

Iridia

role-playing games and miniatures, old and new
by Christian Walker

On Point

I thought about changing the format of Iridia from a single-sheet zine to digest. While I love the look and feel of a digest, I realize that it takes too much work to publish. In its current form, Iridia is easily written and produced. More importantly, Iridia is easy to archive in .pdf format. If people want copies, they can always print issues from their desktop after downloading them from IridiaZine.net. That's not so easy to do with a digest. To handle the occasional need for more space within an issue, I'll simply run two-part articles if need be. I think I'm slowly getting the hang of Audacity. Do be sure to visit the website to download each week's podcast.

Finally, pour a 40 on the curb for David C. Sutherland, who passed away recently. For nearly 25 years, Sutherland worked as an artist for TSR. Producing countless works at an incredible rate, he helped illustrate the games of our imagination for generations of players. Classic examples of his work include the covers for the AD&D PHB, DMG and MM. Cards and sentiments can be sent to his sister, Trudy DeKeuster, at 13911 Castelar Circle, Omaha, NE 68144.

Until next time, Christian

Sharby's Sow

exploring the freelands of mirrym
by john toppe

Denz Sharby spent the first half of his adult life working the farm he inherited from his father. With his wife Carlee by his side, Denz was able to provide just enough food to survive. In his meager free time Denz developed his talent for carpentry and woodworking. Denz used the profits from his carpentry to buy a pig, which he planned to raise for food.

That plan changed when Carlee found the pig digging a small hole in the yard. In the hole were rare Narshay mushrooms, a highly prized delicacy in the region. Denz took the pig into the woods near his farm and again the pig rooted out more of the mushrooms. The next morning Carlee took the mushrooms into the local market. When she returned that evening, she showed their profits to Denz. For the first time in his life, he held gold in his rough hands.

Thankful for the gift that they had in the pig, Denz and Carlee continued farming and searching for mushrooms. They saved the money so that one day they might retire, allowing Denz to work full time on his woodcrafts. When the pig died after eight years of hunting mushrooms, Denz and Carlee buried her in the woods where she had sniffed out all those valuable delicacies. They sold their property and moved to Perganon, where they found a nice house at the edge of town. Denz converted a room into a workshop and began his own business making quality furniture and decorative carvings.

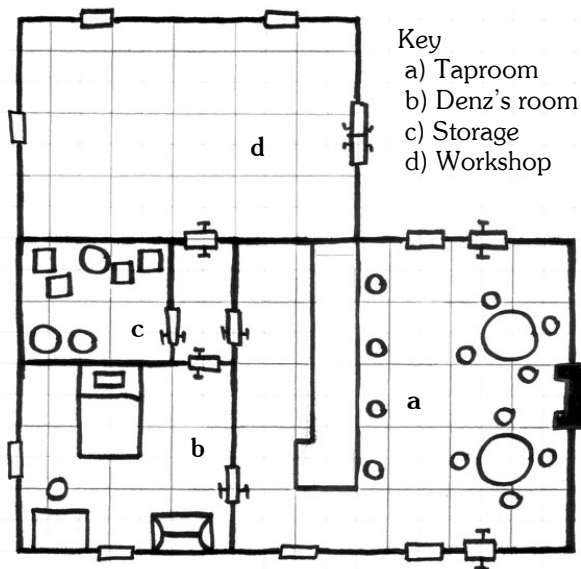
For three years Carlee and Denz enjoyed their new life in Perganon. One winter night, however, Carlee complained she was not feeling well and passed away within a few weeks. Denz was devastated at the loss and completely alone, since he and Carlee were unable to have any children. After several months of mourning, Denz realized that he needed to get on with life. The best way to do that, he thought, was to spend time with the good friends he had made in town.

He remodeled the front part of the house, converting the kitchen and living room into a taproom. He hung a beautifully carved sign of the pig that helped him earn his money outside and Sharby's Sow was born. During the day Denz does his woodworking and in the evening he opens the taproom to his friends and guests. Denz is not trying to make a large profit with the taproom; he just wants to spend time with friends. In

fact he loses money on the taproom, but this is compensated for by his earnings from his woodwork.

Because he made all the fixtures and furniture in the taproom, Denz strictly enforces his no brawling rule, which is also posted on the wall. All his friends respect this, while strangers quickly learn to comply. Behind the bar Denz displays a portrait of his dearly loved wife. Anyone who even remotely suggests that Carlee is "Sharby's Sow" gets his teeth loosened by Denz's meaty fist and is not welcomed back.

Christian says: I added a stat block for an assistant for Denz. I figure that he's a busy guy and might require the services of a runner. I'm not sure how to stat out adolescents in D&D, but I did my best to create a 14 year old boy. Also, DMs may need to add monetary reward for larcenous PCs. I suggest a small cash box behind the bar in the taproom. It will have, say, 30 sp and 50 cp. In Denz's bedroom, there might be gold coins, but not more than 10 or 20.



Sharby's Sow

Wooden Walls: 6" thick, Break DC 20, Hardness 5, Hit Points 60 (per 10x10 section);

Front Door (good wooden door): 1.5" thick, Hardness 5, Hit Points 15, Open Lock DC 20, Break DC Stuck 16/Locked 18;

Back Door (good wooden door): 1.5" thick, Hardness 5, Hit Points 15, Open Lock DC 25, Break DC Stuck 16/Locked 18;

Workshop Double Doors (good wooden doors): 1.5" thick, Hardness 5, Hit Points 15, Break DC Stuck 16/Barred 25. At night the doors are secured from within with a wooden sliding bar.

Denz Sharby, male human Com3; Medium humanoid (5' 10", 225 lbs); CR 2; HD 3d4+3; hp 11; Init +1; Spd 30 ft; AL LG;

Armor: AC 11 (+1 dex), touch 11, flat-footed 10.

Attacks: Base Atk +1, Grp +4;

Melee: Club +4 (+1 BAB, +3 str) (d6+3, x2).

Saves: Fort +2, Ref +2, Will +2.

Abilities: Str 16 (+3), Dex 12 (+1), Con 12 (+1), Int 12 (+1), Wis 12 (+1), Cha 12 (+1).

Languages: Common.

Skills and Feats: Craft (carpenter) +8, Craft (brewer) +6, Handle Animal +3, Knowledge (local, Perganon) +4, Listen +2, Profession (farmer) +8; Skill Focus (craft, carpenter), Skill Focus (craft, brewer), Skill Focus (profession, farmer).

Possessions: Belt pouch with 3 gp, 6 sp.

Gunnar, male human; Medium humanoid (5' 7", 140 lbs); CR 1/4; HD 1d4; hp 3; Init +1; Spd 30 ft; AL LG;

Armor: AC 11 (+1 dex), touch 11, flat-footed 10.

Attacks: Base Atk +0, Grp -1;

Melee: -5 (no weapon proficiencies);

Ranged: -3 (no weapon proficiencies).

Saves: Fort +0, Ref +1, Will +0.

Abilities: Str 9 (-1), Dex 12 (+1), Con 10, Int 10, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Climb +1, Craft (carpenter) +1, Knowledge (local, Perganon) +2.

Possessions: Belt pouch with 3 cp.



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