

Iridia

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

On Point

I've decided to bring back the weekly podcast commentary. I was getting frustrated with the quality of the audio, as well as the time it took to record each show. The former will eventually be addressed when I buy a better microphone. The latter has been dealt with by reducing the amount of time spent on each week's podcast. I've done so by recording the show in fewer takes, as well as not mixing in miscellaneous sound files and special effects. There's an RSS feed at IridiaZine.net, so you can subscribe in order to be alerted when there's a new show.

Until next time, Christian

This, That and the Other Thing: Inn Rooms

random tables for your game

During a session, GMs rarely spend much time describing something as routine as the characters' rooms at the inn. Unless the scenario specifically calls for an encounter, most evenings at a hostel pass without incident. The eight rooms presented in this table are designed to provide for some memorable overnight stays.

- 1) The rats that live in the attic appear to be running some sort of marathon. They rush back and forth all night, causing quite a racket. Eventually, a cat pounces and the clamor that results is unreal. The cat hisses, rats squeak and people begin pounding on the ceiling. Things finally quiet down around midnight.
- 2) An aspiring minstrel is lodged next door to the party. He's not very good with his lute and his singing is even worse. His voice cracks as he croons about love lost, love found and love lost all over again. If the party pounds on the walls to get him to shut up, he will only sing louder.
- 3) The couple next door are hardly the picture of marital bliss. They fight long and loud into the night, stomping, shouting and banging furniture about. Eventually, there is much sobbing followed by wild love-making. Their make-up sex is almost as loud as their fighting.
- 4) Late at night, pebbles will begin bouncing off the windows of the characters' room. If they investigate, the party will find a man standing outside. He asks to be let into the inn, explaining that he is a lodger at the inn who stayed out too late drinking. He's now locked out and doesn't wish to sleep in the cold.
- 5) The party's sleep will be interrupted by a cool wind blowing in from the window. When a character gets up to close it, he finds that it has been shut all along. There appears to be no other source for the breeze. If the characters ask the innkeeper about the wind, he gives the party a sly wink then changes the subject.
- 6) It appears that a prankster is about. In the wee hours of the morning, the characters' door will be pounded on. If the party answers, they find no one there. This will happen again and again throughout the night. If the party sets up some sort of ambush, the annoying knocking will stop.
- 7) Lodging next door are a group of extremely loud drunkards. Throughout the night, the louts will curse, sing, challenge one another to wrestling matches and express their undying, brotherly love. If the party knocks on their door to complain, the men will shout, "Go away and get your own grog!"
- 8) The fellow upstairs wishes to become an adventurer. Equipped with a new sword and armor, he stays up late practicing his combat maneuvers. Throughout the evening, the party can hear him making up battle cries, crashing into furniture and leaping off his bed onto the floor. "Have at thee, beastie!"

The Hope Chest

exploring the freelands of mirrym
by liz rich

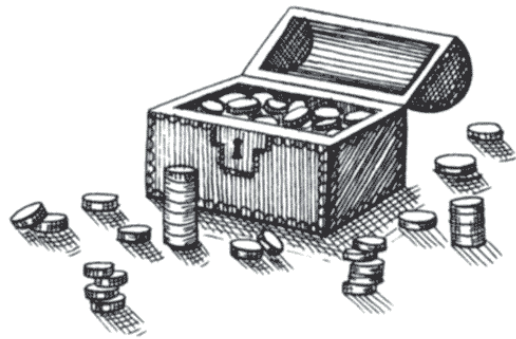
Hidden in the back room of a tiny store cramped with curios, sits a chest. Plain, and unadorned, it could be one of a hundred such chests. There is something familiar about it, however, as though if you closed your eyes and remembered, it would be sitting in the corner of grandmother's cottage, or at the foot of your childhood bed.

When opened, the Hope Chest reveals a long lost memento of great emotional worth. Perhaps a jaded princess would find the dress she wore to her first ball, while a knight might find the scarf given to him at his first tournament by a young maiden whose face was flushed with excitement. A young boy missing his home may find the blanket his mother used to tuck him in with, or the knife his father gave him on his tenth birthday.

Other than returning these lost mementos, the Hope Chest is non-magical. It does not radiate magic, nor will it ever reveal a magic item to the person who opens it, no matter how sentimental he may feel about that Vorpall Sword that was lost long ago. There are those who claim that the chest is magic of the very best kind. They say the happy tears that accompany long lost memories are worth any price, certainly more than the chest's weight in gold or powerful magic.

People who have encountered the chest tell of Madelyn, a sorceress so cold she would sell her friends' souls if the price were right. Determined to find the chest that always produced what the opener valued most, Madelyn stalked knowledge of it across miles and years. Finally tracking it to an old, friendly shopkeeper, she was puzzled and wary when he merely chuckled at her threats of magical doom and led her to a plain wooden chest in the back room of his shop. Reassuring herself that there were no traps, she gleefully opened the chest and pulled out a bouquet of dried wildflowers wrapped in a faded piece of blue linen.

Speechless, she stared at the bouquet before rushing teary-eyed out of the shop, leaving the shopkeeper shaking his head as he closed the chest.



To the person who opens it, the Hope Chest will reveal an item far more valuable than gold.

I dream in 25mm.

miniatures and terrain

The Colonel Marbles Miniatures Review is a weekly vidcast from England that is definitely worth watching. In just a few minutes, the show's creator presents his top 10 miniatures of the week. It's clear to me that a lot of research goes into each week's show. There is news from companies I've never heard of before and product lines I didn't know existed. Colonel Marbles even features miniature lines that are in development by providing a peek at new sculpts, also called "greens."

I highly encourage you to visit <http://marblesminis.blogspot.com/>



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