

THE WASTES



AN EARTHDAWN CAMPAIGN SETTING

FOR EARTHDAWNLEGENDS

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TABLE OF CONTENTS

PART ONE
TREATISE ON THE WASTES

PART TWO
GAME INFORMATION

PART THREE
ADVENTURE IDEAS

MAPS

CREDITS

PART ONE

INTRODUCTION

THE PEOPLE

THE DISCIPLINES

MAGIC

HORRORS

CREATURES

PLANTS

SAFETY, SURVIVAL, AND LIFE

THE PASSIONS

DEATH

THE GREY FOLK

THE TRIBES

THE DEEP WASTES

CONCLUSION

PART ONE

INTRODUCTION

The Wastes are full of mysteries waiting to be explored. Mysteries can be as exciting as they are dangerous. And the Wastes are dangerous enough for those just trying to survive.

THE PEOPLE

The Namegivers of the Wastes are not as varied as those of Barsaive Proper. Rather, only Orks, Trolls, Dwarves, and Humans exist in numbers large enough to be counted. The Obsidimen of the Wastes are brothers to all, traveling across the land teaching and recording. In a place where memory only lasts as long as someone exists to remember it, the Obsidimen remember, and record, all.

In the Wastes, there is no time for prejudices between races. Orks, Trolls, Dwarves, and Humans all live and work together, none above the others. The settlements are small and easily moved around. There are some settlements, however, that have not moved in many years, due to the caverns located beneath them. Farming, using ancient kaer techniques, supplies these cities and is exported to other nearby tribes. Many of these settlements are near caves and mountains and the original kaers.

Of the more common races, the Dwarves travel the most. They are responsible for the spread of the tribes and the spread of news between the tribes. The Dwarves of one tribe are more nomadic than others and are exceptional kaer designers. They have helped many tribes become permanent settlements after assisting in the creation of a tunnel system. These Dwarves are hailed throughout the Wastes as heroes.

Perhaps at one time there were T'skrang and Windlings, but the harsh climate and high mortality rate following the Scourge drove them away, never to be heard from again. There are many among the Tribes of the Wastes that believe they no longer exist.

Elves alone remain in the Wastes but have not become of the Wastes. As a community, they despise outsiders and have maintained an independent existence since they emerged from their kaers. They have been changed by their harsh lives, though they refuse to see it themselves. They claim no kinship with those of the Elven Court, and despise Queen Alachia especially for her "solution" to the Scourge. It has been said that they are more angry at being neglected than about the disfigurement of their peers.

There is a high infant mortality rate, primarily due to the black haze above the land and the lack of safe conditions in which to give birth. This subject becomes more important when havens within the Wastes are discussed.

THE DISCIPLINES

It is obvious that some Disciplines are not as practical as others when considering survival in the Wastes. As time passed, some of these Disciplines fell into disuse and became frowned upon by those of newer generations. For example, there are no known air sailors or sky raiders in the Wastes. There is no need for those with such skills and so it is conveniently disregarded. Children with such obvious talent are encouraged to follow the paths of the Warrior, the Weaponsmith, and Elementalist. Others are considered acceptable, but those are the most common. The Thief has undergone a metamorphosis in the Wastes. Now, he is called the Hunter and is an oft-imitated Discipline.

Beastmasters and Cavalrymen are uncommon, but much sought after. They serve as masters of transportation and in the raising of animals. One Ork by the Name of Lesma was a Beastmaster of consequence. She developed a breed of transport animal called Stalthen, which seems unaffected by the black skies and immune to the mist biters. This beast and others specific to the Wastes will be detailed in the Bestiary.

Other Disciplines that are uncommon but much sought after are Troubadours, Swordmasters, and Illusionists. Artisans of these Disciplines are prized for their ability to temporarily soothe over the wounds of the Scourge and of daily life. Some Illusionists who adventure find it difficult to maintain a good reputation when trying to leave a town or city. It is said that most scurry out disguised and while their hosts sleep. Nevertheless, they are always welcomed when they arrive in a town.

Because magic is affected by the strange circumstances of the air, Elementalists, Wizards, and Nethermancers have become divided. Which brings us to the next subject...

MAGIC

Any use of magic in the Wastes will draw Horrors faster than anywhere else in Barsaive, save Parlainth. Strangely, this is not the only cause of the differences between mages. The black sky alters the form of magic. Because of this, magic is taught in two schools: those who exert extra effort to control the effects of their spells and those who trust in the balance of the world to shape their efforts.

Those who do not exercise restraint find their spells often take on unexpected forms and sometimes injure themselves with some type of feedback. But just as often, their spells are much more powerful than those cast by others of the same ability.

Some tribes only allow those who restrain themselves to practice magic within their settlements. Other tribes discourage any restraint in magic.

Most Elementalists concentrate on Earth spells, though those who study water are equally valued. Nethermancers are valued for the obvious reasons.

HORRORS

It is said that there are few Horrors in the Wastes because there is no one on which to prey. In truth, there are few Horrors because the hierarchy of Horrors does not allow others. I have seen Reavers kill bloatforms that strayed into the Wastes. It is a sight to fear.

While the Reavers seem to be the most powerful, I have heard rumors that there is a controlling consciousness behind them. Reavers have two long bone blades attached to their forearms like scythes, which hang down about a meter from the ground. They are approximately three meters tall with hard carapaces and a bony plate that covers their heads and most of their faces. They have six eyes spaced evenly around their heads so they are never caught by surprise. Most terrifyingly, they can blind those they touch, but only if they touch the flesh. Their blinding ability does not pass through cloth, air, or metal. They are faster than an average Namegiver, with strong legs and thick, ropy muscles.

Reavers always appear in pairs, though they are often followed by Scurriers and Unravellers. The Scurriers are small, six-legged beasts with sharp teeth and three horns. Unravellers appear to be immune to spells, at least those with physical effects. They run on two legs, low to the ground, with their heads stretched out in front of them.

The worst of all, though not the last, are the ones that you do not suspect until it is too late. People who pass out of the Wastes talk of a low lying black mist that devours living things when they enter valleys and other low-lying areas filled with it. These are the Mist Biters. They do not live very long on their own, but as a communal cloud, they find enough to survive. Be careful when the visibility is low, for even a being such as I have trouble recuperating from an attack of these little ones.

The Plague Crawlers are responsible for the mass deaths of many settlements. They seem to spread disease that acts like Dread Iotas. Again, the rumors that the people of the

Wastes have died from plagues are actually stories of towns decimated by the bites of just a few Plague Crawlers. The name "crawler" is actually a misnomer. These creatures are approximately one meter long and fly on two pair of mottled black wings like some large, grotesque butterfly. They have six legs; the two at the front have sharp hooks to better grab onto their victims. They earned the name "crawler" from the way they crawl around on their victims.

And finally, the last Horror that seems to obey this "hive mind" consciousness is the Swarm. I have never actually seen this myself, and it may be that the Swarm is only a collection of all these horrible monsters. No one has lived to tell what the Swarm is. Those of you unlucky enough to have seen its aftermath, well, you have my condolences.

CREATURES

Many of the creatures that live in the Wastes exist outside of it in Barsaive as well. The nature of the land and the atmosphere has changed their appearances. Common creatures are molgrims, leech rats, plague lizards, and krillworms. These animals have gained a dark coloring that helps them hide. Whether this is natural or merely a dirty coating from living in the Wastes is anyone's guess.

Most creatures that live in the Wastes are dark in color; some are even capable of camouflage. The majority of mundane animals are reptilian, but not actual reptiles. Individual animals are detailed in the Bestiary.

PLANTS

There are several kinds of plants that only live in the Wastes. One such plant is the rot weed. This plant blooms with a beautiful pale blue flower, but that flower dies after one day and then the plant rots away to the ground. Despite the decay, the dying plant leaves behind a lovely, fresh scent. A hardy tree-like bush grows there called snakebush. The wood of this plant is strong enough to make wonderful bows and spear shafts. It can be charred for writing as well. A low growing, fast spreading shrubbery whose thorns are used for tattooing is called spiderspike.

There are many other distinct plants, but only a few bear edible fruits or leaves. The leaves of the canishade are commonly used for healing teas. When mixed with the flower petals of a basketbloom, this tea causes drowsiness followed by a sleep that mimics death. The berries of most bushes are poisonous, but the distinct black berries of the gour bush -- a short bush with thick branches and short, dark green leaves -- help maintain consciousness, though eating too many at once can cause an addiction.

Most of the edible fruits and vegetables grow just under the top layer of soil. The spiky pears and double ring fruits are considered delicacies.

SAFETY, SURVIVAL, AND LIFE

Those born in the Wastes are born into a tradition of personal survival and seem to have an innate knowledge of the means to survive the particular hazards of their home. The mouth and nose must be covered. Water must be kept clean or purified. Wind-proof shelter must always be a priority in case a storm arises. Children are raised learning these things.

Special eye coverings have been designed by glass-smiths. They are transparent and secured to the head with leather masks that these lenses slip into. These are not common and are very expensive.

