

EarthDawn Legends

MAY 2002
VOLUME 4, NUMBER 5
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WELCOME, FRIENDS AND TRAVELERS. . .



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EDITOR'S NOTE

It hardly seems like a month since I sent out the April edition. Especially since it is now, in fact, far longer than a month. For that reason, I'm exhausted but lucky that I am here to be writing this. This note is going to be very short because I'm trying to get a ton of stuff done.

I'm going to try a few newsletters here and there with themes. If you have any suggestions for themes, just reply, all messages will be sent to me.

I have enlisted the assistance of a close friend to help me out with moderating duties. Please welcome Paul De Bonte, our Associate Developer, as our new sub-moderator.

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. The HTML version is complete and up. Errata for the pdf version can be found on there as well.

-So, on a random search for "earthdawn" on Google, FASA.COM was listed early on with the title: Argosy Campuses. It redirects to a university page. If anyone knows why, email me, I'm curious.

-The HTML versions of EDL through April 2002 are now properly formatted. In fact, the entire EDL Archive has been redone. Surveys are still not up past 12-2000.



IDEA OF THE MONTH

Place all the characters names in a pool. Randomly draw them in pairs (or threes, or however many to suit your group) and have them split up in that manner. Force them to split up unless they come up with practical reasons to stick together. (I hate it when the group is split up, but it's fun when you're the GM).



WEBSITE OF THE MONTH

<http://www.geocities.com/earthdawnude/>

This site has a ton of Earthdawn content, nice design and very definitely worth checking out!



THE SPOTLIGHT Familiars

Being the weirdo that I am, I have often called my pet cat, Iris, my familiar. Traditionally, familiars are different from allies and totems in that they are actually physical companions. From the association between an individual and the familiar, both parties benefit. The familiar is an assistant to life, not a guide through it.

Since the natural order of things is the beginning, the familiar must be a regular companion first, to prove your loyalty and respect. In our world, this can be an actual creature or a spirit. A blood oath is sworn, then the familiar is Named.

So, once a character has a familiar, is the hard part over? Of course, not. As in having a friend or pet, there are responsibilities and duties for each, as well as penalties for transgressions. Descriptions of the powers can, of course, be found in the Magic source book from FASA.

But the question remains, in spite of the obvious benefits to healing, spell casting, and so on, why have a familiar?

Unlike in other games, there are no real dangers to having a familiar. You don't lose experience when it is taken from you or killed, and it is not an ability specific to one class.

So, in Earthdawn, the only risk is this, your familiar is a minor pattern item and can be thusly used against you. It's a far greater tool as a role-playing aide and bonus.

A familiar, used properly, can be the equivalent of a powerful magical item. Only one of my characters has a familiar herself. Her twin sister inherited the family heirloom, a magical whip. I considered this quite equal.

So, cheers to familiars! (It's even more fun when you have a cat prowling around during the game.)



THE BIGGER PICTURE

The Bigger Picture, Part 5
India and Asia

This segment of the Bigger Picture has a different format than others. Also, Japan will be covered in Part 6.

Silk first produced in China around 3000 BC.
Also, sheep, cattle, and water buffalo were domesticated around this time.
Towns and fortifications, the potter's wheel all came about around 30000 BC.
The period of the "Sage Kings" begins here as well.

In India, this period saw the Sarasvati-Sindhu civilization in the Indus valley. The Harappan civilization was at its height from 2600-2500 BC.

I apologize for the sparseness of this article. This area is very hard to summarize without weeks of work. I have more on Japan, but the files are unavailable at this time.



AGE OF LEGENDS

Labyrinthine
By: J. Anne Mauck

It wasn't your typical dungeon crawl. The day had started with a brilliant orange sunrise. And now, two days later, they were still walking through the kaer's twisting and turning tunnels. These people must have been insane. Jyshe stopped and put her palm on the tunnel wall. Two days without real sleep, the only light coming from their fires and torches. Jyshe was exhausted and becoming more delusional. She slid her hand down the wall and started laughing.

Myrie came and put her hand on Jyshe's shoulder as she collapsed on the ground. "Are you going to be okay? Should we try to get you out of here?"

Jyshe coughed. "I may be sick, but the day I cannot get myself out of a kaer will be the day I ask you to kill me." She wiped her hand on her leather pant leg.

Myrie sat down across from her in the tunnel. "We might as well stop for a while. We're not getting anywhere anyway." She dug a hole in the dirt floor and planted the torch securely.

Her friend began to sway back and forth. Her eyes became a milky white and flecks of foam appeared at her mouth. Myrie cursed. "I knew I shouldn't have told you what I thought was down here."

"Mu.. ma.. mallus..." Jyshe's stutter caused some of the foam to splatter on her arms.

