

TULAN Of The Isles

A Detailed Fantasy Region
Including A Fully-Developed
Town And Village

River-Port Nexus Of Riches And Adventure

Raymond Feist
Stephen Abrams
Midkemia Press
with **William Dunn**

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TULAN OF THE ISLES

*A Fully-Populated Town
And Detailed Region for Use with
All Roleplaying Games*

by

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How to Use This Book

Introduction

Sometimes a gamemaster does not have the time to prepare detailed information on every possible location that his players' characters may visit. This book presents a fully detailed fantasy town, Tulan of the Isles, and its immediate geographical region for you, the gamemaster, to integrate as needed into a fantasy campaign.

You can use the information in this book to serve as a background for any events during a scenario that take place in a town or a village, or you can place the entire region along the route that the characters are traveling, and use the town as an major encounter for the characters. The following information is available:

- Complete, organized data for a fantasy town and its region, including personalities, major industries and other pertinent economic data, political and social data, hiring and plundering opportunities for adventurers, etc.
- A realistic pricing and bargaining system for handling the purchasing and selling of products and services of interest to adventurers.
- A complete adventure taking place in the region, and guidelines for additional adventures.
- Encounter tables for the town and various locations in the area.
- Detailed maps for the town of Tulan, its main areas, the village of Hoxley, and for the Tulan region.

To make your use of this book as easy as possible, all the common ways that the Tulan region could figure in a scenario have been organized together in a checklist entitled "What Are the Characters' Intentions?" below.

For example, if the party decided to make the town of Tulan their base of operations while plundering tombs in the area, you would look under the heading "A New Base of Operations" for information and suggestions pertinent to such a situation. You need only follow the text under the appropriate headings to bring Tulan of the Isles into your adventure.

Terms And Conventions

The following section examines each aspect of this book in detail. You may find many of the terms used to be self-evident. Refer to the section when you have specific questions.

Location Descriptions And Data

Most of this book describes particular places, primarily buildings. Locations that are not buildings, such as Wagon Creek (a small creek in the vicinity of the village of Hoxley) are described very simply. Buildings are the most important locations and are described in detail.

Locations are listed by primary function, with detailed information following. The order in which each detail of a building appears follows the order in which an adventurer would perceive the building and its inhabitants: first, the sign, if any, on the front of the building; next, any notable events occurring at the location, or unusual sights, sounds or smells; and so on.

An attempt has been made to answer all potential questions that your players may ask, in terms of the evidence of their own senses and in terms of information that local non-player characters would be likely to give to strangers. The key below explains specific conventions used for buildings.

- Map Code letter. Each map has a particular code letter, as follows. "M" indicates the Main Island area map of Tulan. "S" indicates the South Shore area map of Tulan. "H" indicates the map of the village of Hoxley. "TR" indicates the map of the Tulan region. The two smaller maps of Tulan show the most important areas of the town. Hoxley and the Tulan Region are not divided into areas. Codes for the Tulan Region do not appear on the map, only in the location listings.

- Location Number on the map. S-2 indicates location #2 on the South Shore area map of the town of Tulan.

- Primary building function. The nature of the products or services sold is listed if such sales are the prime function of the building. For example, location S-2 is a building used by a physician as his office and hospital as well as his residence. The use of the building as a place of business takes precedence over the use of the building as a living area, so the word PHYSICIAN appears.

- Sign, if any. Written legends are indicated by quotation marks. For example, the building at location S-2 has a sign reading "Silkan Galgado, Physician" hanging over the door.

- A quick-reference summary of the overall quality of goods or services sold at this location, and the kind of prices to be found. This is what the local persons will tell a character about the business in question. See below for conventions used for these notes. You can use this summary to determine approximate prices of items not listed for the business. The physician at location S-2 has a reputation in town for doing very good work at high and unnegotiable prices.

- Notable sights, sounds, and smells apparent to anyone standing outside the building. Location S-2, the physician's home and hospital, is very quiet, but a subtle medicinal odor is present.

- In the listings for the town of Tulan, appearance of the building, including quality and materials of construction, is noted. Buildings vary tremendously in Tulan, from tumbledown fishermen's shacks to massive marble temples of superb quality. All buildings in the village of Hoxley are ordinary single-story buildings of inexpensive wooden construction, with thatched roofs.

Construction may be very significant if the party is assaulting or defending a building. Stone buildings have tile or stone roofs and massive walls and doors. They are not easily set on fire or damaged. Normal wooden buildings have wooden roofs that quickly catch fire. Cheaply-constructed wooden buildings have thatched roofs that burn nicely and flimsy walls and doors. The building at location S-2 is sturdy in appearance, and constructed of stone and marble.

- Stories are listed, if greater than one. Location S-2 is a two-story building with living quarters upstairs and working quarters downstairs (the normal arrangement).

- Security measures, if present: bars or shutters on windows, heaviness of doors, locks on doors, and guard animals, if any. Location S-2 has good security measures including barred windows and metal locks on the doors. This information is vital if any thieving is intended by player-characters, or if the player-characters take refuge with the owner of the building. If shutters or bars exist, the material of construction is noted.

Locks are an expensive feature in the world of Tulan, and even the most simple locks (wooden latches with pins) come at extra charge from a builder. If the building has metal locks, two numbers are provided. First, the relative strength of the lock is given. Use this number if someone attempts to break or smash

the lock. You can either oppose the character's strength to the strength of the lock, using a Resistance table or other system, or you can use the lock's strength as hit points. Damage greater than the lock's strength breaks or smashes the lock or the area of the door around it. Second, the difficulty of picking the lock is given, using a percentile modifier. If a character has a 90% chance to pick locks, a difficulty modifier of -20% means the player would have to roll 70% or less on D100.

- Manager or owner of the building. Name, profession, and reputed wealth, if notable. See below for more information about wealth reputations.
- Significant skills (and characteristics, if unusual for chosen profession) of the main non-player characters to be found in this building. See the section below for conventions used for skills and characteristics.
- Descriptions of other non-player characters living or working in the building.
- A list of certain sample goods or services provided at this location, with prices given in gold pieces.

Non-Player Characters

SKILLS: All non-player characters in this book have a percentile (D100) rating for the general skill or skills most important to their profession. A rating of 25% indicates a minimal level of ability; a value of 90% or greater represents mastery. For example, a normal guard might have a rating of 50% for Combat. A skilled apothecary might have a rating of 95% for Herbal Medicine. Any other notable skills besides those directly related to the non-player character's profession that might be of interest during an adventure are listed.

In most cases, only a general skill description is given for a non-player character, rather than breaking down such a skill into specialized areas. For example, the guard described above is simply rated for his overall ability in melee combat, rather than breaking up his skill into more specific areas. The gamemaster is encouraged to make a more complex skill evaluation of the non-player characters in this book, based on the given values. For example, a character with a Combat skill of 55% could have a shortsword skill of 55%, a large shield parry skill of 65%, a bow skill of 45%, and a dodge skill of 50%.

Certain non-combat skills listed for non-player characters may seem unclear. The town of Tulan is a center of trade and cultural exchange, not a military encampment, and its most powerful citizens are the heads of large trading organizations. The skills that make them rich and powerful are not combat oriented. These business skills may prove significant if you run an extended campaign in Tulan. See "Common Knowledge in the Tulan Region." Observation skills are also important in this book. Below are definitions and alternatives.

Bargain: the ability to argue and negotiate with conviction and force, and manipulate facts and people to your ends. Traders and all others who make a living making deals have this skill. Many women in Tulan use this skill to apply influence and control their husbands. Alternative skills might be Oratory, Fast Talk, Intrigue, or Streetwise.

Administration: the ability to manage employees and make planning decisions for a business. Delegation of authority, personal leadership, and theoretical knowledge are all components of this important skill. Rulers, traders, and other persons who run organizations need this skill. Alternative skills might be: Management, Leadership, Business Sense, or Merchant Skill.

Finance: the ability to work with figures, accounts, and investments. Alternative skills might be: Accounting, Bookkeeping, Economics, or Moneychanging.

Scan: the ability to observe an area, looking for some object or action in particular. Alternative skills might be Awareness or Perception.

Search: the ability to closely scrutinize a small area or object.

CHARACTERISTICS: The mental and physical characteristics of non-player characters (Strength, Intelligence, Constitution, etc.) are rated from 3 to 20. Characteristics for which values are not given are assumed to be average for the non-player character's profession. For example, a dockworker would normally need a higher-than-average Strength to do his job; a thief would need a high Dexterity. If you need to know the exact value of a higher-than-average characteristic, simply take 14 as the standard (with 11 as an average characteristic). Adjust higher if the non-player character is very powerful.

If a non-player character has unusually low or high personal characteristics for his or her profession they are listed. For example, a powerful mage would be likely to have an Intelligence of at least 14, as mentioned above. If his Intelligence was significantly higher, say an 18, this would be noted in his description. If he also possessed great strength for a mage (a 14 or more), this number would also be given.

The following terms for characteristics are used in this book; equivalent terms from various fantasy systems are suggested.

- Intelligence = Wisdom, I.Q.
- Constitution = Size, Endurance, Health
- Appearance = Charisma, Presence, Beauty
- Dexterity = Agility, Manual Dexterity, Speed

CHARACTER CLASSES AND LEVELS: This book also rates non-player characters for overall level in a character class system when appropriate. For example, a non-player character guard in Tulan with a Combat skill of 50% would convert to a Level 5 Fighter. Since few games use character classes for merchants, candlemakers, etc., most of the non-player characters in this book do not have an assigned character level or class.

MAGIC ITEMS AND SKILLS: Magical items are owned by many persons in the Tulan region. The ratings for these items are from +1 to +10, with a +1 magical item being modest in power, and a +10 item possessing incredible power. Many magic items have idiosyncratic powers as well as simple levels of enchantment, of course. These are listed if appropriate.

Characters with magical abilities are given a percentile skill. The rationale is based on the RuneQuest III system. This system divides magic up into several areas; Spirit Magic (used by shamans), Divine Magic (used by clerics), and Sorcery Magic (used by mages). Equivalent character classes and levels for spell-casting characters appear in parentheses.

There are many kinds of spells. For simplicity, only two general categories are given in this book; spells based on a type of magic (Sorcery Magic, etc.), and spells with a particular purpose (Battle, Healing). Using these guidelines, you can select appropriate spells from your system for use by the spell-casting characters in this book.

WEALTH: There are many rich persons in Tulan. Unless they keep their status a secret, a rating of their wealth appears in parentheses after the first or second mention of the character's name. In ascending order, the ratings are: medium wealth; great wealth; vast wealth. Only a few members of the Tulan community are reputed to possess vast wealth. Knowing the level of wealth for a rich non-player character allows you to estimate

many points about the character. For example, if you wanted to know who might be interested in buying an incredibly valuable artifact that the party has found, simply check for persons of great or vast wealth. Wealth also indicates such things as the level of furnishings inside the character's home, the quality of horses owned, etc.

Goods And Services

One of the most important activities occurring in fantasy towns is trade. Not all merchants offer the same quality, or charge the same price for commodities. Those that do may have different attitudes towards customers who try to bargain. In this book, the notes for each seller of goods or services include the following:

QUICK-REFERENCE SUMMARY (In parentheses): Use this information to determine prices or other data for unlisted goods or services.

- Relative quality of goods or services (superb, very good, good, normal, poor); see below for detailed explanations of these ratings.
- Prices (very high, high, normal, low) and price flexibility (firm or negotiable).
- Inns Only: Availability of lodging, per person. Gives a percentile chance of lodging for a single person being available. Roll once for each person in the party.
- Availability of Stabling, per beast. As above.

SAMPLE GOODS, SERVICES AND PRICES: Prices for some of the more popular goods or services sold by the establishment are given in gold pieces. If your world does not have access to gold in large quantities, the coins listed may be changed to silver, or even copper, depending on your campaign inflation level. The prices in this book, like all economic factors, are based on those in the *RuneQuest III* Gamemaster book and on the two companion volumes in the Universal Supplement series, *CITIES* and *CARSE*. See the section "The Economics of the Tulan Region" for more information on standards of living and other data.

If you are using this book with the *RuneQuest III* system, use the Gamemaster book for prices of the following items, or make the following adjustments:

- Weapon prices in pennies = prices in gold pieces x10.
- Horse prices in pennies = prices in gold pieces x40.
- All other prices: 1 gold piece = 2 pennies.

The Bargaining System

The system below is suggested if your players are interested in realistic bargaining with non-player characters.

PRICE FLEXIBILITY: The rating for the proprietor's price flexibility (firm or negotiable) is used to determine whether an Non-player character merchant has any willingness to lower his prices under normal bargaining conditions. If threats or force are applied, the gamemaster needs to roleplay the situation out.

- Firm Prices = the Non-player character will not reduce his prices significantly. He is not concerned with making a sale. Use the prices listed.
- Negotiable Prices = the Non-player character is more concerned with making a sale than getting the highest price from his customers, and will be willing to settle for a price significantly less than the list or asking price.

BARGAINING SKILL: Rated in percentiles, as above, for those non-player characters who have this skill and the willingness to negotiate, as noted above.

BARGAINING ENCOUNTERS: Player-characters who wish to haggle over selling or purchasing prices with the citizens of the Tulan region can be dealt with using this system of bargaining skill and price flexibility. If an adventurer has a written skill in bargaining or some similar skill in the system the gamemaster is using, or wishes to use a characteristic such as Charisma on the person he is dealing with to influence them to lower their prices, a bargaining encounter takes place.

A player-character with a high Charisma or Bargain skill does not automatically get a discount in every bargaining encounter. A bargaining encounter is resolved by opposing the non-player character's Bargaining Skill to whatever the character is using (Charisma, Presence, Bargaining skill, etc.).

The winner of the opposed roll has gained a concession, should prices at the establishment be negotiable. Compare the player character's success to that of the non-player character. If the player-character is asking for a discount from the listed prices, reduce the listed price by 10% to 30%, based on the character's success relative to the non-player character's success, to give the final agreed-upon price. If the player-character is selling an item, add the listed percentile to the offered price to give the agreed-on price. Only one Bargaining roll is permitted.

OPPOSED RESOLUTION BARGAINING TABLE

Player-Character vs. Non-Player Character Rolls:

Failure vs. success: no price adjustment is agreed to.

Mutual failure: no price adjustment is agreed to.

Success vs. success: 10% adjustment.

Success vs. failure: 20% adjustment.

Success vs. fumble: 30% adjustment.

Critical success vs. success: 20% adjustment.

Critical success vs. failure: 30% adjustment.

Lodging, Food And Stabling Terms

If you need to know exactly what each descriptive category of quality in the quick reference notes for inns, stables and alehouses, here is a comparative list that you can read to your players.

Lodging

- Bad: Common room; benches/table/floor for sleeping; no heat; no sanitary facilities; virulent vermin; filthy overall conditions.
- Poor: Common room; straw mats, benches/tables/floor for sleeping; fireplace (extra charge for fire); no sanitary facilities; lesser vermin.
- Average: Common room and a dormitory room; fireplace in common room; rope cots and straw mattresses; no sanitary facilities; some vermin.
- Good: Common room, dormitory room, and 1 or more private rooms; fireplaces; stuffed cloth mattresses; some sanitary facilities; incidental vermin.
- Very Good: Common room; separate small dining/sleeping rooms; down or cloth mattresses and blankets available; normal sanitary facilities; attendant summonable; free of vermin and very clean.
- Superb: Dining hall; separate chambers; down mattresses, satin sheets, down comforters available; fireplaces and warming pans; elaborate sanitary facilities; appurtenances of fine workmanship; glass windows that open; several attendants on call.

Food

- Bad: Thin gruel, wormy meat, watered beverages.
- Poor: Tasteless stew, coarse bread, old cheese, green beer.
- Average: Fruits in season, eggs, black bread, chicken, pork, good beer, indifferent wine.

- **Good:** Limited portions of fruits, stews and soups, chicken, pork, beef, fish, good beer and good wine, dishes cooked to order.
- **Very Good:** All that listed for "good" in unlimited portions, plus freshness, cleanliness, earthenware bowls and platters, and care in selection and preparation of meals.
- **Superb:** All that listed for "very good" plus an excellent pantry and wine cellar, individual preparation of fine dishes, personal service, fine crystal and metal goblets, excellent and imaginative chefs.

Stabling

- **Bad:** Limited quantities of fodder and water, dirty and stale. No extra work performed.
- **Poor:** Sufficient fodder and water, average cleanliness and quality. Animal combed.
- **Average:** Plentiful fodder and water, good quality. Animal combed, hooves cleaned.
- **Good:** Plentiful fodder and water, good quality. Animal combed, hooves cleaned. Tack cleaned.
- **Very Good:** Plentiful fodder and water, good quality. Animal combed and massaged, hooves cleaned. Tack cleaned and repaired if necessary.
- **Superb:** Excellent fodder and water. Animal combed, walked, massaged, checked for injuries and treated if necessary. Tack cleaned, repaired, oiled.

What Are The Characters' Intentions?

Before you begin, question your players about their characters' current status: what is the current situation as regards money and hit points? Is the party looking for a place to stay? How long is the party thinking of staying? What are they going to do during their stay? Do they have a particular goal or plan in mind? Use the key headings below to find the particular use or uses that your party of adventurers wishes to make of the town of Tulan and vicinity.

Staying the Night

The following locations in the Tulan region offer shelter to strangers. Inns are listed in order of apparent quality, based on first glance, as they will appear to the characters should they check each inn out carefully (notable points about each location are given in parentheses).

As an alternative to visiting each inn, the party could ask for a recommendation from a local person. The inns with an asterisk (*) are praised by locals.

The Town of Tulan of the Isles: The town of Tulan offers extensive accommodations for travelers of all levels of wealth. The townspeople are used to strangers and are tolerant of foreign customs.

- **S-3 INN,** sign of the Traveler (very fancy, the best in town, expensive)*.
- **M-20 INN,** sign of the Black Hawk (large, impressive stone construction, fancy rooms, expensive).
- **M-54 INN,** sign of the Singing Wren (very well maintained and furnished rooms, friendly host and hostess, quiet, out of the way)*.
- **M-15 INN,** sign of the White Eye (quiet, very clean, very impressive security measures, advertises low prices).
- **S-40 INN,** sign of the Rose and Thorn (has stone construction, appears well-managed, good smells from the kitchen).
- **M-36 INN,** "The South Street Hotel" (large, seems to have good security, judging by the locks on the doors).
- **M-43 INN,** "Twist Tavern" (seems ordinary, basic).

- **M-4 INN,** sign of the Wagon Tongue (looks like it ought to have low prices, filled with noisy carters and teamsters).
- **M-88 INN,** sign of the Flying Cloud (looks cheap, rowdy).

The Village of Hoxley: There are only two locations offering shelter to strangers here.

- **H-20 INN,** "The Sleeping Wolf" (looks clean, new curtains, etc., patrons are a bit noisy).
- **H-34 INN,** "The Riverside Inn" (quiet, peaceful)*.

Hamlets of Bodnell, Tilsham, and Droje: Rough sleeping and stabling accommodations are available in the barns of many farmers in these settlements. Price asked is .5 gold piece per night for each person, with meals or fodder for beasts .5 gold piece extra.

The Abbey of Ishap: The monks of this abbey are usually willing to take in weary travelers for very reasonable prices. Accommodations are naturally spartan. Lodging in a monk's cell is 1 gold piece, per night, including meals.

Characters Need Healing

The party needs to obtain healing for one or more members.

The party of the Isles: Tulan is the first choice for any injured persons who can be moved. Conventional healing is available from the town physicians Silkan Galgado (S-2) and young Randolph Mangrum (S-12).

Magical healing is available from Galgado (S-2), and from priests at the temples of the Law God (M-82) and the Sea Goddess (M-89). All healing from the temples of Tulan is free of charge, although contributions to the temple contribution chests would be appreciated. A priest with a basic healing spell can be found at any hour at either diety's temple, but only the High Priest of the Law God, Rendom (M-82), and old Father Noonan (M-83), a retired priest of the Law God, know powerful Divine Magic healing spells capable of saving a severely-injured person (Regrow Limb, Improved Healing, etc.). Rendom is not available after normal hours, but Father Noonan is always willing to aid persons in need. Father Noonan lives next door to the temple and his door is usually unlocked.

Village of Hoxley: If wounded characters can get no further than Hoxley, Granny Shanks, the village healer (H-26) is the person to see. She has a First Aid skill of 75% and is capable of preventing infection while badly wounded characters recover, although she cannot increase a character's natural healing rate. She charges 5 gold pieces for her First Aid ministrations, or 2 gold pieces per week for tending injured characters.

Hamlets of Bodnell, Tilsham, and Droje: There are no healing specialists in any of these little farming and hunting settlements, but persons with 50% skills in First Aid can usually (80% chance) be located by polite strangers. Such services are given free of charge, but ungrateful parties of strangers will be shunned by the local people from then on.

Abbey of Ishap: First aid is available without charge at the Abbey from several monks with skills of 90%. Severely injured characters must seek the services of the abbot himself, who rarely gives audience to strangers (20% chance). If the party offers valuable contributions to the Abbey or has a persuasive spokesman, the abbot is more likely to appear. He knows all normal Divine Magic healing spells with a skill of 90% (Level 10 Neutral Cleric). Healing from the abbot is free of charge, but hints are made about the many expenses the Abbey incurs.

Buying & Selling

One or more characters have money to spend or items to sell.

Tulan of the Isles: Many products and services are available to the adventurer in Tulan, at reasonable prices for the most part. Tulan's position athwart three trading routes insures that most normal goods and services can be found. The wealth of the town and the occasional arrival of adventurers, many with exotic items to sell, means that many odd and even magical items will be found by patient characters. Characters trying to sell such items will find many buyers in the town. And the surplus of cash in Tulan means that they can get a good price for the goods they want to sell.

Almost every merchant in Tulan buys and sells modestly magical or exotic items, from the candlemaker (S-20) to Josh Troon (M-6) and Seth Grasso the jeweler (M-61), who make much of their profit selling bizarre and exotic luxury items to the rich and to adventurers. All non-player characters with a local reputation for wealth (see "Terms and Conventions" and "Economics of the Tulan Region") routinely buy interesting items from adventurers. For example, James Flambric (S-6) (wealth vast) is often interested in buying decorations for his mansion, such as a gold mask of an obscure deity, a set of jade chessmen, or other sorts of plunder of a decorative nature.

Adventurers who wish to bargain over selling or purchasing prices with the citizens of Tulan can use the system found under "Terms and Conventions." The bargaining system is particularly handy if the characters wind up at establishments buying and selling exotic goods of hard-to-define value, such as Troon's (M-6).

Village of Hoxley: Hoxley, a farming community, is not the best place to buy (or sell) items of interest to adventurers. However, the owner of the general store in the village, Jermiah Crugle (H-8) always trades with adventurers who visit Hoxley, and usually has a few odds and ends that might be worth looking at, such as inexpensive weapons (slightly damaged), art objects, etc. If adventurers in the party with unusual items to sell are willing to accept modest profits, Crugle may be interested in purchasing their wares.

Hamlets of Bodnell, Tilsham, and Droje: The humble farmers and woodsmen of the hamlets in the region rarely sell or buy articles of interest to adventurers, although good food is always available, at the customary price of .5 gold piece per person.

Abbey of Ishap: The monks of the Abbey are interested in buying rare books, maps, or other items of a historical or intellectual nature that the party has to sell. The monks are not interested in selling any of their possessions to adventurers, as these possessions are needed by the Abbey.

Seeking Employment as Adventurers

The party is looking for a way to make an honest coin or two. If the characters wish to find employment in their capacity as adventurers, this book provides a short scenario for characters of low to medium power. The party is hired as an escort for the young son of a wealthy merchant of Tulan. Refer to "The Silent Village." The scenario starts in the town of Tulan and occurs in the village of Hoxley.

If you wish to start the party on simple adventures initiated by characters in the Tulan region, there are a number of persons in the region, listed below, who might hire the party for a mission.

Shalto the Mage (TR-16). Find the barrow of an ancient king, believed to be hidden somewhere in the rough terrain to the north (see Encounter Tables).



Foul Luther, brutal leader of the bandits that have taken over Hoxley, charges the adventurers at a furious gallop.

Johann Selzdik, furrier (M-35). Bring back the skins of several of the manticores known to live in the deep woods far to the east.

Valasco Grimes, alchemist (M-40). Grimes has lost contact with his agent in the dark city of necromancers, Ustang, situated in the distant Southern Isles. Ustang was one his best sources for several exotic potions that have been highly profitable to sell. If the party dares, they could contract to journey to Ustang as agents of Grimes, buying some 10,000 gold pieces worth of fresh potions from the inhabitants of the city. Grimes insists on the entire party taking the Pact of the Law God at the local temple (M-82).

Seth Grasso, jeweler (M-61), has heard interesting tales concerning idols worshiped in a barbarian region to the north. It is said that the eyes of the idols are made of a mysterious stone of great beauty and value, of a type unknown to Grasso. Samples of this material would be useful to him, and he is considering hiring a brave group of adventurers to journey to this region and negotiate with the local ruler for shipments.

Grafton Fleeg, business agent (M-64). Fleeg is in fact an agent for the Slavers' Brotherhood, and occasionally tricks inexperienced adventurers into meeting with local slavers in the woods out of town, where they are ambushed, defeated, and taken as slaves. Fleeg's usual assignment is to offer a large sum of cash, 90% upon completion, for the elimination of a group of bandits (non-existent) that have been extorting protection money from him for some time. That way, if the adventurers defeat the slavers, Fleeg simply blames the ambush on the characters' being seen talking with him by a spy for the bandits.

If you wish to provide an assignment or quest of your own design, the following persons would be interested in bankrolling the party for a substantial share of the profits of an expedition. The party needs to be around town for a while, and must show themselves to be polite and businesslike. At that point they are approached by one or more of the following persons, who are interested in investing in shares of the profits from any major expedition that the party may be involved in:

James Flambric, wealthy underwriter (S-6)

Rock DuVier, retired adventurer (S-19)

Murdock of Stone Mountain, retired dwarven adventurer (S-42)

Josh Troon, merchant (M-6)

Markam Woodhew, retired adventurer (M-20)

Jamal of Kesh, retired wizard (M-7)

In return for a cut of the profits of an expedition (start with an asking percentage of 40%, with successful bargaining bringing the investor's cut down to a minimum percentage of 10%), any of the above persons will invest in the party, paying the cost of outfitting them with excellent equipment and supplies. A sample sea expedition might be outfitted as follows:

- Small sailing vessel (15-ton knorr), used, refitted by the Tulan Ship and Boatworks (Boat Island), with space for 8 adventurers, their equipment (including a horse or two), and 8 officers and sailors: 1800 gold pieces.
- Five suits of +2 chain mail, custom-fitted, with fine felt under-padding, from Olaf Olafson (M-21): 2500 gold pieces each, 12,500 total cost.
- Three superior-quality longbows with 3 quivers of special arrows from Marduke the Bowyer (M-50), 115 gold pieces each, 345 gold pieces total cost.
- Two forged steel prybars, 6 feet in length, from master smith Joe Gargery (M-74): 40 gold pieces each, 80 gold pieces total cost.
- Five healing potions from alchemist Valasco Grimes (M-40): 750 gold pieces each, 3750 gold pieces total cost.

- Dried rations for 56 days, for eight persons, stores two months: 256 gold pieces.

- **Total package: 18,731 gold pieces.**

There are no persons willing to hire or finance the party in Hoxley or the smaller settlements of the region, or in the Abbey of Ishap.

Seeking Employment as Workers

Tulan of the Isles: If the adventurers wish to find employment as normal workers, the following employers are available:

Mugor Chevan, dockmaster (S-4), stevedores

Landon Eldin, trader (S-5), caravan guards

Hulan Taltagor, foreign trader (S-7), bodyguards

Malcom Foster, boatwright (S-29), carpenters, laborers

John Tagor, dockmaster (M-79), stevedores

Lester Stuart, distiller (M-80), laborers

All of these jobs pay 2 gold pieces per day, standard rates in Tulan for semi-skilled work. If someone demonstrates unusual and valuable skills, his or her pay may be increased, at the whim of the hiring character. See "Economics of the Tulan Region" for further data on wages, work, etc.

Village of Hoxley: Characters looking for temporary employment in Hoxley are directed to Jorge the smith (H-25), who may have need of one or two strong assistants, though he will only offer 1 gold piece per day, plus room and board. During the harvest season in the Tulan region, the farmers of Hoxley are happy to pay 5 or perhaps 1 gold piece per day for energetic temporary workers.

Hamlets of Bodnell, Tilsham, and Droje: No temporary jobs with cash payment are available from the simple farmers and woodsmen of these settlements. Chopping wood, mending fences, etc., will usually gain the worker a decent home-cooked meal.

Abbey of Ishap: The Abbey has plenty of hard workers available and rarely hires outsiders. The abbot is always willing to try out new monks, but an agreement to stay a full year must be made by each character who wishes to become a monk. Cash received by First Circle monks is only 5 gold pieces per month. Work consists of ordinary agricultural activities. Lay members of the Ishap cult may not take up residence in the Abbey, but are sometimes paid small amounts for useful services such as blacksmith work, cartage, etc.

A New Base of Operations

The Tulan region would be a good base for normal adventures if dungeons or other places to explore can be found nearby. If the party plans a career of robbery, the Tulan region is ideal. The river and road are heavily traveled: roll on the Encounter table to find victims. See the section "Looting & Pillaging," below.

Tulan of the Isles: Tulan is an excellent base for normal adventuring, as many merchants and traders in the town are interested in purchasing plunder (see "Buying and Selling") or financing the expeditions of competent adventurers (see the "Seeking Employment" sections). However, Tulan deals harshly with criminal adventurers, and can call upon the Baron of Carse's forces in great need.

Village of Hoxley: If the adventurers are trying to avoid meeting with an enemy or creditor, Hoxley is only a mile or so from the dense woods of the North Forest. If the adventurers want to hide out for a while, the people of Hoxley are easily intimidated. Hoxley also produces a large surplus of food, which can be

easily redirected from the market of Tulan to the party, should they be ruthless enough to take over the village. Of course, the Sheriff of Tulan or the Baronial Patrol (see "Law & Order in the Tulan Region") will eventually investigate the situation, perhaps sending another party of adventurers to find out what is happening in Hoxley.

Hamlets of Bodnell, Tilsham, and Droje: These hamlets offer the same ease of intimidation as Hoxley, but are too small for adventurers to remain inconspicuous. Worse, the inhabitants do not produce much surplus food, and would be hard-pressed to feed many hungry warriors for long. More likely is that adventurers moving in would wake one morning to find the entire hamlet deserted.

The Abbey of Ishap: The monks of Ishap will not allow a party of adventurers to use their abbey as a base of operations. However, if the party tries to take over the abbey using violence, they find the monks pacifist and conciliatory. While the party settles in, the Abbot, or whichever monks survive, will use the powers of the Ishap pantheon to contact brother abbeys in all nearby regions. Help will arrive in 1D4 weeks.

Camping Locations in the Tulan Region: Several campsites in the North Forest, often used by bandits, are available to the party as temporary bases (TR-11 and TR-12). For parties expecting, or planning on starting real trouble, the ruined fort on Merton's Hill is a good defensible position, if not a good shelter from wind and weather. Of course, such a base would immediately become known to the citizens of Tulan. Eventually the Baron's forces would arrive to remove the party. The North Forest is the better choice for a party planning ongoing depredations on the region. The treacherous and foggy salt marsh south of Tulan (TR-14) is an ideal place to hide if the party is utterly unconcerned with comfort.

Exploring the Area

For a region in a fantasy world, the Tulan region is very civilized and heavily settled. There are only two places where local people suggest adventure might be found. One is the North Forest. The mysterious Crystal Pond (TR-9) in the North Forest, where strange events sometimes occur, is particularly worth exploring.

The other place for adventure is the town of Tulan itself. Dark deeds are not unheard of in Tulan. The feud between the two most powerful families in town, the Mangrums and the Woodhews, has been brewing for years, and adventurers might find employment should the feud escalate (see "The Social Order in Tulan").

There are always parties of adventurers organizing in Tulan, leaving for quests in far-away lands.

Romance

Of the settlements in the region, only the town of Tulan offers the adventurers a chance to meet members of the opposite sex of similar social status (see "The Town of Tulan: Fundamental Assumptions"). The farmers and milkmaids of the region are very nice, but experienced adventurers may want to dally with more sophisticated persons. Your players will have to decide such matters for themselves, of course.

Female adventurers will have a plentiful supply of gallant admirers by their second night in Tulan (for example, Rock DuVier (S-19), or Olaf Olafson (M-21)). Male adventurers will have to seek romance out for themselves due to the submissive role of women in Kingdom society. The following locations house unmarried women of good family: (M-2); (M-13); (M-17);

(M-27); (M-56); (M-71); (S-7); (S-10); (S-14); (S-40); (S-41); (S-44); (S-51).

Looting and Pillaging

Refer to "Law and Order in the Tulan Region" if the adventurers plan any criminal activity.

Tulan of the Isles: The wealthy town of Tulan is a fat and tempting target for pillage. The large walls and soldiers on duty look fairly imposing, however. Magically-sensitive characters in the party sense a magical aura over the town.

Village of Hoxley: The only buildings in Hoxley that look at all prosperous are the Shrine of Silban (H-6), Crugle's store (H-8), and the two inns (H-20 and H-34). No guards or soldiers are in evidence, so pillaging the village would seem to be an easy task. Unfortunately for weaker plunderers, Hoxley is filled with persons with previous military experience, and counts several adventurers, including an assassin (H-20), among its citizens.

Hamlets of Bodnell, Tilsham, and Droje: These little settlements are even smaller and more impoverished than Hoxley. There are no stores, inns, etc. All the people of these hamlets are ordinary farmers (average Combat skill 25%).

Abbey of Ishap: This prosperous and well-defended complex would be a hard nut to crack, but the loot might well be worth it. Casing the abbey first might be a good idea, of course; who knows what those monks may have concealed?

A Defensible Position

The enemies of the party are close behind, and will probably catch up to the party before they leave the area. It is time to find a defensible position where the adventurers can make a stand.

Tulan of the Isles: If the characters are honest with Sheriff Guizmon (M-1) and their cause is just, they may receive the help of the town in repelling the party's enemies. See "The Defenders of Tulan."

Trying to hide behind the walls of Tulan without letting the Sheriff in on the secret won't work for long, as the citizens of Tulan keep careful records of all strangers and their time of entry (see THE TOWN GATES in the South Shore section). If the party's enemies are sentient and reasonable (angry dwarves, political rivals of the party, etc.), a representative from the town will secretly communicate the party's location to their enemies as soon as possible.

Village of Hoxley: Although the Mayor of Hoxley (H-4) and most of the villagers are typically cautious rural folk, who will usually flee rather than fight, many persons in the village have combat experience and are favorably disposed towards polite or heroic adventurers. The party will need to call the villagers out of their homes and get their defense organized.

Hamlets of Bodnell, Tilsham, and Droje: The inhabitants of these settlements flee with their families and portable valuables at the first hint of any trouble. Shepherds and outlying farmers will bring word of any approaching parties of adventurers, monsters, etc.

Abbey of Ishap: The Abbey would be a good place to hold against one's enemies. Unfortunately, the current occupants value their peace and quiet, and would need to be persuaded that the party was worthy of aid and support.

Common Knowledge

The People Of The Tulan Region

In ages past, bold warriors from the distant Kingdom of the East came to these lands. The Old Race, as the original inhabitants are known, were simple farmers. They were eventually overwhelmed by the more aggressive feudal culture of the Kingdom people.

The two peoples have merged in the centuries that followed, but the Kingdom culture is still dominant, and distrust between those who closely follow the ways of one or the other culture still exists. Some families still use the language of the Old Race or the Kingdom Tongue, eschewing the Common Tongue that is used by most people.

The culture evolving from the merging of the Old Race and the Kingdom invaders values barter and trade over farming or military conquest. Thus the people of the Tulan region are familiar and comfortable with foreigners and strangers, and cosmopolitan in their ways. Tolerance is the rule and non-harmful practices by strangers are treated as amusing eccentricities by most people.

Families of pure Kingdom descent are found primarily in the town of Tulan itself, while the countryfolk of Hoxley and other rural areas are mostly of mixed or Old Race descent. An enclave of pure Old Race culture exists in Tulan in the working-class quarter known as Fishtown (South Shore).

For more information on the two cultures, see the companion volume to this work, CARSE, one of the Universal Supplement Series.

Religion In The Tulan Area

THE TOWN OF TULAN: The dominant religion in the town of Tulan is the worship of a Kingdom deity, Astalón. Astalón is the Bringer of Law and the god of the Sky. He is usually referred to as the Law God by the townspeople, and it is in this role that they value the deity's intercession.

The worship of the Law God and the conduct of business in Tulan go hand in hand. Beyond the obvious moral value of the worship of a god of justice, true speaking, etc., the Temple of Astalón (M-82) serves as a useful adjunct to the conduct of business. The Pact of the Law God is a divine magic ritual performed by the signers of an important contract or pact, under the supervision of the High Priest of Astalón. If performed correctly, it binds the signatories to their words by powerful divine magic. See M-82, the temple, for more information.

The other main religion practiced in Tulan is the Sea Goddess, Kilian. Kilian is an Old Race deity, primarily worshipped by the many fishermen and seamen who live in or visit Tulan.

THE TULAN REGION: The Earth Mother, Silban, another member of the Old Race pantheon, is the dominant deity in the area around Tulan. Silban is the god of the foresters and farmers of the region, who are usually of Old Race descent. A shrine to the Earth Mother is the pride of the village of Hoxley (H-6). Older, less-benevolent nature gods are worshiped less openly. The Black Oak (TR-13) is the center for ceremonies of this kind.

The ancient Ishapian pantheon of deities still has adherents in the Tulan region, and many pilgrims enter the region to worship at the Abbey of Ishap (TR-3), situated to the southwest of Tulan.

The Town of Tulan

Tulan of the Isles, a port town, was originally situated at the mouth of the river Wyndermeer. About 75 years ago it was relocated further up the Wyndermeer to a group of islands reputed to have magical properties.

The new location for Tulan has proven superior in many respects. Its reputation for magic turned out to be well-warranted. The townspeople have found that even the most severe storms or river flooding fail to raise the water level in the area more than a few inches. This has permitted building homes and businesses without recourse to stilts, sea walls, or other measures of preventing water damage. The climate around the islands is unusually mild and pleasant. Crops grown on the silt and mud of the Garden island flourish and are of superior quality, and the pasturage of the Goat and North Islands has magical properties of nourishment for grazing animals.

The new location stands on the ford across the Wyndermeer used by the main east-west road in the area, allowing the town increased trade opportunities from incoming caravans, farmers with produce and animals, etc. The channel near the islands was dredged to ensure that large oceangoing ships from downstream could dock at the Boat Island. Tulan now is host to caravans arriving by road, river traffic from settlements on the river and from ships moored at the mouth of the river, and even the occasional full-sized sailing ship, towed upriver or sailed when the wind is right.

The town is the center for economic, political, and social activity in its immediate region.

Fundamental Assumptions

A logical background for a fantasy campaign adds authenticity to adventures. The nature of the world of Tulan is in many ways different from ours, but certain rules still apply. To understand how the mercantile town of Tulan survives and prospers in a dangerous medieval world, a world where magic and monsters are real, consider the social and economic environment in which the town exists. The main issue is the relationship between two classes of persons operating in and out of Tulan: adventurers and merchants.

A fundamental assumption of this book (and of Chaosium products generally) is that the two classes exist in relative harmony, and have a mutually beneficial relationship. If adventurers and merchants have a hostile relationship where the one preys on the other, then the town of Tulan would be different (see "Incorporating the Tulan Region into Your Campaign," below).

Adventurers and Merchants: Who Are They?

In the world of Tulan, adventurers are unusual individuals, seldom if ever encountered by a normal person. Adventurers are not soldiers, though they may have spent time in the military before embarking on their adventures and quests, and their combat abilities are far greater than those of most soldiers, particularly if they use magic. Rarely will the town of Tulan be host to more than a few parties of adventurers at one time. Those

who arrive are treated well, for reasons that go beyond their great capacity to offer violence.

Powerful adventurers are treated with respect, perhaps even greeted as heroes, in the world of Tulan, and they command great wealth. They are more likely to protect the town than to pillage it. The few parties of powerful adventurers who arrive in Tulan usually boost the economy of the town, selling the plunder of ancient tombs to wealthy collectors, stashing their cash and items in the town's bank, offering investment opportunities to those willing to back their next expedition, and making use of the excellent goods and services that the town provides for adventurers. They have merchants to thank for these services.

Merchants are also unusual and rarely-encountered persons in the medieval world of Tulan. By merchants, we mean persons engaged in finance, investment and large-scale trade, not ordinary shopkeepers or crafters. Successful and powerful merchants, like adventurers, are respected and command great wealth. Rulers such as the Baron of Carse (see "Law and Order," below) have an interest in the survival and good will of the merchant class.

Although merchants have few combat skills, the skills they do have are useful and can gain them power, though in less direct fashion than an adventurer's skills. Without merchants' courage and willingness to take risks, large-scale trade between areas would never occur. Economic growth and the use of currency would be choked. Without merchants' skills in administration and finance, towns and cities would stop receiving imports of food and raw materials, lose their status as centers of trade and production, and finally would fail to function. The only settlements left would be gloomy fortresses with hovels of peasants clustered near the walls for protection.

The Social Makeup of Tulan

There are few towns like Tulan, and those that are similar are equally famous. Merchants and adventurers have settled in the town in unusual numbers, numbers far out of proportion to their classes' size among society as a whole. Their wealth and skills have made the town a highly significant and valuable part of the region, and the rulers of the land intend to keep it that way.

The merchants of Tulan are accustomed to hiring adventurers, and have access to magic, with consequent benefits in communication, transportation, security, and other areas. The town is a center of intercontinental finance and trade in addition to its more normal function as a marketplace for locals.

Many adventurers choose Tulan as their home when they retire, appreciating its advanced level of law and order and civilization. As widely-traveled and sophisticated persons, they further enhance the rarified population and culture of the town.

Incorporating the Tulan Region into Your Campaign

If your campaign world is overrun with adventurers, even the weakest of them capable of defeating platoons of guards or soldiers, or if merchants in your world are despised and helpless victims, then the town of Tulan needs to have some special justification for its survival and prosperity.

