

MEDIEVAL FANTASY MEETS POWERED BY STEAM, MAGIC, OR THE LABOR OF A THOUSAND SEAVES

DRAGONMECH™

THE LAST CITY

SWORD & SORCERY



THE LAST CITY

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TWENTY THINGS

ABOUT EDGE 109

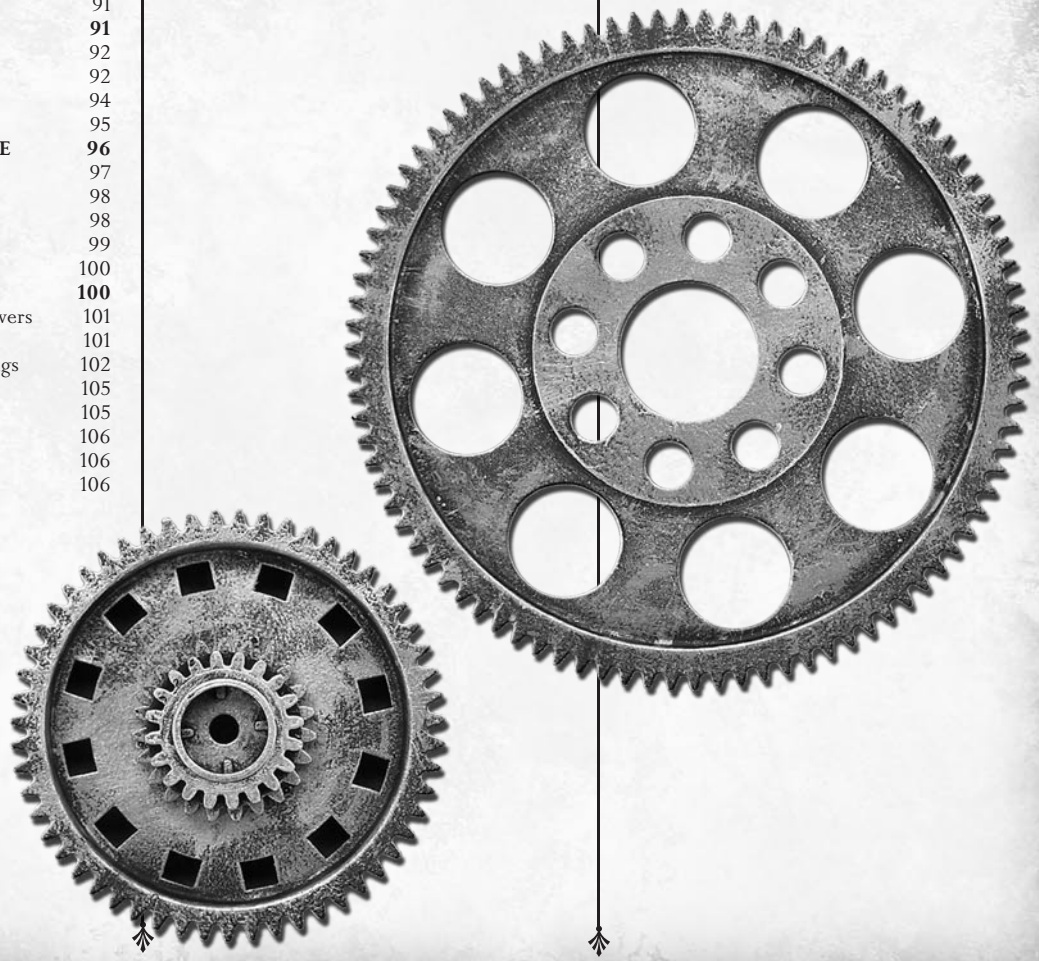
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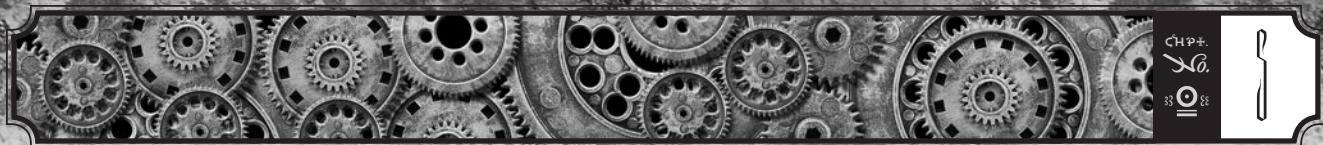
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*PLATE 1 Protected within a mighty cliff, the central cavern
of Edge has never been threatened by the lunar rain.*



INTRODUCTION

AFTER A CENTURY OF LUNAR RAIN, MOST OF HIGHPOINT'S SURFACE IS RUINED. THE FORESTS ARE SHATTERED, THE GROUND IS TORN APART, AND MOST OF THE CONTINENT'S CITIES HAVE SUFFERED A RELENTLESS BEATING FROM THE SKY ABOVE. BUT ONE CITY STANDS AND THRIVES DESPITE IT ALL. FOR THE PEOPLE OF HIGHPOINT, EDGE IS THE LAST CITY THEY HAVE LEFT.



