. This extreme sanction was used only during times of particular tension with the Spiderfell.

Duel of Wits: Perhaps the most interesting of the laws enacted by Richard Endier (and upheld by Endieran courts ever since) is that two parties who have a disagreement with each other can choose to settle their differences without the interference of the courts. This is done through a Duel of Wits.

There are, however, strict regulations as to what a duel involves. First, both sides must bring a witness to ensure that neither side is operating under impaired circumstances. Second, the punishments for losing are no more severe than two years of indentured servitude. Beyond these two strictures, the rest of the duel is up to the participants.

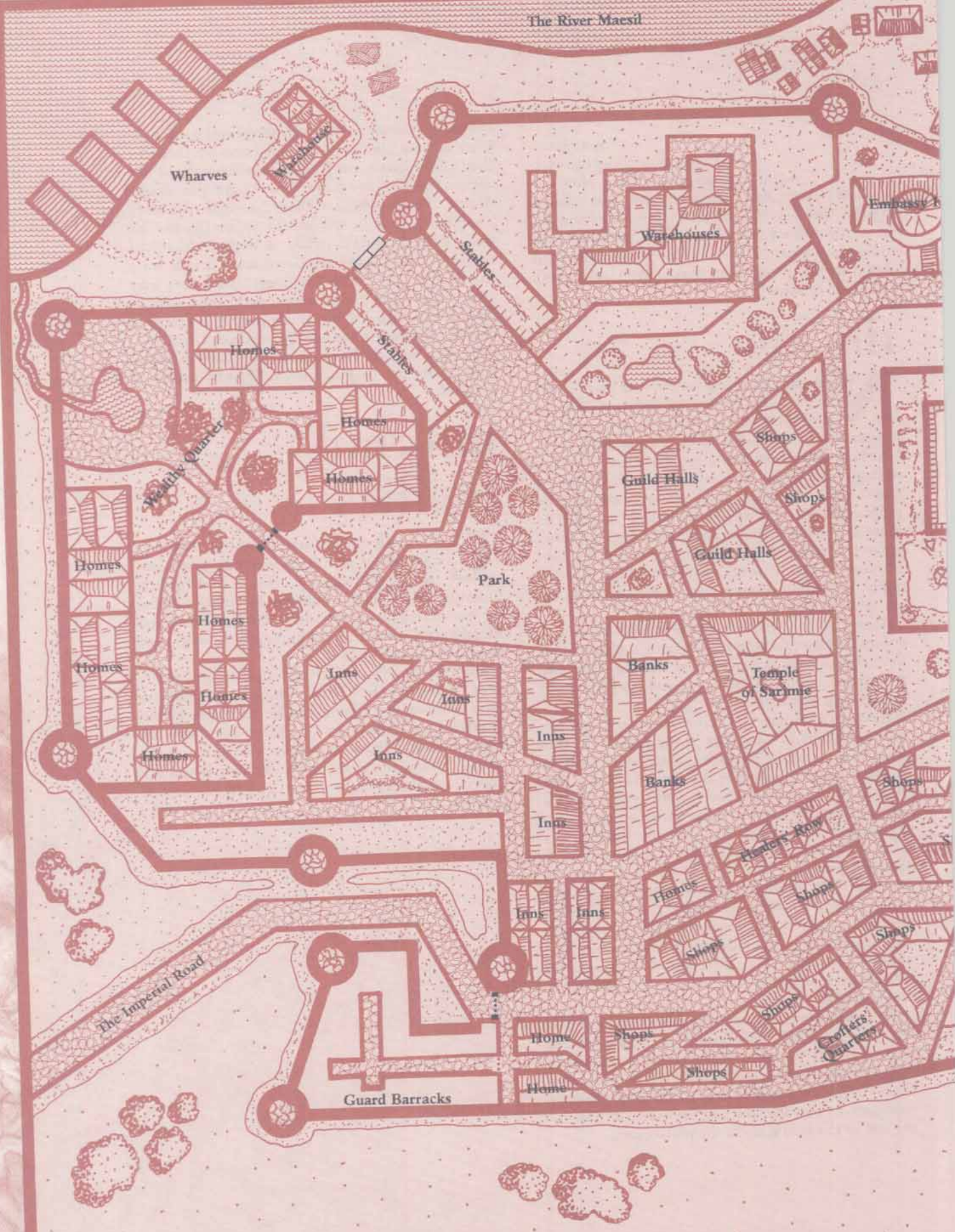
They can decide to hold a riddling contest, with the loser suffering the predetermined consequences; or they might start naming magical creatures until one cannot think of any more. They might also simply decide to prove which of them can think of a more imaginative insult. Obviously, jockeying for the exact form the duel is to take is worth at least half the battle. If the two parties cannot decide on a topic for the duel after five suggestions, they may either move their argument to one of the courts or call off the entire thing. If the matter is grievous enough, the courts are usually involved. Of course, once the courts get involved, the punishment for the guilty party can be much worse than two years of servitude.

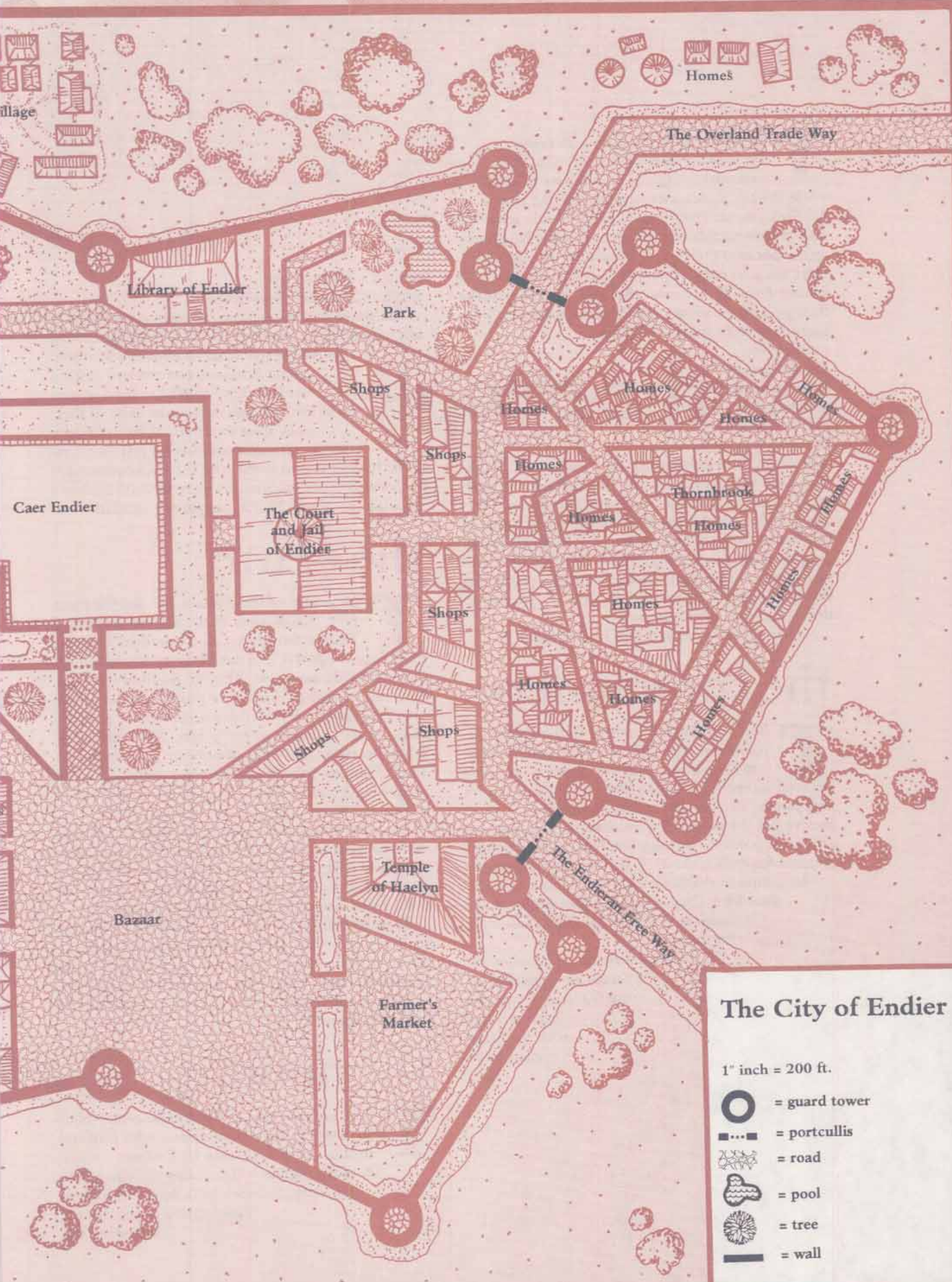
internal politics

Like nearly any realm in any world, the internal politics of Endier is a morass of constantly shifting allegiances and broken promises. The Nobles' Council is constantly looking for ways to regain its lost might, and the Towns' and Merchants' Councils are struggling with each other to gain the upper hand.

For example: The Merchants' Council frequently does battle with the Towns' Council over the locations and types of business to be permitted within or near the various towns of Endier. The towns are concerned that the merchants are bringing in the wrong kind of interests, while the merchants are angry that the towns are standing in the way of progress.









