



**EarthdawnLegends**  
**August 2001**  
**Volume 3, Number 8**  
**J. Anne Mauck - Editor**  
**Paul De Bonte - Associate Content Developer**

Welcome, friends and travelers. . .

-----

Contents

- Editor's Note - NEW!
- Updates/Announcements
- House Rule or Talent Knack of the Month
- Website of the Month
- The Spotlight is on. . .
- Age of Legends
- Flavor Text - NEW!
- Adventure Hooks
- Polls - NEW!
- Famous Words

-----

Editor's Note

As we hit our two year mark this month, EDL again goes under a transformation. We've added three new sections and are looking to add more in January. If you would like to write a guest column to appear in this section, simply reply to this message (or email: [saria\\_antares@hotmail.com](mailto:saria_antares@hotmail.com)) -- I will be the only one to see it. As always, submissions are welcome, but please write for

guidelines first. At any rate, you can expect the same quality and dedication from me and my associates here at EDL.

Other things of note, there was an ED2 ad in the 57th issue of Knights of the Dinner Table. The new sections we are working on will require much preparation and research, so January is the soonest you can expect more from EDL.

As always, the game must go on...  
Lady Saria

-----

### Updates and Announcements

-The EarthdawnLegends PDF project is complete! All issues through 3-07 are available. 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.

-PC Games: Diablo II expansion is out. For those fans of Anne McCaffery's Pern novels, a Dragonriders of Pern game is being released on August 7 from [ubisoft.com](http://ubisoft.com). Also, for you writers, Mrs. McCaffery will be reviewing the editor's picks on the Del-Rey Online Workshop this month.

-The Hackmasters RPG, from Kenzer Co, is out, or at least the Players Guide and the first volume of the Hacklopedia of Beasts. The Gamemaster's Guide should be released in September, but in the mean time, there is a set of GM's Essentials in KODT #57 which can give Hackmaster players a head start. (And speaking of Kenzer Co, I finally got Orcs: the Reckoning, the expansion for Orcs at the Gates)

-The Mists of Avalon movie on TNT aired at the end of last month. While vastly different from the book (by Marion Zimmer Bradley, RIP), (well, maybe not vastly) it was an excellent and awe-inspiring production.

-WizKids, now the owners of Battletech, say their next game will be a merging of Mage Knight and Battletech (which can only rock!).

-----

## Talent Knack of the Month

### Silent Stalk

By: Mike Gentile <[mike@frontiersshowroom.com](mailto:mike@frontiersshowroom.com)>

Discipline: Thief

Talent: Silent Walk

Cost: 200 Strain: 2 Rank: 7

Silent Stalk allows a Thief to follow a target or group of targets for long periods without being noticed. Make a Silent Stalk test. The result is the difficulty number for the target or group of targets when making perception rolls to detect the Thief.

-----

## Website of the Month

<http://infinitydreams.iinet.net.au/wanderer/material/earthdawn/>

The Wanderer's Rest (not my guest section), which has recently been redone. Check it out!

-----

The Spotlight is on: Bases of Operation - Part 3 of 4

By: Paul De Bonte

## Shop, Tavern, Inn

### 7. Shop

Shops come in many varieties, from bakeries to arms dealers, but aside from the variety of goods and services provided, they are all quite similar. Most shops will exist in large cities, with materials in smaller towns and villages being made available by individual craftsmen. Shops present several advantages over simpler bases, as well as distinctive drawbacks. Any shop in a city is subject to being overseen by one or several guilds who will demand membership fees in exchange for allowing the shop to even exist, along with the taxes which must be paid to the city, and the possibility of city inspectors. On the other hand, such a facility is protected by city guards and laws (though this works both ways) and the guilds typically prevent other similar shops from "moving in" on the area. Aside from the political advantages, there is also income from sales,

and customers who might share information, as well as have interesting items to sell.

## 8. Tavern

Taverns serve a unique clientele in that the customers are usually patrons who appear on a regular basis. While this does not provide as much through traffic to learn new information, tavern owners often become more friendly with their customers, allowing them to glean more details and even secrets, as people tend to confide in their bartender. Accordingly, tavern patrons are excellent for spreading rumors, should someone want to start a disinformation campaign. Owning a bar can also provide other opportunities: for an unscrupulous adventurer, the ability to drug or poison food a drink can be invaluable, whether to extract information in exchange for an antidote, or simply kill someone, for any reason.

## 9. Inn

Inns can be an excellent source of information and income. A steady stream of ever-changing customers, such as traveling merchants, wandering minstrels, and even other adventurers can provide news from miles away in every direction and rumors of happenings from even beyond what they know personally. Beyond supplying meals and sleeping accommodations, inns' common rooms are often meeting places for covert discussions and hiring adventurers, and inns sometimes have special rooms which can be rented for such purposes. Of course, these rooms can be designed to allow eavesdropping, though if this became generally known, there would not be many more customers. As any locks in the doors are installed by the innkeeper, and there might also be concealed entrances to select rooms, creating opportunities for theft or even abduction of customers, as it is unlikely anyone will notice one fewer traveler, except in the smallest towns.

