

Justin Alexander

CITY SUPPLEMENT 1:  
DWEREDEL



# CITY SUPPLEMENT 1: DWEREDEL

**Author: Justin Alexander**  
**Symbol Design: Margaret Frazer**

**Cover Art:**  
**Caspar David Friedrich - Junotempel in Agrient**

Copyright 2006 - Dream Machine Productions  
[www.thealexandrian.net/dreammachine](http://www.thealexandrian.net/dreammachine)

---

# ENTERING DWEREDELL

The Mountains of the East grow larger on the horizon with every passing day. As the mountains have grown, the traffic on the road has dwindled. Frequently now the road will cleave its way through the hills rather than passing around or over them. Finally, when you would guess yourself to be within a hundred miles of the peaks, Attik's Way passes into a great cleft or valley. Gradually this valley shallows, and the tree line descends until it is draped gloomily over the road itself. As the valley empties out onto a plain, you see before you the once great city of Dweredell...

---

## HISTORY OF THE CITY

Three hundred years ago Dweredell was a teeming metropolis: The last city on the road to the great dwarven kingdoms of the east. The trade which passed through its gates was born from dwarven forges and western realms, and the riches which came with that trade made Dweredell a jewel among cities. Its people prospered, and its fortunes seemed endless.

But the dwarven kingdoms fell, and Dweredell lost its glory. The traffic from the east vanished. And, with Dweredell as the road's end, the merchants of the west soon realized that the city had nothing to offer them. The city slowed, and then it began to die.

Two centuries of decay have taken their toll: The land about Dweredell slowly returned to wilderness and ruin. The Inner City, within Dweredell's original walls, is a dilapidated remnant of fading majesty, with corruption and despair slowly consuming what little strength is left. The Outer City, along with the newer walls which once enclosed it, lies in ruins - home to squatters and roving gangs.

A city cannot survive without a purpose, and Dweredell has none: It is a tired relic from another age. Perhaps it can survive: If the dwarven kingdoms could be reclaimed... Or if another road were to cross its path... Or if a strong vision could be followed... But such things are unlikely. It seems that Dweredell is destined for nothing more than memory.

---

## ORGANIZATIONS

Dweredell is a city-state. Ruled over by the syr (a regional title meaning, literally, "lightning", and roughly equivalent to "governor", "duke", or possibly even "prince"), the city's power once extended more than a hundred miles in every direction. Although those remain the official borders of the state, the syr of today is fortunate if he can make his power felt within the walls of his own city.

### SYR ARION

When the dwarven kingdoms still stood, the syr was an elected ruler. Roughly two hundred years ago, however, the Erradons - a powerful merchant family that had managed to retain some semblance of their former riches - helped to overthrow the corrupt government of the city. The family elder, Davel, maneuvered his wealth with promises of "restoring the glory of Dweredell" to become the city's syr for the rest of his life. At his death, the title passed to his son. Despite the fact that Dweredell's glory remains lost and their promises stand long-broken, the Erradons have become the Family of the Syr. (In fact, the Erradon family crest now bears the words, "For the Glory of Dweredell.")

The bitter truth, however, is that the Erradons are a family no longer. Today, only a single Erradon survives: Arion Erradon, the Syr of Dweredell. Without wife or heir, the twenty-five year old Arion assumed the title of syr three years ago when his father died.

## Syr Arion

**Key Info:** Arion Erradon has been the Syr of Dweredell for three years. In that time he has exhausted himself in mind and body... yet he still dares to dream.

**Quote:** "Just give me time to think. There must be a way."

**Background:** Arion's mother died in childbirth, and he was reared as the last child of the Erradons by his father, a man whose faculties were already deserting him when Arion was born. Arion's father believed that his brother had been killed by the Guild, and the one edict he never wavered from was that Arion should be strictly sequestered. As a result, the only true friend Arion had while growing up was Celadon, the Captain of the Prince's Guard - a man thirty years his senior.

Despite this, or perhaps because of it, Arion dedicated himself to rigorous self-perfection: When he was not learning swordplay from Celadon, he was spending hours pouring over the musty tomes of his father's library. He saw that his father was a poor ruler, and believed it was his place to restore the honor of the Erradons by restoring the glory of Dweredell.

**Appearance:** Arion is still a man in the flush of youth: Short-cropped, jet black hair sets off his piercing blue eyes. His frame is only lightly muscled, but toned and trained. The weight of his office, however, has brought bags beneath his eyes. And the late hours his sense of responsibility brings often causes his shoulders to stoop with exhaustion. But when the Syr gathers his strength, the image of a great man remains.

**Roleplaying Notes:** Arion is a passionate man, but - increasingly - he is also a weary one. He is a man in desperate need of friends, but years of experience and loss have taught him not to trust lightly.

