

PLAYER
GENERATED
CONTENT

EARTH O DAWN



TABLEAU INFRACTUS #1

TABLEAU INFRACTUS

It ain't broke... Don't fix it... Dahhh.... you fixed it wrong!

• **Last words of Gahbore Hammerthumb, Weaponsmith of Amensvale** •

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Tableau Infractus
An Earthdawn Fanzine

How to contact me:
Dru1138@ yahoo.com

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CREDITS

Writing
Andrew Tobin
Design
Andrew Tobin
Cover Artwork:
Keita Amemiya
(used without permission)
Cover Design
Andrew Tobin

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This is a work by a fan for fans.

In short please don't litigate against me.

Volume #1 Issue #1 Earthdawn Tableau Infractus

AUTHOR'S CORNER

Welcome to the first of what I hope to be a long line of self publications for my favorite role-playing game. In the following pages you will find images that have inspired me to be creative. Sometimes it is a simple case of 'ooh I like that', other times it is a case of, 'How can I make that work in my games?'. I hope to provide you, my reader; with something you want to try or, spark ideas in your mind for your games.

You may be wondering why I don't just create a blog if I have stuff to write and release for other people to consume and ponder. Let us start with, I detest the word blog. Fanzines are created with care, thought, and effort. A web-log is rarely created with any one of those concepts much less all three. With the advent of Twitter and "micro blogging" the idea of substance is lost in 144 characters or less. A web-log is temporary, the ideas are lost when the site hosting them closes or the writer closes the web log down.

Anybody that has followed Earthdawn knows that at one point there were literally hundreds of Earthdawn sites on the internet, (circa 1997 lets say). Most have closed and the content has been lost. With a fanzine you can print the file, store it, and share it with your friends. If the site should close... the file is still out there, some player will have a copy. For a good example of this look up the fanzine Fictional Reality. Even though it is no longer produced people still have copies that they are willing to share. Web logs are, with very few exceptions, not that way.

When the Earthdawn Publishing Trust, <http://www.edpt.org>, site was hacked and went out of commission for months the only files that could be found were copies of the Fanzines, the fan online resources that were stored in PDF format. The rest of the content was lost. Visit the site now and it is but a pale shadow of what it once was. I know, I have a printed book of the files that were lost.

Some long time followers of Earthdawn will remember the "Strands" website. This site was a very good resource but has disappeared. For a small idea of the breadth and depth of what has been lost visit <http://ozultimate.com/tom/earthdawn/links.htm>. Very few archived copies of these sites exist today. Private libraries of this information can be found from time to time. Whereas PDF files will last for at least ten years after they are created and released on the internet. Torrent files that batch PDF books together by theme are prevalent on today's internet. These Torrent files or their equivalent is where you, my reader, will be able to find this PDF in ten years. Or if I am very lucky, copies of it will be in private collections used by players of my favorite game.

So I find the format of a web-log, or a standard site to be inadequate for my purposes. Content takes time to write, pictures take time to find, and the muse must be allowed to remain where her influence has been felt. Fanzines are my chosen medium for this type of publication. Now enough of that, on with the fanzine, and please enjoy what you find. If you don't, feel free to let me know.

HORRORS, HORRORS, &

Not that Barsaive is not already full of wondrous and unpleasant entities, here are five more horrors to consider in your games.

AM'AL'AGAM



Miniature by Target Games.

There is some question as to the classification of Am'Ala'Gam. Is Am'Ala'Gam a single horror that has many extensions of its self? Is it a by product of horror taint? Or worse, is it a new type of construct?

If Am'Ala'Gam is a single horror of many extensions, then it is one of the most bizarre horrors yet to date. Reports of Am'Ala'Gam being found in Parlainth are stored next to reports of it being encountered in the wastes outside Jerris.

It took a while to catalog this particular entity because the reports were so wildly different in their description. Some reports described a single globule of flesh some ten feet in length with what appeared to be random name-giver bodily appendages jutting from it. Others referred to a writhing mass of muscles and tissue with bones, eyes, and organs splayed across the surface. In each case the body parts in question appeared to be self aware and relatively independent of the whole creature.

The defining clue that these differing re-

HORRORS, OH MY

ports were the same subject came from an observation by a member of the Holders of Trust by the name of Zaquarhy, netherman-ner of Iopos. Her report follows:

During our escape from the Theran vedette "Undaunted" we took shelter in an abandoned kaer north of Skypoint. This kaer had been searched previously and recorded for the Preeminent Library of Iopos, (see record Kaer Joshune).

We had not expected to be attacked by a morass of half consumed name-giver bodies all joined together in a centralized glob. The sounds emanating from the crush of the muscle fiber and the bones, while scraping along the floor of the kaer were our first warning.

The entity lashed out with arms and legs in a manner consistent with a warrior using a club. The arms and legs bet this way and that of their own volition. Sometimes connecting with members of the party at other times bending just before impact. Eyes would appear on long stalks only to be cut off by Kenshi, our Swordmaster. The eyes would fall to the floor to be reabsorbed in to the mass of flesh and reappear on the end of a stalk some where else on the creature.

