



THE BOOK OF
EXPLORATION

FASA CORPORATION

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LEGENDS OF EARTHDOWN

VOLUME TWO: THE BOOK OF EXPLORATION

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INTRODUCTION



Many widely diverse adventuring groups travel throughout the province of Barsaive, searching for fame and fortune and helping to restore their Scourge-scarred world to its former glory. As these adventurers travel the land, many of them record their experiences, and these personal accounts of Barsaive's dangers and wonders create a compelling picture of what adventurers and explorers may face as they travel across Barsaive.

Legends of Earthdawn, Volume II: The Book of Exploration is a collection of twenty-two adventurers' journal entries, explorers' logs, letters, and other writings that describe several of the unusual events and circumstances encountered in Barsaive since the Scourge. These documents give players and gamemasters a unique look at the type of fantastic creatures, forgotten civilizations, peculiar magical episodes and bizarre Name-giver behavior that all adventuring groups must anticipate dealing with as they travel across Barsaive's wilds.

Most importantly, these stories provide a rich source of adventure ideas. The second half of the book, titled **Game Information**, provides suggestions for incorporating these accounts into adventures and campaigns. These suggestions merely scratch the surface of the countless possibilities these stories present. The gamemaster determines the truth behind each entry; the gamemaster decides how much or how little of an entry to use and how to introduce it in his game.

SUBJECT GUIDE



The categories in this subject guide highlight the primary elements of each entry. Any landmarks noted indicate that the event took place in or near that location.

LEGENDS

A Plea for Help
Horrors
Secret Society (Ristular)

The Fountain Parchment
The Wastes
Unusual Magic

Masquerade of Death's Dreams
Unusual Magic

Carrul and the Therans
Thunder Mountains
Airships
Therans

The Lost Kingdom of Lasael
Throal Mountains
Unusual Magic

In the Bones of the Earth
Caralkspur Mountains
Horrors
Magical Treasure

Paradise of Swords
Scol Mountains
Horrors
Passions (Thystonius)

Chamber of the Ages
Scol Mountains
Obsidimen
Unusual Magic

A Fragment from Nutreva
Badlands
Creatures

An Ancient Mystery
Mist Swamps
Therans
Unusual Magic

Citadel in the Sky
Airships
Horrors
Therans

Growing Bones
Tylor Mountains
Ork Scorchers

The Golden Hill
Landis
Unusual Magic

The Corrupted
Dragon Mountains
Obsidimen

Island of Fear
Aras Sea
Horrors
Secret Society

Skytree River
Servos Jungle
Creatures
Unusual Magic

First Contact
Humans
New Spells

The Vanishing Village
Caucavic Mountains
Unusual Magic

Nightmares
Near Kratas
Horrors

The Lost City
Servos Jungle
Creatures
Treasure

Lighthouse Sanctuary
Aras Sea
Horrors

The Wreck of the Zephyr
Caucavic Mountains
Airships
Unusual Magic

ON THE ORIGINS OF THE BOOK OF EXPLORATION



Some time ago, with the generous patronage of His Majesty, King Varulus III, the Great Library of Throal began purchasing journals and personal accounts written by the brave souls adventuring in and exploring the wild lands of Barsaive. His Majesty's intent, with which we at the Great Library enthusiastically agree, was to collect as many accounts as possible in one place and make them available to any Barsaivian who wished to read them. Every year since beginning this enterprise, adventurers and travelers from all across Barsaive have flooded the halls of Throal, eager to share their exploits with the Library (and also, I suspect, to earn a bit of badly needed silver). As the response to our call for these journals has been much greater than we originally anticipated, it has taken us most of the past two years to determine what, precisely, should be done with the hundreds of thousands of documents we received. We meant to make them public, certainly—but in what form, so as to most greatly benefit the largest number of potential readers? After several weeks of debate, I am pleased to say that my own sensible scheme was adopted: to create an encyclopedia of sorts, a multiple-volume collection of these fascinating and valuable documents. As each volume is finished, it will be stored in the Library's main reading room where scholars, students, adepts, magicians and anyone else wishing to examine these writings may most easily do so. This Book of Exploration begins our "adventuring encyclopedia," and we are all proud to say that this initial compilation of documents exceeds our highest expectations.

Though we originally conceived of the Book of Exploration as a collection of journals and diaries written by Barsaive's intrepid adventurers, we received many other kinds of documents as well: letters, maps, personal accounts from ordinary travelers, even a few documents dating from ancient times. Realizing that many of these documents would serve the Book's purpose equally well, we chose to include several of them in this first volume. Almost daily we receive letters, notes, maps and other writings depicting various events and personal experiences in Barsaive and beyond; as we are able, we will incorporate these documents into subsequent volumes of the Book of Exploration.

I remind readers that, as a matter of official policy, the Library still accepts adventurers' journals only once a year.

—Thom Edrull, Archivist and Scribe of the Hall of Records, 1508 TH

