

EARTH O DAWN



TABLEAU INFRACTUS #11

TABLEAU INFRACTUS

"Just how big is... Big?"

• S'flint •

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This is a work by a fan for fans.

In short please don't litigate against me.

Volume #1 Issue #11 Earthdawn Tableau InfRACTUS

AUTHOR'S CORNER

Warning: Some Turbulence Ahead

As with last issue, change continues to pummel the Earthdawn player community. Earthdawn.PL has disappeared from the web with no estimated time of return, though the site owner would like to assure everyone that the site will make a return and that all data is still safe and sound.

RedBrick has changed their domain to RedBrickllc.com. A change I expect reflects the move from being an international company to being an USA based company. There are several troubleing aspects of this move. Mind you that most of this is wild speculation or just observation on my part.

- ◆ At the time of this article the Earthdawn.com domain no longer forwards to the game producer. Not so much of an issue if you know where to look, but definitely confusing for new players.
- ◆ Also at the time of this article The old site of RedBrick-limited.com will lead to a dead site rather than forward to the new domain. As with the Earthdawn .com domain I suspect it has more to do with ownership of the domain than anything else.
- ◆ With the departure of Carsten Damm from the position of Line Developer, and from RedBrick as a company, there is some question as to the future direction of the game.
- ◆ The old forum posts are no longer available. This is only sad because I had not made adequate archives of them yet and there were many excellent ideas and explanations that should have been archived.
- ◆ Raw nerves on all sides have lead to a small uprising over the loss of the old forum information.

Some good NEWS

This issue contains a lengthy interview with Carsten Damm, the now former Earthdawn line developer. Compiled in concert with Earthdawn Blog, this interview provides an idea of where "Dammi" was taking us and what he will be doing now.

Scent of a Naga



The web shard *Scent of a Naga* was released this month. It is a bit early as it shares an NPC from the Alchemical Codex that is currently under construction. Still as a shard it has a few helpful ideas that a gamemaster can use to help build a night's adventure.

Thought it involves Naga the adventure need not be limited to only first through third circles. Infact if done within the scope of a Naga settelment, higher circle adepts would have difficulty.

I had a Thought...

With all the losses if information, fan material, and websites I got to thinking...

What if there were a single domain, supported by an international group of folks, that maintaines copies of all public fan produced materials? Would it be allowed?

SEI'MON

Before the scourge Theran Wizards and Nethermancers routinely summoned horrors into circles of protection in an effort to develop powerful magical enchantments. Many of these magicians were already tainted with the use of sacrifice magic and did not realize that this made them more susceptible to the influences of the horrors they summoned. One of these magicians was named Noraim, famed for creating a talisman that allowed anyone to detect horrors and horror influenced name-givers.

Flush with his success Noraim succumbed to hubris. He summoned a crystalline horror with the intent to use it as the source for materials to create a talisman that could fool horrors into avoiding any name-giver that wore it. He did not realize that he was already firmly under the influence of the horror he was intending to summon. Sei'mon was that horror.

When Sei'mon appeared in the summoning circle it allowed many shards of itself to be chipped off. It nudged the susceptible Noraim to take as many shards as possible without killing the horror. Noraim believed that he was in control and could kill the horror at any time.

Noraim used the lives of slaves to enchant the shards, one life per shard. Hundreds were created in a short time. He believed that Thera's armies would have the advantage over the horrors during the oncoming scourge. To prove that the enchantment worked he had adepts weave a thread to these talismans and approach Sei'mon, who would then move to the farthest edge of the protective circle as if in fear.

One evening a slave that was to be sacrificed in the creation of a talisman escaped his bonds and killed Noraim. He then fled to Barsaive taking with him all of the remaining talismans.

The remains of Noraim's body were found some number of days later by a local slave merchant who was worried that his best customer had not ordered his weekly allotment of fifty slaves. The horror was assumed to have been banished back to the astral space as the summoning circle had not been disturbed and the horror was gone.



Sei'mon in modern Barsaive

The escaped slave traveled Barsaive selling the talismans to any and all name-givers that would buy them. This allowed Sei'mon to spread its influence without having to leave astral space. Many talismans ended up in kaers and citadels. They were handed down from generation to generation. Many families treated the talismans as venerable heirlooms. Some of these shelters failed, or were compromised by Sei'mon working in concert with other horrors.

Shards of Sei'mon have been found in every corner of Barsaive. They are extremely difficult to discern. Even if they are discovered, often it is the bearers of these talismans that are the most dangerous.

Sei'mon's Name

As with all named Horrors the moniker Sei'mon is more of a description than an actual name. The Iopan term for credulity is Sei. Mon being the equivalent of one in the Throalic tongue. The two words combined with the negative conjunctive roughly translate in to believable liar. It is through lies and deceit that Sei'mon controls name-givers.

Summon Name-Givers

Over the centuries Sei'mon had become very adept at using others to defend itself. Using the knowledge it learned of Nethermancy and Wizardry Sei'mon developed a spell to transport name-givers into astral space. The target name-giver must have a horror thread woven to their pattern by Sei'mon previous to the summoning.

Summon Name-giver

Threads: 3
Weaving: 13 / 19 Casting: TSD (see text)
Range: 2 yards (1 hex) Duration: Permanent
Effect: Summons a name-giver

Sei'mon makes a spellcasting test. The difficulty is the spell defense of the target name-giver. If the spellcasting is successful the name-giver will be transported to astral space the round following the spell casting.

Name-givers that are not able to transport themselves back to the physical world will remain in astral space. Name-givers able to transport themselves out of astral space may do so if they win a Contest of Wills against Sei'mon.

Sei'mon in Combat

Sei'mon will avoid direct confrontation at all costs. It prefers to use others to defend itself. Summoned Name-givers are its preferred defense. It maintains a stable of four constructs around itself at all times to prevent being disturbed. These constructs vary depending on the available materials.

On the first round of combat it will summon a new name-giver and then attempt a Contest of Wills to force them into submission. Sei'mon makes a Willpower based test versus the willpower of the name-giver, if it fails, it will use every advantage it has in order to be successful. If Sei'mon is successful the Name-giver is compelled to follow the horrors bidding. If Sei'mon fails the name-giver may refuse to serve the horror, and if capable transport back to the physical world.

In the event of a failed Contest of Wills, Sei'mon will use its Forge Construct power on the name-giver. The general construct type will be a Cadaverman, though falsemen, and Jehuthra are also just as common.



