

Iridia

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

On Point

In the last issue I wrote about Madelyn, so I decided to present the man who finally brought her to justice. I've also included a stat block and a map to his home. I don't think it's possible to have too many maps and stats!

Also, I apologize for the long, long wait between issues. My wedding and honeymoon took me away from my computer for quite a while. Furthermore, I've been spending a lot of time in the water, so I haven't had a lot of free time. I'm hoping to get back into the swing of things, though.

Until next time, Christian

Faces in the Crowd

exploring the freelands of mirrym

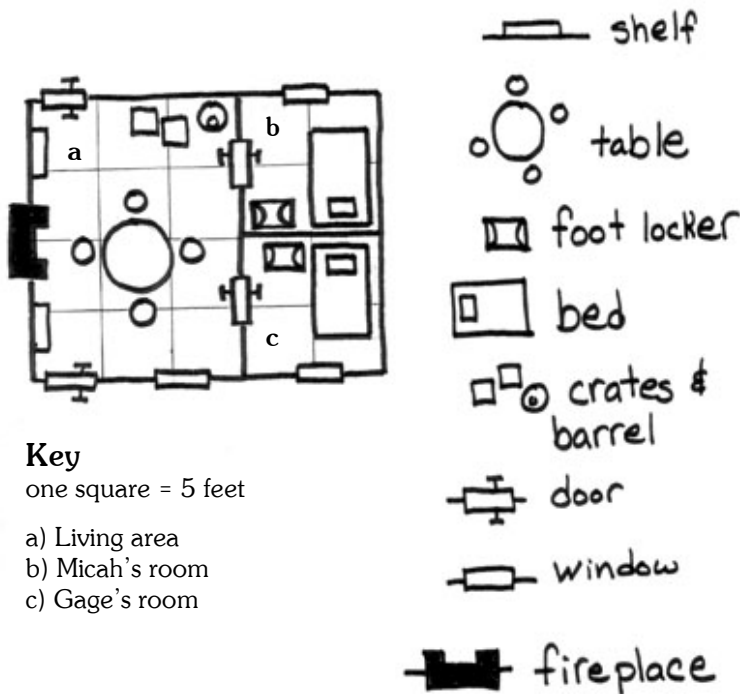
Micah, road warden

"Follow my rules and nothing bad will happen to you...maybe."

Micah

Micah lives just outside the thriving town of Holsinger on Streele, where he works as Captain of the Road Wardens. As a road warden, it is his job to ensure the roads in and around the town are kept clear of bandits and beasts. He coordinates the activities of 20 other warriors, who do their best to control the chaotic caravan traffic that flows in and out of the Dragon Run Mountains.

Holsinger on Streele is a wealthy community due to the lucrative trade it controls with the numerous dwarven forges located in the mountains. In exchange for dwarven gold, silver and iron ore, the humans trade meat, timber and



Micah's Cottage

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 Stuck16/Locked18;

Back Door (good wooden door): 1.5" thick, Hardness 5, Hit Points 15, Open Lock DC 20, Break DC Stuck16/Locked18.

other agricultural goods not found within the mountains. That kind of trade attracts all sorts of bandits, so Micah and his wardens are always busy.

Micah is generous to a fault and always gives quarter to enemies who ask for it. He trains his men well, aware that they have families at home who depend upon them.

In the past, Micah has engaged in heated debates with corrupt town officials. This is the main reason Micah lives outside of Holsinger's walls. He wants nothing to do with political scheming. In fact, Micah assumed control of the road wardens after he ousted the previous captain, who had grown complacent and morally bankrupt.

Micah is always looking for decent, hard-fighting men to join the ranks of the wardens. The pay is not great, but there is a pension and salaries are often supplemented by selling the arms and armor of vanquished foes.

Additional Notes

Micah was a character played by my friend, Todd M., during my Freelands of Mirym campaign. This campaign was run several years ago - in 2003, I think.

During the course of the campaign, he crossed paths with Madelyn. (See Iridia 29) I don't recall the specifics, but I think she was linked to a thieves' guild that had orchestrated multiple caravan raids. Micah and the fellow party members had raided Madelyn's home, but she managed to escape. Eventually, though, Micah cornered her as she was skulking around his cottage and cut her down. It was a rather anti-climatic end to a hated villain, but at least she was finally brought to justice.

Eventually, Micah took a young warrior under his wing. The exact details escape me, but I believe his name was Gage and he was most likely from the town of Holsinger. In the campaign the PCs trained quite a few NPCs.

I kind of liked casting the characters in the role of seasoned veterans who led less experienced warriors into battle.

Micah's stat block appears above. I get terribly confused when running NPCs with multiple attacks, so I've expanded the attacks section to detail each weapon.

Micah, male human Rgr6; Medium humanoid (5' 10", 180 lbs); CR 6; HD 6d8+12; hp 40; Init +3; Spd 30 ft; AL CG;

Armor: AC 17 (+3 dex, +4 chain shirt), touch 13, flat-footed 14.

Attacks: Base Atk +6/+1, Grp +9;

Melee: Longsword +11 (+6 BAB, +3 str, +1 weapon focus, +1 longsword) (d8+4, 19-20/x2);

Full Round: 4 attacks as follows:

Primary hand:

Longsword +9 (+6 BAB, +3 str, +1 weapon focus, +1 longsword, -2 two weapon penalty) (d8+4, 19-20/x2);

Longsword +4 (+1 BAB, +3 str, +1 weapon focus, +1 longsword, -2 two weapon penalty) (d8+4, 19-20/x2);

Off hand:

Shortsword +9 (+6 BAB, +3 str, +1 weapon focus, +1 short sword, -2 two weapon penalty) (d6+2, 19-20/x2);

Shortsword +6 (+6 BAB, +3 str, +1 weapon focus, +1 short sword, -5 for second off hand attack) (d6+2, 19-20/x2);

Ranged: Longbow +10 (+6 BAB, +3 dex, +1 mw longbow) (d8, x3);

Full Round: +10/+5 longbow (+6/+1 BAB, +3 dex, +1 mw longbow) (d8, x3).

Saves: Fort +7, Ref +8, Will +3.

Abilities: Str 16 (+3), Dex 16 (+3), Con 15 (+2), Int 12 (+1), Wis 13 (+1), Cha 13 (+1).

Languages: Common.

Skills and Feats: Handle Animal +6, Heal +6, Hide +6*, Knowledge (geography) +6, Knowledge (nature) +6, Listen +6, Move Silently +6*, Ride +9, Search +6, Spot +7, Survival +7, Swim +6*; Cleave, Endurance, Improved Two Weapon Fighting, Mounted Combat, Track, Two Weapon Fighting, Weapon Focus (longsword), Weapon Focus (Shortsword).

* apply a -2 penalty due to armor

Spells (0/2; save DC 11 + spell level): 1-*Endure Elements*, *Entangle*.

Ranger Abilities: Favored Enemies (Ex): Humanoid (human) (+4 to damage rolls) and Dragon (+2 to damage rolls), Wild Empathy (Ex), Animal Companion (Ex).

Possessions: +1 longsword, +1 shortsword, masterwork chain shirt, masterwork longbow, potion of *cure moderate wounds*, 50 gp.



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