

EARTH DAWN

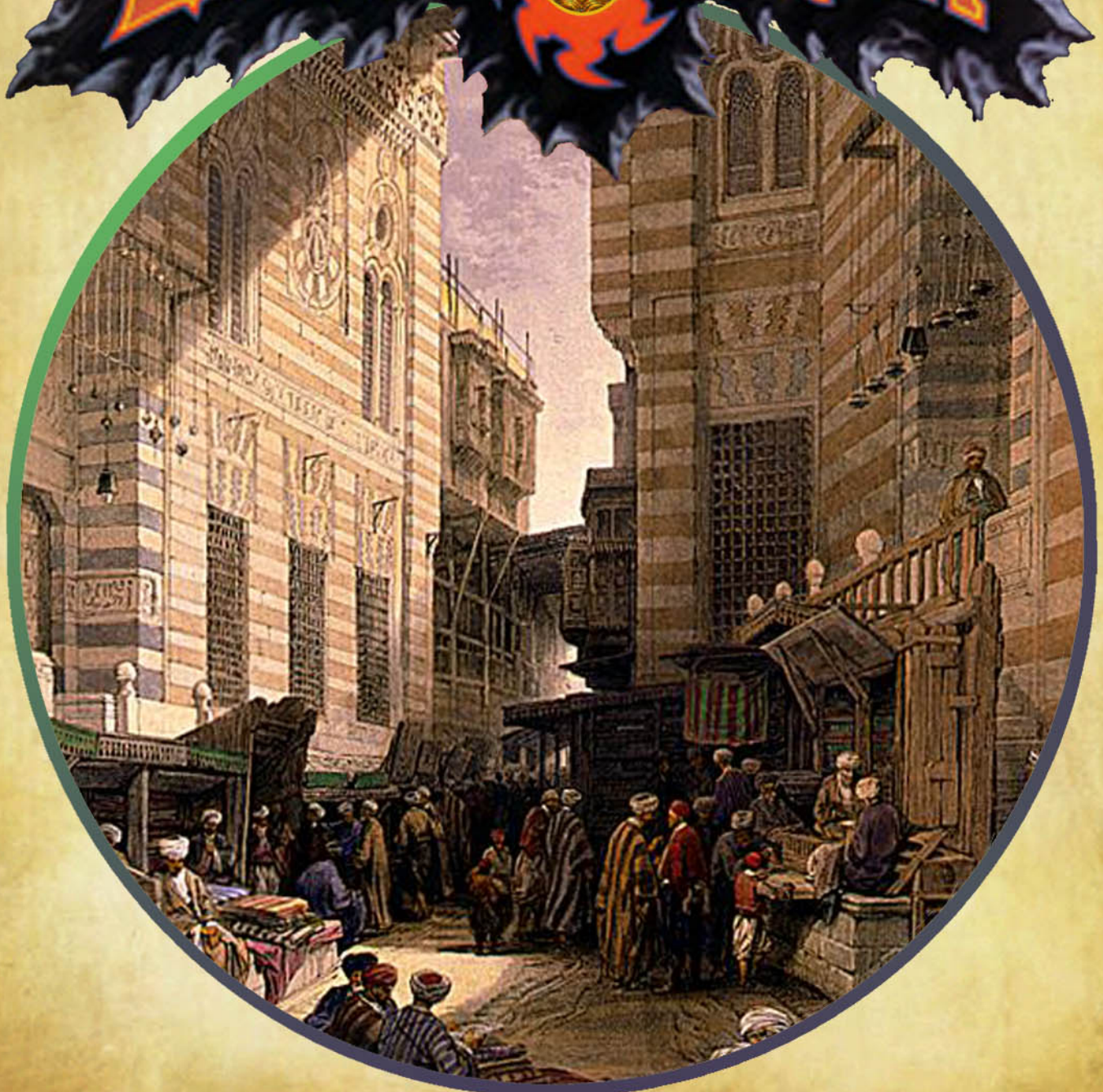


Tableau Infractus #14

TABLEAU INFRACTUS

"I didn't expect you to have company."

- **Shanaian, Swordmaster of Throal, when confronted by the wife of her latest conquest**

CONTENTS

Issue 14, Summer 2012

Author's Corner	3
Some Q&A from the readers	
What's in a Name	4
As it turns out, there is quite a lot.	
Chronicler of the Ancient Files	9
Interview with Bobby Derie	
Earthdawn Miniatures Gallery	11
The Dragons	
Sperethiel: Language & Dictionary	12
The language of the elves written by Bobby Derie	



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*This is a work by a fan for fans.
In short please don't litigate against me.*

Volume #1 Issue #14 Earthdawn Tableau Infactus

AUTHOR'S CORNER

Well last issue generated quite a bit of e-mail and commentary separate from, but in addition to, the goings on in the production world of Earthdawn. This issue's Author's Corner will answer the most prevalent commentary and questions I received about issue #13 and a few other subjects. All questions and commentary are paraphrased for clarity.

I went to download [issue #13](#) and your hosting service, 4shared, now requires an account for download.

Yes 4shared made some changes in the last few of months and now requires that people wishing to download files have an account.

I tried replacing them with an outfit called Filedropper which worked quite nicely for a bout a week before they lost all of the files. Currently I have almost everything hosted on [Fileden](#). It is a free service for download and requires no account from the downloader.

Issue #13's "Author's Corner" hit me very hard. I found it detailed and well researched. It also mirrors my own opinions regarding the book's size.

Thank you. Before I released that particular article I requested RedBrick's permission. I felt it was a fairly neutral analysis though it is hard to remain completely unbiased.

The size format is only one issue, but ordering an "ebook" or "print on demand book" is definitely a no for me.

Print on demand seems to be the way most game manufacturers are headed these days. Apparently some of the previously released Earthdawn 3rd edition books are print on demand.

Great job with your last issue (#13) and I hope you and the [Earthdawn Blog](#) guy keep Earthdawn alive and up to date.

Well the Earthdawn Blog guy is Mordom, and he is generally on top of things from a different perspective than I. If you have not looked at the [Earthdawn Compendium.com](#) give it a shot. Lots of fans use it as a forum, and there has been new functionality updates recently, it's good stuff.

