

EARTH DAWN



Tableau Infractus #2

TABLEAU INFRACTUS

Be prepared to be impressed.

•**Elementalist Lapiuswing, just before critically failing his first Fire Heal**•

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Tableau Infractus
An Earthdawn Fanzine

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In the subject line please include one of the following:

- Complaint:** if you dislike something
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This is a work by a fan for fans.

In short please don't litigate against me.

Volume #1 Issue #2 Earthdawn Tableau Infractus

AUTHOR'S CORNER

A **Wow**, I had no idea that the First the first issue of my fanzine would have such a positive response. As of this publication it has been downloaded a couple hundred times. I find that to be nearly unbelievable. So thanks for reading and responding. I have paraphrased the comments for brevity.

On to the feedback.

q) Why Tableau Infractus? It's a bit of a mouthful and doesn't roll off the tongue very well.

a) I wanted a different feel for this fanzine. Most publications for Earthdawn are rather "Throal centric". I did not want mine to be so. The Tableau is "a vivid description" and Infractus is "Broken or humble in tone". I felt it sounded exactly right, a vivid description in a broken manner. Of course because the name is in Latin the idea of "humble tone" is a bit of an oxymoron. (Wow, gotta have as many 10 cent words in the statement as possible.)

q) You should ask permission before you use images made by other people.

a) Very true. Though, as has been pointed out by others, what I do is well within the fair use laws. Historically fanzines have always used what ever resources were available in an effort to promote their particular fanaticism. I do include contact information in my publication for anyone that may want to contact me for any reason.

q) Why don't you use your own illustrations?

a) Are you kidding? I couldn't draw a stick figure waving a stick sword at a stick dragon much less reproduce some thing that has inspired me.

q) Why not just submit your stuff to the Book of Tomorrow?

a) I don't want this to come across the wrong way. The Book of Tomorrow is a wonderful idea; I have all of them and have read them. But, when it comes down to it, I want to get my stuff out for people to read and provide feedback. The publication queue for the Book of Tomorrow is far too long from submission to publication.

q) I don't like that you make Iopos out to be "enlightened" when they have assassinated King Valulus III. That's a cowardly act, not an enlightened thing to do.

a) In the Art of War assassination is a very reliable and preferred method for preventing the unnecessary deaths of your own people and the people of your enemy. It was a brilliant strategic move by Iopos' Denairastas clan. It is unfortunate that it appears to have been revealed but that can, and will, be used to their advantage.

q) What is your publication schedule? I don't want to get into it only to have to wait 6 months to a year between issues.

a) It truly depends on the amount of time I have. I am shooting for a quarterly publication. Although, due to the economy in my state the opportunities for employment are few and far between, so it might be once a month. I know it's not a good answer but it is the best answer I can provide.

q) Your magazine is a little thin, will you take submissions?

a) At this time I am not taking submissions for publication. Should you have submissions, I suggest you go to www.edpt.org. The Book Of Tomorrow is always looking for submissions.

LEGENDARY MUNDANE TOOLS

Magic fills the world. Stone Ships fly in the skies and Death is trapped beneath the Death's Sea. Barsaive and all the other civilizations pivot on the fulcrum of magic. What happened before magic became so dominating? Simple, name-givers developed tools that have proven to be so useful that they have changed very little over time. We have dedicated a special section. Here in the Library of Enlightenment we have on display proof that name-givers have not always depended so heavily on magic.

MULTI-UTENSIL

The multi-utensil is an extraordinary tool created in antiquity, that finds its use as prevalent today as ever. Displayed here is a standard Holders of Trust field issue meal and general use multi-utensil.

This particular item was proudly donated by Rumac of Iopos. He tells us that he has used it to eat his rations on the field of battle. He also mentioned a more unorthodox use, it was used as a lynch pin in a wagon that was delivering aid to a small desperate kaer east of Iopos.

This particular multi-utensil is made from sterling silver. It consists of a large scoop, fork, a tooth pick and a leather punch. The design is such that it can collapse into its handle to allow for ease of storage.

Multi-utensils have been in use by many different craftsmen in the citadel for centuries. Leather Toolers use them to minimize the amount of equipment that they must cart from customer to customer for repairs. Artists and architects use a version of the multi-utensil to carry a variety of measurement scales and drawing mediums.

Iopan smiths are renowned for creating the most intricate and diverse multi-utensils. Here in Iopos can be found versions for professions ranging from city official, incorporating the official's seal, to a general use

utensil used by the airship dock hands.

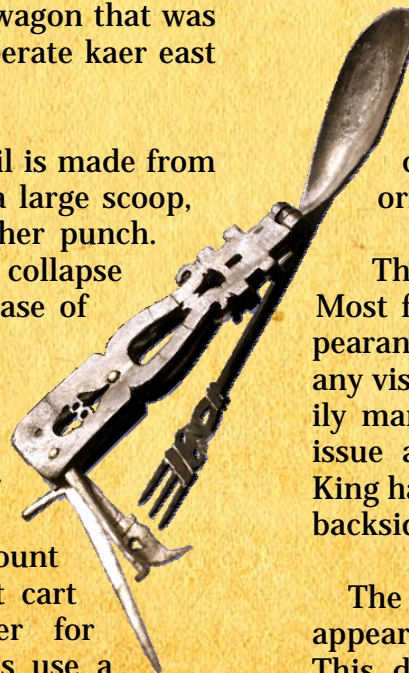
Even our beloved Denairastas have a family version. It is used every year to cut the ribbon to signify the beginning of The Selection. Other notable family lines have their crest either molded or etched into the casing. Many Iopan family leaders will their multi-utensil to their selected heirs.