Money has little meaning unless you are in a city or town near the border of the Wastes. Most items are bartered for, however, most people are quite accommodating if you have nothing to offer in return but services.

Goods that travel between tribes are often carried in caravans escorted by warriors to ensure that they arrive safely and on schedule. Scouts also find work in caravans and are typically sent ahead to warn of trouble or announce the impending arrival of a caravan.

When a Namegiver dies, nothing is wasted. Their belongings are distributed throughout his or her family, or if none exists, among his friends and the community. The body is burned on a pyre outside of the settlement and for three days, everyone wears white breathing cloths. If adventurers come upon someone who has been killed in the wild, it is considered good form to build a pyre to burn the body and keep whatever belongings remain.

Constantly opposing death is life, and life seems to never fail in its quest to continue. Children are born constantly in the Wastes, unfortunately, most died before their first birth day. Those that survive are typically adepts, though some never discover their abilities or discover them late in life.

The storms that sap the energy of the people they engulf are often given credit for the high infant mortality rate. The people of the Wastes however do not seem to look for a place to lay blame. The Naming ritual occurs moments after the child is born. If no one is alive to name the child, the midwife often embraces that duty, often giving the child the Name of one of his or her parents or ancestors.

Family ancestry is the only history that the people of the Wastes are consistent in recording. Once a child reaches maturity, they are covered from hand to shoulder with a long tattoo. It begins on the back of the hand with the symbol of the tribe they were born into, followed by their personal symbol, their parents' symbols, and so on back to the name of their original ancestor tribe.

The people of the Wastes speak a dialect of Dwarven called Wasteland. It is similar enough that outsiders are able to communicate using common Dwarven. Each of the nine original tribes that survived the exodus from the kaers also has its own language, which has become nearly impossible for someone unfamiliar with it to understand without completely learning it.

Concerning the land of the Wastes, it is brown and barren. Barren may not be the best word for it, but only very hard plants seem to grow, and they grow year-round. Everyone from the oldest man to the youngest child knows the only sure way not to become lost is to travel in the four cardinal directions, maintaining straight lines. There are a few areas, called pristine land, that are out of place here. They look just like the land of Barsaive. These areas, though small, inspire fear in the residents of the Wastes. Those who stay for great lengths of time report feeling ill and homesick. These places are good for collecting clean water and are considered holy. Many women seek them out during pregnancy and for birth. It is said that Horrors cannot come near these places, but I have heard that the Reavers will wait for days for Namegivers to come out.

THE PASSIONS

Worship of the Passions is almost completely ignored in the life of Namegivers in the Wastes. There are, of course, shrines to the memory of the Passions, especially Jaspree. And those who follow the Passions, especially Jaspree, have slowly gone mad over the years. The holy places that thrive in the Wastes often contain offerings to the Passions. In fact, some have reports the answers to their prayers to Jaspree and Garlen while in these places, sometimes with visions of the Passions and actual appearances.

There were, before and during the Scourge, questors of all the Passions. Those who followed the so-called Mad Passions, which are called Fallen Passions here, suffered more madness and seemed to lose their minds much faster. On rare occasions, individuals are still called by these Passions, but they are usually exiled to the bare Wastes. There are rumors that, somewhere, there is a community of Mad questors.

In general, the Passions are ignored because they have ceased to exist in the daily lives of those in the Wastes. Do not take this to mean these people have lost hope. They fully expect the Wastes can be restored to its pre-Scourge glory.

DEATH

In the Wastes, death is more than a fact of life. While I have already discussed burial rituals, there is more to death than disposal of the body and a legacy. Adepts have a strange tendency to linger after death, especially when they die alone and unburied in the Wastes.

These spirits are drawn to other adepts and often attach themselves to one particular Namegiver. While they are willing to act as a Ghost Master, they always want others to learn the Discipline they followed in life. If the Namegiver they choose is not of their Discipline, they constantly encourage him to change to or learn their Discipline. They also try to convince the adept's companions to change.

There are other spirits in the Wastes, some more friendly, like myself, others less. Some are straining to return to life, though I do not know how they might achieve this. I, myself, am content in this state, with my servants to assist me. I only wish my relatives were still aware of me.

THE GREY FOLK

This myth was explained to me by a young human illusionist, and I am presenting it here to the letter.

This legend was created to keep strangers from our lands. While there have been Namegivers who have been corrupted into serving the Monarch, they were slain long ago by our ancestors. Our tribes are peaceful enough, having been born from the same Fathers and the same cauldron of a womb you call the Wastes. From nine original kaers were born all the tribes of the Wastes, or Rumana as we call it, and our ancestry is meticulously recorded on the Rune Walls and on our very skin. Each person is accounted for, and there are no minions of the Monarch among the Namegivers that walk the land.

THE TRIBES

There are nine main tribes in the Wastes. These tribes were born from the nine kaers that survived the Scourge. Each one maintained a form of Dwarven, but, lacking the Book of Tomorrow, their own dialect formed. Also, over the years, each tribe formed their own

independent language based on mutilated words from the many base languages and hand and body gestures.

The first tribe is called Adena. This was the first kaer to open after the Scourge, opening in fact, though they don't know it, before Throal. This tribe is primarily Orks and Humans. Most of the Mist Walkers are direct descendants of this tribe. The Mist Walkers feel it is their duty to return the Wastes to its pre-Scourge glory.

The second is eL'mais and is primarily composed of Humans. The third is Kitran and is mostly Trolls. The fourth is Wriarru and is composed of Dwarves and Humans. The fifth is Stozen and was centered around the only Liferock in the Wastes with both Orks and Trolls living in the kaer. The sixth is Jenhoa and is the source of the only Elves in the Wastes. There is not much communication with this tribe. The seventh is Ruem and is known as the Nomad tribe. The Dwarves from this tribe are the ones that are credited with spreading "civilization" throughout the Wastes. The eighth is Utroke and is primarily Trolls. And the final tribe, the last to emerge from the kaers, is Dryna and is mostly Human and Trolls.

The original distribution of races in the tribes does not necessarily reflect the composition of the tribes today. Many tribes openly adopt Namegivers of other races. Some only grant the protection of the family after an extraordinary deed. Those who change tribes or are without one when they come of age are often adopted into a specific family so that their tattoos reflect their parents not as the ones who gave birth, but the ones to whom they belong as kin. Over all, the races are more equally mixed now than before, though Humans seem to be the most prolific.

Each settlement generally has a Ritual Master. The Ritual Master is considered a holy person and their bodies and spirits are inviolate. Parents sometimes give children who have special gifts to the Ritual Master of their settlement so that they can be raised in the ancient traditions and trained from a young age in their duties. It is almost unheard of for a settlement or town not to have a Ritual Master. Disputes of a spiritual nature are often taken to the Ritual Master since the Passions are so disregarded.

THE DEEP WASTES

Life in the deep Wastes is different than anywhere else. Things are taken to strange extremes. There are rumors of a brutal tournament, but I have been unable to find many details about it as it seems the survivors are not allowed to speak of it. The tribes are more divided in the deep Wastes than anywhere else. There are some places where the bloodlines remain pure, where those of one tribe do not mingle with any other tribe save for outcasts, but even they are not allowed to bear children. Often, these couples become

the foster parents of orphans or teachers when children are old enough to become apprentices.

CONCLUSION

I must explain that this information is not available outside the Wastes. My servants are not able to travel that far and it appears that those of the Wastes refused to believe that there is a softer, happier life outside. In fact, they seem to believe they are the only survivors of the Scourge and I am content to let them continue to do so. For those of you who want to know who I am, let me assure you that you will meet me when I am needed and no sooner. May you be blessed and be safe.

"Bluetorch", date not provided

PART TWO

INTRODUCTION

THE PEOPLE

SKILLS

THE SICKNESS

THE DISCIPLINES

GHOST MASTERS

MAGIC

RAW MAGIC

SPELLS

BESTIARY

BLUETORCH

ITEMS

CONCLUSION

PART TWO

INTRODUCTION

This section is for the Gamemaster alone. It contains specific rule adjustments for new characters, magic, and the creature statistics as well as other details. Creatures will be contained in the Bestiary section, which will be provided in its own section to be easily printed. New spells are at the end of the magic section for Nethermancers, Elementalists, and Wizards. Of course, the Earthdawn manual and Companion are essential to any campaign. *The Earthdawn Survival Guide*, specifically pages 74 - 76, and 115 - 117, will be very useful.

THE PEOPLE

Racial modifiers

Race	Dex	Str	Tou	Per	Wil	Cha
Ork	-1	+4	+2	-1	+0	-2
Troll	+0	+5	+3	-2	-1	-1
Human	+0	+1	+1	-1	+1	-2
Dwarf	+0	+3	+3	-1	+1	-3
Obsidiman	-2	+7	+5	-2	+1	-3
Elf*	+3	+1	+0	+0	+1	+0

*these elves do not have the same bonuses of other Waste characters

In general, characters should be tougher, stronger and more willful than normal. In contrast, they will also be less perceptive and less charismatic. Dexterity does not change. Elves do not fall under the "in general" category since they live in a different environment and are quite xenophobic.

