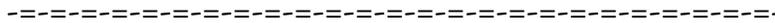




EarthdawnLegends
December 2001
Volume 3, Number 12
J. Anne Mauck - Editor
Paul De Bonte - Associate Content Developer

Welcome, friends and travelers. . .



Contents

- Editor's Note
- Updates/Announcements
- Idea of the Month
- Website of the Month
- The Spotlight is on. . .
- Age of Legends
- Flavor Text
- Adventure Hooks
- Polls
- Famous Words



Editor's Note

Ah... Happy December! Only 17 days and counting until the movie I have been waiting for for two years opens. The Fellowship of the Rings opens December 19. I really can't think about much else right now! Except...

Metal Gear Solid 2 finally came out on November 14. Guess what! I can finally tell you all that I won the Get Your Name in MGS2! Contest, or at least I was one of 100 winners who got their names on dogtags. I'm number 14 on the hard difficulty, on Deck D on the tanker, the guard in the kitchen. Figures that they would put me there. I'm working on some screenshots for a special webpage.

I saw "Invincible" on TBS recently. It was pretty cool for a made-for-tv movie. But how could it not be, since Jet Li was one of the producers and Jet Li is cool (just go see "The One"). *GRIN* I read somewhere that it may become a series. I kinda hope it doesn't since that would kind of ruin it. Just like having a series based on the Witchblade comic book ruined that 2-hour pilot. (I'm a huge Witchblade fan, btw.) Here's a few links for "Invincible":

http://www.jetli.com/jetli/projects/projects_invincible.php?bw=high
<http://alt.superstation.com/movies/invincible/0,9171,1,00.html>

Other than that, I hope you all have safe and happy holidays this year and I will write again in 2002!

So, as soon as I had finished typing this section, my keyboard decided to quit again. This happened the other night, but I managed to get it working again, but this time... *sigh* So, here I am, on a new keyboard, finally able to finish the newsletter up.

As always... the game must go on!
Lady Saria
aka Jenny

Updates and Announcements

-Yahoo Webring has split off from Yahoo. The Age of Legends Earthdawn Webring has successfully migrated to the new system. If you have sites in the webring and haven't heard about this, you may wish to go check it out.

-Have a Merry Christmas and a Happy New Year! saria.tripod.com will be revised for the new year, so sign up to the topica list on the main page to be one of the first to know when it happens!

Idea of the Month

Create a table of house rules. Have a random player roll a die. Use that one house rule and only that one house rule.

Website of the Month

While this one may seem a bit off-topic, it appeals to gamers, large and small. We were pointed to this site from the newest issue of KoDT that we got on Friday. It's essentially real life adventuring with a GPS! People go out to search for caches knowing only the location. When you find it, you take something and leave something. It's a very cool idea!

<http://www.geocaching.com/>

The Spotlight is on: The Bigger Picture, an introduction

Next month, I am introducing a new section titled "The Bigger Picture" and so this month, I am going to explain a little about this project and mention a book that opened some new doorways for me in my research.

The new section is going to contain bits and pieces of history, real history, of the world, but specifically, the areas where campaigns are played in Earthdawn. My main purpose in publishing this new section in EarthdawnLegends is to allow GMs to incorporate this information into their campaigns. On a lesser level, this has been a subject I have been known to obsess over. I probably should have studied ancient history instead of geology in college. God knows I had more passion for history than rocks.

And now the book. . . This novel is Steve Alten's third book, new this year. I read this book through work, but I would have read it anyway without being paid for it. The title is: Domain. It concerns the Mayan prophecy of the end of the world. Throughout the novel, pieces of history that I never expected to tie into each other began to fall into place, especially when I recalled the essay

from www.shadowrunrpg.com that was a speech by Eهران the Scribe. It is interesting to note that the end of the fourth cycle of the Mayan calendar is the end of our Forth World. But I'm getting off track here and I need to spend more time researching Mayan history. I'm sure I have a book around here somewhere. . . This novel is very definitely science fiction, but it is an interesting theory to be sure and Mick, one of the protagonists, though seemingly insane, becomes the hero I was glad to see, something I find lacking in a lot of the books I read (and review).

But again, I get ahead of myself. This book inspired me not to abandon my history project, and so it will begin next month. I will say now, however, that I have not read any of the LRGames products, so I do not know what they have covered so far. I am going to be looking at this subject from the perspective of history, that it has already been written and so it will be, instead of looking at it from the storyteller's perspective of wondering what will come.

- - - - -

Age of Legends

Dreaming the Dreamer

By: J. Anne Mauck

She smiled in her sleep. She could see eternity, or so it seemed. The edges were hazy, but it still seemed real. The sunset was a blinding gold with an aura she could feel that radiated out toward her like orichalcum awaiting her enchantment. She closed her eyes and lifted her face toward the light.

The warmth sank in through her skin until she could feel it in her bones. Deep inside her soul, she could feel part of herself shrinking away from the glory, the pleasure she was taking in her dream. Her smile deepened.

The sun had set, twilight had come and gone in the blink of an eye. It was dark now, with the full moon streaming in through the balcony doors. The translucent drapes fluttered in the breeze that held a touch of the coming change in seasons. The drapes are white, the walls black. No furniture graces the entire room.

