



EarthdawnLegends
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Welcome, friends and travelers. . .

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Updates and Announcements

-I apologize for the delay in getting this issue out. It seems there is a neverending line of RL things. Fair warning: next month's issue may be delayed as well since I will be on vacation the last week of July.

-More EarthdawnLegends are now available as PDF files. Please see our archive page at <http://saria.tripod.com/elegends>

-We are still looking for questions to answer as part of the monthly spotlight.

-August is coming up and that is EDL's month of change. If you have ideas that you would like to see in future editions of EDL, email us. If you want to join in an Earthdawn discussion, join us at EDLegends over at YahooGroups.

-I have added a bulletin board on my site as well as a java chat.

-The Final Fantasy movie opens July 11.

Talent Knack of the Month

This month's talent knack comes from a reader: Löwenklaue <lark@loewenklaue.de>. Thanks for emailing me!

CATCH BLOW

Talent: Avoid Blow

Rank: 5

Cost: 100

Strain: 2

Limited to warriors only

This knack gives the warrior the chances to catch a blow that was intended to hit someone else. The target of the blow can be as far as [Avoid Blow Rank] x 2 yards (max. combat speed) away. The warrior must roll for avoid blow and reach a higher result than the attacker, like trying to avoid the blow. When the test succeeds, the warrior is knocked down, but gets the total amount of damage, that would have otherwise been inflicted on the intended target. When the warrior catches the blow with a good success or better, he is also still standing (but he has to make a knockdown test, if a wound is inflicted - as usual)!

Website of the Month

This month, I was sent a page with character sheets, specific to discipline, which includes many more than the standard 15. It also includes printable sheets for other GM uses.

<http://users.ticnet.com/wolvesden/earthdawncharactersheets.html>

Also, for those who have wondered about second edition, I found this site: <http://www.earthdawn.net/lrgames.htm> which seems to summarize the changes and so on. A comparative review of the game for EDL is pending.

The Spotlight is on: Bases of Operation - Part 2 of 4
By: Paul De Bonte

Hometown, Lab, Hideout

4. The Hometown

Regardless of the size of the hometown, it provides various advantages and disadvantages. Knowledge of the area is always helpful, as it is easy to locate a particular craftsman, council member or hiding place. Familiarity with the locals can provide discounts on goods and services, if the character in question maintains a good reputation. On the other hand, family matters can often interfere with an adventurer's life, as they must weigh loyalty to relatives and townsfolk against loyalty to their adventuring group, and the desire to seek fame and fortune. Also, should the need arise, simply picking up and leaving is not an easy option, as there may be many sentimental items that would be difficult to leave. On the other hand, entire campaigns can be set in a home town, such as a village on the frontier which needs to be defended against marauding creatures and wandering monsters, while expanding its own borders. Adventurers in such a setting could alternate between defending the villagers and seeking out enemy strongholds for pre-emptive strikes.

5. Laboratory/Smithy

Laboratories and smithies often serve best for characters with alchemical and craft skills. They are usually used with adventuring groups who work for an alchemist, wizard or smith and are sent on expeditions to procure rare materials. This can be done by negotiating prices for certain metals and minerals, or hunting down rare plants and animals. Adventuring groups in this setting will benefit from special potions and equipment created by their patrons, but as with all projects, such things may sometimes be defective, failing or backfiring and requiring a search for a remedy. Most of the patron's work will be commissions for merchants, royalty and other wealthy people, and a groups' job might also include delivering volatile products or seeking out new customers. A campaign of this type can be very entertaining, as it might take groups far abroad into areas they would not travel to under their own volition. It will also test the players' abilities to deal with other cultures and customs.

6. Hideout

While often associated with the less respected side of society, hideouts can exist in many forms. A hideout could be a set of rooms or building in an enemy city, housing adventurers acting as spies or raiders in that area. Another possibility is an outfitted cave, concealing scouts in enemy territory, and facilitating raids on nearby towns. Even an area in the middle of an unpopulated forest can be used as a base, providing the proper materials are available. A hideout could also just be one room where people who pose as normal members of society meet to discuss their less visible projects. It might be used to conceal equipment in a town where owning weapons and armor are illegal, or hiding people who desire to leave a town to flee persecution, or the law, while preparations for transport are being made. Secrecy is the main factor in using a hideout, whether it is hidden in an unknown basement of a warehouse, or simply a building, which fronts as a store or abandoned house. Operating in enemy territory can make for an interesting campaign, though it requires many different skills from adventuring abroad.

Continued next month...

Age of Legends

When The Knot Unravels: Part 2

The Revelation of Death

By: J. Anne Mauck

Bethenz growled when he heard the news. "So, it is come then. Gather the others, it is nearly time." He pulled on his black robe and silently left his room.

