

EARTH O DAWN

Logar's Diary



Book 1: Jostros

Tableau Infractus #3

TABLEAU INFRACTUS

I know an individual that could be persuaded to buy that.

•Roland, thief and fence of Travar•

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**Tableau Infractus
An Earthdawn Fanzine**

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This is a work by a fan for fans.

In short please don't litigate against me.

Volume #1 Issue #3 Earthdawn Tableau Infractus

AUTHOR'S CORNER

Consider if you will the following statement by Arthur C Clark. "***Any sufficiently advanced technology is indistinguishable from magic.***" You may ask "What has this to do with my game?" Simple, unless your technology is sufficiently advanced one or the other method is dominant, either magic or technology.

Let me state for this discussion the definition of technology as, the method of performing actions that are consistent with the application of physics, chemistry, and subjective dynamics. Technology is learnable by any name-giver provided enough resources.

For this discussion definition of magic for Earthdawn, the method of performing actions which are consistent with using astral/planer/life forces, or astral threads and are subjective to the discipline that is applying the forces in question. Only a portion of the total population can learn to use these forces. Not everybody is, or even can be an adept.

So with this in mind I have to wonder if perhaps penetration of the dominant method in the population is the determining factor.

If the population of a small town of 200 people were to have 1 adept per 20 people then the issue would be a minority group of people capable of vastly more than a group of regular people of the same size. This would lead to the regular person feeling distrustful of the magic using person. Their services would be used but highly controlled by the non-magical people. Those capable of magic would be feared.

But because magic is as readily available as it is in Earthdawn, one must assume that the penetration is much greater than 1 in 20. Perhaps it is as high as 1 in 4. This would al-

low a full 25% of the population to be capable of following any given discipline. With this amount of penetration of magic in the population acceptance would be commonplace. Although certain segments of the population would still resent these magic using individuals.

Technology though would remain at a low level due to the drive of economics. If a single adept could do the job of 4 people, then hire one adept for twice the price of a single person. Innovation would not be as much of a requirement because magic can be used to perform any task.

So when I consider this information I am lead to the idea that perhaps an adept is much rarer than 1 in 20 people or even 1 in 50 people. If the ratio is 1 in 100 people, then Iopos with a population of 100,000 name-givers would have 1,000 people capable of being adepts. Technology would have to be developed in conjunction with the existence of magic to support the 100,000 non-magic people. Magic would be very well known and therefore more accepted and controlled by the governing body.

This is the ratio I work with in my games. One person out of one hundred is capable of being an adept. Not all people capable of being adepts get trained as such. This makes most small villages shy or leery of adepts and yet adepts are rather commonplace in cities and trade outposts.

It also fosters the use of technology for the average person. If you cannot make a light crystal, then you use fire. If you have to depend on the local skilled artisan then local businesses thrive. Innovation becomes the driving force. Technology becomes the dominant method used by the dominant non-magic capable population.

THE SHOPPING LIST

We here in the Library of Enlightenment take pride in providing information about one of the most versatile trade markets in Barsaive. The Grand Market of Iopos is a sight to be seen by any name-giver with an eye for the precious and profitable. Each merchant in Iopos' Grand Market has a stall that has been assessed and blessed by the Denairastas family. Members of the family walk the Grand Market with the officials of the ministry of trade. Any stall that fails to meet the standards is removed from service. Once the owner can bring the premises up to an acceptable level of quality they are allowed to return to the Grand Market and ply their trade.

We have selected five distinct views to represent the width, breadth and depth of the Grand Market.

CL^oTHIER

An opinion recounted by Sha'im of Sha'im & Son Clothiers.

The Grand Market is a cut throat and deceitful place. I know that I will probably receive a visit from a triad because of this opinion, but this needs to be said.

First and foremost I am a craftsman, a tailor by trade. I ply my trade as many do, in the Grand Market. I buy linen, cloth, leather, and many other good from the other sellers around my stall. I then turn these raw materials into works of art.

Fine bones and scales make for beautiful buttons. I normally purchase these items from the representatives that travel Barsaive and frequent the trading posts. Lately however it seems that my contacts have found other customers to purchase their best products.

The sinew of certain wild animals is far superior to the local raised livestock. It is for this reason that I contract out to have it delivered to me. With my local tanner no longer providing me with my specialty products I am unable to provide my customers with high quality cloths. I have been reduce to using the local string provided by the spinners located outside the city proper.