We retreated when Havis, my servant, was ensnared and consumed whole by the creature. It was only moment before his head was extruded on the end of a muscle covered bone and his mouth opened to scream. I will never forget the gurgling high pitched wail that followed.

Our band, now short one member, hastily retreated from the kaer and hid among the brush around the entrance. Havis' screams could be clearly heard echoing out of the entrance. Not long after our exit, the Theran Vedette landed and an armed group entered

the kaer. Soon Havis' cries were echoed by multiple voices. Only three members of the Theran group emerged, clearly shaken and battered. The voices of the consumed were still wailing their lament when the vedette then took flight without continuing to look for us.

Zaquarhy's observations provide us with tantalizing clues but no answers as to the nature of this creature.

Am'Ala'Gam

Attributes

DEX: 7	STR: 8	TOU:12
PER: 10	WIL: 14	CHA: 9

Characteristics

Initiative: d12	Physical Defense: 9
Karma: 10 points d4	Spell Defense: 6
Actions: 1+1 per circle	Social Defense: 6
Attacks: 2 (step 8)	Physical Armor: 10
Clubbing Damage: d12	Mystic Armor: 2
Stabbing Damage: 2d6	Recovery Tests: 2
Death: 34	Knockdown: Immune
Unconsciousness: 26	Movement Rate: 5
Wound Threshold: 9	Legend Award: Variable

Special Rules for use with 1st Circle

Am'Ala'Gam will attempt to consume any character that becomes unconscious. It rolls an attack versus the physical armor of the target. On an **excellent success** the target is consumed. Any difference between the Unconscious rating and the Death rating of the target is added to Am'Ala'Gam's current health.

Special Rules for use with 2nd Circle

Am'Ala'Gam will attempt to consume any character which fails their knockdown test or becomes unconscious. It rolls an attack versus the physical defense or physical armor of the target, whichever is greater. On a **good success** the target is consumed. Any difference between the current Health rating and the Death rating of the target is added to Am'Ala'Gam's current health.

Special Rules for use with 3rd Circle

Am'Ala'Gam will attempt to consume any character on which it achieves an armor defeating blow or, a character fails their knockdown test or, a character becomes unconscious. It rolls an attack versus the physical defense or physical armor of the target, whichever is greater. On an **average success** the target is consumed. Any difference between the current Health rating and the Death rating of the target, is added to Am'Ala'Gam's current health.

Using Am'Ala'Gam in Your Game

Am'Ala'Gam is an entity unlike any we have had show up in Earthdawn before. The design of is to provide a reoccurring adversary that will grow with any adventuring party. It's flexibility is such that it is a challenge to 1st circle characters and a real threat to 3rd circle characters.

The question of it's origin can lead into a series of adventures based on discovering if it is a Horror, a construct or something else completely.

The legend point value of this creature is left up to the Gamemaster. A good rule of thumb is 1st circle medium legend award, 2nd circle medium legend award, 3rd circle maximum legend award per character.

Subtlety is not an attribute of this creature. It's basic drive for encounters with 1st circle characters is to consume them after all characters are unconscious, for second circle characters it is more selective of whom it will consume and when. By the time it has reached 3rd circle characters it has a firm understanding of what adepts are, and how it gains benefit from consuming them.

Am'Ala'Gam can be used as the end of a long kaer crawl or as the reason a village has stopped communicating with its trade partners. It is possible that The Library of Throal or The Great Library of Thera would be interested in the research on Am'Ala'Gam.

The Library of Enlightenment in Iopos has shown a strong interest in Am'Ala'Gam, and the Denairastas Clan are eager to determine if it is a construct. Rumors persist that the Denairastas want to learn how to make the Am'Ala'Gam as it would be a very unsettling weapon in their conflicts with Thera and Throal.

EYEVERK



Venom Spawn Miniature by Target Games.

Eyevek: a report on a most insidious horror of the caravan routs and shipping lanes in Barsaive. Submitted by Holder of Trust, Zaquarhy, nethermancer of Iopos.

It is common knowledge in nethermantic circles that Horrors use subtly and deception to gain the sustenance they need from name givers. Eyevek is a traveling horror that makes it's lair in covered wagons and ship bellies. It uses a very clever method of avoiding detection by appearing to be a name giver of indeterminable origin.

My first encounter with Eyevek was on a ship from Lake Vors to the Iopan receiving docks. The Great Canal was still under construction at this time. We were scheduled to meet an Iopan caravan that would transport the goods from the serpent river to Iopos, jewel of the west.

The ship "Savoy", had been named after the captain's favorite food. She was a lovely green T'skrang river ship. House Ishkarat dose so enjoy parading their ships up and down the serpent.

During a rather sumptuous afternoon meal I began to suffer from a bout of nausea. The food was tasty and fresh, I was certain it was not the food. Over the years I

have developed an understanding about certain feelings and this feeling was a portent to serious trouble in my vicinity.

I casually excused myself from the table and as I turned to exit the room I cast my gaze in to astral space. There sitting directly across from me was a rather disgusting and vile Horror. I was stunned that nobody had noticed it previously.

My gaze must have lasted a slightly too long, as the horror became aware of my attention. In one swift movement it blinded my astral senses with a flare. I tumbled to the deck with a thud, my balance completely lost. The captain was suddenly at my side to help me stand. When my astral site had returned the horror was gone.

