



EarthdawnLegends
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Welcome, friends and travelers. . .

Contents

- Editor's Note
- Updates/Announcements
- Idea of the Month
- Website of the Month
- The Spotlight is on. . .
- Age of Legends
- Flavor Text
- Adventure Hooks
- Polls
- Famous Words

Editor's Note

As I said last month, this newsletter is solely a product of my new computer. I love this machine! I could not have bought a manufactured computer with these stats for what I actually paid for it. All the problems with it [so far], I've been able to easily fix. I am extremely happy.

There are some changes to report this month. I have changed a bit in the webpages section as well as the famous last words. The section of house rules and talent knacks has been renamed to allow for a bit more latitude in content.

I hope everyone had a good Halloween and All Saint's Day. Next month will (of course) be the last issue of the year. If any of you have big gaming plans for New Year's Eve, or your vacation time, let us know!

As always... the game must go on!

Lady Saria

aka Jenny

Updates and Announcements

-There was some talk about an Earthdawn d20 system on the [RPG.NET](#) forum. This was cleared up by the creative director of LRGames. There are at least 2 websites that have done this conversion. These sites will be included in my new ED link directory that I hope to have up in January.

-Mage Knight: Whirlwind came out this last week. These figs are great for Earthdawn too. (I got Mortis Draconum in my FIRST BOX!)

-The Toonami album hit stores a while ago, however, I just got my first listen this last weekend. If you're a fan of Toonami, this cd is a must have. It's published by Rhino records and titled Deep Space Bass.

-"The One" opened in theaters on Friday. All I have to say is... WOW! Aside from Jet Li kicking A\$\$... everything about that movie was a sci-fi fan's dream come true. And better yet was the preview. I finally got to see the first Lord of the Rings trailer in a theater. That movie opens December 19.

Idea of the Month

The Player Screen:

Each player creates/is given a low cut screen (low enough that the dice rolled can be seen by anyone). This screen is customized for each player with tables or

character-specific notes. It also prevents dice from rolling into the other player's areas.

Website of the Month

This month's website is not so much game related, but should appeal to the nitpickers of fantasy novels.

The Invisible Library - a list of books that only appear in other books!

<http://www.invisiblelibrary.com/>

The Spotlight is on: Crucial Campaign Junctures

From last month's fiction

By: J. Mauck and Paul De Bonte

As I was planning a recent event in my current campaign, I came upon an interesting problem. I had a problem for my players to solve that had at least three possible outcomes. They handled the situation with finesse. I was impressed. However, this incident caused me to reconsider my plans to write a campaign to include with my Wastes project.

There are many things to consider when planning a crucial event such as this. The outcome of this single event could have left the characters as normal second circle characters, heroes of significant magnitude, or considered by others to be disreputable scoundrels.

So, one of the commandments of being a GM is this: Know Thy Players. By knowing your players and their typical reactions, you can guide them into the campaign, and still be able to judge their actions for the final outcome.

It is at this point where I must bow down to the game publishers, who are capable of creating campaigns where the outcomes are inevitable. As a GM, I prefer to let my players guide the story. In doing so, I have relinquished a degree of power, but I think it also makes the game more fun for everyone involved. If you want to control every detail of the game, you're better off writing a novel.

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Age of Legends

The Wrenching

By: J. Anne Mauck

Lasven turned over in his bedroll, groaning when a rock gouged his side. Fazna mumbled for him to be quiet before turning her head away and beginning to snore. Once again, Lasven cursed the damned cat for running off again. And he cursed Fazna for allowing that spirit to control the damned cat.

The cat wasn't a stupid animal, but Seha was a vicious spirit. And the fact that she only seemed to like Fazna angered Lasven even more. He was tempted to leave them both and go back home to his wife and children, but a promise was a promise.

He shook Fazna's shoulder until she woke. "How many more days will we be traveling to--"

Fazna growled lightly before speaking. "A few days. I know where she is. I swear this will be the last time. Just let me sleep."