The City of Endier

1" inch = 200 ft.

-  = guard tower
-  = portcullis
-  = road
-  = pool
-  = tree
-  = wall

The people of Endier are a diverse lot, coming from all over Cerilia. Vos warriors mingle with Khinasi priests, while Brecht merchants haggle over the prices of Anuirean steel. The farmers of the fields socialize with the merchants of the city, both sides bargaining up the prices of their goods. Few other sites in Anuire offer the diversity of people that the Free City of Endier does. Some travel through, but many make their permanent homes there, hoping to take advantage of the trade routes of Endier.

Of course, the city doesn't hold the whole population of Endier. There's the countryside,

where the farmers tend to their fields and flocks, where the wealthy retreat from the pressures of dealing with life in the city. There are also the peddlers and merchants who travel along the roads between the towns, selling their wares, not to mention the people of the lesser towns of the land. Infantry and guardsmen make their homes in Endier, protecting the land against monstrous incursions, as well as those of a more mundane variety.

Nearly 40,000 people live in Endier today.

the commoners

The common folk revere Richard Endier, founder of the land, and they seek to emulate his wisdom, quick-wittedness, and way of living whenever possible. They are fond of riddles and games, and all pretend to shrewdness, even if they've got the brains of a small stone. Riddling is a common pastime among the folk. One of their greatest festivals is the Day of Riddling, held on the

Veneration of the Sleeping, in which the best riddlers from throughout the land gather at the Monument to determine the Riddle King for the year.

Like most Anuirean commoners, Endierans have few distinctive features. Centuries of intermarriage with the other human races have

the people

diluted whatever pure strain of Anuirean blood existed.

The general appearance of Anuirean commoners is fair to ruddy skin, blue to black eyes, and hair running the whole spectrum of human coloration.

Most Endieran commoners outside the Free City aren't too fond of outsiders. Though they make most of their money from the constant flow of trade, most commoners would be just as happy if the traders stayed home with their silly customs.

Commoners comprise roughly 90% of Endier's population—about 36,000 people are untitled.

the gentry

The gentry of the domain are, for the most part, descendants of the original settlers of Endier, though not all the settlers' children made it to the gentry, and not all the gentry are called from these descendants. They've profited from the land and are doing their best to profit even more. The last 26 years under Guilder Kalien have entirely changed the attitudes of the gentry. Now, instead of taking questionable titles of nobility, the wealthy of Endier simply join the correct societies, own the proper equipment, and replace everything they can in a constant effort to keep ahead of their fellows.

The wealthy certainly aren't above playing games with the holdings and people under their control; they are like children playing with toys. Many of them are immature and competitive and don't mind destroying the lives of their underlings to spite an opponent.

Together with the nobility, the wealthy gentry make up the other 10% of Endier's population, or about 4,000 people. They range in wealth from those who barely have more than the average guildsman to the few with riches almost as great as the Endieran regent's.

the nobility

These are the remnants of the descendants of Richard Endier's lieutenants, who profited under the old system in Endier, a mere 1% of the populace. They cling tenaciously to the past, and seek to restore someone of regal bearing to the throne, instead of the

current batch of "money mongers." They lived well under the old duchy and are not happy to see it gone. They formed an ad hoc group called the Nobles' Council, which once gathered on the third day of every month to discuss matters that concern them, now they meet but twice a year.

Under the Endier family, the Nobles' Council had some weight. Now, it has none. Since they produce little, living instead on inheritances and investments, Guilder Kalien saw no reason to allow them a say in the governing of Endier. Now their meetings are mostly occupied by complaints against the new government and ways to spend their money to restore the Endiers. Unfortunately for the Nobles' Council, none are willing to lend money to any schemes but their own, and so they are doomed to fade slowly from Endier's history.

persons of importance

Guilder, warrior, bureaucrat, and mage—Endier has its share of influential figures. Some are scions; others have common blood, but none are to be trifled with.

the macceln family

This family is new to Endier, relatively speaking. They've been here for about 60 years, or, as the Maccelns measure it, three generations. Until Guilder Kalien arrived from Brechtür, they controlled the criminal underground of the entire realm. What's more, they did it anonymously—few ever knew who pulled the strings of illicit power.

What has become a criminal empire was, then simply a young man named Gavin Macceln, who hailed from Talinie and decided to see the world—he thought Endier would be a good place to start.

The first night he was in the city of Endier, he was beaten and robbed, knifed to within an inch of his life. When he recovered, he devoted his time to cultivating the acquaintance of shady characters, so he could exact revenge on his tormentors. After granting them an agonizing death, he realized he could forge something more profitable from his contacts.

And so he did. Building slowly, he began to seize control of Endier's underworld, uniting the thieves and assassins under one roof, defining a code of honor and a code of ethics for those who

would toil in Endier's nightside. His success was such that he built a lasting dynasty, though it was quickly preempted by Guilder Kalien. Still, the Guilder saw what Gavin had built and was determined to keep it for himself. He even magnanimously allowed Gavin to keep control of the underworld—in Guilder Kalien's name, of course.

Time passed, and Gavin stepped down to allow his son Jonathan to succeed to his position. Though the Maccelns did not control the guilds any longer, and had, indeed, withdrawn from the criminal life, they were still sought for advice and aid. The family had become consultants and arbiters for the underworld, and their decisions have always been well respected. The family is, essentially, the nobility of the criminal class in Endier.

the family today

Gavin (*MA; T7; Brenna, major, 32*) is still alive and well, although he's about 80 years old. He has outlasted three wives (Malaene, Toriene, and Salai) and produced five children. His children by Malaene were, in order of age, Jonathan, Mirae, and Gellen. He produced none with Toriene, but Salai bore him the twin children Waylan and Briena.

Two of Gavin's children have been killed by rivals. One was Jonathan (before he could produce an heir), murdered when one of his "clients" didn't like the advice given. Parts of that client were found over the next several days in various alleys across Endier, one piece at a time. The other slain Macceln was Briena, drowned in the Maesil. Her killer and the assassin's employer have not yet been found.

Gavin's eldest daughter, Mirae (*FA; F2; Brenna, major, 36*), now guides the family business. Gellen (*MA; T2; Brenna, major, 32*) leeches away the family's resources, but does so with the blessing of both Gavin and Mirae, since his actions generally serve to bring in more business to the family. Waylan has made an effort to distance himself from his family, wanting no part of their criminal enterprises. However, he keeps in touch with them—he is, after all, a close relative.

Only Mirae has made Gavin a grandfather. She bore three sons: Selaen (*MA; T1; Brenna, major, 32*), Morier (*MA; 0 level; Brenna, major, 32*), and Lucan (*MA; T4; Brenna, major, 32*). Selaen stands to inherit the family when Mirae chooses to pass it on. Mirae herself is

an iron-haired, iron-willed woman whose shrewdness is out-stripped only by her love of her family. Her father is a kind man to those he trusts, and ruthlessly cruel to those who earn his wrath.

Morier is a gentle soul, one who would not willingly harm anyone. However, he's been learning the accounting side of the family business and has shown a genuine talent for hiding income from the tax collectors. Lucan is a brash young man who doesn't mind creasing a few heads. He's being groomed to advise about the enforcement side of the criminal life. Still, he's friendly and gentle when he's not learning about his line of work.

Your character can be a descendant of this family, if you choose. If this is the case, Guilder Kalien has specifically chosen your character (in the guise of Selaen Macceln—you can just discard the NPC Selaen if you choose to make your character part of this family) as his replacement, having studied your PC and your PC's family for some time now. He has groomed your character carefully, sure that his work would continue. Your PC is not (and probably *should not*) be evil, but Kalien saw great potential.

If this is part of your character's family history, the public knows there's a shady part of your PC's past, but not know exactly what. Those who do know keep it to themselves, knowing the damage that can be unleashed upon them and their families if they spread the word. It's not that the Maccelns are violent themselves—they just want the family name kept unsullied.

the macceln bloodline

While it is not known exactly what the Maccelns' ancestor did on Deismaar, it was enough to ensure that the blood was more than a mere taint. It's the blood of Brenna (*Major*, 32); Gavin (T7) was part of a minor line. By the time Jonathan was born, it had become a major line. That is where matters stand today.

guild members and government

These three figures are much of the heart of the guilds of Endier. They were brought into court by Guilder Kalien and have served well and faithfully, with little ambition themselves. They understand the workings of the legal and illegal systems fairly

well, having studied under Gavin Macceln himself. They have no interest in leaving the court, or so they say; this may be because each of them receives healthy "gifts" each month to influence the regent. A few of these gifts even make it to the ruler.

Alieyn Duniere, Guild Second 0-level Anuirean

S: 10
D: 13
C: 12
I: 16
W: 14
Ch: 13

AC: 10
hp: 4
MV: 12
THAC0: 20
#AT: 1
Dmg: 1d4



Alieyn is a youngish woman, perhaps in her mid-30s, who is an excellent assistant and potential friend to the ruler. She is very discreet, has few friends or hobbies outside of the maintenance of Endier, and knows the intricacies of Endier's politics like few others.