**Syr Arion Erradon:** 3rd-level Aristocrat/4th-level Fighter; CR 6; HD 3d8+4d10; hp 52; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk rapier +8 melee (1d6+1, 18-20/x2), +7 ranged; AL LG; SV Fort +5, Ref +5, Will +9; Str 12, Dex 12, Con 10, Int 17, Wis 16, Cha 15

**Skills and Feats:** Bluff +8, Climb +6, Diplomacy +9, Disguise +10 (+12 acting), Gather Information +9, Jump +5, Knowledge (history) +7, Knowledge (local) +7, Knowledge (dwarf) +5, Listen +10, Perform +7, Sense Motive +10, Spot +10; Alertness, Iron Will, Leadership, Lightning Reflexes, Quick Draw, Weapon Focus (rapier)

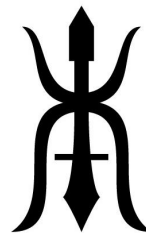
Arion still possesses the passion and idealism of youth, but he struggles against the momentum of a corrupt system. He dreams of a day when the Outer City can be reclaimed; when farms will fill the surrounding countryside; when expeditions might be mounted to reclaim the dwarven kingdoms.

But for the moment Arion is wearied by more practical concerns: His power should rest upon the strength of Dweredell's Guard. But the Guard today is weakened by years of neglect and riddled with corruption from the Guild (see pg. 4). And with the Guard ineffectual in its duties at best, the city is left in a perpetual state of near-anarchy. This, in turn, alienates the people of Dweredell, further degrading Arion's power.

## THE PRINCE'S GUARD

The only firm base of power left to Arion is the Prince's Guard, under the command of Captain Celadon. In theory, the Prince's Guard is a small fighting force dedicated to the protection of the Syr's Heir. At the moment, however, there is no heir. As a result, the Prince's Guard continues to serve Arion. And because Arion cannot trust the City Guard, he has come to rely more and more on the strength of the Prince's Guard to enforce his rule.

The Prince's Guard is currently made up of twenty men, including Celadon. They are quartered in the Old Keep, and serve as the primary protectors of both the Syr and the Twin Keeps (see pg. 8). Their uniforms are black, trimmed with red (except for the captain's uniform, which is trimmed with purple).



## Prince's Guard

**Prince's Guard:** 2nd-level Fighter; CR 2; HD 2d10+2; hp 20; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt); Atk longsword +6 melee (1d8+3); AL LN; SV Fort +4, Ref +4, Will +0; Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 11

**Skills and Feats:** Climb +8, Listen +6, Move Silently +5, Spot +6; Alertness, Dodge, Expertise, Lightning Reflexes

**Possessions:** Longsword, longbow (20 arrows), chain shirt, 2d6 sp in loose coin

## Captain Celadon

**Key Info:** Celadon is Captain of the Prince's Guard. He is an honorable man and a loyal friend to the Syr. His men serve him fiercely with duty, love, and respect.

**Quote:** "With all my speed, I will, my lord."

**Background:** Celadon has served in the Prince's Guard for three future syrs, and has been the Captain of the Guard for a little over two decades (he gained the position when Arion was three years old). He was born in the shadow of the Old Wall, and his early years were marked by a continual and bitter struggle with backbreaking poverty. Celadon has fought hard to come where he is now, and he views his office as an honor and a privilege of great merit.

**Appearance:** Celadon is in his mid-fifties. His brown hair has turned silver at the temples and his face is care-worn, but a constant regime of exercise has kept him trim and fit.

**Roleplaying Notes:** Celadon is a noble man at heart. His friendship with Arion cannot be compromised, nor can his affection and sense of duty towards his men. He shows respect to everyone, but he is perhaps a little too skilled at demonstrating disgust through deference when he encounters those he finds wanting.

**Celadon, Captain of the Prince's Guard:** 8th-level Fighter; CR 8; HD 8d10+16; hp 70; Init +2 (Dex); Spd 30 ft.; AC 19 (+2 Dex, +7 +3 chain shirt); Atk +2 longsword +14/+9 melee (1d8+7), longbow +11/+6 ranged (1d8); LG; SV Fort +8, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 11, Wis 12, Cha 14

**Skills and Feats:** Bluff +5, Move Silently +5, Listen +6, Search +3, Sense Motive +4, Spot +6; Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

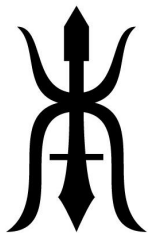
**Possessions:** +2 longsword, +3 chain shirt, masterwork longbow (20 arrows), 3d8 gp in loose coin

## THE CITY GUARD

Dweredell's Guard is no more than a hair's breadth away from being an open plaything of the Guild. In fact, Captain Daegan, the Guard's Commander, is wholly a creature of Master Lothmar. As a result, significant portions of the Guard are essentially servants of the Guild. And many of those not directly under the Guild's influence still serve its ends through simple sloth and negligence.

The corruption is by no means complete. Of the ninety-five men-at-arms who serve in the Guard, there are still those who serve faithfully and well. But when the very men you look to for leadership work to undermine your best efforts, there is little that you can accomplish to practical effect.

