

Player's Secrets of

ILLEN



BIRTHRIGHT™

DOMAIN SOURCEBOOK





ilien

domain sourcebook

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This is Ilien, a one-province domain that is home to the Free City of Ilien, the second largest city in Anuire. The domain rests in the shadow of Roesone and Medoere, and only constant diplomacy with these neighbors has kept Ilien from being overrun. Considered a neutral by all the domains of Anuire, Ilien is a place of negotiation, treaties, trade, magic and adventure. You, the blooded regent, are the ruler of the realm. Ilien's safety and prosperity lie in your hands.

what you need to play

This domain sourcebook accessory is intended for use with the BIRTHRIGHT™ campaign setting. Either you or your Dungeon Master should have a copy of the BIRTHRIGHT boxed set, along with a DUNGEON MASTER® Guide and the Player's Handbook for the ADVANCED DUNGEONS & DRAGONS® game.

how to use this domain sourcebook

This domain sourcebook explores the nature of Ilien, its people, villages, nobles, and various places of interest—including some of its deepest secrets.

Ilien is set up with wizard regent Rogr Aglondier, but if you wish to create a regent other than the one supplied with this sourcebook, feel free to do so. Remember, however, that the ruler of Ilien should be a blooded wizard: Other rulers of Ilien would quickly fall before invaders without the powerful realm magic available only to wizard regents.

If you have changes you wish to make to your domain, discuss them with your Dungeon Master. If your modifications upset the balance of power in the region, your DM has the right to refuse your requests.

There are many other opportunities for player characters in Ilien besides the wizard regent. Characters can lead strong guilds, act as town constabulary, or be noble lieutenants of Ilien. It's good to be the king, but even a good king needs a trustworthy right hand.

NOTE: The lieutenants described in this domain sourcebook have stats that reflect their service to Moeran Aglondier, and may be of higher levels than normally allowed in the BIRTHRIGHT rules for a 3rd-level regent. The DM has the option to adjust the levels of these NPCs, following the lieutenant guidelines in the Rulebook.

I Moeran Aglondier, Count and Regent of the Cerilian domain of Ilien, in the spring of 550 MR, being of sound mind and dying body without an heir, bequeath the regency of this domain to my most trusted apprentice, Rogr Tilgentor. I give to you, Rogr, my realm, its riches, its secrets, and the great power it possesses. You, my most valued confidant, are the only person I can trust to take the regency of this land and protect it from those who would use the magic of Ilien for personal gain.

It has taken a great effort to gain the respect of the people following my uncle's iron-fisted rule, and I trust my accomplishments to your keeping. It is to you that I give my name and my bloodline. Do not be foolish enough to let it die as I almost did.

By the time you read this I will be dead, killed by an assassin's slow and lethal poison. This will was dictated to my most faithful adviser, Seneschal Godene, and as you know his family has faithfully served the regent of Ilien for many generations. Godene will ensure that the will is validated and the transfer of power goes unquestioned. Even as you read this parchment, messengers have been dispatched to nearby Roesone and Medoere to inform those regents of my death and your assumption of Ilien's throne.

Before I tell you more of the land which is now yours, you must heed this warning—you are assuming the regency of Ilien with a bloodline

assassin walking the land. I do not know who it is that has cut my life short. I am only glad that it is the slow poison that is killing me, that I am able to invest my blooded powers into

your possession. The assassin is still at large, and could quite possibly have you in his sights.

The people of Ilien will be told that I have died of natural causes—and given my many years it will be a believable story. There will certainly be rumors and gossip for a time, but eventually they, too, will pass.

people of ilien

There are two types of subjects in Ilien, those who live within the Free City of Ilien and those who do not. Many of the people who live within the walls of the Free City are not longtime residents of the domain, but have come here seeking opportunities the second largest city in Anuire has to offer. Many of the "imported," as true Ilienese call them, come from as far away Boeruine, Khinasi, and even the dwarven mountains far to the north. Those who are not native to Ilien will treat you with the respect that is deserved a regent, but will not bend their knee to you as will true Ilienese.

Your subjects who live outside the Free City consist of farmers, cattle herders, and others who live in small towns and villages throughout the domain. These are honest, hard working folk who rely on their monarch for protection—do not let them down.

Ilien is known across Anuire for its quality cattle and foodstuffs. Since the domain has not seen conflict in

a dozen generations, the land is pure and unspoiled by the ravages of war. Your subjects respect this more than you may realize. If war were to come to Ilien their livelihoods would disappear.

nobility

Unlike many of the domains of Anuire, Ilien has few true nobles, and most of those that live here are not natives of the land. Fearing war in their own domains, many minor nobles flee to Ilien because of the neutral status it maintains with neighboring lands. Anyone with gold can be elevated to noble status in the Free City—but only the very few who are blooded scions wield any power.

There are two noble families of note who have

last will & testament of count moeran aglondier

survived the test of time in the Free City: the families of Lord Beldere Enderiane and Lady Melonie Tyien. Lord Beldere's ancestors were once vassals of the regent of Ghoere, controlling the province which is now known as Bheline. Following several incursions by the Spider, the surviving members of the Enderiane family fled to Ilien.

Lady Melonie Tyien comes from a powerful bloodline. Melonie moved her family from Roesone only 20 years ago, coming to the Free City of Ilien with followers of the Impregnable Heart of Haelyn. The Tyien bloodline is strongly aligned with the Heart, and enemies of Lady Melonie best beware their actions.

regents, domains and power

As you know, my apprentice, Ilien lies between Roesone and Medoere—two strong domains in southern Anuire. I have had adequate relations with both of these provinces in recent years, though this was not always so. I have ruled Ilien for 20 years since the death of my uncle, and have learned that relations with our neighbors must be treated in the same manner as the magic we weave—with care and respect lest the power we possess turn on us and destroy that which we hold dearest.

The High Priestess Suris of Medoere and Marlae, Baroness of Roesone hold lasting treaties of good status with Ilien at the present. But beware, for they may use my death as an excuse to renegotiate these treaties.

Of all the nearby domains, I have always had the best relationship with the Barony of Roesone. Though some past regents of Roesone have had less than favorable rules, a stalwart sense of honor runs strong in that family. Roesone can be trusted to stand by her word as long as she is treated with the same respect.

Medoere's placement between us and Diemed has benefited us greatly. When the wars of independence were raging a hundred years ago and Ilien itself was just a fledgling free state, Diemed used constant threats of invasion to sway treaties and trade routes in their favor. Medoere's own independence claim gave us a geographic as well as political buffer to spare us from the Baron Diem's threats. The High Priestess bears the weight of Diemed's attention, and with constant threat of war on that front Medoere will undoubtedly focus her attention westward instead of toward our beloved Ilien. Contact Suris soon, as she may be interested in opening more trade routes between the Free City and her eastern provinces to boost her economy in the event of war.

As you make plans for Ilien's future, know that you have many enemies at hand; some visible and others not so apparent. El-Hadid, owner of the Port of Call Exchange and the Free City's most cunning guildmaster, is a force to be reckoned with. Do not back down from el-Hadid, for you still hold enough might to drive him back to Khinasi. But remember that el-Hadid brings much commerce to Ilien, and alienating him without cause would not be good for business. A fine line needs to be followed when dealing with this Khinasi trader.

Wizards are scarce in southern Anuire, and competition for the power of rare source holdings is fierce. I think you know that there has been an unspoken war between the High Mage Aelies and myself for control of the few places of magical power now left in the land. Our competition has slowed in recent years, but with the shrinking of the Erebannien this rivalry has potential to begin anew.

Keep a wary eye out for what may be a third threat to your regency, and one of the best kept secrets of the domain—my cousin, Curan Ondier. Curan is the illegitimate son of Uncle Soleme and a commoner. Last I heard he was living his life as a simple cattle farmer in northern Ilien, and has never requested for power unlike many others of the blood. Curan and I have had little contact these last few years, and my death may mean nothing to him—but it may to his children, who could have designs for the throne. Consider this for the future, my friend.

state of the land

Ilien has never been more prosperous than it is today. The neutral status I've fought to achieve over the years has brought farmers to the land and trade to the city, while helping to fend us from would-be invaders. The treasury currently stands at 15 GB, and is stable due to continued low taxes. Ilien is a land of opportunity for all.

As I dictate my last words to Godene, keep this in mind: a good ruler keeps his ear open to the people and his back closely guarded. I wish I had more time to pass the wisdom of my experience on to you, but it is now time to have the Ceremony of Investiture performed before it is too late. Good luck to you, my friend; may your magic remain ever strong and may our beloved Ilien forever prosper.

The domain of Ilien has always been ruled by a wizard. Even before the arrival of humans in Cerilia 2,000 years ago, the land that now includes Ilien had been a center for mystical power. Magic flowed from the lands, fed by the ancient forest known as Aelvinnwode and the power of the Sidhelien (elves). In those times the only ones who wielded magic were the reclusive elves, concentrated in what is now known as the Erebanien. Before the coming of the Five Tribes, all of Ilien was covered in forest. Then came the refugees of the Flight from the Shadow.

With the flood of humans into southern Anuire, the cherished trees of Aelvinnwode

quickly became homes and firewood for the human settlers. The elves of the Erebanien fled northeast when the clansmen warriors of Deretha, Fifth House of Andu, cleared much of the Southern Coast. As the ancestors of Michael Roele fought the goblins to the north and elves to the east, the Free City was founded and quickly became a haven for refugees and safe port for those wishing a rest from the dangerous overland trails.

Following the battle at Mount Deismaar and the founding of the Anuirean Empire, the powerful Baron Diem took control of the Free City and

annexed it and the lands surrounding it as a new province under his rule. This gave the realm of Diemed a major port along the Straits of Aerele, something no other ruler of the southern coast had. The new province was named Ilien after the baron's mother.

After the cataclysm on Deismaar and true magic became usable by humans, Diem looked to use it to his advantage. No mage himself, he quickly gave

vassalage of Ilien to his trusted wizard Karn Aglondier.

Lord Karn governed Ilien for many years in the name of

Diemed, turning the

Free City into a major trading port and the untamed earth into farmland to feed the baron's armies.

After the fall of the Empire, Diemed was engaged in wars on many fronts between 96 and 270 MR (Michaeline Reckoning). These wars strained Ilien's resources, but laid waste to little of its rich farmland. Diemed in general, however, was in chaos. Vandiel, Baron Diem, ruled as a tyrant, and internal strife caused many troubles which climaxed with Richard Endier's deal with the Spider causing a host of goblins to rampage from the Spiderfell to the Straits of Aerele in 299 MR, leaving

history of ilien



a wake of destruction and helping Endier declare its independence of Diemed. Though the Free City of Ilien was spared the brunt of the invasion, some of the province's northern farmlands were heavily ravaged.

The rest of Diemed, itself despoiled by the forces of Spiderfell, offered no help to Ilien. Recognizing Diemed as too weak to support the province, Lehoene Aglondier, descendant of Karn, proclaimed Ilien a free domain in 305 MR. Diemed's troubles were not over, and with the additional chaos that resulted in Medoere's and Roesone's independence, none challenged Lehoene's claim to Ilien's small and relatively inconsequential piece of land.

The proclamation was bold, to say the least, from a regent with little military power, but none tested Ilien's independence until 124 years later, when wizardess Axlea Aglondier assumed the throne from her late father in 429 MR. The Baron of Ghoere, marking Axlea's new rule as untested and somewhat precarious, sent a military force fresh from victory over the goblins in Spiderfell to bring Ilien to its knees. He miscalculated Axlea's strength, however, and her mighty realm magic utterly destroyed his invading force to the last man.

In 506 MR, an aging Axlea proclaimed Ilien a neutral domain and open trade zone. With many nearby domains still recovering from the long, battering wars of independence and not wanting to risk more conflict, all of southern Anuire's rulers recognized Ilien's neutrality—except Aerenwe—and signed the Pact of Ilien in 510 MR.

Aerenwe did not sign the pact at the urging of the High Mage Aelies, with whom the Aglondier line's competition for magical sources had grown over the years. Although the good rulers of Aerenwe have no reason to stand against Ilien, they did not acknowledge the pact so as to stay on good terms with the High Mage. Nothing has ever come of this non-compliance.

Axlea Aglondier lived to see 102 summers, passing control of Ilien to her only son Dajel in 511 MR. Dajel was only 55 years old when he took control of Ilien, but his rule lasted only seven years before he died. Since members of the Aglondier bloodline have often lived into their late 90s or even 100s, rumors that his death was not a natural one


abounded. Dajel's first born son, Pearce, had disappeared with his family some months before without a trace, and control of Ilien was quickly seized by Soleme

Aglondier, Dajel's second son. Though many Ilienese had whispered discussions about Soleme's rise to power, no challenges were made or allegations proven.

