

# Iridia

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

## On Point

Sometimes when I write Iridia, I like to listen to 80s music. Tonight I have some Duran Duran playing. Good stuff. In this issue I'll share some more material from my Freelands of Mirrym setting, which provided the backdrop for most of the articles in the old Scrollworks zine. Over the coming months I think I'll present the entire setting. People really seemed to like it the first time around, so I hope that it will find new readers.

Until next time, Christian

## The Quiet Thyme

exploring the freelands of mirrym

Camber Mill is home to the Quiet Thyme tavern, a notable establishment that adds to the village's reputation for hospitality. The Quiet Thyme's current owners, Duncan and Hilda Faulk, inherited the tavern from Hilda's uncle eight years ago. By all accounts, the couple does an excellent job of creating a comfortable environment for the merchants and locals who visit.

At least a century old, the Quiet Thyme is well-constructed. The walls are built from limestone, with heavy timbers supporting the vaulted roof. Most of the furniture is made by a local woodworker and is sturdy, yet uninspired. The furniture in Duncan's office is of finer quality, having been built with wood imported from the distant Woods of Horn. The bar, constructed of solid oak, is the tavern's most impressive feature. It is unique in that it was built by joining two massive pieces of oak at the corners. Each segment was carved from an ancient tree that was uprooted during a heavy storm.

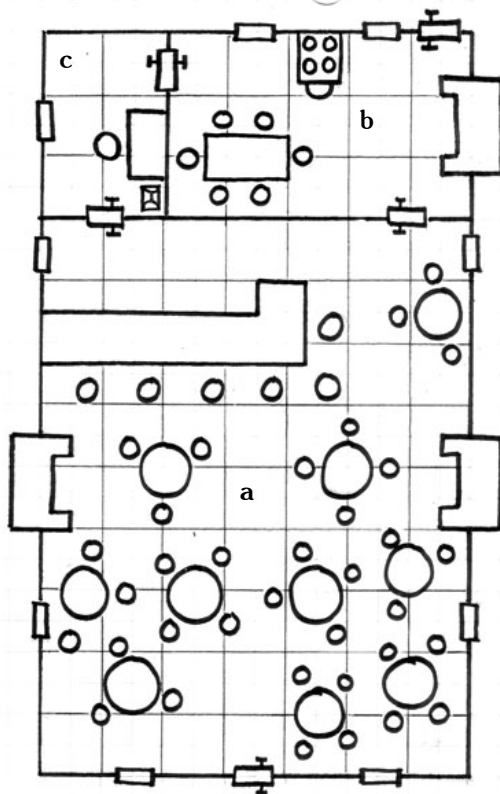
Two massive fireplaces warm the tavern. When fully stoked, it's not uncommon for patrons to move their chairs around the room in order to escape the infernos. The fireplaces have an enormous appetite, causing Hilda and Duncan to bemoan the amount of time and effort it takes to keep enough wood on hand during the winter months.

A small, yet well-stocked, kitchen provides delicious meals that are served morning, noon and night. Hilda rules the kitchen like her own little kingdom. She views lackluster efforts by the kitchen staff as high treason. Hilda is infamous for her tirades that spill out into the common area. As a result, no kitchen staffer lasts very long since no one can deal with her temper. Despite the kitchen drama, the Quiet Thyme specializes in marinated quail stuffed with bread, pomegranate seeds and cranberries. The recipe is a carefully guarded secret and no amount of coin will encourage Hilda to part with it.

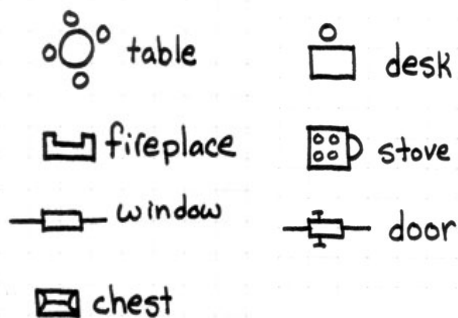
Adjacent to the kitchen is a private office where Duncan sorts out the receipts, invoices and other business related correspondence. A small, locked chest (Open Lock DC 20) can be found under his desk. It contains the tavern's treasury (75 gp, 60 sp and 125 cp), as well as important paperwork, such as the title to the tavern and tax records.

Most of the tavern's patrons consist of the families in and around Camber Mill. The Quiet Thyme is family friendly, so many nights will find men, women and children enjoying a good meal, fine drink and lively conversation. Singing often erupts spontaneously and all conversation will stop so that more voices can be added to the chorus. Even though Camber Mill does not lay along heavily-used trade routes, some caravan masters will take a detour in order to enjoy the tavern's fare. With this in mind, Duncan and Hilda have considered expanding the tavern to include a second floor. By doing so, they can convert the tavern into an inn. Until then, the couple invites weary travelers to spread out bedrolls in the stable out back.

Prices at the Quiet Thyme are modest. A tankard of ale costs 1 cp and wine 2 cp. A meal with generous portions is 3 cp.



**Key**  
 1 square = 5'  
 a) Main Room  
 b) Kitchen  
 c) Office



### The Quiet Thyme

Superior Masonry Walls: 1' thick, Break DC 35, Hardness 8, Hit Points 180 (per 10x10 section);

Front Door (good wooden door): 1.5" thick, Hardness 5, Hit Points 15, Open Lock DC 20, Break DC Stuck16/Locked 18;

Back Door (good wooden door): 1.5" thick, Hardness 5, Hit Points 15, Open Lock DC 20, Break DC Stuck 16/Locked18.

**Duncan, male human Com3;** Medium humanoid (5' 8", 190 lbs); CR 1; HD 3d4; hp 11; Init +0; Spd 30 ft; AL LG;

*Armor:* AC 10, touch 10, flat-footed 10.

*Attacks:* Base Atk +1, Grp +1;

*Melee:* Dagger +1 (1d4, 19-20/x2).

*Saves:* Fort +1, Ref +1, Will +2.

*Abilities:* Str 11, Dex 10, Con 11, Int 12 (+1), Wis 13 (+1), Cha 12 (+1).

*Languages:* Common.

*Skills and Feats:* Diplomacy +5, Sense Motive +5, Intimidate +2, Listen +5, Profession (barkeep) +10, Spot +5; Negotiator, Skill Focus (barkeep), Toughness.

*Possessions:* Dagger, pouch with 2 gp, 8 sp, 10 cp, keys to office chest and tavern doors.

**Hilda, female human Com2;** Medium humanoid (5' 5", 150 lbs); CR 1/2 ; HD 2d4+2; hp 8; Init +0; Spd 30 ft; AL LG;

*Armor:* AC 10, touch 10, flat-footed 10.

*Attacks:* Base Atk +1, Grp +0;

*Melee:* Rolling pin +1 (1d4, x2).

*Saves:* Fort +0, Ref +0, Will +2.

*Abilities:* Str 10, Dex 10, Con 12 (+1), Int 11, Wis 11, Cha 9 (-1).

*Languages:* Common.

*Skills and Feats:* Craft (sewing) +3, Profession (cook) +8, Listen +2, Spot +2; Iron Will, Skill Focus (cook).

*Possessions:* Recipe book, keys to tavern.



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