The City Guard does not have a true uniform. Members of the Guard are identified by means of a badge of office, which is typically worn on the left shoulder. Ironically, the badge bears the family crest of the Erradons.

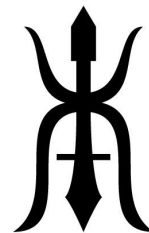


### City Guardsman (Standard Patrol)

**City Guardsman (Standard Patrol):** 1st-level Warrior; CR 1/2; HD 1d8+5; hp 9; Init +0; Spd 30 ft.; AC 12 (+2 leather); Atk shortsword +4 melee (1d6+3); AL LN; SV Fort +4, Ref +0, Will -1; Str 16, Dex 10, Con 14, Int 9, Wis 9, Cha 9

**Skills and Feats:** Spot +4, Listen +4; Alertness, Toughness

**Possessions:** Shortsword, leather, 2d8 cp in loose coin.



# Captain Daegan

**Key Info:** Daegan is a corrupt man. As Captain of the Dweredell Guard his loyalty should be owed to the Syr. Instead, it rests with Master Lothmar of the Guild.

**Quote:** "Make them hurt, boys."

**Background:** Like Captain Celadon, Captain Daegan was born in the shadow of the Old Walls. Like Celadon, his youth was marked with abject poverty and an endless struggle for survival. But where Celadon's struggle led to honor and service, Daegan's led to baseness and corruption. Where Celadon rose to power by means of his strength and skill, Daegan rose by means of cunning and betrayal.

**Appearance:** Daegan is a mass of muscle, although much of it is now turning to fat as he approaches his fortieth birthday. His brown hair has become dashed with silver-gray. His gestures are slow, but expansive.

**Roleplaying Notes:** Daegan is, at heart, a small man. He is a cruel bully, and - despite his devious mind - frequently resorts to nothing more than physical intimidation. Those who serve him don't respect him - they fear him.

**Daegan, Captain of the City Guard:** 8th-level Warrior; CR 4; HD 8d8+8; hp 50; Init +0; Spd 30 ft.; AC 15 (+5 breastplate); Atk shortsword +11/+6 melee (1d6+3), +8/3 ranged; AL NE; SV Fort +9, Ref +2, Will +1; Str 16, Dex 10, Con 12, Int 11, Wis 8, Cha 10

**Skills and Feats:** Bluff +4, Intimidate +9, Knowledge (law) +2; Cleave, Great Fortitude, Power Attack, Sunder

**Possessions:** Shortsword, breastplate, 4d20 gp in loose coin

## THE GUILD

The Guild is the descendant of the merchant families. These families held great sway in Dweredell - essentially sharing power with the Syr through their trade charters and business rights. As the city entered its decline, however, the merchant families declined with it: Many left the dying city. Those that remained - and managed to survive - began to consolidate their interests.

In time, the remnants of the merchant families became the Guild: A loose organization of local tradesmen dedicated to protecting its members, maintaining commercial standards, and regulating all matters of craft and trade. In truth, the power of the Guild is vast - reaching into all corners of life in Dweredell. Were it not for the centralized power of the Syr, the Guild would rule Dweredell. (Of course, the Syr's growing weakness corresponds to an equal and opposite rise in the Guild's strength and influence.)

Unfortunately, whatever its original purposes may have been, the Guild no longer serves them today. The core structure of the Guild - including its leadership and their immediate servants - cloak themselves with a thin veneer of legitimacy, but their true nature is, for all practical purposes, an open secret: In any other city they would be thieves. In Dweredell, they are the Guild.

The Guild operates on a system of masters and apprentices. They wield a de facto power in Dweredell through intimidation, commercial influence, and terror. They fiercely defend their territory against any independent thieves or competitors, a course of action which has led them into a constant, low-level conflict with the gangs of the Outer City.

## GANGS

Many think of Dweredell's Outer City - that stretch of ruin from the Old Walls to the Outer Walls - as an abandoned wasteland. A wasteland it may be, but it is not abandoned. Instead, it has become a home to squatters and vagabonds - the disenfranchised who have slipped out of society and into desperation. And two centuries of decay have created a great deal of desperation.

Despite the sparse population of the Outer City, it was inevitable that some form of power structure would emerge to fill the vacuum left by the authorities of the Inner City. And in the lawless streets of the Outer City, it was natural for

groups to form for mutual protection. As a result, gangs - both formal and informal - became the de facto powers of the Outer City.

There are at least two dozen gangs active in the Outer City, most of them nothing more than rag-tag assemblies of bullies. Only three merit particular note:

**The Band of Blood:** The Band of Blood is the oldest extant gang in Dweredell. Not only is it the largest of the Outer City gangs, its history actually predates the fall of the Dwarven Kingdoms. In Dweredell's halcyon days, the Band was the city's thieves' guild. As the city entered its decline and began its retreat to the Inner Walls, however, the Band of Blood remained focused in the Outer City - its leadership believing that the newfound anarchy offered them a unique opportunity.

