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Adellion Journal

February
2006

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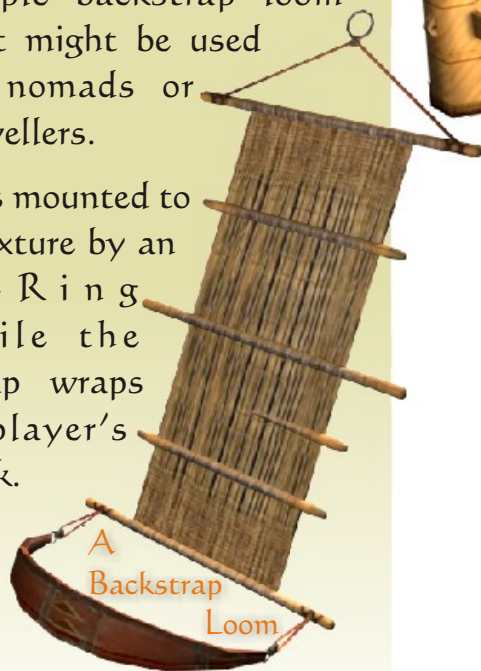
Your World

Your Destiny

Weaving .. a Tale

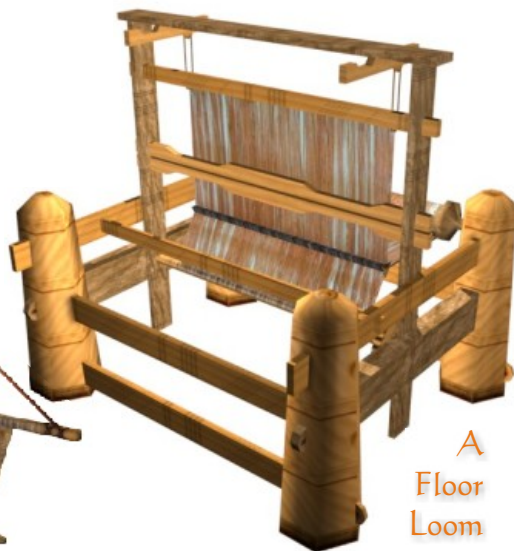
A weaver weaves the yarn produced by a spinner into cloth. This is done on a loom. There are three types of loom in Adellion, The first is a simple backstrap loom that might be used by nomads or travellers.

It is mounted to a fixture by an O - Ring while the strap wraps a player's back.



More settled people would use a vertical (weighted) loom that can easily fit into a room in a house so players can weave in their homes.

However if a player wants to establish a business to produce special cloths like velvet or broadcloth then this floor loom will be necessary.



There are a number of different cloths that can be woven. Wool or worsted cloth might be common in the mountains of Tariana but those in the deserts of Sakoia or the Drulon swamps might find woollen clothing a bit hot. They can wear cotton or muslin or, if they're rich, silks and satins.

Others might wear linens or fustian – a cloth woven with linen and cotton yarns – while the fashionable choose fine damask. All cultures will want to encourage the weaving of hemp into the canvas from which tents, sails and other items can be made.

When the cloth leaves the loom the weaver's job is not over. To finish the cloth properly most will have to be washed in hot or warm soapy water.



Bolts of Cloth



Lye soap is obtained from the chandler .. whose secrets will be revealed next month.

The King's Heir

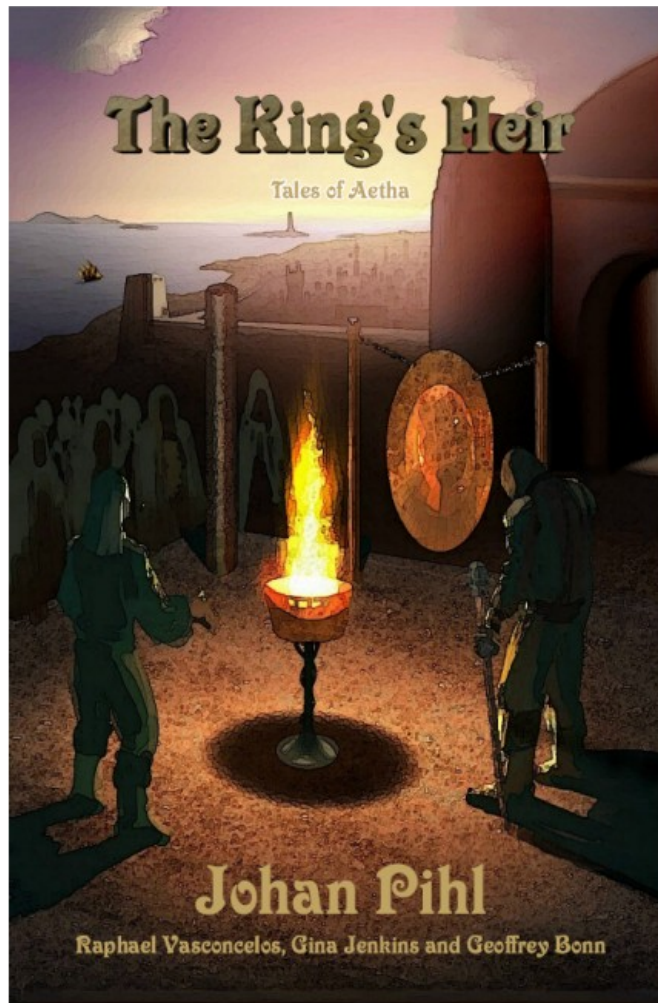
The making of an Aethan Tale

by Johan Pihl

Ever since I first learned of Adellion, I've been charmed. Charmed—not only by the great game concept—but by the world itself, and the principles on which it has been built. Fictional worlds that explore cultures and history foreign to our world, have always appealed to me, but Adellion more so than others, because of how well-portrayed and unique its cultures are, and because it rests upon the same laws and logic as our own world.

