

Earthdawn Legends

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WELCOME, FRIENDS AND TRAVELERS. . .



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EDITOR'S NOTE

Welcome to 2002! This issue marks the beginning of Volume 4 of EarthdawnLegends, and this August will be the beginning of our fourth year on-line. In fact, this issue is number 30. When I started this back in 1999, I never expected to still be doing this in 2002, much less have this kind of readership. Thank you all for your subscriptions.

You have probably noticed some changes in this issue. Normally, I would wait for the August issue to make some changes, but last August, I decided to start them with the new year. The PDF version will have some new features as well, mostly a more decorative appearance.

Pardon me for my brevity. I'm very tired.

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



UPDATES AND ANNOUNCEMENTS

-Lady Saria's Keep (<http://saria.tripod.com>) has a new look, on the inside. Look for new Professions, gamer humor, and more!

-Lady Saria's Keep Webmaster (ie ME) regrets that updates will be sporadic at best. Sign up for the updates list to keep on top of the new ideas and updates.

-For those of you who like to keep up to date on the status of favorite webpages, fasa.com is no more. If you require the errata posted on their pages and want it as a PDF of the original website, drop me a line and I can send it to you.



IDEA OF THE MONTH

O.S. Points

Commonly referred to as "oh shit" points

These points are given to players by the gamemaster on a random basis, for in game humor, extremely good ideas, pity. They can be used to purchase a reroll of one die, a step bonus, or just a minute to think.



WEBSITE OF THE MONTH

STAR of Auryle 2001 award is given to:

<http://www.dlg.co.nz/roleplay/earthdawn/index.asp>

Earthdawn Roleplaying Web Resource Dialog Publishing Auckland, New Zealand
Congratulations guys!



THE SPOTLIGHT Campaign Worlds

When we all talk about our best and worst moments of games, most events are universal in their glory or shame. I can sit with someone who has only ever played AD&D and still laugh with them and they can sympathize with my stories. The world of Earthdawn/Shadowrun doesn't lend itself to such flexibility with some people.

Strangely, we can't even break down what we have in common to a single rulebook. I refer to an incident at our local game hangout, Castle Comics, where we met some other guys playing Earthdawn and were using some strange interpretations of the Journeyman discipline for humans. It pained me that we could not even discuss the game with the rules as a level base. This is not to say that I think FASA needed clearer rules or a better rule book, because this is so far from the truth, I might as well be playing without a D4...

After spending some time lurking in the alt.rpg.earthdawn and a mailing list or two, I have come to realize just how many variants there really are on Barsaive and our common realm. We all have the base history in common, but even some have altered that to better suit their campaigns. Again, I don't disagree with this as we have done exactly that for our own games.

So, how do we handle the disparity and stay friendly to fellow gamers? First, we remember, it ain't our world. While it is in a general sense, we didn't sit there and create it from our own sweat and blood. Maybe it hurts the creator's feelings when we, as players, mutilate their work with our own whacked out ideas. Second, perception is really an accumulation of our experiences.

What I think is obvious may be clear as mud to someone else, so our interpretations are almost always going to be different. Third, we are all gamers and we gotta stick together! There are enough of us drawn together to make a community, but to other people who don't "get it," we are still geeks, outsiders, and isolationists (or whatever else they may call us). We have been blessed by having something this big in common. Fourth, and last, we are not in competition. No one has to be cooler than another, have a more exciting world than another, have more spells, house rules, Horror slayings, new disciplines, or whatever.

Our games have changed because of who we are and how we play. Our games are as different and unique as we are. I don't say this to sound like life is all sunshine and daisies. I know first hand that it isn't. Lately, however, as I work on the collection of links, I find myself unwilling to bend and accept that my world is only one of many, and that I am but a voice in the chorus. Funny thing is, we definitely are singing the same song.



THE BIGGER PICTURE

The Bigger Picture, Part 1
Atlantis and Thera

Since I take it as a given that the Fourth World ends in 3113 BC, the History that will affect any Earthdawn campaign will, I presume, take place before that. However, this History is a little sketchy. With the actual destruction of the island of Thera (aka Santorini) being a geologically recorded event (which, when the theory of super volcanoes is considered is fascinating in itself) in 1628 BC (or so, I can't even find a consensus on this one, but the dates vary from 1600 - 1500 BC), I can't reconcile that many years of difference. So, I must conclude that the Thera we all know and love cannot be the Thera that was destroyed in 1628, since the numbers just don't add up. Taking a bite from the Mayans, the Fourth Cycle ended with a Flood.

