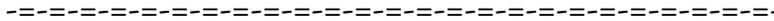




EarthdawnLegends
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J. Anne Mauck - Editor

Welcome, friends and travelers. . .



Contents

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



Updates and Announcements

-Because so few people answered the newest survey, I'm going to leave it up for another month with this plea: I really want to know how you feel about the things that LRGAMES has planned for our world. If you've already voted, thank you. If not, please do.

-Do you have house rules you would like to see here? Email them to us at: Legends@scroll.to or saria_antares@hotmail.com

-We are coming up on our one year anniversary here at EarthdawnLegends and to celebrate, we are going to hand out the first STAR OF AURYLE Website award. Get your nominations in early! August isn't really that far away!

House Rule of the Month

This month's rule is this:

Yet another revision of the called shot:

Instead of changing target numbers or changing step dice, a Good success (or better, of course) is required to make a called shot. If Average success, it is a regular hit, damage figured as normal.

Website of the Month

Wolf's Earthdawn Den

<http://members.door.net/wolfshaven/earthdawn.htm>

This page belongs to the owner of the Earthdawn Webring and contains a lot of interesting sections like "The Obsidiman Messenger" (his own newsletter) and an art gallery with some of the best ED art I've seen.

The Spotlight is on: part three of a multi-month look at Multi-Disciplining

Patternweave: The Merging of Disciplines

-raven_antares@hotmail.com

It is difficult to present information on this topic that has not been previously addressed, but with the help of Mynbruje, I should be able to keep the influence of Dis from affecting this document.

That said, this is a topic that is often (and often heatedly) discussed. While many will claim it is impossible to simultaneously follow two Disciplines, I have personally witnessed adepts doing just that. Despite what my overly large and loud colleague repeats to any that listen, and most that do not, (the Wizard, Adept's Way, p 98) the groundwork has been laid from the beginning of time. An Adept learning a new Discipline only studies the talents he does not already know, though his style of executing the talent may change somewhat, or

completely, in the process. The most prominent examples are the mage Disciplines who do not relearn their spellcasting or willforce talents, but while retaining the matrices of, for instance a Wizard, may gain the extra matrix upon attaining the Fourth Circle of Illusion.

What those who are offended by such a concept do not realize is that even those who follow the same Discipline do not all see their chosen path in the same light. Take, for instance, J'role, the Honorable Thief, who learned his art from Garlthik, the less than reputable "governor" of Kratas. Or, for that matter, the windling who constantly spouts the benefits of the so-called "gift of theft". (Windling, Adept's Way, p 74) Each of these has a completely different concept of what might otherwise seem to be a fairly single-minded profession. Some differences in outlook are even more extreme than these three, emphasizing the obvious: no two people are alike, and as such, will not act the same way, even given identical circumstances. As such, it is easy to see why some might slip naturally into a union of two Disciplines, while others can not conceive of what they might have in common. I have met few with such a narrow focus, but the ones I have were truly frightening: two Warriors, each holding their Disciplines in such different regard that they spent an entire evening in verbal fencing, attempting to discern the abilities of the other. It nearly resulted in physical fencing, after one barb too many, but they were subdued before such hostilities could arise. I could have intervened, presenting to them the obvious solution, but I fear neither would have believed me, and I was deriving so much enjoyment from their discussion that I could not bring myself to disrupt their exchange, for fear of losing my entertainment, and the disappointment of any others watching. I discovered later that one of the participants was also a Wizard, and as such, should have known better than to take part in behaving like squabbling novices, but that simply furthers the point that there are vast differences within the structure of a single Discipline.

While I seem to have nearly used up my quota of examples, I have saved the most profound for last: the much discussed Elementalist. I can not help but laugh when I hear people speak so much of the Discipline of Elementalism. How did this path gain so many followers? Simply put, it is not one, but four Disciplines. Each of the Air, Earth, Fire and Water Elementalist Disciplines still have a number of members, but those meager few are far outnumbered by those who follow all four at once, most of whom do not even realize that they belong to multiple Disciplines, meshed so cleanly and completely that they are unable to tell where one ends and the next begins.

Signed,

Elilas, Scribe to the Throne of Shosara

Adventure Hook

One (or more) of the characters is the beneficiary of a deceased adventurer. They must travel to claim their inheritance, but once there, they have something they must prove or discover before they can get the goods, so to speak.

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