

The Tull Encounter - Full DM Guide

I. Setting the Stage: The Hardpan and Approach to Tull

Objective: Introduce the flavor. Establish the chase.

Key Descriptions:

 *Soundtrack:* [Mohaine Desert Soundtrack](#)

- Heat. Hardpan. Cracked Leather, cracked Lips, cracked earth, pale, cloudless sky. Desert for miles beyond sight
- Mule bought in Princetown on the outskirts of the desert
- The wind carries whispers (“cry off...”, “end it here...”, “it’s no use...” - illusion or real?)

Skill Checks:

- **Perception (DC 12):** Spotting burned-out campfires, still warm, ash disturbed by boot prints (possibly the Man in Black).
- **Arcana/Insight (DC 14):** Sensing magic lingering in the ashes.

Optional Loot/Clues:

- A blackened charm (symbol of the Man in Black) half-buried in the ash.

II. Entering Tull: First Impressions

Setting Description:

- Sagging buildings, broken fences, desolate faces peeking from windows. Flies, dust, heat.

Key NPC:

- **Kennerly (Livery Stable Owner)**
 - **Role-Playing Cues:** Sneering, lecherous, sly.
 - **Motivation:** Profiting off strangers, bullying.

Optional Interaction:

- **Persuasion/Intimidation (DC 13):** To get information on recent visitors (the Man in Black).
- **If antagonized:** Kennerly may sabotage the mule (cutting its reins or injuring it).

III. First Stop - Sheb's Saloon

Objective: Learn of the Man in Black's passing through and Nort's revival

Setting Description:

- Dusty bar, cracked piano. Allie working behind the counter, Sheb drunkenly playing piano.

Key NPCs:

- **Allie (Bartender)**
 - **Role-Playing Cues:** Wary, world-weary but kind.
 - **Motivation:** Survival, protecting herself, curiosity about Roland.
- **Sheb (Piano Player)**
 - **Role-Playing Cues:** Drunken, loud, bitter history with Roland.

Important Clues via Conversation (Persuasion DC 14 to coax out):

- **Nort** was raised from the dead by the Man in Black.
- **Sylvia Pittston** has whipped the town into a frenzy against outsiders.
- Allie possesses a slip of paper from the Man in Black with her name and a sigil (mystical command word).

IV. Gathering Tension: Exploring Tull

Key Vignettes:

- **Children playing**, chanting eerie rhymes about the Man in Black.
- **Nort's Appearance:** Pale, grinning, muttering cryptic messages like "He waits for you beyond the desert."
- **Followers of Pittston:** Glowering from porches, clutching makeshift weapons.
- **Old man (optional):** Warning Roland to leave town ("Best move on, gunslinger. She won't let you live long.").

Optional Side Interactions:

 Encounter	 Reward	 Challenge
Sheb drunkenly challenges Roland	Advantage on intimidation in town	Persuasion (DC 12) to defuse or non-lethal duel
Talk to Nort	Clues about Man in Black	Insight (DC 14) to understand madness
Visit Church before sermon	Feel magic corruption	Religion (DC 12)
Help Soobie (Kennerly's daughter)	Info on Pittston	Stealth to avoid Kennerly

V. Sylvia Pittston's Sermon

Setting:

- Packed church, Pittston at pulpit, fiery rhetoric.

Key NPC:

- **Sylvia Pittston (Antagonist)**

- **Role-Playing Cues:** Fanatical, intense, sees herself as holy warrior.
- **Motivation:** Destroy Roland, serve the Man in Black's prophecy.

Key Elements:

- Preaches about "the Interloper" (Roland).
- Proclaims visions of doom and death.
- Incites mob against Roland.

Optional Interaction:

- Public confrontation (high-risk) or quiet observation.

VI. Climax: The Tull Massacre

Trigger Events (choose or combine):

- Pittston calls mob to action.
- Kennerly sabotages mule, forcing fight.
- Allie killed (by mob or Pittston), triggering combat.

Combat Encounter:

 Enemy	 Stats (Quick Summary)	 Special Notes
Tull Mob	Swarm (AC 11, HP 40, Attack: club +3 to hit, 1d6 dmg)	Waves of attackers, grow weaker as numbers drop
Kennerly	AC 12, HP 20, Shotgun (2d8, 10/30 range)	Dirty fighter, may try to flee if fight goes bad
Sylvia Pittston	AC 14, HP 45, Dark Magic (Command, Fear, Necrotic Touch 2d6)	Fanatical, fights to death, empowered by Man in Black
Nort	AC 13, HP 30, Slam attack (1d8+2), Regenerates 5 HP/turn unless radiant damage	Disturbing and hard to kill

Optional Combat Twist:

- If player spares Allie earlier, she may try to intervene or warn Roland.
- Player may attempt to intimidate the mob to break their spirit (Intimidation DC 16).

VII. Aftermath & Loot

Loot:

- Ammunition (scarce), small valuables.
- Allie's Sigil (if found): Can be used in future (arcane item, single-use magic).
- Clue: Note left by the Man in Black taunting Roland ("See what you leave in your wake, gunslinger.")



Story Outcome:

- Tull in ruins, player grapples with consequences.
- Path opens toward the Way Station and Jake.



VIII. Optional Adjustments

- **Lower Lethality:** Townsfolk can break and flee if leader (Pittston) is killed quickly.
- **Higher Stakes:** Innocents caught in crossfire if player doesn't plan carefully.
- **Expanded Lore:** Possible for player to discover deeper magic (sigils, the Man in Black's long game).



IX. Next Step: Toward the Way Station and Jake Chambers



Leads for Next Session:

- Roland alone on the road again.
- Possibly injured, low on supplies.
- Man in Black's next sign: campfire in the distance, or a vision.

End of Tull Encounter Guide