What they failed to understand was that the Outer City was not only being abandoned by the forces of the law - it was also being abandoned by the wealth of the merchants: The Band of Blood found it easy to operate in the Outer City, but it quickly discovered that there was also nothing worth pursuing there. By the time the Band turned its focus back to the Inner City, it was too late: The organization had become too weak, and a concerted effort by the Syr and the City Guard was able to smash the last of its strength.

A few members of the Band managed to survive its destruction. Some fled Dweredell with whatever wealth they could carry with them. Others remained, having successfully cloaked their ill-gotten gains behind one legitimate façade or another. (Some of these latter members joined the nascent Guild, and may have been the force which eventually led to its corruption.)

The weaker members of the Band, however, remained in the Outer City - clinging, with varying degrees of success, to the remnants of their former niches. Around these survivors, the new Band of Blood formed: No longer a guild, but a gang.

Today, the leadership of the band - a loose council - lays claim to the entire Outer City as its domain. In practice, this is largely true, except for those few areas where the Band's claims are seriously disputed by rival gangs. Recently, the Band has even renewed designs upon the Inner City. Its efforts there are no longer opposed by a strong Syr, but have led to a number of skirmishes and power struggles with the Guild. (The Guild, in turn, has begun to take a greater interest in the Outer City). There are also rumors that the Band has begun to operate a slave trade - preying upon the people of both the Outer and Inner Cities.

**The Sorcerer's Hands:** Five years ago the people of the Outer City became aware that one of the dilapidated, abandoned towers along the southern wall had suddenly become occupied again: Lights shone from the cracks of its newly shuttered windows, great sounds could be heard emanating from within, and various

## Master Lothmar

**Key Info:** The current Master of the Guild, Lothmar is a devious man. He carefully cultivates an image of complacency, but his touch can be found nearly everywhere in Dweredell.

**Quote:** "I am sorry that it must come to this. Truly sorry."

**Background:** Lothmar was apprenticed at a young age. His parents died only a short while later, and his master became a father as well as master and mentor to him. When Lothmar was ten, the Guild had his master killed (why, Lothmar has never discovered).

It took Lothmar eight months to discover the identity of the guildmember who had killed his master. It was another two months before an opportunity presented itself: The murderer, in a drunken stupor, passed out in an alley. Lothmar slit his throat.

It didn't take long for the Guild to find him after that, but Guild Master Sedrith was impressed by what the boy had accomplished at so young an age. He took Lothmar as his apprentice.

Whether this was a bad idea is a matter of your point of view: Certainly, Lothmar proved himself a more than capable student. On the other hand, Lothmar poisoned Sedrith seven years ago to assume control of the Guild.

**Appearance:** Lothmar slicks his hair back. His brown eyes are large: It seems as if they should convey a wealth of emotion, but instead they are depths of eerie, utter calm. Lothmar's face is lean and his frame wiry, with every movement conserved and precise. Those few who have seen him fight and live to tell the tale, however, speak of a liquid speed.

**Roleplaying Notes:** There is a great depth beneath the placid eyes of Lothmar. The gears of his mind are precise in their calculations, frequently anticipating the consequences of his actions up to years in advance. Lothmar is careful in everything he does... but that doesn't mean he lacks the capability for quick, decisive action when the need calls for it.

**Lothmar, Guild Master:** 8th-level Rogue; CR 8; HD 8d6-8, hp 35; Init +3 (Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 +1 *mithril shirt*); +10/+5 masterwork rapier melee (1d6+1, 18-20/x2), +9/+4 adamantite dagger melee (1d4+2), +10/5 ranged; AL CN; SV Fort +1, Ref +9, Will +4; Str 12, Dex 17, Con 9, Int 18, Wis 15, Cha 16

**Skills and Feats:** Appraise +6, Balance +7, Bluff +14, Climb +5, Diplomacy +14, Disable Device +6, Escape Artist +9, Forgery +10, Gather Information +14, Hide +15, Jump +5, Knowledge (local) +12, Listen +13, Move Silently +15, Open Lock +8, Search +6, Sense Motive +15, Sleight of Hand +8, Spot +15, Tumble +8; Expertise, Quick Draw, Weapon Finesse (dagger)

**Possessions:** Masterwork rapier, +1 *adamantine dagger*, 4d20 pp in loose coin

## New Drug: Silec Weed

Silec is a rare prairie grass with an odd, pale blue hue. In its native state it is harmless, but when crushed with pomegranate seeds and ingested it becomes a powerful narcotic. Its users also feel a burst of adrenaline-fueled strength. With long-term use the user becomes less and less debilitated by the drug experience (but continues to feel the burst in strength)

**Ingested DC 15; Initial Effect -2 Dex, -4 Wis; Secondary Effect: +2 Str.**

**Special:** The initial and secondary effects of the silec weed take effect immediately, and last for 1d4+1 hours after ingestion. For every ten doses of silec weed which have a secondary effect on a character, the character must make an additional Fortitude save (DC 20). On a success, the character becomes immune to the initial effect of silec weed (but can still be affected by silec's secondary effect). However, the character also becomes addicted to silec and must take it once per day.