"Yes, the Mallus of Dawn. I know. Perhaps Rakob and Keelan have had better luck."

In a trance like state now, Jyshe shook her head. "N.. no. They aren't looking."

Myrie cursed again. Her twin brother Myris was trying to divine a way out by way of Path Home. This was the reason they all suffered from a lack of sleep. Myrie swore her friend would have the best bed in the first inn she could find after they got out.

* * *

Myris was so tired his eyelids fluttered shut every few seconds. His sister and his lover were looking for that damned warhammer. Rakob and Keelan were off, the Passions knew where, doing the Passions knew what. Myris snickered quietly, knowing that one day the law of Throal would catch up with those two and take them in.

He felt a tingling at the back of his neck. Jyshe was having another seizure. His heart ached for her. He had asked her repeatedly to marry him, but every time she denied him and kissed him goodnight. She promised to say yes if she was ever released from this curse.

Despite his urging, Jyshe never sought the intervention of the Passions. Myris offered up all he could to all of them, but nothing had helped. Perhaps he would learn a spell one day that would at least suppress her seizures.

He sat down and began picking apart the seams of his wool cloak. After the seams were out, he began cutting the cloth into thin strips. Rakob had assured everyone that there was nothing dangerous in the kaer. Myris planned to lay a line from their agreed upon point to the exit.

* * *

Rakob and Keelan rolled on the ground laughing. They had hit the jackpot. This room must have been a treasury of sorts. It was filled with rows of chests full of coins, gems, and well, treasure! The two young men went through each chest and tried to pull out the most valuable items.

After about four chests, Keelan gasped. "If I hadn't told her about it myself, I never would have believed it."

Rakob snorted. "You mean its real?"

Keelan cursed at Rakob. "Yes, the hammer is real."

His friend froze. "And it's here."

Keelan held it up. "Right here. And I bet that once she has it, she'll see right through us. She'll turn us in."

"That's why she can't have it."

* * *

Jyshe spit to clear out her mouth. She doubled over, on hands and knees, and threw up again while Myrie rubbed her back between her shoulder blades. Well, thought Myrie, that was twice, and she usually vomits three times after a seizure.

Sure enough, Jyshe heaved one more time. She fell to her side in sobs. "They... they found it."

Myrie pulled her upright. "What?"

"Ra.. Rakob... they found my hammer."

"How do you know?"

Jyshe scowled at her friend. "The same way I know everything else." Her clarity of speech returned quickly. "And I also know those bastards won't let me have it. They will try to destroy it."

Myrie nodded. "I knew they were less than noble."

"They will betray our oath." Jyshe choked out a laugh at the look that crossed Myrie's face. "They're killers, Myrie, and you knew it. The only reason they haven't betrayed us yet is because it wasn't time. It's time now. Somehow, we have to betray them first."

To be continued...



FLAVOR TEXT

Town: Acye Gyas

This town was once two rival towns. After two devastating bouts of disease in both towns, they decided to merge in an attempt to save their population. Since they fear disease most of all, anyone who displays symptoms of sickness is immediately locked away or banished. In one rather dark period of their history, several individuals were slaughtered for treason because the elders believed they had invited disease-laden horrors into their safe home.



WHO'S WHO

Name: Jarkae
Age/Gender/Race: 39/M/T'skrang
Adept: Weaponsmith 9

Jarkae is a docksmith, an apprentice to Master Ogronon. Apprenticed in the trade of building river ships, fire engines, and cannons, he has spent the last 20 years studying under his teacher, and expects to soon become a master in his own right. He is a little bitter about the length of his service, but looks forward to the day when he will be able to take up the trade himself, and pass on his knowledge to the next generation.



ADVENTURE HOOK

Stranger in a Strange Land

A group of three strangely dressed people, two adults and one child, are wandering in the woods near one of the main roads. The group that comes across them are begged for help in finding their way to a place the adventurers have never heard of. The adventurers are mysteriously compelled to help these people. Perhaps these people are merely visitors from a distant land or perhaps they are devious horrors or horror-spawn.



POLLS

Question

Do you use miniatures in your games?

Responses

Choices Votes % 10 replies

No. 1 10.00%

Yes, custom to each character 5 50.00%

Yes. 3 30.00%

Yes, the same one no matter who I play 0 0.00%

Sort of, we use markers, but not figures 1 10.00%

Other 0 0.00%



FAMOUS LAST WORDS

Irish Proverbs

DRINK IS THE CURSE OF THE LAND.

IT MAKES YOU FIGHT WITH YOUR NEIGHBOUR.
IT MAKES YOU SHOOT AT YOUR LANDLORD AND IT MAKES YOU MISS HIM.



~FIN~