

Twilight's Dawn

Issue #2 [April-May 2011]

Are you ready for Ragnarök?

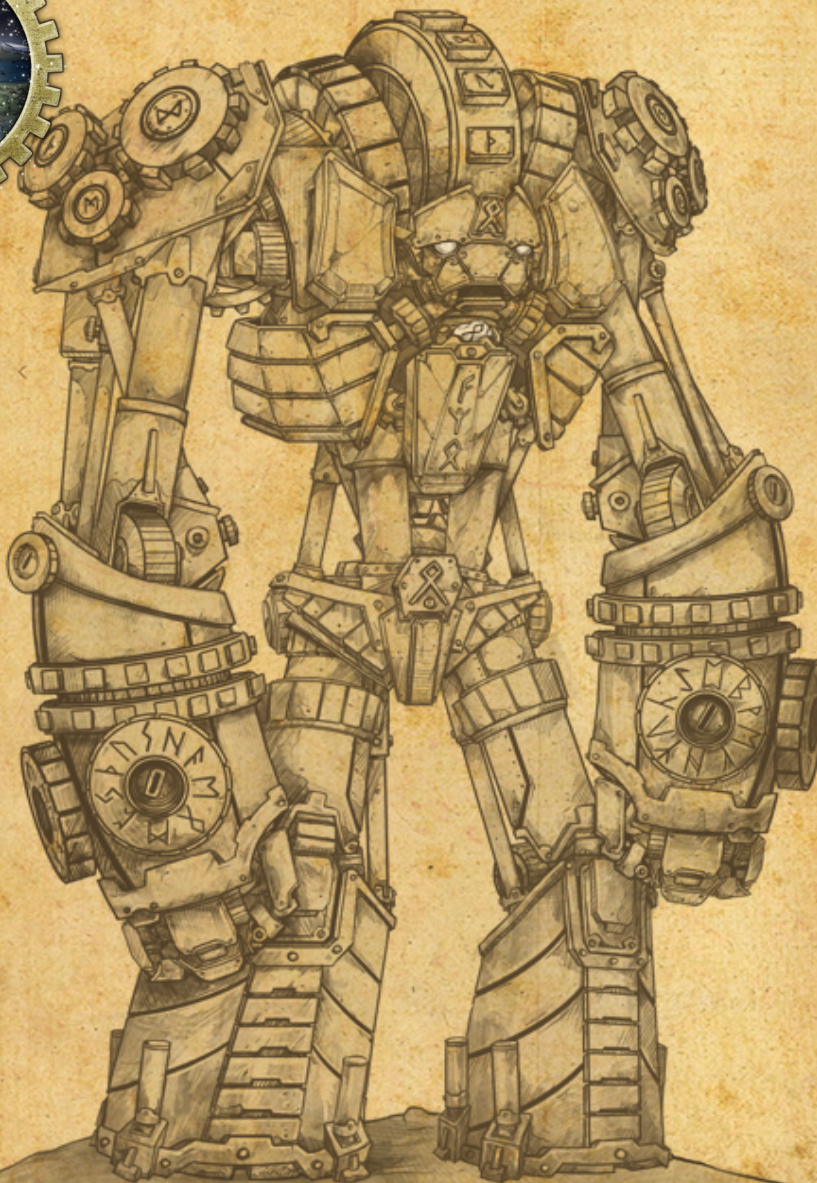
This issue:
**WHY IT'S
CALLED:**

Stormpunk

**DAMAS:
The City of
Wonders**

The City of Damas is a place of technological wonder that frightens people as frequently as it enchants them.

Home to a number of pro-tech organizations, Damas continues to remain the destination for clockwork adepts and automata alike...

