

The domain of diemed

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This is Diemed, one of the oldest domains in all of Anuire. Centuries of misrule and civil war have torn the once great kingdom into shreds. The noble families are decadent and fight amongst themselves, while the guilds are defying law and openly warring amongst themselves. Diemed has a claim on the law in the Imperial City and some scholars argue that the Diem line is the true heir to the Iron throne. Does your PC have what it takes to raise Diemed from ruin?

what you need to play

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

how to use this domain sourcebook

If you are reading this, thank you for downloading this book. It is the result of many Birthright campaigns and a desire to see a proper Diemed book. It is written with 3.5 edition Dungeons and Dragons® in mind though it is compatible with 2nd Edition as well.

Diemed is a proud country, steeped in tradition and faith. As the seat of the religion of Haelyn, acolytes from all over Anuire travel to the realm on the southern coast to bask in the glory of Haelyn's ancient cathedrals or to lay eyes on the original copy of the famous Book of Days, the bible of the church of Haelyn.

Maybe you want to play the Regent, or the head of Haelyn's orthodox temple, or even one of the corrupt guild lords. Make sure you coordinate the information within with your DM as some of it may or may not interfere with her campaign.

Of course, Diemed is now your realm, so feel free to not use or ignore any of the information herein, replacing it with your own material. If it doesn't apply to your characters reign, discard it.

Even if you don't want to play the Regent, this domain source book is useful for the lieutenants and vassals of the Lord of Diemed.

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

the seneschal's report

from Parnier Vollum

My Dear Baron,

I am saddened to hear of your father's passing; Heirl Diem was a great man and leader. His keen tactical mind and ability to strike diplomatic arrangements with necessary people has kept our beloved kingdom from the disintegration set on track by your great grand father Herron. I will now inform you of the nature of our nation.

I mean no disrespect towards your lineage. Despite the loss of Roesone and Medoere, you have nonetheless inherited a strong kingdom with mighty regency. It is this strength that makes you the most powerful Regent on the Southern Coast.

The Shaelinn Road is the heaviest traveled road of all of Southern Anuire. It is the only link to the Imperial City. At your very whim you could cut trade to the capitol of the empire and the chamberlain knows it. Because of this geographic holding, the Diem family enjoys some influence in Anuire City.

The people of Diemed are a lawful, hardworking lot, my Lord, though many commoners suffer the fallout effects of the Moonstrike. Poverty and famine in some parts of our country are staggering. The Orthodox Imperial Temple of Haelyn sees to the worst of the homeles and guides the spirituality of the rest of the Barony. The church has the heart of the people and the strict social guidelines of their faith helps to maintain order in our realm. When chaos does erupt and the criminal and lawless run about, it is the people of Diemed who are the quickest to act. Fiercely lawful, the people take great offense at criminal activity and "Mob Justice" is not uncommon. Public punishment is not done as an act of entertainment but to placate often times furious citizens. When not gathered around a courthouse or the gallows, Dieman's tend to spend their time riding horses, fishing,

and farming. Jousting is a very popular sport in Diemed and is the preferred form for dueling. This love of riding and jousting is also seen in our armies my lord

Speaking of the army, our men stand ready to defend our country and reclaim our lost territory. Many feel the burn of the moon-strike closely. General Jarod Enlien, the recognized heir to the realm of Braeme, is the commander of Diemed's troops. He is undyingly loyal to our kingdom and would never betray us to his sister, the usurper. Four hundred Knights, four hundred cavalry men, and four hundred infantrymen make up our current army, though we can afford more during wartime. General Enlien has trained our troops well. Our spies report that his desire to reclaim his birthright may have a slight unhealthy bent to it. He might also be suffering from his experiences at Moonstrike keep. We should watch him closely. Scandalous rumors have placed your sister around Enlien. Your father

wanted to marry Lasica off; you should look into it before she becomes "un-wife like".

overview of diemed

As for our naval power, Admiral Vasil Dekkar,

stands ready to take Albiele Island. This was your father's final initiative before his passing. Once we colonize the island, it will be a simple task for us to assault the coast of our rebellious territories. Dekkar runs a tight ship, and some men report that he is a harsher taskmaster than General Enlien. Despite the scandal he suffered at the discovery of Vos religious items on his person, your father trusted Dekkar and I would recommend keeping him on.

The Noble houses of Diemed each hold the responsibility of maintaining the Baron's law in their lands and to answer the call to arms. There are four major Noble houses in Diemed and two minor; Maedhaenewe, Elorae, Volarae, Enlien, Vollum, and Bhaerlin, respectively. Of all the Noble houses the Elorae and Volarae family have been the most indispensable: The Elorae's have birthed some of Diemed's greatest heroes, and members of the previous generation of Volarae's saved your father from numerous assassination attempts. Aeric Maedhaenewe is the finest Horseman in all of Diemed and leads a company of cavalry inside Moere along with being the Count of that Province. Seriene Maedhaenewe, Aeric's sister, is the Countess of Duene. She is

adamant about enforcing Dieman laws in her lands and she has always found a way to heed the Baron's call to arms. Many of the victims of the Moon-strike hailed from the Province of Duene and its effects are felt strongest there. Allistar Volarae has passed the mantle of the Count onto his son Aedan in the province of Tier. Aedan is a capable warrior and commands a cavalry unit from Tieren Castle. Tier, of all our provinces, receives the most of the Spiderlord's attentions. Goblin and Gnoll activity there is always a threat, though the past decade has been free from the Spider's raids. Aedan is a welcome presence in the area.

Lavaln Briesen, Arch prelate of the Orthodox Imperial Temple sends his wishes for a prosperous reign, as does his political rival Prelate Cardinal Malik. Malik has risen to fame recently in the temple at Moere and good majorities of the parishioners are calling for him to replace Briesen. Malik is very ambitious and preaches a doctrine against other faiths, while Briesen is more tolerant and a better diplomat. On this matter I leave it up to you to decide.

As for the guilds, Guilder Kalien of Endier and El-Hadid of Ilien vie for control of the nation's commerce. This is an area we should take great interest in. Our Spies report that Kalien is in league heavily with the criminal Macceln family and his competitor, Orthien Tane, is no better. Your father had no love for law-breakers and either do your citizens. El Hadid of Ilien is not well liked but is very influential along the southern coast. One can only assume that he is still angry at our seizure of his sea trade route from Ciliene to Seaward, though he has done nothing despite the year that has passed. Your father never issued a legal reason for his decree and no one argued its installment. While he has no apparent illegal enterprises, it is rumored that El Hadid's ships are the source of much of Anuire's 'cinna-spice' problem. Meanwhile his cattle and cloth guilds are very popular in Diemed and employ half of the citizenry. The Guilder from Ilien sends a gift of gems from his homeland valued at 2000 gold. He hopes the gift will convince you of his intentions and friendship.

Avanil sends a gift of 2 GB to help our transfer of power during these turbulent times. His ambassadors also hint at a prospective alliance between our realms. While it might strengthen our country in the short run, I would advise against it. You have a rightful claim to the seat of empire. If our cards are played right, we might seize the Iron Throne ourselves.

Even before the arrival of humans on Cerilia, the area that comprises modern-day Diemed was populated. In those ancient times, the elven kingdoms centered in the Erebanien reigned over this region in a golden era of culture, magic, and learning. Though elven scouts venturing across the Diesmaar land bridge reported large tribes of humans far to the south in Aduria, the elves considered them of little threat, instead focusing on the immediate danger posed by the goblins. For it was these goblins, particularly the ones following the sorcerous Spider Lords, that waged a constant and brutal war with the elves. For a thousand years these wars raged, producing little result for either side. With the arrival of the humans on Cerilia in -515 HC, things began to change. One of the first Andu tribes to set foot in Cerilia was the Deretha, the Fifth House. A particularly warlike folk, the Deretha were quick to ally with the elves in exchange for open lands to the south of the Spiderfell. Within three generations, the Deretha broke the stalemate in the region by defeating the goblins and then began to settle in earnest, founding several kingdoms on the Southern Coast, building towns, villages, and clearing away forests for farmland - leading to war with the elves. Though the elves possessed superior skills at the sword and the arcane arts, the human's bred far more quickly and were able to call upon their gods for aid. Slowly and inexorably, the elves were pushed back, though they did not go without a fight. The knights of the Ghaelie Sidhe slaughtered humans by the tens of thousands, reducing many Deretha settlements to ash. Finally, around -200 HC, the Deretha defeated Gwyngalyth, a powerful elven leader whose base of power was in modern-day Roesone. With the defeat of one of their greatest generals, the elves succumbed to defeat and abandoned the Erebanien, fleeing for the relative safety of the Aelvinwode farther to the north. Victory against the elves, however, did not bring about peace. While the elves and humans were distracted with one another, the goblins of the Spiderfell, defeated but not destroyed, rebuilt their numbers and under the leadership of the fell sorcerer Tal-Qazar, surged out from the woods and laid waste to numerous Deretha villages and towns, forcing the Deretha into a genocidal war.

history of diemed

Though Tal-Qazar's initial invasions were repulsed, the goblins were always able to breed a new wave within a few short years. When Azrai began his campaign to enslave the peoples of Cerilia, the Deretha were on their last legs. Their resources and populations depleted from two centuries of war with the goblins, the Fifth House of the Andu collapsed. The last of the Deretha kings died in battle against the Spiderlord and the Deretha lands lapsed into civil war.

During this time, Diem, last prince of the Deretha kingdoms, came to prominence. Fighting alongside Haelyn and Roele, Diem was a trusted ally and lieutenant of the brothers. Employing his tactical genius, Diem is said to have led men in hundreds of engagements, most of them victories.

When the Diesmaar cataclysm occurred, the Deretha were hit hard. Most of their armies were wiped out, their southern farmlands suddenly became nothing more than ocean, and their lands descended into further anarchy. Dozens of petty

warlords, empowered by the cataclysm, made war upon each other; newly manifested awnsheghlien roamed the land, killing at will; and scattered goblin armies pillaged at their leisure. Meanwhile, great events took place west of the River Maesil. Gathering a host of allies, Roele rallied his house and prepared to create an empire. Diem, still at Roele's side and now possessing one of the greatest of the new bloodlines, pledged his loyalty to the new empire. Wishing to first secure the lands closest to his own family's ancestral hold, Roele led an army, with Diem serving as one of his generals, onto the Southern Coast in 1 HC. After pacifying the Coast and bringing order to the Deretha's old lands, Roele left Diem in charge of the region, founding the Anuirean Empire's first duchy. Naming it Diemed, after himself, Diem and his progeny would rule the duchy in unbroken succession to this very day. Enthusiastically following Haelyn, the new god of law and order, Diem funded the construction of the god's first temples. Less than a year later, Haelyn's divine Book of Laws appeared on an altar within the first of those temples. Rallying around the credo of the Book, Haelyn's priests and paladins organized themselves into a temple allied with Roele's vision of empire. With peace and stability finally achieved, the

Dieman lands began to settle down. Cities grew up along the River Maesil and the Straits of Aerele. Even in those bygone years, the Dieman people concentrated mostly around the villages of Aerele, Moerel, Ilien, and Roele's new imperial capital, while the lands to the east, in present day Roesone and Medoere, functioned mainly as agricultural lands, feeding the growing cities. Though the rural farmers somewhat resented their city dwelling cousins, that resentment never escalated into rebellion. Diemed thrived under the Anuirean Empire and its dukes and armies loyally supported the Emperors. The lands of House Diem were always at peace, save for the occasional war with the Spider or trouble with the rough and tumble adventurers on the eastern frontier. In fact, the situation was so stable that most of Diemed's armies were in the Imperial legions stationed throughout Anuire or deployed abroad helping the Emperor to pacify conquered lands. More members of House Diem were appointed as governors and overlords than any other house, a point that Dieman's remain proud of today. This long period of stability reached its end, like so many other things, during the reign of Michael Roele. Though initially slow to join Michael's cause during the War of Succession, the duke, Harth Diem, eventually sided with the Emperor and loyally provided troops to his cause. Though none of its lands were on the frontlines in the war between Michael Roele and Arwyn Boeruine, Diemed suffered nonetheless. Abroad, Dieman troops took heavy casualties while the Spider raided and destroyed farms and towns at home.

the years following the death of roele

Further disaster struck when the Emperor was slain in the Gorgon's Crown. Within a few decades of the Empire's end, Diemed's long and slow collapse would begin. Though the duchy actively participated in the post-Imperial civil wars, it husbanded its strength and followed a strategy of caution, ensuring that while other realms exhausted themselves, Diemed remained strong. Finally, in 94 MR, the duke, Havriel Diem, great-grandson of Harth, felt confident enough to begin making a play for the Iron Throne itself. Havriel began amassing large numbers of troops in eastern Diemed (modern day Roesone), intending to force Aerenwe and Bhalaene (now apart of Ghoere) to comply with

his demands. Alarmed, these two duchies began their own troop build-up and refused to submit to Diemed's demands. Constant skirmishing plagued the borders until the situation finally escalated into full-scale war in 96 MR.

the diemed civil wars

In MR 289 a noble by the name of Richard Endier managed to clear-cut a section of the Spiderfell. Fearing that the Mercenary and his Orog companion would encourage the Awnshiegh to attack Moere, Prince Vandiel Diem sent Daedric Volarae to the new province to govern it properly. Diemed's fears were to be realized in MR 299 when Richard Endier returned to the Spiderfell and convinced the creature to attack Diemed with the full force of its armies. Diemed would have been destroyed by the Awnshiegh had Vandiel not given the province to Endier forever.

The collapse continued when in 305 MR, Ilien declared its independence. This left Diemed without a court wizard, a situation it has never been able to rectify. Still exhausted and on the brink of collapse, Diemed was forced to recognize Ilien's independence.

The Imperial Temple of Haelyn, from which Diemed had derived so much of its prestige, splintered, mirroring the collapse of Diemed's fortunes.

Further struggle erupted along Diemed's frontier with the new realm of Ghoere. The Barons of Ghoere had long looked at the weakened Dieman state as a perfect place for expansion, leading to many wars. The most notable was in 431 MR, in which Ghoere invaded eastern Diemed and attempted to take control of Ilien. The Countess Axlea Aglondier of Ilien promptly destroyed the invasion force with her realm magic.

