

The Hamlet of Welwyn

Dungeon Crawl Classics #11 Web Enhancement

By Chris Doyle • Published by Goodman Games

Dungeon Crawl Classics #11: The Dragonfiend Pact is set in the small hamlet of Welwyn, a quiet place beset by an unusual rash of robberies. This article describes the town of Welwyn and the people who can be encountered there. If you use Welwyn as the starting point for The Dragonfiend Pact, it can also be used as a home base for future adventures.

The Hamlet of Welwyn

Welwyn (hamlet): Conventional; AL LG; 100 gp limit; Assets 1,375 gp; Population 275; Isolated (96% human, 2% halfling, 2% gnome).

Authority Figures: Lady Arabella Varain (female human Ari3, mayor); Magistrate Malchor (male human Clr5 (Crypticus)).

Notable NPCs: Beryllina Mistedown (female halfling Exp5 (herbalist)); Iron Shoddy (male gnome Ftr1/Exp3, blacksmith), Galwyn Finla (female human Com1, proprietress of The Dented Coin).

Militia: male and female human War1 (20).

Locations of Interest

The Barracks: A 15-foot-high stockade fence surrounds the isolated wilderness hamlet of Welwyn. Two 20-foot-high towers flank the gate and serve as the barracks for the town's militia. The towers contain storerooms, living quarters, a small jail, and a training room.

Town Guard, male and female human War1 (20): CR 1/2; Medium humanoid (human); HD 1d8+3; hp 7 each; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; BAB +1; Grp +2; Atk/Full Atk +3 melee (1d8+1/x3, longsword) or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +2, Ref +1, Will +0; Str 13, Dex 12, Con 10, Int 10, Wis 11, Cha 10.

Languages: Common.

Skills and Feats: Climb +5, Handle Animal +4, Ride +5; Toughness, Weapon Focus (longsword).

Possessions: Longsword, light crossbow with 20 bolts, studded leather armor.

The Dented Coin: Welwyn's largest building is a tavern and inn called The Dented Coin. Operated by Galwyn Finla (female human Com1), the wooden building has an extensive tap room and 10 rooms available for rent. The food is simple but of good quality and the taproom is always busy at night. Spending some coin and asking the right questions reveals the background information on Welwyn. The following goods and services are available:

Item	Cost
Ale, common	2 cp/mug
Ale, dwarven	5 cp/mug
Brandy	1 sp/glass
Wine, common	1 sp/pitcher
Wine, fancy	1 gp/pitcher
Meal (roast pork with potatoes)	3 sp
Meal (mutton with potatoes)	2 sp
Roast vegetables	1 sp
Bread and cheese platter	3 sp
Single room	5 sp/night
Double room	1 gp/night

Shoddy's Smithy: Iron Shoddy, a gnomish blacksmith, maintains a small shop in the town circle. His nickname does not reflect the quality of his work, but instead his propensity to iron shod everything. He mostly works with mundane items such as cookware, tools, and construction materials. However, he can forge weapons and has a limited amount for sale, at slightly high prices. He can also repair most weapons and armor. He does not have any silver weapons, stating a pouch of silver bullets was stolen from his shop a few weeks ago.

Shoddy is a gruff individual with tanned skin and black hair. He is usually covered with soot and sports numerous burns on his forearms. He is married and has four small children. His two favorite topics of conversation are iron ore and his kids, in that order.

Item	Cost	Number Available
Arrows (20)	2 gp	3
Battleaxe, masterwork	350 gp	1
Dagger	3 gp	3
Gnome hooked hammer	30 gp	1
Longspear	7 gp	6
Quarterstaff, ironshod	1 gp	2
+1 quarterstaff	1,200 gp	1
Shortsword	12 gp	1
Scale mail, medium	65 gp	1
Shield, light, steel	12 gp	2

Iron Shoddy, male gnome Ftr1/Exp3 (blacksmith): CR 3; Small humanoid (gnome); HD 1d10+3d6+8; hp 29; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; BAB +4; Grp +2; Atk/Full Atk +6 melee (1d3+2/x2, light hammer); SQ Gnome traits; AL NG; SV Fort +5, Ref +2, Will +3; Str 14, Dex 12, Con 14, Int 12, Wis 11, Cha 13.

Languages: Common, Dwarven, Gnome.

Skills and Feats: Appraise +8, Bluff +6, Craft (weapon-smithing) +11, Disable Device +8, Sense Motive +7; Blind-

fight, Endurance, Skill Focus (Craft [weaponsmithing]).