Perhaps Tulan's merchants are all members of some special magical organization or religion that affords them increased prestige and protection from the hordes of rapacious adventurers that pass through town. The town's protector, the Baron of Carse, would be a high-ranking member of this organization or religion.

If you are using the *RuneQuest III* system, a god such as Issaries that protects and aids merchants would be ideal for the



Goliath Woodhew (S-51) and son.

town and Baron to worship. See *Gods of Glorantha*, a *RuneQuest III* supplement.

The Social Order in Tulan

The socially prominent persons in Tulan are primarily those of wealth and substance. Considering the mercantile orientation of the town of Tulan, it is not surprising that the two great trading families, the Mangrums and the Woodhews, dominate the social register of the town, although many less wealthy persons are more popular and respected.

The most respected citizens of Tulan (many of them heads of families), in order of wealth, prestige, and popularity, are:

Random, High Priest of Astalon (M-82)
Sheriff Haldon Guizmon (M-1)
Thomas Mangrum (S-10)
James Flambric, financier (S-6)
Golias Woodhew (S-51)
Mayor Zachary Selby (M-27)
William Garton, banker (M-78)
Seth Grasso, jeweler (M-61)
Sebastian Mangrum, fuller (S-31)
Markham Woodhew, retired adventurer and innkeeper (M-20)
Northside Jonny, gambler (M-18)
"Smiling Ed" Flangor, investor (S-50)
Mother Isobell, Priestess of Kilian (M-89)
Hulan Taltagor of Carse, trade agent (S-7)
Silkan Galgado, physician (S-2)
Norton Rables, innkeeper (S-3)
Landon Eldin, trader (S-5)

The Mangrums and Woodhews

The following list gives the names and residence locations of the most important member (heads of families, favorite sons, etc.) of the two mercantile clans of Tulan. Many of the persons listed have sons and daughters who are not named. The feud between these two clans, based on economic competition and political rivalry, has to some extent polarized the town. A percentile (D100) value for the amount of influence the two clans have is given. Roll this value as a skill if the Mangrums or Woodhews try to organize an action among the townspeople (start a riot, get a person exiled), or pressure a town functionary (make the Sheriff arrest someone).

Major Members of the Mangrum Clan

Total adult (age 15+) males: 16

Political influence: 24%

Thomas Mangrum, age 53, patriarch and clan leader (S-10).
Randolf the Physician, 34, eldest son (S-10, S-12).
Aladin the Scribe, 32, second son (S-10).
Herbert the Dyer, 30, third son (M-8).
Franklin the Interpreter, 25, fourth son (S-10).
Shalmara the Candlemaker, 27, eldest daughter (S-10, S-20).
Alice, 21, disowned second daughter (M-54).
Rema the Seamstress, 19, third daughter (S-10, S-44).
Hunan the Moneylender, 55, brother of Thomas (M-2).
Martin the Innkeeper, 34, eldest son of Hunan (M-36).
Jack, 33, son of Hunan (M-2).
Henry, 27, son of Hunan (M-2).
Mark, 25, son of Hunan (M-2).

Boisey, 16, son of Hunan (M-2).

Lottie, 18, daughter of Hunan (M-2).

Sebastian the Fuller, 50, brother of Thomas (S-31).

Ernie, 25, son of Sebastian (S-31).

Major Members of the Woodhew Clan

Total adult (age 15+) males: 17

Political influence: 18%

Golias Woodhew, age 66, retired patriarch (S-51).
Marge, 43, second wife of Golias (S-51).
Rance, 41, eldest son of Golias, clan leader (S-51).
Gordon the Sage, 39, second son (S-51).
Gifford the Sage, 35, third son (S-51).
Richard the Wastrel, 26, youngest son (S-51).
Gwen, 32, eldest daughter (S-51).
Arlette, 15, second daughter (S-51).
Tess, 7, youngest daughter (S-51).
Farley the Innkeeper, 40, disowned brother of Golias (M-54).
Targon the Miller, 53, brother of Golias (M-65).
Jeremy the Baker, 33, son of Targon (M-30).
Lawrence the Linguist, 29, son of Targon (M-23).
Markam the Moneylender, 68, brother to Golias (M-20).
Lothgrin the Shipper, 50, brother to Golias (M-71).
Willamina, 17, daughter of Lothgrin (M-71).

The Great Mangrum-Woodhew Feud

No one now remembers how the ugly feud between the two families was begun, but everyone in Tulan is aware of the day-to-day problems the feud has created. Knife fights between the younger men and boys of the two clans continually break out in the seedier sections of town, requiring the summoning of the guards and giving increased business to the town undertakers. Two young Woodhews and one Mangrum have been fatally injured in the three years since the feud entered its current violent phase.

Worse, it seems necessary these days to let yourself be linked to one or the other of the two families in order to carry on business. If the player-characters stick around Tulan and become involved in trade or business in the area, they will eventually have to make a significant deal with some member of one of the families, immediately earning the undying enmity of the other and all its friends from that moment.

In practical terms, the feud is sustained by the competition between the two houses for trade rights, and the overweening ambition of many members of each family. Even the Sheriff does not know what to do to stop the choosing of sides that is going on in the town.

If the feud becomes more serious, due to the provocations of hired adventurers or other sources, then organized, premeditated murder may occur, rather than simple street brawls. A small-scale war between the hired men of the two factions has been feared by the town for some time now.

Sheriff Guizmon (M-1) keeps a close watch on the hiring of guards and adventurers by the two clans. If things should ever reach the point where an overt military attack is ordered, the Sheriff plans to summon the watch and soldiers of the Baron (see below), and summarily arrest, prosecute, and execute the member or members of the family who first gave the order to attack to their hired killers. This is within his power if an extreme emergency is threatening, although the Baron of Carse is the only holder of high justice in a formal sense (see "Law and Order," below).

In the Sheriff's view, such immediate action is the only solution. With luck, such a humiliation will crush the guilty family's power in town, and establish the innocent clan as pre-eminent, ending the rivalry. You may want to have this sequence of preparations and resulting violence occur during the stay of the player-characters.

The Economics of the Tulan Region

This section is provided to serve as a background to an extended campaign run with the Tulan region as the primary setting. The adventurers can use the information below to precisely judge when their standards of living and wealth have increased significantly. If they chose to start their own trading company (dealing in rare scrolls, fine jewelry, etc.) they can determine the existence of possible competition, and chart the progress of their firm with some precision.

Currency

This book and its companion volumes in the Universal Supplement Series, *CITIES* and *CARSE*, utilize gold pieces as the unit of currency. The region of Tulan and Carse includes several sources of gold ore, and more is brought in from other lands on a regular basis by adventurers and governments. If the world you place the Tulan region in is more like our own in terms of the scarcity of gold, feel free to substitute silver pieces or copper pieces for gold pieces whenever prices are noted.

• If you are using *RuneQuest III*, the following currency conversion yields fairly accurate results: 1 gold piece = 2 pennies.

CASH VERSUS BARTER ECONOMIES: Tulan of the Isles stands out by reason of its cash-oriented economy. While the smaller rural settlements of the region function in the age-old manner, using barter and customary obligations as the basis for transactions, the people of Tulan, like adventurers, find it more convenient to make their transactions using money. And the constant influx of traders insures that no shortage of coin occurs, as it would in a less well-situated settlement.

Even the farmers of the village of Hoxley and other farming settlements in the Tulan region are accustomed to the sight of gold pieces, although they still trade in kind among themselves.

Incomes & Standards Of Living In The Tulan Region

The standards of living table below can be useful to both you and your players in terms of establishing actual wages and costs of living in Tulan. Player-characters who spend time in Tulan will learn these values.

It is possible to estimate the monthly income of characters by consulting the table and multiplying by the number of days in a month (30). This may be useful if a character enters into a financial arrangement that pays by the month or longer, such as a caravan guard position. The monthly income of a non-player character also gives a reasonable threshold of investment risk. One month's income is all a non-player character like James Flambric (S-6) is likely to risk financing an adventuring expedition or other risky venture.

If you wish to add another town or city to the Tulan region, the book *CITIES* is recommended. This book gives general dice-based ranges for standard of living costs (shown below) and other general parameters that can be used to generate almost any kind of settlement very quickly.

Daily Incomes & Standards of Living Table

• **.5 gold piece** = the minimum standard of living for survival. It costs a full gold piece to buy even basic items, such as a basket of onions or a quart of cheap wine. As a basic rule, a daily income of .5 gold piece per day is enough to survive on, but just barely. Less food, shelter, and clothing results in malnutrition, exposure, and disease. Such an existence is extremely precarious. Accidents or illness are likely to be fatal. Only slaves or prisoners exist on this standard of living.

• **1 gold piece** = the standard of living for poor persons. A pair of cheap work shoes cost 1 gold piece. This is the minimum daily wage paid to an unskilled laborer, fisherman, or menial in the town of Tulan. Random weekly income: 1D12 gold pieces.

Such a standard of living supports little or no comfort; one lives in a shack, with cheap clothes and few possessions. Meals consist of inexpensive items such as turnips and sauerkraut, or potatoes and onions, no meat, and perhaps a small cup of buttermilk or other simple beverage. Even the poorest folk of the town, such as the fishermen of Flehtown, can usually make at least one gold piece per day from their labors, and will often make more in a good day.

• **2 gold pieces** = an ordinary standard of living. Two gold pieces per day is the income for most workers of a semi-skilled nature: common guards, artisans, peddlers, mendicant monks, heavy laborers and haulers, soldiers of sergeant rank or less, etc. Many persons in Tulan make three or even four gold pieces from such work in the busy seasons of the year.

This level of income supports cheap but tolerable living conditions. Meat or fish is available at least once per week, beer or ale is affordable, one can purchase a new suit of good clothes every year, and a small one-room house may be possible, with a lamp, table, etc. Two gold pieces buys a reasonable dinner for 1 person at one of the better inns in town, including meat, good wine, etc. Random weekly income roll: 3D8 gold pieces.

• **4 gold pieces** = an upscale standard of living. Four gold pieces per day is the daily income for skilled workers in Tulan: metalworkers, highly trained guards, servants to those of wealth, minor priests or monks, military officers, etc. This amount of money supports a reasonable standard of living permitting meals including meat, several sets of warm winter clothes, a decent home with simple locks, furniture, lamps, etc. Four gold pieces buys a complete set of light clothing of inexpensive quality. Random income roll: 3D20 gold pieces.

• **8 gold pieces** = the daily income for prosperous individuals such as master craftsmen, merchants, knights, priests, retired adventurers, etc., in Tulan. This amount of money supports a pleasant standard of living including a large home with valuable furniture, luxurious clothes, a servant, riding animals, meat or fish and wine with most meals, etc. This is the first income tier where the style of clothing and other items is a possible consideration. Few citizens of the town achieve higher incomes than this. Those who do gain reputations for wealth (see below). Random weekly income roll: 5D20 gold pieces.

• **16 gold pieces** = a wealthy standard of living. Only sorcerers, rich merchants, minor members of the nobility, famous artists, and other unusual individuals can hope to achieve this high daily income level. Life is very comfortable at this tier; fashionable silk clothes are affordable, as are a stable of horses; one eats meat and drinks fine wine at every meal and lives in a fine home made of stone or brick, with metal locks on the doors, and with servants and guards.

• **32 gold pieces** = the daily income for rich persons: powerful sorcerers, nobles, high priests, etc. This level of wealth supports a luxurious and ostentatious standard of living including imported wines and pastries with meals, huge multi-roomed dwellings with tapestries and rugs, many servants, wagons, guards, the finest clothes in the latest fashion, diamond jewelry, etc.

Standards of living costing more than 32 gold pieces a day to support do not augment one's personal comfort much further, though luxury and status are greatly enhanced. Note that the curve of increase in cost of living values is very steep towards the high end. The values double for a comfortable scale of living, then triple for a noble standard of living. Far more lavish scales of living are possible for dukes, kings, mighty priests, etc. See below.

The Wealthy Citizens of Tulan

The non-player characters in the town of Tulan with wealth reputations listed (see "Terms and Conventions" for an explanation of this listing) have incomes of 16 or more gold pieces a day. The scale is as follows:

- "Medium Wealth" = 16 gold pieces per day.
- "Great Wealth" = 32 gold pieces per day.
- "Vast Wealth" = 64 gold pieces per day.

If the Baron of Carse were listed, he would have an income of about 100 gold pieces per day.

Demographics Of The Town Of Tulan

The Sages' and Cartographers' Guilds have had trouble defining Tulan in their records and maps since trade expanded the town to its current degree of prosperity. Tulan falls into multiple definitions and evades conventional summarization.

POPULATION SIZE AND DISTRIBUTION: The population of Tulan is over 600, including the transient farmers, cattleherds, pilgrims, sailors, caravaners, adventurers and river people that arrive and leave every week. The permanent population is only 500 or so. In this book about 150 non-player character residents of Tulan appear, many of whom are heads of families. Laborers, servants, children, and other supporting characters also live in Tulan, but are not given individual description.

Permanent Population: The distribution of classes and occupations for the heads of families in Tulan is approximately as follows (fluctuations often occur over time). The multipliers are determined by average family sizes. Maximum family sizes are much larger.

- Warriors (guards, soldiers, watchmen, etc.): $60 \times 1.5 = 90$ persons.
- Merchants (investors, traders, wholesalers, innkeepers, etc.): $20 \times 3 = 60$ persons.
- Professionals (physicians, lawyers, priests, etc.): $10 \times 2 = 20$ persons.
- Shopkeepers and crafters (candlemakers, weavers, smiths, etc.): $60 \times 2.5 = 150$ persons.
- Laborers (fishermen, porters, dockworkers, sailors, etc.): $60 \times 3 = 180$ persons.

Transients (no Families): these values are for a typical week. Festivals or bad weather would increase or decrease the values considerably.

- Adventurers: 15 persons.
- Pilgrims visiting Tulan's temples: 20 persons.
- Farmers, herders, and carters: 30 persons.
- Sailors and rivermen: 30 persons.
- Non-resident laborers: 20 persons.
- Crafters and peddlers: 20 persons.

PRODUCTS AND SERVICES: Although Tulan is a town by size of population and land area, and is always referred to as a town on maps or by citizens, it is a small city in terms of the services found within its precincts. It has a permanent marketplace. It has an armorer, several smiths, and many permanent retail shops that sell goods collected from both the immediate area and more exotic goods imported from distant

cities and other remote distant locations, some on other continents. It supports two small temples (to the Law God and Sea Goddess).

Although few in the town know of them, a sorcerer and a necromancer are among the permanent residents. Tulan is famous far outside the immediate area as a source for the purchase of exotic and even magical items. Tulan even is home to a novel new concept in finance, a bank. All these city-class services owe their existence to the fortuitous location of Tulan and to the excellent reputation the town has maintained both for tolerance and for law and order.

The small permanent population of Tulan means that the surrounding farming communities, foremost of which is the village of Hoxley, can support the town without need to bring in food and raw materials from distant regions, as is necessary with true cities.

Trade And Investment In Tulan

Tulan of the Isles thrives on the many trading routes it serves, and groups of traders and adventurers with backers in Tulan penetrate to the furthest reaches of the world. The premier families of Tulan are almost all merchants specializing in the management and financing of overland and waterborne trade and other ventures. Some families own their own companies, based in Tulan; others serve as the representative of organizations based elsewhere. The most influential persons below carry on large-scale, personal speculation and financial investment in other groups and companies in addition to managing their own trading groups or wholesale/retail businesses.

These are the major trade groups and merchants of Tulan, in order of financial leverage, business connections, and political influence:

- The Mangrum Clan of Tulan. Land, sea, and river trade, financial speculation. Thomas Mangrum, patriarch (S-10). Hunan Mangrum, moneychanger (M-2).
- The Woodhew Clan of Tulan. Land, sea, and river trade, financial speculation, hotel trade, farming, etc. Gollas Woodhew, patriarch (S-51). Rance Woodhew, manager (S-51). Markham Woodhew, adventurer and innkeeper (M-20). Lothgarn Woodhew, shipper (M-71). Targon Woodhew, mill owner (M-65).
- James Flambric (S-6). Wealthy investor and underwriter.
- "Smiling Ed" Flangor, representative of the Merchants' Council of the City of Carse (S-50). Financial speculation of all sorts. Reputed to have connections to other, less legal organizations.
- The Odanga Family Shipping Company. Seaborn trade. Hulan Taltagor, trading representative for Tulan (S-7).
- Grasso Fine Imports. Importation of exotic antiques, jewelry, magic items, and other luxury goods. Seth Grasso, owner and master jeweler (M-61).
- Mayor Zachary Selby (M-27). Brokerage for shipping, trading.
- The Eldin Caravan and Shipping Company of Tulan. Caravan trade and shipping management and brokerage. Landon Eldin, chief officer (S-5).
- Hunter Shipping Company of Tulan. River transport. Griffin Hunter, owner (M-46).
- The Troon Family of Carse. Importation. Josh Troon, representative in Tulan (M-6).
- Newstin Shipping. Exportation of gray-market luxury goods. Dargan Newstin, proprietor (NORTH GATE, S-1).
- DerLaMut Trading Company. Importation. Donstraf derLaMut, owner (S-43).

Other Major Industries of Tulan

Although merchants are the leaders of Tulan, several other activities are economically significant in the town.

- The Fishing Fleet of Tulan. Comprised of several large fishing vessels and a score of smaller vessels, the fishing fleet, as it is affectionately called, rows or sails down river every morning to the sea. The fishing fleet supports over 30 impoverished but proud families, all of Old Race descent.
- First Bank of Tulan. Storage of cash and property, financial speculation. Master Sage William Garton, owner (M-78).
- The Tulan Ship and Boat Works. Bosey Charles, owner (Outer Islands).
- The Garden Island Cooperative. Gil Shaldon, overseer (Outer Islands). Produce from the Garden Island has subtle but noticeable magical properties, such as enhanced flavor, restorative properties, etc..
- Goat Island. Jomar Kell (Outer Islands). Care and raising of exotic grazing animals such as unicorns.

Law and Order in the Tulan Region

The Baron of the city of Carse holds almost absolute power in his domains, which include the town of Tulan and the region around it. Carse is a city several weeks' journey by land to the north. The Baron of Carse is nominally the vassal of the King of the distant eastern lands, but contact with the Kingdom has been lost for many years, and the Baron now wields his power independently. For more information on the city of Carse, see the companion volume to this work, *CARSE*, one of the Universal Supplement Series.

The Baron provides a small garrison of experienced soldiers for Tulan, and regularly sends mounted patrols of elite soldiers through his domains. One patrol passes through the Tulan region every other week. See below.

Baronial Mounted Patrol

- Sergeant in command: Combat skill 105%, Scan skill 75%, Search skill 70%, Battle and Healing Magic skill 50% (Spirit and Divine), Constitution 16 (Level 11 Paladin).
- 1D6+5 soldiers, all similar: Combat skill 90%, Scan skill 55%, Search skill 40%, Battle magic skill 25% (Spirit), Strength 16 (Level 9 Fighters).
- 1D3 local scouts, all similar: Combat skill 40%, Scan skill 90%, Search skill 85% (Level 4 Rangers).

All soldiers wear chainmail armor, and are armed with lances, broadswords or bastard swords, longbows, and shields. Two fast warhorses are provided for each soldier. Remounts are requisitioned as needed.

Scouts familiar with the locality aid the patrol in its duties. They wear leather armor, and are armed with shortbows and short swords. They are provided with several fast horses or ponies.

Daily movement rate of the patrol is 5D6 miles, including lengthy stops at each settlement, area searches, etc.

Policing the Region: Procedures

The town fathers of Tulan are concerned with the region around their home, for most of the produce, meat, and grain consumed by the large population of the town is produced in the immediate area. Luckily, the Baron of Carse gains much tax revenue from Tulan, and keeps the region around Tulan under close scrutiny. The Baronial Patrol (above) performs the following searches when in the Tulan area (every other week):

- Day 1: Check in with Sheriff in Tulan.
- Day 2: Travel up to the Hamlet of Bodnell (TR-15), passing through the Village of Hoxley twice. Scout North Forest for two hours on way to Bodnell.



The famous Sheriff of Tulan, Haldon Guizmon (M-1), holding his mighty sword, Dragonslayer.

- Day 3: Visit Abbey of Ishap (TR-3), stay one hour. Scout Merton's Wood (TR-4) for one hour.
- Day 4: Visit Hamlets of Tilsham (TR-6) and Syneby (TR-6), staying in each location for one hour. Scout outskirts of the Salt Marsh (TR-14) for one hour.

If bandits or other enemies are encountered, the Patrol always goes back to Tulan to get the Sheriff and reinforcements. Standard procedure in the case of major threats (giants, wyverns, etc.) is to hire one or two groups of adventurers to reinforce the Patrol, selected by the Sheriff. The town's group of citizen-adventurers (see below) sometimes (25% chance) will ride out with the Patrol.

The Government of Tulan

All administrative matters in Tulan (taxation, selection of guards, granting of citizenship, wall maintenance, street cleaning, etc.) are handled by the Council of Tulan.

This five-man body is composed as follows:

The Mayor (elected by all the adult citizens of Tulan. Citizen status is usually accorded to all residents of over a year). The current holder of this office is Zachary Selby (M-27).

The Craft Guild Representative (elected by Craft Guild members). Sebastian Mangrum (S-31) holds this office.

The Traders' Representative (elected by the heads of the local import/export trading companies and financiers of the town). James Flambric (S-6) holds this office.

The Fishermens' Representative (elected by the elders of the fishing fleet of Tulan).

The Retailers' Representative (elected by local merchants, primarily innkeepers and shopkeepers). Jeremy Woodhew (M-30) holds this office.

The Mayor presides over meetings of the council and has veto power over decisions made by the council. All crimes are judged by the Mayor and two other members of the council, selected at random.

Major decisions affecting the town are settled by declaring a town meeting, known as the Town Moot. This meeting is open to all adult citizens of Tulan.

In times of war or other crisis, the Sheriff of Tulan has dictatorial powers. The council does not meet until after the crisis is over. The Sheriff's post is hereditary, and the current Sheriff descends through an unbroken line to the original Sheriff of Tulan (see below).

Laws And Justice

THE REGION: Acts of theft or violence are capital crimes in the area under the jurisdiction of the Baron of Carse. Criminals must taken to Carse for trial if time permits, or may simply be branded or even executed summarily if conditions warrant such haste. Fraud and other lesser crimes are punishable by fines and imprisonment. Individual communities within the Baron's domains may have their own criminal codes and judicial procedures, but the Baron retains High Justice (judgement of major crimes where execution is a penalty).

Within the region covered by this book, only the town of Tulan has a special code of laws and restrictions (see below). The village of Hoxley and the other rural settlements of the area rely on the Baronial Patrol to keep order, and deal with minor crimes among themselves, without recourse to formal proceedings.

TOWN OF TULAN: All crimes committed in Tulan are judged by the Mayor and two members of the Council. In times of emergency, the Sheriff will preside in cases having to do with the

military security of the area. In general, acts considered to be crimes are those commonly known as such in most societies, although fraud and theft are accorded greater penalties in the town of Tulan than in many more bucolic settlements.

In extreme cases, such as crimes committed by outsiders of great notoriety or personal power, the Baron of Carse (currently Bogardis IV) may be summoned to preside over a formal trial. The Baron of Carse has traveled to Tulan solely for judicial purposes only a few times in the past decade (he visits the town on his tour of state once a year). Formal channels to summon this powerful noble do exist, however. The threat of the Baron's elite guard, The White Wing, has intimidated many unruly visitors to the town in the past.

Appeals against the judgements of Tulan or the Baron may be made to the King of the lands in which Tulan is situated, but a king's writ has not been forthcoming in over 300 years, so an appeal is of little utility as a recourse to an unfavorable judgement. No one in Tulan can tell the characters whether or not the King and his court still exist, though this is not to say that contact will not some day soon be reestablished.

Penalties incurred by those found guilty of serious charges such as grand theft, arson, or rape are harsh. Tulan survives in its isolated location by maintaining a strong face towards the anarchy that surrounds it. Residents tell any curious characters that three adventurers were executed for fraud and theft only a year or two ago.

THE DEFENDERS OF TULAN

The town of Tulan is small but well-organized, and accustomed to adventurers and other outsiders. The town is protected by soldiers of the Baron of Carse, and patrolled by a town watch.

The citizens of Tulan are concerned with the good of the community, although the two great trading clans, the Mangrums and the Woodhews, spend so much energy on their feud that they seldom give thought to the problems of the town. However, even the Mangrums and Woodhews always offer their best young men to the town to take their turns as members of the town watch, and the two clans contribute money as needed to maintain Tulan's watch salaries, walls, and equipment.

THE CHAIN OF COMMAND: At the head of the chain of command in Tulan is the Baron of Carse, currently Bogardis IV. His representative for security purposes in Tulan is Sheriff Guizmon of Tulan (M-1), a direct descendant of the original Sheriff, who gained his office from one of the early Barons of Carse.

- Sheriff Gutzmon (M-1): Age 40, Combat skill 120%, Scan skill 75%, Search skill 95%, Battle and Healing Magic skill 45% (Divine), Appearance 14, Intelligence 15 (Level 12 Paladin). +1 chainmail armor, +1 breastplate, shield, +3 bastard sword, Dragonslaying (protection from all dragon breath weapons, x3 damage vs. dragons).

The Baron's representative for administrative purposes is the Mayor, Zachary Selby (M-27, M-28). The Mayor must defer to the Sheriff in any matter affecting the security of the town.

Sergeant Farlon (M-31), nephew to the Sheriff, leads the day watch and is in charge of the Main Island watch barracks (M-31). One watchmen holding the rank of Corporal of the Watch commands the night watch.

Sergeant Zachary Dobbs, a proud and experienced soldier of Carse, commands the town guard contingent and is in charge of Tulan's military barracks on the South Shore (S-48). One soldier holding the rank of Corporal heads the contingent of soldiers at the East Gate of Tulan, and another heads the contingent that operates on the islands of Tulan during the day.

Security Procedures in Tulan

RESTRICTED ITEMS: The following items are restricted by law in Tulan. Strangers arriving in Tulan are apprised of this list of restrictions by the soldiers of the Baron of Carse. See "Entering Tulan."

Wearing heavy armor (plate, chainmail, scale, etc.) or bearing battle-grade weapons (bastard swords, battleaxes, longbows, etc.) is prohibited within the precincts of Tulan. Arming oneself with such equipment is a declaration of criminal intent, and the soldiers of the Baron will be summoned immediately. The townspeople of Tulan use weapons such as rapiers, short-swords, etc., and rarely wear armor.

Potentially dangerous substances, such as poisons, exotic drugs, or unidentifiable powders, are prohibited in Tulan. The penalty for importation of such substances is a session in the town jail, and a fine determined by the Town Council (M-28).

Magical items of great power, or strange magical entities such as familiars, bound demons, etc., are prohibited, and will be confiscated if the owner attempts to smuggle them into town. Weaker magical items (+1 or +2) cannot be easily identified and are not restricted.

CURFEW: The town gates are closed at sunset. The bell in the Town Hall (M-28) is rung twice, and curfew is in effect. All children and youths under the age of 15 are not permitted outside after this point. Strangers acting suspiciously (running, hiding, etc.) are liable to arrest for questioning. Any persons bearing weapons after curfew has been tolled are in violation of the law and will be liable to punishment, fines, and expulsion from town.

The Town Watch

There are a full dozen watchmen paid to patrol the streets of the wealthy town of Tulan. The watchmen are adult citizens of Tulan between 18 and 30 years old. These young men are chosen for their strength and size, and are paid handsomely during their duty period. Many young fishermen and dockworkers of Tulan get a start at a better life with the martial training they receive and the money they save from their years of patrol duty. Pay is 3 gold pieces per day plus 15 gold pieces per day under combat conditions. See the section "The Economics of the Tulan Region" for comparative values.

The watches are based in the Main Island barracks (M-31). The daytime watch, led by Sergeant Farlon, usually circulates around Market Square and the two main barge docks (S-4, M-12), stopping fights, investigating complaints by citizens, etc. Searches of adventurers and any other well-armed strangers arriving in Tulan are handled by the soldiers of the Baron of Carse, although the watch often functions as a backup force. The night watch roams the whole town looking for suspicious circumstances such as open doors, screams, etc. It takes about 4 hours to make a complete circuit.

Most businesses of Tulan possess large metal whistles, with which they can give the signal for help to the watch. Against serious opponents, the watch always calls upon the soldiers of the Baron, led by Sergeant Dobbs, for assistance.

Watchmen are equipped with chain mail, top quality; weapons are broadswords and shields or pikes, of high quality. The stronger members of the force use bastard swords and shields. Their uniform is a cotton surcoat with the Seal of Tulan (a key over an island in water) on the chest and back. They are very familiar with the faces of local river people and farmers.

The Day Watch

- Sergeant Farlon: Age 25, Combat 90%, Scan 75%, Search 80%, Battle Magic 20% (Divine magic, Law God), Strength 17, Intelligence 12, (Level 9 Paladin). Farlon wears +1 chainmail

armor, and has a +2 Lawful greatsword with a prayer to the Law God engraved on the blade in gold.

- Watchman 1: Combat 85%, Scan 40%, Search 50%, Strength 15 (Level 8 Fighter).
- Watchman 2: Combat 45%, Dexterity 6, Constitution 17, Scan 40%, Search 45% (Level 3 Fighter).
- Watchman 3: Combat 70%, Scan 35%, Search 20% (Level 6 Fighter).
- Watchman 4: Combat 35%, Scan 30%, Search 25% (Level 2 Fighter).
- Watchman 5: Combat 65%, Scan 30%, Search 20%, Strength 14, Dex 14 (Level 6 Fighter).
- Watchman 6: Combat 30%, Scan 20%, Search 10%, Constitution 16, Intelligence 8 (Level 2 Fighter).

The Night Watch

- Watchman 7, Corporal: Combat 75%, Scan 75%, Search 30% (Level 6 Fighter).
- Watchman 8: Combat 40%, Strength 18, Scan 40%, Search 35% (Level 4 Fighter).
- Watchman 9: Combat 60%, Intelligence 8, Scan 30%, Search 10% (Level 4 Fighter).
- Watchman 10: Combat 35%, Constitution 17, Scan 20%, Search 20% (Level 3 Fighter).
- Watchman 11: Combat 40%, Scan 30%, Search 15% (Level 3 Fighter).

The Second-Line Watchmen

Several experienced non-uniformed watchmen, recently finished with their tours of duty but available in emergencies, arm themselves if summoned by the Sheriff or if the great town bell in the Town Hall is rung. They have Combat skills of (1D6+5)x5% (or Level 1D4+1), and are equipped in the same manner as the uniformed watchmen, except that they will simply be wearing unadorned armor.

The Soldiers of the Baron

The Baron of Carse provides a full fifteen soldiers, led by an experienced sergeant, to maintain Tulan's security. The soldiers are somewhat contemptuous of the town watch, but are grateful for such a comfortable billet. All soldiers (except Dobba) have Scan skills of 40%, Search skills of 30%, and Battle Magic skills of 20% (Spirit).

Military Barracks (S-48)

- Sergeant Dobbs: Age 45, Combat 95%, Scan 80%, Search 50%, Battle and Healing Magic skill 50% (Spirit and Divine), Intelligence 16, Dexterity 10 (Level 9 Paladin). Sergeant Dobbs is always available, but prefers to give orders rather than deal with problems personally. He will not run anywhere unless absolutely necessary.
- Off-duty contingent(s).

East Gate Contingent (daylight hours)

This group of soldiers conducts searches of any suspicious persons or groups entering town through the East Gate, keeps a lookout from the top of the gatetower, and patrols the wall from the East Gate south to the river.

- Soldier 1, Corporal: Combat 85%, Dexterity 17 (Level 8).
- Soldier 2: Combat 60% (Level 5 Fighter).
- Soldier 3: Combat 40%, Strength 16 (Level 3 Fighter).

North Gate Contingent (daylight hours)

This group of soldiers inspects parties entering town through the North Gate, keeps a lookout in the tower top, and patrols the wall from the river, to the North Gate, and down to the East Gate.

- Soldier 4: Combat 80%, Dexterity 16 (Level 8 Fighter).
- Soldier 5: Combat 75% (Level 6 Fighter).
- Soldier 6: Combat 70%, Strength 16 (Level 6 Fighter).

Island Contingent (daylight hours)

Location varies, usually Main Island or Boat Island. This group of soldiers conducts searches of suspicious persons or groups disembarking from ships or river boats, and keeps order on the docks.

- Soldier 7: Combat 75%, Intelligence 16, Strength 15 (Level 8 Fighter).
- Soldier 8: Combat 60%, Constitution 15 (Level 5 Fighter).
- Soldier 9: Combat 85%, Strength 16 (Level 9 Fighter).

Night Contingent (after sunset)

This group of soldiers mans the wall and towers during the night.

- Soldier 10, Corporal: Combat 85% (Level 8 Fighter).
- Soldier 11: Combat 65%, Intelligence 7 (Level 4 Fighter).
- Soldier 12: Combat 70%, Strength 16 (Level 7 Fighter).
- Soldier 13: Combat 70%, Intelligence 8 (Level 5 Fighter).
- Soldier 14: Combat 60%, Constitution 17 (Level 5 Fighter).
- Soldier 15: Combat 75% (Level 6 Fighter).

The Citizen-Adventurers

Although the Sheriff and his men seem the only source of law and order in Tulan, such is not the actual state of affairs. The following loyal and disinterested citizens of Tulan, most of them semi-retired adventurers, band together for any local crisis that the watch and soldiers cannot easily handle. They cooperate with the Sheriff and his men to crush any who would threaten their placid existence.

Although they only fight rarely, primarily on occasions of great danger to the town or region, they know each other's strengths and weaknesses and act cohesively. As any member of the group will tell the characters, they recently tracked down and ambushed a band of ogres who had terrorized the surrounding countryside. The huge skull of the leader of the ogres is mounted over the bar at the Black Hawk Inn (M-20), where the group usually meets to tell tall tales and discuss future plans.

- **Leader:** Marduke the Bowyer, retired forester, age 47 (M-50). Combat 75%, Woodcraft 85%, Speak Elven 50%, Longbow 90%, Battle and Healing Magic 80% (Spirit) Dexterity 17 (Level 7 Ranger). +3 Elven Longbow, 100 +1 arrows, can make more if necessary. Shortsword, soft leather armor, Elven cloak of Stealth.
- Markham Woodhew, retired adventurer, age 40 (M-20). Combat 85%, Strength 16 (Level 8 Fighter). +2 Lawful greatsword, creed of the Law God on blade in silver runes, +3 vs. Lycanthropes. Rusty +1 plate armor.
- Rock DuVier, retired adventurer, once member of a corps of ducal pathfinders, age 39 (S-19). Combat 60%, Ranger skills 75%, Healing Magic 75% (Spirit), Constitution 17 (Level 7 Ranger). DuVier has an excellent collection of equipment: +1 longbow, +2 bastard sword. +2 hard leather armor, shield. 50% chance of temporary Dexterity of 7 due to intoxication.
- Orson Sommes (S-39), retired member of the White Wing (the elite personal guard of the Baron of Carse), age 52. Big and strong, but very overweight and a heavy smoker (works as a Tobaccoonist). Combat 85%, Strength 17, Dexterity 11, bastard sword 105%, Battle and Healing Magic 30% (Spirit and Divine; Level 10 Paladin). 5% chance of heart attack during severe exertion. Sommes owns a heavy warhorse, plate armor, and several swords and shields.

- Muger Chevan, dock overseer, age 41 (S-4). Combat 30%, Throw Dagger 55%, Brawling 90%, Strength 16 (Level 3 Fighter). Chevan has a quarterstaff, a broadsword, 2 throwing daggers, leather armor, and a short bow.

- Joko Muraba, retired pirate captain, age 47 (S-28), Combat 90%, Dexterity 10, Strength 14, Constitution 12 (Level 6 Fighter). Muraba was able to obtain a remarkable weapon during his career in the Southern seas: a +3 two-handed scimitar with jeweled ruby pommel that summons 1 demon randomly upon owner's request, 2 uses left. Muraba also has a suit of top-quality lamellar armor, black with sapphires, and several throwing daggers.

- Murock of Stone Mountain, dwarven alemaster, age 210 (S-42). Combat 40%, Strength 16, Constitution 17, Dexterity 9 (Level 3 Fighter). Dwarven Waraxe, inherited from father, +2, +3 vs. Trolls. Dwarven chainmail hauberk and hood.

- Tandor the Scribe, age 38 (M-14). Combat 30%, Rapier and dagger fencing 70%, Dexterity 17, Intelligence 15 (Level 5 Thief). Superior quality dueling rapier. Light chainmail bymie.

- Olaf Olafson, armorer, age 32 (M-21). Combat 25%, Hammer 75%, Strength 18, Dexterity 15 (Level 4 Fighter). +2 Warhammer. +2 full plate armor.

- Delac Reems, retired sea captain, age 60 (M-29). Combat 55%, Constitution 14, Dexterity 8, Navigation 90%, Knotmaking 85% (Level 3 Fighter). +3 steel siege crossbow (with jewelled fittings). Cuirboill armor.

- Harry Longshanks, experienced riverman and adventurer, age 42 (M-95). Cutlass 85%, Rivercraft 90%, Constitution 15 (Level 5 Fighter). Hard leather armor.

- Joe Gargery, smith, age 28 (M-74). Combat 25%, Hammer 75%, Strength 17, Constitution 16, Dexterity 15 (Level 3 Fighter). Uses shield, hammer, and leather armor.

- Father Noonan [M-83], Dexterity 7, Worship 60%, 4 Clerical Combat Spells, Lawful Mace +2, +3 vs. Undead (Level 5 Lawful Cleric). Mace, shield, and leather armor.

Tactics for the Defenders of Tulan

The inhabitants of Tulan are intelligent and familiar with most normal threats, such as bandits, marauding monsters, etc. With the Baron's soldiers in town and the services of Marduke's little band of adventurers to count on in a crisis, the town is a very tough nut for the typical brigand gang to deal with.

Against the depredations of very powerful and rapacious adventurers, the townspeople will strive to use their advantages; numbers, knowledge of the town's layout, and lack of honor. Unless the party wishes to lay waste to the whole town, they may have a hard time dealing with the treacherous reprisals of their victims.

If the adventurers are obviously too powerful to fight openly, both the soldiers and townspeople will be humble and uncomplaining in their relationships with the party, meanwhile arranging as many tricks and dishonorable tactics as possible for the night ahead. Children will serve as scouts, women will serve poisoned drinks, etc., until all enemies are dead.

Against deadly magic or military troops, the town of Tulan is likely to fall. If Tulan shelters the party against such threats, hint to the players that their characters seem to be admired and looked towards for leadership in this terrible hour...

Tulan of the Isles

Arrival in Tulan

Your party of adventurers can enter the town of Tulan in one of three different ways:

- The characters come to a halt in an overland journey along a major road. If coming from the east, they arrive at one of the two town gates. If coming from the west, they arrive at the ferry dock on the west shore of the river Wyndermeer. See the information on the ferry in "The Outer Islands."
- The characters disembark from an incoming ship that has sailed upriver to Tulan. They arrive at the shipping wharf on Boat Island.
- The characters arrive by river. They arrive at one of the main barge docks (S-4 or M-12).

Check the map of Tulan for their entry gate into the town if they arrived by land. The north gate has a special encounter.

Initial Sights

This prosperous-appearing town is known as Tulan of the Isles, after the five magical islands in the river Wyndermeer on which the town is built. Show your players the map of Tulan.

The adventurers can see that Tulan consist of well over 150 buildings in total, distributed over five islands and the shore of the river. Most of the buildings visible are well-constructed stone or wooden single-story structures. A few great mansions and a temple tower over the other buildings of the town. The shore section of the town is protected by a 35-foot high stone wall. Two massive stone gate towers, crenellated and 50 feet tall, loom over the walls where the roads from north and east enter Tulan. Inside the town can be seen two small forts with the flag of Tulan (a stylized key, silver, over an island in water) flapping in the wind.

Entering the Town

If the characters are strangers to Tulan and bear weapons, they are examined by three polite but firm soldiers in the uniform of the Baron of Carse (a city to the north). There are soldiers at the town gates, and a group of soldiers patrol the islands, particularly the main wharf on Boat Island. If the adventurers have arrived by water and the Island contingent of soldiers is not available for some reason, they will be summoned as soon as possible by the wharfmaster, who warns the party not to enter the town until they have passed inspection.

The soldiers are dressed in fine uniforms bearing an embroidered silk image of the seal of Carse (a stylized castle), wear chain mail, and carry swords and pikes. See the section "The Defenders of Tulan" for more information on the soldiers.

The ranking soldier addresses the party as follows:

"There are no import duties or tariffs here, sirs and ladies, but we do restrict the importation of dangerous items. We will need to search your persons and baggage. Are you carrying any dangerous poisons or any powerful magical items? Such items are prohibited here. You should also be warned that the bearing of battle-grade weapons or the wearing of heavy armor is forbidden in town."

Once they have encountered the soldiers, the party can evade them only by powerful magic, such as invisibility or confusion spells. The soldiers have Scan skills of 40%, should there be any chance of characters sneaking past them. If any of the characters refuse to allow the search, the entire party is denied entry to

Tulan. If they came by water, they are escorted out of town by way of the East or North Gate.

The soldiers, well-paid citizens of the Carse and Tulan region, ignore bribes unless the value offered is very great (over 5000 gold pieces), in which case they accept the bribe and surreptitiously summon the sheriff. If serious violence occurs, they will blow whistles and retreat. See the section "Law and Order in the Tulan Region."

If the characters are walking towards the north gate, Dargan Newstin (S-1) marches up and tells them that their magic items and any other exotic items will be confiscated by the town soldiers. He offers to buy any unimportable items that the party has. See S-1 for more details.

If the characters agree to a search, the soldiers examine the party's persons and all their belongings with reasonable thoroughness. Oppose two or more soldiers' Search skills of 30% to the Hide Object or equivalent skill of each character who has tried to hide something on his person, on a pack animal, in his belongings, etc. Prohibited items are confiscated by the soldiers and kept in their barracks (S-48), in a locked storeroom. There is a 3% chance that a confiscated item will "disappear."

The soldiers ignore everything they find that is obviously not a heavy weapon, a suit or piece of heavy armor, a dangerous drug or poison, or a potent magical item.