In 458 MR, Vandiel Diem assumed the throne of Diemed. Though involved in many costly failures, Dieman histories record him as a great man. One of the greatest failures of Vandiel's reign was the loss of nearly half his duchy to Daen Roesone. By 420 MR, eastern Diemed had begun to recover from the long years of warfare and become a frontier zone with freesteads, bandits, and almost no law. In 470 MR, Daen Roesone, a mercenary lord with considerable power in eastern Diemed, seized control of Caercas and in 474 MR petitioned Vandiel to rule the province as a vassal. Making the same mistake as his ancestor Norvien, Vandiel refused and instead named his cousin

Uchaene the Count of Caercas. Daen flew into a rage upon hearing this and promptly defeated the small army that Uchaene had brought with him to Caercas. This incident precipitated a full-scale war.

Over the next three years, Daen Roesone took control of the whole of eastern Diemed and repeatedly defeated the armies of the Dieman's and their Aerenwean allies. In 477 MR, the war formally ended and the state of Roesone was born.

This loss was extremely humiliating for Vandiel, who almost lost his throne to a cabal of mutineers as a result. However, Vandiel, ever the consummate politician, was able to weather the difficulties and initiate a crack down on the disloyal elements of his realm. By 483 MR, Vandiel was even ready to wage war elsewhere in Anuire, aiding Mhoried against a Ghoorean invasion. Still, the loss of Roesone rankled Vandiel to no end and it was not until his death in 505 MR that Diemed finally recognized Roesone.

Further trouble was to fall upon the duchy in the form of sectarian strife.

After the loss of Roesone, Diemed withdrew its forces from its eastern most provinces: Alamier, Braeme, and Caerwil. This small but wild land soon began to fill up with settlers devoted to the worship of Ruornil, the Moon God, apparently guided by the visions of Brun Szareh. In 500 MR, that land was well settled and Vandiel dispatched Mourten Enlien to rule the area as a count. Mourten ruled wisely and well, respecting the Ruornilites despite his strong faith in Haelyn. However, in 520 MR, Mourten died and was replaced by his tyrannical son Dalien, who crushed the Ruornilites beneath his boot. Despite Dalien's efforts, the worship of Ruornil continued to thrive and in 543 MR, he petitioned the Baron, Heirl Diem, to dispatch an army to crush the Ruornilites. Heirl, a devout Haelynite readily agreed and sent two thousand men at arms to the Count. The people of the provinces rose up and under the leadership of Suris Enlien, Dalien's daughter, slew the tyrannical Count and defeated the invading Dieman army. The realm of Medoere was born. Heirl Diem, Diemed's previous Baron, ascended the throne in 525 MR, and spent the first few years of his reign consolidating power. The once recalcitrant nobles were forced to tow the line, the army was reformed and increased in size, corruption was purged from the court, and Diemed's diplomatic standing vastly improved. Before the events of 543 MR, Heirl had given

little attention to the problems in Medoere, so consumed as he was with consolidating his own internal position. After the events at Tiernen keep, Heirl became focused on reclaiming his lost lands, to the point of obsession. His top general, Jarod Enlien stepson of Dalien, has trained the army for eight long years in preparation for of an invasion of the realm.

Diemed is roughly 1500 square miles making it a moderately sized Anuirean realm, though it was once three times its current size. On foot it would take a person two weeks to walk from the mountains of Bliene to the forests of the Spiderfell. A horse rider could make the journey in three days due to the many Dieman roads crossing the Barony.

topography

The Duchy of Diemed is located on the southern coast of Anuire, a fact that in many ways is the most defining for how one experiences the land. With its mild climate and gentle terrain it is no surprise that this is the location where the first of the humans fleeing from Aduria settled. The barony spans from the Imperial City of Anuire in the west to the borders of Medoere in the east. The Straits of Aerele mark the south and the northern border is divided between the dark forest of the Spiderfell and the realm of Endier.

Diemed can be roughly divided into four major zones, based on their landscape and topography. The most striking is the ancient mountains that make up the province of Bliene, lying at the south-west of Diemed. These mountains are not the largest or tallest in Cerilia, but are important enough in themselves as it was reputedly here the battle of mount Diesmaar really took place. This of course varies depending on who you ask, with answers ranging from the Adurian hinterland, through the Seamist Mountains to the old fable of a mountain in the middle of the strait exploding at the end of the battle.

These mountains gently give way to low rolling hills covering most of eastern Diemed and continuing into Medoere. These hills aren't large or steep enough to make farming difficult, but are rather a series of gentle undulations in the landscape, perfect for the growing of wine ranks and orchards. The provinces of Aerele, Duene and Tier are covered by these hills, with them gently giving way to flatter areas as one closes to the cliffs by the straits. The hills aren't all covered by farmland, but are rather a mix of small forests, pastures and the well kept fields surrounding the Dieman villages.

To the north of the province of Tier, the dark and terrible forest of the Spiderfell stretches as an impregnable wall, keeping all but the most brave or foolish away. While the dark forest itself holds great value in its timber and rare plant, few dare harvest these resources and it is mostly left to its own fate.

Diemed has been the site for many battles over the years and a few ruins and fields from these conflicts remain, scarring the landscape. Some of the old crumbling barracks are rumored to house ancient jails beneath them. The battle fields are a savage reminder to the people of wars past. Most famous of all the battlefields is Dowder Hole. This rough place along the Spider's border in Moere is still, to this day, the place the troops of Diemed most regularly face the Spider's Goblin hoard. During especially harsh winters the Shadow world grows thin here and intrusions from its denizens are not unheard of. The people of Moere avoid Dowder Hole out of superstition.

The last important topographical feature is the Maesil River valley. The provinces of Moere and Ciliene are

geography of diemed

relatively flat areas gently sloping down to the river in the west. Areas closest to the river are regularly flooded, but the inhabitants have long since got used to this as a part of the rhythm of life. Partly due to these regular floods, the land here is some of the most fertile in the whole of Anuire. Both here and on the other side in Avaniil a large surplus of grain is grown that is sent far across the lands through the merchant's caravans. This is also the most heavily populated region, with small towns and villages covering most of the landscape.

climate

The climate in Diemed is primarily dominated by two factors: the southern altitude and the proximity to the Strait of Aerele. At the southern end of Cerilia the inhabitants can enjoy warm weather and lots of sunny days, and at the same time the ocean nearby prevents the summers from becoming too oppressive. Even the heavy rain that the people further east along the South Coast is plagued with; Diemed is to a large extent spared from. This is partially due to Mieres lying across the strait, and the mountains of Bliene blocking of a lot of the moisture coming from the south.

The temperatures rarely drop below freezing and only the northern parts of Tier and Moere experience any real amount of snow. There is also snow to be encountered in Bliene, but that is almost exclusively in the higher altitudes, and particularly on the northern side of the mountains. The people of Diemed, since not accustomed to harsh winters, claim that the snow always comes were you least want it.

During the summers the days are sunny and warm. The temperatures often creep up towards 30°C, and periods of extreme heat and drought are not unknown phenomena. Along the coast and the Maesil river the heat is moderated somewhat. While the temperature might be more tolerable, these areas have more than their share of fog. This causes considerable problems, and it is not uncommon to find a stranded ship on the banks of the Maesil.

flora and fauna

The plants and animals to be found in Diemed are not the most spectacular in Anuire. This is perhaps not so surprising considering this is one of the longest cultivated regions in all of Cerilia. It bears very much the same characteristics as what can be found in the other realms on the south coast.

The mild weather and the sufficient moisture give very good growing conditions for many types of plants. This combined with the long growing season and a fertile soil gives the farmers good conditions for a lot of the most common fruit, grains and vegetables. The primary region for growing the crops is the Maesil valley. In the other areas fruit and vegetables are grown in more modest quantities for the farmers' own consumption. The hilly regions of the south and east are especially famous for its great supply of citrus fruits, olives and good wines. These beneficial conditions mean that most of the land is dedicated to farming, with only the odd chicken and pig in the backyard.

The forests of the region are mainly made of oak, birch and other hardwoods. These can be found as small woods spread throughout the hilly regions of eastern Diemed. In the small forests themselves the trees don't grow too close, giving enough room for flowers and other plants room to thrive, all of which is a testimony to the young age of these woods. Higher up in the province of Bliene these trees give way to spruce and fir, trees more suitable for a slightly harsher climate where the snow can actually lie for a considerable part of the year. In some remote areas one can also find cosses of the famous silver yew, much sought after by the bow makers throughout the empire.

Due to the great demand for this wood, there is hardly any left in the more accessible areas.

Ample grass and flowers characterize those areas of uncultivated land not taken over by forest. On the hillsides and meadows free of trees one can often encounter a small flock of cows under the watchful eye of the farmer's son or daughter.

Due to the lack of large tracts of wilderness there are little of fantastic beasts to be found throughout Diemed. The majority of the mammals one will encounter when outside of the farmlands are foxes, rabbits and mice. There are a few areas with a decent deer population, but the Duke or the most prominent noble families own all of those. Due to the popularity of hunting among the nobility, and the scarceness of game, these areas are guarded jealously against any form of trespassers. Poachers can expect severe punishments if caught.

There are few predators to be found in Diemed, but the occasional pack of wolves can be found in the more sparsely populated eastern areas. As the lands across the border in Medoere have become more civilized, more and more of these have been driven into eastern Diemed. The wolves can also be quite numerous in the foothills of Bliene, and on severe winters are known to descend into villages and attack livestock even humans. In some of the forested vales of Bliene one can also encounter a good number of brown bears. These are generally living far enough from people to be of any danger.

There are also rumors of the coveted snow lion still being present in the higher reaches of the Bliene province. If this is true or not is difficult to say, because the animals are extremely reclusive, and much better at avoiding humans than hunters are at spotting them. The last time one was caught is several generations ago, and the Duke at the time awarded the hunter a sizeable sum of gold for the pelt.

A much more real threat is the occasional intrusion of the denizens of the Spiderfell. These vile creatures take many forms, but spiders are the most common of them. It is said that in the spiders can tell when the goblins plan to go on a raid, and tend to move out in force to cause havoc and suffering ahead of the war host. Spiders of a size dangerous to humans are rare, but there are smaller ones that are much more common with poisons potent enough to kill or incapacitate a grown man. They tend to go for smaller game and livestock, but are more than happy to bite a human if they feel threatened.

aerele

The province of Aerele lies nestled underneath the mountains of Bliene. From the west the province is quite hilly, with the land gradually becoming lower and gentler further east and north. The coastline to the straits of Aerele marks the southern border of the province. The land gradually flattens and raises as one approaches the coast, abruptly disappearing over a series of impressive cliffs stretching along most of the shore. The places where one can easily access the beaches below the cliffs are few, and far between.

The only major interruption in the cliffs of the land is the Bay of Aerele. This impressive cut into the province is a prime location for both commercial and military purposes. It is an easily defended site, with good protection from the elements and deep enough to give large ships access. The capital of Diemed, the City of Aerele, is located at the end of the bay. Aerele, despite being the home to a considerable number of people, is a rather sparsely populated province. Outside of the city there is a significant distance between the towns.

Aerele is the home province of the Baron and the City of Aerele is the capital of the barony. It is the second largest single city in the land, and harbors many of the most important institutions in the realm. The city has a history stretching back to the beginning of the human settlement on Cerilia, and the ancient buildings and monuments from that time are numerous.

Even though the city is both an important centre of government and trade, and has a relatively wealthy population, there is a striking atmosphere of decay and lack of maintenance. During the reign of the dukes during the centuries after the fall of the empire there has gradually been less and less people living in the city. Large areas of Aerele, especially further up the river and on the northern side of town, are to a large extent depopulated. This is not surprising as the number of people living in the city is now less than a third of what it was five centuries ago.

Aerele is also hosts to the Avelerine Cathedral. This is the oldest cathedral dedicated to the worship of Haelyn, and the home of the sacred Book of Law. Some of the oldest monasteries are also located in the province, some of which go back to the days even before Diesmaar.

towns

Aerele is quite void of any other large towns except of the City of Aerele. The only other of importance is the garrison town of Kaeren Downs. This small town of 1000 inhabitants is located along the Imperial Stone Road southern trade route close to the border with Ciliene. Nestled between two large hills, the town controls the passage along this route. On each side of the valley is a strong keep commanding a clear field of vision over the approaching road. With a modest garrison here it is possible to stop a significantly larger army, forcing them to either make a costly assault or a lengthy detour through the hills to the north.

sites and features

One of the most interesting sites in Aerele is the Twin Lighthouses. These stand on either side of the entrance to the Bay of Aer, and guide ships passing through the Straits of Aerele to safe passage into the harbor. They are examples of the best of Anuirean engineering known, and attract considerable attention from all who pass nearby. They are in disuse now, as they have been for the last few centuries. Still they stand proudly and don't appear to be anywhere close to falling apart, a testimony to their quality and strength. The Imperial Stone road crosses Aerele. It passes through Ciliene towards Anuire City in the west then through the City of Aerele continuing east into Duene. There are inns and tavern located closely along its length, so there is no need of sleeping outside. The highway is in good repair and sees quite heavy use in both directions.

aerele city

population: 25,000 (90% Human, 6% Half-Elf, 2% Halfling, 2% Other)

A beautiful walled city surrounding the Castle Deretha, Aerele also sits on a bluff overlooking the Straits. On clear days, the coast of the old country can be seen looking across the mysterious blue waters. Gorgeous Maesaitian marble covers the downtown merchant square and Castle Deretha is bursting with the rare stone. The homes of most folk are two story stone structures. An aqueduct provides fresh water for the bustling city and engineering and magical feats have resulted in large fountains in many places throughout Aerele.

government: The seat of power in the country of Diemed, Aerele is ripe with intrigue.