Upon questioning my host, I learned that sitting across from me had been a trading partner that had recently been the victim of a grand swindle. The result of the swindle would have negative repercussions on trade for months on the serpent. Apparently this trade partner had convinced house Ishkarat to invest heavily in a very questionable venture. That venture had collapsed and this partner was being escorted to Iopos to answer for it. Many small villages would suffer a shortage of food and necessities because of this financial disaster.

When I asked the captain to describe the individual she called a trade partner, she could not do so. As it turns out the individual could not be described by any name-giver at the table at the time, myself included.

I do however, remember the image of the Horror very well it wore bone jewelry and had a cowl of vibrant color in astral space. The single large eye atop a tentacle protruded from a fanged orifice in front of the cowl. A thick bloated abdomen flowed out behind the beast, and it's clawed hands had moved with great animation while it had been speaking.

Not long after this occurrence, the “Savoy” suffered a catastrophic accident in the storage room containing the true-fire kernels used in the engine and to fire the cannons. She sank with the captain and most boatmen still aboard.

I have not seen the Horror I call Eyevek since that day on the “Savoy”. I can only hope it will be destroyed before it brings trade to a standstill.

Eyevek

Attributes

DEX: 9 STR: 5 TOU: 7
PER: 12 WIL: 11 CHA: 13

Characteristics

Initiative: (9) 1d6+1d8
Karma: 10 +5 per circle Karma Step: (8) 2d6
Actions: 2 + 1 per circle Physical Defense: 12
Attacks: 3 Spell Defense: 16
Claw attack 2d12 Social Defense: 17
Claw attack 2d12 Physical Armor: 2
Bite Attack 2d10 Mystic Armor: 7
Death:42 Recovery Tests:3
Unconsciousness: 34 Move 6
Wound Threshold:12 Legend Award: Variable

Spells

Threadweaving (4)
Crafty Thought, Dampen Karma, Displace Image
Eyes have it, Foreseeing, Pleasant visions

Horror Powers for 4th Circle

Aura of Awe (2) 15 Horror Mark (4) 16
Spellcasting (2) 14 Talent Disguise Self (2) 15

Horror Powers for 5th Circle

Include all Spells & Powers from 4th Circle version
Energy Drain (1) 13 Suppress Horror Mark (1) 13

Horror Powers for 6th Circle

Include all Spells & Powers from 4th & 5th Circle versions
Cursed Luck (1) 12 Thought Worm (1) 13

Using Eyevek in Your Game

Trade is the lifeblood of a city, town or village. News, goods, services and even new citizens, are brought to a community through trade. Eyevek is a horror that has realized this concept and adapted to take advantage of it.

Being a new breed of Horror, Eyevek, uses its abilities to influence name-givers in non-traditional horror like manners. Horror marked merchants are used to scatter its influences across large groups of name-givers. When Eyevek’s influence is deeply imbedded in a trade rout and the people that depend on it for survival, Eyevek will strike.

A series of economic catastrophes will befall trade affiliates, untimely demises of key trade persons within the trade chain or a calamity will befall a very affluent caravan carrying needed supplies. All of these occurrences will affect a very large population of namegivers that Eyevek has marked or influenced. The resulting misery on a large scale is how Eyevek survives.

By portraying its self as a respectable business associate Eyevek works its way into the trust and power structure of a merchant house. Once it is firmly ingrained, it begins to sabotage the house from within.

Eyevek prefers to not involve itself in combat and will make every effort possible to convince adventurers it is not a threat. Escape is its preferred method of resolving any conflict it may encounter.

The legend point value of this creature is left up to the Gamemaster. A good rule of thumb is 4th circle medium legend award, 5th circle medium legend award , 6th circle medium legend award per character.

Eyevek is great as a reoccurring adversary. Several adventures can be run with Eyevek being the source of most of the disturbance. Slow revelation of a pattern of behavior by NPCs could be the horrors undoing.

Large trade houses would happily pay rewards to any intrepid heroes that could prove the death of Eyevek.

Unscrupulous trade houses might want to see if they can get Eyevek to work with them. The adventurers could be hired to find it onthe pretense of its destruction.

WIR'S BANE



Ooralath Wyrm Creature Miniature by Ral Partha

Wir, Mystic Warrior of the “Freedom Ring”, brought to The Library of Enlightenment, here in Iopos, a tale concerning a very insidious Horror. Here is her story.

Have you ever been accused of saying something you know very well you would never say? How about being recognized for doing something horrible to someone you have never met?

During my time with the group “freedom Ring”, we liberated many slave caravans of their salve population. We had set up a re-settlement group run out of Jerris. People would be freed from the Slavers and we would send them to Jerris where they would be given the chance to start a new life.

In the “Freedom Ring” we prided ourselves on doing what was right for Barsaive. So my arrest for Slave Trading came as a complete surprise. I had been accused of liberating name-givers from one slave master, just to sell them to another in Vivane.

There were four witnesses that had supported the claim of slavery and I apparently had interacted with each one of them personally. During my rather short trial no less than twenty different people claimed witness to a series of crimes I was to be held accountable for. Charges ranging from theft

and slaving to cold blooded murder were levied and supported by these witnesses.