The adventurers are warned about wearing their better weapons in town, and are requested to remove any heavy armor before entering Tulan. The largest weapon that may be worn in town is a broadsword. The heaviest wearable armor is ringmail. Heavier weapons or armor may be brought into town but not worn. Weapons or armor of +3 or greater enchantment may not be brought into town or imported by strangers, and will be retained by the soldiers until the owner leaves town.

All poisons that the soldiers can find are confiscated. Mild drugs like tobacco, wine, etc. are not prohibited. Mysterious sealed vials or containers, even if they contain only water, will be confiscated if the owner refuses to let the soldiers open and inspect them.

Modest or non-threatening magic items such as a +1 dagger, a +4 healing potion, or a +2 suit of armor get the go-ahead. The soldiers take custody of obviously powerful or threatening magical items. They can detect any +3 or better items, and all +3 or higher enchanted weapons or armor are retained by the soldiers for the duration of the owner's stay in Tulan. Odd items such as magical familiars, evil artifacts, etc., are usually confiscated. Use your own discretion in dealing with the party's equipment: the soldiers are reasonable men, though cautious, since any dangerous items they permit into town may later be used against them.

Give the characters a Scan roll with a difficult modifier (-20% or worse) to notice that one of the soldiers seems to be writing something down in a leather book. It is standard town policy to make notes of any unusual or dangerous-looking strangers entering town. The soldiers of the Baron are selected for their size and robustness, not their ability to read and write, so many of the notes made are unreadable (15% chance). Your players need not know this fact, of course.

Illegal Entry into Tulan

If the characters are coming into Tulan stealthily, see the section "Law and Order in the Tulan Region." Also note the buildings

where the party is entering. Climbing the walls during the day has a 90% chance of attracting the attention of town citizens. During the night, most people are inside, but there are six soldiers walking along the walls of the south shore, with Scan skills of 40%. The town watch has a 10% chance of being in whatever area the party selects, day or night.

An aquatic penetration of Tulan's perimeter is the party's best chance. Check for the town watch (10% chance) and for a random passerby using the encounter table for Tulan. If the party is smuggled in (hidden in fake wine casks, etc.), check for a spot inspection (15% chance per day that large items are left standing outside of a warehouse, 3% once they are inside a warehouse).

First Impressions of Tulan

The adventurers have survived their encounter with the town soldiers, and are wandering around the town. The air is remarkably fresh and sweet-smelling, and the streets are clean and well-kept, though crowded with sailors, dock workers, caravan guards, scruffy pilgrims, and other transients.

If characters ask for suggestions from passerbys as to what places are recommended to visit, the following establishments and locations are mentioned as worth visiting.

- The Traveler's Inn (S-3)
- The Silver Corkscrew Tavern (S-19)
- Alton Sharp the Weaponsmaker (S-25)
- The Dragon's Tooth Tavern (S-42)
- Marduke the Bowyer (M-50)
- The Singing Wren Inn (M-54)
- Seth Grasso the Jeweler (M-81)
- The Silver Wheel Gambling Hall (M-76)

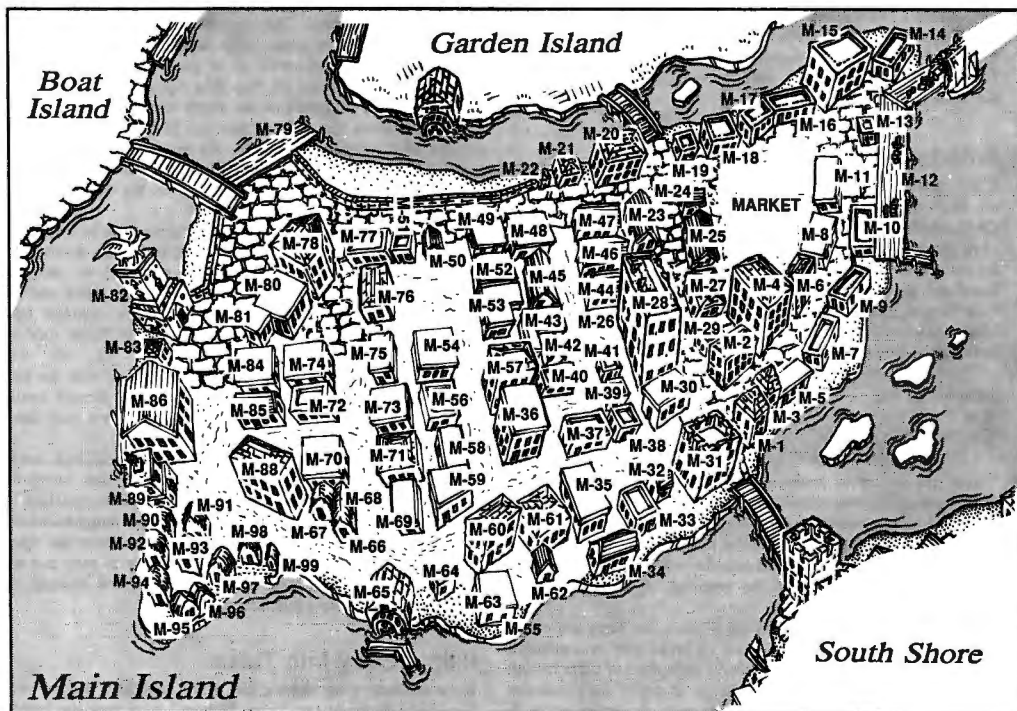
- The First Bank of Tulan (M-78)
- The Temple of the Law God (M-82)
- Walter Gaulsworthy the Metalsmith and Sculptor (S-24)

If the party is wet and dirty from an illegal entry, acts aggressively or suspiciously, or cannot speak the language of the region, they will find that the town watch has quietly been notified of their presence. Various charges are possible. See the section "Law and Order in the Tulan Region." Curfew is at sunset, although restrictions after curfew are few in number.

Tulan Of The Isles: The Main Island

The people of Tulan started their town here, and expanded to the so-called South Shore when room was used up. They were pleased to find that the legends of the magical properties of the islands were true. To this day the river rarely rises to such an extent that the streets flood, even in the rainy season. The air is always fresh, the weather milder than elsewhere. Certain of the businesses of Tulan, such as Jeremy Woodhew's bakery (M-30), sell products with minor magical enhancements derived from the town's location. The islands that have been less touched by man retain particularly strong magical qualities (see "The Outer Isles").

M-1 RESIDENCE, symbol of two crossed swords under the Seal of Tulan (a key over an island) is carved in stone over the heavy door of this small house. Stone construction, two stories, shuttered windows, simple locks, large wolfhound. Sheriff Haldon Gulzmon, a tall, distinguished man with graying black hair, owns this modest home. He lives with his wife, Sharmian,



and his two daughters, Reba and Taria. He has no sons, and it is generally accepted that his nephew, Farlon (M-31) will succeed him. While Guizmon maintains a neutral stance towards the feud between the Mangrum and Woodhew clans, his personal preference seems to be for the Woodhews. Guizmon is rarely found at home during the day, preferring to keep an eye on Market Square and the various guard posts when he is not bogged down in town business at the Town Hall (M-28). See the section "The Defenders of Tulan" for data on the Sheriff and his guards.

M-2 MONEYCHANGER, sign of a Balance (service normal; prices high, negotiable). Two heavily-armed men sit outside this building. Many merchants and adventurers pass through the door or wait outside for their turn during daylight hours. Heavy stone construction, two stories, barred windows, heavy door, metal locks (strength 15, difficulty -20%). Hunan Mangrum, brother to Thomas (S-10) and father of Martin the innkeeper (M-36), lives and works here. Hunan appraises valuable items (weapons, precious gems, metals, antiques, etc.), and gives cash in return. He has a Bargaining skill of 85% and a Finance skill of 90%, and is not amused by angry threats. Sample services and prices available:

- Appraisal of items: 4 gold pieces per item, payed in advance.
- Cash for items: starting bid = 75% of value (see below).
- Loans: Mangrum offers loans to anxious adventurers, merchants, etc. His rates are 9% per month on the unpaid balance of the loan, and he requires the Pact of the Law God to be performed for all his loans over 200 gold pieces.

As a general rule, the cash Mangrum offers will equal 75% of the value of the items being appraised and offered for sale to him. For example, a set of fine daggers worth at least 50 gold pieces could be sold to Mangrum for 37.5 gold pieces without bargaining. If you are using the bargaining system found in the section "Terms and Conventions", oppose the selling character's skill or characteristic to Mangrum's Bargain. Successful negotiation may increase Mangrum's bid for the offered items.

Mangrum, a widower, is assisted in his business by his children. Lottie, a beautiful unmarried girl of some intelligence (age 18, Appearance 17, Intelligence 14), helps her father with the financial side of the business (she has a Finance skill of 75%). Known as something of a tease, young Lottie often uses her feminine wiles to torment hapless strangers in town, flirting and then running off if they show serious interest. There is a 50% chance of her selecting any younger or handsome customer for her flirtations.

Lottie's four brothers, Jack, Henry, Mark, and Boisey, handle security for the business. They all are of respectable size and strength, and have Combat skills of 60% (Level 6 Fighters). Two of the boys, fully equipped with chainmail and swords, sit outside the shop, admitting only lightly armed persons. Armored warriors are turned away politely. The maximum group permitted inside at any one time is five persons. Upon entering, customers find the two other boys, also heavily equipped, watching them carefully. The interior of the bottom floor holds much in the way of loot, though Mangrum is careful to send his boys to the Bank of Tulan (M-78) with any gold or other highly valuable items received during the day.

In the evenings, the four boys often amuse themselves by paying a visit on Lottie's latest victim, and warning him to stay away from their sister. While the boys do have jealous streaks, they would befriend a worthy and serious suitor for Lottie's hand.

M-3 RESIDENCE. Normal wooden construction, small guard dog. Home of Holsten Markle (M-5).

M-4 INN, sign of the Wagon Tongue (quality of lodging poor, quality of food normal, free stabling; prices low, firm). Vulgar teamsters and carters lounge around the door of this large inn, watching the passersby, and enjoying their temporary stay in cosmopolitan Tulan. It can be seen and smelled that the lowest story of this crude inn is primarily a large stable, filled with horses, oxen, and carts. Deep voices can be heard singing inside. Crude stone construction, three stories, shuttered windows.

Condar Gron, a thin, quick man with little sense of humor but a reasonable tolerance for his typical customers, is the innkeeper of the Wagon Tongue. He has an Administration skill of 50%. Frequented by farmers, river men, and other workers as well as wagon drivers, this inn is one of the roughest spots in town. Only the proximity of the Main Island barracks (M-31) prevents the riotous behavior that the town matrons are always anticipating from taking place. Sample prices:

- 1 night in one of the 2 common rooms (availability 65%): .5 gold pieces.
- Main meal, very generous portions, normal quality: 1 gold piece.
- Stabling (availability 20%): free.

M-5 CARPENTER, sign of a Saw (quality of work normal; prices low, firm). Open door, sounds of hammering. Normal wood construction. Holsten Markle, son of Esvard the innkeeper and brother to Estwin the Pilot (M-19), lives and works in this building. He has a Carpentry skill of 85%. Sample goods and prices:

- Cart, 2 wheels, normal quality: 65 gold pieces.
- 20 hardwood stakes, sharpened, with holes in heads for tent cords: 1 gold piece.
- Wooden crampoms: 12 gold pieces.

M-6 GENERAL MERCHANDISE, sign of a Cornucopia (quality of goods and service very good; price normal, negotiable). Loud voices raised in argument are very audible near this building 50% of the time during the day. Normal wooden construction, two stories, shuttered windows, metal locks (strength 20, difficulty -25%). Josh Troon, one of the numerous Troons of Carse, many day's journey to the northwest, left that city some years back to make his fortune in the booming new town of Tulan. A master merchant and enthusiastic trader (Bargain 105%), Troon has done quite well and expects to do better. He buys and sells a remarkable range of items and commodities, operating out of his commodious two-story home and warehouse. Troon will consider almost any trade as long as the haggle is long and boisterous, and the offer is not utterly ridiculous.

The bottom floor of Troon's warehouse is devoted to fairly popular and common items such as horse tack, tools, household goods, etc. Much of the top floor is crowded full of strange and wonderful items, many of debatable value, some of magical potency. The mage Shalto (TR-16) sometimes arrives unexpectedly to check Troon's newest acquisitions and haggle over prices. Sample items and prices:

- 100 wooden spoons, packaged: 5 gold pieces.
- A compass, in a brass case, of incredible accuracy: 1000 gold pieces.
- An ornate carpet, 15' x 15', that Troon claims can fly (it can; unfortunately Troon doesn't know the magical words needed to stop the carpet, only the words to start it on its flight; "Majommm!"): 12,000 gold pieces.
- A small wooden chest, Strength 15: 16 gold pieces.
- A Princess phone (from another continuum of existence): 1000 gold pieces, sold as an art object of great rarity and complexity.

M-7 WAREHOUSE, "Jamal's Storage Service" (quality of service normal; prices low, firm). Characters with sensitivity to magic (wizards, clerics, cursed persons, etc.) feel a sense of foreboding near this simple warehouse. Ordinary wood construction, barred windows, metal locks (strength 20, difficulty factor -30%). Jamal of Kesh, a dark-skinned man of uncertain age, dressed in comfortable worker's garb, provides guaranteed security storage in his warehouse. Unbeknownst to most of the citizens of Tulan (but not the Sheriff), Jamal is in fact a retired wizard. The old man has chosen the peaceful and law-abiding town of Tulan to be his home. He provides his storage service both as a cover and as a benevolent gesture, dealing primarily with those humble merchants and craftsmen who need good security for their best wares, but cannot afford the prices asked by the town bank or the other warehouses. Jamal distrusts adventurers and will deal with them very cautiously.

Jamal, a powerful wizard with an average Sorcery Magic skill of 80% and an Intelligence of 17 (Level 13 Magic User), gained several impressive magical artifacts during his career as an adventurer: a ring of Spell Storing (holds 10 points or levels of spells); a +5 wand of Paralyzation (20 charges left); and a potent +7 Sphere of Annihilation (eliminates anything protected by less powerful magic that it touches). Jamal also has befriended a gargoyle (use data from your game system), who now guards the wizard's warehouse and personal rooms.

Jamal occasionally enchants weapons and other items for his friends Alton Sharp (S-25) and Olaf Olafson (M-21). Jamal can often be seen fishing with Sharp on sunny mornings. Sample services and prices:

- Storage of small items, per month: 2 gold pieces.
- Bulk items, per square yard of floor space, per month: 5 gold pieces.

M-8 DYER, "Mangrum Dyers" (service quality good; prices normal, negotiable). Powerful smell of organic chemicals. Simple wood construction. Herbert Mangrum, nephew of Hunan (M-2) and son of Thomas (S-10), is one of the few members of the Mangrum clan with a modest lifestyle. A skilled craftsman (Cloth-dyeing skill 85%), Herbert provides basic coloring and finishing for the cloth of the common folk of the Tulan region and often finishes export material for his relative Sebastian Mangrum, head of the Craft Guild (S-31). Dyeing is available in the following bright colors and prices:

- Green: x3 price of raw material furnished to dye.
- Yellow: x5.
- Blue: x8.
- Red: x10.
- Purple: x150.

M-9 COBBLER, no sign (quality of work very good; prices normal, negotiable). Open shop doors, many shoes visible on shelves. Cheap wooden construction, shutters, simple locks. "Jolly" Constanza makes servicable sandals, boots, and other footwear for most of the middle-and working-class citizens of Tulan. Constanza, Leatherworking skill 90%, can make almost any leather item to order. A constantly smiling little man in his fifties (Appearance 15), the cobbler is very popular with the children of Tulan. He is assisted in his work by his young wife Serga and his son Rolf. Sample goods and prices:

- Basic light sandals: .5 gold pieces.
- Best quality, heavy calf-length boots, sealed against moisture: 70 gold pieces.
- Hard leather hauberk, dyed and engraved with the image of the Sea Goddess in blue and gold: 25 gold pieces.

M-10 FURTRADER, "Blankenshift Traders" (quality of services good; prices normal, firm). Stacks of wolf, beaver, bear, and other beast pelts are noticeable during the day on the loading bay. Cheap wooden construction, simple locks. Narl and Kurl Blankenshift run this trading business, buying much of the better quality furs from upriver hunters as well as making wholesale deals with incoming ship's masters for large quantities of furs. Finished fur items are sold by Johann Seizdick (M-35).

M-11 HORSETRADER, no sign (quality of horses poor; prices high, negotiable). Powerful odor of animal manure and sweat. Cheap wooden construction, shutters, simple locks. Nurgatz Blaznits of Panam, a foreigner from an obscure southern port, deals in horses of marginal quality, although he will swear they are the best money can buy (Bargain skill 70%). Most of his stock is sold to farmers and carters; a few adventurers are received every month. Sample prices:

- Mule: 30 gold pieces.
- Draft horse: 50 gold pieces.
- "Warhorse," timid: 200 gold pieces.

M-12 MAIN ISLAND BARGE LANDING. Stinking riverflok and pungent piles of hides, baskets of eels, etc., crowd this huge dock. Of light wood construction, the outer portions of the dock float on pontoons. Adjacent to Market Square, this is where most basic riverborne merchandise is unloaded (the better quality goods are unloaded on the South Shore dock near the wealthy part of town). Hawthorne Lamark, a former ship's captain (residence M-13) is the overseer of this busy area. There are no fees for using the dock. Lamark has a Scan skill of 80% and a Brawl skill of 75%.

If Lamark sees any armed strangers disembarking here, he will send someone to notify the Island contingent of soldiers. The soldiers arrive in 1D6 minutes unless already busy, and conduct the usual inspection (see "The Soldiers of the Baron" and "Law and Order in the Tulan Region").

M-13 RESIDENCE. A tiny building at the edge of the dock (M-12). Cheap wooden construction. Hawthorne Lamark (M-12) and his lovely granddaughter Sylvie live here. Sylvie, age 18, is a quiet and rather strait-laced young woman, and seems rather out of place in this boisterous area of the town. She has not yet been willing to leave her grandfather and settle down with a husband, although her beauty (Appearance 17) is such that she has many suitors. Hawthorne Lamark would just as soon she selected one, but so far she has not. Perhaps a handsome and decent adventurer from out of town will win her?

M-14 SCRIBE, "Tandor the Scribe" (quality of service and goods superb; prices normal, negotiable). Fancy sign, exhibiting a dramatic style of calligraphy. Open door. Cheap wooden construction. Tandor does a brisk business preparing simple documents for the many illiterates in this section of town (Market Square). He also does fine calligraphy for the wealthier persons of town, including announcements of marriage, party invitations, etc. Tandor has very steady hands and is experienced in his field. His Dexterity is 17 and his Scribe skill is 95%.

The scribe is a rather thin, ugly, and nervous person, who compensates for his feelings of inferiority by constant practice with the rapier. Although not a fighter by any means, Tandor has developed considerable skill in this civilized style of combat (rapier skill 70%), due to practice and agility. He is a friend of the Woodhew clan, especially Markham (M-20) and is a member of the adventuring band of town citizens led by Marduke, the charismatic retired forester (M-50). Sample goods and prices:

- Basic letter, 1 page, dictated: 2 gold pieces.
- Superb quality penned and gilded invitation: 12 gold pieces.

M-15 INN, sign of the White Eye (quality of lodging normal, food good, stabling normal; prices low, negotiable). A sweet odor of incense wafts out the open door of this modest inn. Hardwood construction, iron bars on windows, 2 stories, heavy metal locks (strength 35, difficulty -30%). Podris Gondfolon, a tall man of commanding presence wearing rather threadbare clothes, runs this inn and makes any customers welcome immediately.

Something is odd about the inn, although exactly what eludes one's grasp. Perhaps it is the odd foreign mannerisms of the four servants who work here. They speak with no inflection in their tones, and stare vacantly ahead when not spoken to. Nevertheless, the White Eye Inn is known for polite service and reasonable prices, although it never seems to have many patrons.

The strange ambience of the inn is due to the fact that Gondfolon the innkeeper is a retired necromancer (average Sorcery Magic skill 70%, Intelligence 16; Level 10 necromancer or evil cleric) who still enjoys the occasional arcane experiment. He bought the inn to serve as a comfortable source of income, but has found it hard to keep the inn going. To save money, Gondfolon has provided the inn with zombie servants who patiently work to all hours and need no food. The only other living human besides the innkeeper here is the cook, a quiet older woman, and the nervous stableboy, who never enters the inn. The incense covers up most of the smell of the zombies and the other odd debris in Gondfolon's workroom, but adds another jarring note to the inn's odd atmosphere. Sample prices:

- 1 night, common room (availability 95%): .5 gold pieces.
- 1 night, private room (availability 85%): 2 gold pieces.
- Good quality dinner: 1.5 gold pieces.
- Stabling, per night (availability 95%): .5 gold pieces.

M-16 LAMPMAKER, sign of a Brass Lantern (quality of goods very good; prices low, firm). Open door, smell of oil. Cheap wood construction, simple locks. Murrice the Lampmaker (skill 85%) builds both simple, bargain priced lamps that even the common folk of the town can afford, and remarkable brass lanterns that are almost magical in power. He uses lenses purchased from his friend Grandy Chance the glassmaker (S-13) to provide focus to the beams of his best lamps, and is credited with arcane lore by most of the simpler folk of the area. Sample prices:

- Crude tin lantern with whale oil and 1 wick: 10 gold pieces.
- Powerful lensed brass lantern, grilled openings, heavy wick, etc. (brightness = typical light spell): 120 gold pieces.

M-17 SEAMSTRESS, no sign (quality of work very good; prices normal, firm). Normal wooden construction, simple locks. The Widow Smallet, a short, pretty woman in her late forties (Appearance 14, Dexterity 16, skill 85%) does fine work at fair prices, and often makes impressive dress clothes to order for the more prosperous folk of the town, as well as providing ready-made work clothes. She is being courted both by Hawthorn Lamark (M-13) and by Hunan Mangrum (M-2). Sample goods and prices:

- Cloth gloves, cheap: 1 gold piece.
- Basic linen tent: 20 gold pieces.
- Fancy silk tent, triple-layered, with embroidered griffins in yellow and red thread: 350 gold pieces.

M-18 RESIDENCE. Members of both the Mangrum and Woodhew clans can occasionally be observed calling on this small, ostentatious home during the evening. Ornate carved and

polished hardwood construction, shuttered windows, metal locks (strength 20, difficulty factor -20%). Northside Jonny, the gambler, lives comfortably in this fairly modest home on Market Square. Considered to be a bit of a scoundrel by the more conservative persons of Tulan, Jonny is one of the town's most colorful and notorious personalities.

A man of many talents, Jonny is often sought as a party guest because of his ability to tell witty stories and sing as well as most minstrels (Oratory skill 60%, Sing 70%). He is one of the few people in town adept enough in the social graces to maintain friendship with both the Mangrum and Woodhew clans (Bargain skill 90%). Jonny also has a Gaming skill of 80%, and is familiar with all local games that involve a degree of chance. During the day he is often (50%) found at the Silver Wheel gambling hall (M-76), where he does quite well, usually turning a tidy profit. Jonny is always happy to make suggestions to novice patrons of the hall.

Although Jonny could do well in various professions, his actual trade is that of a thief, not a gambler. The wealthy town of Tulan, while well guarded and law-abiding, is a paradise for the subtle and charismatic Jonny, who has Manipulation skills of 95% and Stealth skills of 75%, a Dexterity of 16, and an Appearance of 15 (Level 10 Thief).

Along with the sinister inkeeper Jacob Sarcovia (M-88) and the boisterous trader "Smiling Ed" Flangor (S-50), Jonny has the town well in hand. If sage William Garton, the owner of the local bank, was a talkative man, he might comment on the remarkable level of wealth deposited in his establishment by Jonny. Little does he realize that the Thieves Guild, of which Jonny and Flangor are high ranking members, has received an equal amount of valuable goods and cash in the five years Jonny has lived in Tulan. Adventurers unmasking Jonny would need strong proof to convince the thief's many friends, although Sheriff Guizmon (M-1) and old Goliath Woodhew (S-51) have always distrusted Jonny and might be interested in a scheme to trap him.

M-19 RIVER PILOT, no sign (skill good; prices normal, firm). The front door of this tiny house bears a fine carving of boats in harbor. Ordinary wood construction, simple locks. Estwin Markle, son of Esvard Markle the innkeeper (M-43) and brother to Holsten Markle the carpenter (M-5), has the reputation of being a fine pilot who knows the river well (80% Pilot skill, knowledge of the Wyndermeer river and vicinity 70%). Estwin is off working 75% of the time, and he can be commissioned through his sensible daughter Judith (age 22, Appearance 11, Intelligence 15), who manages his schedule.

M-20 INN, sign of the Black Hawk (quality of lodging very good, quality of food good, quality of stabling good; prices high, firm). Many members of the Woodhew clan pass in and out of this imposing inn during the evening. Solid stone construction, two stories, barred windows, simple locks. Markham Woodhew, brother to Targon the miller (M-65), Farley the innkeeper (M-54), and Lothgam the shipper (M-71), runs this clean inn. Markham is a retired adventurer who left Tulan as a boy and returned years later with a mysterious fortune and several burly friends.

Although Markham is a reasonable man in most respects, he supports his family's feud with the Woodhew clan, giving known friends of the Woodhews who come to his inn a hard time, and ostracizing his brother Farley (M-54), who had the bad taste to marry a Woodhew girl. His old comrades in arms, Char, Gilly, and Tov, Combat skills 60% (Level 3 Fighters) work as waiters and barkeeps here, and help him maintain the reputation of the Black Hawk as one of the most quiet and well-kept

establishments in town, if not the most magnificent. Sample prices:

- Common room lodging, 1 night (availability 50%): 3.5 gold pieces.
- Very clean, large private room (availability 70%): 7 gold pieces.
- Main meal, good quality, per person: 3 gold pieces.
- Stabling, 1 beast, per night (availability 50%): 4 gold pieces.

One of the notable decorations of the Black Hawk Inn is the massive skull hung over the bar, apparently that of some large humanoid such as a troll or ogre. Inquiries about the skull made to locals uncover a quiet story about Woodhew and his friends Marduke the bowyer (M-50), Tandor the scribe (M-14), and others. It seems the group ambushed a group of ogres who had been terrorizing the rural folk of the Wyndermeer valley, and managed to slay the leader. Marduke, age 40, still enjoys the occasional adventure, and retains a Combat skill of 80%. He also keeps a magical sword and some rusty plate armor behind the bar. The group of citizen-adventurers and other romantic types to which he belongs meets at the bar of the Black Hawk several times every week (20% chance per night).

M-21 ARMORER, sign of a Hammer (quality of goods very good; prices normal, firm). A loud grumbling voice is noticeable coming from the hot interior of this smithy, interspersed with various clangings and gruntings. Many adventurers (1D4 per day) go in or out of this building during the day and evening. Massive stone construction, heavy iron door, simple locks. Olaf Olafson, brother to Hugi Olafson of the city of Carse, runs this thriving armory. A deceptively slim redhead, Olafson is an expert armorer with a skill of 95% and a Strength of 16. Olafson is assisted in his work by his slow-witted and loudmouthed apprentice Camron (Armorer skill 75%, Strength 18, Intelligence 9). Camron sleeps behind the forge and guards his master's wares.

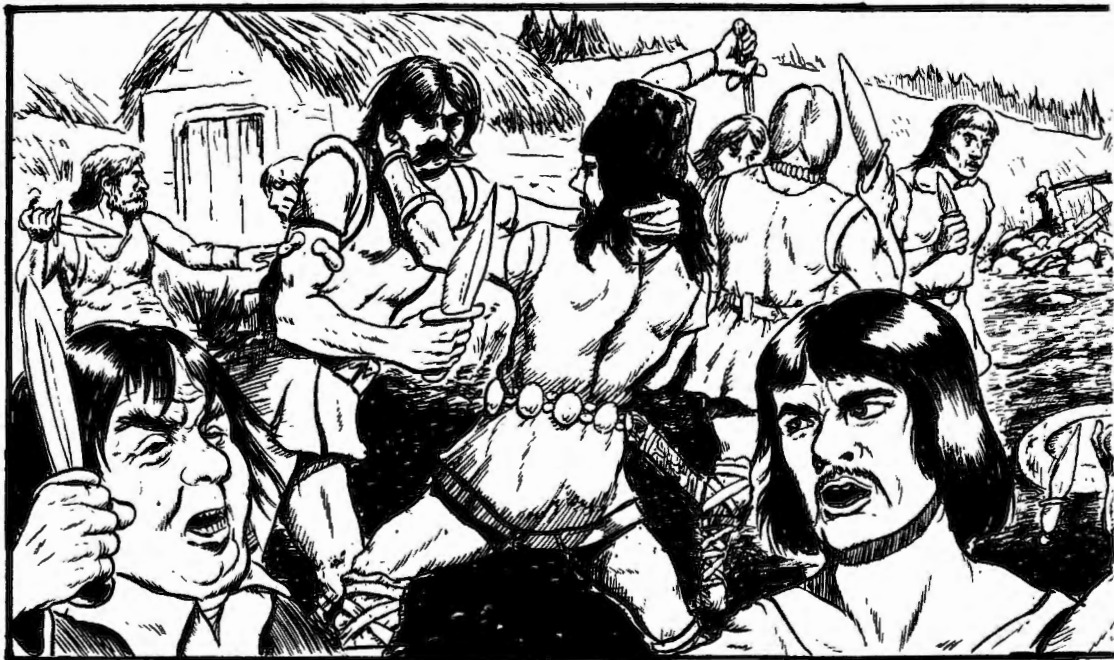
Olafson is acquainted with kindly Jamal of Kesh, the reclusive wizard (M-7). On occasion, Jamal is willing to enchant

a suit of Olafson's best armor to a modest degree. He always makes sure that the purchaser is not an evil or otherwise objectionable individual before he performs this expensive service for Olafson. Sample goods and prices:

- Soft leather hauberk, ready-made: 10 gold pieces.
- Full suit of soft leather, ready-made: 20 gold pieces.
- Full suit of scale armor, ready-made: 250 gold pieces.
- Full suit of chainmail armor, ready-made: 1000 gold pieces.
- Custom-fitted chainmail suit (less encumbrance than a loose ready-made suit of armor): 1200 gold pieces (1D6 days wait).
- Custom-fitted half-plate armor: 3000 gold pieces (2D6 weeks wait).
- Custom-fitted full plate armor: 5000 gold pieces (4D6 weeks wait).
- Enchanted armor, increased protection value: +1 enchantment, price x1.5; +2 enchantment, price x2.5; +3 enchantment, price x4 (6D6 weeks wait for any enchanted armor).

M-22 RESIDENCE. Olaf Olafson sleeps in this small stone building. His +2 warhammer (forged by Sharp (S-25)), enchanted by Jamal of Kesh (M-7) rests at his side while he sleeps.

M-23 RESIDENCE, "Linguist" (quality of skill normal; prices normal, firm). Oddly-dressed foreigners pass in and out of this house on a regular basis during the daytime (2D6 per day). Normal wooden construction, wooden shutters, simple locks. Lawrence Woodhew, son of Targon the miller (M-65) and brother of Jeremy the baker (M-30), is the only member of the Woodhew clan to visit the distant Kingdom cities of the east. His higher education in those cities gave him a broad understanding of languages (skill 75%), while ignoring any practical trade. He occasionally earns money interpreting for traders and translating documents, but is primarily supported by the Woodhew clan, who take pride in having a scholar bearing the Woodhew name. Lawrence is strongly disliked by the Mangrums, who find his



courtly airs a bit much, and who have a more successful, less haughty interpreter, Franklin Mangrum (S-10), in their own family. Prices:

- Translate Eastern document (+20% to skill): 2 gold pieces.
- Translate more obscure document: 4 gold pieces.
- Interpreter, fee per hour: 1 gold piece.

M-24 EMPTY SHOP, "For rent or sale: see Hunan Mangrum for terms." Normal wooden construction, wooden shutters, simple locks. Hunan Mangrum (M-2) is asking a monthly rent of 125 gold pieces for this shop, conveniently located on Market Square.

M-25 TAILOR, "Gordon of Tulan, Tailor" (quality of work superb; prices high, firm). Normal wooden construction. Gordon is one of the better tailors in town (skill 90%), specializing in made to order clothing for those with money. His best work is sought out by both the Woodhews and the Mangrums, and their rivalry has made Gordon a rich man (wealth medium). Gordon has 12,000 gold pieces in Garton's bank (M-78). He is assisted by his wife Loretta, his daughter Lottie, and his son-in-law, Kirk Bogardis. Kirk specializes in work clothes, and has a stall in the market. Sample goods and prices:

- Basic trousers, undyed linen, sold by Kirk: 3 gold pieces.
- Very good quality silk man's suit, including cloak, jacket, shirt, and trousers, dyed and out in the Carse style: 500 gold pieces.

M-26 POTTER, no sign (quality of work good; prices normal, negotiable). Samuel the Potter, a wizened old man, shares his workspace with Desmond Grace (M-44). Samuel makes all manner of pottery, both practical and decorative, with a skill of 75%. He has a Bargain skill of 40%. His apprentices, Darl and Tom, are both competent workers and will take over the business when Samuel retires in a few years. Sample goods and prices:

- Standard 50-gallon wine cask, for transport on mule or horseback: 4 gold pieces.
- Gift-quality glazed vase, purple and blue: 2 gold pieces.

M-27 RESIDENCE, "Mayor." Impressive bronze sign over door, massive stone construction, iron bars on windows, metal locks (strength 20, difficulty factor -15%), barking dog inside. Mayor Zachary Selby, a stout, pompous man, resides here with his wife Joanna and his six children, Henry, Alvin, Edwin, Susanna (age 16, Appearance 15), Ronald, and Little Jeff. When not in his office at the Town Hall (M-28), Selby conducts a brisk trade as a shipping broker, aided by his eldest son Henry. Selby has an Administration skill of 75%, a Bargain skill of 90%, and a Finance skill of 80%, and has successfully dealt with several major political and financial crises during the eight years he has been Mayor.

M-28 TOWN HALL, seal of the Town of Tulan (a key over an island) over door. The traffic in and out of this imposing structure is constant, and the people are rather rude as they push past the player-characters (20% chance of a good shove). Heavy stone and marble construction, three stories, large brass bell visible on roof, iron bars on windows, metal locks (strength 30, difficulty -20%). The Mayor and the other members of the Town Council conduct the political and financial administration of Tulan on the third floor of this superbly constructed building. Record-keeping is overseen by Micklelan the Scribe, whose staff on the second floor handles all filing and prepares documents for such matters as bills of sale to the town, contracts with persons doing work for the town, licenses to conduct business, etc. The Sheriff has his office on the main floor, next to the town jail cells (10'x8'x7' in size; doors and bars have Strength 40; locks have Strength 40, difficulty factor -30%). Sample documents and prices:



Several young men of the Mangrum and Woodhew clans, backed up by friends, settle their latest quarrel with daggers and broadswords in a Fishtown back alley. If the soldiers or watch do not arrive soon, even the magical healing available in town may not save several of these combatants.

TAYLOR O.

- Scouting contract for the town of Tulan (signs a group of adventurers to scout the region for a particular menace, such as a group of brigands): pays 100+ gold pieces upon completion of work.
- License to sell goods and services within town precincts: 25 gold pieces.

M-29 RESIDENCE. Flimsy wooden construction. Delac Reems, a retired sea captain and adventurer, lives in this modest house. An experienced and intelligent man, if a bit gray and wizened, Captain Reems has many exciting tales of the sea to tell (65% true) and may know information the party is interested in (20% chance). He still has some skill in his old trade (Navigation skill 80%, Combat skill 45%).

M-30 BAKER, sign of a Steaming Loaf (quality of goods superb; prices high, firm). A surprisingly tempting smell of fresh bread and other good things drifts from the open door of this little building. Normal wooden construction, simple locks. Jeremy Woodhew, son of Targon the miller (M-65) (from whom he obtains his flour) and brother to Lawrence the linguist (M-23), runs this excellent bakery, one of several businesses on the Main Island that profit from the subtle magical properties of its location. The bread, cakes, and other baked goods Woodhew (Bakecraft skill 90%) sells are famous even in Carse for their quality of taste and for the way they retain their freshness. He is the Retailers' Representative in the Council of Tulan. Sample prices:

- 1 week's supply of delicious waybread, for 1 person, stores for 4 months without loss of freshness: 6 gold pieces.
- Delicious gift-quality cake, suitable for various occasions, serves 10 persons: 25 gold pieces.

M-31 MAIN ISLAND WATCH BARRACKS, seal of the Town of Tulan (a key over an island) over door. Massive stone construction, 2 stories, crenellated roof, arrow slits, iron-faced doors, heavily barred. This is the smaller of the town's two barracks. Sergeant Farlon, nephew to the Sheriff (M-1) supervises and sleeps in this barracks. Farlon is an imposing man, tall and broad of build, with dark skin and gray eyes. See the section "The Defenders of Tulan" for combat data on the Sergeant and the town watch.

M-32 RESIDENCE. Normal wooden construction. Horace Briggs (M-33) lives here.

M-33 BARRELMAKER, no sign (good quality work; prices low, firm). Normal wooden construction, barred windows, simple locks. Horace Briggs runs this coooperage. He provides most of the barrels used by exporters in Tulan (Cooper skill 85%). He has an assistant and would be willing to hire another for a low wage. Sample prices:

- Standard barrel, good quality: 5 gold pieces.
- Heavy-grade barrel, specially sealed and waxed: 8 gold pieces.

M-34 BUTCHER, sign of a Meat Cleaver (very good quality goods and selection; prices normal, negotiable). Normal wood construction, shutters, open door. A wide range of meat is sold in this tidy establishment, run by cheerful Athar the Butcher. Athar is a butcher of long experience (Butchering skill 90%, Bargain 75%, Strength 16, Dexterity 15) whose only failing is his fondness for telling off-color jokes, many related to his business, to anyone within earshot. Athar is always interested in any exotic carcasses brought in by adventurers while still in fresh condition. Sample prices:

- Very good quality beef jerky, delicious flavor, 1 week's supply for 1 person: 9 gold pieces.
- Best quality smoked ham, large: 3.5 gold pieces.
- Rack of griffin, when in season (12% chance): 250 gold pieces.

M-35 FURRIER, "Johann's Fine Furs" (very good quality merchandise and selection; prices very high, negotiable). Normal wood construction, shuttered windows, metal locks (Strength 15, difficulty factor -15%). Johann Selzdik runs this fine establishment. His main business is retail, though he also competes with the Blankenshift brothers (M-10) for the top end of the wholesale furs brought into Tulan. Selzdik has an 85% skill for his craft and a 90% Bargain skill. Selzdik is assisted by his wife Almara, his son James, and James' wife Salana Woodhew, one of the numerous Woodhew clan. Selzdik persists in selling his fine work to Mangrum buyers, though never when Salana is in the house. He is interested in purchasing any exotic furs that adventurers bring into town, and will try to beat the Blankenshift brothers' price if possible. Sample prices:

- Superb fur cloak, pure white wolf fur, lined with black silk: 400 gold pieces.
- Superb leopard-skin court clothes, cut in the latest Carse style, with gold fittings: 1200 gold pieces.

M-36 INN, "The South Street Hotel" (normal quality lodging, normal quality food, poor stabling; prices high, negotiable). A stout figure of a man, dressed in flashy clothes, is often (50% chance) visible in the open door of this building, staring after the occasional attractive woman who pass by. Normal wooden construction, two stories, barred windows, simple locks, vicious guard dog at night. Martin Mangrum, younger son of Hunan Mangrum the moneylender (M-2), runs this ordinary inn. Martin, a widower, always offers discounts to any unattached younger women who enter his establishment. Martin, not a particularly expert businessman, has an Administration skill of 55% and a Bargain skill of 60%. He has an exaggerated sense of his own intelligence and importance, gained from the prestige of his family in town society, and the fact that he once was a member of the Town Council (see the section "Government in the Tulan Region").

Martin loudly announces his opinion on any subject that comes to his attention. In particular, adventurers who stay with him gain the benefit of his experiences as an adventurer in the Tulan region, including the secrets of the North Forest. All of his stories are false, but stated in a firm manner that fools many persons. Prices:

- 1 night, common room (availability 45%): 2 gold pieces.
- 1 night, small private room (availability 65%): 4 gold pieces.
- Main meal, average quality, for 1 person: 2 gold pieces.
- Stabling, per night (availability 60%): 1.5 gold pieces.

M-37 LEATHERWORKER, no sign (quality of work good; prices normal, negotiable). A rich smell of freshly-oiled cowhide permeates the street around the open door of this shop. Normal wooden construction, barred windows, simple locks. Steptoe the Leatherworker, skill 80%, Bargain skill 45%, makes all manner of leather goods, specializing in saddles and tack work. His son Stephan runs a stall in the market. Prices:

- Saddle, plain: 32 gold pieces.
- Leather backpack: 10 gold pieces.
- Leather gloves, basic rough workman's grade: 2 gold pieces.
- Leather gloves with brass studs, heavy warrior's grade steerhide: 18 gold pieces.
- Soft calfskin trousers, thick, very comfortable, best quality: 32 gold pieces.

- Saddle bags, normal quality rough cowhide: 15 gold pieces.

M-38 RESIDENCE. Normal wooden construction. Steptoe the leatherworker and his family live in this small house.

M-39 FORTUNETELLER, sign of a Full Moon (quality of service normal; prices high, negotiable). Seedy adventurers and other foreigners are often waiting outside this building (25% chance). Flimsy wooden construction, shuttered windows with symbols of moons and comets painted in bright colors, small barking dog. Mother Rulana works and lives in this little house behind the Town Hall (M-28).

Mother Rulana is a low-ranking Seeress of the Moon goddess, and actually has a reasonable chance of predicting the future using her skills as a priestess in the Ceremony of the Moon (see below). Her skill is 35% (Divine Magic; Level 2 Good Cleric). If she fails her roll, she gives her patrons a standard line ("I foresee a long, difficult journey; much gold is hidden somewhere near your path; etc.) If she succeeds, some vestige of the future of the character being served has been seen.

You may wish to establish a link to the scenario in this book, "The Silent Village," in which the characters serve as escort to the son of a wealthy merchant. If you choose to establish a link, Rulana tells the player-characters the following fortune:

"A small child will cross your path; his fate is uncertain, but bound in some way to yours, and I see much treasure in this vision! Ah, and a dark man in a stable or barn can aid you greatly, though he is humble and poor of dress. That is all I can read for you, but the vision is a true one, sirs and ladies."

