

EarthDawn Legends

MARCH 2002
VOLUME 4, NUMBER 3
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WELCOME, FRIENDS AND TRAVELERS. . .



Contents

DISCLAIMER
EDITOR'S NOTE
UPDATES/ANNOUNCEMENTS
IDEA OF THE MONTH
WEBSITE OF THE MONTH
THE SPOTLIGHT
THE BIGGER PICTURE
AGE OF LEGENDS
FLAVOR TEXT
WHO'S WHO
ADVENTURE HOOKS
POLLS
FAMOUS WORDS



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EDITOR'S NOTE

So, I'll bet you're wondering what's going on since this issue is a week late. Two weeks ago, I went to the doctor and it turned out my cold took a severe turn for the worse and I had bronchitis. I hadn't had this since grade school! And I certainly don't recall it feeling this bad back then. In short, I was out of commission for a week.

I would like to say in advance that the Bigger Picture articles on Egypt are purely research and have nothing whatsoever to do with the Egypt bit in the Theran book. It's looking like the history sections won't last as long as I anticipated, so the Bigger Picture section is going to move on to mythology and legend. I'll preface those with an explanation when they arrive. I find it mildly amusing that the Egyptian episodes of Earth: Final Conflict and Futurama aired in the last few weeks.

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



UPDATES AND ANNOUNCEMENTS

-Lady Saria's Keep (<http://saria.tripod.com>) is now home to the completed Wastes Project.

-For those of you who use PayPal.com, I suggest you check out <http://www.paypalwarning.com> This site details the problems of many people who have been, well for lack of a more graceful phrase, screwed.

-Uploaded new, smaller versions of the EarthdawnLegends pdf files. Now current up through 4-1!

-The "OT" next to the spotlight title is something new I'm doing. Every other month will be an "on-topic" spotlight on something that can be used in games. On the off months, but preferably less often than 6 times a year, I'll choose a general gaming topic instead.

-Read the Spotlight for info about the first EDL T-Shirt!



IDEA OF THE MONTH

Storyteller Runes by Eggplant productions (can be found via cnet.com) can generate randomly drawn runes and what effect they might have. It's a writer's aide to help get past writer's block. This month's city, npc, and adventure hook are derived from using this program.



WEBSITE OF THE MONTH

This is a quiz to determine What Kind of Firearm you are...

<http://selectsmart.com/FREE/select.php?client=test01> (I'm the H&K HK69A1)



THE SPOTLIGHT

Groups (OT) and the first EDL Shirt

Most of us are fortunate enough to have a set group of people who game with us on a regular basis. It's these same people that are likely to become friends for life, barring some terrible event or experience. It wasn't until recently though, that I started to look at my group as a "group" that deserved recognition and a name.

When we got together with a classmate of mine and his roommate, we had our stories and they had theirs. And I began to realize that my stories were almost always about "us."

And when I sat down to write this, I began to think that Earthdawn players, in fact, all gamers, are part of a group, a "community" if you will. And I decided now would be a good time to announce my first "Heroes of Legend" T-Shirt! If you would like your character's name on the back of a t-shirt, send an email to earthdawn@subdimension.com with the phrase "contest t-shirt" in the subject line. Include your name (for reference and an email to contact you at), your character's name (full name, with titles if you like). The first person to enter will definitely get their name on the shirt. There are ten other spots open for names and the winners will be chosen randomly from the other entries (assuming there are enough other entries). I will announce the winners when the shirts become available via Cafepress. Winners will be sent to a special store where they can purchase the shirts at a special discount unavailable at the EDL Store. Just because you win doesn't mean you have to buy a shirt.



THE BIGGER PICTURE

The Bigger Picture, Part 3
Egypt, the Real Deal

To backtrack a little, Egyptian cultures began to develop agricultural methods around 5000 BC. The first recorded date in an Egyptian calendar is in 4241 BC. (Side-note, the first year of the Jewish calendar is 3760 BC.)

In brief, that catches us up to the time period we are interested in, around 3000 BC. To recap my reasons for choosing this as the ending of the 4th World: in "Humans and the Cycle of Magic," Ehran the Scribe has stated clearly that 3113 BC as the end as well as several references to a cycle of 5000 years between the fourth and sixth which is roughly 2050, which puts the general year at 2950 BC. And so, back to actual history.

The Early Dynastic period ran from 3100 to 2686 BC. The first and second dynasties are included in this period with a list of the rulers being readily available in many places (so I won't mention it here). 2686 to 2181 BC is considered the Old Kingdom and so on, but names and dates aren't wholly important here.

It is interesting to note that Egypt diverges from other concurrent cultures in its view of women at this time. In Egypt, women were generally considered equals, whereas in Mesopotamian cultures, women were beginning to be considered property. Also, Egypt's complex writing system may have even existed before the Sumerian system.

Perhaps it was the disappearance of magic that encouraged the unification of Egypt, since most resources cite its unification circa 3100 BC under the pharaoh Menes. Menes was considered to be the first human king after a line of divine rulers and built his city called Memphis. Unfortunately, the rulers of this era (ie the early dynastic period) seem to be only known by name without any details until the period of the Old Kingdom.

Other dates of interest are as follows: the invention of the sail (circa 3500), completion of the Great Pyramid at Giza (2680 BC), the Great Sphinx of Giza (2540 BC), the earliest Egyptian mummies, and the beginning of systematic astronomy across the entire area.

So, the important pharaoh seems to be Menes (also known as Narmer) and the best dates I could find for his rule are "sometime between 3150 and 3050 BC".