Sewing needles by their nature are delicate items. Ivory needles are far superior to the



bone or iron nails that are being sold in the Grand Market lately. Their superiority is the reason that I use them. Still the local supplier has seen fit to refuse me the credit agreed upon.

Many of the clasps of the finest cloaks and robes are lined with soft pelt and decorated with exquisitely worked claws or talons. These details show quality to even the most unlearned eye. Still my stall neighbor refuses to sell to me his wares. He claims that I still own him silvers for the last several deliveries.

Drab and dull clothing will not sell to my clientele. That is why I only use the best dyes acquired from across Barsaive. Many ferocious beasts have natural dyes. Colors like the Royal Purple or Astendar Red can only be achieved using the byproducts of these animals. Lately it appears as though all the hunters, trappers and adepts I normally hire refuse to work for me.

I am aware that many Leather Toolers, Armor Smiths, Weapon Smiths, and even Artists use these products as well. Certainly there is plenty enough available so that even an honest Tailor can continue to make a living.

So now I face destitution because the Grand Market has turned fickle and will no longer support my business.

CULINARY MISTRESS

An opinion provided by Kansala Queleooos private chef in the employ of House Denairastas.

The most delicious parts of any beast are the parts it wants to give up the least. The Gran Market can supply some of these items. Some it can not. Consider Naga eggs in Cave Crab soup. A delicacy of my own creation uses Naga eggs prepared with a selection of spices from my nial. Some would claim that the Naga are name givers but this is not the case. The method of acquisition of course is the most difficult part as the Naga will fight to the death to keep their eggs.

Exotic dried meats from all across Bar-saive find their way to the Grand Market. Flavors from a place tell much about the people that live there. Genhis Jerky from Cara Fahd maintains a very gamey flavor even after the smoking process. It reflects the spicy spirit of the orks from there. While the seasoned fish meat rolls from Urpa, wrapped in a paper sheath and stored in salt, are sweet and briny as are the sailors of that city.

Some of the most difficult preparations require fresh components. For example the fattened liver of a Blood Raven that has been fed the right herbs during its life. This provides the main course of a wonderful dish. A days old dead Blood Raven can not possibly provide the necessary components. Luckily the Grand Market sometimes has live exotic animals as well as the more common local live stock.



The fattened liver of a Blood Raven

Bones from beasts or animals are the single best method of flavoring a stew or soup stock. Different beasts provide different flavors. The freshness of the bones also affects

the flavor and that is why I am very happy there are butchers aplenty in the Grand Market. Some specialize in local fare while others are experts in more unusual beasts.

All living things share one cooking component that cannot be replicated by magical means or through the use of spices. Blood is the basis of many sauces, puddings, and roasts. The flavor of a dish depends on the type and freshness of blood used. It is true blood also has a connection with life magic. I do not practice magical cookery but I know a few that do.

We have a joke here in Iopos. What is the tastiest part of the cow? ... The Baby. Many young animals are tender and juicy and lose that tenderness and juiciness as they age. It is convenient then that there are merchants with the young of wild and domestic animals for sale.

Freshness is perhaps the single most important aspect of one particular type of ingredient. Some fluids created by animals and beasts are very tasty when prepared correctly. For example honey is a fluid byproduct from bees. When it is processed correctly it has a flavor that can inspire passions. Since Iopos has large apiaries there is a variety of the honey available. Squid Ink is a tart food dye that is difficult to obtain though sometimes it can be found in the Gran Market.

I have most of the product I use procured for me from the Grand Market or from special farms located outside the city proper. Each of the sources for the food is cleared by the Denairastas family and I have no fears about the quality of the product provided.

Still the Grand Market for all of its wondrous selection of foods, bones, and intriguing animals, can be limiting to the liberal t'skrang pallet. Lucky for me the Denairastas always provide interesting and challenging foods for me to prepare.

GRAND MARKET ALCHEMY

Though not an opinion provided by a reputable source, these snippets of communication between an Alchemist and his disreputable customers provides an interesting look at one of the seedier sides of the Grand Market. Of course the Alchemist was arrested for aiding dissention.

First snippet ~ Villiam, as I told your lackey I do not have any more of the tincture you request. Wings and venom of the Deathmoth are difficult enough to acquire with out having Triads of Holders of Trust watching my storefront.