Soleme ruled Ilien with an iron fist for many years, placing heavy tariffs on peasant and trader alike. There was a time when the treasury of Ilien was the richest in Anuire, totaling as much as 50 GB; and all a result of cruel and inhuman laws placed on the people of the land. Soleme's paranoid, callous treatment of the citizens of Ilien and traders from other lands drew the attention of other rulers of the Southern Coast for a period of 20 years.

Just as the rulers of Roesone, Aerenwe, Medoere, and even the High Mage Aelies were preparing to violate the Pact of Ilien and attack Soleme, Moeran Aglondier, the lost son of Pearce Aglondier, reappeared and stepped forward to challenge his uncle's rule. Following a terrible duel between the two wizards, Moeran pierced his uncle through the heart with a golden dagger and assumed control of Ilien. The shackles of the tyrant were thrown off, and the entire province rejoiced.

As a child, Moeran had studied magic under his great-grandmother Axlea in her final years, and his magic proved to be more than adequate to bring Ilien back from the brink of ruin, though much of Ilien's treasury was spent in rebuilding the domain. At the time of Moeran's suspicious death in 551 MR, the domain had been financially secured and good relations with neighboring lands were restored.



Ilien is the smallest domain in southern Anuire, only slightly smaller than Endier. The width of Ilien from the Spider to the Adele River is just about a day's travel. Anyone coming from northeastern Medoere, through what is known as the Passage, can reach the Free City of Ilien in fewer than 12 hours by horse.

climate

Being so close to the Straits of Aerele, Ilien enjoys a warm, favorable climate. Winter temperatures seldom drop below the freezing mark, and southwest summer winds off the Straits of Aerele guarantee that temperatures never rise above 80 degrees. The rainy season in Ilien lasts year round, with the heaviest rains coming in spring and late summer. Snowfall is extremely rare.

The heavy rains of the spring often cause mud problems for Ilien's farmers and cattle herders, and occasionally damage the docks of the Free City of Ilien and the port resort town of Aenier to the east. At least once or twice each year these two towns have to repair harbor damage caused by rain.

The Free City of Ilien is also subject to thick fog during the spring and fall seasons, often causing maritime accidents as ships lose their way coming into port. Citizens of the Free City call this fog the *Myst*, and there are many evil rumors and legends surrounding the phenomenon. Some say that the *Myst* is the breath of the Seadrake, while others believe it to be the remnants of the elder gods blowing across the Straits of Aerele.

land of ilien

topography

Most of Ilien consists of rich, flat prairie—prime land for farming and cattle grazing. The southeastern portion of Ilien is home to the western edge of the Erebanien, a range of ancient forest that runs through Ilien, Roesone, and Aerenwe. The eastern half of the Erebanien is rooted on rolling hills, while the forest in Ilien rests on the flat, fertile plains. Historical records state that the western edge of the Erebanien once reached the Adele River, but in the early years before Karn Aglondier came to govern Ilien, settlers from the Five Tribes began clearing the Erebanien from the west. One of the wizard Karn's first actions was to protect the Erebanien and outlaw its deforestation, and so it has been ever since.

The plains north and west of the Erebanien contain some of the richest farmland in southern Anuire. Bordered by two rivers, the land is naturally irrigated and fertile. Ilienese farmers take great pride in their land, and treat it correctly; they farm alternate fields each year, rotating through crops and cattle, while other domains farm out large sections of land every year. Only the northern portion of the domain has ever seen the ravages of war, and it has long since recovered.

Ilien is one of the few domains that has natural borders on all fronts—the straits to the south, the Spider River to the east, and the Adele River to the west. Travelers can only enter Ilien through a small land area in the northern area without crossing water. This area, called the *Passage*, is a section of land adjacent to Medoere between the two rivers. The passage is often used as a trade and overland route to and from Ilien.

flora and fauna

The flora and fauna of Ilien is typical of southern Anuire. Most of Ilien, with the exception of the Erebanien, has been cleared for farmland. There are small copses of oak, maple, and hickory scattered across the land, with these and many other varieties of trees being found in the Erebanien as well.

The Ilienese farmer grows an assortment of crops—corn, wheat, rye, potatoes, cabbage, and

other vegetables. The majority of these crops are taken to the Free City of Ilien and exported to other domains who do not have such rich farming resources.

But the pride of Ilien's farms are its cattle. Cattle from Ilien are the best quality in all of Anuire, and Ilien's farmers are among the most wealthy. Citizens of Ilien often suffer derogatory remarks by travelers from other domains, calling them "dungslingers" or "cow-men" because much of their livelihood stems from cattle herding. Though their dignity is wounded by these remarks, most Ilienese make a comfortable living raising cattle and are happy to take the money of those who would ridicule them. Most farmers raise both livestock and crops.

A wide variety of small mammals roams the plains of Ilien. Rabbits, mice, deer, several species of birds, and other mundane creatures are typical. Predators such as wolves, large cats, and bears stay in or near the Erebannien and the Spider River.

Gophers are the bane of Ilienese farming existence. Valuable cattle often step into gopher holes and break legs, forcing farmers to kill the animals prematurely. This problem was on the rise until Moeran Aglondier imported small cats similar to the lynx, called *tobix*, to hunt the small rodents. The *tobix* have brought the gopher population under control of late, and killing one of these cats is punishable by a steep fine.

The rat population has also grown in abundance in the Free City of Ilien in the last decade. An outbreak of plague was traced to rats five years ago, but the disease was swiftly controlled by the followers of Haelyn. Patrols specifically designed to hunt down and kill rats in the city were established, and still occur today.

Monsters and other fierce creatures are scarce in Ilien. There is legend of a unicorn that inhabits the western Erebannien, protecting good travelers it encounters. Another fantastic tale tells of a dragon that ravaged a small village in northern Ilien some 600 years ago. The village, called Dragon Roost, claims a dragon stopped there on its way south to feed on cattle.

towns and villages

With the exception of the Free City of Ilien and Aenier, the majority of towns and villages in this domain are farming communities. Small villages have cropped up around guard posts and along trade routes, but farming is the base of most small districts. The following are a few of the major districts found in Ilien. Most other small communities are similar to those described below.

aenier

This small town is located in southeastern Ilien along the Straits of Aerele. Aenier is a port catering to wealthy travelers passing through the straits—a place that offers pleasures like no others found in southern Anuire. It is well known that Aenier is the creation of the guildlord el-Hadid. Though el-Hadid is not the only one to profit from Aenier, he is a major shareholder and has a say in all its activities.

There are many distractions to entertain wealthy visitors of Aenier. Visitors can take in the wonders of the ancient forest by walking through the wilds at the edge of the Erebannien with an escort, or they can enjoy a relaxing fishing trip or pleasure cruise along the coast of the Straits of Aerele. There is small game hunting in a special preserve boasting deer and fowl outside of town for the elite huntsman, and for a moderate fee one can delight in the art of falconry with master falconer Tateos Benier. Nighttime in Aenier can be spent drinking and dancing to the music of some of the finest bards in Cerilia.

Guests stay in spacious villas during their visit, and are waited on hand and foot by lovely maidens and handsome menservants.

Aenier is protected by a guard of 50 well-trained soldiers employed by el-Hadid.

caette

A small town located in central Ilien, Caette is used as a layover for cattle traveling from the south to the slaughterhouses of the Free City. Large pens can be found outside of town, used to house the hordes of cattle that pass through each year. The trade routes to northern Medoere and Roesone also run through Caette, adding to the traffic flow. Caette has an inn and several taverns for weary travelers, and rising trade has caused the town to double in size over the last decade.

The most noteworthy place in Caette is the Lonely Traveler Inn, the finest establishment in Ilien outside of the Free City. The Lonely Traveler has a complement of 40 rooms for rent, and there is always room for an honest Ilienese citizen among the travelers. This inn is known for the nightly performances of Molreyn Perium



III (MA; B7; unblooded), an aging bard who has played his lute for more than two dozen regents across Cerilia. Molreyn ended his traveling days following a goblin attack that cost him full use of his right leg, and chose Caette as his retirement home. Many say Molreyn's music is the most beautiful in all Anuire, and for this reason alone there is not often an empty seat to be found in the Lonely Traveler on any given night.

dragon roost

Many myths and legends surround the town of Dragon Roost. Like many of the small farming communities of Ilien, the land around Dragon Roost has been farmed for generations, and local legend has passed down through the family lines claims of how the dragon came some 600 years past.

Villagers believe that in 780 HC (-195 MR), during one of the hottest summers in recorded history, a dragon came to roost in the hills outside of town for three days and nights, finally waking with a ravenous roar.

Many of the villagers had fled

the area, but in their haste left most of their livestock and belongings behind. The dragon devoured all the cattle remaining in the area, as well as some of the folk who stayed behind, and razed much of the village.

Locals camping a few miles from the village witnessed the beast's departure, and returned to their homes to behold the dragon's destruction. Word of the incident spread, and the village was soon commonly known as Dragon Roost.

Despite the fantastic tale surrounding this village, Dragon Roost is nothing more than a small farming community with a tremendous reputation. It is said that wizards have investigated the hills outside the village for magical traces of the mighty beast, but any discoveries remain their secrets.

goewhyn

This community is one of the largest farming and cattle herding towns in the realm. Located in northeastern Ilien, Goewhyn is an alternative trading post for those not wanting to travel all the way to the Free City. Goewhyn has a well structured community under the guidance of Curan Ondier. Curan, the illegitimate son of Soleme Aglondier, has struck a deal with the guild caravans from the Medoere province of Braeme. He offers them special prices if they travel no farther than Goewhyn for crops and choice cattle.

Much of what the village has to offer goes to Medoere. Goewhyn

Though the source falls within the boundaries of Roesone, a group of elite soldiers loyal to the Hestean family still protects it from all violators. This source is located on the outskirts of the Erebanien, just over the Spider River.

tennien

Located in northeastern Ilien, Tennien is a river town that caters to traders going up and down the Spider River. There are several farms around the town as well, and new irrigation systems from the river have doubled crop production in recent years. Tennien also sits on the major trade route to Roesone, offering a place to rest to the many caravans of goods that pass through on their way to the Free City. A ferry across the Spider is operated by locals, and carries traders and others to Roesone during the daylight hours. There is a docking area along the River of adequate size to handle the river boat traffic.

Traders from Roesone have made Tennien one of their regular stops while sailing for the Straits of Aerele. Guildlord el-Hadid has set up a trading house here for those not wishing to risk the hazards of the Straits on their way to the Free City, and offers land transportation through Ilien to those wishing to unload goods in Tennien. The guildlord also buys cattle and crops from the local farmers at a very fair price, and resells it to traders from Proudglave—the capital of Roesone. El-Hadid's prices are slightly higher at this trading post, but the small difference more than makes up for a trip to the Free City.

Tennien is governed by an agent of the count named Aeliran Gendril (*MA; F4; unblooded*). Aeliran insures that the trade route remains open and good relations are kept with contacts in Roesone. Aeliran also keeps a close eye on el-Hadid's men, making sure they pay the appropriate tariffs and taxes, pay the farmers a fair price for their goods, and do not cheat or otherwise upset foreign merchants.

raises some of the choicest beef cattle in the land, as well as the only dairy cows bred in all of Ilien, and prices are usually beneficial to the local economy. Goewhyn also raises a variety of crops, including corn, wheat, and potatoes. Many farmers in the area have quite a bit of gold stashed away from their dealings with Medoere.

To accommodate the traders who travel to Goewhyn, Curan's mother, Yeala, runs a modest inn for those passing through. At the age of 72, she still gets up every morning to make breakfast for her customers—aided by several of her grandchildren.

Upon reports of banditry in the Passage a few years ago, Moeran ordered a garrison of 60 experienced soldiers to be stationed at Goewhyn to patrol the northern reaches of Ilien. The garrison mounts daily patrols, and often escorts Medoeren traders through the Passage to ensure their safety.

hestean

Located on the northern border of the Erebanien where it meets the Spider River, Hestean is the only town in Ilien owned by the landholder Lord Barel Hestean.

Lehoene Aglondier, the first regent of Ilien, granted the land to General Cest Hestean, a retired Dieman soldier, when Hestean supported Ilien's independence from Diemed.

Though he is a landholder in every sense of the word, Lord Barel, Cest's descendant, is fair to the farmers who lease his land. Tenants pay flat, fair prices once a year and are able to keep all the profits gained from their ventures. The only thing the Hestean family asks is that payment for the land be prompt when due. This agreement is thought of as rather generous, especially by landlords in nearby Roesone.

