

for EABA™

WarpWorld™

the old gods... have returned



 **BTRC**

greg porter

Thomas Darrell Mitchell 1999

WarpWorld™ v1.0

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I've got somethin' inside me,

to drive the Princes blind.

There's a wild man wizard he's hidin' in me,

Illuminatin' my mind.

Oh, I've got somethin' inside me,

not what my life's about.

'Cause I've been lettin' my outside

turn me over 'til my time runs out...

*-from **Taxi**, by Harry Chapin*

"We have known this day would come, as it has many times in the distant past. Maybe not at the Beginning perhaps, but long before we grew bored of empty space and decided to make Men in our image. The weave and shape and brightness of space that makes light flow and mass pull, which holds the nature of existence in place, it changes. The Moon waxes, and it wanes. That which makes us real, that which gives Men their magic, that which links souls by love and hate and destiny and prophecy, it wanes. Suddenly, like a step off a cliff for an unwary mortal, we shall cease to be, and all that which we have made of thought and being shall vanish."

The Eldest waited for the stir to die down, gazing over each of the First Causes, and noting those who were absent. Whatever their reason, whatever their plans, wherever they were, the end of all things would *still* find them.

"Our works may vanish, and we shall as well. But, what wanes with time, shall wax with time. We know not how long it will take, but the universe will once more allow, nay, *require* our existence, and we shall return. To us, however long it might be, it shall pass in the blink of an eye." The Eldest looked up at the Sun.

"See it approach on dark wings. Slower than perception, yet faster than the light. Feel the sparks of mages on Atlantis, casting spells that they hope will shield them, propping up the magics that have held their frail bodies for centuries, buttress the pillars of their grand city. See the unicorns flee to the horizon, the dragons crawl deep into their caves. They know their end is upon them. As it is soon upon us. Wait for it. Gaze at the world below, and remember it well, for you will never see its like again. And...."

▼ **10,000BCE:** The First Causes looked down from their conclave, held in a magnificent edifice of shaped thought atop an ever-changing yet always magnificent mountain of human dreams. Unseen and unfelt to most of the mortals living on the material world below, they gazed at great Atlantis in the distance.

This was no ordinary occasion. Seldom was anything important enough to gather all of them together. Even this, the end of existence, was not important enough for that. Among themselves, they eschewed mere names, for they knew each other by appearance, by touch, taste and senses mortals could not fathom, much less give name to. They had known each other since the Beginning, in a way that even the longest lived of wizards could barely imagine.

The Eldest among them spoke. The title had no power save tradition. He alone sprang forth fully formed into the void. Alone, confused, his being coalesced into patterns, thought, shape, and for some short but infinitely lonely time, the Eldest was the only sentience within the fabric of space that eventually encompassed an otherwise nondescript yellow star and its crown of satellites. Then, the nature of space and time that allowed (or perhaps mandated) his existence caused the rest of the First Causes to spring into being. They found their own form and thought, but all were in some way shaped by the nature of the Eldest. And since by their own reckoning, they turned out pretty well, they gave the Eldest a measure of respect. Their attention turned from the world below to him, and he gave a slight nod, accepting their focus with equanimity.

2010CE: "...now. Hmmm. That was interesting. Let us gaze and see what Men have done in our absence...."

The Eldest staggered, as a wave of seven billion shrieking human thoughts and terrified emotions rolled over him like a tidal wave. His form scattered into nothingness like dust in the wind. The rest of the First Causes fared no better. *They did not die.* The concept of death could hardly apply to beings such as they. But they were disrupted, thought and essence scattered through space both material and ethereal, and would take hours, days or even months to reform sufficiently to hold thought and shape once more. Parts of each were temporarily lost, passing into and abiding in the nearest shell that could hold a divine spark.

Only when enough of the First Causes had regained their senses and examined the world below did they see what their creations had done in their absence, and how long that absence had been. Men had built a new world on the new fabric of reality. They had replaced magic with light and lightning, living wood with dead metal, faith with universal constants. They assumed it was the true and only world, and would abide until the end of time. *They were wrong.*

The First Causes had been forgotten, relegated to myth and ridicule and ancient ruins, replaced at best by caricatures and imposters and poorly remembered thrice-told tales. But what waned had waxed again. The old gods had returned.

Things were going to change...

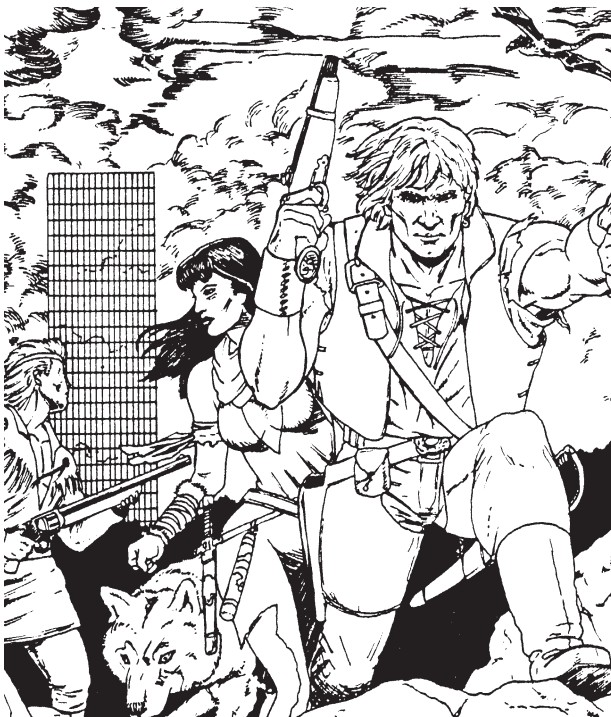
▼ **WHAT IS WARPWORLD?** - **WarpWorld** is a revision and re-issuing of one of **BTRC's** older and more interesting post-Ruin concepts: *The universe has changed in such a way that the old gods, beings absent so long as to be reduced to legend and myth...have returned.* And if that was not enough, the fundamental properties of the universe that changed in order to allow this, changed in such a way as to make most of our essential technology useless! *Things start off bad, and get worse.* The basic idea is that in a modern world where an average person can talk to someone anywhere in the world on a whim (cell phones), pull images out of thin air (television) and project mass destruction at great range (missiles), in such a world the fairly conservative abilities attributed to the old gods would not be all that impressive. So, the gameworld sets humanity back a hundred years or more, and creates an initial situation where individual survival is often tied to allegiance to a higher power. Instead of the nominal loyalty to a government or religion that most people profess, in the immediate post-Warp environment, whether you live or die, eat or starve will involve true loyalty and devotion to a secular government or new religion, and this early mindset will shape the redevelopment of civilization over the next several centuries.

WarpWorld is not one campaign setting and set of adventures, but two. Two separate but related gameworlds, two separate but related campaigns. The first takes place in the days, months and years immediately following what will come to be known as the Warp. Technology grinds to a halt, society crashes in the worst possible way, and things are generally ugly (see [pages 6.5 to 6.7](#)). Adventurers take on the roles of ordinary people (actually, *extraordinary* people) facing an uncertain future, and dealing with the reality of manifested gods, magic and the notion that some of them may have a share of this new power. And as the classic phrase goes, "with great power comes great responsibility". Adventurers will be called upon to use that power, and take that responsibility. As time passes and society rebuilds, plots unfold, enemies are thwarted, villains are vanquished, unnatural monsters and grotesque mockeries of life are sent to their eternal rest. But eventually, adventurers will retire or meet their end by natural or unnatural means. And hopefully their piece of the world is a better place for them having been there.

The second campaign takes place a full three hundred years later, perhaps fifteen to twenty generations after the first adventurers have shuffled off this mortal coil. The world has rebuilt itself around the new way of doing things. New nations have taken the place of old, new faiths likewise. Some of the old borders and enmities are still there, some are long vanished, but there is no shortage of reasons for conflict. There are still wild places to be explored and wild things to be dealt with, but there are also international incidents and border disputes, espionage and assassination. Plus a major threat looms on the horizon that will even take the First Causes by surprise, and threaten all of humanity as well. This second campaign can last for decades, even centuries, in a world whose foundations were built by the adventurers of the first campaign.

That is, there are certain basic features to the gameworld in terms of its history, but the fine details of how it will evolve in any given area may be affected by the adventurers. Just like a pebble can start an avalanche, seemingly small actions by the adventurers at the very start can make a huge difference way down the line. Or, they could just be another pebble falling unnoticed down the hillside. It is up to the adventurers, players and gamemaster to make history, for better or worse.

The campaigns run on a sort of exponential scale, the most important bits separated by short intervals, with the time between adventures getting longer and longer. Each segment of the campaign feeds into the next when possible. Something the adventurers say or do or encounter in each one has some consequence that may come back to haunt or reward them later.



WarpWorld^{v1.0}

In this way, the players and gamemaster can *jointly* create the final gameworld by focusing on the high points, the key events that happen near or revolve around the adventurers, events that start with the end of everything they know and thought was real, to a final adventure of the survivors, aging legends coming out of retirement to save what they hold dear or die trying. The first phase is *not* open-ended. *Everyone knows going in that their adventurers won't be around forever.*

And then you pause for nearly three hundred years, twenty generations or so, and start a new set of adventurers in the world the first adventurers have made, for better or worse. This campaign has its own major plot and story arc, but it can be open-ended and a continuing setting for adventure and intrigue.

The next chapter deals with the technobabble behind how and why the world has changed, and the obvious and not so obvious consequences of that change. As you go through this, try to imagine the setting, your players, and the way they play, to figure out the region of the world you want to start the campaign in, and the type or types of people the adventurers might be. A group of cruise ship passengers stranded on a Caribbean island is going to be different than a crash-landed airliner on an uninhabited one. City-dwellers in Europe will face far different challenges than rural populations in the United States and troops in a war zone will have a campaign markedly different than any sort of civilian population.

If you are going to run **WarpWorld**, read the *entire* book before doing anything. It is a *lot* of pages, but it *will* be well worth your time. This book is a campaign setting that spans three centuries, and every chapter will have bits that relate to different parts of that span. Things that happen in the first few adventures might have consequences that show up decades or centuries later. Look at **WarpWorld** not just for adventures in the now, but also as a continuous story arc, with each time and place and adventurer playing an important part.

The more you imagine and visualize the world of the Warp, the more possibilities you will see for fun, adventure, adventurers, good stories, grand heroism and all the other reasons you play rpgs.



THE WARP

"If you have a major disaster involving hundreds of thousands, or in this case millions of people, whether it be a natural disaster or an act of terrorism, the first seventy-two hours are going to be totally chaotic no matter what you plan to do."

- Warren Rudman

▼ **INTRODUCTION** - Most of the time in a **BTRC** product, when we twist around the laws of nature as part of a game background, we'll give a little bit of explanation as to *how* we did what we did, how those changes affect the gameworld. *And this time is no different.* The key part of suspension of disbelief in fiction is making it work. If there is a fundamental change that the adventurers run into on a daily basis, it does not have to be believable, but it does have to be unbelievable in a believable way. That is, you might not believe in hyperdrives, but you certainly would *not* believe that if you opened one up you would find it full of squirrels. You accept the *premise* of hyperdrives, as long as they fit into the rest of the "real world".

This chapter is not quite backstory and not quite physics. It is the technobabble and game details behind the Warp and exactly what it means in game terms. As a gamemaster, you should *definitely* read this before starting a campaign. As players, the gamemaster will decide on whether or not you should have access to it. Part of **WarpWorld** is facing challenges and deciphering the unknown. And at the *start* of a **WarpWorld** campaign, most of what is in this chapter is going to be unknown to the adventurers. So to that extent, *not* reading this as a player will give you a bit more of a challenge and surprise than if you had. In general, we recommend that the gamemaster simply say that it is going to be a post-Ruin campaign, and that powers which either are, or are indistinguishable from magic, will pop up eventually. Players will be told which Traits adventurers can have which are related to the paranormal, and any limits on Attributes and skills, which we'll go into in a bit more detail on in the **Adventurers** chapter.

▼ **HOW DID THE WARP HAPPEN?** - The nature of the universe we know and love is shaped by various "universal constants". These are numbers like the speed of light in a vacuum, the Newtonian constant of gravitation, the magnetic permeability of free space and a bunch of other numbers that while fascinating to only a few, are relevant to everyone and everything. It is the interplay of these many constants that make the universe what it is. Each of these universal constants interacts with all the others so that things work out "just right", at least as far as we're concerned. The basic thought is that the universe is the way it *is*, because it is really the only possible way it can be.

But, those things that we consider universal constants, the numbers that literally define the universe as we know it...are constants, but can change from one constant value to another. The speed of light, the gravitational constant, all of these are subject to change. The problem is, if you alter any of these constants by even a *little* bit, everything changes *profoundly*. To the extent that the universe as we know it might not be possible.

As a simple example, take gravity. A little less, and fewer stars would have condensed out of the sea of light elements populating the universe after the Big Bang. Gravitational turbulence from the first stars might stir up the early gas clouds to reduce the subsequent number of stars forming. A little more gravity, and fewer stars again, as gas clouds condensed across a larger area, forming a smaller number of huge, short-lived stars. Make gravity significantly less, and no stars might have formed at all. Make it too great, and the universe would have collapsed into a giant black hole already.

Or, if the speed of light were a little different, then the maximum possible energy from $e=mc^2$ would change, radically altering the total energy available in the universe. Changing the value of any *one* of these universal constants is likely to be catastrophic.

But, of the many billions or trillions of possible combinations of altered universal constants, there is a limited set where it all *still* works, but *differently*. As the universe ages, expands or contracts, stress is placed on the fabric of spacetime, and when the stress can be borne no longer, spacetime snaps to a new configuration of constants. Everything looks the same on the surface, but deep down, at a fundamental level, things have *changed*.

And *that* is a Warp. On average, it happens every few thousand years or so, but it can happen for as short as an instant, or wait for hundreds of thousands of years. When it happens, things previously impossible become mandatory, and things that were previously mandatory become impossible. Things like magic and godlike beings go from a matter of faith to a near-certain thing, while certain quantum effects we depend on for the functioning of our technological society, things people have spent their lives measuring and quantifying, these simply stop working for no measurable reason.

For this universe, there are only two viable configurations of constants, or at least for purposes of the game, there are only two that we need to worry about. One of those combinations is the world we live in now. The other of the combinations is **WarpWorld**. In the **WarpWorld** frame of reference, what we refer to as the supernatural is actually the supremely natural. The forces we refer to as the First Causes are intelligent entities whose internal order and structure coalesced out of spacetime shortly after matter did. They are *not* gods, but from the scale of mere mortals, there is little difference. They are for all practical purposes as indestructible as matter, but some mortals are determined to see if they can be converted to energy. *But that's another story entirely.*

Another facet of the **WarpWorld** reality is that thought has energy, and creates entropy. If you know how, you *can* hurt someone by thinking bad thoughts at them, or heal them by drawing that entropy away and putting it somewhere else. *This is magic.* Related to this is that the more energy of any kind that you put into making a material object, the weaker it becomes. The entropy you add to it in terms of heat and work and thought makes it less and less strong. The closer an item is to its natural form, the stronger it is. There are certain minimum limits. A sword will always be stronger than a piece of wood. But, a piece of steel weighs perhaps ten times as much as a piece of dense wood, but in **WarpWorld** is nowhere near ten times as strong.

In game terms, the closer an item is to its natural state, the stronger it is. A piece of hardened leather is, kilogram for kilogram, a better armor than forged steel. A knife hammered from a piece of meteoric iron is far stronger than one hammered from iron smelted from ore. Even chemical compounds suffer a sort of debasement from too much processing. A fresh medicinal herb may be more efficacious than a prepared pharmaceutical with the same active ingredient. Primitive black powder may explode with more force than dynamite.

As a result, the world has regressed. Maybe not back to the time of Atlantis, when magic was the most powerful force, and technology was primitive. Not because of ignorance, but because the products of technology were measurably inferior and not worth the effort or the time spent studying their principles. Instead, people in the years that follow the Warp of 2010CE remembering and rebuild the technology of their grandfathers, creating a world of magic *and* steam engines, flying mages *and* wooden biplanes.

A Warp is not a perfect transition from one state to another. There are minute imbalances of energy that result from the process, so small as to be undetectable on a local scale, but on the scale of a planet, the force imbalance can be severe. Side effects include earthquakes, tsunamis, volcanic eruptions, violent weather, premature flipping of a planet's magnetic field and so on. In the first week after the Warp, there will be tens, maybe hundreds of millions of casualties from natural disasters, plus the destruction of countless irreplaceable bits of infrastructure. Rail and shipyards, factories, bridges and tunnels, things that took massive amounts of labor and capital and technology to create, destroyed. And in a world with shortages of labor and capital and technology, it will be centuries before they are rebuilt, if ever.

One interesting side effect is that half the Warp allows the development of the technology we have come to depend on, and the other half keeps that technology from working at all. *The reason we have never been visited by advanced alien civilizations?* They have all been knocked back to the ground for thousands of years every time a Warp happens, and lose virtually all their high-tech knowledge in the interim millennia as they struggle to understand the new reality of magic and gods...only to have that reality collapse around their ears or pseudo-pods or whatever when the Warp shifts back to the reality we are living in now.

▼ **Note** - For those of a scientific bent, the idea of non-constant constants is not as far-fetched as it might sound, and was first proposed by physicist Paul Dirac in 1937. In 1997, researchers investigating the light from a quasar 12 billion light years away found results that could be interpreted as meaning that the fine structure constant (which determines how light interacts with matter) had a different value at some point in its 12 billion year journey. Similarly, the ratio of isotopes produced in a reactor depends on this constant, and some researchers doing analysis of the 2 billion year old Oklo "natural reactor" (Gabon, Africa) think this constant may have been different at that time. *Is any of this definitive? No. Does it mean magic and gods are possible? Hardly. But it does mean you can leave certain preconceptions at the door and not feel too guilty about it. Read, and enjoy.*

The Warp did not acquire that name until many years after it happened, and it was probably a generation or more before the term became the most popular and edged out competing terms like "the End", "the Godbirth", "the Collapse" or just "that wierd sh*t". Right after it happened, the latter term was probably the most common. Also, since the Warp happened on October 10th, 2010CE, many places using that calendar just started calling the Warp the "ten-ten" event, just like people in the United States know what is meant by "nine-eleven".

As far as people can tell, the Warp happened everywhere on Earth at the exact same instant, which in fact it did. For all practical purposes, it happened simultaneously everywhere in the universe, though it may have just propagated at some terrifically superluminal speed from whatever spot in the universe first split open from the stress. Like many things that people speculate about, it is irrelevant to whether they lived or died in the aftermath, or to life on Earth in general.

▼ **HOW DID IT MANIFEST?** - In the instant the Warp rolled over this part of the universe, the nature of things changed. If it was night, there was a flash and a sparkle in the sky. No one who actually witnessed it remembered it, though. Their exact recollection of what happened was overwritten by mental imagery and emotions so powerful that they will have difficulty remembering any particular event that happened to a few minutes on either side of the Warp. There will be a sense of missing time that no one but Prophets will ever be able to recall, and even the Prophets will be unable to adequately communicate what they felt in that interval.

There was a slight tremor in the earth. Things were shifting, and would do so more violently in the days to come. Other indications of far-reaching effects at a quantum level were immediately obvious. Any electronics more sophisticated than vacuum tubes stopped working, and never started back up. Certain chemical reactions progressed more slowly or less energetically. Materials of an advanced technological nature instantly lost anywhere from fifty to ninety-five percent of their normal strength.

Cars stopped. The electronic ignition systems were now inert chunks of slightly impure silicon. Turbochargers spinning at tens of thousands of rpms spun apart like shrapnel. Hydraulic lines failed as people slammed on the brakes, and when the lines held the pressure, wheels snapped off their axles. Airliners fell from the sky like flaming bricks, exploding turbines ripping through weakened aluminum wings filled with jet fuel.

The power grid shut down, and with very few exceptions, never came back up. Even survivalists were out of luck, their semiconductor-based solar panels now just fancy and expensive parasols, their batteries full, but the circuits to turn that into household power now useless. Fancy LED flashlights wouldn't work, and the regular kind drained their batteries far faster than they should have.

Anyone and everyone who relied on advanced medical technology simply *died*. Life support systems shut down. Emergency generators didn't. Pacemakers failed. Worse, high pressure oxygen cylinders sometimes violently ruptured, and only the lack of electricity to generate sparks kept the damage from burning many facilities to the ground.

This was of small comfort to many, since many structures with advanced steel skeletons were no longer within the safety margin of the strength of their materials. Most modern buildings are highly overengineered for safety purposes, so very few buildings actually crumbled and collapsed. *At least not immediately.* Some of the tallest fell over from the winds and earthquakes and tsunamis that followed the Warp, weakened materials and non-functioning stabilizers combining in disaster. These behemoths took down dozens of others like a giant set of dominos. Some of the surviving buildings collapsed in the general earth tremors that swept the world over the next few days, some burned in the firestorms that swept many cities, and structures that survived all this were probably okay. Normal houses of timber and brick and plain old iron nails were mostly unscathed. But without electricity or water, they were little more than shelter from the elements. Natural gas and propane tanks usually survived, but were very close to their safety margins.

Guns still worked. *More or less.* The nitrocellulose powders burned less efficiently, which is the only reason they didn't rupture the weakened steel of their barrels. Bulletproof vests weren't, being even weaker than even the anemic bullets fired at them. A lot of people survived gunshots they shouldn't have, only to succumb later from minor penetrating wounds because there was no ambulance service, no phone to call them with, and no power at the hospitals even if you got there in time. At least antibiotics and other drugs kept some of their efficacy.

The people who came through the best? Those who by accident or design either lived close to the land or had the low-tech tools and techniques at their disposal. A farm with riding horses and beef cattle, an African subsistence farmer, an Amazon aborigine, a commune with its own organically farmed crops or livestock or poultry or a religious community that eschewed advanced technology.

The other people who came through the best? Those who had the will and the tools to take what they needed by force. Rather than working with renewable resources, they simply seized the non-renewable ones, using them to maintain power at grave cost to those who had neither the will nor the tools to fight back. This was more often than not the case in larger urban areas, where gangs, looting mobs and distressingly, even police and military units would steal, extort or commandeer any resource they felt they needed.

Only about 1% of the world's population died as an immediate result of the Warp, a mere seventy million casualties in the first three days. The other 99% got to take a number and wait in line. *And there were plenty of lines to serve them.* In the first year after the Warp, over nine out of ten people in the former United States will perish. This was a case where a disaster affected the less developed areas of the world to a much smaller extent. If you were already using a water buffalo as your prime mover, the Warp didn't affect your farming techniques at all. It would affect your ability to get herbicides, insecticides, weather reports and advanced gene-engineered seed stock, so total productivity would still be down in such areas, and they were affected proportionately worse by many post-Warp natural disasters, but on the whole the casualty rate was significantly less both in the short and medium term. In the long-term, it meant that there were more people to fight over the meaningless differences they had in the pre-Warp world, and also more people to worship the new gods. Fortunately for places like the United States, the less developed nations lack an ability in the post-Warp environment to project their military force further than their armies can walk. This will set up a situation in the *late* campaign analogous to the way the world's colonial powers acted in the 18th and 19th centuries, but this isn't the chapter to go into that.

▼ **Note** - For those reading this in the United States, look back at the debacle after Hurricane Katrina in 2005CE. Many people expected the government to save them, or provide aid, or restore services, and it never happened, at least not in any immediately useful timeframe. Now imagine a city like New Orleans where no one evacuated, and no aid ever came. *Ever.* Then duplicate this in every city and every town in the United States (or wherever you live). The only difference is that people after the Warp still have their houses (usually), so they can suffer in the privacy of their own homes.

▼ **THE TECHNICAL DETAILS** - In gameworld terms, modern technology is going to be affected in certain ways by the Warp. For better or worse (really, just worse), adventurers will have to come to understand how things work, or don't work. In terms of overall efficiency, the world has been knocked back to the edge of the mid-Industrial Era (circa 1910). *And it will never get any better than this.* The way it works in game play is this:

Electronics: Anything relying on semiconductor technology does not work. *Period.* The only possible exceptions are some natural crystals that have diode-like effects and can be used for what is known as "crystal radios". These can drive a tiny earphone using nothing more than the power of the radio signal they are receiving through a 10 meter wire antenna.

Among the things that will *not function at all* are computers, calculators, solar panels, electronic ignition systems, walkie-talkies, televisions, cell phones, CD/DVD players, flash drives, CB radios, microwave ovens, any kitchen appliance with a microprocessor in it, LED flashlights, any wristwatch with a battery in it, and probably thousands of other items with a chip-based failure point. Some of these can be rigged back into a semblance of working condition by bypassing the non-functional electronics, but others will be dead forever. In the world of 2010CE, you will be hard-pressed to find any electrical or electronic device that does *not* have one or more Warp-sensitive failure points. Even things like battery-operated power tools will have electronic motor controls that will have to be bypassed in order to make them functional again (with two speeds, "on" and "off").

What will still work are vacuum tubes, plain old light bulbs, conventional generators (but probably not ones powered by gas engines), electric motors and batteries. All of these will work at no better than Industrial Era levels of efficiency, regardless of how advanced they were before (remember that the magnetic permeability of free space is one of those universal constants that got tweaked). There will be plenty of batteries around, at least at first. Batteries for flashlights will run out first, but there will still be millions and millions of charged car batteries in non-working cars. These can be used to run small light bulbs, or connected to run larger devices or recharge smaller batteries. Recharging the car batteries will be a problem for most people, though. Some will manage to yank automobile alternators and rig up pedal- or wind-powered generators, but these are likely to be terribly inefficient, meaning that even this source of useful electric power is going to be saved for critical uses.

With Industrial Era vacuum tube technology still viable, this means that radio, television, radar and even woefully primitive computers are possible. However, it will be generations before the infrastructure to build items like this is available, and it remains to be seen if there is a need for these items, and whether the tech knowledge will survive long enough to be there when the manufacturing base is finally built. That is, by 2010CE the number of people who can still design and build vacuum tube electronics will be vanishingly small, and saving the books on the subject won't be high on anyone's list. It can and certainly *will* be done, it just won't be on anyone's "must do" list for a while. If magic can end up doing it better, faster or cheaper, the pre-Warp technological solutions may just collect dust.

There will be exceptions to the immediate demise of electricity and electronics. The retired ham radio operator might dust off an old vacuum tube transceiver he had stashed in the garage. Vacuum tube televisions might be found in museums, or still be in operation in some parts of the world. A community might have a small hydroelectric dam from the 1930's that is still operational or repairable. Early adventures might revolve around protecting a community's generator from outside interference, or negotiating a power-sharing agreement with a neighboring community in exchange for something. But in any case, there will never be enough electric power to go around, and as time passes, the reliability of transmitting electric power long distances will decrease to where most of it will be used within a kilometer or two of the source, or very close to some specifically maintained substation.

At least for the first year or two, it is safe to assume that ninety-nine percent of the survivors will do so without centralized electric power, any such sources will be hotly contested properties, and the minority of people who do have some conventional electric power will probably be concentrated in an average of maybe one or two small towns per state in the former United States. There will certainly be more *potential* sources, but they will have either been damaged by Warp-related weather or earthquake phenomenon, destroyed by hostile forces, or lack the technically trained people to get or keep them operational. Small diesel generators will be able to supply individual homes, and where they exist they will also be hotly contested properties.

Mechanics: Again, mechanical devices like internal combustion engines will operate at an Industrial Era level of efficiency. This may require retuning the engine, and engines which rely on electronic ignition, variable cams, electronic fuel injection systems and such will require major work simply in order to make them operational again. Also, since the structural properties of the engine materials may be different, extra care is required. An engine might be able to produce a Late Atomic Era level of power, but will tear itself apart in the process. Engines and powerplants can only run safely at an Industrial Era level of output. This might be only a few thousand rpm, which not only affects the output, but the torque curve as well.

At the time of the Warp (2010CE), virtually all new vehicle power plants in the United States and Europe will have electronic fuel-injected engines, and many will be hybrid gas-electric or diesel electric power plants. Most of these are going to be so technically complex as to be virtually worthless as post-Warp rebuilds, and will be useful mainly for their degraded but still useful batteries.

Most cars since the mid-1980's have electronic fuel injection, though many motorcycles through the 2010CE model year will still have carburetors, making rebuilds a bit simpler, though the electronic ignition systems still have to be ripped out and replaced with something mechanical.

Internal combustion engines that are likely to still work in the immediate post-Warp environment include older industrial gasoline and mechanically fuel-injected diesel engines (mostly on older tractors and older construction equipment), carbureted passenger vehicles without electronic ignition systems (probably models from 1980CE and before), and small engines that date to before 1985CE. Even mopeds, lawnmowers, generators, chainsaws and weedwhackers anywhere from about 1990CE and forward may have a small electronic ignition module with two small semiconductor components in them, neither of which is going to work properly. This 1 Credit module is *not* replaceable with off-the-shelf hardware, and will turn a lot of otherwise extremely useful power tools into greasy doorstops. Someone with small engine repair skills and some machine tools can retrofit the engines with a mechanical ignition system, but it is not a trivial task. Some small and generally inexpensive gas engines like those in cheap lawnmowers or generators may still work, their ignitions relying entirely on a magnet and ignition coil.

In general, pre-Warp engines can be operated safely at Industrial Era levels (-6 to the Strength of an Atomic Era engine and -8 for a Late Atomic Era engine), or can risk catastrophic failure by using output closer to their designed levels. The power plant risks failure on a roll of less than 3 on $3d+0$. This target number is increased by 1 for each +1 of power plant Strength desired, and by 1 for each 2 Time levels you cross. You roll each time you cross the extra Time levels. The maximum power bonus is the normal output for the power plant at its designed tech era.

EXAMPLE: An Atomic Era gasoline engine might have a Strength of $9d+0$, and a safe Industrial Era output of $7d+0$. If the owner of the vehicle steps on the gas and redlines it, they would roll $3d+0$ and try to get a 9 or better (base of 3, +6 for the increased output). After 2 seconds (a Time level of 2), the roll would be a 10 or better. If they only pushed the output to $8d+0$ and did it for a minute, they would have to roll for the initial output, and at intervals of 2, 4, 8, 16, 30 and 60 seconds, rolls of 6, 7, 8, 9, 10, 11 and 12 required to avoid something going "chunk!"

A power plant that fails for this reason takes $1d+0$ Hits and is immediately considered non-functional until repaired. You broke something, and it will require some disassembly and spare parts to fix the damage.

An Industrial Era level of mechanical power means that airplanes are barely possible, as are zeppelins and blimps. There will be little production of either, but experimenters will certainly try both, and sometimes even survive the attempts. Steam trains and steamships are quite practical, and steam engines can be used for mechanical power, steam tractors or turning electric generators. One of the more useful small industries that will develop in the first post-Warp decade will be the production of several kilowatt steam engines. These can turn small generators, pump water, run machinery and if geared properly, even power small vehicles (steamcycles) or agricultural equipment (mini-tractors) suitable for backyard vegetable gardens. Over time, the tooling and techniques and understanding of material properties will allow builders to safely scale up the size of the new engines they make. But early on, simply making these small engines will be a major undertaking for communities that are barely getting by. Also remember that all the advanced tooling for making these engines will be wearing out at a vastly accelerated rate, and have to be replaced with less capable items, further delaying any industrial revitalization.

As with electronics, it will take a major effort to generate the production of large steam (or other) engines suitable for the post-Warp world. There will be operational steam engines here and there that enterprising individuals will hook to generators, and steam locomotives from rail museums will be some of the most valuable possessions in the first decades after the Warp, and the engineers qualified to run them a rare commodity indeed. These locomotives can run on the established infrastructure, be fueled by wood, coal or oil, and can move commodities (or armies) from one location to another more efficiently than any other means mechanical or magical. In addition, many small direct drive diesel shunting locomotives, and large diesel-hydraulic and diesel-electric locomotives can be made to work post-Warp with little modification, though they may fail if overstressed and the engines will require diesel fuel instead of anything convenient and flammable. As a result of these prime movers still being useful, rail infrastructure is one of the first things a conqueror will seek to control, or failing that, to destroy and deny to others.

As the post-Warp situation stabilizes, those communities with a working rail line will offer any incentive they can to have a train stop at their town or city. This is not a foregone conclusion. Earthquakes, floods and weakened structural materials will take out many rail bridges, and will require a major effort to rebuild, especially a world that will be short in both skilled people and heavy equipment.

It is if nothing else, a rail line is connection to a larger society and a link to the way things used to be. It can also be a literal lifeline, bringing in a commodity that a town cannot survive without, or allowing export of goods that the town then uses to pay for what is imported. There will be actual "rail barons", using control of scarce locomotives to drive hard bargains, becoming fabulously wealthy, powerful and often despised in the process. They will have their own armies, bribe or extort local officials, withhold shipments to communities that do not cooperate, make unwholesome deals with dark forces to gain unmolested routes through unfriendly territory and generally make things interesting for adventurers.

The beginning of the rail barons will happen sometime in the first year after the Warp, but the struggles and problems of the first few years will keep them from any rapid rise in power and influence. It will only be near the end of the first post-Warp decade that they become a force to be reckoned with, and at least another decade after that before they are a firmly ensconced part of the political and economic landscape. At this point they will have enough money and resources to actually start making new locomotives and rail stock to replace the attrition in equipment that the various post-Warp conflicts have caused.

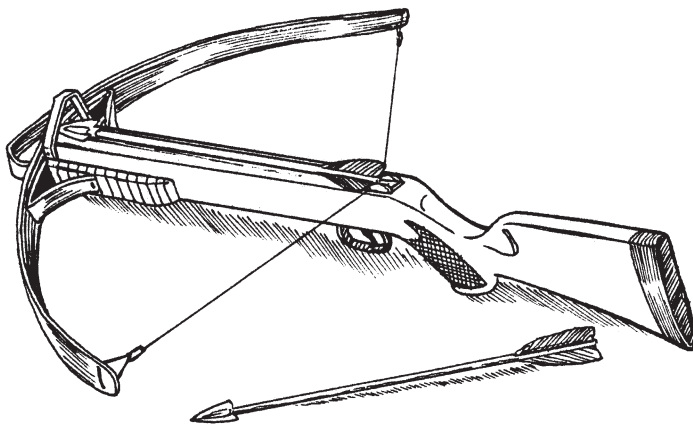
The same ideas apply somewhat to shipping by sea, but the large number of tidal waves that swept the globe and the lack of cranes to unload and load heavy cargoes will limit the usefulness of the remaining supply of small diesel-powered freighters, and commercial sailing ships will be decades away.

Nuclear: While obviously some things have changed significantly at the atomic level, others have only suffered minor alteration. Nuclear reactions are one thing that still happens *about* the same as before. The sun still shines, for instance. There are still plenty of atomic weapons and nuclear power plants in 2010CE. Atomic weapons are largely useless. Not only are the delivery systems non-functional, the arming electronics do not work and the triggering explosives no longer have the characteristics that would be required to trigger a nuclear explosion. It may also be the case that fission warheads have been affected *just* enough by the Warp that even a rebuilt and repurposed nuclear device might not go off. At best, a nuke is now just a "dirty bomb". Still a *significant* threat, but not an instantly incinerative one.

Atomic power plants are largely in the same boat. Without power, they will automatically go into a shutdown mode, which they cannot be brought out of without significant electricity to power the systems, and those systems use semiconductor components that do not work, preventing anything but manual operation of the fuel rods. Reactor cores will still be a significant source of heat, but using them to power turbines to produce electricity is not going to be happening. Between the earthquakes and weakened structural materials, nuclear power plants are the last place survivors of the Warp want to be around. Nuclear plants may leak radioactive waste into the surrounding environment, and might be dangerous places to live around for centuries.

Structural/Chemical: The nature of how stuff holds itself together and how elements react and respond to one another cannot be too different than it is now, or the world as we know it would break into itty-bitty pieces. However, things do appear to be fundamentally different for worked materials than for natural ones. The more work that goes into making something, the less strong it is, as though all the entropy of its creation was retained. By effort, we do not mean spending hundreds of hours on a painting or a sculpture. Rather, we mean the manufacturing steps required to turn a combination of elements and molecules into a homogenous substance. Kevlar takes a lot more effort than cotton, and ends up being less strong as a result. Iron takes more work to make than bronze. Aluminum is technically simple to produce, but requires vast amounts of electricity, so while it is still light, aluminum and its alloys are not nearly as strong as they were before the Warp.

The effect appears to be strongly but not inextricably linked to intent. Something worked by a person *will* be weaker than something of identical composition that formed naturally. Yet the steel formed by a robotic forge will have the same reduced strength as the same alloy mixed by a human metallurgist. While the whole thing is baffling and frustrating at first, people will gradually realize that the major factors in whether an item has reduced mechanical strength is whether it is a metal or a synthetic (non-naturally occurring) material, and within that, how much energy was required to make it, and after that, how much intent and effort went into making it. A natural mineral that requires great heat and pressure to form is the same strength as it was before, but an industrial ceramic, plastic or metal alloy is far weaker than before.



▼ **Note** - In the decades and centuries after the Warp, those who dig into the details of such things wonder exactly why pre-Warp materials are so much weaker, when all the energy and entropy in their creation took place in pre-Warp conditions. Some think that it is a great spell wrought by the Causes upon their return, once they realized that humanity had transcended the need for gods and was doing quite well with science. Others dispute this, claiming the Causes were so badly disrupted by the Warp that such a spell would have been impossible. Some think that like hidden genetic traits that resurfaced after the Warp, the factors weakening certain materials were there all along, but other factors in the pre-Warp scheme of things simply canceled them out. Like many aspects of the Warp, the answer is ultimately unknowable due to the limitations the Warp places on the ability to scientifically investigate things at the sub-atomic level.

In game terms, structural and armor materials are limited to Industrial Era levels. Existing high-tech materials will have their Armor reduced as follows, but most things still capable of providing any protection or strength at all will retain at least an Armor rating of 0d+1.

Tech Era	Armor								
	+1	+2	+3	+4	+5	+6	+7	+8	+9
Late Atomic	-1	-2	-3	-4	-4	-5	-6	-7	-8
Atomic	-1	-1	-2	-3	-3	-4	-5	-5	-6
Early Atomic	-0	-1	-1	-2	-2	-3	-3	-4	-4
Late Industrial	-0	-0	-1	-1	-1	-1	-2	-2	-2
Industrial	-0	-0	-0	-0	-0	-0	-0	-0	-0

For armor of 3d+0 or more (+9 effect) you just apply the penalty for the +9 column. For armors of 2d+2 or less (+8 effect or less), you just apply the penalty for the appropriate column.

EXAMPLE: An Atomic Era bulletproof vest with a rating of 2d+2 (or +8) would become a 1d+0 armor (apply a -5), while a 5d+0 (or +15) assault armor would be reduced to 3d+0 (apply a -6). An Atomic Era gun with an Armor rating of 1d+2 (or +5) would drop to 0d+2 (apply a -3), and an Late Atomic Era item with an Armor of 1d+0 (or +3) would drop to 0d+1 if its nature was such that it still had some strength to it.

▼ **Note** - As a matter of possible game value, the average pre-Warp padlock or deadbolt has an Armor of about 2d+1 or 2d+2, and can take 2 or 3 Hit before being broken open. In post-Warp terms, they would have the same number of Hits and an Armor of 1d+2 or 2d+0. And remember that they would take no effect from the non-lethal parts of any damage done. So, busting locks is going to require rifles or heavy melee tools.

If an item is used to contain or constrain something under pressure or stress, there is a very good chance it will fail if its Armor is reduced to 0d+1. Pressurized aluminum cans or plastic soda bottles, for instance. Some pressurized gases are stored in aluminum or fiber-wound resin containers, and these will likely fail, while older steel pressure tanks may be weakened but still remain intact. The closer an item is to its designed stress tolerances, the more likely it is to fail under any sort of increased stress. So, if the engine worked on a modern car, the high tech materials and lightweight construction would still make it dangerously fragile. Similarly, things like modern aircraft frames are designed out of strong and lightweight high tech materials that are often under a lot of stress. In the very immediate post-Warp environment, wingless planes plummeted from the sky like screaming rocks. This problem of structural strength also applies on the small scale. Nylon parachutes and aluminum-framed hang gliders also became dangerously useless. In time, simpler engines and less affected materials will allow a return to powered flight, but with the exception of WWI air combat re-enactor groups, there will be no airplanes in the post-Warp skies for many years.

In general, the following types of items will be affected like this (assuming their initial Armor is about average for that item).

Item	Armor effect
Muzzle-loading firearms	+0
Firearms with stressed aluminum or steel components:	-3
Firearms with stressed composite or plastic or titanium components	-4
Steel automobile body panels	-2
Plastic automobile body panels	-3
Conventional glass	+0
Safety glass	-1
Bulletproof glass (of 3d+0 or more)	-6
Structural aluminum	-4
Most armored vehicles	-6

EXAMPLE: A normal hunting rifle might take a -3 to its Armor, while a new pistol with a composite frame might take a -4 to its Armor, and an antique from the Spanish-American War (Industrial Era) would be unaffected in terms of its Armor rating.

▼ **Note** - People who can manage to get a pre-Warp armored vehicle working will have a powerful resource for as long as it lasts. Even a vehicle with an adjusted Armor of 2d+2 will be invulnerable to Warp-degraded assault rifles, and an armored vehicle that mounts a .50 cal machinegun can still lay down a deadly barrage of fire for as long as the weapon lasts under the stress.

WarpWorld^{v1.0}

Chemical reactions usually operate normally, but may do so at reduced efficiency. Fuels burn at Industrial Era levels of power, which is still normal. Gasoline is just a fractionated component of crude oil, but hydrazine rocket fuel is a lot more complex and will lose some of its punch. Batteries work less well, with Industrial Era levels of output. Modern gunpowders burn less well than normal. Most modern ammunition and firearms work, but at a penalty to their normal damage of about -2d. The exact penalty is below. Most ammunition will be counted as Atomic Era, though experimental or newly developed military rounds may be counted as Late Atomic Era. Anything older than Atomic Era is unlikely to found outside of collections and occasional surplus batches that show up from various East European countries that are getting rid of 60-year old stockpiles from the Cold War (count as Early Atomic Era).

Tech Era	Damage								
	+1	+2	+3	+4	+5	+6	+7	+8	+9
Late Atomic	-1	-2	-3	-4	-4	-5	-6	-7	-8
Atomic	-1	-1	-2	-3	-3	-4	-5	-5	-6
Early Atomic	-0	-1	-1	-2	-2	-3	-3	-4	-4
Late Industrial	-0	-0	-1	-1	-1	-1	-2	-2	-2
Industrial	-0	-0	-0	-0	-0	-0	-0	-0	-0

For damage of 3d+0 or more (+9 effect) you just apply the penalty for the +9 column. For damage of 2d+2 or less (+8 effect or less), you just apply the penalty for the appropriate column.

EXAMPLE: A box of Atomic Era ammunition for a pistol with a damage of 2d+1 (+7 damage) would take a -5 penalty and leave the weapon with only 0d+2 damage. This would be typical of a 9mm pistol. A .44 magnum that might normally do 3d+0 (+9 damage) will now only do 1d+0 (-6 penalty), and a 4d+1 assault rifle would drop to 2d+1 damage. On the other hand, if you had an old 4d+0 Chinese SKS rifle (Early Atomic Era) and some Cold War ammo for it, it would still fire at 2d+2 damage (-4 penalty).

▼ **Note** - You probably noticed that weapons and armor are affected exactly equally. One thing this allows is a lot more gunplay in the early campaign with a lot less lethality. Rifle hits are still things that are greatly to be avoided, but there is a pretty big difference between taking a 4d+1 hit when you have little or no armor and taking a 2d+1 hit, especially if you have some armor to protect you.

Firearms that would have an adjusted damage of $0d+0$ or less do not have sufficient power to get a bullet out of their barrel. This is likely to surprise a lot of people for better or worse immediately after the Warp. A $2d+1$ pistol bullet that would normally kill a person will now just leave a nasty bruise (but a rifle can still put some serious hurt on you). Bullets doing $0d+1$ leave nasty bruises, but generally don't break the skin. Bullets doing $0d+2$ will have very shallow penetrations, or may be stopped by heavy clothing and leave nasty bruises. Bullets reduced by Warp effects to $0d+1$ or $0d+2$ will not count as armor-piercing vs. primitive materials, so a leather jacket will actually be effective protection. But, that jacket will be useless against bullets at $1d+0$ or more. Bullets doing $0d+1$ or $0d+2$ generally will *not* cause perforating wounds of the torso that would often be fatal in an environment without proper medical care. These wounds can still get infected, and hits to the skull can still cause depressed skull fractures and concussions. Remember that in the end, the post-Warp damage is dependent on the *ammunition*. A new gun will work better with old ammunition than it does with new ammunition. Of course, that old ammunition might blow the gun up...

If a modern firearm is reduced to an Armor of $0d+1$, it will explode if it fires ammunition with a damage of *more than* $1d+0$. Otherwise, assume a firearm will explode if it fires ammunition with a damage *higher than* three times its Armor. This will ruin the weapon *and* do its damage to the firer in two hits of half the damage it would normally have done (round damage down, but at least $0d+1$). Remember that you count each $1d+0$ of damage or Armor as $+3$ for this sort of calculation (so a weapon with a damage of $2d+2$ and Armor of $1d+0$ would be counted as $+8$ damage and $+3$ Armor, which would be safe).

EXAMPLE: A firearm with a Warp-adjusted Armor of $1d+0$ will explode if it fires ammunition with a damage of *more than* $3d+0$. A $3d+1$ bullet fired through this weapon would do a pair of $1d+2$ hits to the person firing it. So, that guy with the assault rifle might be more unpleasantly surprised than the person they are shooting at!

Weapons fired at the limit of reliability (damage exactly equal to three times their Armor) will count as Very Unreliable. If the skill roll when fired is 11 or less, it will suffer a permanent malfunction. Something *breaks*, doing 1 Hit to the weapon. Weapons fired at up to 1d less than the limit are considered Unreliable and suffer the same effects on a skill roll of 7 or less when used. Weapons less than this, or built with Industrial Era materials *and* which use black powder are considered to be Unreliable, but simply malfunction on a failed roll due to powder fouling, and even this can be minimized if the owner cleans it every 25 shots or so. Most muzzle-loading firearms built for hunting or recreational shooting will operate at no penalty to their damage, Armor or reliability. This is a case where Civil War and frontier re-enactors will have both the tools and the skills to take care of themselves. They have weapons that work with no alteration or precautions, *and* know how to take care of them.

▼ **Note** - The particular interactions of tech era, damage and armor effects are something that adventurers will have to find out on their own. If they acquire some firearms and ammunition, the players might be able to figure out the exact results, but the adventurers just have rumors about guns blowing up or not working as well as normal, with equally dodgy info on what works and what doesn't, and techniques of dubious effectiveness to guarantee safety. While all useful firearms are going to command exorbitant rates if they are on the market at all, particular models may become even more difficult to get because they have proven reliable and useful. Old, steel-framed, long-barrel revolvers would be an example. They will probably retain a useful damage of $1d+0$ or maybe even $1d+1$, and retain an Armor of at least $1d+0$, making them safe for virtually any ammunition available for them. Some hunting rifles are likewise valued. On the other hand, certain firearms may be available at suspiciously low prices (relatively speaking). Ultra-light titanium-scandium revolvers and plastic-framed semi-autos both fall into that category, the former because they fire ammunition powerful enough to bust them open and mess up your hand pretty bad, and the latter because the ammunition only does $0d+1$ or $0d+2$, high-power ammo blows up the weapon, and the plastic frames are brittle enough that dropping the weapon on the ground is enough to shatter the plastic. Somewhere in between are aluminum-framed pistols and rifles and ones with significant steel stampings. The gamemaster who is a weapons aficionado can go into detail, while everyone else can just go with the tech era values and assume average results. The gear list has both pre- and post-Warp stats for pre-Warp weapons, along with notes as to their post-Warp reliability and safety.

Medicines and other chemical or material compounds whose effects are an abstract will be of reduced effect depending on how much complexity went into their manufacturing. Aspirin and opium and penicillin might be unaffected, but amphetamines and interferon and designer drugs might be. If you have a modern drug or substance that has an effect on die rolls, a reduction in that effect of 1 to 3 points is in order, depending on the item in question.

EXAMPLE: An adventurer on sentry duty pops some stimulant tabs to help stay awake. If these would normally provide a -3 to the difficulty of staying awake late at night, they might now only be worth a -2 or -1, or worse, be completely useless! On the other hand, if the adventurer were chewing coca leaves to stay alert, the effect would be normal.

▼ **YOUR NUMBER IS UP!** - The first days, weeks and months after the Warp will be the ones the survivors remember the most, and which they will wish to talk about least to their children and grandchildren. Since your adventurers will be surviving through this troubled time (you hope!), this section is worth paying some attention to. Remember that half the world's population lives in urban areas, and much of that is in highly urban areas. In highly developed areas like the United States, the urban population percentage is closer to *eighty* percent. The initial natural disasters may only kill 1% of the world's population, but these casualties will be taken disproportionately from hyper-urban coastal areas.

EXAMPLE: By themselves, the top ten urban areas of the United States account for about a quarter of the entire population of the country. Five of these areas are on ocean coasts, making over ten percent of the United States population vulnerable to major earthquake or tsunami activity from these areas alone!

So, most of the problems we are going to go into are going to be the urban ones, since that's where most of the casualties will be. Rural areas and smaller towns and cities will suffer the following problems too, just to a lesser extent. Most of the population of the developed world is completely ignorant of where their food, power and fuel comes from, let alone how it is produced or processed. To the vast majority of people, fuel comes from pumps, electricity from sockets, eggs and meat from white foam trays at the market, and milk from cartons, and they will be pretty much clueless when this stops being the case. The crash course in survival that is the Warp has two grades: live and die, and most people will fail the class.

Starvation: There simply will not be enough food to go around, both in the immediate sense, maybe even forever. If people didn't starve immediately, they would starve later. Urban areas often rely on massive amounts of transport to get foodstuffs to the grocery stores every day. A city could go from fully stocked shelves to absolutely nothing in about a week. Look at the news stories about store shelves being emptied before hurricanes or blizzards, and this is for situations where the event is known about ahead of time! Consider that the average family's pantry holds only a week's worth of food, maybe a little more if you eat *everything*. Then subtract what spoils in a few days because of no refrigeration, what is ruined by looting, what is lost in fire and earthquake, and what is hoarded by would-be urban warlords to feed their own people. Things will get tight, really quick. Some people will flee the city for rural areas, because they figure that's where farms are and food comes from. Fleeing on foot, overburdened with "priceless" possessions, with no idea where they are going except "out of town", countless numbers will starve to death or die of exposure in their own voluntary death march.

Others will slowly and quietly starve in their own homes over the next several days to weeks, some because they are too stubborn to leave, others because they are sure the government will come to their aid, and others because they are too infirm to manage a walk of what might be a hundred kilometers through choked streets and possibly hostile territory. Not a few will die of thirst, or from drinking diseased or chemically tainted water.

Some areas will fare far better than others because of a local belief system that encourages preparation for this sort of thing. There may be significant Mormon communities that have enough home-canned food to last for months. Combined with a very high level of gun ownership, the threat of early starvation in these areas will be very low.

Some will not starve to death, but will die of hunger nonetheless. *Someone else's hunger*. First, domestic animals like cats and dogs will be eaten. Zoo animals will be butchered. But eventually, cannibalism will happen. There are plenty of upright people who will starve rather than eat human flesh. There are others who will choose to live at any cost. It happened numerous times in human history before the Warp, even multiple times in the 20th century. To think that it wouldn't happen after the Warp is wishful thinking.

In the long term, the old ways of growing crops and managing livestock are gone. Factory farms with massive machinery, genetically engineered crops, pesticides, herbicides and massive quantities of fertilizer require an infrastructure that is no longer there. Any sort of meat-processing facility is going to be unapproachable within days and remain that way for months. Even if nothing else happened to people, the world is never going to be able to generate food at more than a late 19th century level of production, and this level of production would not support the nearly seven billion people the world had at the time of the Warp.

Disease: Following very quickly on the heels of starvation and sudden return to primitive conditions is disease, especially the kinds of gastrointestinal problems you get with tainted food or water. Typhus, cholera, salmonella, giardia and e.coli strains will all be culprits. Easily treatable in first world countries when modern medical care is available and such cases are a small minority of people needing medical attention. But turn off the power to the hospitals, throw in no new deliveries of medicine, turn off the food supply and force all those who need treatment to stagger or be carried to the hospital, and a lot of them just won't make it. Especially if they have already been weakened by hunger.

On an individual basis, other diseases can be scary, but not mass killers. Drug-resistant tuberculosis now has a world in which the super-drugs used to combat it no longer work. If you get tetanus, there are no tetanus shots. Without magic, a bite from a rabid dog is a slow, painful death sentence. If there is magical healing around, people will be willing to give anything and everything they have of value (including their souls) to hang onto their lives.

On the bright side, in the northern hemisphere, some aspects of starvation and disease will be reduced by the cold temperatures of oncoming winter. The further north you go, the more likely there will be snow or ice to slow the decay of perishable goods (and other things that have perished). On the dark side, those who have vehicles may find the roads snow-covered, movement outside will be slower, scavenging will be harder, and people will need to burn more calories to keep their bodies warm.

Accident: Most people are woefully ignorant of the perils they would face after the Warp. There are those who think that someone (usually the government) will save them if they get in trouble...and find themselves fatally mistaken. There are those who fail to understand the implications of weakened high-tech goods and perish as a result, even with the best intentions. Like climbing down a rope to rescue someone trapped in a sub-basement, only to have the rope snap and send them to an appointment with a cracked skull or compound fractures. Those in winter climates who asphyxiate themselves in a sealed room with a kerosene heater or barbecue grill. And those who are gifted with power, giddy with their newfound ability, doing something they shouldn't, and winding up dead as a result.

Environment: The world works much the way it always has, but even very subtle shifts in the way things work on something as large as the Earth will generate *huge* energy imbalances that will even themselves out in the form of violent weather, earthquakes, auroras and so on. The biggest earthquakes (and volcanic eruptions!) will happen in the first few days as any stressed faultlines give way. For instance, Naples will be completely wiped out by a catastrophic eruption of Mt. Vesuvius, Tacoma and Seattle are badly damaged by the explosion of Mt. Ranier, and several other major cities worldwide will be devastated over the next days to weeks as nearby volcanoes come to life. Dust thrown into the air will dim the sun for months, mostly in the Northern Hemisphere. Moscow will have the coldest winter ever recorded. Every city on the eastern coast of the United States will suffer severe tsunami damage when five hundred billion tons of La Palma Island slumps into the Atlantic Ocean. A repeat of the 2004CE Indian Ocean tsunami will cause serious casualties as far away as Africa, and the newly installed warning systems will not be functioning because of the Warp. Many millions will perish in this worldwide rash of tsunamis, floods, and quakes that topple Warp-weakened structures. Over the next week or so, there will be unusually violent storms, which will produce flooding and lightning-sparked fires, as well as wind or hail damage. This series of natural disasters will be the worst in recorded history, and yet will kill no more than one percent of the world's population. But, the environmental problem we are mainly referring to is winter and summer. Winter cold combined with a lack of food will kill many, some immediately in the Northern Hemisphere as blizzards and chill sock in the higher latitudes. A world expecting a severe bout of global warming is about to find the exact opposite happen.

Summer (or the southern hemisphere right after the Warp) will have the opposite problem. Without water pumping stations, many urban areas will become deserts. Without air conditioning, buildings will become ovens of glass and brick and steel. If there is anarchy or tyranny, the choice will be between cooking to death inside a secure building, or taking your chances on the hostile streets. Having seasonally appropriate shelter will be as important to survival in many areas as food and water. A combination of increasing population and poor rainfall will mean many urban areas in Australia will be dependent on water pumped in from distant sources or desalination plants by 2010CE, and neither will be working after the Warp. There won't be enough water for everyone to drink, and crops requiring irrigation may shrivel in the fields.

