

Before anything else, i must say i am a big fan of yours. I got warmed to other authors of WotC after i have read their many novels and corebooks. But to you milady, i fell in love with your writings shortly after i had finished only Brimstone Angels and Lesser Evils Epic Works! So here are the questions:

1) Can you tell us about yourself Mrs Evans? We could not find many things about you



Erin M. Evans: Well, I've written three novels, all set in the Forgotten Realms (The God Catcher, Brimstone Angels, and Brimstone Angels: Lesser Evils). I live in Seattle, with my husband and my son, who's almost two. I studied anthropology at university (with a minor in fine art), but I decided that I wasn't cut out for that. I was an editor for Wizards of the Coast for four years, and I've done work on an MMORPG called TERA. My favorite place in the Forgotten Realms is either Rashemen or Waterdeep, and my favorite PC to date was—of course—a tiefling warlock.

2) How did you start writing? Which stimulation has driven you into writing?

Erin M. Evans: I have always been an eager reader, and I've always liked telling stories. I started writing though, because I read a book I didn't like, and I thought I could do better. I was fifteen, and I couldn't. But I didn't know that, and I just kept writing and writing and writing. It turned out I really enjoyed it, and eventually, I think I did get good enough. ☺

3) How did you come up with WotC? Can you tell us your recruitment process?

Erin M. Evans: I worked as a novels editor for WotC from 2006-2010. I was actually a secondary editor for the Forgotten Realms (I worked on books by newer authors, like the Citadels series), when the Ed Greenwood Presents Waterdeep series was looking for authors. The editor had read some of my work and thought i might fit so I wrote a proposal for the book that became The God Catcher. Because I was an employee, the editor had to audition a lot of other writers and assure a lot of people that she wasn't just giving me a spot because I was a colleague, and eventually she won them over, and I got t write my first novel.

We have met you after the 4th edition of D&D. If you let me speak freely, most of the RPG players of Turkey did not like the 4th edition (included me). Cause of this reason, it deterred the translation and publishing most of the 4th edition novels except Drizzt. Before 4e, most of the Forgotten Realms novels had been translated into Turkish(from 90s to 2008).

One cause why we didnt love 4e was that its rules were so much like videogames. There are plenty of videogames around the World, (we are playing "enough" videogames btw, full of geeks) We only wanted roleplaying and imagination, not hack'n slash type corebooks. So;

4) What do you think about 4e? Can you compare it with old editions of d&d?

Erin M. Evans: To be perfectly honest, I like 4e, but I admit I'm biased—this is the setting I've written all my books in. I love the new tieflings, and the dragonborn. As far as playing, I've only played 3.5E and 4E, and I've had fun at both. 4E is easier for me to play in some ways—I have trouble with math and it's always felt smoother to add modifiers and dice in my 4E games. But I think the 3.5E sourcebooks were a whole lot of fun to read and get immersed in. (Although I think that's true of earlier sourcebooks too—you can get very distracted looking for something as simple as an NPC name in a Volo's guide!)

I have read both Brimstone Angels and Lesser Evils and if i can explain them with a single adjective it would probably be "AMAZING". I dont like the books that released after 4e. Because i hate the events which occured in-and-post Spellplague. But your books never pulled me in that boring events! I can say i am an expert of Forgotten Realms and Planescape. So i was so excited when i saw the Malbolge and Ancient Netheril in your books.

5) Had you worked with a team of FR experts to write the scenerio of the Brimstone Angels and Lesser Evils? (Please milady no offense! Yours are a new name to us and i want to learn much about you!)

Erin M. Evans: For the most part, all the research is mine! I do bring questions to Wizards of the Coast sometimes, since the people in charge of continuity can search for answers much faster than I can—and I'm lucky enough to be able to ask Ed Greenwood himself for more obscure things. In Lesser Evils, for example, he helped me out with the names of trees and types of rock in the Nether Mountains! Little details like that, in my opinion, really make the story feel true.

6) And now the big event which is called D&D NEXT! Do not hum'n haw and tell us all you know about D&D Next –this is not a threat ☺! (We can all keep secret in Turkey dont you worry ☺)

Erin M. Evans: I have only gotten the chance to play once, but it was a great deal of fun. I've been so impressed with the way the designers and developers have been considering all the aspects of the game and what it is that fans want to see and want to be able to keep. I've also been so happy that when it comes to the Forgotten Realms, there's been so much discussion, back and forth. When it comes to things that need to remain true for the Forgotten Realms to tell the stories it tells, D&Dnext has been very accomodating!

Here comes the highly anticipated Sundering! Especially what befell on Drizt and what will happen to the Companions. And you have been writing the third book Adversary! (or had written it??) (I could not write about Farideh, Havilar, Mehen, Tam etc. Because your books havent been translated yet).

We already knew from the conventions that Abeir and Toril will be asundered and there will be competitions between the Gods themselves and between the mortals themselves (included Chosens of the Gods, powerful clerics and archmages as Paul said).

7) What can you tell us about the events of Sundering except those i wrote above?

Erin M. Evans: The Sundering is, I think, much like what fans wished they'd seen when it came to the Spellplague. Many readers seemed frustrated that there wasn't a chance to see things change and what happened to the characters they love. And the characters are the most important part of the Realms—the people make the place. The Sundering series embraces that by telling stories about the people on the ground and what's happening to them—talking about the worshippers instead of the gods. You'll be able to see what's happening on a broader scale, but—for example—The Adversary isn't so much about Shar or Asmodeus trying to consolidate powers and trick other gods. Its about the people in the midst of their minions, who aren't going to give up what they love most. People who won't let the Realms down.

8) Your main character(s) are Farideh the warlock and her twin Havilar the fighter. Will we see them in future books after the Sundering series? (I want to see them so much. If our people could read them in near future, they would have wanted to see them after the Sundering too)

Erin M. Evans: That is the plan! I have just turned in an outline for the novel that comes after The Adversary, where they will get to go to Cormyr and try and untangle Brin from the nobility and all it's schemes.

D&D is the most popular game system amongst the RPG players in Turkey -we call RPG as FRP("fantastic" role playing) in Turkey- . There are many D&D novels which had been translated into Turkish (Over 100 Dragonlance, Forgotten Realms, Ravenloft, Darksun books and a few D&D supplement books)

9) So what do you think about Turkey? Do you want to make a trip here or will you? We would like to host you in Turkey. We are the most hospitable nation of the World 😊

Erin M. Evans: When my husband and I got married, we were actually planning to honeymoon in Turkey. I was so excited! But we ended up having to cancel the trip to save some money—I hope to make it soon! It seems like a beautiful country with such a rich history. And lots of beautiful ancient sites—my favorite! But I think I'll need to brush up on my Turkish before I do come.

10) Do you want to say something to the role players and fantasy readers of our beloved country?

Erin M. Evans: Merhaba! 😊 I'm so glad to hear the Forgotten Realms has fans in so many wonderful countries. I hope you enjoy *Brimstone Angels* and *the Sundering*!

Thank you so much Mrs Evans. We want to see your next writings. May the Gods never spare the inspiration from you!

Sencer Coşkun
Forgotten Realms editor of FRPNET



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