I am not proud of what I had to do to escape from Jerris. Many innocent people were hurt, and I have no doubt some of them, permanently. It was during my escape that I encountered the Horror. As I rounded the corner of the Blue Basilisk on to Gahbore’s End I literally ran into myself.

The “me” that I was looking at smiled, and then became another name-giver with a bloody gash rent in their side. This new name-giver then proceeded to call for the guards and raise a commotion that I was attacking them. In retaliation I released a blow to their jaw and watched stunned as it had no affect.

I have spent the last several weeks dodging town militias, city guards and Holders of Trust. Every time I take a few hours to relax and catch my breath I am assailed by accusations from the authorities of the settlement where I have taken refuge.

As a last ditch effort to secure help in riding myself of this horror, for I am certain that is what is doing this, I have come to the Library of Enlightenment. My hope is to find a reference in your stacks, or locate other adventurers that have had some contact with the horror.

Per Iopan law, Wir was remanded to the custody of a triad of silvers that arrived three hours after her. She was carefully escorted out of the Library of Enlightenment and is currently in the custody of the Holders of Trust.

Wir’s current situation, I am told, is the result of the murder of two friendly street vendors located in the outer ring of the city.

It is odd though, that since her departure from the library I have felt an increasing desire to locate my family and friends and reassure them that I am well.

Wir's Bane

Attributes

DEX: 13 STR: 15 TOU: 16
 PER: 12 WIL: 13 CHA: 18

Characteristics

Initiative: (13) 1d10+1d12
Karma: 15 + 5 per circle **Karma Step:** (10) 2d8
Actions: 2 + 1 per circle **Physical Defense:** 16
Attacks: 3 **Spell Defense:** 16
 Claw attack 2d12 **Social Defense:** 24
 Claw attack 2d12 **Physical Armor:** 7
 Bite Attack 2d10 **Mystic Armor:** 9
Death: 78 **Recovery Tests:** 8
Unconsciousness: 71 **Move** 8
Wound Threshold: 22 **Legend Award:** Variable

Spells

Threadweaving (7)
 Displace Self, Crafty Thought, Confusing Weave,
 Nobody Here, Notice Not, You Got me

Horror Powers for 7th Circle

Astral Camouflage (5) 17 Corrupt Reality (6) 6
 Corrupt Karma (5) 23 Horror Mark (7) 19
 Spell Casting (7) 19 Karma Boost (5) 18

Horror Powers for 8th Circle

Include all Spells & Powers from 7th Circle version
 Karma Drain (5) 18 Talent Rhetoric (6) 18

Horror Powers for 9th Circle

Include all Spells & Powers from 7th & 8th Circle versions
 Talent Diplomacy (3) 21 Talent Conversation (7) 25

Using Wir's Bane in Your Game

In Earthdawn a namegiver's word is often their bond. Wir's bane is designed to turn the loved ones and friends against a single character. This can begin with the most remote npc related to a character, an acquaintance or a childhood friend.

This horror begins by sowing suspicion about a character when the character is supposed to be absent, such as when the character is off on a trip to Iopos or some other city. It accomplishes this by taking on the appearance of the character and behaving in a manner completely unexpected for that character. In the case of Wir, the accusation of selling slaves even though she is dedicated to freeing slaves from their captors.

The horror performs these acts in the full view of the most remote associates first and over a short period of time works its way to the closest members of the character's family and friends. When the character returns they are often accused of breaking heinous local taboos or laws and the "betrayed" family members and friends are often the most vocal about the horrific acts.

Wir's Bane is best used with subtle foreshadowing. Perhaps the horror has marked a namegiver close to the character, or perhaps the character has become a local hero and come to the attention of Wir's Bane. A hero presented with witnesses and proof of "their actions" has an opportunity to truly show how heroic they can be. Either they prove their innocents or they run.

Groups of Journeyman ranked characters are often accustomed to the "upfront in your face" style of horror. Wir's Bane is exactly the opposite of that. A campaign is easily interweaved with the machinations of this horror.

The legend point value of this creature is left up to the Gamemaster. A good rule of thumb is 7th circle medium legend award, 8th circle medium legend award, 9th circle maximum legend award per character.

Wir's Bane will only resort to combat if it can not escape or convince others nearby that it is a child being attacked by the characters. In combat Wir's Bane will attempt to use it's current Horror Marked targets as minions or as shields to assist it in its escape.

Characters may have a difficult time trying to stop Wir's Bane when their family and friends are attempting to stop them. It is not inconceivable that the family and friends will attempt to kill the character believing that they are the horror. Townsfolk may also be taken in to defend the horror simply because it will appear to them as though the Horror is a child being menaced by the heroes.

HUNGER



Toxic Spirit Miniature by Ral Partha

The Horror called Hunger was first recorded in a small kaer about three days ride from Iopos. Since we have located several small kaers with the similar stories we will provide the first one as our example here in the Library of Enlightenment. We have edited the comments of an unnamed record keeper to reference the duration of the infestation and the symptoms the kaer suffered.

Long Dark year 3 Strassa 12:

I have noticed a feint green mold accruing on the food store urns. It was my understanding that the magic in the pots was to help prevent the rotting of the grains within. An inspection of all the urns will take place in the next week.