Sei'mon (Crystalline Entity Horror)

Sei'mon appears to name-givers in astral space as a pulsating crystalline structure of indeterminate size. Often appearing the size of a name-giver it may also appear to be many times larger, dwarfing even a troll. The color of the crystal varies with the "mood" of the horror. When speaking to its marked victims, and in astral space, it elects to use a feminine motherly voice.

DEX: 16	STR: 14	TOU: 16
PER: 18	WIL: 14	CHA: 10
Initiative: 14	Physical Defense: 21	
Actions: 3	Spell Defense: 23	
Attack: 0	Social Defense: 13	
Damage: See Powers and Spells	Physical Armor: NA	
	Mystic Armor: 10	
Death: 184	Recovery Tests: 8	
Unconsciousness: NA	Knockdown: NA	
Wound Threshold: 22	Movement: 6	
Karma Point: 20	Karma Step: 8	

Horror Powers

Death Spikes (10)
Dream Shape(10) 24
Durability (12)
Forge Horror Construct (10): 28
Horror Mark (12): 30
Horror Thread (12): 30
Spellcasting (10): 24
Thread Weaving (talent) Nethermancy (8): 26
Thread Weaving (talent) Wizardry (8): 26

Spells

Nethermancy Spells	Wizardry Spells
Astral Spear	Dispel Magic
Shield Mist	Crushing Will
Pain	Trust
Visions of Death	Counterspell
Circle of Astral Protection	Giant Size

Unique Spell

Summon Marked Name Giver

This spell allows Sei'mon to summon into astral space, any name-giver to which it has a Horror Thread tied.



Special Rules

- 1) The full form of Sei'mon can not survive in the physical world. If it is somehow forced into the physical world it will suffer damage at the rate of 1 Wound and 10 damage points per round.
- 2) Sei'mon uses talismans containing shards of itself located in the physical world to influence name-givers. Any name-giver that has woven a thread to one of these talismans, has used one or worn one, is susceptible to being marked by the horror as if the horror were present.
- 3) Any name-giver marked by Sei'mon, and carrying one of its talismans is considered to be within the line of site limits for all the horror's spells and powers.
- 4) Sei'mon will attempt to force name-givers it summoned into astral space to fight in favor of the horror using a contest of wills as though the name-giver were a summoned spirit.

YESTERDAY & TOMORROW

Earlier this year I made a plan. As with any good plan, after implementation it ran into a couple bumps and eventually ended up being something completely different. The interview I had requested with Carsten Damm ended up coinciding with The Earthdawn Blog also asking for an interview. As a result, both Tableau Infractus and The Earthdawn Blog had input and responses. This is that interview.

Q) Let's start with a simple question going way back when. Who introduced you to Earthdawn? Because without that person you wouldn't have become involved with the game in the first place, so who shall we praise?

A) Praise me! (Just kidding...) The truth is that no one introduced me to Earthdawn, I discovered the game on my own.

I recall thumbing the copy at my local game store on several visits, and wasn't sure about it. I had glanced over the flyers a few weeks earlier, but those weren't around anymore to make a connection. Combined with my limited understanding of the English language at that time, those cursory looks at the rulebook brought up the (misguided) thought that it was a fantasy game set after a "regular" nuclear apocalypse with lost technology, a setting combo that didn't really kick me at the time. However, when Mists of Betrayal came out, this changed. That adventure book had an awesome and unique feel to it (to me at the time at least), and was ultimately what roped me in to buying the rulebook and the gamemaster screen on top. I had seen and played a couple of other fantasy settings before, but none of them had that special spark to flare up my interest. Earthdawn was different in that, even though I didn't see it at first.



Q) Did you ever think you would end up becoming Line Developer for Earthdawn?



A) I first met Lou Prosperi and Jeff Laubenstein at the Spiel'96 in Essen, which was my first attempt to contact the people behind the game. I wanted to contribute to the game in some way, but was completely clueless about the workings of the industry and publishing in general back then.

That meeting changed things, as Lou's open invitation to get involved via the Earthdawn Mailing List helped realizing that I could actually have an impact on the game at some point. The internet was in its early days at the time I might add, and the Strands website as well as the fabled Earthdawn Mailing List were pretty much the only online things for fans to explore.

But to get back to the question: no, I never thought this would actually happen. When things started with RedBrick, I didn't even think about that position either—my goal was always to make Earthdawn an even better

game, so being able to work on a revised edition was all I needed to be happy. James offered me to use the title right after *Earthdawn Classic* was released, because I had essentially become the driving influence behind the whole effort and helped planning the next releases to come. I was proud to bear the title, because it was a reward for my work and enabled me to steer the line the way I intended to..

Q) At the beginning you were a fan (and still are we assume), and you did a lot for the community starting with the works on your page ardanyan.de. Tell us a little bit about the time when you were active as a fan and what changed when you became an "official" Earthdawn developer.

HA) Despite my involvement with the german community, I was always more drawn to the international scene because that was closer to the source. I never had a deep connection to translated roleplaying games: my first exposure to roleplaying was, opposed to most other Germans, Warhammer Fantasy Roleplay instead of [Das Schwarze Auge](#) (The Dark Eye, which is germany's D&D in a way). Things started in earnest with the [Earthdawn Journal](#), a couple of years before the german community actually became that strong.

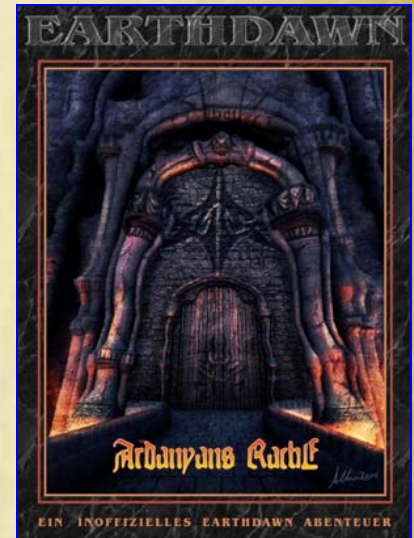
Anyways, Earthdawn slowly drifted away from what I imagined it to be after FASA folded. I was frustrated by the other publishers because all my attempts to get involved failed one way or the other, and the books they released didn't really work for me.

