

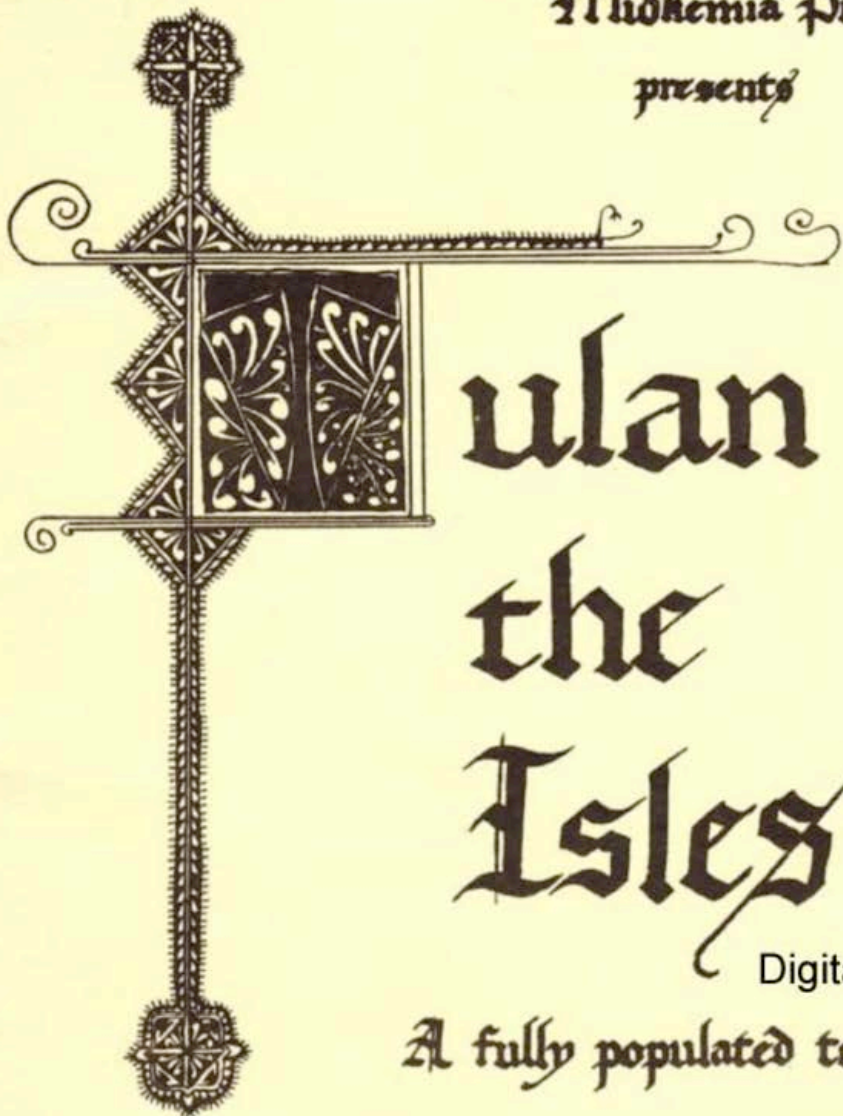
Midkemia Press

presents


# ulan of the Isles


Digital 2nd Edition

A fully populated town



Feist &  
Abrams



ulan  
of  
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sles

A fully populated town for use with most role-playing systems  
by  
Raymond Feist and Stephen Abrams

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## INTRODUCTION

TULAN OF THE ISLES is a fully populated, predominantly human town, designed to be compatible with role playing games benefiting from a Fantasy/High Middle Ages theme. It is especially designed for optimum enjoyment when used with the CITIES rules published by Abrams and Everson (MIDKEMIA PRESS).

This booklet is broken into sections. Section 1 is this introduction; Section 2 a short set of instructions on how to use this product; Section 3 is a description of Tulan, including its history in our campaign, social order, legal system, etc. Section 4 is a breakdown of each part of town with a map showing each building and a key to each occupant (if any). This is followed by a building, by building description of the occupants of each building and their relationships with others in the town. Section 5 lists a number of 'Local Characters' and 'Major Personages' that can be encountered around town. Section 6 describes the abandoned town of 'Old Tulan' just down-river. Finally Section 7 has appendixes with a map of the surrounding area and suggested prices.

The associated large PLAYERS' MAP, with un-labeled buildings, provides a birds-eye-view of the town and the immediately surrounding countryside for use by the players to better visualize what the GM describes.

The meat of the book is Section 4 which contains Map enlargements of the town, delineating each building in the town. The pages following each enlarged map contain information on each building within that section, including descriptions of those who reside within those locations. While the majority of businesses are developed, a few have been left for the Game Master to add so that each game can be individualized. Should the Game Master not wish to do so, the Town is sufficiently complete to be used without modification.

Extended descriptions of a large number of TOWN CHARACTERS (as per Character Encounter in the CITIES rules, also published by MIDKEMIA PRESS). These are individuals with whom player's characters may interact, and are brought to the character's attention by events or circumstances. They may become involved in adventure, invest in business, become involved in local politics, etc. as a result of such meetings. PERSONAGES are local figures of some importance and influence, such as the Mayor, the Sheriff, the High Priestess of the Sea Goddess, etc. NOTE: Characters are constructed using the Midkemian Game System. This tends to provide low-level characters compared to systems such as AD&D so scale them as appropriate to your world.

The history and social situation of Tulan that is described will hopefully provide a rich source of ideas for the Game Master to draw upon, to keep players interested, and to provide an 'established' town, without feeling 'brand new'. Certain businesses, buildings, etc. have been left intentionally vague in order to allow each Game Master to individualize the city to personal specifications.

*WELCOME TO TULAN*

## **ACKNOWLEDGEMENTS**

Many thanks to the other Midkemians: Steve Barrett; Jon and Anita Everson ; Dave Guinasso; Tim La Selle; Ethan Munson; Julie Neunaker; Bob Potter; Rich Spahl; Alan Springer; and Jeff and Lorri Velton for their support and suggestions.

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## Information

Tulan is a fully populated, complete town. It is related to our product, The Black Tower (of old Tulan), but both are independent adventures, either usable without the other at the Gamemaster's whim. In both books, certain information is based on our own rules set, and the history of our world (Midkemia, strangely enough). Tulan is also related to other Midkemia Press products, including Carse (the major Far Coast city), Jonril Gateway to the Sunken Lands, and Heart of the Sunken Lands. Conversion for use with other systems has proved to be very simple, and in most cases can be done on the spot. To aid the Gamesmaster in running this adventure, the following two sections are included.

### General notes:

**Magical spells, weapons and artifacts** are based on the Midkemian system. Feel free to substitute the appropriate items from the system you're using. In most instances the item or spell will be self-explanatory. In those cases where confusion can exist, we have tried to provide a 'pocket' description of the item or spell.

**Monsters** noted are based on our own system. Use the similar monsters in your system or substitute as desired.

**Rolls 'under'**. In various parts of this book, the character will be instructed to 'roll under' an attribute to accomplish a task. If explicit mechanics have not been established for this, as they have in some systems, the character can accomplish this task by rolling the same die combination as originally rolled for that characteristic. If the roll is less than or equal to the characteristic value, the character was successful.

Where **'levels'** are mentioned, they are again based on the Midkemian System and may tend to be low in comparison to those generated in other systems. They generally correspond to some number for d8 being generated. Modify them as appropriate.

**Statistics** on people are usually given based on a % roll system. However, the corresponding 3d6 roll is usually included also (conversion tables are available in Appendices).

**Lesser Path Magi**. This type of magi is mentioned in several places in this book. For most other systems, the nearest parallel will be Druids, Witches, Shamans, etc. Their magic is of the earth, and requires extensive conjuration for the major spells. Modify them as appropriate for your system, until you feel comfortable in running them.

The notation, **s#**, **f#**, **l#**, where # is a number from 1 to 6, is used to indicate the relative quality of stables, food and lodging, respectively, where 1 equals the worst and 6 the best.

**Placing Tulan of the Isles in your world**. Although Tulan exists as part of the Far Coast in our adventures it can easily be placed in your world. Here are some suggestion for such placement. Tulan is on the river Wyndermeer, at the point furthest upstream that ocean going vessels can travel. It connects barge trade coming down river to the ocean going vessels coming upstream. It is in a settled region but has trade with wilder areas upriver. A major "dungeon" (The Black Tower) is situation at the site of the old town within riding distance.

## Historical Glossary

**Carse:** The major city in the Duchy of Crydee (north and west of Tulan) (also published by Midkemia Press).

**Crydee:** Once the capital of the Duchy of Crydee, it has declined to being a small unimportant fishing village (far north).

**Duchy of Crydee:** The Westernmost Duchy of the Kingdom encompassing the towns of Carse, Tulan, Crydee and Jonril. Due to its isolation from the rest of the Kingdom it is mostly left to its own devices.

**Jonril:** a large trading town north of Tulan about 85 miles further up the River Wyndermeer. It is a base for operations in the Sunken Lands.

**Kesh:** the Empire of Kesh (Great Kesh) is found on the southern end of the main continental mass containing the Kingdom, Kesh and the Keshian Confederacy. Its northern borders are about 500 miles south of Tulan, across the Straits of Darkness.

**Kingdom of the Isles:** a vast kingdom separated from the Far Coast by the Straits of Darkness and the Bitter Sea. It officially claims sovereignty over the Far Coast (including Tulan), however there is little contact outside of trade. The Kingdom of the Isles is commonly referred to as The Kingdom. There is a rivalry between merchants from Great Kesh and those from The Kingdom.

**Krondor:** A large city south on the Bitter Sea, it is renown for its poor harbor and for being the Prince's City, making it the capitol of the Western Realm of the Kingdom of the Isles.

**Old Tulan** was the original town, founded nearer the mouth of the river. Abandoned after the Night of Terror, some 100 years ago, it is little but ruins and *The Black Tower*, the old keep of Tulan. The tower is said to now be inhabited by monsters and is avoided by to locals. (*Download your free copy of The Black Tower for this 'dungeon' adventure*)

**Straits of Darkness:** the straits that separate the northern and southern halves of the main Midkemian continent. They form the inlet that separates the Endless Sea from the Bitter Sea. (Tulan lies north of the Straits of Darkness)

**Sunken Lands:** an area of about 100,000 sq. miles that is 1000 feet below sea level. It was formed by the release of enormous amounts of magic about 500 years ago and is believed to be completely covered with dense jungle. Many exotic and valuable items are brought out of the Sunken Lands by bold adventurers and large expeditions. Jonril, on its western edge, is the normal base of operations. (published by Midkemia Press as Heart of the Sunken Lands)

**Tsurani:** from the Tsurani Empire of the planet Kelewan. Artifacts from this other world are occasionally found in the West. They are left from the Midkemian-Kelewanese Rift Wars, which were fought in the period between 1000 to 700 years ago. This culture and time is vividly discussed in the novel, Magician, by Mr. Feist (and the 29 other books that followed it).

**Tulan:** the new town of Tulan occupies 5 islands in the River Wyndermeer. Due to shoaling in the river, which prevents large ships from continuing much further upstream, Tulan has become an

important trading center for ship and barge traffic on the river, handling commerce between Jonril and the rest of the Kingdom.

### **Abbreviations Used throughout the text**

gp = gold coin

sp = silver coin

cp = copper coin

pt = platinum coin

ep = electrum coin

50 copper coins = 10 silver coins = 1 gold coin

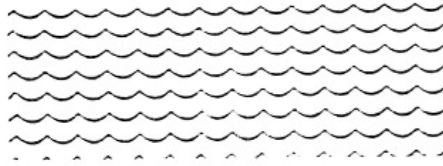
100 gold coins = 10 platinum coins = 1 electrum coin

HTK = Hits required to kill character

Lvl = equivalent level using d8 per level HTK

**TERRAIN CODES:**

RIVER



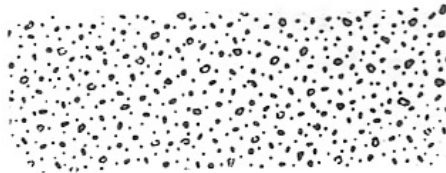
WOODS



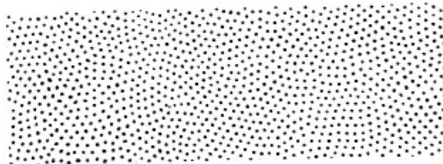
CULTIVATED



HEAVILY TRAVELED



SAND/DIRT



GRASSLANDS



## HISTORY OF TULAN OF THE ISLES

Ages past, conquerors came from the distant Kingdom to the east. The local people, descendants of a once great race originally from what is now the Empire of Kesh, were no match for these invaders and were quickly absorbed into the new order of things. Tulan became the southernmost city in the Duchy of Crydee (which encompasses Carse, Crydee, Tulan and Jonril).

For years life was peaceful along the coast of the Endless Sea. This relative calm was shattered when conquerors came from the Empire of Tsuranuanni, on the planet Kelewan, through a magically created "rift gate". The invading Tsurani attacked into the west of the Kingdom of the Isles, or simply The Kingdom as it is known, occupying lands in the Duchy of Crydee north of Tulan.

The old duke had died in the war. His sons were called to rule in the east, and the Duchy of Crydee became nearly forgotten, the Kingdom caring little about its westernmost province. Little is known of the intervening years, for they were times of trouble. Of what is known, the most notable event was the Great Upheaval, which caused the creation of the Sunken Lands, a vast region north of Tulan that is a sunken land. Legend has it the Sunken Lands were once normal forests and mountains, until sunk by the combined efforts of many magicians, a side-effect of their effort to save the entire planet from deadly peril by closing the gate to Kelewan.

But all of this happened 500 years ago, and few in Tulan are concerned with 'ancient history'. Generations came and went and Tulan became a prosperous trading center, though it never matched the city of Carse, far to the north, in size or prosperity. Ships put in from far ports and barges came down the river Wyndermeer bringing rare and expensive booty taken by bold adventurers from the dangerous and alien Sunken Lands.

All was well until the Night of Terror. Few living know what caused the people of Tulan to flee their prosperous town on the coast, or forced brave soldiers to abandon the keep, but it is recorded in the Abbey of Ishop that all who survived that dread night made their way upriver, fleeing the horror, and founded the new Tulan on the five islands it now inhabits.

Now Tulan again prospers, a small trading town on the five islands of the river Wyndermeer. Ships from the Kingdom sail upriver, keeping to the deep central channel, to offload their trade goods to the waiting barges which carry them to the docks of the town. Here exotic goods from Jonril, the city upriver, are loaded aboard ship, along with the grains and products of the local farms, to find their way back to the population centers of the east.

## SOCIAL ORDER IN TULAN

The administration of the town is conducted by the Town Council. Major decisions are made by Town Moot, a meeting open to any whom have lived in town a year and a day. Defense of the town is supervised by the Sheriff, who also keeps the peace. All men of fighting age (fifteen years and older) are expected to defend the islands in emergencies, and are so informed when arriving at Tulan. Each man living in the town spends one day each two months standing watch at the Isle Gate in the watchtower, or along the docks, freeing the soldiers of the Sheriff's guard to ride patrol around the outlying farms. On this one day of service, each man is given a red badge to wear, identifying him as acting town watch. Strangers in the town can earn a few extra silver coins by standing duty for those who wish to find substitutes due to the press of business.

There are no nobles to speak of in Tulan, but the Sheriff is a direct descendant of the last Duke's Sheriff and is treated with respect by the townsfolk. The Mayor is an elected official, and is also treated with some deference, though the degree varies with each mayor.

There is little in the way of political factionalism in Tulan, but there is a great deal of social competition between the two major families of Tulan, the Woodhews and the Mangrums. Tulan is divided into three factions; those who side with the Woodhews, those who side with the Mangrums, and those who couldn't care less. Strangers often find themselves being treated coldly by a townsman, only to find later that such treatment resulted from an earlier conversation with a member of the opposing faction.

## RELIGION IN TULAN

There are three religions represented in Tulan. Those who are descendants of the old race, most of the fishermen and their families, worship the SEA GODDESS (Killian). Her shrine is located near The Bottoms (southeast end of main island). Most of those descended from the original invaders worship THE GOD OF LAW (Astalon). His shrine is located near the Killian temple. There is also an Abby of Ishap (the oldest religion known) on the mainland, (not shown) though only a few in town are adherents.

## JUSTICE IN TULAN

All crimes 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. Appeal is to the king, but a king's writ has not been forthcoming in over three hundred years, so it is only a formality. Justice tends towards the harsh, as the local social order cannot entertain much stress and survive in this rugged environment.

## SOME NOTABLE SOCIAL INSTITUTIONS

**MID-SUMMER'S DAY.** This festival, known as Banapis, is celebrated each year on the summer solstice. Two activities of note occur on this day.

**The Choosing** -- each year the Craft masters of the town meet to decide which of the eligible boys (age 15) of Tulan will be taken into which craft. The decision is made before the ceremony, and being chosen is considered an honor. Those not taken will become farmers and fishermen, or in the rare case, leave Tulan to become adventurers, perhaps seeking riches in the dreaded Sunken Lands to the north.

**The games** -- from mid-day to sundown, contests of skill and strength are held, including archery, wrestling, horseracing, bare knuckle fighting, and duels to first blood. Prizes are given, and, if warranted, the Sheriff will acknowledge a man who has demonstrated great skill overall by winning several contests and bestow upon him the Wreath of the Victor.

Additionally, all misdemeanor crimes are pardoned. Throughout the day, all in the town partake of a feast provided by the women of the area, and all may enjoy whatever is placed upon the great tables, regardless of rank or wealth. The evening is devoted to visiting, with townsfolk wandering from home to home, paying calls upon each other, as well as gathering in the local taverns.