The Hestean fief of land was an intricate deal, as the Hestean family was wealthy when it came to Ilien, and offered to back the independence movement financially in return for the wizard's protection. Lehoene offered that protection *and* the land. A powerful magical source was located near the fief, and Hestean was instructed to keep it safe at all costs.

geographical features

Many think that Ilien is nothing more than flat, featureless farmland. Nothing could be further from the truth. Because no war has been fought on the southern plains of Ilien since before the death of Michael Ruele, much of the land has been unspoiled since the coming of the Five Tribes. Many ancient secrets are hidden within the boundaries of Ilien, just waiting for discovery.

erebannien

Once stretching all the way to the Adele, the western half of this ancient forest was heavily harvested during the early days of the Free City of Ilien, until the time of Karn Aglondier when deforestation was outlawed. The Erebannien of old was part of the ancestral home of the elves and faerie folk of Cerilia. It is said that the Erebannien is the most beautiful forest in all of Anuire, and many of those who walk through it are changed forever.

The portion of the Erebannien found in Ilien has been under the protection of the Aglondier bloodline since the founding of Ilien over 200 years ago. Unlike citizens of Roesone, the Iliense love the Erebannien enough to protect it with their lives. The forest itself seems to return this love—even many of the predators that stalk the ancient forest leave simple travelers alone if they do no harm.

One of the legends surrounding the western Erebannien is that of the silver unicorn. In the days of Daen Roesone's rise to power, southern Anuire was plagued by bandits and brigands—former mercenaries turned thieves. The outlaws often waylaid travelers passing through or near the Erebannien, until reports were heard of would-be victims being saved from the brigands' blades by a silver unicorn.

Legend has it that the majestic beast would appear out of nowhere and mercilessly drive off or kill the outlaws—then disappear as quickly as it had come. Banditry has become rare in southern Ilien in recent years, and the noble silver unicorn has not reported in over two decades.

One of the dark secrets of the Erebannien is its mysterious link to the Shadow World. Every year on the Eve of the Dead (see *Ruins of Empire*), tales tell of the opening of a gate to the Shadow World. Vile undead, shadow monsters, and other unpleasant fiends cross over from the dark world to walk the lands of Cerilia for a week. Eight days later, having caused significant havoc in the land, the loathsome creatures are pulled back into the Erebannien and through the shadow gate.

Sometimes undead creatures of great power are able to resist the pull of the Shadow World once they have made it to Cerilia, remaining in the forest after the shadow gate closes. Some of these creatures have been said to be lesser forms of undead awnsheghlien, but most do not live to see the summer months without access to the Shadow World.

But every few centuries an undead creature is able to adapt to and remain on Cerilia. These are the most powerful of the Shadow World creatures, and cause terrible destruction when they venture about. Tales told from the time of the Five Tribes relate the story of the Lich—a horrible creature that slew thousands of humans and elves before being sent back to the Shadow World.

isle of tamle

This island, located off the coast of both Ilien and Medoere, was created by an underground eruption after Mount Deismaar. The island is named after the notorious pirate Hyk Tamle, who used it as a base of operations from 2 MR to 34 MR. With civil war shattering the Anuirean Empire, Tamle was the terror of the Straits of Aerele. Many knew the location of his base of operations—merely a collection of temporary buildings on the island—but no domain could muster a force large enough to stop him. The island was abandoned after Tamle's death.

The Isle of Tamle is now nothing more than a chunk of volcanic rock. The land is unsuitable for farming, and vegetation is

too sparse to support livestock without importing feed. Sea birds and small crabs are the only animals found on the island, but there is a species of poisonous plant that thrives on volcanic rock. Dangerous coral reefs and hazardous currents serve to hamper passage to the island, and for these reasons it remains unclaimed by any domain in southern Anuire.

Though the island is a perfect place for bandits and wanted criminals like Hyk Tamle to hide from the law, lack of food and fresh water keeps such stays short. Legend claims that Hyk's treasure is still buried somewhere on the island; but the prize, if any, has never been found though many have died in the attempt. It is said that the treasure is worth at least 10 GB, but elders can confirm that the amount of gold said to be located on the island seems to grow with each passing decade. Historians have no idea how much treasure there is—or even if it exists at all.

spider and adele rivers

Two of Ilien's natural borders are rivers: the Spider River to the east and the Adele River to the west. The Adele River comes from a spring-fed lake in Medoere's Braeme province, while the Spider River originates deep within the Spiderfell. Each is traveled in commerce, and each is critical to the domain's economic—not to mention defensive—well-being.

The Spider River is the larger and more traveled of the two: bringing goods and travelers from northern Roesone to the domain's capital of Proudglaiive, and then to the Iliense trading village of Tennien. Traffic is also heavy through the Erebannien section of the Spider River, it being one of the few paths through the Erebannien to the Straits of Aerele.

The river thins greatly through the Erebannien, as the ancient trees drink directly from its banks, and most large boats are in danger of running aground during the winter and summer months when rains are less frequent. It is for this reason that barges with shallow drafts are the most common type of commercial craft, but such boats are unable to weather the seas of the Straits of Aerele. In the drier months, most goods are transported via land caravan between the Free City and Tennien.

The Adele River is also used for commerce up and down the western shores of Ilien and Medoere, though not as much as the Spider River. Many traders prefer to move through the Passage than to travel to one of the few ferries that cross the Adele. As on the Spider, large craft used to find it difficult to reach the Straits down the Adele due to the shallow branches of the river's delta, but Lehoene Aglondier was able to magically widen the delta in 312 MR, allowing large seafaring vessels access to the city.

Unlike the Spider, the Adele River has an overabundance of freshwater fish available for harvesting. Many of Ilien's western villages supplement their food supplies with fish, sometimes rivaling sales for their crops and cattle.

The Free City of Ilien is one of the oldest cities in southern Anuire, if not all of Cerilia. What is now known as the Free City was once a simple fishing village established by the ancient Andu—the first of the Five Tribes to set foot on Cerilia. Today, the city is a melting pot of Anuireans, Brechts, Khinasi, some Rjuriks, and even a Vos or two. The city is home to nearly 70,000 people, making it the second largest city in all of Anuire.

history of the free city

The Free City was established in 11 MA (Masetian Arrival; -1477 MR) by a tribe of Andus soon after the Flight from the Shadow. Named the "Free City" to celebrate their freedom from the wicked god Azrai, the villagers lived their lives as fishermen and hunter/gatherers while clearing the land for farming. Deretha, Fifth House of Andu, began clearing the lands now known as Ilien, and in the process downed much of the elves' precious Erebanien over the next hundred years. Most wooden buildings in the Free City that date to this period are constructed of wood harvested from the Erebanien.

The darkest chronicle in the history of the Free City came one year prior to the battle at Mount Deismaar, when elves corrupted by the lies of Azrai attacked the eastern reaches of the city's influence with a particular vengeance. The elves slew entire farming communities, sparing no one. Militia was raised in defense, and the subsequent skirmishes drained much of the city's winter resources. Just as things were looking their worst, the forces of Roele and Haelyn arrived on their march to battle with the shadow of evil. They took nearly everything that was not tied down—food, water, weapons, and even the young protectors of the city for their holy quest. The result was a weary, depopulated city, ill equipped to survive the remainder of the winter. Many perished in the remaining cold months.

In the years following Deismaar, many of the unblooded common

survivors found a home in or near the Free City. Most blooded scions who came to the city were either killed in the rash of *bloodtheft* that would consume the next hundred years, or left the city to join in the unifying wars either for or against Roele. The Deretha, still the most powerful political family in the area, chose to follow Roele, and were granted as a reward a fief of the lands they had helped to tame. They did not last for long, however, and by the time Roele died in 60 HC (Haelyn's Count, dated from battle of Mount Deismaar; -913 MR), the Free City was under the full control of the Baron of Diemed.

Diemed had fared well in the campaigns of Roele. The Baron was both powerful and wealthy, and wanted a trading port along the Straits of Aerele. He approached the current leaders of the Free City, descendants of the Fifth House of Andu, with offers of protection and increased trade if

the free city of ilien

they would become part of his Diemed holdings—though his real offer was hidden in the army he brought with him. The Free City could not stand against the baron's forces, and the city's governing council agreed. The Baron named the new province Ilien after his own late mother.

Magic was now on the rise throughout Cerilia, and many, especially awnsheghlien like the Seadrake and the Spider, were rapidly growing in power. But the Baron was a military man and did not fully understand the use of magic, relying instead upon his mighty military to hold his realm together. He did see that magic could be used to his advantage, and when Karn Aglondier, a former lieutenant of Roele at Diesmaar and trusted by the Baron, approached him and requested to be named Ilien's vassal, he quickly agreed.

Karn had sensed the great magic of the Erebanien in the east, and saw the opportunity as one of great power. He spent the rest of his days in Ilien, and before he died set plans in motion that would make the Free City of Ilien one of the largest and most powerful cities in southern Anuire. Wielding their mighty realm magic, the Aglondier line protected the eastern reaches of Diemed for hundreds of years.

Following the death of Michael Roele in his battle against the Gorgon in 0 MR, the Anuirean Empire was thrown into chaos—and the Free City of Ilien was no exception. Riots plagued the city for a month, followed by a

severe decline in trade as the vassals of the Empire vied for Michael's throne.

As wars wracked the remains of the Empire, the Free City was left largely unscathed and trade boomed. Every blacksmith in the city was molding swords and each ship in the harbor was loaded with all kinds of military goods: armor, mounts, food, blankets, etc. No fighting occurred in the city, but it quickly became flooded with refugees from all across the empire.

Ilien's independence from Diemed came in 305 MR, and the Free City doubled its size in the next 10 years, becoming a major trading port open to anyone with the gold to spend. The first of the "imported"—as the Ilienese call them—to set up shop in the Free City were a host of Khinasi traders. Many items available in Ilien, particularly crops and cattle, are not found in certain parts of Cerilia. In the course of a few years, the Free City of Ilien had become the jewel of southern Anuire.

In 506 MR, following the long conflicts of Daen Roesone, Ilien was proclaimed a neutral domain to all of Anuire. The Pact of Ilien was soon signed in the Free City's great hall by representatives of the realms of Diemed, Roesone, Endier, Ghoere, Avanil, and Osoerde. Only Aerenwe refused due to the influence of the elf wizard Aelies. Ambassadors of the signing domains have maintained embassies within the walls of the Free City ever since.

The most recent dark period in the City's history was the rule of Soleme Aglondier. Soleme, called "the Twisted" by commoners since his death, assumed the throne upon his father's premature death and brother's disappearance. He quickly proved to be a wicked ruler, one wrecked by an insane paranoia generally believed to be the result of a mutation of the Realm Magic power.

It was Soleme the Twisted who created the *Death Squads of Ilien*, heartless warriors who walked the streets of the Free City, dispensing swift justice to the guilty and innocent alike. These inquisition-style squads were the terror of the city until they were abolished with Soleme's death in 524 at the hands of his nephew, Moeran Aglondier, the son of Soleme's missing brother.

Moeran, the last of the true Aglondier line, brought kindness and nobility back to the realm—and such prosperity as had not been seen in the Free City since the time of his grandmother Axlea. The citizens of the Free City have thrived in the past 20 years, yet increasing the already great power and stature of the Free City of Ilien.



city layout

The Free City of Ilien is divided into four distinct districts—the Castle Ward, the River Ward, the Market Ward, and the Common Ward. These districts have developed over the years as a result of class segregation between people and the governors of the city. Walls were constructed to separate the wards during the reign of Soleme Aglondier, though walls had already been present around the Castle Ward. There is a current measure before the regent to tear down the outer wall of the Common Ward so the city may expand north and east.

Each ward is supervised by a chamberlain appointed by the Lord Mayor and approved by the Count of Ilien. Each chamberlain is allotted a portion of the city's treasury each quarter of the year to use in the district's upkeep. Upkeep costs include subordinates' wages, guards' salaries and supplies, road and sewer upkeep, and tax and tariff collection. Each chamberlain has numerous subordinates to which he delegates duties, but ultimate responsibility rests with the chamberlain. Each chamberlain lives in the district he commands.

Chamberlains are chosen by Lord Mayor Adash Cedrone (*MA; Th5; An, tainted, 9*), appointed governor of the city by the count. It is the duty of the lord mayor to insure the smooth operation of the city by the chamberlains while the count manages matters that concern the domain as a whole. The mayor is traditionally appointed from the ranks of chamberlains or trusted relatives, and is usually trusted as the regent is able to use magic to determine the candidate's motives before appointment.

castle ward

This district is home to Castle Aglondier, seat of power for the regent of Ilien. What once was a tribal fortress following the Flight from the Shadow has grown over the years into an impressive magical fortification. The castle and its interior encompasses half of the Castle Ward, with the remainder

being homes for nobles, rich merchants, and visiting diplomats.

The Castle Ward is overseen by Chamberlain Conor Ja'teem, a Khinasi statesman who somehow keeps the organization of the castle and the remainder of the district running smoothly. Ja'teem is a former trader who was run out of business by the Port of Call Exchange. Having dealt with the late Count on many occasions, he accepted control of the Castle Ward following his predecessor's resignation.