Various other cities in Barsaive have their own style of multi-utensil. Workmanship, esthetic design and even the types of the component utensils help to identify an origin city.

Throal produces a sturdy multi-utensil. Most from this city are rather bland in appearance. These utensils are usually lacking any visually appealing characteristics or family markings. Those that the Throalic army issue are the exception to this rule. Each King has their stylized image engraved on the backside of the scoop.

The Theran military issue multi-utensil appears to be designed to lock when opened. This design feature adds weight and bulk while reducing the number of utensils.

Even the elves of the Blood Wood have their own style of multi-utensil. Carved from an extremely hard wood, inlaid with tortoise shell and decorated with a nature motif, Blood Wood multi-utensils are as much a form of art as a utensil for performing a task.



Multi-utensil

Attributes for Multi-utensils of various types				
Item	EDN	Cost	Weight	Availability
Merchant	*	10	8 ounces	everyday
Tradesman	*	50	1	Average
Holder of Trust	*	*	1	Average *
Eye of Throal	*	*	1.25	Unusual *
Blood Warder	*	*	8 ounces	Rare *
Theran				
Legionnaire	*	*	1.5	Average *

Characteristics for Merchant Multi-utensils	
Main Utensil	Extra Utensil
Small knife	Small 2 pronged fork
Small knife	Small Writing quill
Small knife	Finger nail file

Characteristics for Tradesman Multi-utensils	
Architect / Artist Utensil	Extra Utensils
Drawing lead	Chalk or Coal Small Writing quill Small length scale
Leather Tooler Utensil	Extra Utensils
Leather Awl	Stipler Fid 1 Prong Thonging Awl

Characteristics for Military Multi-utensils	
Main Utensils	Extra Utensils
Spoon / Scoop	Metal pick / punch
Fork	Tooth pick
Short Knife	Razor

Using Multi-utensils in Your Game

Multi-utensils are mostly for NPCs. It provides players with a sense that the NPC is a vital person in the game world. They can be used as a subtle show of affluence or as a common tool among military.

The average person most likely would not have a multi-utensil unless it was scavenged off a battle field. Having one show up in your game should raise flags for the players.

The attributes I listed for the multi-utensil have a number of asterisks. These represent information that is vital for the game master to determine. The information given is assuming that the multi-utensil is found in its native location if it is military, or in the mar-

ket if it is a Merchant or Tradesman type. The tradesman types presented are just an example of what you might consider should you design your own for your game.

The multi-utensil is not an adequate replacement for any weapon. A dagger is much more effective at keeping a dragon at bay than a multi-utensil knife.

The multi-utensil is compact, has exactly what you would need to be able to perform the task at hand. They should never be allowed to become a catch all solution to all mundane problems.

Enchantment Difficulty Numbers (EDN) have not been assigned. Enchanting a multi-utensil is a strong desire for most players that receive one. I have discouraged this in my campaign. These are tools used by mostly non-adepts to make non-magical activities easier or more convenient, so consider playing up the mundane-ness of the tool. Few adepts would consider enchanting the wheel of a cart so it should feel that same when considering enchanting a multi-utensil.

The merchant multi-utensil is based on the flint and steal; itself a very simple multi-utensil, from the players handbook: 3rd edition. They are made from lower quality materials; copper, soft wood and the like.

The military versions are valued pieces of military equipment. As such they are well cared for and treated with the respect due military equipment. Soldiers form attachments to their equipment and the multi-utensil is no exception. Soldiers from opposing militaries often loot fallen enemies for their multi-utensil to save as a trophy.

High ranking families treat their heirloom multi-tinsels as a valued part of their family culture. Thus if one is stolen efforts will be made to return it to the family. Likewise if one is found and identified the family in question might be willing to reward the individual returning it.

HAND FAN

The idea that grace and beauty go hand in hand is one held near and dear to the hearts of civilized folk, without regard to their cultural affiliation. The hand fan is both graceful and beautiful.

Our Iopan hand fans are decorated with heroic acts of the Denairastas or of our brave Holders of Trust. These fans are the medium used to illustrate our stories and legends. Iopan Troubadours trained in the Fan Dance are a wonder of beauty and grace.

The hand fan design is as diverse as the name-givers who create them. Their uses are almost as varied and as their appearance.

For example it is said that in Thera the fan is used to not only keep one cool, but to hide ones true intentions. Thera's forum is a sea of fans with name-givers swirling through them.

Theran fan leaves range from papyrus to silk and their frames are from finely wrought silver and gold.

In Throal fans are used to swat at the flies attracted by their chamber pots. The fan is also used to waft the odors of the city away from the face in an effort to provide fresher air under the mountain.

Throalic fans are simple sturdy affairs with

a wooden frame and a woolen leaves. Because they are of such sturdy design, Throalic fans can be found in almost any roadside tavern or inn.

Queen Alachia of the Blood Wood is never found without a fan in her hand. She maintains a different fan for every day of the year.

