

ISLE OF TIRNANOG

by SCOTT FULTON



CITY STATE CAMPAIGN INSTALLMENT

Tirnanog Isle

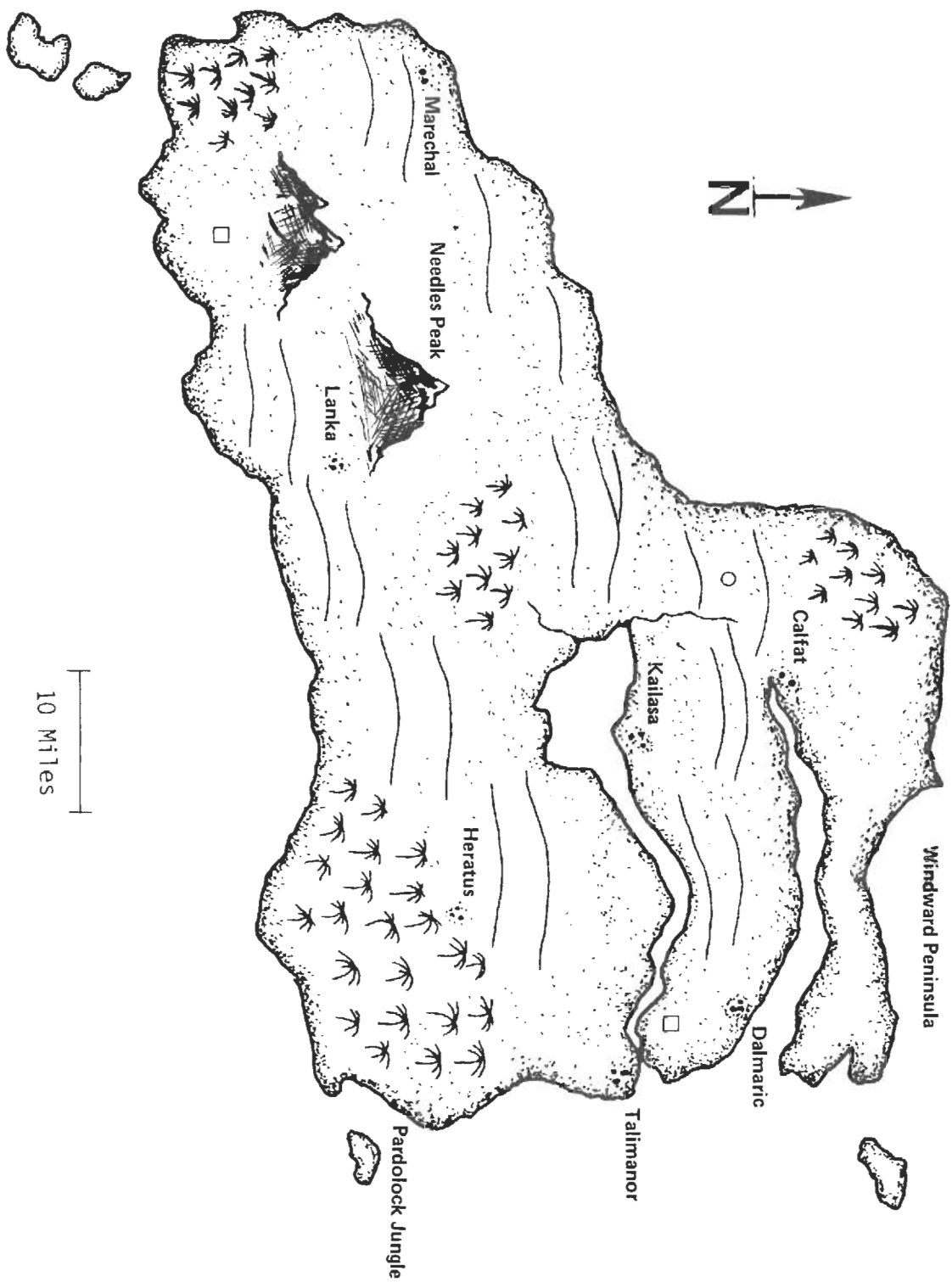


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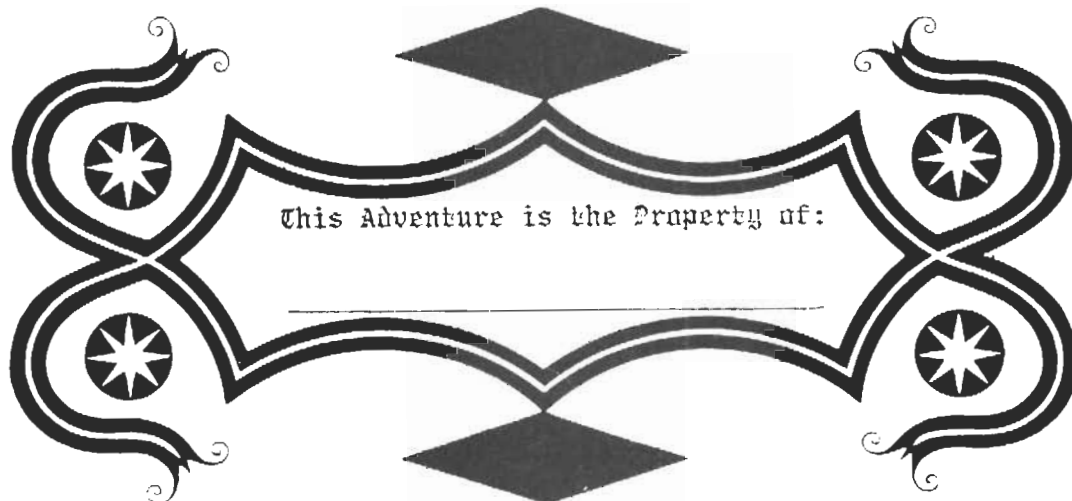
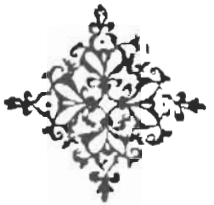
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Tirnanog Isle

The history of this Island goes back to ancient times, and, throughout that history, it has been a peaceful and slightly blase' place. There are no stories of monsters or heroes of great empires and battles. There are few stories of great storms or earthquakes, although minor quakes are not uncommon.

When humans first came to Tirnanog, centuries ago, they found a halfling culture which was already ancient. The halflings only sparsely inhabited the island, and there was plenty of room for human immigrants. In fact, even to this day the island is largely uninhabited. The halflings have only vague and contradictory stories of how and why they came to Tirnanog, but there is general agreement that they first landed on the east side of the island. The humans, according to legend, also landed on the east coast and built the town of Talimanor, named after their first leader, Lord Tali. At various times, groups migrated to various other places on the island but were still nominally under the control of the Lord of Talimanor. Eventually, the Lords of Talimanor died out, and each village went its separate way. Since the initial human migration, visitors have been rare. The only other major addition to the population of the island was a colonization attempt by the folk of the Isle of the Blest. The colony survived, but it soon lost contact with the homeland. The people of Tirnanog are generally tolerant of strangers, as long as they are not bothered. The rich soil, favorable weather, and lack of predators make the island seem a paradise and encourage its inhabitants to ignore the outside world. Thus, they may be slightly resentful, but never hostile toward strangers.

Villages

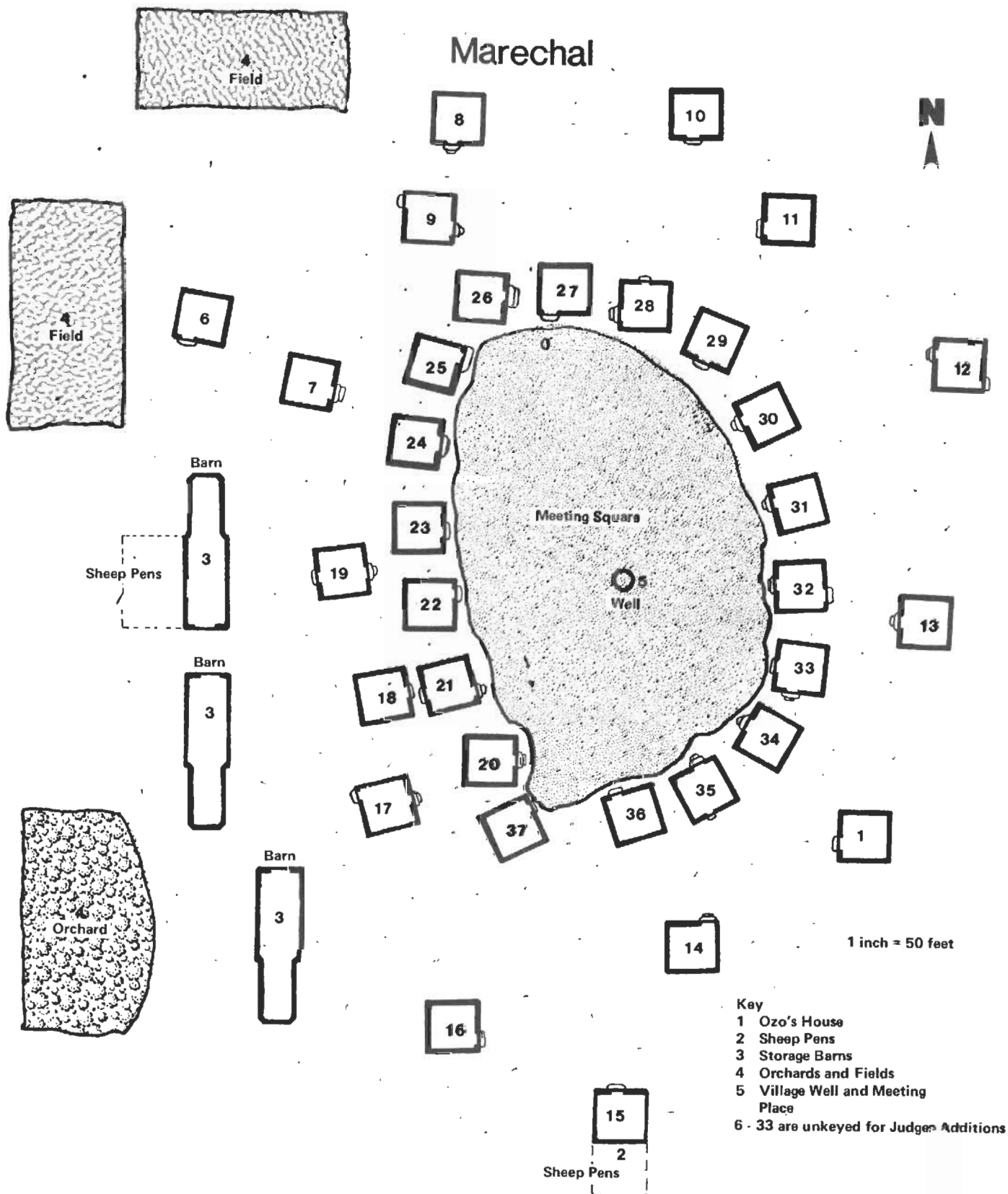
<u>NAME</u>	<u>POP.</u>	<u>TYPE</u>	<u>CIV.</u> <u>LEVEL</u>	<u>ALIGN</u>	<u>RESOURCES</u>
Marechal	91	Halflings	2	Lawful Good	Spices
Heratus	82	Men	6	Chaotic Evil	Market
Lanka	107	Men	3	Neutral	Quartz
Calfat	74	Men	3	Neutral	Lobsters
Dalmaric	126	Halflings	3	Neutral	Market
Talimanor	102	Men	3	Neutral	Fish

- 1) Marechal: This village is a perfect example of the desire of the islanders not to upset the status quo. Although they have their own chief and are capable of running their own government, they accept the claim of overlordship made by a human Magic User. In all fairness, they realize that he does provide valuable services and demands little in return. The Halflings are in the business of growing and selling spices of various kinds, most of which are fairly rare. Merchants have always enjoyed dealing with the people of Marechal because they asked relatively little in return for expensive spices. In fact, even since Dewey Ditol, the "Overlord," took over the spice dealing and raised the prices, the Halflings have received as much as ever, he has had all of his needs supplied, and the merchants have still made a good profit.

Doho: Teamster (Halfling)

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	LG	1	6	10	13	7	14	13	11	11	11	12	12	13	14	15	None

This guy is small, even for a Halfling. He is only 2'7" and weighs 55 lbs. He drives a cart pulled by two ponies, in which he goes once a month to the market in Heratus to trade with the big folks for local goods and crops. It is quite comical to see him sitting like a small child perched on the seat of the full-sized wagon. Doho is



30 years old, has blonde hair and moustache, is right-handed, and has blue eyes.