What is up with RedBricks Forums?

I do not know the details. I do know that there are several locations where some information can be located buried among the various posts. [Here](#) [Here](#) and [Here](#). In an effort to remain neutral, for I am on the side of the game, this is all I am going to say on the matter.

Why is [Earthdawn.com](#) forwarding to the Tableau Infractus Facebook page?

I asked the current domain holder to redirect Earthdawn.com to that location as a temporary solution. Historically Earthdawn.com has been in the hands of one fan or another for many years. It is my hope to get a fan supported site together and have it directed to that. Things like this take a bit longer than you might imagine.

Will you be archiving the Earthdawn content from the Dumpshock site?

(I had to rewrite the answer very recently). Yes, it is going to take some time. I have received permission from the site owner to archive the whole thing. This issue even has a sample of what that archive will contain.

Why don't you post the actual questions that people write you, and why don't you give them credit for asking them?

Strangely Tableau Infractus has developed an international audience, not something I actually considered when I started writing it. I often get several different versions of these questions from various people for whom English is a second, or third language and in a few cases they use translator software. So it is simpler if I just paraphrase the questions and answer that. As for crediting the questioner, if I receive the same question four times in four different manners who should I designate as the author of the question?

If you have more questions feel free to ask them either on the [Facebook](#) page or send me an e-mail at tableau.infractus@yahoo.com. On to the issue and I hope you enjoy it.

WHAT'S IN A NAME?

*Names are the focus that allows name givers to exert their will on the world.
---Zah'quary Nethermancer of Iopos*

This issue will be taking an in depth look at naming for the various races and cultures of Barsaive. There are several criteria that a Game Master might wish to consider when naming the people, places and things in their campaigns. Roughly the criteria are as follows; Time Frame, Race, Culture, and Nationality.

Time Frame

Three timeframes have influenced the cultures and races of Barsaive, they are often referred to as Pre-Scourge, The Scourge and Modern Day.

Pre-Scourge

Each nation in Barsaive was more distinct during the Pre-Scourge time frame; Throal had not inundated the countryside with their book of tomorrow, Thera had united most of the known world under its control, Kratas, Parlainth and Iopos were all thriving unique city states. The various national cultures had assumed very little cultural influence from other nations or racial groups. With the exception of the Theran presence in places of authority most villages, towns and cities had very little Theran influence in their culture. Because of these factors naming behaviors and trends remained relatively constant. For example the Throlic people used the same basic naming techniques as their forefathers including the cadences and preferred sounds.

Ancient Name-Giver Names

Every name-giver has always had a name. It is the reference by which other people knew them. In the most ancient times it they might have been named after events, sites, or their parent's ideals. Their names could easily be changed and a new meaning added to the reference. Here is a quick list of subjects to consider when giving your characters a name with an ancient influence.

Ancient Names

Subject	Example Names
Event	Dawn, Solstice
Sighting	Running Deer, Swimming Bear
An Idea	Hope, Usul, Bravery
Passion / Religion	Jaspree's Gift, Uhl's Touch
Characteristics	Izzy the Nose, Whey Fingers
Personal Qualities	Brutal Honesty, Booming Fist

Pre-Scourge Names

Most ancient names become habitual in their use and are the basis of many of other names. These become the Root Names used by tribes and cultures. After they are absorbed into a more advanced society the meanings are often lost, with only the tradition of their use and the familiarity of the sounds remaining.

As societies develop, variations of preferred names cycle in and out of style. These variations show a preference for particular name selections depending on generation.

Some developments are for denoting family placement, other times it maybe a cultural reference for defining the sex of the child. For example, Bot'thok is an ork name denoting the Son of Thok, Bat'thok is the Daughter of Thok in the same language. An ork named Bat'thok'fahd'tranko would be a cruelty understood only by individuals that were versed in Or'zet, Translating roughly as "The Daughter for which Thok sacrificed his passion for Thystonius", or more vulgarly as "The girl for whom Thok gave up his love of conflict".

Pre-Scourge names have many more tribal influences and sounds than Modern Names. Such names maybe short with prominent consonances or firm vowels. Pre-Scourge names are not fully ancient though they do show many of the same characteristics as Ancient Names.

In the Pre-Scourge timeframe there were larger populations throughout Barsaive. Thus there were actually more names and variations of those names compared to The Scourge or even Modern Day.

The Scourge

Five hundred years affects each race differently. A span of that duration would average; 20 ork generations, 15 human, 5 dwarf, 3 elven, and 1 or possibly 2 obsidimen generations. Because the scourge forced the varied races and cultures of Barsaive to either seal themselves in kaers with other races and sometimes nationalities, or isolate themselves completely; two drastically different methods of naming developed. For simplicity we shall call them distilled and mixed.

Distilled Names

Environments where the populations were compressed and required to live a regimented lifestyle lead to a very strict social hierarchy. This situation combined with the drive of name-givers to seek others of a like mind or appearance and the stage was set for a distillation of what it means to be of that name-giver race or that particular nationality.

The preferred naming patterns of distilled populations are wildly erratic, almost unique to each kaer. Political, financial and social influences are the primary drivers of name changes in the distilled environment. An individual from such an environment may have several names or a string of names denoting several pertinent pieces of information such as Region, Clan, Family Name, and Profession. Such an individual may even have further names to denote placement within the family and lastly a familiar diminutive of the name.

Distilled Environment

Subject	Example Names
Location	Westbend, Eastally
Politics	Whig, Agape
Financial	Banks, Lender, Charter
Social	Counsel, Vizier
Family	Dawning, Tobin
Profession	Cooper, Tanner, Smith

Distilled environments are ridged and the requirements of a name are to denote just where it is the name-giver in question fits in the overall fabric of the society. Distilled names comprise many shortened versions of the words that are used to create the name. Will Tobin, Whig Cooper of Westbed states very clearly to individuals in that environment exactly who they are addressing. After five hundred years the words might run mostly together generating a more rhythmic flow to the words. Wiltin Whig, Cooper o Westn, here the political orientation has become associated very closely to the family.