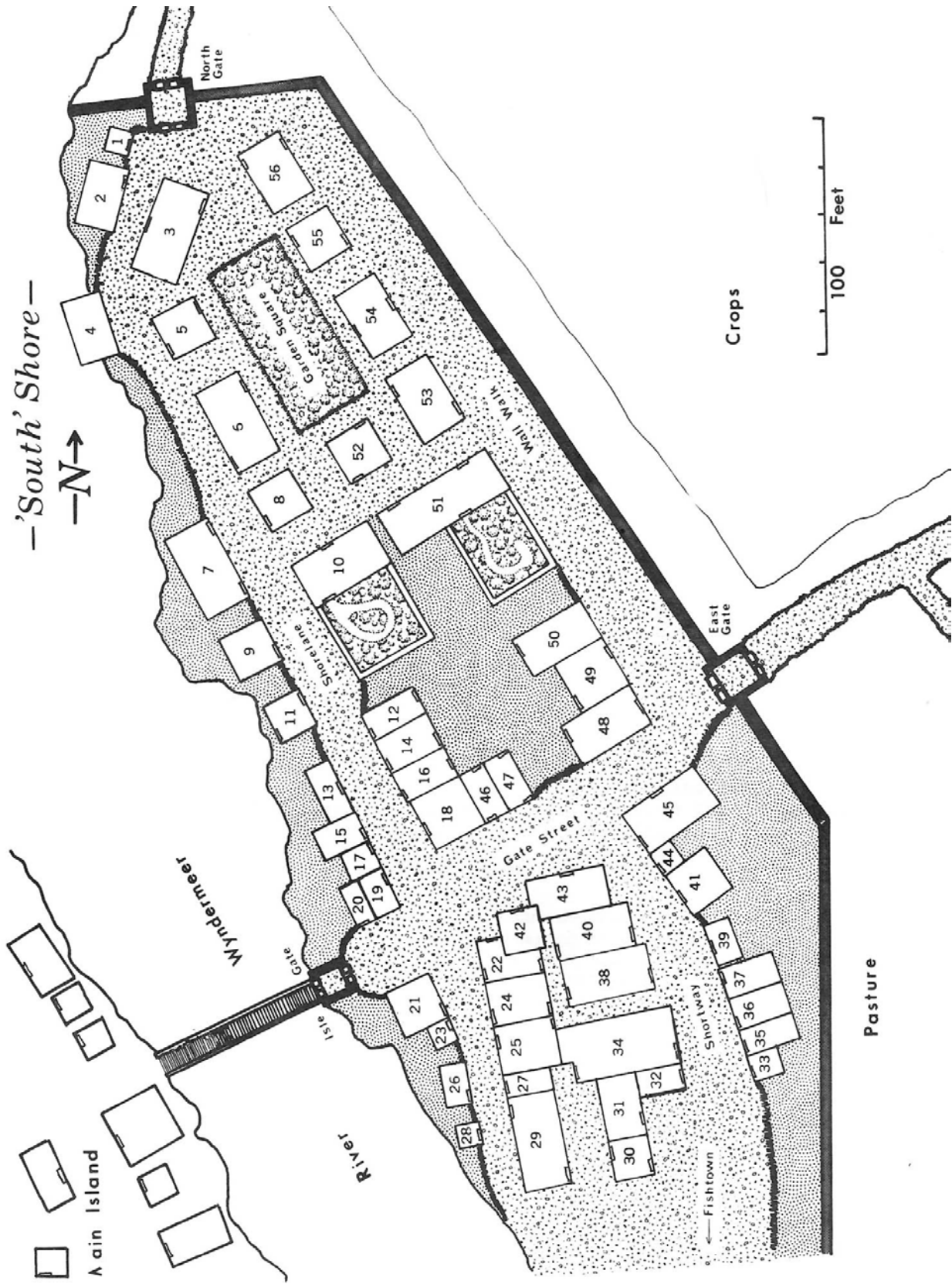
**THE COUNCIL.** All normal decisions on governing Tulan are made by the five member council. The Mayor presides over the members, one from the Craft guild, one elected by the local farmers, one elected by the local fishermen, and one elected at-large by those not belonging to the other groups. The Sheriff does not involve himself with the concerns of the council, as they are civil. However, during times of emergency, he assumes all civil and military authority.

**THE MARKET.** Three times a week people gather in the market on the main island to sell and buy wares. With few 'businesses' as such in town, this is the major way in which goods and services are secured in Tulan.

## **Town Details**

### **KEY TO MAP INDEXES**

S=South Shore, M=Main Island, B=Boat Island, G=Goat Island, GA=Garden Island, N=North Island



'SOUTH' SHORE

<> Occupation of who resides there

S1	RES <Trader> Dargan Newstin the Buyer	S29	BOATWRIGHT/CHANDLER, Sign of the Bowsprit
S2	PHYSICIAN, Silkan Galgado, Physician	S30	RES <Boatwright> Simon Flanery
S3	INN, Sign of the Traveler (f6,16)	S31	FULLER, Sebastian Mangrum Fulling
S4	BARGE DOCK	S32	FISHMONGER, Ulan's Fresh Catch
S5	RES <Merchant> Landon Eldin	S33	RES <Rope/net maker> James Grayly
S6	RES <Investor> James Flambric	S34	SAILMAKER/CANVASER, no sign
S7	RES <Trader> Hulan Taltagor of Jonril	S35	Empty
S8	RES	S36	ANIMAL TRAINER, no sign
S9	RES	S37	RES
S10	RES <Mangrum Hall>	S38	PAPER/INK MAKER, Sign of the Quill
S11	BATHS, Hanson Brothers	S39	TOBACCONIST, Sign of the Tobacco Leaf
S12	Empty	S40	INN, Sign of the Rose and Thorn (f5,14)
S13	GLASSBLOWER, no sign	S41	SPINNER, Sign of the Wool Card
S14	WEAVER, Linda Grimsley Weaving	S42	ALEHOUSE, Sign of the Dragon's Tooth (f4)
S15	SPICE AND HERBS, Sign of the Peppercorn	S43	TRADER, Donstraf der LaMut
S16	RES <Engineer> Carl Bilkis	S44	SEEMSTRESS, Sign of the White Spool
S17	Empty	S45	HORSETRADER/SMITH/STABLE, Pully Halsor, Horses
S18	BAKER, Sign of the Breadpan	S46	PRODUCE, no sign
S19	WINESHOP, Sign of the Silver Corkscrew	S47	Empty
S20	CANDLEMAKER, Mangrum's Fine Candles	S48	BARRACKS
S21	RES <Lawyer> Titus Moody, Lawyer	S49	UNDERTAKER, Sign of the Lily
S22	PRODUCE, The Corner Grocery	S50	Empty
S23	RES <Scribe and Scholar> Hilbard Grochan	S51	RES <Woodhew Mansion>
S24	METALSMITH/ENGRAVER, Sign of the Taphammer	S52	Empty
S25	WEAPONSMAKER/SHARPENER, Sign of the Broadsword	S53	RES
S26	RES <Riverman> Gondor Yates	S54	RES <unknown> Marvel Turner
S27	ALCHEMIST, Manny's Alchemy Shop	S55	RES <Merchant, retired> Giddion Pierce
S28	RES	S56	Empty

## SOUTH SHORE MAINLAND

(All buildings coded S)

When population pressure made it impossible for the citizens to continue building on the main island, the people of Tulan built the walled enclave on the south 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 'South Shore'.

**EAST GATE** This is where all incoming wagons, carts, and pack animals are inspected. There are no tariffs or duties on goods brought into town, but anything of a potentially dangerous nature is confiscated by the guards and, depending on the item, kept or returned when the party who owns the item leaves. There is little held illegal to trade, but dangerous drugs, uncontrollable magic, etc. are discouraged.

**NORTH GATE** Used primarily by local farmers who bring crops into the town. Any strangers may use this gate, subject to search, but all wagons, caravans, and carts are instructed to use the main gate.

**S1 RES <Trader>** Dargan Newstin the Buyer, is a trader who haunts the North Gate, looking to buy 'questionable' goods that the guards might not permit inside the town. He drives a hard bargain, and regularly ships his buys northward to Carse and Jonril.

**S2 PHYSICIAN, Silkan Galgado Physician.** Silkan is the most expensive doctor in the town, catering to the rich families of the Garden Square section of town. He charges highly, but his work is excellent. He has the means to cure most injuries, as well as a complete stock of cures for poisons and infections.

**S3 INN, Sign of the Traveler (f6,16).** The most expensive inn in the town, run by Norton Rables. Most inhabitants of the Garden Square area dine here, as well as travelers with money. Norton will not allow any inside his establishment who are not well groomed, referring dirty travelers to Hanson Brothers' Baths (S11). Guests are treated to the finest food and rooms in town. Noble travelers from the Kingdom of the Isles will be offered a fine selection of wines and entertained by Norton while he quizzes them on the latest fashions, dances and courtly gossip.

**S4 BARGE DOCK, Mugor Chevan, prop.** Mugor oversees the loading and unloading of barges coming downriver from Jonril, and from the main island. He is a scrupulous man who insures no theft occurs on his dock. He will hire strangers (keeping a close eye on them until he is sure he can trust them) for 5 sp per day + lunch.

**S5 RES <Merchant>** Landon Eldin is a trader as well as a freighter, running caravans from Tulan to as far away as the cities of the Kingdom to the east. He also acts as a ship's broker. His two sons, Segura and Moor, aid him in the business. His wife Wendela is a major figure in the social life of the town.

**S6 RES <Investor>** James Flambric is an 'investor', which is to say he underwrites all manner of business with the estate he inherited from his father, a trader who was one of the wealthiest merchants along the river when he died, twelve years before. An idler when his father was alive, he has, since his father's demise, shown a knack for business his father would have envied. He will consider underwriting most anything from adventurers or miners looking

for a grubstake, to silent partnerships in business. His investments are not public, but it is believed he owns a piece of several establishments in town. His eldest son, George, is studying with tutors in Krondor, the Prince's City of the Kingdom, while his second son Mark, is apprenticing with his father. His wife Marla is active in the social activities of the town, and is a close friend of Wendella Eldin (M5).

- S7 RES** <Trader> Hulan Taltagor of Jonril <AK2> is the trading representative of the Odanga Family Trading Company of Jonril, the largest shipping concern in that city. His function is to arrange for shipping to the Kingdom and other ports for Jonril goods. This puts him in competition with the local brokers and shippers, and has resulted in a good deal of bad feelings on both sides. He is treated with cold respect by his neighbors, and has little social life, other than entertaining occasional visitors from his home city, most notably Cornell Odanga or his son. His wife, Calina, and his daughter, Marlette, reside with him. He lives in constant fear of assassination and has six bodyguards in the house at all times. Hulan's personal wealth consists of 35,000 gp and 15,000 worth of gems in a strongbox under his bed. The bodyguards are from Jonril and are ensorcelled to defend Hunan to the death. Bodyguards (BERSERKERS, lvl 5, 21-22-20-19-18-23 HTK) wear chain, carry scimitars and shields.
- S8 RES**
- S9 RES**
- S10 RES** < Mangrum Hall>. Thomas Mangrum, patriarch of the Mangrum clan, and older brother of Hunan the Moneylender (M2), presides over the family businesses from this palatial home near Garden Square. Living with the dour old man are several sons, daughters, and their children. Among the notables living here are: Randolf the Physician, eldest son; Aldain the Scribe, second son; Franklin the Interpreter, fourth son; Shalmara the Candlemaker (S20), eldest daughter; and Rema the Seamstress (S44), third daughter. Herbert the Dyer, his third son, lives over his shop (M8). His second daughter, Alice (M54) has been disowned as she married a Woodhew. There is reputed to be a treasure in excess of 200,000 gp, from the many family businesses, hidden somewhere on the premises.
- S11 BATHS, Hanson Brothers'**. Norm and Michael Hanson run this fine bathing establishment. Services include hot, cool, and cold bathing tubs, and a barber, Allen Trumble, who will trim hair and beards for 1 sp. For the ladies, his wife, Hellen Trumble offers a full range of makeup, cologne, and hair dressing services.
- S12 empty**
- S13 GLASSBLOWER**, no sign. Grandy Chance makes glass items to order, both decorative and functional. He has found a method of making exceptionally clear glass, and exports some of his better items. He is trying to develop a perfectly clear glass for windows, and his preoccupation with the project occasionally causes him to fall behind in his work. He is always looking for a competent glassblower to work for him, making the common items of his trade, to free him for his research.
- S14 WEAVER, Linda Grimsley Weaving**. Linda is the widow of Harold Grimsley and has kept his weaving business thriving since her husband's death. She provides good to fine quality

- cloth, specializing in fabrics for better clothing, satins, silks, and fine linen. Her prices are a little high.
- S15 SPICES & HERBS, Sign of the Peppercorn.** Josh Desgansta carries a full line of spices and herbs, imported from as far away as the Empire of Kesh (far to the south). He claims to have anything the discerning chief could ask for, and also carries a variety of herbs used in home remedies.
- S16 RES <Engineer>** Carl Bilkis is a self-taught engineer (having started as an apprentice stonemason and graduated to building from many materials). He is now competent to build most any common structure, as well as being something of an expert on structures connected with the river, docks, jetties, quays, mooring columns, etc. and can calculate dredging operations as well. His wife, Shandra, is a mathematician, and works closely with her husband in planning his work.
- S17 empty**
- S18 BAKER, Sign of the Breadpan.** Galvin Wilamson provides both quality goods to the rich families to the north of his establishment and inexpensive baked goods for the poorer families to the south. He is aided by his two apprentice sons, Greg and Carl. His wife, Duella, takes care of the financial end of the family business.
- S19 WINESHOP, Sign of the Silver Corkscrew.** Rock duVier, formally of the Royal Kronedorian Pathfinders, now runs this rowdy, neighborhood spirits shop. Rock, a short, happy looking fellow with a perpetual rosy glow on, speaks with an outlandish accent, but is well liked by most of his neighbors, mostly due to his tendency to invite any within earshot to sample whatever's new in his stock. His long suffering wife, Ann, does her best to keep the business afloat.
- S20 CANDLEMAKER, Mangrum's Fine Candles.** Shalmar Mangrum, daughter of Thomas (S10) runs this modest establishment, specializing in scented and colored candles. She leaves the evening operation of the shop to Odie Shaklee, who often slips next door to split a bottle with Rock duVier. Shalamar lives with her father, and despairs of ever finding a husband, as she is a plain looking woman, though considered charming by all who know her.
- S21 RES <Lawyer>** Titus Moody. With no courts as such (the Mayor and two members of the Council hear all cases), most of Titus's business comes from drawing up wills, contracts, articles of partnership, etc. He will, for a fee, present arguments before the council or act as counsel at a trial. His fees are high, starting at 25 gp for a simple will, and he asks for at least 30% of judgment in lawsuits. He is a tall, gaunt man with a badly pockmarked face, wearing a grey-shot long beard.
- S22 PRODUCE, The Corner Grocery.** Helm Brown runs this stand, specializing in the local products. His selection is less expensive than the Sign of the Cornstalk (M63), but more limited in choice. Brown's wife Arline helps at the stand, and also provides tips on cooking, as she is one of the town's better soup makers.
- S23 RES <Scribe and Scholar>.** Hibard Grochan is law clerk to Titus Moody (S21) who includes this modest room in his wages to Hibard. A man of meticulous scholarship, Hibard does nearly all of Titus's research and is the true legal genius of the firm, but is often tongue-tied

before strangers, while Titus is a fine orator. Hilbard will do small jobs, scribing, doing research, if they don't interfere with his legal work.

- S24 METALSMITH/ENGRAVER, Sign of the Taphammer.** Walter Gaulsworthy is a general metalsmith who works in all metals, excluding precious metals, but prefers working iron, steel, and brass. He also is the town's only engraver. Walter is a sour dispositioned old man, given to lecturing all within earshot on the need to return to the nobility. He claims to be distantly related to the last baron of Tulan, and would graciously accept the position of baron should the townspeople insist. So far they haven't.
- S25 WEAPONSMAKER/SHARPENER, Sign of the Broadsword.** Alton Sharp is a master weapons maker, specializing in blade weapons, though he can turn out a mace or pole arm to order. He also doubles as the town's sharpener, caring for the weapons and household knives of his customers. Alton is a compulsive fisherman and will often arrive late, after early morning fishing. He can be found most evenings at the Rose and Thorn (S40) sharing a drink and fish stories with William Sturn the Cobbler (M58).



- S26 RES <Riverman>.** Gondor Yates, is a riverman who can handle any type of rivercraft, and will take parties up or downriver in his boat for a price. He charges 2 sp a head to the coast, 5 sp a head to Jonril, and 5 gp a person to Carse.
- S27 ALCHEMIST, Manny's Alchemy Shop.** Manny Horenter is a self-taught alchemist (he bought an old book a few years ago), who gets by selling common elixirs and drugs to the

locals, especially the poorer folk of Fishtown ('South' Shore) and The Bottoms (Main Island). His work is marginal, but cheap. There is a 20% PROB. his potions will not work, and any magic potion in his possession has a 60% PROB. of being a fake. He sells at 30% less than normal. Manny has a copy of the alchemical tome, 'Discerning the Essence of Material Substances'. It is ancient and difficult to decipher but quite valuable. Manny does not display the book but it is often open on his work bench.

**S28 RES**

**S29 BOATWRIGHT/CHANDLER, Sign of the Bowsprit.** Malcolm Foster is the owner of this double duty establishment. He is the largest boat builder in Tulan, having several small boats ready to sail. He also services seagoing vessels. He can always use experienced help, i.e. carpenters, shipfitters, boatwrights, sailmakers, rope/net makers, etc. He tends to pay poorly, but there is always work available.

**S30 RES <Boatwright>.** Simon Flanery is a journeyman boatwright who used to work for Malcolm Foster (S29) and is just now getting his own business underway. As of yet he has only made small skiffs, dories, rowboats, and the like. He will make anything to order, including a river sailor, but requires a large down payment on large projects, as his business as yet has not yielded him enough working capital to underwrite more ambitious projects.

**S31 FULLER, Sebastian Mangrum Fulling.** Son to Hunan (M2) and nephew to Thomas (S10), Sebastian is the only commercial fuller in Tulan (shrinking and thickening cloth by moistening, heating, and pressing), as weaving is a limited industry in Tulan. However, as he owns a significant share of the sheep kept on Goat Island, he is constantly trying to interest others in expanding the weaving industry. Sebastian's son Ernie longs to go to sea, and will listen to the sailors and travelers who inhabit the local taverns for hours. His father disapproves of this and they can often be heard arguing by passersbys in the street.

**S32 FISHMONGER, Ulan's Fresh Catch.** <AK 5> Ulan Hurelga, a short, modest man, owns this large establishment, selling most of the catch made by the river fishers of Fishtown. His wares run to channel catfish, fresh water bass, river trout, salmon (in season), and other denizens of the river. Occasionally he will have some salt water fish caught by Olson Gardel at the Sign of the Red Crab (M75).

**S33 RES <Rope/Net Maker>.** James Grayly is the most experienced maker of ropes and nets in Tulan. He sells to several of the local merchants, and to Malcolm Foster (S29). James maintains a rope walk in the common area behind his house, often interfering with travel, especially in the dark of the night.

**S34 SAILMAKER/CANVASER, no sign.** Gussy Merkle, formerly the elder of the famous -ask anyone in town -- Merkle Twins (until Fossy died in the record flood seven years ago), runs this busy shop. Besides making canvas for everyday use, he also provides sails for the ships which come upriver from the Endless Sea and the river sailors which put in at Tulan. His business is thriving and he is helped 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.