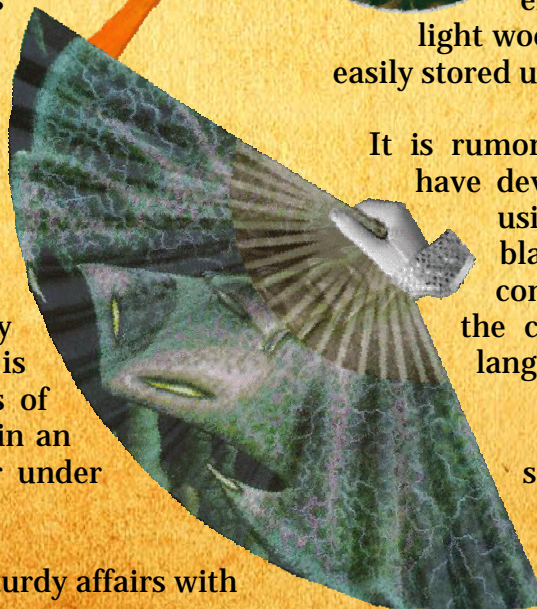
Fans of Blood Elf design often take years to complete. First the frame is grown in to the shape of the fan. Next spiders are encouraged to create the fan's fabric. Only after many years and many layers of spider-silk will the raw fan be ready for the design. Blood Elf motifs are of the forest and the Blood Elf court.

There are fans from Cathay that appear to be actual weapons as well as implements of beauty and grace.

Cathay fans are created using many versatile materials. Finely carved ivory provides a flexible and efficient fan for cooling. Their light wooden ribs with a paper leaf, are easily stored until needed.

It is rumored that in Marac the people have developed an extensive language using hand fans. Apparently the blade color, size, and shape are combined with movements are the components of this fan based language.

Perhaps one day, a fan speaker of Marac will visit the Library of Enlightenment.



Hand Fan

Attributes for Hand Fans of various types				
Item	EDN	Cost	Weight	Availability
Common Fan	*	5	8 oz	everyday
Merchant Fan	*	25	5 oz	Average
Nobel Fan	*	100	8 oz	Unusual*
Royal Fan	*	500	10 oz	Rare*
Warder's Fan	*	1000	5 oz	Rare*
Iron Fan	*	*	2	Ultra Rare*

Common, Merchant & Noble Fan details	
Culture	Fan construction & decoration
lopos	Wood frame, paper / silk, heroic imagery, Family crest or official seal.
Throal	Wood frame, paper, geometric imagery Family crest or official seal.
Thera	Fine metal ribs, rice paper / silk , family designs, heroic imagery, or official seal.
All of these fans are also found in solid colors.	

Royal Fan details	
Culture	Fan construction & decoration
lopos	Fine metal frame or ribs, silk or exotic fabrics, blossoms and avian imagery,
Throal	Fine Wood frame, paper / silk / exotic fabrics, blue skies, clouds, green plants
Thera	Bone / Ivory ribs, silk or exotic fabrics, arcane designs or political affiliation. Often made entirely of finely carved bone or ivory.
All of these fans are considered national treasures.	

Blood Warder Fan details	
Culture	Fan construction & decoration
Pre-scourge	Delicate rare wood ribs, silk or element impregnated silk, images of the Wurm Wood and natural beauty.
Post Scourge	Delicate bone ribs, death moth-silk or spider-silk or Elven hair, images of Blood Wood and the natural world.

Iron Fan Weapon Details			
Damage Step	Strength Min	Dexterity Min	Size
3	4	9	2
Made of thin yet sturdy, polished Iron. Each leaf interlinks with the two on either side to form a collapsing small shield, the top edges of the fan are sharpened to allow a sweeping cut attack. May also be used as a basic club if all leaves are closed. Use the stats in the Player's Guide 3 rd edition. The Iron Fan is a melee weapon and requires the melee weapons skill or talent to use. The difficulty of using the fan requires a minimum dexterity and strength.			

Fanspeak - Skill	
Step: Rank + Charisma	Default: No
Action: Yes	Strain: No

Fanspeak allows the player to interpret the subtle signals performed by another character with the Fanspeak skill. These subtleties are impossible to be determined without the skill. Fanspeak will allow two characters to speak in a code and convey information to each other. Cues in Fanspeak can be, but are not limited to; the type of fan, color, position, wave speed and the orientation of the fan.

Using Hand Fans in Your Game

Fans are a very common item to see. The average person wandering a market district can find simple and inexpensive hand fans in every city in Barsaive. The more exotic the materials of the fan the more likely it will be very expensive or belong to a wealthy family or be stolen.

Players that wish to learn to practice the subtle skill of Fanspeak must find a willing teacher. Because Fanspeak is a private language practitioners of the skill will often deny its existence.

The practice of using a fan to disguise a person's motivation is very easy to incorporate into an adventure. By describing the character's eyes and the behavior of the fan players can be distracted from, or led to, important plot points in the story.

Consider also the possibility that the fan itself may be enchanted or even be a thread item. I have left the Enchantment Difficulty Number up to you to decide.

The attributes I listed for the hand fan have a number of asterisks. These represent information that is vital for the game master to determine. The information given is assuming that the hand fan is found in its native location. The types presented are just an example of what you might consider should you design hand fans for your game.

WHISTLE

Where would the military be without the whistle? Falcon trainers, hunting troupes, and live stock herders they all have something in common here in Iopos. The whistle.