As time passes words become shorter and easier to discern for people from that environment. The natural tendency to convey as much information in as few syllables as possible is skewed very sharply in the distilled environment.

Mixed Names

For populations with mixed cultural and racial influences, names became intertwined. Racial and cultural boundaries rapidly blurred in most kaers due to the constraints of living in a diverse, yet enclosed, environment. Crossbreeding between racial types, though they breed true to one race or the other, often resulted in individuals with a mixed cultural name derived from the influences of two or more different races, regions, or nationalities. The more generations in the kaer the more varied and mixed the names. The following table provides a small selection of the vast choices to mix with one another.

Mixed Name Influences

Race	Generation	Region	Nationality
Dwarf	First	Parlaint	Iopos
Elf	Second	Cara Fahd	Throal
Orc	Third	Lake Ban	Thera
Troll	Fourth	Landis	Jerris
Human	Fifth +	Utrecht	Urupa

A dwarf named Jork Swiftarrow would be an example of various influences. Obviously a third generation dwarf with elven and ork heritage. Jork is an ork name, in that it meets

the general naming patterns of orks from Cara Fahd. Swiftarrow being an ancient elven root name. This individual is obviously from a large metropolitan kaer.

When creating names for the mixed environment consider that they may still meet some of the requirements for the Distilled Environment. Kaer Region, Clan, Family Name, and Profession are all still very important in a mixed kaer, possibly more important due to the drive to classify or exclude others.

Modern Day Naming Renaissance

It has been nearly 100 years since the earthen ball ceased to drop and name-givers have once again begun to live on the surface of the world. Attitudes are generally optimistic when the worst of any given situation is considered to have passed. Keeping this in mind most name-givers born outside of a Kaer may have a hopeful or joyous intent to their names.

Racial groups that identified themselves as a separate entity before the scourge may now identify with their contemporaries from the kaer that housed them during the scourge. By adopting the naming conventions of the kaer, these groups have fundamentally changed who they are and the way that they view the world. Names from this group are generally the strongest racial names coupled with the most common or easily recognized cultural or national names.

Many of the naming conventions created during the scourge would be tested and most likely challenged. Younger name-givers that have never lived in a shelter under the ground or in a sealed city may find the ideas of such a long and detailed name to be antiquated and chooses to strip what they find to be extraneous. The long litany of a person's name may be reduced to just a few

words or esthetically pleasing sounds, the meanings of which are no longer pertinent to the individual being named.

Racial Name Selection

In Earthdawn one of the assumptions that can be made reading the official releases is that each race has an identity. The (ED3) *Nations of Barsaive volume 3: Cara Fahd* is a good example of how some of the individuals of a particular race think that all members of that race should fit within a particular definition. When selecting a name using race as the basis it should convey the feeling of the selected race. A troll named

Tom would be an unbelievable character unless Tom was a familiar diminutive of the troll's full name, such as Rockhorn Tomak Skyseeker, Tom would be used only by close friends and relatives.

Earthdawn has fifteen official races; ten in the primary release (ED3) *Earthdawn Player's Guide*, four in the (ED1) *Theran Empire*, one in the (ED1) *Blood Wood* and additional four in

the (ED3) *Cathay The Five Kingdoms Player's Guide*.

Groups such as the Dinganni, Galeb-klel, and the Vorst are variations of the human race and are classified as cultures. In the case of Elves there are various races, though it could also be said that it is the extremely divergent cultures that have affected the development of the elven stock and that they are, in fact not separate races.

Many of these races, with a few rare exceptions, have sub groups in every culture. It will be a culture that determines the racially preferred names for any particular group. A dwarf from Cathay will not have the same sounding name as a dwarf from the Throal Kingdom, even if the meaning is the same. Generally speaking the race of the character chooses the subject of the name,



Tribal troll name catcher

the culture determines the manner in which it is spoken and written.

The following table doesn't include all of the variations of these races. Each race has a Source Book referenced that may prove to be useful.

Race / Sourcebook Reference

Race	Sourcebook
Blood Elf (Elf)	(ED1) The Blood Wood
Dragon	(ED1) Dragons
Dwarf	(ED1 / ED3) Nations of Barsaive Volume #3 The Throal Kingdom
Elf	(ED1) The Nation of Shosara (ED3) Player's Handbook
Gar (Elf)	(ED3) Cathay Player's Handbook
Human	(ED1) Denizens of Earthdawn Volume #1
Jackalman	(ED1) The Theran Empire
Jubruq	(ED1) The Theran Empire
KiMao (Elf)	(ED3) Cathay Player's Handbook
Leafer	(ED1) The Theran Empire
Obsidiman	(ED1) Denizens of Earthdawn Volume #2
Ork	(ED1 / ED3) Nations of Barsaive Volume #3 Cara Fahd
Po Na	(ED3) Cathay Player's Handbook
Storm Child	(ED3) Cathay Player's Handbook
T'skrang	(ED1 / ED3) Nations of Barsaive Volume #2 The Serpent River
Troll	(ED1 / ED3) Nations of Barsaive Volume #4 Crystal Raiders
Ulk-man	(ED1) The Theran Empire
Windling	(ED1) Denizens of Earthdawn Volume #1

Cultural Name Selection

Barsaive has been heavily influenced by four major powers during the last several hundred years. The Elven Court of Worm Wood can be seen as the first true power of Barsaive, giving rise to the island nation of Thera. Throal being the administrative arm of Thera in the Barsaivian province is the third major player. Lastly are the great Dragons, though their position on this list is debatable, possibly they should be on a list above this as they are the primary influences to all of the nations in one way or another.

Many of the cultures in the province of Barsaive and the Theran Empire have been detailed in Earthdawn releases. They are as follows; (ED1) *Theran Empire*, (ED1) *Blood*

Wood, (ED1) *Secret Societies of Barsaive*, (ED3) *Nations of Barsaive* volumes 1-4, and (ED3) *Kratas City of Thieves*.

These books provide a good feeling for a particular set of cultures by defining what is important or desirable to each particular group. By identifying the important or desired factors of a culture it is possible to determine what names would be appropriate to each culture. For example if the culture were to value wealth, then people might be named Ruby, Sapphire or Jade. If they valued war, then names like Kris, Dirk, or Victor would be appropriate. The table that follows provides a listing of some sample cultures and what they may view to be important or desirable.