The Castle Ward is home to the rich and elite of the Free City. The quality of living in this district is exceptionally higher than the rest of the city, and prices are more than double here than what they are in other districts. Taxes and tariffs are also slightly higher, but that is at the request of the citizens of Castle Ward: the self-made nobles, rich merchants, and dignitaries from other domains gladly pay higher taxes in return for a cleaner district and increased watch patrols. These higher taxes also keep the "unwanted element" of the city from remaining long within the ward's walls. Citizens of the Castle Ward, with the exception of those who live in the castle itself, tend to be snobbish, haughty highborns who feel they're better than the common folk of Ilien.

The walls surrounding the Castle Ward are the largest of the wards, towering over 60 feet in height. The walls of this ward are patrolled by the Golden Plumes—the elite of the city's Guard Watch. The Golden Plumes have been fiercely loyal to the regent of Ilien since their founding in 531 MR.

Warriors of the Plumes are highly skilled fighters and archers who are feared by criminals and praised by the folk they've sworn to protect. For the common soldier, there is no greater honor than to become a member of this corps. Nine skilled warriors of the Golden Plumes are chosen to be the personal guard of the Count of Ilien when he is outside the castle. The Golden Plumes are led by General Wynn Zoest (*MA; F6; An, tainted, 10*), an aged veteran of the Guard Watch of nearly 40 years. General Zoest reports only to Chamberlain Ja'teem, the Lord Mayor, and Ilien's regent. Should the Free City ever be under siege, Zoest would be commanding the city's defenses.

The Castle Ward is also home to a sect of the Impregnable Heart of Haelyn. In gratitude for curing the city of a terrible plague

in 546 MR, Moeran Aglondier granted the followers of Haelyn a location in the Castle Ward. An impressive cathedral was built, and has since become a major part of the faith's worship. The disciples of Haelyn in the Free City of Ilien answer to the High Prefect Hubaere Armiendin (*MA; P11; Re, major, 27*), the most powerful Haelynite in the realms of Ilien, Roesone, and Medoere. The High Prefect is often sought as a diplomatic mediator between rival lords in major disputes.

Castle Aglondier is an imposing structure which, like the homes of many regents, has been constructed to withstand the most concentrated of sieges. Elevated spires rise above the Castle Ward's walls, and can be seen from nearly any part of the city. The castle is home to members of the Aglondier line, the Lord Mayor, and a few other trusted servants of the realm. Much of the city's and domain's formal affairs are handled in the castle's Great Hall, where many treaties and pacts have been signed in the name of peace.

river ward

The Free City of Ilien was built at the top of the Adele River's delta, which gives the city indirect access to the Straits of Aerele. Docks could not be built directly on the Straits because of the Free City's location off the coast, but the magic of Lehoene Aglondier was able to widen the delta branches south of the Free City to allow large seafaring vessels access to the wharfs.

The River Ward is administered by Chamberlain Chylae Naentas (*MA; F4; unblooded*), a former ship's captain in the Dieman navy. Naentas left Diemed when he became tired of the constant war and strife incurred by the martial diplomacy of the young baron, eventually finding his way to the Free City. Within a few years Naentas had created a successful shipping company, only to see it burn to the ground a few years later under questionable circumstances. An investigation by Moeran Aglondier discovered the chamberlain of the River Ward to be on the payroll of el-Hadid, and he was immediately sacked and imprisoned. In retribution, the regent appointed Naentas the new chamberlain of the district.

Much of the River Ward consists of boarding houses for travelers and warehouses for goods being imported to or exported from the Free City. There are a fair number of low-rate taverns offering cheap accommodations (3 to 5 silver) for those who do not like the crowded conditions of the boarding houses. There are also

armorers, bakers, shipwrights, gambling dens, butchers, nautical suppliers, tailors, and weapon-smiths found in this quarter.

Cargo moves quickly through the Free City when it is bound for another destination. Many of the goods stored here seldom stay longer than a week or two. Most of the warehouses are owned by rich merchants or nobles who use them for their own goods or rent them to smaller businesses for a charge per day of occupancy.

Peace is kept by the Guard Watch of the River Ward under the supervision of Constable Klone Malcene (*MA; F4; unblooded*), and it is a difficult job indeed. The River Ward is by far the most riotous of the four quarters, with action being centered around sailors and other travelers who pass through. Press gangs and roaming thugs are commonplace during the nighttime hours, especially during the spring and fall when the *Myst* rolls in. Up to three murders in any given week is not unusual, though most of the victims are criminals who deserve nothing less.

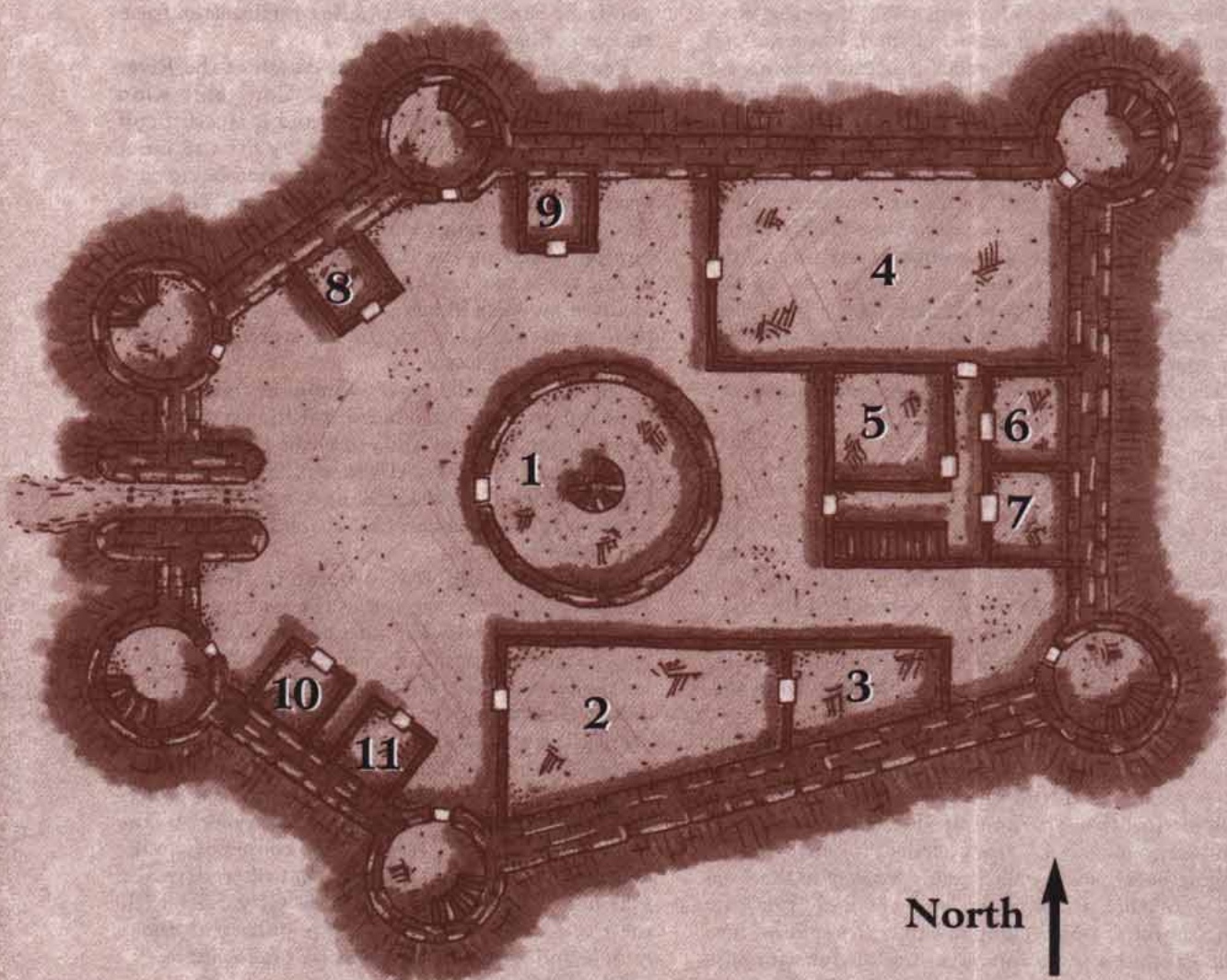
The River Ward's most prominent figure is the cunning guildlord el-Hadid, a Khinasi trader of great resourcefulness who established himself in the Free City 12 years ago. His base of operations is the famous Port of Call Exchange, a trading house where it is said one can find absolutely anything—for a price.

The River Ward is also home to the Eastern Temple of Nesirie, located at the point nearest to the Straits of Aerele. This sect of Nesirie finds itself in constant competition with the Heart of Haelyn for the faith of the Free City. The Heart would have driven the worshipers of Nesirie from Ilien were it not for the efforts of Alliene Tilgentor, daughter of Rogr Aglondier (*Note: If you do not pick Rogr Aglondier as your regent, Alliene can still be a daughter to your PC, or some other close relation*). Alliene has brought forth the plight of the commoner to the Temple of Nesirie, especially that of traders and mariners who arrive in the Free City daily with their wares. Though Haelyn is popular with the middle and upper classes, Nesirie's following is not far behind.



Castle Aglondier

First Level



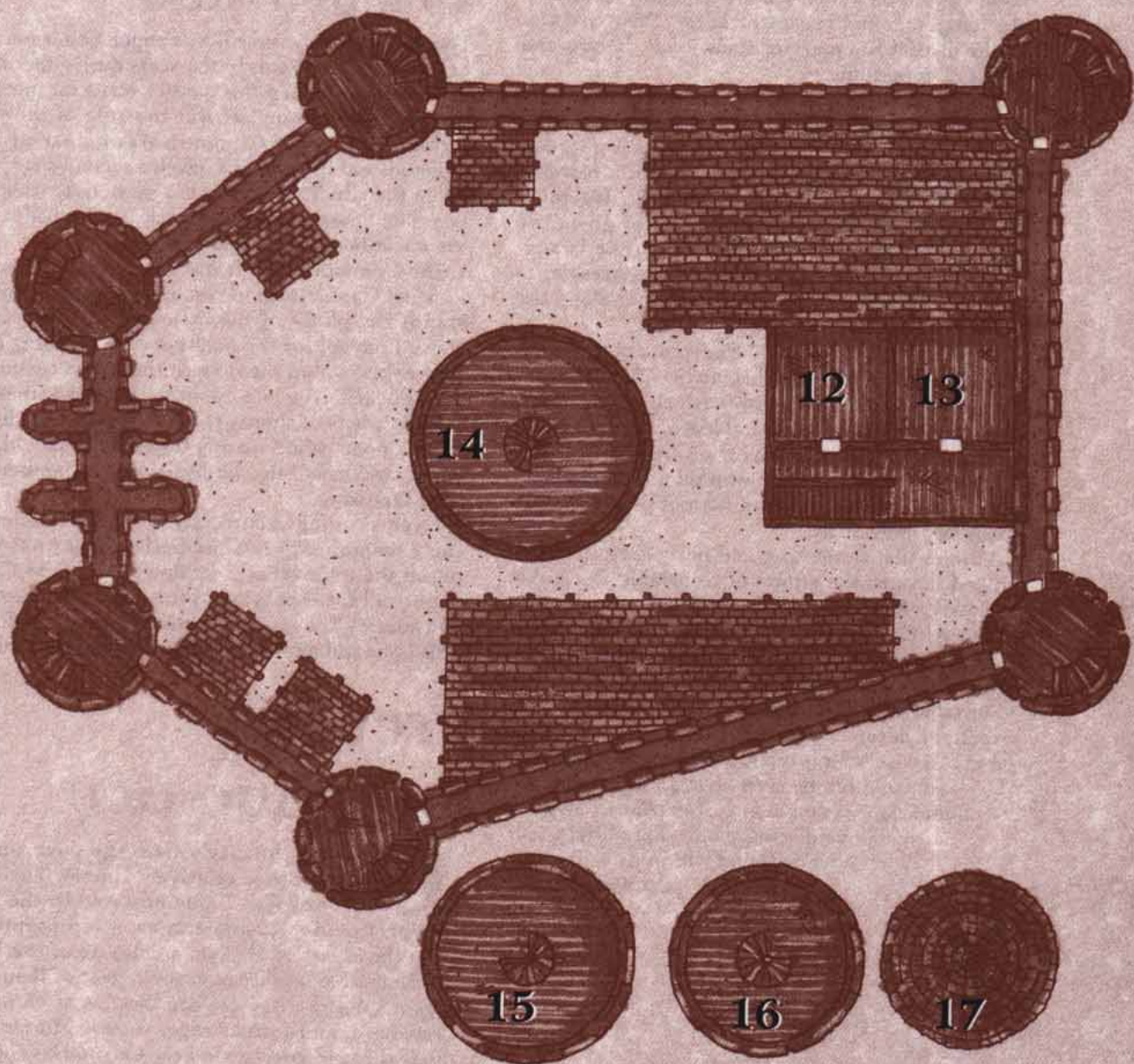
One Square = 20 feet

1. Aglondier Tower, Meeting Level
2. Golden Plume's Barracks
3. General Zoest's Quarters
4. The Great Hall
5. Lord Mayor's Office
6. Chancellor Abeth's Office
7. Chancellor Mentier's Office
8. Armory

9. Storage
10. General Zoest's Office
11. Smithy
12. Treasury
13. Royal Storage
14. Aglondier Tower, Living Quarters
15. Aglondier Tower, Laboratory
16. Aglondier Tower, Magical Storage
17. Aglondier Tower, Roof

Castle Aglondier

Second Level



North ↑

market ward

The lifeblood of the Free City is found in the Market Ward. The majority of this district is devoted to an open air marketplace. The walls of the Market Ward are lined with permanent structures—small brick buildings that house the fixed merchants—while toward the center are the tents and shanties of the temporary and seasonal traders. The remainder of the district is a maze of stalls, tents, booths and shops of opportunity.