Dhugal Thorn, Guild Adviser 2nd-level Anuirean thief

S: 10
D: 17
C: 10
I: 14
W: 15
Ch: 9

AC: 4
hp: 9
MV: 12
THAC0: 20
#AT: 2
Dmg: 1d6/1d4

Bloodline: Brenna, minor, 18
Blood Ability: Detect lie



Dhugal Thorn is somewhat more ambitious than Alieyn, or so it's said. He's a man of about 50, though he looks to be maybe 40. His black hair sets off his pale skin and his black eyes flash when he's angry. He's the official liaison to the guilds of Endier, the one who

knows how to mollify an angry merchant and the one who can sweet talk a proposal through the various councils, all the while making it seem like the councils proposed it. He's slick and oily, and there are few who would trust him with anything personal—though he makes a fine political ally.

Cieron Elvenshadow, Internal Affairs

5th-level half-elf thief

S: 16
D: 17
C: 12
I: 14
W: 16
Ch: 12

AC: 4
hp: 22
MV: 12
THAC0: 18
#AT: 2/1
Dmg: 1d6 (+1)/1d6 (+3)



Equipment: *Leather armor +1, short sword +2, two vials of Type E poison, 50' silk rope, garrote, throwing daggers.*

Cieron Elvenshadow is somewhat eerie. He never says much, preferring instead to let his expressive face speak for him. Cieron is in charge of Internal Affairs in the Endieran government, and he takes great pleasure in his work. He investigates any wrongdoing and often cleans up those that he finds unless he's ordered to let it stand. He is an accomplished assassin, and it is said that he has removed at least 15 threats to the security of Endier in the past two years alone.

the vailere family

This is one of the primary noble families of Endier, descended from one of Richard Endier's foremost lieutenants. Unlike most of the rest of the nobles, the Vaileres are not slothful or foolish; they have worked hard through the centuries to keep Endier a power. Now they're struggling to keep the nobles noble, striving to drive away the perception that money is the surest sign of class.

They are led by their patriarch, Valiene Vailere (FA; F2; Anduiras, minor, 20). Valiene

is an old, old woman, but her mind is as sharp as it ever was. She uses her age as an excuse

for her biting tongue, but those who know her and her reputation seek her out for advice on all things related to the nobility. The second of the Vaileres is Raymond Vailere, who also happens to be the general of the Endieran military—he's more fully described below.

The ruler of Endier would be a fool not to court the Vailere family and take most of the advice they have to offer. Though some of it is intended to bring back the days when nobles ruled Endier, most of it is good solid advice on dealing with matters of the military and foreign rulers.

raymond vailere

Commander of the Army

4th-level Amuirean fighter

S: 16
D: 13
C: 10
I: 15
W: 13
Ch: 12

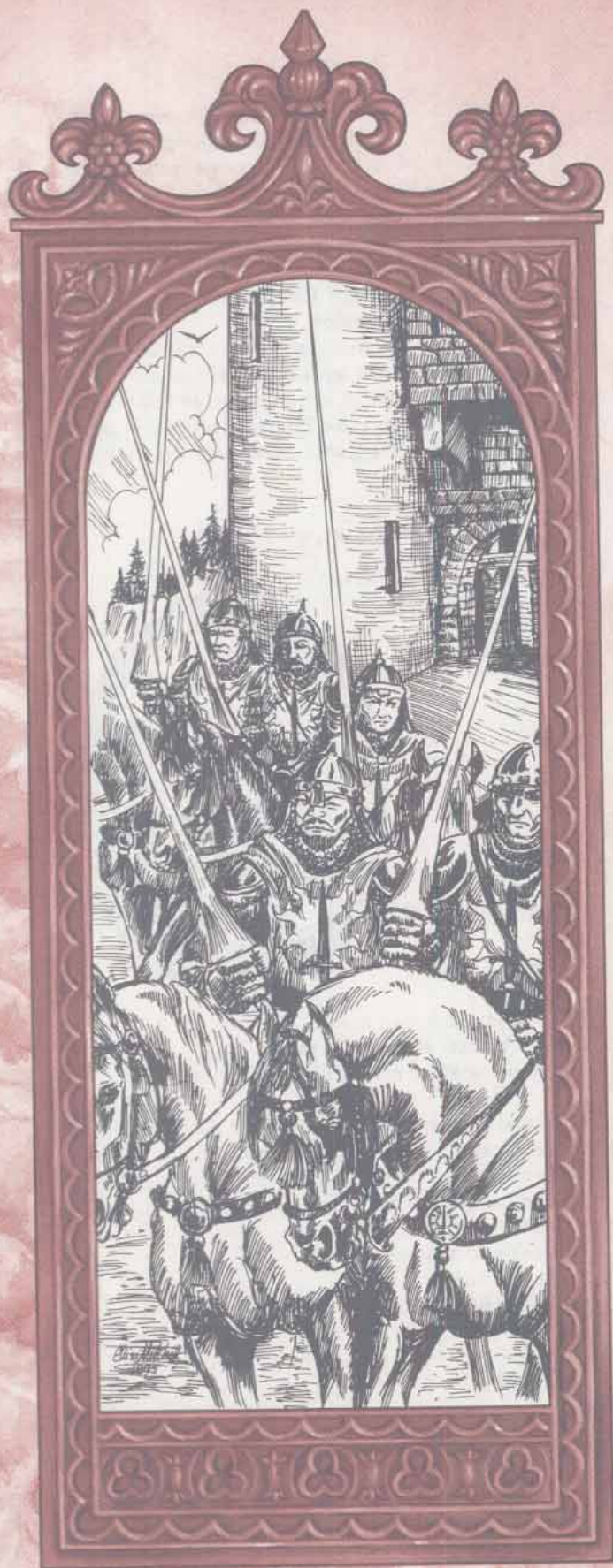
AC: 2
hp: 36
MV: 12
THAC0: 17
#AT: 1
Dmg: 1d8 (+1)



Bloodline: Anduiras, minor, 20
Blood Ability: Battlewise (major)
Equipment: Plate mail, shield, war horse.

Raymond is a proud man in his middle age. He has led the armies of Endier through three rulers: Jorain Endier, Guilder Kalien, and now you.

He is a canny tactician and an excellent strategist, with the ability to analyze a given situation instantly. However, he's also fairly stubborn, and his



life in the military has trained him to expect his orders to be obeyed instantly. Though he can fit in at a noble gala, he prefers the feel of his steed underneath him. He will not hesitate to tell people when he thinks they're wrong, and he will not pretend respect for someone he dislikes.

caine

The Wizard of Endier
10th-level Anuirean wizard

S: 18
D: 15
C: 10
I: 18
W: 13
Ch: 8

AC: -2
hp: 33
MV: 12
THAC0: 17
#AT: 1
Dmg: 1d6 (+2)



Bloodline: Vorynn, major, 27

Blood Abilities: Enhanced sense (major), divine aura, (major)

Equipment: Too many magical items to quantify.

Perhaps the most important person in Endier, besides the regent, is the wizard Caine. He makes his home in the tower Falcons' Roost, near the Spiderfell. Though he has only minimal roots in Endier, he makes this land his home and protects it to the best of his ability. Every year, he journeys to the city of Endier and makes a secret report to the ruler. He speaks of many things, among them the state of the Spiderfell, the movements of troops around Endier, and the strength of his magic should Endier fall under attack.

Caine appears to be a young, though middle-aged man, perhaps in his late 30s or early 40s. His black hair is peppered with silver, and his sharp, black eyes don't miss any detail, no matter how small.

Caine is an Endieran regent's best defense against hostile armies. A quiet, reclusive man, he is fiercely devoted to the protection of the land. There is no way to tell how old he really is, nor the truth of the rumors that he was a contemporary of Richard

Endier himself; Caine will not speak of these matters. He does have an almost proprietary interest in Endier and does not look kindly on those who would abuse the land. However, he cannot defend the land by himself. He expects the regent to help pay for spells cast in the realm's defense, and to repel any mages who might try to establish a 0-level holding in the borders of the land. And Caine definitely expects the regent to maintain an army.

Caine cultivates an aura of anger and unpredictability—but to the regent of Endier, he is a caring man, even-tempered and levelheaded. The former attitude keeps the riffraff from his tower and prevents them from disturbing his studies, while the latter keeps him in good standing with the regent.

the mayors of the seven towns

The mayors all reflect a fundamental trait of a particular town; this is, perhaps, why they were elected by their people.

Piercalm: The Rjurik Anais Stormsdaughter runs Piercalm. She's quiet and taciturn, but she likes to brawl as much as any river rat. She's blunt and straightforward, and cares little for politics or polite society.

Rivervale: Tanil Moffier is the mayor of Rivervale, and he's an outspoken man. Unfortunately, much of what he talks about is closing Endier's borders to anyone who wasn't born and bred here—he just doesn't like outsiders, and there's no changing him.

Michael's Bluff: Gierbete is a middle-aged man with a sardonic sense of humor. He's also very intense, but takes the time to laugh at himself and his neighbors. He's one of the few mayors who actually wanted the job.

Highland: The Highlanders live largely; they never know when *Ghoere's* going to come crashing across the border. Their mayor, Tomas Reledein, likes nothing more than a frothing mug of ale at his side for the interminable Towns' Council meetings.

Morildon: Joseph Morilie makes much of his heritage as the descendant of the woman who founded the town; he also makes a pretty penny from every trade that goes through his town. He's concerned about profit, not quality of life.