Thraol	Urpua	Thera	Cara Fahd
Organization	Safety	Power	Freedom
Strength	Security	Wealth	Passion
Wealth	Food	Authority	Individuality
Freedom	Sea Power	Benevolence	Community

Names, and their derivative variations, that represent preferred qualities should be common in each of these cultures. Cultural influences should not be overlooked when selecting a name. An elf from Throal with a Theran name gives too many contradicting signals to the players, unless there is a tale behind it and that becomes the source of an adventure.

National Naming Influences

Nations are not particularly exclusive to a single culture. All nations try unconsciously to influence their smaller cultures to be more like the most dominant culture. Cultures can cross national lines and maintain what is unique to the culture while still being a viable part of a nation. National names are generally those held by nationally recognized heroes or heroines. Such individuals may have nationally preferred, or governmentally supported, positive characteristics.

National names are always in the dominant language of the nation, they will always be recognizable as being from a particular nation with very little in confusion.

Race names used in a national manner take on the auspices of national ownership. For example if an ork named Joon were to be revered as a hero in the nation of Throal, children of various races might be named after Joon in hopes of sharing in the qualities displayed by the hero. The pronunciation of the name would be less Or'zet and more Throalic.

Class strata within a nation may also be added to a name to provide a clearer representation of the individuals place in the national society. "Sir", "Duke" and other such titles do very nicely at denoting this type of rigid segregation within a nation.

Earthdawn Publication References

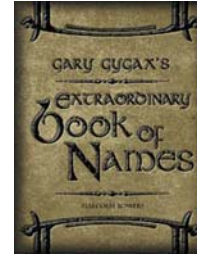
I am not a developer for the game, I do not know if there is a naming guideline. I find it doubtful that there is, as there have been several discussions on various forums about the availability of a naming guideline or random name generators. The most prevalent answer on these forum threads is that the developer of a given product selected names based on their own criteria.

The Earthdawn releases that are the most useful for developing names based on race are; the (ED1) *Denizens of Earthdawn Volumes 1&2*, (EDC) *Namegiver's Compendium* and (ED3) *Namegivers of Barsaive*. Although arguably the best choice for this is (ED3) *Namegivers of Barsaive*, because all of the language glossaries are in one book and that is very convenient.

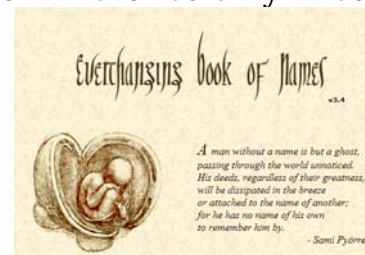
The *Nations of Barsaive* series of books are printed as a "racebooks" without taking into consideration that not all of any one race comes from any one nation. These books are limited in their use for naming. The third edition printings provide a very nice character index that can be used as inspiration for names without too much thought. Though perusing them one can easily identify that there is no standard naming convention based on nations or races. The two most notable exceptions to this are essentially the same book, the (ED1) *Crystal Raiders of Barsaive* and (ED3) *Nations of Barsaive volume 4 Crystal Raiders*. Troll moots are a major aspect of

these books and the troll names often reflect a consistent naming pattern.

Non-Earthdawn Publication Reference



[Gary Guygax's – Extraordinary Book of Names](#), written by Malcolm Bowers, and not Gary Guygax, is an amazing piece of work. Written originally for the Guygaxian Fantasy Worlds game, it is the inspiration for this article and the forthcoming naming lists (these will follow in subsequent issues of Tableau Infractus). Currently out of production copies can generally be found on E-bay or on Amazon at fairly inflated prices.



[The Everchanging Book of Names](#) is a shareware program written by Sami Pyörre. It is an extremely useful tool. The "chapters" are collections of names that are themed by culture or sometimes an established fiction's canon.

With just these two references naming characters for your games should be relatively easy and simple. They can help you provide a sense of depth and continuity to your game world. In Earthdawn names are power and having a n appropriate name is essential to embodying the spirit of the player's character or the gamemaster's characters.

Tableau Infractus will be producing a random name generation list beginning with the next issue and will continue with one race per issue until all of the races have been addressed. It is a daunting endeavor but one that will prove to be extremely rewarding to me and hopefully useful to you.

CHRONICLER OF THE ANCIENT FILES

Bobby (Robert) Derie is a freelanced author who produced a large body of official and popular work for [Shadowrun](#). He is also known as “Ancient Files” in various forums on the web. His Ancient Files website, once hosted by [Dumpshock.com](#), was an often quoted source for all the things Earthdawn/Shadowrun related. I have linked to it a few times in various forums and it was a very intriguing read for the Earthdawn and Shadowrun players.

TI) What involvement you have had with Earthdawn?

Bobby) I was a longtime fan of the game, both as a player and a gamemaster, and had a modest participation in the online fan community such as [KEEP](#) (Keep Earthdawn Ever Present). After the Ancient Files got started I and the site became a go-to for information for a number of fans, but I never freelanced for Living Room Games or RedBrick or had any official involvement with the game.

TI) When and why did you create the Ancient Files?

Bobby) I had started my own version of the Ancient Files in the 1990s, basically a notebook to help keep things straight in my head. Around 2000 I was participating in the Dumpshock community and there was a lot of talk about the metaplot around then with the release of the Earthdawn Dragons PDF by FASA, so I made the leap to an incredibly primitive site hosted on Geocities. I continued to build and refine the site and the contents, and eventually Dumpshock offered to host it for me.

TI) Why has Ancient Files been removed from the web?

Bobby) I was a freelancer for Shadowrun for five years, and during that time I didn't update the site much. When I finally made the break with Shadowrun, the site was a dinosaur and I didn't have the heart to keep it up, nor was I willing to invest in the new books being put out by Catalyst. I thought it would be better to take it down than have an outdated source of information cluttering up the web and misleading fans. (As it turns out the fans loved and missed this site so much it has been re-hosted on a German and Russian mirror as well as a .rar file on various file sharing sites. TI)



The Ancient Files site was a bare bones mostly text site dedicated to Shadowrun and the Shadowrun/Earthdawn crossover.