*So I started to publish things myself. We were running Earthdawn games at the time, and the first PDF I released was [Woodland Whispers](#), an adventure created for two gamemasters and two groups. It was the result of a private game session over a weekend vacation, getting my old and my new Earthdawn groups together for play once a year. The community liked that one very much, and I received a lot of feedback on the piece, which spurred my motivation to do more. I released a number of adventures over the years, including [Ardanyan's Rache](#) (the original version of [Ardanyan's Revenge](#)) and even a translation of *Woodland Whispers*. This brought more life into the (already active and very creative) german community, so we ended up doing a fanzine as well.*

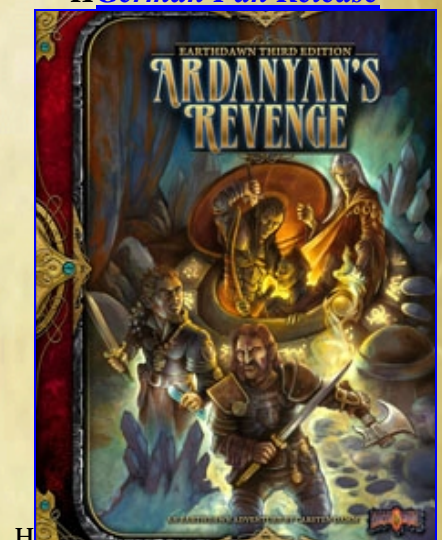
When I "changed sides," this went on for a while. The biggest thing that changed was more professionalism among those involved, really. We were blessed to have [Kathy Schad](#) aid us all the time, and being able to create printed books instead of fanwork PDFs felt pretty cool—especially since we build everything from the ground up, as we were among the first to use print-on-demand to produce a major game line. The downside was that it all took way more time than I originally intended to spend on my hobby. Not that I regret this (here's to my wife and son who supported me all the time!), it was very motivating, educating and interesting to be a part of that. I learned a lot during that time.

Q) How was it that you became involved with RedBrick. Earthdawn has a very interesting past, with multiple variations, First Edition, Second Edition, Classic, and now Third Edition. In all that time, have you always had a hand in the development of the game?

A) James contacted me shortly after RedBrick was founded because he knew me from the community. I was asked to help out and provide feedback and any other help I could imagine. However at the time, I was



***H*German Fan Release**



***H*Official 3rd Edition Release**

about to put Earthdawn to rest because I had already spent a decade with it and got basically nowhere professionally. James' request came at the same time I considered writing material for [Arcane Codex](#) instead (another german roleplaying game that was just released at the time, and whose creators live right across the river). I turned their offer down a few weeks later, as my rekindled passion for Earthdawn was stronger.

A year later (late 2005, I think), I roped Kathy in because I always admired her passion for the game and her great artwork. I wanted her to do the cover art for Ardanyan's Revenge, and then she stuck around to do way more than that over the years. In fact, I think that without her layouting expertise, we wouldn't have been able to print the core rulebooks via Lulu at all—there were a lot of technical problems holding us back with those “bricks”.

From the german community, I contacted Eike-Christian Bertram and Lars Heitmann (among some others who didn't follow) to help work on the Namegiver's Compendium because I needed more people firm with the mechanics in the team. The team had seen a lot of change during development, and apart from those people that remained, there was need for more people that were able to stick around long-term and deliver material. Those two fit that bill and I am happy they are still around!

Q) How was it to produce official Earthdawn stuff with RedBrick having acquired the Earthdawn license?

A) I was happy about the chance to finally work on a new rulebook, as I had already toyed with the idea of creating a big tome combining all the bits and bobs from the sourcebooks into a single volume just for the kicks of it. I also had thought a lot about print-on-demand at about the same time, but not in combination with Earthdawn. It was an emerging technology back then, with only a handful of businesses available. When James came along with a combination of these ideas, I was of course very excited!

It also was a ton of work, though. Not many of the people we started out with followed through (and who can blame them, this being a hobby and all). I'm happy we managed to get this done, both with actually finishing the rulebooks as well as becoming one of the first print-on-demand publishers in the RPG industry.

Q) You had to make some hard decisions when you released the most recent Earthdawn Third Edition in 2009. How risky was it to release another edition of the game, without knowing if it would be accepted by the fans? Or were you confident that the improved rules and changes would save you the day? Which reaction of the fans did you expect and were some of your prejudices confirmed?

A) We were basically forced to do this, there was no other choice (other than calling it a day and retire RedBrick completely). The reason was Lulu, which suddenly and without warning changed their shipping costs and demeanor (they also dropped a bit in print quality, which also was a bother for a while). Lulu was the only print-on-demand publisher who provided exactly what we needed, but with those extremely high shipping costs (and they weren't low before that either), no one really considered buying our books anymore. There were a couple of options we investigated, including working with Mongoose Publishing. In essence, they offered to do pretty much what Lulu did for us before--with the notable difference of catering to the specialized RPG market. It was also a faster way of getting back into things than starting over with nothing, so we went with them.

We had to come up with a new edition and thinner books as a requirement, however, so we created Earthdawn Third Edition implementing the rules models we already had in community testing. The Alternative Discipline Mechanics were overhauled as well as a whole lot of other things—within a timeframe of only four months. That was an extremely busy time, but we did great.

Q) Speaking of your accomplishments, what are you most proud of? Be it a book, the ambitious

plans you had for Earthdawn, or whatever?

A) The whole thing. We pioneered with a business model that was (measured against our expectations) wildly successful, and we managed to take the extremely active Earthdawn fan community by the hand and create a slick new edition of the game, one that both honors its roots and doesn't have to hide behind other games on the market today.

I helped turning a rag-tag band of devoted fans into a wonderful and very professional team that created quite a heap of stunning books--eleven for Earthdawn Classic and no less than twenty-three for Earthdawn Third Edition (so far and not counting PDF-only releases). We did all that in our spare time, driven by heartblood and inspiration of the game itself.

I learned a lot during this time: from group dynamics to project management, from layout to print preparation, product financing, networking and international relationships, how to lead and crack a whip (on volunteers!), and the workings of the roleplaying industry behind the curtains. I also learned a number of valuable lessons on trust, friendship, and loyalty.

I'm very proud of all this, the workflow behind it, and the heavy shelf of books I am looking at when sitting at my desk.



Q) You didn't meet the rest of the RedBrick team very often, but you were last year at the Gen Con in Indianapolis, how were your real life contacts with the rest of the team over the last years?

