

BARSAIVE AT WAR™

Sample file

Living Room Games



Better Late Than Never

The book you hold in your hands is one I thought would never be published (and while it hasn't actually been published as I write these words, it's close enough for my purposes here). It's been a long time coming, but I think the wait was worth it.

When I was told that *Earthdawn* was being cancelled in June 1998, it meant that both **Dragons** and **Barsaive At War** would most likely never be published. (As a side note, the **Dragons** book is, in my opinion, among the very best ED supplements FASA ever produced, if not THE best).

That all changed earlier this year when Living Room Games acquired the license to publish *Earthdawn* products from FASA. I don't know any of the specifics that led to FASA's decision to license *Earthdawn* to Living Room Games, but I'm not complaining, especially since it will usher in what I hope is a new life for *Earthdawn* in the gaming market, and has lead to the long delayed publication of **Barsaive At War: An Earthdawn Epic** (and will also lead to a printed version of the **Dragons** book too!).

So what's so special about this book?

This book brings the growing tension and conflict in Barsaive as portrayed in the last several published sourcebooks (in particular, **Crystal Raiders of Barsaive**, **The Ork Nation of Cara Fahd**, and **Dragons**, but others as well) to a boil and provides a framework for Gamemasters to get their player characters involved in events that will change the face of Barsaive forever. It ties up a number of loose ends while at the same time creating a handful of new ones, and reshapes the landscape and politics of Barsaive in ways that will lead to countless new adventures. And while it differs slightly from the book I would have produced (simply because it's been written by different people), it is a book I'm very proud to be associated with, and I hope you all enjoy it as much as I (and the people at Living Room Games) enjoyed creating it.

I'll leave you with three words that are perhaps the best way I know how to express my feelings concerning the future of *Earthdawn*. I think they also convey the feelings of the staff of Living Room Games, and most likely those of the many *Earthdawn* fans I've had the good fortune to meet since 1993. These three words scrolled across my computer screen as a screen saver for nearly the entire time I was at FASA. And while some of you might not use the same three words, I hope few of you would argue with their message:

Earthdawn Forever Baby!



Louis J. Prosperi
July 8, 2000



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