There is almost no place on Earth that will remain untouched by some sort of Warp-related environmental problem. At the very least, agricultural productivity will be decreased by unusually severe weather events, like hailstorms damaging crops in otherwise untouched fields.

As a matter of local color, increased solar activity will cause spectacular auroras in the first few days, and the shimmering lights in the sky will be visible all the way down to the sub-tropics for up to a few months. This increased solar activity will further degrade what radio communication is out there. It will also cause dangerous voltage spikes in long-distance electric lines, making them difficult to work on until things settle down a bit.

Violence: Resources will be short, and at least for the earliest days after the Warp, there will be a lot of short-tempered people competing for them. *Willing to kill for them, even.* Maybe out of greed, or fear or genuine need to feed or protect their family or friends at the expense of strangers. Those who have the will to do violence and the numbers to overcome foes will roll over those who lack the first, or lack sufficient firepower to overcome the second. If you have something that someone else needs, or simply wants, you have to be willing and able to protect it, or be able to hide it where it cannot be found.

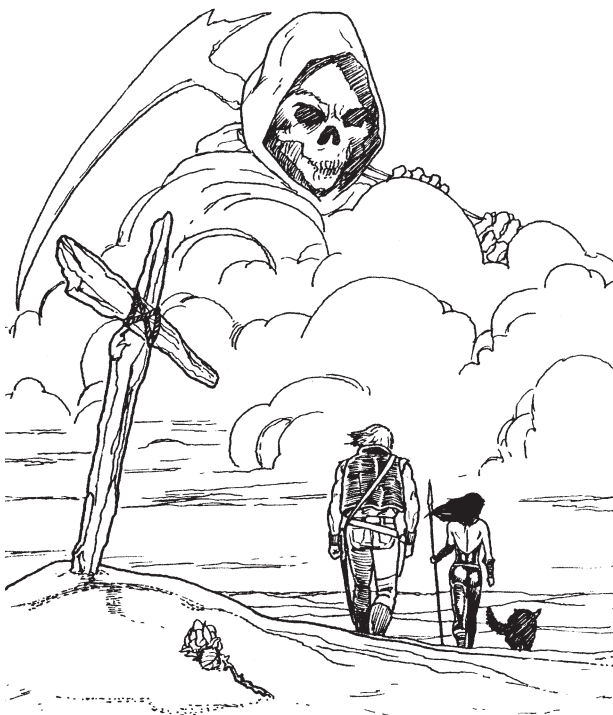


▼ **RURAL NOTES** - As we said earlier, the greatest proportion of immediate and near-term Warp-related deaths will occur in the cities, for several reasons. First, that is where 80% of the population lives in the most developed countries. Second, most of that population lacks the means to get to an area with food, and lacks the skills to hunt down anything smarter than a pizza. The *actual* die-off in the cities will be around 90% in the biggest cities. Of the remaining 10%, 9.9% will make it out of the cities alive, only to end up in a rural environment that they are similarly unprepared for. Some will have families in rural areas or small towns and actually survive long enough to get there, or will have professional skills that are welcomed, or who can find work as grunt labor to make up for the lack of machinery in the food producing sectors.

Of the genuinely rural population, they will generally survive in much greater percentages. But even rural areas have towns or small cities, and most of the big city problems will happen on a smaller scale there. At first, your rural individuals and families will be far better off. Even without any electricity, many people will be able to access shallow wells, or be able to find fairly fresh water that only requires a little bleach or iodine or boiling at worst. More people will have small generators or some means of generating small amounts of electricity, but this will *still* be far less than one in a hundred households. Supermarkets will have a larger supply of food per person, and hunting and livestock and crops either in the fields or in storage can keep starvation at bay for far longer, and if defended and properly managed, keep it at bay indefinitely. Also, in many rural areas, hunting for sport is a way of life. With separate hunting seasons for rifle, bow and muzzle loading weapons, it is not uncommon for a rural US household to have all three weapon types *and* someone who knows how to use them.

The problem is that rural households and farmsteads are individual, widely scattered affairs that can be overrun by sufficient numbers. Without radio, there is no calling for help, and the first sign you may have that a neighbor is under attack is a plume of smoke from a burning house or barn. Gangs from the cities, bands of starving refugees, rogue or well-meaning military types may all try to seize rural foodstocks or production, and if resisted, may end up destroying them in the attempt. A .50 caliber machinegun may be far less effective post-Warp, but it still packs the punch of a pre-Warp assault rifle.

Lest you think that all rural types are all victims, oppressed by the evil urban masses, forced to share their home-canned food with wretched suburban refugees, there will also be plenty of cases where by force or intimidation, refugees are turned into slaves, doing farm or fieldwork once done by machinery, paid only in sufficient food to keep them alive and working. Some places will become like 19th century plantations. And there is also the combination of the two, where farms willingly take on slave labor from the cities and provide food to urban warlords in exchange for "protection", either from the warlord, or from external threats that the warlord has the military resources to defend them against. How this runs and who is in charge of whom depends a lot on each local situation. A small city where there was a nearby army base where an attempt was made to keep order and civilization going will be far different than a big city with a nearby disarmed rural population (like England), where mobs can overwhelm by force of numbers, and the only serious remaining weaponry is in the hands of a military that is ready to nationalize any resource it feels it needs to keep itself going. There are as many permutations as a gamemaster could want, so the question is really just "what sort of fallout from the initial catastrophe do you want to put the adventurers in the way of?". Within the first few months in rural areas, multiple-family communes surrounded with barbed wire will form, giving some safety in numbers. Eventually, entire towns will be walled, and post-Warp castles will be made from the old stone town hall or post office or armory.



▼ **THE BODY COUNT** - People are going to starve, or freeze, or die of thirst or disease. It is going to be an exceptionally grim time for adventurers in the earliest stages of the campaign, a time that will test their skills, determination and humanity. Without the skills needed to survive, the difference between a person entering the post-Warp world with no food and a person with full pantry is not the difference between starving or surviving, it is the difference between starving sooner or starving *later*. And the person who is starving sooner may well become desperate enough to kill the person with the full pantry, just so they can be the one to starve later.

Within the first three months, about 90% of the population of the developed world will be dead from various causes, a body count that is not helped by the fact that most the more developed nations are in the Northern Hemisphere and are thus hit harder by a Warp occurring on the eve of a very bad winter. The mortality rate ranges from about 95% in the most urbanized or resource-poor areas, to about 50% in most rural areas. There will be local exceptions. Las Vegas, which survives only by importing food, water, fuel and electricity, will become a city of corpses and a dwindling numbers of cannibals. Most of those who survived the first week did so because they started out the very first night and walked twenty-five kilometers to Lake Mead, which while it had no more food surplus than anywhere else, at least had water, boats and fishing tackle. On the other hand, many of the lower-tech religious communities like the Amish, while still affected by the Warp, were not crippled by it, and they *did* have the skills and the resources to provide for themselves, plus enough of a surplus to provide for others. How this potential resource is viewed by surrounding communities is up to the gamemaster, should it happen in or near the immediate campaign region.

Within the first year, the 10% who survived the first three months will have lost a few more percent. A change of season may shut down a temporary food resource. General lack of nutrition may cause the weak to succumb to disease. Minor wounds could lead to sepsis. Childbirth will once again be a significant cause of mortality, though not nearly as much in previous eras. And people will fight and die over resources, ideology and all the other stupid crap people kill each other for.

The death and suffering the first post-Warp generation sees will set them apart from later generations in a way that only war veterans will understand. No generation before or after the Warp will ever be as shaped by those events as the actual survivors, and many of their attitudes towards faith, government, preparedness, self-defense, self-reliance and compassion will be passed down to their children in a way that affects culture and society for hundreds of years, and colors the legends and tales of that terrible time in a way that even with gods made real, still seems mythical in its proportions. There has never been *any* event in recorded human history where so many have died over such a wide area in such a short time. Many of those who manage to survive are still not psychologically strong enough to come through without serious mental scars.

After year 1, the population will stabilize, and slowly start to creep up again, but it will only double once every seventy to a hundred years or so, with occasional local stutters from wars or plagues or wraths of the various gods (for reference, over the 1900-2000CE period, the population in the United States doubled about every fifty years). With Industrial Era farming, transport and a bit of magic, an area like the United States *might* be able to support a hundred million people, after which there's going to be too many people or not enough food, and tensions will escalate into major conflict. This point will be reached some-where around year 300, or around 2310CE by the old reckoning. Not coincidentally, this is also when the late campaign starts.

At the end of year 1, the population of the United States is about the same as it was in the mid-1800s CE ($\approx 20,000,000$), but is more evenly distributed and *much* less urbanized. In raw terms, this is an overall population density of 2 people per square kilometer, or 12 people for each square kilometer of arable land. People will eventually move back to the cities, for the same reasons people have always moved to the city, but it will be on a smaller scale, and only after farming and food production has retooled itself to the new way of doing things. The population shifts will not settle down for several decades in some regions, but most areas will have achieved a reasonable approximation of their final form within twenty years after the Warp.

▼ **PRESENTING THE WARP** - **WarpWorld** is a fairly unusual gameworld. Combined with the fact that the game has not had the hell advertised out of it, it is possible players do not know exactly what to expect. *And that's probably a good thing.* Mostly, learning the mysteries and neat things about a gameworld is cool, and not something that is easy for a gamemaster to present for something as complex as the very setting that is being played in.

If you are lucky enough to have this as the case, simply present **WarpWorld** as a "post-apocalyptic fantasy" setting, with "adventurers starting play at the end of the old world and the beginning of the new". That should be enough to give the players the right mindset for designing their adventures.

On the other hand, if some of your players *already* know about the nature of the setting, make sure that *everyone* has *some* idea of what is going on. Some of the major quirks of the gameworld will no longer be a surprise, but the players can still run the adventures as ignorant of the larger picture. And, many of the exact details of the gameworld, like weapons and armor and structural changes, are information that the gamemaster can keep to themselves. So, even if players know that guns do not work as well, and some of them are likely to break or even explode when fired, they are not going to know *which* ones until they find out through what they learn in actual play. Similarly, unless they have been peeking at the rules, they will not know what is needed to kill a godzombie or dispatch a ghost, or exactly how magical stress builds up and is released. Knowing *not quite* enough can give the players and adventurers as much or even more caution than knowing nothing at all.

▼ **SETTINGS** - Before you let the players begin on adventurers, you need to get some idea of the *physical* nature of where they will be starting out. The next chapter gives some details on how adventurers with urban backgrounds will differ from those with rural backgrounds, but far, *far* more important than this is the *actual* location. This covers both the geography *and* the politics of the starting location. Some examples that just touch the high spots are below. Think about where you live and the areas you think would be interesting as you read.

United States vs. Elsewhere: There will be a huge difference in the availability of firearms. If old nationalist tendencies rise to the fore again, each nation in Europe is going to have a lot more potentially hostile neighbors than the United States would. The population density will be higher, and the rural areas smaller. Even greater cultural differences will be found when comparing a campaign in the United States to one in Russia or China or Mexico or Australia or Japan. Different government styles, different attitudes, different traditions.

Great Plains: The midwest and northern farm states are a vast and lightly populated area. Small towns can be separated by fifty kilometers or more and individual farms could be several kilometers apart. For folks that have abandoned horses for ATV's and pickup trucks, distances just got a *whole* lot bigger. The small towns will have limited reserves of just about everything, and when these are gone, it is unlikely that new supplies are coming in. A complication will be vacationers in stranded mini-vans and RV's, truckers, etc., all far from home, hungry and too often, irrationally demanding local assistance to get home.

There are the larger cities as well, but they are a lot farther apart. They will have the same woes as other large cities, but in the long term they will at least have nearby agricultural land to draw from.

Depending on how complicated you want to make things, these notions can extend all the way up into Canada. Canada will have fewer guns, and of course some of the coldest places in the lower 48 states are places like Montana and North Dakota, making the first post-Warp winter an especially hellish experience.

Rocky Mountains: Again, a region with a lot of widely separate small towns and a few major cities. Except this time they are separated by rugged mountains that are only traversable through a limited number of passes and roadcuts, many of which will be blocked by landslides, and totally choked with unseasonably early snows in the first few years. These communities will be effectively isolated, not just for the first winter, but possibly for the first few years. The rest of the world will have its own problems, and whether celebrity skiers can get home from an isolated Jackson, Wyoming is not something that survivors elsewhere are going to lose any sleep over.

Many areas will have a much higher level of gun ownership, both by local residents and out-of-state hunters who are in the area looking to get some elk or mule deer. There are other animals out there as well. One does not want to get on the wrong side of an angry buffalo or pack of wolves, or anything else that may have migrated in or been reintroduced by 2010CE. Remember that the Rocky Mountains cover a large north-south area, and in addition to how early winter sets in, climbing through passes three kilometers up is going to take a severe toll on stamina, even for those acclimated to the area.

Southwest US: In terms of survival hazards, it has all the charm of the Great Plains and the Rocky Mountains, but with less water. Vertical obstacles to travel are less severe because they are more readily avoided (like the Grand Canyon), but these obstacles and a limited water supply also serve to channel travel along readily discerned routes, which can become a problem if the controller of a given spot does not want to let you pass.

Large cities that are dependent on imported electricity and water to survive will find the first winter difficult, but when the next summer comes the survivors will wonder why they moved to an area like Phoenix that gets up to an average of 40°C in the summer (and as high as 50°C), with less than 20cm of rain a year. With no electricity for air conditioning or water pumping, these areas might become literal ghost towns (i.e. filled with real ghosts). New Mexico, Nevada, Utah and Arizona all have areas like this, and in addition, the spectrum of religious beliefs is wide, and some of them are more militant and prepared for disaster than others, putting them in a better position to assert secular and/or ideological control once things become a little more stable.

Northeast US: A much higher population density than any of the previous areas of the United States, and with a more forgiving terrain and climate. If you want an area that has just about everything within travel range of the adventurers, this would not be a bad choice. Appalachian mountains and small towns and mining and farming communities from North Carolina to Maine, hyper-urban areas like the Washington DC to Boston corridor, access to the Atlantic Ocean on one side and the Great Lakes from New York and Pennsylvania, the tsunami-washed capital (or former capital) of the United States, major shipyards, army and navy bases, museums full of ancient artifacts, the works. The trick will be to make sure the adventurers don't go too far afield and get into things that you haven't properly prepared for.

North Central US: Mostly the states bordering the Great Lakes. Very urban and with a lot of manufacturing in regions near the lakes, and often more agricultural elsewhere. The urban areas like Chicago will have all the usual problems, but the resources of the Great Lakes will help the survivors in the long run. The road and rail lines will not be sustainable in the long run, but there will almost always be a way to get from one spot to another via road or rail, making this a natural starting point for someone trying to become a rail baron or merely a conqueror.

Pacific Coast: From California up to British Columbia. This also has the same spectrum as the northeast US, with the megacity of Los Angeles dominating southern California. At 1,300 square kilometers for the city and 10,500 square kilometers for Los Angeles county, the urban Los Angeles population exceeds that of the states of Colorado, Montana, North Dakota, South Dakota, Utah, New Mexico and Wyoming...combined. Plus it is one of the world's largest ports and a major stop for all sea-borne goods imported to or exported from the United States. If you want to run an extended campaign in just one local area, Los Angeles would be it. Initial casualties and hardships will, however, be severe.

The Pacific west also has the nation's largest agricultural valley (the Napa Valley), the Sierra Nevada and Cascade mountain ranges, and the added fun of having major earthquake zones, regions prone to wildfires, and aside from the caldera at Yellowstone, the only active volcanoes in the lower 48 states.

Southern US: A broad swath that runs from the Carolinas down to Florida and along the Gulf of Mexico into Texas. Any given section will have its own hazards, from the concrete jungles of Dallas-Fort Worth to the alligator-infested swamps of Florida or the vast swaths of territory that will be laid waste by floods and hurricanes. On the other hand, the non-coastal southern US has a fairly low population density and widely separated major cities, and has few natural hazards. So, there may be areas devastated by nature or deserted because they are uninhabitable without modern technology, and others where an agricultural population can manage to support itself, even with the drastically reduced technology base.

Alaska: Choose one: Small city or untamed near-Arctic wilderness. Anchorage is the largest city, with a population of about 300,000, or half the state's population. The next two largest towns are about a tenth this size. Aside from trade with similarly isolated areas of Canada, Alaska will be a world and campaign unto itself, with unique terrain and climate challenges. Plus, the major populated areas are also in an active earthquake zone and uncomfortably close to a number of volcanoes.

Hawaii: Truly an island (or islands) unto itself, a campaign that starts here will probably stay here until its absolute latest stages. Several thousand kilometers from anywhere, all its petroleum is imported, and gun control laws are strict enough to make firearms ownership a major hurdle (and you can't just drive new ones in from an adjacent state). Active volcanoes and deities associated with them, the military base at Pearl Harbor, countless stranded tourists on a "trip of a lifetime" and being completely cut off from all news of the outside world for a generation or more can all add up to some interesting plots.

▼ **Note** - If you are going to have an initial setting be an area you are not all that familiar with, try to make sure none of the players are all that familiar with it either, otherwise you're just asking for trouble. The same advice is good for just about anything that is integral to the campaign. If one of the players is an Egyptologist, don't try to second-guess them on the Egyptian pantheon...



ADVENTURERS

"Ultimately a hero is a man who would argue with the gods, and so awakens devils to contest his vision."

"The more a man can achieve, the more he may be certain that the devil will inhabit a part of his creation."

- Norman Mailer

▼ **INTRODUCTION** - There will be a lot more stuff on how the Warp affected and continues to affect the world in the **Adventuring** chapter, but what you've read up to now, either as a player or gamemaster, is enough to let you get started on adventurers. Most of the notes for adventurer creation will relate to the early, immediate post-Warp campaign. Specific notes for the later campaign environment will be in the **Campaigning** chapter.

Points & limits - Adventurers are going to be people of slightly above average capability, thrust into a situation they could not possibly be prepared for. Players will build their adventurers from points, as is normal for **EABA**, but will also be limited in exactly how they can spend those points. There are certain skills that may be useful, or even necessary to survive, but not all adventurers will be allowed to have all of them. That is, players cannot make an adventurer who is designed to maximize their success potential in the post-Warp world. There are such individuals out there, but adventurers are not among them. There will be certain skills that are not available to starting adventurers except by chance and with fairly low maximum levels. Rather, the skills and abilities that will give the adventurers a better survival chance will be distributed among the entire group of adventurers. Adventurers will of necessity have to pool their skills, abilities and resources, using their personal strengths to compensate for the weaknesses of others, and vice versa. *Loners need not apply.*

Adventurers start with 60A and 60S, with up to 30 more points between A and S from Traits. These points from Traits will be what separates them from the average person, and if put solely into Attributes, would give them about a two point edge on the average person. If put into skills, it would be an extra +2d skill and an extra +1d skill. Odds are that the extra points will be spent on a little of each, plus some of the unique post-Warp Traits. On the down side, players will have to put some of their S into things that will *probably* be completely useless. If your adventurer is an adult, odds are their chosen profession will cease to exist, and might not exist again in their lifetime. Their best skill...useless. We could have just given adventurers 40S instead of 60S to reflect this, but you never know if or when such "useless" knowledge might come in handy. If nothing else, among the first generation survivors, a common interest or skill is a good way to break the ice.

The first thing the gamemaster has to do is get the players together or otherwise inform them of the starting location and their options. The course of early adventures will be different depending on whether the gamemaster starts the campaign in a highly urban area, a suburb or a rural area. And there is always the chance an adventurer from one area happens to be visiting another when it all hits the fan. Everyone rolls 1d+0 to see where they grew up or otherwise gained most of their skills and knowledges:

Roll	Background
1-4	Local (probably within 25km)
5	Nearby (probably within 50km)
6	Distant (at least 100km away)

Consider the three possible starting campaign areas to be urban, suburban and rural. Your roll determines how you fit into that scheme.

EXAMPLE: If the gamemaster says a campaign is going to start in an urban area and you roll 1 through 4, then your adventurer is from an urban environment, a 5 means they are from the suburbs, and a 6 means their background skills are from the rural selection.

▼ **Note** - If an adventurer dies before the Warp plus 1 year point, the player makes up a new adventurer using these guidelines. If it is past the Warp plus 30 day point, they will get +10S, no equipment perks, and may buy no more than two spells if they have a godspark.

EABA

Then, each player rolls 2d+0. The player with the high roll gets to choose the option to purchase a particular skill from the list for their background. Suburban adventurers may pick which list they choose from, but all their picks must be from one list. The item chosen is then struck off the list for that background. The exception is the Martial Arts, or Brawling/Wrestling items. It is never marked off, but if a player chooses it, they have to mark something else off the list. The player with the second-highest roll then gets to choose a skill, and so on, until all players have had a shot at the list for their background. Then, the list resets, and the player who chose *last* gets to choose again from the full list, and you go back through the players in reverse order until everyone has chosen two items. *Note that this does not grant these skills, it simply lets the player pay for that skill.* Named skills on this list may not be purchased unless the player chose them at *this time*. If you actually run out of skills to pick, you reset the list for the player the list ran out on. One of the two chosen skills can be bought at up to +1d, and the other at +0d. A player can choose to only buy both skills to +0d and choose any one extra skill from their list, with the ability to buy it at +0d.

Rural skills	Urban skills
Scrounging(Woods)	Scrounging(Urban)
Brawling or Wrestling	Mar. Arts or Brawling
Archery	Melee weapons
Swimming	Carousing
Longarms	Pistols
Equestrian	Mechanic
First Aid	First Aid
Fishing	Camping
Running	Running
Area Knowledge	Area Knowledge

The end result is that it is unlikely that more than two people in any group of adventurers will have a *particular* skill from their list. This is by no means a fully representative skill list, but it is number of potentially useful ones that are going to be in short supply amongst the adventurers. Your picks from this and the following lists may shape the rest of the way you define your adventurer.

EXAMPLE: A rural-based adventurer chooses Scrounging(Woods) and Archery, and declines the ability to get a +1d in either so they can also have the opportunity to purchase Running. This means the adventurer can spend points on these three skills sufficient to get them at a +0d level (which would be a total of 20\$, since Running is an Advanced skill).

Then, each player rolls 2d+0 again, and each player gets one pick from the following list. As before, once an item is chosen, no other player can pick it unless the list needs to be reset, and the choice still has to be paid for from available A or S.

Random Traits

- Experience (carrying loads without being as encumbered), 5S
- Ambidextrous(+1d Agility Forte and an Experience), 5A and 5S
- Alertness(+1d Awareness Forte for spotting the out-of-the-ordinary), 5A
- Disciplined(+1d Will Forte for enduring hardship), 5A
- Strong immune system (+1d Health Forte for fighting off disease or infection), 5A
- Bloodline(+1d Fate Forte for resisting magical effects), 5A
- Godspark(increased potential to use magic), 10A
- Godspark(increased potential to use magic), 10A
- Warpgift(one of the Warp-related Gifted items), 10A
- Warpgift(one of the Warp-related Gifted items), 10A

Again, these particular items cannot be bought unless the player chose the potential for that Trait off this list. Godspark and Warpgift are listed twice, so up to two adventurers in a group can have these Traits. Both of those Traits have potentially serious side effects in the starting campaign, and might not be of *immediate* benefit. Godsparks come with potential insanity, and Warpgifts may result in physical mutation...

Then, everyone rolls 2d+0 one more time, and in order of their rolls can choose one item from the following list, crossing off that item so that no other player can pick it.

An adventurer can give up the right to make one of these last two rolls, and if they do, can buy one of the skills from the first list at up to +2d.

The picks below will require that the adventurer have a skill or Trait related to the nature of the pick.

An "antique" car or motorcycle. This would be something like a classic sports car, back from the pre-electronic ignition days, or a really old pickup truck that you have kept in good condition. As long as you don't overstress it, can keep it in gas and oil and don't get it shot up, you have a means of transportation. The adventurer must have at least +0d in Automobile driving, +0d in Auto mechanic and +0d in Scrounging(junkyards) for this pick.

A place to live with a decent water supply (for now). The water could be from a shallow well that still has an old manual pump, a spring-house, a rain-fed roof cistern, or because you happen to be close to the local water tower. The adventurer must have at least 5S in increased Wealth (you own a house or live in a decent neighborhood).

As much military hardware as you can carry. A military reserve truck rolled over in front of you when the Warp hit, and your first thought was to grab what you could carry and run with it. The adventurer must have at least +0d in Longarm or Pistol skill to consider this. The adventurer also starts on foot, separated from other adventurers by at least an hour's walk. Your weapon choices (for the United States) are M4 carbines, M9 pistols, 50 round boxes of 9mm ammunition, 200 round boxes of 5.56mm ammunition, and M67 hand grenades. The adventurer is assumed to only have hands and pockets for carrying stuff, which limits looting potential.

A full pantry. You just finished grocery shopping, and even picked up a few more items than normal. You get a -3 difficulty on mandatory Scrounging rolls through the first ten days, -2 if you split it among 2-3 people, and -1 if you split it among 4-6 people. The adventurer must have at least +0d in Automobile driving (you had to cart the groceries somehow).

Portable wealth. You have a coin collection, jewelry, or a hedge against financial disaster. It is not immediately useful, but once people start buying and selling things again, you have 5,000 Credits of acceptable money. The adventurer must have at least +1d in a hobby skill (5S) that represents their interest in that form of portable wealth.

Archaic tech. You have an interest in some type of antique gadget, and actually own a few of them. This could be steam engines, old radios, mechanical wristwatches, whatever. You have about 5,000 Credits worth of such gadgets. The adventurer must have at least +1d in a hobby skill (5S) related to that tech.

Remember that all of these "free" benefits are not god-given rights. They are fleeting advantages that might not even survive the first day of the campaign. Someone with guns might have to drop them to discourage pursuit. Rogue police might confiscate the working car at gunpoint, *while* it is carting the food to the home of the person with the reliable water supply... All of these advantages are things that should be used wisely and preserved as long as possible, but the players should not expect any of them to be permanent. Even if the tangible property from these advantages is lost, the skills or other pre-requisites may come in handy later on.

Once you have gone through all this and written down what you can have, players need to think about the adventurers they intend to make. One last thing to consider is that any adventurer who starts play older than the Adult range (age 16-20) is probably in the workforce, and thus has a professional skill of some kind. Just to be obnoxious, this skill cannot be something immediately useful in the post-Warp environment. It would be just *too* convenient to be an engineer for a sight-seeing steamboat, wilderness survival instructor or gun store owner. Adventurers might be stockbrokers or insurance salesmen or cashiers or programmers or whatever. The skill may end up having aspects that allow it to be used for a complementary skill bonus later in the campaign, but for now, assume you're out of work. Usually, you do not have to buy this as a specific **EABA** skill, but can just give it a job title that represents the accumulated knowledge and experience. So, you might have a +2d skill in "office manager", or "sales rep" or "video game designer". If your chosen field is a scientific or professional one, you have to buy enough skill to have at least a 4d+1 skill roll. This includes trades and technical skills. If you're making a decent living at it, at least a 4d+1 skill roll is needed. In either case, the *actual* skill level bought has to be at least +1d. If your adventurer is a Young Adult, or working a service economy or hourly wage job, only a 3d+1 skill roll is needed, and if your relevant Attribute is high enough, this only has to be a +0d skill for 5S.

After that, all adventurers also have to put 5S into a skill that is not entirely useless, but may not be all that useful, like knowing how to drive when 99.9% of the cars are out of commission, then put 5S into a professional or hobby skill that *may* be useful in both the short and long-term. Maybe you know how to sew, or do home canning, or can do insane skateboard tricks. Any S points you have left after all this can be spent as desired within the defined limits.

EABA

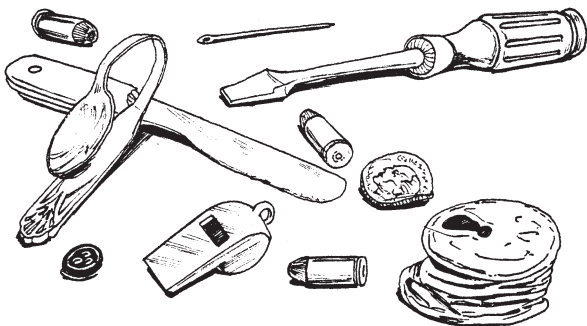
▼ **ATTRIBUTES** - Now that that's out of the way, players can decide on the Attributes of their adventurer. Obviously, some of the background info on the adventurer you just figured out may color which Attributes you assign the highest priority to.

Physical Attributes need to fall within the norms allowed range for your Age, as per the **EABA** rules. For the early campaign, Fate only has two allowed values: 0d+2 and 1d+2. The lower of the levels is the minimal mana within the average person. The higher level in Fate is what an adventurer would have if they were touched by a godspark, and the adventurer must have the Blessing of Godtouched in order to buy Fate at a level of 1d+2.

In addition to being the Attribute used for magic, Fate also applies normally for luck purposes. In this gameworld, using Fate for luck means you unconsciously using the mana at your disposal to assist you, a sort of unlearned and unlearnable magic that anyone can do in stressful situations. The higher your Fate, the more likely that using luck will have visible manifestations.

EXAMPLE: If you have a Fate of 0d+2 and use luck to drop a 1d+0 attack to zero damage, it might be something like a bullet smacking into the pocketknife in your pocket. If you had a Fate of 2d+2 and did the same thing, the bullet might stop in mid-air a few centimeters from your eye with a flash and ripple of the air and then drop silently to the ground.

All Attributes can be important, in either early or late campaigns. You probably do not want a level of less than 2d+0 in any non-Fate Attribute if you can help it. Even if you put no points from Traits towards your Attributes, the starting amount of 60A is sufficient for two Attributes at 2d+1, three at 2d+0 and one at 1d+2, or one at 2d+2, two at 2d+1, two at 2d+0 and one at 0d+2.



▼ **SKILLS** - Once Attributes are bought, players can decide on skills for their adventurers, getting any required skill levels determined by selections made at the beginning of this chapter. **WarpWorld** will have a few modifications to the standard **EABA** skill list and usage:

Facilitating skills: This is a skill category that acts sort of like Complementary skills (**EABA**, page 2.7). The difference is that a facilitating skill helps you avoid a penalty rather than giving you a bonus. If you don't have the facilitating skill at +0d, you take a -1d penalty to your main skill rolls, which is canceled by having the facilitating skill. The -1d penalty only happens when using the base skill in a manner somewhat outside the norm. Facilitating skills are always 5S, and they are usually based off the same Attribute as the skill they are assisting.

EXAMPLE: The most common example of this in **WarpWorld** will be the use of muzzle-loading weapons. An adventurer with Longarm skill firing or reloading a muzzle-loading rifle will take a -1d penalty to their skill rolls unless they have +0d in the facilitating skill "archaic firearms". It can also go the other way. An adventurer who is only familiar with muzzle-loading longarms would take a -1d penalty unless they had +0d in the facilitating skill "modern firearms".

Minimal skills - Unless specifically mentioned or the gamemaster has set up a skill package, the adventurers may not have 1S in a skill for minimal familiarity (see **EABA**, page 2.6). If an adventurer wants a +0d skill in something, they usually have to buy a full skill for at least 5S. Mostly this is to prevent players from buying lots of specialized little skills that will help them in the post-Warp environment, skills that the adventurer really has no background to justify. The gamemaster can make exceptions in special cases.

Free skills: The free skills for adventurers in the early **WarpWorld** campaign are going to be:

Technology use	+0d
Native language (w/literacy)	+0d
Native culture	+0d

Things like knowing how to drive a car, or multiple languages or other cultural knowledges have to be bought normally.

Skill list - Adjustments to and notes about the normal skill list follow. If a skill isn't mentioned, it is fairly safe to assume it operates with no changes.

▼ AGILITY SKILLS(Combat)

Ranged weapons - The overall skills for ranged weapons will be: Pistol, Longarm, Heavy Weapons, Archery. These can be further specialized for a particular subset of that weapon type. These are all still Agility-based skills. Heavy Weapons skill is only available to adventurers who are active duty or former military, and adventurers in the early campaign may not have it at all unless they *also* have Longarms or Pistol skill. Prior or current military service will be a Background Trait, and must be described in some detail.

Crossbow: This is a "facilitating" skill that is used in combination with Longarm skill.

Archaic firearms: This is a "facilitating" skill that is used in combination with Pistol, Longarm or Heavy Weapons skill. In the early campaign, having this skill is unusual, and must be described in some detail as part of a Background. Archaic firearms can be a normal skill, in which case Modern firearms would be the facilitating skill.

Modern firearms: This is a "facilitating" skill that is used in combination with Pistol, Longarm or Heavy Weapons skill, *if those skills were bought as inherent skill with archaic versions of those weapons*. This particular skill is likely only found in a later stage of a campaign.

Automatic weapons: This is a "facilitating" skill that is used in combination with Pistol or Longarm skill, and reflects proper use of autofire techniques with these weapons. This skill is only available to adventurers who are active-duty or former military. Prior or current military service is a Background Trait, and must be described in some detail.

Melee weapons - The skills for using melee weapons will be broken down into: Short Blade, Long Blade, Club, Polearm and Staff. The **EABA** skill of Blade is the only one that has really changed, and you have to choose between short bladed weapons like knives, or longer ones like swords. If any adventurer creation notes specify a "melee weapons" skill, it means the player can choose any one of the aforementioned skills.

Long blade skill technically covers *all* such weapons, but adventurers will probably fall into the category of sword & shield re-enactors like the SCA, or have skill in fencing (or be a fencer *and* in the SCA). The gamemaster *may* require adventurers with this skill to choose one or the other, and take a -1d to skill level if operating outside their field of expertise.

▼ AGILITY SKILLS(Transport)

Equestrian - There are no riding animals except for horses, ponies, donkeys and mules. This skill can be specialized to cover riding, or horse-drawn vehicles.

Land vehicles - This will be broken down into the separate skills of Auto, Motorcycle, Heavy Truck and Construction. A mere 1S will get you the rudiments of any of these, allowing you to do very simple tasks at no penalty, but any use under pressure will be at the -1d unskilled level. A +0d skill and a skill roll of at least 2d+0 represents technical competence sufficient for a license, which would allow you to use the vehicle as part of some other job. The "Construction" category covers the use of front end loaders, bobcats, bulldozers, tractors and agricultural equipment. All the land vehicle skills can be specialized to a particular subset of vehicles, like agricultural equipment or ATV's.

Water vehicles - This will be broken down into the separate skills of Oared, Powerboat, Sailboat, and Commercial. In the early campaign, most commercial vessels will be things like bulk freighters, while in the later campaign they can be large sail or steam-powered vessels.

Air vehicles - This will be broken down into the separate skills of Aircraft and Zeppelin/Blimp. There will be *no* heavy aircraft or blimps operating in the early campaign and very few light aircraft, but primitive single-engine or multi-engine planes and blimps or zeppelins may operate in the later one. This skill can be specialized for particular classes of air vehicle, like ultralights, light planes or large commercial or military aircraft.

Space vehicles - There are certainly none in the early campaign. However, magic and low-tech can combine to make space travel possible in the later campaign, so the skill is actually usable in that stage of a campaign, though this book will not delve into it in any detail. There is also nothing to prevent this skill from being an adventurer's pre-Warp professional skill in the early campaign (ex-shuttle pilot or mission specialist).

▼ **Note** - Don't dismiss this skill lightly. Causes might have an interest in or godsparks might be attracted to a mortal who has actually travelled through the ethereal realms outside the safety of his livegiving world...

▼ AGILITY SKILLS(Other)

Security systems - Any aspect of this skill relating to electrically powered or triggered alarms is likely to be useless in the post-Warp environment, but aspects relating to lockpicking or mechanical alarms are still useful.

Trades - Many trades will be the same in both the early and late campaign. There are times when the same trade will have both AGL and AWR aspects, and the gamemaster may ask for rolls of the skill level plus whichever Attribute seems most appropriate to the task at hand. The list of trades below is far from complete, and some are more likely in one campaign segment than the other, but it is a place to start:

Carpenter	Glassblower
Blacksmith	Jeweler
Plumber	Cabbie
Miller	Shipwright
Cartwright	Baker
Sailor	Photographer
Policeman	Butcher
Mason	Miner
Electrician	Groundskeeper
Barber	Machinist
Tailor	Lumberjack
Cobbler	Baker
Armorer	Fisherman
Sculptor	Farmer
Potter	Silver/goldsmith
Cooper	Gunsmith
Printer	Glazier

If the starting region is one the gamemaster is familiar with, then any trade or profession you can find in the local phone directory is possible for starting adventurers. However, for uncommon trades the gamemaster may require some background detail that links the adventurer to that trade.

EXAMPLE: If there is only one cobbler in the phone directory and the player wants their adventurer to have that skill, then the player needs to somehow link their adventurer to that cobbler.

▼ AWARENESS SKILLS(Academic)

Almost all of the academic skills are going to be of some use, if not immediately, then eventually. Many of the academic skills are also going to be limited by the quality of tools available for that skill which still work in a post-Warp environment. If your academic specialty relies on computerized analysis of data, an electron microscope, satellite imagery, or radio telemetry, then you're out of luck. Notes on some particular Academic skills are below.

Chemistry - A very broad field, and most professionals with it will actually have a +1d overall skill and a +1d specialty, and those with a lot of experience will have a +2d overall skill and a +1d specialty. Organic chemistry, inorganic chemistry, analytical chemistry, etc. Synthesis or refining of useful compounds will not likely be practical in the immediate post-Warp environment, but there will certainly be a market for the skill eventually. Note that adventurers can also have a chemistry skill professionally, but illegally (drug synthesis). This might be more useful in a post-Warp environment than a legal version of the skill, leading to an interesting background for the adventurer...

History - There will not be a lot of call for crack historians in the immediate post-Warp environment, but the skill can be complementary to a number of others. Storytelling, religious myths, strategy, tactics and negotiations might all be enhanced by a solid knowledge of history.

Languages - All the normal languages in a region today are likely to be spoken or written in the early campaign in that same region. Adventurers start with one language at +0d, including literacy in the language. An extra language at +0d fluency would be 5\$, and gamemaster permission would be required for fluency in more than two languages.

Sciences - The notes at the beginning of this skill section apply. Your skill at genetic engineering of seed crops might have been groundbreaking in the pre-Warp environment, but in the post-Warp environment the tools you have to work with will be no more sophisticated than Gregor Mendel's.

Law - The law of the jungle will be the main law in the immediate post-Warp environment, but knowledge of the law (and maybe history) can be useful if trying to set up a new government and constitution, forming treaties, making business or trade compacts or arbitrating disputes. Lawyers however, will be no more popular in the post-Warp world as they were in the pre-Warp one. In fact, many people will take Shakespeare to heart in a very literal fashion.

Medicine - Medicine will be broken into three separate skills: First Aid, Medical and Veterinary. First Aid covers everything from slapping on bandages to immediate trauma care. A paramedic would have First Aid skill. Medical covers medical skills used in a more controlled environment, the use of more sophisticated tools and techniques, and medical procedures used to fix problems rather than just stabilize them. A general practitioner would have this skill. Veterinary covers both of the above, but it only applies to animals. Medical skill may be specialized for a particular type of medicine (trauma medicine, sports medicine, pediatrics, ob/gyn, etc.). Veterinary medicine may be specialized for either large, small or exotic animals, large being things like farm animals, small being most pets, and exotic covering zoo animals or other unusual species. Because there is overlap in all three of these skills, the base level of any them can be used outside their normal field at a -1d penalty. Any specializations do not count.

EXAMPLE: A person with +1d Medical skill and a +1d in pediatrics could count as having +0d skill in Veterinary (they take a -1d penalty on Medical skill and ignore the pediatrics specialty). A veterinarian with a +2d skill could act as a doctor or paramedic at +1d skill.

In this gameworld, all three skills are Advanced skills. In most cases, successful use of the skill can increase the Health of the patient by +1d for purposes of surviving or recovering from an injury or condition. The cost of the skill means that an adventurer who has a professional level in it (a 4d+1 skill roll with at least +1d in the skill) will have this training be a major facet of the adventurer's pre-Warp life.

Religion - Skill involving any pre-Warp or ancient religion is really going to be useless except as a matter of being a requirement for status as a priest, pastor or other pre-Warp church official. In the post-Warp environment, anyone aspiring to be a High Priest or Priestess must be competent in the doctrine and ministry methods associated with the Cause they choose to follow. This will generally be a +1d overall skill in Religion, and +1d specialization in that particular faith.

In the immediate post-Warp environment, this knowledge is burned into the minds of the very first High Priests and Priestesses, but later on it is a skill that is learned the old-fashioned way. The years spent learning under tutors of that faith helps High Priests and Priestesses judge the character and competence of those seeking higher responsibility within the faith.

▼ AWARENESS SKILLS(Other)

Area knowledge - As in other gameworlds, this is a broad category of useful information that is mostly a matter of memory rather than analysis or creativity. You can have an area knowledge relating to groups of people, the area you live, a company you work for and so on. It will most often act as a complementary skill for something else, though it can be used independently, like finding your way home in a familiar city, but after dark when there are no streetlights.

Merchant - This is a class of skills applicable to a lot of fields. It is usually bought as an overall +0d or +1d skill, and then it must be specialized for another +1d before the overall skill can be raised again. If an adventurer begins the early campaign as some sort of store owner, they could have this as their professional skill, otherwise it will mostly be a background skill for the later campaign. Merchant specializations could include:

Innkeeper	Pawnbroker
Tax collector	Apprasier
Salesperson	Caravaner

Trades - Some of these may be degree-requiring professions in the pre-Warp world, but in the later campaign there are likely to be fewer legal restrictions on who can practice them, hence there being Law as an academic skill, but also the potential for lawyer or advocate to be a trade.

Pharmacist	Brewer
Accountant	Secretary/scribe
Vintner	Lawyer
Distiller	Schoolteacher

You can add both pre- and post-Warp trades as needed, and notes regarding professions found in the phone directory also apply here.

Technician - Technician skills sometimes overlap with AGL-based Trades, and can be separate or complementary. You can be an electrician without knowing how to disassemble and rewind the armature of three-phase electric motor, or be a machinist without knowing how to tear apart and rebuild a short block 350. But in either case, if you have *both* skills, you're better off than if you only have one. A machinist is a Trade, while a mechanic is a Technician. Technician skills can also overlap with the Sciences, but to a smaller degree. But again, having both the Science and the Technician skill is better than just having the one. Remember that Technician skills do not involve "design" knowledge, and are more oriented around practical application of a set of known rules and guides. Some of the Technician skills that could be available (of varying usefulness):

Mechanic

Electronics tech

Lab assistant (choose a Science)

Electrician

Scrounging - There are as many types of scrounging as there are environments people can live in. For the early campaign, which we are assuming takes place in a developed nation in the temperate zone, there are only two Scrounging skills for making survival rolls: Urban and Woods, though "woods" generally refers to *any* uninhabited rural region, and could just as easily refer to getting by on the great plains. Conversely, if some rural adventurers are rummaging through the debris of a collapsed small-town department store, that would be urban scrounging, even though they are not in a major urban area. Scrounging in an urban area covers every means of finding food, water, shelter and sometimes goods in an urban or highly built-up environment. In addition to plain old scavenging, it can also include looting, dumpster diving and smash & grab. Particular skills and environments may require their own particular Scrounging skill. A mechanic might find junkyard scrounging to be useful, while someone in the southwest United States might substitute desert scrounging for woods scrounging.

▼ WILL SKILLS(Magic)

Sorcery - This the main skill required to use magic, and a person cannot cast any spells unless they have this skill at a +0d level or more. Individual spells are +0d skills that add to one's level in Sorcery, so any actual spell will require a minimum of two +0d skills and give the mage a skill roll of their normal Will roll. Sorcery can be bought at +1d or more, and individual spells can be bought at a level of no more than the overall Sorcery skill.

In the early campaign, no adventurers may start the game with any spells, but they may buy a +0d in Sorcery for 5S if they are Godtouched, and then learn spells with experience gained in play.

Enchantment - This operates similar to Sorcery, but is an Advanced skill. It allows the imbue of long-duration magic effects into items, or creating items that generate magical effects when mana is pushed through them with Sorcery skill. As an advanced skill, effects from an object created will get +1d Fate effect, and this extra does not generate any spellcasting stress. Adventurers may not start play with this skill, and aside from Arch-mages, no one will likely develop the skill until at least the end of the first year after the Warp.

▼ HOBBIES

Some of these may be the most important skills an adventurer in the early campaign can have. That fascination with antique gadgets, a coin collection, your interest in Civil War or medieval re-enactment, and so on. For that reason, players in an early post-Warp campaign may be tempted to load up on "convenient" hobbies for adventurers, and the gamemaster needs to make sure that this is not abused. In general, adventurers may have no more than two hobbies, and no more than one of them can be immediately useful in the post-Warp environment. Also, remember that a hobby is not meant to be useful enough to make a living at, nor is it useful in combat, though it is often enough knowledge to bluff or fool those who know even less about the subject of the hobby.

To reflect the limited usefulness of a hobby in this gameworld, the gamemaster can allow use of the hobby knowledge like a real-world skill at a level of +1d, but the adventurer can only keep "best two" instead of "best three" on any skill rolls. This means the adventurer is passably competent at easier tasks, but cannot succeed at difficult ones (keeping "best two" means they cannot roll more than 2d+2 for a maximum roll of 14. A hobby can usually be upgraded with experience to a full +1d skill, and this will take 5S from training or game experience.

▼ **TRAITS** - All adventurers in the early or late campaigns start with the following Personality Traits, for which they get no points:

Six levels of "self-preservation". It is -12 to the difficulty of any Will task you have to make in a situation where failing it would cause you to take an action likely to result in your death or severe injury. An example might be a mentally coercive spell trying to make you walk off a cliff or put a gun to your head.

Six levels of "reluctance to kill". Most people have no real experience at doing violence to others, and they will be very reluctant to take the first offensive action in a potentially lethal combat, *if there is another viable course of action*. It doesn't mean that you *can't* shoot first, or *won't* shoot first, it just means that in any situation where it matters, you have to make a difficulty 12 Will roll to do it. Otherwise, you have to decide between hesitating or taking another course of action. This does not apply in non-lethal situations or cases of combat where there is no intent to injure. A black belt can use their skills in a tournament with no hesitation, and a medieval re-enactor can convincingly beat on an armored "foe" as part of a demonstration.

Obviously, there are cases where the situation could adjust the difficulty, and the two modifiers can even cancel each other out. For instance, if it is clear that unless you take violent action, your own life is forfeit, then "self-preservation" cancels "reluctance to kill", and you can act at no penalty except maybe to your conscience afterward. In both cases, if a recognized leader makes their roll, the amount they made their roll by can be used to adjust the difficulty for the followers.

In either campaign, players can buy down "reluctance to kill" or buy up "self-preservation", spending 5S per level they want to drop it, each level being worth 2 points of difficulty. You can buy up "self-preservation" up to a total of eight levels (two more levels than the default). An example of the former might be the training or experience of a soldier or police officer, or the callousness of a violent criminal. They do not have to buy their "reluctance to kill" all the way down to zero levels, but getting it down to four levels means they only have to make a difficulty 8 Will task in order to shoot or stab or otherwise use lethal force first.

▼ **Note** - Remember that many potentially violent extras the adventurers run into will have these same limits, and armed adventurers could run into armed foes where *neither* side has the will to shoot first, and *both* sides will flee in disorganized self-preserving fashion at the first sign of trouble...

"Reluctance to kill" also includes "reluctance to harm", and "self-preservation" also includes "not getting hurt", but both of these are only at half the difficulty. A person who would not consider shooting someone else with a gun might be more able to consider using pepper spray or a electric stunner. Someone who would not run into a burning building to save a child might jump into icy water to save them. You're not causing lethal injury or risking certain death. It's still not automatic, but it is a lot easier.

Bear in mind that most "average" people that adventurers run into will also have the same basic Personality. Violent criminals, combat veterans, experienced police officers and anyone who is desensitized to violence will have reduced levels of "reluctance to kill". Those believing they are acting for a higher cause (or Cause) may not see the end of their physical life as an "ending" and could have reduced levels of "self preservation". In the most desperate early months after the Warp, just finding (and keeping) food, water and shelter becomes a matter of life & death (i.e. self-preservation), so the worse off people are, the more likely they will be to resort to force first in order to get what they feel they need to survive. In general, each 2 Hits a person has taken from privation offsets one level of "reluctance to kill", so by the time you are half-starved to death (6 Hits), you are much more likely to bash someone over the head with a two-by-four for a loaf of bread, and you might do it even sooner if you have family that your self-preservation instinct extends to (your children are your genetic survival). In this particular case, Will penalties taken from privation damage do not apply to the Will roll needed to overcome the limitation.

Other Traits are handled normally, with any adjustments or notes below:

● **Age** - Adventurers in either the early or late campaign can be any age the gamemaster allows. Bear in mind the early campaign has adventures stretching out as far as thirty years after the Warp. If your adventurer *starts* middle-aged, they will be at least elderly by the time the early campaign ends (assuming they live that long!). Magic *can* prolong or improve the quality of life, but not to an excessive degree. Adventurers who pass an age bracket during play gain or lose points as normal, and can spend them according to the normal rules for this Trait. However, they should not start play with less than 1 year to the end of their age bracket.

◆ **Blessing/Curse** - There are a few of these out there, in both early and late campaigns.

Godtouched: A godspark is a tiny fragment of a Cause, blasted from the ether into the material world during the Warp, which lodges in a mortal body, giving that person an increased potential to be a mage. Those struck by godsparks are often referred to as the "godtouched" during the early post-Warp period, though in later use it refers to anyone with above average magical potential.

One level of Godtouched allows a mage to avoid 1 point of stress buildup per spellcasting (see page 4.4), and is considered a small Blessing. A medium Blessing allows avoiding 2 points, and a large Blessing allows avoiding 4 points. This Trait is only available from being hit by a godspark or possibly as a boon from a Cause, so an adventurer *cannot* acquire it or upgrade it with normal experience gains after creation of the adventurer. Those born after the Warp can have the same benefit, with gamemaster permission and limits on the maximum level available.

Players who take this Trait for adventurers in the early campaign may buy no more than lowest level, and they must balance it with two levels of the the Personality "voices in my head". Someone touched by a godspark in the early campaign has fragments of memories not their own, and even more fragmented bits of personality that try to influence the adventurer's actions. The player can just make a selection of a Trait at two levels to represent a shift in personality, which counts as +4 to the difficulty of any Will or other task that would seem to be against the ethos of a particular Cause of the gamemaster's choosing.

EXAMPLE: If an adventurer had acquired a godspark from a trickster Cause, then the player might have to make a Will roll of some kind at +4 difficulty to avoid an opportunity to cheat, or to deal straight with someone instead of concealing certain facts or vital information. Or, if the godspark came from a Cause associated with care and lifegiving, any attempt to cause harm to someone might have +4 difficulty on the skill roll as the adventurer struggles for control with the alien presence within them.

Players do not get to choose the nature of the personality quirks from being Godtouched in the early campaign. However, those who are born after the Warp can have the Trait of Godtouched without any Personality baggage attached.

▼ **Note** - Remember that potential mages will also have to buy their Fate up to a level of at least 1d+2 in order to actually learn any spells, and will also have to acquire Sorcery skill. Adventurers who start the early campaign as Godtouched may buy up to +0d in Sorcery and a Fate of up to 1d+2, but may *not* put any of their initial points towards any spells. The godspark gives them the potential to use magic, but they do not know any actual spells yet. Learning their first spell may take as little as a week or as long as a few months.

Ethereal: This is a large Blessing, and is not available to adventurers. It simply describes the behavior of ghosts and other nearly-but-not-quite intangible beings. An ethereal creature takes -4d from all physical attacks (including telekinetic effects), -2d from energy-based attacks (including magically generated energy like fire), and -1d from purely magical effects. Ethereal beings also do not need to breathe and generally do not age or suffer any malady or vulnerability related to being alive. Ethereal beings generally suffer the same penalties when they try to interact with the material world, but at 1d less (-3d to their attempts to make physical attacks, -1d from any energy-based attack they make, and no penalty to purely magical effects they do).

Ethereal beings *are* constrained by matter and gravity, but can pass mistily through or around any barrier that is not air-tight. It will take them on average several seconds to get through such a barrier.

Unsouled: This is a medium or large Blessing (and Curse) and is not available to adventurers. A person who is unsouled is biologically dead, yet is forcibly animated by an outside magic. The trapped soul is driven insane and the original personality is all but destroyed. An unsouled creature can only be permanently destroyed by taking a *total* of -3d or more in impairment to the head *and* the heart (the heart is a +6 difficulty called shot), with at least one of the -1d or higher damage thresholds crossed for each location. Other damage is dealt normally and the unsouled can be temporarily incapacitated by it, but it will all eventually regenerate at 1 Hit after a minute and each time level thereafter unless the pieces are physically prevented from coming back together.

The unsouled are never stunned, knocked out or suffer bleeding, exhaustion or any other problem or penalty associated with being alive. The only reason they take effects from combat damage is the mechanical disruption it causes to their ability to move.

The more powerful version of Unsouled adds an inherent resistance to most kinds of damage, and they take -2d from any attack. In the early campaign, the lesser Unsouled are usually called godzombies, and some of the godzombies will eventually gain the higher level of Unsouled and these beings will be known as the Lich Lords.

Other Blessings/Curses: The gamemaster can make up other Blessing and Curse effects as needed, but Godsparks, Ethereal and Unsouled are the main ones adventurers will have to deal with.

■ **Enemies** - Adventurers in the early campaign may not start play with any Enemies except one. This is worth 5A or 5S, and represents the adventurer being part of a disliked or persecuted minority. This could be based on race, ethnicity, religion (or other aspect of spirituality), sexual preferences, whatever. This is only available with gamemaster permission, since it means that the persecution or dislike has to extend over an area broad enough that it will affect adventures at least through the "Warp plus 100 days" adventure segment.

■ **Fortes** - Fortes are available normally, unless part of the adventurer creation process says a particular Forte can only be bought under special conditions. One notable Forte available in both early and late campaigns is called Bloodline. This is a Forte on Fate that gives the person +1d Fate for *resisting* magical effects (all direct magical effects in **WarpWorld** are resisted by Fate).

In the later campaign adventurers may have a Forte on Fate with regard to a particular class of spells, giving them +1d effect on those spells. Note that this extra effect is part of Fate and thus *will* contribute to spellcasting stress buildup.

■ **Friends** - Adventurers are of course friends with other adventurers, or should be anyway. In the early campaign, friends are people who owe you favors (and vice versa), and cost 5A or 5S. In the early campaign, your friends are going to have their own problems, but they will share (grudgingly) their resources with you, and you will be expected to share in any sort of useful surplus you have with them. Friends are not going to be powerful or valuable enough to be worth more than 5A or 5S. "Friend" is a game term, these people could also be relatives living in the same area. Friendship is a reciprocal obligation, and if adventurers fail to hold up their end of the bargain, the benefits of the Trait (and the points spent on it) can be lost, either temporarily, or permanently.

In later stages of the early campaign, and the later campaign, Friends can be worth more than 5A or 5S, as per the normal **EABA** rules.

◆ **Gifted** - People touched by godsparks in the early campaign can either end up with the Blessing of being Godtouched, or they can pay 10A and roll randomly for a particular Gifted ability:

Roll Gift

- | | |
|---|-------------------|
| 1 | Cast-iron stomach |
| 2 | Low-light vision |
| 3 | Fading |
| 4 | Aura reading |
| 5 | Second sight |
| 6 | Rubber-necker |

Cast-iron stomach: The adventurer can eat, digest and get nutritional value from just about any organic material, even ones humans normally do not consider as food, like wood, hair and bone. The adventurer has a Health roll of their Fate for the purposes of healing, hunger, exertion and so on, *which only comes into play if normal food is not available*. That is, they can live off things that other people *cannot* digest, but it is not as efficient as normal food. They can manage to get by eating leaves, but the rate at which they recover lost stamina or heal injuries will be based on their Fate rather than Health if they are not getting "real" food.

