





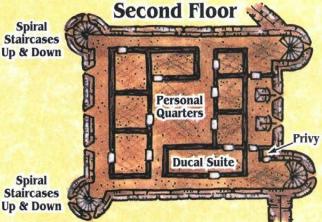
## Citadel



Dungeon



**Second Floor** 



Spiral Staircases



**Third Floor** 

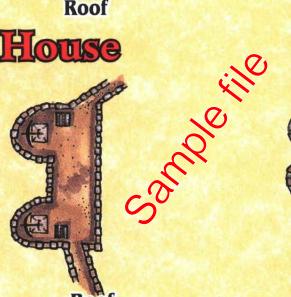


Roof



Second Floor

Down Up



Roof

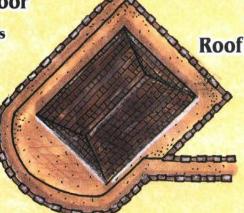


Second Floor Stained Glass Windows



1 Square = 10 Feet







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ISBN 0-7869-0288-4

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 elcome to the Duchy of Tuornen, precariously balanced between powerful neighbors poised to conquer the land for their own. To lead the proud people of Tuornen, you must learn the delicate steps of intrigue—yet never let the strength of your meager armies wane. Who can say what plot will herald an invasion by the wicked Duke of Alamie or the vengeful Rhuobhe Manslayer? Whatever comes, you must be prepared to defend Tuornen with guile and courage.

what you need to play

This parain sourcebook is designed for use with the THRIGHT<sup>TM</sup> campaign setting. You can use this accessory in any campaign, but to make full use of it, you or your DM should have the BIRTHRIGHT boxed set. You will also need the Player's Handbook and the DUNGEON MASTER® Guide.

## how to use this sourcebook

So you think you're ready to rule Tuornen? If so, this sourcebook is for you. It describes your domain from the Seamist Mountains to the war-scarred banks of the Tuor River. Here you will find vital information about the politics, history, holdings, and people of your land.

While this book provides you with the information you need to play the ruler of Tuornen, feel free to change or ignore any part of it. For instance, you can play Laela Flaertes as the duchess of Tuornen, or you can decide that she never existed and your own character became regent instead. Or you can let someone else worry about the demands of rulership and play a noble, commoner, or adventurer in the realm.

Once you've finished reading about Tuornen, share this book with your DM. Point out what—if anything—you'd like to change or add, and then trust your DM to run a great adventure. Remember: The DM makes the final decisions about which parts of this information to accept as truth and which to ignore or alter. After all, even the ruler doesn't know everything about his domain!