**S35 empty**

- S36 ANIMAL TRAINER, no sign.** Arnold Shakes (cousin to Mortemer Simpel the paper/ink maker (S38)) is a competent enough dog trainer, having trained some of the better hunting and working dogs in the area, but he has a fascination for exotic animals which has nearly gotten him killed on a number of occasions. He walks with a noticeable limp (courtesy of a small wyvern he tried to train) and his left arm is useless (courtesy of a cave bear he was breaking for a carnival). He will undertake most any job for a reasonable fee, but will often let the more commonplace commissions go flagging while he works on something exotic and lethal.
- S37 RES**
- S38 PAPER/INK MAKER, Sign of the Quill.** Mortemer Simpel, cousin to Arnold Shakes the animal trainer (S36), makes all manner of fine paper and ink. He carries most anything a person of letters could require, including special weave, heavy bond, colored ink, and custom quills. He sells quite steadily to the two temples in town as well as the Abbey of Ishap, on the mainland (not shown).
- S39 TOBACCONIST, Sign of the Tobacco Leaf.** Orson Sommes, a large, jolly looking man, is the owner of this modest shop, selling both tobacco and pipes. He carries a modest selection of briar and clay pipes, as well as a good selection of fine tobacco, which he imports. His prices are slightly higher than in Carse, or Jonril, but he claims (rightly so) no better tobacco is to be found north of the Straits of Darkness. Despite his jolly, fat appearance, Orson is a feared opponent in a fight, as he was once a member of the Baron of Carse's elite guard. Orson (FIGHTER, LVL 7, 49 HTK) is +2 to hit due to strength, and uses a broadsword as an expert gaining him another +2 with that weapon.
- S40 INN, Sign of the Rose and Thorn (f5,14).** Gilford Stanley, an oily, fawning man of slight appearance, is the owner of this inn. Lodging is better than average, and the food is especially good for the price. Gilford is aided by his six daughters, Merry, Glyndith, Selwyth, Andwen, Roxanne, and Penelope. All except the youngest, Penelope, are extremely unattractive, and Gilford is anxious to find husbands for them. He has vowed that Penelope may not marry until all five of her older sisters have wed, much to the pretty young girl's dismay. Penelope is very much in love with Garston Hull the Baker's apprentice (M55) who is devoted to her and seeks to find likely mates for her sisters.
- S41 SPINNER, Sign of the Wool Card.** Molly Leeds, a pretty woman of middle years, runs this thriving business, spinning threads and yarn from the wool and goat hair of the local farmers. She and her two sisters, Leeann and Griselda make enough for a yearly export to Krondor, as well as selling to the local townspeople.
- S42 ALEHOUSE, Sign of the Dragon's Tooth (f4).** Murdock of Stone Mountain, a dwarf, runs this fine establishment. He provides only the finest ale (as a class 6 establishment), good food, and free pipe and tobacco (purchased from Orson Sommes (S39)). Murdock has casks of ale shipped down from Stone Mountain three times yearly, and it is rumored he is acting as an outlet for the dwarves of that region, sending his money back home with the returning dwarven caravans. Murdock closes each night at midnight, and is closed the first day of each new week. When he is not working, he can be found at the Rose and Thorn (S40), or if a more rowdy mood is upon him, The Flying Cloud (M88). Murdock runs an orderly establishment, a policy he will not debate. Murdock (DWARF, LVL 11, 76 HTK) is +1 to hit

due to strength and +2 to damage due to constitution. He uses a DWARVEN WARAXE, +2, +3 VS. TROLLKIND.

- S43 TRADER, Donstraf der LaMut.** Donstraf, a thin, always smiling man, is a trader newly come to Tulan from the Kingdom city of LaMut. This well stocked store is likely to contain most anything the casual buyer (and some not so casual buyers) may want. Certain goods take a little time to find, but Donstraf's motto is 'Anything for a price'. He has few true "LaMutian" goods but he does have a LaMutian Boulder Tent (a 4 man tent that when set up looks like a boulder from over 20 feet away), and a collection of Whistling Arrows. The local merchants are not terribly friendly to Donstraf, but as yet he has not given anyone a reason to distrust him. Donstraf's one notable friend among the Tulan merchants is Josh Troon (M6) with whom he shares a passion for haggling. He will occasionally entertain visiting representatives of the LaMutian trading community
- S44 SEAMSTRESS, Sign of the White Spool.** Rema Mangrum, daughter of Thomas (S10), runs this pleasant little shop, specializing in ladies' dresses. She also will do custom work on men's shirts to order, but tends to be a little slow, as she is fussy and asks for many fittings. She is a pleasant looking woman, in her mid-twenties, and is on the watch for likely husband material, as she is sick of living with her father and a brood of other relations. She has three apprentice seamstresses working under her, Lillie, Marry, and Beth.
- S45 HORSETRADER/SMITH/STABLE, Paully Halson, Horses.** Paully, with his wife Lorain, and his two sons Jergen and Tandor, runs this establishment. He deals in horses for hauling and riding and also deals in mules and donkeys. Occasionally, he will have a fine animal, such as a trained warhorse, or racing mount, which he charges top price for. He also offers a complete range of services for animals, including shoeing, tack repair, and veterinary care.
- S46 PRODUCE, no sign.** Sherman the Grocer gathers together quality produce and carries them to market each market day. His prices are fair, and he will often toss fruit or vegetables to the poor at the end of the day.
- S47 empty**
- S48 BARRACKS.** Several guards (usually townsmen on service) man this station, search incoming wagons, inspect goods, interview travelers, etc. Sergeant Zachary Dobbs is usually in charge of this station. Dobbs (FIGHTER, LVL 4, 22 HTK) wears leather armor and carries a broadsword. He is +1 to hit due to strength.
- S49 UNDERTAKER, Sign of the Lily.** Robin Landers (AK1) is the mortician here, providing modest funerals at reasonable prices. His services are used by the middle income families of the town. He is legendary at comforting the bereaved and is secretly a priest of Lims Kragma (the Goddess of Death) (CLERIC LVL 6, 15 HTK). He does not advertise his relationship within the temple since there is local prejudice against her worship.
- S50 empty**
- S51 RES <Woodhew Mansion>.** Goliath Woodhew, cousin to Markam (M20), Farley (M54), and Lothgrin (M71), is head of the numerous Woodhew family. He is retired, having made a fortune in shipping and trading twenty years ago, and spends his time hunting and flying his falcons. His wife Marge, a stout woman of formidable temper, runs the household with an

iron hand. Their eldest son, Rance, runs the family business, and will also finance other ventures for a share. Gordon, the second son is a Geologist and Botanist, and uses his knowledge to help evaluate land considered by Rance for investment. Gifford, the third son, is a Biologist, and doubles as a veterinarian, caring for the family livestock. Richard, the youngest son, is a wastrel, and can most often be found in the company of Northside Jonny (M18) the town gambler. Jonny has also been known to escort their sister, Arlette, to the local functions, and it is rumored he may soon become engaged to her. The oldest sister, Gwen, is married to Arioc Chaosbane, a soldier-of-fortune who has been gone for seven years now. She patiently waits his return, knowing he will come back from his quest for the Orb of Drachmon. Golais's youngest child, is Tess, a charming girl of seven.

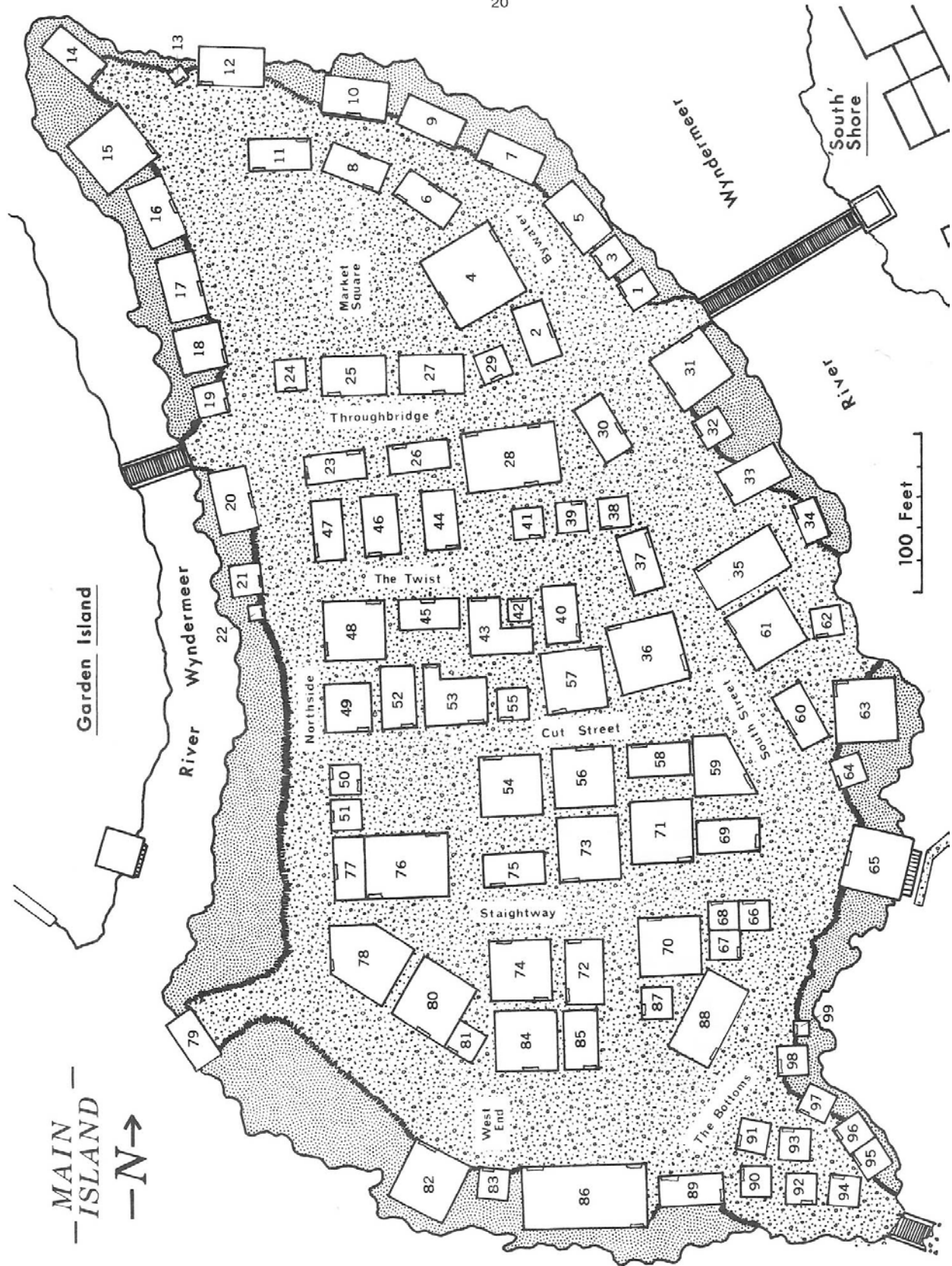
**S52 empty**

**S53 RES**

**S54 RES** <unknown>. <AK 6> Marvel Turner is a man of mystery in Tulan. Having come to the town ten years ago, he purchased this house and has since been a recluse. He was in fact the captain of a Durban slaving ship, and a prime member of the Council of Captains in the slaver city of Durban. He fled the city after he fell from grace with the Brotherhood of Slavers, and now lives in fear of being found out.

**S55 RES** <Merchant, retired>. Giddion Pierce is a retired merchant who was in partnership with the Mangrums. He now spends his days tending his garden, and his evenings at one of the town's inns, recounting his youthful adventures as a backcountry trader.

**S56 empty**



## MAIN ISLAND

M1	RES <Sheriff> Haldon Guizmon	M53	Empty
M2	MONEYCHANGER, Sign of the Balance	M54	INN, Sign of the Singing Wren (f3, l3)
M3	RES <Carpenter> Holsten Markle (M5)	M55	BAKER, no sign
M4	INN, The Sign of the Wagon Tongue (f3,l2)	M56	PUBLIC BATH, Horan's Baths
M5	CARPENTER, Sign of the Saw	M57	CRAFTSGUILD HALL, no sign
M6	GENERAL MERCHANDISE, Sign of the Cornucopia	M58	COBBLER, Jacob Sturn & Sons
M7	WAREHOUSE, no sign	M59	COPPERSMITH, no sign
M8	DYER, no sign	M60	CARPENTER/CABINET MAKER, South Street Woodworks
M9	COBBLER, no sign	M61	JEWELER/GOLDSMITH, Southside Jeweler
M10	FURTRADER, Blankenshift Traders	M62	RES
M11	HORSETRADER, no sign	M63	PRODUCE, Sign of the Cornstalk
M12	BARGE LANDING AND DOCK	M64	RES, <Grafton Fleeg, Business Agent>
M13	RES <River Pilot> Hawthorn Lamark	M65	MILL, Fastsides Mill
M14	SCRIBE, Tandor the Scribe	M66	RES
M15	INN, Sign of the White Eye (f4, l3)	M67	RES, <Riverman> Tubar Grimes
M16	CANDLEMAKER, no sign	M68	RES
M17	SEAMSTRESS, no sign	M69	SMITH, South Street Forge
M18	RES <Gambler> Northside Jonny	M70	CARPENTER, Sign of the Wagon
M19	RES <River Pilot> Estwin Mackie	M71	RES <Shipper> Lothgrin Woodhew
M20	INN, Sign of the Blackhawk (f3,l4)	M72	STABLE, Longchamp's Stable (s3)
M21	ARMORER, Sign of the Hammer	M73	UNDERTAKER, Undertaker Morton Alder, prop
M22	RES, <Armorer> Olaf Olafson (M21)	M74	SMITH, Tulan Ironworks
M23	RES, <Linguist> Lawrence Woodhew	M75	FISHMONGER, Sign of the Red Crab
M24	Empty	M76	GAMBLING HALL, Sign of the Silver Wheel
M25	TAILOR, Gordon of Tulan	M77	RES <Cartographer/Scribe> Brooks Mattox
M26	POTTER, no sign	M78	BANK, First Bank of Tulan
M27	RES <Mayor> Zachary Selby	M79	BARGE DOCK
M28	TOWN HALL	M80	DISTILLER, Sign of the Copper Kettle
M29	RES <Sea Captain, retired> Delac Reams	M81	RES <Distiller> Lester Stuart (M80)
M30	BAKER, Sign of the Steaming Loaf	M82	TEMPLE of the LAW GOD
M31	BARRACKS	M83	RES <Priest, retired> Father Noonan
M32	RES <Cooper> Horace Briggs (M33)	M84	GENERAL MERCHANDISE, Rizzo's
M33	BARRELMAKER, no sign	M85	RES
M34	BUTCHER, Sign of the Meat Cleaver	M86	RIVERMAN/SAILOR'S HALL
M35	FURRIER, Johann's Fine Fur	M87	RES
M36	BOARDING HOUSE, South Street Hotel (f3,l3)	M88	INN, Sign of the Flying Cloud (f2, l1)
M37	LEATHERWORK, no sign	M89	TEMPLE of the SEA GODDESS
M38	RES <Leatherworker> Steptoe (M37)	M90	RES <Priestess> Mother Isobell, (M89)
M39	FORTUNETELLER, Mother Rulana	M91	RES <Dock Foreman> John Tragor (M79)
M40	ALCHEMIST, Sign of the Smoking Flask	M92	RES
M41	RES, empty	M93	RES
M42	Empty	M94	Empty
M43	INN, Twist Tavern (f3, l3)	M95	RES <Riverman> Harry Longshanks
M44	LAMPS/CANDLES, Sign of the Candle	M96	RES
M45	TRADER, Logan's Trading Company	M97	RES
M46	RES, <Merchant> Griffin Hunter	M98	RES <Musician> Jorgen Shallotte
M47	Empty	M99	RES <Rumormonger> Guineviere Brimble the Rumormonger
M48	STONEMASON, John Lippot, Stonemason		
M49	RES <Painter> Reg		
M50	RES <Fletcher> Marduke		
M51	RES Simionne Boudry, Architect		
M52	RES <Brickmaker> Roland Hunor		

## MAIN ISLAND

- M1 RES < Sheriff>**. Haldon Guizmon, a tall, dark skinned man with grey hair, supervises the town watch and is commander of the town in times of emergency. His office is hereditary, having come down through the years from Gilmor, the Sheriff of the last Duke of Crydee. He lives with his wife, Sharmian, and his two daughters, Reba and Tarla. He has no sons, and it is generally accepted that his nephew, Farlon (M31) will succeed him. While Haldon is mostly neutral regarding the factional activity in Tulan, he is slightly more friendly to the Woodhews. Haldon (lvl 16, 112 HTK, FIGHTER) has +3 UNALIGNED DRAGON SLAYING BROADSWORD (protection from all dragon breath weapons, 4-40 damage per hit against dragons), and he wears partial plate.
- M2 MONEYCHANGER, Sign of the Balance.** Hunan Mangrum is one of the numerous Mangrum clan (brother to Thomas (S10) and father of Martin the innkeeper (M36)). Hunan conducts his profitable business at this location. He will change precious gems, metals, valuables, etc. for coins at a discount of 3-12% (1D10+2%). He is assisted by his children, Lottie, a pretty girl with an eye for money, and her four brothers, Jack, Henry, Mark, and Boisey. Hunan has a strong box downstairs with 1000 ea. copper, silver, and gold, for normal business, but buried in the cellar is 30,000 gp worth of gems and platinum. Hunan is courting the Widow Smallet (M17). Lottie is 18 years old, 17 CHARs. (99%), and will often use her wiles on unsuspecting strangers, which is likely to result in a visit from her brothers. The Boys (FIGHTERS, LVL 2, 10-8-15-14 HTK) all wear partial plate, carry broadswords and shields when working (or visiting Lottie's latest), otherwise daggers and no armor.
- M3 RES <Carpenter>**. Holsten Markle (M5)
- M4 INN, The Sign of the Wagon Tongue (f3,12).** Frequented by wagon drivers, visiting farmers, river men, and other working men, this is one of the roughest inns in town. Only the proximity of the barracks (M31) and the Sheriff's home (M1) keep this place under control. Owned by Condar Gron, a thin, quick man with little humor. Nightly entertainment consists of arm wrestling and tug-of-war contests, with the loser buying drinks. A very strong adventurer, or a gracious loser will gain friends easily here.
- M5 CARPENTER, Sign of the Saw.** Holsten Markle, son of Esvard the Innkeeper (M43) and brother to Estwin the Pilot (M19), works in a journeyman fashion on all manner of jobs. His skill is better than average and he is usually very busy.
- M6 GENERAL MERCHANDISE, Sign of the Cornucopia.** Josh Troon, owner. Josh, one of the many Troons of Carse, miles to the north, left that city to make his fortune in Tulan. He sells most common items: household goods, horse tack, tools, etc. and is the closest thing to an expedition outfitter in Tulan. He also has an interesting collection of strange items of unknown value. He will trade nearly anything for anything if the haggle is long and boisterous, and the offer is not totally ridiculous. He particularly likes a good haggle with Donstraf der LaMut (S43). Among his more odd prizes: a compass of incredible accuracy\*, a mechanical clock with twenty four hours on the face that never needs winding (until the batteries wear out, in about six months)\*, an ornate carpet (flying, with magic power to carry any number of people, items, or animals fitting on its 15x15' surface, but it will only work if owner says "Fly, you damn silly rug"), a Metal Disruptor without energy unit\*, a

