

Earthdawn Legends

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WELCOME, FRIENDS AND TRAVELERS. . .



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EDITOR'S NOTE

Ah, the bliss of cable. The speed, the numerous distractions, new ways to procrastinate... Yeah, I finally got cable, so that's partly why this is soooo very late. It was actually almost finished two weeks ago, but I'm a slacker.

Not much to say, since I'm in a hurry to get this out. My birthday was a few days ago, so I'm a year older, but obviously not wiser.

As always... the game must go on!
Lady Saria
aka Jenny



UPDATES AND ANNOUNCEMENTS

-I have my own domain! <http://www.ladysaria.com>

-Um, go to www.fark.com and read some news...



EARTHDAWN MUDS

If you have any information about an Earthdawn-related mud, or even just an area in a mud that you play, email us and we can spread the updates. Be sure to type exactly what you want others to see, since I will just copy/paste it.



WEBSITE OF THE MONTH

http://home.sprynet.com/~rjstevenson/rpg/earthdawn/earthdawn_main.html

Asymmetry: Role-Playing: Earthdawn-ish

This site appears to be the ultimate of houserules. The entire game IS a house rule! An interesting concept.



THE SPOTLIGHT The Dark Side

When I say the Dark Side, most of you probably think of Star Wars and so on. This time, I'm thinking more of player temptation. The best way to create a dynamic in the game is to let the players do it themselves. And the best way to tempt them into doing just that is to tempt them.

After even just a few gaming sessions, a gamemaster will know his players well enough that he should know at least some of the character's (and the player's) weaknesses and strengths. For quite a few people, this weakness is a desire for power. But, as we all know, power must be tempered with duty. Or, to quote Peter Parker, "With great power comes great responsibility."

The lure should start out small, perhaps in conjunction with a deed the character must perform anyway. This deed can lead to praise and rewards. Each time, these rewards and praise become greater until the character is offered something they can no longer refuse.

Most adventurers (in my campaigns) start out responsible, law-abiding citizens who feel they can do something to make the world a little better. But the world tends to grow heavy on their shoulders and the praises from others lift them up. The build up to the call to the less noble side of life must be slow, unless the character is known to be power-hungry.

The delight in this kind of corruption, should a gamemaster take it, should be carefully hidden, lest the player or his comrades catch on. I would assume that this kind of change would be more evident in games that use an alignment system.

I think perhaps it is best not to tempt those of a low circle, since they are still discovering their personality. When there is a lot of time between gaining circles and talents, that is the best time to tempt them into further advancement.



THE BIGGER PICTURE

Celtic Mythology

In my limited experience, Celtic mythology is the most beautiful and richly woven of all the world's stories. However, it does not seem to fit any kind of Earthdawn-ish mold I try to force it into. You'd do better finding your own info than listening to my drivel for now.



AGE OF LEGENDS

Risk Free

By: J. Anne Mauck

There was a time when I would have taken a job just for the adventure of it. But as I've gotten older, and seen my friends die by the sword or spell by which they lived, I've become cautious. There is no such thing as a risk-free job. Or so I thought until last week.

My name is Riguel Stonearm. I earned that second name in my youth. There was not a man or woman alive who could best me in arm wrestling. I became famous in my village and then in the surrounding area. I thoroughly enjoyed my fame until I became a freak show. People from all around came to watch me. And that was when I left.

So even simply being strong, for me, was not free. But Lord Branna's offer was too good to pass up for me and my old age. He had deliberately bumped into me in the street one evening and apologized by asking me to visit his household.

Once we had drunk some of his finest wine, Lord Branna made another offer, one to be sealed in blood. But not his blood. I swore my oath to his lovely wife, who lay dying in their bed.

Her plight touched me deeply. I vowed to perform my task and return as soon as I could. It seemed simple enough. To find the home of Garlen in the north. Nothing to fight, no contracts to sign, no goods to deliver. As Lord Branna said, it was risk free. I realized much too late that, had it truly been risk free, Branna himself would have undertaken the task. But it was too late, lest the lady die.

Before you get the wrong idea, no further drops of my blood were spilled between that day and this. I came to no harm, though I passed many dangerous places and beings in my journey. But I am lost.

The Lady Branna was beautiful. She seemed so sad to look upon her husband the day I first saw her. It was as if the Lord had taken her only as a possession, a beautiful object to be displayed. I doubted she had ever known true happiness in that home.

It should be known that I had never taken a wife. In fact, though some may think me less of a man for this, I have never even known a woman in any intimate sense. Save, of course, for the blood oath with Lady Branna.

When I bent to hear her parting words to me, all she whispered was her true name. I have come to know that even our lord does not know this name. And it was beautiful. Perhaps our secret made it more beautiful. I shall likely never know. But I cannot tell you what her name is, or it will never be secret again, will it?

All kidding and teasing aside, I came to love this woman. My journey has lasted over two years. Still I know she waits for me to return. I can feel her pain, her death looming near. Our bond is now deeper than the oath. She will die if I complete this task. And the very thought of that kills me deep inside.

I have come very close to finding that which Lord Branna wished me to seek. And I have very deliberately avoided coming face to face with it. No man was meant to see it or taste its treasures. Garlen herself warned all the peoples of this land many lifetimes ago. And Branna, in his arrogance, wished to have the one thing his money could not buy.

At this moment, I sit in a bar in some tiny town in the south. I have sent a message to Branna, hoping to hear in return that the sorry man is dead. But his greed pushes him on.

I can feel the Passions' ropes pulling on me, tugging in all directions. I am tired and ready to lay down this burden. But what of the lady? What of the love I have come to feel for her? Garlen knows of the temptation. Astendar knows of my love. No doubt the other Passions have placed their best and are watching the race as I speak.

This venture might have been risk free for someone like Lord Branna, one without the heart and conscience of a true Name-Giver. But as I have since learned, there is nothing, not even a breath of fresh air, that is risk free.



FLAVOR TEXT

Town: Cruag

This town is nestled in the cliffs of the Tylon Mountains. The people who live here are adept climbers, being able to climb almost from the time they can walk. Most children can ride their hardy mountain ponies before they can walk as well. This town is home to a very rare grimoire, though most who speak of it are killed, to keep them from spreading the word of it.



WHO'S WHO

Name: Ikubreu

Age/Gender/Race: 73/M/Troll

Adept: Old for his race, he is a well-respected former adventurer. He no longer calls any Discipline as his, though he a font of information. Many people seek him out to listen to his stories. He has refused to document any of his life for the Great Library though he has been asked many times.



ADVENTURE HOOK

A mute is witness to an attack by a Horror. The mute is left unharmed, but acts suspiciously, looking around to see who is watching him. He approaches the group in private and expresses a fear that the Horror will come after him.



POLLS

There was no poll for the August issue.



FAMOUS LAST WORDS

Diary of a D&D Character
<http://www.sixsixfive.com/285.html>

This is very funny. You should check out the rest of his site: www.sixsixfive.com



SPECIAL THANKS

Uhm, anyone wanna thank someone special here? Email us!



~FIN~