

Iridia

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

On Point

A wizardess by the name of Madelyn has been mentioned in recent issues, so I thought I'd finally get around to writing her stat block, as well as scribbling a map to her home. I've even got a brief story about what happened when the characters in one of my old campaigns encountered Madelyn.

Until next time, Christian

Faces in the Crowd

exploring the freelands of mirrym

"In a world dominated by men, a woman needs an edge sharper than steel. She needs magic."
Madelyn

Madelyn is a talented wizardess, who currently lives in the town of Holsinger on Streele. She studied under a capable, yet eccentric, master for several years before striking out on her own.

Madelyn is rather attractive, yet anyone who spends time with her quickly becomes aware of her numerous personality flaws. Chief among them is a self-preservation instinct that causes Madelyn to manipulate others for her own benefit. Incredibly greedy, Madelyn feels that wealth is the only way to secure lasting happiness. To this end, Madelyn relies heavily upon her skills as a seductress and magician to get what she wants.

Rumors circulating in the wizard community indicate that Madelyn is currently associated with a thieves' guild. This is entirely possible, given Madelyn's taste for wealth and magical items. It is also said that she is trying to sell spells from a spellbook she stole from her master. (See Iridia 28.)

In combat, Madelyn supports only herself and rarely uses her spells to benefit her allies. In fact, flight is almost always her first option. If cornered, Madelyn will utilize her numerous enchantment and illusion spells to make her escape.



Philip Kightlinger illustration

Madelyn, female human Wiz4; Medium humanoid (5' 6", 110 lbs); CR 4; HD 4d4; hp 10; Init +1; Spd 30 ft; AL NE;

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

Attacks: Base Atk +2, Grp +1;

Melee: Dagger +1 (+2 BAB, -1 str) (d4-1, 19-20/x2).

Saves: Fort +1*, Ref +2*, Will +6*.

Abilities: Str 9 (-1), Dex 13 (+1), Con 10, Int 16 (+3), Wis 14 (+2), Cha 16 (+3).

Languages: Common, Elven, Draconic, Dwarven.

Skills and Feats: Bluff +5, Concentration +5, Diplomacy +5, Gather Information +5, Hide +3, Knowledge (arcana) +10, Spellcraft +10, Spot +4; Brew Potion, Eschew Materials, Scribe Scroll, Spell Focus (enchantment).

Spells (4/4/3; save DC 13* + spell level, 0% arcane spell failure chance): 0-*Daze* x2, *Detect Magic*, *Light*; 1-*Charm Person*, *Hypnotism*, *Magic Missile*, *Sleep*; 2- *Daze Monster*, *Tasha's Hideous Laughter*, *Invisibility*.

*Add +1 to DC for enchantment spells.

Possessions: Elixir of Love, Cloak of Resistance +1, scroll with *Feather Fall* and *Mage Armor*, spellbook with all memorized spells including *Identify* and *Read Magic*, dagger, 20 gp.

* Add +1 to saves if Madelyn is wearing her Cloak of Resistance.

Madelyn's Home

exploring the freelands of mirrym

On the corner of Wagon Street and Lamplighter Way stands a modest, single story home. The faded paint and always-closed shutters do not give the home an inviting exterior, which is exactly the way the occupant likes it.

a) Living Room

The living area is rather spartan, containing a table, a few chairs and a fireplace. Because Madelyn is affiliated with the local thieves' guild, a few rogues can occasionally be found lounging here. Madelyn flirts with them all equally, leading them on, hoping to use their affection for her own gain.

b) Office

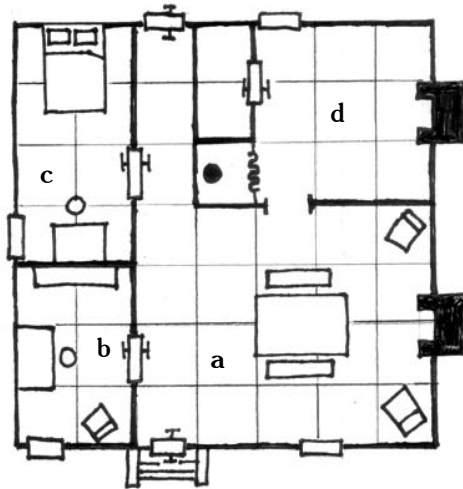
Madelyn keeps her personal papers and books here. A quick search will yield her spellbook, another magical text called Hildebrand's Tome (see Iridia 28) and two books on the creation and use of poisons. (Each is worth 30 gp.) Madelyn is interested in the subject and is considering using poisons against her enemies. The room is furnished with a desk, bookshelf and padded chair.

c) Bedroom

Fine black linens on a large, four poster bed, candles and slinky garments left on the floor catch the viewer's eye. In the top drawer of her bureau, which is locked (Open Lock DC 20), Madelyn has hidden a ledger that contains a detailed roster of the local thieves' guild. It includes membership, safe houses and a list of bribed officials. Madelyn hopes to sell it some day to the highest bidder.

d) Kitchen

The kitchen is seldom used, although Madelyn is thinking about using it to practice brewing poisons. The house's latrine is accessed via a curtain near the pantry.



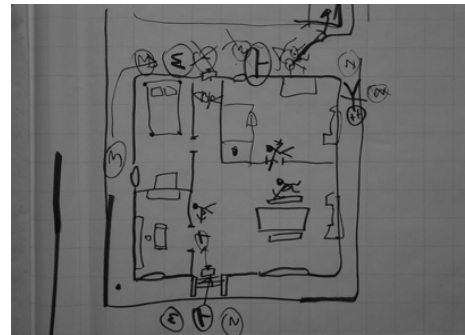
one square = 5'

Madelyn's House

Wood 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 20, Break DC Stuck 16/Locked 18.



In my own campaign, the party stormed Madelyn's home in an attempt to bring her to justice for some burglaries she was involved in. The group met stiff resistance from three rogues lounging in her living room. Madelyn was also present, but managed to escape out the back. Above is a photo of the battle mat.



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