

# Iridia

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

## On Point

Spring is on its way. Hooray! Although winters are very mild here in Los Angeles, I'm hoping to see an end to the cold weather, blustery winds and 57 degree water temp. Because it costs so much to live in this city, I think it should be 75 and sunny every day. Oh well.

For this issue I've resurrected my Winter War series. I've been wanting to write about Sir Loren, who was introduced in Iridia 8. In actual play, he was a darn fine soldier. Sadly, he was killed after following his commanding officer into a hopeless battle. My GURPS bestiary project continues on the back page. This time I crunched a stat block for an ogre. Its damage with the club is insane. Hit me up with any questions or comments you might have at [Christian@IridiaZine.net](mailto:Christian@IridiaZine.net).

Until next time, Christian

## Faces on the Battlefield

a continuing chronicle of the winter war

*"I am not ashamed to cry for the friends I have lost. My tears do not diminish my strength."*

Sir Loren, Knight of Iridia and Defender of Brin

Loren knows that when he dies the paradise of Mount Celestia awaits. He will be reunited with his slain brother knights and he will no longer have to battle a relentless, undead foe night after night. Nevertheless, death is something not to be taken lightly.

Loren worries about the time of his passing. Will he die valiantly or will he be killed while groveling in the mud, pitiful and weak? How will his death effect his family? Even though he will have ascended to the heavens, his loved ones will grieve. And what of the young men he is training? Who will protect them while they hone their skills? Who will eventually lead them into battle?

Even though death brings certain benefits, Loren would rather win the war against the Necromancer Lords, return home and marry. Surely his fallen comrades on Mount Celestia can wait a little longer for him to join them.

To read more about the Knights of Iridia and their valiant stand against an undead host, please see issues 1, 3, 5, 8 and 10.

**Sir Loren, male human Ftr7;** Medium humanoid (5' 11", 200 lbs); CR 7; HD 7d10+21; hp 61; Init +1; Spd 20 ft; AL LG;

*Armor:* AC 21 (+9 half plate +2, +2 heavy steel shield), touch 10, flat-footed 21.

*Attacks:* Base Atk +7/+2, Grp +10;

*Melee:* Longsword +12 (+7 BAB, +3 str, +1 weapon focus, +1 longsword +1) (d8+6, 19-20/x2);

*Full Round:* 2 attacks with longsword as follows:

Longsword +12 (+7 BAB, +3 str, +1 weapon focus, +1 longsword +1) (d8+6, 19-20/x2) and Longsword +7 (+2 BAB, +3 str, +1 weapon focus, +1 longsword +1) (d8+6, 19-20/x2).

*Saves:* Fort +8, Ref +3, Will +5.

*Abilities:* Str 17 (+3), Dex 12 (+1), Con 16 (+3), Int 11, Wis 13 (+1), Cha 14 (+2).

*Languages:* Common.

*Skills and Feats:* Handle Animal +5, Intimidate +7, Jump +6 (-2 in armor and shield), Ride +11, Swim +6 (-2 in armor and shield); Cleave, Great Cleave, Iron Will, Mounted Combat, Power Attack, Ride By Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

*Possessions:* +2 half-plate, heavy steel shield, +1 longsword, medium warhorse, 20 gp.

## Ogre

gurps 4e

*"I'm a smash you!"*

Grabbock the ogre

Adult ogres stand 8 to 9 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogres are bullies by nature and incredibly dim-witted. Although most ogres scrape out a meager existence on the fringes of society, some have found work as mercenaries in civilized lands. Such employment rarely lasts long, however, since ogres have a disturbing habit of eating the dead and dying.

In combat, ogres attack with little planning. They are content to charge into battle, screaming wildly. Not so dumb as to be suicidal, ogres will retreat if they are wounded severely.

Ogres' preferred habitats are mountainous regions or forested hills. They lack construction skills, so they are most often found in natural caves. Family groups will consist of 1 dominant male, 1-2 adult females, 1-2 adolescents and 1-3 young.

An ogre occupies a single hex.



David Hamilton illustration

### Ogre (6 points)

SM +1 (8' tall, 650 lbs.);

ST 20 (size, -10%) [90], DX 10, IQ 8 [-40], HT 12 [20];

HP 20, Will 8, Per 8, FP 12;

Basic Lift 80, Damage: Thr 2d-1/Sw 3d+2;

Basic Speed 4.5 [-20], Basic Move 5 [+5];

Dodge 7, Parry (see attacks), Block -;

DR 2 (tough skin).

### Advantages and Perks

Alcohol Tolerance [1], DR 2 (tough skin, -40%) [6], Hard to Kill 2 [4], Reduced Consumption 2 (cast-iron stomach, -50%) [2], Resistant to Disease (+8 to resist) [5], Sharp Teeth [1].

### Disadvantages and Quirks

Bad Temper (9) [-15], Bully (9) (-2 to reaction rolls) [-15], Gluttony (6) [-10], Hidebound [-5], Increased Consumption 2 [-10], Odious Racial Habit (almost no personal hygiene; -2 to reaction rolls) [-10], Odious Racial Habit (eats sentients; -3 to reaction rolls) [-15], Ugly (-2 to reaction rolls) [-8].

### Skills

Brawling-12 [4], Melee Weapon (two-handed mace)-12 [8], Survival (mountain)-9 [4], Survival (woodlands)-9 [4].

### Attacks

Punch-12, 2d cr, reach 1, parry 9;

Sharp Teeth-12, 2d cut, reach C;

Two-handed club-12, 3d+6 cr, reach 1,2, parry 9 (unready after use).

### Equipment

Two-handed club, lump of moldy cheese, maggoty biscuit, \$2.



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