Half Day: Moran Bechan is an obsequious man, always anxious to please and always with some sort of con running. He's not to be trusted, and it's a mystery why his constituents continue to make him mayor—maybe it's just to get him out of town.

Edgelin: Bernard Maliern, a bureaucrat trained in the Imperial City, controls Edgelin. He insists on the proper protocols for every procedure and, while he can be irritating, his value is that he makes sure everything is accounted for and recorded.

Free City of Endier: Montein Couceir made a lousy thief, but he was always a good planner. Eventually, Jonathan Macceln noticed what a bad thief Montein was and had some of his friends in the Towns' Council propose him as mayor of Endier when the old one's heart proved weak.

Montein was fairly happy about this, but he's since realized that he can't escape his criminal past. He has to accede to the outlaws' needs or find his past revealed for all to see. It's for this reason that he's likely to open secret negotiations with someone, anyone, who can rid him of this scourge.

holdings in endier

Now, it's highly unlikely that Endier could have become a player in Anuirean politics if the ruler did not take some interest in matters outside of the land. Through influence, money, threats, and a liberal application of wits, Endier has managed to remain on the map much longer than any would have predicted 200 years ago.

Of course, the regent has to make sure that everything is in order in Endier before worrying about foreign holdings. This chapter describes the interests the regent of Endier possesses, where they're located, and what they do for her in terms more understandable than numbers alone. It also presents the other regents of Endier, for there are more than just the Guilder. There are fewer in Endier than in many other realms, but they are here nonetheless.

law

Naturally, the regent of Endier controls the law of the land. In this level (6) province, the regent controls it all. Obviously, this makes the people fairly loyal, and allows the regent to tax them more heavily than possible in other lands.

The law is enforced by the Endieran Militia, in which every Endieran citizen must serve a two-year stint. They are stationed as far away from their home villages as possible. If called to quell a disturbance, the people from that village are forbidden to take part in the pacification—the Endieran Militia is there to keep the peace, not to have villagers turning on their fellows.

More serious rebellions might require the aid of the military. However, only once in all the history of Endier has a regent had to call the militia.

Æthel, just before he was executed for crimes against the state, called them for protection.

guilds

The guilds of Endier are organized together in the Merchants' Council, (known throughout Anuire as the Heartlands Outfitters) through which they present their grievances and suggestions to the ruler. Each guild has its own guildmaster who answers to the owners of the businesses of that guild. They tell him their problems, beg for help, or merely complain about latest law. The guildmaster then travels to the Merchants' Council to present the complaints and pleas for the council's consideration. Theoretically, the guildmaster answers to the owners; in reality, they bow to his or her wishes.

Businesses that are not part of the Heartlands Outfitters, or those that are members but refuse the dictates of the guilds, can face a long, hard road. Other guilds will not aid that business (or at the very least raise their prices to ridiculous extremes), knowing both that they face possible censure as well and that aid to the business in question leaves them open to possible censure as well. This also applies to guilds that raise their prices without the consent of the other guildmasters. Thus, nearly all business in Endier is controlled by the Merchants' Council. If someone's not in a guild, he has little chance of launching a successful enterprise.

The various legitimate interests include:

- ◆ Mining in the eastern hills
- ◆ Cattle-raising in the central lands
- ◆ Farming to the north and south
- ◆ Fishing and boat-building along the Maesil
- ◆ Wineries, breweries, and distilleries within the Free City
- ◆ Crafters and artisans

holdings and interests

The regent controls this guild network. Though there might be separate heads of various functions in

the guilds, the Endieran regent has them all under his thumb. They may quarrel, but most of them are fairly loyal to Endier.

temples

Both Sarimie and Haelyn have temples devoted to them here in Endier. Nearly all the people of Endier place their faith in one of these two temples, though there are many smaller shrines to other gods scattered about the land.

more of how matters really are in Endier. She doesn't want to play the game against the temple of Sarimie, but she's willing to sacrifice much to put Deacon Laniere in his place.

The Celestial Jewel of Sarimie

The Celestial Jewel of Sarimie is one of the dominant religions of the land with three levels of temple holdings. It preaches the acquisition of wealth and the power that comes with it. The newly wealthy and would-be wealthy contribute generously to the church's coffers, hoping that Sarimie will smile on them next. It is the dominant religion of the Free City, where the pursuit of money takes precedence over all other pursuits.

The head of the Endieran branch of the Celestial Jewel of Sarimie is Deacon Andirn Laniere (*MA; P1; Br, minor, 15*), a man who's been in power here for some 20-odd years. He arrived around the time Guilder Kalien did, and has done much to promote the current attitude of "wealth is all." He does whatever he can to beautify the temple, trying to make it seem much more glorious than that of his temple's primary rival. His plan is twofold: first, to attract further worshipers, and second, if the Imperial Temple of Haelyn tries to beautify its western temples, it just shows that money actually is power. He even has his sermon prepared.

Deacon Laniere is also doing his best to insinuate himself with the ruler. He freely gives 1Gold Bar per turn to the Free City if asked, for the temple can certainly afford it, and he wants to be on the ruler's good side. Once he accomplishes that, he can subtly begin making policy for Endier, and then the Haelynites will be on their way out.

The Western Imperial Temple of Haelyn

The Western Imperial Temple of Haelyn holds the other half of the faith of Endier. The Imperial Temple has two major advantages over the Sarimie: It was the official religion of the Anuirean Empire; and the Prelate of Endier controls the militant order of Knights of Haelyn—a unit of those knights is stationed in the Free City.

The prelate is a fairly young woman named Frasiene Alain. She arrived at her new post two years ago to replace the ailing former prelate (poison was suspected), and assume his duties. A few months later, she executed a priest for the murder of that prelate.

Frasiene received her training in Endier, in one of the monasteries to the south. She knows the land and she knows the politics; she plays the game better and better as she understands

The Knights of Haelyn: This order of militant knights is under the command of the Western Imperial Temple, though the Knights of Haelyn can technically be commanded by any high-ranking Haelynite. They are the primary weapon in any holy war, though they cannot raise a weapon against another member of the faith. Historically, they've found ways around this stricture when a superior prelate declares a rival temple to be heretical.

The head of the Knights of Haelyn's Endieran chapterhouse is a man named Burrein Wescot (*MA/Pa 6*). His slight frame hides tremendous strength and his faith grants him additional power. He is not unreasonable, but he is used to choosing a course and sticking to it; he hates to change. He is also willing to lend the knights to the defense of the city. Indeed, the knights and the city guard have learned to get along quite well.

The knights' chapterhouse is stationed just off the main temple in the Free City; the building is easily defensible in case of attack from within the city and serves as a good mustering point for the knights to defend against attacks from without.

Shrines and Monasteries

Endier has its share of shrines and monasteries, places where people can go to meditate quietly upon their sins and their virtues. Most of the gods are represented here in small buildings, and it's well known that the Khinasi and Rjurik bring their faiths with them when they travel. For those with curiosity, these are excellent places to learn more about the gods and Cerilian religion in general.

The major monasteries of Endier include the Abbey of the Shield of Haelyn and the Monastery of the Scales of Sarimie. Naturally, knights in training and monks guard the treasures (monetary and theological) to be found within these places.

Sources

Sadly, there is little magic left in the land of Endier. It is a realm that has been thoroughly civilized, tilled under, and converted for human use. Though the elves could once live in a place and raise magic from the ground, their day in the Heartlands is past. The magic of Endier has seeped away.

Still, Caine has managed to tap a small pool, a level (0) source holding, which he uses to protect Endier. The swamp over which Falcons' Roost is built holds the last vestiges of magic in the realm, and Caine has sworn to protect it with his life.

Caine's main defense for Endier lies in his concentration of ley lines, drawn from all over the Heartlands but focusing on Endier. Though he dislikes such blunt tactics, he is prepared to threaten hostile rulers from their own provinces (provided he has a power source there). Most of his power is derived from water, natural pools and streams that carry power from other places. He also has influence in the air, and his tower is home to many species of birds; all of them are allies when they gather at Falcons' Roost.