TI) Reading the Ancient Files web page I get the feeling you were referencing development materials for Earthdawn as well as Shadowrun, is this the case?

Bobby) No, I was never directly involved with the development of Earthdawn in any of its incarnations, though I've run into Lou Proserpi a couple times on the web and he's the authority as far as Earthdawn is concerned. That said, I was very assiduous in tracking down peripheral materials as I became aware of them - Earthdawn articles in obscure gaming 'zines, some of the FASA internal files that got posted to the web when they closed out, the Lost Earthdawn novels - so I got to the point where I could make informed observations and conjectures, and that might have given you the impression.

TI) Do you currently you play Earthdawn, if so what edition do you prefer?

Bobby) I don't currently play Earthdawn, but I've played games in every edition. Ironically I think my favorite was a little rules-lite Earthdawn introductory adventure FASA released as a promo. Every one of my ED characters has carried Farlis' Dagger after I ran that. (The adventure he is speaking of is Kaer Tardim originally available as a giveaway in three very nicely produced fliers)

TI) Do you know what happened to the Windlings, Obsidimen and T'skrang from the 4th world?

Bobby) I don't "know," but there was a bit of shop talk about it among the Shadownrun freelancers. Windlings in Earthdawn and Pixies in Shadowrun is a fairly obvious connection, and I tried to make it more clear and concrete when I wrote up the section on Pixies in [Runner's Companion](#) - "Upvehu" was basically supposed to be the Windling language from Earthdawn. Somebody claimed Mike Mearls said that Obsidimen, T'Skrang, Jackalmen, etc. had all died during the downcycle, or been wiped out by [VITAS](#), that kind of thing - I never talked to him myself, so I can't confirm that. During the last part of Shadowrun 3rd edition and Shadowrun 4th there were hints of some of those races coming back in Year of the Comet and a few places in other books. Unofficially, I wrote a story called "[The Last Liferock](#)" for what I think happened to the Obsidimen in Shadowrun.

TI) Are you still active in the Shadowrun and Earthdawn fan communities even though you no longer work with the publisher of Shadowrun??

Bobby) I'm out. People send me emails asking questions, which I try to answer, and very rarely I'll pop in on the forums to add my two cents, but that's about it.

TI) Are you currently working in the game industry or have you chosen a new field?

Bobby) I still do the rare bit of freelancing or an article for a gaming 'zine - mostly Call of Cthulhu-related stuff these days. Other than that I've got my day job (electrical engineer) and I'm writing a book that I hope to publish when I finally finish the damned thing..

TI) Would an Earthdawn player find useful information in your [Unpublished Shadowrun Drafts](#)?

Bobby) Maybe! Most of the material is strictly Sixth World stuff, though seeded with hints and ideas from Earthdawn. Fans might get a few ideas from my "[Notes Towards the Advanced Magic Book](#)", or from the unfinished drafts and notes for the [Harlequin's Gambit](#) campaign, both of which take a lot of inspiration from Earthdawn and might give gamemasters ideas.

TI) You have written material for quite a few of my favorite settings, Shadowrun, Warhammer, Call of Cthulhu, what setting have you not written for but find yourself wanting to?

Bobby) I've written a few pieces of fanfiction for [Eclipse Phase](#), and I really love the setting. I wouldn't mind writing something officially for it one of these days.

Many thanks to Bobby Derie for his time, willingness to participate in this interview, and sharing some of his insights into the Earthdawn world. His current work is available on the net at [The Un-publishable.com](#) weblog. Go there, read, and enjoy.

DRAGONS MINIATURE GALLERY

There are four basic types of dragon and several derivative creature types mentioned in Earthdawn. However there were only two miniatures produced for the line. They are fairly impressive dragons for their time. The fact that they were produced in a blister pack, when all other dragons were being produced in a box, set them apart from the rest of the dragons on the market. They were reasonably priced, compared to the rest of the market, and that led to them being used in many other games. Both are multi-part figures that require a fair amount of advanced modeling work to keep them from falling apart. The Eastern and western designations are mine they are how I think of the two very different sculpts.



Standing / Eastern Dragon (9 parts)
Head, (2) Arms, (2) Legs, Body & Neck, Body & Base, (2) Wings
Heartbreaker ED317



Reclining / Western Dragon (9 parts)
Head, (2) Horns, (2) Forelegs, Body, (2) Wings
Heartbreaker ED326

SPERETHIEL LANGUAGE & DICTIONARY

This article was originally released on Ancientfiles.dumpshock.com under the title of *Sperethiel Dictionary*. The original author, Robert Derie, has graciously agreed to allow it to be republished in this fanzine. It has been edited in such a manner to remove as many references to Shadowrun as possible. The reason for this is due to RedBricks feeling that the two games are not connected and are not being developed in parallel any longer. A full archive of the Ancient Files from the Dumpshock site is in the works.

SPERETHIEL LANGUAGE

Information on the language of Sperethiel, along with the words and phrases is distributed throughout the Earthdawn and Shadowrun sourcebooks and novels, many of which are out of print. Therefore, the varied fragments of the language have been brought together for your edification, enjoyment, and reference.

Sperethiel, or Elvish, is spoken at all elven rituals and many ceremonies in the Fourth and Sixth worlds. Indeed, during the Rite of Pronouncement, when an elf attaining his majority names himself, the ceremony must be performed in Sperethiel (those elves who do not know the language memorize it phonetically). Many names are taken from Sperethiel nouns and descriptives. Sperethiel is a runic language, and much of the decoration on elven arms and armor consist of runes in Sperethiel etched on the item's surface. Written Sperethiel nearly died due to lack of writing materials during the Scourge of the Fourth World; although the intricate runes were preserved within the Blood Wood.

Grammar

Elvish is perhaps the most complex language on earth, using multiple protocol codes (rising and falling), levels of emotional subtlety beyond any other language, and very efficient information transfer. A short phrase in Sperethiel would take several complex sentences in English.