Another side benefit is that ingested organic poisons do not affect the adventurer. They can still be affected by things like arsenic, cyanide or heavy metals like lead or mercury, but the adventurer will not get sick from eating poisonous mushrooms. This adventurer gets a permanent reduction in the difficulty of Scrounging for food equal to their Fate, and can usually be considered as having a reliable source of food. Because the adventurer can still freeze, overheat, dehydrate or ingest something toxic, they do not automatically succeed at Scrounging, but the benefit is still very significant. Early on, adventurers will have to make a Hard(11) Will task in order to eat something particularly vile (the Gift does not make stuff taste any better!), but in time they *will* get over it. The hungrier they get, the easier the Will task becomes...

Low-light vision: The adventurer can see in the dark, using their Fate roll as a separate Awareness roll that takes no penalties for normal darkness. This is a combination of being able to see in extremely faint light, plus a limited ability to sense heat. They cannot actually see living things by the warmth given off, but they *can* localize warm objects well enough to target them in combat (but not enough to identify individuals or make called shots). This may seem a trivial ability, but when you have a world largely without electric lights and buildings utterly dependent on those lights, it can be extremely useful.

Fading: The adventurer can consciously try to "blend in". They can use their level of Fate to adjust the difficulty of stealth, impersonation or infiltration tasks. The adventurer reminds people of someone who is supposed to or allowed to be there. It does not work in reverse. An adventurer in a cell could *not* appear to be someone who "isn't supposed to be there". Similarly, the adventurer does not choose *how* they blend in, and the individual response to the ability will vary. The ability has its limits, but can be extremely powerful at high levels of Fate.

Aura reading: The adventurer can use their Fate roll as an Awareness to "see" emotional states or physical conditions. In general, it can be used to reduce the difficulty of a number of skills by 2 points. A doctor might use it to assist diagnoses, a leader can judge the morale of their troops, a merchant can know hard to haggle, and so on. Making an aura reading at range takes penalties just like any other form of perception, so there is an advantage to increasing the roll by increasing their Fate. This ability does not allow you to directly detect lies, but it can be used to spot agitation or nervousness. Personality Traits may influence how well an emotional state can be seen. For instance, a suicidal person who is completely at peace with their decision will not have an aura of nervousness before they take their life.

Second sight: The adventurer can "see" into the future a fraction of a second. To avoid undue stress on the gamemaster, the best way to handle this Gift is to assume that the adventurer has a "phantom Agility" of their Fate, which can be devoted to dodging at no penalty to normal Agility rolls (+1 effect per full die in Fate), and they also have a "phantom Awareness" of their Fate, which lets them make perception rolls that are not affected by surprise, darkness or other penalties. The adventurer knows when to get out of the way of something, and is seldom blindsided because they literally see it coming ahead of time. They cannot see with enough certainty to cheat at dice games, but it can be handy in contests involving reflexes. In the case of perception rolls, they might not "see" something in any detail, but they just have a bad feeling that lets them zig instead of zag. They are still as blind as anyone else in the dark, so it is of no assistance in making attacks, but the character can move with an uncanny ability to avoid running into things.

Rubber-necker: The adventurer has an inherent Armor equal to their Fate, with a *maximum* effect of 1d+0. This protects against all forms of physical damage. It does not prevent actual penetration of the flesh, so the adventurer can still be affected by things like poisoned darts, snakebite or insect stings. Rather, the adventurer's skin and muscles have an elastic quality that tends to absorb and bounce back from damage rather than being cut and bruised. It acts as a layer of armor if combined with other protection.

The gamemaster *may* allow players to simply choose one of these Gifts, but like the Personality Traits a Godtouched adventurer has, the nature of a Gifted ability should be something the player is not entirely in control of. All the Gifted abilities are powered by the Fate of the adventurer. The player *may* buy up the Fate of such a Gifted adventurer to a starting maximum of 1d+2, and improve it in play like any other Attribute. Adventurers who are Gifted in the early campaign *may* (but are *not* required to) take Personality Traits because of the godspark.

There are other Gifted abilities out there, some of which are merely plot devices and inaccessible to adventurers. A few people have the magical equivalent of being able to understand things a tech era ahead of everyone else. These people have some insight into the way the Causes think, but like people who can work beyond their tech era, no one else can understand them. They will write things down as best they can, but everyone will see it as undecipherable at best, and madness as worst. Even so, there are those Causes who will see such people as a potential threat, or an affront to their lofty status that a mortal could actually comprehend them. This and a few of the other oddities of the early campaign will be described in the next chapter.

◆ **Larger than Life** - If an adventurer has no other Gifted abilities or Blessings, they may spend 10A to have Larger than Life on *one* Attribute and its related skills as a side effect of a godspark. This Trait may only be taken with gamemaster permission. Adventurers with this Trait in the early campaign *may* (but are *not* required to) take Personality Traits because of the godspark. Note that with the small number of points starting adventurers have, an adventurer who can take advantage of Larger than Life will likely be built around that Attribute and its skills.

● **Looks** - People are people, and good looks can help you out on occasion. Of course, they can also get you into trouble...

● **Motivation** - Every player should work on having a good description of what their adventurer's immediate goals are. Some of these, like survival, are obvious and worth no points. Given the chaos of the first few days and weeks after the Warp, adventurers in the early campaign can get the benefit of points from this motivation, but by the beginning of the "Warp plus 100 days" segment, the player has to come up with a sufficiently interesting set of motivations and goals for the adventurer, or they will forfeit their next 6 points of experience (the 5 they get from this Trait, plus interest!).

EABA

◆ **Mythic Archetype** - If any **EABA** setting can use this Trait, this one would be it. Not only is it highly appropriate, the advantages it gives can be extremely useful in the early campaign. Because of the small number of points adventurers in the early campaign will have, they have to be built around the archetype rather than simply meeting the requirements as part of some other adventurer concept.

● **Pain Tolerance** - Generally useful, especially in the weapon-poor early post-Warp environment.

● **Personality** - Everyone should have a few levels in some sort of Personality, just to give them a little depth of character. Some other Traits or aspects of adventurer creation may require some sort of Personality, and *everyone* will have the previously mentioned levels in self-preservation and reluctance to kill. The Warp and the chaos of the immediate post-Warp environment is not conducive to mental stability, and there will be a lot of people on an emotional hair-trigger.

Any adventurer who has a Trait related to godsparks can take two levels of the Personality "voices in my head" for 10A (instead of 10S). Most who were touched by godsparks carry an emotional scar from it for years. Some of those who were touched by godsparks were driven mad by it, and the ones who were touched by powerful godsparks were driven mad and then died in agony as the godspark proved too much for their frail mortal bodies and burned them to a crisp from the inside out. For the lucky ones, this happened quickly. For the unlucky ones, it took weeks before they flamed out. For the *really* unlucky ones, dying was *not* the end of their suffering.

■ **Secret** - There are few possible Secrets in the immediate post-Warp environment. Most pre-Warp skeletons a person might have had in their closet are going to be of little concern afterwards, but if a player comes up with a good one, the gamemaster should allow it.

In the later campaign, all sorts of Secrets are possible. The main one of note would be if an adventurer is one of the Forsaken. Details on the Forsaken are in the **Campaigning** chapter.

■ **Status** - It is unlikely that *anyone*, adventurers or not, will have more than two levels of limited Status at the start of the early campaign. This would be a military officer with some aspect of their command intact, a similar officer in a police force, or a leader of some criminal enterprise. Someone like the President of the United States (or one of the many claimants to the title after Washington DC is rolled over by a tsunami) is only going to have something like three levels of limited Status. Even this limited Status is going to be contingent on finding food and other support for those who follow that leader. Adventurers in the early campaign may not start with any Status, though those who have an Enemy may also get points for a limited level of negative Status.

In the later campaign, normal forms and levels of Status are available. Political leaders and/or nobility, High Priests, powerful mages, wealthy merchants or notable entertainers may all have some form of Status.

◆ **Toughness** - Adventurers in either the early or later campaigns may buy one level of this Trait. This would be in addition to any level allowed for a particular metahuman race.

◆ **Unusual Background** - like Secrets, who you were before the Warp is not that big a deal. So, it is unlikely adventurers in the early campaign will have an Unusual Background. The previous Warp was so long ago that there is no chance of any deliberate genetic or historical link to that era. In the later campaign, an Unusual Background might be a surcharge that has to be paid in addition to the cost of some other Trait the player wants. For instance, if an adventurer wants a superior level of Godtouched, they might have to have an Unusual Background where one of their grandparents was an Arch-mage. In the early campaign, an Unusual Background is sort of a surcharge in order to be allowed to buy some specialized skills like Heavy Weapons.

■ **Weakness** - All the standard Weaknesses apply for both early and late campaigns. Obviously, a Weakness where the adventurer's survival is based on access to high tech is not possible in either campaign. Even ones that are merely inconvenient in a pre-Warp sense may be insurmountable problems in the post-Warp world. For instance, if you are extremely nearsighted and lose your glasses, the nearest person who knows how to *manually* grind lenses to your exact prescription could be a thousand kilometers off...

■ **Wealth** - In the early campaign, Wealth is largely meaningless. It will allow you to have more starting goods, but the subset of those goods which are useful in the post-Warp environment is still going to be vanishingly small. Wealth means that instead of having a television that doesn't work, you have an HD plasma screen that doesn't work. Instead of a Hyundai that won't start, you have a Porsche that won't start, and instead of an apartment without heat, light or water, you have a mansion without heat, light or water. The Warp is a catastrophe that no one is truly prepared for.

In the early campaign, an extra level of Wealth for 10S also gives you a free pick from any item on the list on [page 3.4](#), and any Friends you have will also have one item from that list (gamemaster choice). A negative level of Wealth in the early campaign simply reduces your starting funds for purposes of what you possess. In the late campaign, Wealth works normally, but the economy is still depressed, and all income and savings are one-quarter the normal amount.

Starting goods - Adventurers in the early Warp campaign have no money in the bank. Or, they have lots of money in the bank, but it is all worthless. Of the funds available for starting possessions, one percent of it can be applied towards weapons and armor at the normal prices on the gear list. The rest of the adventurer's gear is in the form of clothing, furnishings, vehicle and a place to live, along with a bunch of stuff that will be useless for the rest of their lives, like a stereo, computer and television. Of the tangible property and money adventurers start with, there are only two things to remember:

- 1) Possession is nine-tenths of the law
- 2) Cash is next to worthless and will only become more so

Possession? The most valuable things you own might be a car, a house or apartment, a computer, other personal electronics, jewelry and so on. Of these, the place where you live is the only one that still works, in the sense that it is shelter from the elements and might still have running water or gas. And it only remains yours as long as you can keep it from someone who wants to take it from you. Odds are that you will find someplace better in time, but for now it is where the rest of your stuff is. If you're lucky, you'll have a weapon or weapons, armor and such, and these at least are easier to retain possession of, if you have the will and skill to use them properly.

WarpWorld^{v1.0}

Cash? Credit cards stop working immediately, and never come back. On the bright side, credit card debt is gone forever as well... In the first hours and days and maybe a week or two after the Warp, people will still assume that whatever has happened is only temporary, and will be willing to buy and sell things with paper money (at highly inflated prices), but within a month, any currency other than gold or silver is going to be absolutely worthless.

Provided you can find a buyer or seller, post-Warp cash prices will run something like this:

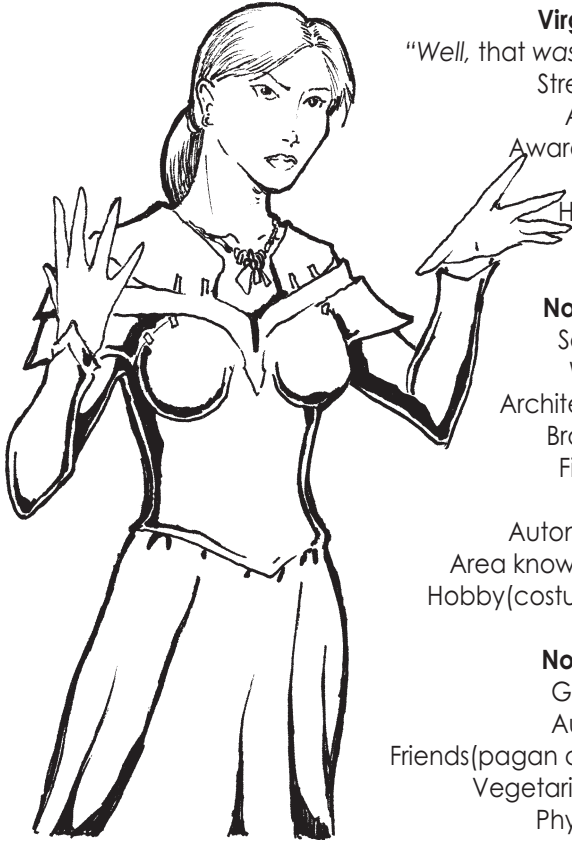
Warp plus 1 day:	x10
Warp plus 3 days:	x30
Warp plus 10 days:	x100
Warp plus 30 days:	x300
Warp plus 100 days:	x1000

Adventurers are unlikely to start play with more than a few hundred credits at most in cash money, which translates out to about 20 Credits in buying power. Maybe they can come up with more cash in a hurry, but what you can get with it is still going to be very limited.

▼ **FINAL NOTES** - As mentioned at the start, the later campaign is a more developed and civilized world, and some special Traits associated with it will be described in the **Campaigning** chapter. For now, players should get themselves in the frame of mind that something earth-shaking (literally) is about to happen, and that their lives are going to change forever. Will they think it is temporary, or long-term? Will they remain who they appear to be, or will the lack of the restrictions of law and order release a previously inhibited personality? If they have a godspark, or voices in their head, the gamemaster needs to think about any changes this might bring, or what personalities these voices have.

Get ready for the Warp.

▼ **SAMPLE ADVENTURERS** - Here are four sample adventurers, built according to the standard guidelines, so you can grab one and just jump into the game, or have a standby ready if someone wants to join your campaign on short notice.



Virginia Green

"Well, that was *unusual*..."

Strength: 2d+0

Agility: 2d+0

Awareness: 2d+1

Will: 2d+2

Health: 2d+0

Fate: 1d+2

Notable skills:

Sorcery: +0d

Wicca: +0d

Architecture: +2d

Brawling: +0d

First aid: +0d

Pistol: +0d

Automobile: +0d

Area knowledge: +0d

Hobby(costuming): +1d

Notable Traits:

Godtouched

Aura reading

Friends(pagan community)

Vegetarian(2 levels)

Physical prime

Virginia worked in a architecture firm before the Warp, mostly working on the interior details of office buildings, hotels and other large structures. Virginia was a practicing Wiccan before the Warp, but it was more of a stress management technique and alternative to traditional religious belief than it was a genuine belief in supernatural forces. That's sort of changed now. She can feel something *different* in her and in the world around her now, and in some cases, even see the difference.

▼ **Note** - Virginia's pick from page 3.4 should probably be a decent place to live. If these adventurers are used as a group, her place becomes the *de facto* headquarters. She might know Matt Chelson, or at least be acquainted with him through mutual friends in a medieval recreation group.



"It's still better than being in Iraq..."

Thomas Terrell

Strength: 2d+1

Agility: 3d+0

Awareness: 2d+1

Will: 2d+0

Health: 3d+0

Fate: 0d+2

Notable skills:

Electronics: +2d

Longarms: +0d

Brawling: +0d

Automobile: +0d

Carousing: +0d

Running: +0d

Climbing: +0d

Camping: +0d

Scrounging(woods): +0d

Notable Traits:

Experience(carrying)

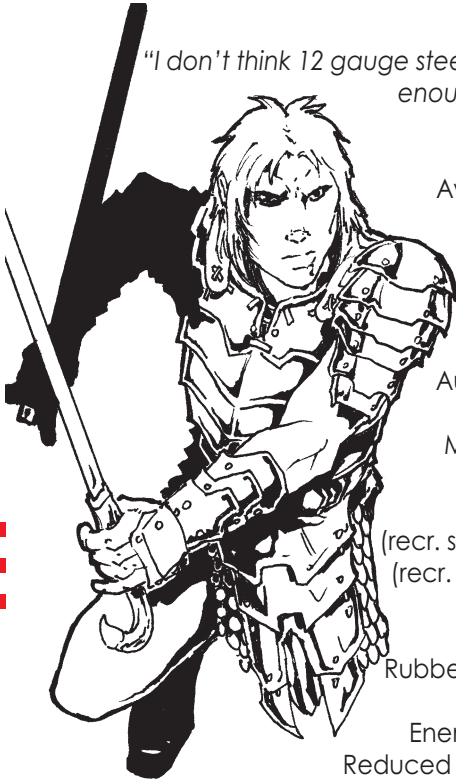
Cast-iron stomach

Mature age

Jingoist(2 levels)

Thomas was a communications tech before the Warp. He got through college with the help of money he got from enlisting in the National Guard, and this also got him two tours in Iraq several years later. He was working for the local phone company as a field tech when the Warp hit. He has no clue as to what is going on in the world now, save that it is really wierd. For now, he's putting his trust in cantankerous, but still fairly lethal firearms. He's politically conservative, but fairly open on most other issues. He just isn't all that fond of people badmouthing the government or what he considers his "national values".

▼ **Note** - Thomas's pick from page 3.4 should probably be whatever weapons he can carry. He isn't a very good shot (he was never in combat), but he does at least know how to use a variety of military hardware. Thomas does not directly know the other adventurers, but his line of work could place him in contact with one or more of them at the time the Warp hit.

**Matt Chelson**

"I don't think 12 gauge steel is quite tough enough anymore..."

Strength: 2d+2

Agility: 3d+0

Awareness: 2d+2

Will: 2d+1

Health: 3d+0

Fate: 0d+2

Notable skills:

Automobile: +0d

Longarms: +0d

Martial arts: +0d

Chemistry: +1d

Hobbies:

(recr. swordplay): +1d

(recr. armoring): +1d

Notable Traits:

Rubber-necker(0d+2)

Adult age

Enemy(local gang)

Reduced Wealth(1 level)

Matt was a college student when the Warp hit. Now he's stranded a long way from home, with no way to get there. He was a member of a medieval recreation group, and passably good as a fighter. However, his education had not progressed all that far, and he doesn't have too many other skills. In addition, he had the bad luck to get on the wrong side of some local miscreants shortly after the Warp. His skills with a rattan sword served him well when attacked, but now he has the entire group looking to make an example of him.

▼ **Note** - Matt's possessions are what can fit in a dorm room or shared apartment. This should include a full set of armor good for 1d+0 against melee attacks and 0d+1 against firearms (and a shield). His pick from page 3.4 should be "archaic tech", and this is the tools and a selection of raw materials for making melee armor. Matt's Enemy knows where he lives, or will find out soon enough, making it likely he will have to change his address with a bit of haste in the near future (a matter of days). Remember that at the moment, while he has a good skill level with a sword, he has no real experience with combat and only keeps the "best two" on his skill rolls.

**Richard Ackers**

"I've always had voices in my head..."

Strength: 2d+2

Agility: 2d+0

Awareness: 3d+1

Will: 2d+1

Health: 2d+2

Fate: 1d+2

Notable skills:

*Scroung.(urban): +2d

Brawling: +1d

Sorcery: +0d

Religion: +0d

HVAC tech: +1d

Notable Traits:

Godtouched

Mature age

Friends(other homeless)

Looks (poor hygiene)

Reduced Wealth(2 levels)

Reduced Status(1 level)

Multiple pers. disorder(3 levels)

Richard used to work for a housing developer, installing heating and cooling systems. But, he didn't have a psychiatric plan on his health care, and lost his job a few years ago when he started acting squirrely and preaching some nonsense of half a dozen religions all mishmashed together. He was strung out, homeless and borderline schizophrenic when the Warp hit. But with a godspark lodged in him, it actually seems to help him get his act together. He still has voices in his head, but they make more sense than usual now, and they don't drown out the voices of real people when he's trying to listen to them. He feels like he's on the verge of some great new thing, but the voices won't tell him what it is yet.

▼ **Note** - Richard does not get a pick from the items on page 3.4, having traded it in for the chance to get a +2d skill in Scrounging. The entirety of his possessions fit in a shopping cart, and none of these possessions are very valuable. Richard does not know the other adventurers, but he could easily encounter one or more of them in the immediate post-Warp environment.



MAGIC



"The moment one definitely commits oneself, then providence moves too. All sorts of things occur to help one that would never otherwise have occurred. A whole stream of events issues from the decision, raising in one's favor all manner of unforeseen incidents and meetings and material assistance, which no man could have dreamed would have come his way. Whatever you can do, or dream you can, begin it. Boldness has genius, power and magic in it. Begin it now."

- Johann Wolfgang Von Goethe

Mana exists on a plane of existence that we will call the ether. The ether is the flow of mana that permeates the universe, most particularly where there is life. The best way to think of it is like electromagnetic radiation. It passes through us in various forms night and day, yet we detect only the tiniest portion of its vast spectrum. Causes are shaped of different flavors and textures of mana, giving them form and personality.

Mana intersects the material world through the will of the mage, using Sorcery skill to harness the mana, and a specific skill (a spell) to shape that mana into a useful effect. Humans can tap and manipulate mana. The Causes are mana. Just don't try to manipulate one...

Places in the ether correspond to places in the material universe, and Causes are entities that occupy a particular spot in the ether at any given moment. They are not everywhere, and cannot see everything. They can manifest and manifest powers anywhere in the material world, though this ability can be reduced or limited by magic, and trying to project their presence and perception through a mana-containing barrier is a bit of problem. Causes, being animate mana, can see mana and its strength with little difficulty, though they cannot see it through solid barriers in the material world. A Cause in the ether can readily spot a powerful human mage in a group of normal people, but that mage can hide from divine gaze in a cave just fine. But, if the Cause knew *exactly* where the mage was, even miles of solid rock would not prevent them from manifesting there or lobbing a lightning bolt or other magical energy into the mage's refuge.

For humans, learning spells is a gradual process. The simplest effects must be mastered before more complex ones can be attempted, leading to a hierarchy of spells within a given discipline.

▼ **INTRODUCTION** - Magic is real, and so are the gods, or forces close enough that there is no real difference. This chapter will detail the nature of magic and somewhat of the Causes, and how adventurers and their foes will interact with these forces.

The force which all life has within it, and which makes magic possible is called *mana*, and is represented by the Fate. Things like plants and lesser animals have vanishingly small amounts of it, effectively zero for rule purposes, and inanimate objects also have a Fate of zero. Higher animals have a Fate of perhaps 0d+1, while the average person in the immediate post-Warp environment has a Fate of 0d+2. In the later campaign, the average person has 1d+0 or 1d+1. In order to use magic, a person must have a Fate of at least 1d+2. The First Causes will have a Fate of at least 30d+0.

▼ **Note** - Since each +1d in **EABA** represents about a doubling of ability, a 30d+0 First Cause has about a billion times (2^{30}) the arcane potential of an average person! Fortunately, a lot of that potential is tied up in simply holding the Cause together, and the efficiency with which they can project the remainder into this plane of existence is dreadfully low. Of course, this could still hit with the literal force of a lightning bolt...

▼ **POWER FRAMEWORK** - The power framework for magic in the **WarpWorld** game setting is:

Power framework:	Amount
● Framework base	-20
◆ Minimum Fate of 5	-5
● Hierarchical powers	-5
● Resisted effect	-10
● Cumulative stress	-10
Total	-50

Remember that this is the *minimum* that all spells are assumed to have. When spells are actually designed and bought, other modifiers may add to this total to make the spell more effective, easier to cast, or otherwise specialized in some way.

Framework base - This is just an amount that is factored in so that spells available have reasonable difficulty in proportion to their utility, and helps balance player-designed spells as well.

◆ **Minimum Fate of 5** - A Fate of 5 (Fate roll of 1d+2) is the threshold for being a mage. Those with Fate less than this cannot cast spells, though they can technically learn Sorcery, which would allow them to push mana through enchanted objects to generate spell-like effects. Spells can have a *higher* minimum Fate requirement, which would just have a cost modifier of the difference.

● **Hierarchical powers:** Magic is learned from coarse to subtle. Powerful, broad effects are often easier to learn than more subtle and low-powered uses of mana. Paradoxically, the easiest spells to learn are sometimes the hardest ones to cast. Conceptually, broad area effects require the least amount of effort to learn, but far more will to make manifest, while subtle effects require more learning, but are far more efficient in their energy use and the will required to manipulate it. Most spells will have at least one pre-requisite spell that must be known to a +0d level first. This has the side effect of channeling a mage's study into certain fields. If a mage wishes to learn a particular spell, they have to devote the effort to learning its pre-requisites, which may leave them little time to learn spells in other hierarchies. A spell will only have this modifier once, even if it has multiple pre-requisite spells.

● **Resisted effect:** The flow of mana is inherently resisted by anything else that has mana. Things like plants, insects, wood, stone and metal have so little as to be insignificant. Lesser animals will have a nominal 0d+1 Fate and larger ones will have 0d+2. Most humans born before the Warp have only 0d+2, those those born afterwards average about 1d+0 or 1d+1.

Any spell whose effect is a manipulation of a mana-containing vessel will have its effect reduced by the Fate of the target. Willing, *uncoerced* targets can reduce their *effective* Fate to 0d+1 per full or partial die in their normal Fate, allowing beneficial magics like healing to be useful even on mages, provided they trust the healer enough to let down their magical guard. This could also make powerful mages appear to be less powerful for anyone viewing their aura. Resisting of spells does not apply to *indirect* magical effects. A rock hurled with magic is just a thrown rock, and a bolt of lightning or firebolt is just energy. However, telekinetically hurling a person *would* be a resisted effect, as is telepathy, other mental powers, area effects or damaging effects that last longer than an instant.

▼ **Note** - This can be an important distinction. A spell that does instantaneous damage is typically energy that is created with mana at the casting mage and projected to the target. A spell that fills an area or lasts for a duration involves mana that is projected around a target or anchored to a target. Remember that even if a spell is not *actually* resisted, it still has this modifier in the framework.

A spell which is "broken" by something with a non-zero amount of mana roll must be recast. The spell effect has been shattered and must be cast again. This does not happen if the spell is breached or broken by an object that contains no mana.

EXAMPLE: A mage attempting to telekinetically grab someone has an effect of 3d+1 from their spell. The target of the grab has a Fate of 1d+0, so the he person is grabbed with an effective Strength of 2d+1, which is all that person has to overcome with their own Strength in order to break the spell. If this same mage picked up a rock and threw it at the target, it would strike with a damage of 3d+1. If they picked up a dog with a Fate of 0d+1 and threw it, it would strike with a damage of 3d+0.

EXAMPLE: A magical force shield with an Armor of 3d+1 is struck by a magical attack with damage of 4d+0. The shield shatters and must be recast. If struck by a mundane bullet (has no mana) with a damage of 4d+0, the shield would remain in place, even though it was penetrated and whatever was on the other side took 0d+2 damage.

If an effect filling an area is resisted by someone or something in that area, each part of the area is affected according to its ability to resist the spell. A person's mana can be considered an aura that extends around them sufficient to encompass what they are wearing and usually anything they are holding. A rifle would probably be protected, while the far end of a four meter long pike would probably not be shielded.

EXAMPLE: A mage casts a Shape spell over an area to try to liquefy the cement beneath an adventurer's feet. The ground resists with a Fate of 0 (no resistance), but the ground immediately around the adventurer's feet stays solid (or more solid) and begins to sink into the goo. If the liquefied cement flowed around the adventurer's feet, it would tend to resolidify before it actually touched the feet or legs adventurer (leaving a gap). It might be difficult to extricate their feet from this, but it would *not* be like having their feet solidly encased in cement.

Since *all* spells are resisted, *no* spells can be Thresholded, since those two modifiers are not allowed on the same spell.

● **Cumulative stress:** This modifier is *the* most important modifier on spells in **WarpWorld** and shapes much of the way magic and mages work, and tactics that are used by and against mages.

Unlike other **EABA** gameworlds, magic in **WarpWorld** does not cost any fatigue to use. A mage can cast spells as often as they want to (once per turn) and never get tired. What they *can* get is *burned to a crisp*. When magic is used on this plane of existence, stress is placed on the fabric of reality, stress that is centered in and on the mage casting the spell. Each full or partial die *in the Fate used for an effect* counts as 1 point for building up this stress, with a subtraction per spell based on the type of mage (see the Trait of Godtouched on [page 3.11](#)).

EXAMPLE: A mage with a Fate of 2d+2 and one level of Godtouched casts a spell at the level of their Fate. The spell generates 3 points of stress (the 2 dice and 1 partial die in the effect), and this is reduced by one since the mage has a level of Godtouched. So, the mage *accumulates* 2 points of spellcasting stress.

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When subsequent spells are cast, the skill roll of the mage is compared to both the difficulty of the spell, *and* to the accumulated stress from *previously* cast spells. The one roll from casting the spell is compared to both amounts to see what happens. There are four possible results:

- 1) If the skill roll is higher than both, the spell is cast successfully and its stress is added to the accumulated stress.
- 2) If the spell roll is failed but the stress roll is made, the spell is not cast and the stress remains the same.
- 3) If the spell is cast and the stress roll is failed, the spell goes off, adds to the stress effect, and *then* the stress effect happens.
- 4) And if the spell fails and the stress roll fails, then the spell is not cast, no stress is added, then the stress effect happens.

EXAMPLE: If a mage with a Fate of 3d+2 was casting a spell with an *effect* of 3d+2, and:

- a) the spell has a difficulty of 12
- b) the mage has an existing stress effect of 8
- c) the mage has the minimal level of Godtouched (-1 stress effect), then if:

- 1) the mage rolls a 13 for the spell, the spell is cast and the stress effect is increased from 8 to 11 (+4 for the full or partial dice of Fate contributing to the effect, -1 for being Godtouched).
- 2) the mage rolls an 11 for the spell, the spell is not cast and the stress effect stays at 8.
- 4) the mage rolls a 7 for the spell, the spell is not cast and the stress effect triggers.

There is no option 3) in this case, since the stress level is less than the difficulty of the spell. If the stress level were 14, then the first option listed above would be a success for the spell but the stress roll would fail, and 3 would be added to the stress effect before it is applied.

The gamemaster can play with stress effects if they wish, but the normal, simple effect is that the accumulated stress total becomes an equivalent amount of half-lethal damage, which cannot be prevented by armor, magic or any inherent ability (it burns the mage from the inside out).

EXAMPLE: A stress effect of 8 would become 2d+2 half-lethal damage, which would be 1d+1 lethal hits and 1d+1 non-lethal hits. The lethal damage is taken, then the non-lethal, then the total effect is compared to any damage thresholds that were passed.

This side effect damage *cannot* be magically healed, and recovers as any other sort of whole body damage. It does not cause any cumulative injury effects, and a mage can suffer numerous stress cascades over their career with little more than some interesting burn scars.

Shedding stress: There are two ways of losing the stress buildup a mage accumulates. The first is catastrophic, as just described. The more powerful and skilled the mage, the more catastrophic this can become. A novice with minimal skill can't build up enough stress to do more than singe their eyebrows and curl their fingernails. An Arch-mage can build up enough stress to turn themselves to a greasy cinder. A stress cascade resets the mage's magical stress level to zero.

The second way to bleed off spellcasting stress is the simple expenditure of time. Each day, a mage bleeds off spellcasting stress equal to their full Fate dice, and this can be done on a partial-day basis if needed (like a mage with a Fate of 2d+0 would bleed off 1 point per 12 hours). As for normal healing, resting and good conditions can aid the process, adding +1d or +2d to effective Fate for purposes of bleeding off spellcasting stress.



While uncommon, a mage can have a Forte of "mana sink", which increases their Fate by +1d solely for purposes of bleeding off spellcasting stress. This is not all that useful, but it is out there.

Efficiency: Astute readers will have noted that mages build up stress based on the *dice of Fate* used in the spell's effect. If the spell has modifiers that increase the effect, this is *not* the "Fate used in the spell's effect". A spell that is cast at increased difficulty for +1d effect uses whatever amount of Fate the mage wishes, then adds +1d to the amount to get the actual effect.

EXAMPLE: So, a minimally Godtouched mage could cast a spell using 1d+0 of their Fate, get a +1d effect from increased difficulty or an inherent +1d effect, and would accumulate *no* stress from it, since they ignore the first 1d of effect from their Fate.

This is why being Godtouched is important to mages, and the level of it makes a huge difference in how many and how powerful the spells are that the mage can safely cast.

EXAMPLE: A minimally Godtouched mage with a Fate of 4d+0 builds up 3 points of stress each time they cast a spell at 4d+0 effect (they subtract 1 from the effect to get the stress buildup). An Arch-mage with the maximum Godtouched effect can cast a 4d+0 spell effect without building up *any* spellcasting stress (they subtract 4 from the effect to get the stress buildup!). So, while the two mages may seem evenly matched if they got into a tussle, after the first five spells, the lesser mage has to beat a 15 on their spellcasting roll or take 6d+0 in half-lethal damage, while the arch-mage can keep slinging spells this powerful all day at zero risk.

Spells or magical effects cast from the ether into this world accumulate no stress for the Cause casting the effect. First Causes who are manifested in this world are considered to have the same benefits as Arch-mages in regard to building up stress, and they can always revert back to the ether before any stress effect actually hits them. Lesser entities may have lower levels of the Godtouched Trait, but they too can revert to the ether before suffering any stress cascade if they wish.

▼ **LIMITS of MAGIC** - Magic in **WarpWorld** has a number of things it can do that violate the pre-Warp laws of the universe. *Things magic can do:*

Violate Newton's First Law: There does not have to be a reaction from an action. You can get thrust without moving any mass, hurl or catch massive objects without being hurled backwards in return. *Examples: Flight, Force Shield, Telekinesis.*

Violate $e=mc^2$: Mana can be converted to significant quantities of matter and energy, and transmute matter, though matter and energy cannot be converted into mana. *Examples: Firebolt, Create Food, Transmute.*

Violate the Uncertainty Principle: Magic can observe and manipulate forces too subtle to be detected or manipulated in an accurate fashion, and do so in quantities so great that only advanced quantum computers should be able to figure out the interrelationships. *Examples: Telepathy, Teleportation, Healing.*

Violate Causality: Magic can provide information that allows actions to be taken, which if taken, should prevent magic from providing it in the first place. *Examples: Danger Sense, Prophecy.*

While there are things magic can do that are impossible in the pre-Warp world, there are still things impossible for it. *Things magic cannot do:*

Create life: Magic can summon beings from elsewhere, including other dimensions, but can not give life to inanimate matter, or restore life to the dead. Healing *can* bring back those who have only been dead a few minutes. Such individuals are "mostly dead" rather than "completely dead". Magic can create things that appear to be recently dead (like food), but these creations cannot be imbued with life.

Deanimate life: Magic can be used to kill, but it cannot convert living matter into a non-living form by any other means. Flesh cannot be turned to stone or water or air. A person *can* be transformed into another living creature of the same or different size.

Be stored: There are magic items, but they either resonate with the force of a spell initially cast into them, or can be made to resonate with a spell when infused with mana. There are no magic items that contain unfocused mana stored up in charges or which allow someone without Sorcery to generate magical effects.

Remove thought: Magic can dull the senses or cause emotions to rage, but magic *cannot* remove the ability to think. A person turned into an animal or even a mat of algae still thinks like a person.

Amplify itself: Magic can be used efficiently, and can channel existing mundane forces more efficiently than it can generate them from nothing, but magic cannot amplify other magic. The magical result of any spell results in less mana available than you started with. This includes such things as sacrificial magic, though in this case you end up with less mana because the source of the mana has been killed as part of the sacrifice...

Make permanent changes to the animate: Magic can do damage, and restore injury, repair items and create things from the stuff of mana. However, magic cannot permanently add muscle mass, hand-eye coordination or brainpower, or on the negative side, cannot turn flesh to stone or water or air. Magic can, with sufficient effort, give long-term boosts or penalties to strength or agility or the senses, but these are not changes to the person. Rather, they are simply magic equivalents of an exoskeleton or a pair of binoculars or a hearing aid. Magic can restore a living thing to its most recent intact state (healing), but cannot improve upon that state. Magic can undo the damage of a heart attack, but it cannot turn an old heart or old body young again.

Push out of this dimension: Magic cannot speak with the dead or allow a mage to travel into the ether of the Causes. Magic can *pull* things into the material world from other places if it knows where to open the trap door, and open channels for *communication* to known entities. This allows summoning of entities like Seconds or Heralds, and allows priests to speak with their Causes, but the flow of mana remains in this dimension and can only pull into this dimension. So, a Cause can hurl a lighting bolt from the ether into this dimension, but a mage cannot hurl a lighting bolt back into the ether.

▼ **Note** - This last limit has thus far stymied all efforts of the Forsaken to get around it. Being unable to project force into the ether makes direct attack on the Causes very difficult. The Causes, if manifested, could conceivably project force into the ether, but it would probably be extremely inefficient.

▼ **OTHER NEW MODIFIERS** - In addition to the modifier "cumulative stress", there are a few new modifiers on spells/spellcasting that may show up in a **WarpWorld** campaign, though their nature may preclude adventurers from using all of them.

● **In extremis**(varies) - For adventurers who might learn their first spell in the early campaign, a typical modifier is "in extremis". That is, the adventurer can *only* invoke the magic in cases of life-threatening stress. If they are not in *genuine* fear for their life or the life of someone they care deeply about, they cannot cast the spell. "Fear for their life" can also include threats of maiming or sexual assault. If "in extremis" only counts the adventurer, it can be up to a -20 modifier. If it includes close relatives or friends, it can be up to a -15 modifier, and if it is just a situation placing someone the adventurer knows in harm's way, it is no more than a -10 modifier. The "in extremis" modifier will never trigger for someone an adventurer does not have a personal, emotional connection to.

◆ **Sacrificial magic**(+20 modifier) - Sometime after the first High Priests appear, people will begin to realize that there are Causes out there who are not as beneficent as others. Like humans, some of the Causes revel in the more destructive aspects of emotion and existence. Most Causes are relatively benign, and even the capricious and occasionally cruel tricksters are not "evil". A few of the Causes do cross that line, however. Dark, maybe even resentful of humanity for some reason, they seek souls as much as any other Cause, but they are vindictive, petty, and seem to delight in suffering. Their High Priests and the worshippers they attract will be much the same. These will be the causes that bandits, gangs and sociopaths will gravitate to, and give these sorts of groups a longevity that they would not have managed without divine assistance.

One of the things common to these faiths is sacrificial magic, where the mana to power the spell comes partially or completely from the deaths of ceremonially sacrificed victims. It doesn't matter if the victim is sealed to another Cause, though this can annoy that Cause and eventually bring about retribution. Rather, the dying essence of the victim simply helps to power the spell.

Sacrificial magic is a modifier that makes a spell *more* difficult, and the modifier is usually offset by things like requirements such as a focus, and certain times, places or other situational limits.

Sacrificial magic is a +20 modifier in spell design, and has a few other limits as well. Specifically, the casting time of the spell also has to be sufficient for a nasty ceremonial death. Cutting the heart out with a sacrificial knife is fairly standard (-10 modifier for time if you do it fairly quick). The spell often uses external aids like an altar (-30 modifier) and/or blade (-10 modifier), but these are not required.

What you get with sacrificial magic is a +1d boost to the power of the spell, *and* +1d each time you *double* the number of victims the spellcaster sacrifices in the time interval of the spell. Remember that this boost in the dice of effect does *not* count towards any spellcasting stress the mage might build up.

EXAMPLE: A High Priest who sacrifices four victims as part of a spell gets a +3d boost to the spell's power.

Remember that if you are sacrificing multiple victims, it will take longer to complete the spell, and the number of victims is determined at the *start* of spellcasting, not the end. If you specify eight victims and one kills himself rather than be sacrificed, the spell automatically fails. A spell with a minimum casting time is the *minimum* time that can be spent. More time can usually be spent, but no modifier benefit is gained.

EXAMPLE: If a spell gets a time modifier of -10, no matter how long you spend on the spell or how many sacrifices are made, the modifier for time will stay at -10.

▼ **Note** - Obviously these rules are meant for the gamemaster to use for villainous backstory or dramatic situations. The gamemaster can change the bonus or how it is acquired as needed (perhaps extra suffering is worth extra dice?). Adventurers who engage in such actions have clearly gone to "the dark side" and should be given the same consideration as any other serial killer. However, it is possible that animals can be used in sacrificial magic (a very traditional means of appeasing deities). In such a case, the boost to a spell is only 0d+1 for a healthy animal of human mass, and 0d+1 more for each doubling of mass sacrificed. Unblemished and specially prepared sacrificial animals would be worth 0d+2 instead of 0d+1 (so a special sacrificial bull might be worth a +8 bonus to a spell's power). This kind of animal sacrifice is something that adventurers *could* partake in.

◆ **Spectral**(+20 modifier) - This is just another way of saying "extraordinary range". This is a modifier that is only available to mages who are members of the Forsaken, and the modifier itself will not be discovered until well into the mid-campaign.

A spell that is spectral somehow touches the ether, ever so barely. It might even be said to enter the ether, but for an infinitely small amount of time and distance. What it does do is cause a spell to transcend the normal barriers of space, so that a spell can bypass one mundane barrier. The spell will re-enter normal space after passing through any significant amount of matter, and will bounce off or re-enter normal space if it encounters anything with mana in its path. Even with this modifier, Forsaken mages cannot project force against a target in the ether. And, because spells are resisted, it will automatically re-enter normal space upon striking anything with a Fate of more than zero. Since a person's personal armor and held items are somewhat shielded by their own Fate, a spell with this modifier will not (in *this* game universe) bypass worn armor or most shields.

Other modifiers - Spells will be listed as having certain modifiers. This is the minimum set of *required* modifiers for that spell. Adventurers will often learn the spell with *extra* modifiers that adjust the total and thus the difficulty of the final spell. These modifiers can be bought off for 1\$. The adventurer adjusts their learning of the spell to the new form (unlearning the old form). Any number of modifiers can be added or subtracted for 1\$, but the new way the spell is described is the *only* way the adventurer knows it. They can't revert back to the previous form without spending 1\$ to relearn it in the older way, and adjusting a spell in this way is always done at the time rate for studying. So, even if an adventurer really wants to alter the modifiers on a spell, they can't just spend 1\$ and make it happen instantly. It will take at least a month of study to make the alterations in the way the adventurer *thinks* about the spell. In fact, if an adventurer is studying to change a spell's modifiers, they should probably take a +2 to the difficulty of casting it while they are in between thinking about it one way and the other.

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▼ **MAGICAL NOTES** - Unless it has modifiers to make it less visible, spells have visible effects only when they are resisting an effect or being resisted by an effect. Otherwise, they are invisible to the naked eye and do not show up magically unless someone is using the "see mana" spell. A spell that is initially resisted when cast, but has a continuing effect, is visible only if it is actively being resisted.

EXAMPLE: A magical force shield only shows up to the naked eye when it actually has to deflect or stop something. A telekinetically grabbed person shows no visible effect unless they are resisting the grab, and a person under the influence of a mental compulsion shows no visible aura unless they are resisting the effect.

Even this level of visibility can be eliminated if the "special effect" modifier is taken on the spell.

A "spell effect" in a description usually means the level of effect after any reduction from being resisted. So, a 5d+0 spell resisted by a Fate of 1d+0 would have a "spell effect" of 4d+0. It would still count as 5 dice of effect for purposes of building up spellcasting stress and count as 5d+0 for its range if it had the "technological range" modifier. Other notes on particular modifiers:

Range - In this gameworld, all spells with range may take the "technological range" modifier of +25, or may take some fixed range. Unless otherwise specified, **WarpWorld** spells with "technological range" have a maximum Range level of 10, plus 3 per full die of effect in the spell, plus any +1 or +2 in the effect (e.g. a spell effect of 3d+2 would have a maximum Range level of +21). Ranged spells are usually targeted with the same skill roll used to cast it, as a separate roll after the spell is activated. So, a spell can work and generate spellcasting stress, but still miss its target.

Effect	Range(level)
1d+0	32 meters(13)
2d+0	90 meters(16)
3d+0	250 meters(19)
4d+0	700 meters(22)
5d+0	2 kilometers(25)
6d+0	5.6 kilometers(28)

Normal range penalties are taken based on the distance to the target, aiming and so on. Spells may have extra Accuracy, which is only usable if aiming is done. Spells that buy a particular range have that range, regardless of the dice of effect.

Duration - The duration "state-based effect" is only allowed for powers designed as Gifted abilities, creations, transmutations, effects that are triggered once and then disappear, and healing. In fact, state-based duration is *only* duration allowed for these effects most of the time. Gifted abilities have a duration of the life of the person, and the "state-based" duration is simply part of how the Gifted abilities are designed (see **EABA**, page 2.14)

Creations last until damaged. If you create a bar of gold and then scratch it with a knife, it will vanish. Basically, damage of exactly equal to the item's Armor or more damages part of the magical weave, and it unravels. For dramatic purposes, the created item unravels at the rate of 1 Hit per time level, so a created item with 4 Hits would unravel over a time level of +4. There are two special cases where this does not apply. Summoning is a special case of creation. In this case, you are simply calling an item that already exists elsewhere. Once it is summoned, the item exists as long as it would normally. The second case is if the item effectively has no Armor. Food and water would be typical examples. Water can be divided into smaller portions and not disappear, an apple can have a bite taken out of it, and so on. Such items remain until they are assimilated by their surroundings, or until they take a form where they do have Armor, at which point they act like other creations with Armor. Wet cement does not disappear if cut, but once it hardens, it will vanish if you strike it hard enough with a hammer.

Transmutations are the same way, with the special case that people and other living things can have their form changed, with or without their consent. Damaging the transmuted form to the same degree as the transmutation effect will cause the spell to start to unravel. Also, the true form of a living thing will inherently try to restore itself. For this gameworld, use the following guide: Count the rolled spell effect as lethal damage. When this "damage" has healed (based on target's normal recuperative ability), the reversion begins. This "damage" is not something that can be magically healed. It just represents the target's biology gradually asserting itself over the spell's effect.

EXAMPLE: If an adventurer were turned into a toad by a spell with an effect of 4d+1, then you would roll 4d+1. When the adventurer would have recovered that many lethal Hits, or if the toad takes that much *lethal* damage, then the transmutation starts to unravel.

Healing just lasts. The "state" of the state-based duration is "healed", as opposed to "injured". It lasts until you're injured again.

The duration "as caster wills" means "as long as the caster stays conscious and is not stunned". Spells cannot keep you awake or alert forever, but they can boost your Attributes to keep you awake and alert longer, though. Each spell a mage maintains with an "as caster wills" duration is a +1 difficulty to *other* tasks, as part of the mage's concentration is needed to keep the spell running. Use of the maintained spell is not affected by itself. An adventurer maintaining two spells takes a +2 difficulty to all other tasks, but tasks related to one of the spells are only at +1 difficulty.

There are three very important *long* durations. The first is "life of the caster", which is a +60 modifier and a +10 special effect for a total of +70. The special effect allows the mage to have spells with this duration that do not affect their concentration for other tasks. The maximum number of lifetime spells a mage can have operating is their full Fate dice plus any fractional dice.

EXAMPLE: A mage with a Fate of 3d+2 could have 4 lifetime spells running at once.

The duration of "forever" (+70 modifier) is only allowed for items that imprint the template of a spell or modifier into an item. Such an item is like a stencil. You force mana through it, and an effect comes out the other side. This duration is in addition to the duration of the spell that is imprinted. More on this will be found in the Enchantment section (page 4.35).

A few spells may have a duration during which the target of the spell is manipulated, but after the spell ends, the changes are permanent. This will be +40 more than the duration of the manipulation.

If a spell has an effect over a duration, how you handle it depends on the effect. For damage, you usually do new damage each turn. For effects on Attributes, you usually just apply effects when the spell is targeted and that level of effect lasts for the duration of the spell. In this gameworld, spells that cause damage over a duration will count as resisted, regardless of the mechanism of damage.

EXAMPLE: A firebolt is not resisted, it is just a blast of heat. A "flamethrower" spell that anchors the heat to a person for several turns *would* be resisted to determine the spell's effect.

Normal modifiers - Spells in their raw form may have a very high difficulty, especially for early campaign mages with a mere +0d in Sorcery. Common modifiers that are taken at *initial spell purchase* are below. This does not add to the 5S cost of the spell, but removing these modifiers or adding new ones at a later time will cost 1S.

● Requires gestures	-5
● Requires vocalization	-5
● Requires total concentration	-10
● Requires focus <i>or</i>	-5
● Requires consumed focus	-20
● Takes 6 seconds to activate	-5
● Caster takes 1 non-lethal Hit	-5
● Caster takes 1d non-lethal Hits	-10
● Caster takes 1 lethal Hit	-15
● Caster takes 1d lethal Hits	-30
● In extremis	-10 to -20

Difficulty - Spells do not have a final difficulty of less than 8, regardless of the modifiers taken. This means that a mage whose Sorcery skill roll is reduced to less than 1d+2 cannot cast spells at all, though they could conceivably use Fate (as luck) to temporarily boost their roll by +1d. So, all spells should be designed so that their modifier total is at least +13, which is the minimum for a casting difficulty of 8. Once a spell is learned, it can be modified for 1S. And remember that a spell does not have to be initially learned as it is described. Other modifiers to make it easier to cast and more useful can be part of how it is learned for the first 5S investment.

EXAMPLE: As a spell an adventurer in the early campaign might learn, *Chill* is not very useful. The effect is not all that great, and the difficulty to cast fairly high. If an adventurer learned it that way for 5S, they might want to change it later. While the nature of the damage (half-lethal damage with an area effect) cannot be changed, a player could spend 1S to change the area to a single hexagon (+10 modifier), drop the range to 15 meters (+15 modifier) and add +1d increased effect (+10 modifier). Adding these in and taking out the default area and range will change the adjusted cost of the spell from +40 to +30, which makes the activation difficulty 12 instead of 14, and increases the spell's damage by +1d. All of a sudden, that +1S investment makes the spell a lot more attractive.

Concentration - While Godtouched mages can zap certain levels of effect all day with no problem, long duration spells do have certain side effects. If a spell has a duration of "lasts as caster wills", the mage will take a +1 to the difficulty of anything else they do while that spell is up and running.

The only exception is for any sort of change in targeting of *that* spell while it is running. The mage has to focus their concentration on what they are doing, to the detriment of everything else. A mage can have the "total concentration" modifier on a spell, which means that *all* their attention is focused on the spell (and the target of the spell). No other actions are possible.

If a spell has a fixed duration when cast, the mage can have one such spell running at no penalty to other actions. Each additional spell of fixed duration is a +1 to the difficulty of other actions. While the mage has invested the energy and concentration needed for the spell, they are still tied to it metaphysically and having more than one running at once will affect their concentration. This also means that the mage will know if such a spell is dispelled, broken, triggered or tampered with. If the nature of a spell is that the duration is from an effect that isn't magical, the concentration penalty does not apply. An example would be the *Blind* spell, where the duration comes from the time it takes the targets to recover from the brilliant flash of light, not from the duration of the spell itself. This has to be adjudicated on a case-by-case basis. Spells with fixed duration may not be turned off by the caster. The duration must expire normally or the spell must be manually or magically broken.

If a spell requires total concentration to cast, the normal limits on action apply. A spell with duration can have the "total concentration" modifier *twice* and "lasts as caster wills", which just means that the effect lasts as long as the caster wants, but they have to be concentrating on nothing else both while the spell is being cast, *and* for the entire duration of the spell.

If a spell is "triggered", it acts like a spell of fixed duration before the trigger happens, and as whatever sort of duration it has afterwards, if any.

EXAMPLE: A spell can have a state-based duration and be triggered. It counts as a fixed duration spell until triggered, then does its thing and is gone. If it has a fixed duration and triggered, it acts as a fixed duration, and triggers each time the condition is met in that duration. If it is triggered and lasts as caster wills, then it counts as a "lasts as caster wills" spell, whether it has been triggered or not.

▼ **SPELL LIST** - The following is the basic spell list for **WarpWorld**. The gamemaster and players can (and should!) make up more if they choose using the standard framework and the limits of magic outlined on [page 4.6](#). Unless otherwise specified, all of these spells are available in both early and late campaigns, though it may take years for some of the more difficult ones to be learned by the early post-Warp mages. Any new spells designed should fit into an existing hierarchy or create a new one, with the gamemaster having final decision on any prerequisites. In the list below, the leftmost spell in any progression is the first one that must be learned, with indented items requiring a previous spell as a pre-requisite. Spells with an * will have additional pre-requisites from another category. To make things easier when reading the spell descriptions, spells will have their hierarchical place listed in parentheses. For instance, a base-level spell will be (I), while a second-level spell (one pre-requisite) will be (II), and so on.

- | | |
|-------------------|----------------------|
| Chill(I) | Nuke(I) |
| Fog(II) | Purify/Sterilize(II) |
| Frostbite(III) | Transmit/Receive(II) |
| Icebox(II) | Radar(III)* |
| Suspend(III) | Zombify(I) |
| Fireball(I) | Prophecy(I) |
| Firebolt(II) | Danger Sense(II) |
| Landmine(II)* | Teleport(II) |
| Channel fire(III) | Dispel(I) |
| Cook(III) | Dampen(II) |
| Forge(III) | See Mana(II) |
| Blind(I) | Pentagram(III) |
| Light(II) | Summoning(I) |
| Invisibility(III) | Shape(I) |
| Night vision(III) | Gremlin(II) |
| Daze(I) | Repair(II) |
| Telepathy(II) | Disintegrate(II) |
| Diversion(II) | Strengthen(II) |
| Domination(III) | Healing(III) |
| Create Element(I) | Enhance(I) |
| Create Water(II) | Weaken(II) |
| Create Tool(II) | Bionic(II) |
| Create Food(III) | Blade(II) |
| Push(I) | Slinger(II) |
| Telekinesis(II) | |
| Shield(II) | |
| Firehose(II)* | |
| Dig(II) | |
| Tent(III) | |
| Umbrella(III) | |
| Spacesuit(III) | |

Chill(I) - Condenses moisture out of the air and turns it into icy shards that slice into things. It does the mage's Fate effect in half-lethal damage to everything in the area of effect, which for the default version of the spell is an area 7 meters across. Since it is a resisted effect over an area, each thing targeted in the area resists the effect based on its own Fate. At the minimum level of damage (1d+2 half-lethal), the spell can only damage inanimate objects with an Armor of zero, and only does 1 Hit to them. While fairly difficult to activate, it is very easy to aim, since trying to put a 3 meter radius over a person is a -4 to the difficulty.

Type	Requirements	Cost
-	Framework base	-50
●	Half-lethal damage	+30
●	3 meter radius	+35
●	Technological range	+25
	Adjusted cost	40
	Activation difficulty	14

Typically, other modifiers on the spell are taken to reduce the difficulty. A consumed focus for this spell might be something that is already frozen or cold, like an ice cube or a handful of snow.

EXAMPLE: A mage who gets this as their first spell takes the modifiers:

●	additional +1d effect	+10
●	requires consumed focus	-20
●	requires gestures	-5
●	requires a mundane skill roll	-5
●	takes 2 seconds to cast	-2
	Extra modifier total	-22

This drops the total spell modifier to +18, for a casting difficulty of 9. This makes the spell much more accessible to someone with a Sorcery skill of +0d. The way the spell works for *this* mage is that they make a snowball (gestures, time, consumed focus) and throw it (mundane skill). Wherever it hits, it blasts apart and fills the area with icy shards flying in wierdly curving trajectories (it fills an exact area rather than being an explosion). The extra damage means a default mage with Fate of 1d+2 will do 2d+2 half-lethal damage (add 1 stress if they have the minimum level of Godtouched). Since the effect is resisted, a normal person with Fate of 0d+2 will take 2d+0 effect. If they have heavy winter clothing (0d+2 Armor), they end up taking 1d+1 non-lethal damage. It is still not a powerful spell, but it *can* hit several people at once like a punch to the gut, and against inanimate objects, a 2d+2 half-lethal attack will shatter glass and can knock down light obstacles. The player says the visual effect of the spell is a glowing halo and an icy comet trail off the snowball when it is thrown.