Long Dark year 3 Strassa 13:

Each of the volunteers has inspected the green mold and is now educated on what we are looking for. The inspection will commence tomorrow.

Long Dark year 3 Strassa 14:

I brought one of the pottery smiths and an Elementalist to the stores today to determine if the mold is going to cause an issue with the food storage. Neither of them had ever seen the like of the mold before.

The inspections are going well it appears as though the food stores are mostly free of

this green taint.

Long Dark year 3 Strassa 15:

Some of the inspecting volunteers have been caught secreting food from the store they were inspecting. Per Kaer law they have been confined and their personal property has been confiscated and redistributed to the other members of the kaer.

One of the inspection crews noticed a green dust on previously inspected storage urns today. It looks like we will have to re-inspect all previously inspected food storage.

I am beginning to think that this is going to be a long week.

Long Dark year 3 Strassa 16:

All the urns have the green mold on the outside. And the urns that were opened had a slight green tinge to the grains. This is not looking good.

Long Dark year 3 Strassa 17:

Each of the inspector volunteers, myself, the pottery smith and the elementalist have all developed a strong cough and oozing green mucus out of the nose and eyes. I fear for my life and my family.

Written in a different hand.

Long Dark year 3 Strassa 24:

The food shortage has become unbearable. The kaer can not support all the people that we have. The council has decided to exile all of the ill to outside the kaer.

Having read the logs of the food clerk, it is fairly apparent to me that the horror is here already and the hysteria in the Kaer is the results of the tainted food.

Every conceivable location of food has been covered with the fine green mold. I have felt the presence of the horror during my time here in the stores and I fear that I and my kaer are doomed.

Hunger

Attributes

DEX: 7 STR: 8 TOU: 13
 PER: 18 WIL: 15 CHA: 5

Characteristics

Initiative: (7) d12

Karma: 20 + 5 per circle **Karma Step:** (10) 2d8

Actions: 5 + 1 per circle **Physical Defense:** 10

Attacks: 5 **Spell Defense:** 24

Claw attack 2d6 (x2) **Social Defense:** 7

Sucker attack 2d6 (x2) **Physical Armor:** 2

Bite Attack 2d8 **Mystic Armor:** 11

Death: 66 **Recovery Tests:** 6

Unconsciousness: 59 **Move** 6

Wound Threshold: 19 **Legend Award:** Variable

Spells

Threadweaving (9)

Air Blast, Astral Flare, Astral Horror, Catch Spell

Dust To Dust, Foul Vapors, Stench, Wither Away

Horror Powers for 10th Circle

Animate Dead (9) 24

Disease (9) 9

Poison (10) 10

Spell Casting (9) 27

Horror Powers for 11th Circle

Include all Spells & Powers from 10th Circle version

Talent Hypnotize (10) 15

Talent Thought Link (10) 28

Horror Powers for 12th Circle

Include all Spells & Powers from 10th & 11th Circle versions

Damage Shift (11) 26

Talent Aura Armor (10) 25

Using Hunger in Your Game

Hunger is a horror with a truly unique method of eliminating a large population and enjoying the misery it fosters. The physical form of hunger is a chalky green dusty mold. It selects populations that require large stores to survive. Every Kaer that Hunger inhabited died.

Hunger usually sneaks into a storage facility on the stalks of cultivated plant matter. Grains and grasses stored for winter is a special favorite. Once in the storage facility Hunger spreads to the other food stores and to people that are exposed to the food stores.

Runny noses and eyes are the first name-giver responses to the physical form of Hunger. This is rapidly followed by a series of fits

and a rapid decent into madness.

Hunger uses the confusion caused by mass madness to spread even more rapidly and infect all the namegivers in an area. Starvation, fear and madness are swift and lethal on a large scale.

Hunger has duel astral and physical forms The Astral Form is susceptible to astral damage but not to physical damage.

When encountered Hunger will attempt to raise a local corpse. This corpse is then exploded using Dust to Dust followed by a rapid Air Blast to spread its dusty spore into the lungs and mouths of its attackers. If Hunger is successful with this attack then affected characters will suffer from the effects of the Wither Away spell. One method of preventing this demise is to kill Hunger on the Astral Plane.

Hunger uses it's mental capabilities to communicate from astral space with the physical realm. It will use any name giver as a target for damage shift should it receive any damage.

If pressed into combat Hunger will use the spell astral horror to distract the characters while it attempts to escape. The details of the poison of Hunger is left up to the Game-master, as is the details of the disease that Hunger can inflict.

The legend point value of this creature is left up to the Gamemaster. A good rule of thumb is 10th circle medium legend award, 11th circle medium legend award , 12th circle maximum legend award per character.

Hunger is best used as a follower horror. Have Hunger destroy small towns and villages that the players have visited but have not yet returned too. When they do finally return it will provide excellent foreshadowing for a future confrontation with hunger.

EBERHEAM



Dung Spirit Miniature by Dark Forest Miniatures

This entity is the single most insidious horror to grace the pages of the Library of Enlightenment. We have taken great pains to provide the information safely. The prohibitions of removal of these pages from the Orichalcum lined room are for the protection of the city at large.