Politicians and ambassadors from nearly every kingdom in Anuire can be found in the capitol city, brokering deals with the Baron for the use of the Shaelinn Road trade route to the City of Anuire. The Baron's spy network comprises of many of these ambassadors. Because of these spies, the PC Baron of Diemed has +2 to any Espionage attempts during Domain Actions. The Baron is the power and Ruler of the town, though Seneschal Parnier Vollum handles most matters in Aerele. Vollum is extremely lawful and would convict his own Baron if Anuirean Law dictated it.

military: A militia of 50 men patrols Aerele during all hours. Every eight hours the men switch out with a new 50 men. All answer to Parnier Vollum. 200 Infantry men can be found in Aerele along with 200 Knights. The Diemed "Dark" Knights, as they're referred, enjoy the ability to dispense justice in Aerele and demand lodging. Lord El Cidro Radim is the current acting commander of the Dark knights. Two galleons lie in the harbor below Aerele and are ready within one day to sail anywhere in Cerilia. Admiral Vasil Dekkar resides in Aerele, as does General Jarod Enlien.

temples: Arch Prelate Lavalan Briesen runs the Orthodox Imperial Temple of Haelyn from the Avelerine cathedral inside Aerele. The temple is beautiful and also contains much of the rare Maesaitian marble so seemingly common in

Diemed. A giant statue of Haelyn dominates the front of the temple flanked by 5 amazing fountains. The bottom of these fountains are littered with hundreds of gold coins from worshippers. 200 knights of Haelyn work in the temple and can be levied for the baron. Rumors inside the temple however, hint that the knights may be preparing for some internal conflict.

sages & scholars: Gerod Thurine is the lighthouse watcher and some whisper that he is an ancient wizard. Records show Gerod to be a former engineer for the army, during Herron Diem's time. Though he is hardly ever seen, Gerod is rumored to be surrounded by woodland animals and mythical beasts. He makes his home in the southern of the twin lighthouses. If rumors about his familiars are true, what else might be?

economy: Aerele's commerce comes mostly from the ironsmith's who forge weapons and tools from ore harvested in nearby Bliene, and from the many fish caught along the coast. Seafood of all kinds can be found in Aerele, with crab and clam chowder being a specialty. Cattle farms are common as in other parts of Diemed.

guilds & merchants: The Port of Call Exchange operates the docks in Aerele and several shoreline fish markets are also owned by El-Hadid. Ufar El Binab, the Figure head of the Port of Call Exchange's Diemed holdings, is a shrewd negotiator and has more than once

accompanied Ambassador Lord El Cidro Radim on missions of diplomacy. Local craftsmen are also fond of the hand woven fashions found in shops operated by Ufar El Binab. Binab's wife is a genius with silks and her garments are selling as far away as Brechtur and for very high prices. She still makes affordable items; her husband is a businessman. Orthien Tane has been muscling in on El Hadid's turf recently with his dock area taverns and hotels. This intrusion has not gone unpunished by Hadid who is rumored to be attacking Tane's holdings elsewhere. It is only a matter of time before this escalates into a full out guild war.

underworld: Between the guilds of El-Hadid or Kalien of Endier, there is very little that cannot be obtained in Aerele. The ships coming from Khinasi often have weapons from Brechtur that are considered illegal in Anuire. From an inn inside the merchant's quarter, just past the dock yards, Shaemus Rudh operates a casino and brothel. The inn, known as Shaemus's Place, is owned on paper by Oghar Macceln who most likely works for Kalien. Albhar Duin is a lock maker. He is also Southern Anuire's greatest lock pick. There is no safe that he cannot crack. He operates a small shop selling locks and traps to wealthy merchants. Some of his customers report that Albhar's locks aren't so good; many of them were robbed soon after installing their new security.

bliene

The province of Bliene marks the southern most part of Diemed. It is an area covered in hills and mountains with untamed forested vales scattered through out. The tallest of Bliene's peaks reach over two thousand meters high and standing upon these majestic mountains one can see across the ocean to Aduria when the weather is clear. To the north the mountains gradually lower through a region of foothills before the gentle rolling hills covering the rest of Diemed take over. In the direction of the sea the hills grow steeper until reaching the shore, making for spectacular coastal scenery.

Most of the province's inhabitants are settled in the mountains though a few villages can be found near the Bael River. Fishing is not as common in Bliene as other coastal areas in Diemed due to the province's inhospitable shoreline. Mountain towns tend to specialize in mining and goat herding.

Towns

Bliene's central settlement is in the town of Loraine, though an arduous eight day journey through the mountains is required to reach it. From here the Baron's law in the province is enforced. The hunting town of Dark Gorge lies along the path to Loraine and specializes in gear necessary for hunting Bliene's famous white lions. Dark Gorge can also be a dangerous place for naive travelers as Alley-men and Cut-purses are common. Villagers like to blame the Dwarven ale sold in abundance in Dark Gorge for the town's crime problem.

At the southern tip of Bliene is a small peninsula jutting half a mile out into the Straits of Aerele. At the end of the peninsula sits the settlement of Deismaar Point, a small fishing town. Inhabitants of nearby villages know to stay well clear of Deismaar Point due to the many strange occurrences and peculiar people there. While some visitors have reported nothing more than strange, vivid dreams and an unusually subdued people, others have never been heard from again. Sages and scholars postulate that the Deismaar blast somehow "wrinkled reality" in the area, causing untold distortions in the very fabric of time and space. Others theorize that the blast opened a rift to the Shadow World somewhere near and that this rift has now subsumed the town. The most ominous theory, and the most discounted, states that some fragment of Azrai, blown clear of Mount Deismaar by the explosion, came to rest here and now lies somewhere beneath the town consciously directing events above it and communicating with cultist worshippers through signs, portents, and dreams.

sites and features

Falgoren, the Abbey of the Celestial warrior is a famous religious site and the destination of many of Haelyn's faithful. Falgoren was one of Haelyn's greatest Paladin's accomplishing great deeds throughout Anuire including the construction of his Abbey, a place intended to train and educate other Paladin's of the Noble God. Falgoren led many crusades against other faiths and was given the title Celestial Warrior upon his death in 341 after a battle with Rournil worshippers from Vosgaard. The Orthodox Imperial Temple continues to use the Abbey as a museum and educational center for the Knights of Haelyn.

loraine

population: 2,650 (94% Human, 5% Dwarf, 1% other)

at a glance: Loraine is a mining town deep in the mountains of Bliene. Iron, tin, and lead are harvested by the townspeople. These mines are heavily guarded by soldiers for the Elorae family and are considered property of the Baron of Diemed, though El-Hadid's blacksmith's make most of the province's wealth by turning the ore into weapons, tools, and armor.

government: Michael Elorae, Count of Bliene, and the youngest of Donnel Elorae's son's enforces the Baron's law in Loraine. Michael is foppish but capable. He routinely brings in taxes collected from the province and had better equipped men to muster than most other Dieman nobles. Rumors of Michael's decadence are legendary and he may or may not have several illegitimate children. He is also a heavy drinker and user of "Cinna-spice", a combination that sometimes makes Michael erratic and violent.

military: Twenty five men at arms make up Elorae's personal guard and a one hundred men militia guards the town from the sort of crime common in Dark Gorge. Though no armies of the Baron are stationed in Bliene, Viktor's Viper's, a company of Brechtur mercenaries, make their home in nearby Dark Gorge and can be mustered by the Baron in time of crisis-for a cost of course.

temples: Prelate Caelin Noelare runs the church in Loraine for the Orthodox Imperial Temple. He is a kind and devout man and the childhood best friend of Lavalan Briesen. Prelate Noelare however, has been suffering a crisis of faith recently and has begun warning to Avanni's gentler path. This personal crisis has affected the town; Noelare has not held regular services in over a month. As travelers from across Anuire continue to flock to the holy sites on Mt. Diesmaar, the townspeople are being exposed to a variety of faiths. Without Noelare's guidance the Temple may begin losing followers.

Doogal Brownbeard, a local miner, is also the religious leader to Loraine's small Dwarven community. Moradin's Hammer is not large enough yet to market attention, but it soon may for as the population in Bliene grows, so does Brownbeard's faithful.

sages & scholars: Rieva Duim, an elderly woman of ninety years, is the town's trusted midwife and herbalist. Many in Loraine and as far away as Faramar Falls search out Duim for her assistance with love potions and other enchantments. Duim's son Stephan is one of Anuire's premiere bloodline scholars and is often

employed the task of researching histories of prospective marriage partners.

economy: Loraine's economy is largely dependant on mineral ore harvested from the mountains. Iron, tin, and lead are the main resources to be mined though an occasional small copper mine surfaces every so often. Cattle and Goat meat are exported from Bliene, so are tools and weapons. Though too rare and often in too remote locations to be accessible, Silver Yew trees grow in the mountains near Loraine and are highly valued to bow makers across Cerilia.

guilds & merchants: Dalien the Adventurer operates the White Lion Inn, the most upscale hotel in all of Bliene. Two ancient, stuffed white lions act as the hotel's mascots. Legend around town puts Dalien on a hundred plus successful hunts. The last hunt Dalien was on, he came back with a pelt the former Baron of Diemed paid handsomely for. Dalien knows the mountains better than any man in Loraine and can be hired as a guide.

Sukim El Ufar Binab, the son of El-Binab of Aerele, oversees the Iron Guild of Bliene for the Port of Call Exchange. Sukim ensures that ore harvested in Loraine makes it to guilds in Aerele. Sukim is more ambitious than his father and often sets aside portions of profit for himself. Sukim hopes that as the population in Bliene increases he will be able to throw off El Hadid's shackles and go into business for himself.

underworld: Oerval Mourewe enjoys a spot in the court of Michael Elorae, as long as he keeps the Count's cinna-spice flowing. Mourewe's official post in Loraine is that of advisor to the Iron Guild. In reality he is a bribe man for El-Hadid. Mourewe can also procure low level magical scrolls for a high price. He has used his rewarding post in Loraine to purchase Orog's Thirst, a roguish tavern on the edge of town. Ironically the Thirst is a favored Dwarven hangout.

cilene

This heavily populated province lies just across the River Maesil from the City of Anuire. Large towns radiate out from the City in every direction, providing places to stay for travellers on their way to Anuire or for merchants to vend their wares should they choose not to make the trip all the way to the Imperial Capital.

Cilene plays host to a diverse array of industries. Trade dominates the roads and

highways leading to the City of Anuire, orchards dominate the rich interior, contributing to a very sweet aroma in the air and the famed Ciliene wines, and finally, sea traffic calls at each one of the towns on the coast of the Arnienbae.

When the Empire was originally founded, Diemed and Avanil were both tasked with the duty of feeding and provisioning the Imperial City - an enormous task to say the least. As a result, most of Ciliene's exports were routed directly to the Capital. Even today Ciliene provides slightly less than half of all the foodstuffs consumed in the City of Anuire, making it one of the most important provinces in Anuire.

Nearly fifty years ago, financial problems led the Duke of Diemed to request help in putting down a rising tide of river banditry. As a result, the Prince of Avanil established a strong presence along the Maesil River bank. Though Diemed's fortunes have been stabilized, Avanese lords and soldiers remain in the western reaches of Ciliene and Moere. Today, it is not uncommon to see Avanese patrols and river ships on the Dieman side of the river, constantly on the look out for river pirates.

Though Heirl Diem does not like this state of affairs, he does not act against the Prince, for doing so would make a powerful enemy. For his part, the Prince does not use his influence to turn Ciliene or Moere away from the duke, preferring that the duke come to support him on his own terms.

The noble authority here is Count Donnel Elorae. The Count is among Duke Diem's most loyal supporters. Known to greatly favour a hard-line stance toward Avanil, the count's fiery rhetoric worries many people, but his political power silences the opposition. Carrying on in years, many believe that Donnel's son Duncan may soon take over his father's duties.

Towns

The cities of Baeril and Arendae are the two largest settlements in Ciliene other than the trade city of Shaelinn. Kaedhryn Bhaerlinn, a cousin to the Baron through a hundred year old marriage, is the magistrate of Baeril. She is a conservative woman in her early fifties and administers the law in Baeril quick and efficiently. One hundred men at arms patrol areas of Baeril along with help from Prince Avan's garrisoned troops. Carmel Roost, as Bhaerlinn's manor is known, sits on a rocky cliff overlooking the Arnienbae. From here, spotters employed by the magistrate keep watch for pirates in the bay and secretly catalogue every ship that passes nearby on its way to or from the

City of Anuire. Through the use of signal flags, mirrors, and bonfires, the watchers at Carmel Roost can also send messages to patrolling Dieman ships.

Arendae is a large agricultural city near the border of Bliene and overlooking the Arnienbae. Casonal Grobher administers law here in the name of the Baron. She is a shrewd old woman who in the past few years has taken more and more of Avanil's bribes and may be leaning her loyalty towards the Prince.

sites and features

The Shaelinn Trade road is one of the largest and most traveled roads in all of southern Anuire. It connects directly to the city of Anuire by means of a daily ferryboat. All commerce heading for the Empire's capital, through this route, is taxed heavily by the Baron's agents. The trade route might yield more if Diemed could establish an official link with the City of Anuire's guilds, but so far none have dealt with the Baron of Diemed out of distrust.

In the hills near the Haeron River, villagers have reported seeing a nest of owl bears. The Owl bears have mauled a few men and women along the waters and seem to become more aggressive the closer anyone gets to the hills. The nearby town of Baeril has dispatched men to the area several times to investigate and have managed to kill one or two of the beasts over the past months, but the requests for help continue to come from travelers along the river.

shaelinn

population: 24,275 (96% human, 2% half elf, 2% other)

At a glance: Shaelinn is a large city with modest fortifications. Docks along the coast of the city often house Diemed's Navy. Ships ferry goods across the Bay of Arnienbae to Avanil. A large bridge across the river Maesil at Shaelinn connecting to the Imperial City of Anuire, Shaelinn is home to the Museum of Torill, an institute housing some of the greatest artworks in Anuire. Some statues under heavy guard by the Count of Ciliene's men, are imbued with the power of Mt. Diesmaar and attract many tourists. Prince Avan of Avanil enjoys some influence in Shaelinn. A summer home overlooking the Arnienbae, is owned by the Prince and he often has men at arms garrisoned within. A small settlement between Shaelinn and Baeril is made up of family of Avan's men.

government: Donnel Elorae, seventy-two years of age, is the count of Ciliene. Donnel is the uncle of the baron and his family has always enjoyed the wealth of their station in Ciliene. Donnel makes his home in Shaelinn in a manor not too far from Prince Avan's summer retreat. Donnel is a patient and lawful man, and is seen as a fair judge over proceedings. Donnel's cousin, Casonel, and her nephew, Noelton, act as the mayors of Arendale and Hawkin respectively.

military: A unit of knights is stationed in the town of Shaelinn with another two hundred infantry men spread throughout Baeril and Arendae. A company of men patrol sections of the Haeren River on a voluntary basis keeping the waters safe from bandits and river pirates.

temples: The Orthodox Imperial Temple controls the faith of Shaelinn. A large cathedral run by Haen Bourull administers guidance to the people of Shaelinn. Nearby temples in Baeril and Arendae have become an issue lately as both of the cities prelates are supporters of Cardinal Malik of Moere. Bourull believes Malik is insane and has often had public disagreements with the prelate. While not a huge supporter of Briesen, Bourull hates Malik enough to side with anyone. Bourull would like to believe the other prelates would support him to replace Briesen when the Arch Prelate retires.

sages and scholars: The Diemed College of Warfare lies in the city of Shaelinn. Commander of the Ciliene Knights, Sir Thorn Bhaerlinn, operates the school and has trained some of the finest soldiers throughout Diemed. All squires are required to attend the College of Warfare before becoming knights of Diemed. It is customary for the son of the Baron to squire at the school until knighthood.