Now, if you could manage to provide me with some chimera frost or fire glands I could work something up that would fit your needs quite nicely. A particular powder that is fairly colorless, tasteless and dissolves almost instantly in liquid and provides agony that lasts for many days, but will not kill the imbiber. Perfect, I think, for your needs. ~

Second snippet ~ no, the resulting collapse in the bladder of the beast is not a result of the poison you administered. It is a result of the beast being slain. Had you mentioned that you needed a fresh Felux bladder then you should have subdued it. You should have not killed the animal. I am not the responsible party, and yet I believe that your intent is to tell your patron that it was the poison that destroyed his precious Felux bladder.

Be aware that should anything unpleasant happen to me or my family there are records of who you are, what you are trying to do and how to administer appropriate substances to make "accidents" happen. Just so we are clear on who is the responsible party. ~

Third snippet ~ J, I had developed the hope that once you had slain KV you would no longer contact me. I know of your family and their methods. I know that we have done very equitable business in the past. But I had strong feelings against the death of KV and I can no longer assist you in your dealings with Throal.

I have extended family there and the actions you have performed have hurt me rather directly. As of this time I am dissolving my contact with your house and leaving the confines of this city. I would appreciate you never again contacting me or my family.



The ganglia of a Lightning Lizard used in a potion to keep a name-giver awake for many days.

This final snippet, found by a student nethermancer during their studies, and provided to the local Holders of Trust.

~ The jailer has provided me with the necessary bones, glands and liquefied hunger fish. He believes that I have made a love potion for him to use on the object of his affections. Little does he realize that when she drinks this potion she will turn on him like a rabid starving dog. It will not be pretty.

I will consume this note before my death. It lists the names of all the people responsible for my situation. If the passions bless me, my body should make it home. You will know what needs to be done with it.

Take this list to our family in Throal. They will see to it you are well received. My life will be avenged by them.

As an addendum to this addition The Library of Enlightenment feels the need to remind the reader that the snippets included are from a criminal that was arrested, tried and convicted. Justice must be carried out in accordance to the law of the greater good of the people.

MORE THAN IS BEHELD

An opinion provided Imi'ti D'anins, Illusionist of Iopos and a Silver of the Holders of Trust.

As an Illusionist I have had the humorous occurrence of being accused of not really practicing a discipline. After all, if my magic is not real, then how can I be taken seriously? I have been known to respond by blinding one individual temporarily and another permanently. The Grand Market is much like my illusion magic, lovely to behold and some times dangerous to those that lack respect.

Like any great illusion the Grand Market mixes reality with willing imagination. Some brightly colored shops and stalls conceal some possibly unsettling contents with in.

For example the barber surgeon with a sign claiming free hair, tusk, and nail trimming services. The trimming is free, no silver changes hands. The price is that the barber keeps the leavings. They then sell them to researchers, like myself, for a tidy profit. Name-givers are leery about giving such things to those of us that work spells. But will happily receive a free trim and think nothing of leaving the most valuable bits of them selves lying around.

The same barber surgeon may also be the local healer or a questor of Garlen. This provides them with the opportunity to profit on the one research component that name givers refuse to give up willingly, blood. The blood is saved from any surgeries performed or injuries healed. It is never wasted by washing it down a drain.

However, research sometimes requires more esoteric components and the Grand Market can also rise to this occasion. Trappers, Traders, and Livestock keepers are all

present in the Grand Market. They have panoply of pieces and parts to please the most persnickety customers, researchers. Whether it is the spleen of a Ghoul Lizard or the silk of a Giant Servos Spider, the merchants almost never disappoint.

Should the occasion arise where a researcher, such as my self, cannot locate a particular item, the Grand Market has innumerable Trappers, Traders and Merchants with contacts to adept troupes. These purveyors of services have been known to acquire even the most difficult of research materials.

Enchantments and spells do not design themselves. It is for this reason that the largest and most difficult obstruction to magical research and acquisition of materials is the other magical researchers. Wizards, Elementalists, and Nethermancers, and Illusionists all use the same or similar components in their work. I have seen, from time to time, adepts buy up the entire stock of a merchant just to slow or even prevent the research of a

particularly capable rival.

So when looking for a particular organ, gland, or bodily fluid; I must remember to check in at several merchants. There is the possibility that I will not find what I am looking for or that I will find it but it will not be as fresh as I may need it to be. I have been known to hire Trappers and Adept groups just to acquire the components I require for my research.

Of course every magic researcher in Iopos has to have a license to perform experimental magic. Each event requires a permit. The Grand Market provides several locations to allow for the legitimate researcher to make certain that they are following the law.

Swollen Air bladder of a River Steed.



