



EarthdawnLegends
January 2001
Volume 3, Number 1
J. Anne Mauck - Editor
Paul De Bonte, Luke Davis - Content Contributors

Welcome, friends and travelers. . .

Contents

- Updates/Announcements
- House Rule or Talent Knack of the Month
- Website of the Month (and STAR Award)
- The Spotlight is on. . .
- Age of Legends
- Adventure Hooks
- Famous Words

Updates and Announcements

-So no one is caught unaware... This e-zine is now and will always be dedicated to First Edition Rules and First Edition Rules Alone. (This has been explained in further messages which are not included here. Please read the FAQ of the site for more details.)

-The College of the Vine
(<http://www.fortunecity.com/millennium/bluepeter/1228/index.htm>) has been updated with many new talent knacks! Go check it out!!!

-A new mailing list dedicated to only updates of my website is available on the left panel of <http://saria.tripod.com/>

-Submissions for ALL SECTIONS are being taken right now! If you would like more detailed submission guidelines, email earthdawn@subdimension.com with the subject "Submissions"

House Rule or Talent Knack of the Month

Forget Language

Discipline: Troubadour Talent: Speak Language

Rank: 4 Cost: 100

Normally, once a character learns a language through the Speak Language talent, the knowledge of that language is instantly and permanently learned. In some cases however, the character may find that he is in a situation where he desperately needs to speak a particular language, but does not have a free rank to learn a new one. In this case the troubadour may use the Forget Language knack. To use this knack, the troubadour simply states his desire to forget one of the languages that he knows and takes 1 point of strain. The knowledge of the old language is magically and permanently erased from the character's mind, allowing the character to learn a new language. A forgotten language may still be relearned through the speak language talent as normal.

Thanks to Davinshe for this talent knack. See more of his at <http://www.fortunecity.com/millennium/bluepeter/1228/index.htm>

Website of the Month

<http://www.schattenreigen.de/earthdawn/ecm/soundtrack.html>

This site is by a composer who has designed a whole soundtrack for Earthdawn. I am probably the last person to find this site, but I believe it deserves a mention here. A word about the programs on the rest of his site... They are in German, so if you don't know German I would advise not downloading them.

The Spotlight is on: Languages

Languages are a critical part of life, unless you are a hermit, but since you are reading this, I believe it is safe to assume this does apply to you. For example, this e-zine is only produced in English (well, ok, there's a little Speredhiel in here sometimes too). English is not, however, the only language most of us know.

*Common Languages

Dwarven is considered the common language of Barsaive. This is a useful concept, but I think it makes role-playing a little too easy. It's not necessary for someone who will spend their entire life in, say, the Blood Wood, to learn Dwarven.

*Dialects

In every language, there are differences based on region, ie dialects. Knowing a language is useful, but when the dialect in a region is so different it sounds like a different language, knowing the base language doesn't help much. Next month's talent knack will be on using Speak Language with dialects.

*Less Traditional Languages

The perfect example of this subject is the language of dragons. It is not spoken, but it does not fit under the category of non-spoken languages as I am using it. It seems that each type of language is related closely to the species which speaks it, but that is a discussion for another time.

*Non-spoken Languages

Non-spoken languages, of course, do not fall under "Speak Language," but are a skill instead. Sign language of any kind, which can vary from group to group, or remains constant with universal symbols for universal themes, is also a key to communication. Body language is included here as well. A person who is adept at consciously reading these types of languages is a step ahead in the game.

So, how can this be used to further the game? People from the far north, beyond the hands of Thera, and the farther east will not speak any languages known to the residents of Barsaive. Whether these people come here or our adventurers go there, language will suddenly be a problem. Not everyone will have the ranks of Speak Language to learn it magically, and there really are those people who must learn everything the old-fashioned way -- word by word.

Age of Legends

Last time in "A Friendly View of Thera" --

Commander Vidoc was stripped of his rank and thrown in with the slaves aboard Captain Bakar's ship as the scape goat for an escape/rescue attempt. The Lady Michiru, the niece of the Captain, has shared her lover's fate, no matter that she was one of the ship's mages.

And now...