The Market Ward is overseen by Roannea Urdaen (*FA; W1; unblooded*), the only female chamberlain in the Free City. Roannea is a former student of Moeran's, but as she is not a blooded scion she can never wield true magic. Having a keen mind and firm loyalties, she was given the position of chamberlain. The Seadrake is suspected in the disappearance of her predecessor, as he never returned from a trip to Aenier along the Straits of Aerele.

As with the River Ward, the presence of the guildlord el-Hadid is heavy in this district. Be it through fate or deceit, el-Hadid owns nearly all the fixed structures in the quarter, and leases them to those interested in selling goods from the Port of Call Exchange. There are some who think that el-Hadid has much of the quarter in his pocket, including many key individuals.

Crimes like shoplifting and petty theft are controlled through the efforts of Constable Cur Kaldish (*MV; F5; unblooded*), a huge man of Vos ancestry. Cur's network of rogues and spies keep him updated on illegal activities in the Market Ward and much of the rest of the Free City. The Constable's oftentimes harsh sense of justice is an excellent deterrent to crime, though it is somewhat of a ruse. Cur is really a kind and caring man,

and can often be seen giving beggars and the homeless a crown or two. The Market Ward is open only during the daylight hours, and anyone found within its walls after dark are arrested.

common ward

The majority of the Free City's population is housed in the Common Ward. In the years during the reign of Soleme Aglondier, this quarter was a rat infested pool of filth and decay. But the rule of Moeran Aglondier saw the Common Ward cleaned and repaired, and its residents, given a second chance at life in the city. This quarter is a maze of tenements, boarding houses, small residences, and other structures that house the working masses.

The Common Ward is overseen by Chamberlain Londael Gant, a man of common roots who understands the plight of the little person. The count chose Londael for the position after learning he'd selflessly devoted his time to those less fortunate than himself. The late count personally witnessed Londael's acts of charity (such as feeding and housing the poor) while moving through the city in disguise, and gave him the position of chamberlain soon thereafter.

Overcrowding is currently a serious concern in the Common Ward. Chamberlain Gant has proposed the removal of a section of the Free City's outer wall for expansion of this ward. Moeran was considering the measure shortly before his death. This issue will most likely come forth again soon.

free city bureaucracy

Despite the city's size, the government structure is relatively simple. The Free City of Ilien is administered by the Lord Mayor, the four Chamberlains, a representative from the Heart of Haelyn, a delegate of the Eastern Temple of Nesirie, and the regent of Ilien. The regent's duties often require that his attention be elsewhere, and former regents have allowed the other seven to govern the Free City unless specific direction is needed. These delegates are collectively called the Council of the Free City.

The Council meets twice a week in the Castle Ward's Great Hall to discuss difficulties within the city. Unlike the bickering councils of other lands, the Council of the Free City

makes it a point to resolve dilemmas instead of allowing stalemates. Political intrigue, however, runs high from within. If one member of the council needs a vote to pass the current agenda, he will often sell his next vote to another member for a positive ballot this time. The regent usually steps in if swapping gets out of hand and mandates an end to swapping for the rest of the session.

The representative of the Heart of Haelyn when Armiendin is absent is the Assistant Prefect Coranan, while the delegate from the Eastern Temple is Alliene Tilgentor. Coranan and Alliene are cordial to each other, but have very dissimilar views. Debates are long and heated whenever the two of them disagree on an issue—which happens more often than it does not.

Members of the Council of Ilien also determine the laws of the Free City, which are presided over by the Magistrate of Ilien, Carean Ubael (*MA; T4; unblooded*). At the end of the week the regent reviews all cases and decisions of the city's government to give a statement of final approval, veto for further amendments, or dismiss the measure altogether.

government of ilien


Daily affairs of regulating trade, collecting taxes, handling foreign relations and affairs of state are handled by two chancellors appointed by the regent. The current chancellors are Kathaen Abeth (*MA; T3; unblooded*), Minister of Trade and Taxes; and Moro Mentier (*MA; F2; Ma, tainted, 5*), Minister of Affairs. These men work together well and can effectively administer the domain even without the supervision of the regent. Both are exceptionally loyal to the regent, and each is well paid. Both are former traders whose businesses were ruined during the reign of Soleme Aglondier. Their knowledge of bartering, exchange, and diplomacy helps make them extremely effective.

The late Moeran Aglondier found this arrangement extremely satisfying, and he used the time it freed for magical research and other pursuits. Sometimes, his affairs of state firmly in hand with his chancellors, he would venture out into the city under magical illusion to hear the opinions of the people and how they thought their government was performing.

law of the land

There are several levels of crime punishment in the Free City of Ilien, each of which is dealt with in different ways. Lesser crimes such as public intoxication, petty theft, assault, and extortion result in a fine of up to 100 gold crowns or some jail time. Serious offenses such as arson, tax evasion, and unlawful harvesting of the Erebannien are brought before the Magistrate for judgment of suitable fines and jail time, often up to 5000 crowns and 20 years in jail. The most serious of crimes, treason and murder, result in public hanging. Other judgments usually incur large amounts of jail time. The dungeons of the Free City, located beneath the castle, are a dreadful place: even hardened criminals seek their fortunes elsewhere rather than spend any time there.

Magistrate Ubael is a firm but fair adjudicator who tends to hand out staunch sentences to repeat offenders. In cases of murder, priests of Haelyn are asked to magically divine the truth about guilt or innocence of the accused. The decision of the Magistrate usually stands, but can be overturned by a unanimous vote by the Council of the Free City. Only one mandate by the Magistrate has ever been overturned, when Soleme the Twisted had a band of ruthless criminals acquitted of all crimes and then turned them into his infamous Death Squad.



Ilien is home to roughly 70,000 people, but only a small percentage lives outside the walls of the Free City. Most of those not born in Ilien have come seeking fame and fortune in the metropolitan trade capital of southern Anuire. Others seek an escape from the many wars that plague Cerilia. Whatever the reason for coming to Ilien, the domain is known throughout Cerilia as neutral and a land of opportunity.

scions of ilien

There are few blooded Ilienese citizens—and the majority of them are from tainted bloodlines too weak to have any strong blooded powers. Most of these people either do not know or do not care about their lineage. Scions of minor or major bloodlines have long since moved on to other lands, seeking fortune and power in lands with more to offer in holdings. With the exception of Moeran Aglondier, no scion who is not the descended heir of the throne has ever tried to capture the throne. In a world where few practice magic, the mere thought of challenging a wizard of the Aglondier line is frightening enough to deter any would-be usurpers. Ilien's poor resource base and tiny size also do much to keep the throne safe—most of Ilien's strength comes from the wizard ruler, and any other would not have the power to withstand any direct assaults to Ilien's holdings.

The few powerful scions that are known to the regent and his advisers are among the nobility. Natives of Ilien treat these scions with respect and reverence. Unblooded nobility—title-holding families from other kingdoms—are seen as little more than snobbish rich families who are no more worthy than the common man.

There are two prominent family bloodlines in Ilien—the families of Lord Beldere Enderiane and Lady Melonie Tyien. These families once possessed great power in other domains, but were forced to escape to Ilien to find solace away from the terrible winds of war.

Lord Beldere Enderiane (*MA; F3; Re, major, 37*) is a card-carrying member of the aristocracy, fully consumed by flaunting his wealth and living a life of luxury. His

ancestors were once vassals of the Bheline province in Gheore, but fled to Ilien after several invasions by the Spider. Beldere controls considerable wealth, and uses it to protect himself from assassins—real or imagined. He is not very concerned with the plight of the commoner, but is generally wrapped up in his own affairs. Spies and informants have hinted at a connection between Beldere and el-Hadid, but any relationship is well hidden from scrutiny.

Lady Melonie Tyien (*FA; F2; AN, major, 22*) is a strong ally of the Heart of Haelyn. Her origins are in Roesone, and she moved her family to Ilien with the followers of Haelyn 20 years ago. She holds no position in the

temple, but is influential nonetheless. Enemies of the Heart often find themselves the targets of carefully-designed intrigues sponsored by a member of the Tyien family.

npcs of ilien

aglondier line

Whether you decide to play the role of Rogr Aglondier or roll up another character as regent of Ilien, your wizard is now part of the Aglondier line. The Ceremony of Investiture has granted your PC the name of Aglondier, and along with it the regency of Ilien, as stated in Moeran's last will and testament. Rogr Aglondier's stats are provided below, should you wish to use him.

If you do not choose Rogr as your regent, consider styling yourself as a wizard under the apprenticeship of Rogr or Moeran for many years. Alliene Tilgentor does not have to be related to you, but should still remain as an influential NPC in the Eastern Temple of Nesirie and the Free City. Your relationship with her should be very close.

Moeran Aglondier was the last of his line, with the exception of Curan Ondier. However, Curan claims to want nothing to do with the regency of Ilien or even the life of a scion. He is content to live his life as a farmer and trader, and plans to conceal his heritage from his children as long as possible—sparing them the grief and responsibility of blooded scions.

DM NOTE: NPC alignments have not been included, as players should not necessarily know how NPCs will react. This allows for more interest, as the new regent does not know who he can trust!

Note: Should you choose not to use Rogr Aglondier as your regent, many aspects of his character can still be used to create your own PC.

rogr aglondier— regent of ilien

3rd-level Anuirean Wizard

S: 14
D: 14
C: 11
I: 16
W: 14
Ch: 16

AC: 4 (10)
hp: 9
MV: 12
THAC0: 20
#AT: 1
Dmg: 1d6+2

Bloodline: Masela,
minor, 21

Blood Abilities: Detect lie,
enhanced sense (major ability; see rule book)

Equipment: Robes, quarterstaff +2

Spells/Day: 2/1

Preferred Spells: 1st level—*charm person, sleep*;
2nd level—*stinking cloud*

Description/History: Rogr Tilgentor has been the apprentice, supporter and friend of Moeran Aglondier for the past decade. Rogr was a commoner, fascinated by magic, when he met the Count and became his pupil. He studied magic, though as an unblooded human had no chance of rising far in the ranks of true magic spellcasting. Moeran took him as an apprentice, and having no other family, made plans to pass the regency on to Rogr. Now, with Moeran's untimely death, the fledgling Rogr is thrust into the regency of Ilien unexpectedly.

Rogr is an extremely intelligent individual, and the power he possesses coupled with the teachings of the old Count and his own growing skill makes him a formidable ruler. Rogr is the only known wizard in Ilien.

Rogr is a widower, his wife having died during the birth of his daughter Alliene. Alliene is a member of the Eastern Temple of Nesirie, and Rogr's only trusted lieutenant.

The suspected assassination of Moeran has unnerved the new regent of the land. Despite the assurances of Seneschal Godene, Rogr remains extremely paranoid about a potential assassin loose in the Free City.