The origin of the whistle still eludes us here at the Library of Enlightenment. We have samples ranging from hollowed out sections of bird bone to cast copper whistles. It seems that the creation of the whistle is a skill common to all cultures. Be it a hand held whistle, or a teapot plug with a hole in it, the whistle is a very versatile tool.

Our Holders of Trust use them to train the initiates when to practice their particular skills. Some street merchants use them to draw attention to their stalls. So this generally tiny device has many uses in our modern society of magic.

Large troop movements can be orchestrated quickly and easily with a whistle. This has been verified by multiple viewings of the Theran troop drills at the Triumph Fortress. Their cavalry can hear the whistle far from the field to know when to advance and archers can keep a steady rhythm with a good whistler.

Thera has the most advanced whistle warning system ever reported to the library. Apparently the island has towers that stretch in to the sky with large fluted protuberances that project from the sides. These whistles boom a low rumbling warning to the population when a particularly strong storm is approaching. This system was built into the design of the city before the scourge and before Thera became the world power that it is today.

It has been suggested that the small hand whistle is the precursor to the blown musical instruments that we know and love. Even the flute can be viewed as a whistle with a series of holes and the battle horn is a whistle of

great size and volume.

Because of the whistles versatility of use some name-givers have hypothesized that it was invented by the humans. No actual evidence to that hypothesis has been found, yet. Uhl Denairastas has offered a reward to the person that can find proof of the origins of the first whistle. He says that "The people that created the first whistle understood the value of life." It is believed that this means the people that created the first whistle used it as an alarm to maintain safety of the group.

There is little doubt that the whistle has many uses and that many peoples use it. It is perhaps put to its best use in the hands of a child. Many children find whistles to be en-

trancing and entertaining. They will play with a simple whistle for hours.



Here in Iopos a visitor will be greeted with a most amazing sound. Three times everyday the Pigeon Whistling Corps are released.

Each flock consisting of one hundred pigeons with a tail mounted whistle, flies about the city. Their music helps the populace keep track of the time of day as well as the choice of whistle denotes the day of the week.

These flocks are trained here in Iopos to fly the circumference of the city to bring the music of life to the people. It was during the Scourge, when the great horrors had attempted to break into the citadel, that the Pigeon Whistling Corps was founded. This effort to raise the spirits of the people worked very well. The music is played every day so that we will never forget that hope can be found even in the darkest of times.

where former members of the military have joined the resistance against Thera's rule.

Whistle

Attributes for Whistles of various types				
Item	EDN	Cost	Weight	Availability
Bone Whistle	*	10	4 oz	Unusual
Wood Whistle	*	25c	4 oz	Average
Silver Whistle	*	50	6 oz	Unusual*
Pigeon Whistle	*	500	8 oz	Rare*
Hunter Whistle	*	25	6 oz	Unusual*

Attributes for Bone Whistles				
Item	EDN	Cost	Weight	Availability
Name-giver Bone	*	100	6 oz	Unusual
Horror Common	*	5000	2	Rare*
Animal bone Exotic	*	10	4 oz	Average
Animal bone Elemental	*	5000	8 oz	Rare*
Bone	*	9999	5	Ultra Rare*

Using Whistles in Your Game

Whistles are a common occurrence in the cities of Barsaive and the other provinces of Thera. Most villages will also have some form of whistle available, though most likely in a small village it will be a child's toy.

Whistles are very useful to adventuring parties. The night guard is far more effective if they are armed with a whistle. Unpleasant situations can be minimized with the judicious use of a whistle. Most whistles are small enough to hang on a thong about the neck allowing for easy access in times of emergency.

All city guard squads are armed with a whistle to call for help. Triads of Holders of Trust in Iopos carry a whistle on at least one if not all members.

In Throal the high pitch and tendency to echo off the stone has made the whistle a guard's only tool. Anybody caught using a whistle in Throal for any reason other than to attract the cities guard, is subject to a fine. Repeat offenders are subject to exile from Throal for a year and a day.

The Theran military uses the whistles for large troop training and field exercises. They have had to put a stop to its use in Marac

Cathay and Barsaive view whistles in different perspectives. The predominant uses of the whistle in Barsaive are protection, military or business. In Cathay they are beauty of the sound, as a magical component to spells and as children's toys.

Boatmen also use the whistle to communicate to each other about time and issues relating to shipping. More than one boat has been saved buy a whistle blown to notify the crew to turn because of an obstruction in the river under the water.

The elves of the Blood Wood are not fond of whistles. The music from the whistles puts them on edge. No whistles will be found within the woods borders if the Blood Warders can prevent it. Queen Alachia has secretly visited the city of Iopos since the slaying of Throal's former king. During that visit she commented on the beautiful music of the Pigeon Whistling Corps.

When enchanting a whistle consider the components that make up the whistle. If it is a horror bone whistle remember that it is a horror's bone, and that there will be some negative affects from its use to go with any positive affects. The bone of an elemental is a very concentrated form of that element. Any other being of that elemental plane will not react positively to the holder of that whistle. Name-giver bones are acceptable in all but the largest of cities in Barsaive, though they are frowned upon in Thera, and in Cathay.

The attributes I listed for the whistles have a number of asterisks. These represent information that is vital for the game master to determine. The Rare and Ultra Rare whistles are notable because of their weight and sound. The types presented are just an example of what you might consider should you design whistles for your game.

