

Iridia

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

On Point

Have you checked out the vidcasts on the Iridia zine website? Frustrated by the feeble quality of the audio in my podcasts, I decided to go video. I've spent the summer making surf films (youtube.com/overheadmovies), so I decided to use my skills and equipment to make an Iridia vidcast. They still need some work, but it's coming along. As always, questions and comments can be sent to Christian@IridiaZine.net.

Until next time, Christian

On Patrol In Venable

exploring the freelands of mirrym
art by jason fletcher

Venable's town watch is tasked with investigating crimes, apprehending criminals and generally keeping the peace. There are 41 full-time members of the watch serving a population of 4,000 citizens. Because Venable is situated along an important trade route, the population often swells as large caravans pass through. This only adds to the duties placed upon the shoulders of Venable's harried, yet capable, watchmen.

The basic unit of the town watch is the patrol, which consists of four members. The leader of the patrol is called the Watch Leader. She chooses the streets to be patrolled, coordinates the group in combat and makes the most important decisions. The second and third members of the patrol are called Watchmen. In their primary role as fighters, they generally employ at least one ranged weapon, pole arm or spear. The fourth member of the team is the Lantern Man. He manages the patrol's light source and often walks point down alleys and other dark places. During the day, the Lantern Man assumes the role of Watchman.

The patrols rely upon their authority and presence to coerce most ne'er-do-wells. Brute force is not their forte. If a patrol is faced with an overwhelming challenge, they will retreat. After doing so, the patrol will either seek assistance from other members of the town watch or will appeal to the town garrison for aid.

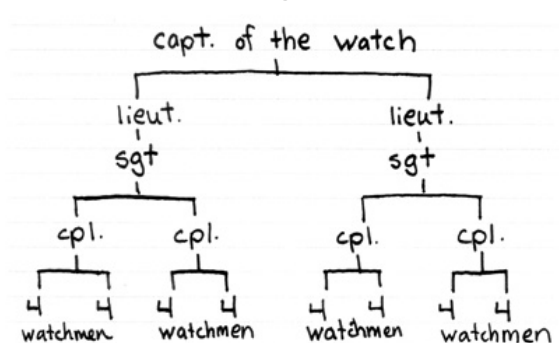
Watchmen earn 10 gp each month. Their training and equipment are provided at no cost and they can eat free meals at their headquarters. Wounded watchmen continue to draw their pay while recovering from wounds. If a watchman is killed while on duty, his/her spouse is paid a death benefit of 75 gp. On the following page are stat blocks for a typical patrol.



The Venable Town Watch

- 1 Watch Captain - Ftr6
- 2 Lieutenants - War2/Ftr3 or War2/Ftr4
- 2 Sergeants - War4 or War2/Ftr2
- 4 Corporals - War3 or War2/Ftr1
- 32 Watchmen - War1 or War2

Watch Organization



Patrol Leader, female human War2/Ftr1; Medium humanoid (5' 7", 135 lbs); CR 2; HD 2d8+2/1d10+1; hp 20; Init +2; Spd 20 ft; AL LG;
Armor: AC 16 (+4 scale mail, +2 dex), touch 12, flat-footed 14.

Attacks: Base Atk +3, Grp +4;

Melee: Longsword +5 (+3 BAB, +1 str, +1 weapon focus) (d8+1, 19-20/x2).

Saves: Fort +4, Ref +2, Will +3.

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

Languages: Common.

Skills and Feats: Diplomacy +5, Gather Information +3, Intimidate +3, Listen +5, Sense Motive +5, Spot +5; Alertness, Iron Will, Negotiator, Weapon Focus (longsword).

Possessions: Longsword, manacles, signal whistle, 5 sp.

Watchman with Spear and Shield, male human War2; Medium humanoid (5' 10", 170 lbs); CR 1; HD 2d8+7; hp 19; Init +2; Spd 30 ft; AL LG;

Armor: AC 17 (+3 studded leather, +2 heavy wooden shield, +2 dex), touch 12, flat-footed 15.

Attacks: Base Atk +2, Grp +5;

Melee: Shortspear +6 (+2 BAB, +3 str, +1 weapon focus) (d6+3, x2);

Ranged: Shortspear +5 (+2 BAB, +2 dex, +1 weapon focus) (d6+3, x2).

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

Abilities: Str 16 (+3), Dex 13 (+2), Con 14 (+2), Int 10, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Climb +4 (+3 in armor, +1 in armor and shield), Intimidate +5, Spot +2; Toughness, Weapon Focus (shortspear).

Possessions: Shortspear, heavy wooden shield, helmet, manacles, signal whistle, 3 sp.

Watchman with Crossbow, male human War1; Medium humanoid (5' 8", 155 lbs); CR 1/2; HD d8+1; hp 9; Init +3; Spd 30 ft; AL LG;

Armor: AC 16 (+3 studded leather, +3 dex), touch 13, flat-footed 13.

Attacks: Base Atk +1, Grp +2;

Melee: Dagger +2 (+1 BAB, +1 str) (d4+1, 19-20/x2);

Ranged: Light Crossbow +5* (+1 BAB, +3 dex, +1 weapon focus) (d8, 19-20/x2**).

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

Abilities: Str 13 (+1), Dex 16 (+3), Con 12 (+1), Int 10, Wis 12 (+1), Cha 10.

Languages: Common.

Skills and Feats: Climb +3 (+2 in armor), Hide +4 (+3 in armor), Listen +2, Spot +2; Point Blank Shot, Weapon Focus (light crossbow).

Possessions: Light crossbow, 20 bolts, dagger, helmet, manacles, signal whistle, 3 sp.

*+6 to hit targets within 30 feet.

**d8+1 damage to targets within 30 feet.

Lantern Man, male human War1; Medium humanoid (5' 7", 170 lbs); CR 1/2; HD d8+1; hp 9; Init +1; Spd 30 ft; AL LG;

Armor: AC 14 (+3 studded leather, +1 dex), touch 11, flat-footed 13.

Attacks: Base Atk +1, Grp +2;

Melee: Shortspear +2 (+1 BAB, +1 str) (d6+1, x2);

Ranged: Shortspear +2 (+1 BAB, +1 dex) (d6+1, x2).

Saves: Fort +3, Ref +1, Will +2.

Abilities: Str 13 (+1), Dex 13 (+1), Con 13 (+1), Int 14 (+2), Wis 14 (+2), Cha 11.

Languages: Common.

Skills and Feats: Gather Information +6, Listen +6, Search +6, Spot +6; Alertness, Investigator.

Possessions: Shortspear, hooded lantern, sunrod, signal whistle, manacles, 3 sp.

The watch patrol presented above is an EL 3 encounter.



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