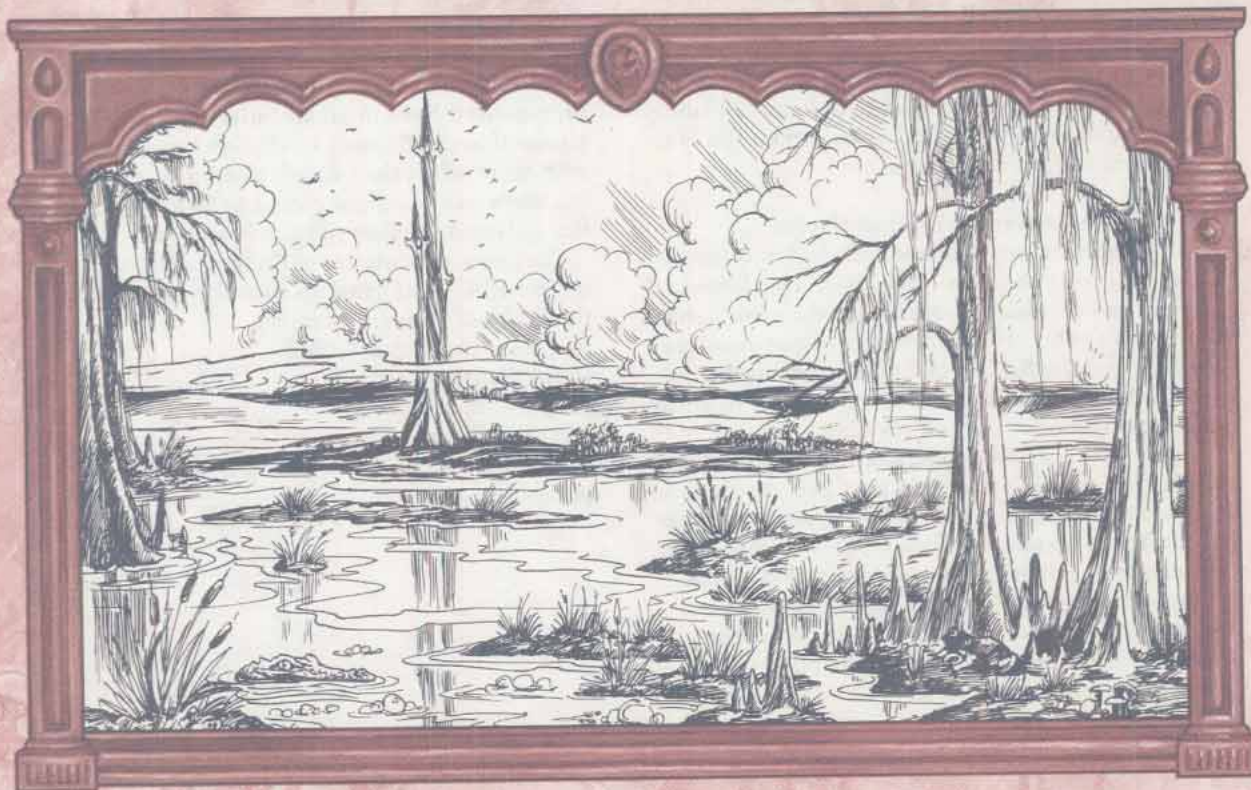
roads

Granted, the river Maesil plays an important part in keeping the state of Endier viable. However, an equally important resource for the realm of Endier

is the profusion of roads throughout the land. No fewer than three trade routes leave the Free City: Endier to Imperial City (the Imperial Road Toll brings in 8 GB -2 for tribute to Prince Avan), Endier to Moerel in Diemed (the Endieran Free Way brings in 6 GB, -1 to Baron Diem), and Endier to Rhumannen in Ghore (the Overland Trade Way brings in 6 GB -1 to Gavin Tael, Baron Ghore).

holdings in other lands

Guilder Kalien, in his short time as regent, managed to invest quite heavily in the future of Endier. Though he was, essentially, a selfish man, he also looked out for the good of the country. Whether this is because he wanted to be remembered well or because he genuinely cared for the land, is not important. What is



important is that he built a structure of holdings and roads that would last for years if managed well. A list of the current regent's holdings in other land follows. The DM can choose to disallow these if they seem to provide too much power for the Endieran regent.

Holding/ Level	Province/ Ratings	Realm/ Regent
Law (2)	Caerwil (2/3)	Medoere/Enlien
Guild (2)	Caerwil (2/3)	Medoere/Enlien
Guild (2)	Tier (2/3)	Diemed/Diem
Guild (4)	Moere (5/0)	Diemed/Diem
Guild (3)	Ciliene (6/0)	Diemed/Diem
Law (0)	Maesford (2/3)	Alamie/Alam
Guild (2)	Maesford (2/3)	Alamie/Alam
Law (0)	Traiward (3/2)	Alamie/Alam
Guild (3)	Traiward (3/2)	Alamie/Alam
Law (0)	Laraeth (3/2)	Alamie/Alam
Guild (2)	City of Anuire (10/0)	N/A
Guild (4)	Tireste (5/0)	Ghoere/Tael
Guild (2)	Ghiere (5/0)	Ghoere/Tael
Guild (1)	Rhumannen (4/1)	Ghoere/Tael

Obviously, there are competing interests in the other lands, places that would just as soon see the Endieran influence disappear. For example, Ghorien Hiriele (*MA; T5; An, minor, 20*) of the Highland/Overland Traders in Ghoere would be just as happy to consolidate his own hold on Ghoere's guilds; el-Hadid's (*Mkh; T3, Br, tainted, 10*) Port of Call Exchange in Ilien absolutely lusts for the holdings of Endier, especially in the southern lands.

the court

The Court of Endier is held in Caer Endier. The gentry know that this is the place to be seen if they want to earn any of the lucrative business of serving the country. The court is the main place of business and diplomacy, naturally, and past rulers of Endier have found it necessary to make sure the place shines. Thus, the castle is well-staffed and appointed—it costs 9 GB to maintain it at this level. On the positive side, this aids any diplomatic moves the ruler might engage in, and it certainly makes an excellent impression on visiting diplomats.

treasury and costs

The Treasury of Endier stands at 25 GB right now. With even average management, the treasury can grow ever larger, even to the point of supporting a good-size army.

In a typical turn, assuming moderate taxation, Endier and its guild holdings bring in an average of 28 GB (with some removed every turn for rulers' taxes, usually around -4). There's also the chance that the regent might want to tax the two temples in Endier, possibly raising an additional 2 GB a turn. And, of course, the trade routes bring in additional funds, at the rate of 16 GB a turn, for a total of 40-42 GB a turn.

The maintenance cost is 3 GB for the provinces and holdings controlled, plus the 6 GB for the level (6) castle in the Free City of Endier. With a 9 GB court cost that brings the total to 18, leaving the regent with 22-24 GB to spend a turn. Of course, some of this must be spent on maintaining a force to protect Endier's borders.

the army

Naturally, there's an army in Endier. A regent who controls the resources that Endier commands would be foolish to ignore the possibility that another realm would like to take command of those resources. The army of Endier, as it stands now, is:

Unit Type/Number	Maint. Cost
Archers/2	4
Infantry/2	2
Elite Inf/1	2
Pikemen/1	1
Total Cost:	9

This leaves approximately 13-15 GB for the regent to play with each turn; quite a bit for a kingdom that's only the size of a single province. The Free Action espionage can bring in additional money, and careful management and raising guild holdings in other lands can start the money pouring in.

rumors and plots

Naturally, in a land so thoroughly controlled by guild interests, there are enough plots and intrigues to interest and fascinate even the most boorish of travelers. There's a constant undercurrent of gossip and news in Endier, and there are few rumors that do not eventually make it to the ears of the Guilder. The following are a few of those rumors. They may be true, they may be the fanciful pretensions of the people of Endier. Whatever the truth, they are being passed along to the regent so that possible action can be taken against them.

a pretender to the throne

The first of these rumors brings a disturbing hint of trouble to come: One of the supposedly extinct Endier family has surfaced in Alamie, and is intent on reclaiming his throne.

Aláse Endier

(MA; F1; An, tainted, 8) is a

young man, in his early 20s. He's got

the proper features and the genealogical records to support his claim. He's the grandson of a woman who claimed to be descended from the vanished

Lysandra. In the absence of other Endier heirs to the throne, Aláse Endier has claimed it. He has the support of Alam, Duke of Carilon, a man who has proven himself to have only the worst in mind for all his neighbors. It looks like he's chosen Endier for another of his endless designs. The two are ready, it is said, to demand that the current regent step down in favor of Aláse.

Alamien agents are entering Endier, nailing up pictures of the Endieran regent, and badgering people about the right of a blood descendant to hold the land cleared by his ancestors. Word is spreading through the land that a new Endier is coming to take the throne. Endieran spies report that, indeed, a man who closely resembles a popular bust of

Richard Endier is being entertained by the Duke Alam. He's well guarded, so there's little chance of a successful assassination attempt. What Duke Alam hopes to gain

from this beyond a regent in his pocket is

obscure.

a possible rival

Yet another disturbing rumor warns that Mheallie Bireon (FA; T8; Br, major, 37) of the northern guilds has taken an interest in the new Endieran regent. There are several ways to interpret this interest, few of which bode well for the new ruler.

One interpretation is that she sees Endier as her main rival in Anuire, and that she will devote herself to the destruction of the new regent as soon as possible. Accompanying this rumor is the word that perhaps it was Guildmistress Bireon who was responsible for Guilder Kalien's death. If trouble comes, the regent might well want to look at underlying causes to see if this trouble came, perhaps very indirectly, from the guildmistress.

Yet another is the fact that she may be interested in finding herself a mate. It's well known that she's

interested in producing an heir to her mercantile

empire, and so much the better if the heir should also stand to gain control of Endier as well! However, regents should be advised

that there are reasons why Mheallie Bireon is compared to a spider. She controls her empire by twitching strands of her guild web, and her tastes in men are known to be always fatal for the male. Though she has proven barren so far, she has hopes that this will not always be true. As soon as she has produced her heir, like a black widow she will kill the father.

Finally, she may be searching for a possible alliance against the other guilds of the north. It's been said that they've finally decided to put aside their differences to remove her; she'll need allies to fend them off. Though dangerous, she is not unmindful of her debts.