One would think that this last trait would exist in more fictional worlds, or at least that it'd become a common alternative after the Fantasy genre grew in popularity, but it has

not—and in published literature it's still almost nonexistent. What I wonder is, 'Can Adellion change this trend?'



In March 2006, Honourbound LTD will bring Adellion to the literary market through release of 'The King's Heir'. This will be the first novel set in Adellion—and likely, the first of many. 'The King's Heir' is an Aethan adventure, set in the Aethan home-archipelago, the Paleyans, and like you might expect, it's a tale of piracy and political intrigue.

'But what's it really about?' you might wonder. And to that I'll just say, that

like any good story it treats many topics: the woe of not knowing, that things are not always as they seem, what it takes to change your life, that things don't always turn out as you'd want, power, love, drug-use, civil war, fate.

In truth, what any book is about is often a very personal experience, and I hope it'll be so for 'The King's Heir' as well.

The main character is Aeth the Seawasel, but the reader also experiences at least fifteen other points of view throughout the tale, most notably Abena's former

harbourmaster Yankris Paedlo, and a criminal from Abilash called Adarion.

Not wishing to spoil the novel by revealing too much, I would instead like to explain a little of how this novel came to be, and perhaps of how I can inspire others to take on a similar venture (something we need, if we're to have more books about Adellion).

It began over five years ago as a thread on Adellion's role-play forum (back then located at Stratics) in December 2000. The story essentially unfolded on its own as I wrote the basics of the Aethan lore and was finished as a first draft as early as November 2001.

Three fans of the Aethan culture joined me in writing the story, Raphael Vasconcelos, Gina Jenkins and Geoffrey Bonn. I should also note that there were others who played parts in the chapters 16 and 17. So when reading, don't always credit me with everything. Adarion's story, for example, should primarily credit Raphael Vasconcelos, while Gina Jenkins wrote of the capilis-smuggling Giakatai, and Geoffrey Bonn is to thank for the role of the naval captain Cale Alaeli.

Their contributions added a lot of flair to the story, and I could never have finished so quickly if I'd written all of it myself, and it

definitely wouldn't have been as good.

So, what's happened between now and 2001 you ask? Well, needless to say I've been working with the rest of the team on Adellion (the game), but in the meantime 'The King's Heir' has undergone several transformations.

It's been refined many times, always adopting and changing as Adellion's lore did so. I've edited it thoroughly at least twenty times, added six chapters and made several cuts and changes I felt were necessary for consistency.

Two people deserve a lot of credit for helping me to edit the book in its later stages. Those are Andrew Honeywell and Karen Frontain, without whose help the book certainly wouldn't be as good as it is now.

The cover should be credited to Magnus Labrant who created the original artwork, but also to good ole' Richard who brought it into its current shape.

I owe much to all these who have helped make 'The King's Heir' to what it is now.

In March, when the book is released, it will be available for order in most online bookshops and local bookstores.

Johan Pihl

To join the Adellion fans for a discussion of this Journal article in the forums, walk [This Way](#).



The Thing.. About Bones

To the casual gamer the idea of an online game seldom goes further than an appreciation of the visually stunning display of graphics on their monitor.

When all the program coding, and artwork, and story fuse, then nothing remains for the player to wonder about except the scene before them. Unless you happen to be a player also interested in making games!

Continued ..

Adellion Journal

The Adellion Journal is an Honourbound Publication and is released monthly. The opinions expressed here-in are those of the authors and do not necessarily reflect those of Honourbound Ltd. While every care is taken in compiling the Adellion Journal, specifications, items and features are subject to change through the development process of Adellion (the game).

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John Bates

is the Adellion Project Leader, the Salan Cultural Leader and is currently responsible for Skills design for the game. He lives in Winchester, England and is a barrister. His favourite games are Firan MUX, War of Enlightenment and Eve online.



Johan Pihl

The Making of An Aethan Tale. Johan is a Game Design Liason and Aethan Lore Conceptualist for Adellion. He lives in Sweden, is single and enjoys literature. His fave online games include Puzzel Pirates, Civilization and Ultima Online.



Caroline Hydes

Caroline is active in Adellion's editorial group. She lives in England, enjoys running, reading and lazy weekends. Caroline spent a year in France as part of her university studies. She doesn't play computer games much, as she was banned after getting addicted to Worms.



Journal Editor & Creator of Cool Stuff
Richard is active in Adellion's Art & Media group. He lives in Calgary, Alberta, Canada, enjoys wood working and making wine but especially likes hiking with his best friend Dixie. His fave games include Morrowind, Master of Orion, and Super Mario Golf.



Dixie

The single most powerful ingame tool everyone will possess is their own Player Character.

It may surprise you to learn that your character is more than a collection of pleasantly sculpted polygons.

Hidden beneath the surface of your avatar is an intricate armature arrangement that is essentially a stick-man version of your Player.

Each segment in the armature arrangement is called a Bone, and the whole of the assembly is the skeleton that controls your character.

Almost every item that requires motion does so through the armature.

animation of Bones.

As seen in the illustrations, Bones are placed throughout the length of the Player model. The polygons that form the basic mesh of the Character are linked to the Skeleton and when an animation is created it is compiled like a series of instructions that are relayed by the armature to deform or influence the mesh.

The next time you visit an online game-world, pay particular attention to how well a Player moves and interacts. There's far more than meets the eye.

Richard

Cover: A back-cover jacket illustration for The King's Heir. Created in 3D by Richard and rendered for post processing.