In nearby Hawklynn, Daeric Rourmad is an illusionist of some skill. He was employed as a jester in the court of Count Elorae, but it is rumored that the Count had him removed due to an uncomplimentary illusion aimed at the Count's son.

economy: Some of the flatter areas of Ciliene make up some of the finest farming and grazing lands in all of Anuire. The town of Shaelinn is no exception. Large fields dotted with cattle surround the city. The dairy products as well as the meat these cows provide are some of the most sought after in the southern coast. A lucrative wine market has popped up in Shaelinn recently, though it is not as popular as the wine from Moere. Apple and pear orchards are also common in the areas around Shaelinn and nearby

Baeril, with the city of Baeril specializing in caramel apple pies.

guilds & merchants: Gunter Schilling is the representative of Guilder Kalien's interests in Shaelinn. Schilling's wineries are a source of much of the city's wealth and it is rumored that Gunter has many of Elorae's militia men in his pocket. His rival, Boss Jervis Haedlewe, is a rancher employed by the Port of Call Exchange. Jervis is a proud man who loves the land of Ciliene and his station as a cowherd. The cattle from Jervis's ranch are far heartier than cows found elsewhere in Ciliene. Gunter Schilling has begun using areas of Haedlewe's land to produce more wine and the situation has become quite volatile with the recent deaths of two ranchers working for Boss Jervis.

underworld: With so much trade passing through the city of Shaelinn, banditry, theft, and guild warfare are not unknown. A particularly violent thug named Castor Hunzing has been sacking poorly defended merchants and wagons for the better part of the last half-decade. Hunzing rides with a small group of trusted cutthroats and they have been a terrible thorn in the side of Count Elorae the entire time. Hunzing's men seem to delight in rape, murder, and mayhem. The count has a large bounty on the heads of Hunzing and his men, though none have been successful in claiming the reward.

duene

Duene is a continuation of the coastline from Aerele and stretches all the way to Medoere. This stretch the coast is generally characterized by the same cliffs that one finds in Aerele. Where these cliffs give way, relatively flat land can be found close to the sea and there is always a village or town to be found. It is from these places the majority of the province's income is made, through fishing in the Straits, from harvesting other resources from the sea, and from the honey trade. This quite untamed province contributes significantly to Dieman trade and commerce.

Inland from the cliffs the landscape takes on more and more of the characteristics of eastern Diemed, with rolling hills covered with wildflowers interspersed with small woods stretching into Tier. Most of this land is not as heavily cultivated as land in the Maesil valley, but there is a large number of fruit orchards that produce apples and cherries of considerable

quantities. While the quality might not have suffered over the generations, one can find a good number of abandoned orchards and villages in the northern hills, a testimony to the diminishing importance of the region. Where the land has become abandoned it has become common for small farmers to keep small herds of goats, sheep, or the occasional cow grazing amongst the woods and ruined farmhouses.

TOWNS

There are few towns of notice in Duene, with the largest being Faramar Falls (See Below).

site and features

The Southern Trade Road passes through Duene on its way to Ilien from Aerele. While there is significantly more traffic on this route than on the northern through Tier, it is still far less than what used to pass by during the height of the empire. Part of the reason is the lack of repair on parts of the road over the last few generations and increasing competition from the transport ships along the Southern Coast.

faramar falls

population: 3000 (40% Human, 6% Half-Elf, 2% Halfling, 2% other)

at a glance: East of the Haeren River, along the Shaelinn road, lies the town of Faramar Falls. Nestled between rolling hills, Faramar Falls enjoys the healthy grasslands. Wildflowers dot the countryside around the town creating a breath-taking site during the springtime. Homes in the town are well made and often two stories. The bustling economy of Faramar Falls has made many a townsfolk wealthy.

The people are a very patriotic lot in Faramar Falls. Many of the sons of Faramar are conscripts in the Dukes armies and roughly four hundred men were lost from here during The Moonstrike. Traders from east of Diemed on the Southern Coast have not been welcomed favorably and some have disappeared mysteriously.

government: Paeghan Maedhaenewe, Countess of Duene, enforces the law for the Duke. Rian Eldaere oversees the militia in Faramar Falls. He governs the town well, though Countess Maedhaenewe is present so much that he appears as a figure head and nothing more. Eldaere is honest and fair, though he can be seen as heavy and biases against foreigners; especially Medoerans. Rumors have placed Eldaere in the arms of the countess. Rian is un blooded and if

the rumors are true it could be devastating to the family's ability to marry Paeghan off.

military: A garrison of 200 knights can be found in and around Faramar Falls. The group is on active duty patrolling the borders along Medoere and keeping the roads secure. A local militia of 50, 1st level fighters keeps order within the city. Duncan Oduin, the Captain of the Guard, is a former army officer. He lost all his brothers at the Moonstrike and often looks the other way when it comes to violence against Medoerans.

temples: The Orthodox Imperial Temple keeps a temple in Faramar Falls and it is the primary place of worship for the citizens of Duene. Prelate Oeren Foerde preaches an angry doctrine aimed often at agitating the citizens against other forms of worship. He especially hates the moon worshippers of Medoere whom he plays out as heathen pagans doing unspeakable acts of depravity under the gaze of their Vos god. Not surprisingly, Foerde supports Cardinal Malik of Ciliene over Briesen.

sages & scholars: Nearer to Hillsedge than Faramar Falls lies the hermit Rowmad. A commoner, he has nonetheless been granted a homestead and lives tax free. In his younger days, Rowmad was a teacher to many noblemen at the Imperial College of Warcraft in the City of Anuire; including the Baron. He knows more about Diemen history than anyone else (Knowledge: Diemed +10)

economy: The abundance of wildflowers dotting the landscape has made Faramar Falls a haven for Honey Bees. Honey bee wranglers store and process the honey and many delicacies including this ingredient originate in the kitchens of the wives of Faramar. Not only are candies and cakes great commodities, trade with Tournen has increased dramatically as the demand for honey in Tour ale increases. Faramar Falls location at the intersection of the Shaelinn and Arendae roads make it a great merchant destination as they come in search of honey, they bring items from all over Diemed and Endier. Practically any item (legal or otherwise) can be found in Faramar Falls.

guilds & merchants: Orthien Tane's Southern Shipping operates Fall's honey and oversees the trading of various products containing the nectar. Tonill Brass is a good man and operates fairly. Fall's honey is one of Tane's more legitimate businesses.

these are occupied by nobles from families small and large, there are also the burned out husks and ruins that will remind everyone of the price paid for war.

The people of Moere have always been some of the most crafty and industrious in Diemed. With the ascendancy of Endier as a key center for trade this has only increased. All trade from Endier heading for the South Coast passes through the area, with the Northern Trade Road passing east towards Tier and a well used continues south to Ciliene where it joins with the Southern Trade Road. A significant number of locals make a living out of catering for these travelers, and it is not uncommon to meet groups of merchants making their way in one direction or the other. The main trades in the area are still those linked to agriculture. Part of the fertile Maesil river valley, the agricultural surplus is sent throughout Diemed and beyond. The villages of Moere are famous for their hundred cheeses of excellent quality. It is said Michael Roele himself favored the cheeses from one of the Moeran villages, but they have never managed to agree upon which one.

underworld: While Orthien Tane controls the legitimate business of Duene, he also has a nice bandit operation going on. The Shaelinn road passes through Famar Falls and Tane's men attack caravans that are not protected well. Countess Paeghan's troops have orders to stop the banditry along the Shaelinn road but so far have been unsuccessful. Rumors in town hint that some of the knights may be on the payroll of the Roesonean Bandit King.

moere

Moere is the north-western province of Diemed, taking up the space cornered of by the free county of Endier in the north and the Maesil running lazily towards the sea in the east. The defining features of the province are the wide river plains sloping gently towards the Maesil in the west, and the looming dark of the Spiderfell in the east. Located in a key spot for the control of access to both the South Coast and the Heartlands, this province has seen its fair share of wars and battles. More than any other area in the region the hills are characterized by the keeps and castles standing proudly in the skyline. While most of

TOWNS

The largest city in Moere is Moerel. It is located in the northwestern part of the province on the banks of the Maesil River. In addition to being the centre of this rich province, it is also the largest city in Diemed. As the capital of Aerele continuously lost importance as a power centre in Diemed during the previous centuries the population fell dramatically and poverty came to characterize the city. Moerel on the other hand managed to retain much of its importance, and hence population during this period. This is mostly due to the city being located in a primarily agricultural region, whose surplus was in high demand throughout the entire period. Thus the city managed to not only keep its population, but also slightly grow as a centre for trade and craft in the region.

Moerel is one of the few cities in Anuire with proper city walls. While not as heavily fortified as Ilien or Aerele, the curtain walls surrounding the central quarters of the city are large enough to keep out even a considerable army dedicated to taking the city. The walls have been added to many times through the history, with new quarters protected as the city grew and dangers encroached on the region. Dunbar Castle is the heart of these fortifications, and lies on a steep hill overlooking the bridge across the Maesil. A thick wall of ancient origin surrounds the hill itself, with the

manors of the count and many lords nestled in the shadow of the castle.

Inside the main town walls one can find the administrative quarter, the noble quarter and the quarters of the rich merchants and craftsmen. These are found between the hill of the Castle and the hill of the great cathedral. Where the road passing between these two intersects the main road coming up from the river is the old market of the town. This market has later been reduced in importance for the general populace with the more markets appearing in the outer quarters of town. Today the transactions taking place at the old market is predominantly of the wholesale kind, with merchants coming to bid for whole loads arriving from other regions.

Surrounding this city center is a series of smaller quarters where one can find the majority of the population. The central quarters aren't restricted to anybody's access, but most people tend to avoid it unless they have some errands to do there. Unless you are somebody of importance it is far too easy to come underfoot of the nobles or wealthy merchants on their way in haste.

sites and features

The most impressive feature in Moere is the Haeylnite cathedral in Moerel. The cardinal of the OIT has recently moved his court here from Aerele. The cathedral itself is an architectural masterpiece, in addition to being a well-fortified compound. In the last two years construction work done at the cardinal's orders have changed the old religious compound to be almost as impregnable as the caer itself. In addition to a large church administration and centre for canonical law, the compound also holds the barracks and training grounds for the knights and templars of the church.

The last bridge to span the Maesil goes from Moerel to the Avanese town on the other side of the river. The White Bridges of Moerel are a majestic piece of engineering, spanning the large river and allowing ships to pass underneath as well. A heavy toll is charged on everybody using the bridge on the Dieman side. This is something the Avanese nobility has contested for as long as anybody can remember, but the Dieman nobles have managed to keep their customary rights though a combination of politics and muscle flexing.

It is said that the bridge was built with the help of arcane magic, and some scholars even hypothesize that some form of magic forces are still working to hold it up. Commoners and intellectuals all tend to agree, for no normal feat

of engineering can make a bridge span so far. The clerics of OIT dispute this outright of course, as the thought of arcane magic so close to the hearth of their faith is intolerable. If it is true that magic helps hold the bridge up, the danger of somebody tampering with it is very real.

The most important noble family in Moere is House Maedhaenewe. Count Aeric Maedhaenewe is currently the lord of the province directly. Cardinal Malik wields heavy influence in the province. Some say that most of the nobles from the smallest hedge knight to the baron himself follow every command of the Cardinal without hesitation.

moerel

population: 50,000 (87% Human, 7% Half-Elf, 4% Halfling, 2% Other)

At a glance: Located in the north western part of the province, on the banks of the Maesil lies Moerel, the largest city in Diemed. As the war torn country continued to decline, Moerel survived due largely in part to the success of nearby Endier. Moerel is the first stop for trade to the Southern Coast for the Heartlands of Anuire, and evidence of its position as a trade hub can be found in its citizenry; merchants of all races and countries of Cerilia can be found here. Moerel is one of the few Anuirean cities with proper walls. Though it is not as fortified as the city of Aerele or Anuire, it can still withstand a sizeable assault. The walls have been added to several times throughout history with new quarters protected as the city grew and dangers encroached on the region. The city is divided into four quarters; Administrative, Noble, Merchants, and Craftsmen, with homes scattered throughout respectively.

government: The Maedhaenewe family governs Moere from nearby Dunbar Castle. Aeric Maedhaenewe often is seen inside Moerel at the temple or inside the Administrative Quarters. Aeric is a kind man and respected Count. Besides being the province governor, Aeric is also the commander of a cavalry unit stationed in Moere. The city militia consists of 500 trained men and at least one hundred more volunteers from men in the city. The dungeon below the high court of Moere is famous for its cruelty. Prisoners jailed here rarely forget their stay, or wish for another. When Aeric is not present Baer Dietrich, a Brecht cavalry man

under commander Maedhaenewe, oversees Moerel. Ambassador Derrick Altier of Avanil maintains the Avanesse embassy in Moere. Though it is only a political home, Prince Avan has two hundred infantry men stationed here. In the neighborhood surrounding the embassy, the Prince is quite popular.

military: One unit of Cavalry stationed at Dunbar Castle. The men ride under the command of the Count, Sir Aeric Maedhaenewe.

temples: The Orthodox Imperial Temple of Haelyn is the only church in Diemed. The temple in Moere; Lawgiver Abby, is large and grandiose, and draws worshippers from as far away as Alamic. Cardinal Keldar Malik leads the services here. Briesen's declining health and age have led many to begin backing Malik to replace the Arch Prelate, something Briesen has been actively against. Despite his efforts however, Cardinal Malik will most likely take over as Arch Prelate upon Briesen's death. Malik openly opposes the church of Avanil and Roesone. The Orthodox Imperial Temple is the true church of Haelyn, he argues, and many wonder how long it will be before he proves his point with war.