Quyhn, the girl, a Nethermancer, daughter of a Namegiver, absorber of a Horror pattern. Now a lovely twenty year-old young woman of exceptional

beauty. Her hair shines like a raven's feather, her eyes are black pools of night sky. She walks hand in hand with death.

She feels him before she can see him. His hands touch her throat, gently at first, then tighter. He wants to choke her, she can feel that much. But he won't. He's no threat to her here, but she is the only one aware of that. This could go on forever. But she won't.

She turns to face him. He is, and there is no nice way to state it, ugly. "This simply will not do," she whispers to him. She caresses his face with her fingertips, transforming it to her tastes. When she is done, she smiles. "Much better," she whispers again, kissing his lips gently. Somewhere in the distance, she can feel discomfort and disgust growing. "Enough of this," she says resolutely and pushes him through the balcony doors. Her smile fades.

The second night...

He is there again, waiting for her as she enters the black room. He is ugly as he was before and his desire to kill her and torment her is stronger than before. He walks towards her, hands extended toward her throat. She waves her hand once and he changes back into her desired form. He kneels before her, holding out a hand for hers. When she places it in his hand, he kisses her palm twice.

She walks to the balcony door and opens it, allowing the crisp breeze to blow her hair and rustle her black gown. He follows. He wants to speak, but his voice is still sealed from last night's kiss. He begs his freedom. "Denied."

She allows his embrace, every move ultimately controlled by her like a marionette. The mild disgust from before has turned into a violent abhorrence. It angers her. No one controls Quyhn's dreams save Quyhn herself. She kisses him gently, the hate he feels for her vibrates inside him. She smiles in her sleep.

It is in the dreaming that he wishes to deprive her of her rest. It is in the dreaming that she is revived. So when she awakes with a smile, he has failed. He finds himself drained, unable to find another victim, tied irrevocably to her. The essence of what he is now causes shame. No Horror would stand for such humiliation. But something about her is not right...

The third night...

He is there, as always. The plateau is peaceful, romantic. Candles dot the floor, giving it an unexpected shine. The curtains are still, but the air is cool. An ivory velvet blanket lies on the floor in the center of the room, the moonlight making it shimmer. Without hesitation, she lies down on the blanket. He approaches her, crawling up to her ankles. He kisses her bare left ankle.

She sits up quickly. Standing, she drags him to his feet with her. "Do not touch me without permission, slave. I know what you are." She pulls him close and stares into his eyes until he looks away. "I own you." He can feel her breath on his cheek. "I could let this go on. It would delight me," she whispers, "to drain you until you are only a husk."

She pushes him to the floor. Straddling his abdomen, she holds his head down by placing her hands on his throat. A rough sound is torn from her throat, somewhere between a moan and a growl. "I will kill you tonight," she whispers, "and I will take your delight for my own."

The fourth day's morning...

Zedha and Quyhn sit together drinking tea. "He's gone," Quyhn says.

"They found that ugly little kreescra just outside the town this morning," Zedha says. "I wouldn't take the victory for killing it, if I were you."

"Oh?" Quyhn raises an eyebrow at her best friend.

"We have enough difficulty fitting in as it is. If they knew about the circumstances of our birth..." Zedha shudders.

"What a polite way of describing our curse," Quyhn says, chuckling. "Are you worried about me?"

"It isn't right, Quyhn," Zedha says, looking down into her teacup. "You shouldn't take so much pleasure in killing them. It makes you more like them than your parents."

Quyhn rolls her eyes. "A Horror with any skin is a Horror, Zedha. The virtues of our parentage do not change what we really are."

Flavor Text

Town: Eegani

This town is nestled in the Caucavic Mountains. This town was once famous for its sweet desserts, but since the Scourge, they shun visitors. Very few people leave the town, except for adepts who almost always do; they are always reluctant to speak of their hometown. Many of the adepts have exceptional cooking abilities.

Adventure Hook

While the party is traveling, at night one of them hears someone screaming (use the doppler effect if you're doing sound effects for them). The second night, a different one hears it. Do this for several nights, with a new person hearing it each time. When you get to the first person again, keep going until one of the players decides to check things out.

They have been traveling parallel to another group of people, one of whom is being tormented by a Horror (of your choice), but none of them are aware of it during the daytime.

Polls

POLL QUESTION: Did you dress up for Halloween for a party, to pass out candy, or just for fun, or not at all? If you want to share your costumes, email us!

CHOICES AND RESULTS

- Of course, what gamer wouldn't?, 0 votes, 0.00%
- Yea, but just for the kids., 0 votes, 0.00%
- My significant other made me., 0 votes, 0.00%
- Life is a LARP, of course I did!, 0 votes, 0.00%
- I would not be caught dead in a costume., 0 votes, 0.00%
- I had a cool idea, but it fell through., 2 votes, 50.00%

- I hate Halloween., 0 votes, 0.00%
- Just plain No., 2 votes, 50.00%

Since no one wrote in to tell us anything about Halloween, we'll share what we had planned, but weren't able to do: We were going to dress up and go around my new neighborhood knocking on doors to give candy to our new neighbors and introduce ourselves. It would have been cool...

****There is no poll for the month of December****

Famous (Last) Words

When a man's silence is bought, it is paid for in eternal vigilance.

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