Sperethiel has over a dozen declensions, some only used in poetry. There are multiple voices, including Indicative, Imperial, and Subjunctive (which has several forms; most common of which are the Normative [could/should/would constructions], Speculative and Poetic. Declension of nouns is by context, prefix, or both. The given rules are only guidelines.

The meanings of many words varies, depending on context and intonation; phrasing also depends on the rank of who you are addressing: you wouldn't say the same thing in the same way to a social superior as to an equal or inferior.

Verb Forms

Conjugate verbs using affixes

Indicative Voice

Present Tense

Singular

-ar First person

-it Second person (formal)

-ist Second person (familiar)

-at Third person

Plural

-aris First person

-int Second person (formal)

-intas Second person (familiar)

-asta Third person

Imperative Voice

-o Singular

-osa Plural

-int Second person (formal)

-intas Second person (familiar)

-asta Third person

Noun Forms

Singular

Nominative: root with no prefix

Genitive: ti-

Dative: context or to- (long "o" as in "toe")

Accusative: context or té- (rhymes with "say")

Plural

Nominative: affix -sa

Genitive: ti-

Dative: context or so- (long "o" as in "toe")

Accusative: context or sé- (rhymes with "say")

Glossary

adj. = adjective

adv. = adverb

conj. = conjunction

(for) = formal

(inf) = informal

(ins) = insulting

interj. = interjection

mod. = modifier

n. = noun

prep. = preposition

v. = verb

SPERETHIEL DICTIONARY

Word	Form	Definition
a	conj.	Or
aishar	n.	"He who looks for the truth" The prosecuting attorney in elven law.
aynk	n.	Foster-sister
Ar'laana	n.	"The Wait" A time, starting up to a week before the expected moment, where friends and family gather around an elf about to give birth.
Bele se'Farad	n.	The Great Hunt
belet	adj.	Passionate
Beletre	adj.	"The Passionate" Those who feel a single Passion guides the Followers on their journey on each path. Example: Beletre ti'Thystonius (The Passionate of Thystonius)
Bratach Falan	n.	Black Banner
Bratach Gheal	n.	White Banner
Brat'mael	n.	"Black Sun"
Cara'sir	n.	An elven city.
carromeleg	n.	An elven martial arts style. Carromeleg is noted for its stances: a practitioner of the Elven martial art can judge the proficiency of his opponent by her stance. It is thus obvious to the merely skilled when they are facing a master, such as certain Great Elves. Practitioners with an awareness of immanent death may enter zathien , and assume a more natural, relaxed pose: such opponents are much more difficult to defeat, as they have already accepted death.
carronasto	n.	Stillness; non-motion.

celé	n.	A non-elf
celénit	v.	Insulting form of celé
Celisté	n.	"Bringer of Light"
Cenesté	n.	"The Forsaken"
cetheral	n.	A rare pearly, iridescent skin color unique to elves
Chaele tí'Désach	n.	"Days of Change" The term used when an elf moves from one Path on the Wheel of Life to another; which brings changes in behavior, clothing, Discipline, and sometimes mates.
chal'han	n.	A formal elven ritual of retribution, revenge, and/or to prove dominance; sometimes the word is used for plots of revenge or dominance in general.

A rite possibly derived from ancient draconic rites to determine dominance or superiority; **chal'han** proper is the province of Great Elves.

The goal of the Game is to use pawns (hirelings, bondservants, etc.) to symbolically show influence over seven aspects of your opponent's existence: their Past, Present and Future, the Loves and Hates, their Physical and Spiritual selves. This proves that if the player had wished to, they could have destroyed their opponent completely.

The strictures of the Great Game are thought to be encoded in a work or tome known as *The Rites and Rituals of Challenge*, but one is that the pawns cannot be harmed directly by either player. Threatened, injured by other pawns, put in exceedingly dangerous situations, but not killed or harmed outright.

There are two forms of the ritual: **Chal'han che** is the form were the opponent survives at the end, his life intact but his honor in tatters. **Chal'han se** is the deadly form that usually ends with the death of the opponent. Naturally, to make the Game more interesting, your opponent has to guess which form you're using.

The Ritual

From the focus of my heart, I call the words
Of anger spoken and desire revealed
By my Challenge of word and deed
By my blood consecrate the name invoked
Thy shape and form decreed never was

On thy Physical form, I call the words of rendering
On thy Hates, I invoke Justice, thy anger unappeased
On thy Past in shadows, I shine the light revealed
On thy Loves and joys, I gift separation
On thy Spirit, I speak abandonment
On thy Future, I bring fear and grief
On thee I invoke all

The winds shall erase thy name
The sands the traces of thy path
The sun the coolness of thy shadow
And unto the waters I command thy essence
Thy Shape and Form decreed never was

Cinanestial	n.	"Skywing"
cirolle	prep.	To travel
co	adj.	To. Shifts to con before a vowel.
dae	v.	Loose
Dae'mistishsa	n.	"Loose Followers" Those elves who have a less restrictive interpretation of the Elven Paths, as opposed to the Sa'mistishsa
daron	n.	To die
delara	n.	Quiet or serene
draesis	n.	Wheel
Draesis ti'Morel	n.	"The Wheel of Life" The central symbol of the Elven Ways and Paths
dresner	n.	"Assistant" Term used to refer to a kinswoman or close friend who helps out during the last month of pregnancy and the birth.
ehlios	n.	"Arguer for the accused" The defense attorney in elven law
eidolon	n.	Phantom
elaishón	n.	An elven pastry, with a strawberry filling (and something else), and a natural vanilla glaze.
Ele Arandur	n.	"Council of Princes"
EOerin	n.	Wise; Scholars of Elven spiritualism
faskit	n.	Legal code; law
Glerethiel Morkhan Shoam	n.	"Keeper in the Monkey House," "Inbreeding Causes Stupidity," a derogatory description bringing the parentage of the target into question.
goro	n.	"Outsider" One who is not a subject of the Elven Court; A stranger
goro'imri	n.	"Are we not outsiders?" A village of outcasts in the Northern Reaches of the Blood Wood
goronagee	n.	One apart, especially an elf not part of an elven group
goronagit	n.	Insulting form of goronagee
goronit	n. (ins)	Barbarian
-ha	adj.	Suffix indicating emphatic repetition Example: versoniel-ha , "a real butthole"