Daver: Shepherd (Halfling)

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	LG	1	4	10	11	8	7	11	11	13	11	10	12	11	9	11	Dagger

The responsibility for the entire village's flock of sheep falls on Daver's shoulders. He spends his days tending them, along with his dog, which he has imaginatively

named Barky. Actually, he spends most of the day drowsing, as there are only 13 sheep, and Barky can easily take care of them. In the event of an attack, Barky would fight as a 1 HD creature, having 2 Hit Points, while the sheep will simply bleat and run away. They also have one Hit Die. Daver is 39 years old with a bronzed complexion, short black hair, and a black beard to the waist. He is 3'6½", weighs 83 lbs., is right-handed, and has green eyes.

Dewey Ditol: Overlord of Marechal

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
MU	N	4	4	10	6	17	6	6	6	4	13	15	15	10	12	8	Dagger

Ditol is not a dictator. In fact, he really doesn't give orders at all. He has made a few suggestions that improved the crop yield, but that's about all. The reason for his takeover was simple. He needed money and saw a way to get it without causing anyone harm. In return for their accession to his unilateral takeover, he stands ready to use his magic to assist them at any time, and even helps with harvesting, when his assistance is of any value. All things considered, this odd situation works fairly well. Ditol is 35 years old, with a light complexion, blond hair, and brown eyes. He is 5'10½" tall, weighs 201 lbs., and is Ambidextrous.

Gakl: Chieftan of Marechal (Halfling)

FTR	LG	2	14	7	16	9	11	8	12	11	15	16	17	13	16	12	Shortsword
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Here is the real power in Marechal, although he does not press the matter. The people come to him, and he makes decisions. On the other hand, if something big comes up, he does consult with Ditol, both to pick his brain and to preserve peace by pretending to find out his master's will. The two leaders have always come to an agreement, so it is difficult to say which would prevail in a clash of wills. Gakl is 34 years old and bald, with a ruddy complexion and green eyes. He is right handed, 2'6" tall, and weighs 61 lbs.

Ia: Farmer

FTR	LG	1	6	10	10	10	16	9	12	8	8	10	10	8	7	9	Dagger
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Ia is the chief farmer of Marechal. He is the most experienced and is an expert on the various spices grown. If a problem arises, it usually takes him about five minutes to decide what to do about it. He is 70 years old, bald with a grey-black beard, 2'7" tall, weighs 53 lbs., is left-handed, and blue-eyed. He usually wears a broad, floppy straw hat to protect his head from the sun.

Tri: Trapper (Halfling)

T	N	1	5	8	13	14	12	10	11	14	18	18	18	12	14	14	Dagger
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Very few of the folk of Marechal are not involved in growing spices. Tri is one who is not. He is a Trapper, and often rides with Doho to the market and does business on his own. He relies on cunning and carefully-set traps to catch his prey and goes about in a homemade Leather suit, both for camouflage and for protection. He is 25 years old, with short black hair and a moustache. He is right-handed, green-eyed, 3'10" tall, and weighs 99 lbs.

Olmax: Tailor (Halfling)

FTR	N	1	6	10	6	10	12	15	13	13	7	7	7	16	17	15	Scissors
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There is little cloth made on the island, and people outside don't make Halfling sized clothing. Thus, the people of Marechal have to make their own clothing with imported cloth. This is Olmax's job. He is an excellent designer of clothing, and, as a result, the people of Marechal always look their best. He is 39 years old with long, dark brown hair, and a reddish moustache. He is left handed, green eyed, weighs 68 lbs. and is 2'10" tall.



Rolb and prospective Husband

Let: Carpenter (Halfling)

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	NG	0	4	10	16	8	12	9	15	11	7	5	5	9	11	10	Hammer

As with almost everyone else in the village, Let is involved in the spice trade, although only secondarily. He makes the boxes in which the spices are shipped. He is also, of course able to do most any other carpentry work needed. His sideline is carved boxes and pieces of furniture which he sells at fairly reasonable prices. He is proud of his work, and would rather see other people enjoying it than to get a high price for it. Let is 27 years old, 2'10" tall, and weighs 69 lbs. He has a pale complexion, short red hair with a red beard to his waist, he is right handed and has black eyes.

Pubef: Waggoner (Halfling)

FTR	LG	2	12	4	13	9	10	11	10	13	15	10	16	14	13	18	Shortsword
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Pubef contributes to the spice trade by driving a wagon to market in Dalmaric and selling spices or trading them for local goods. The trip is a rather long one, requiring him to be on the road about four days a week, plus a day at the market. He nearly lives in Chainmail, and his Shield lays in the seat beside him. This, coupled with his fighting experience has rendered him able to handle anything he has run across, so far. Pubef is an Albino, a rather rare condition for a Halfling. He wears his thin, white hair long, hanging down to his waist. He is ambidextrous. 2' 9½" tall, weighs 54 lbs., and is 25 years old.

Mek: Fisherman (Halfling)

MU	NG	1	3	10	11	14	10	10	11	9	12	11	14	9	12	7	Dagger
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Most Halfling don't like water, but Mek is an exception. He loves the water and is thought of as queer because of it. Nonetheless, the villagers enjoy the fish he brings in and accept him. His boat is a dinghy which is quite roomy for him. However, the size of his boat and the fact that he must work his net alone, keep his daily catch fairly small. Since he has a lot of free time in the afternoons, due to the limiting factors stated above, he has become an assistant to Ditol and as a result, has learned a bit of magic himself.

Loagi: Freight Hauler

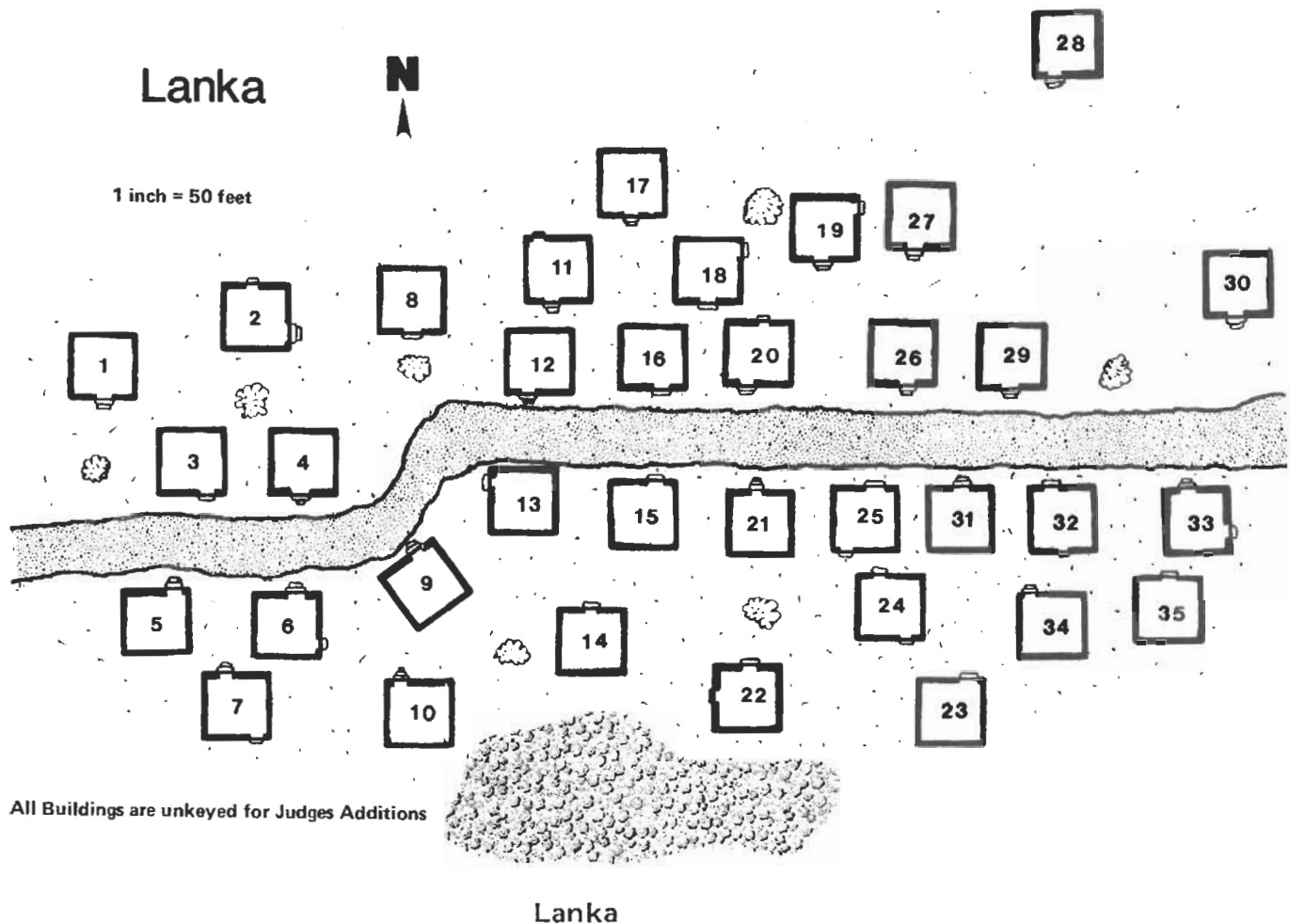
FTR	N	2	6	10	10	16	6	9	7	13	10	12	12	13	16	13	Dagger
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Along with his son, Zephil, this gentleman hauls the stone quarried by the Lankans to Dalmaric where it is sold to merchants. He is 47 years old with white hair and a white beard hanging to his knees. He is 5'5" tall, weighs 178 lbs. has brown eyes and is right handed. His face is bronzed.

Zephil Lackhair: Son of Loagi

FTR	N	1	3	10	9	13	10	12	10	9	11	12	12	15	13	16	None
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Zephil has a lot to learn. Note, for instance, that he goes about unarmed. He is just learning the job, having taken over on the death of his uncle four weeks ago. Due to his relative youth (22 years of age), he still has a very light complexion. As he gets older, he will attain his father's bronzed skin. He is called Lackhair because, despite his age, he is rapidly losing his hair. He is already fairly shiny on top. He wears a stupid-looking little hat to protect him from the sun. He and his father are always on the move, and see each other once a day. One will drive to Talimanor one day and drive home the next while the other drives to Talimanor. Thus, they meet about noon and have lunch together. Zephil is 5' 8" tall with green eyes. He is left-handed and weighs 184 lbs.



This village grew because of the demand for the Quartz from the quarry nearby, and most of its men work there. Rock quarrying is hard work, and as a result, Lanka is very quiet, even for the Isle of Tirnanog.

Sacerdot Two Horse: Mayor of Lanka

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	N	4	21	6	17	9	8	12	13	15	9	11	10	17	18	16	Broadsword

The nickname "Two Horse" came from the fact that Sacerdot can supposedly do the work of Two Horses. As is the case in many such villages, Sacerdot is the Mayor because he can beat anybody in town. Fortunately, he also has the knack of leadership, and keeps things running smoothly. He is 5'6½" tall, with brown hair. He has a brown beard to his waist, is right handed, has black eyes, and weighs 170 lbs. He is 29 years old.

Eerode: Quarry Foreman

FTR	LN	6	23	6	15	9	13	14	14	12	7	10	8	13	13	13	Bastard Sword
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Experience is the reason Eerode is foreman. He has been working in the quarry for five years longer than anyone else. He is very exacting and demands that his orders be followed to the letter. He is backed up on this by Sacerdot because he does know what he's doing, and more than one person has been hurt by disobeying his orders. Eerode is 49 years old and has black hair streaked with grey. His beard is also this salt-and-pepper color and hangs to his waist. His eyes vary from blue to green with his mood. He is right handed, 5'6" tall, and weighs 168 lbs.

Ocpema: Hunter

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	NG	2	5	8	14	15	14	11	14	14	8	7	10	12	10	13	Bastard Sword and Longbow

Since most of the men work in the quarry, someone has to supply the food. Ocpema is one person responsible for providing meat. There are a total of seven hunters. Ocpema is the oldest, and the unofficial leader of the group. He is 42 years old, bald, and bronzed. He is 5'9" tall, weighs 195 lbs., Ambidextrous, and has black eyes.