Before he could reply, she was asleep again. "Maybe," he whispered, "I'll kill the damned thing this time and that will be the end of it."

When Lasven woke the next morning, Fazna had left breakfast next to his pillow. She had cleared the campsite except for his things. When he finished eating, she jumped down from a tree. "Hurry, I found her trail." She crouched next to him. "Something is wrong. I might lose her for good this time, even if we find her body." Her red hair was tangled, with a few leaves sticking in it. She blinked her eyes a few times, then looked around, not seeing physical reality. "I'm going. Catch up."

Before Lasven could object, she was gone. "She's even more crazy than the last time we went on a chase like this." He looked up at the trees above him. She had given him at least an extra hour of sleep.

A few hours later, he saw Fazna's scarf hanging from a branch, her typical signal to stay there. Lasven swore he would never take another blood oath again.

While he waited, he cleaned his weapons and checked his armor to see what needed to be repaired. The forest was silent, except for the usual chirping of daytime birds. Finally Fazna returned, holding a squirming cat under her arm. She sat down in front of him and began fastening its collar and harness.

"Is that--" he started to ask.

"It's her body," Fazna said. "But I can't find Seha. She's not answering me. It was the weirdest thing, though. I'm still not sure what I saw was real."

* * * * *

"You'll not have me again," Seha said, her cat-body hissing. "I'll not go without a fight. I can still take you on."

Drogra grinned, slime falling out of his huge, toothy mouth. It had no voice to reply with, but Seha knew his thoughts. "'Tis a rare pleasure to taste the same pain twice." When Seha's hackles raised, Drogra grumbled a laugh. "And so delicious. I knew I would find you again."

The cat's body went into its instinctual defensive mode, no matter what she tried to do to control it. Drogra reached out to her with his ethereal tentacles. They raked through her, tear at her. On the edge of her consciousness, Seha could sense Fazna watching her from the trees.

Seha did her best to hold onto the cat's body, but she felt it slipping out of her grasp. Soon, however, that ceased to matter. Its tentacles ripped at her pattern, that stupid, drooling grin remaining on its face.

They both froze for a moment when Fazna unleashed an unholy scream. She swung down from her perch in the branches with Jecre, her favored blade. The white-blue afterimage of the blade's astral form hung in Seha's sight, distracting her from what Fazna had done. The tentacle grasping her had been severed. Drogra pulled away, vanishing off into the forest.

And Seha was free. Released at last. She saw Fazna kneeling there, picking up the cat. She could see her speaking soothingly to the confused animal. Seha had but a moment of regret before there was nothing. . .

Flavor Text

Town: Ulla

This town is in the Dragon Mountains in southeastern Barsaive, on the northern face of the mountains. The people here are very secretive. The actual town is very hard to find, but is worth the work.

Ulla is an egalitarian society, almost utopian. Namegivers of all races live here, all taking part of their central life. The people are very friendly once they accept a stranger into their community.

Though these people do not seem like they would be fighters, many of the adepts who have settled here are very experienced Warriors and Weaponsmiths. Most adventurers will be able to find teachers of any discipline here.

The Weaponsmiths here create many items from metal mined from the mountains. These items are stronger than normal, far less likely to break. Swords created by Wreq Ciogu are becoming highly sought after items in Southern Barsaive.

Adventure Hook

The Blade of Yguna was stolen from the home of Jaot Bladesinger. Though Jaot has been dead for several years, he was famous for his deeds as both a Weaponsmith and a Troubadour. His widow has placed a reward for any who return the sword to her so that it can be given to his only surviving son when he comes of age.

Polls

QUESTION: How often, if at all, does astral space affect spells cast in your game(s)?

CHOICES AND RESULTS

- all the time, 0 votes, 0.00%
- about 75%, 0 votes, 0.00%
- about half the time, 0 votes, 0.00%
- about 25%, 3 votes, 60.00%
- not enough to count, 2 votes, 40.00%

Famous (Last) Words

Heard at the game table...

"Yea, verily this doth kick ass!"

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