BONES

Name-givers have developed many methods of decision making over the centuries. One idea is that the passions rule an individual's life, and to an extent they do. Another is that all name-givers are interconnected. That through the perception of this interconnectedness a person can influence events in the world. Still there is one decision making method that is common to every culture in the in Barsaive, the Theran provinces and possibly the world. This is tossing the bones.

"Rolling the Bones" is a common saying, the languages may differ but the meaning is the same. "Let the bones decide." The bones are common to all cultures. They are primarily carved from bone, thus the name, ranging from common animal knuckles to troll ivory. More exotic materials are also used to create bones; though some are not bone material at all.

Bones are used for several activities. Here in Iopos, the bones are used in games to determine the outcome of a given situation. Players determine the stakes, make their claims as to what the bones will say and then roll the bones. In this game the winner generally takes the stakes.

The number of sides to any particular bone is determined only by the individual carving it. There are few "standards" for bones. The only consistent trait that all "legitimate" bones have is that they are not designed to provide a single side more than any other.

The symbols carved on the bone often portray the use of the bone. Accountants have numerals while Holders of Trust have a series of martial symbols. Some street side scryers have symbols for the passions while others claim that a more mysterious power

guides their bones. These bones have symbols generally from the alchemist schools of thought.

Bones are not just for foretelling events, or playing games. Cathay has built an entire philosophy around the out come of a series of rolls of the bones. They claim that the bones pass through the pattern of the thrower and that the thrower alters the result. It is then up to the thrower to decipher the meaning of the bones and act accordingly.

Random chance is generally left to the nature of the world, where as the bones give a name-giver a say in events that are transpiring. To keep random chance at a minimum owners of bones tend to keep them in a safe place. Separated from what can be perceived by the owner as "corrupting influences". Touching the bones of another with out being invited to do so has been grounds for more than one tavern room brawl.

Every military in Barsaive and the Theran provinces maintains bones. Sometimes it is the commanders, other times it's the troops.

Perception that the bones provide input from the unseen forces prompts this. These bones are rolled before a battle. It is believed that they influence the out come of the events.

Even during negotiations between Iopos and our troll moot neighbors the bones were rolled. This was done to show that Iopos was indeed on the side of the troll moots and not just out to subjugate the moots. The bones were the deciding factor in these negotiations.



Bones

Attributes for Bones of various sizes				
Item	EDN	Cost	Weight	Availability
4 Bone	*	10 c	1 oz	Common
6 Bone	*	50c	1 oz	Average
12 Bone	*	5	1 oz	Unusual*
18 Bone	*	50	2 oz	Rare*
32 Bone	*	100	2 oz	Ultra Rare*

Attributes for Bone Types		
Item	Cost Multiplier	Availability
Troll Ivory	X 250	Unusual
Ork Ivory	X 100	Unusual
Common Animal bone	X 1	Common
Exotic Animal Ivory	X 500	Rare*
Horror bone	X 1,000	Rare*
Elemental Bone	X 10,000	Ultra Rare*

Bone Gambling - Skill	
Step: Rank + Charisma	Default: Yes
Action: Yes	Strain: No

Bone Gambling allows the player to participate in bone throwing contests. The skill is not required to participate and throw. However, the higher the skill the more likely the player will win.

Bone Reading - Skill	
Step: Rank + Perception	Default: No
Action: Yes	Strain: No

Bone Reading allows the player to interpret the results of a throw of the bones. These interpretations can be used as a bluff test or as an artisan skill test. The higher the skill the more likely the result will have a small obscure prophetic result. These rolls are only possible on an excellent result if the player is a journeyman in the skill.

Using Bones in Your Game

Trolls respond very poorly to troll ivory bones. Individuals using them that are not of troll blood are open game to any troll that observes these bones. The same can be said for orks.

Bones are played in every city and town. The rules for each culture are different and

even the same games have different rules.

A character that has carving as an artisan skill can make a fair amount of money carving bones and selling them. Weaponsmiths can forge metal bones. These are still non-magical unless intentionally enchanted.

Players caught using enchanted or weighted bones in games will be lynched by the other players. Just the possibility that the bones being used in a game are enchanted is enough for most orks and trolls to start a fight. Every major city in Barsaive and the Theran provinces has laws specifically against weighted or enchanted bones in games. The fines are steep and the punishments are harsh. Nobody likes a cheater.

Enchanted bones may be used in a Bone Reading. The person being read generally expects them to be enchanted.

When enchanting bones the full set must be present for the enchantment to take affect. Likewise the full set must be used to gain any benefit from a set of enchanted bones. Also consider the creature type that was used to create the bones when enchanting. Because pure elements change the nature of the substance into which they are woven, elementally enchanted bones are obvious.

Enchantment Difficulty Numbers have been left with an asterisk. This is for the game master to decide. One of the points to remember is that the bones were once a living entity. If the entity was slain by the name-giver creating the bones tie in some blood magic to the cost of the bones. I have found that alone is generally enough to keep my players honest with the bones. Having bones made of a horror might be cool but they are from a horror...that can't be good.

Last, play up that the bones are a common yet honored item. Bones from exotic animals are sought after in large cities and name-giver bones are more acceptable in the countryside.

LANTERN

The first lantern has been lost to antiquity. Our oldest lantern find is nothing more than two shells one overlaying the other. One filled with animal fat, the other resting on top and wrapped in place with a leather thong. This lantern is on display in the archives here in the Library of Enlightenment.