I have chosen not to include Windlings for, what I hope are, obvious reasons. T'skrang, being so closely tied to the water and ships, are also not included.

I am an advocate of letting the dice fall where they may for character creation, however, if you insist on using the point system, new characters should start with 73 points, like the archetypes in the Earthdawn Manual.

Starting characters also start with one artisan skill and four knowledge skills. A final, Waste-related knowledge skill should be chosen from a list defined by the GM. Skills relating to the Wastes are contained in the following section.

SKILLS

These skills have been created specifically for this campaign.

Water Sources

Rank + Perception

This skill allows the character to more readily find water in the Wastes. At higher ranks, it also provides the knowledge of how to purify the water to safely consume it. (Page 116 of the Survival Guide says finding water has a difficulty of 13.)

Waste Plants

Rank + Perception

This skill is essentially a specialized botany skill. It concentrates on knowing what each plant is commonly used for and where it usually grows and when it is best to use.

Healing Remedies

Rank + Perception

This skill concentrates on plants and minerals which heal. It provides the knowledge of how to prepare the plants and minerals and how to apply or administer them.

Animal Handling

Rank + Charisma

This skill facilitates the use of animals in every day life. Higher ranks will allow the character to train most domesticated animals.

Tribal Lore

Rank + Perception

The name of this skill is often preceded by the name of one of the specific tribes. When it does, the character knows the major events and members of that tribe. When it does not, the character knows only vague details about each tribe, but more about the tribal system overall.

Ancestral Tattooing

Rank + Dexterity

This skill qualifies the character to apply the ritual tattoos when recording ancestry on the skin. It also includes how to make the dyes, how to prepare the spiderspike thorns, and even local anesthetics.

Natural Weapons

Rank + Perception

Individuals with this skill can make weapons from various plants and other supplies found in the wild. This includes preparing the wood or whatnot to curing them and preparing them for use.

Land Navigation

Rank + Perception

Characters with this skill find it easier to navigate in the Wastes even with the black ash in the sky. At higher ranks, the character can create temporary maps and explain to others how to arrive at their desired destination.

Hunting

Rank + Dexterity

Characters with hunting have a better chance of finding living food as well as following tracks. This skill does not work as well for tracking as the actual skill of tracking.

Haven Building

Rank + Strength

This skill allows the character to quickly build a safe place in case of a storm or another life-threatening crisis.

Diplomacy

Rank + Charisma

This skill allows a character to settle disputes between feuding parties, or other disagreements where they are not personally or professionally involved. The difficulty number for the Diplomacy test is the highest social defense of all parties present. An average success results in an agreement that lasts two months. A good success lasts five months. An excellent success lasts eight months, and an extraordinary success lasts for at least a year and a day.

Negotiation

Rank + Perception

This skill allows the character to settle disputes on behalf of a specific party to their advantage. The difficulty number for the Negotiation test is the social defense of the negotiating party. An average success results in an agreement that lasts two months. A good success lasts five months. An excellent success lasts eight months. Renewing the agreement requires a new Negotiation test. An extraordinary success, however, lasts for at least a year and a day, after which the agreement may be extended without further negotiation.

Artisan skills are not as important in the Wastes, but time is taken to teach each child at least one. The most common artisan skills are related to carving, tattooing, and body painting.

THE SICKNESS

Storms in the Wastes tend to sap the energy of people in or nearby. This is the most common cause of infant mortality. Adults are much better able to survive this, and most who live to see old age in the Wastes eventually become immune to it. It takes over thirty years to develop any kind of immunity to it.

Underground caves have been built and tunnels are being expanded every day to combat this problem.

An average adept will suffer some form of weakness from these storms if he or she is caught in them or too near to them. This would result in a temporarily lower toughness, strength, or dexterity step. The duration of the weakness depends on the duration of exposure. Example: 5 minutes would be approximately 2 days, an hour might have an effect for a week or more, change the duration to be most effective for your campaign.

THE DISCIPLINES

Horror Stalkers can be found in the Wastes, however, they are not usually born there. Most venture into the Wastes to gain knowledge or experience. This is usually fatal. The other specialty disciplines are not seen here. As stated in Part One, the only discipline that changes is Thief. Here is the revised Thief Discipline. The Bonuses to defenses and so on remain the same.

Hunter (Thief)

First Circle

- Climbing
- Melee Weapons
- Karma Ritual
- Surprise Strike
- Silent Walk
- Tracking

Second Circle

- Durability
- Creature Analysis
- Sprint

Third Circle

- Avoid Blow

- Missile Weapons

Fourth Circle

- Thread Weaving
- Trap Initiative

Fifth Circle

- Disarm Mechanical Trap
- Detect Trap

Sixth Circle

- Disguise
- Lip Reading

Seventh Circle

- Detect Weapon

-Throwing Weapons

Eighth Circle

-Conceal Weapon

-Wound Balance

Ninth Circle

-Gold Sense

-Speak Language

-Item History

Tenth Circle

-Disarm Magical Trap

- Read and Write Language

Eleventh Circle

-Bank Shot

-Unarmed Combat

Twelfth Circle

-Quickblade

-Second Attack

Thirteenth Circle

-Called Shot

-Chameleon

Fourteenth Circle

-Defense

-Fast Hand

Fifteenth Circle

-Gain Surprise

-True Sight

RITUAL MASTER

A Ritual Master can be any spellcaster who has completed the training under another Ritual Master.

The following skills (and/or talents) are required by Ritual Masters:

Read and Write Language; rank 7

Speak Language; rank 5

Read and Write Magic; rank 7

Diplomacy; rank 6

Negotiation; rank 6

Trading, rank 6 (ED 134)

Etiquette; rank 6 (ED 130)

Navigation; rank 8 (ED 131)

Research; rank 7 (ED 132)

Ancestral Tattooing; rank 4

Tribal Lore; rank 5

And at least 7th circle in their chosen spellcasting discipline

GHOST MASTERS

Groups of four or more have a 25% chance of attracting a Ghost Master spirit wandering lost through the Wastes. Please refer to Part One for the behavior of these spirits. To determine what discipline the spirit is, either choose what will be most fun for you or use the random chart below. In the case of 17-20, the group may be "discovered" by a spirit later in the game.

1 - Air Sailor	11 - Thief/Hunter
2 - Sky Raider	12 - Troubadour
3 - Archer	13 - Warrior
4 - Beastmaster	14 - Weaponsmith
5 - Cavalryman	15 - Wizard
6 - Elementalist	16 - Horror Stalker
7 - Illusionist	17 - None
8 - Nethermancer	18 - None
9 - Scout	19 - None
10 - Swordmaster	20 - None

Some of the disciplines that are no longer in use are in this chart. These spirits are much older and may not be aware of how much life has changed in the area.

MAGIC

Magic works the same, but its effects are a little different. Those characters who wish to constantly control their spells take 1 strain whenever they use their spellcasting talent. Those who do not exert control are a little more complicated.

When a player makes his or her spellcasting test and does not take the optional strain, look at the success table. If the result is an excellent success, the spell proceeds as it normally does. Karma, though it may be used, does not count toward this test for the purpose of screwing up the spellcasting. If the result is only a good success, the physical appearance of the spell changes, but the effect remains the same unless it is only a physical spell (such as changing an appearance). If the result is average, the spell fails and the caster takes half the damage of the spell if it is a damage spell. Mystic armor does not protect against this damage. If it is not, make a knockdown test with the following formula:

Difficulty number = (e.s.d.n.*) - (spellcasting result) + 4

If the willpower/force test vs. the difficult number succeeds, character stays standing.

*excellent success difficulty number

Example 1:

Spell: Silver Shadow

Target for an excellent success is: 24

Spellcasting result is: 15

Difficulty number is $24 - 15 + 4 = 13$

Willpower = step 7, result = 11

The character falls down from the force of the failed spell.

Example 2:

Spell: Fireball

Target for an excellent success is: 19

Spellcasting result is: 11

Damage of the spell is: (willforce + 8) with a willforce of step 12 = 20

The character takes step 10 damage.

RAW MAGIC

In some parts of the Wastes lie oases. Magic can be cast here as it is outside the Wastes, with no penalties and no abnormalities. These regions are "pure" on the table below. For the sake of humor (and because some of you know I can't resist). "Farked" is reserved only for locations where Horrors have entered the land and is much worse than "corrupted." (Unmodified table: ED 156)

Raw Magic Table

Region	Warp Steps	Dam. Steps	H-mark Steps
Pure	None	None	None
Safe	C*	C+4	1
Open	C+5	C+8	C+2
Tainted	C+10	C+12	C+5
Corrupt	C+15	C+16	C+15
Farked	C+20	C+20	C+25**

* Circle of spell being cast

or Horror's spellcasting, whichever is **lower

SPELLS

Fresh Breath (Circle 1 Elementalist)

Threads: 1 Weaving Difficulty: 5/13

Range: Duration: 1 round

Effect: Special

Casting Difficulty: 5 or higher

This spell clears the air around the caster of dust and other particles. It is used as the basis for the Clean Cloths.