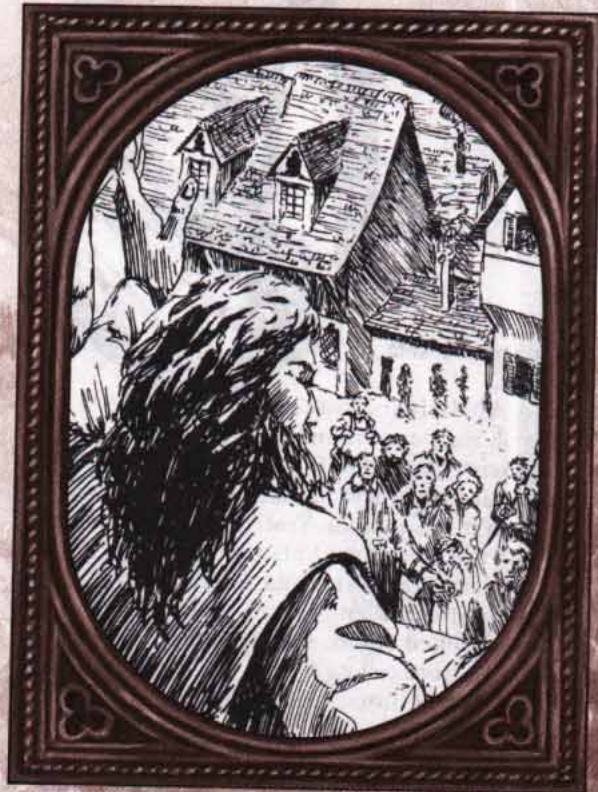
alliene tilgentor of nesirie

3rd-level Anuirean priest of
Nesirie, unblooded

S: 10
D: 12
C: 15
I: 12
W: 16
Ch: 14
AC: 6
hp: 18
MV: 12
THAC0: 20
#AT: 1
Dmg: 1d6



Equipment: Spear +1, scale mail, holy symbol, ring
of free action, potion of extra-healing
Spells/Day: 4/3



Preferred Spells: 1st level—*cure light wounds, protection from evil, remove fear, sanctuary*; 2nd level—*detect charm, know alignment, obscurement*

Description/History: Alliene is a fiery-spirited young woman who has brought inspiration to the Eastern Temple of Nesirie. She is a knowledgeable woman who always has something to say in the great hall. Herself being of common roots, Alliene has a special place in her heart for the simple people of Ilien. Alliene spends much of her free time in the Common Ward helping out the poor, which has made her exceedingly popular with many of the city's common factions.

If you decide to use Rogr Aglondier as your regent, then Alliene is your daughter. Should you choose to roll up your own PC as the ruler of Ilien, then Alliene can be some other relative or acquaintance. The association between the leader of Ilien and Alliene should be strong—she is one of the few people the regent will be able to trust as a lieutenant.

curan ondier

4th-level Anuirean Fighter

S: 17
D: 14
C: 16
I: 14
W: 11
Ch: 16

AC: 10
hp: 33
MV": 12"
THACO: 17
#AT: 1
Dmg: 1d6+1

Bloodline: Masela, minor, 12

Blood Abilities: Protection from evil, resistance to magic

Equipment: Quarterstaff, pick

Description/History: Curan Ondier was raised in Goewhyn by his mother, Yeala. After her brief affair with the unscrupulous Soleme, Yeala was given a hundred gold pieces and told to disappear with her son into northern Ilien. Wanting nothing more to do with the wicked count, Yeala waited until Soleme was dead before telling Curan of his heritage. Riddled with questions, Curan sought out Moeran Aglondier to learn of his father's side of the family. Curan has assured the regent that he has no designs for the throne of Ilien, preferring the peaceful life of a farmer to that of a ruler of thousands.



Curan is currently in his mid-forties and is the governing figure of the town of Goewhyn. Curan has a beautiful wife, Sasha, and three 16 year old fraternal triplets—boys Roeme, Torean, and Boerus. Each of the boys has recently begun to exhibit signs of being a blooded scion. Curan's greatest fear is that his sons will some day learn of their heritage and seek the throne, causing civil war. For that reason, he is attempting to raise them as farmers and not as warriors or wizards.

el-hadid, guildlord

3rd-level Khinasi thief

S: 12
D: 16
C: 13
I: 17
W: 14
Ch: 15
AC: 3 (5)
hp: 16
THACO: 19
#AT: 1
Dmg: 1d4+1

Bloodline: Brenna, tainted, 10

Blood Abilities: Unreadable thoughts

Equipment: Padded leather +3, dagger of venom, ring of human influence

Description/History: El-Hadid is the most powerful, and the most deadly, trader in all of Ilien. If there is profit to be made in Ilien (or any of the surrounding domains), el-Hadid will let nothing stand in the way of his share. He is a man of elegant dress, exquisite tastes, and unruly voraciousness. The guildlord can be polite and understanding one minute, a fierce cutthroat who would steal the purse off a dead man the next.

It is unknown where el-Hadid acquired the money to finance his immense trading enterprise. Rumors range from a wealthy inheritance to the theft of a deposed regent in far-off lands. In any case, el-Hadid appeared in the Free City of Ilien 12 years ago and immediately purchased a large section of the River Ward for his Port of Call Exchange. The Exchange is the largest trading company in southern Anuire, dealing in everything from



fine silks to exotic wines to cattle and other livestock. El-Hadid also has guild holdings in Roesone, Medoere and several other domains across Cerilia. It is also well known that el-Hadid is partial owner of the resort town of Aenier.

El-Hadid is by far the most powerful and most dangerous NPC in all of Ilien. Some ten years ago, one of el-Hadid's chief competitors was mysteriously murdered, and since that time the guildlord's activities have been under some scrutiny by the constabulary. No charges of misconduct have ever been brought against el-Hadid, but prudent characters should be very careful when dealing with him or his men.

El-Hadid employs nearly 400 traders, caravan masters and guards to protect his investments in Ilien. He has employees in additional domains, as well as other unknown contacts who serve in his network of spies and paid informants. He also has a secret arsenal of magical items (including his *ring of human influence*) which he uses to further his own greedy ends.

One thorn in el-Hadid's side is his inability to dominate Ilien's cattle trade. This is due in part mostly to the interference of the late Moeran Aglondier. Moeran discovered el-Hadid's practices early on, but by then the Khinasi trader already had his hooks so deep into the Free City's economy that bringing him down completely would have seriously disrupted trade in the domain. Instead, Moeran set about making sure he did not gain control of the cattle market, saving Ilien's farmers from being cheated out of their own profits. Moeran then went one step further to help ensure true free trade in the city by appointing chancellors Kathaen Abeth and Moro Mentier. Both are former traders whose businesses were destroyed through el-Hadid's shady tactics, and both keep a sharp eye on Hadid. Agents of the chancellors also operate trading companies supported by the regent to offer competition to the Port of Call Exchange, making sure farmers and cattle herders receive fair prices for cattle they bring to Ilien, Goewhyn, or Tennien.

lord barel hestean

*5th-level Anuirean fighter,
unblooded*

S:	16
D:	12
C:	14
I:	14
W:	16
Ch:	15
AC:	3
hp:	29
THAC0:	16
#AT:	3/2
Dmg:	1d8+3




Equipment: Chain mail, long sword, *ring of shooting stars* (gift from Lehoene Aglondier)

Description/History: The family of Barel Hestean traces its lineage back to the time of Mount Deismaar, though no Hestean was at the great battle. The Hesteans were protectors of the realm of Diemed for generations, and remained in Diemed when others fought to destroy Azrai the Evil.

Barel has honored the pact between his family and Lehoene Aglondier, protecting the Erebannien and its valuable magic sources in exchange for a fief of land to govern and exemption from regional taxes. The conditions of this pact are still profitable for both Barel's family and the regent of Ilien.

Barel himself is a brave man, skilled in use of both sword and diplomacy. He governs the land he protects with a kind heart and a sturdy hand. Barel has two sons and a daughter, all of whom he looks to marry to families of stately standing.



Like any ruler in Cerilia, the regent of Ilien is not the only one in the domain to possess power or control land. Ilien consists of many Law, Guild, Temple, and Source holdings that provide taxes and tariffs for player and non-player characters. Not all of these holdings are held by the Aglondier line. For the rule of the domain to be a peaceful one, the regent of Ilien must get along with all who control holdings there.

law holdings

The Free City of Ilien is the sole law holding in the domain, a level 7 holding by game standards. This holding is commanded by the Aglondier line—the traditional rulers of the domain—and the bureaucracy the regent heads.

Military

command of this holding (and all of Ilien) falls under the supervision of General Zoest of the Golden Plumes and his private staff and Ward Constables. Should Ilien ever fall under attack or go to war, a council comprising the general, the two chancellors, and the regent of Ilien would make decisions for the safety of the land. Guard posts scattered throughout the domain also help to keep the peace.

Given the enormous population of the Free City, it is possible for Ilien to raise a respectable army despite the domain's size. This army would include members of the current constabulary, volunteers and farmers and ranchers scattered across the domain. The Ilienese are a people proud of their neutrality, and are prepared to defend their land if attacked.

Not since the Ghoorean army attacked in 429 MR has the force of Ilien been tested. Today, General Zoest ensures that both the city and the domain remain ready for any such attack. Even the guildlord el-Hadid has promised a force of 700 men to add to the Ilienese Army should the Free City fall under attack. Since el-

Hadid professes to have only 400 employees in the city, his commitment is somewhat suspicious.

Tasks of public safety and crime control are under the jurisdiction of General Zoest and his

ward constables. The

Watch of the Free City of Ilien is

extremely organized and competent, and

riots and other public displays of violence are rare.

The Free City has crime problems like any other metropolis, but is well prepared to handle most any dilemma.

guild holdings

Guild holdings are important to the economic survival of any domain in Cerilia, and Ilien is no exception. The trading of foodstuffs, livestock, and other local items is essential to Ilien's survival and the prosperity of its citizens. For better or for worse, el-Hadid controls the largest and only guild holding in Ilien—the Port of Call Exchange, a level 7 holding. There are a few other guild operations in the Free City and the surrounding countryside, but none of them are capable of producing regency points or taxes.

El-Hadid cares deeply for the quality and quantity of commerce that comes to Ilien in his own way—he could not have reached his current level of prosperity without it. El-Hadid does business with merchants and guildlords in several domains, bringing much-needed goods into the city, where he distributes the goods to retail merchant buyers through his guild holding, stores it for future use, or sells it to the Ilienese government.

Goods sold to the state of Ilien are handled under Chancellor Moro Mentier, and usually consist of weapons, information and foodstuffs not normally available in Ilien. Chancellor Moro and el-Hadid do not particularly like each other, but they do have a good working relationship. El-Hadid knows better than to cheat or overcharge the chancellor, for Moro's scrutiny is very well kept. Moro has also learned not to pressure el-Hadid, or certain goods may become scarce or disappear altogether. It is a delicate relationship, with the well-being of the domain hanging in the balance. But even though some of el-Hadid's dealings are suspected of being felonious, much of what he does is well within the law.

temple holdings

Temple holdings in Ilien have traditionally been places of learning—schools and colleges for the faithful. The citizens of Ilien are a religious people, believing that the gods shape their destinies and have a plan for each of them. Temples are usually full

for weekly sermons and holidays.

There are two temple holdings present in Ilien—the Impregnable Heart of Haelyn (4) and the Eastern Temple of Nesirie (3). Though the ethics of both temples are predominantly good in nature, these faiths are bitter rivals who have nearly come to blows on several issues. Because the Eastern Temple is headquartered in faraway Aerenwe, the Impregnable Heart believes all of Ilien to be under its own jurisdiction.

the impregnable heart of haelyn

The major faith center of the Ilienese is the Impregnable Heart of Haelyn, a level 4 temple holding under the control of the High Prefect Hubaere Armiedin. Worship of Haelyn has been present in Ilien since the battle at Mount Deismaar.

When Ilien became a domain under the control of Lehoene Aglondier in 305 MR, a large group of Haelyn worshipers left the Dieman city of Aerele and came to the Free City. Lehoene greeted the Haelynites with open arms, gifting them with a portion of land in the then expanding Common Ward of the city. It was there the first Impregnable Heart of Haelyn temple was built.

Despite financial assistance from the count, the Heart struggled for many years. In 546 MR, members of the Impregnable Heart singlehandedly cured a terrible plague that had begun to settle into the population of the Free City. In reward for their aid, Moeran Aglondier gave them a large section of the Castle Ward to build a new temple. The Heart built an awesome cathedral of higher learning and dedicated it to the faithful followers of Haelyn all across the land.

The faithful of the Impregnable Heart consist of scholars, tradesmen, farmers, soldiers and others wishing the blessing of the patron of Anuire. The Impregnable Heart itself commands a great deal of respect in many factions of Ilien's government, and priests of the Heart often perform as arbitrators and statesmen in diplomatic matters. Decisions made as arbitrators can be as small as determining who pays for a newly paved street in the Market Ward to as large as negotiating treaty terms between warring lands. Favors of the Impregnable Heart may be asked for and granted, but usually demand generosity of some sort in return.



the eastern temple of nesirie

The faith of Nesirie is popular among commoners, mariners, and the poor of Ilien. Things such as political intrigue and personal power are of no interest to the Temple of Nesirie, focusing more on actions than machination. This is significantly noted in the temple's holdings in the River Ward of the Free City. While walking through the ward, anyone not native to the city would most likely walk past the temple and not even know it. The leaders of the Nesiriean faith use their money for things other than elaborate cathedrals and elegant dress. Hence, their dwellings consist of renovated warehouses and century-old domiciles.