heng	v.	To speak or understand a language
heron	v.	To be alive; to exist
Huro ke'Envar	n.	"The Society of Healers" A group of that name exists in the Blood Wood.
im	v.	To be
imiri	n.	Memory of something; memorial
Imiri ti-Versakhan	n.	"Memory of the Enemy"
irenis	n.	Casteless; indicating no rank
-it	adj.	Derisive suffix, becomes -nit after a vowel
ke	adj.	"Of the", changes to k' before a vowel
leäl	n.	A very indelicate word for a very close acquaintance.
laés	n.	A memory-erasing drug used by elven border patrols to deal with intruders they do not wish to kill or imprison outright.
laésal	n.	A tree which bears golden cherry-like fruit that is sweet and produces mild euphoria. In place of a cherry's pit, the fleshy red center is filled with small dark seeds. When powdered and added to food or drink (wine made from laésal fruit is especially effective) whoever ingests the substance briefly falls into a deep sleep and permanently forgets the last few hours. These memories cannot be recovered by any known method. Used by Blood Warders to deal with intruders they do not wish to kill or imprison outright, as laésal is native to the Blood Wood.
li	mod. (for)	Interrogative suffix Example: li-ha "Is that not so?"
llayah	adv.	Okay; sure. Literally, "I agree with you" or "I will do it"
makkaherenit	n.	A young and foolish person
makkalos	n.	Stupidity
makkanagee	adj.	Willfully stupid
masa'e	n.	"Birth Seed" A piece of fruit shared after the birth of a child
Masae Seorach	n.	"Birth Seed of the Sundering"
medaron	n.	Death
mel'thelem	n.	Locus (a specific type of magical artifact)
meleg	v.	To feel in a physical manner

Mellakabal	n.	"Shining Ones" Used exclusively in the context of Tesrae ke'Mellakabal ("Citadel of the Shining Ones")
meraerth	n.	Warrior
Meraerth ke'Tolo	n.	"The Spirit Warriors"
mes	n.	Path
Mes ti'Cirrolletishsa	n.	Path of Travelers
Mes ti'Maeaerthsa	n.	Path of Warriors
Mes ti'Perritaesa	n.	Path of Sages
Mes ti'Raeghsa	n.	Path of Lords
Mes ti'Telenetishsa	n.	Path of Scholars
milessaratish	n.	Servant-soldier; bondsman.
mis	v.	To follow
mistish	n.	Follower
Mistish Farad	n.	The Hunters; Literally "Followers of the Hunt"
morel	n.	Life
morkhan	n.	A fornicator of swine
nagé	adj.	Willful
-nagee	adv.	Willfully
niach mawryn	n.	"Child bond" The link between two unmarried parents and their child
od	conj.	And
ozidan	v.	To leave behind
pechet	prep.	Except for
perest	v.	To have
perritaesa	n.	Scholar
qua	(inf)	Interrogative suffix
raé	n.	An elf

	(inf)	
raegh	n.	Lord(non-specific)
raén	n. (for)	One who is of the people; an elf
ranelles	n.	Family, coworkers
resp	v.	To listen
Respitish od Telenetish	n.	"Those Who Listen and Learn"
reth	n.	Elf; Literally, "Listener of Harmony"
reth'im	n.	Elven culture; Literally "To Be Elven"
reve	n.	Alderman. Plural reves
-ri	mod.	Interrogative suffix, also used rhetorically.
rillabothian	n.	An unresolved chord in music. Poetically, an unresolved situation in a relationship
rinellé	n.	Rebel; deserter
Rinelle ke'Tesrae	n.	"Rebels of the Citadel" A rebellious group, often translated as "Rebels of the Spire" or "The Citadel's Exiles"
sa	adj.	Strict
sallah	n.	Silence; non-speech
Sa'mistishsa	n.	"Strict Followers" Those who adhere to the more strict and traditional Elven Paths
samriel	n.	Discomfort, implying necessary discomfort as in medical treatment
se	mod.	Positive prefix
Se'har Maera	n.	"High Prince"
semeraerthsa	n.	"Warrior (of the paths)"; a follower of Mes ti'Meraerthasa
Se'ranshae Elenva	n.	Star Chamber
serathilion	n.	Attraction that cannot be denied; demanding desire
serulos	n.	Machismo; childish masculinity
sersakhan	n.	friend

se'-shepetra	n.	An Elven dish made from duck
shatatain	n.	A combat stance in carromeleg
shay	n.	Forest
Shay ke'Sallah	n.	"Forest of Silence" The name for a network of encrypted messages used by Rinelle ke'Tesrae
sielle	adv.	Yes; Literally "It is the way of things"
speren	n.	Harmony; peacefulness
sperethiel	n.	Speech; also Elvish, the Elven language
Taéngelé	n.	A distilled hard liquor made of honey and anise; sweet with a pleasant bite of licorice, it's what ouzo always wanted to be when it grew up. Described as full-bodied, with a healthy ethanol kick. Surprisingly, hangovers occur much less frequently than with mead.
Tarislar	n.	"Remembrance"
teheron	n.	Life; existence
téch	interj.	Common curse word equivalent to "damn" or "drek"
teleg	v.	Maintain a condition. Example: telego carronasto , "keep still"
telene	v.	To learn
tesetilaro	n.	"Son of the dragon"
Tesetelinestéa	n.	"Skull of the Dragon"
tesrae	n.	citadel or holding
Tesrae k'Ailiu	n.	"Citadel of Magic"
thelem	n.	Law of nature
thiel	n.	Music. Poetically, a pleasing sound.
Tir Nan Og	n.	"Land of the Young"
Tír na nÓg	n.	"Land of Youth"
Tir Tairngire	n.	"Land of Promise"
-ti	prep.	Of. Shifts to b' before a vowel.
-tish	adj.	"One who", as in "One who (verb)" or "One who is a (noun)"

Often, an **it** is inserted between a consonant and the suffix.
Example: **telegitish** "keeper"

vereb'he	n.	Destiny of the people to prosper
veresp	v.	To reply; to answer
versakhan	n.	Enemy
Versakhan ke'Raegh	n.	"Enemy of the Lords"
wineg	n. (ins)	An ork or troll
-ya	mod.	A negator suffix
zarien	n.	Zen-like satori state
zathien	n.	A transcendental state, achieved either through centering oneself or the awareness of imminent death.