Lawgiver Abby is an architectural masterpiece. In the last two years construction work done at the Cardinal's orders have changed the old religious compound into its current, impregnable state. In addition to a large church administration center, there is also an educational wing for children and training grounds for the knights and Templars of the church. Currently one unit of Knights of Haelyn is garrisoned at Lawgiver Abbey.

sages & scholars: Brother Baecolir Dyrel, a magistrate from Moere's end in his younger days, resides at Lawgiver Abbey. A knowledgeable religious scholar, Brother Dyrel has made a name for himself transcribing old Anuirean texts. He has knowledge Ancient Andu +10 and can assist in deciphering any odd tomes or maps of odd origin discovered.

Nerillynn is the name the villagers near Lake Haeron have given to the mysterious elven woman who lives along the banks of the Lake. She seems very skittish and avoids all travelers. It is rumored that Nerillynn speaks with a water being living in the lake, and some whisper in dark tones that some disappearances in Moerel v=can be attributed to her and this lake creature.

economy: Moerel's income is based primarily on the many wineries and produce farms covering the province. Apples, pears, cherries, grapes, corn, wheat, carrots, and green beans grow wildly all over Moere. So much

produce is shipped from Diemed to western Anuire some farmers boast (and it may be the truth) that they are responsible for feeding the whole of the Western Marches.

The people of Moere love sporting events and a substantial amount of income is derived from the various games found through out town. Racing and Jousting are the most popular with a track and arena located inside Morel for these two sports. The champions of the Moere joust are often the winners at the annual Jousting championships in Avanil every 17th of Sehnir.

guilds & merchants: Nearly every winery and farm inside Moerel is owned in some way or another by Guilder Kalien of Endier, except for Rogue River Vineyards. Silas Faemeire and his eight sons operate Rogue River for Orthien Tane and they are aggressively trying to expand their influence in Moerel. Over the past year The Faemiere brothers have used fear, muscle, and murder to establish their family business and a few workers from Kalien's farms and wineries have floated downriver recently. So far Aeric Maedhaenewe has been unable to stop the guild conflict, but hopes he can keep it contained enough so that the violence doesn't

spill over to the commoners. If he had more evidence of their crimes, Maedhaenewe would hang the entire Faemiere family.

underworld: Moerel's love of sporting events rears its head in the cities grimier and seedier places in the form of gladiator-style death matches. Mykil Durton runs the matches and is the undisputed champion of the arena. Most attribute the Vos's victory to the berserker blood of his people. A vicious and awesome sight to behold, Mykil is a warrior few would willingly face. The Vos delights in the fear his reputation brings him and constantly looks for ways to reaffirm the tales about him.

Harviel Macceln is a dangerous assassin who works with Heartlands Wines and has been hired by Guilder Kalien to dispose of the Faemiere family. The killer has been lurking in the halls of Rogue River Vineyards for some time, waiting for the perfect opportunity to strike. Unknown to Macceln however, Sir Aeric Maedhaenewe's memory is quite keen and the Count will recall him from an accusation of murder four years back. If Aeric spots Harviel it is likely to cause an incident with Endier, as the Count will probably hang him.

Tier

Tier is Diemed's most rural province as well as the one with the largest border on the Spiderfell. Lightly wooded and hilly in the north, the province gives way to grassland in the south. During the Deretha Wars between the humans and the Spiderlord, Tier saw more battles than any other province. Ancient battle fields with ruined and forgotten barracks dot the lands of Tier. In these places, on particularly cold and dark nights, the Shadow World pushes in dreadfully close.

The people of Tier tend to be independent minded free rangers and cow-herders, more concerned with the threat of the Awnshiegh to the north than the rebels to the east. Nevertheless, Baron Diem maintains a military garrison here; the province commands strategic roads into two of Medoere's three provinces.

The dark and foreboding forest of the Spiderfell looms to the north of Tier, and the farmers and nobles know that the denizens of that place can come pouring out at any moment. While the danger is ever present, the erratic behavior of the goblins ensures that raids aren't as common as one would think.

Tier has both a fertile land and a long and proud history. It is also one of the provinces that have suffered the most from Diemed's decline. Just as the eastern areas that became Roesone suffered from economic stagnation, decline and depopulation, so did Tier. In the decades after the breakdown of the Empire, the Spider became bolder, constantly sending marauding bands of goblins into the surrounding realms. In Diemed he found a particularly easy target, and in the following centuries there has not been peace for the people of Tier.

While it might be hard times for the peasants and villages of Tier being smaller and more impoverished than before, it is the nobility that show the greatest decay. Without enough peasants to work their lands, trade to tax, and what few resources they have left demanded by the Spiderfell garrison, the Nobles have little to show of their opulent past. Once proud manors are now half abandoned, with only the central keep and a few outlying buildings in use.

TOWNS

There are few towns worth of notice in Tier. What remains of the once numerous stops along the Northern Trade Road have become small villages where one can find room in once beautiful taverns. Much of the decay and depopulation have been hidden by the locals using what they can of stone and timber from abandoned buildings and houses still in use. The larger official buildings, and many churches too large for the local flock, have become abandoned and suffered from fire and rain throughout the last centuries.

The capital of Tier is the town of Tieren. Once a thriving city noted for its craft and olive production, it is now reduced to the administrative centre of the province. The Baron has a sheriff stationed here with some men, and there are barracks for a sizeable garrison of soldiers for the defense against goblins from the north. These are rarely filled, but are more often used by forces on a 'training maneuver' towards the border of Medoere. The OIT keeps a strong presence in the town, with a sizable abbey located just outside the town. Large tracts of land in the surrounding area are under the control of the abbot of St. Tindelen Abbey, and the olive oil production is sizable enough to ensure a significant income for the temple.

The town of Eastway lies near the border to Medoere, not far from where the Dieman forces were decimated at what became known as Moonstrike Keep.

sites and features:

Dowder Hole is one of the most famous battlefields in all of southern Anuire. This dreaded stretch of earth is the site of many battles with the forces of the Spider. Every winter as the festival of the dead approaches, the fallen soldiers of Diemed's past cross through the shadow world at Dowder Hole and wreak havoc on the people of Tier. Some villagers in nearby Northglenn believe that a permanent portal to the Shadow world exists somewhere within Dowder Hole, while others believe that the Shadow world and the field co-exist in the same place.

Deep Forest and Vast Swamp are the names of two mysterious places in the province of Tier. Dark wood of Deep forest yield excellent timber products, but like cultivating the wood of the Spiderfell, denizens of Deep Forest prevent lumberjacks from working well. Vast swamp's perimeter is well documented, but no one in the past century has braved the murky place. Trolls occasionally wander out of Vast Swamp.

tieren

population: 2,650 (96% human, 2% half elf, 2% other)

at a glance: the small town of Tieren used to be much larger and important and everywhere there are signs of its former glory. Once proud manor houses lie in ruins, churches in crumbles, and older buildings have been lost to encroaching vegetation; reclaimed by the wilderness. The town's proximity to the Fell often causes some foul rain to fall Tieren's way. The water in town is horrible because of this and some villagers boil it before drinking. Strangely the rain makes for excellent olive farming and Tiernen has some of the finer olives in all of Anuire.

The villagers of Tieren are representative of the rest of the folk of the province, they tend to be strong willed and independent in spirit. Tieren people tend to speak their minds. Whispers in town hint that the ruling family, the Voarae's, are witches. Despite the family's apparent devout worship of Haelyn, these rumors persist. The fact that a lot of disappearances occur around Tieren and Eastway doesn't help quench the gossip.

government: Varlin Torele is the magistrate of Tieren. The former military man has dedicated himself to the downfall of Medoere ever since his son was killed in a border skirmish. Torele is an old friend and mentor of Count Aedan Volarae, and fought alongside him in many skirmishes. Aedan trusts Varlin implicitly

and leaves him to govern Tieren however he sees fit. The people are indifferent to Varlin's rule, they like him but they know he is a trusted friend of the Volarae family. Aedan becoming the Count has increased the citizen's loyalty to the house and Varlin has had an easier time in Tieren because of it.

military: Two hundred infantry men are garrisoned in Tieren protecting the city from the recurring raids along the Spider's border. The infantry are a hardened lot from their long years facing the awnshegh's troops. Torele has been training them along Medoere's border recently, doing what he can to provoke the Medorans. Since the death of his son he looks for any reason to incite a war with the moon-worshippers.

temples: Carol Hadhlewe is the high priestess of St. Tindelen Abbey, the Orthodox Imperial Temple in Tier. She joined the church after hearing and impassioned sermon delivered by Arch Prelate Lavalan Briesen at the festival of Rebirth in 541. She has risen steadily in the church over the past seven years as she has begun to preach a doctrine of intolerance towards non Haelyn faiths. Her former idol Briesen has been replaced by Cardinal Malik in her eyes as she sees the Cardinal possessing the qualities she thought she saw in Briesen all that time ago.

Carol is in love with the Count of Tier, Aedan Volarae, but she has been distant with him as she has heard the many tales of his female pursuits. She hopes that over time Aedan will be able to prove his love to her by keeping his bed empty.

sages & scholars: Tieren's most prominent sage is Boem, the Loremaster. Boem claims to be over a hundred years old but since he claims no surname none can tell if he is blooded. Boem seems immune to attempts to magically determine his nobility. None the less, Tieren knows much of Diemed's history over the past century and seems to specialize in Roesonian lore. His knowledge about Roesone is so good there is a 25% chance that he knows the placing of their armies on any war move. Though he appears to be at least in his seventies, Boem loves to ride bareback and work construction. Most of the modern repairs in Tieren are his handywork.

Edmund Volarae, the count's brother, is a mage of some skill who spends a lot of his time in Tieren. Edmund is not a friendly man and charges hefty, almost extortionist fees for his magical services. Edmund specializes in invisibility spells and sleep charms.

economy: The majority of the wealth of Tieren comes from the olive oil made by the priests of Haelyn at St. Tinelen Abbey or by the corn and peanut fields of Guilder Kalien. A few pear orchards owned by the Count of Endier produce enough fruit to ship crate loads to western and eastern Anuire without running out for the southern coast. The fruit produced in the province ships to Caerwill in the east and Moere in the west. Recently some of the trade has been interrupted by bandit agents of Orthien Tane.

guilds and merchants: Caelib Lansing is the operator of Lansing Orchards, owned by Guilder Kalien. Caelib's farm overflows with fruit to the point that a lot of it goes to waste and attracts flies and the occasional monster. Lansing has been petitioning the Count of Tier to begin attracting settlers back to the province. The influx of people would help the economy Lansing argues, and he may be right, but so far The Count has seemed to ignore Caelib's request.

Elamien Volarae, a second cousin of the Count, has a small shop inside Tieren specializing in bows. Elamien has traveled several times to the mountains of Bliene searching for the Silver yew tree that grows there and two years ago found enough to construct two long bows out of the wood. There are other bows available in Elamien's shop, but none match the exquisiteness

of the silver yew bows. Elamien is sure that the bows would sell quicker if they were not tagged at 500 gp each, but because of the hardships he endured finding and constructing the bows, he cannot bear to lower their price.

underworld: The Half elf Vos, Krull Drill, has been burglarizing Tieren for some time and has a small band of accomplices. Drill would like to expand his gang into a larger organization but Tieren simply isn't big enough for it. Drill has clashed heads recently with another burglar with magical abilities. The half elf has but out a contract on the mysterious wizard, but so far has been unsuccessful tracking him down.

A note on Dieman nobles,

As a former duchy, Diemed's government was comprised as follows: 1 Archduke, 4 Barons, and 12 Counts. The noble houses consist of; House Diem, House Elorae, House Volarae, House Maedhaenewe, and House Enlien. Two minor houses, Vollum and Bhaerlin respectively, often served as seneschals or magistrates. House Enlien ruled the realm of Braeme (now Medoere) Volarae, the lands of Tier and the Spiderfell, Maedhaenewe, the provinces of Moere and Duene, and Elorae governed over the southwestern lands of Ciliene and Bliene. Though it was never ruled, Roesone was to be governed by the Bhaerlin house after its pacification

by Uchaene Diem. Only the Elorae and

Maedhaenewe houses still rule their complete lands.

The responsibility of the nobles are to govern the lands in the name of the Baron, aid the temples so that no other church gains strength in Haelyn's Holy realm, and to answer the Baron's muster call. The militia in each province answers to the Count of the province, and the Count is responsible to maintain the garrisoned troops of the Baron's (reflected in the domain maintenance turn).

Only members of House Diem may claim the title of Baron (or Archduke) and only the descendants of the other major noble houses may hold the title of Count.

House diem

The fifth house of the Andu, The Deretha, is the ancestors of the Diem line. Prince Diem was the first to inherit the blood of the Gods at Diesmaar and all of his descendants enjoy this divine blessing.

At present the once large and prolific house Diem only has two members; Princess Lasica Diem and your PC Regent character. However, if you are inclined to, you may play Lasica as the regent or even the Baron from the Ruins of Empire book, Heirl Diem. On the outside cover booklet you will find a family tree of House Diem

with a blank line provided for the name of your PC Regent.

princess lasica diem

Female Anuirean, Wizard 5, Brenna major 39

STR	10
DEX	14
CON	15
INT	16
WIS	13
CHR	16
AC	15
BA	+3

noble houses of diemed

Equipment:

Princess crown (300 gp), Brooch of magic missiles (49), potion of invisibility, Ring of protection +3

Lasica, like all Diem princesses, is one of the most beautiful women in all of Anuire, and like most Diem princesses, she has a strong gift for magic. Studying at an early age in the free city of Endier, Lasica came under the tutelage of the wizard Caine. Lasica was a gifted and well rewarded student until Caine discovered her Scrying on the count of Endier with his own devices. Returning to Diemed, Lasica turned her fierce intelligence towards espionage using her natural beauty and her magical talents. Currently Lasica is the head of the Baron's spy network. If she remains as loyal to the new Baron as she was to her father remains to be seen.

It wasn't long after Lasica's return to Diemed that she caught the attentions of the Count in exile Jarod Enlien of Braeme. One evening, after one too many hard glances between the pair, they succumbed to their desires. The affair blossomed into true love, but only on Lasica's half. The princess would like nothing more than to see Medoere return to Dieman rule under Enlien, her wish-full, future husband.

