

# Iridia

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

## On Point

I surf every day after work. It makes me happy and it's a great way to blow off steam. It's also a low cost hobby. Access to the ocean is free, my board is paid for and no one can stop me from going. I feel the same way about this zine. It's inexpensive to publish and it's fun to write. As I get older - and have had valuable things taken from me - I appreciate the simple pleasures more and more. Keep on gaming in a free world, folks. Send comments and questions to [Christian@IridiaZine.net](mailto:Christian@IridiaZine.net).

Until next time, Christian

## Faces in the Crowd

exploring the freelands of mirrym

*"How does it feel to get beat up by a girl?"*

Nicole

Nicole grew up in one of Mirrym's poorest neighborhoods. She saw many of her childhood friends wind up as prostitutes, trapped in abusive marriages, or worse. Nicole decided early on that she would answer to no one. However, since Nicole was lacking in education and financial resources, she had few options available to her. Over time, Nicole developed a nasty temper and a penchant for violence.

She eventually fell in with a crew of burglars and extortionists. Nicole and her associates do not belong to any of the Freecity's many thieves' guilds, preferring to keep all of the money they make for themselves. Nicole is especially adept at extorting money from shopkeepers. Her good looks initially put victims at ease, making them more amenable to her demands for protection money. If a shopkeeper protests, they are in for a terrible beating. Getting pummeled by a woman is something few victims are willing to admit, so they usually pay up.

In a campaign featuring good-aligned characters, Nicole and her crew might be targeted for arrest. Apprehending Nicole might prove to be a bit of a challenge, though. Several of her partners in crime are fiercely loyal and would be willing to fight hard to protect her. Conversely, rogue PCs might be sent by their guild master to eliminate Nicole and her group.

In combat, Nicole will always attempt to flee if outnumbered, or confronted with armed opponents. Because she prefers to fight with her fists, Nicole will goad attackers into dropping their weapons. She enjoys using Power Attack to deliver especially punishing blows.



*Dan Smith illustration*

**Nicole, female human War2;** Medium humanoid (5' 8", 145 lbs); CR 2; HD 2d8+4; hp 16; Init +2; Spd 30 ft; AL NE;

*Armor:* AC 12 (+2 dex), touch 12, flat-footed 10.

*Attacks:* Base Atk +2, Grp +4;

*Melee:* Unarmed attack +4 (+2 BAB, +2 str) (d3+2).

*Saves:* Fort +5, Ref +2, Will +0.

*Abilities:* Str 14 (+2), Dex 14 (+2), Con 15 (+2), Int 11, Wis 10, Cha 12 (+1).

*Languages:* Common.

*Skills and Feats:* Gather Information +2, Hide +3, Intimidate +5, Knowledge (local - freecity of mirrym) +1, Spot +1, Swim +4; Improved Unarmed Strike, Power Attack.

*Possessions:* 1 20 gp gem, 30 gp, 10 sp.

## I dream in 25mm.

miniatures and terrain

*"Come on in, the magma's fine."*

Gezcaral the Efreeti

I'd like to share a method I used to create a lava field. I think it's a great looking piece of inexpensive terrain. Best of all, it's very easy to make.

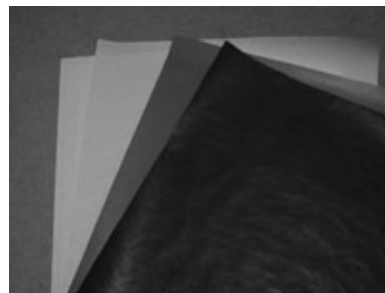
To begin with, I obtained three sheets of color butcher paper. (fig. 1) I was able to get the sheets from the workroom at my school, although anyone can purchase this kind of paper from teaching supply stores. I picked black for the solidified lava, red for lava that is cooling down and hardening, and yellow for hot, flowing lava. I also pulled out a sheet of 27" x 34" graph paper. (I talked about large sheets of 1" graph paper in Iridia 11.) I trimmed the colored sheets of butcher paper down to 27" x 34" to match the size of the graph paper.

Next, I cut out the black paper to form the top layer of the lava field. I decided to go with three areas of hardened lava. (fig. 2) I then laid it on top of the red sheet of craft paper. With a pencil, I drew a line 1" away from the edge of the black paper. This red strip represents a cooling band of lava. I then cut out the area I had delineated.

The yellow sheet of paper is the base. On top of it I laid the red I had just cut, then the black on top of that. (fig. 3) With Elmer's spray adhesive, I glued the layers together, one at a time. The spray glue is very, very sticky, so be careful.

Finally, I laid the 1" graph paper on top of the lava field. With a push pin, I perforated each of the vertices. (fig. 4) When I lifted the graph paper off of the lava field, I had a ready-for-battle piece of terrain, complete with a 1" grid.

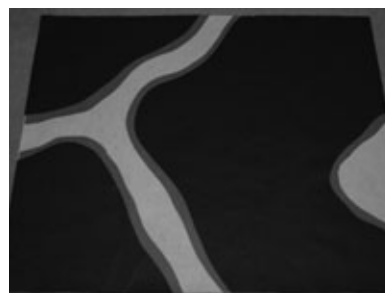
To see a color version of this battle mat, please visit the following URL: [www.IridiaZine.net/terrain/lava\\_mat.jpg](http://www.IridiaZine.net/terrain/lava_mat.jpg)



*figure 1*



*figure 2*



*figure 3*



*figure 4*



*A Fang Dragon awaits his next victim!*



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