**Addiction:** If an addicted character fails to take the weed, the withdrawal acts as a poison (Addiction DC 22; Initial Effect -2 Dex, -2 Str; Secondary Effect -2 Int, -2 Wis). The character must make a new saving throw for each day they fail to take the weed. Three successful saves in a row breaks the addiction. During the effects of addiction, if a character has a chance to take silec they must make a Will save (DC 15) or do so.

repairs and improvements could be seen from time to time.

The nature of this new inhabitant was unknown (although some spoke of seeing a man in black robes upon the tower's ramparts). Those who approached the tower often disappeared and were never seen again. And so the people of the Outer City simply turned their backs and shunned the tower.

Two years ago, however, other newcomers began to move through the Outer City: Their faces bore a painted black hand, and when they spoke - which was seldom - they called themselves the Sorcerer's Hands. Later they stopped speaking altogether (although some whispered tales of the Hands speaking directly into their minds). Other disappearances followed, and now some of those who had disappeared returned as strangely silent Hands.

The goals of the Sorcerer - if such a person even exists - are unclear. As far as anyone can tell, his activities have so far been limited to the Outer City. The Band of Blood, seeing the Hands as a growing threat, sent several members to the Sorcerer's Tower three months ago. None of them have been seen since...

**The Silecs:** The Silecs are a drug-based cult whose rites center on the silec weed. The drug causes a blue stain on the fingers (which grows darker with repeated use), giving the gang members the nickname of "blues". The Silecs essentially control the entire Dwarven Quarter (see pg. 12), venerating the architecture and sculpture which survives. They seem to believe that the strength imparted by the silec weed creates a sympathetic mystical connection between them and the "dwarven spirit". Many of their rituals are based in the belief that Dweredell's fall was the result of the city turning its back on the "dwarven spirit" - and if the "spirit's favor" could be returned to Dweredell, that the city would be great again.

---

## DWEREDELLE GAZETTEER

### 1. ATTIK'S WAY

Attik's Way was an engineering marvel - a road straight and true, joining the worlds of dwarf and man by an artery of trade. It was the vision of the Dwarf King Attik - built with the strength of human arms guided by the art of dwarven skill. It was to be an eternal thing - capable of withstanding the sullyng tempests of time.

As an edifice it has survived. But as a thing with purpose, it has failed. The road still runs straight and true, but most of its length is barren and ill-traveled.

In Dweredell, Attik's Way runs from Westgate to Dwarf Gate. It is a broad, straight, flat road of unsurpassed quality - nearly thirty feet across, with tightly fit paving stones that show neither signs of wear or weather.

### 2. ATTIK'S MOUNDS

Attik's Way once continued on from Dweredell for a hundred miles before reaching the great dwarven cities of the mountains. When those cities fell to the orcish hordes, however, the road became a threat to Dweredell - a means by which the hordes could drive their engines of war and siege after their dwarven conquests were complete. In a heroic,



desperate effort, Dweredell's Guard held a siege for two months upon the dwarven kingdoms, while the paving stones of the great highway were torn up from the foot of the mountain to Dweredell and piled outside the eastern gate of the city. There they remain - two great, grass-covered mounds; sad testaments to Attik's failed legacy and Dweredell's fate.

### 3. OUTER WALLS

As eastern and western trade began to flow through Dweredell, the city rapidly grew. It wasn't long before the city had expanded out of its old walls (see below) and sprawled across the surrounding plain. As a result, it quickly became necessary for the construction of a new city wall to contain the city's growth.

When they were built, the Outer Walls were ten feet thick and stood fifty feet high - a stout defense against the depredations upon the riches of the city. They had their finest hour when the siege at the dwarven kingdoms broke, and the defenders fell back to Dweredell before the orcish horde. Dweredell held against the siege for six weeks before the great army from the west arrived and drove the orcs before it.

Eventually, however, Dweredell's population dwindled. And when the orcs returned in later years, the city's depleted force of arms was no longer able to hold the Outer Walls. The remaining population of the Outer City was evacuated to the Inner City, and the Outer Walls were abandoned. For a fortnight, the orcs ransacked the Outer City - and for years afterward those who dared to live in the Outer City were essentially at the mercy of orcish and goblin raids. It was Dweredell's saddest hour.

The Outer Wall was built by dwarven engineers from a pale, cream-colored stone, mined from beneath the mountains and shipped along Attik's Way. It was a marvel to behold, but great stretches of it now lie in absolute ruin, and much of the rest has not suffered the years well following the damage inflicted to it by the orcs.

### 4. THE OLD WALLS

The Old Walls date back to when Dweredell was a small, fortified city on the edge of human lands. Fortunately, they were maintained even after the Outer Walls were complete - a fact which allowed them to withstand the Orc Siege. They are built of wind-worn gray granite, and remain relatively well-manned by the City Guard.