Possessions: Light hammer, leather apron.

Town Hall: This simple wooden building contains several small offices, a records storeroom, a courtroom and a conference room. Magistrate Malchor can often be found here, under the effects of a *nondetection* spell if meeting with the public. Here, Malchor and Lady Arabella oversee the everyday operation of Welwyn, updating records, settling disputes, etc.

Mistledown Herbery: A matronly female halfling named Beryllina Mistledown runs this herbal shop. She is aging, but surprisingly spry and energetic, thanks to using her own concoctions every day. She is respected by the townsfolk and runs an honest business.

Her shop also serves as her home. She maintains several herb gardens around her house and even takes a weekly jaunt into the nearby forest to collect other rare specimens. She has several herbal concoctions for sale, although not all actually have an effect.

Item (# available)	Cost	Game Effect
Antitoxin salve (2)	15 gp	+2 to Fort save vs. poison for 24 hours
Bug-away poultice (2)	10 gp	Vermin are -2 to attack rolls against wearer but wearer must make Fort save DC 12 or become nauseated for 1 hour
Burn ointment (3)	25 gp	Heals 1d3 fire damage
Healing salve (5)	5 gp	+5 to Heal checks for 24 hours after applying
Herbal carrot tonic (1)	20 gp	+2 to Search checks for 1 hour
Herbal soap (10)	1 gp	No effect; smells like lavender
Vitality herbal tea (7)	2 gp	No effect

Beryllina Mistledown, female halfling Exp5 (herbalist): CR 4; Small humanoid (halfling); HD 5d6; hp 14; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10; BAB +4; Grp -2; Atk/Full Atk +3 melee (1d4-1/x2, sickle); SQ Halfling traits; AL NG; SV Fort +1, Ref +3, Will +6; Str 9, Dex 14, Con 11, Int 16, Wis 14, Cha 14.

Languages: Common, Elven, Halfling, Gnome, Sylvan.

Skills and Feats: Appraise +11, Craft (pottery) +11, Handle Animal +10, Heal +13, Knowledge (nature) +11, Listen +10, Profession (herbalist) +13, Spot +10, Survival +10; Skill Focus (Heal), Skill Focus (Profession [herbalist]).

Possessions: Pouch with herbs, cloak, sickle.

Varain Estate: This lavish estate is surrounded by a wrought-iron gate. It consists of several buildings and a multi-level house. Lady Arabella is the sole owner; her father died last year from a stray goblin arrow and her mother died years ago from illness. She is tended by a pair of loyal family servants (Com1) and can often be found here tending her horses, consulting her father's books, or planting in her extensive gardens.

Lady Arabella is 20 years old with long brown hair and a charming smile. She has soft facial features and blue eyes. She speaks in a soothing tone and is loved by the residents of Welwyn.

Lady Arabella Varain, female human Ari3: CR 2; Medium humanoid (human); HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; BAB +2; Grp +2; Atk/Full Atk +3 melee (1d8/19-20/x2, masterwork longsword); AL LG; SV Fort +2, Ref +2, Will +7; Str 10, Dex 13, Con 12, Int 14, Wis 14, Cha 18.

Languages: Common, Gnome, Halfling.

Skills and Feats: Bluff +10, Diplomacy +15, Gather Information +10, Handle Animal +10, Knowledge (local) +6, Ride +7, Sense Motive +10; Iron Will, Negotiator, Skill Focus (Diplomacy).

Possessions: Noble's outfit, masterwork longsword, *ring of protection* +1.

This printing of *Dungeon Crawl Classics #11 Web Enhancement: Welwyn* is done under version 1.0 of the Open Gaming License, version 5 of the D20 System Trademark License, version 4 of the D20 System Trademark Logo Guide, and the System Reference Document by permission from Wizards of the Coast, Inc. Subsequent printings will incorporate final versions of the license, guide and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Any and all (*Dungeon Crawl Classics*) logos and identifying marks and trade dress; the term *Welwyn*; all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all NPC statistic blocks are designated as Open Game Content, as well as all spell names, weapon statistics, and other elements that are derived from the System Reference Document.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "*Dungeon Crawl Classics #11 Web Enhancement: Welwyn*, by Chris Doyle, Copyright 2004 Goodman Games (contact info@goodman-games.com, or see www.goodman-games.com)".

Dungeon Crawl Classics #11 Web Enhancement: Welwyn is copyright © 2004 Goodman Games.

Dungeons & Dragons and *Wizards of the Coast* are Registered Trademarks of Wizards of the Coast, and are used with Permission. Open game content may only be used under and in the terms of the Open Game License.