Note: Lasica can be used as a lieutenant by the PC Baron and may even act as Diemed's court wizard.

House Elorae

The warrior Duke Diem's most trusted lieutenant was Elorae. On many battle fields versus the spiderlord and then against the forces of the Shadow, Elorae carried the standard of House Diem: The Gold Dragon. When Prince Diem returned to the realm of Diemed as Archduke, Elorae was his first Baron, governing the lands of Bliene and Ciliene, named for Elorae's twin daughters. Over the centuries House Elorae maintained their position as the Duke's closest advisers. Many court wizards came from house Elorae. To this day, in every war fought where the regent of Diemed has taken the field, a member of House Elorae has carried his standard.

Donnel Elorae, count of ciliene

Male Anuirean, Rogue 8, Brenna major 41

STR 6
DEX 12
CON 8
INT 15
WIS 15
CHR 15
AC 11
BA

Sneak Attack
+4d6

Equipment:
Shortsword +1,
Count medallion
(100 gp), Potion
of Health (1d8+5)

Donnel is an old man. At age seventy two, it is only a matter of time until he will be too old to properly administer his duties in the province of Ciliene (See the entry under Shaelinn for more details about the Count's duties there). Donnel is a man of sharp intelligence and insight. He often knows the motivations of people seemingly before they do. As an advisor Donnel offers the Regent vast knowledge of Anuire's political landscape. Donnel is the DM's tool to drop information onto players about Anuire's "goings on". Donnel's wife Alaena died twelve years ago and the count regularly observes the ninth day of Pasiphiel to mourn her.

Before her death Donnel and Alaena had two children; Michael and Duncan. Michael is the eldest son and inherited the duties of the Count of Bliene when his uncle Charles died in 548.

Duncan, soon to be schooled for his future as Count of Ciliene, is currently training with Admiral Vasil Dekkar in Diemed's navy and leads a sea platoon of Diemed "Dark" Knights.

Michael Elorae, count of bliene

Male Anuirean, Fighter 2, Brenna major 37

STR 15
DEX 12
CON 15
INT 14
WIS 11
CHR 16
AC 14
BA +2

Equipment:
Bastard sword,
Studded Leather,
Count Medallion
(100 gp), one ounce
of Khinasi
"cinna-spice"

Michael is a despot. His lavish parties are things of legend through-out the southern coast and parts of the Heartlands. Even nobles from Endier vie for posts in Elorae's manor; God's Peak, in the town of Loraine (see the Bliene entry for more details on Loraine). Despite being an uncaring and spoiled man, Michael has proven to be a capable ruler in Bliene, though there are still many, ominous rumors about his spice addiction swirling around the court. Michael often seeks the council of Oerval Mourewe in Loraine on the matters of trade and guild matters.

Michael inherited his duties in 548 when his uncle Charles passed away after a pilgrimage into the Bliene mountains. Since that time Michael has focused the attention of the province towards mining and better investigations of the mountains more secret places.

Michael is a fierce adversary of Aeric Maedhaenewe, the Count of Moere. During the festival of the Veneration of the Sleeping, in which Michael was gaining favor with the Prince of Avani, Aeric exposed Michael's cinna-spice habit to Avan's ambassadors and publicly embarrassed him with a slanderous assault. The former Baron nearly had Michael removed as Count, but public outcry in favor of Elorae prevented him. Despite some of Michael's more decadent activities, he is the cousin of the Baron and heir to the throne of Diemed should Lasica or the PC regent not bear children.

sir duncan elorae

Male Anuirean, Fighter 4, Brenna major 37

STR 16
DEX 16
CON 17
INT 14
WIS 13
CHR 14
AC 16
BA +4

Equipment:
Bastard Sword,
Leather armor,
Swimming suit,
Potion of Health
(1d8+5)

Duncan is a good and proud man and looks forward to the day when he will carry the standard of the Baron of Diemed into battle. Currently Duncan is training with Admiral Vasil Dekkar aboard *Nighthawk*, the navy's flagship. Seeing how useful the dark knights are with their airborne tactics, General Jarod Enlien demanded a sea based version. Duncan is leading that platoon and has been investing in slimmer, stealthier coasters, and other rafts. Duncan is not looking forward to his future as Count and hopes to marry soon so that he may cede those duties to his countess. After the scandal his brother Michael suffered, Duncan is not eager to enter into public life. While Duncan shares his brothers dislike (yet not as intensely) for Aeric Maedhaenewe, he has a soft spot for his sister Paeghan, her having caught his eye at her coronation as Countess of Duene.

house volarae

During the Spiderlord wars following Diesmaar, a group of goblins and gnolls managed to breach Caer Deretha and nearly took the life of then Duke, Harth Diem. He survived due to a lowly guard named Gailen Volarae, who literally threw himself in front of a goblin spear intended for the Duke. In recognition of the man's sacrifice, Harth Diem granted the title of Countess to Gailen's widow, filling the seat vacated by Simon Tieren, recently slain in the wars. Believing that he would crush the Awnschiegh once and for all, Harth awarded the forest of the Spiderlord to the new Countess, though that war was never won. It

wasn't until 289 when Richard Endier cleared a section of the Spiderfell that the Volarae house ruled any lands beyond Tier, though that station lasted little more than a decade as corrupt Volarae governors forced the province into rebellion.

aedan volarae, count of tier

Male Anuirean, fighter 6, Vorynn minor 16

STR 17
DEX 15
CON 13
INT 12
WIS 10
CHR 15
AC 19
BA +6,+1

Equipment:
Bastard sword,
Half-plate armor,
Count Medallion
(50 gp), Potion of
Bull's Strength

Aedan is a gentle and kind man in his early forties. His dark eyes and cocky wit have captured more than one noblewoman's heart, though he remains unmarried. Aedan does have his eye on Carol Hadhlewe, priestess of the temple of Haelyn in the province of Tier. Carol has rejected all of Aedan's advances so far, but does find the nobleman charming. Aedan himself is unsure as to whether he is in love with Carol Hadhlewe or not.

Aedan has recently become the Count of Tier as Allistar has stepped down due to illness and age. Rumor inside Tier and around East Riding (the Volarae estate) is that Allistar befell foul ends and that the new Count is covering it up. Aedan regards such talk as gossip on good days, insurrection on worse. Aedan insists that his father is visiting healers in Ariya, a claim few are willing to substantiate.

The Count of Tier is very protective of his youngest brother Marcellus. He often goes out of his way to ensure that his younger brother stays out of harm's way, or worse, sick. Aedan is constantly nagging Marcellus to dress warmer as he is often bedridden all winter due to illnesses.

Despite rumors about his father, Aedan is a popular presence in the province and the citizens of Tier seem to rally around him. He is lenient with some of the Barony's harsher laws and for the most part leaves the citizens of Tier to pursue their lives as they see fit.

edmund volarae

Male Anuirean, Wiz 3/Thief 3, Vorynn minor 16

STR 14
DEX 16
CON 12
INT 16
WIS 8
CHR 9
AC 15
BA +4

Equipment:

Amulet of
Armor AC 8,
shortsword,
caltrops, pouch
of components,
spellbook

Edmund is a grumpy and sometimes chaotic man in his mid thirties. Prone to mood swings, he often is found in solitary study away from people. A drop out of the imperial college of Sorcery, Edmund was a great disappointment to his father Allistar, who had high hopes for him as Diemed's next court mage. Edmund seemed to take delight in upsetting his father. When the Count went to Ariya to consult with healers and left brother Aedan in charge, Edmund took the news badly, spreading rumors that the Count was not with clerics, but dead. So far the allegations have fallen on deaf ears as Edmund, a recluse by choice and action is not well liked by those he would convince.

When not pouring over arcane tomes in the safety of solitude, Edmund often wanders the streets of nearby Tieren as a burglar. His secret hobby came as a result of his desire to attain new magical spells without researching them, a habit formed in his college days.

Edmund knows of Marcellus's ability to regenerate, a discovery he made in childhood. In exchange for the secret kept, Marcellus provides Edmund with female companions, whom he would otherwise be unable to attract. Little does he know that Marcellus's female friends have secrets of their own...

marcellus volarae

Male Anuirean, Wizard 14, Vorynn minor 16

STR 10
DEX 15
CON 3
INT 17
WIS 16
CHR 16
AC 10
BA +7, +2

Equipment:

Dagger +2, vial
of poison, ring of
Undead control
(HD 36), knotted
cords, spellbook

Marcellus is a sick man. When he was born he was wracked with so many illnesses that it was believed that he would be yet another in a series of Volarae infant deaths (the previous four had miscarried). His mother, Laera, did everything in her power to prevent her young son from dying, including making a dark pact with an agent of the abyss. This pact ensured that young Marcellus would not befall any harm, but it also stripped Laera of her Anuire-renown beauty, leaving her a bloated, comatose husk. As a result of this dark deal, Marcellus gained two abilities other than those his bloodline granted him-the ability to cast *slow* at will against his enemies and the power to regenerate from any wound. This power returns 3 HP a round. A favorite tactic of Marcellus is to let enemies "kill" him, only to react with a spell, moments later. Marcellus keeps a jar of blood hidden away that he can reform from if he is destroyed physically and scattered.

At seventeen Marcellus is quite attractive, though he is often mistaken for a woman. A master speaker, Marcellus utilizes Bluff and Diplomacy well combined with his Divine Aura, there are few he cannot persuade. Marcellus is obsessed with finding a cure for his mother. When not engaged in his own twisted, necromantic studies, he avidly pursues ways to return her beauty to her.

DM Note: Marcellus makes an excellent foe for the PC's. He is a necromancer of high level and his regeneration ability makes him a difficult challenge. Marcellus's powers are a well kept secret and he only displays them when dispatching an enemy. He is intelligent and will not use his powers arbitrarily. Use the Lich entry in the Monstrous Manuel for Marcellus's powers.

House Maedhaenewe

When Prince Diem of the tribe of Deretha fought the armies of the Spiderlord, his fiercest warrior was Maedhaenewe. The horseman led many cavalry charges against the Spiderlord's hosts and at Diesmaar legend tells that over ten thousand horseman followed him against the Riders of Rhoubhue. When the wreckage of that biblical battle cleared, Maedhaenewe had inherited a great bloodline and when he followed Prince Diem home to the southern coast he became a valuable ally in the wars to pacify the new duchy of Diemed. Prince Diem rewarded his undying loyalty with land and title and in the centuries since Maedhaenewe heir's have held the lands of Moere and Duene.

House Maedhaenewe has a proud tradition as horseman warriors. All sons of the house train on horseback from an early age and are required to serve in the cavalry of Moere. The house has strong relations through marriage to the Darkhorse family in Alamic. The two houses make sure that Moere has the best possible horses while keeping Soutmoor wet with Dieman wine.

sir Aeric Maedhaenewe, count of Moere

Male Anuriean, Ftr 8/cavalier 2, Basia minor 24

STR 17
DEX 15
CON 16
INT 16
WIS 14
CHR 15
AC 24
BA +10, +3
Equipment:
Full Plate +1,
Bastard sword +1,
Lance +1, War
Horse, full plate
Barding +1, heavy
Shield +1, Count
Medallion (75 gp)

At the age of eight, Aeric Maedhaenewe knew he wanted to be a cavalier like his father and grandfather before him. Becoming a horseman rider for Diemed was Aeric's childhood dream and the day he rode out as a cavalryman was the

proudest day of his life. Training with his Alamien Steed, Marius, by age fourteen there were none in Diemed who could out ride Aeric. At the age of thirty, after several border skirmishes with Goblins, Gnolls, and Bandits, Aeric finally achieved his dream of becoming a cavalier, but his father did not live long enough to see it. Boudh Maedhaenewe fell during a fierce battle with Gnoll raiders and Aeric was forced to take the mantle of the Count of Moere. His sister Paeghan took on the duties of the Countess in Duene a short time after.

Aeric is a capable ruler and inspires his followers, but he would rather spend his days riding against the enemies of Diemed, not collecting the Baron's taxes. Aeric rules well for the Baron because he loathes lawbreakers. In Moere every criminal caught is punished and Count Maedhaenewe has a higher execution count than the other Lords. This hatred for criminals caused Aeric to publicly embarrass Michael Elorae, the count of Bliene by accusing him of smuggling illegal goods from Khinasi into Diemed. Aeric dislikes the Elorae family immensely and believes the decay of their lineage is one of the reasons Diemed has suffered over the centuries.

paeghan Maedhaenewe, countess of duene

Female Anuirean, Cleric 5, Basia minor 24

STR 13
DEX 15
CON 15
INT 15
WIS 16
CHR 15
AC 17
BA 3
Equipment:
Chain mail, Holy
Symbol, long sword,
Robe of resistance
(cold, ice 5), Count
Medallion (75 gp)

Paeghan is a beautiful woman in her late thirties. She became the countess of Duene when her uncle Garrick died of heart failure when she was nineteen. At first the Baron was unsure if an untested girl would be an adequate ruler, but his fears were alleviated when she joined the church and helped to firm the Baron's control of law in the province. At present Duene is the only

province where the Baron enjoys complete control of the law.

Paeghan's duties as Countess take her away from the church often, but her trusted friend Oeren Foerde administers the temple and guides the people of Duene. The Countess has many noble suitors of various rank throughout Anuire, however she has fallen in love with the magistrate of Faramar Falls, Rian Eldarae. Eldarae is a commoner and the already declining bloodline of the Maedhaenewe's will suffer greatly if and when Paeghan bears child.

House Enlien

In the many wars against the Spiderlord following the cataclysm at Mt. Diesmaar, great heroes sprang up at great times. One such hero was Enlien. In single combat Enlien defeated The Hound, an Awshiegh dedicated to the Spider and aided Suris Maedhaenewe in routing Goblin and Groll forces from Diemed. In recognition of his destruction of the Awshiegh, the Baron of Diemed granted Enlien the realm of Braeme, now known as Medoere. Over the centuries, Braeme was little civilized until Mourtnen Enlien took over the duties as Count in 500 MR and allowed the Vos priest of Rournil, Brun Szaerch, to establish a temple within the province. The worship of the moon god spread and attracted more settlers to the realm creating the provinces of Caerwil and Alamier. Upon Mourten's death in 521, his son Dalien reinstated the tradition of not allowing other faiths to gain holdings in Diemed, and began to persecute the Rournilities. The result was his own death at the hands of his daughter Suris and the loss of the lands bestowed to him by the Baron.

