

# LEGENDS OF EARTHDAWN<sup>®</sup>



FASA CORPORATION

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# SUBJECT GUIDE



The categories in this subject guide highlight the primary elements of each legend. Race of Origin refers to the race that most commonly tells the story.

## CATEGORIES

Race of Origin  
 Legendary Name-givers  
 Magical Treasure  
 Horrors  
 Creatures  
 Passions  
 Discipline  
 Place

## LEGENDS

### *The Passion's Dance*

Race of Origin (Human)  
 Passions (Jaspree)  
 Place (Servos Jungle)

### *The Bloody Coin*

Race of Origin (Troll)  
 Magical Treasure  
 Horrors

### *The Bravery of Nelsen Long-Ears*

Race of Origin (Ork)  
 Legendary Name-givers  
 Magical Treasure

### *How Thystonius Gave Us His Spear*

Race of Origin (Ork)  
 Magical Treasure  
 Passions (Thystonius)

### *Baby, Baby, Anointed in Sand*

Race of Origin (T'skrang)  
 Horrors

### *Valvidius, King of Thieves*

Legendary Name-givers  
 Magical Treasure  
 Passions (Vestrial)  
 Discipline (Thief)  
 Place (Kratas)

### *The Shackled Feet of Friendship*

Race of Origin (T'skrang)  
 Magical Treasure  
 Place (Thera)

### *The Questor and the Magician*

Legendary Name-givers  
 Magical Treasure

### *Ciarra Shy-Ru*

Race of Origin (Dwarf)  
 Legendary Name-givers  
 Magical Treasure  
 Horrors

### *Parliment of Mermaids*

Race of Origin (T'skrang)  
 Creatures  
 Place (Serpent River)

### *T'selas Vriimon and the Vrykanogen*

Race of Origin (T'skrang)  
 Creatures

### *The King Who Ruled the Passions*

Race of Origin (Any)  
 Passions (All)  
 Place (Thamos)

### *The Way of the Beasts*

Race of Origin (Any)  
 Discipline (Beastmaster)

### *The Grass Bridge*

Race of Origin (Human)  
 Horrors  
 Passions (Jaspree)

### *Astendar's Devotion*

Race of Origin (Any)  
 Passions (Astendar)

### *Lyllaria's Mirror*

Race of Origin (Human)  
 Magical Treasure  
 Horrors

### *The Dance of Korrencia*

Race of Origin (Elf)  
 Legendary Name-givers  
 Discipline (Troubadour)  
 Place (Thera)

### *The Fire Pool*

Race of Origin (Any)  
 Place (Mountains)

### *Lisar's Wondrous Pack of Tales*

Race of Origin (Troll)  
 Legendary Name-givers  
 Magical Treasure

### *The Nameless Lad*

Race of Origin (Human)  
 Legendary Name-givers  
 Horrors

### *The Lost Dream of Wyrn Wood*

Race of Origin (Elf)  
 Place (Wyrn/Blood Wood)

### *How Lor'jak Bonetusk Found His Passion*

Race of Origin (Troll)  
 Legendary Name-givers  
 Passions (Garlen)

### *The Love of Tonlaa and Enard*

Race of Origin (Any)  
 Legendary Name-givers

### *Justice of Horrors*

Race of Origin (Any)  
 Horrors

### *The Heart of Heroes*

Race of Origin (Any)  
 Magical Treasure

### *The Horror Storm*

Race of Origin (Any)  
 Magical Treasure  
 Horrors  
 Place (Tisoara)

### *The Brightest Star in the Sky*

Race of Origin (Any)  
 Place (Thera)

### *The Pipes of Wrongness*

Race of Origin (Any)  
 Magical Treasure  
 Horrors

### *New Sun in the Sky*

Race of Origin (T'skrang)  
 Magical Treasure

### *The Book of Scales*

Race of Origin (Any)  
 Magical Treasure  
 Horrors  
 Dragons





# INTRODUCTION

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**L**egends unite the people of Barsaive with their past and point the way toward their future. Inspired by legends, the heroes of Barsaive fight to reclaim their world from the devastation of the Scourge and to free it from the remaining Horrors. These heroes, in turn, spawn the legends that will inspire Barsaive's future generations.

**Legends of Earthdawn, Volume I**, presents thirty of Barsaive's legends recounted in the form of stories, songs and poems told or sung by troubadours and storytellers. The legends give players and gamemasters insight into the cultures and history of Barsaive, and can add atmosphere to any **Earthdawn** adventure or campaign.

Most importantly, these stories provide a rich source of adventure ideas. The second half of the book, titled **Game Information**, provides suggestions for incorporating legends of **Earthdawn** in adventures and campaigns. These suggestions, however, merely scratch the surface of the countless possibilities these stories present. You, the gamemaster, determine the truth behind each legend and you decide how much or little of a legend to use and how to introduce it in your game.

Sample file