▼ **Note** - We're not going to give an example of this depth for each spell, but it gives you an idea of how the gamemaster and players can adjust the spell descriptions for the skill and power levels available at the different stages in a campaign.

Fog(II) - A more subtle version of Chill, this works with atmospheric moisture to create a dense fog in the area of effect, reducing sight perception rolls by the mage's Fate effect in the area of effect, which for the default version of the spell is an area 7 meters across.

Type	Requirements	Cost
-	Framework base	-50
■	Subtracts from sight Awareness	+30
●	3 meter radius	+35
●	Technological range	+25
■	Lasts as caster wills	+15
Adjusted cost		55
Activation difficulty		17

At minimum level of effect against an average person (1d+2 effect vs. Fate of 0d+2), it drops their sight Awareness roll by 1d. Since this is a change in visibility, those affected immediately need to make an adjusted Awareness roll to maintain sight on anything they were looking at or attacking. Note that the spell only affects the Awareness of those in the area of effect. Those who are outside looking in can see the people in the fog just fine. Also note that at the minimum level of effect (1d+2), the spell has a maximum range level of +15 (64 meters).

Frostbite(II) - The mage develops sufficient control to chill a single target, rather than spreading the effect over a large area. This spell acts like an intangible blast of liquid nitrogen striking the target, the exact effect depending on the intensity of the spell. Remember that as a point target damage spell with no duration, it is not resisted by Fate.

Type	Requirements	Cost
-	Framework base	-50
●	Half-lethal damage	+30
●	Increased 1d effect	+10
●	Technological range	+25
Adjusted cost		15
Activation difficulty		8

At the minimum level (Fate of 1d+2), this spell does 2d+2 half-lethal damage, which is sufficient to hurt a person through many types of armor and can also do Hits to objects with an Armor of up to 1d+0 (1 Hit on objects with 1d+0 Armor, 1d+0 Hits on objects with less than 1d+0 Armor). The ease of use of the spell is offset by the fact that you have to hit with it, and many mages adjust the spell by adding Accuracy at a later time.

Icebox(II) - This is a long duration spell cast onto a container, and it just keeps the contents of the container at a reduced temperature, allowing the storing of food or perishable items for extended periods. An effect of 1d+0 is sufficient for normal refrigeration, 2d+0 for freezing, 3d+0 for sub-zero freezing and 4d+0 or more for cryogenic work.

Type	Requirements	Cost
-	Framework base	-50
●	Non-lethal damage	+20
●	Acts as a natural phenomenon	+5
●	1 meter radius	+25
●	Affects single large object	-20
■	Lasts 2 days	+40
Adjusted cost		20
Activation difficulty		10

A radius of 1 meter means the area of effect is big enough to cover a small room.

Suspend(III) - This is a transmutation spell that chills a target down and shuts down almost all biological processes for the spell's duration. An injured person does not bleed, and even a recently dead person is held somewhere between life and death for the duration of the spell. As long as it is renewed each time it wears off, the suspended animation can continue indefinitely. The suspended body is unnaturally cold, but not frozen, and the spell does not prevent further damage to the body. It just shuts down the need to sleep, breathe, and eat, as well as dramatically slowing consciousness and the heart. Remember that most physical transformations of living targets require that they do not consciously resist the effect.

Type	Requirements	Cost
-	Framework base	-50
■	Alters form of item	+15
●	Acts as a natural phenomenon	+5
●	Increased 3d effect	+30
■	State-based duration	+15
Adjusted cost		15
Activation difficulty		8

In order for the spell to be effective, the effect on the target has to be at least 4d+0. Anything less may slow biological processes, but does not result in full stasis. The state-based duration in this case will be until the target of the spell would naturally heal the "damage" of the spell. For most people, this would normally be 1 Hit per day (most conditional modifiers do not apply). The target of the spell will need warmth and medical attention upon waking.

Fireball(I) - The simplest possible heat effect. The mage conjures up an unstable, superhot plasma that instantly blasts outward for half-lethal damage, to a maximum of 7 meters in diameter. It is effectively the same as Chill, but with fire as the special effect instead of cold.

Type	Requirements	Cost
-	Framework base	-50
●	Half-lethal damage	+30
●	3 meter radius	+35
●	Technological range	+25
	Adjusted cost	40
	Activation difficulty	14

Firebolt(II) - A more concentrated and precisely aimed blast of heat, doing lethal damage to a single target. This is much like Frostbite, but the damage is lethal instead of half-lethal, and the base spell has a smaller damage and thus a shorter range than Frostbite.

Type	Requirements	Cost
-	Framework base	-50
●	Lethal damage	+40
●	Technological range	+25
	Adjusted cost	15
	Activation difficulty	8

Remember that since it has no duration and does not manipulate the target, this and similar spells are *not* resisted by the Fate of the target, so even if the effect is not extraordinarily powerful, it can still be very useful. It is also an easy and flashy demonstration of magical ability. Keep in mind its useful range (see table on [page 4.8](#)).

Landmine(II)* - This is a triggered spell that acts a lot like a Fireball and has it as a pre-requisite, but only fills 1 hexagon. The spell's energy lasts until it is triggered. The first item of a given size to enter the trapped hexagon triggers the spell to explode in a fiery blast. The caster can also trigger the spell with a coded thought as a minor action.

Type	Requirements	Cost
-	Framework base	-50
●	Half-lethal damage	+30
●	1 hexagon	+25
◆	Triggered	+10
●	Melee range	+0
●	Takes 1 minute to cast	-12
●	State-based duration	+25
	Adjusted cost	28
	Activation difficulty	12

This spell also has a pre-requisite of Prophecy, because of its ability to sense things outside the control or perception of the caster.

Channel fire(III) - This is similar to Firebolt, but the mage draws off existing sources of fire, allowing them to generate more damage for the same level of effort.

Type	Requirements	Cost
-	Framework base	-50
●	Lethal damage	+40
●	Channeled damage	-15
●	Increased 2d effect	+20
●	Technological range	+25
	Adjusted cost	20
	Activation difficulty	10

The "channeled damage" modifier that requires an existing source of flame is a limitation, but is offset by the +2d damage, which is especially useful in the early campaign, since those extra +2d do *not* add to spellcasting stress. This means a mage with the minimum level of Godtouched can use 1d+0 of their own Fate and get a 3d+0 attack that they can use without adding any spellcasting stress.

The mage can pull energy from any fire within the spell's range and direct it at any other target. The maximum damage the spell can do is that of the fire being channeled, the mage contributes *no* damage on their own. Typical post-Warp fire sources would be:

Item	Damage
Kerosene lantern	0d+1
Kerosene heater	1d+1
Fireplace	2d+1
Burning car	2d+2
Bonfire	3d+2
Burning home	5d+0

If this spell is modified with the "triggered" modifier, it can allow the mage to directly tap and channel ephemeral effects like explosions. There are certain timing issues with this. The mage has to be aiming at the target when the spell triggers, and the channeling has to take place before the spell duration expires. If the spell has "lasts as caster wills", it means they can spray the channeled fire around like it was a flamethrower, picking a new target every turn.

For items that are simply "on fire" rather than "burning", the effect of channeling heat off them may extinguish the blaze. The difference between the two is that a bonfire is "burning", while a person who accidentally fell into the bonfire is "on fire".

▼ **Note** - There are variants of this spell and this entire hierarchy that deal with kinetic force, electricity, light or other types of electromagnetic energy.

Cook(III) - This spell generates an area up to 1 hexagon across that maintains a given amount of heat for up to an hour. Food can be cooked or water boiled just by placing the container in the area of effect. The spell also acts like a small campfire from the radiated heat, making it useful while travelling, especially in wet weather.

Type	Requirements	Cost
-	Framework base	-50
●	Half-lethal damage	+30
●	0 meter radius	+25
●	Melee range	+0
●	Acts as a natural phenomenon	+5
●	Duration of 1 hour	+29
	Adjusted cost	39
	Activation difficulty	14

The damage from the spell is diffuse. It will scorch unprotected flesh, but not quickly (since it gets to resist the effect), nor will it melt cookware if cast at 1d+2 effect or less. As a non-combat spell, it is typically taken with extra modifiers to make it easy to cast.

Forge(III) - The mage gains the control and level of mastery to use heat like a cutting torch or welding outfit. The spell generates lethal damage, and as long as the damage equals or exceeds the Armor of the target, the mage can cut or join pieces of metal with a quality based on their Welding skill (an AGL-based Trade skill). Having more dice than is needed for a task simply means that a larger amount of material can be cut and welded in a given amount of time. Note that maintaining the spell means that the mundane skill used to wield the effect is at +1 difficulty.

Type	Requirements	Cost
-	Framework base	-50
●	Lethal damage	+40
●	Special effect (usable as tool)	+10
●	Melee range	+0
■	Lasts as caster wills	+15
●	Requires mundane skill to use	-5
	Adjusted cost	10
	Activation difficulty	8

The spell can be used as a melee weapon, and would be considered one with a "blade" about the length of a dagger. It would be wielded in combat with Short Blade skill. While used as a melee weapon, the Strength of the wielder has no effect on the damage done, and the effect cannot be used to block or parry with.

Blind(I) - The mage generates an amazingly intense flash of light, sufficient to leave spots flashing in the vision of anyone looking in that direction. The effect applies to anyone looking in the direction of the flash, but is reduced in intensity by the range level from the center of the effect. Effects of zero or less are no effect. Effects of more than zero mean that sight perception rolls are reduced by the spell effect for 10 seconds. If the effect is greater than a target's sight Awareness, the target is completely blind for the duration of the spell. Remember that as a duration spell, the effect is resisted.

Type	Requirements	Cost
-	Framework base	-50
●	Subtracts from sight Awareness	+30
■	Sensory targeting	+20
●	Increased +2d effect	+20
●	Lasts 10 seconds	+12
	Adjusted cost	27
	Activation difficulty	12

EXAMPLE: An early campaign mage with a Fate of 1d+2 tosses this spell in front of some foes who are shooting at them. Some of them are 1 meter away from the blast of light, the rest are 8 meters away. The spell goes off with an effect of 3d+2 and the effects last for a Time level of 7 (10 seconds). The range levels for 1 and 8 meters are 3 and 9, respectively. Then add in their likely Fate of 0d+2, for a total penalty on the two groups of -5 and -11. This means the closer of the two groups will take a -2d penalty on their ability to see (3d+2 spell with a -5 penalty), and the other group will have no penalty (3d+2 spell with a -11 penalty). That is, the effect is 3d+2 (or +11), less the range penalty and the Fate of the targets. For those affected, the effect on their sight lasts for 10 seconds. The closer group is likely to be near blind or completely blind for the duration, while the more distant group may have a few spots in their vision, but is not actually hampered by it.

Light(II) - A controlled generation of light. The mage projects a continual source of light centered on their person or an object, and an object can be designed to concentrate the light in a particular direction (casting it inside a tin can makes a simple directional light). Add +3 to the default range levels illuminated if a semi-circle is efficiently lit, +6 for a wide cone and +9 for a narrow cone. Since the spell is a point source of light, the effect can be concentrated by a simple metal reflector, or cast at the focus of an otherwise non-functional flashlight.

Type	Requirements	Cost
-	Framework base	-50
■	Acts as an Attribute	+30
■	Fills a 7 meter radius	+30
■	Explosion effect	-10
●	Melee range	+0
■	Lasts as caster wills	+15
Adjusted cost		25
Activation difficulty		11

Explosion effects lose -2d for each 2 range bands past a range level of 3. In short, the way it works is that the spell effect is the maximum level of sight Awareness that can apply in the area, if there is no brighter source of illumination available.

EXAMPLE: A mage casting Light at the minimum level of effect will allow people to use up to 1d+2 sight Awareness in an area 3 hexagons across, but outside of that the first -2d penalty make the light too faint to be usable. If the mage used a reflector to make a broad cone of light in a single direction, the base Range level of 3 is increased to 9, so the concentrated light is usable out to a range level of 9, or 8 meters. If they had a very narrow beam of light, it would be good out to a range level of 12, or 23 meters. In each case, each 2 range levels past the base is a -2d penalty to the effect. In order for this spell to be *really* useful, the mage needs to have an effect of 3d+0 or more, allowing 1d+0 Awareness rolls out to a much greater range.

The spell can be modified to be naturally directional, or to shine for a long duration without the mage needing to focus their attention on it. In the electricity-poor post-Warp environment, durable magical items that can generate light will start showing up within a year of the Warp, either as standalone long duration objects or templates that any mage can activate. Expensive at first, as more mages figure out how to make them, the prices will drop to reasonable levels by the fifth year.

Invisibility(III) - The mage has developed a sufficient mastery of light to bend it around themselves, making them less visible to all visual senses (including night vision or any ability to sense heat). The spell's effect reduces the sight perception of anyone looking at the mage (for purposes of seeing the mage). This is not resisted by the Fate of the viewer, since the spell affects the light, not the person viewing the light. More advanced variants of the spell allow the mage to cast the spell on someone other than themselves.

Type	Requirements	Cost
-	Framework base	-50
●	Subtracts from sight Awareness	+30
■	Sensory targeting	+20
●	Increased +2d effect	+20
●	Usable on self only	-5
●	Lasts 10 seconds	+12
Adjusted cost		27
Activation difficulty		12

EXAMPLE: A mage with a Fate of 1d+2 casting this spell would have a spell effect of 3d+2. The mage would be completely invisible to anyone with a sight Awareness roll of less than 4d+0. Remember that someone looking for an "invisible" target can possibly get a decrease in difficulty for spending extra time or figure out how to locate the invisible target by other means, like footprints in the mud.

▼ **Note** - Remember that just because you can't be seen doesn't mean you can't be hit. An area effect that includes your area is all that is needed. Many of these area effects will also reveal the invisible target because the area effect is resisted in different ways. Shaping the dirt in an area to mud will leave normal dirt where the invisible person is standing, for instance.

Night vision(III) - This spell amplifies existing light and gives the mage a sight perception of the spell's effect, which operates without any penalties for darkness. The spell also converts heat to visible light, allowing the mage to see heat traces left by warm objects.

Type	Requirements	Cost
-	Framework base	-50
●	Acts like an Attribute(Awareness)	+30
●	Increased +1d effect	+10
●	Senses heat traces	+10
●	Lasts 1 minute	+17
Adjusted cost		17
Activation difficulty		9

Daze(I) - This spell is an unfocused mental probe into a single individual's mind, reducing their ability to respond to outside stimuli. The target goes into a sort of fugue state that they snap out of like a daydream when the spell effect is lifted. The effect reduces all forms of perceptive Awareness, and is resisted. If the target of the spell sees or becomes aware of something they need to act on, they can make a Will roll against the spell's effect to "snap out of it" and break the spell. The the spell effect is greater than their Awareness, they are completely dazed and do not sense anything around them, or more technically, at some level they are aware of their surroundings, but they simply don't consider them worth reacting to.

Type	Requirements	Cost
-	Framework base	-50
●	Subtracts from Awareness	+30
●	Increased +1d effect	+10
●	Technological range	+25
●	Lasts 10 seconds	+12
	Adjusted cost	27
	Activation difficulty	12

EXAMPLE: A Daze with a resisted effect of 2d+2 will zonk out anyone whose best Awareness roll for perception is 2d+2 or less. Those with higher Awareness get any remainder as their normal perception roll, but do not generally realize they have been the target of a spell. Whether fully or partially affected, a target gets a Will roll against the resisted effect to snap out of it if they need to see and react to something, like if they are about to be attacked. Anything that does not directly affect them usually will not give them this roll. However, if something like a sentry being bypassed could cause someone they care about to be harmed, they might get a chance to break the spell for this as well.

Diversion(II) - This spell generates the mental illusion of something perceived but undefined, within the perception range of anyone in a small area. If the spell effect is greater than their Awareness, they "see" something that should draw their attention. How they respond to this will vary. They might investigate personally, send someone else to investigate, or focus their attention on that area to get a better a look. If the spell effect exceeds their Awareness, they are definitely not paying attention to things that are happening in *other* directions. If the spell effect does not exceed their Awareness, each die in the effect is a +2 difficulty for them to spot other things while they are diverted by the illusion.

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Type	Requirements	Cost
-	Framework base	-50
●	Subverts an Attribute (Awaren.)	+40
■	Fills a 2m radius	+40
●	Technological range	+25
●	Requires total concentration	-10
●	Takes 10 seconds to activate	-7
●	Lasts 10 seconds	+12
	Adjusted cost	50
	Activation difficulty	16

Telepathy(II) - Telepathy allows a mage to read the surface thoughts of the target of the spell. The spell is resisted by Fate. In general, the spell effect reduces the difficulty of any sort of interrogation or other skill used to acquire information from a person, and if the target is not suspicious of this spell being used on them, it can even be used in public without anyone seeing it happen. If the target of the spell is suspicious of magical meddling in their head, they can try to muddle their thoughts by thinking of something else, and this will give them a Will roll against the spell effect to break it. Note that attempting to break a Telepathy spell is readily sensed by anyone observing the person. The effort is not readily hid in a social situation. If the spell is not successful in an attempt to get a particular piece of information, whether because of a failure of conventional interrogation or because the target broke the spell, it usually means the target is going to be able to keep that secret, even if the spell is cast again.

Type	Requirements	Cost
-	Framework base	-50
◆	Conveys information	+15
●	Increased +1d effect	+10
●	Technological range	+25
■	Special effect(not visible)	+10
●	Lasts 10 seconds	+12
	Adjusted cost	22
	Activation difficulty	10

If the spell is used simply for "eavesdropping" on a distant mind, any thoughts that are picked up are likely to be random. And remember that many actions, even complex ones, are done without any conscious thought involved.

▼ **Note** - Targeting mental spells in **WarpWorld** is like targeting any other spell. Simply hitting the target is enough. Armor provides no protection, but a barrier that somehow has its own Fate will layer with the target's Fate just like a conventionally layered armor.

Domination(III) - The mage subverts the Will of the target, making them unable to act of their own accord. The mage does not have direct access to the thoughts and memories of the target, but can force the target to act in such a way so as to reveal them, like by speaking it aloud or writing it down. If the target's spell-adjusted Will is zero or less, the target cannot resist the effect. If the spell-adjusted Will is greater than zero, or becomes greater than zero after any Personality effects, the target gets a Will roll against the spell effect to break the spell.

Type	Requirements	Cost
-	Framework base	-50
●	Subverts an Attribute (Will)	+40
●	Technological range	+25
●	Increased +1d effect	+10
●	Lasts as caster wills	+15
Adjusted cost		40
Activation difficulty		14

EXAMPLE: A Domination spell with a base effect of 4d+2 hits a person with a Fate of 1d+2 and a Will of 2d+0. The target's Fate resists the spell down to an effect of 3d+0, which subverts the Will of the target to -1d+0 (or -3). If the mage ordered the target to kill themselves, a person's normal Personality adjusts the difficulty of such a task by +12. This gives the target an adjusted Will of +9, or 3d+0. If the target's Will roll of 3d+0 beats the controlling mage's spell effect roll of 3d+0, the spell is broken. If not, that's very bad for the target.

▼ **Note** - While it may seem harsh to have a spell that allows a mage to have people kill themselves, the skill and power to gain that level of mastery is more than sufficient to kill a person by half a dozen other magical means equally hard to defend against. In the previous example, the mage could just as easily hit the target with a 4d+2 lethal firebolt.

Create Element(I) - This spell creates a simple, pure element, or possibly a simple mixture of one or more elements at room temperature (mixture, *not* molecular combination). This could be iron(Fe), carbon(C), oxygen(O) an oxygen-nitrogen mix, and so on. Gaseous elements are unpressurized, and may displace existing gases or liquids. Each version of the spell creates one *particular* element or combination of elements. These created elements follow the normal rules for created items. Liquids and gases are more or less permanent, but solids can be easily dispelled by damage, as mentioned elsewhere.

The spell can increase in complexity to allow the creation of simple shapes or forms of the element, so a silver ingot or a titanium bar might be the result. Elements with inherent toxic or dangerous properties *must* have spell modifiers to reflect this. A cloud of chlorine does damage and fills an area. And while you could create enough U₂₃₅ to go instantly critical, the explosion effect that would have to be added to the spell would make it impossibly difficult to cast...

Type	Requirements	Cost
-	Framework base	-50
◆	Creates mundane item	+40
●	Acts as a natural phenomenon	+5
■	State-based duration	+15
Adjusted cost		10
Activation difficulty		8

The mass a creation spell can create is the lifting capacity for a Strength of 6 points less than the spell effect. At normal atmospheric pressure, this amount of a created gas will fill quite an area, and if the gas does damage, it will need to have an area modifier for the volume affected.

Spell effect	Gas volume	Equiv. hemisphere
1d+0	5m ³	1.3m radius
2d+0	10m ³	1.7m radius
3d+0	20m ³	2.1m radius
4d+0	40m ³	2.7m radius

This spell can be modified to create a small volume of liquified gas, useful for filling compressed air tanks. A typical SCUBA tank holds about 2m³ of air at high pressure, while something like the Goodyear blimp holds about 5,500m³ of helium at normal temperature and pressure (that's a lot of spellcasting to fill it up!).

Create Water(II) - This spell lets the mage create water out of thin air, in significant quantity. The normal spell cast by a 1d+2 Fate creates about 25 kilograms of water in one fat glob that simply falls out of the air. As a created object, it can be forced to revert back to the nothingness from which it came. In this case, freezing and cracking it will simply make the water vanish, but otherwise it is as permanent as any other water.

Type	Requirements	Cost
-	Framework base	-50
◆	Creates mundane item	+40
●	Complexity of item	+15
●	Increased +1d effect	+10
■	State-based duration	+15
	Adjusted cost	30
	Activation difficulty	12

Variants of this spell can also be used to create simple molecular solids, liquids or gases, whereas Create Element can merely create *mixtures*. This spell could create simple fuels like alcohol or methane, or acids, charcoal, or flavorless but edible starches and simple sugars. While it might not directly make black powder or dynamite, it could certainly make any of the molecular precursors required.

Create Tool(II) - This spell creates a single object made of one substance, either a single element or a simple chemical compound. It is like Create Element in that respect, but more useful and complex both in shape and material selection. You could not make a sack of gold dekas, but you could make single dekas with little effort. You could also make a hammer, knife, sword or glass bottle. You could not make a gun, but with time you could make all the pieces of one and then assemble them, or make a spare part for an existing but broken gun. Remember that these items vanish into nothingness if they take damage equal to or more than their Armor rating.

Type	Requirements	Cost
-	Framework base	-50
◆	Creates mundane item	+40
●	Complexity of item	+20
■	State-based duration	+15
	Adjusted cost	25
	Activation difficulty	11

A typical extra modifier on this spell allows it to create a related class of items, like the aforementioned gun. While it cannot be made as a single spell-casting, a suitably complex single spell can make all the pieces one at a time, which can then be hand-assembled into a complete firearm.

▼ **Note** - As a foil to magical counterfeiting, once this spell becomes widely known, establishments will have something like a knife-edge or steel spike that coins will be rapped against to judge the quality and reality of their metal. So, there will be a lot of scarred and nicked coinage out there.

Create Food(III) - The most subtle of creation magics, the spell creates a complex array of foodstuffs, in any variety or state of preparation, though they will all be at room temperature. This particular creation reverts back to nothingness if any sort of restorative magic is used on it. If you tried to heal a cut steak, or repair a rack of ribs, they would vanish. The spell only creates organic material, so it can include wooden plates and bone cutlery, but will not include metal knives or plastic containers to put the leftovers in.

Type	Requirements	Cost
-	Framework base	-50
◆	Creates mundane item	+40
●	Complexity of item	+30
●	Organic materials only	-10
■	State-based duration	+15
	Adjusted cost	25
	Activation difficulty	11

▼ **Note** - There is potential to "break" the creation spells, and the gamemaster needs to take this into account. In particular, the mana and difficulty to make something reflects both its complexity *and* potential energy. So, it is more difficult to create dynamite than black powder, and more difficult to create black powder than sand. If you keep in mind the complexity and energy involved, the modifiers for creation spells should self-limit the abuse possibilities. But, it's still there if you really need it. If the priest of some depraved god wants to sacrifice a thousand victims on an altar to create some sorcerous equivalent of an A-bomb, then it is possible in the system, and might even make a good plot for the adventurers to foil.

Another possible limit on explosive creations is that the process of detonation might destroy the item and cause it to vanish before it blows up completely. So, magically creating ammunition or grenades might not work very well.

Push(I) - This is the simplest of the kinetic spells. The mage generates a linear field of power that pushes directly away from them in the direction of their choice. This field drops in power with distance and is always centered on the mage. There is no subtlety to this spell, and it cannot be used to grab or manipulate objects. It does not generally do damage, but it can shove things into other things and cause damage indirectly.

Type	Requirements	Cost
-	Framework base	-50
■	Acts an Attribute(Strength)	+30
●	Area effect(line, explosion)	+20
●	Increased 2d effect	+20
	Adjusted cost	25
	Activation difficulty	10

EXAMPLE: A mage with a Fate of 2d+1 has a spell effect of 4d+1 at point blank range, enough to bowl over even a very strong person. At a range of 2-3 meters this drops to 2d+1 effect, and to 0d+1 effect at 4-7 meters.

Remember that since this spell fills an area, trying to lay the effect into a particular hexagon is at -2 to normal difficulty. Typical adjustments to the Push spell include extra effect and removing the explosion modifier so that it has full effect out to its normal maximum range of 14 meters.

Firehose(II)* - This spell is a combination of Push and Create Water and has both as pre-requisites. It generates a large volume of water and then shoots it towards a target, pushing things over, doing non-lethal damage *and* having the normal special effects associated with a blast of water (puts out fires, etc.). It is a difficult magic to master compared to most others, but it has its uses.

Type	Requirements	Cost
-	Framework base	-50
■	Acts an Attribute(Strength)	+30
●	Non-lethal damage	+20
●	Area effect(line)	+20
●	Acts as natural phenomenon	+5
●	Increased 2d effect	+20
■	Lasts as caster wills	+15
	Adjusted cost	25
	Activation difficulty	10

In general, the non-lethal damage will reduce the effect of fires by 0d+1 per full or partial die in the spell effect, possibly extinguishing them. For something merely on fire, the full spell effect is used.

Telekinesis(II) - This is the next level of control of kinetic magic. The mage has the equivalent of a big telekinetic hand, usable at any reasonable range. Manipulation of objects and targeting small objects takes penalties based on the range. You might be able to take apart a watch at very close range (if you had the tools), but picking a pocket from across the street would have the difficulty increased by the distance. If the object grabbed can exceed the spell's effective "Strength roll", the telekinesis is broken.

Type	Requirements	Cost
-	Framework base	-50
■	Acts an Attribute(Strength)	+30
●	Technological range	+25
■	Lasts as caster wills	+15
	Adjusted cost	20
	Activation difficulty	10

Remember that this spell's effect will be resisted by the Fate of the target. In general, any Strength in the spell that is in excess of that needed to lift an object can be turned into movement levels. So, if you had +3 more Strength than you needed to lift something, you could move it a distance level of 3 each turn. A mage can lift themselves with this spell, but they are resisting the effect with the same Fate they are using to create the effect, and if they voluntarily drop their Fate to make it easier, they are also dropping the effect of the spell. In general, unless the spell is bought with inherent +1d bonuses, a mage cannot make themselves fly. The typical workaround for most purposes is to use the spell on an inanimate object and then climb onto the object (like a flying carpet). Later in the campaign, templated objects with this spell can do just that sort of thing, something that anyone with Sorcery can climb onto and fly just by concentrating on it.

Shield(II) - This is a simple but effective telekinetic defense. A field that stops kinetic energy from entering comes into being as a boundary effect about a meter from the mage, and stays centered on them as they move. This can limit the mage's movement ability (like going through doors).

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
■	Prevents an effect	+30
■	1 hex radius boundary effect	+20
●	Reduced 1d effect	-10
●	Only usable on self	-5
■	Lasts as caster wills	+15
	Adjusted cost	40
	Activation difficulty	14

Dig(III) - This spell uses a sort of multi-handed telekinetic scooping, combined with recycling of any fallen rock to use as chipping and abrading tools. In general, the effect of the spell does lethal damage against dirt or rock, over a 1 hexagon area. Dirt has an Armor of $0d+1$, soft rock an Armor of $3d+0$, hard rock an armor of $4d+0$ and steel-reinforced cement somewhere between $4d+1$ and $5d+0$. One hexagon of rock has about 10 Hits, which will give you an idea of how long it will take to make a hole of a given size. The spell has no range, so all the digging has to be done almost within arm's length of the caster. Common spell modifiers include gestures and total concentration, as the mage uses both hands to mimic the digging actions they are performing.

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
●	Area effect(1 hexagon)	+20
●	Increased 2d effect	+20
●	Lasts as caster wills	+15
●	Requires rock as raw materials	-10
	Adjusted cost	35
	Activation difficulty	13

EXAMPLE: A mage with an effect of $3d+2$ would do 2 Hits per turn against soft rock ($3d+2$ attack vs. $3d+0$ Armor), and would be able to make a standing height passageway (2 hexagons of material removed) that is one meter deep each 10 seconds.

The spell can also be used to remove the rubble generated by the spell, at the rate of 1 meter per turn for 1 hexagon of material.

EXAMPLE: If the mage in the previous example was 10 meters into a rock face after creating 2 hexagons of rubble, they would have to move 2 hexagons of rubble 10 meters, which would take another 20 seconds. So, at this depth, they can excavate and remove the tailings at the rate of about 2 hexagons of tunnel depth per minute. If they were a hundred meters in, it would take over 3 minutes per meter.

Use of this spell does not give any skill at knowing the safety of a given strata of rock, ability to navigate to an unseen point, or any protection against underground gases, water or cave-ins. If tunnelling through loose material like dirt, shoring it up must be done with other magic or conventional bracing. Regardless, this spell will be extremely valuable in the later campaign as a mining tool, both for minerals and to recover materials from crumbled cities.

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Tent(III) - This spell generates a sophisticated, self-sustaining force field approximately the size and shape of a large tent (3 meters across), sufficient to comfortably hold two people and their gear. The field has an opening vestibule with a right angle bend in to keep out wind and rain, but no actual closable "door". The tentfield lasts for eight hours before dissipating. However, it only has an Armor of the mage's Fate minus 1d, and if a person or animal stumbles into it with enough force to breach the field, the spell dissipates. So, a mage can often get rid of the tent at will by kicking it.

Type	Requirements	Cost
-	Framework base	-50
●	Non-lethal damage	+20
●	Prevents an effect	+30
●	Area effect(boundary)	+0
●	Reduced 1d effect	-10
●	Lasts for 8 hours	+35
	Adjusted cost	25
	Activation difficulty	11

The spell is usually learned with modifiers to make it easier to cast, like extra time. The spell as a template in an item will be quite popular among mages once it becomes available. The spell can also be scaled up to significant size, and the protection can be altered to stop lethal damage instead of non-lethal damage.

Umbrella(III) - This is like a miniature version of the Tent spell, except it only protects one hexagon, and only from one direction. The field is anchored to a person or thing and moves with them. The spell normally lasts for one hour and has an Armor of the mage's Fate minus 1d.

Type	Requirements	Cost
-	Framework base	-50
●	Non-lethal damage	+20
●	Prevents an effect	+30
●	Area effect(limited, boundary)	-5
●	Reduced 1d effect	-10
●	Lasts for 1 hour	+29
	Adjusted cost	14
	Activation difficulty	8

This spell can easily be modified to act as a sort of magical shield for use in melee combat or to hide behind for whatever purpose.

Spacesuit(III) - This is an extremely complex telekinetic magic. It creates a field that is strong enough to resist damage from without, while also holding in the several tons of force resulting from maintaining normal atmospheric pressure in a vacuum environment, and also bleeds off internal pressure if it gets too high. The force field is also flexible enough to allow normal movement, is self-sustaining for a period of up to several hours, and can be dissipated instantly by uttering the proper trigger words or making the right series of gestures.

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
●	Prevents an effect	+30
■	Special effect (airtight)	+10
◆	Triggered	+10
●	Works on self only	-5
●	Lasts 2 hours	+31
●	Takes 1 minute to cast	-12
Adjusted cost		54
Activation difficulty		17

EXAMPLE: A mage with a Fate of 1d+2 casts this, and generates a field with an Armor of 1d+2. For purposes of resisting damage, this 1d+2 layers with any worn armor. For purposes of special effects regarding armor penetration, attacks of 2d+0 will get through the protective field, but non-mana attacks will not cause the field to collapse.

The spell does not provide or purify air, and the volume enclosed by the spell is only sufficient for several minutes of increasingly stale air. However, conventional means of air storage or purification can be used, or magically created within the suit's volume.

The spell can be triggered into being once from a pre-cast state, or dissipated and ended by a trigger after it is active. This makes it very useful as an emergency armor, as well as protection from hostile environmental conditions (spend the time to cast it, then trigger it when you need it). The nature of the spell does have certain side effects. It does not create air, and simply encloses what is around the mage. So, if the mage is already underwater, it just encloses them in water.

Nuke(I) - This generates an explosive pulse of high-frequency radio waves, capable of flash-boiling water and charring flesh. It is also readily detectable for many kilometers by anyone using the Receiver spell. The main advantage of the spell is that it bypasses the protection of non-metallic armors.

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
■	Shotgun damage	+10
◆	Extraordinary range	+20
●	Melee range	+0
Adjusted cost		20
Activation difficulty		10

The spell only operates out to a range slightly beyond the caster's reach. The spell ignores the first non-metallic barrier it encounters. The shotgun damage modifier means you add +1d to the effect, then split it into two smaller attacks that add up to that amount.

EXAMPLE: A 1d+2 Fate would add +1d to become 2d+2, and this would be split into a pair of 1d+1 attacks. These attacks apply to armor separately, but the total Hits done count as one injury for any special effects related to damage.

The short range of the spell is a serious limit, but it is a very useful self-defense spell in the immediate post-Warp environment. In the hands of a powerful mage it can cause a lot of damage.

Sterilize(II) - This spell is a controlled, continual variant of Nuke. An area up to 1 hexagon across is subjected to a fifteen minute burst of moderately high energy radio waves, killing any bacteria, insects or parasites in the food or water or whatever is in the area.

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
■	Area effect (1 hexagon)	+30
●	Melee range	+0
●	Only against lower lifeforms	-10
●	Reduced 1d effect	-10
●	Lasts 15 minutes	+25
●	Takes 1 minute to cast	-12
Adjusted cost		13
Activation difficulty		8

The spell can also be pumped up a little and used to cook food or boil water, and makes an adequate substitute for a clothes dryer. It will injure a person who is helpless to leave the area of effect, but only to a minor degree.

Transmit/Receive(II) - A Transmit/Receive spell lets the mage turn their thoughts or what they are seeing or hearing into radio waves, with a transmit Strength equal to the spell's effect. Or, the spell can allow reception of such signals. This range can be technologically enhanced by things like parabolic reflectors. Adding a +10 modifier for a special effect will allow the spell to do both functions, acting as a magical walkie-talkie. This is a fairly broadband transmission and is readily overheard on a number of frequencies. In the late campaign, mages will probably have to learn a harder version of the spell that cuts down on radio interference, and restrict themselves to a particular range of frequencies.

Type	Requirements	Cost
-	Framework base	-50
◆	Conveys information	+15
●	Technological range	+25
●	Increased 2d effect	+20
●	Acts as a natural phenomenon	+5
●	Lasts as caster wills	+15
	Adjusted cost	30
	Activation difficulty	12

For purposes of this spell, maximum useful range level is the strength of the transmitter, plus that of the receiver, plus 10. Modifiers to this number would be:

Modifier	Range
60° antenna	+4
30° antenna	+6
15° antenna	+8
5° antenna	+11
no line of sight	-2
inside a building	-1
inside a large building	-3
underground	-6
deep underground	-12
jamming	-level

EXAMPLE: A mage transmitting at 3d+0 (a level of 9) and a mage receiving at 2d+0 (a level of 6) would have a range level of 9+6+10=25, or 11 kilometers. If both of them were inside a large building, this would be reduced by -6 down to a range level of 19, or 1.4 kilometers.

If you want to add the level of detail, to send or receive a message it takes a time level of the information content that is received, and this is adjusted by any "surplus" in the range.

EXAMPLE: Using the previous example, the unobstructed range level was 25, and this would allow the transmission of an information level of 0 (1 word) in a time level of 0 (1 second). If the two mages were communicating at a range level of 21 (4 less than they need), then they could exchange an information level of +4 (5 words) in a time level of 0 (1 second).

Radar(III) - A complex modification of Transmit/Receive, the spell broadcasts short, directional pulses of energy and then catches and interprets the reflections like they were seeing them. This all takes place at speeds far faster than mortal thought, which requires the prerequisite of a spell that affects the perception of time (Prophecy).

Type	Requirements	Cost
-	Framework base	-50
■	Acts as an Attribute(Awareness)	+30
●	+20 Accuracy	+50
●	Acts as a natural phenomenon	+5
●	Only against radar targets	-5
●	Lasts as caster wills	+15
●	Takes 1 minute to activate	-12
	Adjusted cost	33
	Activation difficulty	13

The spell effect acts like an Awareness that the caster can use to spot anything that reflects radar, and if a turn is spent to examine a particular area, the first 20 range levels are negated. Remember that sight Awareness automatically negates double its level in range penalties.

EXAMPLE: A spell effect of 1d+2 would act like a sight Awareness of 1d+2 (or 5), so it already negates 10 range levels. Looking at the skies 40 kilometers away would normally be a difficulty of 34. Normal sight Awareness drops this to 24, and the spell effect drops it to 4. So, to spot something at that range would be a roll of 1d+2 against a difficulty of 4, if you spent a turn examining that patch of sky.

▼ **Note** - All the spells that emit radio-frequency energy, Nuke and Sterilize in particular, can have long-term health hazards, since low-level effects extend some distance past the main area of effect. If you were simply trying to spot living things in the sky, you might use something like a See Mana spell with a very high Accuracy added to it.

Zombify(I) - The original godzombies came about due to a confluence of factors surrounding the Warp, something that is not going to happen again in the campaign. However, new zombies can be made using magic. The exact spell is not going to be detailed, since adventurers should never be in a position to cast it. Contrary to any folklore on the matter (some of it deliberately misleading), the zombification process cannot be done with stolen corpses. The process is more involved and evil than that. First, the mage has to start with a living victim. Through torture and abuse, the will of the victim must be completely and utterly broken, to the point that they will do anything their captor desires. Then, the victim is magically lobotomized to sear out any remaining traces of identity and personality. Only then is the victim drained of their mana until dead. Then, the corpse is reanimated with this same mana plus a bit more. The result is an animated corpse, utterly obedient to the caster or a delegated surrogate.

If done properly, the result is a corpse with Strength of +1d and Awareness of -1d on what it had in life. Will and Health are irrelevant, as the zombie feels no pain or emotion and never tires. Its Awareness for "thinking" is 0d+1, and its Health for movement purposes is 2d+0. Zombies have Hits equal to their Strength and Hit brackets of one-quarter their Strength, rounding nearest. Zombies take -1d from normal damage and -2d from area effects or attacks that are superficial rather than penetrating (like flame). Zombies do not need to eat, drink, sleep or breathe. The magic that animates them keeps them from putrefying, but this does not mean they smell pleasant. Rather, since they have no sense of personal hygiene, they quickly absorb the stink of whatever menial task they are assigned to. Zombies do not age, but the magic animating them gradually wears off over a number of years, and the zombie slowly shrivels to a husk over this time, until they eventually collapse in a pile of brittle bones and dried sinews.

A zombie is utterly obedient to its creator, who it instinctively recognizes through the mana used in its creation. The zombie's creator can delegate the obedience to someone else in a variety of ways. It could be a personal command "Obey this man as you would obey me", or they can infuse some of their mana into an object that the zombies will recognize "Obey the wearer of this ring as you would obey me".

Zombies have no fear, don't get tired and are fairly hard to kill, which makes them excellent cannon fodder for anyone who has the ability to make them in quantity. The level of depravity required to make zombies means that the Lich Lords are the only ones who do it regularly, but some among the living have no qualms about buying zombie laborers or supplying living slaves to someone and asking no questions about their ultimate destination or use.

▼ **Note** - Zombify is a spell in its own hierarchy, and is listed so gamemasters can use the process (and results) as material for their adventures.

Prophecy(I) - A mage can cast this spell on themselves or someone else in touching range. The level of effect acts like a flash of Awareness to some distance in one of the possible futures for the target. The level of information that can be gleaned from this glimpse drops off with double the time level to either side of the chosen moment. The maximum temporal range of the spell as described is one week, but this can be increased.

Type	Requirements	Cost
-	Framework base	-50
♦	Extraordinary range	+40
♦	Conveys information	+15
●	Increased 1d effect	+10
●	Melee range	+0
●	Takes 2 seconds to cast	-2
	Adjusted cost	13
	Activation difficulty	8

EXAMPLE: A spell that cast a glimpse at 3d+1 Awareness at a possible future 8 hours in advance (a Time level of 30) could see information at +10 difficulty at 5 time levels to either side of this.

Naturally, being able to see a bad thing in advance can help you to avoid it, so this would seem to be exceptionally useful. In practice, what you get is the potential to choose between a known situation and an unknown one. In the case where you choose to go with the known, you get a -1 difficulty on one key task in that interval for each full die in the spell effect.

EXAMPLE: If you saw a 2d+0 glimpse of you falling in front of a train eight hours from now, you might stay away from all possible trains and railways for the next eight hours. Which means you are sitting in a bar when a maniac bursts through the door and starts shooting people at random. Or, you could be on that train platform like you were planning to be anyway, but get a -2 to the difficulty of your Agility check when a runaway luggage cart slams into you.

The gamemaster can also point out that the spell gives a glimpse of a likely future, but not necessarily the *likeliest* one. Glimpsing more than one future automatically invalidates the usefulness of any visions prior to that.

EXAMPLE: If you glimpsed the future an hour from now and saw a crisis, and then glimpsed two hours ahead to see how you handled the crisis, it removes any bonus you might have given yourself from the previous vision.

For the gamemaster, if the Prophecy spell and its complications and permutations get in the way of play, just say that it only gives information on situations which the target of the spell is incapable of affecting. This is because the information of the future is given in vague, symbolic terms that cannot be associated with a particular event until it is so close as to be unavoidable. Also remember that prophecy is traditionally done one others. You might not be able to foretell your own fate.

Danger Sense(II) - This is the spell giving the same effect as the Gifted ability of Second Sight (page 3.14).

Type	Requirements	Cost
-	Framework base	-50
♦	Extraordinary range	+20
♦	Conveys information	+15
●	Increased 2d effect	+20
●	Only usable on self	-5
●	Lasts as caster wills	+15
	Adjusted cost	15
	Activation difficulty	8

Generally, the caster is +2 to be hit in combat and gets a 2d+0 Awareness roll to spot threats to themselves, even in situations where they could not normally detect them. They might not know the exact nature of the threat, but they might know that "opening this door would be a bad idea", or similarly useful yet general warnings. Remember that the caster resists the spell on themselves, and generally only gets the +2d spell bonus. Also, since this is a maintained spell, actions not associated with the perception or dodging are at +1 difficulty.

Variants of the spell have increased effect or a long, fixed duration to minimize the need to concentrate on the ability. The spell may also become popular as a templated item, or as a blessing granted by priests to warriors before a battle.

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Teleport(II) - In this gameworld, teleportation is not so much about space as it is about time. When a person teleports, they step outside of time in one spot, and step back into it somewhere else. Neither the person or item being teleported nor those witnessing it experience any flow of time. The item simply disappears in one place and reappears somewhere else. The movement level that can be teleported is the spell effect (3 per full die, plus any +1's), and this effect is resisted by the Fate of the target, making it of limited use, and the limited distances that can be teleported are based more on the skill of the mage than their power. A mage teleporting themselves usually has a maximum range of about 40 meters (movement level of 9).

Type	Requirements	Cost
-	Framework base	-50
♦	Extraordinary range	+20
●	Conveys movement	+20
●	Increased 3d effect	+30
●	Melee range	+0
	Adjusted cost	20
	Activation difficulty	10

Against inanimate objects or low-mana targets, the effect can be much more pronounced and the distances traversed potentially much greater. Since objects being teleported are moving through time at a different rate and rejoining the normal flow of time elsewhere, they are not actually displacing other objects. You cannot teleport or be teleported into any space that you couldn't get to by some mundane means. You can't teleport anything out of any area if there is no mundane way to get the object out of the area. You can't teleport someone straight up into the air, but you could teleport them off the edge of a cliff...

While it is not entirely accurate, the best way to think of a teleport is to imagine that the rest of the world stops, and the mage casting the spell can physically move the object to be teleported, as long as they don't interact with anything else, and actions involving range takes range penalties to any skill or Attribute roll involved. So, a mage chained to a wall may be able to step outside of time, but they can't step outside of that chain around their ankle. A mage *could* teleport a grenade into your pocket, if they could make a skill roll sufficient to throw it there from where they are standing. Teleportation does not affect any movement the teleported object already has. If you teleport off a speeding train, you hit the ground with the same speed the train had...

Dispel(I) - This spell is just a pinpoint blast of mana aimed at an object the mage is within touching distance of. If the spell effect exceeds the effect of any spell effect it intersects, that spell is shattered. This is the effect of the targeted magic, not the Fate used in its casting (so spells with inherent extra dice are harder to get rid of). If spells are protecting each other, the outermost layer of protection is shattered, but the underlying layers remain intact. Created objects are not inherently magical, and are unaffected by this spell. Manifested Causes are unaffected, but ethereal creatures like ghosts treat a Dispel like lethal damage.

Type	Requirements	Cost
-	Framework base	-50
■	Specialized damage	+20
■	Technological range	+25
●	Increased 2d effect	+20
Adjusted cost		15
Activation difficulty		8

Dispel does not affect mundane energy or objects. You could Dispel a Landmine spell that has not yet triggered, but Dispel would be useless against a Firebolt or a Landmine that had just triggered. The easiest and most accurate guide to what can be Dispelled is that if it has a duration and an effect generated by mana during that duration, then it can be Dispelled.

In addition, if a spell takes time to cast, a Dispel cast upon the mage doing the casting will disrupt the casting, if the spell effect exceeds the mage's Fate. That is, the Dispel is resisted by the mage (subtracting their Fate), and if the remainder still exceeds their Fate, the casting is disrupted. In simpler terms, the raw power of a Dispel has to double a mage's Fate to disrupt something they are casting. Remember, the power needed to Dispel a spell being cast can also include any inherent dice bonuses the spell has. So, a mage with casting a spell with an inherent +1d bonus to effect would be +1d harder to interrupt the casting of. At gamemaster option, a Dispel needs to be able to encompass the entire area affected by the target spell. So a magic filling an area would require a Dispel filling the same or a larger area. However, it should be possible to Dispel an effect on a single target within an area, to for instance undaze one person in the area of a "mass daze" spell.

Dampen(II) - The Dampen spell reduces the magical signature of an object. It is sort of like Invisibility, but it only affects the seeing or detecting of mana and its strength.

Type	Requirements	Cost
-	Framework base	-50
■	Subtracts from Awareness	+30
■	Sensory targeting	+25
■	Lasts as caster wills	+15
Adjusted cost		20
Activation difficulty		8

The spell effect subtracts from any Awareness used to detect magic. If the Awareness of an observer is reduced to zero or less, the object appears completely mundane. Note that the basic spell only works on up to a person-sized object. Areas or larger objects would require a more complex spell.

See Mana(III) - This spell grants the mage an Awareness of the spell effect, which lets them see mana and mana effects. While spells are not normally visible unless they are reacting to or resisting something, someone with the See Mana spell can readily see active or triggered spells, the relative Fate levels of living objects, objects that are the target of spell effects, and the slight warping of space caused by objects that are spell templates. Analysis of effects that are not obvious would require some sort of skill related to the observed effect.

Type	Requirements	Cost
-	Framework base	-50
■	Acts as Awareness	+30
■	Lasts as caster wills	+15
●	Increased 2d effect	+20
Adjusted cost		15
Activation difficulty		8

This spell normally acts like vision, but a Hear Mana variant is possible. Note that this spell can be cast on people other than the mage casting it, but the duration is under the control of the caster.

Pentagram(III) - Penetragrams are a spell most people associate with a magical circle inscribed on the ground. This is often the case, but it is not absolutely required. It just makes the spell easier. A Pentagram creates an area up to 3 meters across that is warded against mana. The casting mage can decide which way mana can flow, in, out or neither. The spell effect reduces the effect of any mana-based ability that tries to cross it. Since people are mana-containing objects, it *will* impede the passage of a person or any manifested being that has a Fate of more than zero. A Pentagram can be Dispelled, but it reduces the effect of the Dispel *before* it is compared to the effect of the Pentagram.

Type	Requirements	Cost
-	Framework base	-50
■	Specialized damage	+20
■	Prevents an effect	+30
■	Area effect (circle, boundary)	+0
●	Requires focus	-10
●	Increased 2d effect	+20
●	Lasts 2 hours	+31
●	Takes 1 minute to cast	-12
Adjusted cost		29
Activation difficulty		12

EXAMPLE: If cast by a mage with a Fate of 2d+1, the effect would be a 4d+1 magical barrier. Spell effects crossing the barrier would be reduced by 4d+1, and mana-containing beings would have to have a Strength of more than 4d+1 in order to break into or out of the area.

The focus for a Pentagram is an inscribed, inlaid or drawn diagram that bounds the outer edge of the protected area. Unlike what you hear in the stories, damaging this diagram does not disrupt the spell, unless the disruption is *while* it is being cast.

Any magical energy or being in a Pentagram cannot leave it by mundane or magical means unless that force exceeds the effect of the Pentagram. Pentagrams may have the potential to be used coercively, to constrict or otherwise cause harm, doing damage that even ethereal beings are slow to heal. While this cannot bind such a being to a mortal's service, it is in the best interest of all involved to come to an equitable arrangement, and the past history of everyone involved is some measure of how likely each party is to hold up their end of the bargain. Needless to say, coercively using Pentagrams on any sort of summoned or trapped ethereal being is a dangerous undertaking.

Larger, more powerful or durable Pentagrams than the one listed are certainly possible.

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Summoning(I) - Each summoning is a separate spell, requiring the equivalent of a "true name". Anything with Fate can be summoned. Like a Teleport, the spell requires that the summoned being actually be capable of getting to the summoner. Not whether they want to or how easy it is, just whether it is possible. And if it is possible, it happens instantly.

EXAMPLE: A summoning could not break someone out of prison and call them to you, but if they were not physically prevented from going someplace, a summoning could drag them from the other side of the world to your side.

The spell is of course resisted by the person or being summoned. If the remaining effect exceeds the dice in the being's Attributes, piff! they arrive at the edge of the caster's reach (which can be inside a nearby pentagram).

The "true name" of something is unique to each individual, and is something that goes beyond syllables and spelling. It is a concept that often cannot even be expressed in words, but can be worked into a spell. For non-intelligent beings, a true name is the true name of that class of beings. So summoning a fish for dinner simply requires the true name of that type of fish. The summoning below is powerful enough to summon the equivalent of a starting adventurer.

Type	Requirements	Cost
-	Framework base	-50
◆	Creates living item	+10
●	Increased 12d effect	+120
◆	Extraordinary range	+20
■	State-based duration	+15
●	Requires true name	-20
◆	Requires minimum Fate of 8	-5
●	Takes 1 hour to cast	-24
Adjusted cost		66
Activation difficulty		19

Typical modifiers added to a summoning spell can include one or more foci, normal or consumed (like a lock of hair), extended casting time, side effects for failing the spell or fatiguing effects from casting it. Summoning even the least of the servants of a Cause is a difficult undertaking.

Summoning pulls something out of the present, so it cannot pull something or someone out of the past or future. It can pull beings from the ether, if the mage is powerful and foolish enough to do so.

Shape(I) - Shape is the simplest and least controlled of the alteration spells. It only works on inanimate objects, normally up to the size of 1 hexagon. Each 1d of spell effect reduces the Armor of the target by the same amount. If Armor is reduced to zero or near zero, the object becomes like clay that can be easily molded or have chunks torn out of it with bare hands. If the Armor is reduced to -1d or less, the object is more or less liquified. The armor-reducing of the spell lasts only as long as the mage concentrates on it, after which the object regains its normal properties. Any changes made to the item while it was softened are permanent.

Type	Requirements	Cost
-	Framework base	-50
■	Alters form of item	+15
■	Subtracts from Attribute(Armor)	+30
●	Melee range	+0
●	Only on inanimate objects	-10
■	Lifetime duration/as caster wills	+55
Adjusted cost		40
Activation difficulty		14

Remember that held or worn objects generally get the protection of the person that is carrying or wearing them, so this spell cannot easily damage such items. The most common alterations of this spell are increased effect, area of effect and the ability to affect mana-containing objects (including people). In the latter case, the effect is resisted. The spell effect is compared to the Hits of the target, and if it is greater, the physical shape of the target can be manipulated for better or worse (usually worse). Bones can have right angle bends put in them, skulls deformed, limbs literally tied in knots, that sort of thing. And the changes remain when the mage turns off the spell. Like the notes on Domination, a mage capable of generating this level of effect (5d and up) could just as easily kill you some other way, so it is not unbalancing, just ugly. Restoring this kind of damage can be done with the Shape spell and some professional medical knowledge.

Gremlin(II) - This a combination of Shape and some form of damage. It only works on inanimate objects. The spell bypasses the normal defenses of an item and does one-third of the mage's adjusted Fate in Hits directly to the item. Often, this is by a transitory shaping of some stressed component, which then breaks. This makes the spell effect look a natural (but possibly catastrophic) malfunction.

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
◆	Extraordinary range	+20
●	Reduced two-thirds effect	-20
●	Range of 32 meters	+20
●	+4 Accuracy	+10
●	Acts as a natural phenomenon	+5
●	Only on inanimate objects	-10
Adjusted cost		15
Activation difficulty		8

If the caster has turn to aim the spell, it gets +4 Accuracy, making it easier to hit small objects. Note that the reduced spell effect means held items are mostly immune to the spell since it would be resisted by the Fate of the person holding the item.

Repair(II) - This is the simplest of the restorative spells. It works best if all the pieces of a broken or damaged item are there, but it can magically replace lost parts. However, magically replaced parts are created items and have the limits of same. A repair made with all the original pieces can make the item as good as new. The spell effect is compared to the Armor plus the Hits of the intact item, and any excess repairs lost Hits. Repair can be cast multiple times if one repair is insufficient. The item must have at least one-quarter (round up) of its Hits remaining or the spell does not work.

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
■	Reverses an effect	+40
■	State-based duration	+15
●	Melee range	+0
●	Only on inanimate objects	-10
●	Requires a mundane skill roll	-5
●	Takes 6 seconds to cast	-5
Adjusted cost		25
Activation difficulty		11

The spell requires at least an Average(7) skill roll on a skill appropriate to a mundane repair of the item (you must know *how* to fix it). Typical improvements on the spell usually involve increased effect.

Disintegrate(II) - This is the opposite of a repair. It is a disintegration of an inanimate object. It is not burned or frozen or corroded. Rather, it simply is crumbled into powder. Unlike Shape, which uses outside force to alter the softened object, and Gremlin, which bypasses Armor and does internal damage, Disintegrate ruins the Armor of the object at the same time it destroys the object's Hits. With a high enough effect, the object just turns into a pile of unrecoverable fragments, none of which is larger than a grain of sand.