This sourcebook has everything you need to understand Edge. Whether you're a jaded lifelong resident or wide-eyed nomad visiting for the first time, **The Last City** will help you make the most of this unusual place. Everything sold on (and under) Highpoint passes through Edge. Everyone who travels the land is bound to stop here eventually. And each of them has a story for your characters.

The first section of this book, *Edge at a Glance*, tells you what you need to know for a short visit. It gives you a summary of

the city's four districts, mentions a trio of people everyone in town should recognize, and outlines a few of your recreation options. The *Low Water Festival*, high point of the city's year, is described

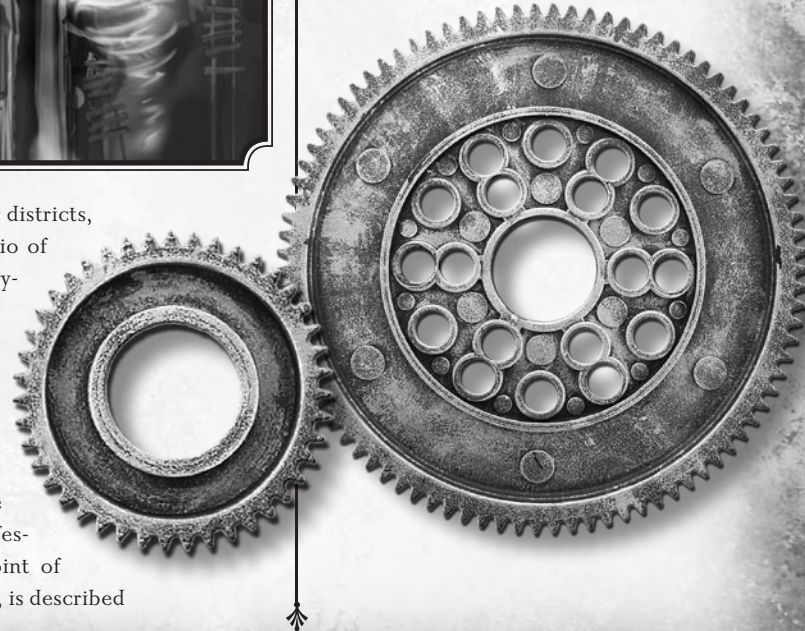
in detail. Finally, *Edge's* colorful history is also laid out here. From the first multi-racial trades to the source of the dwarf-drow hostility of High Docks, the city's past explains its present.

The second section, *Merchants of Edge*, gets right to the good stuff. Several of the city's most interesting and notorious merchants are found in this section, along with sample items from their inventories.

The third section, *From The Ground Up*, explores the city's four districts. Each has its own neighborhoods, its own citizens, and its own businesses. To say nothing of its feuds, plots, hatreds, and shopping.

The fourth section, *The Balance of Power*, delves into the people and factions of Edge. Several groups compete for dominance in the city. Some want money, others crave power, and a handful have more disturbing goals. Many of the city's key non-player characters (NPCs) are also presented here.

The fifth section, *Twenty Things About Edge*, presents a unique way of looking at the city. More than a dozen lists detail the great and small things about Edge, from its slang to its visitors to the best places to hide. Not only do they provide a wealth of information, with one or two rolls of a d20, these lists can provide you with encounters and even full adventure ideas.



DRAGONMECH

THE LAST CITY

The Surface World is Wasted

With each rising moon come the surface-blasting meteors of the lunar rain, destroying everything living below. All the major cities of DragonMech are reduced to rubble – except for one. The free city of Edge, carved into the solid rock of a 2,000-foot tall cliff, still stands strong – and is ruled by no one.

One City Still Stands

Built into a natural cavern above a towering waterfall, Edge is the world's busiest trade port. An ancient river flowing from the heart of the underdeep divides the cavern in two. Each bank is a city unto itself – as is the nearby cliff-dweller settlement. No government has ever united these disparate populations. Will the rising mechdoms claim this merchant jewel? Or will Edge remain a rough-and-tumble frontier town like it has always been?



Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

Sword & Sorcery books are published under the Open Game License and are 100% compatible with v.3.5 rules and the d20 System.

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