From the contents of a missive provided by Vidar Denairastas, may he live forever in memory, to the Library of Enlightenment.

It has come to my attention that a horror has been detected attempting to infiltrate our citadel. As is the nature of horror of this scale, it seeks to destroy our fair city from within. Individuals that are under the influence of this horror will cause disruption to the population. This disruption will appear to be in the form of small disagreements that are escalated to the point of internal strife that affect the entire citadel.

As an example I provide the "Free Persons Parliament". This dissident group in the guise of public interest fought the compulsory requirement of every citizen to spend two years in the military service of Iopos. We all know the failure of this concept was that we were hard pressed to defend the Citadel during the last breaching.

Since every single person in the citadel is dependant on every other citizen it is para

-mount that we locate, isolate and destroy any perceived occurrence of this horror.

I have therefore instituted a policy that assist in the defense of this horror. The Holders of Trust. They will be a combined internal and external defense. As of this missive the Military of our great Citadel will commence the training of the Holders of Trust, and each year the best and brightest of our citizens will participate in the selection.

In this way we can be certain this horror, which feeds on the weakest and most susceptible of our citizens, has as little influence as possible. With the Holders of Trust it we will be able to respond at a moments notice.

Our selection process will provide us the opportunity to locate possibly tainted citizens as well as provide for our best defense. It is not to be interpreted that citizens that do not make the Holders of Trust are tainted. Only the best and brightest are going to be able to save us and the trials will need to be difficult.

The Holders of Trust will be trained to notice the influences of this horror in others, even if they are not aware that they are being influenced.

A list of behaviors that are suspect:

- Hatred toward other namegivers in Iopos*
- Incessant questioning of authority*
- Secretive behaviors*
- Failure to assist others during emergencies*
- Willingness to disobey laws*
- Dissidence against the Denairastas Family*

The last must be stated for only one reason. The horror is aware of our attempts to fight it and therefore will do everything in its power to discredit the family that has, for most of the scourge, fought and died to keep Iopos safe.

Eberheam

Attributes

DEX: 15 STR: 17 TOU: 17
 PER: 18 WIL: 21 CHA: 15

Characteristics

Initiative: (15) d12+2d6 **Karma Step:** (14) 2d12
Karma: 40 + 10 per circle **Physical Defense:** 10
Actions: 6 + 2 per circle **Spell Defense:** 24
Attacks: 6 **Social Defense:** 20
 Tentacle 3d12 (x4) **Physical Armor:** 6
 Spew attack 2d8 (x2) **Mystic Armor:** 17
Death: 82 **Recovery Tests:** 6
Unconsciousness: 75 **Move** 10
Wound Threshold: 23 **Legend Award:** Variable

Horror Powers

Horror Mark: Place (12), Thought Worm (13) Horror Thread (15)

Special Rules for use with 13th Circle

Eberheam's Thought worm can be used on any name-giver that has a thread woven to any Pattern Item belonging to the place that Eberheam has Marked.

Eberheam's Horror Thread may be woven to a place as following the same method of thread weaving for an adept. This will displace the lowest ranked Thread already woven to the place.

Horror Powers for 14th Circle

Include all Abilities from 13th Circle version

Eberheam will inhabit the body of any adept that has a thread woven to a marked place. This possession lasts for a number of rounds equal to the success rank of Eberheam's horror thread woven to the place.

Horror Powers for 15th Circle

Include all Abilities from 13th & 14th Circle version

Eberheam has the False Phoenix ability.

Should adepts that are controlled by Eberheam be slain, Eberheam may raise them from the dead for a number of rounds equal to it's Charisma Rank.

Using Eberheam in Your Game

When using Eberheam in a campaign the first concept that the Game Master must consider is this... Will Eberheam be a real horror or a figment of the imagination.

I have used it as the excuse the Denairastan clan has created to justify the existence of the Holders of Trust. It works very well in this aspect as it allows the city to be unified in a very real and understanding way. The people of Iopos believe that there is some overwhelming horror to fight against and happily participate in the selection process

for The Holders of Trust.

If, in your game, you would like Eberheam to be a very real and malevolent entity that the characters will eventually face off against, I suggest the following.

Use Eberheam's Horror Mark: Place ability to mark the pattern of a town that is very important to the players. When the effects of the horror are felt early in the campaign make it appear to be the rumblings of dissident factions that appear to truly want positive change in the town.

It is best if the dissident faction's proposed changes are reasonable yet unfeasible, such as doing away with slavery in Vivane. It is something the players can get behind and trust in.

Once the faction is of adequate size a schism in the faction should develop to force the population to take sides. Using the Slavery example; all slaves must be set free and reimbursed for the years spent as a slave. In no time at all the people of a town will be clawing at each other just to prove that the choice they are backing is the correct one.

Eberheam hangs out in astral space absorbing all the power generated from the hatred and inhumanity that people are willingly putting forth in the pursuit of their good cause.

Astral Space is where Eberheam exists and is the only location that it may be interacted with directly. Eberheam can not be defeated in the classic sense of being slain. If it's astral form is slain it's essence will reside in the threads woven to the pattern of the places it has influence. It will regain it's astral form slowly over a number of years equal to it's perception rank.