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
■	Subtracts from Attribute(Armor)	+30
●	Technological range	+25
●	+2 Accuracy	+5
●	Only on inanimate objects	-10
	Adjusted cost	40
	Activation difficulty	14

An object takes damage of the spell's effect, which ignores its Armor. If all Hits are lost and the effect is also *greater* than the object's Armor, it is disintegrated. If the spell effect is not greater than the object's Armor, it maintains its integrity enough to retain at least a repairable number of Hits.

Remember that held or worn objects are somewhat protected, and that the effect of the spell is reduced by any magical barriers it has to penetrate. Similarly, any object that is channelling mana will resist any alteration to the extent of the Fate being pushed through it. If it is being held by someone at the same time, add +1d to this amount.

EXAMPLE: A normal pistol might have an Armor of 1d+1 and 2 Hits. A Disintegrate with a force of 1d+2 would crumble this weapon. If the pistol was being held by someone with a Fate of 0d+2, a 1d+2 effect would be resisted down to 1d+0. This would likely do all the pistol's Hits, but it does not exceed the pistol's Armor, so the pistol is broken rather than crumbled, and could conceivably be magically repaired.

EXAMPLE: If the pistol were instead a focus for a magical effect, and a mage with a Fate of 2d+2 was holding using it, it would be treated the same, but the dice in the Disintegrate would be reduced by 3d+2 before being applied to the object.

▼ **Note** - This is a powerful spell, but remember that the "subtracts from Attribute" modifier could just as easily be +3d of regular damage, which would often have the same effect.

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Strengthen(II) - This is the opposite of Shape. Instead of degrading the Armor of an object, it improves it for the duration of the spell. Each full 2d of effect in the spell (a "major change" as defined by the "alters item" modifier (**EABA**, page 6.20) increases the Armor of the item by +1d. It does not actually change the form, but it does alter the composition somewhat. The change and improvement in armor remains after the spell ends, but this is an altered item and if the new Armor rating of the item is exceeded, the item reverts to its normal composition. Like other alterations, remember that if the item is held or worn when this is cast, the spell will be resisted by the Fate of the holder or wearer.

Type	Requirements	Cost
-	Framework base	-50
■	Alters form of item	+15
●	Melee range	+0
●	Increased 4d effect	+40
●	Only on inanimate objects	-10
■	State-based duration	+15
	Adjusted cost	20
	Activation difficulty	10

The spell effect cannot do more than increase the Armor rating of the item by one-and-a-half (rounding up). In general, for use on large items, the effect of the spell should exceed the Armor+Hits of the item, otherwise the spell is not powerful enough to alter the item's structure.

EXAMPLE: An item with an Armor of 1d+0 could be improved to 1d+2, and an item with an Armor of 2d+0 could be improved to 3d+0. To increase the Armor of a car with an Armor of 1d and 12 Hits would take a spell roll that exceeds 1d+12.

This spell will strengthen melee weapons and thus allow them to hold a better edge. Each +1d a melee weapon's Armor is raised will increase the damage of the weapon by +1. Since most melee weapons have an Armor of around 1d+2 or 2d+0, the maximum increase in Armor will be 1d+0 and the increase in damage would be +1.

▼ **Note** - The availability of this spell helps defense more than offense. It will tend to make combats more drawn out, or allow Warp-weakened armors a better ability to resist normal or magical attacks. The Dispel spell of course, is the cure for this, and Dispel items as magical templates will become a standard tool for military units that expect to encounter magically strengthened defenses.

Healing(III) - A mage who can shape and alter the form and nature of an item has the knowledge to repair complex systems like living things.

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
■	Reverses an effect	+40
■	State-based duration	+15
●	Increased 2d effect	+20
●	Melee range	+0
●	Only on living objects	-10
●	Requires a mundane skill roll	-5
●	Takes 1 minute to cast	-12
Adjusted cost		25
Activation difficulty		11

The mage doing the healing must make a conventional medical skill roll with a difficulty of the Hits the patient has suffered, with a minimum difficulty of Average(7). Only one magical healing can be done on an injured patient, but it is up to the gamemaster to decide if this is one healing per patient, or one healing per injury. The latter is more realistic, but also requires more bookkeeping. The final spell effect can be rolled, or counted as 3 Hits per full die, plus any remainder.

This spell does not regenerate lost body parts, but it can be modified to do so. These would count as some number of Hits, depending on the size and complexity of the body part lost:

Body part	Hits to be healed
Small skin grafts	4
Fingers or toes	4
Hand or foot	8
Eye	8
Arm	12
Large skin grafts	15
Leg	15

Such a magical regeneration does not happen instantly. Rather, it starts a regeneration process, and the new body part grows into place at the same rate the "Hits" would naturally heal, and this requires increased nutrition sufficient to support such rapid growth, otherwise the new body part may be shrunken and deformed. Regenerating a part of the body when the injury is long-healed takes +6 Hits worth of healing. If the missing part is due to congenital damage or happened before the Warp, it takes +12 Hits worth of healing. So regenerating an eye lost before the Warp would require 20 Hits of healing from one use of the spell!

Enhance(I) - This is one of a class of similar spells, each of which is designed for a specific attribute. All the spells follow the same basic template:

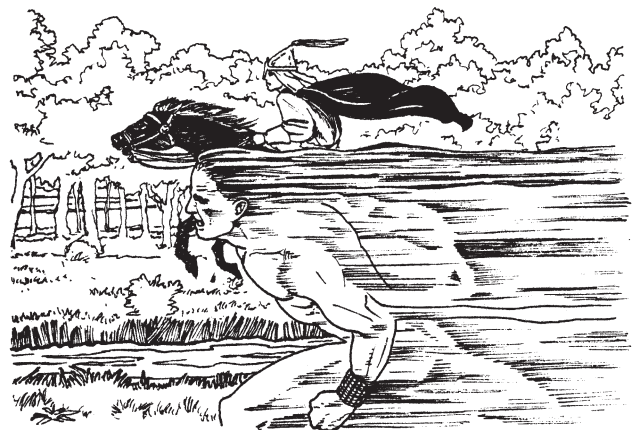
Type	Requirements	Cost
-	Framework base	-50
■	Increases an Attribute	+30
●	Increased 2d effect	+20
●	Melee range	+0
●	Lasts for 1 hour	+29
Adjusted cost		29
Activation difficulty		12

The spell is resisted, so the increased effect is designed to give the spell a useful level, even against targets who are unable to let their guard down for the casting mage. There is one main variant for each Attribute except Fate.

If the spell is designed to affect the entirety of an Attribute, it can only be boosted to one-and-a-half times its natural level. If it enhances only a part of how the Attribute works, the effect can double the natural level of the Attribute. If an attribute is affected as a whole, it will usually affect derived characteristics. For instance, increasing overall Health will increase a person's Hit Brackets and unconsciousness threshold. Skill rolls add to the enhanced level of an Attribute.

Weaken(II) - This is the opposite to Enhance, and reduces an Attribute of a single target. This is typically not as powerful as Enhance, but it has range.

Type	Requirements	Cost
-	Framework base	-50
■	Decreases an Attribute	+30
●	Increased 1d effect	+10
●	Technological range	+25
●	Lasts for 1 minute	+17
Adjusted cost		33
Activation difficulty		13



Bionic(II) - The Bionic spell is like the Strength version of Enhance, but it is cast onto a well-fitted set of rigid armor. The Strength of the ensorceled armor helps to offset its weight, and usually adds somewhat to the Strength of the wearer.

Type	Requirements	Cost
-	Framework base	-50
■	Acts as an Attribute	+30
●	Increased 2d effect	+20
●	Melee range	+0
●	Requires a focus	-10
●	Lasts for 1 hour	+29
	Adjusted cost	19
	Activation difficulty	10

Compare the Strength of the armor to the Strength of the wearer:

Armor vs. Strength	Effect
≥6 less	+0
3-5 less	+1
1-2 less	+2
0-1 more	+3
2-3 more	+4
4-5 more	+5
6 more	+6
>6 more	Armor

EXAMPLE: If this spell were cast on a suit of armor with an effect of 2d+1, and the wearer of the armor had a Strength of 2d+1, then the net effect would be to let the wearer act like they had a Strength of 3d+1 (+3 over their normal Strength).

There are a few side effects to note. First, you usually want to cast the spell on the armor before it is donned, so that the wearer's Fate does not interfere with the spell. Second, while the spell is active, the armor gets to use the Fate of the casting mage to resist any effects cast against the armor or effects on the wearer that are resisted by Fate (for the duration of the spell, the armor is a mana-containing object). In the latter case, you would use the higher of the Fate of the casting mage or the Fate of the armor's wearer. Last, the spell's effect is not affected by injury to the wearer.

EXAMPLE: If the wearer of the armor suffered injuries to the extent of a -2d penalty on their Strength, their personal Strength roll would be 0d+1 (2d+1 with a -2d penalty). This means that the armor's Strength is >6 more than the wearer, so the wearer still acts like they had a 2d+1 Strength. The ability of the armor to magnify the wearer's Strength lets them act effectively far longer than normal under the effects of injury.

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This spell is available in variants for partial suits of armor, different durations, and for Agility and Health (for movement purposes). In the latter case, it is usually cast on a set of leg armor. The way Agility or Health-based versions of the spell work is the same as for Strength.

EXAMPLE: If the spell were cast at the same effect as the previous example, but for Health, it would increase the Health of the wearer for determining movement speed.

▼ **Note** - This spell allows the magical equivalent of powered armor, with effective Strengths far beyond what the Enhance spell can manage. The enhanced armor will be a mainstay of elite military units later in the campaign, allowing them to wear extremely heavy armor and use devastatingly powerful melee weapons. As a side effect, the higher Fates generally involved in casting such powerful spells will make the wearer of the armor more resistant to magic as well.

Blade(II) - This spell creates a medium-length plane of shearing force that the mage can wield exactly like a longsword or similar weapon. In this case, the blade does a lethal damage of punch+(full dice in spell effect).

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
●	Increased 2d effect	+20
●	Melee range	+0
●	Requires a mundane skill roll	-5
●	Usable on self only	-5
●	Lasts as caster wills	+15
	Adjusted cost	15
	Activation difficulty	8

EXAMPLE: The spell at 2d+0 would create a blade that does punch+2 lethal damage.

The blade has an effective Armor of the spell effect, and if this amount is exceeded by damage taken by the blade, the spell dissipates. The spell is not resisted by the mage, nor by the target. Remember that the mage's concentration to maintain the spell does not interfere with the skill used to wield the blade.

▼ **Note** - This is of obvious utility in areas where weapons may not be carried. There may be variants of the spell with different damage modifiers or types.

Slinger(II) - This is somewhere between Blade and Enhance. It improves the Strength of the throwing arm by both magical enhancement of biology and by providing magical targeting assistance.

Type	Requirements	Cost
-	Framework base	-50
■	Adds to an Attribute (Strength)	+30
●	Increased 2d effect	+20
●	Usable on self only	-5
●	Accuracy of +4	+10
●	Requires a focus	-10
●	Requires a mundane skill roll	-5
●	Lasts as caster wills	+15
	Adjusted cost	29
	Activation difficulty	12

The net effect is that it up to doubles the caster's Strength for purposes of throwing damage, and if a turn is taken to aim, the throw gets +4 Accuracy, as good as a pre-Warp hunting rifle.

EXAMPLE: If the casting mage had a throwing knife for punch+0 lethal damage and a normal Strength of 2d+0, then the throwing knife would normally do 1d+0 and have an Accuracy of 0. Using this spell, it would boost their throwing Strength to 4d+0. This would give their throwing knife a lethal damage of 3d+0, and an Accuracy of 4.

While this can make thrown weapons extraordinarily powerful, they can still be detected, dodged or reacted to. Their speeds are on the order of crossbow bolts, and can be treated as such. Also note that thrown items will often be damaged or destroyed upon impact due to the force with which they are hurled.

More spells - This spell list should cover the spells that are known or known of in most places by the Warp plus 10 years point. There will of course be other spells, some known by a very few, others tied to a small geographical area or restricted to priests of a particular cause, or kept secret because of their potential for abuse, or kept secret because they are being abused.

▼ **MAGIC PLACES** - Some spells will only function in certain locations. Other locations have inherent properties regarding the flow of mana, in general and as regards to particular spells or spell modifiers. For instance, there might be nodes that operate as a huge dice bonus to spells that teleport between specific nodes. There are places that inhibit the flow of all magic, and those that enhance it, and those that only apply to magic cast by someone sealed to a particular Cause. These places can range from areas the size of a valley or mountain, to spots a few paces across. In general, the larger the area, the smaller the effect.

Many of the places in the world where magic is more effective and spellcasting stress is less are marked by the sites of ancient temples or other monuments. When the Atlantean Warp happened, magic failed, the gods disappeared, and the world was plunged into chaos and war. Mages flocked to the sites of power, but they too were useless. As people in the Warp of 2010CE clung to their technology in the hopes it would be useful again someday, dying of old age with carefully preserved laptops in their attics, so did the ancient mages cling to their useless scrolls and artifacts. But in time, they realized that magic would not return in a week, or month or year, maybe not in their lifetime, maybe not ever. As civilization collapsed, and new generations were born never having seen magic or divine power, the old and dying mages convinced the younger generation to mark the places of power, so that this knowledge at least would not be lost. And as the last of the Atlantean mages died of old age, magic and deities passed into myth and legend. But, legends that people *still* believed in, despite having no evidence to support that belief. This belief remained in the long, dark millennia before men once again climbed out of barbarism. The loss of magic was some mythic catastrophe. The distant and silent gods were rewritten to have *always* been aloof from the affairs of mortals. Existence of the supernatural became a matter of faith, not experience, and to doubt or disbelieve was to be cast out from the fellowship of other men. The sites once marked with circles of stones became centers of worship to these absent deities, the dogma of whatever religion held sway there hiding secret truths and garbled myths of far older gods and religions.

Many of the sites had great temples built upon them, edifices designed to inspire awe and humility before the power of the gods. As new religions found favor, they tore down the old temples and rebuilt in the same spots, holding the source of power of the sacred site, and overthrowing the previous god at the same time. An original site of power in the wilderness could become a sacred site for a pagan religion, a site which might be co-opted by a newer religion trying to displace the old, and eventually be the site of a great cathedral in the middle of a city.

In some places, ancient sites became burial grounds, people thinking their souls had a better chance of reaching eternity if they were interred in a place where legend said magical power was greater. Some of these sites were reserved for the most powerful people, and great monuments were built there, to proclaim the greatness of the one buried, and also to prevent anyone else of lesser stature from being buried there. Lesser mortals simply had to settle for being buried in the normal ground, though a lucky few servants of the potentate would be given the chance to escort their master into eternity.

Last, a few of the sites remained nothing more than mounds or circles of stones, perhaps being embellished over the millennia, perhaps disappearing from memory entirely.

When the Warp of 2010CE happened, *most* of these ancient sites once again became places of power. Some have shifted location slightly, others disappeared entirely, and some new ones showed up in places that might be discovered in months, or remain hidden for centuries.

Most areas of the world are mana-neutral, and have no effect on spellcasting as described. Areas that are mana-rich add some amount to the effect of all spells cast in that area, *without* adding to any spellcasting stress. The benefit can range from 0d+1 to perhaps 3d+0 in extreme cases. In general, the larger the bonus, the smaller the area. An area that is mana-rich to the tune of a 3d+0 bonus might only be a few hexagons across, while an area with a 0d+1 bonus might encompass an entire mountain, valley, lake or small island. It is possible that a mana-rich area could be in mid-air, underwater or below the ground, but none have been found yet. Areas that are aspected only towards a particular type of spell or modifier are up to four times as powerful (up to a +12d bonus!). Both general and specific areas may add mandatory components to a spell cast in that area, typically some sort of side effect if the enhanced spell is mis-cast. When you plug into the extra juice, make sure you cast the spell correctly!

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Areas can also be mana-poor, with the exact opposite effect. Spell effects are reduced by the level before being compared to what the spell is targeting. Mana-poor areas can also be aspected towards a particular spell or modifier, so there might be areas where spells that do damage simply fail to work, or where magical healing is impossible.

Neither mana-rich or mana-poor areas have any direct effect on the Fate of individuals in that area. Inherently magical beings like ghosts may be affected by such zones, but beings like manifested Causes usually are not. However, Causes in the ether have more trouble observing things in mana-poor areas. These can be blind spots to their otherwise near-omniscience. In addition, for purposes of bleeding off spellcasting stress, the bonus or penalty of an area is added to the Fate of the mage to determine their effective Fate.

EXAMPLE: An area that is 1d+0 mana-rich means that all spells are increased by 1d before being compared to their targets. Mages also bleed off spellcasting stress in this area at the rate of +1 point per day.

Areas can also be aspected to a particular Cause as well as being mana-rich or mana-poor. This means that the effect only applies to particular spells or effects that are somehow tied to the nature of that Cause. Any spell cast by a High Priestess or Priest of that Cause qualifies, but normal mages can also gain the benefits if they are casting spells that match the aspect of that place. These places will be known to the Cause that is affected by them, and these sites will typically have temples to that Cause. Sites can also be negatively aspected to a particular Cause, and if a Cause has a diametric opposite, a site that is positively aspected for one will be negatively aspected to the other.

Last, an area can be mana-neutral, but still have a spell modifier associated with it. Such sites can be independent, or linked to one another.

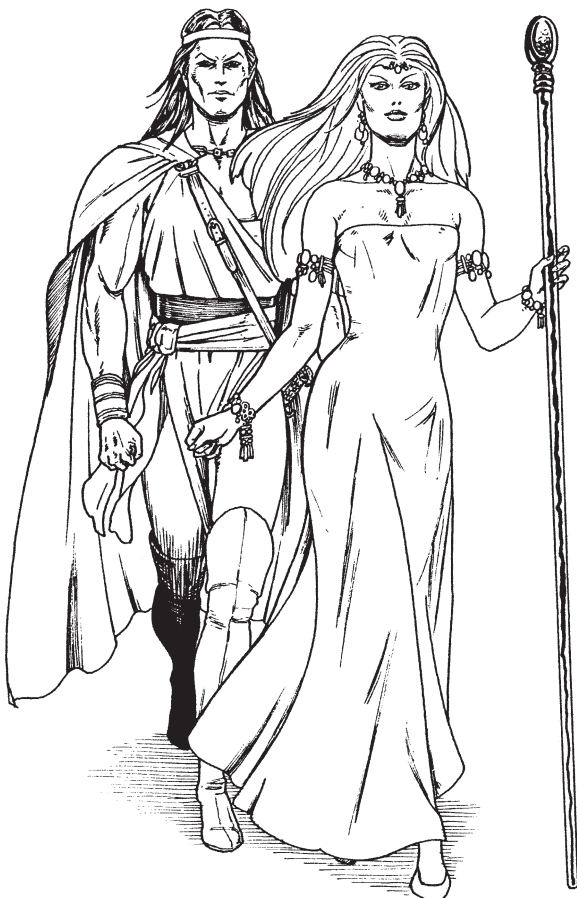
EXAMPLE: A site might have the inherent property of "can be jointly activated", so that any number of mages knowing a particular spell can cast it in concert if they do so at that spot. There might be places where prophecies can be foretold far better than normal, or where specialized magical healing can be accomplished.

Similarly, there can be places that add detrimental modifiers to particular spells or even to all spells, whirlpools or vortices in the ether that cause mages to take damage from spellcasting, or which add extra side effects to failed spells.

EXAMPLE: There might be a site where magical backlash automatically does 1d+0 lethal hits to a caster, or where mages can only target themselves with spells, or where only mages with a Fate of 11 or more can cast spells.

All of these types of places are supposed to be fairly rare, but there could still be hundreds or thousands of them worldwide, and the possible combinations or permutations can be the focus for many adventures.

EXAMPLE: A "teleport" site could be very valuable as a beachhead for an invading army. A place allowing a particular type of healing might require a lengthy journey by a crippled adventurer. The Forsaken might use secret manadead zones as meeting places, a Lich Lord might rule an area with a particular magical side effect, or an Archmage might set up his or her fortress in an area that adds even further to their magical prowess.



▼ **SPELLS OF THE FORSAKEN** - Earlier we hinted at spells or modifiers kept secret from the general community of mages. The Forsaken are particularly secretive in this way, especially about spells that manipulate the ether. The spells below are their own hierarchy, and the pre-requisites of each should be adjusted by the gamemaster to best fit the campaign.

Spectral Death(?) - This spell operates much the same as Blade, but it bypasses the first non-mana containing barrier it encounters. This would allow it to do things like stab a person through a brick wall.

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
●	Increased 1d effect	+10
◆	Extraordinary range	+20
●	Melee range	+0
●	Requires a mundane skill roll	-5
●	Lasts as caster wills	+15
Adjusted cost		30
Activation difficulty		12

Worn armor is not affected by the spell, though it makes shields much less effective (-2 to any bonus they would give). In addition, the mage using the blade is usually not able to block or parry with it, since it ignores *mundane* blades it encounters. It can however, block or parry blades channeling mana because of a spell cast on them.

Sever(?) - This spell cuts a mortal's link to a Cause. It reduces the amount of any god-given abilities for the duration of the spell.

Type	Requirements	Cost
-	Framework base	-50
■	Subtracts from Attribute(Fate)	+30
●	Increased 1d effect	+10
◆	Extraordinary range	+20
●	Only against granted abilities	-10
●	Range of 7 meters	+10
●	Lasts as caster wills	+15
Adjusted cost		25
Activation difficulty		11

Remember that this effect is resisted by the target. This spell does not affect godsparks or any magical abilities that are *within* the target, just those that are granted from somewhere in the ether, or that try to pull from the ether into this world. If the spell effect is greater than the Fate of a manifested Cause or similar entity, it will prevent them from reverting back to the ether at will.

Paradox(?) - This spell allows the mage to be in two places at once, but only for an instant, after which the mage has to choose which place to remain at. It is similar to normal teleportation, but the mage can only cast it on themselves.

Type	Requirements	Cost
-	Framework base	-50
♦	Extraordinary range	+20
●	Conveys movement	+20
■	Special effect	+10
●	Increased 5d effect	+50
●	Only usable on self	-5
●	Takes 1 minute to cast	-12
	Adjusted cost	33
	Activation difficulty	13

Remember that this effect is resisted by the mage, so the net effect is usually only the extra dice of effect. This is normally enough to teleport about 350 meters. The special effect of the spell is that the mage is not limited by physical constraints. The mage can teleport out of bonds or sealed rooms, provided the bonds or barriers are not magical and resist the effect successfully (you could not teleport out of a pentagram).

Implode(?) - This spell stretches the fabric of reality and then lets it snap back. It is somewhat like Disintegrate, but it can work on *anything*.

Type	Requirements	Cost
-	Framework base	-50
■	Lethal damage	+40
■	Alters form of item	+15
●	Increased 1d effect	+10
●	Technological range	+25
●	3 meter radius explosion	+30
♦	Requires minimum Fate of 11	-10
●	Requires a consumed focus	-20
	Adjusted cost	40
	Activation difficulty	14

The spell requires a snippet or handful of something that is part of or has been directly manipulated by a Cause, Second or Herald. If the spell effect exceeds the Armor plus Hits of an object, that object is stretched and shredded into barely recognizable pieces of what it used to be. People generally have no inherent Armor, so if the spell effect exceeds their Hits, the results are usually fatal.

▼ **Note** - There will be at least one case where a Forsaken "crossed the line" by kidnapping a person who had been healed by a manifested Cause, and then used the abductee's flesh and blood as components for this spell...

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Brainfreeze(?) - This spell creates a mana inversion that does not directly affect spellcasting in the targeted area, but does increase spellcasting stress by 1 for each full die in the spell effect.

Type	Requirements	Cost
-	Framework base	-50
■	Specialized damage	+20
■	15 meter radius area	+40
●	Technological range	+25
●	Takes 1 minute to cast	-12
●	Lasts as caster wills	+15
	Adjusted cost	38
	Activation difficulty	14

This spell is affecting the fabric of reality in the area and not the people in it, so the effect is not resisted. There is no known reverse of this spell to reduce spellcasting stress in an area.

Inversion(?) - This spell creates a lethal force in a 1 hexagon area. This force skips forward in time from when it is cast to when it activates. Seemingly a minor trait, but it means the spell is not detectable in the interval, since it does not exist in between when it is cast and when it goes off.

Type	Requirements	Cost
-	Framework base	-50
♦	Extraordinary range	+40
♦	Triggered	+10
■	1 meter radius area	+30
■	Lethal damage	+40
●	Increased 1d effect	+10
●	Takes 6 minutes to cast	-17
	Adjusted cost	78
	Activation difficulty	18

The mage chooses an exact time up to one week from when the spell is cast. At the designated instant, the spell reappears and does lethal damage to everything within one meter of where the spell was centered. Because the spell is prepared so far ahead of time, it often adds other modifiers like concentration and gestures or vocalization to reduce the difficulty.

Causality(?) - This spell grants the mage a greatly enhanced Awareness, which only lets the mage see where a *particular* Cause, Second or Herald is, and is focusing their attention. For that sole purpose, it lets the mage see into the ether.

Type	Requirements	Cost
-	Framework base	-50
■	Acts as an Attribute	+30
◆	Extraordinary range	+40
●	Increased 1d effect	+10
●	Requires a true name	-10
●	Takes 1 minute to cast	-12
●	Lasts as caster wills	+15
Adjusted cost		23
Activation difficulty		11

This is an especially secret spell among the Forsaken, as they (correctly, it turns out) consider it to be the first step to figuring out how to actually attack something in the ether. As a spell design note, this spell has "extraordinary range" twice, once to see into the ether, and again to see "where" in the ether the being you are trying to spot is at.

▼ **Note** - Since the Forsaken are for the most part accomplished mages, it would be reasonable for the gamemaster to tack on a higher minimum Fate requirement for all their spells. A side effect would also be appropriate for spells that mess with the nature of mana and reality, and these two modifiers would be offset by even higher damage or effect for the spells. Spells like Paradox, Implode and Spectral Death give the Forsaken a great deal of their reputation. Being able to kill foes through walls without leaving a mark, able to escape manacles and sealed jail cells, or to literally turn their foes inside out. These and exaggerations of these make the Forsaken exceptionally feared, which is to their benefit *and* detriment.

▼ **Note** - One of the more powerful tools in the arsenal of the Forsaken is their collection of true names. They are currency and status and power all in one. Despite their utility to the Forsaken as a whole, most true names are jealously guarded by their possessors, who constantly keep track of their relative worth compared to other true names. For instance, if only three people know a particular name and one of them dies, the value of that name for its other possessors just went up. And anyone needing a service that requires that name has to come to one of the two remaining people who know it...

▼ **ENCHANTMENTS** - In the **WarpWorld** game universe, there are no magical items that contain *stored* power. There are however, two types of enchanted items. Both require the use of the skill Enchantment instead of Sorcery, *plus* the spell to be enchanted, which is learned with the modifiers allowing enchantment (casting time, duration, etc.).

The first sort of enchanted item is one that has a spell effect of very long duration cast onto it, and there are two subsets of this. The first is a magically created or altered item. These items do not contain any mana, but are in a metastable state that can be reversed by damaging their integrity, a process we've discussed elsewhere. The other subset of this is an item with a spell effect of very long duration. The maximum duration allowed is "lifetime of the caster", which is a +70 modifier. This particular modifier does *not* count as a maintained spell effect that would distract the caster. The "lifetime" modifier is only allowed for effects that do not require the attention of the caster. They are something that is cast, and then ignored. The limit on spells with this duration is that a caster can only have as many of them as their Fate dice and any fractional dice.

Casting a spell with lifetime duration takes at least 8 hours (a -30 modifier), so the net effect on a spell's modifier total is usually +40.

EXAMPLE: To cast Bionic on a suit of armor, and have the effect last for the life of the caster would be a spell that looks like this:

Type	Requirements	Cost
-	Framework base	-50
■	Acts as an Attribute	+30
●	Increased 2d effect	+20
●	Melee range	+0
●	Requires a focus	-10
●	Takes 8 hours to cast	-30
●	Lasts for life of caster	+70
Adjusted cost		30
Activation difficulty		12

Most mundane objects can withstand the stress imposed on them by short duration spells. Items with a lifetime modifier generally have to be of very good quality, at least double the normal cost.

▼ **Note** - As a game side effect, when the caster dies, their lifetime spells slowly unravel at the rate of 0d+1 each time level. So, when the evil sorcerer dies, his magically created fortress slowly starts to crumble, providing a dramatic backdrop for the escaping heroes...

The other category of magic items is templates. This is like a magical stencil. You push mana through it and it generates a specific effect. Anyone with a +0d skill or better in Sorcery can try to activate such an item. The spell effect generated is based on the spell and the mage's own Fate. The templated item can have limits that restrict its use. It could have a password, or a minimum Fate requirement. The biggest modifier is that it has a duration of "forever", which is a +70 modifier on the spell's cost. This enchantment also takes at least 8 hours to cast, making the usual penalty a total of +40. This penalty is in addition to the duration of the spell itself. Other modifiers can be added that only apply to the enchantment process.

EXAMPLE: The spell Cook looks like this:

Type	Requirements	Cost
-	Framework base	-50
●	Half-lethal damage	+30
●	0 meter radius	+25
●	Melee range	+0
●	Acts as a natural phenomenon	+5
●	Duration of 1 hour	+29
	Adjusted cost	39
	Activation difficulty	14

To make a templated item that anyone with Sorcery could activate would look like this:

Type	Requirements	Cost
-	Framework base	-50
●	Half-lethal damage	+30
●	0 meter radius	+25
●	Melee range	+0
●	Acts as a natural phenomenon	+5
●	Duration of 1 hour	+29
●	Duration of forever(enchant)	+70
●	Takes 8 hours to cast(enchant)	-30
	Adjusted cost	79
	Activation difficulty	21

No enchanter is likely to make a profit if they have to be good enough to pull off a skill roll of 21 in order to make something like this. So, a potential enchanter might add a consumed focus (-20 modifier), requires minimum Fate of 11 (-10 modifier) and requires an enchanter's lab (-10 modifier). This would drop the modifier total to 39, for a spellcasting difficulty of 14, a lot more reachable.

The last and most important thing to remember about use of Enchantment is that it is an Advanced skill. The Fate of the enchanter is increased by +1d when determining spell effects for the things they make.

Economy of magic - Since a mage can only have a fairly small number of lifetime spells running at once, they can charge and get exorbitant prices for them. If you can enchant bionic suits of armor, and spent a few years learning a skill that you can only use three or four times, you're going to charge out the yin-yang for one of those suits. And to keep people honest, most mages casting such spells put a trigger modifier on the spell, so they can deactivate the magic with a codeword. The presumed reason for this is to free up a lifetime spell slot if a previously made item is lost beyond recovery (like in a shipwreck), but it also keeps the owner of the enchanted item on good terms with the enchanter and also ensures payment in full.

A particular side effect of lifetime duration spells is that they are for the lifetime of the caster. Old mages can charge less than young mages. Archmages can charge more than regular mages. Items that make their owners invulnerable, hated, feared or all of the above can be circumvented simply by killing the mage that made the item...

The market for templated items is a lot more accessible. Since the items are not generating a continuing spell effect, the enchanter can make as many as they want. The only limitation is that the user has to know Sorcery. So, the biggest market is to other mages. It is often a lot easier to just spend money to buy an item that will generate an effect you need, rather than learn the new spell yourself.

If you figure that a templated item can be made in a day, an enchanter needs to make a day's wages for one item, plus the cost of any supplies used, plus paying off the cost of a lab or rent for the place where it is at. The exact amount in Credits will depend on when and where in a campaign the enchanting is taking place, but you can figure the skill is always going to be in demand. The *minimum* price for *any* templated item is probably going to be about 500 dekas, plus any inherent value of the item the template is on.

For conventional spellcasting, the cost is going to depend on the rarity of the spell, the risk to the caster and their level of power. Bear in mind that magical stress means a mage can only cast a certain number of spells a day, and will want to be able to make a comfortable living from it. Common spells at levels of power that build up no stress might be as cheap as 20 dekas, while a powerful and rare healing spell might cost thousands.

▼ **TO THINK ABOUT** - There is a legend that a Burnout known to history only as Mouse created a template item in his final days and bequeathed it to a complete stranger, along with a compulsion about what to do with it and when. What little is known is that the owner, a farmer named Anthony Burg, showed it around and kept it on his mantle. It was clear the object contained the ability to project a magical effect, but that no one was ever able to make it work. Anthony made a lot of money by charging mages who wanted to take a crack at it, but none ever succeeded. After about five years, Anthony picked up the object and walked out into the woods around his farm. He left no note, no explanation. *He never returned.* Anthony, Mouse and the object passed into myth, but there were plenty of drawings of the item, including the engravings on its surface. No one ever saw Anthony again, though the object resurfaced two centuries later and a thousand kilometers away, among the many artifacts in the personal collection of the late Bishop of Artesia, and have since been kept in the vault under the main temple in the city of Three Rivers.

This is of consequence in the *late* campaign. At some point in the late campaign, a godkinder named Eliuau Abramsonn published a synthetic language, one of the odd mental pursuits late campaign godkinder sometimes engage in. Several weeks later, by chance, someone familiar with the Mouse legend saw the language, and realized its glyphs matched those on the Mouse artifact. When translated, they simply said "If you can read this, you need this.", along with a separate word on the opposite side that simply reads as "Go". How Mouse knew a language that would not be invented until three centuries after his death will likely never be known. But, given the situation, the Forsaken would dearly like to get a hold of that artifact. The problem is that at this point in the campaign, Three Rivers is now firmly in the control of Disciples and Enforcers of the Faith, and they have turned the main temple in the city to the worship of their alien gods.

The artifact has two separate spell templates burned into it. The one related to "Go" is the one that activates when mana is pushed through the object. It is similar to the Paradox spell, which was not invented by the Forsaken until long after Mouse's death. Whoever activates the object and every living thing within several meters is instantly teleported to a vacant field, several kilometers from where Anthony Burg's farm used to be. The object, by means unknown, sucks enough mana from the caster to make such a feat possible, which will add 10 points of stress to that mage's total (less any Godtouched effect) and requires *another* Sorcery roll immediately after the teleport to avoid a stress cascade.

The other effect imprinted into the object is not a spell effect at all, but is simply the understanding of a set of spell modifiers so complex that it was mistaken for a spell. The reason the teleport spell was never successfully activated is that the object essentially had a spell modifier that prevented the spell from being cast until the object was at least three centuries old.

The set of spell modifiers encoded in the artifact cannot be understood by mere mortals, and while it can be understood by Causes, they lack the conceptual framework to communicate or teach it to mortals. And once they know what it is, they are not too keen on the idea of what it allows. In short, it is a set of modifiers that allows a spell cast from the material world to target something in the ether. It requires an immense amount of mana, some very, very specific qualities in the mages powering it, the creation of special artifacts to channel it, and further specialized spells to know where to aim it, but with a Manhattan Project-like devotion to the project (and corresponding secrecy), you can make a magical cannon that can shoot a Cause right out of the ether! In the late campaign, the strategic value of such an item would be incalculable, as you will later find out...

▼ **RUNESTONES** - This is an optional offshoot of the enchantment rules that a gamemaster may choose to incorporate into their campaign. Runestones are carved pieces of stone, wood or bone about the size of a domino, each with a different mystical symbol on it. Runestones are templated items that turn mana focused through them into an effect, different symbols generating different effects. Simple spells may only require one runestone, while more complex spells may take two or more. Using runestones is a special application of Sorcery. A mage with only Sorcery can use runestones, but with a -1d to their skill. To best utilize runestones requires an advanced skill called Runelore, which operates identically to Sorcery, but *only* for using runestones, and it gives a +1d to the user's Fate for effects generated through the runestones.

Individually, runestones are a difficulty 15 item to enchant, about a day's work for an enchanter, and will have a cost appropriate to that effort. A full set of runestones would be about 10,000 Credits, though you might get a twenty percent discount for a bulk purchase, or the full 10,000 Credit price might include five spares for the most commonly used (and thus most commonly shattered) runes. At *gamemaster option*, a matched set made by the same enchanter will have a reduced chance of shattering under stress.

The advantage of runestones and runelore is that no spells ever need to be learned. Runelore is both the ability to access mana, and knowledge of how to force it through runestones to generate a spell effect. Instead of having a templated item that you push mana through to generate one effect, runes are used in combination to generate *any* effect. The downside is that a rune mage cannot generate *any* magical effects without their runes, and using runes requires having at least one hand free and able to access the runestones.

Using runestones is simply a matter of getting the right stones for the spell you want to cast, stacking or aligning them in the right configuration, and then pushing mana through them. They are a very flexible means of generating spell effects, but they are not very fast. In addition, a Runelore skill at the difficulty of final spell, +2 per runestone past the first, is required to get the stones in the proper configuration. Making the spell difficulty but not the total adjusted for runestones simply means it takes extra time levels equal to the difference in order to get it right. This extra time is more time than you thought it would take. You always have to spend the time to get the runes out of your pocket and arrange them. And if a spell requires a runestone that you don't have, you simply cannot cast that spell using runestones.

EXAMPLE: If you have a three-runestone spell that has a difficulty of 9, then you have to make a difficulty 13 Sorcery roll to get the stones lined up properly. If you rolled a 10, then it would take +3 time levels (3 seconds) to do this. This extra time is after you get out the proper runestones from your pocket, pouch or whatever.

How long it takes to get the runes initially ready depends on the situation. In some cases, you can just get the runes out ahead of time and have them in your hand. Other times you will need to fumble for them in a pouch, finding them by touch. For someone who knows Runelore and is good at fetching them, a time level of +1 per rune is about right. While you can conceivably generate any possible spell effect using runes, the best way to implement them in the game universe is as an alternate way of casting the spells already described. The advantage of runes is that adding or subtracting modifiers to a spell is as simple as altering the number or order of the runes.

EXAMPLE: If you have a spell with a short range and you want to increase it, you might add a "strength" rune to increase the range. If you wanted to change an area spell to one with a boundary, you might add the "protection" rune.

Using runestones is not quite like pointing a firehose of mana at the mystical template and getting a shaped blast of power as a result. If you do it wrong, you can shatter the runestones. If you suffer a stress cascade while using runestones, you shatter one runestone you were using for each '1' or '2' rolled out of the "best three" on that spellcasting roll. If you merely fail the Sorcery roll for casting the spell, you shatter one runestone on each '1' in the best three.

EXAMPLE: In the previous example, the spell had a difficulty of 9, and a 10 was rolled. This makes the roll, but requires extra time. If an 8 had been rolled, the spell would have failed, and there would be a chance of shattering one or more runestones.

The gamemaster is the final arbiter of how many runestones are required to do a spell, but good guide is the number of steps it is up the spell hierarchy. Ones at the bottom take one or two runestone, the next level up takes two or three, and so on.

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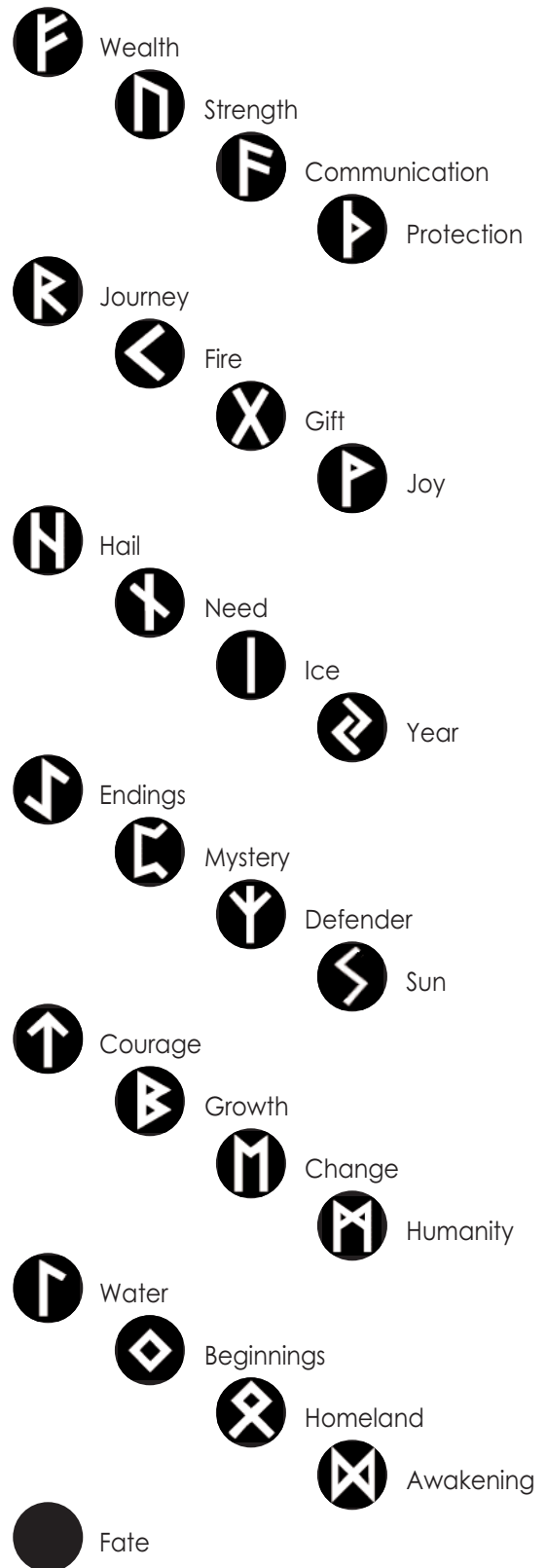
Traditional Viking runes are below, but they do not have to be the only iconography used. You do not even need to know the language of the runes, but it helps. The runes themselves could be in an unknown tongue, but if you write on them "fire", "earth", etc., then you know what they mean, and your sorcery skill lets you intuit the proper use of each rune.

Part of the Runelore skill is knowing which way to interpret a rune in order to figure out which ones are needed for a particular spell. Some are fairly obvious, like "fire". But, "awakening" might relate to alertness, discovery or mental strength, or "year" could refer to any extended duration of time, or "journey" could relate to movement or distance.

If an adventurer does not have a full set of runes, they might be able to come up with a rune interpretation to generate a spell effect using the runes they do have. However, the gamemaster has to agree that it is a valid interpretation, and may assign extra difficulty to the actual spellcasting.

EXAMPLE: The spell Teleport(II) might be the combination Journey-Change-Mystery. But, perhaps the adventurer does not have the Change rune. The player tells the gamemaster that since they are only trying to teleport themselves, they should be able to use the runes Journey-Humanity-Mystery. The gamemaster thinks about it and agrees, and decides in this case to let it work at normal difficulty.

Mages can use runes in other ways, with gamemaster permission. A mage might trace them on the ground with a stick or trace them in the air with a finger. These uses would be simply spellcasting aids rather than enchantments. You would have to know the *actual* spell, and you are just using gestures or extra time modifiers, with the explanation of tracing runes to explain the casting delay. You could not cast a spell you didn't know by using ephemeral rune tracings. The exception is that you could "carve" runes into an ephemeral medium like sand and use the runes to cast a particular spell, but as soon as the sand is disturbed, the rune tracing would be destroyed. Such a "sand carving" would take about half the time it would take to create a genuine runestone.



EXAMPLE: Fireball is the simplest of spells, and would simply be a use of the "Fire" rune. Firebolt is slightly more focused and directed, and the gamemaster might say it is the two runes that make "Change Fire". A spell called "Inner glow" that provides a subtle inner warmth to ward off the coldest weather might be "Gift Fire Humanity".

Runes can be carved in combination on the same runestone to be identical to a templated item. This single runestone can only be used for that particular spell, just like any other templated item, except that it has to be activated with Runelore skill instead of Sorcery, and there is no penalty for the number of runes involved.

▼ **Note** - Runes are to some extent a graphical representation of the very nature of magic in the post-Warp environment. The actual physical engraving is only the crudest approximation of the metaphysical concepts embodied in the rune. Runes are an extremely powerful tool for those investigating and understanding the nature of magic and mana. So, once the Forsaken discover that runes exist, they will be eager to find out more. The Causes on the other hand, are not so much worried about mere mortals as they are irked that mages are playing with runes. To beings who are mana, it is sort of a creepy invasion of privacy, a virtual vivisection. Mages who investigate magic with runes are in a way trying to peer into the heart and soul of the Causes. So, at whatever point in a campaign where runes begin to show up, the various religions will probably rail against them, and forbid their adherents from learning them. On the other hand, it is just as likely that the very first runes came to humanity through the actions of one or more trickster Causes, just to make things interesting for their brethren...

▼ **Note** - Remember that our knowledge of runes is nothing more than a corrupted memory of this sort of spellcasting from an unbelievably ancient past. Post-Warp runes might be shaped like ideograms, cuneiform, binary 1's and 0's, braille, morse code or tiny little hairy troll sculptures. The Futhark runes the pre-Warp world is familiar with have no power, and are simply a conveniently understood representation for the gamemaster and players.

▼ **DIVINE ARTIFACTS** - There is one very important exception to the restrictions on enchanted items. A Cause can manifest their will in this reality in the form of an item, permanently investing a little of their essence and will into the creation of an object. The reason for this is usually efficiency. Making an item that is a self-contained power allows it to be moved from place to place to generate its effects, or can serve as an artifact that is the focus of a shrine or pilgrimage for the faithful. If the effect is that of a spell that is particularly hard for humans to develop, it is also a way for a High Priest of Priestess to use the spell effect, and pass the object from generation to generation. Basically, the Causes get an exception to the rules that limit merely mortal enchanter's.

The downside of this is that once created, the power is tied up in the object and not available to or linked to the Cause. Anyone can use the item if they meet any limitations it has, and the power invested in the item only reverts back to the Cause if the item is destroyed.

So, while it is possible that such items can be stolen and misused, the Causes are not so dim as to make this easy. Permanent magical artifacts are often too large to be portable, or have built-in limitations that make it difficult for them to be misused, like "only works for a High Priest(ess) of this faith". However, it is still an extreme embarrassment for such an item to be stolen from a faith, whether or not the object is kept hidden to deny the sliver of power to that Cause, or paraded about by the enemies of that faith as a trophy.

In the later campaign, there will exist in the world several of these objects for each major faith, and a few for the minor faiths. Of these several hundred objects worldwide, a few dozen are unaccounted for, and several of these are in the hands of the Forsaken.

In the *early* campaign, there will be a few dozen of these objects worldwide in the immediate post-Warp environment. These are relics from the *previous* age, that were not destroyed before that Warp hit to give their power back to the Cause that spawned them. They became inert objects in the pre-Warp world, and reverted back to their normal form and power when the Warp hit. However, the disconnect of the Atlantean Warp also managed to disconnect this power from its Causal source. The power in these objects is not tied to, linked to or restricted by Causal affiliation, though any other use limits might apply. These exceptionally rare, ancient and usually fragile artifacts are in museums and private collections, and their owners or former owners had no idea of their true nature. By simple exclusion, only items built of materials that could survive ten millennia are still going to be around. So, these objects are almost certainly made of gold, with artistic qualities such that they would be valued for more than their metal content, or the artifacts are durable constructs of stone, like altars, which even if chipped and worn, are still intact enough to retain their enchantments.

Having one of these Atlantean artifacts in the entirety of the early campaign region is about as much as could be probable. Not even the largest museum or collection is likely to have more than one. After a few years, it is possible that the Causes can start creating new artifacts, maybe granting them as rewards to a temple or group of the faithful who have been or done something exceptional. Maybe a handful of these per decade throughout the campaign region.

Obviously, with this degree of scarcity, these are not items that can be bought or sold. But they can be lost, found or stolen, and one of them can make an excellent adventure hook, for one or a series of adventures. For instance, one can be stolen, and adventurers loyal to that Cause strive to recover it. Or, are tasked with stealing one from an opposing faith! Or, an Atlantean artifact can become the focus for a new cult seemingly unassociated with any Cause.

In game terms, such a divinely created artifact will allow the user to generate a spell effect at some level of Fate (based off the object), without incurring any spellcasting stress. The stress would be accumulated by the artifact itself, which is normally counts as having the lowest level of Godtouched. The artifact will be assumed to have a 3d+0 roll for avoiding the stress effects, and bleeds off built-up stress at the rate of 1 point per full 1d in its Fate per day. As a practical note, this means that the faiths which have such objects restrict their use to a certain number of times per day to insure a zero percent chance of damaging the artifact.

EXAMPLE: An item with an effect and Fate of 3d+0 builds up 2 points of stress per use (base of 3, less 1 for being Godtouched). This means the artifact bleeds off 1 point of stress each eight hours, so the artifact can be used safely once each sixteen hours. In an emergency, it can be used twice in quick succession (it can't fail a stress result of 2), but must then be allowed to rest for thirty-two hours. A temple with this artifact might have ceremonial use of it in the morning and evening, with a rest until the evening of the next day, and then repeat the cycle (six uses in ninety-six hours).

The other thing that such divine artifacts can do is generate a *permanent* effect. Once turned on, they do what they were designed to do like a magical perpetual motion machine. Such effects usually involve normal or magical energy, or a continual transformative effect on one target. So, there might be an artifact that is a force field, or source of perpetual motion, or a bonus to Health, but not one that constantly spits out food or water. How much of an influence such an item is on the campaign region depends on what it does and who owns it. Something that acts like a perpetual space heater is nice in a cold climate, but does not spark wars over its possession. On the other hand, a helm that gives the wearer divinely demagogic powers could start wars...or end them.

▼ **METACREATURES** - Just as at some point after the Warp, humans began having non-human offspring, at some point so did animals. As with metahumans, none of them follow traditional or legendary molds. No unicorns or dragons unless the gamemaster really wants them. The greater the deviation from normal biology, the more likely it will be that such creatures are only going to be in the late campaign. You can make up anything you want, of course, but a few of the better known metacritters are below. One thing to remember about fanged creatures is that fangs will usually be counted as armor-piercing against leather or flexible armors. So a mere 1d+1 bite can still nick you through a 2d+0 armor...

Dracoforms - A number of reptile types will eventually have offspring that are larger than normal, have special mana-linked abilities, or both. Nothing ever approaches the traditional vision of an armored, flying, fire-breathing tyrannosaur, but there are a number of nasty variants. There are winged, fire-spitting iguanas, giant armored alligators (and crocodiles), massive snakes with hypnotic powers, and so on.



Dracoform

Strength: 0d+0
 Agility: 2d+0
 Awareness: 2d+0
 Will: 2d+2
 Health: 2d+0
 Fate: 1d+0

Skills:

Flight: +0d
 Spit: +1d

Notable Traits:

Fire spitting

This is a fire spitting, flying iguana, about a meter and a half long, of which about a third is tail. They don't fly all that well. They tend to perch on rocks, scanning for small prey, and gliding down and snagging it with poisoned, fang-like talons. Their ability to spit fire is purely a defensive trait. It does little damage, but works well against the instinctive fear of fire many animals have.

Fortunately, all of the dracoforms remain cold-blooded, and are not usually seen outside the subtropical regions. In the former United States, this would be anywhere in Florida, a ways inland from the Gulf coast, and parts of southern California. If they do take up northern residence, people usually hunt them down in the winter when they are torpid and safer to approach. Contrary to popular opinion, they do not taste like chicken.

Hynxes - Sort of a cross between a lynx and a flying squirrel, hynxes can glide for short distances and climb extremely well, but do not run as fast as their lynx ancestors.



Hynx

Strength: 0d+2
 Agility: 3d+0
 Awareness: 2d+1
 Will: 2d+0
 Health: 2d+0
 Fate: 1d+0

Skills:

Flight: +1d
 Brawling: +1d
 Running(x2): +0d

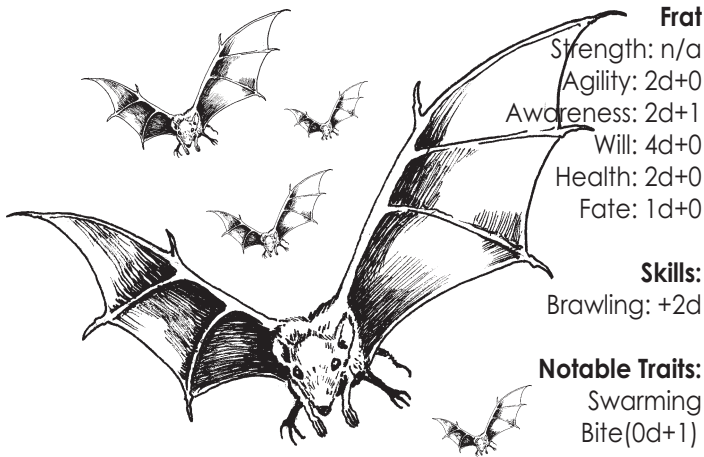
Notable Traits:

Claws(0d+1)
 Bite(1d+0)

In addition to eating small rodents, including lone frats, they are also adept at snagging birds off branches. They pose no danger to humans unless someone threatens a nest of kittens. If taken as kittens, they tame as well as any other wild cat and are actually fairly common pets in some areas later in a campaign.



Frats - Somewhere between a rat and bat. Like the Hynx, they are not so much fliers as gliders. Frats operate in groups. These groups have no leader, but are simply large numbers of individuals that are operating along the same instinctual cues. This gives them an eerie and disturbingly efficient swarming behavior that operates with the success of the group as a goal, rather than taking into account the survival of any particular individual in the group.



Frat
 Strength: n/a
 Agility: 2d+0
 Awareness: 2d+1
 Will: 4d+0
 Health: 2d+0
 Fate: 1d+0

Skills:
 Brawling: +2d

Notable Traits:
 Swarming
 Bite(0d+1)

They can take down prey hundreds of times larger than an individual frat, and are a particular problem in the cities once the human population returns and begins generating enough edible waste to support concentrated frat populations. In the bad parts of town, you want to be indoors after dark... To add a little campaign tension, frats can start appearing as early as year 1 or year 3.

In combat, frats are almost immune to attacks that do not have an area of effect. Assume they take a maximum of 1 Hit from attacks like gunfire or melee weapons (or 1 Hit per hit from an autofire or shotgun attack). For attacks that do have an area of effect, assume a frat swarm has 9 Hits and a Hit Bracket of 2. Their attack, while small, is considered armor-piercing and always goes against the weakest armor on a target. Anyone swarmed has to make an Average(7) Will roll each round to avoid going into a blind panic. In addition, a frat swarm weighs about 20 kilograms and its weight on a person can slow them down considerably.

Spells to gather and control frat swarms are known to High Priests of some of the Causes or Seconds associated with the underworld.

Hyenasuurs - Only found in Africa. Very large, slightly armored hyenas. A little slower than hyenas, but more than twice as dangerous, and doubly so in packs. Not quite sentient, nor capable of language, but almost human in cunning and their ability to spot traps and ambushes.



Hyenasuurs
 Strength: 2d+0
 Agility: 3d+0
 Awareness: 3d+1
 Will: 2d+0
 Health: 2d+0
 Fate: 1d+0

Skills:
 Brawling: +1d
 Running(x2): +0d

Notable Traits:
 Claws(0d+2 x 2)
 Bite(1d+1)

Hyenasuurs are the top predator in many areas, and are a constant problem for anyone attempting to raise livestock. They are a tropical and equatorial zone creature, and while they are only native to Africa, they could easily colonize other areas with suitable climates.

Übergrizzlies - Only slightly bigger and tougher than a normal grizzly bear, übergrizzlies do not hibernate and have to hunt all year long, going to an almost exclusively carnivorous diet in the winter. What makes them especially dangerous is that their claws, bones and teeth are naturally fortified with iron from their diet. Not as tough as steel, they are still strong enough to tear open unfortified structures and tough enough to bounce small caliber weapons and many melee weapons.