See the scenario section of this book. If you are not intending to utilize the scenario in this book, you may wish make up another true prediction, based on whatever adventures you intend to put the player-characters through. Prices:

- Palm reading, no chance of true vision: 4 gold pieces.
- Tarot-card reading, no chance of true vision: 16 gold pieces.
- Ceremony of the Moon (only under moonlight), 35% chance of true vision: 200 gold pieces.

M-40 ALCHEMIST, sign of a Smoking Flask, done in carved and painted wood (quality and selection of goods normal; prices high, firm). Odd sounds and smells come from this strange house at certain times of the day and night and, now that you look at it, there is smoke or vapor rising from the huge flask hung above the open front door! Normal wooden construction, iron bars on windows, metal locks on doors (Strength 18, difficulty -15%). Valasco Grimes is a competent but not powerful alchemist (Spirit Magic skill 45%) who mixes all manner of common potions. If he cannot make a potion he often imports it (40% chance of having whatever the party requests). Sample items and prices:

- Healing potion, restores hit point damage only, not serious wounds such as shattered bones, etc.: 750 gold pieces.
- Healing potion, restores all forms of damage: 1500 gold pieces.
- Poison antidote, 1 dose, common poison: 10 gold pieces.
- Poison antidote, 1 dose, rare poison: 200 gold pieces.
- Poison antidotes, basic set (1 dose for each type of common poison): 30 gold pieces.
- Poison antidotes, complete set (1 dose, all known poisons): 2500 gold pieces.
- Love potion (75% chance of success), attunes drinker to 1st person of the opposite sex encountered: 40 gold pieces.
- Strength potion, adds 20% to user's Strength for 1D4 hours: 500 gold pieces.

M-41 RESIDENCE. Normal wooden construction, barred windows, simple locks. Trader Martin Savel of Carse runs a modest brokerage business out of this little home. He has a Finance skill of 65% and has done reasonably well for himself and his family so far, though he is not known for his wealth.

M-42 RESIDENCE. Normal wooden construction, shuttered windows, simple locks, small barking dog inside. A thrifty working-class family lives in this little house.

M-43 INN, "Twist Tavern" (quality of lodging normal, quality of food normal, quality of stabling normal; prices normal, negotiable). Normal wooden construction, shuttered windows, simple locks. This little inn is run by Esvard Markle, father of Holsten the carpenter (M-5) and Estwin the pilot (M-19). Markle, a handsome, slender man (Appearance 16), looks years younger than his 64 years, and is known around town as something of a ladies' man. He is known to be courting young Willamina Woodhew, daughter of Lothgrin the shipper (M-71), and has begun to take part in the Woodhew-Mangrum rivalry in order to curry favor with her family. This participation is confined to not permitting Mangrums and associates entrance to his inn, and does not extend to the violence taking place between the younger members of the two merchant families. Old Markle has a Bargain skill of 75% and very refined, courtly manners that favorably impress most members of the opposite sex. Sample prices:

- 1 night's lodging in common room (availability 80%): 2 gold pieces.
- 1 night's lodging in a dormitory bunk (availability 75%): 3 gold pieces.
- Main meal for 1 person, normal quality: 1 gold piece.
- Stabling charge, 1 beast, per night (availability 80%): 1 gold piece.

M-44 ARMORER, sign of a Shield (quality of work normal; prices high, negotiable). This is a very quiet shop, and seems to have few customers. Normal wooden construction, windows have iron bars, metal locks on heavy doors (Strength 25, difficulty factor -30%), guard dog at night. Desmond Grace, a short, bad-tempered man, makes indifferent-quality armor with a skill of 65%, and is forced to import much of his stock. He used to be a lampmaker, and began selling armor when adventurers began to come more frequently to the town. For reasons of economy he shares the building with Samuel the potter (M-26).

Grace's prices are high, and he is quick to anger if haggling lasts more than a few minutes. He is particularly irritated by those adventurers who try to intimidate him. Grace has a Bargain skill of 40%, a Strength of 16, a Combat skill of 45%, and keeps a wooden club handy behind the counter to deal with those customers who respond in kind to his bad temper. His young apprentice, Wilmer, has been forced to run out the back door and get the town watch to save Grace from angry customers on several occasions. Sample goods and prices:

- Basic metal helmet: 18 gold pieces.
- Metal-faced shield: 60 gold pieces.
- Horse barding, chain and scale, imported: 2500 gold pieces.
- Scale armor suit, not fitted: 300 gold pieces.
- Chainmail armor, full suit, not fitted: 1200 gold pieces.

M-45 TRADER, "Logan's Trading Company" (quality of goods and selection normal; prices normal, negotiable). Flimsy wooden construction, shuttered windows, simple locks, loudly barking dog inside. Logan the Trader travels along the river and to the outlying communities such as the little hamlet of Tilsham (TR-6), selling simple household goods and a few luxury items to the Old Race folk who are the primary inhabitants of the Wyndermeer river valley. Logan has a Bargain skill of 70%. He

does little business in town, although he occasionally buys unusual items from adventurers and other traders he meets in his rounds. His wife Shiela (age 27, Appearance 13) runs this little shop and tends to their growing family. She has a Bargain skill of 40%. Sample prices:

- Bronze Mirror, 2'x3": 3 gold pieces.
- Water Skin, 2 quarts capacity: 3 gold pieces.
- Lantern Oil, 1 pint (2 fills): 1 gold piece.
- Small purse, felt: .5 gold pieces.

M-46 RESIDENCE. Good quality hardwood construction, iron bars on windows, metal locks (Strength 15, difficulty factor -10%). Griffin Hunter (wealth medium) owns a fleet of river barges and trading boats which nets him and his family a comfortable living. A burly, rough-speaking man, Hunter is most often to be found near the barge landings or taking a drink with customers or barge captains at the noisy Wagon Tongue Inn (M-4). He has a Bargain skill of 65% and an Administration skill of 75%, and was an adventurer for several years before he started his trading fleet. He is always looking for reliable boat captains, and pays a fair wage of 8-12 gold pieces per day, depending on the size of the crew and boat handled.

M-47 RESIDENCE, "For sale, inquire with Griffin Hunter, next door." Good quality hardwood construction, shuttered windows, simple locks.

M-48 STONEMASON, "John Lippot, Stonemason" (quality of work very good; prices normal, firm). Sounds of several craftsmen at work can be heard outside this large building. Normal wooden construction, simple locks. John Lippot works on commission and is considered the best stonemason in the Wyndermeer river valley (Stonemasonry skill 95%). He has 3

apprentices working with him, and can work with architects or construction engineers such as Carl Bilkis (S-16) to build most any reasonable stone structure. Many of the richer folk of Tulan are commissioning him to add marble facing and other fancy stonework to their homes. Some are even having their entire homes rebuilt in the latest Kingdom styles. See Lothgrin Woodhew's home, M-71, for an example of Lippot's latest work. Prices, including labor and materials, but not design:

- Marble headstone, with carved legend: 45 gold pieces.
- Build superior home, 1 story, stone construction: 3000 gold pieces (4D6 weeks required).
- Build small stone tower, 2 stories, 35 feet high, with crenellations: 5000 gold pieces (2D6 months required, remote location may increase price).

M-49 PAINTER, sign of a Palette (quality of work normal; prices normal, firm). Normal wood construction, shuttered windows. Reg the Painter is the only painter in Tulan, and does most work of a commercial nature as well as artistic work such as portraiture. His two assistants perform most basic work, such as repainting boats, housepainting or whitewashing, and the like. Reg, an emotional man, occasionally falls into fits of depression and will leave work to drown his sorrows at the nearby Singing Wren Inn (M-54). Sample prices:

- Repaint medium-sized boat, out of the water: 15 gold pieces.
- Normal quality portrait, single figure: 45 gold pieces (1D6 days to complete).

M-50 BOWYER, no sign (quality of goods superb; prices high, firm). Open door, quiet sound of wood scraping. Unusual hardwood construction, including oak and other fine woods, ornamental shutters with carvings of forest scenes. Marduke the Bowyer, an experienced retired adventurer, spent many years as a forester in the employ of several lords. He lived for some time



in Elven woods and learned a great deal from those mysterious folk, particularly as regards the creation of bows and arrows. Marduke finds all his business through word of mouth, and makes a good living serving the many adventurers who pass through Tulan. Representative goods and prices:

Marduke, still an impressive and charismatic man at age 47, has formed a small band of retired adventurers and other somewhat daring individuals for occasional forays against the enemies of Tulan. The group regularly meets at Markham Woodhew's inn (M-20) to tell stories and drink, and once in a while they perform an adventurous feat or two. Their most recent coup was an ambush of a group of ogres, whose leader they slew. The skull is now mounted over the bar at Woodhew's inn. See the section "The Defenders of Tulan" for more details on Marduke's band.

- Custom bow, +10% to hit: 75 gold pieces (5D8 days wait).
- Custom Longbow, +10% to hit: 100 gold pieces (2D6 weeks wait).
- Special arrows, griffin-feathered, sheaf of 20, +10% to hit: 40 gold pieces.

M-51 ARCHITECT, "Simon Boudry, Architect" (quality of work good; prices low, negotiable). Open door, normal wooden construction. Simon Boudry is a fledgling architect, newly arrived in Tulan from his schooling in the East. Although many persons in Tulan are remodeling or building, Simon has had trouble finding work. Only the more sophisticated persons of the region can understand the need for his services, since the local builders have been constructing the same simple designs of homes and other buildings for centuries, and see no reason to change. In addition, the town's skilled construction engineer, Carl Bilkis (S-16) gets most of the work that requires careful design for structural integrity. Still, Boudry (Architecture skill 75%, Bargain 35%) has managed to sell his services to a few of

the more fashion-conscious families, and hopes to do better. Sample work and prices:

- Design ornate marble doorframe and lintel, in the latest Eastern Kingdom style: 25 gold pieces.

M-52 BRICKMAKER, "Roland Hunor, Brickmaker" (good quality work; prices normal, firm). A large quantity of dust and a powerful smell of straw are noticeable around the open door to this establishment. Normal wooden construction. Roland Hunor, along with his younger brother Arthur and Roland's son Jake, operate this thriving brickyard. The three also build brick structures when needed with a Bricklaying skill of 75%. Sample goods and prices:

- Sufficient quantity of bricks to build a small-sized structure such as a wall: 25 gold pieces.

M-53 RESIDENCE, no sign. Normal wood construction, barred windows, simple locks. Sherman Clyde is a minor merchant, dealing with wholesalers with a Finance skill of 45%. He has certain mysterious ideas (see the Tulan encounter table).

M-54 INN, sign of the Singing Wren (quality of lodging very good, quality of food good, quality of stabling good; prices normal, firm). A very quiet establishment, with a few well-dressed patrons occasionally leaving or entering. Normal wood construction, shuttered windows, simple locks. Farley Woodhew and his wife Alice, daughter of Thomas Mangrum, run this excellent little inn at the center of the Main Island. Woodhew, a good manager, has a skill of 80% in Administration and keeps the inn spotlessly clean and well-stocked with fresh wool blankets, mattresses, firewood, and other luxuries. The inn employs 3 servants and a cook in addition to the owner and his wife.



Trudy Grivard boisterously greets new customers to Horan's Baths (M-56). Her husband Horan sits at his desk, nursing a bottle of ale, while off-duty masseuses Cally, Beliah, and Hellena lounge around decoratively.

The couple is shunned by both the Woodhew and Mangrum factions of the town for their bad taste in selecting mates. However, the Singing Wren, perhaps because of its fortuitous location in the center of the semi-magical main island of Tulan, is a center of social activity for the unaligned members of the community, as well as providing a pleasant stopover for strangers. Highlights of the week's activities are the storytelling contest, held every Wednesday evening, and the local dance, held every Saturday night.

The inn closes very early on weeknights, only a few hours after sunset, and is generally run in a conservative fashion. Rowdy patrons are asked to consider the Flying Cloud Inn (M-88) as a better place for their antics. Prices:

- 1 night's lodgings, very clean common room (availability 65%): 2.5 gold pieces.
- 1 night's lodging, small private room (availability 70%): 4 gold pieces.
- Main meal, per person: 3 gold pieces.
- Stabling, per beast, per night (availability 30%): 3 gold pieces.

M-55 BAKER, no sign (quality of wares good; prices normal, firm). Normal wood construction. Trudon Mismar shares location M-63 with Shamus Odouel the grocer. Mismar bakes plain but hearty breads which he sells in the market of Tulan. Sample prices:

- 1 large loaf, best rye bread: 1 gold piece.

M-56 PUBLIC BATH, "Horan's Baths" (quality of service very good; prices normal, firm). Fresh smells of soap and perfume are notable near the open door of this building. Good quality hardwood construction, stone foundations, shuttered windows. Horan Grivard, a rather unprepossessing man with a patch over one eye, runs this bath house, catering to the lower and middle classes of Tulan. His loud wife Trudy serves customers while Grivard runs the front desk. Massage is available from Borris ("The Bull"), whose ministrations have a 15% chance of injuring persons of 13 or lower Constitution, and from the establishment's 6 female masseuses, who sometimes offer extra services for well-paying customers. Prices:

- Hot bath: 1 gold piece.
- Hot bath with soap and scent: 2 gold pieces.
- Massage by Borris (Massage skill 85%): 1 gold piece.
- Massage and other services from Trudy (age 39, Appearance 8): 5 gold pieces.
- Massage and other services from Beliah (age 32, Appearance 14): 6 gold pieces.
- Massage and other services from Ruby (age 16, Appearance 12): 4 gold pieces.
- Massage and other services from Cally (blonde, age 20, Appearance 15): 8 gold pieces.
- Massage and other services from Hellena (blonde, age 27, Appearance 17): 12 gold pieces.
- Massage and other services from Marsent (age 40, Appearance 9): 3 gold pieces.

M-57 CRAFT GUILD HALL, seal of the town of Tulan (a key over an island) over the doors. This is a quiet building without a lot of traffic in or out during the day. Grandiose marble and stone construction, two stories, barred windows, simple locks. The membership of the Craft Guild of Tulan is limited to master craftsmen and journeymen, with apprentices excluded. The remarkable skill and number of craftspeople in the town has given the Craft Guild a reputation and influence that extends far beyond the region of Tulan. The current head of the guild is Sebastian Mangrum (M-57).

While the guild has been unable to agree to establish tariffs on incoming goods (too many members are importers), the members are obsessed with preventing the dominance of crafts in the town by any outside trading groups or exporters. As a result, Hulan Taltagor (S-7), the representative of the powerful Odanga family traders of Carse, is undergoing severe discrimination. Other persons with connections to strong outside groups, such as "Smiling Ed" Flangor (S-50), walk very softly in town as a result of the Craft Guild's vigilance.

M-58 COBBLER, "Jacob Sturn & Sons" (quality of work good; prices normal, firm). Door locked during clear mornings. Normal wood construction, simple locks. William Sturn now runs this shop (the sign hasn't changed since his grandfather Jacob's time), providing the fashionable citizens of the town with quality footwear. Sturn has a Leatherworking skill of 85%. He is a fishing enthusiast, like his friend Alton Sharp (S-25), and is often out of the shop fishing, or talking with other enthusiasts at the Rose and Thorn (S-40). Sample prices:

- Comfortable lady's shoes: 30 gold pieces.
- Dress boots with brass buckles: 55 gold pieces.

M-59 COPPERSMITH, no sign (quality of goods normal; prices normal, negotiable). Strong smell of melting metal during mornings. Graham Soble makes all manner of household and decorative items out of copper and bronze with a skill of 90%. He has a Bargain skill of 55%. Soble is assisted by his family and by his journeyman apprentice Morris Tull, who actually does much of the fine work sold by the shop (skill 85%), and is hoping to become Soble's partner soon, when the Craft Guild accords him Master status. Sample prices:

- Large copper bowl, embellished with symbols of the Law God: 5 gold pieces.
- Copper gong, tuned, 3' diameter, with wooden frame and beater: 10 gold pieces.

M-60 CARPENTER/CABINETMAKER, "South Street Woodworks" (quality of work very good; prices high, negotiable). Solid hardwood construction, oak lathe-turned bars on windows, simple locks. Phillip Magrew is a master carpenter (skill 95%) who produces excellent furniture, cabinets, and other wooden items for his little showroom and to order for wealthy customers. He also carries on a sizable export business, assisted by three of his four sons (the other is taking his turn in the town watch barracks). Sample prices:

- Carved walnut box, 2'x3', oiled and polished to a mirror finish: 35 gold pieces.

M-61 JEWELER/GOLDSMITH, heavy iron and silver sign, "Seth Grasso, Jeweler" (superb quality goods and work; prices very high, negotiable). Many well-dressed and pretty young women, usually escorted by gallants or by guards, flounce in and out of this building during the day. Hard-bitten adventurers, trail-worn and heavily armed, occasionally knock at the back door (20% chance per day). Persons sensitive to magic become aware of powerful forces emanating from this impressive building. Solid, heavily carved white marble, green jade, and granite construction, steel-barred windows, bronze-reinforced doors, massive metal locks (Strength 30, difficulty factor -30%), guard dogs at night.

Seth Grasso (wealth vast) is one of the town's most famous artisans, and an influential member of the Craft Guild. He and his good-natured wife live and work in this medium-sized building. Grasso carries a remarkable selection of items, some created by his own skilled hands (Goldsmith skill 90%, Jeweler

skill 105%, Bargain 80%), many imported from all over the known world. A small corner of his small but superb showroom is devoted to antique jeweled and gold items of great rarity and even historical value, brought to him by tomb-looting adventurers and by his agents in Carse and other cities. He enjoys repairing and resetting these beautiful and often magical items, and sometimes pays an outrageous price for top-quality items if outbargained. The jeweler never buys jewelry that he suspects might be stolen, regardless of value, though he will pay angry or dangerous adventurers for the items in order to get rid of them, sending word to the Sheriff as soon as possible.

Overall, Seth Grasso is considered to be the wealthiest man in Tulan, though his style of living is comparatively modest. He keeps most of his best goods and cash in the bank, although the shop will have a stock of cash and jeweled items worth 3D6 x5,000 gold pieces in any particular week.

Grasso's family and establishment are protected by six large and well-paid guards, all personally known to Grasso (partial-plate armor, Combat skills 85%, Scan skills 75%, Constitutions 17; Level 9 Fighters), that guard the building in three shifts of two guards each. Grasso also maintains two trained guard dogs (Strength 15, Search skills of 90%) that roam outside and inside at night. The jeweler has managed to obtain four remarkable +6 magical amulets, at ruinous cost, that neutralize all magic weaker than their own power in an area of ten yards. The three on-duty guards wear these amulets hidden under their surcoats, and Grasso wears his under his silk suit.

Sample goods and prices:

- Silver holy symbol, gift quality: 25 gold pieces.
- Gold ring with medium-quality gem (amethyst, pearl, etc.): 150 gold pieces.
- Ancient ivory wand, with runes inlaid in silver and platinum, of unknown power: 5000 gold pieces.

M-62 RESIDENCE. Normal wooden construction, barred windows. A family of laborers lives in this little house.

M-63 PRODUCE, sign of a Cornstalk (quality of produce very good; prices high, negotiable). Stacks of fresh fruit and vegetables, some of exotic nature, stand outside this simple shop. Open door, normal wood construction. Shamus Odouel owns this store, as well as a major share of the land of the magical Garden Island. His produce is the freshest in Tulan, perhaps because of the location of the shop and the source of much of its produce. Odouel, an adept bargainer with a skill of 90%, enjoys a good haggle. He shares this good-sized building with Mismar the baker (M-55). Sample prices:

- 1 box of giant strawberries, very sweet and easy to digest: 3 gold pieces.

M-64 RESIDENCE, "Grafton Fleeg, Business Agent." Occasionally an oddly-dressed foreigner or two skulks up to this tiny house and enters furtively (18% chance per day). Normal wooden construction, iron bars on windows, simple locks, starved guard dog tied up near door. Grafton Fleeg is known to have a small investment in several businesses and trading concerns in Tulan, and sometimes is interested in buying shares in adventurers' expeditions.

Although Goodman Fleeg is a friendly fellow with a Bargain skill of 75% and an Appearance of 14, manners and looks can be deceiving. Fleeg is in fact the lookout for a large group of slavers who pay Fleeg to select likely victims. Unusually strong male adventurers or beautiful female adventurers are one of his stocks in trade. Those characters stupid enough to set up meetings in deserted areas (a typical location is Merton's Wood (TR-4)) discover themselves surrounded by 20 or more well-armed

slavers casting stun spells and using other exotic powers to subdue their victims.

Fleeg also works with the sinister Jacob Sarcovia, owner of the Flying Cloud Inn (M-88) to maintain a steady traffic in shanghai'd sailors and rivermen for the slavers and unscrupulous ship captains to purchase.

Fleeg is one of four powerful criminals in the town of Tulan (the others being Sarcovia (M-88), Northside Jonny (M-18), and "Smiling Ed" Flangor (S-50)). Fleeg stands out among this group as being a member of two different secret organizations: the Brotherhood of Slavers and the Thieves' Guild. Besides his Bargain of 75% and Appearance of 14, Fleeg has a Heavy Crossbow skill of 80%, Poisoning skill of 95%, a Combat skill of 75%, and a Dexterity of 17.

M-65 MILL, no sign (normal quality goods; prices low, firm). Heavy stone construction, large wooden waterwheel. One of Tulan's two mills, the Fastside Mill is owned by Targon Woodhew, one of the most violent and steadfast followers of the Woodhew-Mangrum feud. A tall, broad-shouldered man with a patch over one eye, Targon Woodhew has a Millcraft skill of 85%, a Strength of 17, and uses the quarterstaff with a skill of 80%. He spent several years in his youth as a caravan guard and bouncer, and has kept up his skill by many brawls and quarrels.

M-66 COTTAGE. Drunken singing can be heard nightly from this poorly-maintained home. Cheap wood construction, thatched roof, broken bars on window. A motley group of laborers share this small house.

M-67 RIVERMAN, no sign (quality of service very good; prices high, negotiable). Cheap wooden construction, thatched roof. Tubar Grimes is a crafty, experienced riverman who knows all the channels, streams, creeks, and backwaters in the Wyndermeer valley. Not the most scrupulous person in the world, Grimes occasionally serves as a pilot for Grafton Fleet (M-64) when a load of drugged and manacled human merchandise is being shipped downriver to ships lying off the coast. Grimes has a Pilot skill of 65%, with a +20% in the coasts and backwaters of the Tulan region, a Boathandling skill of 75%, and a Combat skill of 70%. His own boat is a leaky two-man sailboat, but he has easily handled much larger vessels. Sample prices:

- Piloting for smuggling, per night: 12 gold pieces.

M-68 SHACK. A nasty smell comes from this weatherbeaten hovel. Cheap wooden construction, thatched roof, nasty mongrel living inside. Harg the Rat is a burly dockworker and jack-of-all-trades with a Strength of 15 and a Constitution of 18. He will do anything for a price and is feared by the children of the Main Island, though he has never been proven guilty of any crime. Sample prices:

- Act as lookout for questionable activities: 2 gold pieces per hour. Reasonable rates for kidnaping, etc.

M-69 SMITH, "South Street Forge" (quality of work poor; prices low, negotiable). Horses and carts are often moved from this building to the one next door (M-70) and back during the day. Normal wooden construction, simple locks. Tydman Powers owns this small smithy, fashioning a wide range of basic commodities such as horseshoes. His skill as a blacksmith is only 65%, and he occasionally makes unreliable products. However, his prices are very good, and his Bargain skill of 40% is not particularly effective. Much of his business comes from his brother Trueman Powers, next door (M-70). Sample prices:

- Iron spikes (5% chance of failure), bag of 20: 8 gold pieces.

- Steel grapnel with rope (7% chance of failure): 10 gold pieces.
- Shovel, heavy, with oak handle: 1 gold piece.
- Nails, 100 iron: .8 gold piece.

M-70 CARPENTER, sign of a Wagon (quality of work normal; prices low, firm). Many carters can be seen leaving their wagons off at this establishment during the day. Normal wooden construction, guard dog in back. Trueman Powers, brother of Tydman the smith, next door (M-69), specializes in making and repairing carts and wagons, his brother supplying the metal hardware. His craft is Carpentry (skill 80%), not Cartwrighting, and his work shows it. However, his carts and wagons are heavily constructed and are sturdy enough, if rather ungainly and slow. Powers's apprentice Dicky intends to become Tulan's first cartwright when he achieves journeyman status. Sample prices:

- Cart, two wheels: 65 gold pieces.
- Wagon, small, for 1 horse: 110 gold pieces.
- Wagon, large, for 4 horses: 350 gold pieces.
- Pack frame for mule: 8 gold pieces.

M-71 RESIDENCE. Many well-dressed messengers run between this house and Boat Island during the day (about one per hour). Superb white marble, blue slate, and stone construction, done in the latest Eastern style of architecture, iron bars on windows, heavy bronze doors, metal locks (Strength 15, difficulty -10%). Lothgrin Woodhew, brother to Golias Woodhew (S-51), runs his shipping empire out of this house (wealth great). He deals in all forms of transport, including river barge shipping, seaborne shipping, and overland caravan shipping. His most successful venture is the regular caravan to the city of Carse. His contact in Carse is the powerful Hazara Khan family. Lothgrin has an Administration skill of 80%, a Finance skill of 85%, and a Bargain skill of 75%. He employs about 20 captains, caravan leaders, teamsters, etc., and many more workers depend on him for their livelihood.

Lothgrin's collection of ancient helmets and armor is famous far beyond the walls of Tulan. Several of the pieces have been identified as enchanted, and at least one is known to be cursed. Lothgrin is always interested in the plunder of any tombs or other sources of antiques, and adventurers often call on him to show their latest finds.

Lothgrin's only child, Willamina, is perhaps the most sought-after heiress in the town of Tulan (age 17, Appearance 13, Intelligence 14, Finance skill 45%). Her most successful suitor to date is Esvard Markle the innkeeper (M-43). Willamina seems to prefer older men, although her parents disapprove, and is looking for the right wealthy adventurer to settle down in Tulan.

M-72 STABLE, "Longchamp's Stable" (quality of stabling normal; prices low, negotiable). This popular stable is notable for its relative cleanliness and absence of strong odor. Normal wood construction, barred windows, two sheep dogs living in stables. Operating one of the two stables in Tulan, Longly Longchamp does quite well and supports a large family. He has a skill of 75% in the tending of horses and an 85% skill in Bargain. Longchamp buys and sells horses and other draft animals regularly, and can evaluate the relative quality of a beast with a skill of 80%. Sample prices:

- Stabling, 1 beast for 1 night (availability 45%): .5 gold pieces.
- Saddle bags, cheap: 12 gold pieces.
- Pony, normal quality: 22 gold pieces.
- Pack horse, below average quality: 20 gold pieces.
- Large draft horse, above average strength: 80 gold pieces.
- Medium war horse (availability 33%): 190 gold pieces.

M-73 UNDERTAKER, "Undertaker, Morton Alder, prop." (quality of service normal; prices normal, negotiable). Strange cries and unidentifiable odors are noticeable near this building 50% of the time during the day. Normal wooden construction, shuttered windows, simple locks. Morton Alder provides all grades of funeral services, from a simple pine box and a hole in the ground to full-blown funeral parades with public mourners. Alder, an experienced older man, is familiar with the requirements of all the funeral ceremonies of the region of Carse and Tulan. He has a Bargain of 50% and a 75% knowledge of funeral customs. If something outside his experience is called for by his customers and seems harmless, Alder will willingly perform the ritual.

Alder gains a small income from the town government for his disposal of the corpses of indigents and strangers who seem to be found rather often these days in the back streets of Tulan. The bodies receive proper services if their cultural antecedents are still recognizable. Corpses with the mark of violence or magic on them are always shown to the Sheriff (M-1). Sample prices:

- Basic burial service: 5 gold pieces.
- Ceremony involving magic: 25 gold pieces.

M-74 SMITH, "Tulan Ironworks" (quality of work very good; prices normal, firm). Constant traffic of working-class citizens can be seen passing in and out of this large smithy. Normal wood construction, barred windows, simple locks. Joe Gargery lives and works in this building with his young wife Betty (age 19, Appearance 16) and his apprentice Pip. Gargery has a skill of 90% in Smithing and a Strength of 17. He is a member of the band of citizen-adventurers led by Marduke the Bowyer (see the section "The Defenders of Tulan"). Sample prices:

- Good quality handsaw: 7 gold pieces.
- Inexpensive padlock (Strength 15, difficulty factor -5%): 8 gold pieces.

M-75 FISHMONGER, sign of a Red Crab (quality of goods normal; prices normal, negotiable). Weatherbeaten seamen congregate around this little store during the evening. Normal wooden construction. Olson Gardell runs this busy establishment, specializing in the sale of saltwater fish and shellfish sold to him by the fishing fleet of Tulan and other sources. Gardell's brother Harmond is captain of a small fishing boat which trawls the coast. Sample prices:

- 1 large basket of mixed fish: 4 gold pieces.
- Best quality fresh swordfish, 1+ yard long: 4 gold pieces.

M-76 GAMBLING HALL, sign of the Silver Wheel (quality of service very good; prices low, firm). A surprisingly wide range of different classes and ages of persons can be observed entering and exiting this large and popular establishment. Dramatic silver-plated sign in the shape of a wheel of fortune, open front doors, impressive marble and stone construction, barred windows, metal locks (Strength 20, difficulty factor -25%). Mordicai Salderon runs this, the only gambling hall in Tulan. He takes pride in providing the town with honest recreation, and will not abide any cheating in his hall. The many games are all fair, with the house openly taking a modest 2%. Salderon's customers know they are guaranteed a fair shake, unlike many of the traveling gambling attractions that appear briefly in Market Square.

Salderon, a sensible citizen of Tulan, has been known to return a small amount of money as a complimentary gesture to heavy losers. These patrons are always known to him personally, and he ensures that this way unlucky local patrons will never go

home broke. Salderson further supports his reputation as a decent businessman by discouraging or even refusing heavy betting by those locals whom he knows cannot afford to lose any more money.

The Silver Wheel is an orderly hall; the locals know better than to start any trouble with Salderson's burly floorman Throck, who has a skill of 95% with his hidden Sap, a skill of 75% in Brawling, and has a Strength of 17 and a Dexterity of 15 (Level 6 Fighter). Sample attractions:

- Card games: minimum bet 1 gold piece, minimum skill in game of 25% required to play. Chance of success = 70% skill in game/30% luck.
- Wheel of Fortune: minimum bet 2 gold pieces, rules of game self-evident. Chance of success = Luck. 3% chance of doubling money.
- Dice games: minimum bet 4 gold pieces, minimum skill in game of 15% required to play. Chance of success = 50% skill in game/50% luck.

M-77 CARTOGRAPHER, sign of a World Globe (quality of work good; prices normal, firm). Oddly-dressed and unusual-appearing adventurers patronize this shop on most days (25% per day). Normal wooden construction, simple locks. Brooks Mattox, an engaging young man of handsome appearance (14), is the only trained cartographer in Tulan. As there is only occasional call for his services, Mattox supplements his income by acting as one of the town's several scribes. Mattox is happy to buy interesting antique maps from adventurers, though he uses his 80% skill in Cartography to make sure they are not fakes. His lovely wife Maggy and children live in this house as well. Sample prices:

- Make a fully readable color map from adventurers' descriptions and notes: 50 gold pieces.
- Ancient map of unknown area: 12 gold pieces.
- Ancient map of known area: 75 gold pieces.

M-78 BANK, "First Bank of Tulan" (quality of services very good; prices very high, negotiable). Both wealthy merchants and scruffy adventurers patronize this large and well-guarded establishment. Imposing pink-veined white marble and red sandstone construction, two stories, arrow slits with shutters, massive iron doors embellished with figures representing various business occupations, large and complex locks on doors (Strength 30, difficulty -35%), two guard dogs and a 33% possibility of other non-corporeal guardian entities.

Master Sage William Garton opened this unprecedented and intriguing enterprise several years ago, and it has prospered, bringing the town of Tulan added fame and business. Garton has a Bargain skill of 95%, a Finance skill of 105%, and an Intelligence of 19 (Level 17 Sage). He rarely does business personally for transactions of 10,000 gold piece or lower value, leaving this work to his son, Torry Garton, and the bank's four assistants. Twelve guards are supported by Garton and his family, four of them on duty at any time day or night. They are well-paid and well-housed, and have Combat skills of 80%, Battle Magic skills of 25% (Spirit Magic) and Constitutions of at least 15 (Level 7 Fighters). They are uniformly equipped with chainmail armor and black surcoats with Garton's personal seal on the chest and back, and are armed with a variety of different heavy missile and melee weapons.

In addition to the various financial services offered below, the Bank mints gold coins itself when possible, with the seal of the town of Tulan sharply struck into both sides.

Garton, a high-ranking member of the continent-wide Sages' Guild, is known to be interested in adding to his collection of ancient and exotic scrolls, maps, and other written arcana. While

not a mage himself, Garton is known to own many scrolls of magic potency, some of interesting historical significance.

Sample services and prices:

- Secure storage of valuable small items: 4% of the listed value of deposited items, per year.
- Secure storage of cash (Garton does not guarantee return of the exact same coins deposited with him, only coins of the same overall value as the deposit): 2% of value of cash, per year.
- Loans: variable interest rates, depending on the security offered to Garton. Promissory notes are not accepted. Normal rate is 8% per year, compounded monthly. Better rates would be subject to Bargaining.

M-79 MANGRUM'S BARGE DOCK. This small dock on the western shore of the Main Island is not heavily used. Heavy stone and wood construction. John Tagor oversees this dock, owned by the Mangrum family. Tagor is a rough man with a short temper and a Brawling skill of 70%. He seems to be constantly hiring new employees, though the dock doesn't do that much work. Wages are two gold pieces a day, minimum Strength of 12 required. Persons who fail to please Tagor will be beaten up and tossed in the river.

M-80 DISTILLER, sign of a Copper Kettle (quality of work very good; prices normal, firm). Intoxicating fumes frequently blow from this large building (20% of the time). Normal wooden construction. Lester Stuart owns this distillery, one of many Main Island businesses to profit from the magical aura of the islands on which Tulan is built. Stuart and his crew of employees make several grades of whiskey, the best requiring a complex recipe handed down from father to son. Stuart sells his products both at a retail stand in Market Square and wholesale to several trading companies. Sample prices:

- Best wholesale whiskey, 75 proof, crated, labeled "Stuart of Tulan": 6 gold pieces per bottle.

M-81 RESIDENCE. Normal wooden construction, simple locks. Lester Stuart (M-80) and his family live in this little house.

M-82 TEMPLE, symbol of the Law God (a winged horse) carved over doors, gigantic white marble and gold statue of a winged horse on roof. Soft chanting is audible outside this impressive temple. Open doors during daytime. Superb white marble and gray granite construction, two stories, simple locks, narrow windows. Inside stands a simple altar and a huge statue of Astalon, depicted as a robed man with eyes that appear to the onlooker as spinning wheels of light.

The dominant religion of Tulan and many other mercantile Kingdom culture settlements is the worship of the God of the Sky and of Justice, Astalon, revered as the Bringer of Law. See "The People of the Tulan Region" for more information on the worship of Astalon.

Residence for three priests and nine monks is provided on the second floor of this tall building:

High Priest Rendom (wealth great) is a powerful force in the town and entire region of Tulan. He is a handsome man with a powerful speaking voice and strong sincerity (Appearance 16, Oratory 70%, Divine Magic skill 90%; Level 10 Lawful Cleric). Rendom possesses a +3 flail of Law blessed by Astalon.

Priest Halcar the Stout is known to be a mighty trencherman as well as a skilled priest (Divine Magic skill 85%; Level 8 Cleric).

Priest Maltof the Grey is a forbidding figure who has frightened many younger persons of Tulan into more frequent attendance at the temple by his impassioned preaching in Market

Square and Garden Square (Oratory 65%, Divine Magic skill 75%; Level 8 Cleric).

Master of Monks Leris is a burly ex-warrior who took up the faith of Astalon after an emotional battlefield conversion. He has a Divine Magic skill of 70% and possesses a +2 Mace blessed by Astalon (Level 7 Cleric).

Eight ordinary monks live in the Temple, and are usually found in the streets of Tulan or walking in the immediate area, spreading the word of Astalon. One monk is always keeping vigil beside the altar of the temple, day or night. All monks have Divine Magic skills of 65% (Level 6 Clerics).

One of the main services provided by the temple to the business community of Tulan is the rite of the Pact of the Law God. Presided over by the High Priest, Rendom, who must make a successful skill roll to summon the power of Astalon, this ritual binds those who take the oath into a pact of truth and honor that requires powerful divine magic to break. Most major contracts in Tulan are sealed by all signatories participating in the rite. Once performed, the letter of the agreement, as verbally expressed at the moment of the ritual, cannot voluntarily be broken. This service costs 50 gold pieces to strangers, although a lay member of the temple can usually be found, gaining a 10% discount (45 gold pieces).

M-83 RESIDENCE. Poorly-dressed persons, many of them children, congregate outside this small home. Modest stone construction. Father Noonan, retired priest of Astalon, lives in this house. He occasionally leads services at the temple of Astalon (M-82), but spends most of his time entertaining local folk with stories of his old adventures, moral tales of Astalon, and exciting fairy tales and legends that are greatly appreciated by the many children in his audiences. Noonan has an Oratory skill of 90%, a Worship skill of 60%, and an excellent memory. The old priest is one of Marduke the Bowyer's band of citizen-adventurers, and hasn't gotten tired of telling the story of their latest exploit (see "The Defenders of Tulan").

M-84 GENERAL MERCHANDISE, "Rizzo's" (quality of goods and selection normal; prices normal, negotiable). Many buxom matrons of Tulan patronize this large store. Normal wood construction, simple locks. Honfollon Rizzo runs this establishment, specializing in household goods and service to taverns, inns, and other public houses. He carries a fine line of crockery, pans, and other kitchen items, as well as cloth, needles, knives, and sundries. Rizzo has a Bargain skill of 65%. Sample prices:

- Normal knife, sharpened, 5" blade: 2 gold pieces.
- 1" diameter iron cooking pot, with cover: 4 gold pieces.

M-85 RESIDENCE. Normal wooden construction. A prosperous and hard-working family of dockworkers lives in this large home.

M-86 RIVERMEN/SAILORS' HALL, sign of a Rigged Ship (quality of lodgings bad, quality of food bad, no stabling; prices low, firm). Many rather tipsy and unseaworthy nautical characters are visible in and around the open doors and beachfront of this large building. Normal wooden construction, two stories. Amos Trulain oversees this hiring hall/lodging house for men seeking work aboard ships and river barges docked at Tulan. The second floor houses the meeting hall of the Officer's Guild of Tulan. Sample prices:

- Common room lodging, 1 night (availability 45%): .25 gold pieces.
- Main meal of watery stew: .25 gold pieces.
- Officer's dormitory upstairs, 1 night, quality normal (availability 60%): 2 gold pieces.

Occasionally rumors about Trulain surface among the more credulous seamen. Some say the wharf rats of Tulan are the main source of meat in his stew; some say sailors disappear in the dead of night from the hall, never to be seen again. The second rumor is true. Amos Trulain is a supplier for Grafton Fleeg, the slaver (M-64).

M-87 RESIDENCE. This little house is to the immediate west of the Flying Cloud Inn (M-88). Normal wooden construction, heavily barred windows, simple locks. A large working-class family lives in this small but clean house.

M-88 INN, sign of the Flying Cloud (quality of lodgings bad, quality of food poor, quality of stabling normal; prices low, negotiable). Flashily-dressed individuals seem to hang around this large inn, making deals and quarrelling. Stone construction, 2 stories, barred windows, metal locks (Strength 25, difficulty factor -20%). Jacob Sarcovia, a somewhat disreputable individual, runs this tawdry inn. He has a skill of 60% in Finance and a 70% Bargain skill. The inn is not known for its cleanliness, although it does have a number of private rooms on the second floor. Sample prices:

- Lodging, common room, per night (availability 85%): .5 gold pieces.
- Lodging, dingy private room, per night (availability 85%): 2 gold pieces.
- Poor quality meal: .5 gold pieces.
- Stabling, per beast, per night (availability 75%): .5 gold pieces.

There is a 5% chance per day of any belongings left in the private rooms disappearing.

Sarcovia, cousin to the infamous Sarcovia Brothers of Carse, came to Tulan under suspicious circumstances and purchased a minority share of this inn. When the majority owner disappeared, again under suspicious circumstances, Sarcovia took over management of the Cloud. Most of the small criminal element in Tulan hangs around this inn, but the Sheriff has been unable to get the proof he needs to convince the Mayor that the Cloud should be shut down.

Sarcovia works with a number of other questionable local figures to drug and kidnap unlucky lower-class persons who sleep here, selling their recumbent bodies to ship captains desperate for deckhands and to a group of slavers whose representative in town is Grafton Fleeg (M-64). Sarcovia's old cook has a skill of 75% in the making of sleep potions (Spirit Magic), which somehow find their way into the selected persons' stew or ale. Together with Amos Trulain (M-86), the three entrepreneurs account for 1D4 victims a week.

Sarcovia also runs a thieving and fencing operation with Northside Jonny (M-18) and "Smiling Ed" Flangor (S-50). His contact in Hoxley is Algren Barrett (H-20).

Order in the Cloud's rowdy and popular tavern is kept by Sarcovia's brutal bouncer and enforcer, Hagar the Bear (Combat skill 90%, Strength 18; Level 10 Fighter), who wears leather armor openly, carries a mace, and keeps a greataxe under the bar. The Sheriff would like to get Hagar to talk about Sarcovia's loan business, for which Hagar serves as collector during his off hours. Many persons have taken out large loans with friendly Jacob, only to find Hagar knocking at their door a week later with extortionate demands for repayment.

M-89 TEMPLE, symbol of the Sea Goddess over door. This modest temple is nearly always full of quiet seamen and rivermen. Normal stone construction. Kilian, the Sea Goddess of the Old Race, is worshiped here. Both foreign and local persons patronize the temple with regularity. Mother Isobell, priestess of Kilian, holds services each evening at sunset. She has a Divine Magic skill of 80% (Level 8 Good Cleric) and is quite pretty

(age 35, Appearance 14). Isobell has a powerful magical item blessed by Kilian, a +3 amulet of protection from evil. Isobell's rank and priestess status give her +2 resistance against all divine (clerical) magic. She is assisted in her duties by three old Sisters of Kilian, Helga, Olive, and Shalina, all with Divine Magic skills of 40% (Level 3 Good Clerics). The three sisters live in the back of the temple.

