



EarthdawnLegends
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Welcome, friends and travelers. . .

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Editor's Note

Well, this month is special for me. I turn 25 on the 25th of this month. In case you wonder later on, yes, this was the inspiration for this month's story. Also, next month's spotlight will be the game mechanics for this story.

We finally got started on the Wastes campaign that I've been planning. While my group hasn't played Earthdawn in a long time (we've been playing Shadowrun), we fell back into the groove pretty easily. It's been over a year since I was the GM last, but it feels good to be back in the seat of power. I can't wait until next month because I just got new chairs for the game table!

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

Updates and Announcements

-I apologize for the lateness of this issue.

-The EarthdawnLegends PDF project is complete! All issues through 3-07 are available. Please see our archive page at <http://saria.tripod.com/elegends>

-Speaking of the PDF project, if you tried to download the pdfs and couldn't, there may have been a problem with them even being on the server. If you want them, they are there now, and even in a zip file for each year, year 3 will be available as a zip in January.

House Rule of the Month

Fortitude

Based on toughness, this attribute tells the GM how often a character needs to be in a place like his home. Similar to "Wood Longing."

Website of the Month

<http://david.sheffield.net/EDLog/index.htm>

I enjoy reading game logs and adventure logs, so this month I am recommending just that!

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

By: Paul De Bonte

Castle, Fortress, Ship/Airship

10. Castle

While not as potentially profitable as adventuring independently, becoming hired by a lord as a permanent retainer to a castle is an excellent way to have steady employment without all the risks and uncertainty of traveling constantly. Bodyguards and castle sentinels are usually granted access to keep resources, such as blacksmiths and tailors, along with libraries, sages, and, of course, the kitchen. Exceptional service may also result in grants of land, titles and special assignments as ambassadors, spies or ranking officers in the lord's army. Though not as glamorous as traveling the countryside, guard positions are stable jobs, and usually not as fatal and dungeons and wilderness, creating an ideal situation for veteran and aging adventurers who are looking to settle down in their later years, or youths who aspire to be heroes but seek training.

11. Fortress

A successful adventuring party, or even individual adventurer, may eventually amass enough resources to build their own keep. Keeps require massive influxes of money for architects and builders, and later servants and retainers. Aside from monetary requirements, it is typically necessary to receive permission from a lord to construct a fortification, as royalty and nobility are understandably nervous about allowing military structures to be built within the boundaries of their territories. As adventurers seem to so often find themselves in the center of conflict affecting such areas, it is not unheard of to be granted land as a reward for service to a ruler. Building a fortress can attract merchants, mercenaries, or even become the center of a new town. However, having property typically requires paying taxes or other tribute, and it is difficult to skip out when based in a stone structure.

12. Ship/Airship

The ultimate in upward mobility, obtaining a ship, or in some settings, even an airship can provide unlimited opportunity for traveling in style. Being able to carry kitchens, bedrooms, armories, storerooms and even forges along gives a party huge advantages over those who journey by horse or foot. Though water-bound ships are limited to rivers, lakes and oceans, most large medieval towns are built on bodies of water to allow for shipping and fishing craft. Airships can travel pretty much anywhere, if an area can be found to land. Ships incur

expenses for upkeep and repairs, crew and other equipment, though the freedom easily compensates for costs. The greatest advantage of a ship is its versatility, allowing a group to pay the bills through transport, merchant and fishing jobs, should other means fall short. With the proper flags and markings, a ship can also provide excellent cover for the purposes of entering enemy areas.

Hopefully, this brief look into various headquarters will be useful, for gamemasters and players alike.

Age of Legends

Birth Day

By: J. Anne Mauck

The day was a surprise to me. Not that I hadn't been expecting it. Cresael, my beloved wife, laughed when she saw the look on my face in spite of all the pain she was in. My son was being born in front of me. I had no idea what joy I would feel. My only sorrow came from him not being born in our home, with our families.

Perhaps I should not have been there. It wasn't tradition. We had been lucky to find a midwife at all out here in western Barsaive, miles from any large city. The village we stumbled upon was called Neapsa. Everyone was very kind, almost kind to a fault. But my wife was in pain and here was a midwife. Who was I to argue?

The town was beautiful. The trees were more noble than most men I had known. The very streets seemed like they could have been paved with Orichalcum. It was enough to make my wife forget herself and look around in awe. The houses were small but reminded both of us of our home. It was, in essence, the perfect town.

Before long however, my wife was less awed and in more pain. I was aware of how long she might be in labor, but I had always expected to be pacing the hall outside our bed chamber while waiting. Cresael demanded that I not leave her

side, and so I did not. And while I was expecting her to hurl vile epithets toward me, she did not.