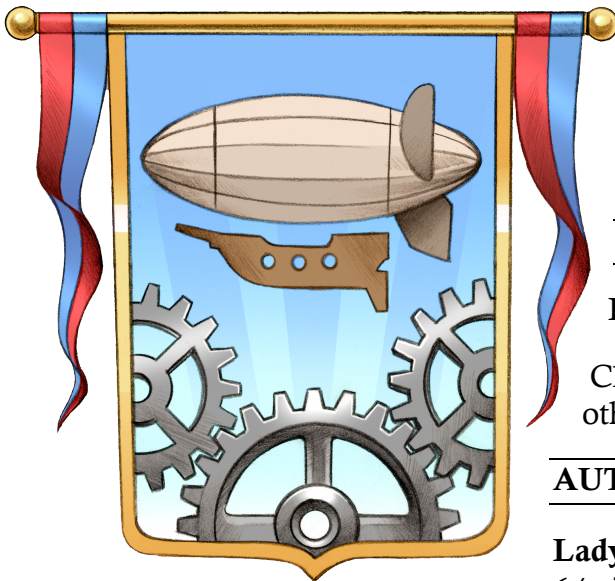


On the cover: Artist Terry Maranda has been hard at work illustrating Rhune: Dawn of Twilight and I've discovered that his particular style is, for lack of a better word, "lovely." When Rhune finally releases to the world, you're going to be in for a real visual treat!!

Above: A "Labor Model" Automata.



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Damas

Government: The Illuminated Circle

Alignment: NG

DEMOGRAPHICS

Population 32,800

Clockwork elves (12%), dwarves (12%), humans (71%), others (5%)

AUTHORITY FIGURES

Lady Dagna Skye (CG female human clockwork adept 6/wizard 8), **Eira Winter** (NG female human fighter 7), **Gan the First** (LN male automata expert 6/wizard 9), **Yngmar Springhand** (NG male clockwork elf wizard 9)

Located on the outskirts of the City-States of Vallinar, Damas is one of the principle cities in the northwest. Famous for its dedication to clockwork technology – as well as its advancement and refinement – it is home to The Clockwork Accord and a number of its aspirants. The Illuminated Circle, a collective of arcane spellcasters and seasoned explorers, runs the massive city from its headquarters in the Tower of Doors. While they always aim for fairness, it is common knowledge that they favor the intelligent over the brave and actively work to keep the city at the forefront of technological advancement.

Damas is one of the few cities in the City-States of Vallinar that openly accepts – embraces even – the automata. Not surprisingly, it has become a haven for automata seeking refuge from prejudice. It maintains frequent programs that employ them, offering them free maintenance in exchange for their service.

Damas is distinct from the other cities in a number of ways, but none are more noticeable than the single airship that floats lazily above the city – *The Sun's Gem*. It is the City-States only vehicle of its kind and continues to baffle even the most technologically savvy spellcasters.

Storm-Tech vs. Steamworks: Making the Distinction...

When Vitkarr Arwulf Garheim, a dwarf from the city of Redwall, discovered the rune Kenaz, a host of inventions followed. Clockwork elves, dwarves, and men alike rushed to the drawing boards.

Inspired (some say by the magic of the rune itself) to create all sorts of devices intended to improve the developing world, they filled the cities around them with wonders – some successful and some failing in their own rights. In the race to

light the cities across Midgard, a host of devices were born. While many of these technologies met with success, two acquiescent technologies developed – one harnessing highly pressurized steam and another harnessing raw electricity. These technologies, called Steamworks and Storm-Tech respectively, looked promising at first. Both enjoyed great successes initially, but

both were extremely dangerous, as well. Steam engines had a bad habit of exploding, killing most of the people around them and destroying large sections of the buildings that housed them. Storm engines, on the other hand, were notorious for failing – but with safer repercussions. When the initial test models failed, many of them simply discharged and burnt out. Others (albeit less commonly) simply discharged their electrical loads into their handlers, killing them solely.

Eventually, the choice was clear and Storm-Tech won out. People realized that, even in the worst cases, the storm engines did less damage and required less overall maintenance.

Thus, lightning was tamed.



Notice a slight deviation??!

Attentive players and fans will note that in the original **Rhune: Dawn of Twilight Stormpunk Character Primer** (which is really a mouthful, eh?), Storm-Tech engines are not mentioned. It's important to note that when I was submitting material for the character primer, a lot of material had to be cut – both on my end and by Stephen Wark, my layout specialist. So, I made the decision to withhold that bit of information because I knew it would require far too much in the way of explanation. It was better – or so I thought at the time – to just explain it later (which is what I find myself doing now). This may have been a bad decision, but it's one I made at the time and one I continue to stand by. With time, more and more of Rhune will be released (up until the whole setting is released) and I have little doubt each of you will find far more than you initially thought Rhune capable of. It's a rich setting with a wide spectrum of possibilities that easily defies the label “steampunk.” It's my aim to ensure it does this with a bit of dashing reserved for only those bold enough to wink at gods while dancing with their fetch.