A few years ago the Eastern Temple in Ilien fell upon some hard times. Many of the faithful of the Free City had gone to worship at the Impregnable Heart of Haelyn following their part in curing the plague in 546 MR. In the course of the next few months, the Eastern Temple was ready to pull out of Ilien and concede defeat to the Heart were it not for the zealous faith of Alliene Tilgentor. This young disciple refused to admit the citizens of Ilien cared nothing for the Goddess of the Sea, and began taking the teachings of Nesirie to the streets of the River Ward. Alliene's impassioned beliefs brought many of her fellow priests back from the brink of desperation, giving them the new hope and confidence the Eastern Temple needed to survive. The Eastern Temple of Nesirie is a level 3 temple holding under the control of the Council of Nesirie headed by Priestess Crennia Ylian (FA; Pr8; An, tainted, 11) and the Council of Seven including Alliene Tilgentor.

The Eastern Temple has strong ties to the trading community, and many merchants and mariners leave large offerings to Nesirie for her protection while traveling through the Straits of Aerele and the seas beyond. Even the guildlord el-Hadid contributes vast amounts of gold regularly to the Eastern Temple to insure the Lady of Mourning's protection.

Though the faithful of the Eastern Temple of Nesirie are fewer than those of the Impregnable Heart, they have great influence in Ilien's large commerce network. Since the Heart concentrates its efforts with the nobility and rich in the castle ward, the Eastern Temple is the spiritual home of the poor and those finding themselves in hard times. New immigrants to the city have been increasing and the majority of them are counted among the poor.

source holdings

The true power of the regent of Ilien comes from Source holdings. These places of power give the wizards of the Aglondier line the ability to cast realm spells in the land's defense. Without the magical power that these Sources provide, Ilien would have been conquered long ago by the powerful armies that surround her.

Source holdings are collection points where blooded or elf wizards can collect the power of the land and harness it for their needs. Like water dripping into a pool, *mebhaighl* (pronounced meh-VALE—the magical essence of the land) accumulates in the pure vales and forests of Cerilia. By way of *ley lines*, wizards can tap into magical sources from great distances. *Mebhaighl* can be found in every tree, creek and mound of the land. When a tree is cut down or a stream dries up, the amount of *mebhaighl* drawn from these sources decreases.

Ilien is currently too developed to support any source holdings (one level 0 at this time). All of the count's sources are hidden outside of Ilien in Aerenwe, Medoere, and Roesone. These sources are located in secluded areas protected by natural barriers, mystical creatures, and allies of Ilien.

aerenwe

Ilien has four Source holdings in Aerenwe: level 1 in Shadowgreen, a level 1 in Northvale, a level 3 in Banien's Deep, and a level 3 in Westmarch. All of these Sources lie within the boundaries of the Ere-bannien, some of which date back to before the Flight from the Shadow.

Shadowgreen: This source is a collection of standing stones in a small glen, located in the southern half of the province. The

area occupied by this source is in a remote portion of the Erebannien, far from any colonization—human or elven. Of all Ilien's source holdings, this is probably the most secure.

Northvale: This source is another collection of standing stones, configured identically to that of Shadowgreen. The Aglondier line has often pondered a mystical connection between the two locations, but nothing has been discerned. A family of bears lives near the source and serve as its protectors.

Banien's Deep: Ruins of an ancient elven village serve as a powerful source. Many elf wizards once occupied this village, and it is believed that many magical artifacts may still be buried here. Tales of ghosts and shadow creatures keep the curious away from the ruins.

Westmarch: This source is the burial mound of the elf wizard Vendreandth who died in -918 HC (-1891 MR). Vendreandth was a reclusive mage, and was not well known in Cerilia. He was buried by his apprentice, who was killed soon after by a local predator. This mound remained undiscovered for several centuries. When found, elf wizards in the eastern Erebannien set a ley line to tap into this considerable source.

roesone

There are three source holdings in the Roesone provinces: a level 1 in Caercas province, a level 2 in Abbatuor, and a level 3 in Duerlin. These sources also have elven ley line origins.

Caercas: This source holding is a buried elven village, destroyed by earthquakes and eruptions after the Battle at Deismaar. The city was once inside the Erebannien, and had been abandoned for many centuries after the Five Tribes harvested the blessed forest.

Abbatuor: This magical glen is located just over the Spider River and is protected by Roesonean law. The natural power of this large dell surrounded by great standing stones has declined over the years, but the reason is not known—it could be a side effect of the evil shadow gate, magical sabotage by the Spider, or a natural power cycle.

The location of this source is well known to Roesoneans, but all are forbidden by law to enter.

Duerlin: This is one of two sources whose ley lines have been created by members of the Aglondier line. Following the supposed sighting of a dragon in northern Ilien, Caeth Aglondier spent a year following up on the incident. The count eventually learned the dragon had crashed into the Erebannien on its flight south.

Where the dragon was headed or why it died is still unknown. Caeth found the dragon and used his magic to bury it before others could discover it. In later years, Lehoene Aglondier made a deal with General Cest Hestean for protection of this source, located just over the Spider River. The Hestean family knows the location and importance of the source, but does not know what is buried there.

medoere

There is only one source in Medoere used by the Count of Ilien. Located in the province of Alamier, this level 1 spring-fed stream was discovered by Karn Aglondier when this land was part of Diemed. Karn laid a ley line from the source to Ilien, and the line has survived the times; though the source's power has decreased with the expansion of the Medoerean population. The source is located outside of the city of Alamier.

The network of assorted information coming to the ears of any regent can be substantial. This section of the domain sourcebook is devoted to intelligence gathered from various sources, eventually making its way back to the PC regent of Ilien.

Be sure to share this with your Dungeon Master, since this information can be used as cornerstones of adventure quests for the regent or his servitors. The following details are things told to the regent PC as he takes control of Ilien.

rumors

Some of these tales may hold some bit of truth, while others could be pure fiction. The only way to find out for sure is to investigate them personally—whether by you as the regent or by your trusted lieutenants. It is the decision of the DM whether to use some or all of the information provided below.

the unicorn of erebannien

The legend of the silver unicorn is a popular one for travelers and citizens in southern Ilien. The unicorn has aided the oppressed and eliminated cruel humans from the borders of the Erebannien since before Deismaar. Recent reports from Hestean and Aenier claim that something is amiss within the borders of the ancient forest.

A hunting party out of Aenier reported seeing the silver unicorn lying in a peaceful glen outside the Erebannien several weeks ago. This in itself is prophetic, since the enchanted creature only appears in times of trouble. The unicorn quickly disappeared, but when the glen was examined by the party, blood was discovered where the creature had lain.

After learning of the unicorn's possible injury, a group of rangers under the command of Lord Hestean set out to find the magical equine. During their exploration of the Erebannien the rangers found

evidence of a party of hunters stalking the unicorn. It is believed these villains are armed with magical weapons, looking for the ultimate prize—the unicorn's horn.

new source

Source holdings in Roesone and Medoere have been losing their mebhaighl over the past few centuries for various reasons. In an effort to increase Ilien's power, Moeran Aglondier had been looking for new

sources within the borders of Ilien just before his

rumors, secrets, and plots

death. Given that Ilien is a farming culture, pure and untouched land in the domain is rare, so the count did some

exploration along other avenues to increase his magical power. Seneschal Godene has discovered the late count's research—and maintains that it contains promising information.

Like the source in the province of Caercas, Moeran Aglondier had been looking for locations that are buried below the surface of Ilien. The late count had spent many evenings in the great library of the Free City looking for references to ancient elven cities and obscure legends that lie within the borders of the domain. He also sent emissaries to Roesone and Medoere to look for similar information in their libraries. After several years of research, a possible location had been found.

The expansion of the Five Tribes into southern Anuire caused numerous wars between humans and elves. Many of the battles fought were organized from the Spire of the Sun, an elven structure of great beauty and blinding radiance. When the elves conceded southern Anuire to the encroaching humans, Anuireans could find no trace of the tower where it stood: rumored to be several miles east of what is now the Free City. Many thought the elves destroyed the tower outright to keep it from the hands of the humans, but Moeran believed differently.

The late count theorized, based on similar information gathered from Roesone and Medoere, that the elves did not have the power to either destroy or move the Spire of the Sun. In short, he believed the elves simply buried the tower beneath the earth. Once the exact location is known, the ancient structure could prove a powerful magical source.

trouble at tamle

The Isle of Tamle has been a haven for criminals and dissidents since Deismaar. Recent events off the coast suggest trouble is brewing once again. Ships coming in from the southern continent of Aduria have reported increased activity on the southern shores of the lifeless island as of late. Numerous ships with many different markings have been seen anchored off the southern coast of Tamle. Since most mariners sail between the southern coast of Anuire and Tamle to avoid the Seadrake, the ships could be anchored to the south to avoid detection.

This concentration of unknown forces could be anything from corsairs looking for Hyk Tamle's treasure to the gathering of an invasion force. Since the island is directly off the coasts of Ilien and Medoere, it is possible one or both regions are at risk.

Ilien has only a few ships to her credit, and not many of them are war craft. An undercover operation to the island to determine the unknown force's motives might be a wise decision.

spiders of the river

The villages of Tennien and Hestean have both started reporting strange giant spiders infesting the shores of the Spider River near populated areas. The spiders can swim beneath the surface of the river for long periods of time and then surface and walk on top of the water.

Traders traveling the Spider River have described attacks on ships and barges, with the creatures killing numerous members of the crew before being driven off. Inquiries to Roesone and Medoere have confirmed that the creatures are coming from the Spiderfell, obvious creations of the awnshegh who rules there.

The reason for the spiders' journey this far south is uncertain, but none of the creatures have ventured into the Straits of Aerele, rather disappearing somewhere into the Erebanien. There is some fear that the spiders are massing in the forest for an attack against either Ilien or Roesone. Alliances should be discussed soon, should this theory hold any kind of truth.



secrets

Like any domain in Cerilia, Ilien has its secrets. Some are known to the regent of the land, while others lie in wait of discovery. Without things such as spies, informants, and unofficial channels of communication, no realm would be safe from its enemies. Some of the resources used to acquire this information are mentioned below, while other avenues are left up to your DM.

the ilien treasury

Despite being less than half the size of other domains, Ilien has an impressive treasury. Ilien currently has an estimated 15 Gold Bars in safe keeping. This is not the extent of Ilien's resources, given that both Axlea and Soleme Aglondier had considerable riches when they died, but much of this hidden wealth was used to rebuild Ilien following the destructive rule of Soleme. A small portion of this reserve remains.

Ilien's reserve treasury is considered the personal wealth of the Count and consists of: 5,300 gold crowns, 25,000 silver pennies, 62,000 copper farthings, 4,000 gold crowns worth of assorted gems, and many elven artifacts totaling 10,000 gold crowns. If for some reason this wealth needs to be transferred to Ilien's treasury, it would be worth 8 Gold Bars.

Note: Ilien's treasury, as well as the Count's personal fortune, are hidden and extremely well protected. Being the apprentice of Moeran Aglondier, either yourself or Seneschal Godene is assumed to know of its location. However, should your DM decide that you do not know the location of the personal wealth, finding it could make for an interesting adventure.

magical items

Since the time of Karn Aglondier, the rulers of Ilien have all been true wizards. Over the years the regents of this domain have accumulated a literal hoard of magical spells,

items, and artifacts—the inventory of spells being the most impressive. Remember, however, that your regent PC must be of the required level to learn or cast the spells he has just inherited. Also remember that magic and spellcasting are rare in Cerilia, and great displays of magical might could have a harmful effect on the land and the citizens of Ilien. It is precisely this kind of fear of magic that has held would-be conquerors at bay for so long, so be careful not to abuse the power.

The following is a list of items and spells the regent of Ilien has access to, but remember that the DM has the final say on all items listed here. Your regent PC must still roll a *chance to know spell* to learn any spell listed below. Like the treasury, some or all of these spells may be hidden.

Spells

1st level—*affect normal fires, armor, burning hands, change self, charm person, comprehend languages, detect magic, hypnotism, light, message, protection from evil, read magic, shocking grasp, sleep, wall of fog, wizard mark*

2nd level—*alter self, detect evil, detect invisibility, ESP, forget, knock, know alignment, ray of enfeeblement, whispering wind, wizard lock*

3rd—*blink, clairaudience, dispel magic, fly, hold person, item, lightning bolt, protection from normal missiles, slow, water breathing, wind wall*

4th level—*charm monster, confusion, detect scrying, fear, fire trap, magic mirror, phantasmal killer, polymorph other, remove curse, solid fog, wall of ice, wizard eye*

5th level—*advanced illusion, cone of cold, distance distortion, false vision, passwall, telekinesis, teleport, wall of stone*

6th level—*control weather, enchant an item, guards and wards, project image, stone to flesh, true seeing*

7th level—*finger of death, power word stun, spell turning, vanish, vision*

8th level—*clone, maze, mind blank, symbol, trap the soul*

9th level—*foresight, imprisonment, temporal stasis, time stop, wish*

Magical Items:

Five potions of extra-healing, scroll-protection from magic, staff of power*, and a gem of brightness.