Water From the Deep (Circle 6 Elementalist)

Threads: 3 Weaving Difficulty: 12/19

Range: Touch Duration: Rank Hours

Effect: Willforce + 0

Casting Difficulty: 10

Water From the Deep creates a well from which water can be drawn to drink or store for later. The caster draws an intricate circle on the ground while weaving the threads. If the casting is successful, the ground opens up and a bucket appears which must be used to draw the water. The spell creates a number of days' worth of water equal to the result of the effect test. Note that most Name Givers use one day's worth of water per day, while trolls and most large animals require two and small animals only need one-half.

Biani's Death Knell (Circle 9 Nethermancer)

Threads: 3 Weaving Difficulty: 13/26

Range: Self Duration: Rank round

Effect: Willforce + 8

Casting Difficulty: TSD

This spell creates a shockwave similar to a banshee's scream that damages and stuns all targets in the area of affect. It creates a cone 60 feet long terminating in a 30-foot wide radius. The wizard rolls spellcasting and compares it with the spell defense of everyone within the area of effect. Every target with a SD lower than the spellcasting roll takes W+8 damage, resisted by physical armor, and is stunned for a number of rounds equal to the wizard's rank in spellcasting. The stunning effect can be ended if the target can achieve the caster's SD on a Willpower test.

Life is Short (Circle 10 Nethermancer)

Threads: 6 Weaving Difficulty: 16/30

Range: 10 yards Duration: Rank Days

Effect: Special

Casting Difficulty: TSD

Life is Short dramatically increases the rate at which the target ages. If cast successfully, the target (a person, animal, plant or crops) ages one year for each day of the spell's duration. This duration can be ended early to precisely control the age attained. Life is Short is very strictly regulated throughout Barsaive as it is often used as a torture device. The spell was originally developed to grow crops more quickly in kaers, though it tends to deplete the soil quickly. While it can be used to raise animals to adulthood swiftly, this is typically frowned upon, if not simply outlawed.

Weeping Darkness (Circle 2 Wizard)

Threads: 1 Weaving Difficulty: 8/14
Range: 30 Yards Duration: 1 Round (R Rounds)
Effect: Willforce + 6
Casting Difficulty: TSD

This spell gathers debris from the surrounding area and hurls it at the chosen target. While it has a fairly sizable spread, the material concentrates on the target's head, and if it causes a wound, blinds the victim for Rank rounds. Physical armor reduces damage from this spell.

Intellect Abduction (Circle 10 Wizard)

Threads: 2 Weaving Difficulty: 10/14
Range: 40 yards Duration: Rank Days
Effect: Willforce + 10
Casting Difficulty: TSD

The subject of this spell has the unfortunate experience of having control of their mind seized from them and rewired by the caster. However, there have yet to be any complaints from targets under the influence of the enchantment. The spell erases the target's short-term memory and replaces it with "suggestions" from the caster. This can be nearly anything that does not go completely against the victim's instincts, however, as it is usually cast on Adepts, there is little that they are not willing to do. They will continue to do the bidding of the caster for the duration of the spell or until they succeed at a Willpower test against a difficulty number equal to the result of the effect test, rolled at the time of casting. Someone else can also attempt to "snap them out of it." This gives an immediate Willpower check with a bonus equal to the Willpower step of the friend. One side effect of this spell is a complete loss of memory of any events occurring during the duration of the enchantment.

BESTIARY

Raider Rats
Kivas
Stalthen
Mud hounds

Greth dragons
Mire snakes
Rye spiders
Grave Drudges

Pyrebringers
Rosecrushes
Doll Players
Stonerushes

Raider Rat

Attributes		
DEX: 5	STR: 4	TOU: 4
PER: 4	WIL: 6	CHA: 5
Initiative: 5 # of Attacks: 1 Attack: 5 (bite) Damage: 5 Spellcasting: None Effect: N/A	Phys Defense: 7 Spell Defense: 7 Social Defense: 6 Armor: 3 Mystic: 0 Knockdown: 4	
Death Rating: 28 Wound Thresh.: 7 Uncon. Rating: 19 Recovery Tests: 2	Combat Move: 30 Full Move: 60	
Legend Points: 45 Equipment: None Loot: None		

Commentary:

These rats have exceptionally sharp and long front teeth and can eventually chew through stone walls. Metal is the only substance they cannot destroy, though they can mark it with their teeth. They are approximately half a meter in length from nose to end of tail. Their fur is sparse and light brown. They amazingly carry no diseases. They usually travel in packs of five to ten. When they enter a dwelling, they eat anything they can find, and destroy whatever they can sink their teeth into.

Kiva

Attributes		
DEX: 7	STR: 5	TOU: 5
PER: 6	WIL: 7	CHA: 8
Initiative: 7 # of Attacks: 1 Attack: 7 Damage: 5 Spellcasting: 7 Effect: Uneven Ground	Phys Defense: 9 Spell Defense: 9 Social Defense: 10 Armor: 3 Mystic: 1 Knockdown: 7	
Death Rating: 35 Wound Thresh.: 9 Uncon. Rating: 26 Recovery Tests: 2	Combat Move: 40 Full Move: 80	
Legend Points: 110 Equipment: None Loot: None		

Commentary:

These birds are hatched with pure white feathers which are soon replaced with black feathers with red (female) and yellow (male) edges. They are approximately one meter long with strong black beaks and three long claws on each foot. They eat small rodents and lizards. They mate twice a year, at seemingly random intervals. When a kiva is protecting its nest, it will defend its territory with all its got, no matter if the threat is real or just a trespasser.

When the kiva screeches, it calls all other kivas in the area to assist it. Anywhere from two to ten kivas will respond to the call vocally and arrive within three rounds even if the calling kiva is dead. If there are no responses to the initial call, the kiva will screech again and cast Uneven Ground (ED p.162). It will not leave its nest under any circumstances.

Kivas will attack Namegivers if food is scarce but will never go into a village or town to attack. These birds have never been successfully domesticated and many Namegivers have been injured in the attempt.

Stalthen

Attributes		
DEX: 8	STR: 10	TOU: 11
PER: 6	WIL: 7	CHA: 6
Initiative: 8 # of Attacks: 2 Attack: 8 Damage: 14 kick; 7 bite Spellcasting: NA Effect: NA	Phys Defense: 10 Spell Defense: 8 Social Defense: 8 Armor: 5 Mystic: 3 Knockdown: 10	
Death Rating: 75 Wound Thresh.: 18 Uncon. Rating: NA Recovery Tests: 5	Combat Move: 85 Full Move: 120	
Legend Points: 320 Equipment: rider's eq Loot: none		

Commentary:

The Stalthen was developed by a Beastmaster named Lesma. She spent her entire life creating this animal through selective breeding. It is slightly larger than a war horse and had six legs. It's nose has hardened into something like a beak and its tail is shorter than average. It has large, solid black eyes and round ears that always stick up from its head. At the shoulder, the beast stands about 1.8 meters tall, and can around 300 pounds. It can pull around 550 pounds for limited amounts of time.

Lesma designed a special saddle for this beast that seats two people. Part of the saddle can be removed and adjusted to change into a litter (see item description) that is large enough to drag a Troll body.

To attack, the Stalthen can kick with either its front or back legs without risking its balance or its rider. There are no wild Stalthen. Standard procedure is to brand each animal and most are recorded with their breeders.

Mud Hounds

Attributes		
DEX: 6	STR: 5	TOU: 5
PER: 5	WIL: 6	CHA: 3
Initiative: 6 # of Attacks: 1 Attack: 6 Damage: 5 Spellcasting: 7 Effect: 10 sense Water magic	Phys Defense: 7 Spell Defense: 6 Social Defense: 4 Armor: 3 Mystic: 0 Knockdown: 5	
Death Rating: 34 Wound Thresh.: 9 Uncon. Rating: 26 Recovery Tests: 2	Combat Move: 35 Full Move: 70	
Legend Points: 65 Equipment: None Loot: None		

Commentary:

Mud hounds are strange animals. They only appear around sources of water. Some have been domesticated and are used to search for places where water can be found to build settlements. They look similar to normal dogs, but are lower to the ground and have very thick, hairless tails. Their skin is often black, but their fur is a dark brown. Their eyes are often a deep brown, but very often these animals are blind. They have extraordinary hearing, and can sense water-related magic. They travel in packs of three to six and are lead by a head female. Domesticated mud hounds are often miserable in cities. Elementalists are the most common owners of these animals.

