

Earthdawn Legends

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WELCOME, FRIENDS AND TRAVELERS. . .



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EDITOR'S NOTE

Well, what a month or two... and I don't mean that in a good way. I've been set upon by a legion of personal problems and since this newsletter, however beloved, is a voluntary project, it was at the top of the list to be cut for a while. Never fear, there WILL be twelve issues, just maybe not at the right times. Unfortunately, I am still recovering computer files at this time.

I've been very busy trying to figure out a promotion for our three year anniversary, which is this August. Can you believe it!?! Three solid years of Earthdawn ideas. So, if you have any ideas, email us and let us know!

This last month, I had the pleasure of attending a Magic and Mage Knight tournament hosted by my game shop. There's something great about being in a large room full of gamers, even when you only know a few of them. I think it would be fantastic if a large Earthdawn and Shadowrun event could be organized like this.

As a random thought, I think that Earthdawn would make a fantastic comic book. Though I usually favor manga, I think that Earthdawn would fit beautifully in the art style of Image/Top Cow. If you want to see a game as a comic book, try to find some of the older Magic the Gathering comics.

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.

-I have my own domain! <http://www.ladysaria.com>

We may be moving to another provider soon, so make sure you know this URL. I will probably not remove the old tripod site, but rather use it for something else. There will always be a re-direct link to my site.



IDEA OF THE MONTH

Try to covertly use the plot of a favorite movie (anime works well here) and reward the player who realizes what the plot is from first.



WEBSITE OF THE MONTH

The subject for this month's website(s) is because I had a strange dream I had recently: Alcohol.

House Rules

<http://www-personal.umd.umich.edu/~mholtz/Earthdawn/erules.html>

Updated Drinking Rules adapted from GURPS

<http://www.geocities.com/TimesSquare/Ring/5472/settings/drinking.html>



THE SPOTLIGHT

Religion, In Character Worship

This is part one of a focus on religion and gaming. This may be a delicate topic for some of you, so please know that this topic will be treated with care and will not last for many issues. First, let's set an even playing ground. Earthdawn, Shadowrun, and other RPGs are just that *games*. A game is not real life and real life is not a game. The average gamer is able to draw a line between his own life and his game. Even a dedicated gamer should have defined boundaries. Always remember, it's just a game.

While in character, a player may have cause to worship some deity or another, ie the Passions. Whether their worship takes the form of sacrifices or simply good deeds done in their god's name is a decision made by both the player and the gamemaster. The gamemaster should be aware of how much the player believes is too much or too far.

Sacrifices and good deeds can both be very personal for a character. In this instance, I do not mean physical, bloody, ritualistic sacrifice. It could be something as simple as a questor of Garlen surrendering her only blanket or cloak to someone in need. In the Earthdawn world, a

sacrifice is more likely to be a sacrifice of personal comfort except in extreme cases which I think would usually be a plot device and will be discussed later.

However serious you may be about your spirituality, I don't believe playing a game is detrimental to that. The danger and damage comes when the player loses sight of what is actually real. In this instance, I refer to the story many years ago that involved a young man who believed himself to be a vampire and then killed some of his family and himself. This danger, though, really does not have to come from a religious angle. It's more of a psychological danger, though the loudest protests to role-playing come from religious zealots. (Example: Chick Tract: http://www.chick.com/reading/tracts/0046/0046_01.asp "Dark Dungeons")

As a PSA, I will say this: Your mental health is extremely important. Quite often, when we are not in good mental health, we are not able to see it for ourselves. If you suspect that a friend or family member needs help, don't hesitate to share your concerns. However bad things may seem, there is always the light of hope. This is the kind of thing that your doctor is there for.



THE BIGGER PICTURE

History of Africa @ 3000 BC (excluding Egypt)

Shortly after (geologically speaking, of course) our magic date, was the desertification of the Sahara (c. 2500 B.C.)

Around 3000 B.C., Iberian tribes from North Africa invaded the peninsula, which would be later named after them.

