



# Endier



**Rivervale**  
 ◆ - Guards, spies  
 ▲ - Haelyn Temple  
 ■ - Fishing, some farming

**The Free City of Endier**  
 ◆ - Guards and spies  
 ● - None  
 ▲ - Sarimie Temple  
 ▲ - Haelyn Temple  
 ■ - Varied Interests

**Piercalm**  
 ◆ - Guards and spies  
 ▲ - Haelyn Shrine  
 ■ - Fishing, Boat-building

**Morildon**  
 ◆ - Guards  
 ▲ - Haelyn Temple  
 ▲ - Sarimie Temple  
 ■ - Farms, carting

**Monastery of the Scales of Sarimie**

Sample file

**Abbey of the Shield of Haelyn**

**Highland**  
 ◆ - Large detachment of guards  
 ▲ - Haelyn Shrine  
 ▲ - Sarimie Shrine  
 ■ - Regent, Mines and farms

**Half-Day**  
 ◆ - Guards  
 ▲ - Sarimie Shrine  
 ■ - Mostly inns, some cattle farming

**Michael's Bluff**  
 ◆ - Guards  
 ▲ - Sarimie Shrine  
 ▲ - Haelyn Shrine  
 ■ - Customs, fishing

**Edgelin**  
 ◆ - Guards, spies, diplomats  
 ▲ - Haelyn Temple  
 ▲ - Sarimie Temple  
 ■ - Customs, farms

◆ - Law: All controlled by regent  
 ● - Magic: All controlled by Caine  
 ▲ - Temple: Split between Sarimie and Haelyn  
 ■ - Guild: Owned by the regent



Sample file



**Legend**  
1 Inch = 4 Miles

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

# Caer Endier Ist Floor

N

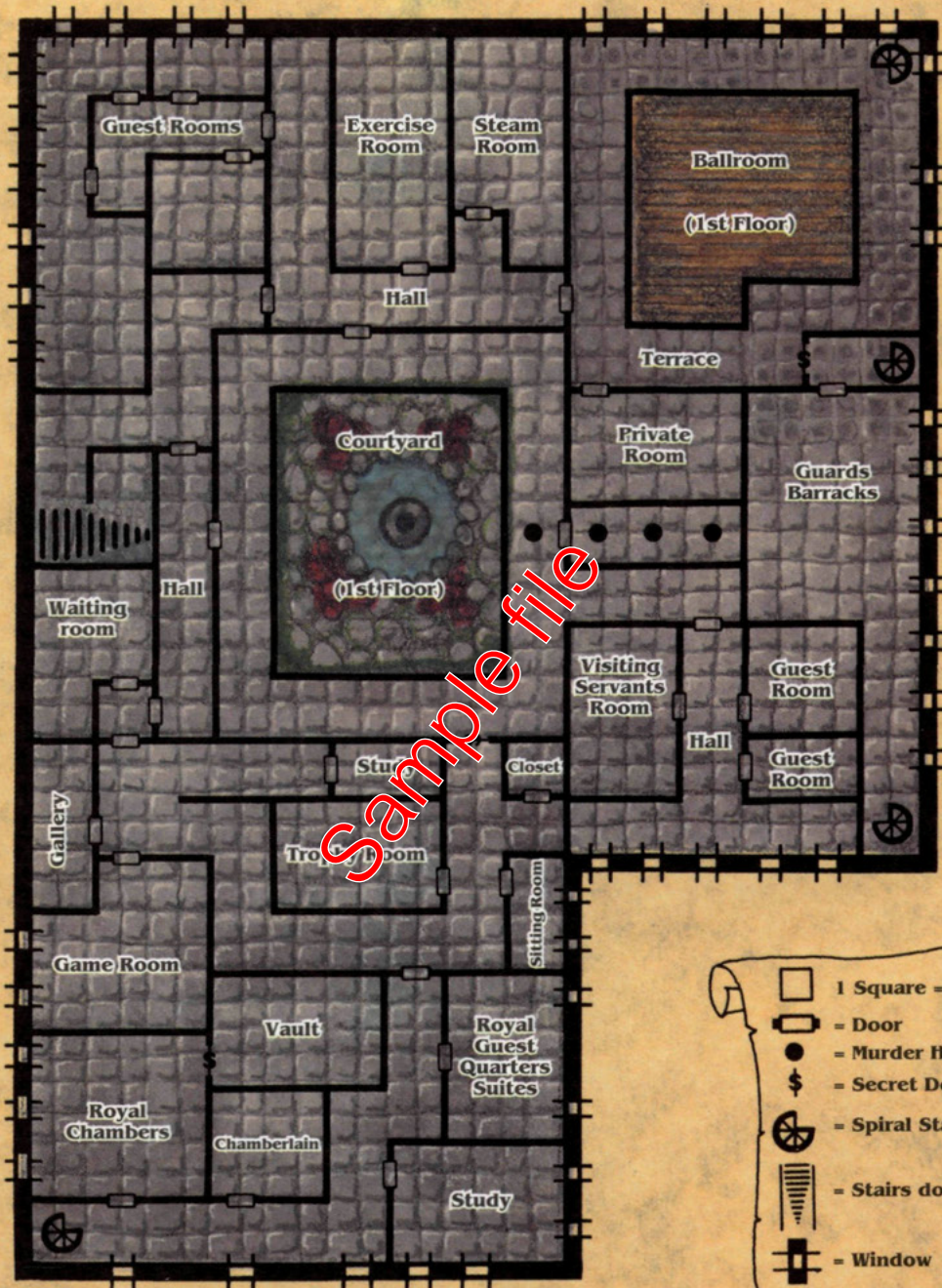


1 Square = 20 Feet

- = Secret Door
- = Door
- = Throne
- = Spiral Stair
- = Stairs Up
- = Curtains
- = Portcullis
- = Window



N



Sample file

- 1 Square = 20 Feet
- ▬ = Door
- = Murder Hole
- ⌘ = Secret Door
- ⊙ = Spiral Stair
- ▬ = Stairs down
- ⊞ = Window

# Caer Endier 2nd Floor



# the domain of endier

## table of contents

Guild Second's Report . . . . .	2
History . . . . .	4
The Land and its Cities . . . . .	6
The Government . . . . .	12
The Free City of Endier (map) . . . . .	16
The People . . . . .	18
Holdings and Interests . . . . .	24
Rumors, Secrets, and Plots . . . . .	28
Strategy and Advice . . . . .	32

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

## what you need to play

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

## how to use this domain sourcebook

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

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

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

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

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

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