A) GenCon was special. I remember five of us locking ourselves in and brainstorm Equinox all afternoon and evening—we did get a lot of stuff done which would have taken days on the development forums. Other than that, the only person I frequently meet in real life is Kathy—usually at the local conventions twice a year. Even the other Germans are too far away for a meetup (although we tried). There are a handful of people I never met in person though, albeit I was to the US twice and some of them made it to Germany. Maybe that'll change one day!

Q) Before you resigned, you mentioned a handful of books being in development for Earthdawn on your blog. Would you mind telling us more about these, and if there's hope these will be released at some point?

A) The first one, Lost Dynasty, is a fully detailed adventure set in Landis. Like our other "big" adventure books, it's pretty detailed and even includes a chapter from the Great Library detailing the history of Landis. Second, there's Legends of Barsaive contains stories, tales, and legends from the lands of Barsaive. It's been in the works for quite a while and will include the results

of the Open Call we ran a while back. Both of these books are almost ready, and I have no doubt you will

see them released somewhere soon.

Then there's Nations of Barsaive Vol. V: Blood Wood. The title says it all, I think--the book is supposed to be a rework of the old first edition title, laying the groundwork for the next book, Elven Nations. Elven Nations details the remains of the Western Kingdoms and Shosara and dives right into the rich elven culture beyond the Blood Wood. I was (and still am) very excited about this one, because I have worked with two very talented people to get the content right.

Jerris: City of Ash is a city book taking us back to Barsaive, visiting the city closest to the Poison Forest and the Wastes. I always loved that area and the eerie atmosphere of that place, so go figure why this book was on my list. Probably the final installment in the Nations of Barsaive series was going to be Nations of Barsaive VI: Iopos, detailing the home and history of the Denairastas clan. I can't seriously say more about this one without giving anything away. All of these books were in various stages of writing and development when I stepped back, and I am still in contact with the authors providing assistance where I can.

Taken together, all these books contain the main building blocks needed to publish an epic campaign called Chronicles of War, which aimed to finally push the brewing conflict between Throal and Thera over the edge.

Q) What's Chronicles of War supposed to be, Barsaive at War done right?

A) With both Earthdawn Classic and Earthdawn Third Edition, we chose the current time of the setting right after the events of the epic Prelude to War campaign formerly released for the first edition of the game. The material presented in Prelude to War, as well as the implications of the events that happened in that campaign found their way into our books and have been made part of the setting so that even those people who never played first edition and/or Prelude to War know what has been going on. We chose this spot because Barsaive, already a melting pot of various factions and cultures clashing into each other, was on the verge of change. There's a lot of tension and a wide variety of possibilities, and it is only a question of time until things start burning bright. Nothing lasts forever, but one thing is certain: Barsaive will never be the same again.

Many veteran Earthdawn gamemasters either continued their campaign using Living Room Games' Barsaive at War, Lou Prospero's original outline (which has been circulating the internet for nearly a decade now), or found their own way to resolve the conflict between Throal and Thera. But what's with those who have started their campaigns with Earthdawn Third Edition and are waiting for an epic campaign that goes beyond what our regular adventures and Shards have to offer? My intention for Chronicles of War was to deliver to them first and foremost.

So, to finally get back to your question, Chronicles of War is not "Barsaive at War done right." Because, let's face it, that book has been done twice already. The intention was neither to use the original outline nor was it to reuse or even "fix" LRG's Barsaive at War. There is really no need to do this, especially since our overall situation is not what it was for FASA and LRG back a decade ago. We're working in different times, have different goals, and different visions--all of which factor into Chronicles of War becoming a different and fresh new chapter in the history of the Earthdawn game we produced in the past years. Of course, there are a couple of ideas that naturally emerge out of the existing situation, so there's no doubt some people would compare that book to Barsaive at War at some point or even mix the ideas provided. That's totally fine, but adding oil to a "which one is better" fire on our part deliberately is out of the question. My guess is that people would have liked them both, and even veteran gamemasters would be able to find something they can use in their campaigns.

Developing and writing an outline for this was an honor for me as Line Developer. My focus was to make sure the player's actions will have a real impact on the events presented in that book, addressing one of the major complaints people had about the old campaign. The adventures are set up in a way that adapts to the player's decisions, so their successes and their failures will directly steer the outcome of that campaign. So yeah, there will be an overarching plot, but how it goes and how it ends will ultimately

depend on the player characters. This goes with a couple of implications, of course, so go figure...

Q) All that said ... why did you leave?

A) All I can give you is this in a nutshell: RedBrick is changing, but I am not. There are a lot of reasons for my decision to step back, but most of them are personal and not meant for the public. Given my history with RedBrick and Earthdawn (as well as my agenda outlined above), you know that it isn't something I would do spontaneously. It was a very tough decision, but I am happy I made it. I wish RedBrick all the best in their future endeavors. I know they have big and ambitious plans, so I'm pressing thumbs they come true!

Q) What are your hopes for Earthdawn's future?

A) I hope and expect to see most (if not all) remaining Earthdawn Third Edition books come out, at least those that saw some development work in the past months and years. I had a real blast working with the various authors and I hope for them that they will be able to hold the printed results in their hands at some point. Same counts for a couple of additional manuscripts I didn't mention above. Controlling that isn't in my hands anymore, however, but I am going to assist the team wherever I can and help the authors to get the vision of their books implemented the way we planned them.

Q) What is the future for Equinox and Vampire City?

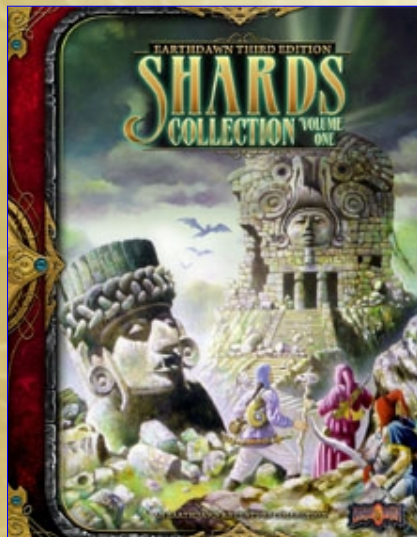
A) Pro-Indie and Equinox have always been somewhat separate from RedBrick, which is why we had them under a RedBrick Germany label. This didn't survive the recent changes and wasn't moved to the new website. As a result, Pro-Indie and Equinox are out of the public view at the moment.