Regardless of her true intentions in researching the new Endieran regent, the ruler is hereby warned: Mheallie Bireon is arguably one of the most dangerous people alive in Anuire today. She has destroyed the lives and careers of dozens of enemies, thinking nothing of the havoc she wreaks. She is devious and cunning, her plots usually have counterplots woven into them, schemes so subtle that someone who thinks he's working against her might be doing exactly what she designed.

rumors, secrets, and plots

going to be some devastation as blood abilities are used indiscriminately. There might even be those who decide to arrive in the land with a unit or two of infantry.

the old ruins

It's been discovered that some of the hills to the east hide tunnels of ancient construction. Apparently, the entrances to the tunnels were closed off by earthquakes or other natural disasters. Now, however, they've been opened by inquisitive miners, who have reported immediately to the regent.

First, there was a large gathering of corpses near the sealed entrance. The corpses showed no signs of violent death, suggesting that they were clawing for a way out and were unwilling to go back the way they had come.

The manufacture of the tunnels is uncertain. They are of such ancient construction that it's impossible to tell if they're dwarven, goblin, or elven. Regardless of who built them, the timbers are holding up well and the stone has been carved well enough that there's little worry about cave-ins.

Cave-ins aren't what concern the miners, though. They are worried more about what dwells in the lightless depths beyond the entrance. They've posted guards, but they want the regent to come, or at least send a unit of Endieran Militia to investigate.

Are they goblin tunnels, left unused since the Spiderlord ruled the southern woods? Are they elven ruins, a secret fortress built against the humanoid incursions? Or are they something else entirely? The only way to be sure is to check—and who knows what that could lead to?

bloodsilver?

Though there's little evidence to support it, a rumor has surfaced in the Imperial City of Anuire that Endier hides a deposit of *tigmaevril*, the metal that steals the lives and power of blooded people.

Even if it's not true, there's still going to be a massive horde of blooded folks coming to Endier to investigate. Most of them will be nonregent scions, since the regents generally have better things to do than go haring off after every rumor of bloodsilver. Still, there will be some who do abandon their responsibilities to investigate the rumors for themselves.

With a large concentration of blooded people around, there's bound to be some bloodletting. Unless the regent acts quickly to restrict access to the land, squelch the rumor, or set rules for behavior within Endier, there's

the restless dead

Warriors' Rest is, as any Endieran could tell you, far from restful. The undead walk here freely, but they seldom leave the area—until now.

Someone has found a way to command the undead. Their bones have been found miles away from the old battlefield, heading in the general direction of either *Ghoere* or points north. Regardless of where they're going, they're heading across Endieran territory and causing destruction and panic wherever they go. It's not known where they stay during the day or what their motive is, but they travel only at night.

the inquisition

Your character's spy in the Western Imperial Temple of Haelyn reports that the Archprelates of the various faiths of Haelyn are preparing their holdings for a major purging, and that it's getting a bit hot for those suspected of not being entirely true to the ideals of Haelyn. And after they've investigated themselves, word is that they're going to move on to those of other faiths, hoping to convert a mass of people to the faith of Haelyn.

Is there going to be a holy war? An outright religious struggle hasn't crossed Anuire for decades, though there has certainly been minor strife. If all the faiths of Haelyn are banding together, there's little chance that the other temples can stand against them, and even less chance of those temples banding together to fight off the antagonists.

There are only a few courses of action: Speak to the Archprelates, convince other regents to step in to stop the bloodshed, or work to undermine the inquisition before it begins. The only problem with this is that the Haelynites are definitely people to

hold a grudge, and they certainly won't appreciate the meddling of a thief ruler in business that's rightly the temple's own lookout. It's a matter that will have to be handled with the utmost care and preferably some amount of secrecy.

accounting due

The Treasurer of Endier has recently died, her spot filled by a recent graduate of the Imperial College in Anuire. The new Treasurer, one Aniane Maniere, has been looking through the books, and she's noticed some discrepancies in the accounting.

She has gone and spoken to the Endieran Militia and sent them out to apprehend the wrongdoer. They came back and reported success. Pleased with herself, Aniane has come and described her success, and had the offenders brought before you in chains.

Obviously, she's new to the way things are done in Endier—the "offenders" are the main players of the Macceln family, including Gavin, Mirae, and Morier. She's bragged about it to her friends, and word has spread throughout the castle.

Now it's up to your PC to contain the damage. Even if the Macceln aren't related to your character, they're still very influential in Endier, and are likely to cause trouble if things aren't set right, and immediately at that. The damage to their reputation

could be severe if the word of their arrest isn't stopped, and as they suffer, so suffers Endier's regent. The only problem is how to do it without bending the law for them. It's a potentially high profile case—there's no easy way out of it.

traitor to the cause

Some interesting gossip has sprung up around Caer Endier. It seems that General Raymond Vailere has been speaking to Mayor Montein Couceir recently; an overheard snippet of conversation has them plotting to depose the regent.

Is it true? How would your PC regent stand against the army and the townsfolk, if it came to that? And if it's not true, then who's trying to sow dissension? This is something that has to be settled immediately before Endier erupts.



secrets

Of course, no good ruler is without a few secrets to protect his interests. What follows is a partial list of those secrets, along with some explanations.

web of intrigue

The guild holdings across the Heartlands and Southern Coast do more than bring in money. They also allow the ruler to perform espionage without fear of being discovered, and they've turned up some interesting tidbits that can be sold to concerned parties.

For example, the guild in Rhumannen in Ghoere has discovered that Ghoere's peace with Mhoried is about to be broken by "bandit raids" across the Mhoried border. Of course, Mhoried will respond with force, but Ghoere will have the advantage of claiming that he has been wrongfully attacked. Though they may not like him, the other Anuirean rulers will have to agree that Mhoried is in the wrong and may support Ghoere's war against the Mhor.

So, what to do with this information? Does your character tell Ghoere you know what he's doing? Or sell the information to Mhoried, hoping to prevent a war from raging across the Heartlands? There are all sorts of possibilities that can be explored.

Basically, the guilds of Endier can uncover a lot of the dirt on the neighboring Anuirean rulers, and there is little they can do to protect themselves against this sort of digging. All sorts of money can be made buying and selling information, and Endier is in a prime position to profit from it, one way or another. After all, there's more in the world than money; a timely warning to another regent can earn that regent's undying allegiance.

Obviously, the use of this knowledge is something that will have to be decided by individual regents. It just goes to show that knowledge actually is power.

secret cache

With the approval of the DM, the ruler of Endier can claim to have plundered the ancient treasury of Richard Endier, hidden in a vault deep beneath the castle in Endier. This is a one-time bonus, but it allows the regent to pull forth 2d8 GB. In this vault are also plans detailing the castle. These plans will allow a regent who studies them carefully the opportunity to escape unscathed should the city ever be besieged.

A more careful search of this vault will reveal a scroll with a small introduction, a sketch of a teardrop, and then five words. The introduction reads:

Should the Spider ever come to the walls of Endier in wrath and without apparent reason, you can appease it, I hope, by speaking these words to it.

The words are:
A tear in my hand.

It is signed:

Richard Endier

This is, apparently, the answer to the riddle posed to the Spider! There are plenty of sages and mages who would dearly love to get their hands on this answer, for, armed with the answer, it's only a short step to discover the actual question.

Of course, once the sages know the answer, there's little that could stop this answer from reaching the Spider's ears—the creature has its spies everywhere, after all. And once the Spider has the answer from someone besides the ruler of Endier, it's fairly certain that the bargain it sealed with Richard Endier will come to an end. There will then be nothing the regent can do to prevent the Spider from coming to take back its land. Only force of arms and magic will dissuade it. It's best to keep the knowledge of the answer a secret until it's necessary to use it. Of course, there are always thieves who, once they hear rumors of something valuable, want to get their hands on it.

With borders on Ghoere, Avani, Diemed, and the Spiderfell, an Endieran regent must tread carefully. There's little Endier can do to harm any of these great powers militarily, and there's little chance the land can produce more than its neighbors. The main strength of Endier is in its careful trade and playing enemies off each other. This is a dangerous game for a novice and can be nearly as destructive as allowing Endier's neighbors free rein.

Instead, an Endieran regent might consider fortifying the city and ruling up the land gradually. Too quick, and neighbors will take unfriendly notice; too slow, and they'll roll right through.

Endier's strength lies in its ability to accumulate Gold Bars. With all the roads that cross the land, there's more trade coming in here than almost anywhere else in Anuire, excepting only the Imperial City. And since Endier even has a piece of that, there's little that Endier cannot afford.

It's also recommended that the regent of Endier amass at least a small force of men. Should an enemy attempt to take Endier, mere gold won't stop it. Of course, there is always the wizard Caine

should the regent choose to hire his power for the good of Endier. The wizard's power doesn't come cheaply, but it's a sure bet that Endier wouldn't have survived this long without his help.

It's also important to deal with random events as quickly as possible and to keep the loyalty of the people high. Without being rid of these potential

problems as soon as they arise, an

Endieran regent can spell his doom.