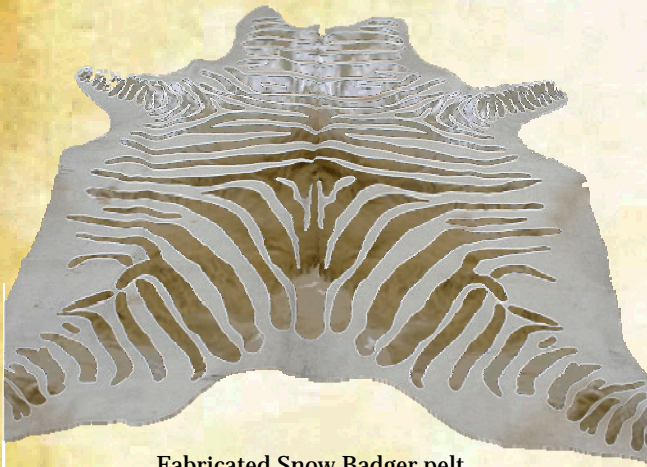
HOBBYISTS AND COLLECTORS

An opinion interview provided by Mar Kanuse Collector of Rarities and Oddities, conducted by S'flint senior scribe of The Library of Enlightenment.

Being a collector of rare and beautiful objects I find the grand Market to be an invaluable resource. Many is the time I have wandered the market aimlessly only to find a lovely ivory sculpture or a painting using Prizma wings as the base of the pigment.

My absolute favorites are the bone ships sculpted from domestic and exotic animals. I have dozens. Some are woven with trace amounts of true air so that I may float them above the water of my bath.

Rugs made from the hides of rare and unusual beasts can be found in the Grand Market. The Snow Badger rug on which we are resting is one such example. *(Respect for my host prevented me from mentioning that the pelt was a composite of multiple creatures and not a snow badger pelt.)*



Fabricated Snow Badger pelt

Allow me to show you some of the excellent taxidermy that I have acquired in the grand market. This piece is a stuffed basilisk from southern Barsaive. Notice the glow on the eyes, the taxidermist had an artist paint them to be just like the genuine article.

And here we have my personal collection of eggs. You will note that each of them is unscarred, perfect examples of their various

species of bird or beast. Ah, I see you have taken an interest in the largest and most imposing egg in the collection. This my friend is a Dragon's Egg. Note the size nearly as large as a full grown human. The smoothness and pristine whiteness of the shell tell of the quality and heritage of the egg. This I am told is an egg of All Wings, mother of Mountain Shadow and of Icewing.

(At this I must breath a sigh of almost relief. The egg is not a dragon's egg. Such would have been a danger to all of Iopos. No one would like having an angry dragon attack the city. The egg is large and I have no doubts that it will hatch one day and we shall see what is truly inside of it.)

I see that you are wondering if I bought this wonder in the Grand Market. Alas no, I had contracted out to have a dragon's egg brought to me. The thousands in silver I spent on the expedition and the payment of the adepts, trackers, and the families of the adepts that regretfully did not return. The duration of the acquisition was nearly five years.

The Grand Market is however an excellent place to purchase pets of all shapes species. Many of the traveling merchants bring the most interesting wild life with them when they visit Iopos. Please follow me to the menagerie if you will. I will happily show you some of the more tame and less fearsome of the creatures I have acquired in the Grand Market.

(The interview continued on for several hours after the menagerie. I do not believe there is enough parchment in all of Barsaive to document the ramblings of my host. Suffice to say we perused the menagerie of deadly pets, the Holders of Trust should know of this. Mar Kanuse's hall of personal achievement. An hall where animal pelts lined the walls, some very real, others fabrications like the Snow Badger. I have abridged the interview in the interest of conserving our valuable parchment.)