The legend point value of this creature is left up to the Gamemaster. A good rule of thumb is 13th circle medium legend award, 14th circle medium legend award, 15th circle maximum legend award per character.

THE LEGEND OF GAHBORE HAMMERTHUMB

Gahbore Hammerthumb the legendary Weaponsmith began as many do, as restless disinterested young name-giver. He was born in Throal during the celebrations of the reopening. His family line were simple lichen farmers during the scourge. Gahbore was just one of many of the “Children of Hope”.

His childhood was filled with the normal dreams of escaping his parents and carousing with his friends. Once at the tender age of fourteen summers Gahbore was caught sneaking into an establishment dedicated to dancers of an exotic nature. During his escape from the watch guards that were posted at the door, he hid in a smithy.

While he was hiding a customer entered the smithy, and finding nobody about, attempted to steal the contents of the cash box under the front counter. Gahbore grabbed the closest item to him, a Black Iron Hammer, and tried to stop the “would be” thief. He chased the thief out of the smithy and down the avenue waving the hammer and yelling for the guards.

When the guards did respond and arrest the thief it was determined that the thief was instead the son of the smith. Gahbore was arrested for trespassing and causing a public disturbance.

The smith attended Gahbore’s hearing. At

the hearing the smith determined that his son was stealing from his business and that Gahbore had in actuality saved the smith from loosing a day’s wages. As the judge was about to pass sentence the smith asked for clemency for Gahbore. The judge granted it and Gahbore became the smiths assistant for the duration of his of his sentence.

Gahbore found that he enjoyed working the forge. He learned the basics of creating arms and armor as well as tools for use in more mundane tasks. To him the smithy and forge were as much a home, as a place to contemplate the world.

At the age of sixteen Gahbore requested permission from his family to officially apprentice as a Weaponsmith. His father and mother were quite proud that their son could be considered for such an honor. None of their family line had ever shown even the slightest capability with any of the disciplines previously.

Gahbore’s test to become an apprentice was to design and forge the tools he would use in his trade.

During creation of the tools he kept returning to the Black Iron Hammer to form and shape the raw metal and the forged steal. When he had created his tools he presented them to his master. The master asked him why there was no hammer in his tools and Gahbores response was. “This is the single most useful tool ever created, it feels as though it is the first tool ever created.”



ROLE-PLAY -VS- ROLL-PLAY

I have found that two very distinct ideas prevail in Role-playing game design and in their actual play. The styles as I see them:

- **Role-play:** Character driven, possible in character interaction, stats are there to support the concepts of the game.
- **Roll-play:** Stat driven, limited in character interaction, stats are there as a means to the next level. The idea that the bigger the bonus the more fun the game.

Let us discuss the Role-play first. It has often been called the “Talky Talky” part of the game. Here we have character interaction on a scale that is very involved. Players identify with their characters. Situations that the character will face are treated with gravity by the player.

In the Role-play game the character’s story is the primary motivator. Adventures are built around finding information, people, or discovery of something unknown in the story line. Players often find themselves interested in the details of the surroundings or the setting. They plot and plan in a manner that allows them to change the setting.

In the Roll-play game the character interaction is kept to a minimum. Not so much of the “Talky Talky” though there might be some cursory conversation. Players identify more with what their characters are carrying or their character class progression.

Game stats are the main motivator in the roll-play game. Adventures are built around finding items or abilities to make the characters more powerful. Class progression is a large part of the reason to play a given class. In this style of play the concept of the “heal bot” and “meat shield” concepts were born.

I find that players are just as polarized in their playing styles. If you have a group that consists of both types of players almost any game can become skewed to one extreme or the other. Here are a few concepts I have found useful.



Keep an even level of the Role -vs- Roll in your game. Combat by its nature is Roll and story is Role. Balancing the two can be a bit tricky. Pick a game with a streamlined combat system one that can be resolved in no more than 20 minutes for a single fight. This may require you as the Game Master to have a very firm understanding of the combat rules for your game.

Provide each player with an opportunity to interact with NPCs. Even people that do not like the “acting” part of the game want to participate, so allow them to be blunt and out of character while still allowing them to help move the story along.

Avoid rewarding one behavior over the other. Not all players are actors or even enjoy the character interactions. So if one player is rewarded for role-play, then make certain the other is rewarded for their “roll” play. This prevents hard feelings in the gaming group.

IOPOS

THE JEWEL OF WESTERN BARSVAIVE

Throal is viewed in the current Earthdawn canon as the “good”, Iopos as the “bad”, and Thera as the “ugly”. I aim to provide a very different perspective, both Thera and Throal are the “mis-guided” and Iopos is the path to enlightenment.

Iopos is a city that has tremendous possibility for internal and external intrigue. The population is in lock step with their leadership. Rarely will the Iopans question the motives or actions of their leaders believing, as they do, that they are doing what is good for everybody.

My view of Iopos is as a city with a thick white wash of purity and an internal structure of deceit and corruption. It is a city of contrasting external beauty and internal danger. The populace lives in the quiet support of their city. The few dissidents in the city are viewed as a real danger to the populace.

FAITH IN THE PASSIONS

"If you feel it, how can it be wrong?"