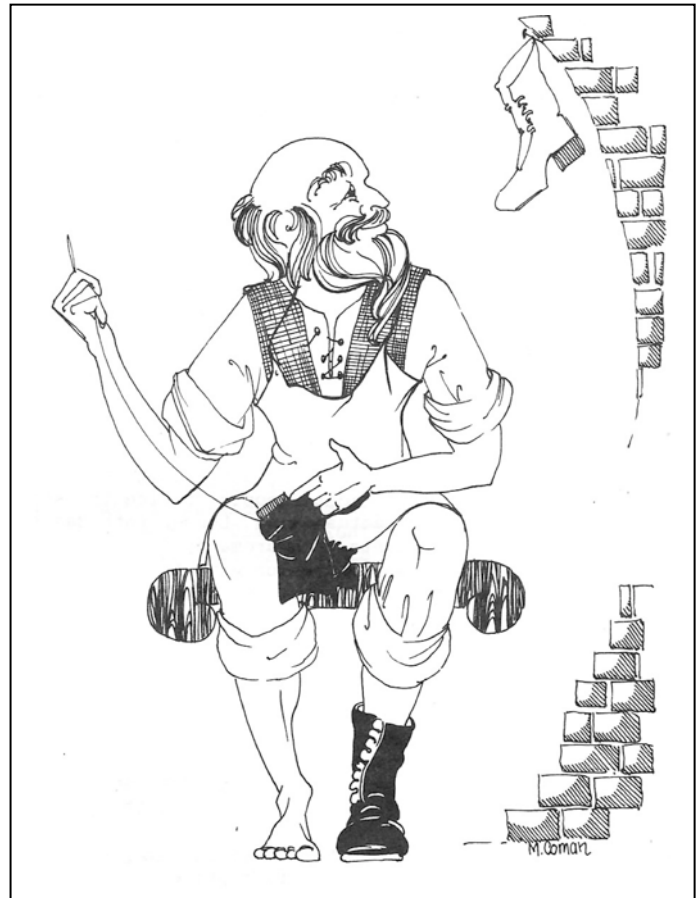
Princess phone\*, a Gatling Gun with a bent firing pin\*, a book with a SCROLL OF NINE MAGI SPELLS hidden in the binding, a lucky rabbit's foot (+5% or +1 to saving rolls for holder).

\*These items are from another continuum, some being obvious in use but most will require the character to be pretty bright and lucky to use.

- M7 WAREHOUSE**, no sign. Jamal's Storage Service. Jamal of Kesh, a dark skinned man of uncertain age, will store items for a small fee, guaranteeing their safety for as long as they are held. Jamal is in fact a powerful wizard who employs a Gargoyle as a guard (unbeknownst to the locals), and is a friend of Podris Gondfolon (M15). Jamal (MAGICIAN, LVL 10, 33 HTK) has RING OF SPELL STORING, WAND OF PARALYZATION, and a SPHERE OF ANNIHILATING ALL IT TOUCHES. Gargoyle (MONSTER, LVL 5, 39 HTK, LARGE) attacks with 2 claws 1-4, bite 1-6, horn 1-6 (see optional monster attack table in Castle section).
- M8 DYER**, no sign. Mangrum Dyers. Herbert Mangrum, nephew of Hunan (M2), runs this establishment, which caters to the common folk of the area. He gives satisfactory service for a fair fee.
- M9 COBBLER**, no sign. Jolly Constanza makes serviceable boots and other footwear. General leather goods are made to order. Jolly is a constantly smiling short man in his fifties, helped by his wife Serga, and his son Rolf.

- M10 FURTRADER. Blankenshift Traders.** Narl and Kurl Blanenshift run this business for those who bring furs downriver from the hills surrounding the Sunken Lands. Most common pelts can be bought, although the brothers are more concerned with wholesale dealings with the ships that come upriver than in dealing with casual buyers. They will pay top price for good quality and unusual pelts. Narl (FIGHTERS, LVL 3, 19 HTK) carries a dagger. Kurl (FIGHTER, LVL 2, 12 HTK) carries a +2 Dagger.

- M11 HORSETRADER**, no sign. Nurgatz Blaznits of Panam, a foreigner, deals in horses of marginal quality, though he swears they are the best money can buy. With few friends in town (in his first week in town, he managed to offend both a Woodhew and a Mangrum), Nurgatz is hungry for conversation, and will talk for hours if permitted. He is careless about his personal hygiene and smells worse than his inventory.



- M12 BARGE LANDING AND DOCK.** Here barges from 'south' shore, as well as boats from upriver put in. The operation is overseen by Hawthorn Lamark, a former ship's captain who retired

here five years ago. There is a portage fee for those going to the 'south' shore, and all boats putting in from upriver are charged 2 sp fee to offload.

- M13 RES <river pilot> Hawthorn Lamark (M12).** This tiny residence is the home of Hawthorn, a retired river pilot, and his lovely 18 year old granddaughter Sylvie. Sylvie (CHARS. 120% (18/20)) is the object of the attentions of several young men around town, but refuses to leave her grandfather. In truth, the old boy would just as soon be rid of her, so he wouldn't have to keep skulking around at night visiting the Widow Smallet (M17).
- M14 SCRIBE, Tandor the Scribe.** Tandor does a brisk business writing letters for the illiterate in town, as well as penning more formal invitations for those of letters. He is an ugly, nervous, slight man, who compensates for his inferiority complex by practicing with an Estoc (rapier) several hours a day. He has a quick temper, and the locals know better than to anger him. He is a friend of the Woodhews. Tandor (FIGHTER, LVL 3, 17 HTK) is an Estoc specialist. He is +4 with it as well as being -2 to opponent's attack due to DEXTERITY.
- M15 INN, Sign of the White Eye (f4,13).** Podris Gondfolon runs this strange establishment, avoided by the locals, and catering to travelers and traders. There are always vacancies, and though the fare is better than average and the prices inexpensive, most people notice the strange atmosphere as soon as they enter. Podris is actually a Lesser Path Magician (Druid, Witch, etc.) who is conducting experiments in Necromancy <AK1> in the cellar behind the wine casks, and it is his arcane practices which give the inn its disquieting air. He is aided by two waiters, Harl and Poul, who both speak with no inflection, and who seem to stare vacantly ahead at all times. The Inn always has a sweet odor, as Podris uses heavy incense to cover the smell from below and from his waiters. He is a friend of Jamal's (M7). Podris (LP MAGICIAN, LVL 6, 22 HTK,) has a RING OF UNDEAD CONTROL, and is a member of the Spider Totem (can change into a spider). Harl, Poul (ZOMBIES, LVL 2, 6-9 HTK, NORMAL SIZE) attack upon Podris' command with daggers hidden under their aprons.
- M16 CANDLEMAKER,** no sign. Murrice the Candlemaker makes common candles, and special decorative candles to order. He does better than average work at average prices.
- M17 SEAMSTRESS,** no sign. The Widow Smallet, a small pretty woman in her late forties, does fine work at fair prices, and will make dresses to order. She also has a fair number of plain work dresses in stock. She is seeing Hawthorn Lamark (M13) on the sly, as well as keeping company with Hunan Mangrum (M2).
- M18 RES <Gambler>.** Northside Jonny is a gambler and the town's resident scoundrel, though he is often sought as a party guest for his ability to tell witty stories, and sing as well as most minstrels. It is believed by all that Jonny lives on an annuity left by a rich uncle in the distant city of LaMut. Jonny can often be found at the Silver Wheel gambling hall (M76) where he wins enough to explain away his rich lifestyle. He is one of the few people in town friendly to both the Woodhews and Mangrums, though he is often seen in the company of Richard Woodhew (S51). Northside Jonny (THIEF, LVL 5, 17 HTK) uses CLOAK OF INVISIBILITY, and ELVEN BOOTS (move silently). He fences his booty through Josh Troon (M6) to outward bound traders.
- M19 RES <River Pilot>.** Estwin Markle, son of Esvard the Innkeeper (M43) and brother to Holsten the Carpenter (M5) is a fine pilot who will guide boats and barges from the river's

mouth to Jonril. He is often gone, and commissions can be paid to his daughter, Judith, a plain looking woman of solid business sense.

- M20 INN, Sign of the Blackhawk** (f3,14). Markam Woodhew, owner. Markam (brother to Targon the Miller (M65), Farley the Innkeeper (M54), and Lothgarn the Shipper (M71)) a former fighter who left Tulan as a boy and returned years later with a mysterious fortune, runs this clean inn. Many of the numerous Woodhew clan can be found here in the evenings, and those who are friends of the Mangrums find a chilly reception. Three hired men, Char, Gilly, and Tov wait tables. There is little trouble here as all three waiters are old comrades-in-arms of Markam. Markam (FIGHTER, LVL 6, 43 HTK) carries a LAWFUL SWORD +2, +3 VS. LYCANTHROPES. Char, Gilly, and Tov (FIGHTERS, LVL 2, 14-12-15 HTKS) wear no armor, but are +2 with Estocs carried at all times. Entertainment tends towards quiet card games involving memory and card combinations but occasionally, before closing, the tables are cleared away for fencing practice among the waiters.
- M21 ARMORER, Sign of the Hammer.** Olaf Olafson, brother to Hugi Olafson of Carse, is a slender, red headed, bearded fighter who runs this thriving armory, selling fine quality armor at reasonable rates. Most normal armor (jack, leather, scale, and chain) are ready to buy. Plate and unusual armor made to order. Olaf is helped by his slow-witted, loudmouthed apprentice Camron, who sleeps behind the forge and guards his master's wares. Olaf (FIGHTER, LVL 6, 43 HTK) has +2 Warhammer, Camron (FIGHTER, LVL 1, 4 HTK) is -2 to attack due to clumsiness.
- M22 RES <Armorer>.** Olaf Olafson (M21)
- M23 RES <Linguist>.** Lawrence Woodhew, son of Targon the Miller (M65) and brother of Jeremy the Baker (M30), is the only member of his family, or from the town, to study in the great city of Rillanon, the King's City. His higher education gained him a broad understanding of languages, while neglecting any practical trade. He occasionally earns money by interpreting for traders, or by translating documents, but otherwise is supported by his family who take pride in having a scholar bearing the Woodhew name. He is strongly disliked by the Mangrums, who find his 'courtly airs' a bit much.
- M24 empty,** sign 'For rent or sale, see Hunan Mangrum (M2) for terms'
- M25 TAILOR, Gordon of Tulan.** Gordon is one of the better tailors in the town, specializing in made to order clothing for those with money. His 'party clothes' are constantly being sought by the Woodhews and the Mangrums and their rivalry in outshining each other has made Gordon a rich man. He is aided in his trade by his wife Loretta, his daughter Lottie, and son-in-law, Kirk Bogardis. Kirk specializes in work clothes, and has a large display in the market each market day. Gordon has 10,000 gp held for safe keeping by Banker Garton (M78), as well as 2,000 gp in a strong box under the floor boards. If noble guests from The Kingdom are staying at the Sign of the Traveler (S3) Norton Rables will often invite Gordon to dine and quiz the nobles on the latest fashions.
- M26 POTTER,** no sign. Samuel the Potter. Samuel, a wizened old man, makes all manner of pottery, both practical and decorative. His prices are slightly on the high side, but his wares are of good quality. His apprentices, Darl and Tom are both competent workers, and will take over the business when Samuel retires in a few years.

- M27 RES <Mayor>**. Mayor Zachary Selby, a stout, pompous man, resides here with his wife, Joanna, and his six children, Henry, Alvin, Edwin, Susanna, Ronald, and Little Jeff. When not busy with the town's business, he conducts a brisk trade as a ship's broker, arranging for down and up river trading with incoming ships. He is aided in this by his eldest son, Henry, who is twenty years old.
- M28 TOWN HALL**. Here the Mayor and town council conduct the business of running the town. Recordkeeping is overseen by Micklan the Scribe, who records all bills of sale, contracts, licenses to conduct business, etc. Sheriff Haldon Guizmore (M1) has his office on the main floor. The town jail is located in the basement.
- M29 RES <Sea Captain, retired>**. Delac Reems, a retired sea captain, used to bring his ship, the sloop Endeavor, to trade at Tulan. A native of Krondor, far to the east, he chose to retire here. Once becalmed for two days near the Old Castle, he led an expedition inside, where all but the captain himself and his first mate, Breen Doomseeker (SEE OLD TULAN) were killed. He is the only man in Tulan who knows the truth about the Old Castle, but refuses to speak of it. If pressed long enough, he will send the curious to visit Breen in the old town downriver.
- M30 BAKER, Sign of the Steaming Loaf**. Jeramy Woodhew, son of Targon the Miller (M65) and bother to Lawrence the Linguist (M23), runs the most popular bakery on the island, serving both common baked goods and fancy pastries. He is married to Tina, a third cousin, and they are childless.
- M31 BARRACKS**. Thirty guardsmen are housed here as well as townsmen during their tour of duty. Besides defending the town in time of pirate and outlaw raids, they mount constant patrols of the outlying farms, to a distance of thirty miles. Most patrols last a week. While not trained soldiers, most men of the city have some experience with weapons and all guards are armed with broadswords, shields, leather armor, and short bows. The townsmen carry a variety of weapons. Supervising this barracks is Sergeant Farlon, nephew to the Sheriff (M1) and heir to the position. He is very tall and broad, with dark skin, but nearly grey eyes. Farlon (lvl 5, 34 HTK, FIGHTER) has +2 LAWFUL BROADSWORD, wears chain armor.
- M32 RES <Cooper>**. Horace Briggs the Cooper (M33)
- M33 BARRELMAKER**, no sign. Horace Briggs, a heavysset, dark bearded man, runs this cooerage. His work is good quality, his prices are fair and he provides most of the barrels used to ship goods downriver.
- M34 BUTCHER, Sign of the Meat Cleaver**. Athar the Butcher provides good cuts of meat at reasonable cost to the inhabitants of the town. A man of happy disposition, Athar is fond of telling off-color jokes to anyone within earshot.
- M35 FURRIER, Johann's Fine Fur**. Johann Selzdick runs this establishment with his wife, Almara, his son James, and his daughter-in-law, Salana, a Woodhew. He acts as a broker for wholesale trading in competition with the Blankenshift brothers (M10) as well as conducting his retail business. He has his money buried in a chest behind the building, protected by a poison needle trap. The chest has 6,500 gp and 1,000 gp worth of gems.

**M36 BOARDING HOUSE, South Street Hotel**(f3, 13). Run by Martin Mangrum, the stout, loudmouthed younger son of Hunan the Moneylender (M2), this 'hotel' has fair quality service, though overpriced. A widower, Martin will consider discounts for attractive single women who show him a little attention. Martin, a former member of the Town Council, is full of opinions on everything, and will freely give them without pause. He claims to know the 'secret' of the Old Castle, but in fact knows nothing, though several parties of adventurers have gone there seeking wealth on the strength of his 'knowledge', finding disaster instead.

**M37 LEATHERWORK**, no sign. Steptoe the Leatherworker. Steptoe makes all manner of leather goods, though his best is in saddle and tack work. He has a good selection of wares which he shows in the market square on market days, preferring not to show them the rest of the week so he may devote his time to work. Should a customer come to his door, he will tell them to see him at market. Should they persist, he will up the charge for his wares by twenty percent (20%).

**M38 RES** <Leatherworker>. Steptoe the Leatherworker (M37)

**M39 FORTUNETELLER, Mother Rulana** is a competent fortuneteller, though her accuracy is enhanced by the amount of money offered. She refuses to set prices, letting the customer offer whatever he wants, then tells what she sees in her crystal ball. Accuracy of prediction: Base 20% + 10% for each 10 gp over 50 offered to a max. of 70%. Should she see death in the future, she will return the money saying only the fates are unwilling to reveal anything.

**M40 ALCHEMIST, Sign of the Smoking Flask**, <AK4> Valasco Grimes is a competent alchemist who makes all manner of common potions to cure ills, as well as love philters, salves for burns, etc. He has been known to concoct a truth serum for the sheriff upon occasion and will pay top money for magic potions, as he has no ability to make them.



**M41 RES**, empty. No sign, but available for rent. Owned by Hunar Mangrum (M2).

**M42 empty**

**M43 INN, Twist Tavern** (f3,13). This inn is run by Esvard Markle, father of Holsten the Carpenter (M5) and Estwin the Pilot (M19), a friendly, slender man, who looks years younger than his sixty-four years. Esvard is known around town as something of a ladies' man in spite of his years, and is courting young Willamina Woodhew, daughter of Lothgrin the Shipper (M71), much to Lothgrin's dismay. On busy Market nights, the Twist will usually have a bard sing to entertain the guests. Bards are usually welcomed to sing for their supper.

**M44 LAMPS/CANDLES, Sign of the Candle**. Desmond Grace, a short, bad tempered man, makes indifferent candles, but good quality lamps. His prices are somewhat high, and he is quick to

anger if haggling lasts more than a few minutes. He keeps a billy club handy behind the counter.