The Shopping List

Interested parties and Harvestable Resources from Animals, Creatures, Monsters, and other Name-givers	
Craftsmen	Harvestable Resources
Alchemist	Blood, Bodily Fluid, Bone, Egg, Gland, Horn, Ivory, Organ, Scale, Shell, Venom
Armor Smith	Blood, Bone, Carapace, Claw, Horn, Ivory, Scale, Shell, Teeth, Venom
Artist	Blood, Bone, Carapace, Claw, Feather, Hide, Horn, Ivory, Pelt, Scale, Shell, Sinew, Teeth
Bower	Bone, Feather, Horn, Ivory, Scale, Shell, Sinew, Teeth
Chef	Blood, Bodily Fluid, Bone, Egg, Gland, Meat, Organ, Venom, Young
Clothier	Blood, Bone, Claw, Feather, Horn, Ivory, Leather, Pelt, Scale, Shell, Sinew, Teeth
Collector	Bone, Claw, Egg, Feather, Hide, Horn, Ivory, Pelt, Scale, Shell, Teeth, Venom, Young
Elementalist	Blood, Bodily Fluid, Bone, Claw, Egg, Feather, Gland, Hide, Horn, Ivory, Organ, Pelt, Scale, Shell, Sinew, Teeth, Venom, Young
Illusionist	Blood, Bodily Fluid, Bone, Claw, Egg, Feather, Gland, Hide, Horn, Ivory, Organ, Pelt, Scale, Shell, Sinew, Teeth, Venom, Young
Jeweler	Bodily Fluid, Bone, Claw, Feather, Horn, Ivory, Scale, Shell, Teeth, Venom
Leather Tooler	Bone, Claw, Feather, Hide, Horn, Ivory, Leather, Pelt, Scale, Shell, Sinew, Teeth
Nethermancer	Blood, Bodily Fluid, Bone, Claw, Egg, Feather, Gland, Hide, Horn, Ivory, Meat, Organ, Pelt, Scale, Shell, Sinew, Teeth, Venom, Young
Weapon Smith	Blood, Bodily Fluid, Bone, Carapace, Claw, Egg, Feather, Gland, Hide, Horn, Ivory, Leather, Organ, Pelt, Scale, Shell, Sinew, Teeth, Venom
Wizard	Blood, Bodily Fluid, Bone, Claw, Egg, Feather, Gland, Hide, Horn, Ivory, Meat, Organ, Pelt, Scale, Shell, Sinew, Teeth, Venom, Young

Resource descriptions

Resource	Description of Harvestable Resources
Blood	The vital animating force that allows life to course through an entity, this liquid is predominantly red in name-givers and most animals. It may vary in color depending on the nature of a creature, its diet, or the location in which it is found.
Bodily Fluid	Any fluid in the body of an entity that is not blood or venom. Examples are adhesive, solvent, bile
Bone	The substance that makes up the internal skeleton of an entity.
Carapace	The bone like substance that covers the back and or full torso of an entity.
Claw	A curved, hard, sharp and pointed accessory generally located on the end of an entity's appendage.
Egg	The enclosed environment of an entity's young before birth.
Feather	The growth of fine hair like substances on a thin hollow central shaft.
Gland	An organ that produces secretions or hormones used in other locations inside or outside of an entity's body. Examples are adrenal, venom, pituitary, pineal and pancreas.
Hide	Especially thick or very tough skin of a living entity possibly lacking fur or hair.
Horn	The hard bony protrusions located on the head of an entity.
Ivory	The hard smooth light-yellow protrusions located in the mouth of an entity.
Leather	The Tanned skin of a living entity lacking fur or hair.
Meat	The substance of an entity that can be consumed by name givers.
Organ	A particular section of an entity, which performs one or more specialized functions independently of the rest of the entity. Examples are eyes, ears, lungs, heart, brain
Pelt	The Tanned skin of a living entity with the fur or hair still intact and not falling out.
Scale	The external individual plates that cover the skin of some birds, fishes, reptiles and dragons.
Shell	The bone like substance that covers the entirety of an entity except for joints and soft tissues.
Sinew	The non-stretch tissue that holds muscles to bones also referred to as tendon.
Teeth	The hard bone-like elements located in the jaw of an entity, used for eating and defense.
Venom	The poisonous, life threatening, secretion of an entity.
Young	Smaller and immature versions of an entity. Generally less capable than full grown adults.

Using the Shopping List in your Game

Many adventures can be intertwined with the use of a “shopping list”. The published adventure *Mists of Betrayal* is in essence an adventure based on a shopping list. Characters that have a wealthy patron or, several patrons can make a tidy legend as great hunters. This by itself could lead in to even more adventures involving reoccurring advisories that want to be the most legendary hunters.

Artist and Craftsmen

Raw materials are needed for every aspect of clothing, food, and potions, or any other profession that creates items. Recourses are converted from their natural state by many different methods, rendering, drying, or tanning just to name a few. The act of crafting is such that the raw materials are combined and changed into something greater than the sum of its parts.

Keep that concept in mind when performing any of the crafting type skills. The items from everyday domestic animals are worked with everyday. Exotic entities should be more difficult to work with. These components should infer a small penalty to the crafting test depending on the skill of the crafter. Items that incorporate components from horrors or horror constructs should be corrupted or at the very least tainted.