"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this license can be found at www.wizards.com.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or

"Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

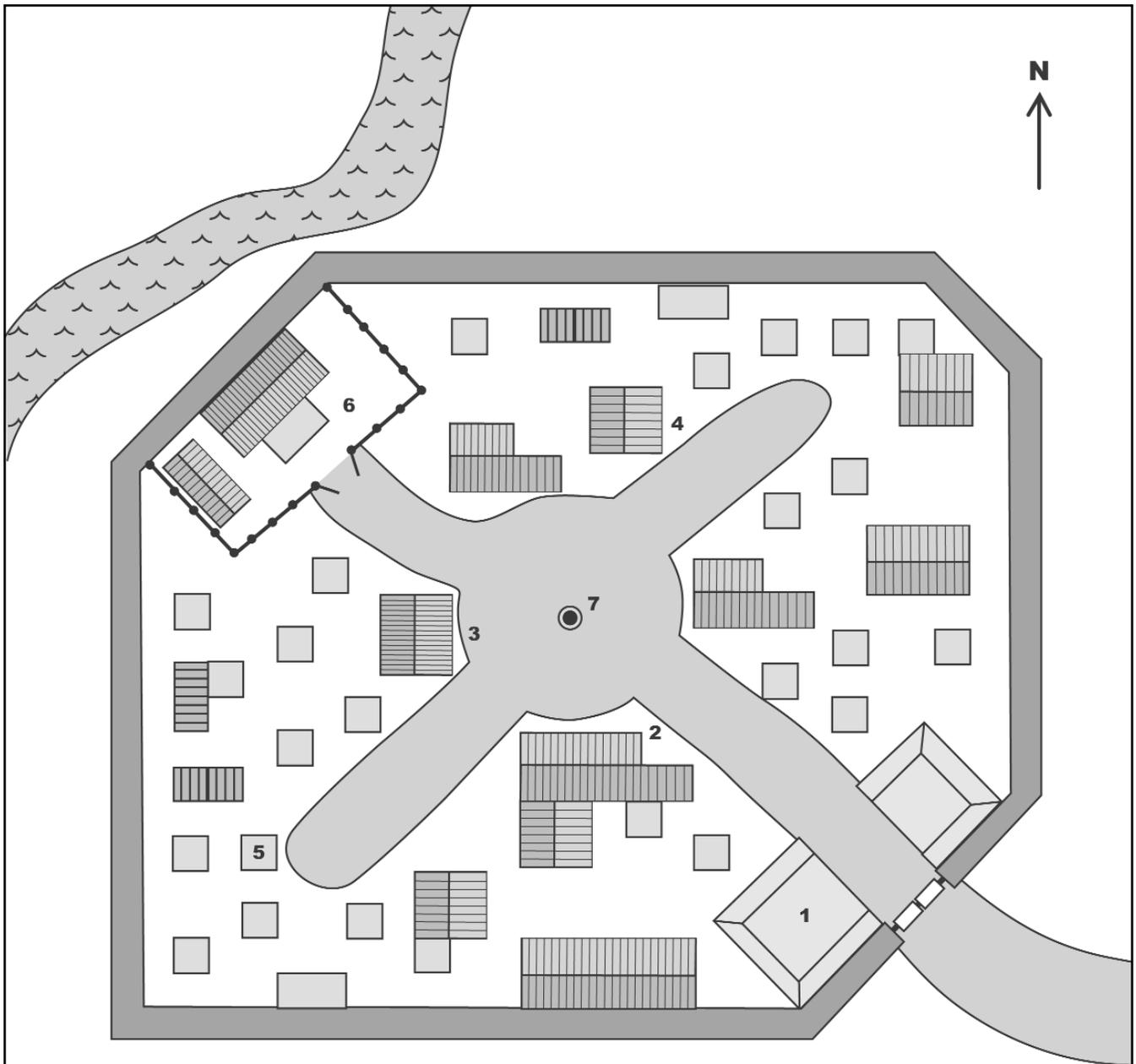
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Dungeon Crawl Classics #11 Web Enhancement: Welwyn by Chris Doyle, Copyright 2004 Goodman Games (contact info@goodman-games.com, or see www.goodman-games.com).



The Hamlet of Welwyn

Map Key

- 1. Barracks
- 2. The Dented Coin
- 3. Shoddy's Smithy
- 4. Town Hall
- 5. Mistledown Herbery
- 6. Varain Estate
- 7. The Well

