



EarthdawnLegends
January 2000
Volume 2, Number 1
J. Anne Mauck - Editor

Welcome, friends and travelers. . . Happy New Year!

Contents

- Updates/Announcements
- House Rule of the Month
- Website of the Month
- The Spotlight is on. . .
- Adventure Hooks

Updates and Announcements

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

House Rule of the Month

This month's rule is this:

Reduction of required time for meditation on talent ranks:

Roll current dice (current rank + attribute) versus the next rank (as difficulty number), subtract number of successes from the number of hours needed to meditate to raise rank. (average success = 7 hours, good = 6, excellent = 5, extraordinary = 4 for a minimum of 4 hours).

- - - - -

Website of the Month

Kenzer and Company Web Site, most importantly the home of Knights of the Dinner Table, "THE" gamer's comic book!

<http://members.aol.com/relkin/kenzerco.html>

The Knights of the Dinner Table webpage:

<http://www.safco1.com/kc/kodt/>

- - - - -

The Spotlight is on: Unique Creature Creation

Unique creatures can add a new dimension to adventuring. By unique here, I mean, unique to your campaign. When creating new creatures, several things must be considered.

First, general creature toughness -- by creating a creature without a specific "target" in mind, the creature tends to come out well balanced: not overly powerful and not excessively weak. The problem comes when designing something new for established characters to deal with.

By knowing what the characters are capable of dishing out, the toughness of the creature becomes a problem. To make the encounter more than a hack-n-slash blood bath, the creature must be tough. However, that toughness, when combined with its strengths and abilities has the possibility of turning bad.

A creature designed for group X has an advantage over that group. This creature could have been designed with the group's weaknesses and strengths in mind. Granted, the legend point system rewards the characters for their peril, but the danger can still be unbalanced.

The best way to bypass this is to test-run an encounter. As GM, you have experience with the player's style and you can run the creature as brutally as you like. Also, use the published creatures as a guide to balance.

Adventure Hook

A message is sent to a character by a loved relative asking for help. The message might be an extraordinary forgery, it might be an honest cry for help, the relative may be marked in some way, etc.

EarthdawnLegends is a free e-publication available in PDF, html, and direct-to-you e-mail from YahooGroups!

EDL is owned by J. Anne Mauck.

The official website of EDL is <http://scroll.to/Legends>.

To subscribe, please check the webpage for directions.

To reach the editor, send an e-mail to: Legends@scroll.to