

Iridia

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

On Point

Iridia Compendium I will be released October 8. The compendium will consist of issues 1-49, with issue 50 being a comprehensive index. The compendium will be available for download as a .pdf. Print versions can be had for a small donation. They will be comb bound and will sport a cardstock cover.

Last week I presented a sample patrol of town watchmen. In this issue you'll read about their headquarters. You can drop it into your campaign, or simply use the map as a base for a mercenary group or some other organization. Let me know how it works out. Send e-mail to Christian@IridiaZine.net.

Until next time, Christian

The Market Street Station

exploring the freelands of mirrym

The Market Street station can be found on the northern edge of the bustling central market in Venable. Its simple stone construction conveys order and strength. It is open all day and night, with watchmen and citizens coming and going in a steady stream. The keyed entries are described below.

a) Entry: Throughout the day and long into the evening, citizens clog this room in order to air all manner of grievances. A weary sergeant or corporal mans the desk, doing his best to keep the crowd calm.

b) Captain's Office: Captain Soren (Human, Ftr 6) works from this office. Much to his dismay, he doesn't get out into the field as often as he'd like. Endless meetings and paperwork seem to have him permanently pinned down.

c) Cells: Four cells house drunks and minor criminals. Anyone sentenced to a stay longer than a week are sent to the town's jail, which is located elsewhere. The heavy oak doors are secured with an iron bar. The cells are windowless and therefore stuffy. A chamber pot and straw mats are the only amenities.

d) Ready Room: Patrols use this room to put on armor, check their gear and receive final instructions. A trapdoor in the floor leads to a small cellar that's used for storage.

e) Meeting Room: This area is used for private meetings and interrogations.

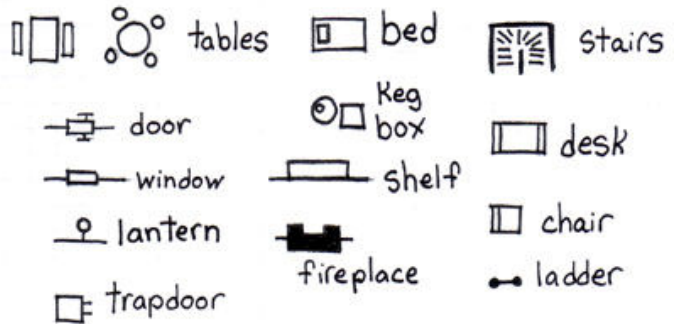
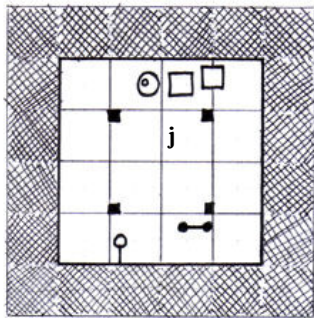
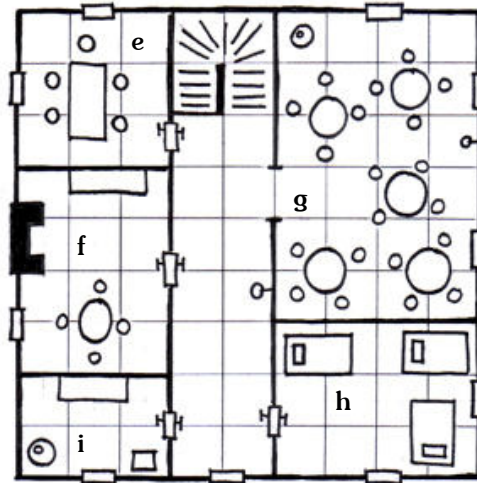
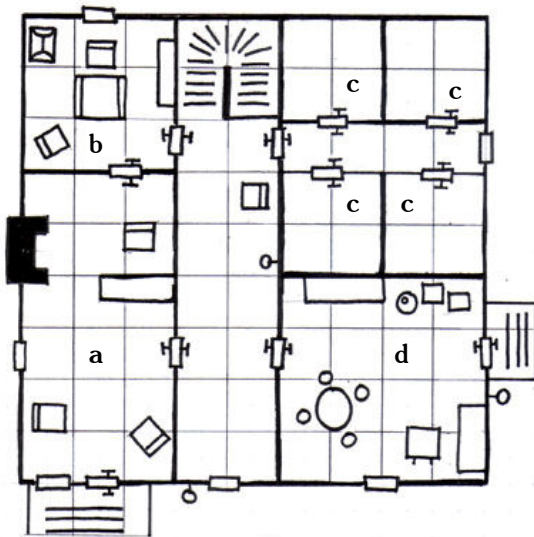
f) Kitchen: Well-fed watchmen are happy watchmen. At any hour of the day or night, a warm meal and a pint of ale can be had free of charge.

g) Staff Room: This room is used as a dining area and lounge. Staff meetings are held here as well.

h) Sleeping Quarters: Watchmen who work the graveyard shift often sleep here before or after their shifts. The bunks are also used by members of the watch who are down on their luck and need a place to stay. More than a few watchmen have had to move into the station after an angry spouse locked them out.

i) Storage: The maids that attend to the housekeeping store their cleaning supplies here. From time to time, the maids find a bottle of hooch stashed under the cleaning rags.

j) Cellar: As mentioned above, the cellar is used for storage. However, if the cells overflow, prisoners are sometimes stowed here.



Key

1 square = 5'

- a) Entry
- b) Captain Soren's Office
- c) Cells
- d) Ready Room
- e) Meeting Room
- f) Kitchen
- g) Staff Room
- h) Sleeping Quarters
- i) Storage
- j) Cellar

The Market Street Station

Superior Masonry Walls: 1' thick, Break DC 35, Hardness 8, Hit Points 180 (per 10x10 section);

Front Door (good wooden door): 1.5" thick, Hardness 5, Hit Points 15, Open Lock DC 20, Break DC Stuck16/Locked 18;

Side Door (good wooden door): 1.5" thick, Hardness 5, Hit Points 15, Open Lock DC 20, Break DC Stuck 16/Locked18.

Cell Door (good wooden door): 1.5" thick, Hardness 5, Hit Points 15, Open Lock DC 20, Break DC 25 (when locked and barred);



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