Much can be learned about the ingenuity of people from the study of lanterns. Some lanterns are simple such as the shell lantern. Others are extravagant affairs mounted on walls and poles through out the cities of Barsaive. All share two things in common. First is that they provide light by burning a fuel. The second is that they are designed with a reservoir to store the fuel.

The hundreds of apiaries here in Iopos provide the beeswax that is used to create candles. These candles are a lucrative commodity. They are used in homes and public buildings. Our street lanterns here are light crystals mounted on iron poles at every road intersection. Here the most popular simple lantern is a small candle housed in a cup for carrying. A polished plate reflects light and heat forward, away from the hand holding the lantern.

A lantern brought to us from Cathay has a very different design and function. It appears to be an animal bladder filled with a very noxious vapor. This vapor is highly volatile. A thin glass tube is used to move the vapors from the bladder to a burning tray. Here the glass tube is wrapped in very thin gauze. The gauze is lit and the vapors burn producing a vibrant light. The entire lantern is housed in a delicately crafted cage.

In Throal the streets are lined with granite lanterns that produce light with light crystals. But evidence suggests that light crystals were not always the light source. Some of the granite lanterns have reservoirs and holes for wicks. This leads to the conclusion that at

one point the Throalic dwarves used either oil or alcohol to light their underground kingdom.



Throalic wall mounted light crystal lantern

Portable lanterns are just as varied though all are designed for producing light and for ease of travel. The hand lanterns are often available in markets through out Barsaive and the Theran provinces. Most hand lanterns use oil and are built to withstand a moderate wind.

The lanterns of the Dinganni are designed in such a manner as to store a single hot coal for several hours. This allows them to pitch a camp at short notice as well as provide a source of fire in emergencies. Some Dinganni clans to claim to have a fire history all the way back to the founding of their tribe.

Theran troops use a portable lantern as well. It is a sturdy mostly iron box with a glass window in front and a polished silver plate in the rear. The sides are removable plates to allow the lantern to use various fuel sources. The lantern is designed to burn oil. It will also burn animal fat or wax by simply changing out one of the sides for the base and reassembling the lantern. This is very useful if your supply lines are interrupted.

Lanterns

Attributes for Hand Lanterns of various types				
Item	EDN	Cost	Weight	Availability
Iopan Cup Lantern	*	10	1	Common
Throalic Mine Lantern	*	15	2	Average
Oil Lantern of Jerris	*	15	2	Common
Vapor Lantern of Cathay	*	50	2	Ultra Rare*
Theran Military Lantern	*	75	2	Unusual*

Attributes for Lantern Materials		
Substance	Cost Multiplier	Availability
Bone	**	**
Wood	X 1	Common
Clay	X 2	Common
Stone	X 5	Unusual
Iron	X 5	Common
Copper	X 2.5	Common
Silver	X 50	Rare*
Gold	X 100	Rare*
Crystal	X 50	Uncommon*

* This is dependant on being acquired in the originating location.

** Refer to the Bones section for cost and availability.

Using Lanterns in Your Game

Iopan Cup Lanterns are relatively cheap and easy to make. They are considered fire hazards by most name-givers. For this reason they are not used in any of the great libraries. Candles are the primary source of light for these lanterns.

Throalic Mine Lanterns are shuttered to allow for slow burning and low light. They burn for a long time but most name givers find them to be uncomfortable to use for reading. Animal fat is used as the standard fuel. These lanterns are made only of stone and metal.

Oil Lanterns of Jerris use distilled olive oil or alcohol as a fuel source. Being of a surprisingly delicate design this type of lantern is used in royal chambers in many cities in Bar-saive. It consists of a wick surrounded by a

glass tube housed in a glass box. The box's frame is generally copper though other metals are used as well.

The Vapor Lantern of Cathay is a rare and relatively unstable device. Due to its nature the vapor is imported from Cathay in the sealed bladder. If the bladder is exposed to open flame while in the lantern it can explode sending lantern fragments flying up to thirty feet. Should a crate of these bladders be exposed to fire the resulting explosion would be detrimental to most wooden structures. The only known examples of these lanterns are in the great libraries of Thera, Throal, and Iopos. It is rumored that the great dragons provided these lanterns.

Theran Military Lanterns are Theran military issued equipment. Each eight person troop is equipped with two lanterns. These lanterns are used to start fires, provide light, and when needed can be thrown in to a large group to cause confusion. Their sturdy design makes them perfect for use in the field.

A character that has carving as an artisan skill can make a hand lantern given adequate time. Weaponsmiths can forge the housings for lanterns. Both of these player created lanterns will need to have a fuel source or house a light crystal.

Many lanterns have been enchanted over the centuries. Enchanted lanterns have become a common tool used by adventures.

Enchantment Difficulty Numbers have been left with an asterisk. This is for the game master to decide. When enchanting a lantern consider requiring the character to hold the lantern to gain the effect. This will make lanterns less of a weapon and more of a flavor item.

Lanterns need fuel. This is the most common lantern type in small villages. Not every village has access to light crystals. Therefore lantern oil, beeswax and animal fat are trade commodities. Villages will want to import them to keep the village lit.

