

EarthdawnLegends
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Welcome, friends and travelers. . .

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Updates and Announcements

This section will feature webpage updates that have been submitted, FASA/Copyright changes, reader announcements, and so on. There are none at this point, but feel free to send your page updates to me (saria@mypad.com) to be posted here.

House Rule of the Month

This month's rule is this:

When blood elves are attacked, attacker takes damage through unarmored contact (punch/bite/etc.). Roll attacker strength step for damage taken.

Website of the Month

This month, sorry, there isn't one. But my site will have new things on it soon. <http://members.tripod.com/~saria/saria-ed.html>

The Spotlight is on: Troubadors.

This short essay will be devoted to something that I think is underappreciated in role-playing.

It seems that most people hate troubadors, bards, etc. for reasons I can't fathom. My first character, the Lady Saria, is a troubador and wizard – truly a woman of many talents.

I find it odd how overlooked the benefits are. I have all combat types except unarmed which I have taken as a skill. Aside from fighting, I can disguise myself, make loads of silver performing, impress anyone I choose, and just in general be a jack-of-all-trades.

Troubadors, along with swordmasters, allow a great mix of strengths from other disciplines with that extra ounce of class that just isn't there for a thief or a warrior. No offense intended to either discipline, I know greats from both.

So, try out a troubador and keep in mind this month's spotlight!

Adventure Hook

This section will be various adventure hooks that can be subtly included into your current game.

Have a fortune teller read a vague fortune to your players. Hint at fortune that the fortune teller conveniently knows about. "Encourage" your players to seek it out. From there, there are several options.

1. the fortune teller is killed along the way, leaving enough hints and clues for the players to carry on
2. the fortune teller plans to betray the players to some various evil force
3. the fortune teller attempts to capture/kill/sacrifice the players
4. the fortune teller actually leads the players to treasure which is cursed/protected/stolen
5. the fortune teller changes her mind along the way refusing to go further unless the players help her
6. et cetera – be creative!

Links

<http://www.fasa.com> – The FASA Website

There will be more links here next time!

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