Greth Dragons

Attributes		
DEX: 7	STR: 8	TOU: 9
PER: 6	WIL: 6	CHA: 7
Initiative: 9 # of Attacks: 1 Attack: 10 Damage: 12 Spellcasting: NA Effect: NA	Phys Defense: 10 Spell Defense: 8 Social Defense: 9 Armor: 15 Mystic: 2 Knockdown: 11	
Death Rating: 65 Wound Thresh.: 18 Uncon. Rating: 55 Recovery Tests: 4	Combat Move: 42 Full Move: 85	
Legend Points: 400 Equipment: NA Loot: NA		

Commentary:

This are the most common reptile in the Wastes. The name of these animals makes them sound more noble than they are and angers true dragons. They have four legs. The front legs are spread out like Namegiver hands and are used to grasp with their nearly opposable thumbs. Their hind legs also look like Namegiver hands except backwards. A male can grow to nearly three meters in length and weigh as much as 300 pounds. Females are slightly smaller. It takes many years for them to reach this size. They generally live as long as Trolls.

Their scales are thick, thus earning the "dragon" in their names. They are always dark in color, but often as not have specks of lighter color. Also, they have two small ridges of skin on each side of their backs that flair when they are angry. They have a keen sense of smell. Their tongues are long and forked, often tan in color. While a variant lives outside the Wastes, they do not have to stay in burrows during the day. Greth dragons mate for life and males have been known to kill others to protect their mates.

Mire Snakes

Attributes		
DEX: 8	STR: 3	TOU: 3
PER: 6	WIL: 5	CHA: 4
Initiative: 8 # of Attacks: 1 Attack: 8 Damage: 4 Spellcasting: 8 Effect: Poison *	Phys Defense: 10 Spell Defense: 8 Social Defense: 6 Armor: 1 Mystic: 0 Knockdown: NA	
Death Rating: 26 Wound Thresh.: 6 Uncon. Rating: 17 Recovery Tests: 1	Combat Move: 50 Full Move: 100	
Legend Points: 90 Equipment: None Loot: 4 teeth per snake		

Commentary:

Mire snakes commonly infest water sources. Their most common pollution is laying eggs in the water. They are small, growing to be only seven or eight inches long. They have sharp teeth and a poisonous bite. They are often red and black in color, but some have been seen with a solid blood red color.

*The poison has an effect of 4 rounds. It requires toughness test of 12 to resist. It does 6 damage the first round, 3 the second, 2 the third, and 1 the last.

The teeth of the mire snake are used to pierce ears and to make inlays in jewelry. Each tooth is worth 20 legend points.

Rye Spiders

Attributes		
DEX: 7	STR: 2	TOU: 4
PER: 3	WIL: 3	CHA: 3
Initiative: 7 # of Attacks: 1 Attack: 7 Damage: 4 Spellcasting: 5 Effect: 6 Webbing	Phys Defense: 9 Spell Defense: 4 Social Defense: 4 Armor: 0 Mystic: 0 Knockdown: NA	
Death Rating: 30 Wound Thresh.: 7 Uncon. Rating: 21 Recovery Tests: 2	Combat Move: 40 Full Move: 80	
Legend Points: 60 Equipment: None Loot: None		

Commentary:

Rye spiders are often found in stores of food, creating webs full of ruined seed. They also lay their eggs in food. They grow to be about the size of a Troll's hand. The standard practice for most communities is to burn the eggs and kill every rye spider found.

Grave Drudges

Attributes		
DEX: 5	STR: 9	TOU: 8
PER: 4	WIL: 5	CHA: 6
Initiative: 6 # of Attacks: 2 Attack: 8 Damage: 14 Spellcasting: NA Effect: NA	Phys Defense: 8 Spell Defense: 7 Social Defense: 9 Armor: 5 Mystic: 2 Knockdown: 9	
Death Rating: 44 Wound Thresh.: 13 Uncon. Rating: NA Recovery Tests: 4	Combat Move: 30 Full Move: 60	
Legend Points: 115 Equipment: None Loot: None		

Commentary:

At once time, corpses were buried outside of the settlements. After corpses began to go missing from dug up graves, the Grave Drudges were discovered. They are actually a Horror construct. They take bones and cloth and other things from graves and take them back to the Reavers that control them to construct other Grave Drudges.

They appear mostly like Namegivers, but out of proportion. They look like they are held together by strips of cloth that have been wound around as bandages. Their arms are typically longer than normal and have extraordinary long, claw-like fingers that are good at digging.

They leave no footprints, but they are slow to get away. They prefer not to fight but will if cornered or ordered to. They are strong enough to easily rip an arm or leg from its socket but prefer to deal with things already dead.

They were originally called "Tatters" by the children who first saw them. They cannot be knocked unconscious.

Pyrebringers

Attributes		
DEX: 5	STR: 7	TOU: 6
PER: 5	WIL: 5	CHA: 5
Initiative: 5 # of Attacks: 2 Attack: 7 Damage: 8 Spellcasting: 8 Effect: Ignite	Phys Defense: 7 Spell Defense: 7 Social Defense: 7 Armor: 0 Mystic: 1 Knockdown: 9	
Death Rating: 38 Wound Thresh.: 10 Uncon. Rating: 29 Recovery Tests: 3	Combat Move: 35 Full Move: 70	
Legend Points: 80 Equipment: None Loot: None		

Commentary:

Pyrebringers can be seen from quite a distance. The tops of their heads are constantly on fire. Their general form is like that of a Namegiver, but they look haunted and tired. They most closely resemble apes in their behaviors, but their arms are long and they are more heavily built and they move along assisted by their arms. They live in the Carapath Mountains and generally do not leave the mountain areas. When present in forests, terrible forest fires follow, marking where they have been.

Rosecrushes

Attributes		
DEX: 2	STR: 4	TOU: 4
PER: 6	WIL: 6	CHA: 8
Initiative: 3 # of Attacks: 1 Attack: 7 Damage: none, grab Spellcasting: 9 Effect: (acid)	Phys Defense: 3 Spell Defense: 7 Social Defense: 9 Armor: 0 Mystic: 2 Knockdown: NA	
Death Rating: 30 Wound Thresh.: 7 Uncon. Rating: NA Recovery Tests: 2	Combat Move: NA Full Move: NA	
Legend Points: 70 Equipment: None Loot: None		

Commentary:

While the name may induce pleasant (or not so pleasant for some) image of potpourri, these creatures are mostly plant but have the survival instinct of a tiger. They are beautiful red to pink flowers like roses that spread open on the ground. Their blossoms can be up to three meters in diameter. When potential prey comes near, the vine thickens and allows the blossom to move. It closes over its food and begins to pump acid into its airtight pouch. The armor rating applies to the inside of the blossom as well as the outside. The flower can survive for almost a day after it has been cut from the vine.

Doll Players

Attributes		
DEX: 9	STR: 4	TOU: 4
PER: 7	WIL: 8	CHA: 8
Initiative: 9 # of Attacks: 2 Attack: 10 Damage: 6 Spellcasting: 10 Effect: Influence*	Phys Defense: 11 Spell Defense: 10 Social Defense: 10 Armor: 3 Mystic: 4 Knockdown: 5	
Death Rating: 30 Wound Thresh.: 7 Uncon. Rating: 21 Recovery Tests: 2	Combat Move: 45 Full Move: 90	
Legend Points: 170 Equipment: None Loot: None		

Commentary:

These beasts are strange. They look like they should be horror constructs, but they are not. They are spirits that were lost during the Scourge and they have constructed doll like bodies since then. *They often immitate children's dolls, but when they do, they try to influence them as much as possible to do bad things and convince them that they were not wrong when they get in trouble. They have ways of appearing in treasure and pretending to be puppet familiars.

Stonerushes

Attributes		
DEX: 7	STR: 3	TOU: 4
PER: 3	WIL: 3	CHA: 5
Initiative: 8 # of Attacks: 1 Attack: 7 Damage: 5 Spellcasting: NA Effect: NA	Phys Defense: 9 Spell Defense: 4 Social Defense: 6 Armor: 4 Mystic: 0 Knockdown: 7	
Death Rating: 28 Wound Thresh.: 7 Uncon. Rating: 19 Recovery Tests: 2	Combat Move: 45 Full Move: 90	
Legend Points: 165 Equipment: None Loot: feathers		

Commentary:

These birds appear to be normal birds, except when they are attacked, it becomes obvious that their feathers are made of stone. They are a shiny black and less than a third of a meter in length. The feathers are sharp and will cut flesh like a metal blade. Their feathers are treasure worth legend points. Because of the elemental properties of the feathers, they are used to purify air in the Wastes. They are commonly used to make hand fans (see Items). They also make beautiful, but fragile, jewelry.

HORRORS

The Monarch

The Monarch has the head and neck of a small dragon, with a dragon's eyesight and other senses, but the form appears slightly mutilated or melted. In her chest, at the base of the neck is the face of a woman in a perfect oval. The eyes of this face are solid black and seem to suck in light. Her mouth is blood red and only moves slightly when she speaks; she has no teeth. Large draconic wings sprout from her back. She also has long Namegiver-like arms with claw-like fingers. Below her face, the rest of her body seems to flow into the form of a large, feathered serpent. She flaps her wings slightly to stay aloft and rarely touches the ground. If she were to sit on her coiled tail, she would tower over any Namegiver but Dragons.