Continued next month...

-----

Age of Legends

When The Knot Unravels: Part 3

The Resurrection Begins

By: J. Anne Mauck

"What in the netherworlds are you talking about," Zarine said as she came toward the two men.

"Let me in and I will tell you," Crims said, strolling in calmly. He watched as Rabina backed toward the window.

Zarine turned her head to her. "That won't help, the window won't open." She sat down between Crims and Rabina, making it clear that he would have to go through her to get to Rabina.

"Kreen," Crims said, "stay outside and see that we are not disturbed. You already know everything that I would say to these two." Kreen shut the door behind him and could be heard settling against the door.

"Speak quickly, I have no patience for assassins."

Crims smiled and sat down opposite her. "I see you know me, or at least who I am. My Name is Crims, and yes, I was once of the Keys of Death. Let me stress that I was, but no more." He looked beyond Zarine to Rabina. "Because of you."

Rabina shivered under his intense gaze. Before she could speak, Zarine said, "Why her?"

"The pendant she holds, take it out." His gaze never left Rabina, though he spoke to Zarine.

Rabina emptied the small bag into her hand.

"Where is it? I can sense it. Don't try to sneak out of this now, little one." Crims narrowed his eyes at her.

Zarine looked back at Rabina. "She's holding it in her hand."

He saw nothing but was sure that she spoke the truth. "Bethenz saw it, Zarine. He wants it. You must put it on and take up Her mantle." He shifted in his chair. Swallowing nervously, he removed his sword belt and placed it on the bed. He walked past Zarine calmly and knelt before Rabina. "I give you my life, Destroyer. I cannot see your glory, but I have awaited your arrival all of my life."

Zarine looked at the horror on Rabina's face, in her eyes. She smacked the back of Crims' head as she passed him. Wrapping her arms around her friend, she said to him, "What is wrong with you? How can you be so crude?"

He bowed his head. "She is the Destroyer. She is the one who shall prepare the way for Death. The pendant She holds will come undone and calm the fires of Death's Sea. Death will walk again, and She will walk before Her."

Zarine pulled Rabina's head against her shoulder. "Shhh, ignore him," she whispered.

"Tell her to put on the pendant," Crims demanded. "She will look at me and I will die. Let me be the first."

Rabina pushed away from Zarine. She held the pendant before her eyes, following the pattern of the orichalcum knot. She wrapped the chain around her hand and continued to stare at it. In a strangely calm voice, she said, "You were not the first to die. You are but the first to know. This body is not suitable for my purposes, Sufferer. She resists me, resents me. You," she said to Zarine, "you will be as my left, to safeguard my passage." She held the pendant before Crims' face.

He gasped as he saw it. The reflection of the amber burned in his now glazed eyes.

"You," she continued, drawing his gaze to her face, "Sufferer, you will proclaim me. Your destiny is not to soothe Her, so you will serve me. Your first task is to place this chain around my neck. The clasp will fuse. Do as I ask and you will be rewarded."

He nodded and caught the pendant just as she dropped it. Rabina started to shake her head, her eyes clearing to what they were earlier. Before she could completely shake the strange feeling, he had the chain around her neck. The clasp fused as she had said.

"I need proper clothing." Rabina coughed. "And a scarf," she croaked. "Once these things are done, we will leave. I would have my mistress revived soon."

\*\*\*

Kreen stayed at the inn when Crims and the two women left. He promised to record what had transpired and to kill his former master, Bethenz, when he arrived in search of them. Cyia agreed not to speak of her friend Zarine ever again. Zarine hoped that one day, Rabina would be freed of whatever destiny held her.

Crims stayed steadfastly by the Destroyer's side. He never objected when Rabina's will managed to wrestle control to tie the scarf as a blindfold. Those who were exempt from Her now would be brought along as children to their schooling eventually. He worshiped Her as a goddess, second only to Death Herself. He proclaimed her and loved her as she allowed. As they walked the land -- the Destroyer, her Shield, and her Voice -- Namegivers were awed, the believers strengthened, and the doubters stunned. And so the resurrection of Death has begun...

-----

#### Flavor Text

This section will contain a city or village with enough details to base part of your game on. I will include populations, with citizens of note, temples, shops, adept to mundane ratios, and so on. I will include a name and a general location in Barsaive.

-----

#### Adventure Hook

When a magical orb turns up missing from a temple, the temple master begins a witch hunt, naming man after man and woman, anyone who had been in the temple or even passed near it before and after the the disappearance. Eventually, someone comes to the adventurers to ask for help, or they are accused and, as strangers in town, they cannot escape persecution like the residents of the town.

-----

#### Polls

I will no longer have the poll results send to the group as a separate message. The results will be featured here. A graphical representation will appear in the pdf versions.

-----

### Famous (Last) Words

#### Quotes:

Dying is life's only certainty.

--Deng Ming-Dao, "Seven Bamboo Tablets of the Cloudy Satchel"

Think not disdainfully of death, but look at it with favor; for even death is one of the things that Nature wills.

--Marcus Aurelius, "Meditations"

-----

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](mailto:Legends@scroll.to)