SANDS OF HOME; A LEGEND OF ZAHQUARRY

Being raised a T'skrang among humans, Zahquarry often wondered about her people. The small village that she lived in had been kind enough to take her in when she was found as a young child wondering alone. No other t'skrang had visited there in her life time. True it had only been ten years since that time.

She was fourteen when she left the village. Her adoptive family did not know she was going and she told nobody she was leaving. Over the years of living in the village she had learned the general direction in which she had been found. She decided to go in that direction. After three days travel she could smell the serpent. She had never been to the river but had known that it existed. By the fourth day she reached the banks of the largest body of water she had ever seen.



Zahquarry summoning her first spirit servant

The size of the river amazed her. It was slow moving at the bank. She took off her boots and slid her feet into the sandy shore. The warmth of the sun combined with the sounds of the river to create a feeling of comfort. She located a warm stone slab to stretch out on and relax. She listened to the world. Before she knew it sleep had stolen over her.

She felt pulled into the river. She paddled her feet and hands not realizing that she had never learned how to swim. She swam to the middle of the river to a small island that protruded out of the water. In her dream she could feel the warmth of the stones of the island under her feet.

In the middle of this little island in the river she found a pear shaped hovel. Knowing that this was a dream she was not afraid. No harm could come to her in her dreams. She never hesitated, into the hovel she went.

A sheltered stair way disappeared down in to the darkness below the island. She descended the stair. Down deeper the damp air lost all of its heat. The stone became cold and uninviting. Yet she felt pulled. It was a dream. She went. The darkness became a pulsing thing.

Her feet hit the silty floor and sunk a few inches in to the muck before she felt the solidness of packed sand. The silt stuck to her feet even when she pulled them free. It was a cold, oily silt that she could not scrape off her feet, or she soon found, her hands. The sounds of the river dissipated long before, but she had been concentrating on the decent in to this darkness. Now she noticed that the sounds were gone and she felt a chill run up her spine and tingle the base of her crest.

As she wandered the darkness, feeling her way, hands out stretched, she had a nagging feeling. Something here was familiar. The rooms seemed to be too small. She began to hear faint whispers. Shallow intakes of breath, long disappointed sighs and high giggling whispers all passed her ears. Faint and she was not certain she was not imagining them.

Her foot bumped something in the silt. She bent to touch it. As her finger slipped around the hard, rounded, yet thin shell like object she felt its heft and her memories illuminated the chamber.

Fire light blazed and she saw in the golden light rows upon rows of eggs in the chamber each tended by a t'skrang from her memory. In to this she hears the sounds. The whispers. The gentle cries from the not yet hatched eggs first. Soon the whispers are from the young children. She feels a pressure behind her eyes. The adults begin to whisper, some in fear others in a gibbering. The pressure behind her eyes becomes stronger.

Her chaida approaches her. He opens his mouth and from his lips issue the familiar comforting sounds. The whispers increase and the pressure behind her eyes grows. His hands reach for her.

She very plainly hears. "Welcome home little one. I have missed you so."

She is not certain now that she is dreaming, her apparent confusion brings a smile and a shadow to her chaida's face.

"Your clutch mates have been waiting for you."

She feels his warm hand on her skin. Yet the oily silt seems to spread of its own accord.

"Your foundation has been waiting for you." A gleam sparks in his eye.

Her heart wrenches as the rest of the memories surface.

The afternoon sun shines a warm embracing light on Zahquarry. She can not feel the rays. She can not smell the river. She can see nothing but the memories. The memories that become her driving urge. Home is a place she can only return to when vengeance is to be paid. That is when she can ask forgiveness from those that will need to be laid to rest.

R_{OLE}-PLAY VS. R_{OLL}-PLAY

This issue I look at a troubling trend in current games that reinforces the concept of Role-play vs. Roll-play.

Here is a recap of the two descriptions.

- **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 issue that is currently reinforcing the divide between role-play and roll-play is game accessories. By this I refer to the miniatures, maps, chits, cards and any other ancillary parts that are not absolutely necessary to play the game. These items are to assist in reinforcing the mechanics of the game system or providing an alternative mechanic to the game system.

Game maps and miniatures turn combat into a long drawn out affair. Movement in spaces reduces the fluid game play to board game speed. Players spend large amounts of time trying to determine how to best orientate their miniature to gain the biggest possible advantage. The maps themselves reinforce this behavior by not allowing for multiple characters in the same spot. A single person very rarely takes up a five foot square area. Just to put that in perspective, if one square is equal to 5 feet on all sides. Then that single square is $5' \times 5' = 25$ square feet.

This situation alone leads to arguments of whether or not a target is in range of an attack. It also leads to the argument that two people can not cover a 50' area adequately. In this instance the accessory actually interferes with the game. The role-player must remove them self from the immersion of the adventure to play the board game aspect of the adventure. The roll-player has no issue with this



because it allows for the maximization of opportunity during combat.

Cards used for information about treasure /creatures / critical damage etcetera, are a distraction to role-play. These accessories remove much of the immersion of the adventure. Players spend time distracted by the images on the cards or spend time looking for just the right card to play in any given situation. This can lead to dragging game play while the rest of the players wait for the card wielding player to make up their mind. Roll-players find cards to be an invaluable asset because it allows for a quick reference to rules.

Chits, markers, small glass beads and the like cause role-players to be distracted from their immersion. These little items cause confusion by providing something else for the players to worry about while playing. "Where is my ...?" is a common occurrence when using these types of items. Roll-players find them immensely useful. They provide a simple visual reference for whatever is being tracked. The tactile nature of these items leads to their constantly being manipulated and sometimes used as projectiles.