Two tough and muscular Brothers of Kilian, Martin and Gregory, who have Divine Magic skills of 20%, Quarterstaff skills of 70%, and Strengths of 15 (Level 4 Good Clerics), live in the temple as well. These men escort Isobell when she enters the town, and are always available to protect the women. They deal roughly but politely with those of the congregation who show up under the influence, something temperate Mother Isobell cannot abide. She has grave doubts about the nearby Flying Cloud Inn (M-88), which seems to corrupt so many of her flock, and would like to see it shut down.

M-90 COTTAGE, symbol of the Sea Goddess carved on door. This cottage seems in excellent repair. Cheap wooden construction, thatched roof. Mother Isobell (M-89) sleeps in this simple cottage.

M-91 COTTAGE. This very decrepit hovel has a strong odor of stale beer. Cheap wood construction, thatched roof, barred windows. John Tagor, irascible dock overseer (M-79), lives here.

M-92 COTTAGE. Cheap wood construction, thatched roof. A laborer and his family live here.

M-93 COTTAGE. Cheap wood construction, thatched roof, small mongrel inside. A dock worker and his family live here.

M-94 COTTAGE. Cheap wood construction, thatched roof. A group of laborers and their women share this little home.

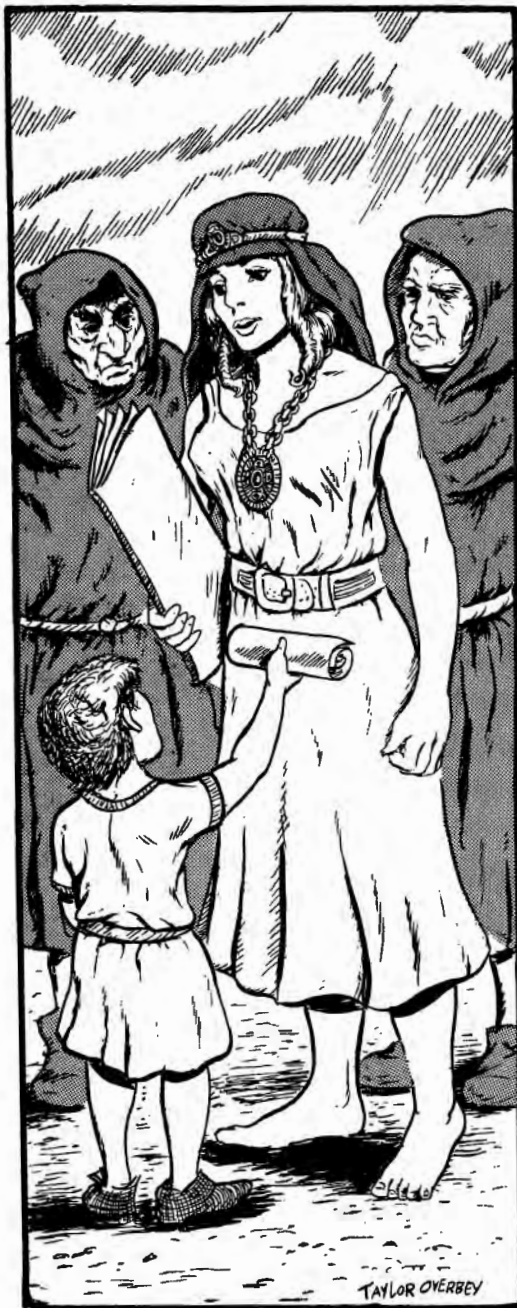
M-95 RIVERMAN, no sign (quality of work very good; prices low, firm) A well-maintained dory is pulled up on the beach near this cottage 25% of the time. Cheap wooden construction, thatched roof. Harry Longshanks, a riverman and adventurer, lives in this humble home near the Sea Goddess's temple (M-89). He is interested in any adventure, and is a member of the local citizen-adventurers led by Marduke the Bowyer (M-50). Harry has a skill of 40% in Navigation and a Boathandling of 90%. He is a wiry and fairly healthy individual, with a Constitution of 15 and good fighting skills. See the section "The Defenders of Tulan" for more information on Harry.

His cottage has an odd blue idol, made of solid jade, in a drawer with a number of other oddments picked up on various expeditions over the past 5 years. Harry always takes this little idol on any sea voyages. The idol has a curse upon it that so far hasn't intimidated the cheerful Harry, but is gradually bringing him worse and worse luck. Parties hiring him for a nautical expedition may soon share his poor luck. Prices:

- Transport of passengers up or down river, per day: 4 gold pieces.
- Dangerous work, any kind: 10 gold pieces a day.

M-96 COTTAGE. Cheap wooden construction, thatched roof, small barking seal living on beach. Linna, a young widow, lives in this small home with her children and a seal which the children purchased from a ship's mate.

M-97 COTTAGE. Cheap wooden construction, thatched roof. The Simms family, a large family of dock workers, lives here.



Mother Isobell (M-89), priestess of Kilian, receives a message. She is escorted by the two Brothers of Kilian.

Old Granny Simms is the matriarch of the group. She has a skill of 80% in Herbal Lore and can often be found selling herbs and herbal remedies in town, or gathering plants at the riverside.

M-98 COTTAGE. Cheap wooden construction, thatched roof. Jorgen Shallotte, a musician, currently makes this cottage his home. He has a skill of 75% in several basic percussion instruments, and a skill of 50% in stringed instruments. His Dexterity is 14. His savings of 25 gold pieces is hidden under the floorboards of the cottage.

M-99 SHACK. A very strong odor of stale perfume is exuded by this fairly well-kept but tiny shack. Cheap wooden construction, thatched roof, broken door. Gulneviere Brimble lives here when she is not out in the streets accosting strangers. See the Tulan encounter tables.

TULAN MARKET. This large and popular market is always open in fair weather, though the primary business day is Sunday, when most of the local farmers from further-off locations like the village of Hoxley come to town.

The following booths are normally open for business, selling basic goods at highly negotiable prices for the poorer folk of Tulan and transient sailors, fur traders, etc.

Various stalls owned by local non-citizen farmers from Hoxley, Tilsham, etc., selling beverages, meat, fruit, farm animals, tools, pottery, and other basic items. Quality of items poor; prices low, negotiable). Average Bargain skill = 1D6x10%.

Work Clothes (normal goods; normal prices). Kirk Bogardis, son-in-law of Gordon the tailor (M-25) runs this stall. Bargain skill 50%.

Simple Leather Goods (normal goods; low prices). Stephan, son of Steptoe the Leathermaker (M-37). Bargain 45%.

Baked Goods (normal goods; normal prices). Trudon Miamer, baker (M-55) or a family member runs this stand. Bargain 70%.

Fine Whiskey (good quality whiskey; normal prices). Barnard, son of Lester Stuart, distiller (M-80) runs this stand. Bargain 60%.

Produce (quality of goods very good; prices low). Zulinka, daughter of Sherman the grocer (S-46) tends this stall (Bargain skill 60%).

Narl's Dairy Products (quality of goods normal; prices low). Tended by Narl of Tilsham, Bargain skill 70%.

Honest Hreen's Eel Races. Old Hreen, Dexterity 17, proprietor. 10% chance of an honest race. Minimum bet .5 gold piece.

Used Weapons and Armor (quality of goods bad; prices normal, negotiable). Magarr the Scavenger, Bargain skill 75%, Club skill 65% (Level 4 Fighter). All equipment sold by Magarr is rusty and damaged. He asks standard prices nonetheless.

Melkor's Fine Beasts (quality of goods poor; prices low, negotiable). Melkor of Kesh offers various kinds of riding, draft, and edible animals for sale, using his 70% Bargain skill to confuse and misdirect suspicious buyers.

Filbert's Magic Manipulations (quality of service poor; prices high, negotiable). Filbert, a sly con-man with a skill of 30% in illusionary magic (Sorcery magic), an Appearance of 15, and a Dexterity of 17 (Level 4 Illusionist), entertains crowds in the market while his partner, lovely Valina of Carmanthia, steals their jewelry and cash. Valina, age 26, has Thief skills of 70%, an Appearance of 16, and a Bargain skill of 50% which she often uses to get out of jams (Level 8 Thief). Filbert and Valina know Northside Jonny (M-18) but disapprove of his more ruthless actions in town.



Old Granny Simms (M-97) stoops to gather a clump of valuable herbs from the shore of the River Wyndermeer.

Tulan of the Isles: The South Shore Mainland

When population pressure made it impossible for the citizens to continue building on the main island, the people of Tulan built this walled enclave on the east shore. Not even the residents can remember where this area got its name, since it is really the east bank of the river, but to this day it is called the "South Shore."

The South Shore presents a study in contrasts. The Garden Square area of the South Shore (near the North Gate) is the most prosperous area of Tulan. The buildings are often of two or more stories, and are uniformly built of stone or brick, with remarkable numbers of glass windows (from master glass-crafter Grandy Chance's studio (S-13)), and expensive decorative iron grillwork and other security measures. Only a short walk further south can be found the Fishtown area of the South Shore, a poverty-stricken area, where many a whole family of fishers or laborers endures a cramped and unsanitary life, crowded inside a single tiny shack on the beach. The residents are proud, however, and do not appreciate more wealthy persons intruding into their domain.

THE TOWN GATES. These tall fortified stone gate-towers, 50 feet high and crenelated, are manned by three soldiers (see "The Defenders of Tulan") who keep careful track of all persons and goods entering the town and conduct searches of all suspicious or heavily-armed strangers. If the party arrives at one of these gates, or the exact security procedures followed here are of interest, see the sections "Entering Tulan" and "Law and Order in the Tulan Region."

EAST GATE. The East Gate is used by the majority of land traffic into Tulan. Sheriff Guizmon (M-1) is occasionally here (20% chance), scanning the flow of traffic for potential troublemakers.

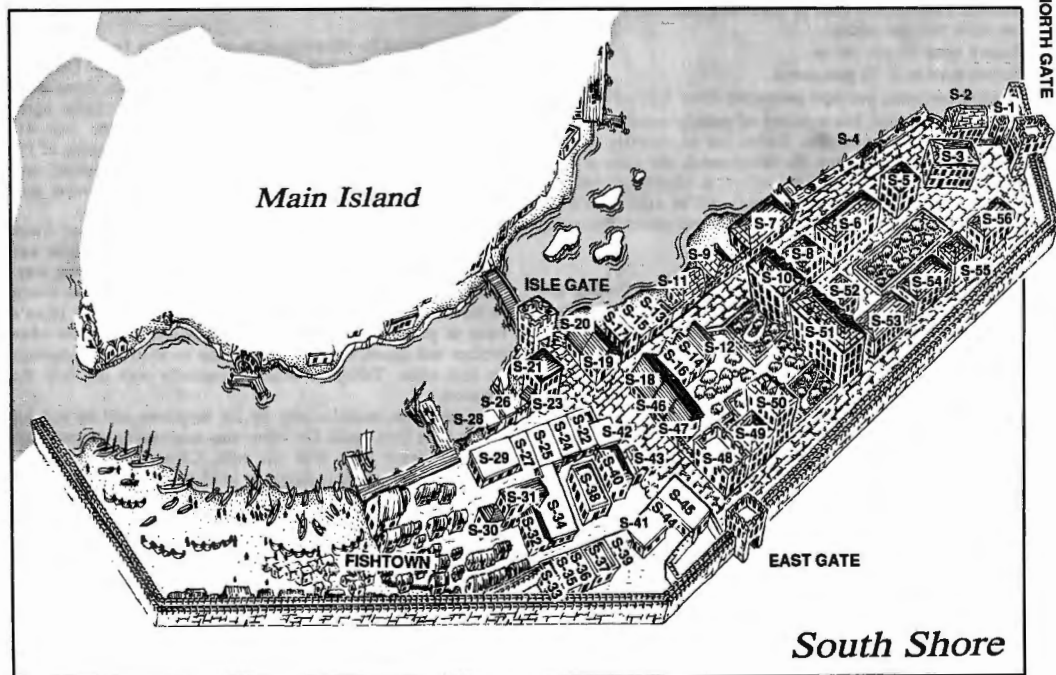
NORTH GATE. This gate is not used as often, and the soldiers here are not often under the scrutiny of Sheriff Guizmon (M-1). This condition has permitted the merchant Dargan Newstin to carry on a somewhat questionable trade in restricted items. Dargan has a 80% skill at Bargain. A fairly convincing and well-groomed individual, Newstin's Appearance is 13.

Dargan accosts any wealthy strangers he sees with the disturbing news that all their magic items and luxury goods may be taken by the town guards when they enter the gate. He then offers to purchase these items before they undergo search, for low prices. "It's better than nothing, my friend," he says.

S-1 RESIDENCE. Stone construction, two stories, barred windows, metal locks (Strength 10, difficulty -20%). Dargan Newstin (wealth medium) lives here. See NORTH GATE, above.

S-2 PHYSICIAN, "Silkan Galgado, Physician" (very good quality service; very high, firm prices). Strong medicinal odor from the back of the building. Sturdy stone and white marble construction, two stories, gilded iron bars on windows, metal locks (Strength 20, difficulty -10%). Silkan Galgado is the more expensive of the two healers residing in Tulan (wealth medium). He prefers to cater to the rich families in the town, or travelers with lots of money. His wife and family encourage this attitude.

Galgado has both conventional and some magical healing abilities. His skills are in proportion to his prices: First Aid 90%,



Surgery 80%, Diagnose Disease 90%. As a initiate of a minor Healing deity (Level 3 Cleric), his skill in magical healing is 50%, which allows him to cure only light wounds by magical means. You will have to determine the specific effects of Galgado's work based on the game system you are using. His prices are as follows :

- First aid, 10 gold pieces.
- Magically cure light wounds, 150 gold pieces.
- Conventionally cure disease (1D4 weeks' rest required for recuperation), 30 gold pieces.
- Operate on major wounds (1D4 months rest required for recuperation), 200 gold pieces.
- Supervised room, board and treatment in his small hospital area (five beds), 12 gold pieces per day.

If Galgado fails a roll he will refund his fee and offer rooming at half price. In most cases, he can try again after one week's recuperation.

Galgado has the following potions available. All are of normal quality for the game system you're using.

- Healing, 1 dose, light wounds only, 500 gold pieces.
- Poison curing, common poisons: 30 gold pieces.
- Sleep, 50 gold pieces.

S-3 INN, Sign of the Traveler (very good quality lodging, superb quality food, good quality stables, prices high, firm). Richly-dressed persons frequently march through the massive doors of this impressive building. Heavy stone and marble construction, two stories, barred windows, metal locks on all doors (Strength 30, difficulty -30%). Run by owner Norton Rables (wealth medium), this is the finest and most expensive inn in town. Many of the wealthier residents of Tulan dine here. Sample prices:

- Private room, per night (availability 55%): 12 gold pieces.
- Baronial suite, actually used by Baron of Carse, with marble bath, per night: 300 gold pieces.
- Superb meal: 12 gold pieces.
- Superb feast for 6: 75 gold pieces.
- Stabling, per beast, per night (availability 40%): 3 gold pieces.

Innkeeper Rables has a policy of politely refusing entry to poor or travelworn customers. Rables has no common room in his inn, only private rooms. He recommends the Hanson Bros. Baths (S-11) for those who can afford it. Grubby adventurers who stain his superb Carmanthian rugs will be asked to pay for cleaning and redying if necessary, 1000+ gold pieces, depending on damage.

S-4 SOUTH SHORE BARGE DOCK. Constant loading and unloading by jostling, garlic-breathed stevedores goes on here throughout the day. Heavy wood and rock construction. This is the smaller of Tulan's two main river docks. Built next to the wealthy Garden Square quarter, the better-class trading companies unload here, rather than on the Main Island dock next to the Market Square. Mugar Chevan, the well-dressed and burly overseer, handles all loading and unloading of river barges on this dock. An honest and civic-minded individual, Chevan will not allow strangers to evade the standard town search by disembarking here and making off. He will send a boy to notify one of the contingents of soldiers, who will arrive in 1D4 minutes and examine the party (see the section "Entering Tulan").

Chevan has a Brawling skill of 90% and a Combat skill of 40%. His Strength is 16. (Level 3 Fighter). 1D6+4 strong dockhands are available to Chevan during working hours with Brawling skills of 50%. He happily hires active and muscular strangers for the normal Tulan semi-skilled laborer's wage of two

gold pieces per day (and keeps a watchful eye on them at all times, should they plan smuggling activities).

The ferry boat to the west shore of the river Wyndermeer starts its trip at this dock. See "The Outer Islands."

S-5 RESIDENCE. Stone construction, two stories, barred windows, metal locks (Strength 15, difficulty -10%). Landon Eldin, head of the Eldin Trading Company of Tulan, is a wealthy caravan master and ship's broker, with a Finance skill of 80% and a Bargain skill of 75% (wealth medium). His two young sons, Segura and Moor, aid him in the business. His wife Wendela (age 28, Bargain 50%, Appearance 12) is a major figure in the social life of the town, and has an extensive wardrobe of superb gowns, many made of rare imported material.

S-6 MANSION. Stylish onyx and white marble construction, two stories, iron front door, iron grates on windows, complex metal locks on all doors (Strength 30, difficulty -30%). James Flambric, noted investor and underwriter (wealth great) owns this beautiful mansion on Garden Square. Flambric is interested in purchasing shares in almost any legal venture. He has skills of Finance at 100% and Bargain at 85%. He is the Traders' Representative in the Council of Tulan.

His eldest son George is studying with tutors in a far off city, while his second son Mark apprentices in the family business. His wife Marla (Appearance 15, Intrigue 30%) is active in society, and is also a close friend of Wendela Eldin (S-5).

Flambric keeps 300 gold pieces of cash in the house. The decorations of the Flambric mansion, luxurious yet tasteful, are the envy of the town's wealthy class. Many are of ancient and foreign make, sold to Flambric by adventurers and traders returning from distant lands. Flambric employs a major-domo, two pretty maids, and two servants. He currently feels no need for guards in such a law-abiding town as Tulan.

S-7 RESIDENCE. Messengers in uniform can be seen entering the back door of this heavily-protected building every D4 hours during the day. Stone construction, barred windows, metal locks (Strength 20, difficulty -25%). Hulan Taltagor, trade agent (wealth medium) lives and works here. Taltagor, age 41, represents the powerful Odanga Family Trading Company of the great city of Carse. He is a highly skilled manager and accountant, with a Finance skill of 90%, an Administration skill of 80%, and a Bargain of 85%.

His function in Tulan is to arrange importation of Carse goods to Tulan and export of goods from Tulan for Carse and other cities. The Odangas are moving into Tulan in a big way, and the company has made it clear that its best interests would be served if Taltagor was to take over as many niches of Tulan's trade as possible. This puts him in competition with the other brokers and agents in the town, and has resulted in bad feelings on both sides. Taltagor's personal paranoia does not help the situation.

Taltagor is treated coldly by his neighbors and he and his family have little social life, other than entertaining visitors from Carse. Taltagor lives with his wife, Calina (Appearance 16, Bargain 70%), and their daughter, Marlette, age 17 (Appearance 14). Taltagor lives in constant fear of assassination and has four bodyguards living in the house. These men are ensorcelled to defend Taltagor with complete loyalty and fight with berserk frenzy (Strength 18, Combat 50%, Level 4 Fighters). Taltagor also employs a major-domo, a cook, and three servants.

His personal wealth is primarily held in Carse banks, but he also keeps a cash reserve of 6000 gold pieces worth of gems and gold in a strongbox (Strength 15, lock difficulty -20%) under the floorboards beneath his bed. Calina's collection of exotic jewelry

is reputed to include several magical pieces looted from temples and wizards of the Southern lands. She is always interested in examining new jewelry if it is of an antique or foreign design.

S-8 RESIDENCE. Stone and marble construction, heavy locks (Strength 35, Difficulty 20%) on all doors, barred windows. A rich man's residence, available for rent from owner Thomas Mangrum (S-10) at a price to be negotiated.

S-9 RESIDENCE, Scholar (services good; price low, firm). Stone construction, barred windows, simple locks. Jacques Julian is a dignified, white-haired old man dressed in old, tattered, but superb quality clothes. An impoverished but brilliant scholar, he has the skill of General Knowledge at 30%, and has a Scribe skill of 95%. His Intelligence is 17 (Level 4 Sage). He knows quite a bit about the greater Tulan area, with a 10% chance of knowing information such as the locations of treasure, ancient shrines, dungeons, etc. Julian should be your first choice if you wish to send the party off on a hint from someone in Tulan. He will ask for a modest fee of three gold pieces (only a little more than a common laborer's daily wage in Tulan) before he consults any of his tomes or notebooks at length. Julian keeps very little cash at home.

S-10 MANSION, seal of the Mangrum clan on the door. Guards appear outside whenever the richly dressed occupants enter or leave this palatial mansion. Superb, massive black granite and marble construction, bronze fittings, bronze door and roof, three stories, massive iron bars on innumerable bull's-eye glass windows, large metal locks (Strength 25, difficulty -30%), bronze front door has Strength of 50. The mansion looks capable of withstanding a minor siege.

Thomas Mangrum, patriarch of the Mangrum clan, resides in this palatial mansion, surrounded by his family and many acquisitions (wealth vast). Mangrum has a skill of 85% at Finance, Administration 95%, and Bargain 100%. See the section "Common Knowledge of the Tulan Region" for more information about the Mangrum clan and its feud with the other great mercantile house of Tulan, the Woodhews.

The following Mangrum clan members live in this mansion:

Thomas Mangrum, age 53, patriarch and clan leader.

Randolf the Physician, 34, eldest son (work S-12).

Aldain the Scribe, 32, second son. Scribe skill 75%, Bargain skill 30% (quality of work normal; prices high, negotiable).

Franklin the Interpreter, 25, fourth son, Languages skill 80% (quality of work good; prices high, firm). Both Aldain and Franklin charge 4 gold pieces an hour for their services.

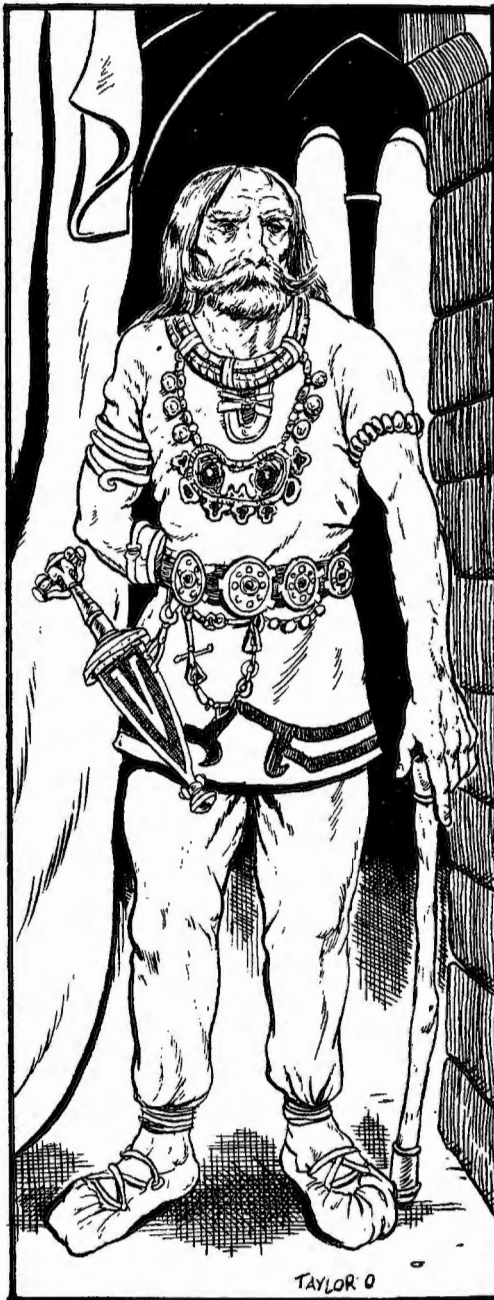
Shalmara the Candlemaker, 27, eldest daughter (work S-20).

Rema the Seamstress, 19, third daughter (work S-44).

The mansion is also home to five servants and three guards, of Combat skill 50%, Constitutions 16, chainmail and shortswords (Level 3 Fighters). All wear Mangrum livery.

S-11 BATHS, "Hanson Bros. Bath" (very good quality goods and services; normal, firm prices). Slight odor of perfume. Elegant marble and stone construction with ornate entrance, simple locks. Norm and Michael Hanson run this fine establishment. Services include hot, cool, and cold bathing tubs, and a barber, Allen Trumble. For the ladies, Trumble's wife Hellen offers a full range of makeup, cologne, and hairdressing services. Sample goods and prices:

- Hot Bath: 1 gold piece
- Cool or Cold Bath: .5 gold piece
- Shave or Haircut: .5-3 gold pieces depending on difficulty, dirt, etc.



Thomas Mangrum (S-10) looks out over the town of Tulan from the top floor of his great mansion.

- Makeup or Hairdressing: 4 gold pieces
- Cologne: 1 to 40 gold pieces, depending on quality of fragrance and packaging.

S-12 PHYSICIAN, sign of a Dove (good quality services; normal, negotiable prices). Laborers and other middle or lower class citizens as well as more richly-garbed persons pass in and out of this building during the day. Heavy wood construction, carved doves on shutters, metal locks (Strength 20, difficulty -10%). **Randolph Mangrum**, son of the well-known patriarch **Thomas Mangrum**, works in this building. A healer of conventional abilities, Mangrum has skills of First Aid 80%, Surgery 45%, Treat Disease 35%, and Bargain 60%. Prices:

- First aid, 8 gold pieces.
- Conventionally cure disease (2 weeks' rest required for recuperation), 12 gold pieces.
- Operate on major wounds (1D4 months rest required for recuperation), 120 gold pieces.
- Supervised room, board and treatment in his small hospital area (five beds), 8 gold pieces per day.

If Mangrum's roll fails he will refund his fee. In most cases, he can try again after one week's recuperation by the patient. Mangrum sells one potion:

- Healing, one dose, light wounds only, 450 gold pieces. This potion is of normal effectiveness and quality for the game system you're using.

S-13 GLASSBLOWER, sign of a Glass Goblet (quality superb; prices very high, firm). Strong odor of hot materials, strange hissing sounds are noticeable near this brightly-colored building. Fine hardwood construction, beautiful bull's-eye glass panes, in a rainbow of colors, simple locks. **Grandy Chance**, one of Tulan's most famous crafters, makes glass items to order, both decorative and functional. He has found a secret method of making surprisingly clear glass and has been accused by other glassblowers of practicing sorcery (Glasscraft skill 105%). His shop made the remarkable glass windows (all carefully barred or shuttered at night) that decorate many of the fine homes in Tulan. Chance is always swamped with work, even though he has two apprentices, and he's looking to hire a third competent (70% or better) assistant glassblower so that he can find time perfect his research. Sample items and prices:

- Gift quality glassware: 50 gold pieces for a superb, cup-sized piece. Sizes up to two feet can be made for increased prices.
- Lenses: 350+ gold pieces, reasonably effective in bright light!

S-14 WEAVER, "Linda Grimsley, Fine Weaving" (very good quality goods; normal, negotiable prices). Sounds of hand-operated machinery. Wood construction, simple locks. **Linda Grimsley** (age around 30, Appearance 14) is the widow of **Harold Grimsley** and has kept his weaving business thriving since her husband's death. She provides a good to very fine quality cloth, specializing in fabrics for better quality clothing, satins, silks, and fine linen. She has a Weaving skill of 85% and a Bargain of 25%. Grimsley usually employs four or five young girls of the town as assistant weavers, so this is a good place to meet a prospective date. Representative prices:

- Common grade shirt and trousers: 2 gold pieces.
- Superior grade dyed winter clothes: 200 gold pieces.
- Impressive men's courtly garb, dyed silk, embroidered: 4000 gold pieces.

S-15 SPICES & HERBS, Sign of a Peppercorn (normal to superb quality goods; high, negotiable prices). Rich odor of cinnamon. Wood construction, barred windows, simple locks.

Josh Desgansta carries a full line of spices and herbs, imported from as far away as the Empire of Kesh, in the remote south. Desgansta claims to have almost any natural herb that exists, including herbs used in home remedies, herbs used for simple magical spell components, etc. 20% chance of having any exotic but non-magical natural material that the characters request. 5% chance of having any powerful magical herb. Desgansta will try to get a high price for anything at all exotic, using his Bargain of 50%. Sample items and prices:

- Gift-quality herbal tea, 12 ounce tin: 3 gold pieces.
- Belladonna, bunch: 10 gold pieces.
- Powdered Senitra beetle, mild aphrodisiac: 175 gold pieces.
- Hallucinogenic mushrooms, dried, per ounce: 20 gold pieces.
- Sulphur, in individual packets for spell components: 25 for 10 gold pieces.

S-16 ENGINEER, no sign (quality of work good; high, firm prices). Elegant stone and marble construction, highly ornate workmanship, carved lintel over door, barred windows, simple locks. Home and office of **Carl Bilks**, construction engineer (wealth medium). Bilks, a competent engineer, has the skills of Stonemasonry at 75% and Structural Engineering at 85% (Level 10 Sage). He is capable of designing and building almost any common structure, and supervised the dredging of the Wyndemere river and building of the Boat Island dock, an area that is the pride of Tulan. Bilks's wife **Shandra** is a mathematician with an 85% skill in Geometry (Level 7 Sage). She assists her husband in his projects. Bilks recommends Tulan's noted stonemason, **John Lippot** (M-48) to perform the work on any moderately-sized construction. **Lothgrin Woodhewer's** new home (M-71) is an example of the work of Bilks and Lippot. Sample commissions:

- Daily rate for engineering consultation: 18 gold pieces.
- Design and supervision during construction of superior stone house: 100 gold pieces.
- Design and supervision during construction of small stone tower: 400 gold pieces.

S-17 RESIDENCE. Wood construction, heavy and intricate bronze grillwork on windows with unusual heraldic devices, same device on front door, two stories, simple locks. "**Duke**" **Grandis Lothgrindar**, a retired merchant, resides here with his wife and a servant (wealth medium). Lothgrindar claims to be a deposed duke from a distant duchy (10% chance of a player-character knowing of the duchy). His dual crests, prominently displayed, are authentic but do not belong to him.

Any gullible adventurers asking for details of Lothgrindar's ousting receive a long story, backed up by maps and information of this distant duchy, and are asked to perform a scouting expedition for the Duke to see if the time is ripe for a coup. Lothgrindar will reluctantly pay the adventurers 10 gold pieces each if an advance payment is demanded.

S-18 BAKER, sign of a Loaf of Bread (superb to normal quality goods; normal, negotiable prices). Pleasant odor of fresh bread. Ordinary wool construction. **Galvin Wilamson** provides both high quality baked goods to the wealthy members of the community and moderately priced goods for the poorer families of Fishtown and other areas of Tulan. He also imports unusual confections and other goods from Carse and other cities. Wilamson is aided by his two sons while his wife takes care of the financial end of the business, with a Bargain skill of 65%. Sample prices:

- Inexpensive cereal rations, one week's portion: 3 gold pieces.

- Excellent quality Elven-style waybread, one week's portion: 35 gold pieces (sustains life when eaten exclusively).

S-19 WINESHOP, sign of The Silver Corkscrew. (very good quality goods; low, firm prices). Heady fumes of wine and brandy, sounds of laughter. Wood construction, unusual sign made of iron with a superb inlaid silver-alloy corkscrew, metal locks (Strength 15, difficulty -5%). **Rock DuVier**, formerly an adventurer in the Ranger contingent of a great noble, now runs this rowdy bar. DuVier, still a hearty man at age 39, retains a Combat skill of 75% and Woodcraft skills of 65% (Level 4 Ranger). He is popular with his neighbors, possibly due to a tendency to invite anyone within earshot to sample whatever's new in his stock. DuVier is a staunch member of the Tulan community and will defend his new home against any threat (see "The Defenders of Tulan"). Sample drinks and prices:

- Good, chilled beer, large mug: 2 gold pieces.
- Quality wine, medium goblet: 1 gold piece.
- The Silver Corkscrew's special brandy (110 proof), small glass: 1.5 gold pieces.
- 1 quart bottle of cheap wine: 1 gold piece.
- Finest Sarlan champagne, 1 chilled bottle: 150 gold pieces.

A successful Scan roll will reveal a beautiful longbow and an elegant broadsword hung over the door of the wineshop. DuVier has armor and other equipment under the bar.

The wineshop's till contains 1D100 gold pieces on a weeknight, 4D100 on a weekend.

S-20 CANDLEMAKER, "Mangrum's Fine Candles" (very good quality goods; high, negotiable prices). Fine wood construction, shutters with painted lit candles, simple locks. **Shalmara Mangrum**, daughter of patriarch Thomas Mangrum of the clan of the same name, runs this modest establishment during the day, leaving evening operation to a young man, **Odie Shaklee**, who often slips next door to split a bottle with **Rock duVier** and listen to stories about adventuring in the far East. The wealth and connections of the Mangrum clan enable Shalmara to occasionally find exotic candles with minor magical properties. Her own skills are 60% in Candlemaking and 75% in Bargain. Sample items and prices:

- 1 dozen normal beeswax candles and durable iron candle lantern: 2 gold pieces.
- Large magical candle, very bright light (equivalent to 3 oil lamps): 60 gold pieces.
- Fine oil lantern, brass, with extra fluid: 20 gold pieces.
- Small perfumed magical candle, relaxation and trance-inducing aroma: 175 gold pieces.

Shalmara is a witty and possibly-overly thoughtful woman of plain looks (Appearance 11, Intelligence 16). She lives with her famous father and despairs of finding a husband capable of appreciating her, though she has a modest dowry (2000 gold pieces value in goods) and is considered charming by all who know her.

ISLE GATE. This gatetower controls access between the South Shore and Main Island. It is not usually manned.

S-21 RESIDENCE, "Titus Moody, Attorney-at-Law and Notary of Tulan" (quality of service good, prices high, negotiable). Fine hardwood construction, two stories, iron window grates, metal locks (Strength 15, difficulty -10%). **Titus Moody** (wealth medium) provides many kinds of legal services for the citizens of Tulan. He naturally finds most of his work in drawing up and notarizing legal documents such as contracts, wills, articles of partnership for adventurers, etc. Moody pays the town an annual sum to function as a notary of documents, and has an iron and wood stamp of the Town Seal.

As a lay member of the temple of Astalon, the Law God, Moody is empowered to offer his customers a 10% discount on the Oath of the Law God, a valuable divine magical service in common use for major transactions in the town (see M-82).

A fairly skilled public speaker (Oratory 65%, Bargain 75%), Moody occasionally presents arguments for persons before the Council or the Town Moot, and often acts as a legal advisor for clients, using his moderate Law skill of 30%. Although the town of Tulan has no formal courts, many cases where a point of law is an issue come before the proceedings of the Council or the Town Moot (see "The Government of Tulan"). Any difficult legal work is performed by Moody's scribe and law clerk, **Hibard Grochan** (S-23), who is behind most of Moody's inspired legal coups (quality of service superb; prices normal, negotiable). Sample services and prices:

- Adventurer's article of partnership, eight copies, official seal of the Town of Tulan, on heavy sheepskin: 55 gold pieces.
- Legal counsel: 30% of award going to client.
- Will, on cheap parchment: 5 gold pieces.
- Hourly rate for consultation: 3 gold pieces.

S-22 PRODUCE, "The Corner Grocery" (normal quality goods; low, negotiable prices). Racks of vegetables outside shop, rich fragrance of chicken soup. **Helms Brown** runs this modest establishment, selling a more limited range of items than the Cornstalk (M-63) but at better prices. Brown's wife **Arline** assists in the store and provides excellent soups and cooked dishes to the townspeople (Cooking skill 90%, Bargain 70%).

- Normal vegetables, per pound: .25 gold piece.
- Normal quality preserved rations, one week's supply: 2.5 gold pieces.
- Arline's healthy chicken and mushroom soup, sealed quart wooden container: 2 gold pieces.

S-23 RESIDENCE. Light wood construction. Home of **Hibard Grochan**, scribe and legal scholar. Hibard, age 53, is a clerk working for **Titus Moody** (S-21), who includes this modest cottage adjoining Moody's home as part of Grochan's meager wages. A man of meticulous scholarship and wide-ranging experience, Grochan does all of Moody's legal research and planning, and is the true genius behind the firm (Kingdom culture Law 95%, Scribe 75%, Intelligence 17; Level 5 Sage). Unfortunately, Grochan is shy and tongue-tied before strangers, so Moody's oratorical skills usually make him appear to be the brains of the team. Grochan is also an initiate of the worship of Astalon, the Law God (M-82), and is a good friend of old father **Noonan** (M-83), retired adventurer and priest of Astalon.

S-24 ARTIFICER/METALSMITH, sign of a Taphammer (quality of goods superb; very high, firm prices). An acrid odor of hot metal is noticeable near this unusual building. Heavy hardwood construction, beautifully fashioned bronze doors showing smiths at work, iron grillwork with sculptured roses on windows, massive metal locks on all doors (Strength 30, -40% to pick). **Walter Gaulsworthy**, one of the most few real artists in the town, is a master artificer and metalsmith who works in all non-precious metals with a skill of 95%, Dexterity 17. Gaulsworthy's specialties are mechanical design and construction, decorative metal sculpture, inlaying, and engraving. He rarely makes utilitarian objects, leaving such tasks to the many other smiths in town.

The rich merchants who reside in or visit Tulan give Gaulsworthy ample opportunity to produce beautiful objects or complex mechanisms of subtle design. Such admired items as the iron and silver sign of the Silver Corkscrew, or "Duke"

Lothgrindar's bronze armorial door and window grates are his work (S-19, S-17). He is also responsible for the increasingly sophisticated metal locks that have appeared on most rich merchants' doors in the last few years.

Gaulsworthy is happy to take one of Alton Sharp's weapons (S-25) or Olaf Olafson's breastplates (M-21) and turn it into a work of art. He also knows the famous jeweler, Seth Grasso (M-61), and occasionally utilizes Grasso's help in designing a jeweled item. A weapon forged by Sharp, with a magical jewel from Grasso, and design and decoration by Gaulsworthy, would be a superb and possibly even famous work of art for a rich player-character to commission.

Gaulsworthy is a highly conservative and tradition-minded individual, lecturing all within earshot on the need to bring back the rule of the noble class back to Tulan. He claims to be distantly related to the last Baron in the Tulan area, and would graciously accept the post of Baron should the townspeople insist. So far they haven't. If persuasive adventurers were to offer to bring him to power through a violent takeover of the town, he has a 2% chance of accepting and providing the party with funds of 1500 gold pieces, after proof of sincerity. Sample services, goods and prices:

- Daily rates for custom work: 35 gold pieces.
- Set of engraved iron cutlery, in bronze presentation box: 50 gold pieces.
- Massive metal lock, his latest design (Strength 30, difficulty -30%): 120 gold pieces.
- Astrolabe, finest quality: 45 gold pieces.
- Custom broadsword with engraved, silver-chased emblem of a wyrm devouring its own tail, fitted guard and handle, +5% to skill: 115 gold pieces (2D6 days wait).
- Custom-fitted steel breastplate, finest quality, adorned with sculptured bronze dragons, +1 protection: 1500 gold pieces (1D10 days wait).

S-25 WEAPONSMAKER, sign of a Broadsword (quality of work very good; prices high, negotiable). Sounds of a ringing anvil. Heavy hardwood construction, iron grates on windows with sculptured swords and spears, simple lock. Alton Sharp, age 54, is a master weapons maker, specializing in blade weapons, though he is happy to turn out a mace or pole arm to order. Sharp has a Weaponsmith skill of 90%, a Bargain skill of 75%, and a Strength of 16. His establishment serves as the town sharpener, caring for most of the weapons, scythes, household knives, etc. in Tulan and the vicinity.

Sharp is a compulsive river fisherman and often arrives late to the forge on fine mornings. He is often seen paddling off to his favorite fishing spot with old Jamal of Kesh, warehouse owner (M-7), a retired wizard who is happy to enchant Sharp's best work to a modest degree (see below). His friend William Sturm, the cobbler (M-58), and he are the town amateur experts on fishing, and can often be found in their favorite tavern, the Rose & Thorn (S-40) sharing a drink and swapping "the one that got away" stories with customers. Adventurers who have fought interesting riverine monsters will find Sharp a friend. Sharp and Sturm have a poor reputation with the inhabitants of Fishtown, who consider the two townsmen to be dilettantes of questionable veracity. Sample goods and prices:

- Custom work, daily rates: 20 gold pieces.
- Knife: 3 gold pieces.
- Woodsman's axe: five gold pieces.
- Steel fishhooks, package of 5: 1.5 gold pieces.
- Broadsword: 20 gold pieces.
- Bastard Sword: 25 gold pieces.
- Greatsword: 30 gold pieces.
- Battleaxe: 15 gold pieces.

- Halberd: 30 gold pieces.
 - Mace: 8 gold pieces.
 - Superb quality, balanced custom weapon with sharkskin handle: above prices x2. Gives +5% chance to hit (2D6 days for delivery).
- Magical weapons: +1 enchantment, normal price x10; +2 enchantment, normal price x20, +3 enchantment, normal price x40.

S-26 BOATMAN, "Boat for Hire." Many winebottles around back. Powerful snores are audible from inside the house, and a large riverboat is pulled up on the beach if Gondor Yates, an experienced independent riverman and minor smuggler, is home. He can handle any type of normal rivercraft, and most unusual craft as well. He spends his days taking parties of adventurers and other small groups up or downriver for reasonable rates (quality of service normal, prices low, negotiable). His boat has a maximum capacity of seven persons or 1200 pounds. It has both oars and a river-rigged sail. Yates has a skill of 85% in Boathandling, a Bargain of 25%, a Combat skill of 50% (Level 4 Fighter) and a Strength of 17. He knows the river well, with a 30% chance of knowing unusual facts asked by adventurers. Sample prices:

- Transport downriver to the coast: 2 gold pieces.
- Transport upriver, per mile: 1.5 gold pieces.
- Night rates (including muffled oars, dark lantern, etc.): 4 gold pieces per hour.