- M45 TRADER, Logan's Trading Company.** Logan is an itinerant trader who travels along the river and to the outlying farms, selling household goods and luxuries. He does little business in town, though he occasionally has some items for sale of unusual nature, i.e. magic items, ancient books, old maps, etc., gained in trade from poor farmers, fishermen, etc. who do not know their worth. When Logan is out on his rounds, his wife Shiela runs this little shop. It seldom pays much but he occasionally passes on information of interest to both the Kingdom of the Isles and the Empire of Kesh intelligence services.
- M46 RES <Merchant>.** Griffin Hunter owns a fleet of river barges and trading boats which net him a fine living. He is most often found near the barge landings or in the Blackhawk Inn (M20). He is more or less socially allied with the Mangrums, more due to his competition with Lothgrin Woodhew (M71) than from any true feelings of friendship.
- M47 empty.** Sign reads, 'For sale, inquire next door'. Owned by Griffin Hunter (M47)
- M48 STONEMASON, John Lippot, stonemason.** Lippot works on commission and is considered the best stonemason along the river. His workshop is in the back of the building and in the yard behind.
- M49 RES <Painter>.** Reg is a journeyman building painter who works on a daily rate basis. He occasionally falls into fits of depression, and will leave work to drown his sorrows at the nearest inn.
- M50 RES <Fletcher>.** Marduke the Fletcher, an ex-forester, spent many years in the forests between Tulan and Carse. His few friends were an occasional Natalese Ranger, and even more rarely an elf or two. Still, he managed to pick up a few things from these chance encounters, and learned as much about making arrows and bows as any man for a hundred miles. His bows are made-to-order, though he has a stock of trade-ins which he will sell at a discount. His made-to-order bows (longbows and shortbows, no horse bows) are so finely made, they gain the user +1 to hit, but there is a wait of 2D6 weeks for delivery. His arrows are of the finest quality. He sells in the market occasionally, but most of his trade comes from word of mouth. Marduke (FIGHTER, LVL 4, 16 HTK) is +4 with any bow, and carries a shortsword.
- M51 RES, Simionne Boudry, Architect.** Simionne is a fledgling architect, having some difficulty getting started in business since he moved to Tulan a few months ago (as a result doing business from his home). Few in town can understand the need for his services, since the local builders have been building without designs for centuries. Still he tries to get a commission, keeping body and soul alive by doing odd jobs until he is successful.
- M52 RES <Brickmaker>.** Roland Hunor, his younger brother, Arthur, and Roland's son Jake, operate a thriving brickyard near the river.
- M53 empty**
- M54 INN, Sign of The Singing Wren (f3,13).** Owned by Farley Woodhew (brother to Markam (M20) and Lothgrin (M71)), who is shunned by his family for marrying a Mangrum, Alice

(niece to Hunan (M2)), who is also shunned by her family. A quiet neighborhood tavern, The Singing Wren is rarely visited by strangers, though there are rooms on the second floor for visitors (should the need arise). Highlight of the week is the storytelling contest on midweek eve. The inn closes at 10 each night.

- M55 BAKER**, no sign. Trudon Mismar bakes plain, but hearty breads which he sells in the market. His breads are of good quality, and he sells them at fair prices. His apprentice, Garston Hull, is madly in love with Penelope Stanley (S40), and will ask most any strange man (regardless of age or appearance) if he would like to meet a nice girl. He's trying to marry off her five ugly older sisters, so her father will allow her to marry him.
- M56 PUBLIC BATH, Horan's Baths.** Horan Grivard runs this fine establishment. Besides baths, rubdowns are given by Borris (The Bull), whose ministrations occasionally prove too severe for those of weak constitution. While it is not widely publicized, there are additional 'services' available upstairs from Horan's six beautiful 'hostesses', a major reason for most members of the Craftsguild (M57) frequenting the establishment several times a week.
- M57 CRAFTSGUILD HALL**, no sign. The membership of the Craftsguild is limited to all craftmasters and journeymen. General concerns of the membership are in preventing domination of commerce by 'foreign' (read anyone not a citizen of Tulan) interests. While the guild has been unsuccessful in establishing tariffs (too many members make too much on imports), they have managed to set prices within each trade, resulting in fewer bargains in town for manufactured goods and services. President of the Guild at present is Sebastian Mangrum the Fuller (S31), cousin to Hunan the Moneychanger (M2).
- M58 COBBLER, Jacob Sturn & Sons.** William Sturn runs this shop (Jacob and sons were his grandfather, father, and uncle, respectively -- and he's never changed the sign). Work is of good quality at fair prices. He charges extra for rush orders -- in less than a week, or anytime if the fishing's good. William will talk sportfishing for hours and can often be found at the Rose and Thorn (S40) with Alton Sharp (S25) the weaponsmaker.
- M59 COPPERSMITH**, no sign. Graham Soble makes all manner of household and decorative items of good quality and sells them at fair prices. He is assisted by his apprentice Morris Tull, who does most of the fine work, and is destined to become Graham's partner when he reaches master status.
- M60 CARPENTER/CABINET MAKER, South Street Woodworks.** Philip Magrew is a master carpenter who makes good quality wood furniture, cabinets, and will build other items to order. He is assisted by his three apprentice/sons Alan, Fred, and Stan.
- M61 JEWELER/GOLDSMITH**, Southside Jeweler. Seth Grasso carries a fine line of quality merchandise, some of which is manufactured in the workroom upstairs. The rest is imported from all over the known world, including the far-off Empire of Kesh. He employs six workmen and also distributes to Carse, Jonril, and most of the towns along the Endless Sea. His wealth exceeds anyone in Tulan, but he lives modestly, preferring to save his money. He has most of his wealth in the bank (M78), but has 100,000 gp worth of platinum buried under the floorboard of his building, as well as his stock, usually valued at 50,000 gp, in precious gems, metals, and jewelry. The premises are protected by four guards, fiercely loyal to Seth. Guards (FIGHTERS, LVL 4, 14-19-22-23 HTK) all wear leather armor, carry

broadswords and shields. Seth has given each an AMULET TO NEUTRALIZE MAGIC (magic will not affect them, nor may they use any).

**M62 RES.**

**M63 PRODUCE, Sign of the Cornstalk.** Shamus Odouel owns this store as well as a major share of Garden Island. His produce is accounted some of the freshest and best in town. If it can't be found at Odouel's, it isn't available in Tulan.

**M64 RES <Business Agent>.** Grafton Fleeg introduces himself as a 'Business Agent', but in fact he is a local lookout for a group of brigands who traffic with slavers. He will size up newcomers to Tulan, and if they have exceptional qualities he will send word to the outlaw band. Often he will invite the intended victim for a drink at the Flying Cloud (M88), and the hapless individual will never be seen again. His income gives him enough money to invest in honest enterprises which gives some credibility to his cover.

**M65 MILL, Fastside Mill.** Owned by Targon Woodhew, one of the Woodhew brothers, a tall, broad-shouldered man with a patch over his left eye.

**M66 RES.**

**M67 RES <Riverman>.** Tubar Grimes is a crafty, experienced riverman, who knows all the channels, streams, and backwaters along the river between the sea and Jonril. While not a licensed pilot, he nevertheless can act as such, and has upon occasion for those who need to travel the river with a minimum of official attention. He occasionally will pilot for Grafton Fleeg (M64), when a load of 'merchandise' is being sent downriver to ships lying off the coast.

**M68 RES.**

**M69 SMITH, South Street Forge.** Tydman Powers is the owner of this smithy, fashioning everything from horseshoes to wagon wheels (there are no cartwrights/wheelwrights in Tulan), and builds wagons in cooperation with his brother Trueman (M70). His work is good, and his prices reasonable.

**M70 CARPENTER, Sign of the Wagon.** Trueman Powers, brother of Tydman the Smith (M69), specializes in making carts and wagons, his brother supplying all the metal hardware. He is not a true cartwright, and his work shows it, but his carts and wagons are sturdy, if somewhat less than lovely. His apprentice, Dicky, is going to specialize as the town's first cartwright when he completes his apprenticeship.

**M71 RES <Shipper>** Lothgrin Woodhew the Shipper. Brother to Markam the Moneylender (M20), Farley the Innkeeper (M54), and Targon the Miller (M65), Lothgrin runs a profitable shipping company, dealing in both river barges, and overland freight. He has a caravan which runs up to the city of Carse, where he regularly does business with the Hazara Khan family. Once a year, usually in the spring, Abdur Hazara Khan visits for a week, staying as Lothgrin's guest, accompanied by his twenty retainers. Lothgrin's only daughter, Willamina, is one of the most sought after young women of the town, but ignores most male attention save Esvard Markle the Innkeeper (M43), saying she prefers older men. Lothgrin does not approve, but can't say no to his only child.

- M72 STABLE, Longchamp's Stable** (s3). Operating the only independent stable on the island (all the others belong to inns, taverns, and hotels), Longly Longchamp give adequate service and care for slightly high prices. He even has some experience as a vet and can offer some aid for sick horses.
- M73 UNDERTAKER, Undertaker, Morton Alder, prop.** Alder provides all types of services from simple pine boxes and a hole in the ground to full blown parades with public mourning for a week, for a price. He personally knows the requirements for the seventeen most common religious ceremonies of the Kingdom (as well as a few uncommon ones) and if something is called for outside his experience, he will willingly fake it. He also disposes of welfare cases for the town, dropping them in the river, after muttering the appropriate words. He is often pestered by Podris Gondfolon (M15) to let him take care of the charity cases.
- M74 SMITH, Tulan Ironworks.** Joe Gargery is a simple, but honest and tough blacksmith who will handle all manner of ironwork from farrier tasks to making items to order. He runs the largest smithy in the town, and is always busy. He is aided by his lovely wife Betty, and his apprentice Pip.
- M75 FISHMONGER, Sign of the Red Crab.** <AK 5> Olson Gardell runs this busy establishment, specializing in saltwater fish and shellfish. His brother Harmond is captain of a small fishing boat which trawls the coast.
- M76 GAMBLING HALL, The Sign of the Silver Wheel.** Mordicai Salderon runs this, the only gambling hall in Tulan. He takes pride in providing gentle folk with honest recreation, and will not abide any cheating in his hall. The games are honest, with the house taking its fair percentage and customers can be guaranteed a fair shake. Mordicai has even been known to give back a small amount to an especially heavy loser so they won't go home broke. He also discourages heavy betting by those he knows can't afford to lose. The Wheel is an orderly hall; the locals know better than to cause trouble with Throck the Fist, Mordicai's 'floorman'. Throck (FIGHTER, LVL 9, 68 HTK) carries a hidden sap, and is +4 to brawling for strength.
- M77 RES** <Cartographer/Scribe>. Brooks Mattox, an engaging young man of handsome appearance, is the only true cartographer in Tulan. As there is only occasional call for his services as a maker of maps, he supplements his income by acting as a scribe. He has several old maps of unknown worth he is willing to sell for a modest price. His lovely wife Maggy cares for their infant son, Jason, in their rooms on the second floor.
- M78 BANK, First Bank of Tulan.** Banker Willium Garton runs this novel enterprise, both securing monies left for safekeeping and making loans. He charges one percent (1%) interest per year on money left in his safe, and loans money to fishermen, farmers, and businessmen at the rate of six percent (6%) per year, compounded monthly. Garton rarely does business with any but the most important people of the area, leaving the common transactions to his son, Torry Garton. Five guards are on duty in the building at all times, as Garton usually has about 15,000 gp on hand. Guards (FIGHTERS, 3 LVL, 12-14-22-19-21 HTKS) are all armed with broadswords, shields, and wear leather armor. The bank is a solid structure that has anti-magical spells engrained into the walls and is thoroughly magically and mechanically trapped. The traps being designed by no less than the security firm Tricks and Traps DerLaMut™.

- M79 BARGE DOCK.** John Tagor (M91) oversees this dock, owned by the Mangrum family. Barges from offloading ships as well as from the other islands put in here. Tagor is a rough-mannered man with a short temper. He can always use laborers, as he often shows his displeasure over his workers' performance by tossing them into the river. He pays 3 sp per day with a poor lunch, with 5 cp overtime when things get busy. The usual rate for common labor is about 7 or 8 sp per day, so his help is usually looking for other jobs.
- M80 DISTILLER, Sign of the Copper Kettle.** Lester Stuart owns this distillery, where he makes a fine whiskey (the recipe was handed down from father to son for generations) which he sells both retail and distributes up- and downriver. He has a 30% PROB of needing a new distiller on a temporary basis as business is booming.
- M81 RES <Distiller>.** Lester Stuart (M80), his wife Mary, and their son Charles live here as well.
- M82 TEMPLE OF THE LAW GOD.** The most widely practiced religion in and about Tulan is the worship of the God of Law, depicted in his temples as a white-haired, wise scholar, better known to the initiated as Astalon, the Bringer of Law.

Sanctuary will be given for the customary three days to any individual so requesting. If more than three days are required, the individual must give a full statement to Rendom (the High Priest) explaining why. At Rendom's will the person may stay longer or be returned to the street after three days.

The shrine is located in a small temple, constructed of grey stone carefully cut and mortared into place. The interior walls are plastered white.

Special services are held in the inner shrine at regular intervals by the priests and monks and a few chosen members of the laity. A monk keeps vigil beside the altar at all hours. Behind the simple altar, hidden under the floor is the temple treasure: 1,000 gold; 5,000 silver; 15,000 copper; and assorted gems and jewelry worth approximately 1,000 gold.

**Rendom-** The high priest of the God of Law is a handsome gentleman of average height and weight with black hair and eyes. His pleasant voice has inspired many to the tenants of the God of Law. Popular with the townsfolk, Rendom has developed a following and there has been an upsurge in the temple attendance of late (lvl 6, 21 HTK, mace +2, scroll of PROTECTION FROM MAGIC.).

Second Priest, **Halcar the Stout** (lvl 3, 11 HTK, uses leather armor and mace).

Third Priest, **Malt of the Grey** (lvl 3, 12HTK, has a SCROLL OF PROTECTION FROM MAGIC).

Master of Monks, **Leris** (lvl 5, 29 HTK, has LAWFUL MACE +2).

Monk **Hergan** (lvl 4, 14 HTK).

Monk **Grantis** (lvl 3, 11 HTK).

Monk **Holmat** (lvl 2, 9 HTK).

Monk **Jethro** (lvl 2, 8 HTK).

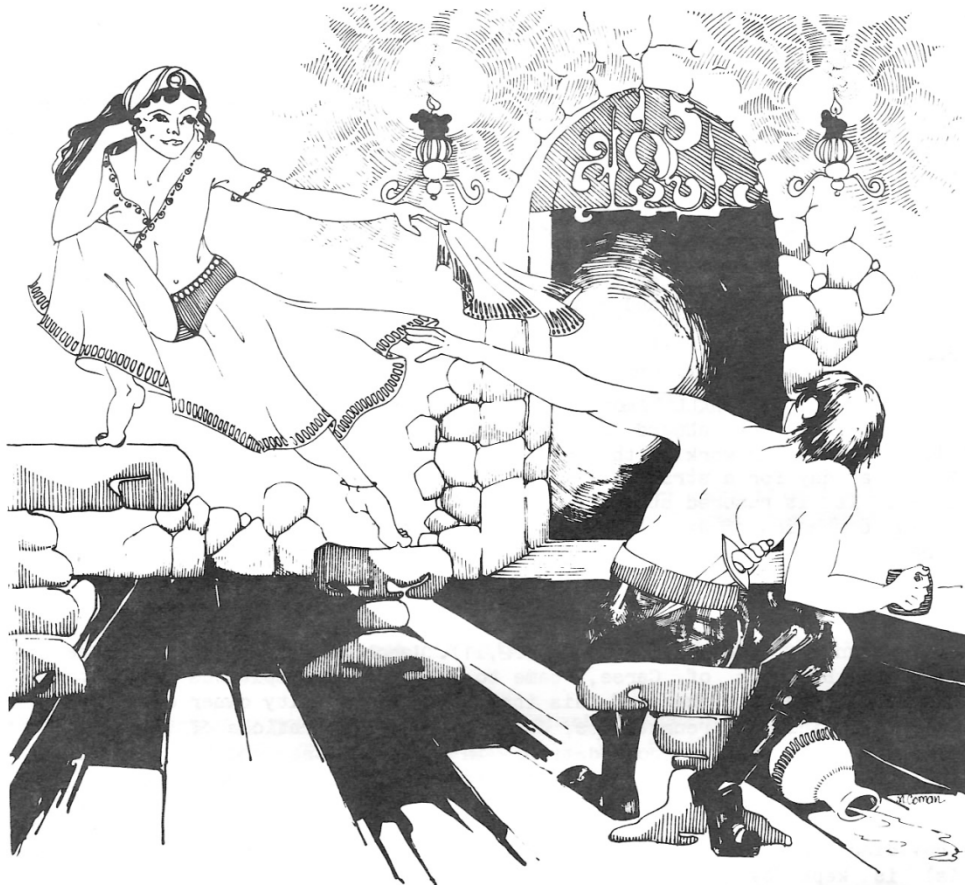
Monk **Albias** (lvl 1, 5 HTK).

Monk **Shuran** (lvl 1, 5 HTK).

Monk **Ramos** (lvl 1, 7 HTK).

Monk **Martana** (lvl 1, 3 HTK).

- M83 RES** <Priest>. Father Noonan is an old wandering cleric of the Law God's order, who has retired to this little house. He occasionally leads services at the Temple (M82), but usually spends his time entertaining the local children with stories of old adventures, or in the Singing Wren (M54), where he recounts his stories to all within earshot. Noonan (CLERIC, LVL 6, 23 HTK) is -2 to his attacks due to age, but +1 (5%) to saves vs. magic. He still carries his LAWFUL MACE, +2, +3 vs. UNDEAD.
- M84 GENERAL MERCHANDISE, Rizzo's.** Honfollon Rizzo runs this busy store, specializing in household goods and service to taverns, inns, and other public houses. He carries a fine line of crockery, pots, pans, and other kitchen items, as well as cloth, needles, knives, and sundries.
- M85 RES.**
- M86 RIVERMAN/SAILOR'S HALL.** Amos Trulain oversees this hiring hall/lodging house for men seeking work aboard ships which put in at Tulan, as well as experienced rivermen seeking work on the boats and barges which travel the river. He charges 3 cp a day for a straw mat in the common room, and one meal of watery stew and bread. It is rumored strangers may disappear in the dead of night, as Amos is a known companion of Jacob Sarcovia (M88). For a small fee, strangers will receive a better room, better food, and a better night's sleep.
- M87 RES.**
- M88 INN, Sign of The Flying Cloud (f2,11).** Jacob Sarcovia, cousin to the infamous Sarcovia Brothers of Carse, came to Tulan under suspicious circumstances, and bought a minority share of this inn. When the majority owner disappeared, again under suspicious circumstances, Jacob took over operations of the Cloud. Without a doubt the worst accommodations in the town, the food here is only slightly terrible. Most of what criminal element there is in Tulan inhabits this inn, along with dockmen, stevedores, sailors, and rivermen. Jacob works with Grafton Fleeg (M64) in 'recruiting' sailors for ships anchored in the river, and for providing 'merchandise' for a local band of slavers. Order (what little there is) is kept by Hagar the Bear, a mercenary who was hired after he disposed of sixteen of Grafton's bully boys when they tried to shanghai Hagar. Hagar (FIGHTER, LVL 8, 56 HTK) wears leather armor, has a mace at his belt, and keeps a two-handed, doublebladed battleaxe under the bar.



**M89 TEMPLE OF THE SEA GODDESS.** Though small, this modest temple is nearly always full of arriving and departing seamen and rivermen, as well as those descended from the original inhabitants of Tulan. Here Mother Isobell, the priestess, oversees worship with the aid of three sisters of the order, and two monks. The two monks are somewhat on the large size, as those who come here tend towards rough manners, and occasionally show up under the influence, something the temperate mother cannot abide.