Powers:

Repulsion 17

Whenever any being encounters the Monarch, it must make a Willforce test against the Monarch's repulsion test. If the being fails, it must retreat out of her Sphere of Influence and cannot approach her for 1 week.

Sphere of Influence 20

Whenever a being enters the Monarch's territory, she makes a Sphere of Influence test. The result is the radius in yards of her awareness. Her Sphere lasts for one hour and during that hour, she is aware of anything inside the Sphere and cannot be caught by surprise or blindsided.

Rush of Air 15

The Monarch can flap her wings hard enough to attempt to knockdown her opponents. Characters may choose to make either a strength or a dexterity test against her result.

Influence 20

The Monarch can use Influence to force the opponents to leave or do her will even if it conflicts against their natural instincts. If she achieves higher than an extraordinary result, the characters will do anything she asks. After they leave her Sphere of Influence, they may make a Willforce test against her result. If she achieves an excellent success, she may send them to a specific destination with a message -- no Willforce test may be made. If she achieves a good success, she may force them to leave, unless they succeed in a Willforce test. If she only achieves an average success, all actions are suspended for the next round.

Corrupt Karma 12; Damage Shift 10; Nethermancer 10 spells

The Monarch's Attributes		
DEX: 25	STR: 23	TOU: 24
PER: 30	WIL: 30	CHA: 28
Initiative: 25 # of Attacks: 2 Attack: 27 Damage: 30 Spellcasting: 36 Effect: Powers	Phys Defense: 27 Spell Defense: 32 Social Defense: 25 Armor: 20 Mystic: 16 Knockdown: NA	
Death Rating: 350 Wound Thresh.: 26 Uncon. Rating: NA Recovery Tests: 17	Combat Move: 110 Full Move: 220	
Legend Points: 400,000 Equipment: None Loot: None	Karma: 30 Karma Step: 16	

Reavers

Reavers have two long bone blades attached to their forearms like scythes, which hang down about a meter from the ground. They are approximately three meters tall with hard carapaces and a bony plate that covers their heads and most of their faces. They have six eyes spaced evenly around their heads so they are never caught by surprise. Most terrifyingly, they can blind those they touch, but only if they touch the flesh. Their blinding ability does not pass through cloth, air, or metal. They are faster than an average Namegiver, with strong legs and thick, ropy muscles.

Reavers always appear in pairs, though they are often followed by Scurriers and Unravellers and can create Grave Drudges at no cost to their Damage Points. Reavers are controlled by the Monarch and follow her orders without question. Most of the time, however, they are under general orders and can still act independently.

Reaver Attributes		
DEX: 14	STR: 16	TOU: 15
PER: 17	WIL: 17	CHA: 14
Initiative: 16 # of Attacks: 2 Attack: 17 Damage: 18 Spellcasting: 20 Effect: Powers	Phys Defense: 18 Spell Defense: 24 Social Defense: 20 Armor: 14 Mystic: 13 Knockdown: 16	
Death Rating: 130 Wound Thresh.: 19 Uncon. Rating: 115 Recovery Tests: 8	Combat Move: 70 Full Move: 140	
Legend Points: 35,000 Equipment: None Loot: Bone blades	Karma: 20 Karma Step: 14	

Construct Life 12

Reavers can take bones and rags to form *Grave Drudges*. The result is the number of days the *Grave Drudge* exists.

Bone Saw 23

Reavers can turn their forearm bone blades into an astral weapon that saws back and forth quickly, this test replaces its normal damage roll. Mystic armor protects against this attack. This requires karma.

Blinding Touch 15

Reavers can blind individuals when they touch the flesh. Individuals remain blind for 10 rounds. This ability is not often used in combat.

Scurriers

The *Scurriers* are small, six-legged beasts with sharp teeth and three horns. Some adventurers have compared them to small gnashers. They will attack with either their

teeth or horns, but often their horns are their primary weapons and will always use them for their first attack.

Scurriers roam in packs and like chasing caravans. Unless they are controlled by a Reaver, they attack at random and lose interest quite quickly.

Scurrier Attributes		
DEX: 4	STR: 6	TOU: 5
PER: 4	WIL: 6	CHA: 4
Initiative: 4 # of Attacks: 1 Attack: 6 Damage: 8 teeth; 9 horns Spellcasting: NA Effect: NA	Phys Defense: 6 Spell Defense: 7 Social Defense: 6 Armor: 5 Mystic: 1 Knockdown: 8	
Death Rating: 35 Wound Thresh.: 9 Uncon. Rating: 26 Recovery Tests: 2	Combat Move: 35 Full Move: 70	
Legend Points: 150 Equipment: None Loot: None	Karma: NA Karma Step: NA	

Unravellers

Unravellers run on two legs, low to the ground, with their heads stretched out in front of them. They have sharp teeth and are immune to magical physical effects. They have small forearms that are practically useless. They have long, flexible tails that help them maintain balance while running. The appearance of their legs contradict the speeds they are able to achieve. When they bite, they leave saliva in the wound that actively works against the weaving of threads for its duration, thus earning their name.

Unraveller Attributes		
DEX: 5	STR: 6	TOU: 7
PER: 6	WIL: 8	CHA: 5
Initiative: 6 # of Attacks: 1 Attack: 8 Damage: 9 (bite) Spellcasting: 8 Effect: Powers	Phys Defense: 7 Spell Defense: 8 Social Defense: 7 Armor: 3 Mystic: 4 Knockdown: 4	
Death Rating: 42 Wound Thresh.: 12 Uncon. Rating: 34 Recovery Tests: 3	Combat Move: 40 Full Move: 80	
Legend Points: 250 Equipment: None Loot: None	Karma: 10 Karma Step: 8	

MageBite 12

This is the effect of the saliva that actively counters the weaving of spells. The result of this is the duration in rounds that it has effect. It can be dispelled by a Willforce test against a 10.

Plague Crawlers

Plague crawlers have wings that look like moth eaten sheets. Their flight, however, is unhindered by this. They are generally black, but can have reds or yellows on their bodies. They have six legs, two at the front ending in sharp hooks that dig into flesh and are difficult to remove. Their other four legs are used to crawl when needed. When they attack, they swarm their victims and crawl over their bodies. Their disease is spread through contact with an infected victim. However, use of special cloth prohibits the spread of this disease (see item section).

Plague Crawler Attributes		
DEX: 6	STR: 3	TOU: 6
PER: 5	WIL: 6	CHA: 3
Initiative: 7 # of Attacks: 3 Attack: 4 (hook claw), 5 bite* Damage: 5 Spellcasting: *8 Effect: 10 toxin	Phys Defense: 7 Spell Defense: 7 Social Defense: 4 Armor: 3 Mystic: 2 Knockdown: 6	
Death Rating: 38 Wound Thresh.: 10 Uncon. Rating: 29 Recovery Tests: 3	Combat Move: 35 Full Move: 70	
Legend Points: 100 Equipment: None Loot: None	Karma: 10 Karma Step: 6	

The Swarm

The Swarm is something no Name-Giver has ever survived to see, save from a great distance. The Swarm is hungry and will devour everything it can in its way, from organic material to metals. While the bulk of the Swarm is a mix of the other Waste horrors, there are three kinds only found within the Swarm. They all have the same stats as Unravellers, with the following changes:

Scours -- These horrors can dissolve all metals save orichalcum in d6 rounds. The Scours have a Dissolve effect step of 9 against the spell defense of magical items.

Scars -- These horrors leave marks on the land, leeching it of its ability to give life. Land touched by the Scars cannot be farmed unless they are astrally cleansed and well treated for at least five years before anything can grow there. Though the land of the Wastes is already damaged, this land is considered at least corrupt on the raw magic table.

Slurs -- These horrors devour all organic (or formerly organic) materials, such as wood, leather, and bone. They leave behind them a slimy residue that water cannot wash away.

It can only be cleaned via a spell. They earn their name from the stain that they leave behind. Because of the Slurs, the Swarm leaves behind a smell that does not completely dissipate for six days.

No one knows what these three Horrors look like, and they should vary in appearance due to the things they consume. The GM should feel free to make them look like the characters worst nightmares, should they actually see them.

BLUETORCH

As mentioned at the end of Part One, Bluetorch is the "writer" of that piece. In truth, Bluetorch is a deceased dragon whose spirit, like so many others, was denied peace. Though he was not yet a Great Dragon, he was well on his way to becoming one. The Monarch and her minions destroyed him. He knows all there is to know about the Wastes but only provides information about what he deems necessary. He has two ultimate goals: to see the Monarch destroyed and to have the Wastes cleansed.

ITEMS

Common Magical Items

Clean Cloth

This cloth is used to make masks that help breathing, especially during the storms. They are also used by Mist Walkers, who are determined to destroy the mist biters and clear the skies of the Wastes. Characters who use this cloth, even outsiders, do not have to make the Toughness checks.

