

# Iridia

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

## On Point

I keep my personal copies of Iridia in a binder that I reference when I'm gaming or working on an issue. As I'm doing so, I sometimes notice typos and formatting errors. When I find a mistake, I update the original MS Publisher file, then upload a revised .pdf to the website. Eventually, I hope to publish an edited, typo-free collection every 50 issues. I think it'd be a handy gaming supplement.

While writing the stat block for John Toppe's NPC (see back page), I was reminded of how much I like rogues. Rogue-based campaigns are a lot of fun and I've been fortunate to GM a few. I'm really inspired to write some urban material, so be on the look out for some rogue vs. city watch articles. Gavin Light, who was introduced in Iridia 13, is back. I know it will never happen, but I'd really like to play a military-style Star Frontiers campaign someday. This new installment of "A Life Among the Stars" describes the set-up I'd most likely use. If I don't get distracted, I'd like to present a few mission scenarios in future issues.

Until next time, Christian

## A Life Among the Stars

star frontiers

*"I think I should have stayed in prison."*

Gavin Light of the Groth Defense Force

Two weeks after Gavin Light arrived on Groth, the Sathar invaded.

The Sathar were careful not to provoke a nuclear response from the Dralasites. They did so by striking quickly with devastating conventional weapons, then rapidly deploying their infantry within the ruined population centers. If the Dralasites used nukes, they would have been killing their own citizens, not that there were many left.

The Sathar initially used EMP weapons to knock out sensitive electronic equipment, then leveled cities with powerful fuel-air explosives. The fuel-air explosives annihilated the population by dispersing a large cloud of combustible vapor above a target. The vapor, once ignited by a secondary explosion, created a titanic blast. The resulting shockwave blew buildings to rubble and shredded flesh. Those who survived were suffocated as the air rushed from their bodies to fill the void created by the conflagration.

When the Sathar jumped into orbit, Gavin was able to find shelter in an underground, airtight bunker. He emerged after the attack to see Sathar assault landers touching down in the smoking ruins. Like any citizen of the Frontier, he knew that the Sathar were vicious killers. They would offer no quarter, so Gavin quickly armed himself and took cover. In the following weeks, Gavin managed to link up with a few other human and Dralasite survivors.

Together, they offer a stubborn resistance until the United Planetary Federation reinforcements arrive...if they arrive. Four weeks have passed and the Sathar still roam the ruins of Groth. Gavin and his companions are starting to wonder if they're on their own. Time will tell.



*Very little is known about the Sathar, other than their thirst for conquest.*

## Faces in the Crowd

exploring the freelands of mirrym

by john toppe

*"You'll never catch me if you insist on remaining two steps behind."*

Kel Darbec

**K**el's life began in the town of Holsinger on Streele. When Kel was still a young boy, his father was killed by passing bandits. A few years after that, Kel's mother and both his brothers died when a plague swept through the town, leaving Kel in the care of an overcrowded orphanage. The orphanage was run by well-meaning clerics, but the numerous conflicts in the area and periodic waves of contagion overwhelmed their capacity to offer proper care to the young children there. Because he was smaller than the other children his age, Kel was often picked on and suffered beatings at the hands of the bigger boys.

This slowly came to an end as Kel began stealing things from the orphanage and framing the bullies for the crimes. Soon Kel's tormentors were gone, and Kel had learned that he had a great talent for stealing. Any one could take things by brute force; only a truly clever man could take something without its owner knowing for hours or even days. And that meant a much smaller chance of being caught.

By age 14, Kel left the orphanage (with a few choice items stolen from the clerics) to see the world, and find where the real money was - the big city. He headed to the Freecity of Mirrym and discovered what it meant to be a small fish in a very large pond. Not only did he need to watch out for the city guard, but there were numerous other thieves already established there, and they were not looking for competition. After a number of attempts on his life from rivals in the city, Kel went back to an old trick; he started framing others for his own crimes. Through careful bribes Kel made sure that several of his adversaries met with "accidents" while in jail, so allowing Kel's power to grow.

A ruthless man with many schemes for his own enrichment and the downfall of his rivals, Kel has quietly worked Mirrym for many years. His success is due to recognizing the right kinds of things to steal. The mayor was not going to report that his bribe money was suddenly gone. His fellow thieves also make for excellent targets, as well as wonderful challenges for his crafty mind. Though growing older, Kel is still as clever and ruthless as ever.

**Kel Darbec, male human Rog6;** Medium humanoid (5' 7", 140 lbs); CR 6; HD 6d6; hp 21; Init +2; Spd 30 ft; AL NE;

*Armor:* AC 16 (+2 dex, +4 leather armor +2), touch 12, flat-footed 14.

*Attacks:* Base Atk +4, Grp +4;

*Melee:* Shortsword +6 (+4 BAB, +2 dex) (d6, x2/19-20).

*Saves:* Fort +2, Ref +7, Will +4.

*Abilities:* Str 10, Dex 15 (+2), Con 11, Int 16 (+3), Wis 15 (+2), Cha 9 (-1).

*Languages:* Common.

*Skills and Feats:* Appraise +11, Disable Device +11, Escape Artist +10, Forgery +12, Gather Information +10, Hide +12, Knowledge (local - freecity of mirrym) +12, Listen +11, Move Silently +13, Open Lock +11, Search +11, Spot +11; Blind Fight, Combat Expertise, Stealthy, Weapon Finesse.

*Special Abilities:* Sneak Attack +3d6, Trap Sense +2, Evasion, Trapfinding, Uncanny Dodge.

*Possessions:* Masterwork shortsword, leather armor +2, potion of invisibility, potion of spider climb, potion of cure light wounds, potion of darkness, 5 x 20 gp gems, 80 gp.



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