Today House Enlien suffers great loss of prestige in Anuire because of their recent history. At present there is only one member of House Enlien remaining loyal to Diemed; General Jarod Enlien, commander of Diemed's armies. Several members of the house still live in Medoere (see the Medoere domain sourcebook TSR # 3106 for more details about the Enlien family).

General Jarod Enlien

Male Anuirean, fighter 5, Azrai minor 18

STR 17
DEX 16
CON 16
INT 14
WIS 12
CHR 14
AC 18
BA +5

Equipment:

Chain mail,

Bastard Sword,

Bacon grease,

Great helm, Signet

Ring of house Enlien.

Jarod is a tortured man. The loss of his uncle Dalien affected him greatly, but even more was the massacre at Moonstrike Keep. Jarod was the lone survivor of the Moon God's wrathful attack and the fallout caused him to leave Diemed for five years searching for peace. Seeking out his father Richard in the mountains of Taeghas, Jarod discovered a town besieged by an Awshiegh called the Feral. Jarod spent weeks tracking the beast through the rocky passes of the mountains eventually trapping it near its cave lair. After a long and vicious battle, Jarod emerged victorious, but only after thrusting his bastard sword through the beast's heart.

The blood of the Awshiegh proved too much for Jarod and it overpowered him. When Jarod awoke he searched the beast's cave, finding an ancient journal bearing his family's crest. As he read the pages in horror he discovered that the creature he had just felled was actually his father Richard.

Returning to Diemed with this dark secret, Jarod has vowed to destroy the remaining members of his line and reclaim Braeme. After this goal is fulfilled, he is unsure what will happen, though he has not developed any new powers or traits he is terrified that he will meet his father's fate.

Note: Jarod may be used by the regent as a lieutenant during the regent's domain action turn. His levels reflect the rules for lieutenants in the *Ruins of Empire* book

other nobles and important npc's

Though the major noble families are the only ones that may claim the title's of Count, they are not the only noble families within the realm of Diemed. House Vollum has long served the House Diem as magistrates, seneschals, and advisors. The Bhaerlin house was nearly elevated to Major House status, but a series of defeats during the wars with Roesone obliterated that chance. Three major blooded NPC's reside in Diemed; Lord El Cidro Radim, Cardinal Malik, and Admiral Vasil Dekkar.

lord ambassador el cidro radim

Human Male Khinasi, rogue 5, Basia 31

STR 15
DEX 17
CON 15
INT 16
WIS 13
CHR 13
AC 16
BA 4

Sneak Attack

+2d6

Equipment:

Giant kite, Leather

Armor +1, Dark

Suit, light cross

Bow with spyglass,

Acid, potion of

Cat's grace, lock-pick,

Ambassador papers.

Ambassador Radim didn't always enjoy the high status he does now. Twenty years ago he worked as a messenger for a Khinasi Foreign Ambassador to Brechtur, Rahib el Akil. Akil died suddenly while with Radim on a mission and Radim eagerly took the vacated position.

After 10 years as an ambassador to Brechtur, rumors began to swirl around Radim's homeland about certain "shadow conspiracies" involving el Cidro. For half a decade Radim had been working as an informant to Heirl Diem, the former Baron of Diemed. This information had somehow been leaked. Choosing defection over execution, El Cidro fled to Diemed where he has lived ever since. During that time, El Cidro performed many black operations for the Baron

and eventually gained his trust. Four years after his arrival in Diemed, El Cidro Radim became the official Foreign Ambassador of Diemed and often interacts with the courts of Elenie, Ilien, and Aerenewe.

El Cidro is the current leader of the Diemed "Dark" Knights and has trained them in the art of Giant Kite Flying. This dexterity based skill allows members of the Dark Knights to be catapulted a couple hundred feet into the air and then to hover there, slowly gliding with the Giant kite. This has allowed the Dark Knights to perform some spectacular air assaults against unwary targets. El Cidro works with Admiral Vasil Dekkar and receives all his military orders through him.

Note: el-Cidro Radim may be used by the regent as a lieutenant during the regent's domain action turn. His levels reflect the rules for lieutenants in the *Ruins of Empire* book.

prelate cardinal keldar malik

Human Male Anuirean, cleric 3, Basia 22

STR 12
DEX 15
CON 13
INT 16
WIS 16
CHR 15
AC 17
BA +2

Equipment:

Keen Longsword

+1, half plate,

Holy symbol,

Flogging whip,

Copy of Haelyn's

Book of Law

At a young age Keldar Malik heard the call of Haelyn-literally. After a nasty horse riding accident, Malik began to receive what he interpreted as the direct command of his god. Following the guidance of the voices, Malik dedicated his life to the church and has steadily risen in the ranks. His "divine-blessing" has only been correctly perceived as insanity by a few, but others follow the "Cardinal" faithfully and fervently.

After the defeat at Moonstrike Keep, Malik's anti-Rournilite doctrine has gained in popularity, as many citizens feel the burden of the sons lost in that battle. Many of the other priests in Diemed follow Malik's word over that of ArchPrelate

Lavalan Briesen. Large portions of the populace support replacing Briesen, who has grown tolerant in his declining years, with the Cardinal, who they believe speaks for Haelyn directly. With each passing season Malik's influence over the people grows, as does the ferocity of his sermons. It may only be a matter of time before the Cardinal agitates the people towards a religious war with Medoere, a prospect the late Heirl Diem eagerly looked forward to.

Cardinal Malik has the terrible tendency to flog himself with whips or wire until he is bloody or passes out. He does this as an act of faith and believes through his own pain, his physical form becomes cleansed.

Malik truly believes that Haelyn speaks to him and has given him the mission to exterminate or convert all of the other Anuirean faiths. He especially hates the churches of Belenik, Kriesha, and Rournil and has a strong racial hatred for all of the Vos. A few of his more aggressive sermons have resulted in the lynching of some moon-worshippers.

admiral vasil dekkar

Human Male Brecht, fighter 5, Azrai 34

STR 17
DEX 16
CON 15
INT 15
WIS 14
CHR 11
AC 17
BA +5

Equipment:

Rapier, main

Gauche, studded

Leather armor+2

Great helm, sextant

Maps of Aerele Ocean

Vasil Dekkar is perhaps the most loyal of all Diemed's soldiers. He has risked his life on numerous occasions for the Baron and would do so again-the admiral serves the land and the man wearing the crown.

The admiral is a feared commander on his ships and to his adversaries. The pirates of Mires speak in hushed tones about "The Shark's" naval prowess and tactics. When the prow of the flagship *Nighthawk* crests the horizon, it is enough to send rival sea captains into a panic. Dekkar is not known for his kindness or mercy in battle.

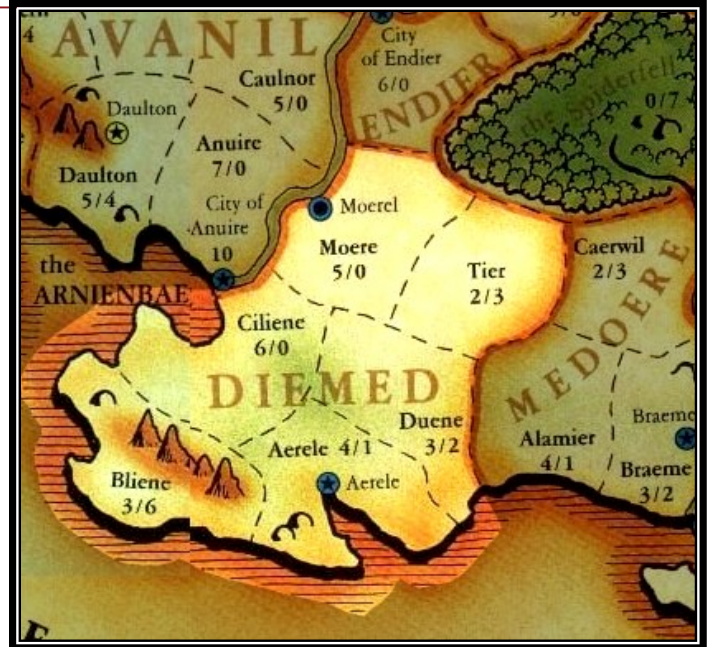
A disturbing trait of the Admiral's is the fact that he never removes his great helm in Public,

not even to the Baron. Heirl Diem long ago decreed that Dekkar was free to retain his head gear even though it still to this day bothers some of the more traditional of Diemed's nobles. Court speculation ranges from horrific burn scars to the more fantastic of Awshiegh transformation. Either way the Admiral shuns public life and avoids the court, preferring to remain aboard the nighthawk with his men.

Currently Duncan Elorae is training a new sea based platoon of Diemed "Dark" Knights aboard Dekkar's ship. Elorae has seen some things that Dekkar wishes he hadn't, like the truth beneath the helm.

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

Abbreviations: HD = Heirl Diem (Diemed); OIT = Orthodox Imperial Temple of Haelyn (Lavalan Briesen); EH = el-Hadid (Port of Call Exchange); He = Hermedhie; DA = Darien Avan (Avanil); OT = Orthien Tane (Southern Anuire Shipping and Imports); GK = Guilder Kalien (Heartlands Outfitters).



or think that the Baron is incompetent. Either way it can often be difficult for the Baron's tax

collectors to make sure that his decrees are obeyed with any consistency.

The province of Duene is the only province in the realm where the

Baron has complete control over all the levels of law. This is mainly due to Duene's border with Medoere. The Baron believed that trouble with the rebels would be inevitable and so he has steadily influenced policy in that province. Paeghan Maedhaenewe, the countess, is a ruthless enforcer of the Baron's law, despite her friendly and approachable demeanor.

While in half the country places support the Prince of Avanil, the Baron of Diemed ensures that his influence doesn't grow in the other half by keeping the populations at their current levels.

Heirl Diem (or the PC regent) is not the only regent character within Diemed. Just like any other realm, Diemed consists of provinces which law, guild, temple, and source holdings. Most of these are not controlled by House Diem-whoever rules the Barony must also get along with regents who are concerned with the merchants, religion, and magic of the area.

holdings of diemed

law holdings

In Diemed, law holdings belonging to the Baron generally represent the strength and dedication of the royal service in that province. In some places throughout Diemed however, the Baron is not the only authority that the people follow; The Prince of Avanil has acquired holdings in Aerele, Moere, and Ciliene. So far the Prince has used his influence in these provinces to wage war against Bandits along the river, though he has hinted on more than one occasion that he could do otherwise. The Baron of Diemed does not have complete control over areas of his realm that are populated. Moere, Tier, and even the capital province of Aerele, have citizens who don't like the laundry list of laws that Diemed is famous for,

temple holdings

Diemed is the site of the very first Anuirean church to Haelyn. The first order dedicated to him was known as the Imperial Church of Haelyn. Many old and forgotten shrines to the Noble God still dot the land. Temples of other gods do not exist inside Diemed and worship of the Vos gods is considered criminal heresy. Some small shrines and statues to the non Vos

gods can be found in Diemed, but these are only large enough to support the occasional parishioner.

the orthodox imperial temple of haelyn

The Orthodox Imperial Temple in Diemed claims to be the true heir to the word of Haelyn. Its priests flout the distinction of being the first church of Haelyn founded after Diesmaar. The original *Book of Laws*, the most sacred text in the church of Haelyn, resides in a vault in the Avelerine cathedral in Aerele. The church draws from centuries of study of the Book of Laws to defend its exacting dogma, which at its heart holds that a society can thrive only by adhering to a strict rule of law. Laws, the church believes, exist to regulate a person's inclination to place his own needs over those of the society as a whole. The only way to preserve the rule of law is to ensure that every member of a society has a specific, unchanging function. As it is the responsibility of the ruler to guide the endeavours of his people, so it is the responsibilities of the ruled to follow their prince's dictates.

Where the Orthodox doctrine has encountered opposition is in its inflexible view that draconian adherence to an unchanging set of laws and the institution of a rigid social hierarchy is the only way to preserve order. The Orthodox clergy argue that its views are supported in the writings of the Book of Laws, a claim that has brought about numerous debates and has caused at least one rift within the church. Of the many ceremonies that are part of the Orthodox Temple's daily rituals, most emphasize the importance of maintaining the strength of the social order.

guild holdings

In Anuire, guilds of various sorts control a great portion of a kingdom's economic power. Many are organized around specific crafts or trades, such as a glassblower's guild or an armorer's guild. Other guilds are organized around regional industries-miners, smelters, and coal carriers may all belong to a guild that operates iron works. Merchants with similar interests often band together to control prices and limit competition. Even thieves commonly work together.

This works better than one might expect. If the meat merchants try to make themselves rich by raising the prices of their beef, some other group that the beef merchants rely on-for

example, the butchers that sell their wares, raise their prices as well. Or a different guild of merchants moves in and offers lower prices. The competition is no longer between individual merchants, but between groups of merchants or craftsmen.

Some wealthy and charismatic leaders can build powerful domains from these various guilds, becoming blooded regents. These guildlords may have controlling interests in dozens of guilds or companies, directing the commerce and trade of entire kingdoms. Empires of gold and trade are every bit as common as empires of castles and armies.

Diemed follows the general Anuirean model in most respects. Each province of the barony supports anywhere from one to half a dozen major guilds and two or three times that number of minor associations or partnerships. Three major guildlords compete for control of Diemed's guilds and commerce, sometimes feuding openly with sabotage or brigandage, but more often fighting price wars and battles of influence.

el-hadid

The guildlord established himself in the great port of Ilien about a dozen years ago, importing exotic goods and silk from Khinasi to Ilien and the surrounding lands. He has expanded into Diemed as well as Roesone, generally through canny investments and partnerships with the local guilds. Today el-Hadid's merchant empire includes Aerele, Bliene, and Ciliene. El-Hadid dominates Diemed's ranching and livestock trade.

El-Hadid (MKh; R3; Br tainted, 10) is reputed to be a man of elegant taste, handsome dress, and uncontrollable avarice. If there's gold to be made, he wants a part of it, even if competitors have to be shouldered aside or intimidated. His base of operations is in Ilien, at the famous Port of Call Exchange.

guilder kalien

The half-elf from Brechtur runs a portion of Diemed's guilds. The heartlands outfitters specialize in fine wines, fruits, and garments. It has become more common lately for violence to erupt around his wineries as tensions between him and Orthien Tane increase. Most of Kalien's representatives in Diemed are also Brecht half-elves, causing them to stand out in the crowd. Guilder Kalien (M1/2E; T5; Br, major, 30) enjoys the most of his success in Diemed in the province of Moere, the province his realm borders. Rumors around Moere have placed Kalien in the center of more than one plot to steal the province.