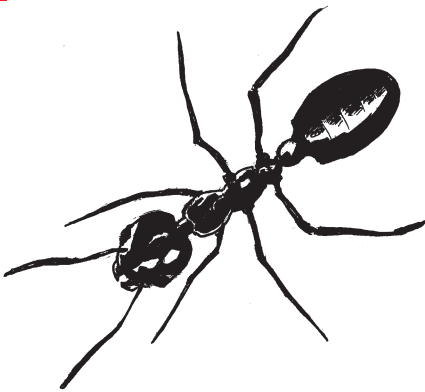
Übergrizzly
 Strength: 4d+1
 Agility: 3d+0
 Awareness: 3d+0
 Will: 3d+0
 Health: 3d+0
 Fate: 1d+0

Skills:
 Brawling: +1d
 Running(x2): +0d

Notable Traits:
 Armor of 1d+1
 Claws(2d+1 x 2)
 Bite(3d+1)

When fed, they are merely territorial. When hungry they have no fear of anything and are not smart enough to be afraid of guns or other weapons. They are only found in numbers near the end of the early campaign. By the late campaign they are only seen in sparsely inhabited regions, having been hunted to extinction elsewhere.

Pyro ants - Normal fire ants are a problem in the southern parts of North America. These are still there. Pyro ants are confused with fire ants, but are actually an offshoot of a separate species. Pyro ant workers/soldiers come in two varieties. One can squirt a concentrated formic acid, and the other a sugar solution. In many cases, when the two come into contact, the mixture ignites. From one or two ants, this is not a problem, as the flame is too small to ignite anything else. However, in quantities of hundreds or thousands, they are a real problem.



Pyro ants

Strength: n/a
 Agility: 2d+0
 Awareness: 1d+1
 Will: 3d+0
 Health: 2d+0
 Fate: 0d+1

Notable Traits:

Swarming
 Pincers(0d+1)

Pyro ants swarm anything that invades their territory, and will pinch and burn it to a crisp if given the chance, and will then drag the charred remains back to the nest as food, leaving behind only bones scraped clean of any nutritive value. When a nest breeds a new queen and splits in two, the offshoot nest will move to a new location, dig a deep temporary nest and then set a surface fire to clear the area of any competition before making a permanent nest. Enterprising (and brave) individuals can catch and separate the two ant types. Their dried bodies can be ground together as firestarters and even if too old for that purpose, they still make excellent tinder.

In game terms, pyro ants have an automatic 0d+1 lethal attack that penetrates any armor or protection that is not completely sealed, and it takes them a few turns per hit location to find that breach, from the ground up. If there is a gap between a boot and a pants leg, they will exploit that faster than a gap between your helmet and your neck. For setting fire to something flammable, damage is cumulative and compared to Armor. When Armor is exceeded, the item tends to ignite.

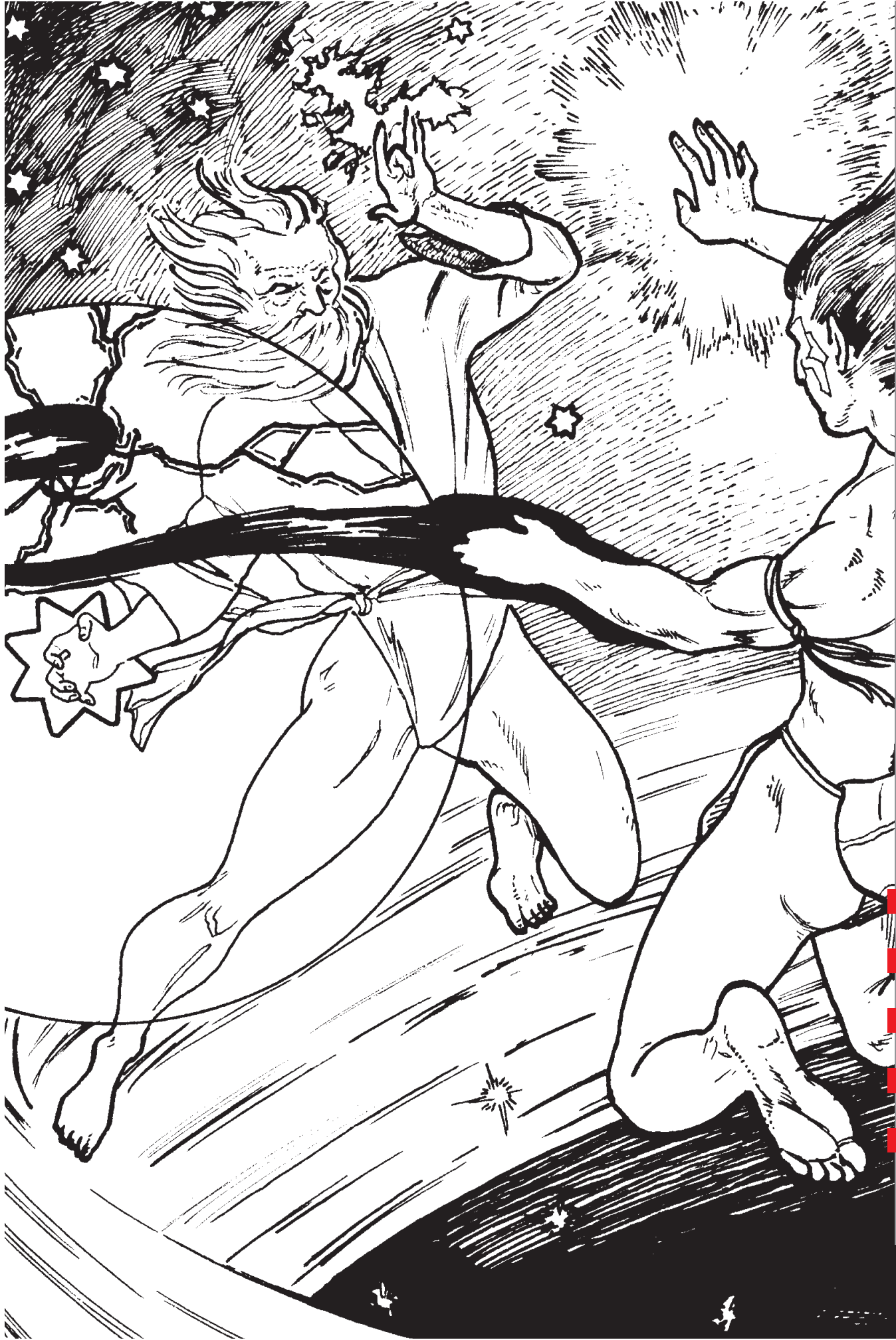
▼ **Note** - An attack by pyro ants will set fire to their target, generally the legs on a person. Any ants not consumed by their own flames will try to find some flesh to bite into, and if they find some, will release a chemical signal that directs other ants to head for the same spot. If given enough time, they will find a way through any armor or protection that isn't completely sealed, and a swarm would do 1 lethal hit per turn once they find something to latch onto, plus 1 lethal hit from any flames affecting the target.

▼ **PHYSICS AND MAGIC** - As a final note about magic, remember that one thing that post-Warp mages have that the mages of Atlantis did not, is an understanding of certain laws of physics that while twisted by the Warp, still have practical application.

Magically created energies can for instance, be channeled or amplified by physical means. Using a reflector to direct a diffuse magical light into a spotlight, for instance. The total amount of magical energy remains the same, but the area over which that magic is focused is smaller, giving it more punch to that tiny area. Think of it as a magical shaped charge. Mana can also be used as a power source for heat engines, like steam engines or stirling cycle engines. This is often not the most efficient use of magic, but it allows a lesser skilled mage to simply heat up the boiler with a low-complexity spell instead of trying to animate and adjust the power to a gearbox with a more difficult one. In general, the spell effect is the maximum power that the power plant can generate. An output of 4d+0 is about 4 kilowatts, and each $\pm 2d$ quadruples or quarters this output, less any mechanical or system losses in the engine.

EXAMPLE: If you generate a spell effect of 2d+0 to heat a steam boiler, you can get a maximum of 1 kilowatt of power from the resulting engine.

Mana can also be used to generate electricity for powering mundane electrical items, and this electricity can be transmitted long distances over wires. This is the one useful way of allowing a mage to send useful force long distances. In the later campaign, there may be mages that specialize in the production of raw energy (heat, electricity, force) for use in industrial applications. In the earlier campaign, being able to creatively use raw force just gives a mage a little more flexibility in making a living.



THE CAUSES

"The Trickster granted the Arch-mage Maybon his wish, and poured his power into Maybon, that he might complete the spell he longed for, with power enough to endure for centuries. Only as the mana poured from him like a river did Maybon realize his mistake, and by then the Trickster was gone. The weight of the spell hung over Maybon like a mountain dangling from a thread. Any future spell he cast, no matter how trivial, would snap that thread, and the backlash would burn him to a crisp. It truly was Maybon's greatest spell, but also his last. Actually, his next to last. The last year of his life he spent in hiding, working on a final spell with which to confront his greatest enemy. And on the day he finished it, the world had two less Arch-mages, one new crater and a very happy Trickster..."

▼ **INTRODUCTION** - The First Causes are the deities of **WarpWorld**. A lot has been implied about them up to this point, but now for some details, both for gamemaster reference, adding flavor to the gameworld, and a few crunchy rule-based bits.

The Causes and their lesser brethren are *not* beings adventurers should have regular dealings with. Over the course of the first nine adventure segments, a group of adventurers as a whole may only encounter these aspects of the ether once or twice. In the early campaign and mid-campaign, the Causes are forces of nature, things that adventures are based on or instigated by, but not things that the adventurers personally encounter any more often than the average soldier is going to personally encounter their Commander-in-Chief.

The lesser entities are another matter. Seconds would be like generals and Heralds like colonels. Average troops might catch a personal glimpse on occasion, or take a direct order, draw a kind word, commendation or reprimand from one of the hundreds of Seconds and Heralds out there.

WarpWorld^{v1.0}

In the late campaign, when the Causes are banished to Earth, the chance for direct interaction and recognition is far greater, and the campaign may have adventurers dealing with one or more Causes, Seconds or Heralds on a regular basis.

The Causes drive the way the post-Warp world works, what people believe, live for and are willing to die for. Even the Forsaken, who hold to no gods, are still shaped by them. That is why understanding them is important to the gamemaster and players, so that they can understand their influence on the gameworld. One of the things that is hardest to understand is the inherent "vastness" of the First Causes. They are capable of thoughts and modes of thought that we simply *cannot* comprehend. Our minds are too small and too limited to even grasp some of their concepts. *We think* that we can imagine anything, but the sentience of the Causes is a notch above our level of understanding. We are in an intellectual sense, children to them. If a child asks a parent "why is the sky blue?", the parent does not respond with the scientific reasons for it. They make up an explanation suitable for a child's level of understanding. So it is when the Causes speak to us. *Of course, children have logic all their own that is incomprehensible to adults...*

We tend to view the Causes as children view adults, powerful figures that we literally *have* to look up to. Strangers we are warned to stay away from, teachers we respect, parents we love, and so on.

▼ **WHAT ARE THEY?** - The First Causes are, by all practical definition, gods. They have existed for far longer than mankind, and depending on the quirks of the universe, may well outlast mankind. They are a form of sentient energy that can convert itself to matter in a blatant violation of $e=mc^2$. They are made of what most mortals call magic or mana, each one having some flavor or color or shape of magic that shapes who and what they are.

If you had the temerity to ask the Causes if they created humankind, the Earth and the universe, they would probably say yes. They would be lying, of course. *They are nowhere near that powerful.* They *did* exist long before any sort of matter-based life, but they have little recollection of that far-distant time. They watched the stars and planets form, and may have considered that since they were there first, the stars and planets formed from their desire to have something to do. They may truly believe they had a hand in the creation of the universe, but that is not what *actually* happened.

The Causes actually had very little in terms of personality and drive until very, very late in the evolution of the universe towards its current state. They more or less just existed, slowly waning, fading in and out with countless Warps until the first life appeared on Earth. There are rumors of ancient wars, Causes fighting each other in some primordial time as hunters and prey, consuming the power of the loser to sustain themselves, but that is something that the Causes do not like to discuss, even among themselves. Much like *you* wouldn't want to discuss having cannibalized your siblings. *They may be godlike, but they can also be very touchy about certain subjects.*

Each Cause had its own "flavor", core drives and preferences, but they were very, very weak differentiations, and meaningless without the desire to act on them. The trickle of mana from the first primitive organisms allowed the Causes to stabilize after an eon of slow starvation (or consumption of their lesser brethren in some etheric ecosystem), but nothing more. They were still merely observers, with little thought and negligible creativity. It was not until some hundreds of thousands of years ago that one of them had the bright idea of shaping the lifeforms on the interesting green-blue world into something useful. By a magical means reminiscent of Arthur C. Clarke's *2001*, evolution of some key species was speeded up. Simians became protohumans, protohumans became humans. Instinct and intelligence combined to become culture and civilization, and the Causes were there to take advantage of the opportunities for both power and entertainment.

As thinking beings directly shaped by the Causes, humans were capable of understanding and worshipping the Causes (within limits), and aligning their souls or mana with a particular Cause. So, the richest source of mana on Earth became one that a *particular* Cause could shepherd and claim for itself. As the Causes slowly learned the art of what mortals expected of their gods, and drew generation after generation of mortal essences unto themselves, their nascent personalities and limited drives became more pronounced. They did not so much take on the thoughts and desires of their flocks. Rather, the flavor of that power flipped a switch to fully awaken that which was already within the Cause. While they do not and perhaps cannot reproduce in ways humans can actually comprehend, most of the Causes seem to prefer an aspect that indicates a male or female gender, but some have both (or neither).

So, the Causes became the gods, beings of great power and powerful personality, embodiment of a particular belief or ethos. That happened within a few dozen generations of what the Causes would call "creation", when the first true humans developed the ability to ask themselves "how?", and to try and figure the answer to "why?". This age lasted some thousands of years, culminating with the civilization that created Atlantis, a world brimming with magic and meddling Causes, heroes and villains, wars and intrigue, all brought to ruin when the Warp hit and dissolved the bonds of magic that men used to hold their civilization and works together.

With no real need for technology and held together by magic, the Warp of 10,000BCE destroyed the Atlantean civilization and all the other great nations of that time. Earthquakes, volcanoes, war, famine and disease ravaged the survivors and buried or destroyed most of their works. Worse, without the influence of the Causes, humanity itself regressed for a while to barely sentient barbarism. The educated and cultured survivors gave birth to children who could not fully understand the knowledge their parents tried to teach them. And their grandchildren were even less capable. In two generations, all that was left was oral myth, crumbling ruins and barbarism. Some post-Warp scholars think that human intelligence itself was somehow mana-enhanced and that later generations born without it lacked the capacity to redevelop civilization. It would be some *thousands* of years before the survivors re-discovered agriculture, and even more before they were able to regain literacy, and give us the many garbled legends of a vastly older time, global catastrophes and a fall from divine grace.

The closest approximation to the Causes of Atlantis comes from the writings of the ancient Sumerians, and it is from them we have the names and natures of the Causes, at least so much as they *can* be known.

Mana is what they are, what they breathe, eat and drink. And what they excrete, according to some natural philosophers. Anyway, they need new mana to replace what they use and lose. They are powerful enough that they can go a *long* time without new mana (measure it in geologic terms), but like people, they see no reason to starve themselves when food is there for the taking. What mana exists in the post-Warp world is concentrated in people, and is released and presumably recycled upon their death. When a mortal seals themselves to a Cause, their mana instead goes to the Cause when they die.

However, you are what you eat. The essence of the deceased combines with the essence of the god. A human, no matter how powerful, would never have any individual impact on the health, nature or personality of a Cause. But, thousands, tens of thousands or millions of souls *would* make a difference. So, gods have to be picky. A Cause of War might find weak-willed people easy converts, but would eventually become weak-willed themselves. So, a Cause of War wants followers who are warriors, a Cause of Passion wants those with fire in their souls, and so on.

The usual form of devotion and bonding with a Cause is an exchange of power. The mortal gives up some of their essence to the Cause, and the Cause gives back the same amount. The mortal is thus linked and eternally sealed to that Cause, guaranteed of eternal oneness with the Cause, and with an unshakeable feeling deep in their soul that this is so.

What does a follower of a Cause get out of the bargain? They get the surety that some tiny part of them will survive their mortal passing, and that they will become one with something far greater than they could ever hope to be. That they will lose their sense of self and that their memories will become a drop of water in a divine ocean is seen as an acceptable price for immortality.

Causes can be represented in game terms as having a Fate roll of *at least* 30d+0, and the ability to turn those dice into physical Attributes, skills, attacks, defenses, power effects or Blessings on a one-for-one basis. These abilities are fixed when the Cause manifests, and can only be changed if the Cause spends the energy to dematerialize and manifests again in a different form.

EXAMPLE: A simple example would be that a *minimum strength Cause could manifest as a mortal with 3d+0 in all Attributes, a Blessing that reduces all damage they take by -4d, a 5d+0 lightning bolt attack and +3d skill with using it. As we said, they are really tough.*

In general, a manifested Cause will have *about* half its dice in its Attributes, a quarter in powers, and a quarter in skills or Traits, noting that there is overlap in the latter two when you consider Gifted abilities and Sorcery skill. Each Cause, Second or Herald has only a few forms it can manifest in, reflecting its nature and personality. If compelled to manifest by mortal magic, the summoning mage chooses the form the entity manifests in from the available choices. Any manifested Cause, Second or Herald may choose to be instantly recognized as such by anyone sealed to that hierarchy of authority.

First Causes generally range in power from 30d to 60d in power, though the more powerful ones often have commitments that siphon off some of their potential. For instance, a boon to a given mortal might reduce the Cause's Fate roll by 0d+1. Such a boon might be worth the equivalent of 40A or S to the mortal. A Cause can afford a few such boons pulling down their Fate, but only if the long-term return on the investment is worth it. Most of the time, what a Cause is willing to offer a mortal is based on the rearranging of assets already "in the field". If a man desires a beautiful consort, one is found from among the existing faithful. If they desire wealth, it comes from temple funds, if they want power, the church of that Cause works to make it happen, and if an enemy is to be smited, then a few judicious lightning bolts or a personal visit from a Second might be in order. All of these are one-time commitments rather than a continual drain on the Cause's power base.

A Cause or Second is not bounded by physical constraints. They can materialize or disappear into the ether unhindered by physical barriers. They cannot be mundanely bound or imprisoned unless they choose to remain so out of curiosity to see what plot the foolish mortals are unfolding. Their power is reduced by any magical barrier they have to cross before manifesting physically. If constrained by magical barriers like pentagrams, it is compared to the Fate of the manifested Cause, not the total dice of the Cause. Causes and Seconds *can* cause real world effects without physically manifesting, but can only use 0d+1 out of every 2d+0 they have for physical effects, and 0d+1 out of every 4d+0 for intangible effects. So, a 30d Cause could only hurl a 5d+0 lightning bolt out of the ether, or do a 2d+1 mental effect without actually appearing in the real world to do it. Observing the mundane world counts as an intangible effect, but they can observe from a particular ethereal vantage point as long as they wish for the cost of 1 non-lethal hit from fatigue.

A Cause can be assumed to have a Hit Bracket of 10 in ethereal form, takes 1 fatigue for every 5d+0 they expend on use of a power. If ethereal, they recover 5 non-lethal Hits per hour, and if in physical form, they recover damage and fatigue based on their Health (though they will simply magically heal any lethal damage a physical form has taken). A Cause takes 1 fatigue to manifest in physical form or go back to being ethereal. Seconds are similar, but will have different Hit Brackets or rates of fatigue or recovery.

Causes technically lose 1A every so often to represent their need to replenish their mana from an outside source, but they have so much inherent mana that even with no replenishment they could survive for eons (if they didn't do a whole lot). So, the gamemaster can delve into this math if desired, but it is unlikely that anything adventurers do is going to put a dent in their ability to get stuff done.

Causes generally refrain from smiting each other's followers. That's getting a little *too* personal, and they do not wish any animosities to turn into ethereal slugfests. They have through very long experience decided to act through proxies rather than engage in a war in heaven. That there was one once is fairly certain. Some of the losers are no more, while a few more were eternally wounded, and now merely rank high among the Seconds rather than being full Causes, something these losers will never forgive nor forget, but are pretty powerless to do anything about.

Manifested Cause(average)

"I am not so weak as this mortal guise belies..."

Strength: 4d+0
 Agility: 4d+2
 Awareness: 3d+0
 Will: 3d+1
 Health: 4d+0
 Fate: 4d+2

Notable skills:

Sword: +2d
 Bow: +2d
 Brawling: +2d
 Sorcery: +2d
 Fireball(14): +1d
 Firebolt(8): +1d
 Push(12): +1d
 Running: +0d

Notable Traits:

Godtouched(4 levels)
 Blessing(-4d damage)
 Larger than life
 Elitist(2 levels)
 Condescending(2 levels)
 Overconfident(2 levels)

Notable Gear:

Quality clothing
 Quality weapons



▼ **THE SECONDS** - There was originally one First Cause. From it the primal three sprang, and from them the other Causes sprang. So, while *technically* they were Second Causes, their power is the same as that of their progenitors, and they would claim themselves second to no one in any case. So, they are the First Causes. Then, after the First Causes sprang forth, lesser Causes came into existence, some say independently, others say as "children" of some mingling between the First Causes. Less than the First Causes, but far more than mortals, these entities are something in between. Only a minority have the power or nature to become one with lesser souls as the First Causes can, yet they are still beings of pure mana and dependent on it to maintain their existence. Seconds can manifest and act from the ether much like Causes, but would have no more than 30d+0 at their disposal and range all the way down to 15d+0. Depending on their experience in the mortal world, they may have up to a total of +4d in various unchangeable skills that reflect their worldly experience.

These entities became known as the Second Causes, or more simply the Seconds. The Forsaken may refer to them as "sloppy seconds", but not when they're within earshot of the faithful. Everyone else considers them angels, demons or demi-gods, depending on your particular worldview.

The Seconds each have a particular nature, just as the Causes do, and they are naturally drawn to the Cause that they most resemble or were created by, becoming a hierarchy of servants, enforcers, heralds and lackeys to the Causes. This service gives them protection from other Causes that might view them unfavorably, and also gives them extra sustenance, and the Cause bathes its chosen in the radiance of its powerful presence. They could subsist on the mana that radiates from the constant interplay of life and death on the blue-green world swirling through the ether, but it is a plain sustenance and they, like the Causes, prefer something more savory to the senses.

A significant minority of the Seconds remain independent entities. By quirk of their nature or cleverness or usefulness, they manage to steal or gain mana from other Causes or Seconds, serving as unaligned messengers or entities that can do some dirty work without it being directly attributed to a Cause. Some of the unaligned Seconds can actually make deals with mortals, which technically places them in the lowest ranks of the Causes, but they are so far below the other Causes that they are not accepted as such among their ranks. The Causes referred to as tricksters will usually fall into this class. While not particularly powerful, they tend to be a lot more clever, dangerously so.

The Seconds are very powerful, but not as apparently unassailable as the Causes. Human mages of sufficient power can summon, constrain and compel them, at least until its patron Cause takes notice and frees it (if it so chooses). Seconds can also be ordered to serve and attend to a human in *exceptional* cases. And while the Second will of course obey the command of the Cause, it does not have to be thrilled with the duty. Seconds who have long experience in manifested form may have permanent skill bonuses related to their manifested duties. That is, they do not have to pay for that skill or skill out of their dice allotment. Oddly, it is usually the *least* powerful of the Seconds that have the *best* skills (perhaps one +2d, one +1d and one +0d skill), since they have the greatest incentive to actually learn something new. The Causes and the greater of the Seconds seldom bother with learning. The simply manifest already knowing what they think they will need to know.

▼ **Note** - As a game flavor note, assume that any manifested being knows how to fluently speak the language of the people they are going to be dealing with, without having to spend dice on it. Whether or not this fluency also includes literacy is up to the gamemaster.

The Seconds are aspects, avatars or servants of the Causes, depending on what your cosmological beliefs are. Within **WarpWorld**, they are seen as lesser entities who are mostly but not irrevocably tied to a particular Cause. While Causes are gods of particular types of people, Seconds are best viewed as minor gods associated with a place or thing. Enki was largely responsible for the creation of humanity, and his Seconds are often associated with the works of humanity. So, while Enki is a god for scholars, Enkidu (one of Enki's Seconds) is a god of canals and ditches, and Mushdamma is a god for the foundations of houses. In the Sumerian mythos, Ninhursag created several Seconds for the sole purpose of healing Enki, among them Ninkasi, goddess of brewing, for which mortals have been eternally thankful. The Seconds seem to represent a paradox in the way the Causes think. If confronted with a problem beyond their knowledge, they may not be able to find that knowledge themselves, but can apparently create a new being that does have the knowledge and then forever operates as an independent entity with its own agenda and personality.

▼ **Note** - As you can see in the stats to the right, an average manifested Second is on par with an adventurer. In this example, the Cause is worth about 120A and 80S. They are far from unassailable when manifested, and take it into account.

WarpWorld^{v1.0}

As you might guess, there are *lots* of Seconds out there. The pious will know the ones associated with their area, profession or possessions, and will often mouth a quick "Kabta, bless my pickaxe" or something similar when getting ready to do something difficult, or the equivalent of "God bless you" when someone sneezes. In general, the effects of botching a skill roll are seen as a punishment from the divine for some minor transgression, which is sometimes but not always the case. Sometimes it is just bad luck. But, Seconds *are* sometimes tasked with randomly punishing those who commit abuses within that Second's sphere of influence, and the mortal legal system recognizes this. If the head flies off your pickaxe and brains someone ten meters away right after that person had badmouthed Enki or Kabta, there's not a judge or jury in the world that would find you guilty of assault or negligence.

Seconds are usually beholden to one or two particular Causes or more powerful Seconds, their "parents". However, these bonds of family loyalty are not absolute and changeless. In time, some of the Seconds have become independent entities, while others have become estranged from their "parents" and tied their fortunes to some other Cause or Second. Plots on earth can reflect these changes in the ethereal realms.

Manifested Second(average)

"I have depths you cannot fathom..."

Strength: 3d+0

Agility: 3d+0

Awareness: 2d+2

Will: 2d+2

Health: 3d+0

Fate: 2d+2

Notable skills:

Sword: +2d

Bow: +2d

Brawling: +1d

Sorcery: +1d

Push(12): +0d

Running: +0d

Notable Traits:

Blessing(-2d damage)

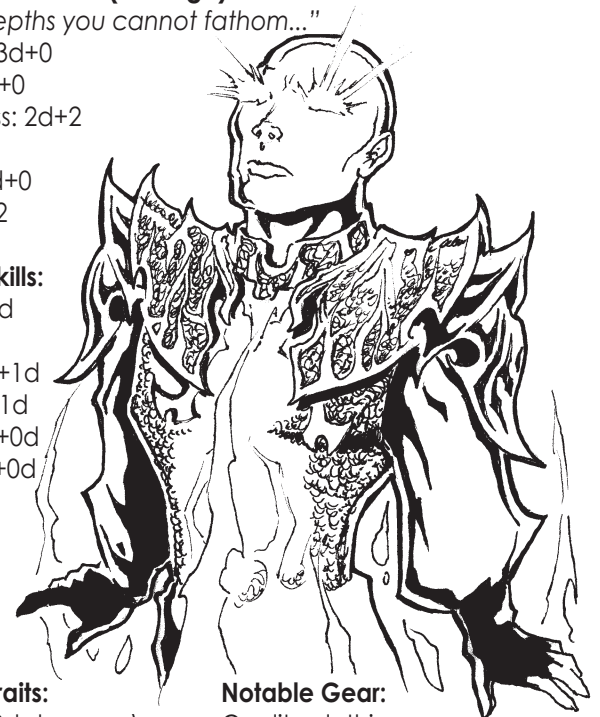
Elitist(1 level)

Overconfident(1 level)

Notable Gear:

Quality clothing

Quality weapons & armor



▼ **HERALDS** - The greatest reward any mortal servant of a Cause can hope for is to be elevated from mortality to something akin to a Second. The soul of the mortal goes to the Cause, who then strips away the mortal trappings and infuses it with mana, making it an independent entity that is inextricably tied to the Cause. Able to think for itself and with much of the personality and knowledge of the mortal, but unwaveringly loyal to the Cause. These entities are possibly more powerful than the least of the Seconds, but in general, the framework of a merely mortal soul cannot hold sufficient mana to equal most of the Seconds. These ascended individuals are generally known as Heralds. They act as messengers, bodyguards to the most important of the mortal faithful, enforcers of divine will and so on. Heralds can do what Causes and Seconds can, but only have 15d+0 at their disposal, and can only manifest in a form that approximates who and what they were at some point in their life. They do have the benefit that they retain much of their original knowledge, and get their best four skills in life at no cost when manifested in physical form. In addition, the strength of the personality adds to the strength of their manifestation, so the point value of any psychological Traits can be used to "build" this sort of adventurer. This is also true for manifested Seconds and Causes, but is more important for Heralds because they start at a lower level.

EXAMPLE: A warrior with +2d in four weapon skills would have that knowledge if they manifested in physical form, which might be 3d+0 in three Attributes and 2d+0 in the others (total of 15d+0). Or, they might drop a few dice in Attributes in order to have a ranged attack, defense or some other ability inherent to their manifested form.

So, a Herald is less powerful than most Seconds when they are ethereal, but potentially more powerful when manifested in physical form. Heralds recover 1 non-lethal Hit of fatigue per day when ethereal, and have Hit brackets and recovery appropriate to their Attributes when manifested. The most important power a Herald has is the ability to revert to the ether at will, travel at tremendous speed and re-appear somewhere else. Neither the Causes, Seconds or Heralds can shift to/from the ether as a "combat trick", as it takes a second or two to move from one to the other, but it does make them exceptionally hard to trap or pin down.

▼ **Note** - Much of what the Forsaken will eventually learn about the Causes, they will learn through observing the Seconds and Heralds.

▼ **Note** - Causes, Seconds and Heralds usually appear for a specific reason, and odds are strong that their abilities will be optimized for that reason. Someone who is here for a fight will have improved Strength and Agility, while someone here for hard partying will have a higher Health or Will. When manifested, Causes, Seconds and Heralds appear no different than any other mortal. Their vanity and pride often causes them to appear as physically perfect, so spotless and well-accounted as to be immediately suspicious, but they could just as easily manifest as the ugliest, nastiest beggar you ever met, and they do not have to reveal their true nature to even their faithful, unless they choose to. Seconds, and more particularly Heralds, are often tasked with such roles to test the faithful (i.e. "did you accept the needy stranger into your house and preach the Word to him?"). Rewards may come to those who pass such tests, and punishment to those who claim to be devout, but do not practice what they preach...

A Cause or Second or Herald is bound by the limits of whatever form they manifest in. They can be hurt, get drunk, be hungry or thirsty, and they can experience everything a human can except death. If that would happen, the Cause simply reverts back to the ether it came from. If it does so involuntarily, it is a bit of a shock, and the Cause may take a while to recover from it. A manifested ethereal being can (but rarely does) engage in the mundane process of procreation. In such cases, they cannot help but imbue a potential offspring with a bit of their own power. Using the notion that 0d+1 of their own power is worth 40A or S to a mortal, a child born of Cause and mortal would probably grow up to have this much extra A and S, usually in Attributes and Traits. Most of the classical Greek heroes would be "adventurer quality", plus having 40A in some ability like superior strength, invulnerability, etc.

▼ **Note** - It is *extremely* important to remember that while they may have an instinctive nature of the current way reality works, and uncounted millennia of memories and experiences, the mortal manifested form of a Cause or Second cannot hold all this information unless the Cause decides to pay for the appropriate skill levels from the dice allotted to them. The Cause will not actually forget people they know or events they were part of, but if they do not have the skill, they do not have a way to use that knowledge in anything that requires a die roll. They could know every juicy secret of the past century, but if they can't tell a decent story, no one will even buy them a drink to hear it.

▼ **OF GODS AND MEN** - In the short-term, what a mortal can get out of a bargain with a Cause is whatever they can negotiate for. Riches, fame, power, a beautiful consort, if it is in the power of the Cause to provide it, and they think it is worth the effort, then a deal is a deal. Similarly, if you sell your soul for a bowl of cold porridge, then you get...a bowl of cold porridge. The only limits on such a deal are that it must be completely voluntary. There may be emotional duress involved, but it has to be *your* choice in the end.

Once the divine economy gets settled down, there will be some fairly standard offers in game terms, depending on the status of the person involved and the Cause in question. *A King can command a higher price than a beggar...* These deals generally involve some number of Attribute and skill points, which are put towards particular categories. A mage might ask for Fate, a warrior for Strength or Agility, a particular Gifted ability might be had, knowledge of a spell, and so on.

Causes can also bestow *conditional* boons on their faithful. A soul is a soul, but a lifetime of service can also have a marketable value. Boons can be had in exchange for unwavering obedience in the service of the Cause. The person might become a priest, or simply a devout worshipper whose good example finds favor in the eyes of the Cause. Failure to hold up your end of the bargain means any boons granted dry up and are unlikely to be given again.

The more cynical of the Forsaken liken it to getting a worm in exchange for a fishhook in your cheek.

To give the Causes and their religions some personality, and give adventurers a reason to align themselves one way or the other, the gamemaster can make it worth their while. Since mana or soul is what the Causes seek, and this is represented by the Fate of the adventurer, an adventurer desiring to "make a deal" offers the A points represented by 1 point of their Fate, the number of points it would take in experience to go from one point less than their current level, to their current level.

EXAMPLE: For an adventurer with a Fate of 5, this would be 10A. That is, the cost difference between a Fate of 4 and 5 is 2A, times five for adjustments made after adventurer creation.

Causes much prefer this sort of transformational exchange of a worshipper's power to actually investing their own power in a fragile mortal.

In exchange for eternal loyalty to a Cause, the adventurer gets back *double* this amount. *With limitations.* The first is that the points must go to some Attribute or skill that reflects the nature and goals of that Cause. A Cause associated with commerce will not boost your Strength, and a Cause associated with Warriors will not grant you skill in ancient languages. The second limitation is that while the adventurer has given up that point in their Fate permanently and cannot back out of the deal, the benefits granted by the Cause are a loan. A loan which can be *revoked*, either because the adventurer has engaged in misconduct that the Cause sees as detrimental to its goals, or because the Cause has found itself in such dire straits that it has to draw all its power back to itself.

▼ **Note** - While this makes the power granted by the Cause a magical effect of some kind, it is one outside the normal framework and cannot be analyzed or manipulated by mortal magic. An otherwise normal-looking person who has the divinely gifted strength of a weightlifter may have an unusual aura, but the aura cannot be analyzed to show its nature, nor can the extra strength be disenchanting.

The Cause can rescind the deal made, and restore the lost Fate back to the adventurer, the equivalent of getting your soul back after making a deal with the Devil, but this is exceptionally rare.

Offerings of exceptional amounts of money or services may generate a better deal for the adventurer, and the status of the supplicant can also make a difference. In game terms, half the points (round down) in an appropriate Status or the full value of any donated Wealth can be added to a boon if these are valuable to the Cause.

EXAMPLE: A local notable trying to get a boon from a Cause, who has 1 level of overall Status (worth 10S) and a level of increased Wealth (worth 10S) could get an extra 5 points for their Status and they could give up all their Wealth advantage and gain an extra 10 points, or go down to a conditional level of increased Wealth and gain an extra 5 points. These points are on top of any gain the supplicant gets for offering some of their Fate.

Remember that a High Priest or Priestess merely intercedes on behalf of the supplicant, and gives their humble opinion of the benefits of the offering, but the Cause is the one who ultimately decides, and the recipient better be darned thankful for whatever they get, even if they are disappointed. Those mortals who think they can intimidate or haggle even a lesser Cause into granting them a boon are the sort of people you hear about being turned into toads...or greasy scorch marks on the pavement. *The Causes are powerful enough that they do **not** have to put with crap from uppity mortals.* The more of such that are messily and publically dispatched, the fewer are those who will be foolish enough to do so in the future.

The Causes want all the power they can get, but they are *still* choosy. The act of sealing oneself to a Cause is never done or treated lightly. It is a ceremony as solemn as marriage, and as probing as a job interview involving a security clearance. One's past conduct is investigated, friends and family are interviewed, the potential worshipper is asked many probing questions, and so on. In the post-Warp environment, where people travel far less than they do today, it can seem fairly informal. If the local High Priest or Priestess has known you since you were a baby, and you have lived in the same town all your life, he or she already has a pretty good idea of your sincerity and character. For *that* person, being confirmed into the faith is a matter of formality and ceremony. On the other hand, if you just arrived from out of town, and think you can score a quick skill bonus by casually aligning yourself with a Cause, you are going to be disappointed, and lucky to avoid being scorched for blasphemy.

Speaking of which, remember that when the gods are real, there will be no way to separate church and state. The best that can be hoped for is laws that apply equally to all faiths. Laws against blasphemy and sacrilege are going to be universal, and may or may not have exceptions for cases of humor or satire. Your joke that starts off "Zeus, Isis and Thor walk into a bar..." might kill in one town... and get you killed in the next.

Blasphemy would be slandering a Cause or its earthly representatives, while sacrilege would be a blatant disrespect of a Cause's representatives, property or rituals. Insulting someone's faith would be blasphemy, spitting in the holy water font would be sacrilege. Blasphemy can be defended against with the truth in most locales.

If you say something nasty about a High Priestess, and have the photos to prove it, you would probably still get *arrested* for blasphemy, but you'd end up acquitted in most cases. Sacrilege, even if somehow in a good and just cause, can still get you in a lot of trouble.

Not all the Causes are total rat-bastards. They are all extraordinarily powerful in their own way, proud, demanding of respect and usually touchy, but they have the same variation in personality as a similar group of people. Some Causes demand absolute obedience and expect unconditional adoration. Others are willing to give their followers a little slack and room for creativity. Some Causes worshippers as little more than livestock, while other Causes actually respect the learning and wisdom of some mortals and will actually seek their advice on occasion.

Usually, the lesser the Cause, the more likely they are to be understandable or approachable by mortals, and the more likely they are to be strongly influenced by human desires and emotions. One should make sure their personality matches that of the Cause they intend to align themselves with, and to that end, the worshippers, Priests and Priestesses of a faith will give you a good idea of what to expect. If a Priest gives sermons of an absolutist nature, and the local faithful are all taciturn, ascetic types, then odds are your talents at growing high-grade marijuana are not going to be welcomed by the Cause.

The Undecided - There are fancy words for those who do not believe in a god or gods (atheist) or those who are unsure (agnostic), but neither word is appropriate in **WarpWorld**, since evidence of divine existence is pretty solid. Rather, there are those who have simply not decided which Cause to follow, and those who have deliberately chosen to reject all the Causes. The former are Undecided, and tolerated or courted by the various groups of the faithful, while the latter are the Forsaken, who are viewed with universal suspicion. In either case, for those who die without committing to a Cause, there is a sort of limbo, incorrectly referred to by many as Elysium. Think of it as a Cause without sentience, a reservoir of mana with hot and cold spots, that cannot be accessed by Cause or mortal, and whose energy leaks out into the world and forms the nucleus of new souls. "Good" souls might tend to cluster their energy in one piece of this limbo, "bad" souls in another.

Humans and Causes alike pass through this limbo in their dreams, and may encounter shreds of those who have gone there, a word, a face, a gesture from someone long dead that then fades into the nepenthic mists as one passes from dreaming to awakening.

It is said, but not yet proven, that the most powerful and strong willed of human souls can enter limbo more or less intact, and eventually be reborn into a new body. Some of their power and most of their memory will be stripped by the process, but the new person will be very much like the old and as their mind matures, they may re-remember events and skills and grudges and enemies from their previous life.

In game terms, if this happens, it will not happen until at least a hundred years or so after the Warp, and the likeliest possibility would be one of the Arch-mages. Losing most of the power they had due to godsparks when they died, they will be merely powerful and insane instead of insanely powerful and powerfully insane. One could easily imagine such a reincarnated Arch-mage looking up and wiping out the descendants of whoever killed them the first time, which could easily be part of the year 300 campaign background. Such a vendetta might also be done in a vague and inaccurate manner (kill everyone named Sarah Connor...).

▼ **DESCRIBING THE CAUSES** - The First Causes can, if the gamemaster wishes, be modeled after the very anthropomorphic Greek gods, and a few of them actually *are* like that. However, they more closely resemble (as much as beings of pure mana can) ancient Sumerian deities, who are mangled and partial remembrances of the First Causes, as passed down from the time of sunken Atlantis. They are technically neither male nor female, but have taken on those roles and can manifest and interact with the mortal world in male and female form, possibly with alterations like more than two arms (Kali), the head of an animal (Set), or other real or symbolic representations of their nature.

▼ **Note - WarpWorld and Code:Black**, another EABA gameworld, use the Sumerian myths for the same reason: They are the oldest written myths in the world, predating any other religious writings anywhere in the world by several centuries. And in both these gameworlds, Sumerian myths represent what is remembered of an even more ancient time whose records no longer exist. Plus, the quality of this particular divine soap opera is great stuff you just can't make up and is worth reading simply on its own.

The Causes have mindsets and attitudes and plans and schemes that broadly correspond to the human notions of good and evil, order and chaos, but some of them are mentally and emotionally complex enough that these terms are insufficient to describe them. To understand many concepts requires senses that material beings lack. How well could you describe a rainbow to someone blind from birth? They cannot see it, touch it, nor even fully understand the sky it is a part of.

Their natural, nearly unchangeable tendencies place some Causes in opposition to each other. Causes do not fight amongst themselves directly, though the Forsaken suspect that they did at one time in the distant past. There are obscure and indirect references to Causes that apparently no longer exist. The Forsaken think there was once an ethereal war that utterly destroyed some of the Causes, and things perhaps better and worse than utter destruction. The Causes, scared into a degree of sense by their newly discovered "mortality", now wage war only through their mortal followers. The Causes know that if any of them were to take direct action against another Cause, the rest would rise up and wipe that Cause from the face of existence. And since no single Cause or alliance of Causes is strong enough to take on the rest in open conflict, the ethereal truce continues to hold.

The names given to Causes are what mortals call them. Their actual names are concepts broad and complex enough that human language and thought processes cannot readily encompass them. As a result, the Causes are not apparently concerned with the actual symbology humans use to represent them, so long as the intent is clear and the representation is pious.

EXAMPLE: A 6-year old child's drawing of mommy doesn't look much like mommy, but it is still valued for the emotion inspiring it and effort that went into it and it is given a place of pride on the refrigerator. A masterwork sculpture that doesn't look much like a Cause's self image is much the same. The sculptor believes it represents the Cause, and the Cause knows it is a symbol of genuine devotion, and it is given a place of pride in the center of the temple. And if a stranger came into the kitchen/temple uninvited and destroyed the drawing/sculpture, then the mommy/Cause would be very wroth at the transgression, not because of the artistic quality of the work being lost, but because of the emotional connection to the artwork's creator and what it means to the Cause.

WarpWorld refers to the Causes mainly by their Sumerian names, but virtually all cultures will have equivalent representations of that set of beliefs and attributes that uniquely defines a particular Cause. The Gaulish goddess Abnoba is similar to the Roman goddess Diana who derives from the Greek goddess Artemis, who has many similarities to the Sumerian goddess Ninhursag, who in **WarpWorld** is a mangled description of what that particular First Cause was called back in the time of Atlantis. That Cause doesn't really care what you call her. She knows who you mean when you say one of her many names, and that's all that matters.

EXAMPLE: Two regions may both have temples to An, yet followers in one area might respectfully refer to him as Zeus. Both regions know exactly who is being talked about and there is no real conflict between these temples, even if the statues to An/Zeus look a bit different in each region. Each group inherently understands the many faceted nature of their Cause. Both believe the same thing and worship the same Cause, it just has a different name and is treated just like you would someone of your faith who didn't speak your language. They would have a different word for "God", but as long as they were reading from the same "bible" they are part of your faith. Among those who are sealed to a Cause, the gamemaster can decide how quick and sure such recognition is. For instance, it would make it very difficult for any adventurers to try and infiltrate a cult if the cult could automatically spot outsiders. On the other hand, if the recognition required the actual touch of a priest or priestess to establish a sureness of a "common Cause", then casual infiltration of a competing faith is risky, but possible.

In any descriptions of a particular Cause, he, she or it may have several names, and the gamemaster can use whichever one suits the campaign region.

EXAMPLE: In Greece, virtually all the Causes will be known by the names of the ancient Greek gods, while in Scandinavia, a Viking pantheon is going to be more common. In North America, the names will vary, and some completely new names may arise.

Railroading - Adventurers will eventually need to become part of a larger group, preferably sooner than later. This gives greater opportunities to hear news, be involved in larger plots and activities and so on. *This not railroading by the gamemaster.* Rather, it is a matter of survival. There is going to be a breakpoint where superiority in equipment and skills is no longer sufficient to offset a quantity of foes. While adventurers are meant to start off as ordinary people, they are still potentially a cut above, and the players may run them with an elitist, loner mindset. The problem is that while adventurers may have superior skills, it is easy for a foe to have materiel parity, and hard for the adventurers to have materiel superiority. In short, it takes a smaller number of foes to kick your ass than it would before the Warp, and as a small group, any casualties you take are going to hurt proportionately more.

Since any potential foes in the early game are likely to be foes of everyone that isn't them, being a small, unaligned group of adventurers makes them far easier pickings than if they were part of a larger community. That is, if the local bully has a choice between picking on a kid with a big brother and one who is an only child, guess who is going to get roughed up...

It also has the purely pragmatic advantage that if someone is shooting at a large group, there is a much smaller chance that anyone is aiming at you in particular.

But, adventurers are skilled and players are resourceful. Don't force them to join some other group of survivors just because. It will improve their overall chances if they can get in with someone else, and if they don't like it, they can always leave later.

Old religion vs. new religion - Of the seventy percent or so of the population that is still alive at the end of the first month after the Warp, faith is a commodity hard to find. There will still be millions, hundreds of millions in the West who still pray to their monotheistic pre-Warp deity, blaming the world's troubles on his eternal foe, but *neither* of the two actually exists in the post-Warp environment (but see notes on **Enlil**). The realization of what reality truly is, will be like the loss of a loved one: Denial, Anger, Bargaining, Depression, and in the end, Acceptance. The faithful will not accept the new reality, lash out at those who accept the new gods, try to make deals with a Cause or Causes to get them to become the deity they thought they had, collectively lose hope, and finally abandon their faith-without-a-god and choose to ally or align themselves with a Cause.

Some will never make it all the way through all five stages, staying in denial or anger for the rest of their lives. Some will take their own lives in their darkest hour, or simply lose the will to live, or try to go out in a blaze of glory. The period from about the end of the first month to the end of the third month is going to be the most dangerous to be an adherent of a new faith. Especially in the United States, where in 2010CE there will still be those who sincerely believe in a literal interpretation of their scripture, and who genuinely feel that their deity is willing to collectively punish an entire community for the perceived misdeeds of a tiny minority. If these people believe that stoning a local "witch" is the only way to avert divine wrath on their whole town, they'll do it and be glad they did so.

Yet, for many, aligning themselves with a newly revealed Cause and its church will be the only way they can hope to survive. Such choices are what makes the early post-Warp environment especially interesting.

▼ **THE PANTHEON** - The following is a description of the Causes as they are known to mortals. They are based loosely off the Sumerian gods, with some adjustments to suit the gameworld. Remember that in this gameworld, the Sumerian gods are nothing but the garbled, millennia-old remnants of what people knew about the Causes back when Atlantis was still above the waves. So, if you are student of ancient history, remember that this *isn't* a history lesson, it's a game. We're playing fast and loose with the divine facts here. Even in the gameworld, where the Causes are real, the various High Priests and Priestesses are not exactly sure of the exact relationship (if any) between the Causes. Human concepts of "consort", "spouse", "parent", "sibling" and "offspring" are inadequate to encompass beings with a multi-dimensional nature that may include a non-linear perception of time. So, it is quite possible a Cause could be its own brother, or the mother of its father. This is not actually the case, we just lack the proper mental reference frame to describe it any more accurately than that...

Each Cause will have unique characteristics that define what he, she or it is, the type of people who are likely to worship that Cause, and even the spells that his or her Priests or Priestesses are likely to have at their disposal (some of which will be unique to that religion and not in the spell listing). Causes have been known by many names down through the millennia, and when known we've provided some. In **WarpWorld**, odds are the more obscure ones will adopt names that have some significance in the area where they rise to prominence, a sort of divine "brand name". As we've said, the Causes do not care about the name mortals brand them with, only the sincerity of their faith.

EXAMPLE: Ninazu (a minor Second of healing) could step into the role of a Catholic saint who is associated with mundane healing and healers. This is not optimum or easy, since there is an element of deception involved. Ninazu is *not* the saint, he simply represents many of the same concepts. Oddly, as long as those who "follow" Ninazu know and understand that he is not the saint, Ninazu can take on the trappings of the saint if that aspect provides the most comfort to his faithful. In time, that saint will become just one more of the myriad names he has had through the millennia.

There are several *hundred* Causes/Seconds. We're only going to hit the high points, and let you make up what you need to fill the needs of your particular campaign. The actual Fate of each Cause is left to the gamemaster to decide for their own campaign, using the previous guidelines for the power level of Causes, Seconds and Heralds.

▼ **Note** - If you are familiar with ancient religions and are concerned we have some of the names and relations wrong, remember that in game terms the *actual* relations and naming of the Causes are probably different than our historical references. Similarly, while we give the Causes some of their Classical or better-known aliases, they will have their counterparts in just about every mythology or pantheon, Celtic, Native American, Oriental, etc.

A rough genealogy - The table below lists the approximate relations between the Causes as known (or conjectured). Note that in some cases a Cause may be its own ancestor. How this happens is anyone's guess... The Roman numerals indicate generations. Indentations represent offspring of the Causes directly above them, while a plus sign indicates a marriage or other union with that offspring. Males are ♂ and females are ♀. Causes are in boldface, Seconds are in normal type and very lesser Seconds or Heralds (elevated mortals) are in italics. This is just the high points. There are *hundreds* of entities that fall into the category of lesser Causes or Seconds powerful enough to warrant their own worship. If you need the detail, you can either look up a deity that meets your needs, or you could probably just make one up and it would actually match an existing deity somewhere...

- I. **Mummu** ♂
- I. **Apsu** ♂ + **Tiamat** ♀
 - II. **An** ♂ + Shala ♀
 - III. **Gibil** ♂
 - II. **An** ♂ + **Nana** ♀ + **Ki** ♀
 - III. **Ishkur** ♂
 - III. **Ninhursag** ♀ + **Enlil** ♂
 - IV. Ninurta ♂ + *Ugallu* ♀
 - III. **Enlil** ♂ + Ninlil ♀
 - IV. Ashnan ♀
 - IV. Nergal ♂ + *Ereshkigal* ♀
 - V. *Lilith* ♀
 - IV. **Ishkur** ♂ + Shala ♀
 - V. *Geshtianna* ♀ + *Ninjiczida* ♂
 - V. *Dumu-zi* ♂
 - IV. Nanna ♂ + Ningal ♀
 - V. *Utu* ♂ + *Sherida* ♀
 - VI. *Kittu* ♂
 - VI. *Misharu* ♂
 - V. Inanna ♀ + *Dumu-zi* ♂
 - V. *Ereshkigal* ♀ + *Gugalanna* ♂
 - VI. *Ninazu* ♂ + *Ningurda* ♀
 - VII. *Ningishzida* ♂
 - III. **Enki** ♂ + Damkina ♀
 - IV. Marduk ♂ + Sarpanit ♀
 - V. *Nabak* ♀
 - V. *Nebo* ♂
 - IV. Nanshe ♀
 - III. **Enki** ♂ + **Ninhursag** ♀
 - IV. Damu ♂
 - IV. Ninsar ♀ + **Enki** ♂
 - V. *Ninkurra* ♂ + **Enki** ♂
 - VI. *Uttu* ♂

EXAMPLE: Lilith (a Herald), is the daughter of Nergal and Ereshkigal. Nergal is the son of Enlil and Ninlil, while Ereshkigal is the granddaughter of Enlil and Ninlil. This means that Enlil is both Lilith's grandfather and her great-grandfather, and that Nanna is both her grandmother (through Ereshkigal) and her aunt (through Nergal). And yes, Enki *did* get around quite a bit. There is also some question about the parentage of Ishkar, despite him being the twin brother of Enki, and if they are *identical* twins, then there is the question of whether Enki or Ishkur was the one out cradle-robbing. And this just skims the surface of the continuing soap opera that is Causal family politics, and the sort of thing most adventurers would do well to avoid entangling themselves in.

Apsû(I) & Tiamat(I) - Ancient forces that according to Sumerian myth were the progenitors of all the Causes. The Causes however, have never spoken on the matter and there is no worship of, temples for or High Priests or Priestesses of these entities. Some scholars in **WarpWorld** think that perhaps these entities were like Burnouts, unable to contain the forces within themselves, and burst apart shortly after creation, the fragments combining and becoming the Causes and Seconds, thus making Apsû and Tiamat the father and mother of the gods. Of course, there are also references saying that Apsû and Tiamat created the other Causes, but these children were so unruly that the pair decided to unmake them for the sake of some peace and quiet. Apparently, the kids got wind of this and it ended up with Enki casting a spell on the primal forces to put them to sleep, and Marduk slaying Apsû and Tiamat and imprisoning Mummu. As expected, the Causes do not take kindly to mortals prying into this particular family business, so the exact details are a mystery...

Both Apsû and Tiamat are associated with the ocean, maybe symbolically referring to the sea of chaotic energy that was the universe shortly after the Big Bang. Many of the Forsaken think that the state of Elysium or Limbo is the remnants of Apsû and Tiamat, and that while no longer sentient forces, their respective natures are the "good" and "evil" poles of that region.

Mummu(I) - The third of the primeval forces originating out of chaos, Mummu is (or was) a personification of skill, a craftsman god. Not as powerful as Apsû and Tiamat. He has no parents and no descendants, and is either still imprisoned somewhere, or thought to no longer exist, yet he is probably the origin of humanity's problem solving ability and capability for critical thought.

An(II) - Also *Anu, Zeus, Jupiter, Odin, Amun*. In **WarpWorld**, the Cause known as the Eldest. An is a sky-god, the god of heaven, lord of constellations, king of gods, spirits and demons, and dwells in the highest heavenly regions. He judges those who commit crimes, and is considered the father or creator of the Anunnaki, who are also known as the Seconds. Ki and Nana are or were his consorts. He is a god for just rulers, military leaders and justice-seekers. He is sometimes represented by a jackal, but his most common symbol is that of a royal crown. Those who would aspire to a crown of their own often pay homage to An. The Seconds most associated with An are also associated with the underworld, the seven judges of Irkalla (or Hell).

▼ **Note** - The underworld or netherworld is the place where souls get sent if they are sealed to a Cause and then the Cause decides they don't want them. Those souls are still the "property" of the Cause, but temporary custody has been granted to the king and queen of the underworld. The soul retains its consciousness and memories for the most part, but is constrained in what is apparently not a pleasant place. The soul apparently stays there for eternity or until it reaches a state the Cause finds acceptable, making it analogous to Purgatory. This is all of little concern to adventurers, since dead is dead and they are out of the campaign, regardless of where you end up. Technically there is an "out", if someone of equal perceived value agrees to take your place, but this technicality is extremely difficult to invoke since mortals cannot enter or communicate with the underworld in order to facilitate such an exchange. This means you have to get the attention and intercession of at least a Herald to do the investigation and negotiation in order to get someone out of their own particular Hell.

Nana(II) - Also *Aphrodite, Venus, Freya, Hathor*. The consort of An, also known as the Great Lady or the Mistress of Battle. Not to be confused with Nanna, the moon god. A virgin goddess, symbolic of both love and war. Nana is a Cause of dual nature, a female aspect of love, and a male aspect of war. Both are the same being, but are expressed in different ways and worshipped in different ways. Those who would follow Mars or Ares or Tyr *actually* worship the male aspect of Nana. So, there may be a temple of Mars at which servants of Nana are quite welcome, and vice versa. Nana stirs confusion and chaos against those who are disobedient to her. It is her pleasure to speed conflict and battle, and in mortal form she is very lusty, and will drag young men out of taverns to have her way with them. She is a goddess for lovers, warriors and all those who do their work with great passion. She is also a guardian of prostitutes and a patroness of tavern keepers.

