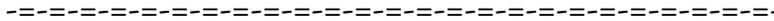




EarthdawnLegends
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J. Anne Mauck - Editor

Welcome, friends and travelers. . .



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Updates and Announcements

-A new mailing list dedicated to only updates of my website is available on the left panel of <http://saria.tripod.com/saria-ed.html>

-All questions for Q&A (and spotlights) should go to:
earthdawn@subdimension.com

-Submissions for ALL SECTIONS are being taken right now! If you would like more detailed submission guidelines, email earthdawn@subdimension.com with the subject "Submissions"

House Rule or Talent Knack of the Month

War Song

Discipline: Troubadour Talent: Emotion Song

Rank: 5 Cost: 100

The Troubadour sings a song during battle that s/he has written specifically for their party to bolster their morale in combat. The character makes an Emotion Song test against the highest social defense of his group. When successful, the War Song bonus gives a +1 to melee, throwing, missile weapons, or unarmed combat, chosen by the troubadour at the beginning of the song. The bonuses are added only as long as the troubadour takes his/her actions to play the song. To sustain the effect past 6 rounds, the troubadour must spend 1 strain for every round past that.

Website of the Month AND Second STAR Award!

The College of the Vine

<http://www.fortunecity.com/millennium/bluepeter/1228/index.htm>

This site is owned by Davinshe and, though it is only a few months old, is very well designed and full of great information.

The Spotlight is on: Blood Elves

Persecution is a way of life in the Age of Legends. The Therans desire to rule us, the Crystal Raiders want our possessions, and the Horrors threaten nothing short of our very souls. With all the danger without, one might think that there would be less enmity within Barsaive, but it is not to be, apparently.

Passions know there are enough of us who look different: from the diminutive windlings to the giant obsidimen, the delicate elves to the powerful trolls. The primary prejudice against my kind is similar to that against other races: we are blamed for our ancestors' faults. The fact that these ancestors still live does

nothing but hurt our ability to be accepted by other Name Givers. I can no more change the circumstances of my birth than a human can grow a tail.

I suppose a description of the differences between blood elves and our cousins is in order. First of all, because of the Ritual, we are more resilient, as many children do not survive their first year. However, we do not lose our agility, and our tailors have become proficient in creating clothes that do not interfere with our movement or get caught on our thorns. Some of our master craftsmen have even designed garments that absorb the blood which constantly trickles from our veins. The blood loss, while slow, does drain our energy slightly, the same as any other minor wound. However, while we tend to have a better ability to concentrate, a talent we must learn to deal with the constant pain inflicted by the Ritual, our focus is impeded for the same reason. The biggest disadvantage we have is still the prejudice we face at every turn. A mere glance of a blood elf strikes terror into the citizens of Barsaive, and even the Therans scorn us for our choices. For that reason, when we travel beyond the Wood, we tend to wear heavy cloaks, regardless of the season, to conceal our appearances so as to not incur the wrath of those who think we are as corrupted as the Horrors we are protected against.

The end result, despite the means used to achieve it, is that the Ritual of Thorns saved many people from the Scourge, and still safeguards us from the Horrors today. Without the preservation of the Elven Court, much would have been lost: unique spells and thread items, as well as history so old that only dragons share the memory. Despite the separation of the Court from the rest of Barsaive, we still contribute to the well-being of Name Givers in general by lessening the power of the Horrors to harm them.

Excerpted from a manuscript found by a member of the Eye of Throal. The rest of the document was destroyed by a fire which consumed the bearer of the papers, presumably the cause of death of the blood elf who penned the report.

In specific game terms: I put racial adjustments for blood elves to paper before even the Earthdawn Companion was released, though it took quite a while to settle on the stats we currently use. The final adjustments are as follows: +2 to dexterity (I saw no reason to reduce it), +1 to strength (admittedly to balance out the +3 net gain, though I believe it is not unreasonable), -1 to toughness (overall, they are more resilient than a normal elf), +0 to perception (due to the constant distraction from the pain), +2 to willpower (for the same reason as perception), -1 to charisma (blood elves are frightening, and less inclined to be

pleasant during interaction), +2 to wound threshold, and -3 to initial death/unconsciousness (due to constant bleeding).

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Age of Legends

Salvation

The Myth of Salvation for the Elven Nation

By: J. Anne Mauck

When the time comes, you will know it. We will all know it and all will not be well. Great pains have been taken so that this tale does not reach the ears of our everpresent Queen, but she may well know the words I am about to relate to you. I do not know these things to be a fact, or to even be near the truth.

* * *

By the son and daughter of a Blood Elf shall the Wyrms Wood be reborn. Their flesh shall not be rent, and their mother's shall be healed.

* * *

A new home will be pulled from the depths of corruption. The healing of the people shall begin and their pain will be eased, and eventually brought to an end.

* * *

Though the Elven Nation shall be divided again with a wound that will never heal, the differences that caused the Schism can be reconciled.

* * *

Several theories exist concerning this so-called prophecy. Here I will relate my own personal theory.

There is a greater force than Name-givers at work in Barsaive. I do not speak of any empire or kingdom, but rather another being who was able to survive the Scourge without any of the drastic measures we were forced to take. I believe it will be one of the dragons who will be the one to enact this prophecy. Ironic that it could be a dragon since our true downfall was the death of good Queen Dallia by the will of Alamaise.

To be sure, no one would depose our gracious Queen, who would remain on the Rose Throne. Rather, a new throne and court would be established and ruled with the guidance of those as long lived as we True Elves.

I conclude by saying that I believe that the mother of this future nation has already been chosen and our destiny is at hand, the threads woven as I write this treatise.

Rule long and fairly, sweet Alachia, before you lose your way.

Teleg,
Alarsa Masra'el

Adventure Hook

The adventurers find an injured Blood Elf on the road. When she wakes, she can remember nothing, not even why she is no longer in the Wood. Depending on the players reactions, she either believes they are her friends and have been for years or that they are the ones who did this to her and she will try to fight them. The players can then be charged with helping her find her identity.

Famous (Last) Words

"Don't touch that!" and "You get the dwarf and I'll get the girl."

I went to see "Dungeons & Dragons" on Friday, the reason I held sending this issue. The special effects are fantastic and it was entertaining. I would recommend that all gamers, whether they have played D&D or not, go see this movie. I only wish I could say that this was the beginning of a string of gamer movies, when the only thing definite in the future is the Lord of the Rings movies, which are in the making. Something to keep an eye on!

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