~Jaye

The Campaign Journal

When our heroes last left off, they had fought off several waves of agents of the Black Hand, explored the ruins of Ari Naraheim's burnt out home, and discovered her hidden research. Unable to find her, they decided to head east to the City of Haven. Leaving Ari's property, the group met Gerral Babijwerkz, a strange clockwork elf that studied under Ari at the University of Haven. Realizing he was there for very much the same reason they were – and in need of his skill with runes – they asked him to join them.

Traveling east, the group was attacked again by agents of the Black Hand and after two encounters, decided to take a prisoner. This, unfortunately, caused them more problems than they foresaw. The prisoner led them safely within sight of the city gates and, upon arriving, asked to be released. There was a heated debate on what would happen when the man reported back to his superiors and several members wanted to kill him. While they debated, the druid chose to act. As agreed, Denjii released him. He gave the agent of the Black Hand a horse, supplies, and sent him on his way – angering most of the group in the process. As the man rode off, Raila drew her crossbow and fired. The man tried to avoid the shot, but still took a crossbow bolt in the back. Bleeding and close to death, the man was forced to ride for the city and seek help. Informing the guards he was shoot by “mercenaries,” the man let slip (and smartly so) that they might be agents of the Black Hand. The guard immediately gathered a large force of horseback troops – noble guards dedicated to Haven's defense, and arrested the group.

When searched, the “spoils of war” discovered in the groups gear led the guard to believe they were indeed agents of the Black Hand. Only Denjii – shoeless and unconcerned with worldly goods – failed to be incriminated by the gear. After a brief interrogation, he was allowed to leave. The other three, however, weren't so lucky. When interrogated, the other three – Gerral, Raila and Elissar – elected to ‘stretch the truth’ and were held for a week while the nature of their crimes were further investigated. At the end of the week, they stood trial. Oathlord Ragnar judged them, levying a fine of a hundred sovereigns (100 gold) to each for impeding the investigation by lying or otherwise misleading city investigators. They would remain in jail until a champion could be found that would raise the money on their behalf. This work fell to Denjii. After a few days of haggling in the city marketplace, he managed to sell off most of their gear and raised the funds.

Returning to the Hall of Oaths in the center of Haven, he paid their fines and had them released. Now, broke and in some disarray, our heroes continue to search for Ari and uncover just what her research really holds...

FOR MY KUWAIT PLAYERS!!!

Here's the rest of our April-May schedule:

Thursday, April 28th

Friday, May 13th

Friday, May 20th

Friday, May 27th

If you can't make it, please let me know ahead of time! If I have at least 3 people in country, I'll run a Pathfinder Society Event instead. As usual, I won't run for 2 people or less.

FOR MY PbP PLAYERS!!!

I'd like to start our online campaign no later than *Friday, May 13th*!

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Art Credits: Darren Calvert, Terry Maranda

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Honor – why it's important!

In traditional fantasy role-playing games, honor is a mechanic that rarely comes into play. I've seen it used in settings like *Dungeon and Dragon's*® old Kara-Tur campaign setting (First Edition, baby!!) and in other eastern-influenced games (especially where a loss of honor might mean death), but I've rarely seen it in more western influenced games. It just doesn't seem to be as popular as the dashing rogue or power-seeking mage. As a theme, it appears frequently in fantasy, but never in terms of a mechanic that can be applied directly to character development. I want that to change with *Rhune: Dawn of Twilight*.

Honor has always been an important concept in Northern Myth and the same applies in *Rhune: Dawn of Twilight*. Honorable men would rather choose quests (and in some cases, death) before break their word! But why is honor important? In both *Rhune: Dawn of Twilight* (and Northern myth), honor is one of the human qualities that defines a man – and what makes him civil. It is what keeps him from descending into madness, keeps him from acting like a beast, and most importantly, what ensures that civilization presses forward in a constructive and positive manner. Do all men possess honor? Of course not! *Rhune: Dawn of Twilight* is no different than real life in that regard. Honor is one of those qualities that the barbarians of the Fel North (and their Thrall Lord masters) **do not possess** and one of the things that makes them villains. Lesser men might have some, but heroes, they are expected to have it! To tell a man in *Rhune* that he an "honor less dog" is to invite battle!

Next issue, I'll talk about Honor Points