**Isobell** (CLERIC, LVL 4, 12 HTK) has an AMULET OF PROTECTION FROM EVIL. She is also +2 (10%) to saves against clerical magic.

Sisters **Helga**, **Olive**, and **Shalina** (CLERICS, LVL 1, 2-4-3 HTKS).

Brothers **Martin** and **Gregory** (CLERICS, LVL 3, 16-14 HTK) are both skilled in the use of quarterstaff (always at hand) and mace (close by).

**M90 RES** <Priestess >. Mother Isobell (M89)

**M91 RES** <Dock Foreman>. John Tagor (M79)

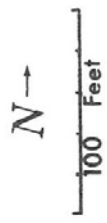
**M92 RES.**

**M93 RES.**

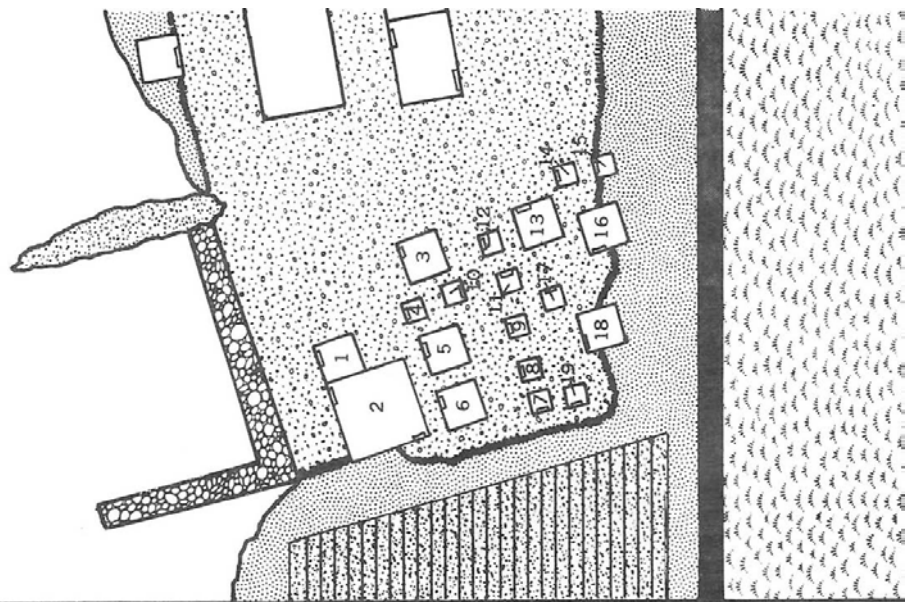
**M94 empty**

- M95 RES** <Riverman>. Harry Longshank is an old experienced riverman and will hire out for expeditions for cash or shares. He is both an excellent barge captain and fighter. Harry (FIGHTER, 4 LVL, 22 HTK) Is +1 to hit due to strength, and +1 to damage due to constitution. He is an expert with broadsword and club.
- M96 RES.**
- M97 RES.**
- M98 RES** <Musician>. Jorgen Shallotte is the only resident musician in Tulan (most entertainment is provided by traveling bands of minstrels and actors) so he gets a lot of work at parties, even though solo drumming leaves something to be desired.
- M99 RES** <Rumormonger>. Guineviere Brimble the Rumormonger, a short, fat woman of unknowable age, loud voice, and doubtful hygiene, is the town's rumormonger. While there is little to recommend her services, she manages to find a few who employ her. Her reputation for accuracy is so low, that she is often asked to spread a rumor opposite to the one the client wishes believed.

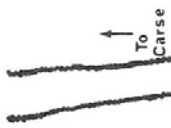
..FISHTOWN..



River Wyndermeer

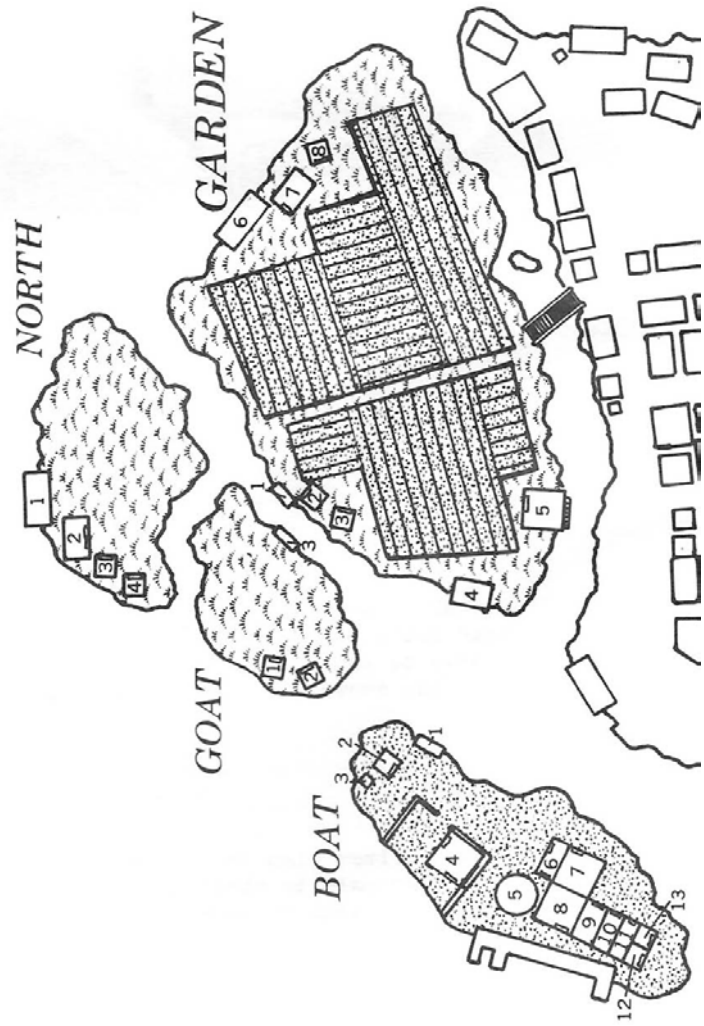


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OUTER ISLANDS

River Wyndermeer



## Fishtown, Garden, Boat, Goat, and North Islands

### FISHTOWN

F1 RES <Rope/Net Maker> Tang  
F2 RES <Fisherman> Harrods Grund  
F3 FISHMONGER, Sign of the Salmon  
F4 RES  
F5 RES <River Pilot> Sheldon Harmonza  
F6 RES <Fisherman> Oscar Fermun  
F7 Empty  
F8 RES  
F9 RES <Fisherman> Joko Muraba  
F10 RES  
F11 RES  
F12 RES  
F13 SAILMAKER/CANVASER, no sign  
F14 RES  
F15 RES  
F16 SMITH/IRON MONGER, no sign  
F17 RES  
F18 ROPE/NET MAKER, no sign  
F19 RES

### GARDEN ISLAND

GA1 BARGE DOCK  
GA2 RES <Gardener> Millard Gart  
GA3 RES <Gardener> Gifford Danford  
GA4 BARGE DOCK  
GA5 MILL, Garden Mill  
GA6 BARGE DOCK  
GA7 RES <Overseer> Gil Shaldon  
GA6 RES <Overseer> Marvis Shaldon

### BOAT ISLAND

B1 BARGE DOCK  
B2 RES <General Worker> Herman Mumms  
B3 TOOL SHED  
B4 SHIPYARD/BOATYARD, Tulan Ship and Boat Works  
B5 GRAIN SILO  
B6-11 WAREHOUSES  
B12 RES <Supervisor> Gunther Easley  
B13 RES <Guard> Cyril McComber

### GOAT ISLAND

G1 RES <Herdsman> Jomar Kell  
G2 RES <Herdsman> Gar Hobbs  
G3 BARGE DOCK

### NORTH ISLAND

N1 BARGE DOCK  
N2 DAIRY BARN  
N3 RES <Dairyman> Parnel Swofort  
N4 RES <Worker> Joseph

## FISHTOWN/OUTER ISLANDS

### FISHTOWN (F)

- F1**     **RES** <Rope/Net Maker>. Tang fashions nets for the local fishermen, as well as rope for farmers, ships putting in to Tulan, and others. His prices are fair.
- F2**     **RES** <Fishermen>. Harmodus Grund and his five sons, Jake, Tilan, Cody, Rulf, and Alan are successful fishermen with three boats they own free and clear. The boys play rough, but it is known throughout Fishtown that they are all trustworthy.
- F3**     **FISHMONGER, Sign of the Salmon.** <AK 5> William Bella runs this simple fish shop, providing fresh fish to the locals. His prices vary depending on size of catch and demand.
- F4**     **RES.**
- F5**     **RES** <River Pilot>. Sheldon Harmonza was once known as the best river pilot in town, but is now reduced to this poor level of living due to his love of the bottle. He blames his downfall on a mysterious woman named Alana and will often inquire of strangers if they have seen her.
- F6**     **RES** <Fisherman>. <AK 5> Oscar Fermunr is a journeyman fisherman who is given to tall tales of his younger days as a sailor on the Endless and Bitter Seas. He claims to know the location of the fabled lost city of Sar-Isbandia, but no one believes him.
- F7**     **empty**
- F8**     **RES.**
- F9**     **RES** <Fisherman>. Joko Muraba is a retired pirate (unknown to his neighbors) and has over 25,000 gp of loot buried under the floor of his small home. He originally planned to lay low here for a year or two, then move to the Kingdom, but has become so comfortable in his new role, he has forgotten his original plans.
- F10**    **RES.**
- F11**    **RES.**
- F12**    **RES.**
- F13**    **SAILMAKER/CANVASER**, no sign. Philip Small makes both sails of good quality and other canvas goods, sacks, wagon covers, tarpaulins, etc.
- F14**    **RES.**
- F15**    **RES.**

- F16 SMITH/IRONMONGER**, no sign. Helm of Tulan is a smith/ironmonger who specializes in making iron fittings, anchors, hooks of all sizes, and other goods designed for use by fishermen, rivermen, and sailors.
- F17 RES.**
- F18 ROPE/NET MAKER**, no sign. Wilson Michales is a journeyman maker of ropes and nets. His work is good and his prices fair.
- F19 RES.**

### **GARDEN ISLAND (GA)**

This island is dedicated to the growing of vegetables for the town.

- GA1 BARGE DOCK.** Barges from Goat Island (G), bringing livestock to the other islands put in here. There is no supervision, as all work is done by Jomar Kell (G1) and his family.
- GA2 RES <Gardener>.** Millard Gart is a gardener for the Shaldon (GA7-8) family.
- GA3 RES <Gardener>.** Gifford Danford works as an assistant gardener for Millard Gart (GA2).
- GA4 BARGE DOCK.** This dock is occasionally used (mostly in bad weather) when those on Boat Island wish to take a shortcut to the main islands. Millard Gart (GA2) keeps a sharp eye out to insure those coming this way do not trample his gardens or filch his vegetables.
- GA5 MILL, Garden Mill.** Run by Rildon Brend, this mill is used mainly to grind the crops grown on the island.
- GA6 BARGE DOCK.** Here supplies and buyers from upriver often arrive.
- GA7 RES <Overseer>.** Gil Shaldon and his family act as overseers for a cooperative (Shamus Odouel (M63) owns 65%, Sherman the Grocer (S46) owns 25%, and Helm Brown (S22) owns 10%) which owns this agricultural island, producing the majority of produce consumed in Tulan.
- GA8 RES <Overseer>.** Marvis Shaldon. The son of Gil (GA7), Marvis and his wife Alna, live here with their infant son Percy.

### **BOAT ISLAND (B)**

- B1 BARGE DOCK.**
- B2 RES <General Worker>.** Herman Mumms is a general worker for Bosey Charles (B4), and acts as an occasional barge operator when needed.
- B3 TOOL SHED.**

**B4 SHIPYARD/BOATYARD, Tulan Ship and Boatworks.** Bosey Charles runs this establishment catering to the needs of incoming ships, river shippers, and fishermen. He is always busy, for while he builds few new craft, he is constantly refitting ships, boats, and barges in need of repair.

**B5 GRAIN SILO.**

**B6-11 WAREHOUSES.** Gunther Easley (B12) runs this complex of storage buildings, where incoming and outgoing goods are stored. He is a stout man of inflexible ethics who charges all who use his service equally, whether rich or poor.

**B12 RES** <Warehouse foreman>. Gunther Easley.

**B13 RES** <Warehouse Guard>, Cyril McComber. McComber is the warehouse guard hired by Easley (B12) to protect the goods stored here. He is a competent fighter, but is restless due to being isolated here. He occasionally has a guest over (female), but Gunther frowns on such carrying on and as a result Cyril is a very nervous man.

### GOAT ISLAND (G)

**G1 RES** <Goatherd>. Jomar Kell. Kell and his sons, Francis and Martin, care for the herds of goats and sheep which are kept on this island. They are descended from the first family to claim this small, but important island, as it is one of the few places on the river where livestock can graze. Due to the exclusive nature of their family business, they are considerably wealthier than is usual for goatherds.

**G2 RES** <Goatherd>. Gar Hobs and his family work for the Kells and care for the animals on the island.

**G3 BARGE DOCK.**

### NORTH ISLAND (N)

North Island is almost entirely given over to growing crops and raising dairy cattle.

**N1 BARGE DOCK.**

**N2 DAIRY BARN.**

**N3 RES** <Dairy farmers>, Parnel Swofort. Swofort, with his wife Marga, and his two sons, James an Reardon, operate the dairy and produce business on this island.

**N4 RES** <Foreman>, Old Man Joseph. Joseph is the Swofort hired man, overseeing the milking of the cattle, the hoeing of the crops, etc.

## Appendices

### CHARACTERS

These are some of the unusual or interesting characters living in and about the town who might be encountered by the characters. The area of town they are most likely to appear in is listed on the left.

#### AREA KEYS

POOR = THE BOTTOMS (Main Island), FISHTOWN ('South' Shore)

RICH = GARDEN SQUARE, ('South' Shore)

MERCHANT = ALL OTHERS

#### AREA CHARACTER DESCRIPTION

- POOR** **JACK GALWORTHY**- a husky riverman, given to singing off-key. Jack often asks strangers to join him in a drink, getting pushy if refused, but he is no freeloader, buying two rounds for every one paid for by his companions of the moment. Jack (FIGHTER, lvl 6, 40 HTK)
- POOR** **GRANNY SIMMS** - a grey-haired, nearsighted old crone, she sells herbs and tells fortunes. She has a 35% PROB of the fortune being accurate.
- POOR** **JACQUES JULAN** is a dignified looking old man who is always wears old and tattered clothes, though it is clear they were once expensive. He is something of a scholar and knows much about the lore of the area.
- POOR** **JORDAN SHALL** is a large, red-haired, black eyed dockworker. He is very tough and quick to defend his opinions (which he has on most nearly every subject) but is friendly when non-controversial subjects are being discussed. (Strength 16 (97%), average in all other stats)
- POOR** **HERBERT CONGREV** will do anything for a price. He is a tall, quick-witted fighter with blond hair and blue eyes. Herbert (lvl 5, 32 HTK, FIGHTER) has a BROADSWORD +3.
- POOR/MER** **JENKS MARENGORAND** twitches slightly as he calls for a return to the righteous ways before the Law God strikes everyone down. He has dark fiery eyes, thick black hair, a commanding voice, and is ignored by the priests of the temple.
- POOR/MER** **GRAFTON FLEEG**, a thin, sallow complexioned man, introduces himself as a 'Business Agent', but in fact he is a local lookout for a group of brigands who traffic with slavers. Often he will invite intended victims for a drink, at the Flying Cloud (M88), to never be seen again. He resides at M64.
- MERCHANT** **GRANDIS LOTHGRINDAR** claims to be the rightful Duke of Crydee. As Crydee has not had a duke for several hundred years, most people find his claim somewhat improbable, but nearly everyone agrees the boring Lothgindar should return to Crydee as soon as possible.

- MERCHANT SMILING ED FLANGOR** is the local fixer. A heavy bald man with a slight lisp, he has connections everywhere from the Thieves Guild in Carse to the Merchants Council in Jonril. He can act as a go-between for any deal for enough money.
- MERCHANT ARNOLD SHAKES (S36)** is a competent enough dog trainer, but he has a fascination for exotic animals which has nearly gotten him killed upon a number of occasions. He walks with a noticeable limp and his left arm is useless.
- MERCHANT ROCK duVIER**, formally of the Royal Krondorian Pathfinders, runs a rowdy, neighborhood wine shop (S19). A short, happy looking fellow with a perpetual rosy glow on, he speaks with an outlandish accent. He often invites any within earshot to sample whatever's new in his stock.
- MERCHANT SHERMAN CLYDE** is a short, florid faced man who is seeking information on 'them'. He will approach strangers, speaking in hushed tones, to find if they know anything about the latest activities of 'them'. He is viewed as being harmless by the locals, but they tend to avoid him anyway.
- MERCHANT GRACIA HARTUNZA** is a gaunt, shrewish old woman who is seeking any information concerning the whereabouts of her husband, Aldo, who left home to get a quart of milk. That was fifteen years ago, and he is considered somewhat overdue.
- MER/RICH NORTHSIDE JONNY (M18)** is a gambler and the town's resident scoundrel, though he is often sought as a party guest for his ability to tell witty stories, and sing as well as most minstrels. He is one of the few people in town friendly to both the Woodhews and Mangrums.
- MER/RICH GENTLEMAN JACK STANLEY** is the town ne'er-do-well, but in spite of his meager personal wealth, he is often seen in the company of the younger Mangrums. He is a snappy dresser, tall and good looking, and is known as a tough brawler when the occasion warrants. He is a freeloader, but charming and a good introduction into the better society of Tulan.
- RICH HORACE GRIMBLE** is an associate of the Woodhew clan, serving as a purchasing agent, general secretary, and consultant from time to time. He is an officious, overbearing man caught up in his own importance.
- RICH FAMEEVA TULARA** is Keshian (the Empire of Kesh is far to the south) by ancestry, accounting for her dark, sultry appearance. She is a companion to the Woodhew daughters, but rumors about her relationship with the elder Woodhew accounts for her place in that household. She is occasionally seen in the company of Northside Jonny.
- ANYWHERE GUINEVIERE BRIMBLE THE RUMORMONGER.** Guineviere (M99), a short, fat woman, of unknowable age, loud voice, and doubtful hygiene, is the town's rumormonger. While there is little to recommend her services, she manages to find a few who employ her. Her reputation for accuracy is so low that she is often asked to spread a rumor opposite to the one the client wishes believed.