So with this in mind, when you look at the products on the shelf at your local game store, consider the type of players you have. Accessories can be a boon to a game or a bane depending on the players of your game.

IOPOS

THE JEWEL OF WESTERN BARSAIVE

Trade is the life blood of any society. Here we look Iopos and its relation to the greater province of Barsaive through its trade partners. Iopos has several distinct trade goods and some very unique trade barriers. With the Serpent River source farther north and west than Iopos some trade is possible with societies not included in Barsaive.

THE PULSE OF TRADE IN THE VEINS

"You going to eat that?"

- Popular Iopan phrase for careful that could be useful.

The Trade Houses of Iopos owe allegiance to the Denairastas family, as do all Iopans. It was with their help that the trade houses grew to the powerful economic force that they are today. Each house has a specialty trade good that is manufactured here in Iopos and traded across Barsaive. These goods were pioneered by the Denairastas family during the scourge. This was an effort to prepare for a self sufficient post scourge Iopos. The city could not be the shining jewel that it is with out the tireless efforts of the trading fleet and the merchant houses.

Honey is produced in vast quantities in Iopos for use as food, and as a healing agent. The apiaries of Iopos also produce wax, as well as provide the surrounding villages with the bees needed to help pollinate crops.

The aviaries that house Pigeon Whistling Corps provide much of the fertilizer used to grow food for the rapidly expanding population of Iopos. This fertilizer is also used in the flax fields to help the linen weavers provide linen for use in the city and for trade to other cities.

Perfume is a very lucrative export. In conjunction with the aviaries, apiaries, and the surrounding villages perfume distillation has



become an art form in Iopos. Because of this glass blowing has surged and as of today Iopan perfumes can be found in many markets throughout Barsaive.

Iopos' primary exports are honey, wax, candles, pigeon guano fertilizer, linen and perfume. Each of these products could be manufactured in the enclosed environment of the citadel during the scourge. This allowed large quantities of the product to be available once the citadel was opened.

Military and humanitarian assistance are also exports from Iopos. Allies of the city can expect contingents of the Holders of Trust to come and reinforce their own militaries. The Crimson Cross is used as a trade tool by Iopos to coerce cities and villages to become allies of Iopos.

Each of the following trade partners have a quick over view of the products that are exported to Iopos.

House Ishkarat

This t'skrang house is counted among the closest of Iopos' trade partners and mutual defense allies. They trade Spices, Fruits, fish, and artifacts with Iopos. Information is also a commodity shared with House Ishkarat.

Blood Lore Troll Moot

Blood Lore Trolls are a violent and blood thirsty group. The fact that Iopos has trade negotiations with them at all should provide any potential enemy with pause. This troll moot supplies elemental fire, elemental air, living crystal, and airship construction methods. The Blood Lore are mutual defense allies.

Blood Wood

Trade with the Blood Wood elves is prohibited by the queen publicly, however she secretly allows it. Trade is brisk between the Blood Warders and Iopan representatives. The goods traded are magical knowledge (from both sides), elemental wood, furniture and spider silks. Since the assassination of the Throalic King, the Blood Wood has been very careful to keep these trades secret.

Jerris

The trade from Jerris is in the form of filtered ash from the wastes, iron from their quarries, and indentured servants from their slave markets. Because slavery is against the law in Iopos these individuals sign a contract to be indentured servants to the state.

After one year of service they are released with a payment of 100 silver as a salary for time worked. They are also provided the option to become Iopan citizens. Many agree. A large portion of these former indentured servants populate the smaller villages surrounding Iopos.

Travar

Silver and gold in the form of coin are the primary goods received from Travar. This city has a large demand for the guano and perfumes produced by Iopos. Their population depends largely on farming and the fertilizers procured from Iopos help subsidize their food growth. Travar has not declared an allegiance to Throal or to Iopos and treat both cities as trade partners but not mutual defense allies.

Kratas

Because of Garlthik's distrust of Iopos and the outright hunting of Iopan citizens in the city trade is performed with Vistrosh's associates outside the city. This trade is in the form of information, artifacts, and indentured servants from Vistrosh's slaving operations. These servants are treated exactly the same as those from Jerris.

Urupa

Being the city on the Aras Sea, Urupa is one of the primary sources of goods from outside Barsaive. Representatives from many of the Theran provinces can be found here. This city is the key to maintaining trade relations with those provinces. Members of the Holders of Trust and the Crimson Cross can be found among trade caravans destined for other provinces.

IOPOS AS A TRADE LEADER

Trade is the backbone of a functioning united province. By providing goods and services Iopos has allowed villages and cities across Barsaive to grow and prosper with out requiring the purchaser to adhere to anything more than a simple trade compact.

Equitable trade is also the most effective form of communication to counter the propaganda that has been released by Throal about Iopos. By the use of this propaganda, Throal has attempted to tarnish the image of Iopos. False accusations and wild conjecture is easily defeated when the accused is delivering the products that are needed for daily life.

Uhl Denairastas maintains a very strict no trade policy between Iopos and Thera, though trade partners are free to do business with whomever they see fit.

The Trade Houses, the Air fleet and the largest cities in Barsaive as trade partners position Iopos a single source of security and market leadership in Barsaive.