S-27 ALCHEMIST, "Manny's Alchemy Shop" (quality of goods poor; prices low, negotiable). Cheap wood construction, shutters with holes in the shape of suns and moons, simple locks. Manny Horenter is a self-taught alchemist (he bought an old book years ago from Josh Troon (M-6)). His Alchemy skill is 25% (Spirit Magic), Bargain skill 35%. He gets by selling easily made elixirs and drugs to the poorer folk of Tulan and the outlying area, such as the fisherfolk of Fishtown, the laborers and dockworkers of the Bottoms area of the Main Island, and the farmers of the village of Hoxley. On a good day he gets a band of credulous adventurers as customers. He keeps a whistle for summoning the watch under the counter, as well as a bag of sneeze powder, 50% chance of working. Sample goods and prices:

- Fake love potion: 4 gold pieces.
- Sleeping potion, 20% chance of failure: 10 gold pieces.
- Laxative powder: 1 gold piece.
- Pain-reducing potion: 5 gold pieces.
- Sneeze powder (labeled as "Stun Dust"): 100 gold pieces.

S-28 RESIDENCE. Heavy hardwood construction, 2 heavily-weathered ship's figureheads at either side of the door (a woman holding a spear, a dolphin). Joko Muraba, retired ship's captain, inhabits this well-made little house. His neighbors are not aware that he was once a pirate captain, rather than a humble merchant. A chest of loot, value 15,000 gold pieces, from his many hauls is buried under the floor of his home, some 6 feet down (pirates bury their treasure very carefully). Muraba often works as a fisherman with the Tulan fishing fleet, and lives a very simple life. A 2-handed, +2 scimitar of the Southern style leans next to his bed, wrapped in an old piece of silk, and underneath Muraba keeps a suit of excellent armor, in a lacquered box. Muraba is a member of the group of courageous town citizens led by Marduke the Bowyer (M-50). See the section "The Defenders of Tulan" for more information.

S-29 BOATWRIGHT/CHANDLER, sign of a Bowsprit (quality of goods and service normal, prices low, negotiable).

Heavy wood construction, simple locks. Malcom Foster is the owner of this double-duty establishment. He is the lesser of the two boatbuilders in Tulan but usually has one or two small boats available, ready to sail. His normal work is the servicing of sea-going vessels of moderate size, often those of the Tulan fishing fleet that docks next door. Foster has a personal skill of 60% in Ship design and an 85% Boatwright skill. He is willing to discuss special deals, with a Bargain skill of 30%. His company performs repairs on rigging, hulls, sails, etc. with a skill of 75%. Sample work and prices:

- Large river barge with all equipment: 50 gold pieces.
- 4-man fishing skiff, fully equipped: 150 gold pieces.
- Repairs to a ship, in water: 25 gold pieces per day.
- Dry-dock use: 20 gold pieces per day, decreases time spent on hull work by 50%.
- Normal-quality 1/2" tarred hemp rope: 1 gold piece per 5 feet.
- Very good-quality 3/4" tarred rope: 2 gold pieces per yard.

Foster can always use inexpensive workers (carpenters, haulers, ropemakers' assistants, etc.). He pays normal wages. See the section "The Economics of the Tulan Region" for more information on wages.

S-30 RESIDENCE, "Simon Flanery, Boatwright" (quality of work normal; prices low, negotiable). Cheap wood construction. Simon Flanery is a young journeyman boatwright from Fishtown just getting started. He makes skiffs, dories, rowboats and barges to order with a Boatwright skill of 65%. He would be happy to build a larger craft for a very reasonable fee, at least 10% less than what Foster (S-30) or Charles (Boat Island) would ask. Sample goods and prices:

- 4-man fishing skiff, fully equipped (1 month to build): 250 gold pieces.

S-31 FULLER, "Sebastian Mangrum, Fine Cloth" (quality of goods and work very good; prices high, negotiable). Merchants and busy teams of porters carrying heavy bales regularly pass in and out of this busy establishment. Stone construction, barred windows, metal locks (Strength 40, difficulty -10%), 2 stories. Sebastian Mangrum, head of the Craft Guild (wealth great), produces much of the best wool and cotton cloth in the Tulan area. His skill in Clothmaking is 80%. Working closely with Linda Grimsley, an expert weaver (S-14) and Sebastian's nephew Herbert, the town dyer (M-8), he carries on a high volume trade, exporting much of his best work to Carse and other cities. Mangrum's son Ernie helps out with the business when he's not talking to sailors and travelers about their experiences at sea. The lad dreams of a career as a ship's officer, but his father is unsympathetic. Sample goods and prices:

- 20 lb. bale of undyed cotton cloth: 150 gold pieces.
- 20 lb. bale of export-quality winter-weight wool cloth, darkly dyed in royal blue: 1000 gold pieces.
- 20 lb. bale of fine silk cloth, embroidered: 1500 gold pieces.

S-32 FISHMONGER, "Ulan's Fresh Catch," sign of a Trout (quality of goods normal; prices low, negotiable). Cheap wood construction, powerful odor. Ulan Hurelga, a short modest man, owns this establishment, selling most of the catch made by the river fishers of Fishtown. Hurelga has a Bargain skill of 75%. Sample goods and prices:

- Common fish, 1 large basket: 1 gold piece.
- Fresh tuna, 1 large basket: 3 gold pieces.

S-33 RESIDENCE, "James Grayly, Rope and Net Maker" (quality of goods very good; prices normal, negotiable). Simple

wood construction. Grayly is an experienced worker with a skill of 95% in his trade and a Bargain skill of 70%. Sample goods and prices:

- Hemp rope, 1/2": 1 gold piece per 5' length.
- Rope Ladder, per 10' of height: 10 gold pieces.
- Spider-silk rope, per foot: 200 gold pieces.
- Very good quality net with iron splkes knotted into edges: 100 gold pieces for a 10' by 10' net. Strength 18, does same damage as a knife to netted target.

S-34 SAILMAKER/CANVASKMAKER, no sign (quality of goods good; prices normal, negotiable). Wood construction, simple locks. Gussy Merkle, formerly the elder of the famous (ask anyone in town) Merkle Twins, until Fossy died in the record flood seven years ago, heads this busy concern. Besides making canvas, he provides most of the replacement sails for the many ships coming into Tulan. He has an 80% skill in Sailmaking. Business is thriving due to the current popularity of Tulan as a trading town. Merkle is assisted by his son Dusty and his nephew (Fossy's son), Rusty. People often mistake Dusty and Rusty for brothers, as there is a strong resemblance. 1D6 temporary workers are also available for the times when several big ships come in. Prices:

- Custom sail design and production: 8 gold pieces per day.

S-35 EMPTY BUILDING, no sign. Several broken bottles and other trash litter the ground around this building. Cheap wooden construction, simple locks. Owned by Sebastian Mangrum. There is a 10% chance of a group of squatters sleeping inside.

S-36 ANIMAL TRAINER, no sign (quality of work very good; prices high, firm). Cheap wooden construction, simple locks, odd musty smell around back, where windows have heavy iron gratings. Arnold Shakes, cousin to Simpel the paper and ink maker (S-38), is a competent-enough trainer of dogs, horses, and other domestic beasts, but has an ambitious desire to master the training of exotic animals that has nearly gotten him killed on a number of occasions.

Shakes has a Beastmaster skill of 90%, and is known to have trained many of the best hunting and working dogs in the Tulan area. He also provides excellent trained falcons to the rich of Tulan, including old Golias Woodhew, with whom he sometimes spends a peaceful afternoon hawking in the North Woods. Shakes has a Strength of 15, a Dexterity of 13, and has a skill of 50% in Combat, 80% with whip (Level 4 Ranger).

Due to his unfortunate interest in exotic beasts, Shakes walks with a limp (courtesy of a small wyvern) and cannot use his left arm (thanks to a large cave bear he was preparing for a carnival). Not a man to be easily defeated, Shakes continues to study and train all manner of strange creatures and will pay a modest price for anything spectacular the characters bring him. He is also interested in a brave and muscular assistant! Sample prices:

- Superior trained guard mastiff: 120 gold pieces.
- Strong, docile mule, with harness: 3500 gold pieces.
- Trained hawk: 250 gold pieces.
- Occasionally (33% chance): attack-trained white sea eagle, Strength 9: 1500 gold pieces.

S-37 RESIDENCE, no sign. Light wood construction. Martin Klargs, ship's mate, lives here when not away at sea. His daughters, Mary and Beth, work with Rema Mangrum the seamstress (S-44).

S-38 PAPER/INK MAKER, sign of a Quill (quality of good very good; prices high, negotiable). Light wooden construction. Mortemer Stimpel, cousin to Shakes the animal trainer (S-36), makes all manner of fine paper, quills, and ink, and imports exotic writing materials from all over the world. He has a Calligraphy skill of 80% and a general skill in the making of writing materials of 75%. Stimpel sells quite steadily to the tow temples in town as well as the Abbey of Ishap (TR-3). Another of his best customers is Titus Moody the lawyer (S-21). He occasionally gets items of interest to adventurers or other persons looking for oddities. Sample items and prices:

- Fade-away ink, one bottle, black: 30 gold pieces.
- Invisible ink, darkens when exposed to heat, one bottle, black: 5 gold pieces.

S-39 TOBACCONIST, sign of a Tobacco Leaf (quality of wares and service very good; prices high, firm). Pleasant herbal aroma, tobacco and other substances. Heavy wooden construction, simple locks. Orson Sommes, a large and jovial individual, is the owner of this modest but well set-up smoke shop. A smoking enthusiast, he carries an excellent supply of all sorts of smoking substances and paraphernalia. Sample items and prices:

- Best quality "unbreakable" pipe: 20 gold pieces.
- 12 ounces of excellent pipe tobacco: 4 gold pieces.
- Stimulant herbal pipeweed, dwarven: 15 gold pieces.
- "Berserkerweed," popular with adventurers, addictive: 50 gold pieces.

Like many persons in Tulan, Sommes is a retired adventurer. Despite his rotund and jolly appearance, Sommes is still a deadly fighter, for he was a member of the Baron of Carse's elite White Wing guard in his younger days. He enjoys chatting with the soldiers at the town military barracks (S-48). Sommes has chosen to settle down in this pleasant location, and will not take kindly to a threat to his comfort. See the section "The Defenders of Tulan" for more information on Sommes and his friends.

S-40 INN, sign of The Rose and Thorn (good quality lodgings, very good quality food, normal stabling; normal, negotiable prices). Several young women of normal looks are always bustling around the open front doors of this large inn. A strong, pleasant odor of rich sauces and other cooking smells is immediately noticeable near the inn. Stone construction, barred windows, simple locks. Gilford Stanley, a man of slim build with a somewhat oily, fawning manner, is the owner of this inn. Stanley, a widower, is aided by his six cheerful and hard-working daughters. All except the youngest are sadly plain (though excellent cooks and workers), and Stanley is anxious to find husbands for the girls before they reach too mature an age (not realizing how much it will cost him to replace them). Thus he treats all male customers in as pleasant a manner as possible. The girls feel he is overdoing it. Sample prices:

- Common room, per night (availability 75%): 2 gold pieces.
- Bunk in dormitory room, per night (availability 80%): 3.5 gold pieces.
- Small private room with common bath, per night (availability 90%): 5 gold pieces.
- Stabling, per beast (availability 75%): 1 gold piece.
- Very good quality dinner, meat and wine included: 5 gold pieces.

S-41 SPINNER, sign of a Wool Card (quality of work good; prices low, firm). Wooden construction, star-shaped shutters on windows, feminine voices singing inside. Molly Leeds, a handsome widow of middle years, runs this thriving little business, spinning threads and yarn from the wool and goat hair of farmers from Hoxley and the Tulan region. She and her

sisters, Leann and Griselda, have skills of 75%. The girls do most of their business with Sebastian Mangrum the cloth magnate, though they occasionally export material to far away cities such as Carse. See the section "Romance in Tulan" for more information about these women. Sample items and prices:

- 20 lb. bale of fine wool, undyed: 50 gold pieces.

S-42 ALEHOUSE, sign of The Dragon's Tooth (quality of service superb, drinks good, ale superb, food very good; prices high, firm). Rich odor of fresh beer, quiet voices. Massive stone construction, apparently real dragon's tooth set into brass sign. Murdock of Stone Mountain, a burly dwarf from a distant land, runs this fine establishment. He serves the best Dwarven ale and is a true enthusiast on the subject of ale and beer. He also serves good food and offers his patrons free pipes and tobacco (purchased from his friend Sommes, S-39), and in general does an excellent job of making the customer feel at home.

Murdock has casks of ale shipped from his homeland three times a year if possible, at great expense, and it is rumored that he is acting as a trade agent for the dwarves of the region; he certainly sells dwarven artifacts occasionally. Sample items and prices:

- Best dwarven ale, 40 proof: 3 gold pieces per large mug.
- Dwarven-style raggout: 5 gold pieces per person, all you can eat.

Murdock maintains sensible dwarvish customs, which include being closed every Monday, locking up at midnight, and maintaining an orderly establishment where a person can enjoy a mug of ale in peace and quiet. If rowdy customers appear, the dwarf recommends the Flying Cloud Inn (M-88) as the place to go, and even can be seen there sometimes himself. Murdock is another of Tulan's retired adventurers, and is part of the group that recently killed an ogre pack leader in the North Forest. See the section "The Defenders of Tulan" for more information on Murdock and his friends.

S-43 TRADER, "Donstraf der LaMut, Trader" (quality of goods normal, stock selection good; prices normal, negotiable). Wooden construction, shutters, large crates outside during the day, metal locks (Strength 25, difficulty -20%). Donstraf, of the distant Kingdom city of LaMut, is a recent arrival in Tulan and has not been received in a friendly fashion by his many competitors in town. Still, the current boom gives work for all. Donstraf is a general trader with a good variety of items for sale in his warehouse, from basic armor to fishing hooks to leather boots. He has a Bargain skill of 85%. He has a carefully selected range of items in his warehouse. There is an 80% chance of Donstraf having any normal item not available elsewhere in the town. There is a 25% chance of Donstraf knowing where to get any exotic item that a player-character is looking for. Sample items and prices:

- Cheap burlap bags, dozen: 5 gold pieces.
- Leather bag, large: 5 gold pieces.
- Water skin, 2 quarts: 3 gold pieces.
- Wooden block and tackle: 35 gold pieces.

S-44 SEAMSTRESS, sign of a White Spool (quality of goods normal; prices low, firm). Sounds of women talking in soft voices. Quaint decorative hardwood construction, carved wooden shutters showing needle and thread, simple locks. Rema Mangrum, daughter of Thomas (S-10), runs this pleasant little shop, specializing in ladies' gowns. She will also do custom work on mens' garb, but tends to be a bit fussy. She has a Seamstress skill of 75%. Rema is a pleasant and pretty unmarried woman in her mid-twenties (Appearance 14), and is on the watch for likely husband material, as she is sick of living with her dur

father and a brood of other relations. She has three apprentice seamstresses working under her supervision, all young: Lillie (Appearance 11), Mary (Appearance 12), and Beth (Appearance 10). The girls carry on gossip and quiet chatter most of their workday. Sample items and prices:

- Best quality woman's dyed cotton evening dress, suitable for wealthy lady: 150 gold pieces.

S-45 HORSETRADER/SMITH/STABLE, "Pauly Halson, Horses" (quality of stabling and horses normal; prices high, negotiable). Shouts, clatter of hooves audible over fence. Large building with high fenced training paddock, normal wood construction, wood shutters, simple locks. Pauly Halson, with his wife Lorain and his two sons Jergen and Tandor, runs this multiservice establishment near the East Gate. Halson deals in a full range of animals, and has a 75% skill in Horse Training, and a Bargain skill of 80%. There is a 30% chance of Halson having a superior horse such as a warhorse in stock, and a 5% of having an exotic riding beast such as a giant lizard available. Sample beasts and prices:

- Normal horse: 40 gold pieces.
- Trained warhorse, if available (30% chance): 300 gold pieces.
- Large warhorse, if available (15% chance): 700 gold pieces.

S-46 PRODUCE, no sign (quality of goods very good; prices normal, firm). Open door during daylight, tubs of fresh potatoes, vegetables, and fruits, visible. Light wood construction. Sherman the Grocer gathers together quality produce from the many farmers in the Tulan region and brings them to town every day. He also has a stall in Market Square (Main Island) tended by his daughter Zulinka. Sample goods and prices:

- Fresh pears, one large basket: 1.5 gold pieces.
- 15 lb. sack of potatoes: 2 gold pieces.
- Finest garlic, one bunch: 1 gold piece.

S-47 EMPTY STORE, "To Let, Thomas Mangrum." Wood construction, simple locks. A small shop, currently untenanted. A Mangrum representative, Bargain skill 40%, will see prospective buyers. Asking price is 200 gold pieces per month. The representative will point out the favored location of the shop, on the main street leading to the market.

S-48 SOUTH SHORE MILITARY BARRACKS, Seal of Tulan (a key over an island) and Seal of Carse (a stylized castle) on flags on roof. Things are very quiet around this fortified post, the military barracks for Tulan. Groups of soldiers arrive or depart every four or five hours. Massive fortified stone construction, two stories, crenellated top floor, heavy iron doors, arrow slits. The barracks door is usually open, and inside sits Sargeant Zachary Dobbs, available to discuss any problem in the town that persons may have. 1D6 off-duty soldiers are resting, eating, etc. in this building at all times. See "The Defenders of Tulan" for more information about the soldiers and the security of the town.

S-49 UNDERTAKER, sign of a Lily (quality of services good; prices normal, negotiable). Large, black-marble and stone building, two stories, simple locks. Robin Landers is the mortician of the town, providing modest funerals or lavish wakes depending on the income of the bereaved group. Landers, a cleric and scholar with a 20% skill in Religious Lore, is able to perform many different funeral rites as well as those of the local religions. Landers has a beautiful garden in the back of his

establishment where quiet or modest rites may be observed. Sample prices:

- Pine coffin, basic rites: 8 gold pieces.
- Bronze and iron coffin by Gaultworthy the metalsmith (S-24), full Southern Earth-cult rites including cremation, copper ceremonial daggers: 3500 gold pieces.

S-50 MANSION. Many well-dressed persons enter and leave this building throughout the day and late into the night (1D4 per four hour period). Massive brick construction, three stories, tiled roof, ebony doors, walled garden in back, shuttered windows, odd and intricate metal locks (Strength 30, difficulty -50%).

"Smiling Ed" Flangor, a popular financier and fixer, operates out of this pretentious mansion (wealth great). An expert salesman and intriguer, he has a Finance skill of 60%, a Bargain skill of 90%, and an Appearance of 14. He operates a vast web of connections that ranges over many cities in the greater geographical area. In particular, Flangor is a member of the Merchant's Council in several cities, and secretly holds a high rank in the Thieve's Guild. He visits the Carse chapter of the Guild once a year, and is slowly building up an organization in Tulan.

"Smiling Ed" and Northside Johnny (M-18) are cronies and mastermind much of the theft and arson in Tulan. A citizen of Tulan for 5 years, Flangor has wormed himself into the hearts of the business community. Accusations without proof would be met with laughter (or arrest of the accuser) by most of the people of Tulan, including the Sheriff, although old Goliath Woodhew, retired patriarch of the Woodhew clan, has had suspicions of Flangor for several years now. Flangor's weaknesses are his great arrogance and secret contempt for the honest and peaceful citizens of the town. He always accepts risky propositions, even though they might blow up in his face. So far, his skills have carried him through.

Flangor shares his mansion with his current "houseguest" Marlita (age thirtyish, Appearance 17) and a constantly changing handful (1D6) of other shady individuals from many far-off places. It is possible that the player-characters will be invited to be guests of their friend "Smiling Ed," especially if they seem rich and gullible. Flangor employs a major-domo, three lovely maids, two cooks, and two effective and treacherous guards (Combat skill 40%, Heavy Crossbow skill 75%, Dexterity 16, Level 4 Assassins).

S-51 MANSION, seal of the Woodhew family on doors and shutters. Guards appear and flank the great front doors whenever anyone enters or leaves the mansion. Massive white and pink-veined marble construction, 3 stories, heavy doors, gilded iron shutters over many bull's-eye glass windows, metal locks (Strength 25, difficulty -25%).

Old Gollas Woodhew, cousin to Markham (M-20), Farley (M-54), and Lothgrin (M-71), owns this superb mansion. A large and robust older man, Gollas Woodhew is the patriarch of the numerous and popular Woodhew clan of Tulan. He is retired, having made a fortune in shipping and trading twenty years ago, and spends his time hunting and flying his falcons, sometimes in company with Arnold Shakes (S-36).

Gollas's second wife, Marge, and Gollas's six children all live in the mansion. His oldest son Rance now runs the family business empire, and is known to occasionally finance trustworthy adventurers for a sizable share of the profits (see the section "Seeking Employment as Adventurers" for more information). Rance has a skill of 90% in Finance and an 80% in Bargaining. Gordon, the second son, and Gifford, the third son, are noted scholars and sages, studying such esoteric subjects as geology, botany, and biology. Gordon has a skill of 40% in

Mineral Lore and 30% in Plant Lore. Gifford has a skill of 65% in Animal Lore, and is frequently consulted by his family and local persons on veterinary matters (both are Level 6 Sages). Consultation fees for either brother are 10 gold pieces per hour.

Richard, the youngest son, is known to be a rake and wastrel, and can most often be found in the company of the elegant and slightly disreputable gambler, Northside Jonny (M-18). Jonny has also been known to escort young, unmarried Ariette Woodhew (Appearance 17) to Tulan's many social functions. The older Woodhew daughter, Gwen (Appearance 14), married an adventurer some seven years ago, and still waits for his return. The youngest daughter of Golias is Tess, a charming child.

Fameeva Tulara is the companion of the Woodhew daughters. A lovely girl with dark, sultry looks (Appearance 16), Fameeva is of Southern descent. Certain rumors are told linking her and Golias but, if she is the mistress of the great man, she is very discreet.

S-52 MANSION. Pretentious brick construction, two stories, shuttered windows, simple locks. A shipowner and his family live in this little mansion.

S-53 MANSION. Sturdy brick construction, 2 stories, barred windows, metal locks (Strength 20, difficulty -15%), guard dog living inside. A landowner lives in this mansion.

S-54 MANSION. Barred guard window in front door. A guard's face is visible, scrutinizing any persons gawking at the mansion. Massive granite and brick construction, two stories, iron shutters on windows, heavy doors, massive metal locks (Strength 30, difficulty -25%). Reclusive Marvel Turner, a man of mystery in Tulan (wealth vast), inhabits this impressive villa. All the townsmen can say for sure is that he and a group of guards arrived in Tulan about 10 years ago. Many rumors are available about this man, the most prevalent theme being his incredible wealth and secret pursuits.

Turner, a retired adventurer, was a slaver for many years and a high-ranking member of the Brotherhood of Slavers, until he lost a power struggle and had to flee for his life. Turner, age 53, has a Combat skill of 55%, a Bargain skill of 80% (from his years as a slave-taker), and an Appearance of 14 (Level 4 Assassin). He chose the pleasant surroundings of Tulan as his new home, but still lives in fear of someday being found out. Turner is particularly afraid of Grafton Fleeg (M-64), whom Turner knows is a member of the Brotherhood.

Turner has four loyal retainers living in the house with him, with Combat skills of 60% (Level 3 Assassins). Most of Turner's wealth has been spent, but he owns the mansion and lives a modest life style for the most part, although women are a weakness. He has 3000 gold pieces of cash at the mansion and the rest of his wealth at the town bank (M-78). He also employs a butler, a maid, and a cook.

If the characters were to find out his past and report to the Brotherhood, there is a 50% chance of a reward of 3D6 x1000 gold pieces being paid to them, and a 20% chance of them being marked for death at the hands of assassins for interfering with the business of the Brotherhood. Turner himself would be willing to give up around 10,000 gold pieces in ransom, but would try to retrieve his cash and kill his blackmailers once they were off their guard, probably taking out several contracts on them.

S-55 RESIDENCE. Solid stone construction, wooden doors, simple locks. Gliddon Pierce is a retired merchant who was in partnership with the Mangrums. He now spends his days in comfort, often appearing at one of the many inns or alehouses of

Tulan and recounting his youthful adventures as a back-country trader.

S-56 RESIDENCE. Massive stone construction, barred windows, simple locks. A large and well-to-do merchant family resides here.

FISHTOWN. This large area on the western end of the South Shore area consists of about fifty flimsy wooden huts and shacks, in which live most of the working class citizens of Tulan (laborers, fishermen, dockworkers, etc.) and their families. On the beach in the evening can be seen a score or more of small sailing vessels and rowboats, as well as many large nets being repaired. At the small Fishtown wharf four or five larger fishing vessels are moored. It takes the fishing fleet about an hour to make the trip downstream to the mouth of the Wyndermeer.

The residents of Fishtown are clannish and suspicious of strangers. Visits by impoverished adventurers are not appreciated, wealthy adventurers even less so.

The Outer Islands

THE FERRY: The Tulan ferry makes a slow trip around the various islands of Tulan during the day, ferrying caravans, farmers, and other travelers across the river, and transporting goods from one island to another. The ferry's route starts at the road dock, on the western shore of the Wyndermeer (next to the head of the road); stops at the dock on North Island; stops at the dock on Garden Island; makes a longer halt at the main barge dock on Main Island (M-12); and ends up at the barge dock on the South Shore (S-4). After a halt to pick up passengers, the ferry retraces its route. Occasionally it makes a trip to Boat Island.

GARDEN ISLAND: Traders from far cities come to Tulan to purchase crops grown on the town's famous Garden Isle. This small farming island has subtle magical properties that grant the cash crops grown there unusual size, improved taste, etc. Many crops not native to the region of Tulan can be grown in the hospitable environment of the Garden Isle. The rich river silt that covers this island never seems to wash away, even after floods or storms.

Overseer Gil Shaldon tends the valuable rows of exotic crops on the island. Much of its produce is exported from Tulan. Its total area is only 3.5 acres, but the remarkable nature of the crops grown there has preserved the island from development by the citizens of Tulan. The usual crop mix on Garden Island consists of pepper plants, tobacco, oranges, various spice plants, and opium poppies.

BOAT ISLAND: The channel next to this island was originally far less deep than it is now. At great cost and effort, a team of workers, supervised by engineer Carl Bilkis (S-16), dredged the river as shown in the main map (the channel is marked by large buoys, visible from a great distance, even at night). This work increased Tulan's fortunes once major vessels began to arrive at the town itself, rather than docking at the mouth of the river, downstream, and sending boats up to Tulan. Now there is talk of increasing the docking space on the island. The only location of special interest is the shipyard, the Tulan Ship and Boatworks (quality of work good; prices normal, firm). Bosey Charles runs this, the main shipyard in town. Its yard is small but its workers are experienced. Repairs are done with a skill of 80%, modifications with a skill of 75%.

GOAT ISLAND: This tiny grazing island is home to a family of goats, thus its name. The owners were surprised to find that the pasturage renewed itself far faster than normal. When the magical properties of the island were understood, the owner, Jomar Kell, planted extra pasturage, including several exotic kinds of plants not native to the region, and began to raise unusual animals. Kell has a Bargain skill of 45%. Following is the current stable of creatures, carefully tended by Gar Hobs (Combat skill 30%, Scan skill 70%, Strength 15, Constitution 16; Level 2 Ranger) and his sons:

- 8-12 fat white goats (depending on the season).
- One great red bull of the finest Eastern Kingdom breed, often put out to stud in the herds of the area.
- One unicorn, male, in excellent condition (horn attack 80%).
- Two lovely mermaids, kept in a magic coral cage underwater.

NORTH ISLAND: The milk from this little dairy island, home to 12 finely-bred white cows, is famous for its flavor and nourishing properties. The magical pasturage of North Island, like that of Goat Island, renews itself several times faster than normal, and feeds far more animals than such a small acreage would normally do. Once again the magical ambiance of Tulan's islands has enhanced a simple agricultural product. Finely packaged, the milk and cheese of the North Island dairy command high prices. Parnel Swofort, owner of the island, claims the milk from his dairy can boost the growth of children and lengthen the life of older persons. Sample prices:

- Six one-quart bottles of milk, fine blue pottery, Seal of Tulan on each bottle: 18 gold pieces.
- One 16" cheese, wrapped in fine cotton, with the Seal of Tulan embossed into a bronze disk tied onto the package: 12 gold pieces.



Gar Hobs, the shepherd of Goat Island, passes on the latest joke from the main island to one of his charges, while he keeps an eye on the rest of the animals.

The Tulan Region

The locations below are found in the region of the town of Tulan. All these places are well known to the rural folk of the area. You are encouraged to add other locations to these, especially in the North Forest, a small but heavily-wooded area.

The following unnumbered locations are named on the map, but are not assigned reference numbers:

THE RIVER WYNDERMEER, a major river running through the town of Tulan, at which point it narrows and shoals.

WAGON CREEK, a large creek running through the village of Hoxley. A minor branch of the Wyndermeer, diverging at a point far to the north, it is navigable only by small craft. The creek passes through the Hoxley Marsh, enters the village of Hoxley, and continues to the sea.

THE NORTHWEST ROAD. This heavily-used trading route, built by men of the Kingdom culture invaders many years ago, still is in tolerable condition. The road comes from the distant lands to the east. Where it crosses the River Wyndermeer stands the recently-built town of Tulan of the Isles, built at the old ferry point. The road continues west through the dense woods of the North Forest and past Merton's Hill (see below). At this point, past the woods, the highway turns north and passes through the Village of Hoxley. It takes a tiny bend around the foundations of an ancient fort, and stops at the Wagon Creek ford. Past the ford, the highway continues north for many miles, ending at last at the mighty city of Carae.

The following locations may be found on the map of the Tulan Region. They are numbered below for reference purposes, though not on the map.

TR-1 TOWN OF TULAN. See listings for Tulan.

TR-2 VILLAGE OF HOXLEY. See listings for Hoxley.

TR-3 ABBEY OF ISHAP. Relief sculptures of the gods of the Ishap pantheon are visible on the high marble facade of the main temple of this complex. Quiet sounds of monkish singing can be heard. The abbey consists of a temple, a dormitory, and a winemaking facility, all protected by a 16-foot high stone wall with a large fortified gatehouse, usually staffed by two monks. All buildings are of heavy stone construction, with barred windows and simple locks. The temple entrance is protected by great bronze double doors.

The Ishap religion has existed from before the time of the Kingdom, perhaps even before the Old Race itself. The Ishapians worship two groups of deities. Only the inner circle of the cult is privy to the lore of the higher gods. The many lesser gods of Ishap serve well for all normal purposes, and give their worshippers as much power as any other gods. The higher gods of the Ishapian pantheon are lonely beings of awesome power, rarely bringing their attention to bear on the lowly world of men.

The Ishap religion is a product of an ancient, highly civilized, and intellectual culture, and serves the needs of town dwellers and other sophisticated classes more than it serves simple peasants and other ordinary folk. The most advanced Ishapians value suggestion and manipulation over direct action. The priests of Ishap prefer to remain inconspicuous and unknown, and act with modesty in all ways. As a result, even though the Ishap pantheon is worshiped in the region, the abbey

is situated in this inconvenient location rather than in the town of Tulan or any other settlement.

The abbey holds a permanent staff of five priests and 25 monks. A self-sufficient farming community, the abbey also sells fine wine and other products to the town of Tulan. The dormitory building often holds small parties of pilgrims from distant lands (50% chance per week of arrival of one party of 2D6 pilgrims).

TR-4 MERTON'S WOOD. The woods to the south of the road are named after a powerful lord whose reign ended some hundred years in the past. His ancient fort stands in ruins on a hill at the edge of the woods.

Old wives of the Tulan region still claim to know the secret of the location of old Merton's buried hoard of plunder, and try to sell maps to credulous adventurers. There is a 3% chance of the characters getting an accurate location from anyone in Tulan, 10% chance of an accurate location from persons in Hoxley. You must determine the exact location of the hoard yourself (it does not appear on the map, since you may want to show this map to your players). The hoard consists of the following items:

- A chest of primitive jewelled ornaments and items, value around 10,000 gold pieces in material, around 15,000 gold pieces to a collector of such objects.
- A barrel of large, antique silver coins, value 4000 gold pieces.
- Four ancient longswords with silver-chased blades, all of +1 magic.
- A ceremonial axe, double-headed, blessed by Silban, the Earthmother. +3 to worshippers of Silban (or similar deity).

TR-5 MERTON'S HILL. The blackened and aged ruins of a small stone fort are visible for miles at the top of this hill. The fort has been stripped bare by other adventurers years ago, but is still a strong defensive position.

TR-6 HAMLET OF TILSHAM. A tiny settlement of around ten farming families.

TR-7 NORTH FOREST. This dark forest is reputed to contain many secrets and evil entities. The trees are old, tall, and closely packed. The forest is unsafe to ride through at any speed greater than a walk, due to hanging branches, clumps of thorns, etc.

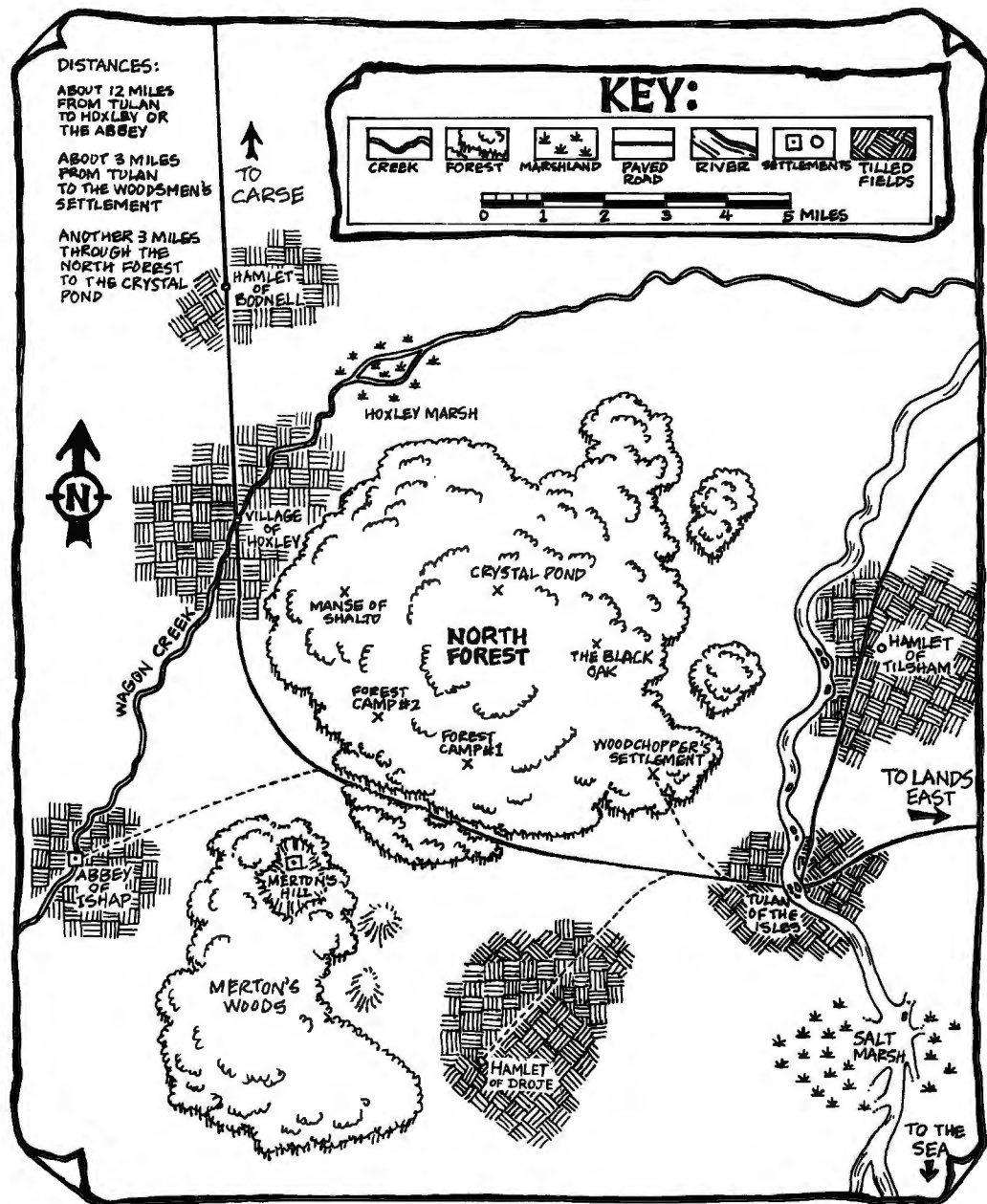
TR-8 HAMLET OF DROJE. A small settlement of a dozen or so farming and herding families.

TR-9 CRYSTAL POND. Located in the heart of the North Forest, this famous magical pond is rarely visited by any except adventurers or daring local youths. The water of the pond is known to be beneficial to mankind, but some who return from the pond suffer bad luck in the future.

The pond is said to be haunted, although folk give different descriptions of the ghost.

Persons who search for the pond find a large, still pond hidden in a grove of alder trees. The pond is about a quarter-mile long and oddly untenanted by any birds or fish. The only sound is the dripping of dew from overhanging water plants. The water is very cool and transparent, and the party can see a narrow sandy bottom around the edges of the pond, disappearing towards the deep center.

The Tulan Region



The water seems thicker and slower-flowing than normal water, more like mercury or some other exotic material. Drinking the water of the Crystal Pond has the effect of a very mild healing potion, restoring 1D3 hit points. There is also a 50% chance that the spirit of the pond casts its fog upon the party (see below) whenever water is removed from the pond.

Any armor, weapons, or other metal immersed in the water of the pond become very hard, with a 25% increase in armor points and a 10% increase in damage (a D10 would increase to a D10+1, for example), but the metal also becomes magically brittle, with a 20% chance of shattering in combat per round.

The rumors about the pond are true. The pond is inhabited by an unpredictable and fickle female water spirit of great power and age. The spirit dislikes all other female beings and enjoys flirtation with male beings of any race. She has a skill of 115% in all water magic (Spirit Magic), a Strength of 15, and an Appearance of 16. She lives in the center of the pond, about 40 feet down, in a huge white shell (Level 16 Mermaid or similar monster).

In addition to manifestations of the water spirit, ghosts of the spirit's victims can sometimes gain influence over characters who wait at this place too long.

Crystal Pond Event Table: The following event table gives the overall probability of various magical events occurring while characters are in sight of the pond. Each roll takes one hour of time. Do not activate a rare event (such as 01-03) without causing the party to wait for at least 1 hour.

01-03: A beautiful gold necklace beckons to a single adventurer. If that character should dare to dive in and recover the necklace, the ghostly figure of a richly-dressed human woman appears to the party, and makes a request: "Oh brave warriors, give me vengeance: kill the evil spirit that lurks in this pool!" The necklace is worth 5000 gold pieces if melted down, 10,000 gold pieces if sold to a collector.

If the party leaves without fulfilling the ghost's request, a curse of +3 magical power is placed on the necklace, bringing bad luck, accidents, increased chance of fumbles, etc. The curse can be sensed by any competent mage or by an experienced merchant with proper training.

04-15: An eerie silver mist appears over the pool. If the party stays put, they risk falling asleep for 6D6 hours of time, during which they may be found by any enemies, robbed, killed, etc. The silver fog has +6 magical strength against any who resist. Once breathed, it takes effect.

During their sleep, the characters are contacted by the spirit of the pond, who appears as a tall, unclad female figure with luminous silver scales instead of skin and pearly webbing between her arms and body. She warns them against offending her. Rude or haughty characters have their sleeping bodies drawn to walk into the water and drown.

Friendly male characters are also drawn into the pond, but are granted the power of breathing the waters of the pond (at least until they offend the spirit). If the character selected by the spirit is handsome and charming, the spirit grants a gift of a magical crystal gem to the character. The gem increases the Appearance of the recipient by 1D6 points when alone with a female member of the character's race.

16-18: The party has a blessing placed upon them, with a 10% chance of wearing off each day. The recipients feel refreshed and rested. A bonus of +5% is given to all skill rolls the characters attempt while blessed by the spirit of the pond.

19-97: A soft, cool wind blows over the pond, bringing sluggish ripples, but no other effect.

98-00: A water-logged skeleton in rusted armor staggers up from its resting place near the shore of the pond, where it was hidden under a heavy clump of water weeds. Activated by the ill will of the water spirit, it attacks with both claws with a Combat skill of 70%. A search of the water where the skeleton appeared reveals 2D6 further skeletons, obviously an unlucky group of adventurers.

TR-10 WOODCHOPPERS' SETTLEMENT. A good-sized community of 5D6 itinerant woodsmen and charcoal burners and their families.

TR-11 FOREST CAMP #1. The North Forest occasionally harbors brigands, outlaws, and other predatory bands, including the pack of ogres recently defeated by the band of citizen-adventurers from the town of Tulan (see "The Defenders of Tulan"). This small clearing in the forest holds a few shacks and a firepit. Bandits or hunters sometimes camp here (10% chance of bandits, 15% chance of hunters; it may be hard to tell the difference at a distance). On rare occasions, a group of ogres or trolls uses the campsite as a base for their attacks on the rural folk of the area (3% chance).

TR-12 FOREST CAMP #2. See TR-11.

TR-13 THE BLACK OAK. An area of dark repute, the woods around the Black Oak are both feared and revered by the more superstitious peasants in the area, who quietly visit the oak at least once a year on the winter festival or similar occasions. The area is sacred to several ancient and cruel nature gods, worshipped only stealthily since the region has become more civilized.

There is a 5% chance that a sacrifice (an animal or an unlucky, impoverished stranger) will be made at the Black Oak on any moonlit night by 4D6 excited rural folk. These folk include several hunters with bow skills of 80%, and at least one priest with a Divine Magic skill of 30% (Level 4 Evil or Chaotic Cleric).

TR-14 SALT MARSH. This marsh reduces the effects of the tidal action of the sea. The presence of the marsh, combined with the magical aura of the Isles, permits the residents of Tulan to build their homes only a few feet above the level of the river.

The marsh is very dangerous to heavily-armored or inexperienced persons, and often is shrouded in fog. It is sometimes home to bands of river pirates or monsters, who prey on the weaker persons or groups passing along the river. The Sheriff usually hires a group of adventurers to clean the marsh out every year or so. The chance of pirates using the marsh is 15% per month; the chance of lizardmen or other monsters taking up residence is 8% per month.

