

EarthdawnLegends
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J. Anne Mauck - Editor

Welcome, friends and travelers. . .

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Updates and Announcements

*Our Onelist.com area has been updated

*Age of Legends (Webring) is always accepting submissions. Thanks to our newest member (see the Website of the Month)

*EarthdawnLegends is now accepting submissions for the Spotlight area. The deadline is the 20th of each month.

*The New and Improved Saria in Earthdawn is now available! Please check out the updated library section

*We have had many new subscriptions this month. Thanks so much. But we want more! Please tell all your friends!

*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://saria.tripod.com/saria-ed.html>. This is probably the way most of you will want to go, since the old way preserves the page titles, etc.

*Please note the new, easier URL: <http://saria.tripod.com/saria-ed.html>

*EarthdawnLegends email address at : Legends@scroll.to

*Go to <http://sixdegrees.com>, sign up and join the Earthdawn group, feel free to sign me up as an acquaintance!

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Cool News

*Click here: <http://www.thehungersite.com/index.html> and help fight hunger (supposedly, but it's just a click and if it's real, it may be worth it) Check it out.

*Pizza Hut is suing Papa Johns (if you want to know why that is so funny, read my Opinion for May 24, 1999 (<http://saria.tripod.com/opinions/052499.html>))

*Check out <http://www.fark.com> for more strange and true news

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SPECIAL ANNOUNCEMENT

As of November 6, I am not going to update the Earthdawn pages again for the rest of this year, excepting the EarthdawnLegends Archive. The next update will be in January 2000. The stress of running so many

things is getting to me and no one needs me to lose my mind. Thanks in advance for your patience.

House Rule of the Month

This month's rule is this:

As an extension of the Rule of One, if a character rolls ones on their initiative, said character gets no action that round.

Website of the Month

<http://members.aol.com/thermog/earthdawn/earthdawn.html>

Scott's Page o' Earthdawn Stuff

Our Newest Webring Member, thanks!

The Spotlight is on: Player Abuse

As a GM, it is easy to get carried away in creation, after all, that is your job. However, sometimes, the best intentions end up with negative effects.

First, let me explain my view of player mortality in Earthdawn. We work very hard to create characters, even if they end up becoming NPCs. They have manufactured histories, time consuming accumulation of legend points, specializations in skills and talents. They become characters in the story. (And yes, I am a writer.) And it hurts to see them die.

I try hard not to throw situations that are too difficult at my

players. If I think it's too tough, I do test rolls and see how the encounter goes. What's nice about this is that I'm prepared for bad situations, but my players always surprise me with something. There are times when I was wrong about the dice chucking, so I compensate by making them role play a little harder. Sometimes that gets them into even more trouble.

I see a problem primarily where critters from other games (which shall remain nameless) are converted into Earthdawn statistics. There really isn't a set way to do this, something I will look into. I think that, sometimes, these critters are more powerful than they should be and when level is assumed to be equal to Circle, sometimes the player loses.

While I think it is all right for the occasional player to bite it, I don't see Earthdawn as the type of game where it is the GM versus the players. I'm not out to get you, but you have to trust me not to be brutal.

Putting the players in a do or die situation is always interesting, but the good GM has to be prepared to deal with any consequences, or be prepared to have Fortune (i.e. the GM) save the characters.

Earthdawn players are slowly becoming extinct, so be kind.

Adventure Hook

A critter raids the character's camp, but no matter how hard the players try, they cannot kill it. By following it, they discover it is someone's familiar, perhaps someone in need, perhaps someone who wishes to do them harm.

Links

I am removing this section since there is a links archive in our Onelist.com area. Check there for archived 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