Since there's only

one province to Endier, any event can destroy a regent's ability to rule the entire realm. If the regent wants to be free of troubles so he can deal with the other

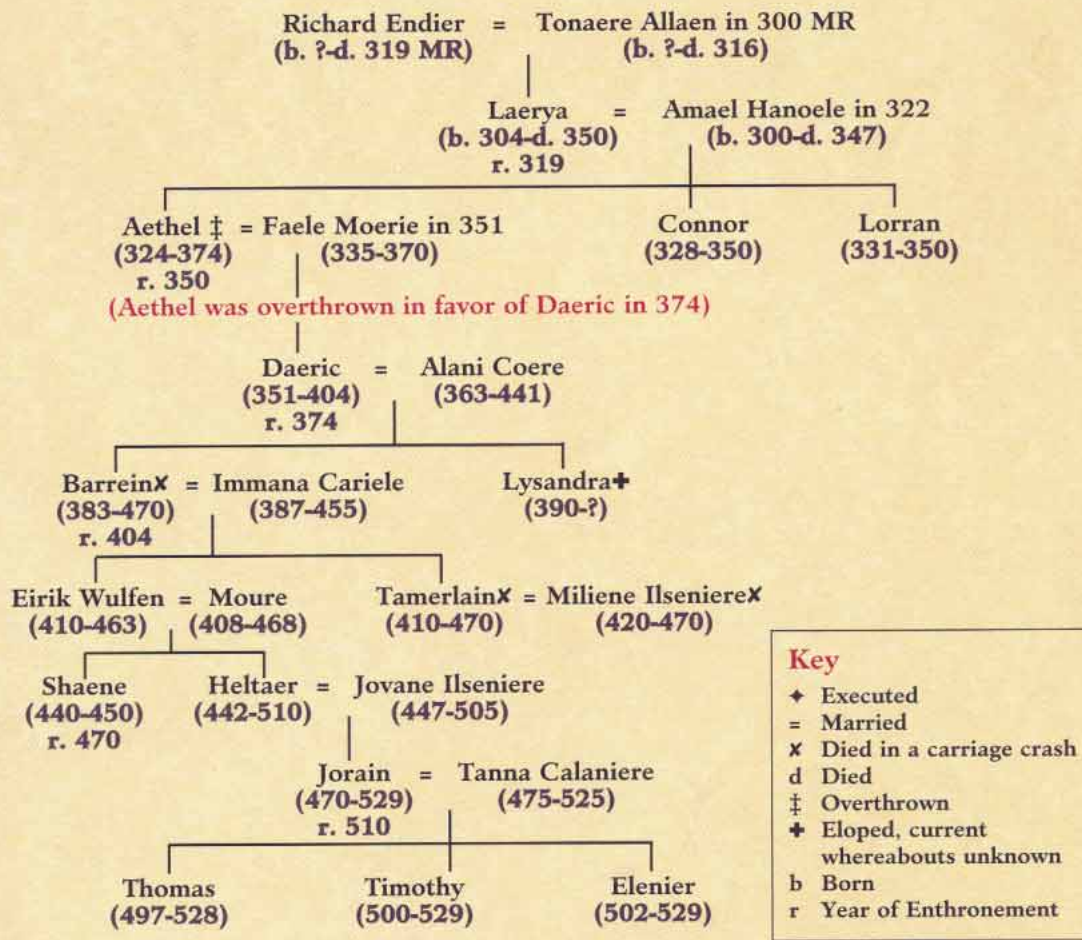
rulers, the best course of action is to hire a skilled lieutenant. Since there is only one province to Endier, there's only one province that needs to be watched.

Most important of all: Do NOT provoke wars Endier cannot win. And always watch out for the hidden alliances between enemy nations. Army units can only defend against so much.