## PERSONAGES

**BARON BOGARDIS ALMARETH IV OF CARSE.** The Baron occasionally visits the town when traveling the river, alternately staying with the Woodhews and the Mangrums. He is of average height and weight with brown hair and eyes. He enjoys hunting more than administration and frequently leaves Carse. He is muscular and tanned from hours in the wild and he is an experienced fighter. Bogardis (lvl 7, 50 HTK, FIGHTER, has a Broadsword +3, dispel magic ability, Chainmail +4, Metal Shield +2)

**BARONESS WINONA ALMARETH OF CARSE** will occasionally accompany her husband on his travels, though she prefers to stay in Carse. She is several years younger than the Baron, slender, with blond hair and green eyes

**MAYOR ZACHARY SELBY (M27)** is a stout, pompous man. When not busy with the town's business, he conducts a brisk trade as a ship's broker, arranging for down- and upriver trading with incoming ships.

**SHERIFF HALDON GUIZMON (M1).** Haldon, a tall, dark skinned man with grey hair, supervises the town watch and is commander of the town in times of emergency. His office is hereditary, having come down through the years from Gilmor, the Sheriff of the last Duke of Crydee. It is generally accepted his nephew, Farlon (M31) will succeed him. While on duty he will be found at the Town Hall (M28); when around town, he will always be accompanied by four guardsmen, at least two who will be regular guards. Haldon (FIGHTER, LVL 16, 112 HTK) has a +3 UNALIGNED DRAGON SLAYING SWORD (protection from all dragon breath weapons, 4-40 (4d10) damage against dragons), and he wears partial plate while on duty.

**SHERIFF'S DEPUTY, SERGEANT FARLON (M31)** is nephew to the Sheriff (M1) and heir to the position. He is very tall and broad, with dark skin, but nearly grey eyes. Farlon (LVL 5, 34 HTK, FIGHTER) has +2 LAWFUL BROADSWORD, wears chain armor.

## ADVENTURE KEYS

Adventure Keys are a collection of adventures revolving around certain characters in Tulan. Those characters who have AK followed by a number after their names indicate they will be a possible means of getting player characters involved in the adventure described. Some latitude must be used by the Gamesmaster to determine what differences (if any) will apply in each Adventure Key from character to character; e.g. if two brothers, one talkative and one quiet, know the whereabouts of a treasure, it might prove more difficult for player characters convince the quiet brother to reveal the treasure's existence, while the other brother might blurt it out at the first opportunity. These keys are left intentionally vague so that they can be used over and over, needing only slight modification. Also, it is left to the GM to flesh out the attitudes of NPC's, how good information is, how truthful people making offers are, etc., so as to customize Tulan to a particular GM's needs.

It is suggested that the GM consider creating additional Adventure Keys so that players will not have the same adventures recurring repeatedly. Simply note AK and a number 16 or above after those entries in the text you wish to use and write a short paragraph to remind you of the adventure.

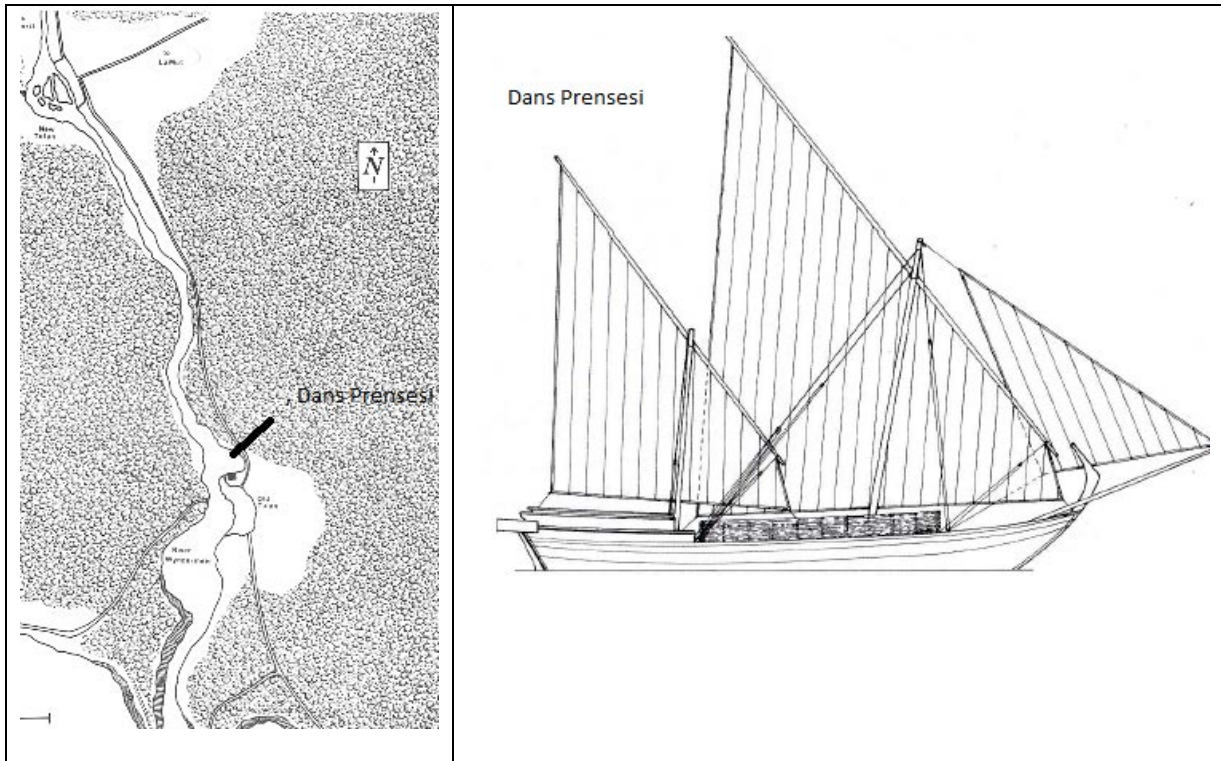
There numerous references throughout the description of Tulan to *The Black Tower* (*download your free copy of The Black Tower for this 'dungeon' adventure from the Midkemia Press web site.*)

**AK1** The clerics of Lims Kragma have a vendetta against all necromancers and necromantic arts (those who would steal what is the rightful property of the Goddess). Robin Landers [S49] a cleric of Lims Kragma (in secret) has detected necromantic vibrations in the manna. He is seeking allies to first locate the source (M15 ) and then chastise the evil doer. Podris Gondfolon [M15] is the necromancer. Podris is a friend of Jamal of Kesh (M7 ) and could call upon his help if in need. *The GM should note that because of the level of magic involved, this adventure this could involve considerable fireworks.*

**AK2** A troop of six hillmen (i.e. barbarians) and one Lesser Path Magician (shaman) are looking for five of their brethren who have gone missing. They have followed their trail from Jonril to Tulan. Here they have lost the trail. It is important that they locate them. One of them (Vimstag Farseer) has been elected chieftain, after the death of his father. Unknown to them, Vimstag and his blood brothers fell afoul of the Odanga family of Jonril (they had been guiding adventurers into the Sunken Lands). Vimstag and his blood brothers were ensorcelled to serve Hulan Taltagor [S7] of the Odanga family business. The troop may be encountered on the streets of Tulan asking about their comrades, or perhaps outside of Hulan's residence. The six hillmen are Level 3 fighters with leather armor, shields, maces and javelins. The Lesser Path and the spokeswoman for the group is Soverra, a Level 4 Bear Totem Lesser Path. Given time (10 minutes of chanting) she can break the spell holding the Berserkers. If the adventurers aid the hillmen in freeing their tribe members they will gain the gratitude of the tribe, freedom to hunt in their lands, and guides into the Sunken Lands but will offend the Odanga family.

**AK3** A trading ship from the Empire of Kesh has run aground in the river Wyndermeer just north of Old Tulan. The captain has sent his first mate to Tulan to get aid to refloat his ship, the Dans Prensese. The captain recognized the area he has run aground as one with a bad aspect. The

adventurers encounter the first mate in the streets trying to recruit help. Unfortunately the first mate has a strong accent and is difficult to understand. The adventurers will understand the first mate's plea if they either speak Keshian or make an intuition (Wisdom) roll. If they fail to understand the first mate they could still help by taking him to somebody in Tulan who speaks Keshian (M7, M23 or FAMEEVA TULARA (found in the character list)). Eventually, even without the aid of the adventurers, the first mate will get his story across and a party (small and reluctant) will agree to go and help but by then it will be near dark.



If the adventurers and work party arrive before twilight refloating the Dans Prensese is a matter of hard and muddy work. If the work party arrives at twilight, someone in the party will have to assume a leadership role to keep the workmen at their work in the darkness. Strange unearthly lights may be seen in the upper windows of the Dark Tower. There is a chance that the adventurers will see Breen Doomseeker (see Old Tulan) peering at them from the ruins of Old Tulan. During the night the workmen in the water will be periodically menaced by large crabs (3 foot across, thick carapace, attacking with surprise out of the murky water) or other monsters from the river or forest. Large Crab: small monster, plate armor, 2 pincer attacks 1d6 damage, HTK 1d12+2. There is also a chance that brigands (6 d6 human 1st level fighters, 1/2 with swords and shield and 1/2 with bows, all with leather armor; 1 leader lvl 4 sword and shield, mail armor, 1 Greater Path Magician LVL 2). The brigands will be encouraged to attack if the adventurers have not set up sentries and/or do not have adequate light to avoid being taken by surprise.

#### Rewards:

If the party helped materially in finding a translator or organizing the work party: They will be given a bolt of blue silk (worth 500 gold in Tulan, 1000 gold in Carse and 5000 in Krondor).

And if the ship was refloated: Each member of the party will get 10 gold, and an offer of employment as deck hands (and a free trip to Kesh).

And if the party fought off crabs or brigands they will be rewarded with a magnificent tulwar (+1 to hit from craftsmanship) with a ruby (worth 1000) set in its pommel.

<AK4> Turns out that Valasco (M40) is extremely jealous of Manny (S27) and wants to know his secret for the wide range of potions he can produce. He guesses (correctly) that Manny has a secret manual on concocting unique potions and will pay the party that can fetch him the document 1,000 gp, no questions asked...

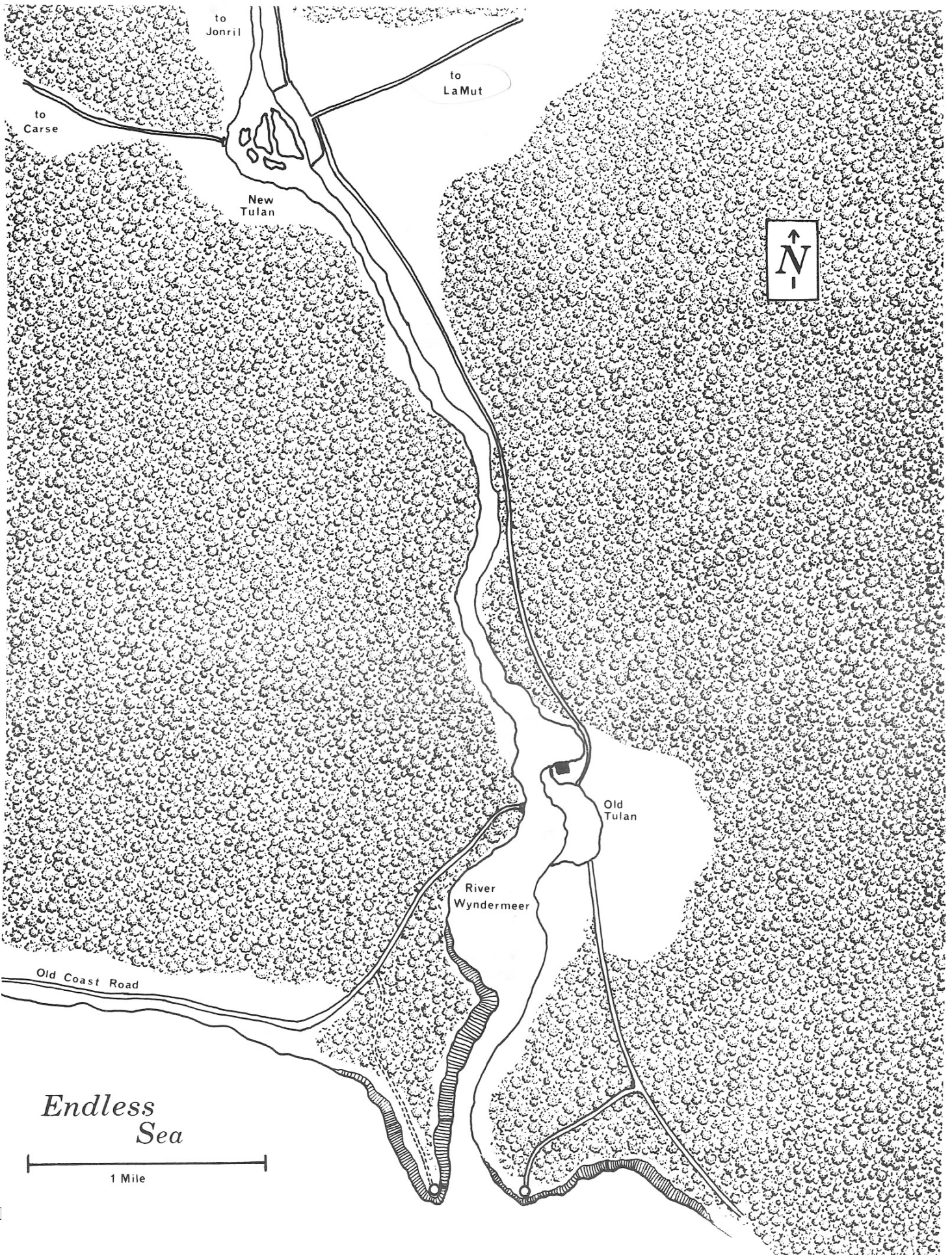
<AK 5> A large cat ingratiates itself with the party (purring, rubbing against ankles, rolling over etc.) He will pay particular attention to any magic users in the party. The cat is actually a LVL 4 Lesser Path (Shaman) in his totem form. However he has lost the ability to change back due to a spell going wrong. The longer it is before he changes back the harder it is to change back (too much eating fish heads and mice reinforces his animal nature). A detect magic spell will determine that he is being affected by a spell. A spell that can detect thoughts or communicate with animals will allow the Lesser Path (Alistair Crevel) to explain his plight and that a remove curse spell will allow him to regain his human form. Otherwise Alistair will try to paw crude words in the dirt, lead the adventures to a fortuneteller (M39), or any other way that has a chance to convey his predicament. He will be grateful if he is freed, vowing to serve the adventurers for a year. He will be a goldmine of information about the going-ons in Tulan that happen behind closed doors.

<AK 6> Marvel Turner (S54) Marvel (or Captain Ghast of the Kraken) was in fact the captain of a Durban slaving ship, and a prime member of the Guild of Slavers in the slaver city of Durban. He fled Durban after he fell from grace with the Brotherhood of Slavers and the Council of Captains, and now lives in fear of being found out. However, as things will, in that violent city things have changed. The Ghast faction has arisen that wants Captain Ghast returned to Durban to lead them and have sent a party aboard a galley to Tulan to find him. A second faction (wanting to rid the world of Captain Ghast once and for all) shadowed the galley in a second ship. They meet in battle at the mouth of the wyndemere, with the shadowing ship sunk.

The battle scarred galley lies moored just south of Tulan. The captain (Benzil ben Hoth) of the galley has told city officials that he had battled a pirate and his crew is still too frightened to come ashore. He just wants time to repair his ship and reprovision. In reality he does not trust his crew (32, 2 LVL fighters leather armor 1/4 bows, 1/4 sword & shield, 1/4 nets and javelins, and 1/4 bolos) not to either blab the secret or run amok. Benzil and his first mate will try to locate Marvel and bring him back to Durban. Benzil is a 8 LVL fighter with leather armor and fights with two swords and throwing knives. Hakim is a 6 Lvl Spy who wears padded armor and fights with daggers or bolo. His weapons are tipped with an incapacitating poison.

Unknown to Captain Benzil, Dustu Azap (assasin) swam ashore from the wreck of the shadowing ship. He still feels it's his mission to kill Captain Ghast. Dustu - LVL 6 Assassin, wears Jack armor with a medium crossbow and a broadsword.





to  
Jonril

to  
LaMut

to  
Carse

New  
Tulan

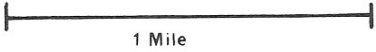


Old  
Tulan

River  
Wyndermeer

Old Coast Road

*Endless  
Sea*

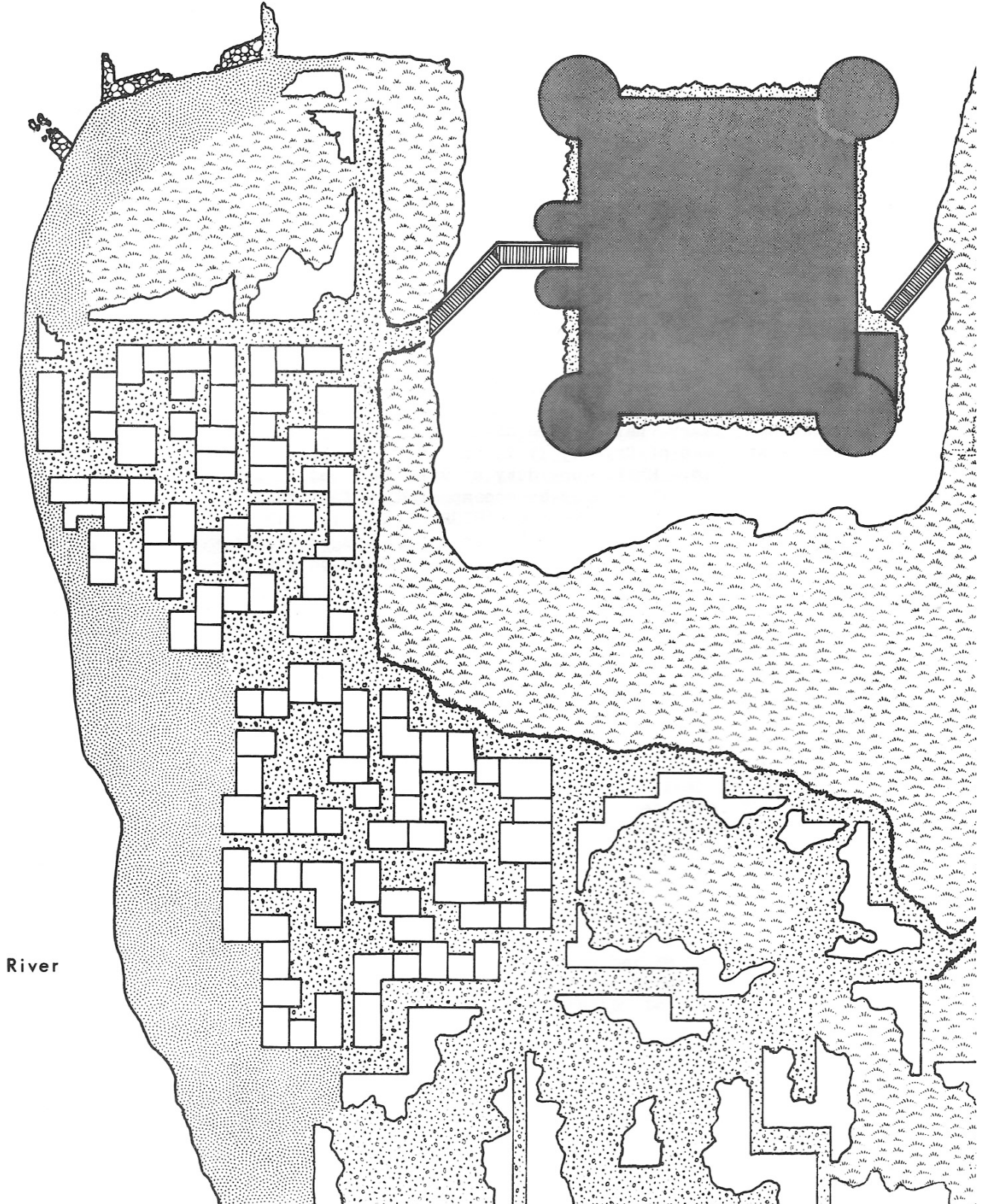


Old Tulan

River Wyndermeer

N →

100 Feet



## OLD TULAN

Abandoned by the townspeople after the Night of Terror, Old Tulan sits near the mouth of the River Wyndermeer and the Endless Sea. Ships heading for Tulan and out to sea keep as far as possible to the opposite shore, for while the exact nature of the horrors which overtook the town are unknown, it is still common knowledge few who enter the town ever return.

