

EarthdawnLegends
October 1999
Volume 1, Number 3
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Welcome, friends and travelers. . .

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Updates and Announcements

*The New and Improved Saria in Earthdawn will be available by October 9, 1999 (this is the first of a few updates) -- the date of the latest update will be located on the page, near the counter

*The EarthdawnLegends Archive will be up by October 9 as well

*Our Home is now easily located 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.

* EarthdawnLegends email address at : Legends@scroll.to

*Look for a letter writing campaign to Decipher to "Bring Back Earthdawn" once the buyout is final.

Cool News

*Mattel sues Barbie porn site

*Muhammed Ali's daughter gets ready for her first boxing match

*Easter Egg Archive: <http://www.eeggs.com/>

House Rule of the Month

This month's rule is this:

To give another player an idea that you thought of, the 'thinking' player rolls their perception against the 'receiving' player's perception step, modified for obviousness (meaning the success level needed is lowered for obviousness)

Website of the Month

<http://www.geocities.com/TimesSquare/Castle/1743/> -- Lost Papers

I am mentioning this site this month because the Earthdawn Character Generator is a good tool. I have modified my .dat files for equipment and skills, if you are interested email me at Legends@scroll.to

The Spotlight is on: the GM

(Since last month was my birthday and I was GM, I'm going to have a little fun with this)

The GM is an oft overlooked and misunderstood, yet integral member of the game table. The GM is often despised for what he puts the players through. And also, often argued with, an activity that is completely unacceptable.

When deviations from the game in progress occur, it is usually left to the GM to pull the line of attention back to the game. But don't forget that the GM has your fate in her hands. Whatever good fortune (or misfortune) befalls you, you have either the GM to thank for it (or some random table for those of an adventurous spirit).

I feel that it is not necessary for the GM to use nasty strong-arm tactics to get his way. Every good GM should have a contingency plan FOR EVERYTHING. Especially since, sometimes, the alternate is really good and can give you something to use in a future game session.

And for the GM that is often-as-not a player, don't forget that a spurned player turned GM can be a nasty situation, so please, be kind to your players. Getting kicked in the ass with your own tricks can be really REALLY painful. (But, as Eric Cartman once said: Revenge is so very Very sweet...)

Adventure Hook

Let word reach the players that there is a price on one of their heads. This could work to either tie the players closer together or drive them apart. Similar to that, have an assassin join the group, refuse to

answer any questions about past activities or future jobs, strive to create conflict within the group without letting them know it is the new character's fault.

Links

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

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

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