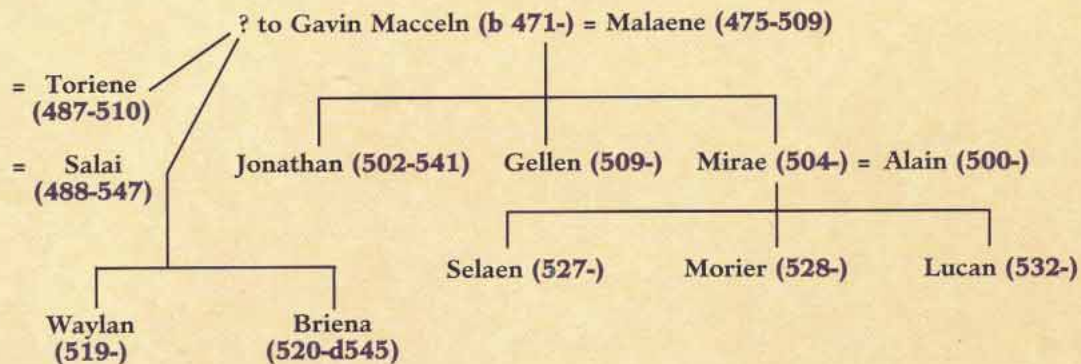
strategy and advice



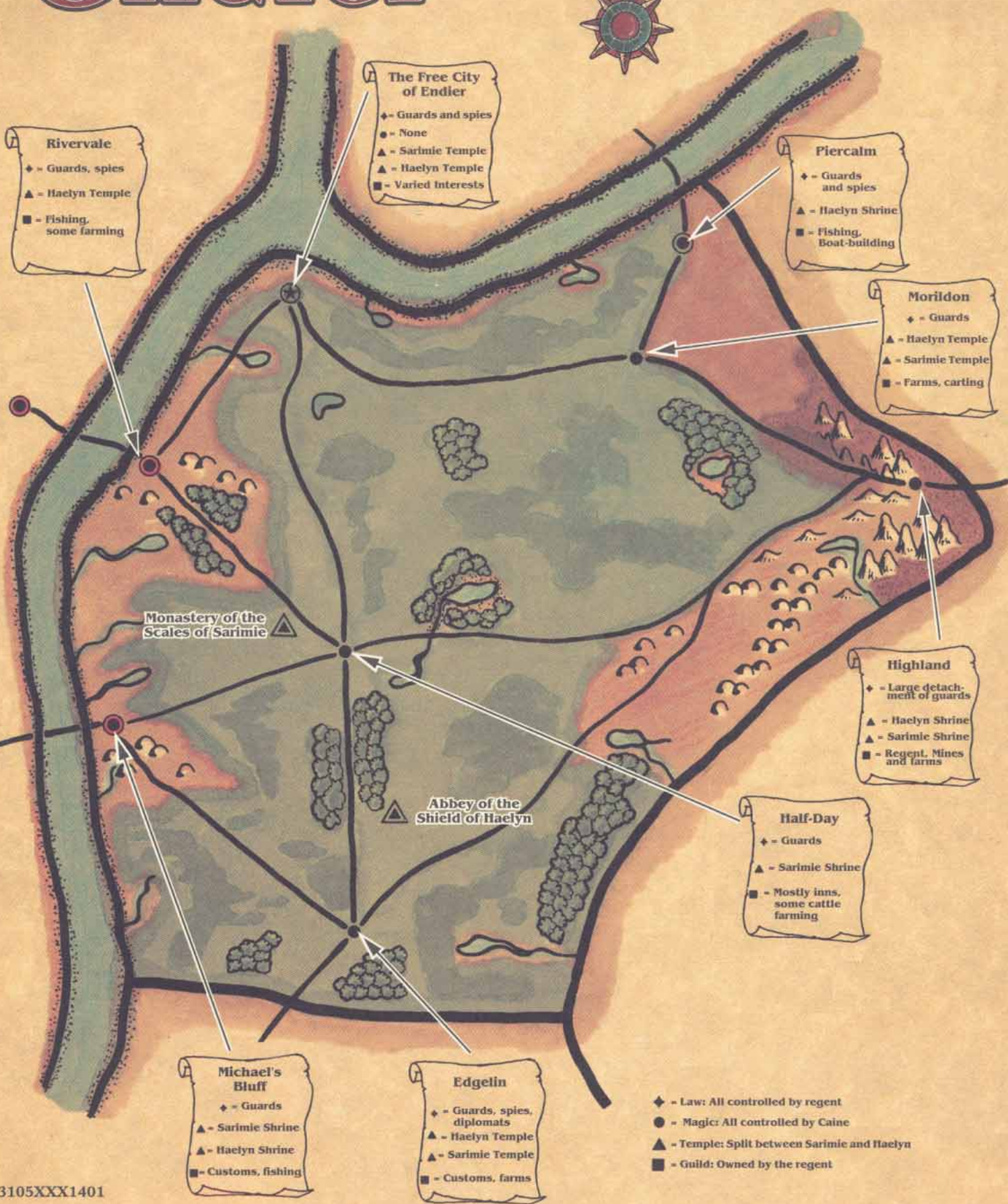
genealogy of the endiers



genealogy of the maccelns



Endier



Tuornen

Alanie

Ghoere

Avanil

The Free City
Of Endier

Piercalm

Morilie Estate

Morildon

The Overland Trade Way

Elbow
Lake

Vailere Manor

The
Monument

Highland

Rivervale

Monastery of
the Scales
of Sarimie

Haertsrist

Monument Road

Warrior's
Rest

Michael's
Bluff

Michael's Way

Half-Day

Macceln Estate

Caine
Falcon's Roost

Warpath Road

Abbey of
the Shield
of Haelyn

Edgelin

N

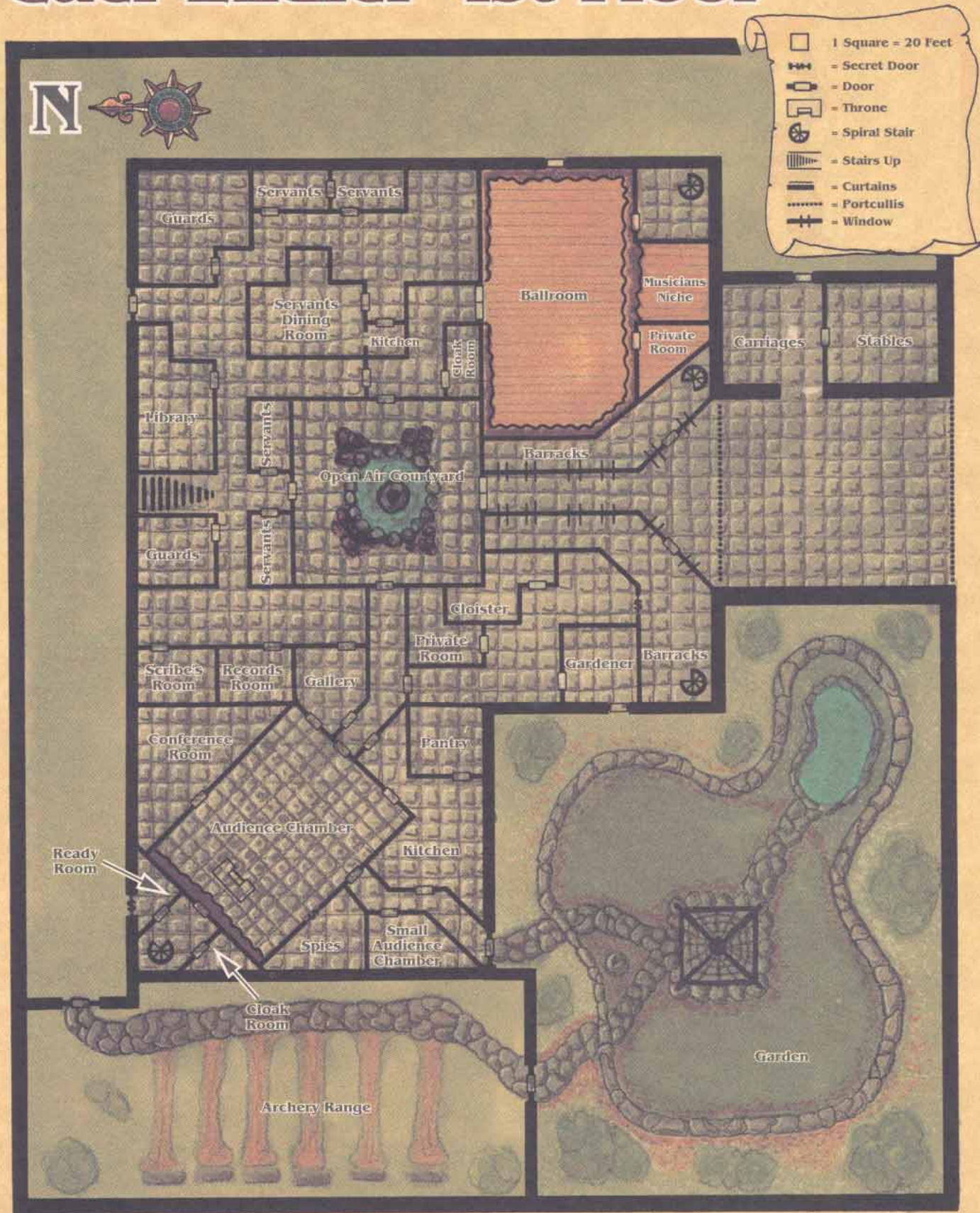


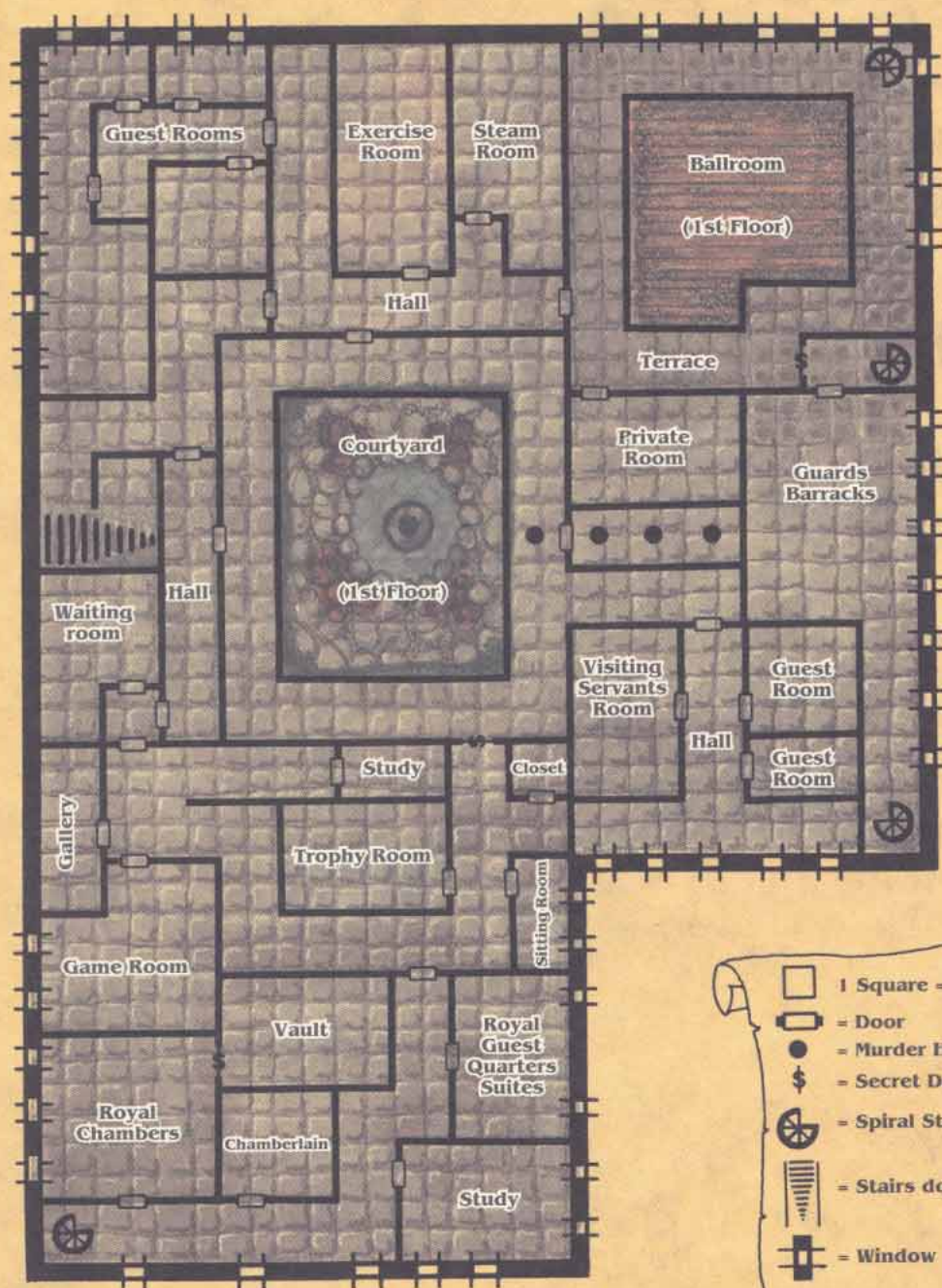
Legend

1 Inch = 4 Miles

- = Tree
- = Swamp
- = Road
- = Lake
- = Town
- = Stream
- = River Town
- = Estate
- = Capitol
- = Hills
- = Temples or Monasteries

Caer Endier 1st Floor





□ 1 Square = 20 Feet
 ◻ = Door
 ● = Murder Hole
 \$ = Secret Door
 ⚙ = Spiral Stair
 ▨ = Stairs down
 ◻ = Window

Caer Endier 2nd Floor

Advanced
Dungeons & Dragons[®]

Players' Secrets of

ENDIER



by Colin McComb

Welcome to Endier, one of the smallest domains in Anuire. Carved from the treacherous forest known as the Spiderfell, it is precariously balanced between three of the more powerful realms in the land, playing a delicate game of politics and diplomacy to survive. One misstep could mean its ruin; the fate of the land rests squarely on the shoulders of you, its regent. It is said that with great risks come great rewards. If this is so, then the rewards of ruling Endier must be great indeed.

This package includes:

- ❖ A full-color, eight-page foldout cover containing detailed maps of the domain and important locations within it.
- ❖ Facts about the history, geography, and economy of Endier.
- ❖ A summary of how the government works, and how the regent manages to keep control of it.
- ❖ Descriptions of the major NPCs in Endier, friend and foe alike.
- ❖ Rumors to keep the regent on the alert, and royal secrets to help keep enemies at bay.

This BIRTHRIGHT[™] domain sourcebook is designed for players who want to take the role of the Lord of Endier, the thief regent of the realm. It may also be used by players playing nobles, servants to the regent, or adventurers of Endier.

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