

Iridia

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

On Point

I got a little behind in my writing duties due to a sinus infection. The antibiotics, which resemble horse pills more than anything else, have got me right as rain. Now that I'm feeling better, I'll try to catch up, since I'm a week or so behind. In this issue I want to share a few final thoughts on last week's warehouse article. Do be sure to e-mail me with any comments at Christian@IridiaZine.net.

Until next time, Christian

The Warehouse at Piketon Way, continued

world of greyhawk

In my campaigns, characters often receive trade goods as part of their payment when hired to do a job. This occurs most often when the group is employed by people with very little liquid wealth, like villagers from rural communities. At bottom right is a table of some trade items that have made their way into the characters' possession, along with value. Since my players often complain about being paid in chickens and watered-down ale, I offer the services of merchants and wholesalers, who will buy the trade goods from characters. The warehouse from last week would obviously provide a place for characters to store goods. I usually have one or two merchants check in with the party every few weeks to see if they have any interesting items for sale.

When a merchant purchases items from the adventurers, he or she will only pay 50% of the listed value for trade goods. This is because the merchant must, in turn, re-sell the items either directly to consumers or to shopkeepers. Buying the goods for 50% of the listed value ensures that the merchant makes a profit. Characters might try to cut out the middleman by selling direct. While this is certainly an option, PCs might find it a slow, arduous process as they must contend with wary shopkeepers and local trade customs. The PHB suggests that PCs be allowed to barter their goods for other trade items equal in value. For example, they might trade their 5 goats for a pound of silver, which is far easier to store!

The warehouse might also be used to store salvaged arms and armor taken from fallen foes. Generally, I rule that salvaged equipment is battered and broken, especially the arms and armor of humanoids. Such items can be sold as scrap metal, so use the listing for iron, which is valued at 1 sp/pound. Check the PHB for a list of weapon and armor weights. For example, an orc's scimitar weighs four pounds, so it can be sold for 4 sp. If the players capture new arms and armor, however, then it's fair to allow them to sell this equipment for 50% of the listed value, provided they can find a buyer. I rule that leather or padded armor taken from a slain foe is worthless, because it is blood stained and/or shredded.

Finally, it occurs to me that the warehouse would make an excellent target for burglary in a thieves' guild style campaign. Any way you use it, I'd like to hear about it. Happy trading...or thieving!

Trade Goods	
Item	Value
One pound of wheat	1 cp
One pound of flour, or one chicken	2 cp
One pound of iron	1 sp
One pound of tobacco or copper	5 sp
One pound of cinnamon or one goat	1 gp
One pound of ginger or pepper or one sheep	2 gp
One pig	3 gp
One square yard of linen	4 gp
One pound of salt or silver	5 gp
One square yard of silk or one cow	10 gp
One pound of saffron or cloves or one ox	15 gp
One pound of gold	50 gp
One pound of platinum	500 gp

The Order of Battle

a continuing chronicle of the winter war

Brother Andrew had to admit that Lord Crase was, if anything, methodical and unrelenting. Impressive characteristics for a battlefield commander to possess. It was just too damn bad that the Necromancer Lord had sold out humanity in exchange for the promise of immortal life. No matter, Brother Andrew mused. Either Lord Crase would eventually be defeated or Brother Andrew and his fellow defenders would be killed. If the latter came to pass, then certainly their goddess, Iridia, would welcome them on the shores of Mount Celestia herself. That was it then, either victory in battle or life everlasting in the company of Iridia. On a gloomy, rainy evening such as this, even Brother Andrew had to admit there was always hope. But now it was time to fight.

Every fifth night Lord Crase sends his obedient lieutenant, a wraith, and a host of skeletal undead against the ruins of Brin. The skeletons always attack from the east at midnight and always assume the same order of battle. Below are notes on Lord Crase's warband, their tactics and the miniatures you can use to represent them in play.

Order of Battle

A wraith directs the skeletons in battle. It wields a war hammer and wears an iron crown atop its swirling black robes. The iron crown signifies its obedience to the Necromancer Lords and their dark god, Veoden. The wraith is an opportunist in combat. Usually too busy directing the skeletons to enter the fray itself, the wraith will only attack foes that are nearby and already wounded. The wraith loves to swoop down upon a wounded soldier, caving in his skull while his cries for mercy pierce the night air.

Three skeletal horses, their bodies twisted into an upright, bipedal position, always lead the attack. Their pole-arms are ready to receive any cavalry charge the defenders of Brin might launch. The skeletal horses are an especially cruel creation of Lord Crase, since they are assembled from the slain warhorses once ridden by knights of Iridia. The presence of these creatures on the battlefield always unnerves the defenders. [*Game effect: a Knight of Iridia must save vs Will at DC15 or face a -1 morale penalty to attacks and damage. However, a Knight who rolls a 20 or more is enraged at the desecration and instead receives a +1 morale bonus to hit and damage rolls.*] If cavalry is not used by the defenders of Brin, the wraith directs the skeletal horses to engage any knights of Iridia fighting on foot.

Behind the skeletal horses march 16 skeleton warriors. They are always directed to fight any non-knight defender of the village. They attack en masse, all 16 sent against just a few defenders if need be. They are never split up by the wraith.

Five skeletal archers are held in reserve. They are directed to attack the horses used in any cavalry charge. If a cleric of Elyswen is present on the battlefield, the archers instead launch all of their attacks against her. In the absence of a cleric or cavalry, the archers will fire upon opposing infantry.

Six skeletal wolves are also held in reserve. They act as bodyguards for the wraith and are also used to attack any cleric present in battle. Sometimes, the wraith directs the wolves to stay out of sight, then attack Brin during the day in an attempt to constantly harass the defenders.

If the defenders retreat from the village, the skeletons will not pursue. Instead they will take up defensive positions and will wait to be reinforced. The warband will fight until destroyed, although the wraith will always flee if wounded, or outnumbered. It will return to Lord Crase's keep to assist in the animation of a new warband to attack again in five nights!

To represent the miniatures in play, look for the following figures from the D&D Miniatures Battles: Skeletal Equicephs, #39 from the Underdark expansion; Skeletal Legionnaire, #39 from the Wardrums expansion; Skeletal archer, #50 from the Angelfire expansion; Wolf skeleton, #57 from the Harbinger expansion. For the wraith, I purchased a painted Reaper mini. The wraith figure from the Harbinger expansion was \$30 on EBay. That's crazy. Next, I'd like to put together a miniatures army to represent the defenders of Brin, but it's going to be hard to find affordable, painted cavalry. Perhaps it'll have to be an all infantry force.



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