Zarine was not hard to find, but she was with a dark haired woman. They spoke quietly as they walked through the streets, unaware of their shadow. The other woman kept gesturing to a small black bag. They ducked into an alley and the woman pulled out a pendant.

He could feel its power, it called, no... It *sang* to him. It took all of Bethenz's willpower not to reach out of the shadows toward the amber pendant that burned in the darkness.

Zarine was trouble; his associates had said as much. Nothing could have prepared him for this. The plan had been simple. He could have killed her, even the other woman if not for that pendant.

Bethenz knew nothing of jewelry, but he could sense the power -- the power to destroy and rule, perhaps even to free Death.

"Rabina," Zarine said, "it isn't safe here. We need to leave." She tilted her head toward the shadows of Bethenz. "We're being followed."

Rabina and Zarine went back to her ridiculously plush apartments. Zarine was reasonably sure they would be safe for one more night there. "We'll leave tonight. That pendant is dangerous and we need to find out what it is."

No more than an hour later, they left. Their exodus was not unobserved by Bethenz's network.

Bethenz slammed his fist down on the table. "You allowed them to leave?"

Crims sighed, accustomed to his superior's moods and temper. "No, we did not *allow* them to leave. Mats and Jessin both died. But none of us ever saw what you asked us to... obtain."

Mats and Jessin were supremely talented assassins, studied under the same teachers as Bethenz himself. "How? How did they die and where are their bodies?"

"We brought their bodies back," Crims said as he threw their family rings on the table. "They just died. No visible means. No poisons as far as we could tell."

Bethenz turned his back on him, an action that Crims did not take lightly. Crims was now his right hand man. "I am having a book brought to you, Bethenz. This, at least, has what you are seeking."

A young woman in dirty washerwoman clothes carried in a leather-wrapped package. She set it down gently on the desk and backed out of the room.

Crims unwrapped it and opened it to a page near the end. "I'm sure you remember the book of Her divine guidance."

"Of course," he snapped. Bethenz spun the book around. He saw an illustration of the amber pendant. Suspended in it was a knot made of orichalcum, spun to look complex and perfectly symmetrical and eternal. The text he read aloud:

"Until the knot of Her binding is undone, so shall Death not freely roam the lands. I tell you this not so you can pursue this end, said the Destroyer, but so that I may do so, to follow my own destiny. I am to precede Her and no one else. The way will be carved with blood, but only from my own hand. Free me and Death will follow."

Crims sighed. "Bethenz, perhaps you are too obsessed with your own grandeur to see that you certainly are not the Destroyer in any incarnation. The Passions would have--"

"The Passions can burn in the Sea they created for all I care." He stared at Crims' passive face. "Perhaps I should begin to carve the way with your blood, Crims." He slammed the book shut. "Get out before I do decide to kill you."

Crims tried to hide a smirk as he turned and walked out the door. He found Jessin's husband waiting for him in the hall. "What is it, Kreen?"

"I'm leaving. I've heard rumors about a young woman..." Kreen looked nervously up and down the hall.

"Come with me. We shouldn't talk here." Crims folded his hands behind his back and walked calmly out of Bethenz's house. Outside, Kreen followed him as he walked quietly out of town. "I, too, am leaving, going to meet Her. Bethenz is wrong. We were all wrong, Kreen. I'm sorry Jessin had to die tonight, but we all knew that as members of the Keys, we would have to give our own lives." He slapped Kreen on the shoulder. "Come with me. We'll find the right way. And it starts with that girl named Rabina."

Rabina and Zarine stopped at a friend's inn a few days later, traveling south, back towards the location of the cavern Rabina had been to. Zarine was sure

that more clues would be found there, even if the cavern was not. Cyia, the innkeeper, smiled when she saw Zarine. "Your usual room is always ready for you," she said through her thick accent. Her native tongue was an obscure dialect of Sperethiel from the northeast, and she'd always had trouble with Dwarven pronunciation.

Zarine leaned in to whisper, "We are being followed, can you be sure we won't be disturbed?"

Cyia smiled warmly. "Of course, nothing will happen to you in my care."

Zarine settled them in their room. It was plain, but she didn't complain. Anyone who knew her would not expect her to stay in a place like this. "Rabina, I have tried my best, but I can tell you nothing more about that damned pendant."

There was a knock at the door. Rabina and Zarine exchanged glances. The door opened before either could draw a weapon. "I can tell you what that pendant means," Crims said, leaning on the doorframe with Kreen standing behind him. "Put it on, Rabina. It means that you are to become the Destroyer... You already have become Her."

To be concluded in "The Resurrection Begins"

Adventure Hook

The weather has been erratic lately in a specific contained area, so much so that the inhabitants seem to think it may be horror related, or, failing that, magic related. They enlist the aid of the adventurers to help them find the cause of the weather anomaly.

Famous (Last) Words

Quote

I am death that carries of all,
And the origin of things that are to be.

-- "Bhagavad Gita," 10:34

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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.

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