Of course, no proof of these outlandish claims has been found.

orthien tane

The bandit lord of Roesone is a sinister underworld figure who prefers to support himself on the work of others. Unlike el-Hadid or Guilder Kalien, Orthien Tane (MA; T9; Ba, minor, 16) is a parasite that drains the money from his prey without returning any positive investments. His headquarters is located in Abbatuor, in Roesone, under the guise of the Southern Anuire Shipping and Imports company. He also controls the guilds of Duene through a group of honey bee keepers and bottlers who answer to him.

SOURCES

While a handful of true wizards call Diemed home, none command the realms magic at the behest of the Baron. That luxury belongs to the rebel ruler of Medoere, whose court mage, Hermedhie, is the only wizard to take control of some of Diemed's sources. There are a handful of undiscovered magical places throughout the realm. So far Hermedhie has not increased the level of her power in the realm and no other mage has even a foothold (level 0).

hermedhie

The mage Hermedhie (FAn; W7; Vo, minor, 24) was appointed Court Wizard of Medoere recently and word tells that she accepted the position with graciousness and enthusiasm, much to the dismay of the late Heirl Diem.

The wizard has controlled her sources in Diemed for more than twenty years. She was long courted by Heirl Diem for placement as his official Wizard, but some forgotten slight occurred and Hermedhie has been a vocal opponent of the realms policies for the past decade. By accepting the position of Court Wizard of Medoere she greatly angered the late Baron and he declared her an enemy of Diemed and had ordered his wardens to capture her on sight. So far all the attempts to arrest the Dieman wizard have failed.

This section of The Diemed sourcebook is devoted to adventure hooks, sites of interest, and secrets known only to the regent of Diemed. When you read through these pages think of things your regent character would like to resolve or investigate in more depth and ask your DM to read the information also. He can then customize a Dieman adventure or two for you regent character. Your regent character is dictating the direction that the campaign will run, which is only appropriate for a head of state, and your DM can get some good adventure ideas without too much work.

rumors

There may be nothing to these tales, but the only way to be certain is to investigate them personally. There's no reason a skilled lieutenant couldn't be sent down to run down the truth of these matters, in order to save the resolution (and actual adventure!) for your regent's character. Remember your DM is free to take any portions of these stories and twist them to his own ends, so your character may not know exactly what's going on.

traitor to the throne?

Spies of the Baron have uncovered an interesting rumour inside Avani; it appears that the duchess of Brosengae has been communicating with representatives of Boeruine and Endier about being rid of Prince Avan's oppressive rule. If these rumors are true than the Duchess could become a valuable ally to the regent of Diemed if he desires it—a close look at the Diem family line shows that the Duchess is a relative a hundred years removed, far enough that a marriage could put the would be emperor in a flanked position.

Lasica's virtue

A servant of the Baron's has reported that the princess of Diemed and General Jarod Enlien have been engaging in carnal activity. If this is true it greatly reduces the value that other lords will place upon her, valuable as a political marriage or not. Bloodline scholars report that the General's blood strength may be so far removed that an offspring from their union would be incapable of ruling the country.

the warmonger

The Baron of Ghoere has sent his sheriff to the province of Tier requesting the arrest of Elamien Volarae, a lesser cousin in the house. The accusations that have reached the Baron's ears claim that Elamien is responsible for the brutal slayings of three tavern girls in Tireste. Volarae has gone underground and none can find him. If Aedan is sheltering the accused is unknown but so far no actual proof has been offered to support Ghoere's claim. The Sheriff of Ghoere is due to arrive in the capital with the formal charges, but as the weeks have become months, his appearance is being questioned. Has something happened to him or has he returned to Ghoere? If indeed Ghoere's Sheriff has become a victim of foul play, Gavin Tael would use it as an excuse to invade the country.

But when the Sheriff does appear with formal charges what then? For that may also be a ruse of Ghoere's to claim invasion rights.

a friend in low places

Reports from our informants inside Ilien report that el-Hadid has been shipping large amounts of

weapons and armour into the port from Khinasi. If this is true...then all is going according to plan. Before Heirl Diem's passing, he and the Khinasi guild had arranged the deal in part of a secret invasion of Medoere. After all the weapons have arrived in Ilien, two units of mercenaries are to arrive. The mercs have already been paid for and el-Hadid guarantees their arrival next season. It remains to be seen if the new Baron will go forward with his father's plans.

guild war

Violence has been escalating in the province of Moere lately as guilds between Orthien Tane and Guilder Kalien have been butting heads. Rumor is Tane wants to push Kalien out of the Southern Coast and then ultimately out of Anuire. The Count of Endier has been busy countering Tane's moves and influence and as a result has still not sent acknowledgment of the new regent's succession or condolences regarding Heirl Diem's death. As more bodies begin floating down river, it may only be a matter of time before

rumors, secrets, and plots

the conflict between the guilds spills over to the common folk.

A nasty rumor regarding the guild war is that it is all subterfuge devised by the two guild lords to lessen the Baron's hold on law in Moere, allowing for the two guilders to circumvent the province. If the latter is true, under Dieman law it would be enough to confiscate and jail Tane and Kalien as enemies of the Barony.

undead infestation?

Priests from the province of Tier have been reporting an increase in the undead activity around Tieren, Vast Swamp, and East Riding. Some of the sightings include skeletons and zombies dressed in centuries old Dieman livery. But other tales in taverns tell of enormous skeletal vultures and eagles and of darker, unholy things. The activity seems particularly common around East Riding, the Volarae estate. Undead found there have been discovered to be recent disappeared citizens. Some even possess unusual attributes, as if they have been augmented somehow. The Count of Tier professes his inability to handle the undead is due to the lack of resources the thinly populated province provides. Each winter the problems seem worse and it has been more than a decade since Tier has had any population growth because of it.

another heir to diemed?

As administrators directed by seneschal Vollum sifted through the final papers and decrees of Heirl Diem they were astounded to discover the amount of love letters, sonnets, and poems the late Baron had written to his wife. As Vollum prepared to combine the letters into a document of sorts to present to the new Baron, he was shocked to find an older love letter from the Baron- to the wizard Hermedhie of Medoere! Some twenty years earlier it appeared through the letter that the Baron and the wizard had a brief affair in which Diem demanded to know if a child had been born of. No response letters from Hermedhie have been discovered yet and common knowledge about the wizard is she has no children, but that means very little for all know wizards are quite adept at hiding their secrets.

gold in them thar hills

A recent iron mine has been discovered in the province of Bliene near the city of Loraine. This mine is estimated to yield enough ore to triple the wealth of the province for years to come. Better yet is the prospect of gold. So far a small amount

of gold has been discovered, and this has been a highly guarded secret, but if more is to be found it could be both good and bad news for Diemed. The mines will definitely bring more wealth to the Baron, but it may encourage gold hunters to descend on Diemed like white on rice. When gold was discovered in Talenie a few decades back the greedy miners destroyed much of the mebhagh of the kingdom. Doogal Brownbeard, a local Dwarven priest reports that the mine is not entirely free from danger; a few dwarves and humans who went deep into the mine to work never returned. Doogal himself ventured deep into the mine but turned back when he encountered what he called, "an *unclean* smell".

a map of albiele island

Brother Baecolir Dyril has deciphered an old map that appears to be of Albiele Island, south of Ilien. What is currently known about the Island is that it is overrun with predatory animals and that flying creatures known as Vrocks prowl the skies. The map purports to show a cave entrance on the south eastern section of the Island that supposedly leads to a vast subterranean area where the map's creator, a pirate known as the Red Scourge, claims to have hid his treasure. The map shows the destination of the loot but also depicts a crude reptilian beast drawn in the center of the path leading to the treasure. Whether this is just random artwork or something else, the word or name "Danerick" accompanies the drawing.

restless waters

Over the last year, Awنشiegh scholars have been paying close attention to the activities of the creature known as the Seadrake. The beast patrols the waters of the Straits of Aerele, demanding tribute from passing ships. Diemed has always paid the creature his demands, but the monster has attacked three Dieman vessels over the past half year. The Scholars report that the Awنشiegh has not attacked any of the ships sailing from Mieres and does not even require payment from them. This is a perplexing situation to the scholars who postulate that the beast must have some animosity towards Diemed while sharing an opposite view of Mieres. Other scholars argue that the Seadrake has never behaved this way in the past towards the realm and that it has also required Mieres to pay the same tribute as all else. Perhaps the Awنشiegh wants a larger portion of Diemed gold or indeed does have some grudge against the Baron. Either

way the beast poses more of a threat now to our country than before.

an awnshiegh lieutenant?

A terrible rumor has floated off the ships in the harbour and has made its way to the Baron's ears; the great Admiral of Diemed, Vasil Dekkar, is an Awnshiegh! This is the reason he never removes his helmet; to hide his hideous, blood formed features. What the people don't realize is that Heirl Diem was well aware of his Admiral's qualities. The Dekkar line is a well documented Azrai line, and the family has always served the Baron. If the PC regent has Blood History as a bloodline ability, he can recall several instances in Diemed's past where a loyal member of the Dekkar house succumbed to the call of their dark blood. The Current Dekkar swore an oath to Heirl Diem that he would use his abilities for the Barony and if he was ever overwhelmed by his blood, he would gladly go to his death. Diem accepted the bargain and Dekkar has been a loyal servant for many years. The rumors have become more common as of late as several sea based Dark Knights aboard Dekkar's ship the *Nighthawk* have their opportunities to sneak and peak around. What the populace or the church might do if it was discovered that the Baron has an Awnshiegh lieutenant remains to be seen, but it is sure to be bad.

a feud between houses

A few years back Count Aeric Maedhaenewe publicly embarrassed the Count of Bliene, Michael Elorae, and has had a bitter enemy ever since. Michael despises Aeric and would love to see the Count fall. This rivalry between the houses has become more and more obvious with each passing year with the two houses often fighting bitter influence battles across Diemed. What the two families don't realize is that their troubles with each other is about to grow far, far worse. Duncan Elorae, soon to replace his father as Count of Ciliene, is madly in love with Aeric's sister Paeghan Maedhaenewe, the Countess of Duene. Duncan has not gone about professing his love in a positive or healthy way, and he has learned that Paeghan has been having a relationship with Rian Eldare, a commoner. Duncan has taken steps to have the commoner arrested and has earned the hatred of his love. Paeghan is furious over her lover's arrest, even though it has brought her some embarrassment, and vows to make Duncan pay for his deed, while Duncan is positive he can convince or "force" Paeghan to love him.

The arms of diemed

The ancestral arms of the family Diem are some of the most ancient and recognized ancestral artefacts in all of Anuire. *King-guarder* is a set of Plate mail armor +1 *fortification*. The armor has seen battle in hundreds of wars and skirmishes and has always protected the regent of Diemed. No Regent of the realm has ever fallen on a battlefield while wearing *King-guarder*.

Almost as magnificent as the plate armor of Diemed is the +2 keen bastard sword, *Prince's Pride*. This weapon was wielded by Prince Diem himself at the battle of Mt. Diesmaar and it is said ever since that fight its steel has been twice as strong and sharp. These items are guarded 24 hours a day by trusted agents and are only donned on ceremonial occasions, wars in which the baron fights, and personal duels the baron is involved in.

How can your character lead Diemed to glory? That choice is entirely up to you. Be wary; you have a host of hostile neighbours including the Spider. Diemed is the first Duchy of the empire and has a proud history. Here are a few tips to ensure it has an equally proud future.

1) colonize Albiele island.

The mysterious Island of Albiele occupies a very strategic area of sea; just off the coasts of Roesone, Ilien and Medoere, all former Diemed provinces. A naval base here would be invaluable to the regent of Diemed. It would also strengthen Diemed's hold on the seas, with the only real threat being the Seadrake. Not to mention, it is unclaimed land and would increase Diemed's size. New holdings, all belonging to the Barony, could be established here, adding to the countries wealth and regency.

2) marry off yourself and Lasica.

The Diem family line was once one of the most prolific and influential in Anuire. However over the past hundred years a series of daughters has left the line with no male heirs to continue the line (it may not already if you are playing Lasica or another female regent of Diemed). Your character should marry quickly and have as many children as possible. Also, marrying off Lasica could be a very good move politically. Heirl Diem had been publicly trying to attach her to Guilder Kalien of Endier. Having the head of Diemed's spy network so close to the regent of Endier and the head of his own spy ring, could be very useful to the barony.

3) gain control of diemed's law.

Diemed still has some provinces where there are levels of law that are uncontrolled by the regent. He should snatch them up quickly before someone else does. Prince Avan has a lot of influence in

the country and contesting him outright could be seen as an act of war. Make use of your espionage actions to make things difficult for Avan in Diemed, he may vacate the holdings if they become more hassle than they're worth.

4) don't back anyone for the iron throne.

The Diem line has a very strong claim to the Iron Throne if the new regent wants to press it. As the first duchy of the empire, even before Avaniil, it could be argued that Diemed is naturally next in line of succession. This could be a difficult route that could inspire a lot of enemies. A suggestion would be to use your influence to keep the Iron Throne empty until a time when your character is ready to seize it.

5) take risks and seek adventure.

The domain rules in the BIRTHRIGHT™

campaign setting aren't designed to allow you to catapult your character's line to glory. They're designed to allow a competent ruler to slowly raise the standard of living in his domain with time and a little luck. Don't wait; if your character is truly an exceptional ruler, throw away the book and look for unorthodox ways to get ahead. Magic, treasure, and heroics can bring strength to your lands faster than any amount of bookkeeping and administration. So be a hero, and look for the quick path to glory.

6) find a powerful and rich friend, and then subjugate them.

The first year of your character's rule will be tough. Diemed is a domain that can quickly become bankrupt and vulnerable through mismanagement. Endier, the church, or el-Hadid could be a valuable ally and the wealth of these nearby powers could save the kingdom in a jam. The guilds of Orthien Tane are largely criminal and could be seized by the Baron if he found proof of their illegal activity, Tane is a dangerous fellow however, who wouldn't think twice about retaliation.

strategies and tips