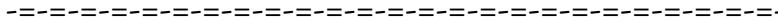




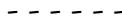
EarthdawnLegends
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J. Anne Mauck - Editor

Welcome, friends and travelers. . .



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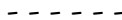
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Updates and Announcements

*February's Update to Saria in Earthdawn was my attempt to speed the load time. Also, I redid the main page, now titled: Castle Auryle at <http://saria.tripod.com/>

*Last month there was trouble with my host (routing or something), <http://scroll.to/Legends> will ALWAYS take you to my webpage. I am working on a mirror right now, and if something happens to the tripod site, I will change the scroll.to to the new page.



House Rule of the Month

This month's rule is this:

Throwing one person at another: automatic knockdown on both thrown and target, thrown person takes throwers strength damage, hit person takes throwers strength plus thrown persons toughness damage

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Website of the Month

The Gnomish Chamber: many, many good rpg programs

<http://jentaoris.simplenet.com/rpg/prog/gnomish.htm>

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The Spotlight is on: Horror Creation

Since we've already gone over other basic creation "techniques," I will just skip to the Horror aspects. While it seems fairly easy to tag a mess of powers on a new Horror you have made, balance must be a consideration (this seems to be a trend in all types of creature creation). Any given Horror can have, when used properly, an undefeatable arsenal of powers. Cursed Luck, Damage Shift, and Corrupt Karma in any combination are, well, I don't need to tell you players how bad that can be. So, when creating new Horrors, one needs to be careful about either giving them excessive powers or deploying their powers at a high rate. I think it's best to give your own personal Horror creations unique powers that you define. This way, unless your players know you very well, they will be kept guessing about what's coming next.

I created Sayveth, a named Horror (and will be on my webpage soon). Two of her powers are this:

Shadowhunt: spellcasting vs. targets SD, 1 strain excellent success required.
Effect: Sayveth is teleported to within D6 yards of a marked target (for desired target in shadows). Good success provides random teleport to ANY marked char.

Blinding Flash: spellcasting vs. highest SD of group, three actions to use.
Effect: all characters are blinded (blindsight attack) for remainder of round, used with shadowhunt as cover.

Adventure Hook

Mysterious screams are heard in the forest, and someone, probably an NPC if the players are unwilling, urges them to go investigate, but there is no person screaming, but something else worth investigating.

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