Uhozh: Farmer

FTR	LG	1	4	10	7	10	10	14	11	9	11	11	9	7	7	9	None
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Most of the food the Lankans eat is purchased with the proceeds of their quarry sales, but they do have their own token farmer. Uhozh is considered just as much a part of the community as any quarry worker. He places his food at the disposal of the village, and in return receives a share of the profits. There is an unspoken feeling that he is the village's hedge against starvation should the quarry fail. As a result, all the villagers will fight to protect him. He is 4'8" tall, and weighs 134 lbs. He is light skinned with red hair, right handed, and has blue eyes. He is 46 years old.

Ijetua: Trapper

FTR	CN	1	3	10	11	6	12	10	12	10	10	13	11	14	15	15	None
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This is another individual who provides food for Lanka, in this case, mainly small game. He is a small fellow of 4'8" tall, and pale almost to the point of looking sickly. The fact is, he was quite sickly as a child, and has never gotten over it. He is not really fit enough to work in the quarry nor clever enough to actively hunt animals, so he sets traps for them instead, an activity which only requires careful planning beforehand. Ijetua's sickly childhood also has caused him to go prematurely bald, although he does retain a large blond moustache. He is 39 years old, left handed, green eyed, and weighs 138 lbs.

Pomerka: Female

FTR	LN	1	6	10	8	8	14	9	8	6	8	8	8	13	12	13	Dagger
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Inasmuch as most of the men are gone all day, someone must be left in charge of the village, and it almost has to be a woman. Pomerka is not an appointed leader but sort of fell into the job. She has a healthy pink complexion, black hair and dark brown eyes. She is right handed, 31 years old, 5'7" tall, and weighs 121 lbs.

Rolb: Female - Midwife

FTR	NE	1	6	10	9	8	8	11	9	11	7	9	5	11	12	13	Dagger
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The Midwife is always an important member of the village, and Rolb is more so than ever, because she is the only person in Lanka who has any real medical skills. She learned them from her mother, who died four years ago. Fittingly enough, she died of an illness she picked up by nursing a sick child. Rolb is very unsure of her skills. She knows that there were many things her mother did not have time to teach her, so while she does her best, she always has the feeling there is something more she should do. She is healthy looking and good sized, at 6'1½" tall and 158 lbs. She is 20 years old, with short, red hair and eyes that vary from hazel to dark brown with her mood, and is left-handed. She has a pet Draconette (blue, 5 HTK) and is looking for a minstrel to fall in love with.

Zedovito: Learning Mistress

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	N	1	5	10	12	14	13	8	9	9	10	12	12	16	16	18	Dagger

Because of her native intelligence and great store of knowledge, Sacerdot has appointed Zedovito as Learning Mistress in charge of teaching the children. The kids love her and learn quickly and well. She is very good with children although she has none of her own. She is being courted by two knights that have come to Lanka, and it will soon become a fight to see who wins her. Both knights are described at the end of this scenario.

Zedovito is 21 years old with black hair hanging to her waist in two braids. She has sparkling black eyes, and her skin is a healthy shade of copper. She is 5' 6" tall, right-handed, and weighs 125 lbs.

Heratus

About 80 years ago, a group of people from the Isle of the Blest landed here and began to build a life for themselves. This was a colony sent by the Lord of Rallu, who hoped to gain control of the island in this way. A market was set up in direct competition to the one in Dalmarië but did not really hurt it. Heratus gets the trade from the west end of the island while the east end still goes to Dalmarië. All in all, the colony was rather a failure. It consists only of this one small village, and even that has taken a native Mayor. While nominally under control of the Lord of Rallu, Heratus no longer pays taxes or tribute, and is rarely visited by expeditions from Rallu.

"Cobra" Nila Nimi: Mayor of Heratus

MU	N	4	10	10	13	18	12	8	12	8	15	18	15	18	18	18	Dagger
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Nilä Nimi is called "Cobra" because when he strikes, his vengeance is quick, sure, and deadly, and because those who look him in the eye find it hard to resist his will. As a result, the villagers will look down or turn away in his presence and make signs against the evil eye behind his back. He is the type of leader the people are used to, however, and they will almost certainly do what he says without hesitation. "Cobra" is 45 years old with white hair and a short, white beard. He has brown eyes, is right handed 5'4" tall, and weighs 174 lbs.

Buny: Shepherd

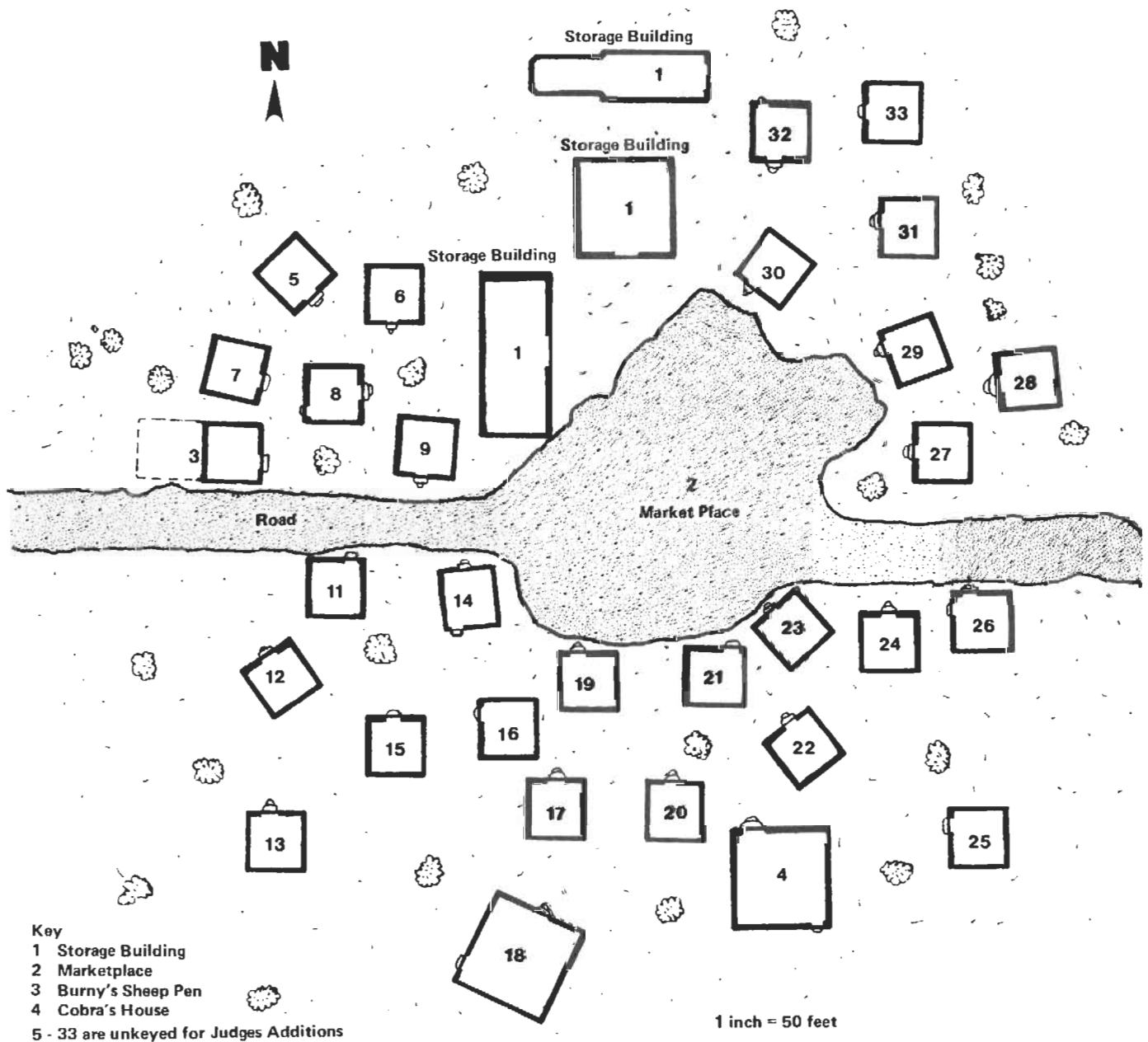
FTR	CE	1	7	8	12	8	14	9	14	9	10	11	13	8	9	7	Longsword
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Between jet black hair, a jet black beard and a dark complexion, Buny tends to be a very sinister looking person. This sinister aspect is not improved by his height of 6'2" and weight of 212 lbs., nor by his possession of the traditionally suspicious trait of left handedness. All this makes his sparkling green eyes seem very out of place. Actually this sinister look is largely false. He probably would be sinister if he were able to, but he is also mentally in the dark. This probably explains why he has happily tended sheep all his life rather than going off adventuring and is, therefore, probably also responsible for his being alive at 47 years of age.

Rettus: Freight

FTR	CN	3	11	5	13	9	6	15	16	17	10	8	12	7	7	10	Broadsword
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Rettus owns a wagon and, for a price, will transport purchases from the market to anywhere on the island. Once there, he will seek to find a load for the ride back and will charge much less for the return trip. He is a careful man and habitually wears a Mail shirt under his tunic. He is 5'4" tall, weighing 172 lbs., and is 34 years old. He has a black moustache, black hair to his shoulders and blue eyes. He is right handed.



Heratus

Ajev: Mason

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
MU	NE	2	3	10	10	12	9	10	13	8	8	7	8	13	11	11	Dagger

Ajev is the grandson of the original Stonemason who came from Rallu. The secrets of the trade have been handed down from father to son. Also handed down was the hobby of dabbling in magic. Ajev has payed attention to "Cobra" and does better than his forefather at the magical hobby. He is 6' 3" tall and 33 years old. He has long, brown hair and a small mustache. He weighs 228 lbs. and is right-handed.

Eofto: Carpenter

FTR	NE	2	4	7	16	9	5	13	14	15	9	7	7	9	12	8	Hammer
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Unlike Ajev, Eofto's trade is not hereditary. Instead, it is something he learned on his own. He is an expert at guesstimating the length of wood needed for a particular purpose. He will look at where the wood needs to go, pick up a piece of wood, and cut it to the size needed. When he finishes a job, he never has a scrap left over that is more than six inches long. He is 5'4½" tall, weighs 175 lbs. and is 31 years old. He has short brown hair cut close to his head and a walrus moustache. He has black eyes, and a dark complexion and is right handed.

Iardo: Furrier

None	CE	0	5	10	10	7	4	11	10	11	10	12	12	11	11	10	None
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Iardo buys furs at the market from traders and makes luxury items from them which he sells. He is not a good bargainer but states the price he wants, and, if he doesn't get it, he acts insulted. This tends to upset his customers because they generally love to haggle. This, coupled with the mild climate which makes furs unnecessary, makes business rather scarce for Iardo. He blames his lack of wealth on his customers who, he considers, have no taste. He is right-handed with black hair and eyes.

Zygti: Trader

MU	N	1	2	10	13	14	12	16	13	18	12	11	14	8	10	9	Dagger
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By acting as a broker, and finding two people who want to trade and taking a percentage from both sides, Zygti has become quite wealthy. Magic is his hobby, and he is always interested in buying, but seldom in trading, magical items. His offers for these items will be good and sometimes even excellent. Zygti is 39 years old, with short brown hair and a moustache. He is right handed, green eyed, 5'7" tall, and weighs 169 lbs.

Jukid: Beggar

FTR	CN	1	1	10	6	8	9	5	6	7	10	13	11	10	13	13	None
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Until three years ago, Jukid was tanner. Then he was in an accident which broke his back and his right arm. He was paralyzed from the waist down, and his arm failed to set properly. As a result, he was unable to work and was forced to become a Beggar. His health was never good and got worse after the accident. His situation is not helped by the fact that the villagers are not interested in helping the helpless. He is 49 years old, with white hair and a very pale complexion. He has green eyes, is 5'1½" tall weighs 145 lbs. and formerly was right handed.