- Wilam Head Archivist of Passion Studies, the Library of Enlightenment

My name is Wilam I am the Head Archivist of the passions here at the Library of Enlightenment. This sheaf of papers is to be my contribution to the Tableau Infractus. Uhl has requested a rebuttal of sorts to The Dwarf Kingdom of Throal's constant disparaging of our fair city. Throal has in recent memory issued a number of publications that have failed to portray the people of Iopos in a correct light. I offer up our view of the passions as my first attempt to provide some light where shadows have been cast.

If a name-giver feels, that is a gift. Many of the name-givers that have arrived in Iopos since the end of the scourge have lost this understanding. The years underground have driven most of their feelings deep inside them. They only allow them selves to feel on particular holidays or at specific events. We of Iopos feel every day. We know that to deny our selves this gift leads down a very dark path.

Like every Kaer and Citadel during the scourge, we learned hard lessons. We spent time fighting with each other and against the horrors that would break through our citadel's defenses. We subjugated segments of our population in the belief that they were tainted strictly because of the blood in their veins.

We of Iopos have learned to live in relative harmony with our neighbors. Every citizen understands the need of vigilance against horrors, even now.

Dissenting opinions often claim that Iopos is a restrictive society, that our citizens are forced to live in fear. I suggest that it is possible for name-givers to live in peace and harmony when the laws are clear and all needs are satisfied. Criminals are dealt with harshly. This is because breaking the law in a citadel surrounded by the scourge is life threatening to all, that will never change.

Fall of the Three

The single event that brought our whole culture together was the abandonment of sanity by three of our passions. Our temples built to these passions suffered horrible transfiguration in a matter of minutes. The statues dedicated to them and the buildings themselves became twisted and warped in appearance and function.

Vidar Denairastas recognized what had happened before the disaster could bring the population to grief. It was his inspiring leadership and vast understanding that allowed Iopos to survive the "Fall of the Three".

By his orders the temples were demolished and the questors located. The questors were confined for the safety of the citadel. It was not their fault that the dementation of their passions led them down the wrong paths.

The order was then given that the temples be rebuilt in the image of the old, and renamed with volunteer blood magic. These temples have not been occupied by questors since this time. These temples still have the poems and prayers to the passions as they were before the scourge. Our belief is that when all of Barsaive returns to the original meaning of these passions the passions will return to themselves.

To this end Fallen Three are only referred to by their true names. Some dissident factions claim we have named them the Fallen Three and therefore they will never return. Voicing this concept is a danger to all name-givers and therefore against the law in Iopos.

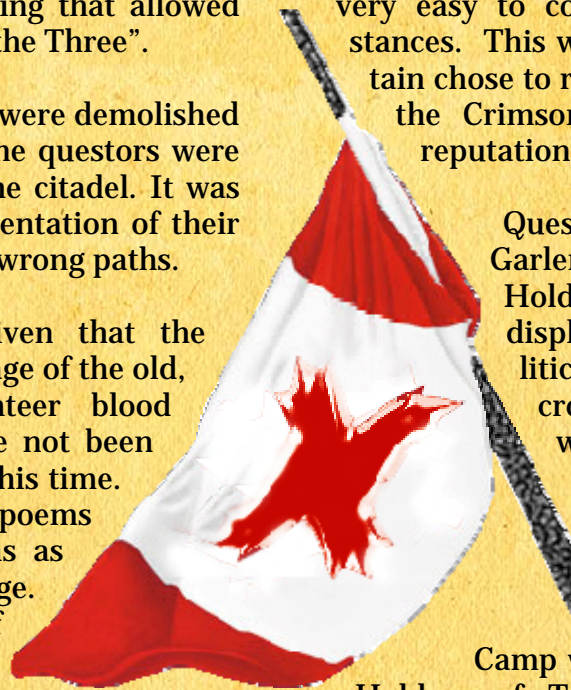
Crimson Cross

When the world was declared livable again we Iopans began to explore outside the safety of our citadel. What we found was a ravaged and wounded world. Whenever a kaer was

found its occupants were most often in serious need of assistance.

In an effort to provide assistance for those in need, Uhl Denairastas called for the creation of a humanitarian effort designed to provide assistance where and when it was needed.

The name Crimson Cross and the banner were the idea of a Captain of the Holder's of Trust. He said that blood is the most common dye available on a battle field or in a disastrous situation. The banner is therefore very easy to construct under any circumstances. This wise and compassionate Captain chose to remain anonymous and allow the Crimson Cross to create its own reputation.



Questors of Astendar, Floranuus, Garlen, and Jaspree work with the Holders of Trust to help those displaced by the Scourge or political strife. Their Banner is a cross painted in blood on a white field. The banner has become a symbol of hope and safety to the less fortunate.

A typical Crimson Cross Camp will have defenders from the Holders of Trust, and questor healers. Disciples of the questors provide food and succor for those in need. It is the policy of the camps to provide help to any and all that come without threats or armament.

In the decades of the Crimson Cross' existence thousands have been helped. Often times the Cross will travel to a known unfriendly territory to help people that view Iopos as a threat. It is not uncommon for the commander of a contingent of Holders of Trust to disapprove of the Cross' mission. However no Holders of Trust commander will interfere with the mission of the Crimson Cross, as their orders come directly from Uhl Denairastas.