Development had stalled for a while, but we're gearing up to continue by the end of this year. Vampire City is still in layout and now that our latest book, BARBARIANS! has come through in a beautiful full-color print, we are ready to finish Vampire City (also in color) and release it in the new year.

Equinox will take a while longer to release, but 2012 is going to be an interesting year for that game.

Q) Any idea when there will be a new Pro-Indie site for the BARBARIANS! and Western City games?



A) Likely by the end of this year. We are working on a new website presence, even if it is just a small one. You can still get all these on DriveThroughRPG, however. Keep an eye out for <http://www.pro-indie.com> returning sometime soon!

Q Will there ever be a chance that [Zwielicht](#), and [Das Vergessene Tal](#) will see a fan produced English translation?

A) Zwielicht is actually available, only in slightly different form: [Tournament Troubles](#) (from the [Earthdawn Shards Collection Vol. One](#)) picks up on the same ideas I used in that fan adventure. The structure and ending are a bit different, but keep in mind that Zwielicht was originally written for two groups and two gamemasters for an Easter vacation (or convention experience). It is very specific in some parts and not suited to a broader audience without some changes--those I made for

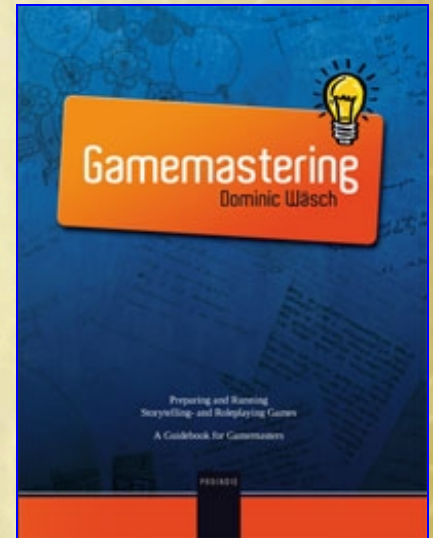
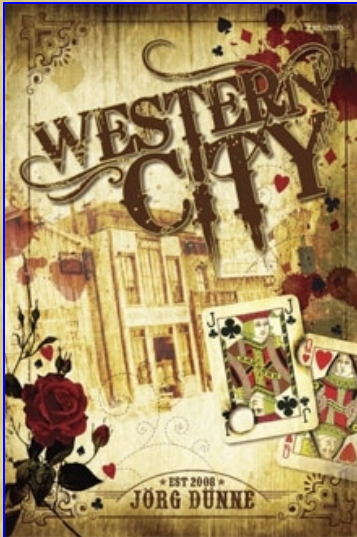
Tournament Troubles!

I know that there has been some effort made to translate the Das Vergessene Tal campaign in the past. I am not sure it will ever be finished, but I wasn't involved in the translation effort so far. That's something Eike-Christian Bertram is more likely to answer at this stage.

Q) We thank you for the interview, it was a pleasure. We both wish you all the best for the future!

A) Thanks! Keep up the good work!

Error!



HHThe three titles currently available from the Pro-Indie line of games.

HHThe blog entries mentioned in the interview are no longer available online as the hosting site has been removed from the internet. With a little grunt work and some tenacity I present you with the two entries referenced. They are duplicated here for clarity of the information in the interview.

[A Glimpse of the Future](#)

September 5, 2011 - 14:25

People kept asking, so here I return since it's been a while since I actually posted a full blog entry. Sorry for the silence--I simply haven't found too much time to blog, and resorted to posting smaller updates on facebook (see the link to your left!).

To make it up to you, here's a little treat; something I've been asked about every now and then: what products are coming up next? After getting a lot of stuff converted to Third Edition, our production schedule is now gearing towards new material. So here's the books we have planned:

Lost Dynasty

A fully detailed adventure set in Landis by Hank Woon, including a chapter from the Great Library detailing the History of Landis.

Legends of Barsaive

This book contains stories, tales, and legends from the lands of Barsaive, and will include the results of our Open Call.

Nations of Barsaive V: Blood Wood

The title says it all, I think--the book will be a rework of the old first edition title, laying the groundwork for the next book.

Elven Nations

Detailing the remains of the Western Kingdoms and Shosara, this tome provides detail on the rich elven culture beyond the Blood Wood.

Jerris: City of Ash

This city book takes us back to Barsaive, visiting the city closest to the Poison Forest and the Wastes.

Nations of Barsaive VI: Iopos

Probably the final installment in the Nations of Barsaive series, this book details the home and history of the Denairastas clan.

These contain the main building blocks we need to publish our own epic, Chronicles of War, which will finally push the brewing conflict between Throal and Thera over the edge. We have a few other titles on our list and in drafting stage, which might see the light of day in between or afterwards. There isn't too much I can tell about those at this stage, however.

We'll also see more novels, including the original trilogy by Christopher Kubasik and the continuation of Scars by Caroline Spector. While it has been silent around the Shards in the past months, there's been a bit of activity which might lead to more of those--and hopefully to a third compilation at some point. Oh well!

[Fragments of the Past](#)

September 26, 2011 - 00:00

As you all know, [Earthdawn](#) is my all-time favorite game. I've been there almost from the beginning in the early '90s, playing endless adventures and campaigns with my friends. The setting and the game itself inspired me to write and become active in the community, which led me on a path I followed the path from beginning to end: starting out as a wide-eyed fan with a dropped jaw, then becoming a devoted fan author, and eventually take over as Line Developer for two editions of the game.

It was an awesome time, all these years. I vividly remember the early days on the old **Earthdawn Mailing List** (the first eMail I ever wrote was addressed to Lou Prosperi at FASA back in the day) and the long chat nights with the guys and girls writing the **Earthdawn Journal**. The discussions on various forums later on and of course, the fan adventures and supplements we've released to the community in the years afterwards.

With **RedBrick**, I helped turning a rag-tag band of devoted fans into a wonderful and very professional team. We created quite a heap of stunning books--eleven for [Earthdawn Classic](#) and no less than twenty-three for Third Edition (so far and not counting PDF-only releases). I learned a lot during this time: from group dynamics to project management, from layout to print preparation, product financing, networking and international relationships, how to lead and crack a whip (on volunteers!), and the workings of the roleplaying industry behind the curtains. I also learned a number of valuable lessons on trust, friendship, and loyalty.

I've had a major part in all printed books **RedBrick** has released so far (counting the [Earthdawn](#) releases from above, there are forty-five printed books in total--and more than a handful of PDF-only releases), and my name will appear in a number of books to come. There's probably no need to say that I have a deep bond to the company. I helped building up and steered it for quite a while, and I am immensely proud on what we have achieved together.