▼ **Note** - Nana might also be Inanna, a Cause of similar description and aspect, in which case she would be her own great-grandmother...

Ki(II) - Also *Hera, Frigg, Juno*. The wife or consort and sister of An, mother of Enlil. She is goddess of marriage and fidelity, in sharp contrast to An's other consort Nana. She is known for plotting elaborate and well-publicized vengeance against those who would dare to dally with her husband An, as well as plots against An himself. Women on the verge of marriage will often seal themselves to Ki to warn their husband-to-be to stay faithful, for Ki or her Seconds have intervened on behalf of a betrayed wife often enough for word to get around.

▼ **Note** - There is no "heaven" in the **WarpWorld** universe outside of eternal communion with a Cause that one is sealed to. Those who associate with no Cause and do not have end up with their souls devoured by some malignant magic simply pass to what is referred to as Elysium. This an endless plain that is apparently so boring that it eventually sucks all trace of individuality from the souls who go there. Once the soul is reduced to identity-less mana, it flitters out of Elysium through the ether until it finds an unborn body that matches its nature, allowing it to be reborn. Since these souls have no knowledge and only an affinity or raw personality, this is more of a recycling rather than reincarnation. Unlike Irkalla, there are no serious technicalities about escaping it, and Elysium is simply guarded or overseen by a handful of Seconds, more than enough to keep weak mortal souls from getting out.

Enki(III) - Also *Hephaestus, Vulcan, Ptah, Hel*.

One of the offspring of An and Nana. He is wise, and is a god of water, intelligence and creation. He is also seen as a sea god, god of horses and bringer of earthquakes, and has also been worshipped as Poseidon and Neptune. Among the Causes, he is the one who came up with the idea of speeding the evolution of humanity. He is fond of the clever things humans have created, especially beer. He is a teacher and a trickster, a patron of doctors, scholars, philosophers and maybe practical jokers. He has made numerous magical and mundane "interesting" items and left them about for mortals to find, just to see what happens. Like Dagon, Enki is also thought to be the cause of certain forms of mental imbalance. One of his punishments (or some say blessings) are types of epilepsy that are associated with prophetic visions. Sailors pray to Enki for a safe voyage.

▼ **Note** - Of the Causes, Enki is probably the most well-rounded and fond of humanity. In the Sumerian mythos, when the rest of the Causes decided to allow humanity to perish in a great flood they saw coming (a reference to the previous Warp and Atlantis?), Enki saved the human king Ziusudra and his family, either in a magical boat or by bringing them up to heaven until the floods receded.

Ishkur(III) - Also *Ares, Mars*. The twin brother of Enki, Cause of storms, rain and weather change in general, holder of thunderbolts. He has a dual nature, one as a force that brings life to the land, and the other nature as a bringer of havoc and destruction. He brings the gentle rains...and the violent tornadoes. In his chaotic aspect he is also a god of war, and as he looks over and precipitates change, he is also seen as an oracular figure to whom one appeals when trying to foretell the future. The sacred animal of Ishkur is the bull.

Enlil(III) - Also *Cronus, Saturn, Geb*. One of the offspring of An and Ki. Also seen as chief among the Causes, a god of wind and air (but not necessarily storms). While An holds a title of respect as the Eldest, Enlil holds a position of influence because of his sheer power. Enlil is the shogun to the emperor An, the one who does most of the dirty work and makes the hard decisions. Enlil delegates a lot of his work, and in this respect he is the air, that is, the separating force between heaven and earth. Anything of importance done by a Cause that influences the Earth will eventually come to his notice, and get his approval...or his wrath. In Babylonian mythology, Enlil is the one who decided to bring the flood to wipe out mankind. So, he may not be inclined to approve of this whole "humanity" thing, and though he seldom looks down at the individual scale of things, his worshippers are quite careful to praise his virtues. Areas with significant worship of Enlil or his namesakes would be big on law and order. While most pre-Warp believers will totally reject the notion, the Western monotheistic God is possibly an aspect of Enlil. It is up to the gamemaster to decide if groups like the True Believers eventually end up as a splinter sect of Enlil worship.

Ninhursag(III) - Also *Isis, Artemis, Demeter, Ceres, Damkina*. One of the offspring of An and Ki. She apparently assisted Enki with the technical side of uplifting humanity to its current state, and is his consort (and sister!) and the mother of Marduk. She is responsible for the first plants (a reference to agriculture?). She nearly killed Enki after he ate these plants from the garden called Edinu, but regretted this and created eight Seconds in order to heal the damage she caused him. One of these Seconds, the goddess Ninti, was created from one of Enki's ribs while he was in a deep sleep. She is an earth goddess, a mother goddess and also a goddess of storms. She is responsible for at least dozens of Seconds and Heralds, and is fairly protective of them. Her symbol is the omega (Ω).

Ashnan(IV) - Also *Alphito, Libera, Rhiannon, Bast*. Daughter of Enlil and Ninlil, she is a Second associated with grain, particularly corn. She is fairly powerful, but is not invoked as much as other Seconds of her rank. She is generally well-disposed towards her worshippers and the needs of humanity in general.

Dagon(IV) - Also *Osiris, Niord, Dionysis, Bacchus*. A god of wine, and lawgiving. Dagon is a Second, a patron of agriculture and the theater, a promoter of peace and civilization. His exact family history is unknown, but apparently he was a consort of Shara at one point. Dagon is one of the minority of Seconds who actually has temples and High Priests and Priestesses of his own, worshipped in his own right instead of as an aspect of a First Cause. He is a god of vinters, farmers and entertainers, and his High Priests and Priestesses are often called upon as mediators who are seen as outside any petty squabbles the other Causes may have with each other. However, the worship of Dagon also goes to extremes sometimes, especially with the wine part, and both the drunken day of holy Dagon festivals and the hungover day afterwards are *not* good days to try to get a mediator.

Damkina(V) - Also *Danaë*. A Second of obscure origin, she is a mother goddess whose main claim to fame is being Marduk's mother. There is some question as to whether she is a unique entity, or merely another aspect of Inanna (which would make her Enki's great-niece as well as his wife).

Damu(IV) - Son of Enki and Ninhursag, he is Second associated with vegetation and the cycles of death and rebirth. Keeping an eye on these forces keeps him busy. His worshippers are often farmers, though others who seek a universal sense of balance are also drawn to him. His holy festivals are in the spring and fall.

Dumu-zi(V) - A minor Second (maybe even a Herald) of herders, son of Ishkur and Shala, husband of Inanna. A not-too-caring husband, apparently. After Inanna was tricked and trapped in the underworld, and hung on a meat hook for three days, she escapes with the help of several other Seconds, who put themselves in the way of pursuit. The Galla demons pursuing her are willing to take any of them in her place, but she will not give up her friends to them. When she gets home, demons still hot on her tail, she finds her husband reclining on his throne playing a reed pipe, apparently unconcerned about her troubles. *So she tells the demons they can take him in her place...* Dumu-zi is caught and escapes several times until he is finally brought to heel.

Eventually it is worked out that Dumu-zi's sister will take his place in the underworld for six months out of the year, a level of devotion that he likely did not deserve, but got anyway, for while Dumu-zi was in the underworld nothing would give birth, and while his sister Geshtianna was in the underworld, no crops would ripen. And thus the balance of the seasons was maintained.

Ereshkigal(V) - Also *Persephone, Nephthys*. She is a Second of Nanna and Ningal. A minor Second who once was the sole ruler of Irkalla (the underworld), she was overthrown by and had to marry her uncle Nergal in order to save herself from death. At some point prior to this, she was wed to Gugalanna, the Bull of Heaven, but he was slain by Gilgamesh after being sent by the Causes to slay Gilgamesh for killing Humbaba (guardian of a particular cedar grove). Ereshkigal and Gugalanna created Ninazu, a minor Second associated with healing.

Geshianna(V) - Daughter of Ishkur and Shala, a minor Second of the harvest. She takes her brother Dumu-zi's place in the underworld six months out of the year.

Gibil(III) - A powerful but limited Second, he is the god of fire and light, the son of An and Shala. While fire can be destructive, Gibil is seen as benevolent because of all the benefits of fire, to the extent of making civilization possible (cooking, smelting, fired pottery, etc.). As a Second of light, he is also invoked as a protection against dark magics. He is not formally worshipped by many, but he does have a large temple over a huge flaming natural gas seep in Texas, the "House of Awful Radiance". Baked by the sun from without and flames from within, his priests and worshippers are a very heat-tolerant lot.

Gugalanna(V) - The Bull of Heaven, a Second, first husband of Ereshkigal, queen of the underworld. Permanently killed in Atlantean times by an exceptional mortal as recounted in Sumerian times in the Epic of Gilgamesh. That an exceptionally powerful, yet mortal warrior-king could permanently slay *any* divine being is quite interesting to the Forsaken, but they have not found any useful information through investigating the legends.

Inanna(V) - Also *Ishtar, Astarte, Aphrodite*. Sister of Ereshkigal, queen of the underworld, and the daughter of Nanna and Ningal, she is a Second of war and love. Compassionate and vengeful, passionate and bold. After tricking Enki out of fourteen of the blessings of power (while he was drunk), she made an ill-advised journey to visit her sister, who she was apparently not on good terms with at the time. More details on that are listed with her husband Dumu-zi's entry. Inanna, unlike her husband, is powerful and popular enough to have her own worship, and while most of her supplicants are female, because of her association with both love and war, she is respected by many men as well. She is also the patron Second of female tavern-keepers. Her symbol is an eight-pointed star and her symbolic animal is the lion.

Kittu(VI) - A son of Utu and Sherida, a minor Second associated with the divine knowledge of Truth. Has no formal worship, and his duties are usually in seeking truth for other Causes or punishing those who pervert the truth, particularly in legal settings.

Lilith(V) - A daughter of Nergal and Ereshkigal (king and queen of the underworld), she is a minor plague Second, a bringer of sickness. However, she does not delight in these duties, but rather acts at the behest of the greater Causes. Her own personal interests often lean towards drawing men astray from their wives and then punishing them for their faithlessness. Oft portrayed as a beautiful woman, sometimes with the taloned feet of Zu. She is not often worshipped, but may be beseeched by a wronged wife. Since her nature and realm is the underworld, any deal made with her may have a high ultimate price.

Marduk(IV) - Also *Bel, Baal*. A Second of Enki, the child of Enki and Dumkina, who often manages Enki's affairs when Enki is busy elsewhere. He is not often worshipped directly, at least not publically, but he is perceived as wiser or cleverer than the Causes, perhaps because he lacks their power and thus has to think his way through situations rather than using brute magical force. He is respected by Causes that far outstrip his power, acts with an authority beyond his station, and does so with the approval of the Causes because of his wisdom. He is a force of Order, a lawgiver, and the slayer of Tiamat.

Misharu(VI) - A son of Utu and Sherida, a minor Second associated with justice. Has no formal worship, and his duties are usually involve seeing that justice is done, often in concert with his brother Kittu.

Nabak(V) & Nebo(V) - Daughter and son of Marduk and Sarpanit, minor Seconds of language. There is some question whether Nabak's husband/brother Nebo and she are one and the same. He is a god of writing and speaking, while she is one of reading and listening. The pair would be patrons of scribes, linguists and others for whom precise use of language is important.

Nanna(IV) - Son of Enlil and Ninlil, he is a Second associated with the Moon and lunar phenomena, and is sometimes confused with his grandmother Nana. Or perhaps the two are the same entity, making him male and female, plus being his own ancestor. In addition to his lunar duties, he is also the father of Utu, a Second associated with the Sun. Any gifts of prophecy his priests might have usually are expressed through astrology.

Nanshe(IV) - Also *Nephtys*. Daughter of Enki and Damkina, a Second of widows, orphans and the poor, a believer in social justice, and who has a reputation of turning away no one who is genuinely worthy of help. She has a fair amount of worship among those whose attributes she champions. Her temples are neither opulent or prominent, and though her parishoners are often poor, they are as generous to her with their limited wealth as she is to them with her limited power. One of the talents of her priests and priestesses is often the interpretation of dreams, often with a skill for which even the wealthy will leave their mansions and travel mean streets to her simple temples.

Nergal(IV) - Also *Seth, Hades, Pluto*. A Second of Enlil and Ninlil. He is associated with pestilence, fire and battle, and is sometimes represented as a lion. He is not publically worshipped, but is feared and if possible, propitiated. Nergal once apparently got into trouble for not showing the envoy of Ereshkigal (queen of the underworld) the proper respect. He was expelled to the underworld with an escort of fourteen "sickness demons". But, Nergal turned the tables by using his escort to stage a coup, going so far as threatening Ereshkigal with death. Instead, she offered to be his consort and they now rule the underworld together.

Ninazu(VI) - Son of Ereshkigal and Gugalanna, a minor Second of the underworld due to his parentage, but his main talents are as a healer, in particular, the practice of conventional (not magical) medicine. He is also a Cause of magical incantations and to some degree, enchanters.

Ningal(IV) - *Also Leto.* Wife of Nanna and mother of Utu, a Second associated with reeds, and what worshippers she has are often marsh-dwellers.

Ninkurra(V) - Daughter of Ninsar and Enki, a minor mother goddess whose duties are generally those delegated to her by more powerful Causes.

Ningishzida(VII) - *Also Thoth, Hermes, Mercury.* A minor Second of nature and patron Second of healers, son of Ningurda and Ninazu. His symbol is a horned snake, or two snakes entwined around a rod (think of the medical symbol). In addition to this laudable quality, he is also a patron of merchants, travellers and thieves, a god of sleep and dreams, a gambler and is said to be the inventor of dice. He does have a small amount of genuine worship, but his name is mostly invoked by those in need rather than as a constant form of supplication.

Ninlil(III) - A Second known as the lady of the open field or goddess of the south wind. Mother of Nana and consort of Enki. Has little worship, but influence with other Seconds in matters of agriculture.

Ninsar(IV) - Daughter of Enki and Ninhursag, a minor Second of plants and greenery. She has little or no formal worship.

Ninurta(IV) - Son of Enlil and Ninhursag, a Second of farmers and healers, but is also the angry south wind and a notable slayer of monsters, particularly demons. He has minor temples of worship, particularly in rural areas, where both farmers and monsters are more prevalent. Worship of Ninurta is also seen as a sign of respect to his powerful father Enlil, and intercession through Ninurta is one way a priest or priestess might get the attention of the normally aloof Enlil.

Sarpanit(IV) - *Also Beltis.* Wife of Marduk, a mother goddess worshipped at the rising of the moon. The wedding anniversary of Marduk and Sarpanit is traditionally celebrated at the beginning of the year by worshippers of both.

Shala(IV) - A Second of grain and the harvest (particularly corn), husband of her step-grandson Ishkur and mother of Gibil. She interacts little with mortals and has very little formal worship.

Sherida(V) - The wife of Utu, a minor Second associated with light, worshipped at the dawn. Men would tend to follow her husband Utu, and any worship of Sherida by women is usually presided over by priestesses at a temple of Utu.

Utu(V) - *Also Apollo.* Son of Nanna and Ningal, a Second of the sun and justice. In cases of dispute, he judges the fate of the dead. He is not in charge of the underworld, but has free passage through it and on at least one occasion left the gate ajar so someone could escape. While his name may be invoked at judicial proceedings and he has dealt some rare but spectacular justice to perjurers, he has little formal worship, perhaps to maintain his impartiality. In addition to his other qualities, his preferred weapon is the bow, and he is also known for prophetic, healing and inspirational talents, talents perhaps acquired through long experience in mortal form.

Uttu(VI) - Daughter of Enki and Ninkurra, a minor Second or Herald of weavers and cloth makers. Low enough in power to be nearly mortal, she has no power or influence in higher circles and no formal worship.

Zu(IV) - *Also known as Thunderbird.* A Second of Enki (through the Second Siris, a bird goddess), a personification of wind and thunderclouds, whose manifestation is half-bird and half-demon, or a lion-headed eagle. Very formidable in combat, to the extent that other Causes can be intimidated by it, obedient to Enki, but not very bright. Zu birds would be Heralds of Zu.

▼ **Note** - A few of the Heralds or Herald-level beings from the previous cycle are below, but the **WarpWorld** universe will, over the first few decades begin to generate its own unique Heralds, divine messengers and guardians based on prominent mortals of the current generations of humanity. So, it is quite possible that somewhere in the game-world there will be a larger than life Chuck Norris avatar, or a muse based upon some notable musician or singer, a military advisor who was a retired general, or a provocateur who was a notable terrorist... In addition, you can expect Heraldic manifestations based on the classical myths, or even fictional settings, so in addition to harpies and valkyries as Heralds, adventurers might also encounter Sith Lords or Nazgûl, though both of these might be closer to manifested Seconds of a fairly powerful sort.

Adapa - A legendary sage granted great wisdom by Enki. He was offered the bread & water of eternal life while still alive, but despite his wisdom, was tricked into refusing them. In **WarpWorld** he was elevated to Herald status after his mortal death, and holds a unique place that is a moral quandary for him. He has wisdom and intelligence beyond mortal reckoning, gifts granted by the Causes, but he also has ties to humanity that he was once part of and is still loyal to. It is possible that he may be a very discreet conduit of information to the Forsaken, discreet in that he does not want to be caught at it, and also very choosy about what information he chooses to share, thinking long and hard on how it will be used before he gives it.

Galla - Galla demons are lesser beings under the command of the king and queen of the underworld. They look like thin bundles of reeds and cause injury with the sharp tips of their limbs. They are tasked with causing pain and suffering among mortals, and are not usually visible to those without magical talent. They are uncommon, and are used only when commanded by the rulers of the underworld, either for their own purposes or at the behest of the greater Causes. The quantity sent for any particular task is usually sufficient to overcome the strength of any resistance. Mortals who are not their target are loath to interfere, lest they become the targets of divine wrath themselves. Consider it a Hard(11) Will task to be brave enough to get between a Galla and its target, modified by any ties of loyalty or other emotions.

Gilgamesh - A warrior-king of Sumer. His mother was a temple priestess and his father was a Second named Lubalganda. In **WarpWorld**, his life and struggles took place in the time of Atlantis and were only partially recounted in the much later Epic of Gilgamesh. In **WarpWorld** he has sufficient power and knowledge to rival many Seconds when he is manifested. He is prohibited from ruling in the mortal sphere, but there are no limits upon him being a military commander for someone else. He is a master with primitive weapons, but only passable with firearms and modern devices, at least in the early or middle campaigns.

Zisudra - In Sumerian myth, a king who escaped a world-wrecking flood either in a boat, or by being brought into the divine realms until the waters subsided. In **WarpWorld**, a king in the time of Atlantis, a peaceful and particularly wise and pragmatic administrator who was saved from the Warp by being elevated to Herald status before it hit. He serves Enki in an intelligence role, gathering and compiling information from a variety of mortal sources. He works behind the scenes, acting as a spymaster simultaneously in several different parts of the world. That is, he spends a few hours each day in each job, reverting to the ether and rematerializing somewhere in a time zone to the east, hopping across the globe with the sun.

Zu birds - These are manifestations of the will of Zu, and are like large lion-headed eagles that can breathe fire. They are generally messengers sent by or authorized by Enki or one of his Seconds, and meant to make a point to those they are aimed at. Think of them as a divine "cease & desist" order. They are by no means indestructable, but neither do they care if the recipient of the message survives receiving it.



Zu Bird

Strength: 3d+0
 Agility: 3d+1
 Awareness: 2d+0
 Will: 3d+0
 Health: 3d+1
 Fate: 2d+0

Notable skills:

Brawling: +0d
 Flight: +0d

Notable Traits:

Flight at base move of 6
 Takes -1d effect from non-magical attacks
 3d+0 firebolts (Fate-based attack) out to 8 meters

Notes:

Does 2d+0 lethal damage with talons

▼ **OTHER DEITIES** - While the previous few pages are an interesting quasi-history lesson and source of plot ideas, you might want some more names to go with whatever ethereal forces you choose to have worshipped in your campaign. The following lists of names are grouped generally by subject, with the deity's origin in parenthesis. Note that most of these deities will have more than one aspect.

For instance, Kali and the Morrigan both have savage aspects, but both also have protective natures. Kali is a fierce representation of the feminine principle, and who would want to get between an angry mother and her children?

Air deities:

Aether(Greek)
 Aeolus(Greek)
 Njord(Norse)
 Shu(Egyptian)

Animal deities:

Epona(Celtic-horse)
 Camazotz(Mayan-bat)
 Cernunnus(Celtic-deer)
 Cybele(Greek)
 Sobek(Egyptian-crocodile)
 Unut(Egyptian-rabbit)
 Wadjet(Egyptian-snake)
 Wepwawet(Egyptian-jackal)

Artistic/muse deities:

Bragi(Norse)
 Brigid(Gaelic)
 Calliope(Greek)
 Hathor(Egyptian)
 Kvasir(Norse)
 Ogmios(Gaul)

Chaos/evil deities:

Apate(Greek)
 Erebus(Greek)
 Ixtab(Mayan)
 Kali(Hindu)
 Set(Egyptian)
 Tlacolotl(Mayan)
 Váli(Norse)

Commerce/prosperity deities:

Abundancia(Roman)
 Ekchuah(Mayan)
 Lakshimi(Hindu)
 Plutus(Roman)
 Renenet(Egyptian)
 Sucellos(Celtic)
 Vår(Norse)

Craftsman deities:

Belisama(Celtic)
 Goibhniu(Celtic)
 Govannon (Wales)
 Lugh(Celtic)
 Kukulcan(Mayan)
 Ptah(Egyptian)

Death/underworld deities:

Anubis(Egyptian)
 Apep(Egyptian)
 Atropos(Greek)
 Cernunnos(Gaul)
 Cizin(Mayan)
 Gwyn ap Nudd(Wales)
 Hades(Greek)
 Hel(Norse)
 Mac Da Tho(Irish)
 Morta(Roman)
 Pluto(Roman)
 Seker(Egyptian)
 Tartarus(Greek)
 Vucub-Caquix(Mayan)
 Yama Raj(Hindu)

Earth deities:

Aker(Egyptian)
 Apo(Incan)
 Gerd(Norse)
 Jord(Norse)
 Tailtu(Celtic)

Fire deities:

Agni(Hindu)
 Camaxtli(Mayan)
 Hephaestus(Greek)
 Pele(Hawaii)
 Sethlans(Roman)
 Surt(Norse)
 Tohil(Mayan)
 Vulcan(Roman)

Harvest/agriculture deities:

Ceres(Roman)
 Consus(Roman)
 Demeter(Greek)
 Gefjun(Norse)
 Ghanan(Mayan)
 Hertha(Norse)
 Itzamna(Mayan)
 Osiris(Egyptian)
 Sucellus(Gaul)

Healing deities:

Boann(Celtic)
 Diancecht(Irish)
 Nodens(Britain)
 Sirona(Gaul)

Hunting deities:

Cocidus(Britain)
 Herne(Britain)
 Ullr(Norse)

Knowledge deities:

Anahita(Persian)
 Athena(Greek)
 Coeus(Greek)
 Erlang Shen(Chinese)
 Fabulinus(Roman)
 Ganesha(Hindu)
 Gukumatz(Mayan)
 Imhotep(Egyptian)
 Ogmia(Irish)
 Minerva(Roman)
 Prometheus(Greek)
 Quetzalcoatl(Aztec)
 Saraswati(Hindu)
 Vitris(Britain)
 Vör(Norse)

Similarly, the Morrigan is actually a triple goddess with aspects of battle, strife and fertility, and can appear as one being, or as three *separate* aspects. And some categories are not exactly appropriate. For instance, Nemesis is a goddess of justice and vengeance. We only list these deities in one category, so if you're going to go name-dropping, make sure to look up info on the deity online first. Pantheon.org and godchecker.com are good starting points.

Law/order deities:

Hanuman(Hindu)
Ma'at(Egyptian)
Nemesis(Greek)
Rama(Hindu)
Shiva(Hindu)
Tefnut(Egyptian)
Themis(Greek)
Vishnu(Hindu)

Love/lust deities:

Adonis(Greek)
Alpan(Roman)
Aonghus(Celtic)
Aphrodite(Greek)
Astrid(Norse)
Chasca(Incan)
Cupid(Roman)
Eros(Greek)
Hnoss(Norse)
Kokopelli(Zuni)
Lofn(Norse)
Qadesh(Egyptian)

Moon deities:

Ahau-Kin(Mayan)
Arianrhod(Britain)
Artemis(Greek)
Chandra(Hindu)
Coniraya(Incan)
Khonsu(Egyptian)
Máni(Norse)
Phoebe(Greek)
Thoth(Egyptian)

Mother/fertility deities:

Akna(Mayan)
Boann(Celtic)
Cuda(Britain)
Damona(Gaul)
Freya(Norse)
Gaia(Greek)
Hapy(Egyptian)
Hestia(Greek)
Khem(Egyptian)
Modron(Wales)
Ostara(Norse)
Parvati(Hindu)
Tellus(Roman)

Ocean deities:

Ægir(Norse)
Geofon(Britain)
Llŷr(Welsh)
Manannan mac Lir(Celtic)
Naunet(Egyptian)
Njörthr(Norse)
Poseidon(Greek)
Ràn(Norse)
Tethys(Greek)

Prophetic/Fate deities:

Cerridwen(Wales)
Nortia(Roman)
Phantasos(Greek)
Shai(Egyptian)
Themis(Greek)
Urd(Norse)

Ruler deities:

Brahma(Hindu)
Cenn Cruaich(Gaelic)
Dagda(Celtic)
Geb(Egyptian)
Odin(Norse)
Zeus(Greek)

Sorcery deities:

Isis(Egyptian)
Math ap Mathonwy(Wales)

Sun deities:

Ah Kin(Mayan)
Amaterasu(Japan)
Apollo(Greek)
Freyr(Norse)
Helios(Roman)
Hemera(Greek)
Mabon(Celtic)
Mithra(Persian)
Ra(Egyptian)
Sunná(Norse)
Surya(Hindu)
Tonatiuh(Aztec)
Wi(Lakota)

Trickster deities:

Eris(Greek)
Eshu(Yoruba)
Loki(Norse)
Gwydion(Welsh)
Heyeohkah(Lakota)
Huehuecoyotl(Aztec)
Ictinike(Sioux)
Nezha(Chinese)
Ti Malice(Vodun)

War/warrior deities:

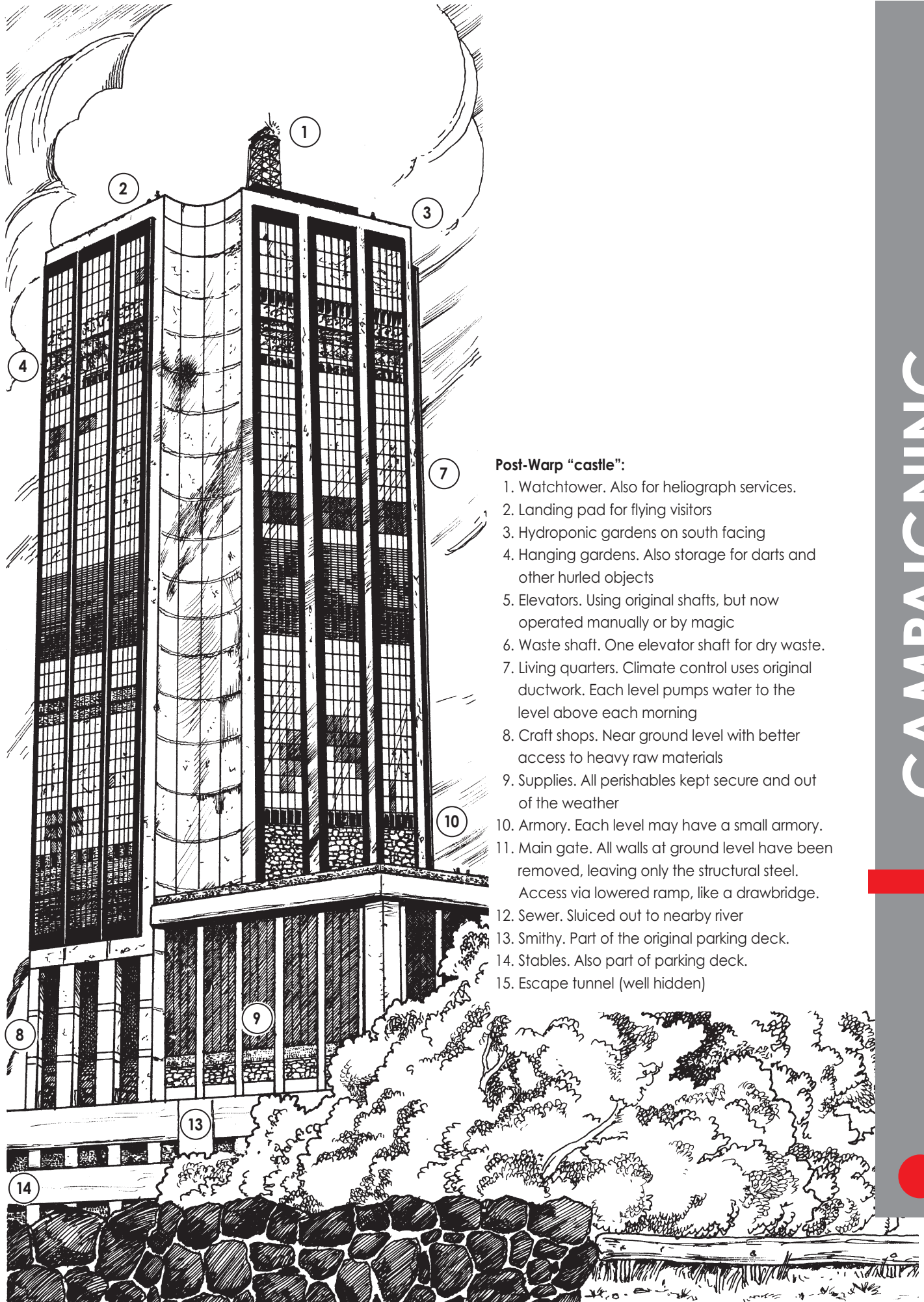
Ahulane(Mayan)
Andraste(Britain)
Ares(Greek)
Chi Yao(Chinese)
Esus(Gaul)
Huitzilopochtli(Aztec)
Ictinike(Lakota)
Krishna(Hindu)
Kartikeya(Hindu)
Machés(Egyptian)
Mars(Roman)
Menhit(Egyptian)
Morrigan(Irish)
Thor(Norse)
Týr(Norse)

▼ **FINAL THOUGHTS** - While you can on occasion toss a manifested Cause or Second into a plot, by and large the Causes are not players "on the field". While they are not that much more intelligent than humanity, they are more "vast". Their intelligence encompasses modes of thought that humanity cannot. For instance, if humanity's evolution was accelerated by the Causes, this was not a matter of scientific research and delving into the exact bits of DNA to tweak. Rather, it probably took a few millennia of thinking about it, another few centuries arguing about it, and then just *willing it to happen*. How? We don't know, and *neither do they*. Causes manifesting themselves as mortals is something done like we would do a weekend at the beach. Something fun or diverting, but not what you want to do all the time. A person who owns an expensive sports car might still have fun cramming themselves into a bumper car at the carnival, but they still *prefer* the sports car. A Cause might enjoy the diversion of mortal form for a little while, but the form is ultimately confining and limiting.

In addition, the Causes and more powerful Seconds view humanity not as kindred, but as a resource, like a shepherd to a flock. They care about us because we as a whole provide them with something they need, *not* because they value us as individuals. The lower the power of a Second or Herald, the more in tune they are with humanity, and the less confining mortal form seems. Heralds, having started as mortals, may *prefer* mortal form. Some Seconds may feel confined by mortality, but like the increased freedom of action it gives them. In the ether, their comings and goings are almost always visible to someone. In mortal form, they may be just as visible, but the assumption is that "such and so is having a mortal dalliance with someone, how quaint", and attention is then turned back to more important matters. In general, the powerful Causes and Seconds presume that nothing of *real* importance happens in the mortal sphere. There may be things of interest to watch, and mortal actions that may be emotionally irritating (like some actions of the Forsaken), but they know that "what happens on Earth, stays on Earth". This means that anyone who is manifested here is not assumed to be a "player". And despite occasional events proving this wrong, the Causes still remain arrogant and confident that events on Earth will never be of genuine concern to them.

And this is how the gamemaster should think about the Causes if considering them or their actions as part of an adventure. They *much* prefer to stay in the ether and manipulate their followers and non-aligned pawns as proxies, using the mortal realm as a way to resolve their disputes, make wagers with each other and generally entertain themselves. The more powerful Seconds are much the same, more concerned about maintaining their independence and influence than anything else. The lesser Seconds and the Heralds are the ones who will actually consider the welfare and needs of individuals. More than any of the others, the lesser Seconds and Heralds have experienced the mortal realms and it has "rubbed off" on them. They can feel genuine love for and friendship with a mortal, even knowing that they are eternal and the mortal is not. A greater Second might value a mortal much as a mortal might cherish a companion animal or a trusted servant, but a lesser Second or Herald could value a mortal as a true friend.

So, on the one hand you have the movers and shakers who place little value on the individual but wield the greatest amount of power, and on the other hand you have the servants who can value individual mortals, but lack the power to spare the ones they care for the ultimate cost of mortality. There is a great deal of "human" drama available in the interaction of Causes, Seconds, Heralds and humanity, but it should not be a staple of your adventures or long-term plots any more than every adventure should be about saving the world. The elements are out there for occasional use, or a genuine *deus ex machina* to save adventurers if they need it and are worthy of it, but *any* interaction with the ethereal beings is like playing with fire. Do it often enough and you *will* get burned...



Post-Warp "castle":

1. Watchtower. Also for heliograph services.
2. Landing pad for flying visitors
3. Hydroponic gardens on south facing
4. Hanging gardens. Also storage for darts and other hurled objects
5. Elevators. Using original shafts, but now operated manually or by magic
6. Waste shaft. One elevator shaft for dry waste.
7. Living quarters. Climate control uses original ductwork. Each level pumps water to the level above each morning
8. Craft shops. Near ground level with better access to heavy raw materials
9. Supplies. All perishables kept secure and out of the weather
10. Armory. Each level may have a small armory.
11. Main gate. All walls at ground level have been removed, leaving only the structural steel. Access via lowered ramp, like a drawbridge.
12. Sewer. Sluiced out to nearby river
13. Smithy. Part of the original parking deck.
14. Stables. Also part of parking deck.
15. Escape tunnel (well hidden)

You can study the ancients,

you can learn every fact.

You can follow the cycles,

that leave and come back.

How everything changes,

it's been ever thus.

One day you're a comet,

the next day you're dust.

There's always the future,

and you won't stop there.

- from **Won't Stop**, by Bob Seger

▼ **INTRODUCTION** - This is the fun chapter, the biggest chapter, the "gamemaster eyes only" chapter. It covers details of a possible **WarpWorld** campaign that spans over three hundred years, from the first chaotic day after the Warp, to what might be the final conflict that determines the fate and survival of humanity. Everything you have read up to this point is simply preparation for the details of this chapter. *The wait will have been worth it.*

The Campaign - A **WarpWorld** campaign is not the normal linear progression of events you are probably used to. It is meant to run in several interrupted segments, each one separated by three times the distance in the future of the last one, each segment running longer than the last, with the final segment using new adventurers, assuming of course the original adventurers survived all the previous segments. The gamemaster does not *have* to run things this way, of course, but the **WarpWorld** campaign guide only covers the designed segments in great detail.

Adventurers are generally going to be designed for the "early" campaign, which starts at Warp plus zero, and technically runs to Warp plus 30 years. However, we'll refer to anything past Warp plus 100 days as the "middle" campaign.

▼ **OVERVIEW, EARLY CAMPAIGN** - The early campaign covers the first five segments, and revolves around the immediate goals of survival and figuring out exactly what *has* happened, and what *is* happening. The threats to life are mainly going to be the environment and other people, which as history has shown, are quite capable of doing the job. It sets the emotional stage for the mid-campaign by putting players and adventurers in the nastiest, most chaotic parts of the post-Warp environment, without actually having to go through the whole period in "game time".

Segment 1, Warp plus zero: *The first day of the new world.* The game play lasts until the group of adventurers gets together and makes some sort of plan of action and possibly even tries to implement it. This segment lasts no more than twelve hours, but it will be the strangest twelve hours of their life, and how they handle themselves could affect the rest of their lives (however long or short this might be).

Segment 2, Warp plus 3 days: *A hundred rumors for every fact.* What is unmistakably true is that whatever is happening is widespread enough that outside help is not immediately forthcoming. Adventurers have to stop thinking about just today, tomorrow and the next day, but possibly about next week, or even longer. This segment lasts no more than one day. Segments 1 and 2 should probably be run as the same game session, unless Segment 1 also included the time taken to create adventurers, but in any case, there should be a break in play between Segments 1 and 2 to let the players discuss things over pizza. After all, the actual *adventurers* are going to have a few days to hash things out amongst themselves, with important decisions to be debated and argued over, and preparations made to implement those decisions.

Segment 3, Warp plus 10 days: *Things are starting to happen.* It is now a week and a half since the Warp. The rumors, wild as some of them are, are not completely unthinkable, based on things you have actually seen, or heard from reliable sources. Something is going to be an immediate threat, problem or one-shot opportunity in the next twenty-four hours. The adventure lasts until this situation is resolved, but no more than forty-eight hours.

Segment 4, Warp plus 30 days: *As if things weren't bad enough.* Men and women calling themselves High Priests are starting to show up. Claiming a higher power, they offer assistance to those who offer up allegiance to their strange gods. Most turn these strangers away. The few who attempt to do them violence regret it. Some offer their loyalty to this new gods, and seem to prosper for having done so. Adventurers have some sort of encounter or problem that revolves around one or more of these new religions, either directly, or as an indirect result of their influence. This segment lasts for up to a week, or until the situation resolves, at least on a temporary basis.

Segment 5, Warp plus 100 days: *Three months since the Warp.* Things are extremely dark and grim, with humanity at an ebb and inhumanity at an all-time high. A crisis looms. It might be the threat from the march of autumn to bitter winter, the threat of a local warlord coveting something you have, the threat of godzombies, ghosts, Arch-mages or even lesser mages first learning how to use or abuse their powers. Plus, the old gods have seemingly returned, and they walk among men making promises and collecting souls. *It is truly a dark and perilous time.* The adventure revolves around some event or events from a previous segment that have come back to haunt the adventurers, perhaps literally. This segment lasts for up to two weeks, with any incomplete resolution left to the gamemaster to fill in the details of how it finally ends.

Survival - One important part of the early **WarpWorld** campaign is simply managing to survive in an increasingly resource-poor and hostile world. The gamemaster can make the daily struggle to find food and fresh water and shelter and fuel to keep warm part of actual play, but there are plenty of more exciting things going on, and far more interesting ways to die than mere starvation. So, while basic survival is important, and adventurers will be happy if they have any sort of skill in this area, keeping body and soul together is going to be handled at the start of Segments 1, 3 and 5 by a simple Scrounging roll, appropriate to the location they are in at the time. Adventurers will have to make a Scrounging roll of some kind in order to have safe and secure shelter, food and water, unless some aspect of their starting setup gives them an automatic success. An adventurer with Urban Scrounging may do well at first, but if they manage to escape the hell which the megacities become, then their particular Scrounging skill will no longer apply...

If a group of adventurers wishes to roll as individuals, they can. However, failing the roll as an individual means you take *double* the listed effects. You were out alone and had an accident, or were ambushed by someone, or suffered some other problem that could have been mitigated or avoided if you had assistance. Adventurers with a useful skill and a weapon for hunting or equipment for fishing can make individual skill rolls using the weapon/fishing skill as complementary to their Scrounging roll (a +1d bonus to the Scrounging roll, 0d+1 bonus if the useful skill is only a hobby). You *do not* get to use the weapon or fishing skill by itself as the survival tool. Complementing it with the Scrounging is because you have to take into account your own safety, getting the food back to your friends without being accosted, finding a place to hunt or fish that hasn't already been thought of by someone else, getting fish or animals that haven't been tainted by toxic runoff, and so on. If you roll by yourself and are successful, you find sufficient resources for yourself, and for one extra person for each 2 points you make the roll by.

EXAMPLE: If you needed a 7 and rolled a 9, you would be able to provide for two people, yourself and one other person.

It is assumed that unless adventurers have some sort of stockpile, that they have to spend 3-4 hours *each day* scrounging for their daily provisions. This includes days spent actually adventuring, though the actual success of such endeavors is part of that initial roll. Some days adventurers may scrounge all day and come up empty, on others they may hit a jackpot after only an hour or two. Regardless, it means they *have* to be out and about, with new opportunities for conflict, diplomacy, learning things, meeting new people, and so on. This is a good way for the gamemaster to introduce new elements into the early campaign segments.

If you roll as a group (three or more people), the person with the best roll gets a -1 to the difficulty for each *doubling* of people. The person with the best skill tries to teach and coordinate the actions of everyone who is scrounging. Only one roll is made, and if successful, one person can be supported for each point the roll is made by.

EXAMPLE: If one adventurer has a Scrounging skill roll of 3d+0 against a difficulty of 9, and there are four people in the group, the difficulty is reduced to 7, and each point the person makes the roll by feeds or shelters 1 person. So, they have to roll a 10 or better to scrounge sufficiently well for everyone to get what they need.

The difficulties below are general, and will depend a lot on the initial location of adventurers and the season. Some suggested modifiers are included, but specifics are up to the gamemaster. Roll at the start of the adventure period.

	Scrounge difficulty	Failure result
Day 1	3	2 lethal Hits
Day 10	7	1d+0 lethal Hits
Day 100	11	1d+2 lethal Hits

Modifiers:

Winter: +1 difficulty, +1 Hit on failure

Summer: +1 difficulty, +1 Hit on failure

Highly urban area: +1 difficulty, +1 Hit on failure

Average urban area: no change

Rural area: -2 difficulty, -1 Hit on failure

Good resources: -1 difficulty, -1 Hit on failure

Scrounging rolls encompass 1)food, 2)water and 3)shelter, clothing and other. If your particular situation gives you a reliable source of food or water (good resources), you can take that modifier in any season. If you have proper shelter, clothing and other in the summer or winter, you can take this modifier in those seasons. So, if you had all three (food, water, shelter) in the winter, the total would be -2 difficulty and -2 Hits from any failed roll.

Only half of any Hits taken for privation can be healed during that segment or by the start of the next one (round recovered amounts down). Even if magic is available, it cannot heal the effects of starvation, though it can heal wounds or undo effects of toxins. The damaging conditions are assumed to remain in place unless game-related conditions change, and happen to anyone not supported by the Scrounging roll. That is, if you needed a certain roll to feed four people and only made it by enough to feed three, then one person suffers the failure result, or a the Hits lost from failure result can be split between more than one person.

WarpWorld^{v1.0}

If you are suffering from exposure or hunger or tainted water (a failed roll), this is *despite* your best efforts, and simply getting one hot meal or a warm (or cool) night's sleep or whatever is great, but it will not cure the underlying problem. You might have plenty of food and water, but have a recurring gut infection that won't let you keep any food down. Or, you might have shelter and warmth and water, but no food. These rolls are *not* for players to gripe about, they're conditions that are possibly beyond their control, no matter how good their current situation might seem. If their situation is generally good because of luck, foresight or good in-game decisions, then the difficulty of the Scrounging rolls should be adjusted to suit the conditions, but rolls *still* have to be made. *Accidents happen.*

If you make the appropriate roll at the start of a section, you are fine, *and* you recover any lost Hits you took from failing previous rolls. If you fail, not only do you take damage, but you take damage on top of any previously accumulated Hits from hunger or privation. However, you do get the normal chance of recovering any non-privation injuries you may have taken.

EXAMPLE: A group of four adventurers as in the previous example starts the Warp plus 10 days segment. The person with the best Scrounging roll needs an 8 or better to get a success, and a roll of 11 or better to support everyone. The roll ends up a 10, which means there is one failure, and the roll of 1d+0 comes up a 2. One person in the group can suffer 2 lethal Hits from exposure or hunger or tainted water, or two people can each suffer 1 lethal hit. Only half the damage a person takes can be recovered during this segment or the Warp plus 30 days segment, and if two adventurers each took 1 Hit, none of it can be recovered, since the healing on each adventurer rounds down.



▼ **WARP PLUS ZERO** - In addition to anything else you tell them, read the following to the players:

"Try as you might, you cannot remember exactly what you were doing when the Warp hit. You might infer it by the steering wheel in your face when you woke up, the bicycle you were entangled in, or the stairs you were crumpled up at the bottom of, but you can't actually remember what you were doing or thinking at that instant. What you do remember, for a few minutes anyway, is everything else. For an instant, maybe an eternity, you were connected to every other soul on the planet. All seven billion of them. You felt the pain of hundreds of childbirths, the joy of hundreds of mothers. The anguish of uncounted souls in the final instants of life, the grief of thousands who recently lost a loved one. Uncounted first loves and first lovemakings, bitter breakups and tearful reconciliations. And you also touched something larger, more beautiful and more terrifying than all the rest put together, but you have no idea what it was. You felt it all, and you felt it all at once. And you knew that whatever you had been feeling at the time, everyone else in the world felt a little of it as well."

"As you came back to full consciousness, you tried to hold onto the vision, but it drained out of you like you were a vessel incapable, maybe unworthy, of retaining it. Everyone else around you was in a similar state, dazed, confused. And you, singularly and collectively, began to take stock of the situation over the next few minutes and hours."

"Absolute chaos. Everything you rely on in your daily life has either stopped working, works poorly or works dangerously poorly. For every fact, there are a hundred rumors, and no way to tell which is which. Alien invasion? The Rapture? EMP from a nuclear attack? Terrorism? Local? Global? The National Guard is coming? Washington DC has been wiped out? Who knows? All you know is that the earth is trembling, buildings have collapsed, stuff is on fire, wrecks are everywhere, any vehicle more sophisticated than a bicycle seems to be down for the count, power is out, water isn't flowing anywhere that isn't downhill, and that there is a mob mentality out there that you don't want to get on the wrong side of. Maybe you'll figure out more later, but later won't be today."

Adventurers have to make Scrounging survival rolls. Adventurers who are together at the very start may work together, but otherwise rolls are made alone. Note that this is the *only* overall survival roll where failure represents one bad event happening, which might be a side effect of what you were doing at the instant the Warp hit. As such, it is also the *only* overall survival roll where Fate can be used to get an extra die to add to the skill roll. As a result, it is extremely unlikely any adventurer will be affected. However, Fate rolls are not reset until the end of the *next* segment the adventurers are involved in. This would be the Warp plus 3 days segment.

Goals: Get together, get organized. This short segment is just to give players and adventurers a first taste of the chaos to come, and a chance to get together to compare notes and figure out where to go from there.

Adventure ideas: The results of any of the adventurer's random Traits or free benefits (page 3.3 and 3.4) are good seed material for keeping the adventurers on their toes for twelve gameworld hours or so, after which they will probably collapse from exhaustion. If players want to do more than you think they can handle, remember the exertion rules. If they've been working, they'll have to rest.

Experience: 1 point per 2 players (round experience total down), no more than 1 point for any adventurer. Just as the adventurers will have to share scarce resources, the players will have to decide who gets a point that may be needed later to boost a critical survival skill, and who goes without.

▼ **Note** - One of the most useful tools someone can have in the early post-Warp environment is a mountain bike. In general, assume one will have a weight of about 15kg, an Armor of 1d+0 and about 5 Hits. It will act as a running multiple of x2 on the level, x3 or x4 downhill and x1/2 uphill, assuming a decent surface to ride it on. A bought skill in Bicycle allows use of a skill roll, otherwise skill rolls are made with unskilled Agility roll. Remember that radical bike stunts are *not* recommended. First, the medical care to patch you up is no longer there, and second, the aluminum alloy or modern steels in your bike simply aren't up to the abuse anymore. This is another case where being able to use Fate once might save you, as your bike crumbles around you during a high-speed escape down a cement staircase...

▼ **ALTERNATE SETTING** - The basic game assumes that the adventurers are "home", or at least someplace familiar, where things are (or were) fairly well known to them. Another way to start a campaign is to strand a group of adventurers in a place where they do not have any "home turf" advantage. Two examples come to mind:

Convention: Like-minded adventurers are all out of town at some sort of convention or meeting. This might be as obvious and easily played as a major game convention, but it might also be something that gives the adventurers (and the gamemaster) an excuse to have adventurers with a more martial background, like Iraq war veterans, a police convention, or maybe being part of the security detail for an important person at a political event. Each of these will have a different set of likely skills, responsibilities and available equipment.

EXAMPLE: The war veterans might have skills, but no equipment. The gamers might think they have skills, but probably don't, and don't have useful equipment. The security detail has skills and equipment, but also has a responsibility to the person they are working for. For all they know, their boss might be the next President or Prime Minister!

Vacation: In particular, a cruise ship. When the Warp hits, it becomes stranded in whatever port it is at, and all the passengers are going to become involuntary immigrants. Strand adventurers on a small Caribbean island, and let the fun begin. There will only be a handful of guns on the entire island, negligible amounts of armor, and a small and rapidly shrinking supply of packaged goods. Without power, the ship will quickly become an uninhabitable oven, and without bilge pumps, it will ever so slowly bottom out at its last anchorage. On the bright side, a tropical climate means that the ravages of winter will only be felt as a few ferocious late-season hurricanes, and there will be plenty of fish and produce for those willing to put some work into the process of food production. On the down side, tsunamis will likely ravage one side of the island, destroying the coastal buildings and any supplies they might have held. Without mineable metals and any sort of industrial base, such an island will eventually revert back to the way it was before western civilization arrived. If adventurers do not want to spend their lives in such a place, they will have to find or make a way to the mainland.

In both of the alternate start conditions, adventurers will not have the option of any free items as listed on [page 3.4](#), and furthermore, the starting gear for the adventurers is decided on by the gamemaster, with the exception of personal mementos.

▼ **PROPHETS** - The mental imagery and feelings described at the start of the Warp plus 0 segment faded into a memory of a memory for the vast majority of the population. For a few, one in a million or so, they never left that fugue state. They are simultaneously everyone and everything, feeling every feeling of everyone on Earth. They are awake and asleep at the same time. They are aware enough of self to feed themselves if food is put in front of them, and know enough to come in out of the rain and how to use a toilet, but that is about it. Their sense of self is so small that their sense of self-preservation is negligible, and they are so tightly connected to everyone and everything that they are incapable of doing violence to anyone.

What gives them their title of Prophet is that their linkage to people is more strongly linked to their immediate area. If they can be stirred to lucidity, they can know things about a stranger that even that stranger had forgotten. They cannot read thoughts, or if they can, they are not lucid enough to communicate it. But they can read feelings and intent and random memories with uncanny accuracy. As long as a community with a Prophet has someone there to hear their every utterance, odds are that no one with ill intent will arrive at that community without people knowing about it well ahead of time. The problem is that Prophets are seldom coherent enough to speak a warning that is plainly recognizable as such. Instead of saying that "visitors are headed this way who mean everyone ill behind a false pretense", the Prophet might speak of the visitor's blond leader and say only "the fair trees of summer bring a bitter harvest in autumn". It's not that the Prophet isn't trying to help, it is just that their mental state isn't up to anything more coherent than that.

The Prophets who survive more than a few years may recover enough lucidity and sense of self to actually remember who they are, and remember their immediate families and close friends, but they will never be truly able to separate their other memories from the billions of lifetimes of memories that have passed through them. Prophets are an oddity of the early campaign and do not exist in the later campaign. In terms of magic, Prophets are considered to have a Fate of 4d+1 and are virtually immune to resisted magical effects.

▼ **WARP PLUS 3 DAYS** - In addition to anything else you tell them, read the following to the players:

"Nor did you figure out things today. It looks like the stupid crazies have mostly managed to get themselves in one sort of fatal trouble or another. This leaves only the smart crazies, which is little consolation. People are still looting, but now they have to pick through the debris and often are still coming up empty handed. A couple times you thought you saw something out of the corner of your eye, but it must have been a trick of the light. You hear rumors even more insane than you did the first day. Super-powered men and women, turning bullets, hurling fire, flying, raising the dead and so on. You've got more important things to worry about. If you've got something, and three big guys decide they want it, you better hope what they want is your running shoes and that you know how to use them. You've taken to carrying something big and pointy. You brandish it really good, but using it is another matter entirely. Like you, everyone else knows very little that happens outside their immediate vicinity. The other side of the city or the next county might as well be the other side of the moon for all the news you've gotten."

Information: It is important for the players and adventurers to know what is known. There may be a lot that isn't known, and just as much information, but a few things are clear and other things are merely possible. How adventurers and players react or use this information is another matter.

Known: There is no relief effort. Aside from any local effort mounted by understaffed and under-equipped charitable organizations, there is no organized response to the situation, and no relief effort outside the immediate area is known of.

Rumored: There is a National Guard outfit setting up a relief camp outside of town. They can't get into the city because the roads are so clogged up with broken-down cars. It would take all day to walk there from here.

Known: Stuff isn't working like it should. Electrical stuff more complicated than a light bulb or motor isn't working at all. Other things are working, but strangely, poorly or dangerously.

Rumored: There was some sort of side effect from the EMP that everyone thinks is what took out the electronics.

Known: There's more going on out there than what you're seeing. You may not have seen any of the stranger stuff yourself, but there are so many rumors of people spitting fire or flying or stopping bullets with their bare hands that someone had to have seen something weird for the rumors to begin in the first place.

Rumored: Crazy people are the ones doing all the weird stuff. Some say it's contagious if they touch you. Others say it's contagious and fatal, and those odd explosions you occasionally hear in the distance are crazy people blowing themselves up.

Goals: Make a plan and do something about it. Or do something that you planned at the end of the last segment. Whatever is happening, you remember the lousy government response to the last disaster, and realize that you may be on your own for a week, maybe longer.

Adventure ideas: The biggest decision at this point is whether or not you are going to do anything that will get you arrested if this all blows over in less than a week. Digital cameras may be kaput, but there is always the chance someone with a disposable film camera from the drugstore might catch you doing something that would get you seriously busted once the film is developed.

Given most adventurers (and players), the question is not *whether* they are going to do something illegal, but exactly *which* pre-Warp laws they are going to break, and when. If adventurers have guns, the gamemaster should give them a situation where they might have to use them, and force them to run square into their own humanity in the "reluctance to kill" Personality. Can or *should* they actually shoot first? Will they try to interfere in an assault on a stranger, only to find that they can bluff better than they can back it up, or face down people who are more willing to do violence than they are? This might be the first time adventurers have experienced the effects of the Warp on pre-Warp guns and armor, and the results will give them further food for thought. A thing to toss into the middle of an encounter might be a sudden, severe weather event. A fight, flight or pursuit might be interrupted by lightning strikes, or hailstones the size of softballs! Consider a situation where the survival of the adventurers and their foes will require a combined effort by *both* sides...

Experience: 1 point per 2 players (round the experience total down), no more than 1 point for any adventurer. Just as the adventurers will have to share scarce resources, the players have to decide who gets a point that may be needed later to boost a critical survival skill, and who goes without.

▼ **ARCH-MAGES** - A person who was struck by a godspark becomes a potential mage, whether they like it or not. With time, even those untouched by godsparks can develop these talents. Those who were struck by godsparks of vast power were simply incinerated on the spot, burned out from within, kept alive until nearly a cinder by the quasi-divine life force inside them. Seeing something like this happen in the Warp plus 0 segment is enough to give any adventurer nightmares for a week. Somewhere between incineration and simple magery are the Arch-mages. These are individuals who were struck by more than one godspark, or a godspark that was not quite powerful enough to incinerate them. Infused with great power and a tiny fragment of a personality both alien and controlling, all of the Arch-mages are utterly insane, at least to begin with. Some are homicidal all the time, while others seemed lucid enough except for one or more seemingly insignificant triggers that send them over the edge into violent madness. The worst of them became forces of amazing chaos in the early post-Warp world, and most of them did not survive the first year. Those who kept a shred of sanity by luck or strength of will found themselves in possession of an amazing resource. Their powers were not of their choice, but were well-developed, if they followed the guidance of the voices in their head. Perhaps the ability to create food out of nothing, the power to heal the sick or injured, the power to hurl fire, invade minds, reflect bullets back on to an attacker, fly, become invisible, and so on.