Dwer: Gambler

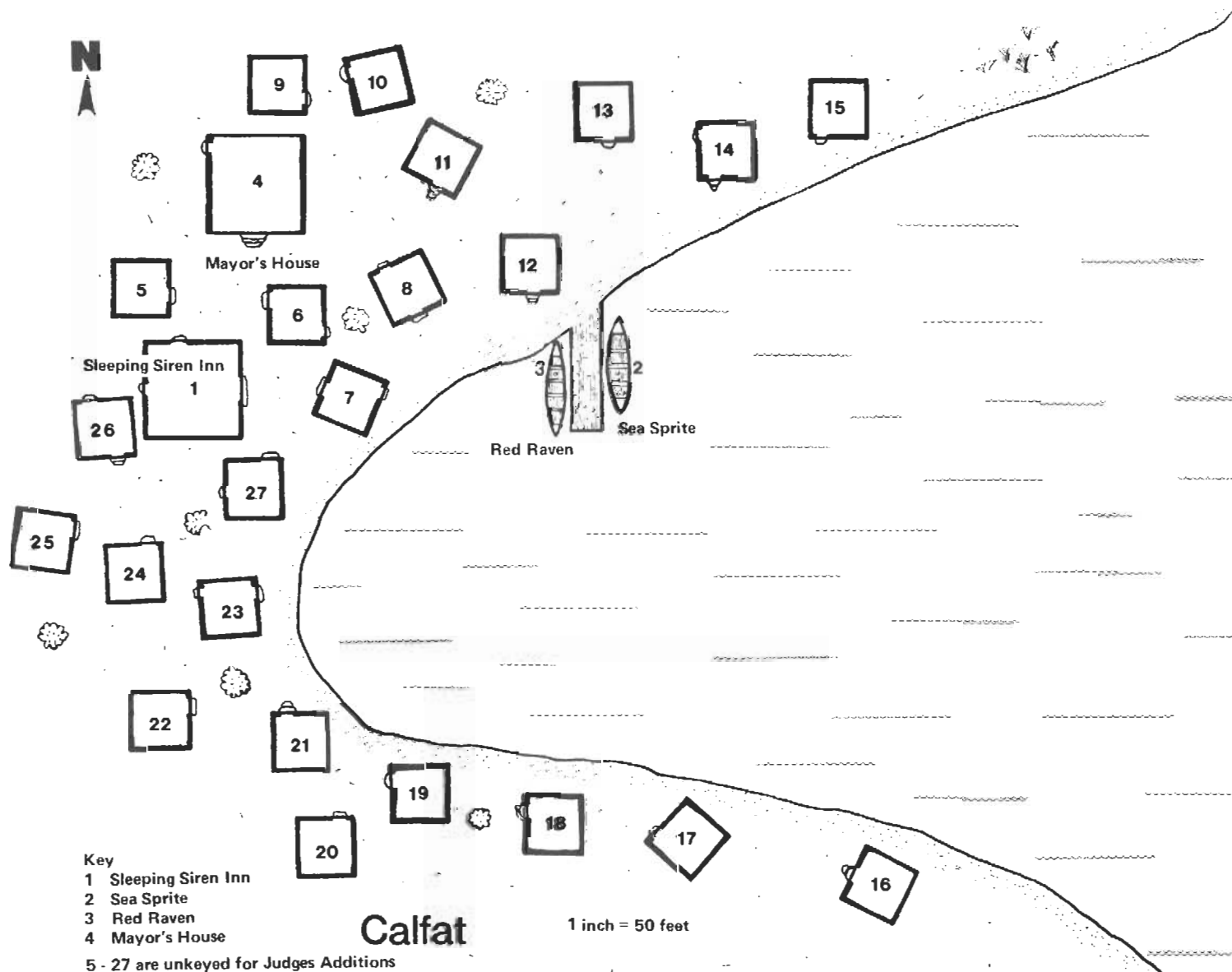
T	CN	2	7	8	12	13	13	9	14	9	12	13	14	15	16	17	Shortsword
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When people come to market, they bring money, and where there is money, there will be gambling available. Dwer will play whatever his customers want, but prefers dice games. He knows the odds, and never risks cheating unless faced by a run of bad luck. On the other hand, he will gladly divest a customer of his money as he leaves, taking care, lest he be caught doing so. He is 38 years old, with black hair hanging to his shoulders and brown eyes. He is right handed, 6'½" tall, and weighs 196 lbs.

Ashyng: Master of the Swinging Satyr

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	CN	1	4	10	6	11	8	7	8	11	8	8	10	15	15	14	Cleaver

The sign above this Inn features a Satyr on a Gallows. This indicates the type of humor Ashnyg indulges in. He is a crude sort of fellow. His prices are not cheap because this is the only Inn for miles around. Ashyng tends to keep the peace by burying a Cleaver in the forehead of any troublemaker. His crudeness and roughness are a front, however, as he is really weak and frail. If stood up to, he will fall apart and begin to cringe and whine.



Calfat is a quiet little fishing village whose occupants are very reserved around

outsiders. The men take their boats out to the mouth of the windward fjord each day to empty their lobster pots. The lobsters are then taken to be sold at the market in Dalmaric. The money is then used to buy what the village needs and cannot make.

Jacinth Chanak: Mayor of Calfat

Class	ALN	LV	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
MU	N	3	6	10	12	15	12	12	12	11	14	14	12	13	11	15	Dagger

Perhaps it is only in comparison to the rest of the villagers, but Jacinth seems very pale. This is mainly because he spends his time inside all day, and most every one else is outside all day. He has short, brown hair and black eyes. He is 33 years old, right-handed, 4' 7" tall, and weighs 122 lbs.

Dimlako: Captain of the Seasprite

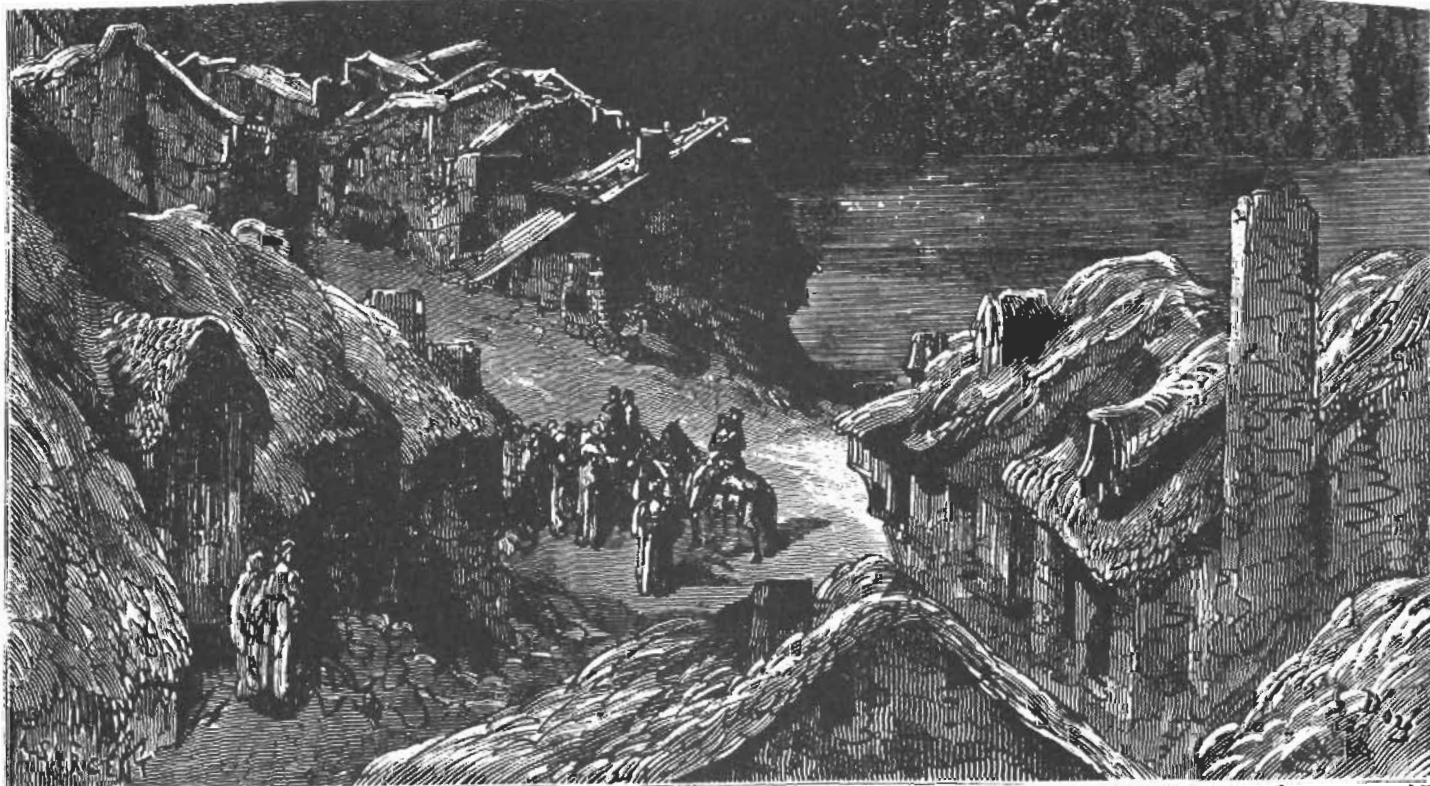
Bard	N	2	13	7	13	9	13	8	9	7	14	15	13	16	16	16	Bastard Sword
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The Seasprite is one of the two large boats in the village fleet. Large is a relative term, though: the rest are about 8' long while the Seasprite measures 20' from stem to stern. Dimlako is prosperous and employs 3 crewmen. He has, on occasion, taken his boat on trips away from the island and has learned a lot about the world. He is 33 years old, with short blond hair and blue eyes. He has a sunburned face, is right handed, 4'9" tall, and weighs 133 lbs.

Mopuk: Mate of the Seasprite

CL	N	3	11	8	11	8	9	10	8	11	11	14	9	13	15	12	Club
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Besides being second in command on the Seasprite, Mopuk is also the religious leader of the village, being the Cleric of a Sea God. He says a prayer over the fleet before it goes out, and accidents are extremely rare. He has made himself a lead lined trunchion to use in case of trouble. He uses this equally well with both hands, being ambidextrous. He is 5' 10" tall, 32 years old, and weighs 188 lbs. He has blond hair and brown eyes.





Nafmigy: Master of the Red Raven

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
T	CE	1	4	7	12	9	8	10	14	13	14	16	13	14	14	16	Dagger

The Red Raven is smaller than the Seasprite, only 14 feet long, and at 48, Nefmigy is not as well off as Dimlako. He is upset and jealous and would probably do Dimlako harm if he could get away with it. Instead, he is friendly, almost to the point of fawning, and looks for a way to enrich himself at Dimlako's expense. He has a dark complexion and black eyes with shoulder-length, red hair. He is right-handed, 6' 2½" tall, and weighs 207 lbs.

Mawok: Owner of the Sleeping Siren Tavern

FTR	LN	1	3	10	8	11	14	14	13	11	15	17	13	12	10	11	Dagger
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As the only Tavern in the village, the Sleeping Siren is the logical place for the fishermen to meet in the evening after a day at the lobster traps. It is ran by Mowak, Mopuk's brother. It is not very large, and does not have rooms for hire. The food and ale are both good, however, as is the conversation, for a villager. If an outsider comes in, the place will get very quiet until he leaves, even Mawok replying to questions with grunts or one word answers. If a local customer is spoken to, he will turn his back. If further molested, he will leave.

Zinkol: Lobersterman

FTR	NE	1	1	10	8	14	11	6	8	6	14	16	15	11	14	12	Dagger
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Zinkol is an albino, with very white skin, white hair and pink eyes. He calls his boat the White Shark, and has it painted with shark teeth, pink eyes and an over all white color. He is not bothered by his lack of pigmentation, and neither is anyone else. He is forced to wear golves and a hat, as his skin burns very easily. He also smears charcoal under his eyes and has developed an extreme squint, as the sun hurts his eyes. His eyes water heavily, and this combined with the near sightedness caused by his unusual deformity, renders him unable to see beyond the end of the boat. As a result, his younger brother steers the boat while he tends the lobster traps. Zinkol is 29 years old, right-handed, 6' 5½" tall, and weighs 217 lbs.

Camenlaf: Jeweler (Female)

T	CN	1	4	10	14	9	6	5	3	7	16	14	14	12	14	10	None
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This may seem like an odd place for a Jeweler, but Camenlaf is not healthy enough to do normal work, so she passes the time making jewelry out of gold and silver wire, seashells, semi-precious stones, and the like. About once a month, she sends her work (1 - 20 pieces) to market with Dimlako, who is able to sell them fairly quickly. Thus, she keeps herself alive and adds beauty to the world. She is 45 years old with short, red hair and blue eyes. She is left-handed, 5' 1" tall, and weighs 112 lbs.