While this is interesting, it is not actually relevant to this project. One unbearably interesting note that I cannot ignore is that one scholar, I don't remember who, suggested that the original Quetzalcoatl, literally 'plumed serpent', lived around 3114 (though he also mentions that this is the *start* of the fourth cycle). An actual dragon?

Before I get into actual history, I want to say that I will be covering history that takes place up through 1628 BC, *just in case* since I can't be sure of the real date. Also, time has a way of bending with magic. Anything can happen. For us, this history is not written in stone, not yet.

So, Greek history before and around 3100? Here's the tricky part. Most of what is easily found is about Egyptian history from that period. But that is a future section. Here are a few quick facts:

- The island of Lesbos contains ruins, the oldest of which date back to about 3200-3100BC.
- First phonetic writing appears (c. 3500 B.C.).
- The Proto-Celts in Gaul are using pottery and growing apples. (3,500 B.C.)
- The warm and humid climate of Iraq of the past 2,000 years suddenly turned colder and dryer. (3500BC)
- First recorded use of the wheel in Sumerian Tablets (3250 BC)

Many scholars think that there is no possible way an advanced civilization could have existed this early. However, many find the evidence found on islands in the Mediterranean Sea too much to refute. But then again, magic makes anything possible.

Next month: Civilization explodes after the end of the Fourth World



AGE OF LEGENDS

Spawn and Children, Part 2a
J. Anne Mauck

Quyhn and Zedha were small at birth and were destined to remain small, respectively, for the rest of their lives. As children, they were always mistaken for younger than their actual age. Though most people would have been irritated by this, the two girls were delighted since most adults excused their misbehavior because of their apparent age.

Their brothers enjoyed each other's company and their two families became very close. Some suspected that the two girls would marry into each other's families to maintain their bond. Those same people had no inkling of the true bond they shared.

The children born that day, during the assault on their kaer, were always close, though some succumbed to typical childhood illnesses. By the time those children were of age to begin taking advantage of their innate talents, there were only 6 children left.

Quyhn and Zedha felt called to become Nethermancers. Their parents, though not quite approving of their choice, supported them. By the time these two girls had turned 18 and had acquired enough knowledge, the kaer was opened to the world. They were among the first to venture out and away from their homes.

Along the way, Quyhn and Zedha met two young men named Antol and Cantus. Antol was a Swordmaster and Cantus a Cavalryman with a beautiful destrier he called Niyol, named so for the speed with which he carried Cantus. Soon, these four young adventurers joined together to make their way through the brutal wilderness Barsaive had become.

As they cut through legions of extremely minor horrors, it became evident that Quyhn found far more delight in the slaughter than any of her companions. Sometimes, she took far longer in her task of eliminating one than even Zedha did in killing five. Eventually, the chore of cleaning their blood-soaked messes became her chore.

However, even that did nothing to change her mindset. She found herself relating the stories of their work in such detail that others had to leave before she finished. Even Zedha began to worry.

There came one day when Antol and Cantus called the two girls together. They claimed they had been called home by their fathers, but Cantus confided in Zedha that his friendship with Antol was too valuable to lose over Quyhn's actions. After they were gone, Zedha told Quyhn the truth.

Quyhn laughed. If they wanted to throw their lives away, it was their problem. She did apologize to Zedha for driving Cantus away, since she had known how much she had begun to care for him. She vowed she would temper her bloodlust and delight in pain for Zedha's sake. But what happened next would make her vow the hardest thing she had ever had to hold herself to.

To be continued...



FLAVOR TEXT

Town: Kopeo

This town is very small, on the far side of the Liaj jungle. It is peaceful, but the home of one very talented Weaponsmith Named Juno. She is often quite willing to make swords (her specialty) for individuals who impress her. Each of these items is given a Name that includes the town's name, ie Kopeo Longblade, Throwing Kopeo Knives, etc.



WHO'S WHO

Name: Ettis

Age/Gender/Race: 19/M/Human

Adept: Warrior/6

Ettis is currently trying to raise a private army to take on the Theran lands to the far north (in present day Europe). He stands 6 feet tall and has black hair. He has a neatly trimmed goatee. He carries a sword his father gave him called Raercuah.



ADVENTURE HOOK

A young woman named Aja comes to the group and asks for some help in finding her child. It is obvious that she is too young to have a child of her own, but she insists that the missing girl is hers. The child was stolen out of her home at night, but there was no evidence of the entrance or exit. This just happened, so the characters are welcome to investigate the home.



POLLS

There was no poll for December 2001.



FAMOUS LAST WORDS

Heard at the game table

When the hell did we get aggressive movement rules?
followed by much laughter



~FIN~