

Iridia

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

On Point

I'll present the index for the first 50 issues of Iridia next week. I think it will be a good way to keep track of all the NPCs, feats and locations that have been covered. After the index is published, a compilation of the first 50 issues will be made available at the Iridia website for download. In other news, I'm still depressed about Dragon's demise. I know that content will be available online, but it won't be the same. I can't believe how many great game mags have come and gone. Pyramid (print version), Shadis, Arcane, Inphobia, JTAS, Challenge, etc. I miss them all. I've been pondering some changes to this zine for a while now. The demise of print Dragon has inspired me to move forward with my plans. More on this subject next issue.

Until next time,
Christian

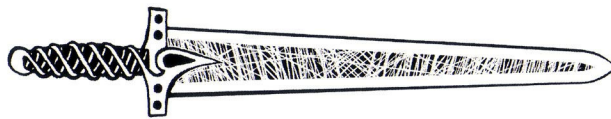
Numrikan

exploring the freelands of mirrym
art by ed bourelle and daniel williams

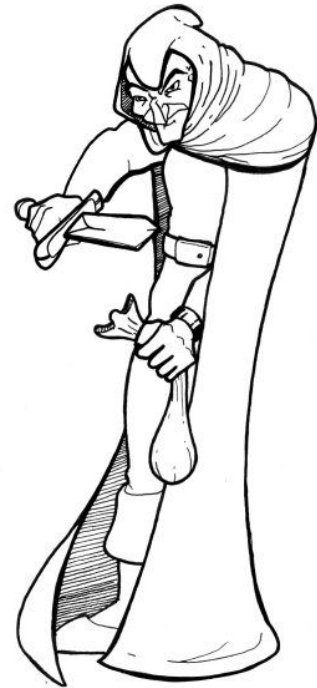
"Letting people think I am weak is all part of my plan."
Kel Darbec

Kel Darbec is not known for being a killer. His areas of expertise are burglary and blackmail. Nevertheless, Kel is capable of defending himself if need be. During a recent burglary, Kel was cornered by four members of the city watch. Kel produced a distinctive shortsword and managed to wound two of the watchmen before fleeing. After hearing accounts of the fight, Ocindra Moreau, a noted expert on swords, believes the sword is called Numrikan. From her notes:

"Crafted 100 years ago by the dwarven outcast Griokor Gravenshield for his own private, mischievous use, Numrikan has contributed to the brutal and sudden death of many innocent people. Griokor lost the sword to a better killer and it is now believed to be in the possession of Kel Darbec, a thief residing in the Freecity of Mirrym."



Numrikan is a +1 shortsword with a sordid past. Ocindra would pay handsomely to have it in her possession as it would make an excellent addition to her collection. Ed Bourelle illustration.



Kel Darbec was introduced in Iridia 36. Daniel Williams illustration.

Faces in the Crowd

exploring the freelands of mirrym

by james stubbs

art by mikhel whelan

"Do you think you can handle me?"

Daya

The bloated bastard had finally fallen asleep. Daya quietly untied her belled anklets and gently placed them on a cushion. Oh, he had been so very easy. She smirked at the recollection of the smoldering glance over the rim of her wineglass. The fat fool had already been unsteady and heavily into his cups when she plied him with more drink, teasing dances and songs. He had been generous in his drunken stupor so that it was only natural for a few more gold pieces to hire her proffered services for the night. Her whispered promises had been many, but the only thing that she had guaranteed to herself was that he was going to be much lighter of coin in the morning.

The lump on the bed rolled over noisily. She remembered with distaste his pudgy fingers and their clumsy attempts to caress her. Fortunately, she had been nimble enough to keep up her fleeting teases long enough for him to take his besotted frustration and ardor out on a consoling bottle until sleep took him.

Her bare feet padded across the cold floor to the leather satchel that she had been eyeing since she had entered his room. An official seal from the mayor of the Freecity glimmered dully at her in the moonlight seeping through the window. A quick look revealed no unfortunate surprises and she relieved it of its heavy sack of coins as well as a few rolled up sheaves of parchment. Official documents and secrets could always be sold to the correct interested party. It wasn't a bad bonus for a night's work. Seducing simpering diplomats was much easier than her work in the past.

Her fingers toyed with the latch on the windowpanes until it quietly yielded. Her thin flowing dancer's silks had been strategically wrapped around her body so that they wouldn't hinder her. Modesty was discarded in favor of motion. It wouldn't be the first time someone had seen a half-naked woman climbing out of a window. The Freecity was rife with tales and rumors of unfaithful noblemen and ribald merchants. The night was cold against her exposed skin as she made sure that the panes were angled so that an errant gust of wind wouldn't wake the slumbering bulk.

Getting a grip with her bare feet and hands wasn't a problem for her trained limbs and soon Daya had disappeared into mystery, never to be seen again.



Daya, female human Exp3; Medium humanoid (5' 5", 105 lbs); CR 2; HD 3d6; hp 12; Init +6; Spd 30 ft; AL N;

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

Attacks: Base Atk +2, Grp +2;

Melee: Dagger +2 (+2 BAB) (d4, 19-20/x2).

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

Abilities: Str 10, Dex 14 (+2), Con 10, Int 13 (+1), Wis 11, Cha 16 (+3).

Languages: Common.

Skills and Feats: Appraise +5, Bluff +7, Diplomacy +9, Escape Artist +6, Gather Information +7, Knowledge (freecity of mirrym) +5, Listen +4, Move Silently +6, Sense Motive +6, Spot +4, Tumble +3; Dodge, Improved Initiative, Negotiator.

Possessions: Fine silks, 3 x 25 gp gems, 2 x 50 gp gems, Potion of Invisibility, dagger.



Iridia copyright Christian Walker, 2007. All Rights Reserved. ISSN 1930-0891. Dungeons and Dragons is a trademark of Wizards of the Coast. To obtain a free copy of Iridia, send a SASE to Christian Walker 9903 Santa Monica Blvd. #245 Beverly Hills, CA 90212. Please visit Iridia online at www.IridiaZine.net.