

Earthdawn Legends

DECEMBER 2002
VOLUME 4, NUMBER 12
J. ANNE MAUCK - EDITOR
PAUL DE BONTE - ASSOCIATE DEVELOPER

WELCOME, FRIENDS AND TRAVELERS. . .



Contents

DISCLAIMER
EDITOR'S NOTE
UPDATES/ANNOUNCEMENTS
EARTHDAWN MUDS
WEBSITE OF THE MONTH
THE SPOTLIGHT
THE BIGGER PICTURE
AGE OF LEGENDS
FLAVOR TEXT
WHO'S WHO
ADVENTURE HOOKS
POLLS
FAMOUS WORDS



DISCLAIMER

This newsletter is the product of love and creativity. It is not intended to challenge the copyright held by FASA or the license held by Living Room Games. The contents of each issue of EarthdawnLegends belongs to J. Anne Mauck. Not for reproduction on individual websites except for the official site of Lady Saria. The ideas presented here are independent of any campaign, cannon or not. The editor receives no compensation for this production.



EDITOR'S NOTE

This next year is going to be the last year for EarthdawnLegends. Also, all of 2003 will be presented bimonthly. Here is the schedule as I have figured it so far. The next issue will be the end of February, then the end of every other month, the last being in December. The December issue will be the very last issue of EarthdawnLegends. I hope to have a special summer extra edition as well. The format will change to make it slightly longer.

In a future issue, I will explain why I have made this decision. But until then, and even after that...
The Game Must Go On!!!

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



UPDATES AND ANNOUNCEMENTS

-I have my own domain! <http://www.ladysaria.com> our site has moved, please use this url to get to our site now.

-I have a store as well: <http://www.cafeshops.com/ladysaria>
The stuff there is only meant for fun, so don't email me if you're offended.



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://www.3gamerchicks.com/campaigns/earthdawn/>

Three Gamer Chicks' take on Earthdawn

And some extra coolness/weirdness (search the page for "earthdawn")

<http://truemetal.org/logar/interviews/interview17.html>

(the band's page is: <http://www.logar.org>) especially worth checking out if you like Blind Guardian and Iced Earth



THE SPOTLIGHT The Demise of Technology

Isn't it funny when the technology we've come to rely upon in the last decade turns around and bites us? Yeah, I didn't think so either. But it got me thinking. How can we use this idea in Earthdawn...

Technology in this case is most likely to refer to information. Information, especially oral traditions are not easily lost, but could be lost in a meteorological catastrophe, an epidemic (think the plague), or simply because no one wants to remember any more.

Records can be lost in kaers that were never opened or destroyed. Mold and critters can also destroy documents.

For those looking for something trickier: Horrors could force someone to rewrite old records or burn them. Imagine a character finding an ancient or even legendary grimoire only to ultimately learn that it has been tainted by a Horror.



THE BIGGER PICTURE

I'm going to use this last Bigger Picture to touch on one of my favorite spots in history. The Field of the Cloth of Gold...

Not far from Calias (that's France), Henry VIII and Francis I met to arrange an alliance. They both brought a large number of people. However, very little was accomplished, politically. But that's not why I love it!

Imagine what it looked like: "Before the castle of Guides a temporary palace, covering an area of nearly 12,000 sq. yds., was erected for the reception of the English king. It was decorated in the most sumptuous fashion, and like the chapel, served by thirty-five priests, was furnished with a profusion of golden ornaments. Some idea of the size of Henry's following may be gathered from the fact that in one month 2200 sheep and other viands in a similar proportion were consumed. In the fields beyond the castle, tents to the number of 2800 were erected for less distinguished visitors, and the whole scene was one of the greatest animation. Ladies gorgeously clad, and knights, showing by their dress and bearing their anxiety to revive the glories and the follies of the age of chivalry, jostled mountebanks, mendicants and vendors of all kinds." (from: http://90.1911encyclopedia.org/F/FI/FIELD_OF_THE_CLOTH_OF_GOLD.htm)



AGE OF LEGENDS

Submission Guidelines for Age of Legends Special in August Special Issue.
To celebrate our 5th Anniversary and the last year of EDL, we will publish a special issue with a contest.

Guidelines:

1. Must be in English.
2. Must be a text file attachment or in the body of the message.
3. Subject of email submission should be: "EDL Anniversary Contest"
4. Should not exceed 6000 words.
5. Must be received by July 1, 2003. (I will send a notice of receipt.)
6. Must *MUST* be an Earthdawn based story. Use previous EDLs as examples.

At the beginning of August, I will choose 4 submissions and one of my own (because it's my contest and I'm biased). These 5 stories will be included in the special issue. That same day, I will post a survey on YahooGroups where you can vote for your favorite story. The writer who receives the most votes will receive a handmade dice bag and a set of dice. Second place will receive a handmade dice bag and third place will receive a set of dice. I will pay for shipping at the first class rate.

I will abstain from voting, and votes will not be anonymous this time. Writers can vote for themselves. Please visit: <http://www.ladysaria.com/general/contest.html> for more details.



FLAVOR TEXT

Town: Reriw

More of a mercenary hideout than a town, there are several houses and a few legitimate shops there. Many residents prefer to work in groups. Very few fights break out in Reriw. In a sort of twisted fashion, it is modeled after Kratas.



WHO'S WHO

Name: Ril-Gamir

Age/Gender/Race: 21/M/Human

Adept: Elementalist 7

His family is poor, and he began adventuring to get enough money to build them a house. He has recently found a place in a group of other magic-users. He does not own a sword since he has found he is particularly clumsy with them.



ADVENTURE HOOK

This section will be replaced soon by suggested news articles to use as per the spotlight.



POLLS

None



FAMOUS LAST WORDS

Oh the HORROR!

"One of the reasons I like this game is that the talented Jeff Laubenstein has illustrated many of the world's most interesting facets and has drawn a general mood to the whole game."

Priceless response: *twitch*



SPECIAL THANKS

Thanks to Raven, who is going to help me finish this next year.

~FIN~