* The staff of power has not been seen since the time of Axlea Aglondier, and is considered lost. Neither Soleme nor Moeran could find the item, but thought it to be somewhere in the city.

spies of ilien

Moeran Aglondier had many undercover agents throughout Ilien and beyond. The late count used his magic to verify the loyalty of these spies in the name of Ilien's safety, and though he detested it, he thought it a necessary evil. The few informants listed below are ones that Seneschal Godene knows of and will pass to the regent PC—the names of any others died with the count. It is up to the DM whether these agents will step forward and serve the new ruler.

- ◆ al-Randzi Bladic: Khinasi male with the Port of Call Exchange.
- ◆ Chenai Gedoraen: Female Anuirean servant in the court of Gavin Tael, Baron of Ghoere.
- ◆ Lewe Fothrim: Military adviser and friend to Daenal Roesone, noble of Roesone.
- ◆ Telsa Dylael: Female human disciple at the Impregnable Heart of Haelyn.
- ◆ Emberaen Vendari: Male human hunting guide at Aenier.

plots

Conspiracy against a regent is not an uncommon thing in Cerilia. The ambition of a scion can be a dangerous thing. Though small compared to its neighbors, Ilien is a rich and powerful domain that many might wish to control. Below are some of the suspected plots against the past and present Count Aglondier, based on information gathered by spies and word of mouth. Again, whether this information is true or erroneous is up to the Dungeon Master.

the high mage

It is a known fact that the half-elf wizard Aelies of Aerenwe is a staunch enemy of the ruler of Ilien. Aelies believes that the magic of Aerenwe should be reserved for him alone, and the High Mage and the Aglondier line have been competing for source holdings for hundreds of years. Rumor has it that Aelies is growing weary of the struggle.

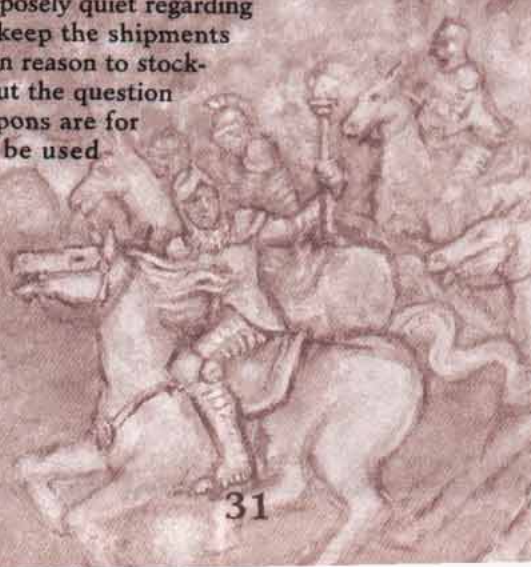
Sources close to the Queen of Aerenwe report that Aelies plans on contesting magical sources in Aerenwe and Roesone before the new count can cement his power. The loss of this mebhaighl will severely deplete the power of Ilien, and defending it should be your top priority if Aelies acts.

el-hadid

More than one report from sources in the Port of Call Exchange suggest strange dealings by the Khinasi trader. El-Hadid is said to bringing huge amounts of weapons into the Free City of Ilien—



swords, bows and arrows, pikes, and other items of war. El-Hadid is being purposely quiet regarding these dealings, trying to keep the shipments concealed. The only certain reason to stockpile weapons is for war, but the question remains whether the weapons are for the forces of Ilien or to be used against them.



As the ruler of Ilien, you constantly need to keep the best interests of your realm in mind. Remember that Ilien is not a military power, nor is it a domain with endless resources. Ilien is home to one of the largest cities in southern Anuire, and its neutral status gives it incredible economic pull with neighboring lands. Only intelligent and clever maneuvers by your character, the regent, will keep Ilien from the brink of disaster.

The following are a few tips for the prospective regent—ideas for keeping the domain under control.

the state of the land

The popularity of the regent of Ilien is important. How a ruler treats his subjects with taxes, tariffs and laws is the basis for their loyalty. Should war ever rear its ugly head, the ruler will need to call upon his subjects for defense.

But if the citizens are unhappy, they may support the forces of someone who will treat them with more kindness. The example of Soleme Aglondier is well documented, and the wise regent should take note.

allies

No one can run a domain alone. Finding trustworthy people to whom you can delegate important tasks is imperative to the land's survival. Be they lieutenants, family, spies, or old comrades, the greater the force the better prepared your character will be. Domains such as Roesone, Ghoere, and Medoere can easily change their minds about the neutrality of Ilien, leaving a regent scrambling for aid inside and outside the domain.

watch domain finances

A regent's first year as leader of a domain is the trickiest. Leaders of other lands will "test the waters" so to speak, trying to find out the strengths and weaknesses of the new regent. One of the ways to make your PC appear strong is through spending a little bit of gold. If a domain can financially support a war, attackers will think

twice about an offensive. But be careful not to deplete your resources. Citizens may understand higher taxes during tough times, but will be less understanding if your regent squanders crowns on foolish endeavors or dangerous ventures. Remember to budget realm maintenance while preparing for the possibility of war.

pursue adventure

Just because your PC is the regent of the land doesn't mean he has to stay cooped up in the castle all day long. Many Aglondiers earned great power and fame through adventures and became great rulers. Many problems inside and out of the Free City will

require the presence of a regent or other figurehead, and there is no reason for you to not respond. A regent's personal attention to the problem of a small village or family can go a long way to build loyalty and personal debt. But remember to bring plenty of friends or Golden Plumes along, as your safety should also be a priority.

domain strategy

protect ilien's resources

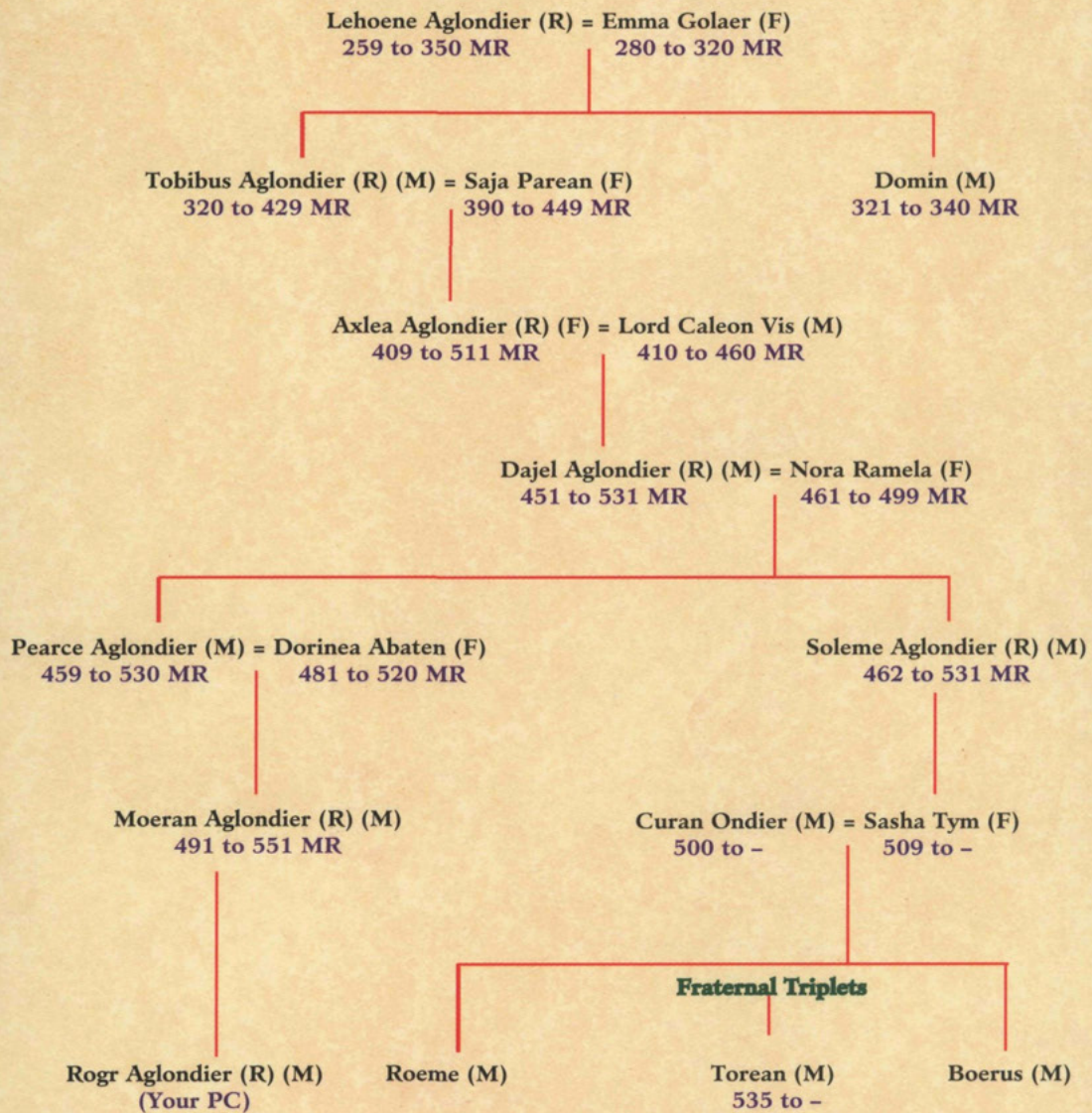
Holdings under your regent's control are vital to the survival of Ilien—especially magical sources. These holdings give your PC the power needed to govern the land. Without them, the influence of Ilien's ruler is decreased. The holdings you control come with the governing of the land, but you are not the only scion gathering regency within the borders of your realm. Alliances with these scions could add to your power and prevent future misunderstandings.

events and actions

One important piece of advice—avoid war with other domains. Ilien is not an offensive military power; it is better suited to defend against invaders through realm magic and the support of its allies. To give a comparison, the entire military might of Ilien is roughly equivalent to the might of any one of Roesone's provinces.

There has not been a war in Ilien in many centuries, and many attackers become wary when the magic of a powerful wizard is involved. Use the fear of magic in your favor, but do not abuse it lest your enemies seek to destroy you.

ruling aglondier line



Key

R: Regent
M: Male
F: Female
= Marriage

Sources of Northvale and Shadowgreen



Type	Rating	Domain	Province	Control
Law	7	Ilien	-	Aglandier
Temple	4	Ilien	-	Impregnable Heart of Haelyn
Temple	3	Ilien	-	Eastern Temple of Nesirie
Guild	7	Ilien	-	el-Hadid
Source	1	Aerenwe	Shadowgreen	Aglandier
Source	1	Aerenwe	Northvale	Aglandier
Source	3	Aerenwe	Banien's Deep	Aglandier
Source	3	Aerenwe	Westmarch	Aglandier
Source	1	Medoere	Alamier	Aglandier
Source	1	Roesone	Caercas	Aglandier
Source	2	Roesone	Duerlin	Aglandier
Source	2	Roesone	Abbatuor	Aglandier

The Free City of Ilien



KEY

1. Port of Call Exchange
2. Eastern Temple of Nesirie
3. Harbor
4. Castle Aglondier
5. Impregnable Heart of Haelyn
6. Golden Plumes Barracks
7. Guard Post

500 Feet

KEY

- | | | | |
|---|----------|---|-------------|
|  | Farmland |  | Stream |
|  | Plains |  | Water |
|  | Forest |  | Town |
|  | Hills |  | Castle |
|  | River |  | Trade Route |
| | |  | Ferry |

Realm of Illien



Player's Secrets of

ILLEN

BIRTHRIGHT™

DOMAIN SOURCEBOOK

By Kevin Melka

The benevolent wizard Count Aglondier of Ilien is dead! He has left control of his realm to you, his trusted apprentice. With the considerable power of realm magic behind you, your task is to govern Ilien and defend it from those who wish to conquer your small domain.

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- ✧ The history of Ilien, from its origin steeped in magic to the recent suspicious death of Count Aglondier.
- ✧ Information on the Free City of Ilien, the second largest city in all of Anuire.
- ✧ Major NPCs of the land: el-Hadid the dangerous guildlord, Alliene Tilgentor the staunch ally, and others.
- ✧ Rumors, secrets, and plots that help and hinder the new regent.

This BIRTHRIGHT™ domain sourcebook is designed for players who want to take the role of the wizard king, or play a guild leader, a lieutenant, or a servant to the king.

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