TR-15 HAMLET OF BODNELL. A small community of herders and farmers, about 20 families in all.

TR-16 MANSE OF SHALTO. The reclusive mage Shalto inhabits this large villa deep in the North Wood. A mighty magician, Shalto prefers the solitude and privacy of this location. Persons who interrupt his experiments (33% chance) find his wrath unpleasant.

Shalto, a tall, imposing man, often stops by the village of Hoxley to get supplies. He usually visits Tulan at least once a month to examine the wares of the resourceful trader Josh Troon (M-6), and often stops by the home of Jamal of Kesh (M-7).

Shalto has a skill of 90% in 10 spells and a skill of 75% in 4 very powerful spells (Spirit and Sorcery Magic: Level 17 Magic-User). He possesses a +5 wand of Paralyzation with 9 remaining charges, that can be used against group targets. His familiar is a black crow.

TR-17 HOXLEY MARSH. A small marsh between Wagon Creek and the Wyndmeer River, navigable by coracles and other tiny craft. A settlement of marsh people (1D4+2 families) is here.

The Village of Hoxley

Introduction

Hoxley is a fully-populated fantasy village compatible with most roleplaying games. If you are not utilizing the Tulan region, but are using the village by itself, Hoxley should be placed on a stream or tributary. It is situated along a major land trading route, more than a week's travel from the nearest city, near light to medium woodlands.

In addition to the data on Hoxley, a scenario, "The Silent Village," initiated in the town of Tulan and set in Hoxley, appears below. Certain information in the location listings pertains only to this scenario. Italicized material in a location listing is for use in the scenario only, and should be disregarded if you are not running the scenario. Characters with their names or residence locations between {brackets} are hostages during the scenario.

The History Of Hoxley

Hoxley is a stopping point along the road between the city of Carse and the port town of Tulan of the Isles. Many years ago, the founders of the village received a Town Charter from the Baron of Carse establishing Hoxley as an official vassalage of Carse. Hoxley receives the protection of the Baron, in the form of regular visits by the Baronial Patrol (see "Law and Order in the Tulan Region") and the village pays modest taxes in return.

The village has slowly but steadily grown over the years as the town of Tulan, some 12 miles away, has prospered. Besides serving Tulan, Hoxley trades with the nearby Abbey of Ishap (TR-3), functions weekly as a convenient market for the farmers from the hamlet of Bodnell (TR-15) and other rural folk, and serves as a comfortable stopover for overland caravans nearing or leaving Tulan. Tulan consumes about 95% of Hoxley's sales grain, produce, and herd animals.

Hoxley is a quiet place, where little news of the outside world intrudes. It is about a day's journey to the town of Tulan. This distance keeps non-business travel between the village and the town of Tulan to a minimum, and many residents of the village have never seen Tulan even once.

The Social Order In Hoxley

Hoxley is governed by a mayor (H-4), who handles tax collection, local disputes, and all orders, warrants, and writs coming from the Baron of Carse. He receives a small allowance from the village for these functions, as well as an annual sum from Carse. There used to be a Constable but he died several years ago of old age and, as no one else has applied for the job, it is vacant. There are no other village officials. The most influential citizens are the wealthiest farmers of the village.

Most disputes are handled privately between villagers; on the rare occasions when outsiders cause trouble, the locals band together to run the strangers out.

The References For Hoxley

Unlike the town of Tulan, which exhibits a wide range of architectural styles and levels of construction quality, the buildings of Hoxley are uniformly of cheap wooden construction, with thatched roofs. Security measures are confined to dogs. No quality of construction or security notes are given for Hoxley, unlike Tulan.

The Village Of Hoxley: Locations

H-1 SHED. This large, two-story building is the storage shed for Mayor Shodwhite's (H-4) mill. Here he keeps his equipment, tools, and empty grain sacks. Journeyman miller {Douglas Fringle}, his three cats, Herbert, Henery, and Boots, and apprentice miller {Alan the Halt}, Jergun the Fisher's (H-30) lame son, live here.

BANDITS: *Swinegarth, Rolly Gilfren (daylight hours); Zack Avery (nighttime).*

TOWNSPEOPLE: *Douglas Fringle (H-1), Alan the Halt (H-1), Matilda Shodwhite (H-4), Barney Crugle (H-8), baby Joanna Shandon (H-11), Jenny Semple (H-13), Drusilla Switvey (H-17), Rafe Broom (H-22), Lauren Harguen (H-27), George Turney (H-30), Beth Fowler (H-33), and Ronald, nephew of a wealthy citizen of Tulan, are all hostages being held in the main storage area among the sacks of flour. A Scan skill roll to notice the hostages has a -20% modifier, due to the flour sacks covering the hostages.*

EVENT: *Any player-character approaching the mill area on the path will cause Swinegarth to approach them before the player-character can reach the building. Swinegarth has a Scan skill of 75% and a Listen skill of 80%. He will say he is the journeyman miller and will explain the player-character that no one is allowed to visit the mill without the miller's permission. He will direct anyone who asks to the miller's home (H-4).*

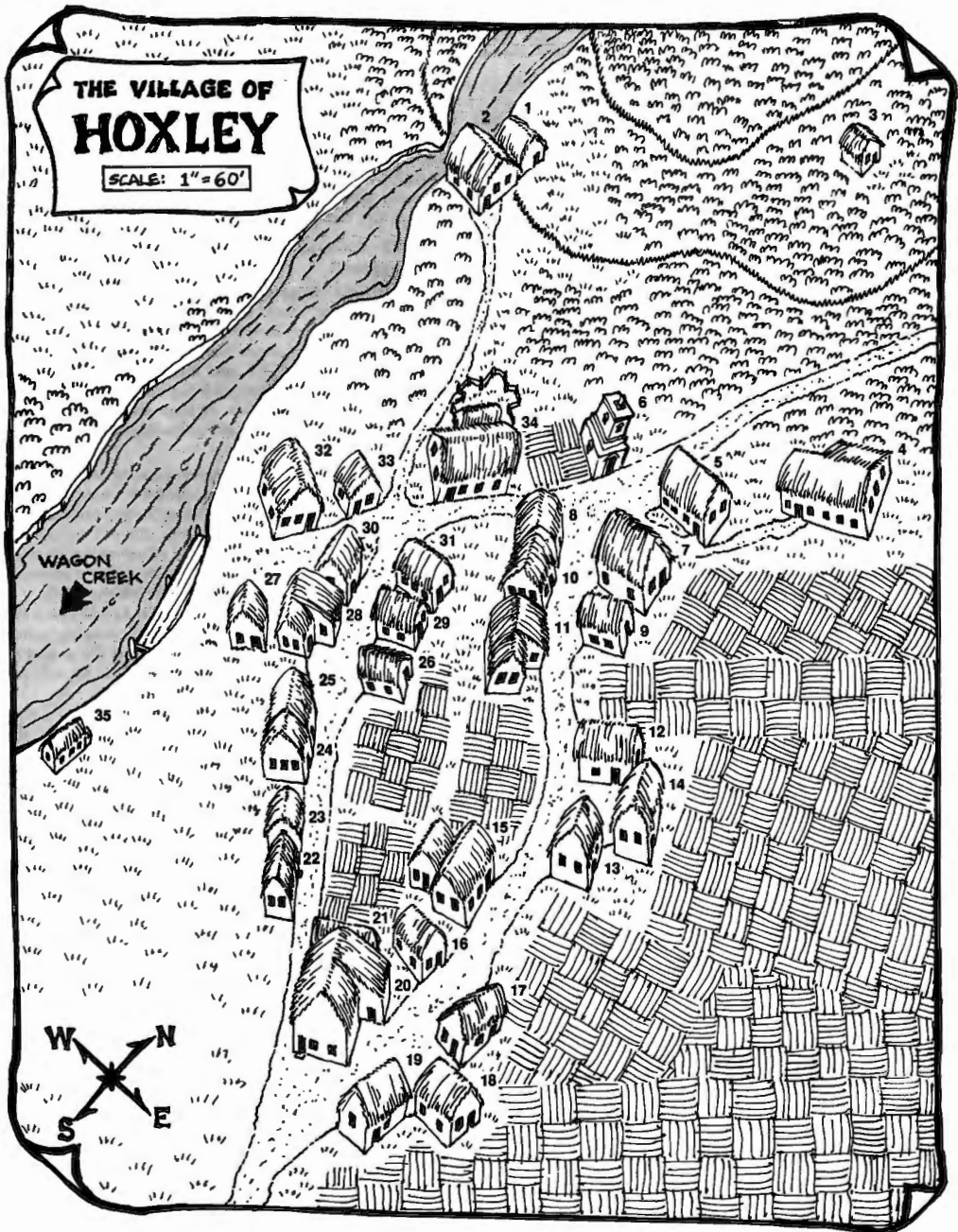
If anyone tries to force past Swinegarth, he will attack them, calling the alarm to Rolly Gilfren, who will be standing watch at top of the stairs with an oil lamp close to hand. Oil-soaked rags and wood have been placed in several locations in the mill. Rolly Gilfren will fire the building in 1D8 minutes.

Player-characters may approach the mill undetected from the woods (10% chance they will hear a baby's crying), but if they burst through the mill or shed door Rolly or Swinegarth will fire the mill within 1D6 minutes unless both are immediately engaged and incapacitated or killed.

After dark, when Rolly and Swinegarth are not in the mill, Zack Muldoon will be on duty with Avery. If Avery is killed, there is a 65% probability that Zack will not fire the mill and kill the children. If Avery is not killed, Zack will fire the mill in 1D8 minutes. Avery will only fire the mill if Zack is killed, then he will do it as soon as possible.

The random times above for the outlaws to set fire to the mill represent the point at which the fire will have reached a full blaze. Once the rolled time has elapsed, the mill is burning out of control and the hostages are doomed. The outlaws start the fire with the oil lamp at once, but it may be extinguished before the rolled amount of time passes.

H-2 MILL. Hoxley's Mayor, Algenon Shodwhite (H-4), operates this successful mill. Farmers from all over the area bring their grain here to sell. Mayor Shodwhite inherited this mill from his father, along with the job of town mayor, which has gone to the miller for the last fifty years. The townspeople rightfully have determined that the miller, being one of the few men in town who can read, is the one best able to deal with the occasional legal matter coming from the Baron. Being the richest man in town, he makes a fine tax collector (taxes stay low). Journeyman miller Douglas Fringle {H-1} oversees the mill operation, assisted by Alan the Halt {H-1}.



OUTLAWS: *Swinegarth (daytime) or Avery (nighttime) have a 65% probability of being in the mill proper or in the apprentices' quarters during their watches.*

H-3 SHACK. Bizarre odors of decay, mildew, and weeds pervade the area around this small home. Braving the odor requires a Constitution x5% roll on D100. Jon, a hermit, called Odd Jon by the locals, lives here. He is a strange, thin fellow, with a drooping mustache and wild cast to his eyes, who intersperses his conversations with occasional wild cackles. He spends most of his hours wandering about the river banks looking for special herbs and mosses, which he uses to make his brews. What these brews are good for, no one has determined, but the strange and usually unpleasant odors which issue from Jon's huts contribute to his isolation. No one has the stomach to build within several hundred yards of his hut.

Jon has created a potion to control rats, which he is trying to sell to the miller. Other potions in his possession are 1) Potion to lure fish (only works 30% of time), 2) Potion to repel crows (30% probability will attract them) which he sells to farmers, 3) Potion to cure warts, and 4) Potion X (It's a potion of invisibility, but as no one's ever been around when Jon's tried it out and he doesn't own a mirror, he has no idea what it does).

Jon: 0%explain, 0%betray, 25%help: Jon will offer 2 doses of Potion X to the party, which surprises everyone by creating invisibility on the drinker, each dose lasting 20 minutes.

H-4 RESIDENCE, "Mayor." A man and woman can be heard quarelling loudly 20% of the time by persons approaching this well-kept home. Mayor Algenon Shodwhite, owner of the Hoxley mill (H-2) and his family, wife Gertrude, son Reginald, and daughter {Matilda}, live here. The mayor is the town's richest man, due to the success of his mill, and also acts as the local tax collector, judge, constable, sheriff, Baronial agent, and any other official capacity needed. He is a very good miller, with a skill of 85%, but only passingly competent at the other offices. His tax tallies have been off for the last thirteen years, but as the amounts sent to the baron are so trifling, no one from court has ever bothered to audit him. A stout, florid-faced man, Mayor Shodwhite is given to holding forth nightly at the Riverside Inn (H-34), where he can be heard speaking on any topic imaginable.

The Shodwhite family is an odd mix of personalities. Gertrude is a dowdy woman of ample girth, who seems to have one occupation in life, making Algenon suffer for some past indiscretion. Any who pass the mayor's home late in the evening can hear her bellowing at Algenon about his "idling away the night." Reginald has dreams of taking service in the baron's army, an idea which brings down the wrath of both his parents whenever he mentions it. Reginald is a homely boy of indifferent wits, who has failed miserably as a miller's apprentice, and his father is just about resigned to his becoming the first Shodwhite in generations not to be a miller or town mayor. For reasons not understood by anyone, Matilda is both bright and beautiful, a young girl already the object of much male attention in the area (age 16, Appearance 15, Intelligence 15). She is keeping company at present with Nelson Grooms, the son of Herbert the boatwright (H-28).

Over the years Shodwhite has supplemented his income by looting the bodies of several wounded or dead adventurers. Buried under the floor boards of the home is his treasure, gems, gold, and other plunder amounting to over 2,500 gold pieces.

OUTLAWS: *Silent Kamal, acting the part of a servant (daytime).*

EVENT: *As the mill is his livelihood and his daughter Matilda is a hostage, the mayor will not let anyone go to the mill, and will use any excuse to hurry the adventurers out of town. He will offer no threats, but will make up stories like crazy about buried*

treasure in the woods, jobs in other locations, gold in the streets of Tulan, etc. It should be apparent to the player-characters that something strange is going on, but no hint of what it is will come from the mayor.

There is a 15% probability Foul Luther will be at the Mayor's home during the day the first time player-characters go there, and he will be introduced to the adventurers as the mayor's cousin from Tulan. If the characters have spent more than a week in Tulan, they may realize that such an ill-spoken and unsavory character as Luther would not be likely to be a resident in the law-abiding town of Tulan.

Shodwhite family: 95%betray, 2%help, 0%explain.

H-5 FARMHOUSE. Unwashed laundry and a number of empty bottles are visible on the porch of this seedy farmhouse. Hoggie Burns, his sons Wilfred, Sigfred, and Jake, live here. All three Burnses are tall, broad-shouldered, rugged-looking fellows. A widower, Burns has allowed the house to become terribly run down, though the farm is still profitable. This has caused the mayor (H-4) and Henny Brigs (H-7) to become upset, as they own the two nicest homes in Hoxley, and the Burns residence makes their carefully-manicured homes look shoddy by association. They don't mind the lack of paint upon the building as much as the goats living in the house. The level of complaints tends to increase and decrease depending upon wind direction.

The three boys are all good workers, and Wilfred, the eldest, is looking about for a wife and a farm of his own, in that order.

Burns Family: 95%help, 2%betray, 5%explain.

H-6 SHRINE, Silban. This is the local shrine to Silban, "the Bringer of Harvests," worshiped by most of the locals as the Earth Mother, goddess of the harvest and forests. Brother Timothy, a red-headed, bushy-bearded, thin fellow, oversees the care of the shrine and leads worship services when needed. At almost all other times he is in the Riverside Inn (H-34). While he is a non-drinker, he loves to go there and argue with mayor Algenon Shodwhite (H-4) and anyone else around about most any topic. Timothy has a warhammer and a coat of leather armor in a chest somewhere in the shrine loft.

Brother Timothy: 0%betray, 5%help, 15%explain.

H-7 FARMHOUSE. Farmer Henny Brigs is the richest farmer in Hoxley, owning his own full team of horses, which he rents out to the other farmers when needed. He also is the only man in town to "oppose the policies" of the mayor, which is to say he wants the job. As no one else in town cares, he hasn't been able to develop any political clout. Brigs is a thin, small fellow, with a receding hairline. He lives alone and is something of a regular at the Sleeping Wolf Tavern (H-20). He has a hired man, Malcom, who lives with the horses (H-9).

Henny Brigs: 0%betray, 80%help, 100%explain.

EVENT: *Brigs offers the player-characters 2000 gold pieces in cash and goods as a reward to chase the bandits from town before Obara arrives, with the condition that he get credit (he wants to be mayor). And he will order his hired hand Malcom to help out. He has a list of who is inside the mill (except Ronald) and knows where each bandit is.*

H-8 GENERAL STORE, "Odds & Ends" (quality and selection of goods very good; prices low, negotiable). Jeremiah Crugle, an affable, bushy blond-haired, itinerant trader, and his wife Marcella, run this general store. Jeremiah is out selling to distant farmers and villages about half the time (50% probability he is absent), at which times his wife and son, {Barney}, run things. Jeremiah Crugle has a Bargain skill of 80% and a Combat skill

of 60% (Level 4 Fighter). Marcella is a happy, heavy woman of middle years, with a Bargain skill of 50%. Barney is a bright youngster of thirteen years who wants to be a trader like his father.

Crugle buys whatever he can from the many passing caravans (that they'll sell cheaply) and tends to have an odd but interesting selection of items around for such a small village. There are always lightly-damaged, repairable weapons about (75% probability of finding any normal class weapons, 15% chance of exotic weapons) and he sells them very cheaply. There are also a lot of one-of-a-kind artifacts purchased from travelers, many of which Crugle does not understand. There is a 45% probability of any normal, non-weapon, non-armor, non-magical item being for sale in the store, and a 10% probability of a used weapon or piece of armor (roll once for each request by type) being for sale. Sample goods and prices:

- Notched greatsword: 12 gold pieces.
- High-quality spinning wheel: 7 gold pieces.
- A book in an unknown language (a +2 Book of Healing, written in the temple language of those who follow LaTimsa the White, a Southern deity): 100 gold pieces.
- An intricately-feathered headband, worth 1,000 gold pieces if sold to a collector: 350 gold pieces.
- An interesting clay sculpture of a dragon, bright red and gold glaze, won in a dice game from a crazy adventurer who claimed it was incredibly valuable: 5 gold pieces. This piece contains a Dragon's Breath Stone (a rare gem found only in distant lands) hidden inside the head, worth 4,000 gold pieces uncut.

Jeremiah and Marcella Crugle: 10%betray, 45%explain, 0%help.

H-9 BARN. Henny Brigs (H-7) keeps his farming equipment, his team of four plow horses, and one riding horse here. His hired man, Malcom, a dark, heavy-browed man who scowls a lot, sleeps in the loft, ready to fight off horse thieves. Malcom is a very strong and experienced ex-adventurer and keeps an old but serviceable bastard sword in the loft, as well as a heavy shield. He has a Strength of 17, an Intelligence of 8, and a Combat skill of 80% (Level 8 Fighter), and hates bandits with a passion.

Malcom: 0%betray, 80%explain, 99%help.

H-10 CARPENTER/LUMBERER, no sign (quality of work normal; prices normal, firm). Horace DeGrace, a rotund, bald man, and the local carpenter, lives over his shop. His wife Rowena, a thin, stern looking woman, keeps house for him and their sons, Arn and Bill. Both sons, heavy set, and blond, are apprenticed to their father. DeGrace, skill 75%, also harvests trees from the surrounding forests when his carpentry business is slow. His business is steady if not spectacular. He keeps a chest with 322 gold pieces buried under the floor of his workroom. Arn is nearly old enough to become a journeyman carpenter and Bill has just become an apprentice, being only 14 years of age. Sample prices:

- Wooden mallet, hardwood: 1 gold piece.
- Wooden shield, round, with grips of good leather, metal edge and boss: 21 gold pieces.

DeGrace Family: 0%explain, 10%betray, 5%help; they appear very frightened.

H-11 FARMHOUSE. Plaintive cries of infants can be heard much of the time near this well-kept home. Richard Shandon and his twin brother Ronald live here with their wives, Margret and Betty. Richard and Margret have an infant boy named John; Ronald and Betty have an infant daughter named {Joanna}. The brothers, tall, good-looking men with thick, black beards, are presently looking around for a good piece of farmland to start a second farm, though there is some tension between over who is

going to move out. The two wives, both pretty, brown-haired women, get along well, and most of the neighbors think the brothers will soon work out something. Their large and well-kept garden behind the house provides Hoxley with most of the cabbage and turnips grown in town.

Shandons: 2%explain, 10%help, 5%betray.

H-12 FARMHOUSE. Jonathan Semple, father of Ralph (H-13) and Albert (H-14), lives here with his wife Jenette, and his younger children, fifteen-year-old Robert and thirteen-year-old Charlotte. Jonathan is a craggy-faced, gray-haired authoritarian who runs his family with an iron hand. His two eldest sons still bow to their father's every wish, and all three families farm a common area to the east, under Jonathan's direction.

Jonathan Semple and family: 20%explain, 0%help, 0%betray; will order Albert (H-14) not to help if approached.

H-13 FARMHOUSE. Ralph Semple, son of Jonathan (H-12) and brother to Albert (H-14), his wife Rebecca and their children, Sarah and {Jenny}, live here. Ralph, an otherwise happy man, is still under his father's control and Rebecca, like her sister in law, Gretchen (14), a pretty, but stern woman, would like her husband to stand up to his father now and again. Ralph is the best farmer in the family (skill 95%) and has to do the bulk of the work, as his father has arthritis and his brother is not very bright. Ralph was a soldier for a few years (Combat skill 45%; Level 3 Fighter), and has a usable broadsword hanging over the fireplace.

Ralph Semple and family: 40%explain, 2%betray, 5%help.

H-14 FARMHOUSE. Albert Semple, son to Jonathan (H-12) and brother to Ralph (H-13), lives here with his wife Gretchen, and their infant son Morgan. Albert, shorter and stouter than his brother, leaves the farming to his father and brother whenever he can get away to hunt. He is the town's best hunter, and is excellent with his longbow. Gretchen, a plain, friendly woman, is unhappy with the way Albert lets his father order him around, but Albert is unwilling to talk back to him.

Albert Semple and wife: 40%explain, 1%betray, 80%help (unless old Jonathan (H-12) above has ordered him not to).

H-15 FARMHOUSE. Garret Mullins, a quiet, dark-eyed older man, his wife Ann, daughter Mary, and son Garth live here. Garret's father, Morris, lives with them, occupying a small room to the side of the house. Garret, like his father before him, served in the baron's army, and both have retained their armor and weapons. Garret grows vegetables in the large garden outside his home, which accounts for a large part of his income. Otherwise, he and his son Garth work on other farms as day laborers. Garth, who is quiet like his father, is a fair bowman (bow skill 75%) who provides the family with game. Ann and Mary work as seamstresses to add to their income. Garret and Morris are expert, if somewhat rusty, swordsmen with Combat skills of 80%, Dexterities of 12 (Level 6 Fighters), and have broadswords, shields, and hard leather armor locked away in a chest.

Garret Mullins and family: 10%explain, 0%betray, 90%help.

H-16 RESIDENCE. Tom Jenks, a homely, but well-thought of man in town, is the stableman/handyman for the Sleeping Wolf Tavern (H-20) and lives here. He is courting Susan Woolfrey, daughter of Solomon Woolfrey the Boatwright (H-28), who appreciates Tom's gentle nature. Tom cares for animals left at the Sleeping Wolf stable (H-21) and does general repairs around the tavern. He supplements his income by helping Horace DeGrace (H-10) the carpenter from time to time.

Jenks: 90%explain (if bribed), 10%betray, 10%help; he will be at H-20 during the day.

H-17 FARMHOUSE. Randolph Swilvey and his family, wife Carla, son Randolph the Younger, and daughters Hilda and {Drusilla}, are newcomers to Hoxley, having been in town only a year. They are all brown-haired and green-eyed, and they purchased their farm from Harley Brown (H-18) and found the land well suited for growing rocks. After a lean year of clearing the land, they've turned things around and are doing fairly well, much to Harley's chagrin, for their farm is now out-producing his. Carla and the girls are excellent spinners and make thread from wool purchased from local farmers. Randolph the Elder was a caravan guard and mercenary in his youth and is an expert with a bow, crossbow, and falchion. His Dexterity is now only 11. He has a Combat skill of 85% and a bow skill of 95% (Level 7 Fighter). Randolph the younger is also an excellent bowman, having learned from his father (bow skill 90%; Level 6 Ranger).

Swilvey family: 3%explain, 90%betray, 0%help; very afraid for the children.

H-18 FARMHOUSE. Harley Brown and his wife Helen live here with their son, Morgan. Harley is a conniving fellow with a reputation as a hard bargainer, despite his open face, blue-eyed innocent looks (Bargain skill 70%, Appearance 14, Strength 15, Brawl skill 80%). He has never cheated anyone outright, but comes so close upon occasion only his large size and reputation as a brawler has preserved him. His son Morgan takes after his father in size and strength, as well as brawling skills, and is the town bully.

Brown family: 0%explain, 5%betray, 75%help.

H-19 FARMHOUSE. James Greggor, a widower, and his son Michael run this farm. James is a hard working, quiet man, of ruddy complexion and deep, brown eyes, who is well-respected by nearly everyone in Hoxley. Michael is as hard working as his father, whom he resembles, and their farm does well. Michael is expecting the arrival of Alice, his fiancée, and is building an extra room on to the house in anticipation. He met her years ago when south with his father, and they have been corresponding ever since. Michael is the only other person in town besides Algenon Shodwhite (H-4) and Brother Timothy (H-6) who can read and write with ease, having learned from Brother Timothy. Many people in town see Michael as a likely candidate as the next mayor when Shodwhite retires, as everyone agrees that Reginald Shodwhite just isn't suited for the job.

Greggor family: 30%explain, 0%betray, 90%help.

H-20 TAVERN, "The Sleeping Wolf" (quality of lodging normal, quality of food poor, quality of stabling good; prices normal, firm). Algren Barrett, a stern, narrow eyed former soldier-of-fortune, runs this tavern, the newer of the two in town. Most of its clients are travelers, as the locals tend to frequent the more established Riverside Inn (H-34). Barrett runs a loud, happy inn when caravans stop over in Hoxley, complete with pretty tavern wenches, who have been known accommodate travelers with gold to spend.

Barrett arrived in Hoxley several years ago. He is close-mouthed about himself, though he has said that he chose Hoxley to settle in because "it's quiet and my family would never think of looking for me here." Every time a newcomer arrives at the inn, Barrett lurks behind a door into his office until he's certain it's not a relative of his. No one knows what he did to become the black sheep of his family, but everyone agrees it must have been something spectacular.

Barrett has an understanding with several of the caravan owners who pass through Hoxley on a regular basis. He offers discounts on rooms for repeaters, and also holds special merchandise for others to pick up. He is, in fact, a major fence for stolen goods passing between the nearby town of Tulan and the city of Carse. His "relatives" are the Thieves Guild of Carse, and he is accused of betraying the Upright Man, head of the Guild, to the baron's guard. He sleeps with a dagger under his pillow, a crossbow under his bed, and a bull mastiff (an ex-warhound, Strength 13, Combat skill 40%), Grorsfang, never leaves his side.

His mistress, Natasha, is a former assassin who escaped Carse with Barrett. Natasha has black hair, dusky skin, and while not pretty in the common sense, is considered very attractive by most men who see her. Anyone who resembles a member of the Thieves Guild of Carse (2% probability for any player-character entering the inn for the first time; 15% probability for any thieves) will be poisoned at the first opportunity by Natasha.

Barrett has a small chest of 1,200 gold pieces hidden in his room, and the bulk of his treasure (gems, weapons, and other items worth 20,000 gold pieces) is hidden in an oil-skin-wrapped chest lying at the bottom of his well outside the inn. Barrett is excellent with dagger, crossbow, and can command Grorsfang to attack. He has a Combat skill of 85%, Thieving skills of 45%, and a Dexterity of 15 (Level 4 Thief).

Natasha, a very good assassin, is an expert with poisons (80% poisoning skill) as well as being an experienced courtesan. She has Assassin skills (Stealth, dagger, Scan, etc.) of 85%, an Appearance of 15, and Courtesan skills (seduction, dancing, singing, etc.) of 70% (Level 6 Assassin). She is sometimes assisted in her deviltries by Eloise and Messalina, the two tavern wenches. Both have Appearances of 14.

Sample prices:

- One night in common room (availability 60%): .5 gold pieces.
- Meager main meal: .5 gold pieces.
- Stabling for one beast, per night (availability 50%): 1 gold piece.

OUTLAWS: *Foul Luther, Harland Quick (daytime/nighttime); Jergen Holt, Swinegarth (nighttime).*

TOWNSPEOPLE: *Algren Barrett, Natasha (daytime/nighttime), Tom Jenks (daytime), Richard and Ronald Shandon (daytime), Hilmut Broom (nighttime), Nelson Criss, an out-of-town farmer, only after Tamed Event #3 (day or night).*

Any attempt to discuss plans here will result in Algren Barrett eavesdropping (Listen skill of 70%) and turning in the player-characters to the bandits.

If the characters enter this inn after Jergen Holt has come to town (Tamed Event #7) there is a 40% probability they will be recruited by Luther.

H-21 STABLES. These are the stables for the Sleeping Wolf Inn (H-20). Guest's mounts are stabled here, and all services are provided by Tom Jenks (H-16)

The player-characters notice an abnormally large number of horses stabled here, many of fine quality, some with heavy weapons strapped to saddle gear.

H-22 RESIDENCE. Hilmut Broom the shepherd lives here with his wife, Gertrude, and son, {Rafe}. Hilmut is a short, slight man, who is chronically sunburned. His wife is a happy, homely woman who likes to talk. The Brooms graze their small herd on the meadow to the west, clearing away the animals on Market Day. The towns folk don't mind the sheep being this close to town as they keep the meadow cropped close. Broom also trains sheep dogs on the side, mostly as a hobby, for there is little demand for them. He has a pair of sturdy guard hounds (Combat

20%, Strength 13) which watch over the flock each night. Gertrude cards wool which she sells to Carla Swilvey (H-17) to spin.

Broom and wife: 50%explain, 5%betray, 75%help.

H-23 RESIDENCE. Arthur Kluge, the muscular town jack-of-all-trades lives here. He helps out as a farm hand, fisherman, laborer, and general handy-man around town. He lives alone and is a happy, large-boned man, with a booming laugh, whom everyone likes. Kluge occasionally visits the Riverside Inn, though he doesn't drink. He avoids spirits, for when he is drunk he flies into violent rages. He is a former caravan guard who is skilled with sword and polearm (Strength 18, Combat skill 70%; Level 7 Fighter). He keeps no weapons in his home, but has a 65% skill in brawling due to his awesome strength. His Combat skill is only 70% due to low quickness (Dexterity 9).

Kluge: 10%explain, 10%betray, 60%help; he will be at H-34 during the night.

H-24 SHARPENER. Wendle Kincade, a crusty ex-soldier and occasional assistant to Jorge the Smith (H-25), lives here. He speaks slowly and tends to mumble his words a bit. He is a former master sharpener of weapons in the Army of the East who now spends much of his time sharpening tools, and the occasional weapons brought him by the locals and by adventurers and caravans passing through town. He has a 90% skill in weapons care. Kincade is expert with a dagger and has a +1 broadsword, a shield, and fine leather armor in his room (Combat skill 80%; Level 8 Fighter).

Kincade: 30%explain, 5%betray, 40%help.

H-25 SMITHY (quality of work normal; prices low, firm). Jorge, the town smith, lives and works here. Jorge is a quiet man, tall and well-muscled (Strength 18). He is married to Lewella, a sour faced woman who is always nagging him to build a home removed from the forge. Jorge is helped by his son Bascolm, who is growing to match his father in size, and by Wendle Kincade (H-24) from time to time. Jorge is very strong but is a slow, cautious man nonetheless.

Jorge and family: 5%explain, 5%betray, 0%help; will only help if the fighting has already started.

H-26 HEALER/HERBALIST. Granny Shanks, a dried-up, wizened old crone, is the local healer and lives here with her thirteen cats. Despite her grizzled appearance, she is a warm, kindly woman, who is well-liked by everyone in Hoxley. Granny grows all manner of herbs in the garden behind her house, from which she makes poultices, potions, and medicines. She has a fair amount of talent and can cure most any common ailment, as well as set broken bones and sew up minor cuts. She has a First Aid skill of 75%. She is always on the lookout for strange herbs and mosses, though she can't pay very much (.5 to 1.5 gold pieces per item). When not at home or in her garden, she can be found in the marshes looking for herbs. She is the only person in town who can understand Odd Jon (H-3), and she seems oblivious to the smell of his hut.

Granny Shanks: 99%explain, 0%betray, 100%help: will give the characters two doses of potency 13 sleeping poison (15% detection chance by the victim, lasts six hours).

H-27 RESIDENCE. Harmond Harguen, a fisherman, lives here with his wife Lila and his daughters, Rachel and {Lauren}. Harmond is a leathery-faced man of wiry build. He owns his own boat and hires on occasional help from time to time (20% probability he will hire a stranger for 1-6 days work). Both girls are of marriageable age, but as they are rather homely (Appearance 10), there are no takers in town. Both are sweet

tempered, like their mother, and talented cooks and housekeepers. Even if he doesn't have work, Harmond might invite a well-spoken young man to spend the night to give his daughters a chance at husbands.

Harguens: 5%explain, 85%betray, 1%help; brave Rachel will tell the characters if her father reports them.

H-28 BOATWRIGHT (quality of work good; prices normal, firm). Herbert the Boatwright builds and repairs boats for the local fishermen as well as repairing the occasional small boat passing along Wagon Creek from the northeast. He does quality work at fair prices, and is helped in his work by his son Nelson, who is presently keeping company with Matilda Shodwhite (H-4) daughter of Algenon the Mayor. Herbert and Nelson are both thick-bodied, dark-haired men. Sample prices:

- Basic small river canoes, fully equipped, good quality: 20 gold pieces.

Herbert and son: 10%explain, 5%betray; 85%help.

H-29 CHEESEMAKER (quality of goods very good; prices high, firm). Samuel Garf is an enterprising man of middle years who has found a way to make an easy living. He bought several of the goats from the magical Goat Island of Tulan some years back. These large and healthy goats, raised on the magical fodder of the isle, produce milk that makes a unique and tasty cheese which he sells to passing caravans and the local farmers for a price less than the quality might warrant.

Samuel's relatively sudden wealth has caused him to become overly suspicious of strangers. He has 846 gold pieces hidden behind a false stone in his fireplace.

Garf: 0%explain, 10%betray, 0%help: any adventurers conversing with Garf realizes he's obviously terrified about something.

H-30 RESIDENCE. Maxwell Turney, a fisherman, lives here with his wife Julaina and their children Natalya, Horace, and {George}. Turney is an expert in the ways of the treacherous Hoxley Marsh (TR-17), which provides he and his family with a decent living.

Turneys: 0%explain, 15%betray, 15% help.

H-31 POTTER, sign of a Potter's Wheel (quality of work very good; prices low, firm). Jaxon Greggson, a quiet, thin man, is the town potter. He spends the time to find the best clay around. His pots are all of the finest quality and he sells them at bargain prices. He lives with his wife Louise. They have no children, and Greggson is looking for an apprentice.

Greggsons: 2%explain, 5%betray, 1%help.

H-32 LEATHERWORKER, no sign (quality of work normal; prices normal, negotiable). Gerard Redmond, a stocky, black-bearded man, is the town tanner and leatherworker (Leathercraft skill 70%, Bargain 25%). Due to the strong odors of the tanning agents used, he tans his leather down near the creek (H-35). He often spends his evenings at the Riverside Inn (H-34), and is a somewhat accomplished lute player (skill 75%), though he is self-taught. Sample prices:

- Normal leather gloves: 3 gold pieces.
- Soft leather armor, complete suit: 10 gold pieces.

Redmond: 0%explain, 5%betray, 3%help; will confirm the situation in town if told by characters.

H-33 RESIDENCE. Many cages of birds, some of unusual size, are visible next to this small home. Martin the Fowler lives here with his wife Wendy, and their children Luke, Griff, and {Beth}. Martin is a quick, slight man, with prematurely gray hair. He has Stealth skills of 75% and a Dexterity of 16. His wife

is pretty, with blonde hair and blue eyes, and the children are all bright and happy. Besides hunting game birds and rare birds for collectors, he makes and repairs nets for the local fishermen as well as himself.

Martin and family: 1% explain, 0% betray, 75% help.

H-34 INN, "The Riverside Inn" (quality of lodging poor, quality of food very good, quality of stabling good; prices normal, negotiable). Owner Jonathan Burris caters to most of the locals as well as a few travelers who want a more sedate lodging than in the Sleeping Wolf (H-20). Burris is a stout, happy man of advancing years, and when not working can be found in the tap room, smoking a long pipe and ready to hoist a flagon of ale and converse with anyone handy. His wife, Anita, is the best cook in

Hoxley, and dinner is always first rate. Josh the stableboy lives out back and tends the guests' mounts. Sample prices:

- One night in common room (availability 80%): 1 gold piece.
- One night in small and dusty private room (availability 90%): 3 gold pieces.
- Remarkably good main meal, one person: 4 gold pieces.
- Stabling, per beast, per night (availability 65%): 1 gold piece.

OUTLAWS: Avery, Zack (daytime); Rolly, Kamal (nighttime).
TOWNSPEOPLE: Jonathan and Anita Burris; Brother Timothy (H-6) (45% during the day, appears in the evening and stays till midnight); Algenon Shodwhite (H-4) (nighttime, stays until midnight); Henny Brigs (H-7) (daytime); Jorge the Smith (H-25) (nighttime, stays for 1D6 hours).



A burly adventuress at Hoxley's Riverside Inn (H-34) toasts the entrance of the player-characters, while innkeeper Jonathan Burris looks nervously on.

The Silent Village

"The Silent Village" is an adventure scenario designed for four to eight characters of medium level. The scenario, set in the village of Hoxley, gets its title from the fact that the village, normally a very prosperous, busy place, is very quiet during the scenario, its people strangely furtive and subdued.

A rationale for the characters' presence in Hoxley has been provided for by including a non-player character, Ronald (see below), whom the party has been hired to protect and escort from Tulan to Carse. See "The Situation," below.

Conventions

There are two types of events in this scenario, Timed Events and Keyed Events. Timed events are listed at the end of the scenario. Keyed events are listed under location heads.

The timed events are those that occur at a pre-established time, regardless of where player-characters are and what they are doing. Exception: if player-characters have created situations which make the timed event impossible, then it is cancelled. An example of a cancelled timed event would be as follows: a non-player character is scheduled to spread a rumor at sundown the second day, but a player-character killed him the first day: no rumor is spread.

Keyed events are events that occur when keyed by a player-character's actions. Example: if any player-character enters a certain building, a lookout activates a kidnap attempt on that character three hours later. Of course, if the lookout had left, he would be unable to activate the attempt.

Following each building paragraph is an italicized paragraph and three percentages. These represent the chances that the non-player characters listed will explain to the characters what is going on in town (%explain); betray the characters by reporting their snooping to the bandits (%betray); and the chance that they will help the characters (%help).

(Daytime) = the non-player character will be here all during the day, until relieved, in theory at sunset, but possibly later. 10% chance per hour, cumulative, of a bandit deserting his post when not relieved.

(Nighttime) = the non-player character will be here all night, until relieved in the morning, unless otherwise noted. See above.

(H-#) = location in the village where the townspeople normally resides.

{H-#} or {name} = location in the village as above, but indicates that the character is a gagged and bound prisoner in the storage shed of the Hoxley Mill (H-1), unable to interact with player-characters in any way.

Background

A bandit chieftain, Obara The Dread, has been ravaging the countryside in the Hoxley area for several months. The day before the arrival of the player-characters, a group of seven bandits appeared in town, informing the townsfolk that they were members of Obara's band, reputed to number over eighty brigands. They said they were an advance unit and that Obara himself would follow with his entire company two days after the player-characters arrival. A caravan, carrying some special cargo, is due to pass through the day Obara arrives. No one in town knows what this cargo is supposed to be, nor do any of the bandits.

Obara has purchased information that states a rich gem caravan is on its way to Hoxley. He intends to raid the caravan, then quit Hoxley. To insure the cooperation of the town until his chieftain arrives, Obara's chief lieutenant, Foul Luther, has locked up some of the town's children in the mill (H-2). They've threatened to burn down the mill with the children in it if anyone causes any trouble. And there isn't enough time for anyone to notify the garrisons of Tulan or Carse. All those with children in the mill and the miller/mayor are cooperating. Those without children seem unsure of what to do, for even though the fighting men in town and the rough farmers outnumber the bandits, the fear of reprisals from Obara and for the safety of the children keeps everyone under control.

What Foul Luther doesn't know is that Obara and the other members of his band of brigands have been tracked down and eliminated by the soldiers of the Baron of Carse. Obara was executed publicly in Carse the day before the player-characters arrive in Hoxley, and the Baron's castle garrison, "The Baron's Hand," is preparing to track down the rest of Obara's band.

Additionally, two other caravans will unexpectedly pass through Hoxley the same day as the gem caravan.

The Situation

The player-characters have agreed to be bodyguards for Ronald, the nephew of an important citizen of the wealthy town of Tulan of the Isles. Selection of this merchant is left up to the gamemaster. If the party has spent time in Tulan and interacted with any wealthy characters, one of these characters gives the party the job. If you wish to select a citizen randomly, the paranoid trade agent Hulan Taltagor (S-7) might be an interesting choice. The suggested fee is 5000 gold pieces for the party, subject to bargaining.

Young Ronald is nine years old, very bright, and something of a pain, being talkative, nosy, and opinionated. He has Stealth skills of 45%, an Intelligence of 13, and a Dexterity of 16. The boy is being sent to stay with his uncle in Carse, whom he dislikes intensely, and Ronald has been uncooperative. He never gives any indication that he plans to evade the party, only that he wishes they would take him somewhere else. An escape is his plan, however. He selects an evening when the adventurers have camped out, and uses all his skills to evade the notice of the characters on watch. He then heads for Hoxley, where he has friends his own age who he hopes will hide him. Perhaps he will live out in the woods, like a bandit!

Ronald's tracks lead to the village of Hoxley, but he is not there. When Luther's men rounded up the children, Ronald blundered into town and was taken to the mill with the other kids. Only the kids in the mill and the outlaws know Ronald is there, and only the local kids in the mill know Ronald's not a local. None of the villagers know a thing about Ronald being in town, for no one's seen him.

