

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.

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