Ethiopian civilization can be traced to around 3000 BC, making it one of the oldest in the world. "Most of us identify Ethiopia with Emperor Haile Selassie or the Queen of Sheba (Saba). The land of Sheba was referred to as Saba by the Ethiopians. The actual name of the Queen of Sheba was Queen Makeda. The time span between the reigns of Queen Makeda and Emperor Haile Selassie is approximately 3000 years. Most of the world is familiar with this period of history wherein Ethiopians ruled a great civilization. Most people are unaware of the existence of at least 97 other sovereign rulers who reigned prior to Queen Makeda. Once we include the rule of these 97 sovereigns, Ethiopian civilization can be traced back to 3000 BC." (<http://www.cwo.com/~lucumi/ethiopia2.html>)

References to the Berbers date the culture from around 3000 BC. They inhabited the northern coast of Africa from Egypt to the Atlantic Ocean. They lived there until the 7th century AD (when they were conquered by the Arabs).

"Most scholars would agree that farming and livestock-keeping existed in portions of northern Africa no later than 7000 years ago. They also believe that as the African climate changed once again after about 3000 BC, abruptly introducing drier conditions, agricultural peoples moved southward into wetter areas, taking with them the skills of cultivation and livestock-tending." (<http://www.uiowa.edu/~africart/toc/history/goblinhistory.html>)

Note* This is the last of the history segments for The Bigger Picture. The rest of this year (the next six segments) will be dealing with the mythologies of the cultures we've seen here. Next month, we will be going back to Greece and Italy for a brief analysis of their mythologies in the narrow view of Earthdawn.



AGE OF LEGENDS

Oracle, a poem
J. Anne Mauck

[This poem follows along with last and next month's fiction pieces.]

Mallus of Dawn
A legacy
A cure

Only one has possessed it
Only one will die for it
Be cautious of your desire

Her pain will ebb
The shattering her body endures
Her link to the Dark will sever

Betray Betrayed Betrayed
Choose your role
For it is not yet decided for her

*This is the 'oracle' that sent Jyshe and her companions seeking the Mallus of Dawn. It is because of this that she believes the hammer will cure her seizures. Because of his love for Jyshe, Myris vowed to help her in any way he could find. Because of her brother, Myrie accompanied them. Rakob and Keelan joined the trio in an attempt to escape the laws in Throal. Next month will be part 2 of Labyrinthine.



FLAVOR TEXT

Town: Okreac

This is a primarily Troll town. It has all the usual amenities of a medium sized town with one unusual exception. Every visitor is asked to go to the temple at the center of town. Entrance to the temple requires a token gift which vanishes as soon as it touches the temple steps. The temple itself is void of any citizens



WHO'S WHO

Name: Toawyr Razymide
Age/Gender/Race: 38/M/Human
Adept: Illusionist 5

Toawyr is on the run. If you meet him, he'll do his best to make sure that doesn't happen again. He's a master of mundane slight of hand, but never so much that he makes a nuisance of himself. He travels around constantly and will tell no one why he is always traveling. He usually has sandy blonde hair and grey eyes. He may take lovers for one night only, but this is extremely rare since he had a few bad experiences (and a few children) many years ago. When seen in bars or inns, he does not seek out company, but is more than willing to offer advice to any who ask for it. He is generous enough to fork out some coinage to buy a fellow sufferer a drink.



ADVENTURE HOOK

One of the characters, preferably the one with the least experience, begins to see hallucinations of things down the road, of people needing help, or things chasing innocent children.



POLLS

There was no poll for the May issue.



FAMOUS LAST WORDS

You've gamed too much when...

You've been gaming too much when. . .

- you start calling unimportant people NPCs
- you think you've actually failed a dexterity check when you fall
- your cat works her will on you, her mojo actually has an effect



SPECIAL THANKS

This month, special thanks go to all of you who stuck by us during the summer crisis season. We've had several people unsubscribe and it's sad to see them go, but I'm very happy to see all of you who stayed! Things are looking up finally and it really says something positive about those of you who are still here. THANKS!!!



~FIN~