Ozo: Lumberman

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	CG	1	4	10	15	11	8	11	14	14	11	13	9	12	10	12	Axe

West of Calfat, along the coast, is a forest, and several men from the village work there cutting down trees. Ozo is the leader of this group, and the person who chooses which trees to cut. He takes this job seriously, working hard to make sure that the cutting does not damage the forest and, hopefully, makes it healthier. He wants to be sure that the forest will always be there to provide food and timber. Ozo is 43 years old with grey-blond hair and brown eyes. He is right-handed, weighs 180 lbs., and is 5' 9" tall.

Jensnap: Sailor

FTR	CN	2	12	8	13	10	9	13	11	11	15	17	15	7	7	7	Broadsword
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About half the time Jensnap is not around. He comes back from a voyage, and spends about six months working on the fishing boats. Then the wanderlust comes on him again, and he signs on to a ship for another voyage, returning several months later. When he first returns from a voyage, he is glad to be back and always cheerful. As time goes by, he begins to get bored and surly. Then, one day, he simply disappears, and everyone knows he has gone off sailing. Jesnap is 31 years old with light brown hair hanging to his shoulders and a small mustache. He is right-handed, has green eyes, is 6' $\frac{1}{2}$ " tall, and weighs 193 lbs.

Retso: Leather Worker

T	CE	3	12	8	12	7	10	12	15	12	15	13	17	8	7	11	Shortsword
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When out working with the lobster traps, the ment of the village go through gloves and other leather clothing quite quickly. Thus Retso is kept very busy. All of his time is taken up with making work clothing and such like. He has no time for fancy dying or tooling, or to make leather armor. If asked to do either of those things, he will refuse, unless offered at least three times the value of the desired object. He always acts in his own best interest, no matter what the cost to others. He is 31 years old, with blond hair and a beard to his waist. He is right handed and green eyed, weighing 163 lbs. and being 6'5" tall.

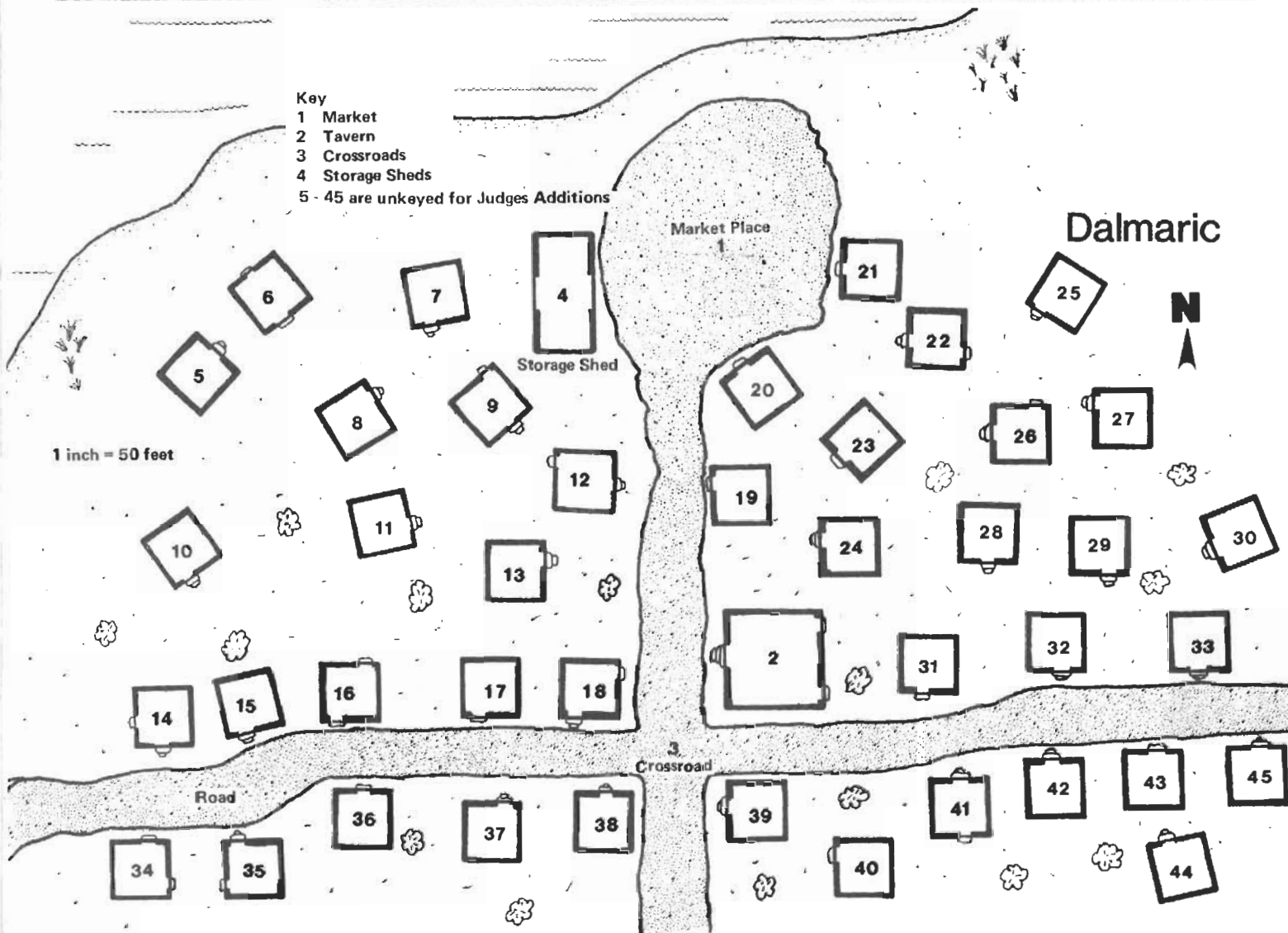
Dalmaric

This village is located at a very opportune place. It is on the coast near the opening of a fjord-like inlet, and at the junction of a road to the interior and a coastal road. Over the years it became the marketing center for the island, and still retains its position despite the challenge by Heratus. It is an ancient village, possibly the first Halfling village on the island, and certainly the largest concentration of that folk. At any rate, it was important enough that people came clear accross the island to trade here until Heratus was built, and some still do.





- Key
 1 Market
 2 Tavern
 3 Crossroads
 4 Storage Sheds
 5 - 45 are unkeyed for Judges Additions



Malignant Bomgal: Mayor of Dalmaric

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	LE	7	35	4	14	12	12	15	15	15	15	15	15	12	15	13	+1 Shortsword

After an absence of 20 years, Bomgal returned to Dalmaric years ago and was made Mayor. His attitudes are not subscribed to by most of the villagers, but he gets the job done, so no one complains. Bomgal believes in following the letter of the law, whatever the cost, and has doubled the number of village laws since he came to power. Many of the new laws, incidentally, increase his power or are tailored to his personal likes and dislikes. This is why he is known as Malignant, although the adjective is never used to his face. Bomgal is 3'8" tall, and weighs 70 lbs. He has brown hair and a brown beard that hangs to his waist. His eyes are also brown. He is right-handed and 49 years old. If the players are rich, he will jail them on false charges and confiscate their money.

Snisy: Fisherman (Halfling)

Bard	N	4	8	8	13	8	16	13	11	16	17	18	16	13	11	12	Broadsword
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Before the return of Bomgal, Snisy was the Mayor, but gladly gave up the job. Bomgal has always watched him closely as a possible rival. Snisy does not want the job back, and is not bothered by the scrutiny. Part of the reason Bomgal is jealous of him is that the people gather to hear him sing several times a week, while Bomgal's public meetings are sparsely attended. Snisy is 32 years old with short, red hair and a dark complexion. He is 3' 6" tall, weighs 93 lbs. and is right-handed, and he has green eyes.

Cob: Farmer (Halfling)

FTR	LG	1	5	10	14	14	11	12	13	15	7	8	10	9	8	10	Pitchfork
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Cob is quite typical of the folk of Dalmaric. He is hard working and industrious, and plays hard when he takes a break. He does not like Bomgal personally, but feels the Mayor is doing the best he can. Cob is 33 years old, with hair that is prematurely white. His face is bronzed, and his eyes are green. He is 3'1" tall, weighs 57 lbs. and is right handed.

Hinka: Miner (Halfling)

FTR	LE	1	4	10	12	12	10	8	12	9	10	8	10	14	17	17	Pick
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Hinka is convinced that there is gold in a nearby hill and spends each day digging underground. As a result, his skin is very pale. No one has yet seen any sign of the gold, but he is sure he will find it any day. He is always happy to talk about his mine and what he will do with all that gold.



On the other hand should anyone seem to be trying to find out about it, he will get suspicious, and sometimes even belligerent. Bomgal has already quietly enacted a law which will let him confiscate the mine if gold is discovered. Hinka is 30 years old, with red hair and blue eyes. He is right handed, 3'7½" tall, and weighs 86 lbs.

Kikm: Tanner (Halfling)

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	NE	9	3	10	17	3	8	9	15	13	9	9	10	8	10	7	Mallet

Nature often compensates for lack of intelligence with great strength, and Kikm is such a case. He is barely able to take care of himself, and is only able to operate as a tanner because his father patiently taught him over the years. He has no concept of money and his wife handles all financial matters. Kikm has blond hair to his shoulders and green eyes. He is right handed 3' tall, and weighs 90 lbs.

Brik: Carpenter (Halfling)

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
CL	LG	1	8	10	9	9	18	15	15	15	11	10	10	18	18	18	Flail

Although taught by his father to be a carpenter, Brik has always had the urge to enter the priesthood. He has always followed Clerical precepts and been devout and has been rewarded by the ability to cast minor Clerical spells. Now he is seriously considering the idea of going to a temple for further study. Brik is 30 years old, with a fair complexion and clear blue eyes. He has brown hair hanging to his shoulders and a short, brown beard. He is 3' 2½" tall, weighs 100 lbs. and is ambidextrous.

Name	Class	Align	Lvl	HP	AC	Str	Int	Wis	Con	Dex	CH	Weapon	Age
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Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
Glystaf FTR	CN	1	6	10	14	11	11	7	12	13	8	9	13	11	9	14	None

Haigwi FTR	CN	1	6	10	15	8	11	9	10	11	10	8	9	14	12	8	Dirk
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Aefkiki FTR	CN	1	6	10	14	10	12	10	11	9	10	10	11	12	9	7	Dirk
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Drulril TH	N	5	14	10	14	8	9	12	14	13	11	13	12	11	12	15	Sabre
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These brothers run a freight service, which will carry goods by wagon all over the island. They are most commonly hired by folk who have bought big at the market.

Impfef: Goat Herd

FTR	NG	1	3	10	10	13	10	12	13	11	11	9	14	10	12	12	Staff
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Being a Herder is thought of as a peaceful job, but it isn't when you have to watch 81 goats with only a dog to help you. Impfef has been looking for someone to help him, but has yet to find someone he trusts who is willing to work for him. He has a suspicious nature and won't trust most folk with his precious goats. Those he does trust generally prefer to avoid the awful smell. Impfef finds this hard to understand, as he enjoys the smell of goats. He is 3'10½" tall, and weighs 88 lbs. He has one black eye, and one green one. His hair is short and blond and his beard is brown. He is right handed, dark featured and 39 years old.



THEY FOR THE LADY ZEBONTO



Hok: Master of the Leaping Lizard Tavern

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
TH	CG	1	5	10	12	16	15	7	9	11	10	11	10	6	6	8	Dagger

Hok became Master of the Lizard when his father became too old to run it. The Tavern is very old and the ceilings are only 5' tall, making it uncomfortable for humans. Hok is intelligent and possessed of startling insights. He is also quite frustrated because he has great trouble getting his messages across. People usually ask for a beer just before he makes his point. Nonetheless, people always feel that there is more to Hok than meets the eye. Hok is 3' 1" tall, weights 68 lbs., and has a bronzed complexion. His blond hair hangs to his shoulders, but his attempt at growing a beard has only resulted in peachfuzz. He is right-handed, brown eyed, and 28 years old.

Lhusis: Fisherman (Halfling)

FTR	NE	1	4	10	10	15	10	10	12	8	11	11	9	11	11	13	Dagger
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Competition with the fishing fleet at Talimanor has hurt Lhusis, but he still makes a living. He makes the rather doubtful claim that his fish are fresher. He uses a hook and line because it is easier than trying to work a net alone. He has to work alone because no one else in the village will go out on the water. Lhusis is quite tall for a Halfling. He is 3' 10½" tall and weighs 91 lbs. He has brown hair, a brown beard that hangs to his waist, and blue eyes. He is right-handed and 25 years old. He dabbles in poisons and is fond of trying them out on strangers.