Some links for more information and fun stuff:

<http://touregypt.net/01dyn01.htm>

<http://www.nothingnewpress.com/atta/atta34-35.pdf>

<http://www.geocities.com/Athens/Agora/6746/ancientworld2.htm>

Next Month: Irish and Celtic history



AGE OF LEGENDS

The Edges of Twilight
By: J. Anne Mauck

I first saw her in the middle of town. She acted like she was a normal woman. Her and her sister. But I saw them. And I saw him. He followed them with such stealth, yet it ill impressed me. I heard them speaking. He called her Quyhn. I kept his dusty red cloak after she abandoned his body.

She's not like the other one, the one called Zedha. Quyhn has something only a few of us can see. She has an afterimage when I see her. I can see through her, into her where she keeps that dark, pain-seeking side. I can see that she's not normal, there's something else trapped inside her that pulls her toward its dark side. It's ugly and terrifying. But it pulled at me too.

Have you ever seen the sky from the mountains when the sun has just set and the pinks and oranges have faded away? Just on the edges of twilight, where darkness is poised to devour the last of the day. This thing inside her was on the brink of consuming all she was. It was something I haven't seen in a long time.

I sat in a bar for the better part of three days, while this girl wandered around town like she had done nothing to that man. Never mind his dead and rotting body in the woods, her life had gone on without even a hitch in her get-along. She never told her sister.

I was drawn to her and I was sure that there would be others who would feel the same. But as I looked around, I could see that I was the first. No one else felt this. I was meant to be the first. Of so many the world would have to take notice. But first I had to be sure...

* * *

She sat on a bench outside of the tanner's warehouse. I leaned against a building somewhat across the way, munching on a handful of nuts I'd bought when she'd stopped at a display of jewelry. She hadn't noticed me yet. The thing inside her was silent.

She stared at the sky and bounded her crossed leg up and down, not a single ripple in her consciousness. Even as a woman, I had to acknowledge that she was heartbreakingly beautiful. Many men slowed their stride to watch her for just a moment longer. Her hair shone in the sunlight like stars in the night sky. And then she looked at me.

The effect of her singling me out with that piercing vision was like being elevated to the status of the Passions. Her black eyes locked onto mine and bade me draw near. When I knelt beside the bench where she sat, she smiled at me. I felt my intense, stomach-knotting fear fade away. She gently caressed my face.

"Who are you," she whispered as if it were a formality and she already knew the answer.

"I'm Wrisa Biah," I whispered, hoping my trembling would not be too evident.

"Good," she said, nodding in satisfaction. "Stay nearby and forget nothing." Suddenly, she stood up and turned her back on me. She waved at her sister, who was approaching from downtown. Though I almost missed it, the fingers of her other hand wiggled at me playfully.

* * *

Two days later, I had followed her into a tavern. She was sitting in a dimly lit booth with a gentleman she had picked up the night before. I knew what she had planned for him, though he had drunk so much alcohol, he wouldn't have remember had he even known to begin with.

She wouldn't kill this one, no, he wasn't special. She would only tease him, show him the light edge of pain. Only enough to make him crave her twisted delights.

He came to me later, having seen me at every turn. He begged me to take him to her. I laughed at the thought of my pity. He followed me for days after I left that town. He collapsed from hunger one morning and I left him there. I thought Quyhn would like to know, but I knew I wouldn't have to tell her.

* * *

As the days passed by, and I walked on alone, following in Quyhn's wake, there were moments of pure frustration. Nothing happened and, truth be told, I was bored. Until I came up with my plan.

It couldn't hurt if I put a bug in the ear of some slightly drunk Troubadour in the next city. I'd make up some little bit of a legend and let it slip, no names of course. It will grow with each telling. Even the best Troubadour can't help trying to make a good story better. Oh, what fun!



FLAVOR TEXT

Town: Brir

The bulk of the folk of Brir are blind. They are not born blind, but usually come into it after anywhere from eight to twelve years old. Each family usually has a several litters of puppies. Many of the older folk in the town suffer from delusions of grandeur, believing they have lived grand lives of adventure when, in fact, they only ran a shop or stable.



WHO'S WHO

Name: Isa Rummeqo

Age/Gender/Race: 33/F/Human

Adept: Illusionist/7

Isa generally presents herself as a nubile and beautiful woman around 18 years old. She is generally normal, yet is incredibly greedy. She was orphaned at a very young age and was raised as a ward of the local academy.



ADVENTURE HOOK

A young woman stumbles out onto the road in front of the adventurers. Her clothes are torn and her lip is bleeding. A perceptive adventurer might notice a strange gleam in her eye, thinking her deceptive. She claims she's being hunted for sport by a group of strangers who captured her a few weeks ago and then set her free in the unfamiliar forest. She begs for help.



POLLS

POLL QUESTION: Of the home-brewed rules that you use, check all that apply:

CHOICES AND RESULTS

- None, 1 votes, 4.55%
- Races, 2 votes, 9.09%
- Spells, 5 votes, 22.73%
- Talent Knacks, 5 votes, 22.73%
- Disciplines, 4 votes, 18.18%
- Weapons (ie. non-standard fantasy), 5 votes, 22.73%



FAMOUS LAST WORDS

Heard at **my** game table

So, at our last game, for some reason, I actually used a Chinese proverb. In actual conversation... Ok, so I didn't say it completely right, but here it is because it's pretty cool:

A book tightly shut is but a block of paper.



-FIN-