Finished items should convey a bonus to the finished item if it is constructed out of exotic materials. The bonus should be small but obvious to the user or the observer. For example a cloak made with the wing leather of a Shreiker Bat might be sensitive to vibrations in the air. Rarely should the bonus be a straight up attribute or step bonus. Such bonuses tend make a group of adepts overpowered extremely quickly. This can result in a stale storyline because there is very little that can stand up to the characters and they will feel as though there is no challenge to the game.

Enchanting and Magical Research

Often times characters will go off on an adventure to find a particular item to help a wizard or some other adept. This item is then in some way used to influence an enchantment or spell. One of the basic tenets to consider when using “Components” from living entities is that, well, they were or are living entities. Therefore the magic being performed is “Life Magic”, or as some would call it “Blood Magic”.

Some characters refuse to use blood magic and should recognize the use of living components as blood magic. This could form a very interesting story line in a game if one or more of your characters make this determination. If they fail to make the determination then having a NPC point out the fine line that the characters have passed over might be in order. Wait until they have acquired the component first of course.

Fresh is always better. Components from a living entity are best used within twenty-four hours after harvesting. Keep this in mind should your characters have to travel across Barsaive to get the pituitary gland of a Cockatrice. This adds a bit more difficulty to the adventure. If you are not in to that much difficulty supply them with a container that will magically keep the item fresh. Then have the container stolen.

If the enchantment is for one of the characters then make certain that they are tied to the enchantment with blood as well. It will drive home that the entity that was slain gave all for the character. Don't make the player feel guilty, that is not fun for the player.

When using the items from an entity consider if the entity had been horror tainted or corrupted. If it was a horror construct then the resulting spell or enchantment should also be corrupted, subtly of course. If the component is just tainted allow the characters to attempt to cleanse it magically.

THE SHOPPING LIST

In my games I have found that if I plan a few things out ahead of time I can build stories on the fly. To that end I produced a simple table of resource parts from entities that are spread throughout the Earthdawn releases. I looked for details of what might be used in potions, enchantments, poisons or as legend rewards. Soon I realized that there was not nearly enough information for my taste. So I built a much larger table with more options and an entry for every entity that I could think would have a use in crafting.

So what follows is an example of my table.

Creature	Bones	Horn	Ivory	Claws	Hide	Pelt	Scales	Blood	Organs	Glands	Venom	Feathers	Egg
Ape					*								
Basilisk					*				*				
Bear	*				*								
Behemoth		*			*								
Black Mantis				*									*
Blood Monkey						*							

Each creature was listed on the column left while the resources were in the row across the top. A simple asterisk (*) was placed in the field that was joined by the creature and the resource I felt it would provide (the red square in the table above). I then printed it on an 11 x 17 sheet of paper and this gave me plenty of room to hand right notes in the squares. My hand writing leaves a bit to be desired but I can write small.

I thought that I might share the tool with you, my readers, and set about recreating it in a digital format that you could use. During the re-creation of the tool it occurred to me that over time I had added creatures and more resources. There was also the possibility that I would be reproducing the information from the publish materials. So I settled on a blank form so that you may make your own notes.

The form has the names of all the creatures that are in the official releases for Earthdawn, excluding the second edition, (it never happened and you will never convince me it did). It even includes the creatures from the Earthdawn journals 1-9 and the third edition Earthdawn releases up to and including the Nations of Barsaive Volume 1: Throal Kingdom and the Dragons source book from first edition.

There are fifteen blank lines at the bottom of the form to give you space to fill in creatures of your own design or others that you would like to include that I may not have. I suggest that you take the sheets and have them printed on 11 x 17 inch paper, or whatever is the equivalent that is available in your country. Then go through the books read the details and start making notes. In a very short time you will develop some fairly comprehensive ideas on how to incorporate resources from the living entities in Barsaive into your games.

THE LEGEND OF THE BAND

If you follow the forums over at the [Redbrick](#) site, you may have noticed that I like [Logar's Diary](#). They are a conceptual heavy rock-n-roll band that is dedicated to producing music derived from the world of Earthdawn. Steven Schubert is the Guitarist for the band. I thought I would contact him to see if I could get his views on gaming and to just chat. This is that interview, conducted over the internet of course. On to the interview...

TI) I know a little about you, your band members and the history of your band, since I read your website, <http://www.logar.org/>. So I'll not bother you with asking those same interview questions all over again. I would like to focus mostly on your gaming experience.

What prompted you into playing Role-playing games to start with and why such dedication to Earthdawn?