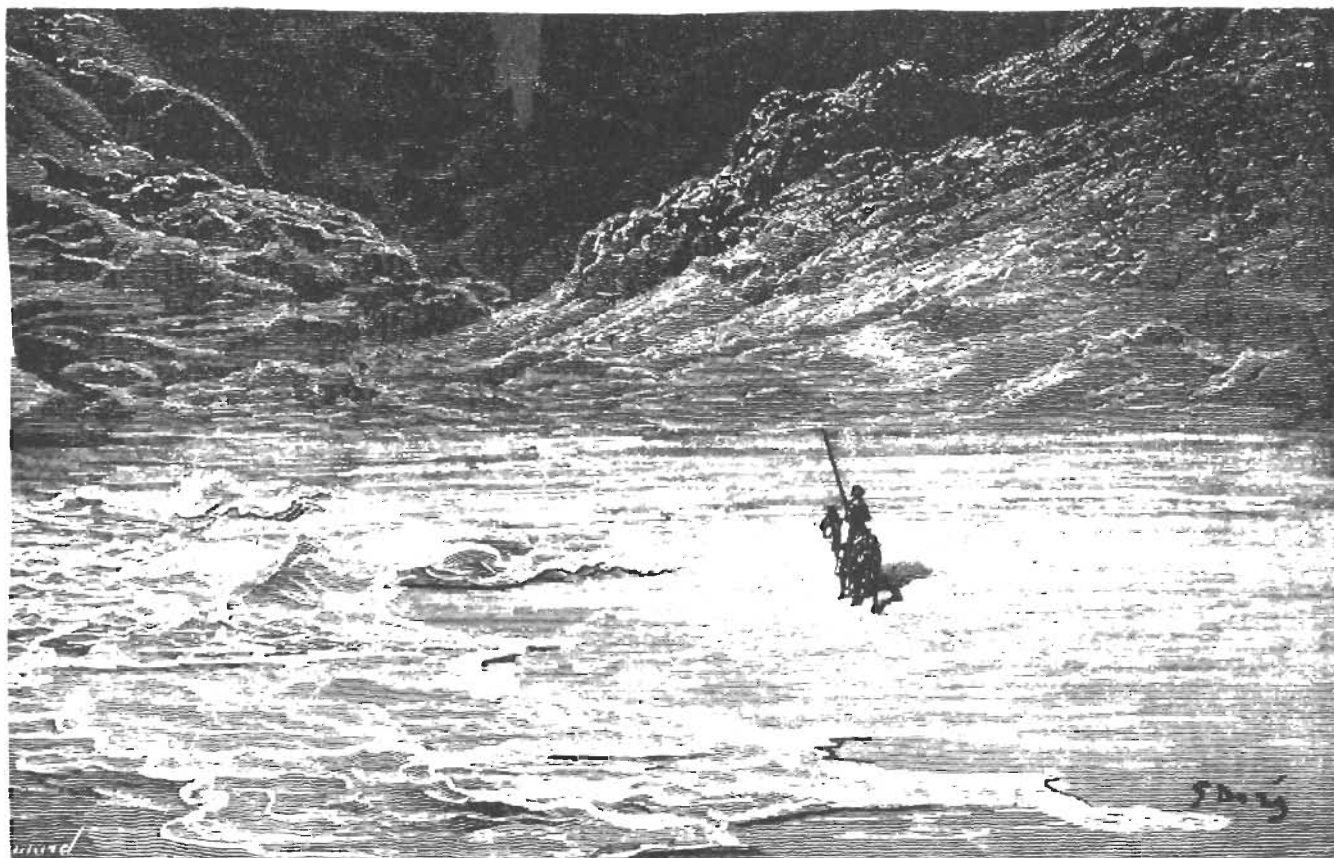
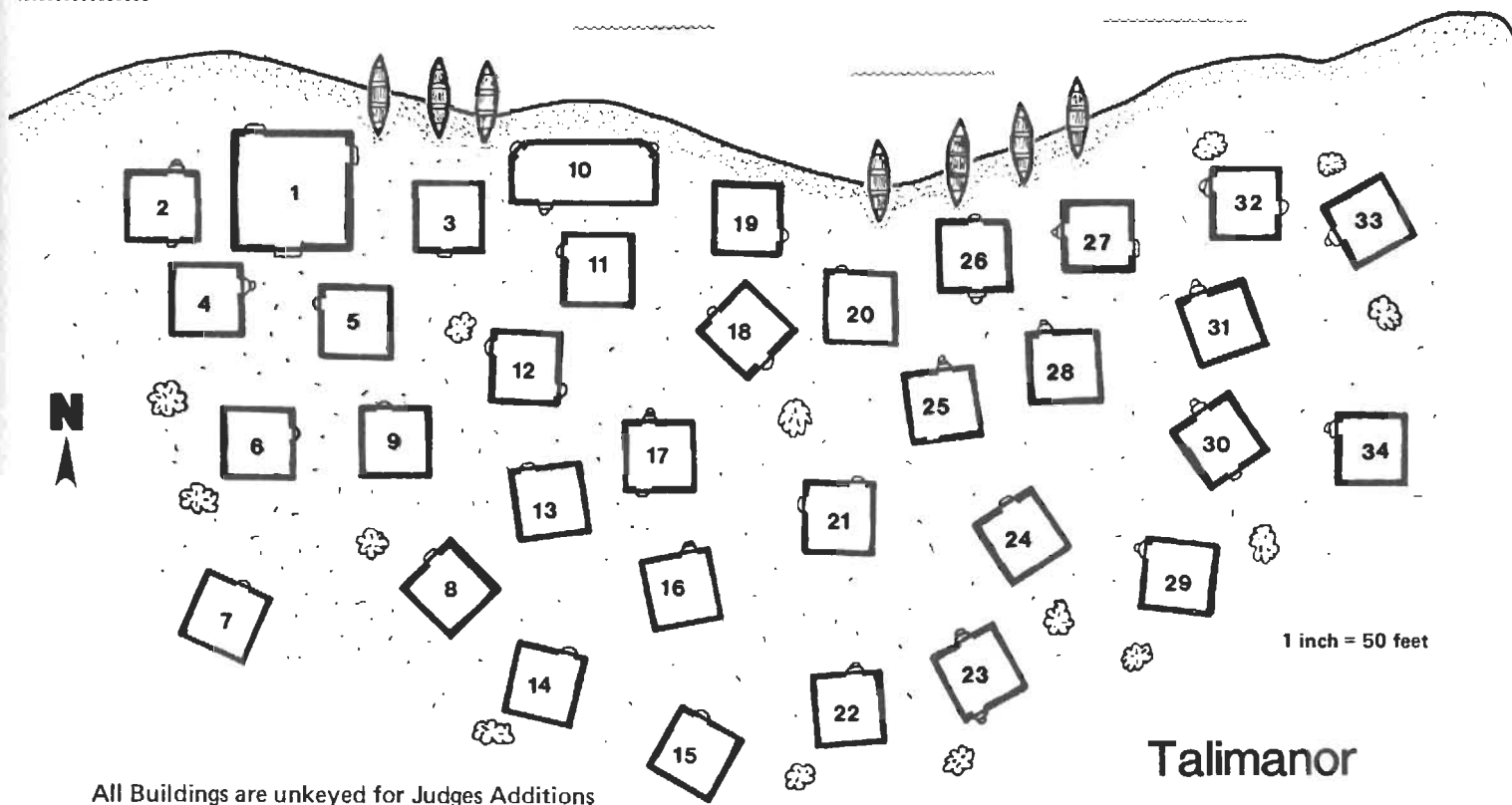
Talimanor

This little fishing village is known to be where humans first landed on Tirnanog, and is proud of it. At that time, a castle was built nearby by the leader of the band of settlers, a Nobleman named Tali. The house of Tali died out, and, for many years, the castle lay abandoned. In the meantime, the Mayor of Talimanor became the leader of the settlers, the Mayors still traditionally claim this leadership role, but everyone knows that they have the title only.

Gand the Nymph: Mayor of Talimanor and Regent of Tirnanog

MU	N	4	9	10	8	14	10	8	8	10	10	12	8	10	11	11	Dagger
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The office of Mayor of Talimanor is hereditary, and, traditionally, the Mayor's firstborn son is named Gand. The present Mayor is the ninth of that name. He is called the Nymph because he has trouble speaking when excited. This gives him a 20% chance of spell failure in stress situations. Gand is quite glad that the title of Regent is not official because he has enough trouble running just one village. Nonetheless, the claim is valid, and Gand will back it up under any circumstances. One should not make the mistake of considering Gand inept. The blood of great leaders and heros runs in his veins, and he is likely to show great courage in adversity. He is 27 years old, with brown hair and a brown beard hanging to his waist. He has a light complexion and jet black eyes. He is 5'8" tall, weighs 176 lbs. and is right handed.



UKKHON RIDING ON THE SOUTH BEACH

Yewor: Master of the Voyagers Rest

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	GL	1	6	10	12	10	9	8	8	9	7	8	6	8	6	8	Club

The Voyagers Rest is an old building, one of the few in the village made of stone. It is built like a fortress, with stout wooden doors and shutters. It boasts a tower where Yewor lives with his wife and two daughters. In fact, the Tavern was built as a strong point into which the community could retreat in time of danger. Yewor is a conscientious host and serves good food at reasonable prices. He is a known and respected member of the community although some consider him a bit goody-goody. Yewor is 38 years old with a short, black beard and black, braided hair hanging below his knees. He is right-handed, 5' 8" tall, and weighs 182 lbs. He has green eyes. It is rumored (and is a fact) that the ghost of an ancient traveler haunts one of the rooms.

Micum: Weaver

FTR	N	1	3	10	12	11	11	17	14	13	13	14	14	13	14	15	Dagger
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Micum is one of the few people on the island who makes cloth. The cloth he makes never gets out of the village. Although it is often rough and always plain, it is also cheaper than imported cloth and the villagers immediately buy it. As a result, Micum is concerned whenever any villagers clothing is harmed, because it is his cloth. Micum is 29 years old, with short blond hair and a blond beard. He is right handed, green eyed, and 6'1" tall, weighs 203 lbs., and has a pale complexion.

Futhorc: Retired Ship's Captain

FTR	NE	3	29	8	16	13	9	15	13	13	14	14	16	15	18	18	Longsword
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Futhorc is rumored to have retired from the sea after a disastrous wreck. The rumor is supported by his taciturnity and by the way his dark blue eyes seem to focus on something far away. He refuses to go out in the boats and never seems to do any work, yet he always has a bag of coins when he comes to the Voyager's Rest each night. There, he drinks heavily and gets quietly drunk; then he goes home. The villagers have also noticed that he is never seen before noon and never suffers any ill effects (or any other kind of effects) from his drinking. The villagers see in him a tortured man and, thoughtfully, leave him alone. Futhorc is 52 years old with leathery skin and brown hair hanging to his shoulders. He is right-handed, 5' 5½" tall, and weighs 164 lbs.

Nasic: Gardener

FTR	LE	1	1	10	12	15	12	6	9	8	11	11	13	10	11	11	Hoe
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Futhorc hired Nasic to plant a flower garden the day after he came to town. Thus, Nasic is as likely to know the truth about Futhorc as anyone, but he's not talking. Nasic had formerly been a farmer, but he had been working on the boats since his farm failed. He has never been in Futhorc's house but has, at least, spoken to him, which is more than most people can say. Nasic is 43 years old with brown hair and hazel green eyes. He is 5' 7" tall, weighs 167 lbs., and is left-handed.

Mugvoh: Tailor

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	CG	3	19	8	12	9	17	9	14	14	12	13	12	12	12	15	Two-handed Sword

Most of Micum's cloth goes to Mugvoh, who makes it into shirts, dresses, and breeches. These are immediately bought by the villagers. Mugvoh has been discussing with Micum the idea of finding a supplier of good dyes to make some brighter cloth and of getting someone to raise some new types of plants to provide material for better cloth. Micum is interested, of course, but neither party knows how to get the projects started. Mugvoh is 38 years old, with blond hair and black eyes. He is 5'3½" tall, weighs 161 lbs. is left handed and has a bronzed complexion.