Ritual Master Pendant

This is a minor pattern item for each Ritual Master. It is a simple looking pendant, but it is actually a small ingot of orichalcum. Engraved upon it is the same symbol that Ritual Masters have tattooed on their foreheads. This pendant prevents the use of Næmu Gems and other blood charms.

Næmu Gems

1 permanent damage each, 1 strain per use

Each gem is a blood charm. Each one looks like a charm hanging from a circle, except that they are attached directly to the skin. They are typically worn on the forehead, though some, mostly men, choose to wear them on the backs of their hands. Only one can be worn

at a time. Anyone except Ritual Masters can wear them. Though the colors vary widely (they can be created from any stone, plain or precious), there are only 5 effects. Generally, they are associated with a certain color, simply for the sake of consistency.

Blue - Sky: +3 to Lifesight

Red - Fire: +3 to Fireblood

Green - Forest: +3 to Dominate Beast

Black - Shadow: +3 to Silent Walk

Clear - Spirit: +3 to Spirit Mount

Anti-magic collars

There are two kinds of these collars, one type that suppresses everything from talents to horror powers to karma. The second kind suppresses only threadweaving and spellcasting, permanent spells lose their effect while this collar is being worn. These collars are often used to restrain criminals or to even the playing field during tournaments.

Star balls

Threads: 1

Spell Defense: 10

Each ball is made of electrum (silver and gold together). Each ball holds three spell matrices, however, only one is accessible at a time. It takes one round to switch the spell that is "on the top" of the ball. The creators of these balls once tried to include more matrices, however, they found it took more than one round to switch to spells that were "farther away" from each other than directly "next to each other." They are frequently used with Opao Staves. See the "Opao Staff" for more about how this works.

Opao Staff

Threads: 2

Spell Defense: 12

Opao Staves are made of snakewood and are nearly impossible to break. Their general shape is a long rod, four to five feet in length, with a shallow cup shape at one end. Small magical items, such as star balls, are placed on this cup. They appear to float about an inch above the cup. A thread attached to this item has two effects. The first is the ability to use a star ball or other item with it, and the second is a bonus of two steps to Spellcasting.

Snakewood Bow

Threads: 2

Spell Defense: 10

Obviously made of snakewood, these bows are ridiculously durable, like Opao Staves. They look like normal long bows, but have three ranks. Since these bows are hard to make, each one is carefully crafted and Named by its creator. It is a size 4 weapon, with a base 5 damage step.

Rank 1

Cost: 100

Key Knowledge: The Name of the bow.

Effect: The bow's damage is now step 6.

Rank 2

Cost: 200

Key Knowledge: The Name of the creator.

Effect: +1 to Missile Weapons.

Rank 3

Cost: 500

Effect: Damage is raised to step 7 and gives a bonus of +2 to Missile Weapons.

Legendary Magical Items

Aseh's Thorn

Threads: 2

Spell Defense: 15

This dagger looks dull, but is sharp enough to slice cleanly through flesh before it is felt, but only after a thread has been woven to it. Aseh created this dagger with no edge, it was meant to be a model for other daggers he planned to make for his sons and daughters, of which he had many (he was not sure they were all his, though he had six wives).

Unfortunately, no one knows how many of these daggers he actually finished. His second son, Decran, killed him one night in his forge. Only his hand was recovered, the rest was presumed destroyed by fire. Decran himself was hanged for this crime and several others that only his father believed he was innocent of.

Base step 3 damage with no threads, but it cannot cut through anything.

Rank 1

Cost: 200

Key Knowledge: The Name of the dagger.

Effect: Step 4 damage

Rank 2

Cost: 300

Key Knowledge: How Aseh was killed and by whom.

Effect: Adds +1 to spell defense

Rank 3

Cost: 500

Effect: Step 5 damage

Rank 4

Cost: 800

Key Knowledge: Why Aseh created this dagger.

Effect: Provides protection from damage by fire

Rank 5

Cost: 1300

Deed: Retrieve the hand from the woman who stole it three weeks after the funeral rites.

Effect: Step 6 damage and the dagger can cut through anything non-magical.

Rathmark'd

Threads: 1

Spell Defense: 15

This is a Pre-Scourge suit of Elven magical chainmail. It was worn by Agra Bravura, Dahu Akna, and Ston the Mad. All of these Name-Givers seemed to be invincible heroes. They were each responsible for maintaining the freedom of their people from various threats, including the Therans. This is one of the few Elven relics to be found in the Wastes. In most respects, this armor acts like the common magical chain armor. Base 8 armor rating, 6 mystic armor.

Rank 1

Cost: 200

Key Knowledge: The name of this suit of armor

Effect: Armor rating of 9, no initiative penalty.

Rank 2

Cost: 300

Effect: Armor rating of 10, mystic armor of 7

Rank 3

Cost: 500

Key Knowledge: A brief history of Agra, Dahu, and Ston

Effect: Heroic Glow: The armor can be made to glow by exerting 1 strain. This adds the rank of the armor to the wearer's charisma step. Armor rating of 11.

Rank 4

Cost: 800

Key Knowledge: The number of wearers this suit of armor has had (7)

Effect: Armor rating of 12, mystic armor of 8

Rank 5

Cost: 1300

Key Knowledge: The reason Ston went mad

Effect: Honorable Wilder: For two strain, the wearer can add the rank of the armor to their attack or damage step. This lasts for d4 rounds. Mystic armor of 9.

Rank 6

Cost: 2100

Deed: 2100

The Name-giver must plant a tree in their home town for each of the 7 wearers of this armor, as well as one for himself. He or she must maintain, or hire someone to do so, these trees until his death.

Effect: Silence: When the wearer shouts the Sperediel word for silence during battle, while holding his arms wide open, his enemies can no longer hear any sounds for step 6 rounds.

The Isseolu Sphere

Threads: 5

Spell Defense: 18

These spheres are memory spheres created before the Scourge by talented magicians. It was created in an attempt to capture memories the way that Dragons store theirs in crystals. Shortly before the kaers of the Wastes were closed, the magicians succeeded. The Sphere cannot answer questions, but it can contain centuries of knowledge. The magicians stored their grimoires and the key knowledges for many items in this Sphere. There are 3 other spheres, one for each of the spellcasting disciplines, this one represents the Wizard discipline. (The others are named: Ablif, Phadri, and Emegah.) Once a thread has been woven to a Sphere, "memories" can be accessed. Before anything other than history can be recovered from the Sphere by an individual, he or she must pay 1000 legend points. If the thread is undone, this cost must be paid again. Spells can be copied from the Sphere using Read and Write Magic. The spells available in each Sphere are specific to the discipline which the Sphere represents.

CONCLUSIONS

So, here you have it. The basis for the campaign that I am currently running. For survival purposes, I suggest a group of at least 4 adventurers, the more there are, the better their chance at survival. Part three contains a few adventure ideas that I have already implemented.

The game must go on!

J. Anne Mauck

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PART THREE

INTRODUCTION

THE RUINED CARAVAN

DEATH OF A RITUAL MASTER

THE RESTLESS SPIRIT

THE MONARCH

DOLLS PLAYING WITH KIDS

UNDERGROUND

TOURNAMENT AND TORTURE

FINAL NOTES

PART THREE

INTRODUCTION

This section is adventure ideas that suggest campaign themes. Players should not read this section. It is only for the GM's eyes.

THE RUINED CARAVAN

Two men who had been out on a hunting expedition return with an injured man. He is the only survivor of a caravan that was delivering needed supplies throughout the Wastes.

What happened:

The caravan has 2 scouts that were sent ahead. After the scouts were out of sight, the caravan was attacked by Outsiders. Everyone but the one man was slaughtered, including the Ritual Master. The goods must be recovered and delivered and the bodies properly disposed of.

Before the group leaves their settlement, they are given supplies by the Matron in charge of stores and goods.

At the site of the attack:

There are 8 dead bodies lying in heaps, some without arms or legs attached. One body stands out; it is an old woman. Her long grey hair is tangled as if she had been held up by it and her throat was slashed. The tattoo of a Ritual Master stands out clearly on her forehead. [She has a Ritual Master pendant that the players should keep.] One of the bodies has no ancestral tattoos and is obviously an Outsider.

Tracks were left behind and are easily followed. The Outsiders that took the caravan are suffering from several days of exposure to the Wastes and are weakened from it.

Things found in the caravan:

A few bolts of clean cloth

Non-magical swords and armor

A large shield

Cloaks, and other common items

DEATH OF A RITUAL MASTER

The Ritual Master's body needs to be disposed of properly (burned). Even though the players may do that, they were too late. The players must find the Wise Men to put her spirit to rest.

The Wise Men appear at random, or where there is need of them. They are capable of teaching talents to anyone. They also have many other talents and will be able to put the spirit to rest once they have the Ritual Master's pendant.

*I suggest that this come in some random place, after the players have earned some legend points to that they may be able to study from the Wise Men.