Despite all this, however, it is time for me to let [Earthdawn](#) go and step into the background. There are a ton of reasons for my decision, and you can probably imagine that I don't do this lightly. I'll remain on the team to provide assistance where and whenever I can (especially on the books mentioned in my last post), so you can be sure I'll stick around and won't be out of the picture completely. After the upcoming pause for the birth of our second child, my main focus will become working on [Equinox](#) (which both need a lot more love that it has been given before) and [Pro-Indie](#).

It's strange how these things always seem to coincide. I was speaking of future plans in my last post, now I'm announcing I'm stepping back from being Line Developer for [Earthdawn](#). Sometimes things happen fast and often in unexpected ways, but I guess such is life.

Thanks to everyone who was a part of this!

It could be said that Carsten Damm aka Dammi, achieved what every gamemaster secretly wants. He was allowed to take a game he loves and direct it for several years, molding it and shaping it into his vision. He left his mark all over the current system, design and writing. I have this to say: Well done sir! I look forward to more from you.



Many thanks go to Mordom, over at the Earthdawn Blog for his efforts in this interview. The Earthdawn Blog updates several times a month with interesting and often informative articles. If you don't already read it you should.

HUMANOID CREATURES MINIATURE GALLERY

The world of Earthdawn is populated by many different humanoids that are not considered name givers, horrors, or animals. I have classified them as simply Humanoid Creatures. Some use weapons and armor, as in the case of Ogers, others do not as in the case of the Bog Gob. Most any company's versions of these miniatures will do when substituting miniatures. The Ogers, Ghoul, and Skeletons are straight forward enough. The Cadaverman can be replaced with a zombie from most fantasy series and the unique Bog Gob... Well I have never found an adequate replacement for the look, though for size I use Trinity Battlegrounds 9411 Aberrant Support Troggs.



Oger w/ 2 Handed Club & Oger with Club & Shield
Heartbreaker ED 388



Bog Gob



Human Cadaverman
Heartbreaker ED 339



Ghoul



Skeletons w/ Swords
Heartbreaker ED 346

Characteristics Table (Attribute Values 1-50)

Attribute Value	Initiative	Defense Ratings	Encumbrance	Health Ratings				Armor
	Dex	DEX / PER / CHA	STR	Death	Uncon.	Wound Threshold	Recovery Tests (per day)	WIL
	Step Number	Physical/Spell / Social Defense	Carrying Capacity (lbs)					Mystic Armor
1	2	2	5	19	10	3	½ days	0
2	2	3	10	20	11	4	½ days	0
3	2	3	15	22	13	4	1	0
4	3	4	20	23	14	5	1	0
5	3	4	25	24	15	5	1	0
6	3	4	30	26	17	6	1	0
7	4	5	40	27	18	6	1	0
8	4	5	50	28	19	7	2	0
9	4	6	60	30	21	7	2	0
10	5	6	70	31	22	8	2	0
11	5	7	80	32	24	8	2	1
12	5	7	95	34	26	9	2	1
13	6	7	110	35	27	9	2	1
14	6	8	125	36	28	10	3	2
15	6	8	140	38	30	10	3	2
16	7	9	160	39	31	11	3	2
17	7	9	180	40	32	11	3	3
18	7	10	200	42	34	12	3	3
19	8	10	230	43	35	12	3	3
20	8	10	260	44	36	13	4	4
21	8	11	290	46	39	13	4	4
22	9	11	330	47	40	13	4	4
23	9	12	370	48	41	14	4	5
24	9	12	410	50	43	14	4	5
25	10	13	460	51	44	15	4	5
26	10	13	510	52	45	15	5	6
27	10	13	560	54	47	15	5	6
28	11	14	620	55	48	16	5	6
29	11	14	680	56	49	16	5	7
30	11	15	740	58	51	17	5	7
31	12	15	810	59	52	17	5	7
32	12	16	880	60	53	17	6	8
33	12	16	950	62	55	18	6	8
34	13	16	1030	63	56	18	6	8
35	13	17	1110	64	57	19	6	9
36	13	17	1190	66	59	19	6	9
37	14	18	1280	67	60	19	6	9
38	14	18	1370	68	61	20	7	10
39	14	19	1460	70	64	20	7	10
40	15	19	1560	71	65	21	7	10
41	15	19	1660	72	66	21	7	11
42	15	20	1760	74	68	21	7	11
43	16	20	1870	75	69	22	7	11
44	16	21	1980	76	70	22	8	12
45	16	21	2090	78	72	22	8	12
46	17	22	2210	79	73	23	8	12
47	17	22	2330	80	74	23	8	13
48	17	22	2450	82	76	23	8	13
49	18	23	2580	83	77	24	8	13
50	18	23	2710	84	78	24	9	14

Characteristics Table (Attribute Values 51-100)

Attribute Value	Initiative	Defense Ratings	Encumbrance	Health Ratings				Armor
	Dex	DEX / PER / CHA	STR	TOU		Wound	Recovery Tests (per day)	WIL
	Step Number	Physical/Spell / Social Defense	Carrying Capacity (lbs)	Death	Uncon.	Threshold		Mystic Armor
51	18	24	2840	86	80	24	9	14
52	19	24	2980	87	81	25	9	14
53	19	25	3120	88	82	25	9	15
54	19	25	3260	90	84	25	9	15
55	20	25	3410	91	85	26	9	15
56	20	26	3560	92	86	26	10	16
57	20	26	3710	94	89	26	10	16
58	21	27	3870	95	90	27	10	16
59	21	27	4030	96	91	27	10	17
60	21	28	4190	98	93	27	10	17
61	22	28	4360	99	94	28	10	17
62	22	28	4530	100	95	28	11	18
63	22	29	4700	102	97	28	11	18
64	23	29	4880	103	98	29	11	18
65	23	30	5060	104	99	29	11	19
66	23	30	5240	106	101	29	11	19
67	24	31	5430	107	102	30	11	19
68	24	31	5620	108	103	30	12	20
69	24	31	5810	110	105	30	12	20
70	25	32	6010	111	106	31	12	20
71	25	32	6210	112	107	31	12	21
72	25	33	6410	114	109	31	12	21
73	26	33	6620	115	110	31	12	21
74	26	34	6830	116	111	32	13	22
75	26	34	7040	118	114	32	13	22
76	27	34	7260	119	115	32	13	22
77	27	35	7480	120	116	33	13	23
78	27	35	7700	122	118	33	13	23
79	28	36	7930	123	119	33	13	23
80	28	36	8160	124	120	33	14	24
81	28	37	8390	126	122	34	14	24
82	29	37	8630	127	123	34	14	24
83	29	37	8870	128	124	34	14	25
84	29	38	9110	130	126	35	14	25
85	30	38	9360	131	127	35	14	25
86	30	39	9610	132	128	35	15	26
87	30	39	9860	134	130	35	15	26
88	31	40	10120	135	131	36	15	26
89	31	40	10380	136	132	36	15	27
90	31	40	10640	138	134	36	15	27
91	32	41	10910	139	135	37	15	27
92	32	41	11180	140	136	37	16	28
93	32	42	11450	142	139	37	16	28
94	33	42	11730	143	140	37	16	28
95	33	43	12010	144	141	38	16	29
96	33	43	12290	146	143	38	16	29
97	34	43	12580	147	144	38	16	29
98	34	44	12870	148	145	39	17	30
99	34	44	13160	150	147	39	17	30
100	35	45	13460	151	148	39	17	30