A Friendly View of Thera (Part 2 of 4)

Slave Ships

By: J. Anne Mauck

I had worried that Michiru would be treated worse than I until I was able to speak to her briefly thanks to Marac and his friends. She had assured me that all was well, despite the bruises I saw on her arms and face. The skin had not been broken, but I suppose I should have commended her bravery. Instead, all I felt was anger that her uncle could have condoned this behavior. Now, both of us were dead to our families in Thera.

Michiru's father would be very angry with his brother, but there would not be much he could do. I knew very well what story he would be told, Captain Bakar himself had forced me to write many lies about the unfortunate demises of notable people. It would be suspicious if every such message came from him, or so he had told me.

Once we were all locked up again, Rouk, a friend of Marac, had told me more about Michiru's treatment. They did not keep her in solitary confinement, but rather, they kept her hands bound, her eyes covered, and magically gagged

except to eat. Despite the circumstances, I found myself smiling. My Michiru was a very talented illusionist and elementalist.

As I thought about how she might use her magic to free us, Rouk slapped me. "Pay attention. I am only teaching you because Donovan requested it. How do you ever expect to learn the ways of the Troubadour if you are always thinking of your woman?"

"I'm sorry, Rouk." Apologizing to these people was something I never thought I would do, but now, too many things had changed for me to keep up my arrogance. I needed them as much as Donovan said they needed me. "Please go on..."

Before he could go on, three guards opened the door and pulled Rouk, Meste, Marac, myself, and several others out. Donovan shouted to us, "Remember my words and we shall all be safe!" The guards laughed as they shackled us all together, Rouk at one end and myself at the other. We were prodded along like animals through the halls.

Commander Dorrul, who had been promoted to replace me, put his hand on my shoulder as we trudged along. He and I had been friends long ago, in training. "So, Vidoc, how goes it?"

I resisted the urge to mimic his words and tone, knowing full well that I would do so perfectly. "Well, the sauna was a little warm last night, but otherwise I can't complain."

Dorrul laughed. "Glad to see you haven't lost your sense of humor. Anyway, I talked with Bakar last night and he said there was still a chance you might be freed. I'm still on your side, jaraleh. Stay strong."

I winced at his term for me. I resented that my former peers believed I was a slave kept solely for Bakar's amusement. I vowed to make Bakar regret his decision.

We were eventually led down to the rowing deck of our vedette, the Resolution. I looked around with interest. I had, of course, been down here before, but this time, I was to be chained to my bench, my hands unable to move from the huge oar. It was happening to-- My heart nearly stopped when I saw Michiru already chained to her seat and blindfolded. Only Rouk looking back at me stopped me from crying out her name.

Strangely, Rouk and I were placed together. "Don't worry, the rowing is mind-numbing. Soon you will be able to concentrate on my teachings again."

It was then I noticed that Rouk's arm muscles were more well defined than any officer. "You've done this before?"

"They rotate us every other week or so. They think it keeps the slaves alive longer, but it's really more about hope." Rouk said, "The pain will pass, just stay strong."

We rowed for hours, truly back-breaking work. But through it all, I felt my first accomplishment as a Troubadour form in my heart. My muscles hurt more after one day than ever before in my entire lifetime. That night, though we were in a different cell, I felt more at home than in any other place on this ship. And as I told my story to my cellmates that night, I felt the truth of Donovan's words. "There it ends, for such is the truth of the thing."

Vidoc's "Friendly View of Thera" continues in March, with "Performance"

Adventure Hook

The characters are introduced to a powerful political player who does not speak because of some curse or taint (any word he would speak would contaminate the listener or bring them under a Horror's sway). He (or she) needs their help to break the curse, but no one can speak of it or write about it until it is broken.

Famous (Last) Words

Instead of my regular smartass comments here, I am adding a link:

<http://www.wfrp.de/hosted/flw/>

This is the Canonical List of Famous Last Words

EarthdawnLegends is a free e-publication available in PDF, html, and direct-to-you e-mail from YahooGroups!

EDL is owned by J. Anne Mauck.

The official website of EDL is <http://scroll.to/Legends>.

To subscribe, please check the webpage for directions.

To reach the editor, send an e-mail to: Legends@scroll.to