### 5. WESTGATE

Westgate is a plain, portcullised gate, manned at all times by a force of five city guardsmen. Dweredell no longer charges any taxes to travelers or merchants (the last thing the city wants to do is discourage those who want to come), but the guards will generally bar entrance to anyone disreputable or bearing the marks of poverty. Syr Arion has recently issued instructions that those seeking the city's protection against goblins will be given entrance to the Inner City regardless of any other circumstance, but it's an open question whether or not the guardsmen will honor that instruction.

### 6. THE RED HAND

The Red Hand is a tavern and inn located just inside Westgate. In years past it serviced traders and merchants, running a brisk business. In the past century or so its tavern has seen more use than its inn. It continues to be a local landmark of sorts, but two complete floors of the inn have been sealed off and are no longer used.

### 7. GUARD HOUSE

The Guard House is a massive structure of gray stone and iron. It dates back to the earliest days of Dweredell, and has not so much been constructed as grown - with new wings and expansions being added in a haphazard fashion over the years. The result is a maze-like structure of passages and chambers - some of them open, others sealed off or accessible only by forgotten paths.

### 8. THE GREAT MARKET

Although still referred to as the Great Market in memory of Dweredell's height, the name is a cruel mockery when applied to the ill-kept stretch of greenery, only half-filled with faded stalls and merchant tents, which remains. Despite this, the Great Market is still the primary center of commerce in Dweredell - particularly for the local farmers who bring their goods into town for sale - and the fees for establishing a sales front in the Market continue to provide a modest income to the syr.

## 9. DWEREDELL'S GARDENS

Dweredell's Gardens were once a thing of immense beauty: Immaculately tended, with samples of plant life from across the world. Most of the plants remain, but the Garden itself suffers greatly from neglect. A few of the larger paths - generally nearer to the edge of the Garden - have been kept in a state of relative repair, but most of the smaller paths have become almost completely overgrown.

## 10. THE TWIN KEEPS

Although enclosed by a single wall, the syr's castle is actually two separate buildings: The Old (or North) Keep and the New (or South) Keep. Collectively, they are often referred to as the Twin Keeps.

The Old Keep was the original home of the syr. It saw some minor expansion over the course of its use, but remains smaller than the New Keep, which was built by Dwarven Engineers at the same time as the Outer Wall. Today the Old Keep is home to the Prince's Guard, while the New Keep is the current residence and ruling seat of the syr.

## 11. DWARF GATE (ATTIK'S GATE)

When people refer to Dwarf Gate (or, more archaically, Attik's Gate) they may be referring to either of the two eastern gates along Attik's Way: The gate in the Inner Wall is no more than two stone throws from the gate in the Outer Wall. The latter is left unmanned, while the former is usually manned by two City Guardsmen. These gates see very little traffic.

## 12. THE OLD DWARVEN QUARTER

When trade was strong between Dweredell and the east, many dwarves came here to settle - either temporarily or permanently. Here in the Dwarven Quarter, the touch of dwarven art and architecture is strongly felt: Massive blocks of stone, whose sheer scale and craft imparts a sense of grandeur.

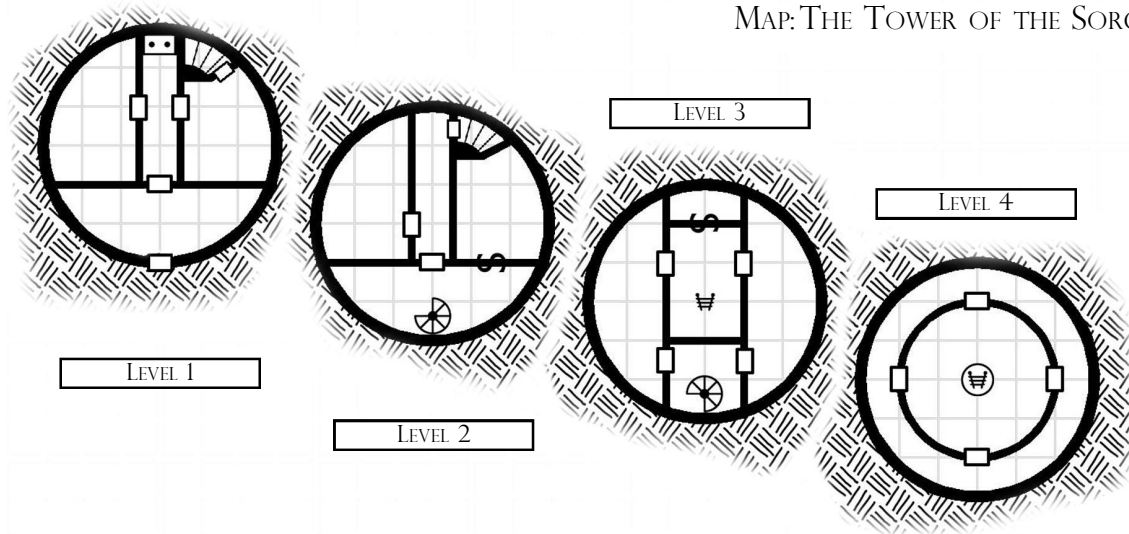
For a time, just after the Dwarven Kingdoms fell, the population of the Dwarven Quarter swelled with refugees. In time, though, most of these new settlers passed on to the west - either in search of new lands or on their way to the distant realms of their kinfolk. By the time the Outer Walls fell to the Orc Siege, the Dwarven Quarter was nearly abandoned.