Eldmaac: Blacksmith

FTR	LN	3	15	5	15	14	12	16	14	14	14	12	17	13	13	15	Two-handed Sword
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Normally, Eldmaac works on common things, like horse shoes and shingle nails, but, whenever he can, he works on armor or weapons. He enjoys making Chainmail, and he has at least one set which he will sell. It might tend to be too big because he used himself as the model. He will also have a couple of Daggers and several Arrowheads, but there is only a 20% chance of any larger weapon being completed. Eldmaac is big at 6' 3" tall and 200 lbs. He has brown hair and a brown cavalryman's moustache. His eyes are black; he is right-handed, and he is 32 years old.

"Admiral" Kneipkil: Leader of the Talimanor Fishing Fleet

FTR	CG	1	4	10	12	10	7	10	13	14	9	10	11	7	7	7	Dagger
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Kneipkil is unanimously called "Admiral" because he commands the fishing fleet. Most anyone in the fleet could navigate it to the fishing grounds; as a matter of fact, no one consciously navigates anymore. All the boats just follow each other to the fishing grounds. Kneipkil's real task is weather prediction, and it is nerve-wracking. Weather on the seas is very changeable; Kneipkil must make what amounts to an educated guess, knowing that a wrong guess could result in the destruction of the fleet. On the other hand, if he plays it safe too often, the village will starve. It is no wonder that Kneipkil looks ten years older than his age of 43. His brown hair is streaked with grey, and his face is deeply lined. When at sea, his green eyes continually scan the horizon. He is left-handed, 5' 7" tall, and weighs 167 lbs.



Ukkhon: Ranger

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
RGR	NG	1	4	5	15	10	9	15	16	13	16	16	17	13	13	16	Broadsword Longbow

Ukkhon actually lives in the forest to the south of Talimanor, but comes to town about once a month. His visits are welcome, as he brings game, which is a rare treat for a fishing village. He will spend the night at the Voyagers Rest, buy supplies the next day, and then stride off again. No one in the village really knows who he is or where he came from, but he has been around long enough to be accepted. He is 33 years old, with short brown hair and a brown beard. He is Ambidextrous, black eyed, 6'2" tall, and weighs 212 lbs.

Jynjerzo's Tower

About 150 years ago, there lived a wizard named Jynjerzo who was very upset. Every time he reached a crucial point in his experiments, some official or adventurer would call and disturb his concentrations, and destroy the experiment by causing psychic disturbance, or physical vibrations, or sometimes by physically bumping into it. Finally, he was forced to flee the city he was living in when he changed an important official into a mouse. After that, he traveled about, looking for a secluded spot to do his work. Eventually, he found it on Tirnanog Island, the place where nothing happens. As added security, he built his tower on a sheer pillar of rock and provided not method of entry except for a door on the roof. Then, at long last, he was able to do his experiments in peace. In the course of time, he died, but the people of Tirnanog did not realize it. Indeed, many did not even know he existed. By now, however, the "Tower in the Sky" is known all over the island, as well as various hair-raising tales about it that are completely fictional. The pillar is 120' high and 30' wide. The Tower extends up another 50'.

Level 1: Living Area. This is the upper area of the tower, which is described first because the only outside door in the Tower is on its East side. The room is 15' in diameter, and has a bed on its north side. At the head of the bed, which is to the east, is a small triangular table. On it is an oil lamp and a scroll. The scroll is written in an archaic form of the Common tongue, but any character with an Intelligence of 12 or more, who can read, will be able to understand it. It is a sleazy romance story. Five others are stored under the table. All are still in good shape, as are most of the things in the Tower, due to its height above the ground, and the benevolent climate of the area. At the foot of the bed is a small chest which contains 5 handkerchiefs and 3 robes, 1 yellow and 1 red and 1 blue. On the south side of the room is a 4' square trap door which gives access to level two.

Level 2: Main Lab. The outside of this, and all other levels, save the first are taken up by a circular stairway which is open and gives access to all levels. In the center of the room is a stone table which is a part of the floor and built up as a solid column 4' in diameter and 3½" tall. The entire Tower is built of stone by the way, with the walls and floor being about 2' thick. There are also several wooden tables around the edges of the room. These are covered with oddly shaped glassware, filled with various solids and a few liquids here and there, and one or two stoppered flasks which seem to contain gasses. These will be of multiple colors, and can be a lot of fun for the Judge, if the players sample them, or open sealed containers. Many of the containers will be empty, as their contents will have evaporated or leaked out. There will also be a load of utensils such as measuring

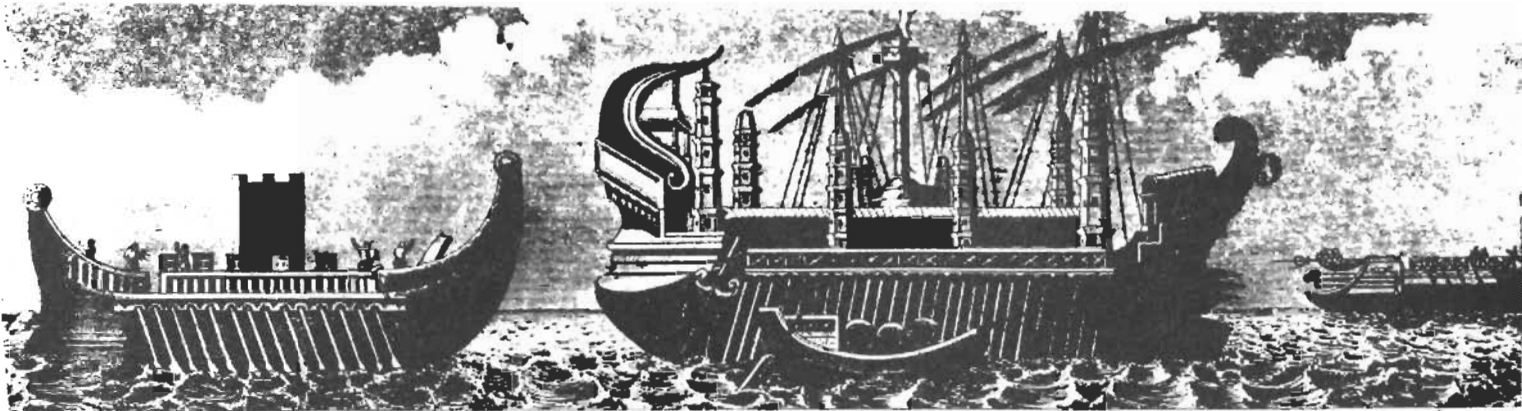


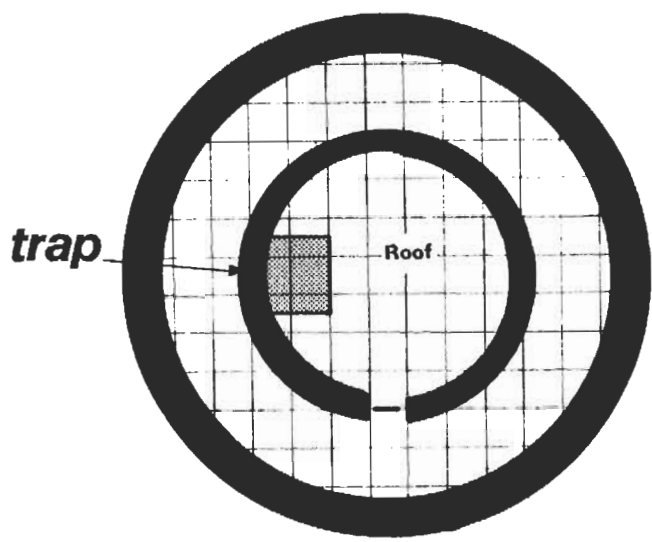
spoons, stirring rods, spatulas, and tongs designed to hold and carry the flasks. Approximately in the center of the table is an alcohol lamp, which still contains a wick with a charred end. Around and above it is a complicated chemical apparatus, which seemed to send gas bubbling through several flask, and then condensed it into a final flask. The flask above the lamp has its bottom covered with a black encrustation, and the final flask has red crystals in it. On the east wall is a 20'-wide window. It looks out on the slopes of Needles Peak.

- Level 3. Storage room. Lying in the center of the room is a body in a green robe. Yes, it is Jynerzo, and yes he is dead. The same effect that preserved everything else in the tower also preserved the body. It seems to be completely dried out, but has not rotted. Lying beside the body is a smashed vial which contained a blue powder, which is now spread over the floor. More of the blue powder is on a dish in the pan of a set of scales nearby, and a fine dusting of it is on the spoon in the corpse's hand. The pan with the powder is in the air, and the other pan of the scales rests on the table top, being held down by several weights of various sizes. The room is 15' in diameter, in fact all of the rooms are that size, and has a 2' wide table around most of its circumference. The table, and the shelves above it are made of stone, and are built into the wall. On the shelves, and to a lesser extent, the table are hundreds of vials and jars and flasks, most containing some strange looking solid, and almost all labeled. Most of these labels will be quite incomprehensible to most folk, as they are ancient or scientific names. Those which can be figured out will be things like "Coal Tar" or "Gnats Brains". The contents of the other flasks will be guessable just by looking. A few of the containers will seem to be empty, and actually might be. Most of the containers are of a size that they can be comfortably held in one hand, but three notable containers on the west wall are larger, each being about eight inches in diameter and a foot tall. One is full and two are half full. All contain clear liquids. The full bottle, and one of the half full ones contain distilled water, which has no taste. If anyone drinks from the other bottle, determine whether they are sipping or swallowing. If they just sip, tell them that the liquid burns their mouth, although it does no damage (a fake saving throw is optional). If they drink any liquid, they must make a saving throw of less than constitution on 3D6 plus 5 or immediately regurgitate. If the save is made, the character will be very drunk for 24 hours, minus one per constitution point. The third jar contains pure ethyl alcohol. There is a window on the north side of this room. As stated on Level 2, the Judge can have a lot of fun if the characters start sampling the various items. It is suggested, however, that the effects be simple and temporary, with perhaps a 2% chance of death. Each jar would be worth 10-100 GP to a Wizard.

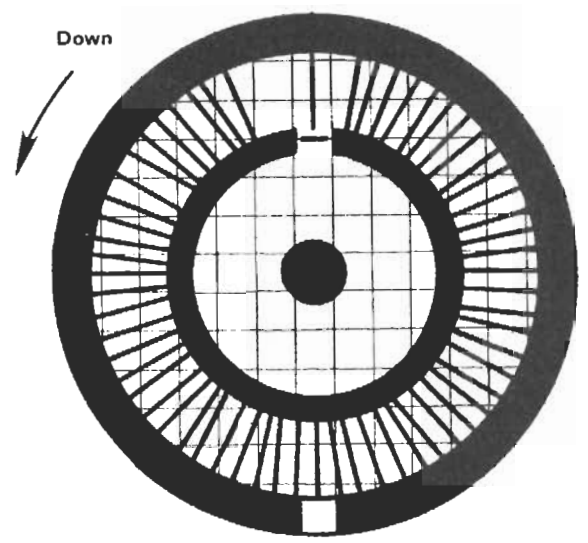
Level 4. Library. A few of the writings stored here will be Magical Books, but most are simply books about magic. There are a couple of Spell Books, and 38 Magical Scrolls, of which 4 are cursed. Most of the rest of the books and scrolls, are simply obscure and esoteric writings, which contain knowledge Jynjerzo needed about his business. The most mundane of the books would be worth 1D6 x 500 GP to a Sage or Wizard, and the rarer or magical ones might be worth 2 or 3 times as much. The window in this room faces west.

Level 5. Magic room. This room is magically booby trapped. When anyone sets foot on its floor, a fireball will explode for 8D6 of damage. A successful Save vs Magic will result in the victim realizing that the fireball is phantasmal and taking no damage. If a person fails his Save and survives, he will see that everything in the room has been destroyed. If anyone makes the Save, that person will realize that nothing in the room has been harmed and will allow another Save at -4 for those who failed the first one. This means that they realize that the room is unharmed, but it does not affect the damage they have taken. The wall is filled with wooden shelves except for a space on the south side where the window is. On the shelves are 95 Wands, 28 Rings, and 130 Potions. None of these are marked as to use, and, in fact, only 5 Wands and 3 Rings have had magic placed on them. All of the potions are viable, but 48 of them are poisons of various kinds. Six of these are poisons that kill instantly upon the slightest taste. Also, two of the Rings are cursed. If the stone in the exact center of the floor is pressed, a secret trap door will spring open when the pressure is removed. Within will be revealed an 8' wide and 12' deep pit. Around the outside edge are two rows of 8' tall and 5' wide glass jars and part of a third row of jars. Altogether, there are 132 of these jars. When examined, each will be seen to contain a perfectly formed doll complete with clothing and accessories in great detail. Each of the jars has been sealed with wax and, if opened, will release a vile smelling gas and cause the "doll" to come to life. The dolls are actually the inhabitants of the village of Tailasa. Jynjerzo became enraged and bottled the entire village when one of its members climbed the pillar and wrecked an experiment. The villagers are now only about 6" tall and are 150 years behind the times but, otherwise, are quite normal. Incidentally, one of the jars is filled with tiny Gold Pieces. They have been magically shrunk. If returned to normal size, they would be worth the regular price. Otherwise, they are worth one SP each as a novelty.