Throwing Weapon Encumbrance Table

Item	Dwarf	Elf	Human	Jackelman	Leafer	Obsidiman	Oger	Ork	Troll	T'skrang	UlK-man	Winding
Throwing Weapon												
Bola	1.5	1.8	2	2.0	1.8	2.5	2.4	2.0	2.5	2.0	3.0	0.4
Dagger	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Dart	0.4	0.5	0.5	0.5	0.5	0.6	0.6	0.5	0.6	0.5	0.8	0.1
Flight Dagger	0.6	0.7	0.8	0.8	0.7	0.9	0.9	0.8	0.9	0.8	1.1	0.2
Hawk Hatchet	1.5	1.8	2	2.0	1.8	2.5	2.4	2.0	2.5	2.0	3.0	0.4
Knife	0.5	0.6	0.6	0.6	0.6	0.8	0.8	0.6	0.8	0.6	0.9	0.1
Net	3.8	4.5	5	5.0	4.5	6.3	6.0	5.0	6.3	5.0	7.5	1.0
Spear	2.3	2.7	3	3.0	2.7	3.8	3.6	3.0	3.8	3.0	4.5	0.6
Throwing Axe	1.5	1.8	2	2.0	1.8	2.5	2.4	2.0	2.5	2.0	3.0	0.4
Throwing Dagger	0.6	0.7	0.8	0.8	0.7	0.9	0.9	0.8	0.9	0.8	1.1	0.2
Winding Net	0.6	0.7	0.8	0.8	0.7	0.9	0.9	0.8	0.9	0.8	1.1	0.2
Winding Spear	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5

Armor Encumbrance Table

Item	Dwarf	Elf	Human	Jackelman	Leafer	Obsidiman	Oger	Ork	Troll	T'skrang	UlK-man	Winding
Armor												
Bark	15.0	18.0	20	20.0	18.0	25.0	24.0	20.0	25.0	20.0	30.0	4.0
Blood Pebble												
Chain Mail	30.0	36.0	40	40.0	36.0	50.0	48.0	40.0	50.0	40.0	60.0	8.0
Crystal Plate	67.5	81.0	90	90.0	81.0	112.5	108.0	90.0	112.5	90.0	135.0	18.0
Crystal Ringlet	33.8	40.5	45	45.0	40.5	56.3	54.0	45.0	56.3	45.0	67.5	9.0
Espagra-Scale Cloak	7.5	9.0	10	10.0	9.0	12.5	12.0	10.0	12.5	10.0	15.0	2.0
Fernweave	11.3	13.5	15	15.0	13.5	18.8	18.0	15.0	18.8	15.0	22.5	3.0
Hardened Leather	15.0	18.0	20	20.0	18.0	25.0	24.0	20.0	25.0	20.0	30.0	4.0
Hide Armor	18.8	22.5	25	25.0	22.5	31.3	30.0	25.0	31.3	25.0	37.5	5.0
Leather	11.3	13.5	15	15.0	13.5	18.8	18.0	15.0	18.8	15.0	22.5	3.0
Living Crystal												
Living Hair Barding												
Obsidiman Skin	15.0	18.0	20	20.0	18.0	25.0	24.0	20.0	25.0	20.0	30.0	4.0
Padded Cloth	3.8	4.5	5	5.0	4.5	6.3	6.0	5.0	6.3	5.0	7.5	1.0
Padded Leather	15.0	18.0	20	20.0	18.0	25.0	24.0	20.0	25.0	20.0	30.0	4.0
Plate Mail	45.0	54.0	60	60.0	54.0	75.0	72.0	60.0	75.0	60.0	90.0	12.0
Ring Mail	22.5	27.0	30	30.0	27.0	37.5	36.0	30.0	37.5	30.0	45.0	6.0
Wyvern-Skin	37.5	45.0	50	50.0	45.0	62.5	60.0	50.0	62.5	50.0	75.0	10.0

Shield Encumbrance Table

Item	Dwarf	Elf	Human	Jackelman	Leafer	Obsidiman	Oger	Ork	Troll	T'skrang	UlK-man	Winding
Shield												
Bark	3.8	4.5	5	5.0	4.5	6.3	6.0	5.0	6.3	5.0	7.5	1.0
Body	11.3	13.5	15	15.0	13.5	18.8	18.0	15.0	18.8	15.0	22.5	3.0
Buckler	2.3	2.7	3	3.0	2.7	3.8	3.6	3.0	3.8	3.0	4.5	0.6
Crystal Buckler	3.8	4.5	5	5.0	4.5	6.3	6.0	5.0	6.3	5.0	7.5	1.0
Crystal Raider	11.3	13.5	15	15.0	13.5	18.8	18.0	15.0	18.8	15.0	22.5	3.0
Ferndask	3.8	4.5	5	5.0	4.5	6.3	6.0	5.0	6.3	5.0	7.5	1.0
Footman's	7.5	9.0	10	10.0	9.0	12.5	12.0	10.0	12.5	10.0	15.0	2.0
Rider's	6.0	7.2	8	8.0	7.2	10.0	9.6	8.0	10.0	8.0	12.0	1.6