The Quarter has weathered the passing years better than the surrounding remnants of the Outer City - a testament to the dwarven skill which built these structures - but neglect and the pillaging of orc and goblin have taken their toll. Even here the streets are choked with rubble, and many of the buildings are reduced to ruin.

## 13. THE TOWER OF THE SORCERER

As described on page 5 this is the tower which has become the home of the mysterious figure known as "the Sorcerer".

MAP: THE TOWER OF THE SORCERER



---

# ADVENTURE SEEDS

- The land east of Dweredell has long been unpatrolled. But now the land almost seems to boil over with orcs, goblins, and other fell creatures. Most of the farmers who still dared to till the land out that way have retreated to Dweredell... and most of those haven't stopped - they've kept going west.
- The City Guard is mired in hopeless corruption, and every attempt the Syr has made to root it out has failed: There simply aren't enough people he can trust to launch the type of massive clean-up operation that's required. What he needs is a small group of trustworthy allies - strong enough to take action, but free of the system. People like the PCs...
- The lack of an heir for the syr is a troubling thought to many. It has given new life to an old legend: "The Lost Erradon". But what if this ancient tale - of a true Erradon heir hidden as a commoner (or lost to a witch, or captured by orcs, or ransomed to dwarves, or raised as the Guildmaster's own son, or smuggled out to western lands to save his life) - were true?
- Unbeknownst to Captain Celadon, he has a son - the result of youthful whoring which he has long since put behind him. The son, however, is now a near-grown man - and his life of poverty has led him to the Guild...
- There are rumors that the upper floors of the Red Hand were not sealed from disuse... but due to a malignant spirit which haunts those rooms, slaying all those who would spend the night.
- A druid is sent to the Gardens of Dweredell to retrieve a rare species of plant which has gone extinct in its native habitat. The plant, collected long ago at the height of Dweredell's glory, may no longer exist in the Garden. And if it does, the records which would indicate where it was planted have long been lost.