PHRASES

se'seterin

"Bright Morning"
(The Elven equivalent of "Good Morning")

Telegit thelemsa.

"You strictly follow the laws of nature."
(A greeting)

Siselle. Thelemsa-ha.

"It is the way of things. I follow the laws of nature very strictly."
(The response to the above)

Respar sallah tishay a imar makkagee-ha.

"Don't listen to the talk of one who is or wishes to be really willfully stupid."

Makkanagee morkhan.

"Willfully stupid fornicator of swine."
(An insult)

Ozidano teheron, milessaratish. Imo medaron co versakhan.

"Leave behind your existence, servant-

soldier. To be death to my enemies."

(a formal dismissal from an elven Lord or Lady. The proper response is a ritual recasting of the words.)

Ozidanit makkalos, telegetish t'imiri ti'teheron.

"I leave behind stupidity, Keeper of the Memory of Life."

Melegit samriel qua?

"Are you feeling discomfort?"

Serulos makkagee! Thorn, verespo! Melegit samriel qua, versoniel!?

"Childish willfully stupid machismo! Thorn, answer me! Are you feeling discomfort, asshole!?"

Versionel-ha! Carronasto telego morkhan...

"Real asshole! Keep still you fornicator of swine..."

Ni hengar Sperethiel.

"I don't speak Elvish."

Heronasta od darnasta, pechet imiriso ozidanastet.

"You live and you die, except for the memories you leave behind."

Gerelan-o té-makkalos-ha, goro.

"Forgive my stupidity, outsider."

Se-curo ja-riné.

"The Chaos." (plural)

Se-curo ja.

"The Chaos." (singular)

Speratemel rel timaan perest? Hellon Sperethiel.

"Communication is for all to have. Share the language."

Tan'ath lie armma diesk cycampeth waregram'cen.

"Obscure the power of this ward. Dull the images, the potency of what you cover."

Imo herme, od imo raeint sa.

"Be well, and be true to yourself."

Imar raen. Imar semeraerth. Ciollar Draesis ti'Morel. Miriat tela li? Thiesat tekio tore li?

"I am an elf. I am a Warrior (of the paths). I walk the Wheel of Life. What does that mean? Who does that say I am?"

HISTORY AND RELATED TONGUES

The current language of Sperethiel spoken in the Fourth world was developed from an older and more complex language, possibly developed in the early Fourth or even Third world. It should be noted that I do not include mere accents or oddities of speech. Regional accents have existed in Sperethiel, however: the elven lands north of the Elven Court in the Fourth Age are known for their awkward, halting cadences.

RELATED LANGAUGE

Precursor Sperethiel

Precursor Sperethielis is an older more

complex language from which Sperethiel is derived. It is also possible that Sperethiel is a degenerate version of this tongue. Speculation places it's origin from the early (Pre-Scourge) Fourth World or earlier.

Here are presented words and phrases in an unknown language (or languages). They may be from the Sperethiel precursor language; insofar as they resemble given forms of Sperethiel without being at all translatable (a note: these may also be Theran or some other derivative of Sperethiel or it's Precursor.):

Sae'retar!

¿N'e'quea che tsemena mettakas q'en demell?

Te meravighas, Har'lea'quinn?

Que't destrui e't coton?

M'aela j-taam querm talar!

Alamestra (This is most likely a type of alcohol)

Invae (Insect spirits)

THERAN LANGUAGE

The elves exiled from the Wyrms Wood before the Scourge, who would become the Heavenherds, travelled to the isle of Thera. These early Therans spoke Sperethiel, but as the centuries of their removal from the Elven Court grew and more non-elves flocked to the island nation, the language developed and changed, incorporating many words from other cultures around the Selestrean Basin. Those who understand Sperethiel can get the gist of what is being said in Theran, but will miss the particulars, as Theran has incorporated many words from other languages around the Selestrean Sea. In a similar manner, Throalic, a cousin of Theran (and thus perhaps descended from Sperethiel or a common precursor) has incorporated many Theran words due to the former occupation of Barsaive by the Empire before the Scourge, and Or'zat, or Traveler's Orkish, has incorporated many Throalic words. Therefore, it's not inconceivable that a Sperethiel word may pop up in any of these languages, albeit likely bastardized.

Theran Dictionary

akarenti	n.	Provincial spymaster.
bellaripila	n.	A vicious Theran ball game, where two teams of twenty-four players, each wielding narrow bats, attempt to drive a small leather ball through a goal area guarded by the other team. The team best able to inflict injury on the other team usually wins.
confectio	n.	Performance mixing theatre, dance, combat and sometimes public executions.
custos	n.	City wardens responsible for policing within Great Thera.
fabrika	n.	A building in which slaves make various goods in a frenzy of self-destructive efficiency, empowered by a jinari spirit bound within the walls.
ghareez	n.	Member of a cadre of windling torturers and inquisitors, feared throughout the Empire for their cruelty.
ianatori	n.	Customs officials working for the Arbitorium.
karinthini	n.	Arbiter-General, head of the government bureaucracy.
kedate	n.	Courier in the service of the Arbiter-General.
laverna	n.	Representative to the Conclave. The plural form is lavernae .
nehr'esham	n.	"The Center of the Mind," the community of magician-scholars who became the Theran Empire.
praetor	n.	An inquisitor/diplomat in the service of the Arbiter-General, responsible for ensuring that Arbitorium officials perform their duties adequately. The plural is praetori .
preces	n.	A meat-eating rabbit prone to sudden, deadly attacks on any living creature of any size when in heat.
stipatori	n.	Attendants who serve the First Governor.
strategos	n.	A rank in the Theran army, in charge of a division. Roughly equivalent to captain.
thera	n.	"Foundation," the name of the Empire, and the isle upon which it was formed.

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