Equipment Encumbrance Table

Item	Dwarf	Elf	Human	Jackelman	Leafer	Obsidiman	Oger	Ork	Troll	T'skrang	Ulk-man	Winding
Misc. Equipment												
Adventurer's Kit:												
<i>Kit consisting of multiple items</i>												
Backpack, bedroll, flint and steel, torch, waterskin, large sack	10.5	12.6	14.0	14.0	12.6	17.5	16.8	14.0	17.5	14.0	21.0	2.8
As above, plus a tent	25.5	30.6	34	34.0	30.6	42.5	40.8	34.0	42.5	34.0	51.0	6.8
Alchemist's Kit	11.3	13.5	15	15.0	13.5	18.8	18.0	15.0	18.8	15.0	22.5	3.0
Alchemist's Shop												
Artisan Tools:												
<i>Kit consisting of multiple items</i>												
Carving	2.3	2.7	3	3.0	2.7	3.8	3.6	3.0	3.8	3.0	4.5	0.6
Embroidery/Sewing	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Forge	15.0	18.0	20	20.0	18.0	25.0	24.0	20.0	25.0	20.0	30.0	4.0
Painting	1.5	1.8	2	2.0	1.8	2.5	2.4	2.0	2.5	2.0	3.0	0.4
Sculpting	2.3	2.7	3	3.0	2.7	3.8	3.6	3.0	3.8	3.0	4.5	0.6
Backpack	2.3	2.7	3	3.0	2.7	3.8	3.6	3.0	3.8	3.0	4.5	0.6
Bedroll	3.0	3.6	4	4.0	3.6	5.0	4.8	4.0	5.0	4.0	6.0	0.8
Belt Pouch	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Blanket	1.5	1.8	2	2.0	1.8	2.5	2.4	2.0	2.5	2.0	3.0	0.4
Candle	0.2	0.2	0.3	0.3	0.2	0.3	0.3	0.3	0.3	0.3	0.4	0.1
Chain:												
Heavy (3 yards)	6.8	8.1	9	9.0	8.1	11.3	10.8	9.0	11.3	9.0	13.5	1.8
Light (3 yards)	4.5	5.4	6	6.0	5.4	7.5	7.2	6.0	7.5	6.0	9.0	1.2
Chalk (5 pieces)	0.2	0.2	0.3	0.3	0.2	0.3	0.3	0.3	0.3	0.3	0.4	0.1
Climbing Kit:												
<i>Kit consisting of multiple items</i>												
Rope (6 yards), Light Chain (3 yards), 2 Pitons, Grappling Hook	14.3	17.1	19	19.0	17.1	23.8	22.8	19.0	23.8	19.0	28.5	3.8
Craftsman Tools	3.8	4.5	5	5.0	4.5	6.3	6.0	5.0	6.3	5.0	7.5	1.0
Disguise Kit	4.5	5.4	6	6.0	5.4	7.5	7.2	6.0	7.5	6.0	9.0	1.2
Fishing Kit:												
<i>Kit consisting of multiple items</i>												
10 Fish Hooks, Fishing Net, Fishing Rod, Bait Jar	10.5	12.6	14	14.0	12.6	17.5	16.8	14.0	17.5	14.0	21.0	2.8
Fishing Net (9 sq. yards)	7.5	9.0	10	10.0	9.0	12.5	12.0	10.0	12.5	10.0	15.0	2.0
Flint and Steel	0.4	0.5	0.5	0.5	0.5	0.6	0.6	0.5	0.6	0.5	0.8	0.1
Grappling Hook	3.8	4.5	5	5.0	4.5	6.3	6.0	5.0	6.3	5.0	7.5	1.0
Healing Kit:												
<i>Kit consisting of multiple items</i>												
Basic (3 applications)	3.8	4.5	5	5.0	4.5	6.3	6.0	5.0	6.3	5.0	7.5	1.0
Refill (3 applications)												
Iron Pot	6.0	7.2	8	8.0	7.2	10.0	9.6	8.0	10.0	8.0	12.0	1.6
Lantern:												
Hooded	2.3	2.7	3	3.0	2.7	3.8	3.6	3.0	3.8	3.0	4.5	0.6
Bull's-Eye	2.3	2.7	3	3.0	2.7	3.8	3.6	3.0	3.8	3.0	4.5	0.6
Light Quartz	3.8	4.5	5	5.0	4.5	6.3	6.0	5.0	6.3	5.0	7.5	1.0
Map or Scroll Case	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Musical Instrument:												
Drum	3.8	4.5	5	5.0	4.5	6.3	6.0	5.0	6.3	5.0	7.5	1.0
Flute	1.5	1.8	2	2.0	1.8	2.5	2.4	2.0	2.5	2.0	3.0	0.4
Horn	5.3	6.3	7	7.0	6.3	8.8	8.4	7.0	8.8	7.0	10.5	1.4
Lute	4.5	5.4	6	6.0	5.4	7.5	7.2	6.0	7.5	6.0	9.0	1.2
Whistle	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Navigation Charts	1.5	1.8	2	2.0	1.8	2.5	2.4	2.0	2.5	2.0	3.0	0.4
Oil Flask	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Paper/Parchment (sheet)												
Physician's Kit:												
<i>Kit consisting of multiple items</i>												
Basic (3 applications)	2.3	2.7	3	3.0	2.7	3.8	3.6	3.0	3.8	3.0	4.5	0.6
Refill (3 applications)	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Quill Pen												
Rope, per yard	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Sack	1.5	1.8	2	2.0	1.8	2.5	2.4	2.0	2.5	2.0	3.0	0.4
Tent	15.0	18.0	20	20.0	18.0	25.0	24.0	20.0	25.0	20.0	30.0	4.0
Thieves' Picks and Tools	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Torch	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Whetstone	0.8	0.9	1	1.0	0.9	1.3	1.2	1.0	1.3	1.0	1.5	0.2
Water or Wine Skin	3.0	3.6	4	4.0	3.6	5.0	4.8	4.0	5.0	4.0	6.0	0.8
Writing Ink (per vial)	0.4	0.5	0.5	0.5	0.5	0.6	0.6	0.5	0.6	0.5	0.8	0.1
Writing Kit:												
<i>Kit consisting of multiple items</i>												
Quill Pen, Writing Ink, 10 Sheets of Parchment or Paper, 2 Candles, 10 Pieces of Chalk	1.5	1.8	2	2.0	1.8	2.5	2.4	2.0	2.5	2.0	3.0	0.4