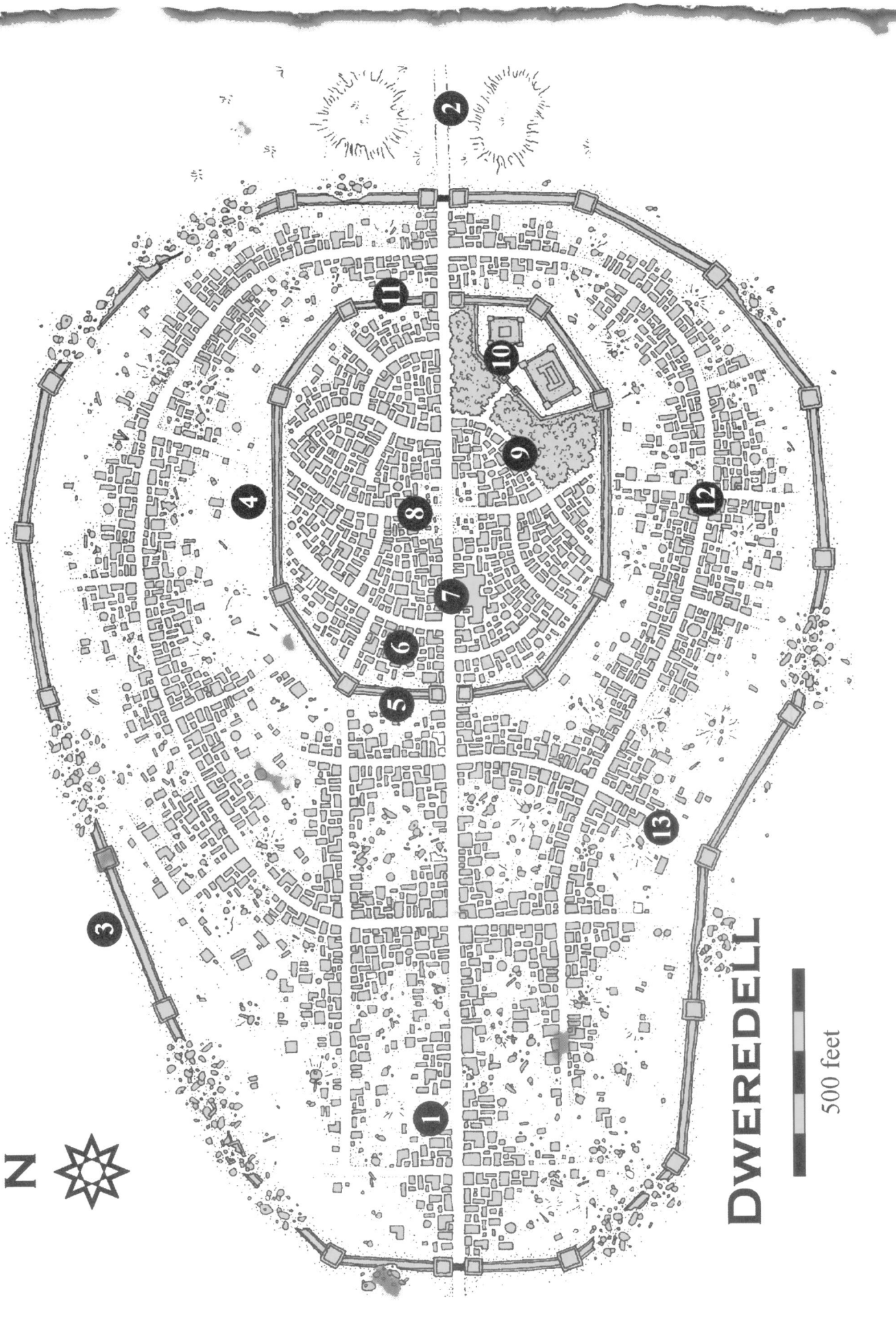
## In Your Campaign

Dwarven kingdoms fallen into ruin tend to be fairly common in fantasy settings. Assuming you have a convenient one in your own campaign, simply draw a line between it and the nearest human kingdom through an expanse of relatively barren terrain: That's Attik's Way.

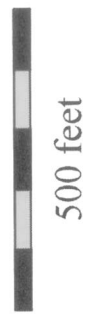
If that doesn't work, Dweredell can be placed - with moderate changes - in any frontier setting. The other end of the highway may not even be completely obliterated - it may simply be suffering from its own hard times, leading to decreased trade and the ruination of Dweredell.

Dweredell may also be dying for other reasons: Perhaps a better road or system of travel was created, causing traffic to bypass Dweredell. Or perhaps the road on which Dweredell lies passes through a realm which has now closed its borders - again, cutting off the trade which was once the city's lifeblood.

At its heart, of course, Dweredell is simply a dying city - and that death may not have come from a loss of trade at all. For example, a magical plague may have devastated the population, and the city has never recovered. In general, the city is designed to exist on the frontier - but could also be easily adapted as part of an entire kingdom slowly falling into ruin.



# DWEREDELL



500 feet

# LEGAL INFORMATION

Permission to copy, modify and distribute this document is granted solely through the use of the Open Gaming License, Version 1.0a. This document provides an interface to the basic rules and materials needed to create content compatible with the best-selling tabletop RPG system in the world. This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material. The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself. More information on the Open Game License can be found at [www.opengamingfoundation.org](http://www.opengamingfoundation.org) or [www.wizards.com/d20](http://www.wizards.com/d20).

The terms of the Open Gaming License Version 1.0a are as follows:

## 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 License 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 1.0a Copyright 2000, Wizards of the Coast, Inc.

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

System Reference Document Copyright 1999, 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Campaign Magazine, Issue #5, Copyright 2002, Corsair Publishing.

Cities of Fantasy Dweredell, Copyright 2002, Justin Bacon.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.

The Dark River, Copyright 2002, Justin Bacon.

City Supplement 1: Dweredell, Copyright 2006, Justin Bacon.

**DESIGNATION OF OPEN CONTENT:** All text and cartography.

**DESIGNATION OF PRODUCT IDENTITY:** The following items are designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Dream Machine Productions logos and identifying marks and trade dress, including all product names, product line names, cover design, and lay-out.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

Wizards of the Coast is a trademark of Wizards of the Coast, Inc. in the United States and other countries and is used with permission.

# ABOUT THE CREATORS

**Justin Alexander**, the artist also known as Justin Bacon, got his start in the roleplaying industry with Dream Pod 9, contributing to their *Heavy Gear* and *Jovian Chronicles* games. He served as a playtester for 3rd Edition and has produced countless D20 supplements for the game through a variety of publishers, including Atlas Games, Fantasy Flight Games, and Troll Lord Games. He has written articles, reviews, and editorial content for *Realms of Fantasy*, *Pyramid Magazine*, *SHADIS Magazine*, *Games Unplugged*, and *RPGNet* (among others). He can be visited on the web at <http://www.thealexandrian.net>.

**Margaret Frazer** is a multiple award-winning and nominated novelist. Her long-running *Sister Frevisse Mysteries*, starting with *The Novice's Tale*, have been complemented by the *Joliffe Mysteries*. Her most recent novel is *A Play of Knaves*. She can be visited on the web at <http://www.margaretfrazer.com>.

# CITY SUPPLEMENT 1: DWEREDEL



REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYER'S HANDBOOK, THIRD EDITION,  
PUBLISHED BY WIZARDS OF THE COAST, INC.