



EARTH DAWN

Sample file

GAMEMASTERING EARTHDAWN



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CREDITS

Design

Greg Gorden
Louis J. Prosperi

Development

Louis J. Prosperi

Additional Material

Michael A. Mulvihill

Editorial Staff

Senior Editor
Donna Ippolito
Associate Editor
Sharon Turner Mulvihill
Editorial Assistants
Rob Cruz
Diane Piron

Production Staff

Art Director
Jeff Laubenstein
Project Manager / Graphic Design
Mark Ernst
Game Master Pack Painting
Courtney Studios
Illustrations
Paul Jaquays
Jeff Laubenstein
Joel Biske
Robert Nelson
Treasure Card Design
Mike Nielsen
Treasure Card Illustrations
David Martin
Layout
Mark Ernst
Keyline and Pasteup
Ernesto Hernandez



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INTRODUCTION



Easy? You think this is easy? Well, my young friend, I'd like to see you juggle five blades while reciting "The Verse of the Scavians"!

—Hadile, Troubadour of Scavia

Gamemastering a roleplaying game is a difficult task. It requires lots of time, energy, and practice to become a good gamemaster—and more to become a great gamemaster. **Gamemastering Earthdawn** is a supplement to the **Earthdawn** rulebook devoted to providing you, the gamemaster, with additional helpful advice on gamemastering **Earthdawn**.

The **Earthdawn** rulebook (ED) included a lot of information about running the game, written in a way that both players and gamemasters could read it without the players discovering the inner mysteries of the game. **Gamemastering Earthdawn** is for the gamemaster's eyes only. This book begins by offering ways to fine-tune the rules for combat and talents laid out in **Earthdawn**, then suggests additional considerations and techniques for creating adventures and campaigns and provides more information on creating and running gamemaster characters. It also describes ten gamemaster-character profiles and nine new treasures, provides a history of and uses for blood magic, and explains one advantage of forming adventuring groups.





The final section reprints the most useful tables from the **Earthdawn** rulebook along with expanded versions of the Step/Action Dice and Success Level tables, and offers two additional tables to help gamemasters create characters on the fly. Several blank forms designed to help the gamemaster run a campaign appear in the back of the book. This product also includes a gamemaster screen reprinting the most useful tables from the rulebook, and nine new Treasure Cards.

This product is intended to put your **Earthdawn** campaign more firmly under your control. Rather than telling you how or how not to run your game, this product offers sensible, helpful suggestions that will further reveal the **Earthdawn** game to you so that, in turn, you can better describe the world of Earthdawn to your players through the adventures you create.



OPTIONAL RULES



At last, the perfect solution! Now all I have to do is make it work more than once ...

—Ardis Foarr, fledgling wizard

No matter how hard a designer, developer, or editor tries, it is simply a fact of life that no game can be 100 percent clear and usable to 100 percent of the people who play it. That means that sometimes you will encounter a question or situation in the game for which the rulebook doesn't have an answer or solution.

As we stated in the **Gamemastering Earthdawn** section of the **Earthdawn** rulebook, we cannot give you answers to every possible situation that may arise when playing the game. But because we wanted to give you as much help as possible in resolving ambiguous situations, in that book we provided guidelines on how to resolve the most common situations likely to come up during a game.

The following optional rules for running combat and for judging how many talents and abilities a character can use at one time serve two functions. These options provide further suggestions for resolving ambiguous rules or situations, and also offer alternative systems that allow gamemasters to better tailor their game to suit their group's style of play.