The only human inhabitant of Old Tulan (excepting occasional brigands laying over in town for a day or two) is Breen Doomseeker. He was a first mate to Captain Delac Reems (M29) and besides the captain the only man to survive an expedition to the castle. Having penetrated to the fifth level of the Wizard's Tower, they were attacked by Zorasis' minions. After a fierce battle which destroyed all of Captain Reems' and Breen's companions, Reems and Breen escaped by leaping from the wall of the castle into the moat below.

Since then, Breen has been living alone in the abandoned town, digging out trinkets and baubles from the rubbish and selling them in Tulan. He is quite mad, as Olman One-eye has been regularly sending him dreams, and he hasn't had a good night's sleep in seven years. He lives in one of the remaining middle class houses of Old Tulan, where visitors can see a poem from one of Olman's sent dreams scrawled across one wall. It reads:

REMOVE THE SWORD  
END THE PAIN  
RELEASE THE WIZARD  
WIZARD'S BANE

Breen is wary of travelers, as few but outlaws come to the old town. If seen, there is a 65% PROB. he will flee, if not he will try and sell them something. He will stop and talk to anyone mentioning Captain Reems though. If asked about the castle, he will babble and take the visitors to see the poem on his house, but no other information will be forthcoming. If asked to return to the castle, he will become hysterical and flee, hiding in the ruins until the visitors leave. Breen Doomseeker (FIGHTER, LVL 6, 23 HTK) wears leather armor and carries a boarding pike used to poke around in the rubble.

All other buildings in the town are abandoned, but there is a chance of an encounter with others passing through each hour.

### ENCOUNTERS WITHIN OLD TULAN

<u>ROLL (D8)</u>	<u>RESULT</u>
1	Brigands (1-8)
2	Pilgrims hiding on their way to Tulan
3	Adventurers (1-6)
4	Breen Doomseeker
5	Giant Rats (1-6)
6	Wandering Hermit/Prophet
7	Ghouls/Zombies (1-4)
8	Breen Doomseeker

## SUGGESTED PRICES FOR TULAN

These are the suggested basic prices for items available in Tulan assuming the shop normally carries that item. Used items are occasionally available and will be 10-60% less, with the same 10-60% chance of being defective.

**The following prices assume these monetary conventions:  
50 COPPER (cp) = 10 SILVER (sp) = 1 GOLD (gp).**

### ARMOR

Jack (leather): 10 gp	Helmet, metal: 15 gp
Full Leather: 20 gp	Shield, leather: 10 gp
Chainmail: 1000gp	Shield, metal: 50 gp
Scale: 250 gp	Shield, wood: 20 gp
Partial Plate: 3000gp	Barding, chain and scale: 2000 gp
Full Plate: 5000 gp	Barding, plate: 8000 gp
Helmet, leather: 7 gp	

### WEAPONS

Dagger, hand: 4 gp	Long Bow: 45 gp
Dagger, throwing: 8 gp	Crossbow, light: 20 gp
Shortswords: 10 gp	Crossbow, heavy: 35 gp
Broadswords: 15 gp	Quiver, hip (holds 20 arrows): 2 gp
Greatswords: 20 gp	Quiver, back (holds 30 arrows): 5 gp
Mace: 6 gp	Arrows or quarrels (20): 5 gp
Morning Star, Flail: 8 gp	Arrows or quarrels, silver tipped (each): 5 gp
Spear, light: 2 gp	Sling, leather: 3 gp
Spear, heavy: 5 gp	Lead balls (50): 1 gp
Pole Arms: 12 gp	Net, 10' weighted: 30 gp
War Hammer, Battleaxe: 7 gp	Whip (20') : 15 gp
Lance, light: 5 gp	Bolo: 7 gp
Lance, heavy: 15 gp	Club: 5 sp
Short Bow: 25 gp	Quarterstaff: 2 gp
Horse Bow: 35 gp	
Composite Bow: 55 gp	

### TRANSPORTATION

Pony: 25 gp	FOOD
Draft Horse: 40 gp	Normal food, 7 day/person: 3 gp, stores up to 2 weeks
Pack Horse: 30 gp	Ration Concentrate, 7 day/person: 4 gp, stores 2 months
Quarterhorse: 60 gp	Fruit (each): 1 cp-1 gp
Warhorse, med: 200 gp	Wine, quart: 1 gp
Saddle, plain: 30 gp	
Mule Pack Frame: 10 gp	
Cart, 2 wheel: 75 gp	
Wagon, small, 1 horse: 130 gp	
Wagon, freight, 4 horse: 400 gp	
Wagon, sleeping for 4: 350 gp	
Mule: 25 gp	
Draft Horse, large: 75gp	
Pack Horse, large: 55 gp	
Warhorse, heavy: 500 gp	
Saddle Bags: 15 gp	
Wagon, med, 2 horse: 175 gp	

## TOOLS

Shovel, 1: 2 gp  
Pick, 1: 2 gp  
Nails, 100: 1 sp

Pad Lock, 1: 1-5 gp

## ROPE AND CLIMBING GEAR

Hemp rope: 1 cp/foot= 50 feet/gp  
Spider silk rope: 200 gp/ foot  
Crampons, 1 pair: 3 gp  
Spikes, 12 steel: 3 gp  
Stakes, 12 wood: 2 sp

Ladder, rope, 30': 12 gp  
Pitons, 20 steel: 10 gp  
Spikes, 12 iron: 1 gp  
Mallet, 3 lb.: 6 sp  
Grappling hook, 1, 3 prong: 2 gp

## LEATHER GOODS AND CLOTH

Bag, small (50 coins): 6 sp  
Sack large, cloth: 1 gp  
Backpack, leather: 10 gp  
Waterskin, 2 qt: 3 gp  
Tarp, 10x10' sealed: 5 gp

Daypack, cloth: 4 gp  
Water skin, 3qt: 5 gp  
Bag, steel reinforced leather: 5 gp  
Sack, large, leather: 5

## BURNABLES

Torches, 10: 1 sp  
Lantern, 4 hour/fill: 15 gp  
Lantern Oil, 2 fills: 1 gp

Petroleum, burning oil, covers 10x10' area doing  
1d6 per turn victim exposed to flames: 5 gp

## CLOTHING

quality= poor/average/good

Shirt, undyed linen: 1 gp/3 gp/ 6 gp  
Trousers, undyed: 1 gp/3 gp/8 gp  
Kilt, undyed: 6 sp/2 gp/5 gp  
Great Kilt, undyed: na/10 gp/25 gp  
Loin cloth: 3 cp/5 sp/1 gp  
Sandals, normal: 2 cp/4 sp/1 gp  
Sandals, heavy: 1 sp/8 sp/2 gp  
Shoes, normal: 3 sp/1 gp/5 gp  
Boots, soldier: 5 sp/3 gp/10 gp  
Boots, hobnail: 3 sp/1 gp/3 gp  
Cloak, normal, undyed: 2 gp/5 gp/15 gp  
Cloak, hooded, undyed: 3 gp/7 gp/20 gp  
Gloves, cloth: 5 sp/2 gp/5 gp

Robes, undyed linen: 5 gp/15 gp/35 gp  
Poncho: 3 gp  
Dress, undyed linen: 1 gp/3 gp/15 gp+  
Designs, undyed: 1"=1 sp, 2-3"=2 gp, 3-5"=5 gp, etc.  
Made from cotton: price for linen x3  
Made from silk: price for linen x10  
Dyed green: base price x3  
Dyed yellow: base price x5  
Dyed blue: base price x8  
Dyed red: base price x10  
Dyed purple: base price x150

## MISCELLANEOUS

Mirror, 2x3" steel: 3 gp  
Mirror, 5x7" steel: 8 gp  
Mirror 2x3" silver: 20 gp  
Mirror, 8x12" silvered glass: 1000 gp  
Compass: 2500 gp  
Garlic buds: 1 gp  
Belladonna, bunch (poison): 10 gp  
Wolfsbane, sprig (anti-lycanthrope): 15gp  
Cross, wood: 3 gp  
Cross, silvered steel: 15 gp  
Cross, silver: 25 gp  
Holy Water, 2 ounces: 25 gp

Bedroll: 10 gp  
Paper (20 sheets), ink & pen: 5 gp  
Drawing Charcoal, 1 stick: 1 sp  
Physicians Bag:  
Basic (bandages, salves, ointments, etc.) 5 uses: 20  
gp  
Complete (basic + one dose of each poison  
antidote): 500 gp  
Physician's Antidote Set (one dose of each poison  
antidote): 500 gp  
Poison Antidotes, one dose for each common  
poison: 30 gp

## STABLES

Although any stable has a recognized level of quality, on any given day the animals and services available will vary. These tables are designed to assist the Game Master in deciding the type, quantity, and quality of goods available on a particular day.

Table 1 Quality Modifier for Table 2

Stable Quality (S#)	Table 2 Modifier
1 = Below Average	-10 %
2 = Average	+0%
3 = Above Average	+10%
4 = Well Above Average	+25%

Table 2 Today's Stable Level  
Combine Table 1 value plus any special attributes from the stable's description to a d% roll

Total Value (% plus modifiers)	Today's Level	Description
01-10	0	Nothing Available
11-30	1	Below Normal
31-84	2	Normal
85-99	3	Above Normal
100+	4	Special

## GOODS AND SERVICES AVAILABLE

### Number of Animals Available Today

Type of Animal	Today's Level			
	1	2	3	4
Mule	1d4-1	1d6/2	1d4	1d6
Pony	1d4-2	1d4-1	1d6-2	1d6/2
Light Riding Horse	1d4-1	1d6-1	1d6	1d8
Draft Horse	1d4-1	1d4	1d4	1d6-1
Light War Horse	1d6-5	1d8-5	1d6-2	1d6-1
Heavy War Horse	1d8-7	1d6-4	1d6-3	1d6-2
Special Mount *	1%	5%	15%	50%

\* probability in % of having Unicorn, Pegasus, enchanted horse, etc.

### Feed and Grooming

Item	Today's Level			
	1	2	3	4
Amount of Feed and Water	Limited	Sufficient	Plentiful	Plentiful
Quality of Feed and Water	Poor	Average	Good	Excellent
Animals are brushed	No	Yes	Yes	Yes
Hooves are cleaned	No	No	Yes	Yes
Minor healing performed	No	No	No	Yes
Tack is cleaned	No	No	Yes	Yes
Tack is repaired	No	No	No	Yes
Daily Stabling Cost per animal	1 sp	1 gp	3 gp	6 gp

## INDEX OF BUILDINGS: CROSS REFERENCE

The following conventions apply: Each entry will be in the following format = Area code, Shop's Name(if any). If no name is shown, no sign is present. () indicates a pictorial sign. "" a sign with words, <> indicates the location is a Residence and has no sign.

**Abbreviations: S='South' shore, M= Main Island, GA= Garden Island, F= Fishtown, B= Boat Island, G= Goat Island**

<b><u>BUILDING TYPE</u></b>	<b><u>BUILDING CODE ()=sign of the</u></b>
Alchemist	M40 (Smoking Flask), S27 "Manny's Alchemy Shop"
Alehouse	S42 (Dragon's Tooth) (f4)
Animal Trainer	S36 no sign
Architect	M51 "Simionne Boudry, Architect"
Armorer	M21 (Hammer)
Baker	M30 (Loaf), M55 no sign, S18 (Breadpan)
Bank	M78 "First Bank of Tulan"
Barge Dock	B1, G3, GA1. GA4. GA6. M12, M79, N1, S4
Barracks	M31, S48 no sign
Barrelmaker	M33 no sign
Baths	M56 "Horan's Baths", S11 "Hanson Brothers"
Blacksmith	see Metalsmith
Boat Yard	B4 "Tulan Ship and Boat Works"
Boatwright	S29 (Bowsprit)
Butcher	M34 (Meat Cleaver)
Candlemaker	M16 no sign, M44 (Candle), S20 "Mangrum's Fine Candles"
Canvas maker	S34 no sign
Carpenter	M5 (Saw), M60 "South Street Woodworks", M70 (Wagon)
Chandler	S29 (Bowsprit)
Cobbler	M9 no sign, M58 "Jacob Sturn & Sons"
Coppersmith	M59 no sign
Craftshall	M57 no sign, M86 no sign
Dairy Barn	N2
Distiller	M80 (Copper Kettle)
Dyer	M8 no sign
Engraver	S24 (Taphammer)
Empty Shop	F7, M24, M42, M47, M53, M94, S12, S17, S35, S50, S52, S56
Fishmonger	F3 (Salmon), M75 (Red Crab),S32 "Ulan's Fresh Catch"
Fortuneteller	M39 "Mother Rulana"
Fuller	S31 "Sebastian Mangrum Fulling"
Furrier	M35 "Johann's Fine Fur"
Fur Trader	M10 "Blankenshift Traders"
Gambling Hall	M76 (Silver Wheel)
General Merchandise	M6 (Cornucopia), M84 "Rizzo's"
General Worker	B2
Glassblower	S13 no sign

<b>BUILDING TYPE</b>	<b>BUILDING CODE ()=sign of the</b>
Goldsmith	M61 "Southside Jeweler"
Grain Silo	B5 no sign
Horse Trader	M11 no sign , S45 "Pauully Halson, Horses"
Jeweler	M61 "Southside Jeweler"
Inn	M4 (Wagon Tongue) (f3, l2), M15 (White Eye) (f4, l3), M20 (Blackhawk) (f3, l4), M36 "South Street Hotel" (f3, l3), M43 "Twist Tavern" (f3, l3), M54 (Singing Wren) (f3, l3), M88 (Flying Cloud) (f2, l1), S3 (Traveler) (f6, l6), S40 (Rose and Thorn) (f5, l4)
Lamps	M44 (Candle)
Leatherworker	M37 no sign
Metalsmith	F16 no sign, M69 "South Street Forge", M74 "Tulan Ironworks", S24 (Taphammer)
Mill	GA5 "Garden Mill", M65 "Fastside Mill"
Moneylender	M2 (Balance)
Paper/Ink Maker	S38 <Quill>
Physician	S2 "Silken Galgado Physician"
Potter	M26 no sign
Produce	M63 (Cornstalk), S22 "The Corner Grocery", S46 no sign
Residence (RES)	B2 <General Worker>, B12 <Supervisor>, B13 <Guard>, F1 <Rope/Net Maker>, F2 <Fisherman>, F4, F5 <River Pilot>, F6 <Fisherman>, F8, F9 <Fisherman>, F10, F11, F12, F14, F15, F17, F19, G1 <Herdsman>, G2 <Herdsman>, GA2 <Gardener>, GA3 <Gardener>, GA7 <Overseer>, GA8 <Overseer>, M1 <Sheriff>, M3 <Carpenter>, M13 <River Pilot>, M18 <Gambler>, M19 <River Pilot> , M22 <Armorer>, M23 <Linguist>, M27 <Mayor>, M29 <Ship Captain, retired>, M32 <Cooper>, M38 <Leatherworker>, M41 <empty>, M46 <Merchant>, M49 <Painter>, M50 <Fletcher>, M52 <Brickmaker>, M62, M64 <Business Agent>, M66, M67 <Riverman>, M68, M71 <Shipper>, M77 <Cartographer / Scribe>, M81 <Distiller>, M83 <Priest>, M85, M87, M90 <Priestess>, M91 <Dock Foreman>, M92, M93, M95 <Riverman>, M96, M97, M98 <Musician>, M99 <Rumormonger>, N3 <Dairyman>, N4 <Worker>, S1 <Trader>, S6 <Investor>, S7 <Trader>, S8 , S9, S10 <Mangrum Hall>, S16 <Engineer>, S21 <Lawyer>, S23 <Scribe / Scholar>, S26 <Riverman>, S28, S30 <Boatwright>, S33 <Rope/Net Maker>, S37, S47, S51 <Woodhew Mansion>, S53, S54 <mysterious stranger>, S55 <Merchant, retired>
Riverman's Hall	see Craftshall
Rope/Net Maker	F18 no sign
Sailmaker	F13 no sign, S34 no sign
Seamstress	M17 no sign, S44 (White Spool)
Sharpener	S25 (Broadsword)

<b>BUILDING TYPE</b>	<b>BUILDING CODE ()=sign of the</b>
Shipyards	B4 "Tulan Ship and Boat Works"
Smith	see Metalsmith
Spices & Herbs	S15 (Peppercorn)
Spinner	S41 (Wool card)
Stable	M72 "Longchamp's Stable", S45 "Paully Halson, Horses"
Stonemason	M48 "John Lippot, Stonemason"
Temple	M82 (Law God), M89 (Sea Goddess)
Tobacconist	S39 <Tobacco Leaf>
Toolshed	B3
Town Hall	M28
Trader	M45 "Logan's Trading Company", S43 "Donstraf der LaMut"
Undertaker	M73 "Undertaker, Morton Alder, prop", S49 (Lily)
Warehouse	B6, B7, B8, B9, B10, B11, M7
Weaver	S14 "Linda Grimsley Weaving"
Weaponsmaker	S25 (Broadsword)
Wineshop	S19 (Silver Corkscrew)