When the player-characters arrive in town (Timed Event #2 below), near sundown, they will find the populace subdued and closed-mouthed. No one will give a hint that anything is out of the ordinary the first evening the characters are in town. If the adventurers ask for rooms at the Riverside Inn (H-34) they are told the inn is full (make the usual rolls for room and stabling availability, but ignore the results) and they are sent to the Sleeping Wolf (H-20) where Luther is staying, so they can be watched.

From this point on, you must use discretion in deciding what takes place beyond the timed and triggered events outlined below. Below you will also find a list of rumors common to the area, many of which are false, that you may use to cause confusion and keep the scenario going. You must decide how to work them into your adventure. Those marked false may be changed to true for the purpose of creating other, new adventures around Hoxley.

The Bandits

1) **FOUL LUTHER.** Foul Luther is the senior lieutenant in Obara's company. He is a former baronial soldier who was sold into slavery for murdering another soldier. He escaped from the quarry where he worked and joined Obara's band, quickly rising in rank. He is without fear or compassion, and would burn the town's children without a second's thought. Luther is a huge, dark man with a drooping mustache and a violent temper. A prominent scar on his cheek shows where he cut away his slave brand with his own knife. Luther, an excellent fighter, wears a suit of +2 chain armor whenever he is not asleep, and uses a bastard sword and heavy shield. He has a skill of 95% with sword, 70% with bow, 75% with thrown dagger, and has a Constitution of 18 (Level 10 Fighter).

2) **SILENT KAMAL.** Silent Kamal is a man from the far south by ancestry, evidenced by his dark skin. He is a mute, his tongue having been cut out when he was a slave. He is fiercely loyal to Luther, as Luther took Kamal with him when escaping from slavery, and fought a duel with Obara's former lieutenant over whether Kamal should be allowed to join the bandits or sold back into slavery. Kamal, a very good fighter, is a giant and sinister figure, nearly seven feet tall, who wears red and black lacquered leather armor of strange design (Hard Leather +3). He carries a huge +2 greatsword stolen from a knight, and has exceptional strength. He has an 80% skill with greatsword, 50% skill with bow, and has a Strength of 19 (Level 9 fighter).

3) **HARLAND QUICK.** Harland is a thin, weasel-faced, little man, who is as fast and deadly as a viper. He is also Obara's secret agent in Luther's band, as the brigand chieftain doesn't trust any of his lieutenants. He doesn't care for Luther and is just waiting to catch him in a foul-up, so he can take his place. He will tend to ignore any activity by the townspeople that cause Luther trouble, though he will prevent them from disrupting Obara's plans to capture the caravan. Something that would cause enough trouble to discredit Luther but would not let the townspeople drive the brigands out would suit Harland perfectly. Harland, a thief, wears soft leather armor. He has an 85% skill with rapier, 95% with throwing dagger, 55% with bow, 90% Stealth skills, and a Dexterity of 18 (Level 10 Thief).

4) **SWINEGARTH.** Swinegarth is an ugly, fat, loud man with the strength of a giant. He is hard to keep under control, and only obeys orders because he fears Luther's quick blade and quicker temper. He hates Kamal, for the fighter is the only man in Obara's band who rivals Swinegarth in strength. Swinegarth is prone to drunkenness and rape, and has already accosted several of the townswomen, though Luther has mostly kept him in line so far. Swinegarth, a good fighter, dresses out in leather armor and uses a large hand-and-a-half (bastard) sword and heavy shield specially fashioned for his massive strength by a now-deceased smith. He has a skill of 85% with the bastard sword, 60% with shield parry, 30% with bow, and has a Strength of 19 (Level 9 Fighter).

5) **AVERY OF THE GREEN HEART.** Tall, slender, with light brown hair and green eyes, Avery is a renegade elf, warped to

outlawry by a curse laid on him over a century ago. He is prevented from speaking of the curse, but he will hint at it to any cleric he meets, hoping to find someone to remove the curse. Should the curse be lifted he would gladly kill all his companions. Until then he is forced to partake in the outlaws' ways. He is quiet, stays apart from his companions, and is only allowed in the band due to his exceptional tracking abilities and his skill with the bow. Avery is excellent with his bow (105% skill), wears +2 eleven leather armor, and has Ranger skills of 85%. He uses a broadsword with 55% skill (Level 9 Ranger).

6) **ZACK MULDOON.** Zack is a simple man of uncommonly even temper who became a bandit when his farm in Yabon was seized for back taxes. He is moon-faced, with brown hair and eyes, and still looks more the farmer than an outlaw. He would like to change his ways, but feels his fate is out of his hands. He dislikes the needless violence, but takes part because it is expected of him by his companions. Zack, a good fighter, wears chainmail armor and uses a broadsword and shield. He has a Combat skill of 80% (Level 7 Fighter).

7) **ROLLY GILFREN.** Rolly is a hot tempered, blond young man, new to the brigands and eager to prove his worth. As a result he is quick to provoke any fight which will raise his stature in the eyes of his companions. He is impulsive, quick to anger, and what he lacks in fighting skills he makes up for in youthful enthusiasm. Rolly uses a shortsword, bow, dagger, wears leather armor and is only an average fighter. He has a Combat skill of 60% and a Strength of 16 when angry (Level 5 Thief).

8) **JERGEN HOLT** (This character is only active after Timed Event #7 below occurs). Jergen is a sickly-looking, pale young man of little ability, other than his speed. He has a Bow skill of 65%, a Shortsword skill of 50%, and a Dexterity of 17 (Level 6 Thief). He is often used as a runner by Obara and has developed a talent for memorizing messages. Jergen wears leather armor.

Rumors Heard in Hoxley

- 1) A caravan was lost coming out of north. It was believed taken by a roving band of "Moredhel" (dark Elves). FALSE.
- 2) A band of outlaws has been active in the area. TRUE.
- 3) The Carse garrison has fought an engagement with a famous outlaw, Obara the Dread, within the last week, destroying most of the band and hanging Obara. TRUE.*
- 4) A caravan was robbed near Hoxley thirty years ago and much of its treasure was buried by the brigands for later collection. FALSE.
- 5) Joralth, a famous wizard, is rumored to have been buried with his health and magic somewhere in this area. FALSE.
- 6) Somewhere in the forest to the southeast of Hoxley, a magic pond or spring is reputed to exist. TRUE.
- 7) A shipment of valuable gems is due from the north sometime within the next month. TRUE.
- 8) A ship put in at Tulan a few weeks ago, carrying plague. It was burned and the crew quarantined until they died or survived. FALSE.
- 9) A strange light was seen burning deep within the forest to the east of Hoxley for five nights running, then suddenly stopped. No one knows what it was. TRUE.
- 10) Business along the river is good this year and there are plenty of jobs to be had for workers. TRUE.
- 11) A tribe of lizardmen, led by a powerful shaman, lurks in the swamp to the south of Tulan. FALSE.

* Repeating this rumor to any outlaw will result in the rumor being reported to Luther as soon as possible. There is a 60% chance that Luther will disbelieve it. If he believes it, he will react as in Timed Event #7 below.

Timed Events

NOTE: There is a 30% probability each time player-characters are in the street of being approached by Henny Brigs (H-7).

1) Day 1: The party awakens to discover Ronald is missing. He has slipped away during the night and has left a lumpy backpack in his sleeping roll, which looks like a child until it's pulled back. After searching the area, the party finds footprints leading to a path in the woods that parallels the main highway. Following the path, the adventurers find themselves at the edge of plowed fields, across which they can see the town of Hoxley. All signs so far point to Ronald having come this way. They march up the road into town.

2) Day 1, Sundown: The party arrives in Hoxley, finds no vacancies at the Riverside Inn, and is sent to the Sleeping Wolf. Luther engages the player-characters in conversation, checking them out. He will say nothing about himself, other than he is the Mayor's cousin.

3) Day 2, Morning: When the adventurers first leave the inn, they discover Swinegarth dragging off a man towards the mayor's house. If they ask, they are told that the man is a friend of the mayor's cousin. The man, Nelson Criss, a farmer from some distance out of town, says nothing, appearing to be frightened. He then goes to the Sleeping Wolf Inn until the caravan arrives. He has been told what will happen to him if he speaks. If player-characters bully him when no outlaws are around, he will spill his guts, but only after several threats have been made. Until then, he knows nothing.

4) Day 2, Mid-day: The adventurers notice that everyone in town is staying close to home or at one of the inns. No one is working a field, at the forge, tending the herds, etc.

5) Day 2, Afternoon: A ruckus in the street permits any arriving player-character to see Foul Luther (or Harland Quick if Luther is somewhere else) breaking up a fight between Rolly Gilfren and Morgan Brown. Rolly threatens to kill Morgan, saying "As soon as the boss gets here and we're finished with this pesthole village, I'll get you!" He is ordered back to the mill, and the adventurers are not noticed by the outlaws in the crowd, unless they hang about or call attention to themselves. If noticed go to event #7, in which Luther tries to recruit the party.

6) Day 2, Midnight: Barney Crugle wriggles free from his bonds, slips away from the mill and finds the adventurers in their rooms, explaining all.

7) Day 3, Sunrise: Jurgen Holt arrives with news of Obara's defeat. Foul Luther tries to recruit the adventurers to his side, offering shares in the caravan's plunder. If refused, he growls "Alright, no hard feelings" and walks off. Luther set a trap for one hour (or the first opportunity after one hour) later, when all eight bandits ambush the player-characters (if they outnumber them). If he can pick the adventurers off one at a time, he will, otherwise, it's an all out assault. If the adventurers react badly to the proposition of sharing the loot, it's an all-out attack immediately by all the outlaws but those at the Mill.

8) Day 3, Morning: First Caravan arrives in Hoxley (Roll D100%: 01-50 = Caravan A; 51-85 = Caravan B; 86-00 = Caravan C)*

9) Day 3, Mid-day: Second Caravan arrives in Hoxley (roll D100%: 01-25 = Caravan A; 26-79 = Caravan B; 80-99 = Caravan C; 00 = Patrol)*

10) Day 3, Mid-afternoon: Third Caravan arrives in Hoxley (01-05 = Caravan A; 06-19 = Caravan B; 20-89 = Caravan C; 90+ = Patrol)*

* Caravans: After a caravan is rolled, it is eliminated from further rolls. If it is rerolled, roll again.

The Caravans

Patrol = Members of the Baronial castle garrison, "The Baron's Hand," arrive in Hoxley to eliminate the rest of Obara's men. Luther and the outlaws flee immediately. If the adventurers were not involved with Luther, there are no problems for them. If the adventurers became involved with the outlaws in the plot to loot the caravans, they must deal with angry townsfolk and a patrol too large to defeat (if necessary, because of heavyweight, high-level adventurers, tell the players it is a full regiment).

Caravan A = Two wagons with drivers, carrying strongboxes of iron pyrite ("fool's gold"), protected by four guards, all average fighters, Combat skills 50% (Level 4 Fighters). All are wearing leather armor, and are armed with swords, spears, and shields. As soon as one is killed, the rest will flee.

Caravan B = Five wagons with drivers, carrying mixed goods: three bolts of fine silk worth 1000 gold pieces each; a finely-carved box of acacia wood worth 1,000 gold pieces; seven sacks of buckwheat flour worth 7 gold pieces; five fine used bows worth 30 gold pieces each (one is magic +1); seventeen casks of wine worth 50 gold pieces per cask; eleven bales of linen at 10 gold pieces each; a box of nine books in foreign languages (one is a magician's book of common spells worth 5,000 gold pieces); several wagons full of ordinary trade goods (bronze spoons, bales of hay, etc.).

There are eight mounted guards, three with Combat skills of 85% (Level 8 Fighters) and the other five with Combat skills of 70% (Level 6 Fighters), positioned in two groups, each armed with lance, broadsword, crossbow, hard leather armor, and shield. They will fight until three are killed or incapacitated, then they will flee.

Caravan C = Eight crude farm wagons, carrying unmilled grain. Under the grain in wagon number three is an iron chest with 20,000 gold pieces worth of mixed rare gem stones. Six guards protect this well-planned caravan. Four guards, with Combat skills of 85% (Level 9 Fighters), disguised as farmers, drive the first few wagons, and wear plate armor on chest and abdomen under their vests. Their helmets and heavy weapons are on the floor of each wagon. Two more guards, mounted, wearing dingy leather armor, scout ahead. The caravan is owned by wealthy jeweler Seth Grasso of Tulan (M-61).

CONCLUSION

If the adventurers defeat the outlaws before the arrival of the Baron's patrol, the grateful townsfolk give them about 1,000 gold pieces worth of coins, goods, old weapons, rusty armor, gold and gems, and any other valuable items they can find in their homes, in addition to what Henny Brigs offered.

If the player-characters join with Luther to take the caravan (and survive) Luther will turn on them (he doesn't want to split the loot) if he and his men outnumber the player-characters. If there are more adventurers than bandits, Luther and his men flee with the loot from the caravans on the first chance they get.

If the adventurers rescue Caravan C, they will be rewarded by Seth Grasso (M-61) with a cash payment of 3000 gold pieces.

Encounter Tables

Introduction

The tables below are a vital part of this book. Roll D100 for an encounter every time the adventurers travel for an hour or so, or wait in one spot for an hour. This will give your players a much more living picture of the region than if you simply describe a few farmers or merchants and leave "atmosphere" to take care of itself.

For example, the chance of the party being examined by the Watch in the town of Tulan is quite high. In Hoxley, the chances are that the Mayor will march up to the party if they linger long in the village. The adventurers are not ordinary people, and are likely to be objects of attention wherever they go. Also, the region is heavily settled, and has a long history. The tables help reinforce these points. If you simply let the party roam about at will, without rolling on the Encounter Tables, your players may be pleased, but your adventure will be less realistic.

You can also use the Encounter tables to generate simple adventures, or to find victims for rapacious adventurers. The table for Rough Terrain can be used for explorations of the large area of unsettled wilderness outside the zone depicted on the regional map).

These tables are simplified versions of those tables found in the companion volume to this book, *CITIES*, and in the *RuneQuest III Gamemaster Book*. *CITIES* is particularly recommended to augment this book if you intend to base much of your campaign on random encounters in urban areas.

Entourages

When an "entourage" is referred to, the following makeup is assumed (increase the numbers given for an "extensive entourage"):

- 2D6+1 porters or carters.
- 1D6+2 guards, Combat skills and characteristics as appropriate to the wealth of the hirer. Normal armor for guards in the wealthy Tulan region is chainmail.
- 1D6 personal attendants, servants, or acolytes.
- 1D4 companions, wives or mistresses.
- 1D6-2 slaves.

If the owner of the entourage is on a journey, the entourage includes carts and/or pack beasts with tents, riding beasts for all high status members of the party, and cooking materials, food, etc. sufficient to house and support the party.

Town Of Tulan

01-03: Argument or conflict occurring, roll again, twice, for participants, ignoring rolls from 01-13.

04-09: Person or group attempts to sell a map, ring, weapon, or other appropriate item or service to the adventurers. Roll again, ignoring rolls of 01-28. There is a 50% chance that the item is stolen.

10-13: Daytime only: Traffic is blocked on this street by crowding; roll again, four times, for persons or groups involved, ignoring rolls of 01-13. Nighttime: roll again, ignoring rolls of 10-13.

14-24: The Town Watch (see "The Defenders of Tulan") inspects the party carefully. Any suspicious activity, or the bearing of heavy weapons or armor, is grounds for arrest. The watch always gets help from the soldiers of the Baron before questioning or arresting well-armed adventurers.

25: The Town Watch marches past with two poorly-dressed persons in custody (see "The Defenders of Tulan").

26-28: Several soldiers in the uniform of Carse march past, looking at the party closely (see "The Defenders of Tulan"). If they see suspicious activity, they get help and investigate.

29: A party of 3D4 scruffy and drunken adventurers, wearing leather armor and carrying short swords and daggers, lurches towards the party.

30: Jack Galworthy, a husky riverman, asks the player-characters to join him in a drink, becoming pushy if refused (Strength of 16, Brawl skill of 65%). He buys two rounds to each of the party's one if his offer is accepted, and demands that the characters join him in a rousing sea chanty or two.

31: A large group of 2D4+2 apparently powerful adventurers (at least 1 female), wearing rapiers, fancy clothes, and fine scent, is making rude observations about the party.

32: A well-dressed young girl, face wet with tears, runs right into one of the adventurers. It is one of the plainer Stanley daughters (Appearance 11, age D8+12), angry at her father, innkeeper Gilford Stanley (S-40). The girl immediately apologizes in a charming manner, blushing profusely, and rushes back to the inn.

33-39: Traders or farmers with 1D6 heavy wagons pass by.

40: Mayor Selby and 1D4 secretaries (M-27) busily rush past, pushing the party aside if they don't step back.

41-44: a knot of 2D6 loutish carters, dockworkers, or other laborers, shouting and telling uncouth jokes in rough voices, shove past the adventurers.

45: Sheriff Guizmon (M-1) stands watching the party very carefully (Scan skill 75%). Any odd actions, even if not illegal, will be grounds for him to summon soldiers and ask the aid of any nearby groups of citizens or strangers to detain the party for questioning. Roll again to see what other persons or groups are in the vicinity.

46-48: 2D6 sailors and 1D4-1 officers, off a ship, march down the street.

49-51: Granny Simms (M-97), a plump, nearsighted old lady, smiles and offers to read the adventurers' fortunes. Price one gold piece per reading, tea leaves or palmistry. She also has herbal remedies for sale, and is quite persistent. Her Bargain skill is 85%.

52: The Baronial patrol from Carse, 1D6+5 soldiers and one officer, here on official business (see "Law and Order in the Tulan Region.")

53: The gambler Northside Jonny (M-18) and 1D6 powdered and jewelled lady-friends rudely stare at the adventurers, whispering to each other and giggling.

54-56: Character from Main Island: roll D100 and refer to the Main Island listings (M-1 to M-99). Take a character from the Market if 00 is rolled.

57-61: A group of Woodhew or Mangrum clan members and entourage (see "The Social Order of Tulan") stride down the street, while everyone gets out of the way. The group is richly dressed, and several members of the entourage are heavily armed guards wearing livery. If the adventurers are well-dressed, the clan members may bow formally to them (25% chance) and strike up a conversation.

62-70: Rich merchant or trader from out of town, here to see the sights of Tulan and finance new ventures.

71-75: Farmers or crafters here to sell goods at the market.

76: Grafton Fleeg, investor (M-64) is following the party and will smile, bow to the party, and offer to talk business with them if he is spotted.

77: A dingy and impoverished young streetwalker (age 16, Appearance 2D6+5) solicits one of the player-characters. Price is 4 gold pieces, negotiable (Bargain skill 25%).

78-80: Pilgrims here to visit the Temple of Astalon (M-82) or Kilian (M-89).

81: "Duke" Grandis Lothgrindar (S-17), a well-dressed older man, bows to the most prestigious member of the party and offers to escort them around his town.

82: Pickpocket makes an attempt on the oldest or slowest of the party with a skill of 65%.

83: Beggar or starving child asks the party for alms.

84: Workgang repairing or modifying a building.

85: Character from the South Shore: roll D100 and refer to the South Shore listings (S-1 to S-56), ignoring all rolls over 56.

86: Out-of-town aristocrat, priest, or mage, and extensive entourage appears down the street. Guards push aside anyone blocking the celebrity's path.

87-90: A caravan of 3D6 camels, with drivers and guards, dressed in the Eastern style, passes by.

91: "Smiling Ed" Flangor (S-50) and entourage observe the party. Flangor strikes up a conversation if the adventurers seem wealthy.

92: Animal trainer Arnold Shakes (S-36) is leading one of his trained beasts (dogs, horses, monkeys, or something more unusual, like a baby troll) to a location on the Main Island and passes the party.

93: Merchant Sherman Clyde (M-54) quietly approaches the party and asks if they know anything about "them." He is obviously afraid to go into detail as to who this mysterious group is. No matter how he is dealt with, he refuses to name "them" or give any more descriptive information. He seems convinced that the player-characters know who "they" are, and becomes more

and more agitated if not soothed, mentioning the need for haste and caution, "Before it's too late!"

94: A nobleman of Carse, escorted by a unit of soldiers from Carse (3D6+2 soldiers and one officer) here on official business, with extensive entourage.

95: Jacques Julian (S-8), a dignified old man dressed in superb but very worn clothes, strikes up a conversation with one of the player-characters, whom he invites to his home.

96-98: A perfumed, slinky, high-class courtesan, Appearance 19 (with makeup), solicits one of the player-characters. Asking price 30 gold pieces, Bargain 70%.

99-00: Guineviere Brimble (M-99) is the town rumormonger. She marches up to the party without hesitation and strikes up a conversation with whoever doesn't immediately run off. Her range of subjects ranges from the actions of the Mangrum and Woodhew clans' worst members to the deplorable morals of typical adventurers ("but not you, of course, dearie!"). If the adventurers seem at all interested in her tales, she demands one gold piece for further information: "There's nothing that goes on around here that I don't know about, buster!" she shouts.

Village Of Hoxley

01: Argument or conflict occurring, roll again, twice, for participants, ignoring rolls from 01-07.

02-07: A family of 1D6+4 farmers, charcoal-burners, or crafters, the men armed with shortswords, pikes, and longbows. At least two of the group are women or children.

08: The Sheriff, 2D6 hired adventurers, and several soldiers from the town of Tulan (see "The Defenders of Tulan") are in Hoxley, looking for an escaped criminal.

09-12: 3D4 dusty and heavily-armed mounted caravan guards are looking carefully at the party (they belong to a caravan up the road and are scouting the village before the caravan enters). The caravan consists of a trader, with entourage, and 3D6+2 beasts carrying luxury goods.

13-23: Mayor Shodwhite (H-4) walks up and politely asks the party if he can help them in any way?

24: The Baronial Patrol (see "Law and Order in the Tulan Region") is in town, enjoying the hospitality of the villagers {reroll if you are running the scenario "The Silent Town"}.

25: A party of 3D4 mounted and dusty adventurers with pack beasts are unpacking nearby.

26-28: Morgan Brown, an oafish farmer's son (H-18), and the town bully. Brown asks the player-characters to join him in a drink, becoming rude and hostile if refused (Strength of 17, Brawl skill of 75%). He buys one round to each of the party's two if his offer is accepted, and leaves after four drinks without saying any words of thanks. Criticism is met with outrage and personal insults, especially if Brown is bigger than any of the party.

29-40: An aggressive party of hunters and farmers, on a spree in the village. They are drunk and looking for trouble, and carry staves or daggers (Combat skill 30%; Level 1 Fighters).

41-44: A gang of village children follow the party, shyly asking to see magic performed.

45: The powerful mage Shalto (TR-16), a forbidding figure in dark maroon robes, stands watching the party suspiciously (Scan skill 95%). Any cruel or hostile actions towards the villagers are grounds for him to consider the adventurers to be a threat, though he will not make hostile moves until the party menaces or insults him. Shalto is likely to disappear at that point, leaving 1D4 demons or spirits to chastise, but not kill, the adventurers who acted so rudely.

46-48: A motley troupe of entertainers, 3D6 men and 2D6 attractive women, passes through town in 1D4 covered wagons.

49: Granny Shanks (H-26), a white-haired, grizzled, but cheerful old crone, offers to sell the party herbal remedies or heal any minor injuries they may have.

50-52: Odd Jon, town hermit, walks past carrying an odd, wet bundle that has a most unusual odor. Or perhaps the odor comes from the hermit himself? Odd Jon smiles a gap-toothed grin at the adventurers as he passes.

53: Reginald Shodwhite (H-4), young son of the village's mayor, stealthily contacts the player-characters. He wants to join their group.

54-59: A random farmer or other local character from Hoxley: roll 1D100 and refer to the Hoxley listings (H-1 to H-35). Re-roll results over 35.

60-71: A merchant or trader with a caravan of 4D6 pack animals, bearing luxury goods, and entourage.

72-75: Farmers stopping here for the night.

76: Harvey, apprentice to Redmond the tanner (H-35) is following the party and smiles if spotted. He shyly asks if they could use another good fighter in their group? He will demonstrate his skill with the shortbow if necessary.

77: A lovely (Appearance 16) but disheveled female adventurer solicits one of the player-characters and offers to take him to her room in the Riverside Inn (H-34), where she and her friends (with invisibility spells cast on them) will rob him and leave him tied and gagged while they escape out a window.

78: Pilgrims here to visit the Shrine of Silban (H-6).

79-81: Monks from the Abbey of Ishap, with carts of wine casks.

82: A stray farm animal runs through the center of town (goat, sheep, bull, etc.).

83-85: A herd of 4D6 grazing animals (sheep, cattle, etc.) and several herd-boys pass slowly down the road.

86-87: Out-of-town aristocrat, priest or mage and entourage, traveling.

88: 1D6+1 mounted men in leather armor are watching the adventurers carefully from the shadows of a nearby building. If threatened, they smile and turn their horses away. They belong to an outlaw band lurking in the North Forest.

89-91: Natasha, mistress to Algren Barrett (H-20), sways sinuously past the party, making a strong impression on any lustful characters.

92: Animal trainer Arnold Shakes (S-36) is training a beast in the woods near Hoxley. He and his strange charge pass by the party,

Shakes giving a formal bow and a smile. Beast will be a very dangerous and large one (bear, wyvern, etc.) that cannot be trained in the precincts of Tulan. Shakes is staying at the Riverside Inn (H-34).

93-98: Brother Timothy, priest of Silban (H-6) asks the party if they worship the Earth-Mother? He would be happy to convert them if the answer is no....

99-00: Matilda Shodwhite, beautiful daughter of the Mayor (H-4), curiously observes the party from a nearby spot. She smiles at any young and handsome characters. Ignore this result if you are running "The Silent Village."

Well-Traveled Areas

(Roads, the River Wyndermeer, Wagon Creek, hamlets, or any settled land. Add boats, barges, or canoes as appropriate if the encounter is on the river).

01-07: A group of 1D6+1 wealthy merchants or landowners on fine horses, with extensive entourage, including courtesans, hawks, slaves, hunting dogs, etc.

08: A young noble or rich merchant's son in full plate armor, with extensive entourage, including 1D4 corrupt adventurers (Thieves, Anti-Paladins, Evil Clerics, etc.), seeking trouble.

09-10: The ruins of a stone fort can be seen about a mile away; 35% chance of habitation by indigents or bandits.

11-12: Priest or priestess, travelling with extensive entourage and 4D6 cultists or pilgrims.

13-14: Monks or mendicant priests, travelling (33% chance of monks from the Abbey of Ishap with carts and pack animals).

15: 1D6 wealthy and powerful adventurers (mages, high priests, paladins, etc.) traveling with entourage in palanquins, on elephant back, or in some other grandiose fashion.

16-17: 1D6+4 impoverished adventurers looking for trouble (Combat skills 70%; Level 6 Fighters). At least one of the group has healing powers (30% Divine or Spirit Magic skills; Level 4 Evil or Chaotic Cleric), and at least two of the group have magic (45% Sorcery Magic skills; Level 6 Evil or Chaotic Mages).

18-20: Baronial Patrol from Carse (see "Law and Order in the Tulan Region"). 10% chance of the party being stopped for questioning, 90% if suspicious behavior is exhibited.

21-23: 3D6+3 mounted and heavily-armed brigands, looking for victims (Combat skills 65%; Level 6 Fighters).

24: 2D4+1 nonhuman travelers (dwarves, elves, etc.) with pack animals, wagons, etc.

25-36: Rich merchant caravan (carrying jewels, art objects, drugs, etc.)

37-50: Modest merchant caravan (carrying rugs, lamps, foodstuffs, etc.)

51-80: Crafters, farmers, or peddlers, with goods, on foot (20% chance) or in carts (80% chance).

81-99: Herders with livestock (sheep, cattle, goats, etc.)

00: The adventurers have strayed from their intended path due to fog, a storm, felled trees blocking the way, etc. Roll encounter on the Rough Terrain Table (above).

Rough Terrain

(Forests, marshes, the wilderness outside the main area map, etc.)
 01-02: The party has found a camp of 4D6 brigands (Combat skills 55%, heavily armed; Level 5 Fighters), with women, children, slaves, and loot.

03-07: Scouts for the gang of brigands above. Oppose Scan rolls: scouts have 65% Scans. If the adventurers have no such skill, give them their Level x8% as a percentile skill.

08: 2D4 hungry trolls or small giants, looking for food.

09-10: An odd whistling wind sighs through the air. This may be just a meaningless sound, or the ghost of an unlucky adventurer.

11-12: A lone priest or monk engaged in some religious activity.

13-19: A recently vacated camp.

20-21: 1D6+1 normal adventurers (mercenary warriors, minor clerics, etc.) traveling to a spot in the woods.

22: 1D4+1 powerful adventurers (mages, high clerics, paladins, etc.) are camped near the path the party is following.

23: 2D6+2 foresters with bows and staves.

24: The Baronial Patrol (see "Law and Order in the Tulan Region") is in the area and questions the adventurers, following them if any suspicious behavior is exhibited.

25-26: 3D6 orcs (or other similar, intelligent monsters), looking for easy prey. They have Combat skills of 45%, light armor and weapons, and flee as soon as more than three of their band have been killed. Their encampment contains 3D6 more female or immature orcs, 4D6 x10 gold pieces worth of treasure, and 1D4 human slaves (a farm girl, a hermit, etc.)

27: 2D4+2 nonhuman travelers (dwarves, elves, etc.) on riding beasts pass by, cautiously keeping their distance from the party.

28-29: A family group of 1D4+1 powerful monsters live in a cave or clump of trees nearby (manticores, griffins, large trolls, giants, etc.). The party must make Scan or Listen rolls to notice the signs of these monsters in time to avoid passing too near their lair. Once the adventurers have approached the lair, the adult members of the group attack (25% chance that the monsters fail to notice the adventurers).

30: A small house, of normal rural pattern, with several broken windows, can be seen through the trees. Inside lives a witch of ordinary power but significant evil and cunning (2D6 spells, known at 35%, Intelligence 15). She has two young children (from a local settlement) ensorcelled to serve her needs. The witch also has several dangerous familiars or attendants (a vampire bat, large wolf, zombie, etc.) and she is skilled in the creation of poisons and traps of many kinds (55% Herbal Lore skill, 45% Devise skill). She is always interested in adding to her store of treasure. The basement of her home contains 1D6 x100 gold pieces worth of jewels and cash, and several sets of ordinary armor, used weapons, and other items.

31: An odd, twisted tree can be seen. Its roots wrap around a strange black stone of great age, carved with unidentifiable symbols, seemingly some sort of blessing or curse. The stone

would be of great value to a collector of antique holy items (1D6 x100 gold pieces). Unfortunately, removing the stone releases the vampire buried beneath, who will thank the adventurers with a wild smile, then escape. Later that night the vampire may (50% chance) pick members of the party as victims. In any case, the adventurers have loosed a terrible scourge on the Tulan region by this act.

32: The Baronial Patrol is here, looking for a monster that lurks nearby. If the party offers to help, the patrol sergeant offers to buy drinks for the party in Hoxley.

33: Lost caravan (carrying rugs, lamps, foodstuffs, etc.).

34-35: 1D4 rotting corpses, stripped of all valuables, lie before the adventurers.

36: A barrow mound, some 30 feet long, and heavily overgrown, can be seen within a grove of dark trees. The barrow is well guarded by 1D6 powerful entities (spirits, demons, skeletons, etc.) and contains several ancient liches, which will animate if their possessions are disturbed. The barrow is known to the folk of the immediate area, who will warn the adventurers away from the mound if they see them in the area of the barrow. They have several interesting tales to tell about the mound, if treated with respect. The plunder of the mound has a value of 2D6 x100 gold pieces, and contains one magic item, a +3 bronze battleaxe that forces the wielder to kill any opponents who surrender to him.

37: A ruined fort on a low hill, unoccupied.

38-44: 1D6+1 hunters on foot, with bows and spears.

45-48: A recently vacated camp.

49-50: The remains of a hamlet, burned out and ravaged. Several skeletons are visible in the rubble. 10% chance of survivors (women or children) hiding nearby.

51-52: A circle of standing stones can be seen on a wooded hill near the party. A powerful spirit inhabits the stone, worshiped by certain families in the area. 10% chance of a ceremony taking place, with 2D6+1 male and female revelers (Combat skill 40%).

53-77: Deer or other wildlife.

78-80: Hermit in small shack.

81-99: 2D4+3 farmers, herders with livestock, or woodcutters, taking a short-cut.

00: The adventurers have entered a region of very rough terrain (dense woods, deep gullies, broken hills, etc.). Unless someone can determine the way out, the party is delayed in its journey for 2D6 hours.

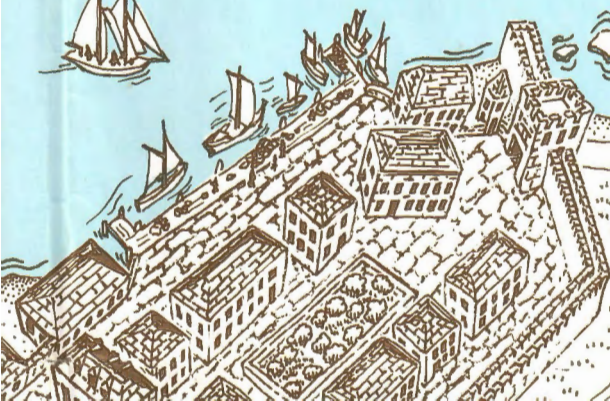


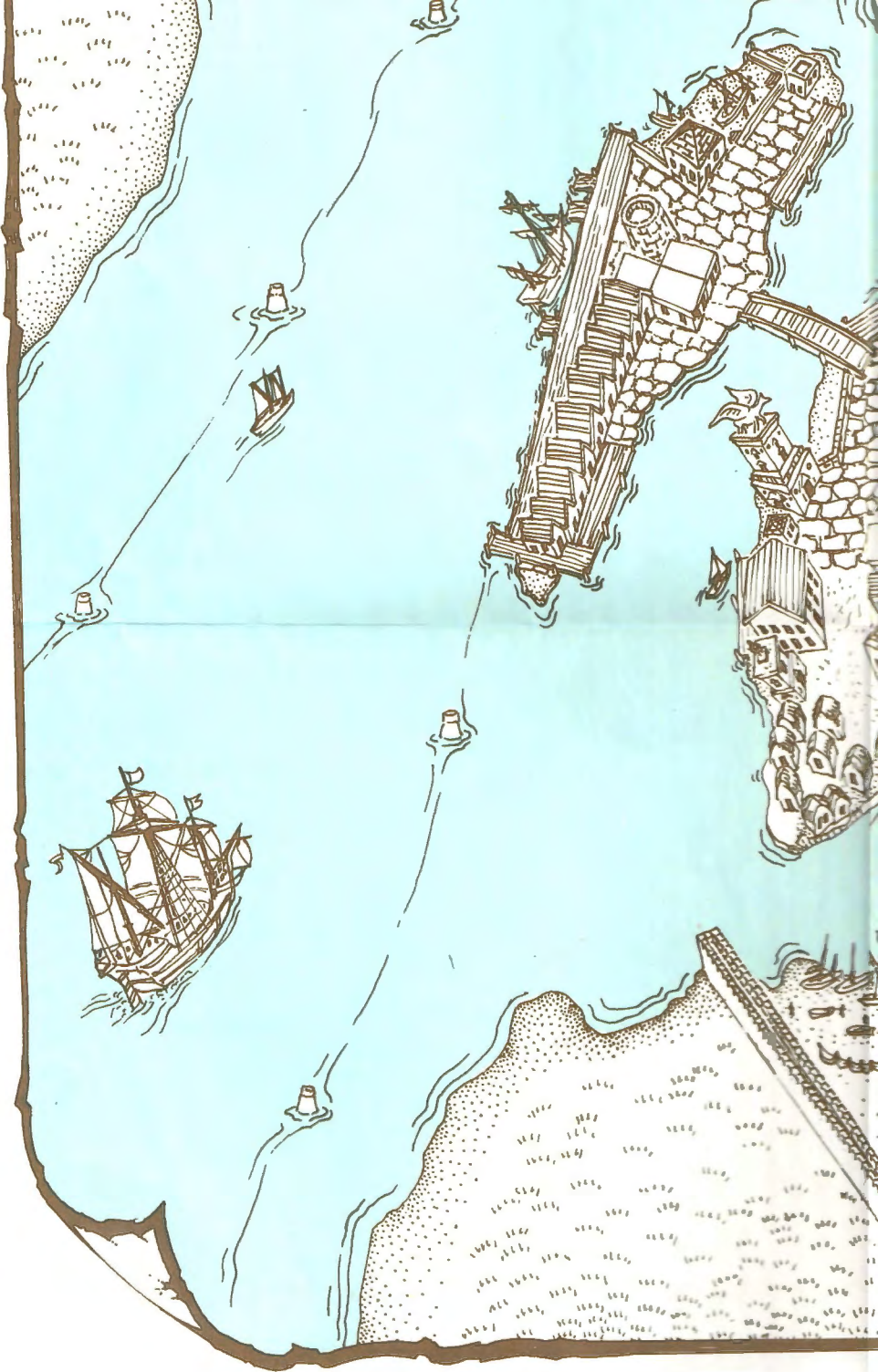




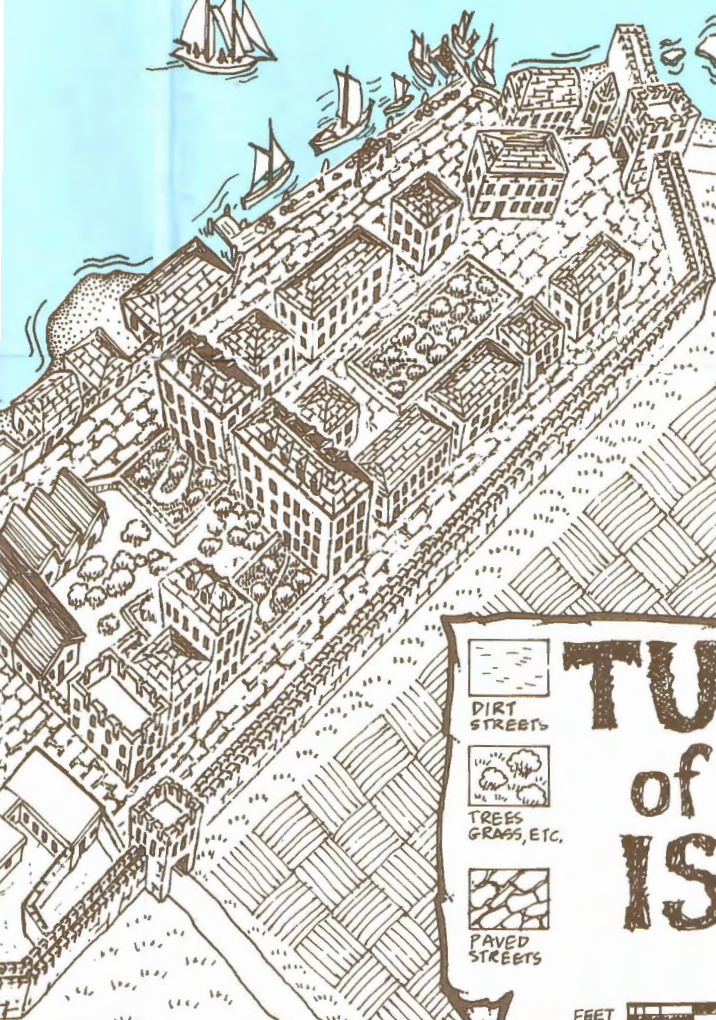


RIVER WYNDERMEER









TULAN of the ISLES

	DIRT STREETS		BEACH
	TREES GRASS, ETC.		CROPS
	PAVED STREETS		HEAVY WOOD QUAY OR DOCK
			BUOY

FEET 0 50 100 200

TULAN

Of The Isles

third edition, revised and reset, published by Chaosium Inc.

Designed for all fantasy roleplaying systems, **TULAN** includes complete data for a wealthy town and a farming village, and details the relation between the two settlements and the region around them. Information includes persons, places, encounters, adventures, politics, military security, economics, and a scenario. If used with **CARSE**, a companion volume, the gamemaster will possess the basis for a complete fantasy world.

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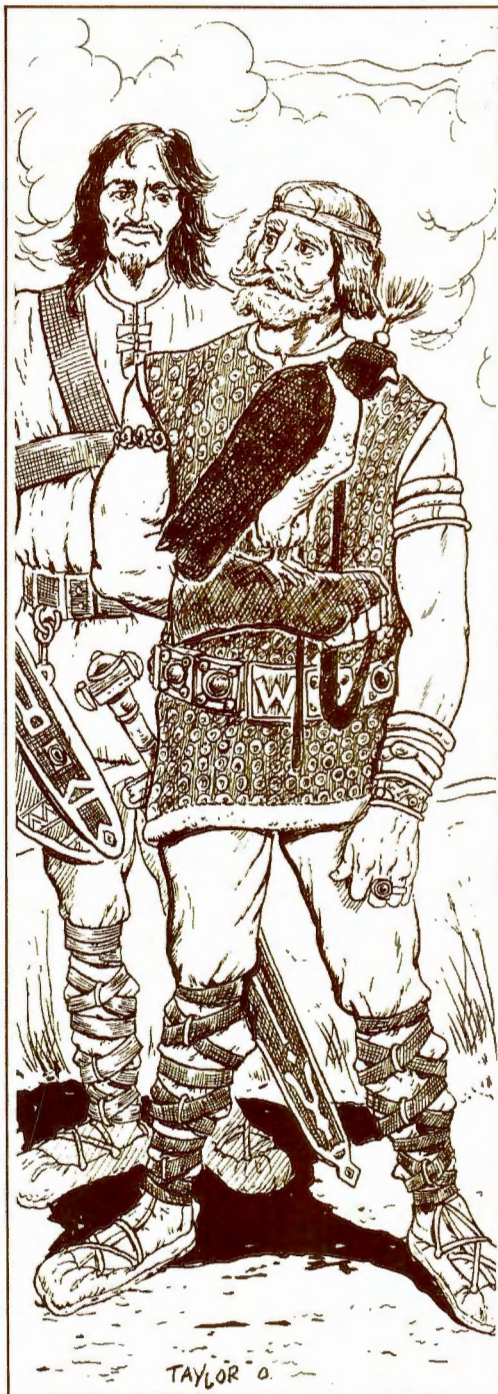
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