

EarthdawnLegends
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Welcome, friends and travelers. . .

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Updates and Announcements

*Sorry this is so late this month

*EDLegends: the discussion group IS UP!!! Join today!

*EarthdawnLegends is now accepting submissions for the Spotlight area.
The deadline is the 20th of each month.

Cool News

Sorry, no cool news this month. Have a happy (and SAFE) holiday this year. And in January, I will be adding something new to my Earthdawn

webpages as I count down to the *real* millennium.

House Rule of the Month

This month's rule is this:

For a sword stuck in the ground: on average blade: strength out vs. strength in, % comes out, 90% and up, whole blade recovered. Make adjustments for quality of blade, etc.

Website of the Month

<http://www.mindspring.com/~mxjones/> -- W.E.R.G.
Tons of stuff here and fellow webring member, great site

The Spotlight is on: Key Knowledges
by Battlestar and Lucinda
(<http://saria.tripod.com/earthdawn/bsnl.html>)

Key knowledges are the least considered part of the various thread items from which adepts across Barsaive derive a significant part of their power, and, in fact, one of the most ignored parts of the entire world of Earthdawn. This is mostly due to the fact that key knowledges are something only considered when needed, and forgotten soon after. This need not be so, however: such a small part of a greater whole can still have a large impact. Consider the typical means of gaining the knowledge necessary to weave a thread rank: studying the item, perhaps performing some knowledge skill tests, asking questions of locals, traveling sages and troubadours, and in

extreme cases, traveling to Throal to consult tomes in the Library. This need not be so, however, and in changing the process, key knowledges can become a GM's best friend.

Adding a new thread item to the game can not only make the Adepts better equipped to combat the various obstacles that face them, it can also provide the means and motivation for numerous adventures. Imagine, for instance, the Adepts, while perusing a weapon store, come across a thread weapon. The merchant offers to sell it to them at a discount because he has lost the information detailing the weapon's Key Knowledges. (Or the information was stolen.) If the adventurers decide to purchase the item, they must track down the caravan from which the merchant purchased the item, in an effort to obtain the key knowledges needed to weave threads to the weapon. If the information was stolen from the merchant, they might also have to deal with the thieves, who would now try to steal the item itself. (To prevent the Adepts from simply gaining the information from the thieves, they can be working for someone more powerful, who could not be easily found.) Once they track down the caravan, they can either be given the knowledges, or directed to another merchant, or perhaps the Adept who created the item, if the caravan does not keep records of such information. This process can also be used to govern the rate at which the Adepts gain the powers of the item, especially if the various merchants and caravan members remember parts of the information, but not all. Another twist would be for the wizard who created the item to be the only source of the knowledges, and, when located, expresses fond memories of the item and offers a more powerful weapon in exchange. (With all the necessary information, of course.) Another option, is that a set of group items can be offered for exchange, so everyone will benefit from the adventure.

To look at things from a different angle, imagine an even harder task: an item is easily traced back to the weaponsmith who created it, but the item itself was Named after the weaponsmith's apprentice's daughter. To go one step further, have the item be decades old, and

the adventurers must track down the daughter's grandchildren, if not a later generation. This can be especially hard if the people in question are orks, as more generations would have passed, or if the family has moved away from their hometown. Using NPC's friends and relatives can also be a way to deepen the plot and bring the world of Earthdawn to life, showing the players that there is more to Barsaive than what immediately surrounds them.

Adventure Hook 1

After combating a group of bandits, the Adepts find a mace (See EarthdawnLegends 1-2) which has seen better days. It is a threaded item, and although its Name was once into the head, part of the writing has since been worn off. (For instance, the Name was two words, but one has been completely worn off.) With only part of the Name to go on, the adventurers must track down anyone who might know the history of the weapon, and be able to fully identify it. At the end of their travels, the group can either be provided the information, or find that over the time they have possessed it, the mace's pattern has adapted and now bears only the single Name.

Adventure Hook 2

To involve lower level characters, have one of them be somehow involved with the key knowledge of the item of a higher level npc or unrelated pc (one possibility is the suggestion at the end of the Spotlight). This can also lead to many more travels for all character involved.

Links

I am removing this section since there is a links archive in our Onelist.com area. Check there for archived links!

<http://www.fasa.com> - The FASA Website

<http://members.tripod.com/~saria/saria-ed.html> - Saria in Earthdawn