THE RESTLESS SPIRIT

The GM should choose a Ghost Master Spirit to accompany the players and be a source of advice and encouragement. From her on, the spirit is referred to as Jedda, who in my campaign was an 11th circle Swordmaster. To determine the circle of the Ghost Master Spirit, use a d12.

THE MONARCH

This horror lends itself well to a long term campaign. However, this section will only include the riddle she left for Kisi and its twin town.

Do that which would draw me near yet drive me away.

[The answer is: destroy both the towns and everyone in it: it would draw her near to enjoy the suffering and then drive her away when there is no one left.]

The Ritual Master from the caravan was carrying the answer to this riddle back to Marthen, the leader of Kisi. Marthen is a middle aged, but very tired looking Human man. He invites you into his home and asks his wife to prepare some food and drink for you. When he fully understands what you have done, he thanks you vigorously and offers you the comfort of his home for as long as you are planning to stay.

Marthen:

I have a request to ask of you. As you know, our Ritual Master was on that caravan. She was carrying an answer for us. Now that is lost.

We were given a riddle seven weeks ago, by the Monarch. She has promised to destroy our home and our sister settlement if we do not perform the answer. However, we have not been able to solve it. Though perhaps it is only that we are unwilling to see the answer she seeks. We sent our Ritual Master to Jaklio to get the answer. Since she was returning, without going on to another place, she had the answer. We have no other Ritual Masters, only one girl who had not yet completed her training. Obviously, we cannot send her. Will you go to Jaklio and retrieve the answer for us? We will reward you as best we can if you help save us. [Glancing at your weapons, he continues.] Our craftsmen can supply you with weapons or armor. . . [If they do not take the bait, offer added incentives until they do.]

Before the group leaves, Marthen gives them a banner with the same symbol the Ritual Master had on her forehead. They are to present this in Jaklio and tell them what happened and why the Answer did not arrive in Kisi.

The Way To Jaklio

Six days travel west reveals no other camps, only a few Namegiver tracks, and many unrecognizable tracks. They are tracks of Reavers and their minions.

After three days, the marks are much more recent, ultimately circling around (if followed). At twilight of that third night, when all is normally quiet, soft clicking and chittering can be heard - this is the Reavers communicating with their servants. Moments later, the campsite is attacked by a pack of 8 scurriers and two pair of unravellers. After the first 6 rounds, they are joined by 4 Grave Drudges. They have all come from the east, following the group's tracks. The pair of Reavers pass nearby during combat, but do not attack and leave to travel south.

If the group tries to follow the Reavers, the tracks ultimately end in a wide loop, and never actually go anywhere.

If someone in the group has a mapmaking skill, or some direction skill, they can find a diagonal path and cut a few days from their travel. However, it is always safer to follow direct lines (N,S,W,E) and any good navigator or mapmaker will always prefer to follow those directions.

In Jaklio

When the group arrives, they are met by confusion. It seems that everyone is running around, and everyone is definitely too busy to speak to them. When they finally do get someone to stop for a moment, they are directed to the shrine in the center of town.

In the shrine, the Jaklio Ritual Master greets you but seems distracted until he notices your spirit, Jedda. Then he closes the door behind you and insists that you sit down. A look of panic crosses his face when he sees the banner you were given. When he learns that the Answer was not received, he thanks the unseen heavens that you hadn't come bearing the news that the Answer had been heeded. Unless of course, you, or someone else had figured out the answer. . .

If the players have figured out the answer, he asks what they will do. To tell the people would be to guarantee their deaths, for they would most likely follow the suggestion because the Monarch said so. To not tell them would subject them to attack by the Monarch, or at the least, her minions. Are you prepared to protect the people of Kisi and Sika from at least a dozen Reavers and all their little minions? Have you any idea of what kind of defense would be needed? After all, it is not really feasible to move the whole of the towns, or even just their people and animals. And now you are involved as surely as if the Monarch had sent you herself.

He gives them a copy of the scroll the Answer and Riddle had been recorded on, even if they have figured out the answer themselves. He wishes them a standard blessing and then confidentially informs them that he is not at all jealous of their future duties. He also warns that Jedda may become unduly influencing and to watch out for her mischief. Jedda merely laughs off his comments and tells her master that they should be on their way. However, Jedda seems distracted after you depart Jaklio.

On the way back to Kisi, you see more tracks like those of before. There are four times as many Reavers, scurriers, and unravellers. As you travel on, the Horrors begin to show up, lining a path for you. The Reavers stand in pairs off to the sides with their long bone blades crossed in front of them, pointing to the ground. The scurriers chitter as you pass, almost sounding like laughter and the unravellers hiss at mages in the group. Directly above you, the sky seems darker, as though the mist biters are gathering there. They do not attack. However, there is an overwhelming sense that you are being mocked by the Horrors. This lasts for only a few minutes, after which things almost instantly turn back to normal. It would take a perception test of over 12 to discern that this is not an illusion.

Again, nothing untoward happens on the rest of the return to Kisi.

Once back at Kisi, Marthen asks for the scroll. If they do not give him the scroll, he will likely send out another group to get the answer. If they have forged a scroll, he will likely believe what it says as long as it has the same symbols on it. If they give him the real scroll, he will present it to his council. Knowing they are no match for the Monarch and her spawn, the city will probably destroy itself, rather than allow her the victory (as twisted as that sounds).

There are 3 possible outcomes:

1. They destroy the city themselves.
2. The 2 cities are attacked by the Swarm
3. The cities are evacuated and resettled.

DOLLS PLAYING WITH KIDS

In a seemingly abandoned city, the players encounter a group of children. There is an old woman who looks like she should have died many, many years ago. Her face is wrinkled, her back bent. The children are playing with silver-golden balls [star balls], rolling them back and forth. Each child also has a doll. The children look in your direction, but then go back to playing. The old woman ignores you completely, acting like a slave to her duties. If you approach the children, they run to grab their dolls. If you speak to any of them, they act like they are listening to their dolls before replying.

Players can identify the doll players through: half-magic perception tests, creature lore, magic lore.

All five dolls must be destroyed, or at the very least, their connection to their children must be severed. When this is complete, the old woman falls down dead and blows away into dust. The players are free to raid the kaer/city.

UNDERGROUND

Inside the kaer, the players discovered some tunnels. The players know that after the Scourge, while people still lived inside the kaers, they began to build tunnels and often, many riches were hidden in these tunnels. Unfortunately, these tunnels were often littered with skeletons and other dead things. The tunnels usually go for miles without any directions marked on the walls or floor. It is very easy to become lost here and maps were never created, requiring everyone to memorize the correct path. *There are countless treasures to be found in the Wastes in places such as these.*

Along the way, there are many broken bones and smashed skulls. In an alcove, there are piles of rusted weapons and armor. If the players go through the entire contents of the alcove, there are no decent weapons to be found, but there is what looks like a salvageable set of very old chainmail.

This chainmail, if examined, is in wonderful condition, if it is cleaned. It is pre-Scourge magical chainmail. Searching it reveals that it is of elven construction and is named Rathmark'd. See legendary items for details.

Further down the tunnels, you hear a strange rumbling. Following the sound leads you to some run down cadavermen (4), one solid hit will take them down, but full legend points.

In an alcove near the cadavermen, something sparkles under a pile of gnawed on bones. There they find a sphere that glitters like a fire in the distance. It is the size of a melon, requiring two hands to hold it. [It is called an Isseolu Sphere, see items.] The pictures the flit across the sphere change too quickly to see details and are different for each person looking at it. Further searching reveals a soft leather bag with the proper dimensions for the sphere.

Further items to find:

- many jewels

- old coins

- a pair of matched pendants

- a small wooden box*

- a well made scabbard with unknown words sewn on it in silverish cord

*this box does not have an apparent opening or latch or hinge, but it is obvious that it was meant to be opened.

TOURNAMENT AND TORTURE

The anti-magic collars are used in both tournaments and in torture. When horrors are captured, they are contained by the first type of anti-magic collars. On occasion, individuals are stripped of their magic powers via a collar and thrown in a ring with a collared horror for the entertainment of the crowd. Other times, two horrors are forced to fight it out. Still other times, two Namegivers are thrown in together to fight to the death.

These normal tournaments only take place in the deep Wastes and are never spoken of to other Namegivers. Generally, people register singly -- if they are a mage, they are given a type two collar. The tournaments progress in single combat as a normal tournament. However, instead of dividing down to a single pair at the end, the final four and two runners up are thrown into the arena with a Reaver wearing a type one collar.

This adventure should be used with care. It can be used to drive characters apart or together. Since the outcome can be fixed, the characters can investigate the tournament. Since no one speaks of it, information will be hard to come by. Also, prizes are awarded to the winners, often legendary items, but the cost of taking a Namegiver's life in the Wastes may be too high.

FINAL NOTES

These notes should be enough to get a group of 4 first circle adventurers to their next circle. The Monarch should be an on-going threat, one who seeks to amuse herself. Can you get your players to save the Wastes?

The area of the Wastes is generally enclosed in the bright blue line.



CREDITS AND COMMENTS

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