Steven) It all started with Shadowrun. I knew of it from the novels. So I decided to give it a try. I played it for a couple of years before changing to Earthdawn. Hmm, I got really into it when a friend of mine, Olli, game mastered the adventure which had become the first Logar album. That was back in 1995 I think. The story was burned into my mind and one day I woke up and thought, "Let's make music with that."



TI) I understand that there is the player behind the character that is Logar. Would you care to provide a little insight into the character of Logar?

Steven) Logar was a "normal" guy in the beginning, nearly like a kid. But things soon changed when he and Skirrel (his T'skrang partner), met Axandria on the Serpent River. He fell in love with her. And later on they fought against Iostros. After that Logar's childishness was gone, he became more thoughtful and calmer. Actually, he is a guy that thinks of things, but still some what clumsy in his way. He is still very deep in love with Axandria, even though she headed on her own way....

TI) If each member of your band were an adept what disciplines would they follow?

Steven) Don't know. Nobody in this band behaves like an adept.

TI) Since the first book (cd) was released back in 2001 is it safe to assume you were playing 1st edition Earthdawn? Did you switch to the Living Room Games 2nd edition, or to Redbrick's 3rd edition? Do you have a preference?

Steven) I only know the 1st edition. I don't get to play very often anymore, but when we do we still use this edition.

TI) You have been playing Earthdawn for over a decade now, how has your gaming experience changed in that time?

Steven) My understanding for playing grew with me. In the beginning we were just out for combat and cool things. Nowadays stories and even character advancement is more "adult" in a way... And in spite of the less time we have (jobs etc.) we enjoy it more these days.

TI) Is character development a focal point of your game or is character advancement the focus?

Steven) I think it is character development, if you mean, how your character reacts in situations, both now and back when we first started.

TI) Do you find accessories, maps, miniatures, and the like help or hinder your game?

Steven) Maps we use quite often, the other stuff I don't. We play more for the stories and the atmosphere and less for combat and dice rolls. We don't use miniatures and stuff like that to see the combat scene on the table.

TI) Have you managed to get the other members of your band in to playing Earthdawn? I know that one of them has a preference for thief/wizard style characters but do they play the game?

Steven) Yeah, Christoph our former guitar player played "Schwarze Auge" I think and Felix played for a time. But the other guys and I are more interested in making music currently. So I never tried to get them to Earthdawn.

TI) Have you considered posting your character Logar or perhaps S'kirrel as NPCs for others to include in their games?

Steven) No, actually not. I don't know if anyone would use them. Would you?

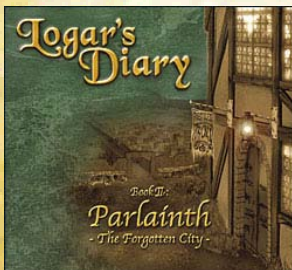
TI) Sure, I am always on the lookout for new and interesting NPCs to add to my games.

TI) What would be your response to find that some players play your music during their games?

Steven) We had several e-mails containing this. Some people like to use our music for their game. I mean, if they enjoy it, it is a win-win situation for them and us. It makes us proud to hear that. I prefer things like Loreena McKennitt or Enigma when I play.

TI) The story of Iostros is written down by you, Steven, have you ever considered collaborating with another author to write it into an actual adventure style book?

Steven) Olli and me thought about that some weeks ago. But we don't know if that would be used. The time it takes to write that down we will use to write more songs and music. So I don't think that we will do that.



TI) The second CD "Book 2: Parlainth - The Forgotten City" has been released, how might an American fan purchase a copy?

Steven) Just visit our shop at www.logar.org and make the deal. Christoph is managing this and, I think, you can purchase a copy of Book II. Currently we are working hard on Book III, which will hopefully arrive this year.

TI) Thank you for taking the time to answer my questions and most important thanks for making music I like based on a game that I love so much.

Steven) Stay tuned and thanks for the interview.

I suggest you go to their [website](http://www.logar.org), listen to their [music](#), read their page and buy their [tunes](#).

ROLE-PLAY VS. ROLL-PLAY

This issue I challenged myself with what I felt to be a very difficult question. How do online role-play games affect the pencil and paper games? Do these affects reinforce the role-play vs. roll-play concept?

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 newer massive multi-player online role-playing games (MMO hence forth) are designed predominantly for the single player. Multi-player interactions are generally limited to guilds, temporary groups and "chat channels". At no time is a player rewarded for role-playing in character.

MMO's have a fairly simple combat system consisting of pressing buttons in a particular sequence. Then allowing the computer to crunch the numbers and visually display the combat taking place.

