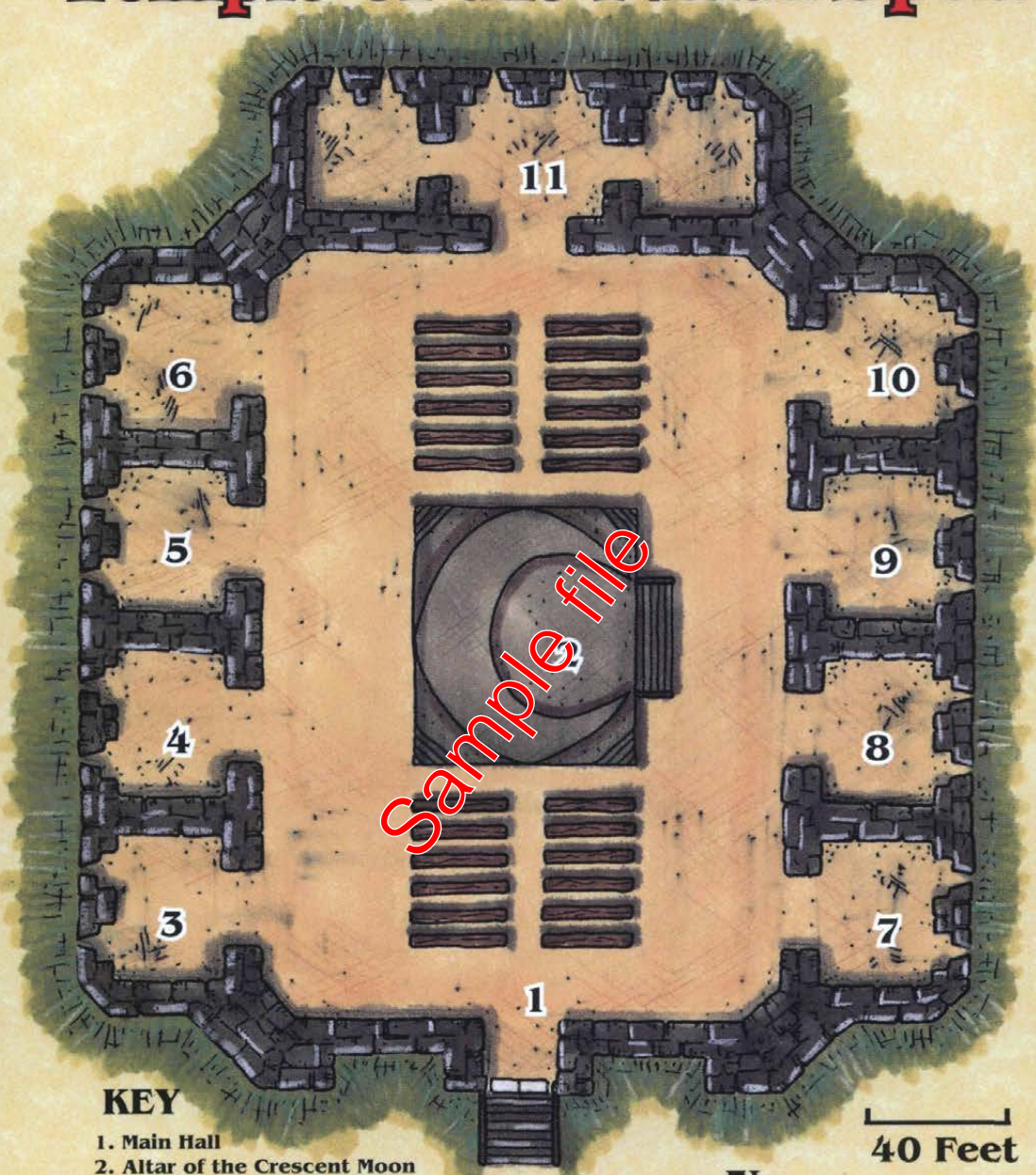


Temple of the Ninth Spell



KEY

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



40 Feet

Medoere



The Spiderfell

Diemed

Caerwil

North Landing

Moon Port

Temple of the Sacred Moon

Moon Lake

Dargon Keep

Sisters of the Nine Visions

Lost Tower

Tower Woods

The Passage Tree

Darksword Woods

Mill Landing

Moonstrike Keep

Tieren Pass

Silvertown

Goblincairn

Elvencairn

Forest Lake

Medoere Forest

Temple of the Silver Prince

Singing Woods

Tallow

Crescent Lake

Braeme

Hillside

Shrine of the Heart

Lake Celestial

Braeme

Temple of the Ninth Spell

Surier

Alamier

Milltown

Lake Adele

Riverside

Fort Celestial

Temple of the Celestial Spell

Quiet Vale

Ilien

Alamier

Straits of Aerele

Port Fornd

Silver Woods

Dragon Tower

Adele River

Abbey of the Silver Woods

Port Adele

10 Miles

Sample file



the domain of medoere

domain sourcebook

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

— Benediction of Ruornil's Priesthood

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

what you need to play

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

how to use this domain sourcebook

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

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

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

grand curate elenir's report

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

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

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

the people of medoere

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

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

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

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

baron to the west.

They see you as the holy ruler of Medoere,

overview of the domain

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

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

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

the nobles

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

neighboring domains

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

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

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

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

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

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