This village held an aura of peace, the longer one stayed there, the more it sunk into the heart, the soul. In fact, Cresael's pain seemed lessened the longer she rested. And before long, I had a healthy, screaming, red-faced son.

My wife slept quietly, more peacefully than she had in all the months she'd been pregnant. I held our son and watched her sleep, a smile curling across her face. The night came and went. At dawn, the midwife and her husband, the mayor, came to us.

"You must Name your child, sir. Within the hour." The mayor seemed nervous at best and clutched a charm while he prayed. The midwife gently shook my wife awake and gave her a clean robe to change into.

Perhaps it was a mystery of women, but my wife understood the urgency in the command. She bade the midwife and her husband leave and then changed into a clean shift. "Love," she said, taking the boy and sitting in my lap, "we must do as they ask."

"But why? What is wrong with waiting until we can do it properly?" I looked down at my son, wanting to savor the feeling of being a new father. For me, this was more than just a change in the size of my family, it was a change in my duties and my entire view on life.

"This place is safe, Rafhen, but it is only safe so long as certain things are done. And before you ask, love, I haven't been here before." Cresael leaned her forehead against mine. "We can't leave here without Naming him, you know that. It's not as if we have the option of taking him home first. It's at least six days travel if it were just the two of us. And we need to keep him safe, at least until we do get home and I can find a wet nurse for him."

I knew she was right, but I think I had expected more. For the first time in many years, I wished my father was still alive, to ask him what he had wanted for me when I was born.

Cresael stood and handed me my son. She pulled on the too-large robe and held open the door for me. "We agreed, Rafhen, that if we had a son, you would Name him."

"And," I replied, "when we have our daughter, you will Name her." She smiled and I almost wished we could raise our children here, in Neapsa, in utter peace and safety. We went together outside where it appeared most of the town had gathered.

When we looked around, the town seemed subtly different. But to the eyes of adventurers, even small changes are noticed. The branches of the trees seemed to sag, the roofs of the houses were beginning to look worn and weather-beaten, though there had been no storms. Even the people looked tense and work-weary. The ground appeared uneven and rough where, only yesterday, the ground had been fit for the feet of kings.

The mayor introduced us and told the story of how we came to be here at such an important moment in life. When he finished, he turned to us and asked, "When your son reaches his tenth year, promise to return here with him."

I glanced at Cresael, but she nodded and said, "We promise."

Stunned by her blind promise, I almost missed the point where I was to announce his Name. All the smiling faces put me at ease, but something still worried me. It seemed too good to be true. Cresael nudged me. "His Name," she whispered to me.

I cleared my throat and smiled at her. "I Name him Alechs." The crowd applauded. People were smiling and hugging each other. I watched them turn away and go back to their various projects with a new spring in their steps and sparkle in their eyes. If I hadn't known better, I would have thought a veil had been lifted from the whole town.

Within moments, we were alone with the midwife and the mayor. "Congratulations, friends," the mayor smiled and murmured another prayer. "When you are ready, we shall find a caravan for you to travel with. May Garlen smile on you and your family."

That night and for the next week, my wife and my son and I slept peacefully. It still felt strange, but it was no longer seemed so wrong. I guess we'll just have to see what comes of my son's tenth birth day.

Flavor Text

Town: Neapsa
Location: West Barsaive, North of Liaj Jungle
Population: about 100, mostly Human

There are farms to the east, but only enough for the village. These people do not trade with outsiders, but only because there is no opportunity to do so. They are very welcoming to those from the east, though they fear anything from the Wastes or from the west. They prefer to barter goods for services from outsiders, having little use for coins. There are no inns, travelers are generally housed in people's homes.

Adepts are usually sent away for schooling. Strangely, this town has never seen a Horror of any kind. Deformities from inbreeding are not uncommon.

People of note are: the Mayor and his wife the midwife, a blacksmith, a leather worker, a baker, a general store owner, and many farmers

Adventure Hook

A woman called the Sorceress has been using a forest for her own personal experimentation. Several villages that used to call that forest home are very upset and have moved into other villages that are too large to support them. The adventurers are asked to hunt down the Sorceress and solve the problem

Polls

Do your favorite PCs exist in multiple game universes?

No 1 16.67%
Yes, but only in name 2 33.33%
Yes, using conversions 1 16.67%
Yes, they teleport between campaigns 2 33.33%
Other, please email us 0 0.00%

Famous (Last) Words

Fear death? -- to feel the fog in my throat,
The mist in my face,

...

I was ever a fighter, so -- one fight more,
The best and the last!

Robert Browning, "Prospice"

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