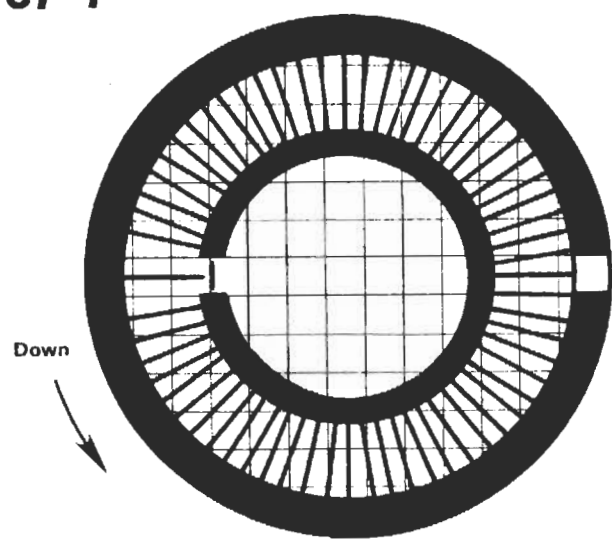




Level 1



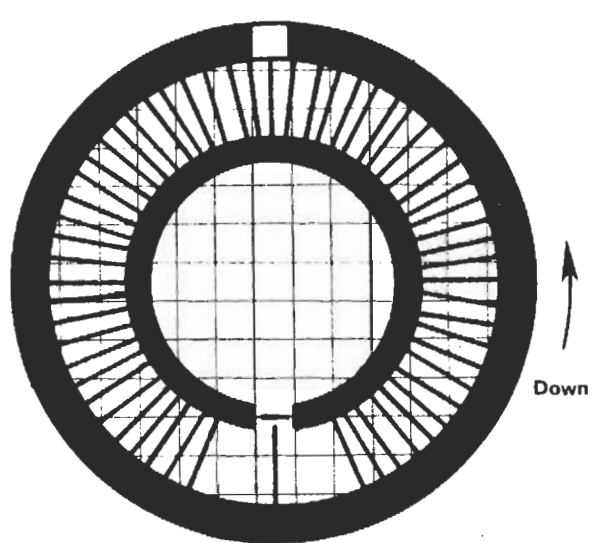
Level 2



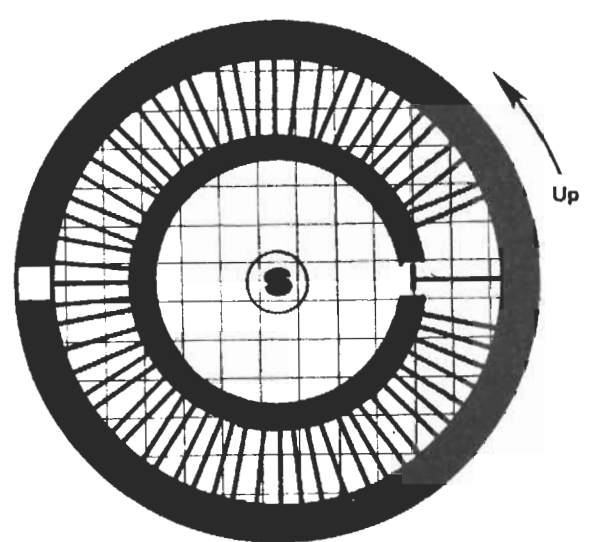
Level 3



- 1 inch = 50 feet
- 1 square = 10 feet
- = door
- 5 = secret door
- = window



Level 4



Level 5

- F The jungle to the southeast is infested with Giant Ticks. A total of 14 of these Thingies lurk about in the trees waiting to drop on animals or men and suck them dry of blood. There is also a cache of eggs somewhere in the jungle, which are almost ready to hatch.
- G Along the beach at the south east extremity of the island is a broad, stonepaved, roadway, which is raised about a foot above the level of the sand. It runs for nearly a jile, abruptly starting and stopping with a jagged edge. Along both sides of the road and spaced about 20' apart are statues. There are 400 of them, each representing a different type of creature, some intelligent, some unintelligent, some no longer known. They are life-sized, or at least the identifiable ones are, and finely detailed, even bearing close examination.
- H Just east of the windward peninsula is a small barren island, surrounded by a huge coral reef. It is covered by Gas Jets and Geysers which spew out powdered pumice and keep the island covered by clouds of the stuff. The only life on the island is a species of very hardy lichen and a colony of Giant Slugs which nest on its north side and live off the lichen. The Giant Slugs are hard to detect due to the pumice clouds which have settled on them and turned them to an uniform grey like the rocks everywhere. The trail of a recently-passed Slug can be seen, however, as a line free from pumice dust.
- I On an island off the south east coast of Tirnanog are the ruins of an ancient temple. Every 12-18 minutes a Geyser shoots from the center of the temple, lasting for about 2 minutes. The water is boiling hot, and anyone hit by it will receive 1 point of damage. The island has sparse vegetation but no animal life of any kind, as indicated by the absolute silence. The only sounds to be heard are the wind and the sounds of the Geyser. On the east side of the island, on a jutting rock formation, sits a man, staring out to sea. He is a Nobleman exiled from Viridistan. He has set adrift in a boat, and by fortune landed here. The boat he came in is beached below.

General Notes

As previously stated, the Isle of Tirnanog is a peaceful place. The only danger to the party, other than Men or Halflings, will come from a few Jungle Cats and Wild Dogs. The climate is favorable for the growth of banana trees, which are wild. They are a staple food of the people, and also feed the hordes of Monkeys which infest the island. The Marshy Region on the west end of the lake in the center of the island is a winter nesting place for Ducks who arrive about a week after the Autumnal Equinox, and leave again about six weeks before the Spring Equinox.





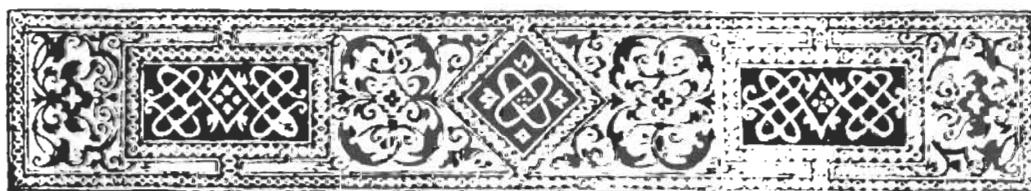
Damliz

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
Ftr.	LG	6	37	2	15	13	9	14	14	12	10	8	9	13	14	15	+1 Mace

Until recently, the Castle south of Talimanor (the one built by Tali) was deserted. Then Damliz moved in, and rebuilt the place. He now protects the area, including offering aid at need to Talimanor. He has 72 men with Leather Armor, Shields, and Broadwords, 21 men with Chainmail, Shields, and Broadwords, and 10 men with Leather Armor, Short Bow, and Longsword. He, himself, wears Platemail and carries a Shield. He is 4' 8" tall, weighs 141 lbs., has blond hair and beard, is right-handed, has blue eyes, and is 38 years old.

Minor Adventures

- A About 5 miles northwest of Marechal, lives a Sea Monster, according to rumor. Exactly what it is supposed to be is not sure, but it is said to have sunk ships and swallowed small boats whole. At different times, the following features have been claimed for it: wings, claws, a giant fish tail, a long neck, the ability to breathe fire, a shark's head, a lizard's head, a snake's body, a squid's body, and horns like a bull. Obviously, all these claims cannot be true, but it seems fairly certain that something is out there.
- B Just south from the western tip of Tirnanog is a group of islands known as the Andaman Isles. Tehy are covered by lush vegetation and inhabited by a band of Chaotic Pygmys. Decades ago, an insane Wizard won their loyalty with an immense fireworks display. He then commanded them to slay all intruders. Now, they sacrifice all captives at the entrance to his tomb. The island closest to Tirnanog also holds 10 deformed Dwarves who are hiding from the Pygmys. The deformities are the result of an encounter with some powerful magic force, which they will not speak of. In fact, the very thought of it panics them. They all suffer from mild forms of insanity. The southern most island holds the wreckage of a beached merchant ship, including 312 barrels of whiskey guarded by 3 Ogres (5HD, 28,24,27 HTK, WEAPONS= Club).
- C The slopes of Needles Peak provide a home for a herd of 42 Deer, including 10 Stags. These Deer are good-sized and healthy since there are few predators on the island.
- D The northern most stretch of beach on the island is infested with Crocodiles. Favorable conditions have allowed these creatures to grow quite large, 12'-20' long, and they will not hesitate to attack almost anything. Due to their size, give these creatures an extra Hit Die.
- E On the north shore of the lake, in the center of the island, is a village. It is deserted, and fallen apart. It is obviously not a recent event and there is no clue as to why it was deserted. It is in fact, the village whose inhabitants Jynjerzo bottled up. For more information, see the section on Jynjerzo's Tower. The name of the village was Kailasa.



The Courting Knights

As mentioned before, there are two knights courting Zedovito the Learning Mistress of the village of Lanka. They both met her on a previous adventure, and the thoughts of her beauty have haunted their memories ever since. Both knights have decided to make her their wife, and, to deepen the rivalry, they are half-brothers who never really liked each other.

Zedovito cannot make up her mind as to who she wants, so the half-brothers, Sir Jonton the Vengeful and Sir Vaxton the Victorious, have decided to duel for her hand, something that Zedovito doesn't want but can't stop now that it is set in motion.

Sir Jonton and Sir Vaxton came to Tirnanog on an Elven trading ship and were dropped off to be picked up when the ship came back. They brought their sturdy war horses, their best Plate Armor and Shields, and their best Bastard Swords. Their rivalry is intense, and they both expected this duel to take place; neither cares if the other dies.

Zedovito will seek to persuade the players to stop the duel, promising anything if both Sir Jonton and Sir Vaxton can be reasoned with and, somehow, stopped. Note that both knights are very gullible, but, when they realize they have been tricked or otherwise made fools of (in their own eyes), they will join together (for a short time) to rectify the wrong that was done to them. If, perchance, Zedovito has to promise to marry one of the players (or the equivalent of marriage), the courting knights will follow that player wherever he goes in order to challenge him to a duel to the death for Zedovito's honor to be upheld. Note that, as soon as this is over with, Zedovito will choose one of the players as her lover. (She is very fickle).

The statistics for these knights are as follows:

Sir Jonton the Vengeful

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	NE	7	49	1	17	10	8	15	12	15	17	16	13	15	14	9	+1 Bastard Sword

Sir Jonton is an extremely vengeful person, hence his name. He has hated his half-brother since they were little kids because Sir Vaxton always beat him in anything at which they competed. He is now dead-set against losing this time and intends to make sure Sir Vaxton never beats him again. Due to his intense emotion, he will fight Sir Vaxton with a +2 to hit.

Sir Jonton is 34 years old, with short, black hair and neatly trimmed goatee. He is 6' 1" tall, right-handed, and weighs 195 lbs.

He wears Plate Armor (+1), and carries a Shield. His horse, Revenge, has 29 HTK.

Sir Vaxton the Victorious

FTR	LE	8	55	0	17	11	10	15	11	13	16	17	14	16	16	12	+2 Bastard Sword
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Sir Vaxton, as noted before, has always beaten Sir Jonton at anything they have attempted. Because of this, Sir Vaxton has grown to expect to beat Sir Jonton all of the time. Thus, when they duel, Sir Vaxton will not put his "all" into it (since he expects to win), and will fight at a -2 to hit until he has been wounded twice; then he will realize he has to fight for his life and will attack normally.

Sir Vaxton is the stereo-type of the haughty, snobbish aristocrat.

Physically, he is 33 years old, with medium length brown hair and full beard (neatly trimmed). He is 6' 2" tall, right-handed, and weighs 200 lbs.

He wears Plate Armor (+2) and carries a Shield. His horse, Victory, has 31 HTK.