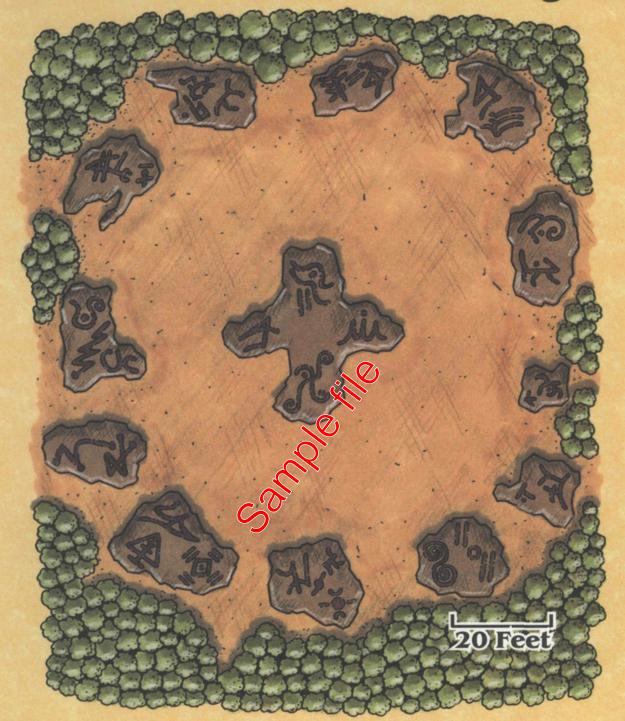
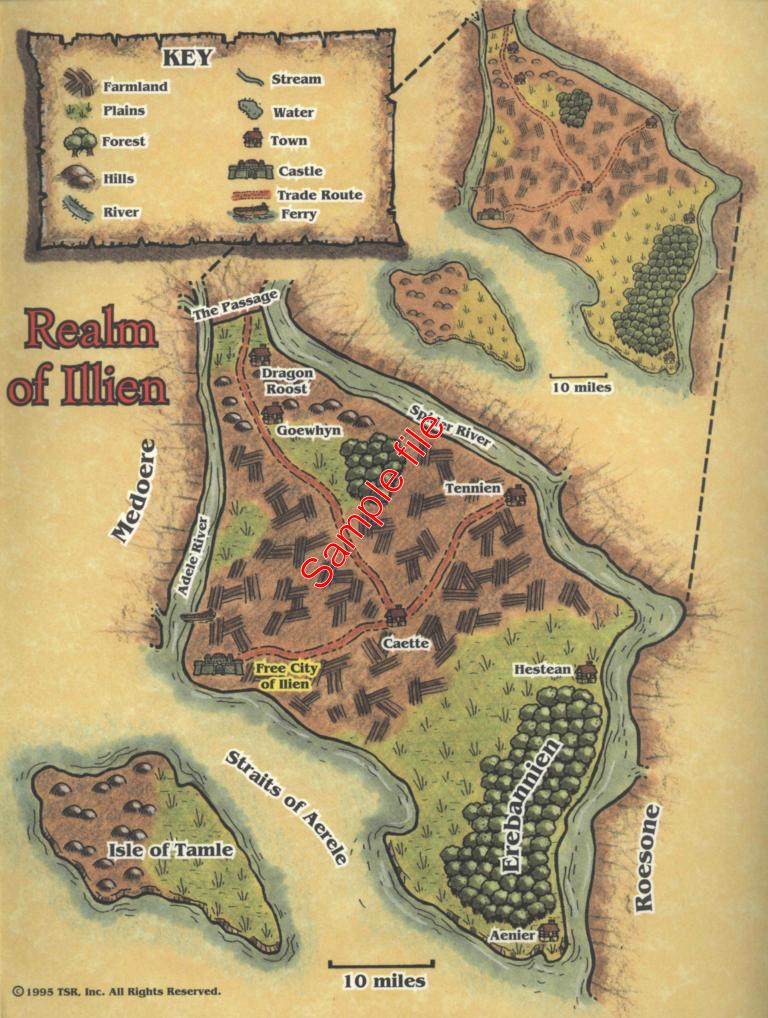


Sources of Northvale and Shadowgreen



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







ilien

domain sourcebook

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Design by Kevin Melka
Edited by Dan Wenger
Creative Direction by Roger E. Moore
and Karen S. Boomgarden
Cover Art by Dana Knutson
Interior Art by Dave MacKay
Cartography by Dennis Kauth
Page Backgrounds and Frames by De Backett
Typesetting by Nancy J. Kerkstra
Art Coordination by Paul Jaquays
Graphics Coordination by Paul Jaquays
Graphic Design by Dee Barnett and Renee Ciske
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TSR, Inc. 201 Sheridan Springs Rd. Lake Geneva WI 53147 U.S.A.



TSR Ltd. 120 Church End Cherry Hinton Cambridge CB1 3LB United Kingdom

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

what you need to play

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

Www.to use this domain sourcebook

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

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

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

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

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

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

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

By the time you read this I will be dead, killed by an assassin's slow and lethal poison. This will was dictated to my most faithful adviser, Seneschal Godene, and as you know his family has faithfully served the regent of Ilien for many generations. Godene will ensure that the will is validated and the transfer of power goes unquestioned. Even as you read this parchment,

messengers have been dispatched to nearby Roesone and Medoere to inform those regents of my death and your assumption of Ilien's throne.

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

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

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

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

people of ilien

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

Your subjects who live outside the Free City consist of farmers, cattle herders, and others who live in small towns and villages throughout the domain. These are honest, hard working folk who rely on their monarch for protection-do not let them down. Ilien is known across Anuire for its quality cattle and foodstuffs. Since the domain has not seen conflict in

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

nobility

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

There are two noble families of note who have