

EarthdawnLegends
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Welcome, friends and travelers. . .

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Updates and Announcements

*Saria in Earthdawn can now be reached at <http://scroll.to/Legends> (beware, there is a pop up window). This webpage can still be reached by way of <http://members.tripod.com/~saria/saria-ed.html>. This is probably the way most of you will want to go, since the old way preserves the page titles, etc.

*Also, you can now email me at the EarthdawnLegends new email address at : Legends@scroll.to

*Decipher is buying FASA and its subsidiary Ral Partha. Word is that there will be no 'rearranging' of talent already at the company. Perhaps this might be a good time to start a letter writing campaign to bring back Earthdawn. I'll discuss that idea at another time. For

more information about the acquisition, read about it in the updates section of the FASA site at <http://www.fasa.com>

Cool News

*On the personal front, I have a new familiar (hahaha). Her picture is on my university webpage at <http://icdweb.cc.purdue.edu/~psyche>

*Barbie knees joints to be used for finger joints on artificial hands.

*A man was smacked at the opera for rattling a candy wrapper.

*To read more about these stories and other weird news, go to <http://www.fark.com>

House Rule of the Month

This month's rule is this:

Icy Surface

Every point of fire damage to an Icy Surface reduces the Icy Surface effect by one.

Website of the Month

<http://spitfire.ausys.se/johan/cave/default.asp>

The Cave: has a name generator, a village generator, and an NPC

generator. Granted its not an Earthdawn generator, but it is very nice and useful.

The Spotlight is on: the Mace

The mace is an oft overlooked and misunderstood weapon. The mace is defined as: A heavy medieval warclub, usually with a spiked metal head for use against armor (also, a club-shaped staff symbolic of office head or authority). Note the use of the word club. Enough said there, I hope.

The typical adventurer uses a sword, typically a broadsword. In Barsaive, it is a cheap weapon (only 25 silver) and has very little style unless the player or GM goes something special with it (not enchanted, more like possessed or cursed). Short swords can have style, especially when paired, but be careful not to overdo that one, else it will lose its class.

Just for one moment, imagine being hit in the head with a mace. Wear a helmet if you like, it won't matter. Defending against a mace is fun, too. Kind of like bringing a baseball bat to a fistfight.

For a picture: <http://members.tripod.com/~saria/edimages/mace.jpg>
Picture is included at the end of this file.

Adventure Hook

Tempt players with a note or a journal found somewhere in an unusual place. The note can tell the players where to find treasure or a quest to finish, or a reward to be gained. This is easily incorporated into any campaign. Have fun!

Links

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

<http://members.tripod.com/~saria/saria-ed.html> - Saria in Earthdawn