Player versus player is a predominant aspect of most MMOs. This, in my opinion, is because the environments of the games are limited. Many appear to have a vast world in which to play. However in just a couple months most players have seen most if not all the content and still would like something to do in the game. Thus player versus player content is developed as a fallback to the lack of role-play content.

In an MMO it is possible to complete what is referred to as an "Epic Story Line", in a single sitting from beginning to end. The story line generally requires player to be grouped with other players (they may have only just



met), to kill a big bad guy and take his stuff, or defeat a series of big bad guys and take their stuff.

The gear with the largest bonus is a common goal in MMOs. Players spend countless hours to get the armor / weapon with the biggest bonus possible. The games are built to reinforce this concept.

Character development consists of "leveling" your character. In most MMOs this is done from the beginning rank all the way to the game top rank before the game content is said to begin. The concept of "End Game Content", (that which is available at the end of character development) is considered to be the point of many MMOs. If the level maximum is 50 then levels 1 through 49 are considered a "grind" that must be completed before the game really begins.

The influences of MMOs in pencil and paper games are as follows.

Pencil and paper games have simplified their systems in order to compensate for the limited attention span of the typical video game player. At least two manufactures of extremely successful game systems have revamped their games completely with this concept in mind. They have gone so far as to adopt some of the terminology used in MMOs in their rulebooks or boxed sets.

These two games are Dungeons & Dragons and Warhammer Fantasy Role-play. Both new systems have mechanics that are consistent with MMOs. Character classes are specifically designed around the “role” in combat. They also include a group bonus mechanic that is tossed in just because the players are in a group. Each has simplified combat to be faster, and more streamlined and easier for the players to speed through.

Many new role-play game books and accessories are geared toward the bigger is better concept. The gear is the goal of the game, not the story being developed by the players. The *role* aspect is ruled out in favor of the hard numbers that need to be rolled.

New players to pencil and paper role-play games feel as though their development is being restricted. Mostly because they do not see their stat numbers increase frequently enough. This is doubly apparent for players of MMOs that learn pencil and paper games. To counter this, game designers have developed rules that allow for faster character advancement through their ranks. This completely ignores the role-play aspect and is firmly in the roll-play aspect.

Most of the role-play games in production currently do not have rewards for role-playing *in* character. They do however have a reward for every single monster, character or animal that can be killed or treasure that can be found. Character development in a story is limited to stat increases that have little influence on the role-play of the game.

Several titles of pencil and paper role-playing games are direct derivatives of MMOs or single player video games. World of Warcraft is an MMO and has several rule books out for the OGL D20 system. Dragon Age is a video game and has recently developed a role-play boxed set that uses some of the mechanics and concepts from the video game.

MMOs reinforce the role-play versus roll-play concept to an extreme.

The nature of the MMO is such that a single player has very little dependence on other players. A pencil and paper role-playing game is a predominantly co-operative experience. Even in situations where there is only one player and one game master, there are two people playing.

The weapon and armor with the biggest bonuses is a MMO staple as well as a roll-players standard. To a role-player a character has very little to do with armor or weapons. They are tools to an end and not how the role-player thinks of their character.

Character development in MMOs is exclusively a stat based mechanic. This places it squarely in the realm of a roll-player. By doing this it leaves the character’s motivations and outlook completely by the wayside, therefore alienating the role-player.

The mechanic of gaining “experience” simply by killing an ever re-appearing series of creatures without ever having to consider the actions of slaying, say 5000 kobolds. This places the MMO again in the realm of the roll-player. A role-player might question the actions or necessity of having to slaughter thousands of any given race.

It is apparent to me that not only are MMOs affecting the pencil and paper role-play games. They solidify the schism between role-players and roll-players by exclusively rewarding only one type of behavior.

The solution to this may be in game developers designing MMO systems that support the role-play aspect in a functional and entertaining manner. Until that time roll-play will dominate the MMO environment and will taint the product for pencil and paper games at large.

T'SKRANG MINIATURE GALLERY



Sword & Dagger
Redbrick RBT-1



Boatman Officer
Redbrick RBT-2



Sword & Shield
Redbrick RBT-6



Wizard
Redbrick RBT-5



Trident & Shield
Redbrick RBT-4



Spear & Shield
Redbrick RBT-3



Fist Weapon & Cloak
Redbrick RBT-7



Winged T'skrang & T'skrang in Tribal Mask
Heartbreaker ED350



T'skrang
Ral Partha 20-004



T'skrang (3) Heartbreaker ED303