

Iridia

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

On Point

Hello and welcome to the first issue of Iridia for 2007. It's been a while since I've written, but the holidays had me very, very busy. I went to Mexico for sun and surf, spent time in the South with relatives and I even found time to squeeze in a flu.

In gaming news, I've managed to start a new D&D 3.5 campaign. You can track our progress at IridiaZine.net/mirrym.htm if you are so inclined. This campaign is the first time I've ever played without my lifelong friends, so it's something of a new experience for me. Fortunately, I've managed to find a nice group of fellows who are very skilled with the rules. They really keep me on my toes. ;) In this issue I'd like to share a few bits from our recent sessions.

Until next time, Christian

The Bone Saw

exploring the freelands of mirrym

"It's time for the big dog to eat."

Lazarus Ewell as he unsheathes the Bone Saw

Stalking the Freelands with a band of soldiers in tow is a nasty mercenary by the name of Lazarus Ewell. Lazarus is a formidable fighter in his own right, but his infamous bastard sword strikes fear in the hearts of his enemies. Lazarus claims the sword was revealed to him in a vision as he prayed to an obscure war god. (Some have suggested the deity is actually a demonic patron.) Whatever the blade's origins, its presence on the battlefield has caused many good-aligned warriors to flee before it.

The Bone Saw, +3 Unholy Bastard Sword of Wounding

Moderate Evocation [evil]; Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, *Unholy Blight*, *Mordenkainen's Sword*, creator must be evil; Market Price: 98,335 gp; Cost to Create: 49,168 gp + 3,934 xp; Time to Create: 99 days.

Weapon Notes:

Unholy. The sword inflicts +2d6 points of bonus unholy (evil) damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it, although the loss is recovered as soon as the weapon is relinquished. (See DMG page 226 for more information.)

Wounding. A wound inflicted by the Bone Saw deals 1 point of Constitution damage from blood loss. A critical hit does not multiply Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon. (See DMG page 226 for more information.)

The Goblin Cave

exploring the freelands of mirrym

Throughout the Freelands, small groups of goblin warriors have been slipping into human occupied areas. Their goal is to mass in secluded places for a sneak attack upon unsuspecting towns and villages. To facilitate this, goblin rogues have scouted ahead to find caves and sheltered spots where the marauding humanoid might rest during their journey to a rallying point. One such place is presented below.

a) Sentry

A lone goblin waits at the bottom of the natural staircase. If he senses an intrusion, he will shout an alarm to the goblins in area b. He will do his best to hold off intruders by lobbing javelins up the stairs. (He has three of them leaning against the wall.)

b) Intersection

Three goblins rest in this area. They pass the time by sleeping, drinking, sharpening their weapons and praying to their god, Maglubiyet. If an alarm is sounded, or if they are attacked, they will call out for reinforcements. Their preferred tactic is to form a defensive line, throw javelins, then draw short swords.

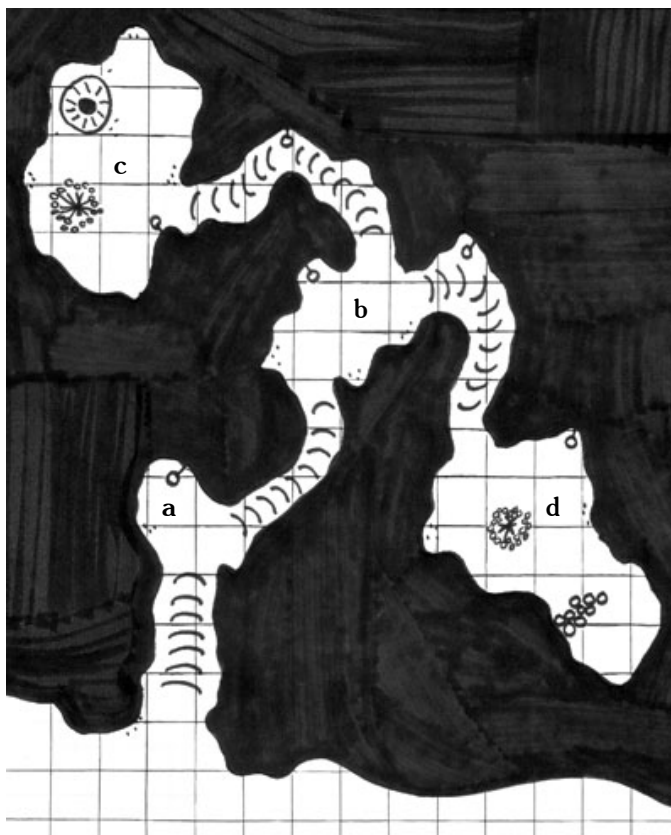
c) Mated Pair

A mated pair of goblins rest here. They rut like mad most of the time, lending a foul, sweaty odor to the chamber. If the cave complex is attacked, they will charge up the stairs to area b in a wild frenzy. If one of the pair is killed, the surviving goblin will gain a +2 morale bonus as it attempts to avenge the death of its mate.

d) Main Cave

This large cavern is used by four goblins. They roast rats over the fire and drink deeply from earthenware jugs. If the caves are attacked, they will form a line behind the fire, then hurl javelins at the first enemy to step into the chamber. Resting behind a low stone wall in the southeast corner is the goblins' leader. He is unconscious (-4 hp) as a result of a wound he suffered when the goblins were ambushed by a human ranger two days ago. At the time of ambush, the goblins counted 20 in their war party. The ranger managed to slay 9 before the rest escaped and sought shelter in this cave. The goblins are not sure what to do with their leader.

The leader has a map that indicates the location of the rallying point for the goblins. Such information would be extremely valuable to the communities the goblins plan on attacking.



Goblin (11), male War1; Small humanoid (Goblinoid); CR 1/3; HD 1d8+1; hp 5; Init +1; Spd 30 ft; AL NE;

Armor: AC 15 (+1 size, +1 dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14.

Attacks: Base Atk +1, Grp -3;

Melee: Shortsword +2 (1d4, 19-20/x2);

Ranged: Javelin +3 (1d4).

Special Qualities: Darkvision 60'.

Saves: Fort +3, Ref +1, Will -1.

Abilities: Str 11, Dex 13 (+1), Con 12 (+1), Int 10, Wis 9 (-1), Cha 6 (-2).

Languages: Goblin, Orc.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Rat jerky, wineskin, d4 cp, 1 sp.



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