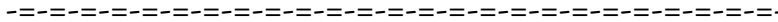




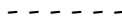
EarthdawnLegends
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J. Anne Mauck - Editor

Welcome, friends and travelers. . .



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Updates and Announcements

- HAHAHAHA! Bet'cha thought I forgot all about you! April Fools!
- Do you have house rules you would like to see here? Email them to us at:
Legends@scroll.to or saria_antares@hotmail.com
- Living Room Games acquired a license to produce Earthdawn material:
<http://www.lrgames.com>
- US Taxes are due this month, oh joy...

-A new PBEM has opened on <http://www.delphi.com/> called Age of Legends (title's just like my webring!). For more information go to: <http://www.delphi.com/earthdawn/start/> or <http://members.aol.com/thermog/earthdawn/earthdawn.html> or email: Thermog@aol.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:

A revision of last months which was:

Throwing one person at another: automatic knockdown on both thrown and target, thrown person takes thrower's strength damage, hit person takes thrower's strength plus thrown person's toughness damage

The revision is:

Size does matter - you can't throw a windling at a troll for the knockdown effect

Because grappling requires a good success against the targets phys, throwing them is simply an action, throwing them at someone requires a good success against the targets phys, but it's also considered an attack to knockdown, which adds 7 to the knockdown target number

Damage taken is this: strength step of the other person plus the other person's physical armor.

Trust me, this is much better and, though it is like the talent knack, it's for everyone.

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Website of the Month

The Dungeons and Dragons Movie, unofficial site
<http://www.dndmovie.com/>

Yes, this may seem like hypocrisy, but we gamers have to take what we can get.

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

Complimentary Thoughts
-Thermog@aol.com

In math today, my teacher droned on about complimentary triangles and how "they can really affect the world." I, myself, was more affected with a problem that I've been trying to deal with for some time: multi-Disciplining adepts, and how to make them work. Fortunately, the two went well enough together that I managed to pretend to pay attention, and also was able to muddle my way through my own interpretation of the multi-Discipline rules found on page 106 of *The Adept's Way*.

According to the personal in-character accounts described in *The Adept's Way*, it is fairly common for a practitioner of one Discipline to "switch minds." That is, when an adept takes on a second Discipline, she consciously decides whether to be this or that, that or this. Take, for example, a Sky Raider who also chooses to also become an Elementalist, thinking that her connection with Air would give her trollmoot an advantage in time of conflict. When she is being a Sky Raider this troll is a fierce warrior who can fight the strongest of enemies, and sees only victory. However, when her Elementalist mind comes to the fore, she sees all things as a balance of the elements -- the fire of the Fire Cannon; the air that allows his ship to speed through the mountains; the earth far below, awaiting the gift of his enemies; the wood of his airship; the water of the clouds.

Unfortunately, this troll Sky Raider / Elementalist suffers a serious flaw. When working with her Sky Raider mind, she does not have the abilities of the Elementalist mind, and vice versa. As has been mentioned before, not even the greatest of the Heavenherds knows all the secrets of magic. Is it not possible for Disciplines to mesh so well that they can, in fact, use the Talents and Disciplines of both at the same time?

Of course it is!

The magic of Earthdawn depends a great deal upon personal belief. This is evidenced by the many different forms that magic can take, even when the exact spells are cast in the apparently same manner. Two magicians may work to dispel the magic of another adept with the same effects, but the way they go about doing this is entirely different. In addition, the Talents of the Disciplines may have the same affects when used by two different Disciplines -- a Warrior and a Cavalryman, for instance. But the way in which they view their magic is so completely different that they cannot be reconciled.

What if, however, an adept chooses to reconcile the two forms of magic? What if, instead of having two minds, she chooses to build her disparate Disciplines into a single entity that makes her more powerful? Can this be done?

And again I say, Yes, of course!

Again I will use the example of the Sky Raider. This time, instead of choosing to learn the Discipline of an Elementalist, she chooses to follow the way of the Warrior.

The Warrior and Sky Raider Disciplines are very similar in their worldview: they both prize brotherhood of the crew (or unit), they both abhor those without honor, and hold the truth and forthrightness above all else. Because of this, the potential is present that the Sky Raider could choose to change his worldview -- slowly and with a great deal of effort -- so that he could gain the benefits of both Disciplines at the same time.

How does one go about determining whether any given Disciplines are complimentary? Well, for the most part, it depends on common sense. A Sky Raider is completely incompatible with a Thief, and a Sky Raider would never even consider taking on the Discipline of a Thief.

Depending upon how she views the elements and her own Discipline, a Sky Raider may well be able to combine the Disciplines of Elementalist and Sky Raider. To do this, the Sky Raider must slowly undergo a complete change in her view of the world. For example, this Sky Raider begins by doing the Karma Ritual of the Elementalist, but when she is finished caking the mud on her face, she beats the drum as it dries and flakes off. When the mud is gone, she may stop beating the drum. The Karma Ritual is complete.

The effects of having combined multiple Disciplines should give bonuses, and they do, as follows: First, instead of being able to use one Discipline's talents or the other's, the multi-Disciplined character may use both at the same time (or the lower ranked talent until both are equal). Second, the character has access to *both* Disciplines' abilities, rather than one or the other. Third, a character can gain a total number of Karma points equal to both ranks in her Karma Ritual talent (as opposed to having to use the Sky Raider's Karma Pool when in "Sky Raider mode," or the Elementalist's Karma Pool when in "Elementalist mode"). Lastly, the character gains both Disciplines' special abilities at the same time. This last benefit has the potential to make characters exceedingly powerful, and should be moderated carefully by the gamemaster.

As with all things, the gamemaster has the final say as to whether two Disciplines are similar enough. Indeed, it may be on a case-by-case basis that the gamemaster must decide whether an individual may combine the two Disciplines -- a war-like Nethermancer may be able to take the Warrior Discipline, while a Beastmaster who has always believed that domesticated animals are essentially enslaved would find it impossible to become a Cavalryman.

So the next time you come across a boring follower of the Math Teacher Discipline, maybe you should suggest she take up the reigns of a Cavalryman, or the harp of a Troubadour...

Adventure Hook

Characters are hired by someone no one knows, no one has ever seen before, to rescue someone, a daughter, sister, etc, but the problem is that the "victim" is not who the employer let's on to be...

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