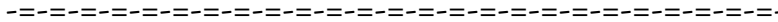




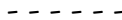
EarthdawnLegends
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J. Anne Mauck - Editor

Welcome, friends and travelers. . .



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Updates and Announcements

-The Earthdawn Character Generator seems to have some problems calculating legend point costs. I have been trying to straighten out some character discrepancies, so be careful with legend points when using Edcg.

-Next month will be our first anniversary issue! Please stay subscribed, things can only get better from here! I will be adding two new sections and expanding two others. If you have any suggestions as to what would make this newsletter better, email us! We'd love to hear them!

-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!

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House Rule of the Month

This month's rule is this:

Conspiracy Rules

If the character is overly paranoid, the player can include GM only information about him/her-self. The player can hand the GM a sealed envelope containing a summary of the character's traits, history, etc. that the player wants secret. The player must also keep an identical copy for himself. The copy the GM has is always the official version – updates must be handed into the GM before they become relevant.

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Website of the Month

"Earthdawn Links"

<http://users.telarama.com/~ghia/ED-Links/>

This page is a very nice list of links for Earthdawn, also includes links to several message boards.

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

Tunnel Vision: Mono-disciplining (Part four of four)

By: saria_antares@hotmail.com

It's all sacrilege, all of it! How can any of you believe that you can truly understand the meaning of a discipline when following more than one pulls you in so many directions that the true way becomes clouded.

While some of my dearest friends have been Dae'mistishsa, I, and everyone in my family, adhere to the Sa'mistishsa Way. There is only one Path for each time of life. One time of life to fully immerse oneself in the way, to completely understand the breadth and depth of the discipline.

I, myself, am nearing the end of the Path of Scholars. This treatise is to be one of many I will leave as I move on to the Path of Travelers. Throughout my time in this Path, I have studied elementalism. And to answer those who might accuse me of hypocrisy, I have studied only the element associated with my Path: fire. The fire that burns in the sky, in wood, and in our hearts as passion.

It is because of my restricted study that I have come to understand the world as I have. By refining my view through that of only the Fire (as others might through only the Sword or only the Word), I can see clearly where my next path will lead me and what it is that I am called to do.

While I do not disagree that it is possible to follow more than one discipline at a time, I frown on the general concept. Life for most of the Name-givers is short, comparatively speaking of course, and made shorter still by the dangers of our ravaged world. I find myself questioning the practicality of tying oneself in so many knots by following many ways. How does one know the best way to handle a situation with so many options? I have never had to question my decisions for I always know the direction in which I am being led. And the amount of time it takes to properly learn the methods of the discipline – how do those who follow more than one find the time to properly learn and utilize those skills they should be carefully cultivating?

I suppose it is not really my place to question others whose paths are not even similar to my own. Even my own people cannot agree that the Dae'mistishsa philosophy is the True Way. Unfortunately, I cannot see that any time in the future, we will come to any agreement on this topic. There will always be those who desire so much power that one discipline is not enough, even when you have come as far as I have. And the practice of abandoning all the abilities of that discipline when the time to change paths comes, I believe, frightens some. And there will always be those who diverge from the norm for the sake of divergence.

And so, I will end this discourse now with the hopes that my words will outlive me.

Teleg,

Alarsa Masra'el

Adventure Hook

The characters wander into or get stuck in a trap or a web where they find bones. Talking to the locals result in several conflicting myths and versions of what happened. No matter what they hear, one thing is consistent: everyone is afraid.

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