The survivors learned how to best deal with their madness. Some of the Arch-mages used their powers to help their fellow man, or tried to. Others used it to rule their fellow man. Sometimes the two types of Arch-mage came into conflict, unleashing energies sufficient to melt streets and blast minds. Eventually, the few remaining Arch-mages will become more or less unassailable within their particular sphere of influence, and become fixtures of the campaign, forces to be courted, appeased or avoided entirely.

The supernatural power coursing through them slowed the aging of the Arch-mages by an order of magnitude. Even an old man or woman at the time of the Warp might have several decades left to them as an Arch-mage, and someone in their prime might find themselves with several centuries of life left. A few of the Arch-mages *will* survive until the second phase of the campaign.

Old age affects the arch-mages in the same way it does everyone else, just in a much slower fashion. An Arch-mage who becomes senile might take decades to do so, become more and more erratic and irrational in the process. An Arch-mage who dies leaves a power vacuum that others, Arch-mages or not, will try to fill. The Arch-mages, their insanity, plans and machinations can be the focus of an adventure or adventures anytime from the Warp plus 100 day point onwards, even at the 300 year campaign point.

Because of their unique perspective, the Arch-mages are among the very few who can try to understand the nature and personality of the First Causes. Those Arch-mages who were struck by a single, powerful godspark often find themselves sympathetic or aligned to that particular First Cause, while those who were struck by several lesser sparks may be more independent and varied in their views.

The First Causes are of two minds about the Arch-mages. Of the Arch-mages struck by a single massive spark, that First Cause sees that person as a potential resource on the ground to further its own aims in the mortal world, and will be inclined to protect that Arch-mage from direct action by other First Causes. That sort of Arch-mage can, if they have enough sanity left, become a sort of doubly-powerful High Priest. For the Arch-mages struck by several lesser sparks, each First Cause might want to see that magical energy returned to them, but not necessarily at the cost of seeing the same energy given back to several rivals or enemies. So, an attempt by one First Cause to affect that Arch-mage will be met by resistance by one or several of the others. Last, while they may not admit it to mortals, the splitting and recombining of Godsparks is very similar to the way the First Causes themselves formed, from even more ancient beings than themselves. This makes the Arch-mages in some way the accidental "children" of the Causes, and the Causes are loath to take *direct* action against their own or another Cause's offspring. This leaves Arch-mages to their own devices and to the machinations of mortals, and the First Causes see this sort of chess game as a perfectly reasonable way to remove an Arch-mage from play with little or no repercussion in the celestial spheres.

So, the Arch-mages are pretty sure that Zeus is not going to zap them with lightning, but they have no such protection against a bomb-laden suicide biplane flown by one of Zeus's religious fanatics.

In game terms, assume an arch-mage starts play with a Fate roll of 6d+2, a Sorcery skill of +2d, the Gifted ability of Second Sight, five random spells at +0d and one at +2d, and the highest level of Godtouched (-4 to spellcasting stress). And, ten levels of Personality in something that makes it difficult to deal with other people on a continual basis. Homicidal mania, paranoia, claustrophobia, hatred of the color purple, etc. In the first weeks and months of the post-Warp world, Arch-mages may be overflowing with power and are what will be called "Burnouts". Even the Causes are aghast at how dangerous Burnouts are within the mortal sphere during this time, and have no explanation how a mere mortal can walk the earth with more magical power than a manifested god. Eventually, this problem will take care of itself. Some of the most powerful artifacts in the post-Warp world will be created in this short interval, by Arch-mages whose power will never again be seen, making these artifacts unique and irreplaceable (and highly sought and fought over).

In actual game play, the combination of high Fate and Second Sight means that an Arch-mage has a permanent +6 difficulty to be targeted by just about anything. They can see enough into the future to know where not to be at any given point in the next few seconds. They also have a 6d+2 Awareness roll to avoid being surprised, so even if asleep they are nearly impossible to sneak up on, can cast spells at 4d+0 effect all day without ever risking any magical side effects, and 6d+2 spells several times before having to worry about backlash. So, even if they can't get out of the way of a threat, odds are they can put up a defense against it. A heavy infantry company would have no chance of defeating an average Arch-mage, and the only way any member of that company would survive is if they all ran in different directions or the Arch-mage got bored of killing them. Rumors of an event like this or evidence of the aftermath should be encountered by the adventurers if they ever think about confronting (or even visiting) an Arch-mage.

▼ **WARP PLUS 10 DAYS** - In addition to anything else you tell them, read the following to the players:

"Things are starting to get bad. No, they were already bad. Now they're getting worse. The first reliable news from elsewhere reaches somewhere else. People begin to realize that whatever has happened, has happened everywhere. No one is coming to anyone's aid. No one can. No army, no national guard, no FEMA, no Red Cross. If any of these groups are still operating, they are doing so in the place they were when the Warp happened, and none of them will be getting new supplies from outside. Not for the foreseeable future."

"The weather is atrocious. The rain and winds started up several days ago, and finally slacked off yesterday. You still remember the sounds of tearing metal and snapping trees during the night, as even the sturdy building you are in shuddered slightly from the gusts. The local rivers are all flooded, and you're sure the local water treatment plant was inundated, probably contaminating the local water lines. Just another thing to worry about."

Information: The gamemaster should tailor info and rumors to match previous events, the nature of the campaign region, the season, and so on.

Known: *The stores are mostly empty of anything useful. Food, batteries, bottled water, all gone. People are still scrabbling through rubble and finding stuff, but less and less turns up each day.*

Rumored: *An armed gang has taken over one of the grocery store distribution centers, and is selling food and water for gold and silver.*

Known: *It's not safe to walk the streets alone. There may not be safety in numbers, but there is more safety than in travelling alone.*

Rumored: *There are armed gangs setting up checkpoints on routes where refugees are trying to leave the area, robbing them at gunpoint. Some of these gangs have stolen police or military uniforms and look official at first glance.*

Known: *There are working cars out there. You might even have one. Old cars, diesel generators, tractors and some construction equipment still sort of works. People have been siphoning off fuel from gas stations, and leaving the tanks open. Now the fuel is getting contaminated with water and mud.*

Rumored: *The National Guard is using diesel-powered tanks to enforce laws that they seem to be making up as they go along. Be careful.*

The first serious raiding gangs are in full swing. Operating in groups of twenty or more, they simply take what they want by force. In urban areas, they operate in packs, one pack moving loot back to a central stronghold while others continue raiding. In the suburbs, a group of twenty or thirty will use a tractor, backhoe or some other piece of diesel construction equipment to pull a trailer behind them, and go through a neighborhood house by house. *Anyone who resists is killed.* They take what they want until the trailer is full, and then tow it back to wherever they call home. Often this will be the biggest, fanciest house around.

No one still has any idea what has happened. The First Causes are only now pulling themselves back together, and neither they nor the first High Priests will appear in any way to mortals for another week or two. Even so, people know that something weird is up. *They just don't know what.* The walking dead? Maybe they are biowarfare victims? Those reports of super-powered beings? Maybe they're angels, maybe they're aliens.

Goals: Adventurers are coming to realize that even if they think things will be back to normal soon, a lot of people have already started acting like the current situation is the way things are going to be for a long time. Long enough to change the way they view the world and what they think they can get away with. Without any immediate threat from law enforcement, murder, rape and assaults are on the rise, armed robbery is rampant, and tempers are short.

The immediate goal is to change your way of thinking to the long-term. *Is where you are living where you want to spend the next several months? What are you going to do if one of the armed gangs comes here? What will you be eating for dinner a month from now?*

Adventurers will have to make the day 10 Scrounging rolls at the start of this segment. This is the first Scrounging roll that they probably have to worry about failing. Its difficulty, the consequences of failure and a subtle hint from the gamemaster that the next such roll is 4 points more difficult should inspire adventurers to courses of action likely to improve their long-term survival chances. However, a lot of other people are trying to do the same, and the limited amount of resources will be competed for with sometimes deadly force. So, long-term survival is likely going to be at the cost of serious short-term risk.

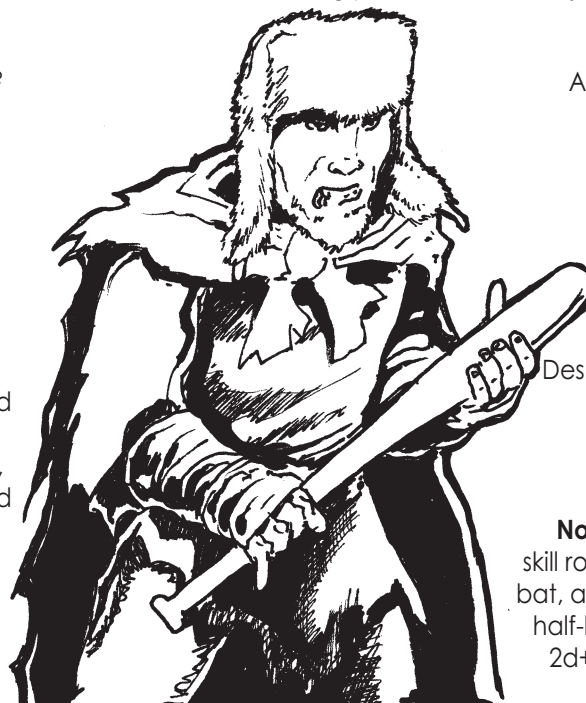
Adventure ideas: The gamemaster should give adventurers the first true brush with the supernatural at this point. The adventurers might not confront it directly, but they should see something firsthand that makes them think *really* hard about how the world has changed. Their current home might be under attack by an armed gang when a Burnout wanders by and shreds half of them in an extremely graphic and paranormal way, not because the Burnout wants to help the adventurers, but simply because the gang just happened to be in the way of where the Burnout was going. And maybe the Burnout accidentally sets fire to the adventurer's house in the process and starts taking pot shots at any adventurers who dare to go outside to try to extinguish the flames.

Or maybe a wounded adventurer tries to get treatment at one of the horribly overstressed hospitals. They wake up to see a ghostly shape sucking the life out of the patient in the bed next to them.

Or, a badly injured person they rescued dies during the night, but doesn't realize it yet. He or she becomes a godzombie, slowly losing their hold on sanity and memory until they become a tortured walking dead.

Random desperate survivor

"It's nothing personal, man, it's just me or you..."



Strength: 2d+0

Agility: 2d+0

Awareness: 2d+0

Will: 2d+0

Health: 2d+0

Fate: 0d+2

Notable skills:

Brawling: +0d

Notable Traits:

Desperate (4 levels)

Notable Gear:

Baseball bat

Notes: Has a 1d+0 skill roll with baseball bat, and it does 1d+2 half-lethal damage, 2d+0 if both hands are used.

All of the above can be side events from any actions the adventurers are planning. Bear in mind that some people are starting to get *seriously* hungry. There have been two Scrounging rolls for survival at this point, and most ordinary people have failed at least one of them, and have lost one or two levels of their "reluctance to kill". Most people who had a week's worth of groceries at the start of the Warp have eaten them by now. Those who looted more or were more prepared for an emergency may have a few weeks worth left, if they keep low and don't advertise the fact. Those who started with empty cupboards, or were raided or robbed or lost their home due to fire or flood or earthquake, these people haven't had a serious meal in a week or more, and they are on the verge of giving up and dying, or doing *anything* for a meal.

Experience: 1 point per player, +1 point per 3 players (round experience down), +1 point to the player voted "most valuable" by secret vote. The +1 point per 3 players is decided on by the players, after the secret vote, but before the results of the secret vote are revealed.

Godzombie

"Braaaaiins..."

Strength: 3d+0

Agility: 2d+0

Awareness: 2d+0

Will: -

Health: -

Fate: 1d+0

Notable skills:

All: +0d

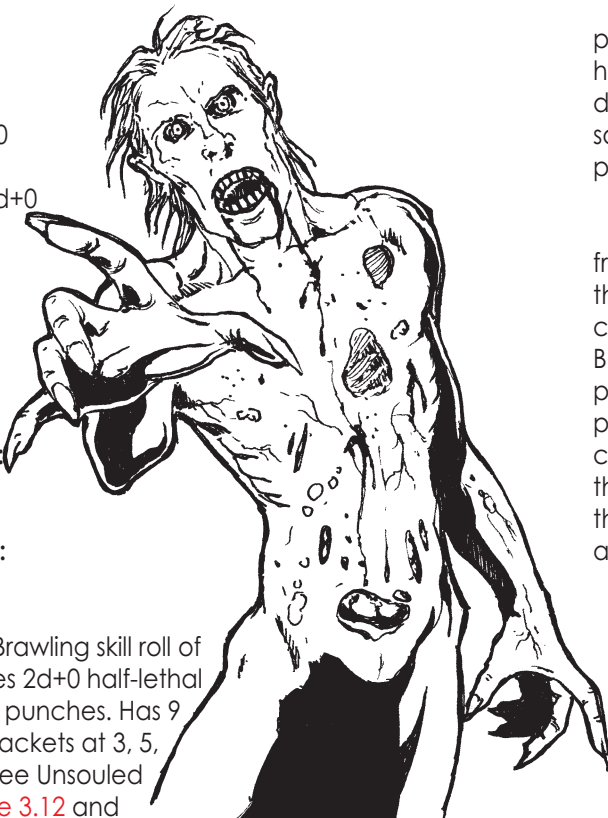
Notable Traits:

Unsouled

Notable Gear:

Baseball bat

Notes: Has a Brawling skill roll of 2d+0 and does 2d+0 half-lethal damage with punches. Has 9 Hits and hit brackets at 3, 5, 7 and 9 Hits. See Unsouled notes on [page 3.12](#) and Godzombie notes on [page 6.22](#).



▼ **BURNOUTS** - Somewhere between the normal mages and Arch-mages are "burnouts". They are unique to the early campaign, and exist only in the first several months. Those people who are merely Godtouched have potential to become mages. Those who are struck by many or powerful god-sparks and have some unique strength of character or genetic predisposition can end up as Arch-mages. Those who are struck by this much power and cannot *quite* contain it are Burnouts. They are as deranged and powerful as Arch-mages, but they literally cannot contain the power within them. They start off as merely insane from the competing forces in their mind, but as the burnout progresses, spells and spell effects begin erupting from their body at random. Sporadically at first, ramping up to a nearly continual outpouring of power that eventually causes the Burnout to explode like a micro-nuke. Some of the Burnouts retain enough presence of mind and humanity to try and get as far as possible from anyone else before this happens. Others want to get close enough for a final act of revenge or spite, and others are just too far gone to care.

Burnouts can be treated as Arch-mages, except they will start to generate *random* spell effects in addition to deliberate ones, and they suffer no conventional stress buildup from these random spells.

The progression of a Burnout and the energy pouring from them makes them increasingly hard to hurt as the process escalates. At first, they absorb, deflect or stop 1d of any attacks, then 2d, 3d and so on, until they are like a small sun that is beyond physical harm.

The entire Burnout process can take anywhere from a few days to a few months, depending on the person and the level of power they cannot contain. Once word starts getting around about Burnouts, and the facts are mixed with rumor, people will be very, very wary about anyone with powers, especially if that person is acting a little crazy. Since this time period overlaps with about the time Godtouched adventurers will be learning their first spells, all sorts of misunderstandings can arise...

▼ **GHOSTS** - While it seems that all living things have spirits or souls, and that beings like humans have spirits capable of maintaining their cohesion after death, no one knows what happened to the spirits of every human who perished between the disappearance and reappearance of the First Causes. Not even the First Causes know. Perhaps they did make it to some sort of afterlife, one which is now dimensionally separated from our own and no longer accessible. Those who die in the post-Warp era pass onto to some sort of afterlife or afterlives, whose existence can be proven by mages, but cannot be communicated with except in the rarest of circumstances or by the most powerful and determined individuals.

However, those who died in the first minutes after the Warp are somehow and somewhere betwixt and between. Their souls found neither a pre-Warp Heaven nor a post-Warp Elysium. Stranded in the material world, distraught and stripped of all but their most fervent desires, they are ghosts. Nearly intangible, they are still able to affect the mortal world in limited ways. While not alive, they still have the instinct of self-preservation, and as their astral energies wane, they seek to renew them from the only source available...the living.

At first, they whisper promises of sweet release from suffering to the freezing and starving, slowly sucking their souls dry, leaving victims who appear to have simply died in their sleep. Some ghosts fail to do this and slowly fade away. Others finally complete the task that seems to hold them here, like saying goodbye to a loved one, or gaining vengeance on an enemy, and disappear into nothingness or fade to some Elysium. Some ghosts actually gain in power from those they have drained, and seek more. They will prey on the merely sleeping, and eventually become powerful and clever enough to threaten those who are awake.

Ghosts are to some degree tied to the places where they died, losing power and will and cohesion the further they travel from that place. Those who died far from anyone else will quietly fade away. Those who become a known threat simply have their areas avoided. Those who operate quietly and selectively will last the longest, and become cleverer with time.

EXAMPLE: Many of those who died in the first few minutes were those in hospitals who lives were sustained by advanced technology. After the Warp, as hospitals again become places where healing is done, ghosts of these people may prey on patients. The severely injured or desperately ill might not be expected to survive anyway, so their deaths are not attributed to hostile action at first. Eventually, someone will see a ghost, or even see a ghost feeding on the living. *And then things will get interesting.*

Ghosts have the Trait of being Ethereal. They take -4d effect from all physical weapons, -2d from all forms of mundane energy, and -1d from all types of magical effects. On the other hand, they only have Hits equal to their Fate, and no real Attributes except Awareness and Will. Ghosts are almost transparent, and are +6 difficulty to see by any visual sense, though they show up perfectly well to those who can read auras. Ghosts are not quite intangible. They can be sealed up in something that is airtight, but can get out of just about anything else, passing through bars or screens or under doors with little or no hindrance.

A ghost's draining ability is a subvert effect on Fate of 1d+0, requiring 15 minutes of uninterrupted work. The Fate lost by the victim is gone for good. Technically, it is gone until the ghost is destroyed, but since the ghost "consumes" Fate to stay alive, only the most recent victims are likely to regain their lost Fate if the ghost is dispatched. Every 0d+1 the ghost steals counts as 1A for the ghost, which the ghost can use to eventually improve its Attributes and skills just like an adventurer (remember that Attribute increases are 5x cost). However, a ghost also loses 1A each week off its Fate as the cost of "staying alive".

The other abilities a ghost has are telekinesis, the ability to make various ghostly noises and speak in a ghostly whisper. The telekinesis is at a level of 1d less than the ghost's Fate, and is usable to a range of about 16 meters. A ghost's starting Fate is likely in the 1d+1 to 1d+2 range.

Ghosts, weak as they are, can be a significant challenge to adventurers in the first stages of a campaign. Adventurers will have no magic, and are unlikely to have a weapon capable of harming a ghost (unless they snagged a .50 cal machinegun or some anti-tank rockets). In the later stages, all the weaker or less clever ghosts have faded or been vanquished, leaving only the most cunning and powerful ones to haunt a particular area.

▼ **WARP PLUS 30 DAYS** - In addition to anything else you tell them, read the following to the players:

▼ **VIGNETTE** - It had been twelve days since whatever the hell happened, had happened. Maybe thirteen days. *He wasn't sure.* Gangs were everywhere, taking what they could from anyone they could terrorize with sheer numbers. Mobs of suburbanites with tire irons, street gangs with a handful of functioning guns, rogue police, AWOL military, whatever. The grocery stores had been looted in the first few days, the convenience stores, then unoccupied homes, vending machines, boxes of ketchup packets from fast food restaurants, and then grocery stores again as people scrounged up cat food, chewing gum, cough syrup, anything they thought had calories or nutritional value. Three days ago he stumbled across a delirious woman who had overdosed from eating an entire bottle of multivitamins. There was nothing he could do for her, so he kept going, trying to get out of a city that was clearly dying.

It was slow going. It was impossible to avoid all the predators, so the best defense was to look like you were worthless and useless. He had rags tied around his hiking boots, and walked with the slow, stooped, unsteady shuffle of the starved and dying masses trying to get out of town. He still had a few days of energy bars hidden under his tattered coat, and a pistol he hoped was safe to use. *After that, he didn't know.* Those who were ahead of him in the exodus from the city were like locusts. If they found anything to eat, they ate it, or had it taken from them. Already, the refugees were dropping. They lay still where they fell and no one bothered to help, and by now the rest of the fleeing masses even stopped taking the time to lay something over the corpses.

Something flew high overhead, making a sputtering, flaming sound that echoed weirdly off the buildings. *He didn't look up.* Not since the time he saw someone else staring at one of these apparitions, and watched that poor screaming wretch's eyeballs melt out of his head. There were things out there he *didn't* want to see.

There were no pets on the streets except for the mean-ass dogs the gangs used to intimidate people. Worse, he thought he saw something down a dark alley that he really didn't want to think about. *If people would do that to the dead just to stay alive, how long before they started looking at the living in the same way?*

"The old gods have returned. Or so it seems. You have heard of weird things going on, and individuals preaching faiths you have never heard of before, like the "Court of Queen Inanna", and things that you think you've heard before, like the "Temple of Vishnu", but today you saw a preacher of one of these new faiths. "Priestess" is how she insisted on being addressed. No, it was "High Priestess". A couple men in the crowd tried to get fresh with her. They collapsed stone dead, blood pouring from their ears, nose and eyes. She was called "High Priestess" after that, and with some respect. Or fear. She didn't seem to care which."

"These priests also worked miracles more subtle than turning the living into the dead. For those that accepted their touch, some priests and priestesses made food appear from thin air. Others could heal wounds or heal minds. Most could protect themselves from harm, though you heard of a couple of them getting shot or lynched by believers of various pre-Warp faiths. You also heard that the gods themselves had taken human form and walked among men to see what things were like, but despite everything else that has happened, that still seems like a bit of a stretch to you. You think that if the ancient gods were somehow part of what happened to the world, that you'd take a rifle and show them the error of their ways. But you think of what the High Priestess did. And then you realize that if anyone else felt the same way about these new gods and acted on their impulses, that would explain why you haven't heard any first-hand accounts of these so-called gods walking the earth..."



Early High Priestess

"I come bearing great tidings..."

Strength: 2d+0

Agility: 2d+2

Awareness: 2d+2

Will: 3d+1

Health: 2d+0

Fate: 2d+2

Notable skills:

Sorcery: +1d

Three spells: +0d

Notable Traits:

Devoted to Cause(4 levels)

Notable Gear:

Body armor(1d+0)

Revolver(1d+0)

Notes: See High Priest notes on [page 6.15](#).

Information: The situation has gotten bad enough that it is at least stabilizing at "absolutely freaking miserable". The first reliable news from outside the immediate area is also coming in. The gamemaster should tailor info and rumors to match previous events, the nature of the campaign region, the season, and so on.

Known: *Whatever happened, has happened everywhere. Ten-ten is worldwide, it seems. It's second-hand, but reliable as far as you can tell. Someone arrived from out of town to try and get to his family. You don't know if he found them or not, but things were the same where he came from, and he said that another traveller from outside of his area reported the same. Or so you've heard.*

Rumored: *A major amphibious force has landed on the coast. Equipped with working weapons and vehicles, they are mopping up the disorganized defenders and taking over.*

Known: *The loners who stand out are getting picked off. The self-sufficient paranoid types are having their stuff taken at gunpoint or from their cold dead hands, or their hideouts raided by fairly well organized and desperate groups who are willing to take losses to acquire the resources they need to survive.*

Rumored: *There's a group looking for recruits to form a community government. They're being really picky and they only want certain skills, but they've got enough people so far to defend what little resources and territory they claim as their own.*

Known: *Preachers of the western pre-Warp religions are claiming the Rapture has happened, this is the End Time, and that the representatives of the "false faiths" are tools of the anti-Christ with demonic powers.*

Rumored: *The believers who have been "left behind" are organizing in force to demonstrate their faith by slaying as many High Priests, Priestesses and Arch-mages as they can (or die trying). Those who are unwilling to contribute to this holy cause are assumed to be enemy sympathizers and are dealt with accordingly.*

Goals: As we said, the situation is now bad enough that it isn't getting any worse. That doesn't mean the current situation is survivable in the long run, just that it isn't becoming any less survivable. In urban areas, pre-Warp food is virtually all gone. Public water supplies are contaminated. Fuel stocks are still reasonable, but must be filtered to get out any contaminants. Remember that if you are in the Northern Hemisphere, it is now mid-November, with much worse weather than normal for that time of year. Areas that get heavy snows may have weakened roofs collapse under the weight.

With the realization that things may never be the way they were before, adventurers who were waiting to see which way to jump, now have to decide. *Stay where you are, or make a new start and a stand somewhere else? Be a small but independent group, or lose a little freedom but gain some safety by aligning yourself with a larger group? Embrace the new religions, fight them, or take no sides?*

Adventure ideas: The realization by most of the populace that things are never going to be the way they used to be is going to destabilize things considerably. People who were "waiting it out" will now be out to get what they can, while they can, aligning themselves with whatever group, religion or entity that is going to give them and their families the best chance of survival in an increasingly difficult environment. While people are not thinking of it in game terms, there is a difficult Scrounging roll coming up at the start of the next segment, and most of those who fail it will not survive to the start of the segment after that.

If adventurers have already allied themselves with a group or a Cause, this segment will almost certainly force them to defend that group or Cause or otherwise show their loyalty in a dangerous or morally challenging way. Any adventurers who were Godtouched could possibly have spent all their experience on their first spell, and will get the opportunity to use it. If done well, that adventurer (and their companions) may get an intangible increase in respect from other people, or might be called upon to teach anyone else similarly touched. Of course, those who still adhere to the pre-Warp faiths will see magic-using adventurers as agents of ultimate Evil, which will put them squarely in the cross-hairs of danger, perhaps literally.

Adventurers thinking about making a stand, forming or becoming part of a new community, or looking at other long-term projects may want to acquire certain supplies that haven't really been in a lot of demand until now. Plywood and other lumber, cement, brick and block, hammers, nails, saws, insulation, plumbing and so on, all the still useful tools needed to build new structures or repair old ones. The sort of thing that requires both heavy transport capability and secure storage, things that adventurers might not have thought of up to this point. Adventurers with a significant other might want to make a special looting run for a supply of contraceptives...or diapers.

Personal concerns can also be the focus of adventures. Adventurers do not exist in a vacuum. Each of the adventurers is likely to have family or friends they lost touch with when the Warp hit. *Is your brother in the town a hundred kilometers off okay? Did your parents survive? What about the buddy who saved your life in Iraq?* All adventurers have people like this in their lives. They owe it to these people, they owe it to themselves and their sense of humanity to at least find out what has become of the ones they care about. It may not be easy, it may not be safe, but you have to know, even if the result isn't the one you wanted, and finding out could be several adventures all by itself and ultimately take years.

Experience: Adventures at this point and from here on out are going to be long enough and potentially dangerous that normal experience rules apply. There is also +1 point to the player voted "most valuable" by secret vote.

▼ **Note** - So far, we have stated or assumed the worst of most people. This is not always the case, and there will be pre-Warp structures that try to stay intact. Some police departments will stay barely functional enough to maintain some order, and do so within the pre-Warp laws of their area. Military units might provide emergency assistance, or try to reconnect to their chain of command. Churches and charities and relief organizations might do what they can with what they have to help those in need. Even ordinary people may show uncommon valor or decency in a time when most bolt their doors and simply try to hold on to what they have.

So, while the gamemaster should not sugar-coat the nastier side of humanity in dire situations, neither should they fail to give credit where credit is due. *There are still heroes out there.* Being helped by such groups or individuals is likely to make a strong impression on adventurers, and the way such groups perceive the adventurers could make a lot of difference later, provided that group is still around and wielding influence.

▼ **THE HIGH PRIESTS** - The High Priests are the first human vessels that the First Causes voluntarily gave power to. Not nearly as powerful as Arch-mages, they are still forces to be reckoned with in a world where no one else can project mana at will. These individuals now have an unshakeable fanaticism about their new god, their own sort of insanity if you will, an improved Fate and some sorcerous power.

High Priests or Priestesses have the medium level of Godtouched (-2 to spellcasting stress), a Fate of 2d+2, a Sorcery skill of +1d, and three spells at +0d appropriate to the nature of the First Cause they have become a living extension of. Usually, one of these spells is a spell of damage or self-defense, one is useful for succoring (or bribing) the living, and one is useful for protection or awing the masses, or both. Being able to rise into the air and fly off while a nimbus of light surrounds each of their seven chakra would be an example. If you want to generate a random selection of spells, roll 1d for each of the columns below:

Roll	Defense	Succor	Awe
1	Firebolt	Create food	Telekinesis
2	Push	Create food	Teleport
3	Shield	Healing	Invisibility
4	Nuke	Healing	Telepathy
5	Blind	Cook	Prophecy
6	Blade	Sterilize	Enhance

Since these spells are given directly by the Cause and perhaps are even part of that Cause's aspect within the person, spell pre-requisites do not apply. The High Priest or Priestess knows these spells, but cannot teach them.

High Priests age slower than normal, similar to the Arch-mages, but are blessed to a lesser degree. High priests age at about half the normal rate. This gives them two human lifetimes to build up further skill and power, and to remember old grudges or affronts to their god.

High priests have some of the haughtiness and pride of the First Cause that granted their power, but are still human, and can be compassionate and merciful to their friends as well as fierce and implacable to their foes. They may seek to wear finer clothing and situate themselves in finer lodging than before, but they are not necessarily going to don priestly robes, or go about shielded only by their faith. A High Priest is just as likely as anyone else to be wearing denim, and have a magnum revolver on their hip. *At least for the first few years.*

▼ **CANNIBALS** - If there is nothing else to eat, people *will* eat each other. Technology, civilization, culture, none of these eliminate the fact that if you are hungry enough, *anything* becomes edible. It has been documented in every century for the past three thousand years, including the 21st century.

In **WarpWorld**, it will only be a short step from cannibalizing the dead to murdering people for food. People are clever, the well-fed are stronger, and a group of several people can manage for quite a while on one person, even a scrawny, half-starved one. Cannibalism is mostly a facet of the first year of the post-Warp environment, though the practice may continue in isolated areas or in ceremonial form all the way to the late campaign.

Everyone who *isn't* a cannibal is likely to give short shrift to anyone they catch with evidence of it. Vigilante justice will be swift and merciless, so cannibals (or ex-cannibals) tend to keep a low profile and work extremely hard to make sure that no one ever escapes their clutches.

The other side effect of cannibalism is that the Causes find it utterly anathema. Anyone seeking to become one with a Cause who has been "tainted" in such a way will be rejected during whatever ceremony is normally performed for formal entry into a faith, at which point the cannibal will be very lucky if they escape with their life. Odds are the High Priest(ess) will burn them down on the spot. Even the malicious Causes who have magic based on human sacrifice draw the line at cannibalism. There are, however, the weak exiled Causes known as the Unspoken who may welcome cannibals...

Competent Cannibal

"The weak shall support the strong..."

Strength: 3d+0

Agility: 3d+0

Awareness: 2d+1

Will: 2d+2

Health: 3d+0

Fate: 0d+2

Notable skills:

Brawling: +0d

Short blade: +0d

Firearms: +0d

Notable Traits:

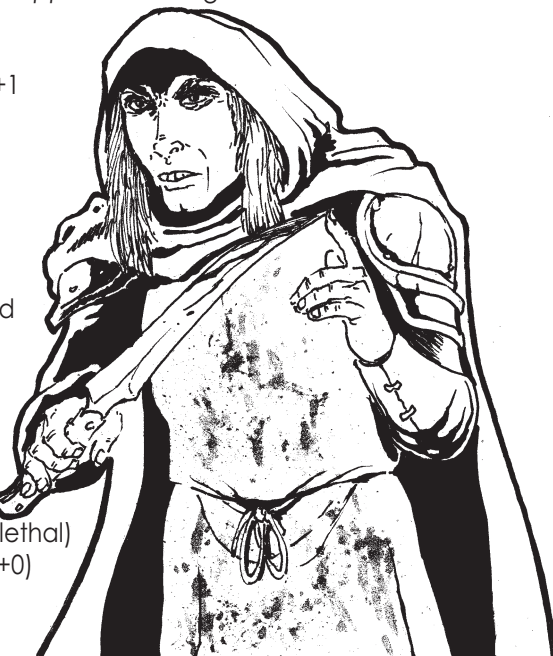
No reluct. to kill

Notable Gear:

Knife(punch+0 lethal)

Body armor(1d+0)

Rifle(2d+0)



▼ **WARP PLUS 100 DAYS** - In addition to anything else you tell them, read the following to the players:

"This is the darkest hour of a long night that some think will never end. Anything that was in short supply to begin with is now gone. Ammunition hoarded to hold off gangs or godzombies or rogue military units has been used up or nearly so. Canned food is now just empty cans, medicines are down to thrice-used-and-reboiled gauze and old bottles of aspirin. Strangers are viewed with suspicion, and those who dare to travel don't know the reception they are going to get, or even if friends at their destination are still alive."

There are a few glimmers of hope. With a change of season, at least one aspect of any privation will ease up, even if another starts. Winter might mean cold, but snow means fresh water and a way to preserve meat. Summer brings fruits and berries and green leafy things to eat, and autumn brings a harvest or nuts or migrating birds. In a few fortunate places, there may be electricity. Small engine repair techs might get some portable generators working after a fashion, and with so few working vehicles, gasoline stocks will last for several years. Electricity means that water can be pumped, lights lit, primitive electrical devices run, batteries recharged and so on. Some enterprising individuals will hit upon the idea of using old power lines as telegraph lines, but will be a ways from actually implementing it. Mechanics might rip electronics out of older cars and recarburate fuel injection engines. With some care, pre-Warp vehicles can be limped along, including small to medium tractors and maybe a handful of military vehicles. Heavy and overstressed, armored vehicles will tend to permanently break down after only a thousand kilometers or so. And if your twenty ton armored personnel carrier goes kaput somewhere, that's where it's going to stay forever, since there is nothing left big enough to tow it home.

Warlords and bandits are the major threat to travel and civilization, and will continue to be a threat for years to come. Eventually, warlords and bandits will either fade away or become what passes for local government, a new royalty of sorts. But for now, they are just mean people with numbers and weapons and a notable lack of scruples and honor. How their descendants pay historians to write about them may be far different than what actually transpired...

The situation is as bad as it is ever going to get. It is much like the day 30 segment, except there is less stuff out there to be scrounged. All adventurers have to make the day 100 Scrounging rolls, and take any adverse effects if they fail. Adventurers also have the chance to accumulate some downtime training in the two months since the end of the last segment, and if the points are applied to a skill that makes a difference for the Scrounging, they can use any increased level in the skill.

Information: The gamemaster should tailor info and rumors to match previous events, the nature of the campaign region, the season, and so on. It is now three months since the Warp, and it started in October. That means people are in the dead of winter in the Northern Hemisphere, but the days are now getting longer and temperatures and weather should on average be improving for the next several months. In the Southern Hemisphere, the peak of summer has passed, and while autumn isn't here yet, it is on its way. Crops are ripening, and people are trying to figure the best way to harvest the last pre-Warp bounty that survived the ravages of the weather in the first post-Warp weeks.

Known: *In terms of pre-Warp food stocks, it's about gone. Consider that to have looted a supply that would last to this point with any real variety, it would probably be several shopping carts' worth per person. More than that if you got a lot of puffy breakfast cereals and snack chips, quite a bit less if your diet is rice & roadkill.*

Rumored: *Someone overheard someone else talking about a grocery supply truck (or soda truck or beer truck) that went over an embankment during the Warp and no one knows about it, and they're trying to find a way to get all the stuff out of it without being obvious about it.*

Known: *Buildings, especially modern ones, are not as strong as people think they should be, even in areas with hurricane or earthquake building codes. In addition, lots of infrastructure is weakened or damaged. Many roads are blocked, some bridges and tunnels are damaged or partially collapsed, and travelling any long distance fast, even with a vehicle, is next to impossible.*

Rumored: *One or other of the High Priests said that there is a big storm coming and that people should prepare for the worst.*

Known: *It might just be that people are noticing it more because of the lack of light pollution, but it seems there are a lot more meteors than there used to be.*

Rumored: *An escape pod from the International Space Station hit the ground the next county over. No one knows what to make of it, or how anyone up there survived this long. There's conflicting news about what was found inside, or if the thing is even an escape pod at all.*

Known: *Most people, even the survivors thus far, are emotionally uncomfortable without the normal pre-Warp government and authority structures they have had their whole lives. Police, military, city hall, postal service and so on. A lot of people are taking sides with whatever sides are forming, just for the sake of belonging to something.*

Rumored: *The President and what is left of the government have been displaced from the new provisional capital by a continuing threat from earthquake, volcano, flood or whatever is likely within a few hundred kilometers of here. Rumor is that they're going to be passing through and looking for a new place to set up the center of government. People want it to be here.*

Adventure ideas: *It's a bit too soon and times are still too desperate for adventures to be about rebuilding, especially since the dying is far from over. But it is not too early to lay the groundwork for rebuilding.*

For adventurers in more northerly climes, the winter has been the harshest in living memory, even without the exacerbating factors of famine, no electricity, little fuel and no snow removal. In the middle of a particularly harsh and fast-moving blizzard, there is a pounding on the adventurer's door. Paranoia aside, only the most desperate would be outside in these conditions. Taking whatever precautions deemed necessary, the door is opened, and a nearly dead, half-naked person slumps onto the floor. He or she is past shivering, suffering from advanced frostbite and is barely able to croak out "they're eating us...the children..." before slumping into unconsciousness. Despite any heroic (or magical) measures, the wretch is too far gone to resuscitate. The body shows clear signs of abuse, and bone-deep scrapes where they pulled an emaciated ankle through some sort of manacle to get free. How far they made it in this weather is unknown, but that they made it more than a hundred meters in this weather is a compelling testament to the power of the human will. Barring some extremely sophisticated and powerful magic, it is unlikely that going out in a nighttime blizzard is anything less than suicidal for the adventurers.

By morning, all tracks and traces are long gone under half a meter of new snow, blown into drifts four meters high in places, on top of whatever other snow has fallen thus far. What remains is what to do, and how and when to do it. Any adventurer with any sort of ties to the new gods (like godsparks) will have their underlying personalities seething for retribution upon the perpetrators of the atrocity.

Whatever is going on, it can't be happening too far away, and so it is going on virtually under the adventurer's noses, and whoever is involved is being very clever about it. So, just looking around for secretive, well-fed people with a structure large enough to be sound-proofed probably won't work. Whoever is using people as their larder clearly has some other angle going to cover for their activities, and it probably doesn't involve conventional meat-packing (else they would not have to resort to cannibalism). *Is it a lone nutjob? A family? A cult of some exiled and reviled Cause using magic to cover for their crimes?*

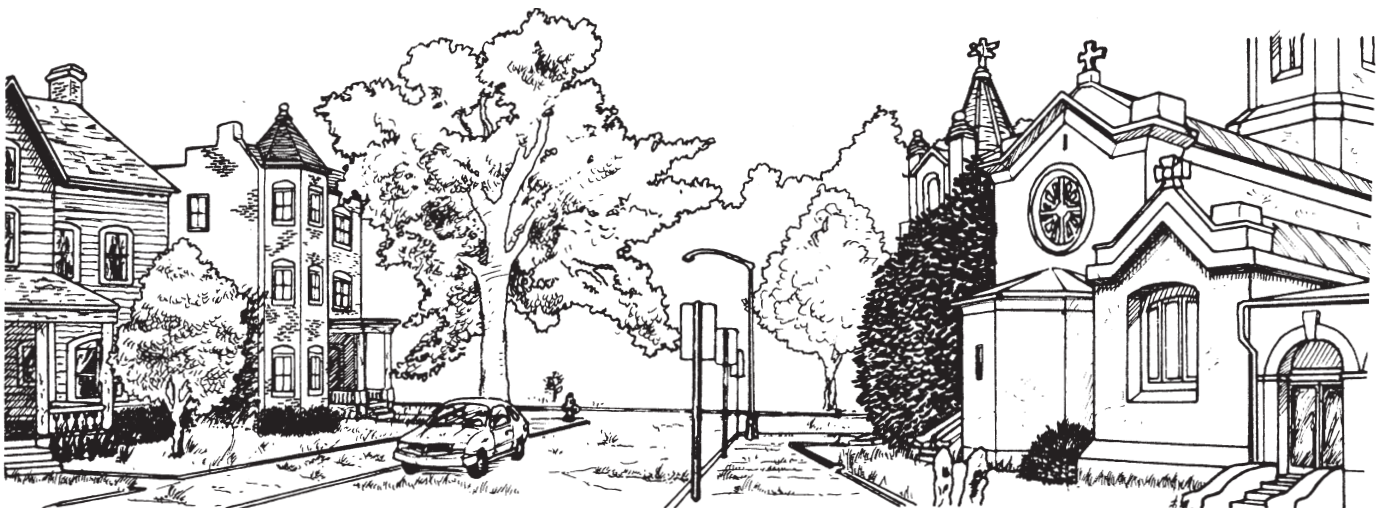
And do the adventurers have the will and ability to do anything about it before the spring thaw? And they might not get a lot of help from any remaining local authority. Remember that a lot of people will simply not want to believe something like this is happening in their area. The witness is dead, and people only have the adventurer's testimony as to what the victim's last words were. And no one recognizes the victim. However, more than one child has gone missing in this area since the Warp. People have assumed exposure, wild animals or random acts of violence, but if word spreads that some of the disappeared are still alive and being used as food, community outrage may turn into a "villagers with torches and pitchforks" scene. Of course, the more word spreads about the incident, the more likely the cannibals will just kill their captives and cover up the evidence, and leave for less suspicious climes at first opportunity.

There's a lot of complications here, opportunity to bungle it up really badly, as well as a chance to shine and be real heroes. They can also get killed (or worse). Those interested in a little background reference can look up the folk tale of Sawney Bean, the leader of an incestuous Scottish cannibal clan whose depredations supposedly lasted for decades before he was brought to justice. The tale is often reported as fact, but has no documentation to back it up.

Another adventure idea ties into people's intangible needs and other people's seemingly irresistible urge to take advantage of them.

After a break in a recent stretch of bad weather, a warm spell has allowed some of the snow-choked roads to thaw out a little. Travel is still treacherous, though. Somewhere in the distance, someone hears the sound of engines. Big diesels by the sound of it, carrying through the normally silent landscape. They are at least a kilometer off, maybe more. People turn out of their homes to see what is coming. *The relief effort folks had all but given up on? More bandits or armed gangs? No, something completely unexpected.*

The lead vehicle is a large road-clearing snowplow, with improvised armor bolted onto key locations, trailed by a large flatbed truck with a front-end loader, several military trucks, a fuel truck and a luxury SUV. Many of the vehicles show painted over pockmarks and scars from gunfire or other not-so-recent attacks, and all the vehicles are flying a flag with the government seal on it (the presidential seal in the United States, some other emblem elsewhere).



The convoy rumbles slowly towards whatever looks like the organizational center of town. Curious bystanders are kept at bay by numerous gun barrels while the convoy is moving, but there are also a few cautious waves and nods from the convoy guards, and things will be non-violent unless someone is foolish enough to attack them. There appears to be about twenty to thirty individuals in the convoy all told, assuming there are five or six behind the dark glass of the SUV.

The convoy eventually stops. Some fairly professional-looking types set up a small perimeter, with messages passed by hand signs or couriers until the vehicle engines are finally shut off. All of this, from first rumble of engines to debarking, takes perhaps an hour, giving the adventurers plenty of time to do something, and the gamemaster time to set things up.

With whatever passes for pomp and ceremony in the current situation, the visitors are greeted by whoever is (or thinks they are) in charge hereabouts, and information is revealed. The convoy carries the current legitimate government of the United States (or your country). The President, Vice President and most of the upper ranks in the line of succession were wiped out by a sudden subsidence that caused the ocean to rush in and flood Washington DC in a matter of minutes. The only survivors in the line of succession were the Secretaries of Energy and Veterans Affairs. Along with a handful of Secret Service guards and some co-opted National Guard troops, they fled the area after a brief swearing-in ceremony by a federal judge, and they have been on the move ever since.

They have been looking for a good place to set up operations and become the new capital, a center of government, trade, and most importantly, hope for the nation in this terrible time. Even with their numbers, weapons and the status of the President, it has not been an easy trip. They have been ambushed more than once. Places they thought would have been good stopovers turned against them, either by armed gangs with no respect for authority, these so-called new religions agitating against legitimate secular authority, and even pursuit by a rogue general who had claimed the presidency for himself. The president mentions that he has a small rear guard covering their travels, and to expect them to show up in the next day or so, and give them the same welcome and courtesy that you have given him.

The president (or his aides) will be happy to answer more questions later, but for now they are just looking for a large, secure location to sleep, get some food and do some needed maintenance on their vehicles. For security purposes, they can't split up the group, so they will need a largish structure to themselves for the time being. The president and his entire group number about twenty-five, mostly men, but with a few women in uniform as well. A few of them may have an aura indicating magical potential or ability, if anyone can sense this. And that will pretty much be the only thing that happens on that front for the day. News of the arrival will spread like nobody's business, and over the next week or so it will be the only thing that is dealt with in terms of community business.

The trick is, the whole thing is a sham. Everyone, and we mean *everyone* in the entire presidential motorcade is part of it. No one is who they claim to be, though there are some genuine soldiers in the group. What the "president" and his cronies are up to is the wholesale fleecing of every community they pass through, a con game of legendary proportions. Using the aura of the presidency and lots of promises, they acquire as much loot as possible, and about the time they wear out their welcome or the locals get suspicious, they pack up in the middle of the night and head for the next town on their list. Where the adventurers live will be something like the fourth town or city they have done this too. The president's "rear guard" is a day or two behind just to discourage the residents of the previous town from coming here to warn this town or city of the scam.

By this time, the con men have their story down to an art. The president, vice president and aides do all the talking, and the guards simply deflect all questions to "official channels". The president's group will need to be fed, and it is left to "local government" to convince the populace to chip in towards this need. Similarly, local residents and sources are used to find vehicle parts, fuel, tires and so on. Someone is detailed to try to set up a "radio station" if the community has the talent and assets to create one. This centralizes all the working radio electronics in one place, so it can be sabotaged when the con men leave town. One of the aides is a marginal mage at this point, and uses his talents to be more persuasive and sense doubt in the people he talks to. Give him 2d+1, reduced by the Fate of anyone he talks to. The remainder is a subtraction from the Awareness of whoever he is talking to. This reduction in "critical thinking" makes it much more likely that his glib explanations will be accepted by the target of the ability, and even if they have doubts later, they will remember that he seemed pretty convincing at the time.

This is not a huge effect on anyone with a godspark, since these people will have a Fate of at least 1d+2. So, the con men will also try to take this into account, trying to keep any mages busy doing things that keep them occupied elsewhere.

How will it end? There are a few ways to cover the next few weeks. The first is that the con men succeed. One morning the town wakes up to the rumble of departing trucks, loaded down with fuel supplies, and anything else of value the patriotic community had to offer. Or, adventurers could get suspicious and start finding holes in the official story. This could be dangerous for the adventurers. The con men have killed before to keep their secret, and are willing to do so again. Or maybe someone from the previous town they victimized *does* get through to town, running into the adventurers first. Maybe with a mortal bullet wound, maybe pursued by the "presidential guard", who would claim he was a "dangerous terrorist" or "traitor", and they would be very interested in anything he might have said to the adventurers before he expired. The size and organization of the con men's group is meant to make it difficult to impossible to directly confront them. Even with reduced weapon efficiency, there would be a lot of casualties, and the con men are counting on townsfolk not having the stomach for a pitched battle. Their eventual goal is to find a place they can dominate by force and claimed authority, dropping the presidential guise and operating as their own little fiefdom. They haven't *quite* amassed the resources they need yet, and are still looking for a community that *wants* a strong hand to guide it and will *welcome* them as that strong hand.

Experience: Normal EABA experience guidelines apply. In addition to this, there is a special +2 "devious" bonus done by secret vote, with the winner being the player who gets the *fewest* votes. What it means is that during downtime between day 30 and day 100, that adventurer has managed to find food that they *didn't* share, found a training resource that they *didn't* tell anyone about, or was secretly shirking some group or community duty in order to devote time to a personal pursuit. Whether or not there are personal consequences of this is up to the gamemaster, but the +2 experience is the equivalent of hundreds of hours of labor. Instead of experience, the gamemaster can award some sort of in-game resource that the adventurer has been sneaking off to negotiate, bribe, steal or otherwise get into their possession. This should not be a game-imbaling item, but it should be useful and still be around at the start of the next segment. Both of the adventure ideas presented here also have the potential to give one or more adventurers a new Enemy, something they will *not* get points for, but which may show up to haunt them at a later date.

▼ **DOWNTIME** - Between the longer adventure segments (any gap of three months or more), there is opportunity to gain experience from teaching yourself, job experience, or paying someone to train you. Some of this may be subject to gamemaster approval, or may involve some role-playing just to get a teacher of "skill X" to take you on in these troubled times. The gap between the day 30 and day 100 segments should be worth 1A or 1S of experience players can allot any way they want.

Experience gained during downtime at any point up to the start of the "Warp plus 3 years" point is only at the standard rate of 1A or 1S per three months, *unless the adventurer is willing to take some risks*. This could be doing a riskier job, doing something edgy to pay for training, or pushing yourself too hard to acquire the knowledge or experience. In the first few years after the Warp, adventurers are assumed to be working full-time at surviving, but do not *have* to put any time-based experience gains towards survival skills. What it does mean is that gaining 1A or 1S per three months is really all they have time for outside their daily survival-based activities.

The way gaining *extra* time-based experience works is simple. You can get +1 or +2 experience per three months, in blocks of three months (2 or 3 experience for three months instead of the normal 1 experience). However, for each block you want to do this in, you have to roll 2d+0. If the roll is *less than twice* the *total* experience amount for that three month period (4 or 6), the adventurer suffers some sort of mishap. This can range from no effect to permanent loss of body parts! And it does not matter *what* skill or Attribute you're working on. You could be studying history in an old library, slip on something on your groggy way out the door and land eyes-first on some rusty nails! Fate *cannot* be used to modify any of the rolls associated with this process. *You roll the dice and take your chances!*

So, if you want to go this route, you announce the intent to the gamemaster and *what* you are going to be applying the experience to. If the gamemaster approves, you roll the dice for each block of three months that you push things in, and see what happens. If you fail a roll, roll 2d+0 again and see the following table. Any result requiring major medical care means the adventurer gets no income for that period (it goes towards medical bills), *and* they also have to cover any normal expenses. If they don't have the money, they have to sell off possessions (at half value) to pay the bills.

Failure result (2d+0)

- 2 **Partial blindness.** It's all fun and games until someone loses an eye. *In this case, yours.* Count it as a Weakness on Awareness for perceiving anything to either your left or right side. Lose another one and you will be completely blind (obviously).
- 3 **Lose part of a major limb.** Like a hand or foot. Gain no experience. Take a Weakness on one of your limbs. This can affect Strength or Agility for an arm or leg, and leg injury can also be a Weakness on Health for movement purposes.
- 4 **Severe stigma.** Something you did pissed off a person or group to the extent that you now have a new, minor Enemy in the campaign region. This could be an external foe, or a rival or opponent without whatever group you might belong to. You get no points for this, but you do get the experience for the training period. This Enemy can be bought off with experience. The gamemaster can also use this result to upgrade an existing Enemy.
- 5 **Social stigma.** Your work on personal projects turns into an obsession, causing whatever you have in the way of a social life or contacts to suffer. Your income suffers as a result. Gain the experience, but you only cover expenses with your income, and acquire a +1 difficulty in dealing with the leadership or membership of any group you are part of. Count this as some sort of Personality Trait. This penalty can only be removed through experience the gamemaster gives for that specific purpose. That is, you have to role-play your way back into people's good graces.
- 6 **Burnout.** You only get normal experience and income (no bonuses) and you cannot push things in the next block of time.
- 7 **No effect.** A close call perhaps, but you skate by. *This time.* Gain the increased experience.
- 8 **Work yourself absolutely sick.** Gain normal experience (no bonus), but count the period as one requiring major medical attention.
- 9 **Disfigurement.** Like a finger or a few toes or a chunk of an ear or a couple of teeth. It is a permanent, identifying disfigurement, but it can be magically regenerated if you can find a healer and the money. Gain the experience and hope it was worth it.

Failure result (continued)

- 10 **Breakdown.** In pushing yourself, you also pushed your gear. Gain the experience, but your most valuable or useful pre-Warp item breaks down in a non-repairable fashion. The gamemaster can decide it is your most valuable post-Warp possession instead. If your most valuable possession is a place to live, you manage to cause serious damage to part of it (like blowing up a room while concocting explosives or a spell botch gone really bad).
- 11 **Suffer a crippling injury.** Gain no experience. Take a Weakness on one of your limbs. This can affect Strength or Agility for an arm or leg, and a leg injury can also be a Weakness on Health for movement purposes.
- 12 **Lose a major limb.** *All of it.* Your choice. Gain no experience. Count this as a -2d Weakness on use of an Attribute that requires two arms (or two legs).

▼ **Note** - The point of these rules is to give adventurers in the early stages of a campaign a way to accumulate enough points for a spell or skill or Attribute increase in the between-segment intervals, if they are willing to take a major risk to do so. With magic, all of the potentially damaging results can be recouped (even the lost limbs), though it might take years to find someone who can do the healing. These side effects can also be used by the gamemaster to generate interesting events for the next adventure segment. For reference, the percentage chance of failure is eight percent for the +1 experience amount, and twenty-eight percent for the +2 experience amount, and on a failure, there is a about a twenty-eight percent chance of permanent or disfiguring injury of some kind.

▼ **SPELLBOUND** - Adventurers and anyone else whose background has had them touched by a lesser godspark are the first mages. At first, this is simply raw power and the knowledge that it can be used, but no real idea how to actually turn any projected mana into any sort of measurable effect. The adventurer knows they have "something", and a curiosity to develop it, but no idea what they are going to get for their effort. This will require at least 5S for a +0d skill roll in a particular spell at the low end of one of the spell hierarchies. And since the adventurer does not know what they are doing, the first spell they learn will be a random one. Roll 1d+0 on the table below:

Roll	Spell
1	Chill
2	Fireball
3	Blind
4	Push
5	Shape
6	Daze

The gamemaster can make substitutions or additions to the list if they wish. For dramatic effect, the adventurer probably cannot invoke that very first spell effect without an extreme stress situation to precipitate it, and they will also count as using Fate for luck purposes to push the effect by an extra +1d. This means that the adventurer will have at least a 2d+2 raw effect, plus any bonuses that might be inherent to the spell. This first burst of magical power should be a giddy, uncontrolled outpouring of mana, unfettered by the need for things like skill rolls for the first three or four uses. After this first, probably surprising manifestation of power, the adventurer will be able to cast the spell at will (if they make their Sorcery roll), at least until they discover the problems of spellcasting stress. After the first three or four uses of their spell, they will be feeling this tension, but not be sure of exactly what it means. *It does make them uneasy, though.*

The very first spell learned by an adventurer may need to have modifiers on it to make it reasonable to cast. This can include extra time, gestures and so on. Since it is unlikely that the adventurer will have an average Sorcery skill result of more than 9 or 10, that means the modifier total in their particular version of the spell should be in the range of 15-20. The player should have some choice of the actual modifiers, but the gamemaster can impose any they wish as well, at least for this spell and maybe the first few others the adventurer learns.

▼ **GODZOMBIES** – The myriad divine sparks of the First Causes came to rest in any host that could support them. The problem is that the sparks sometimes did not let go when the host died. Animated by the fragmentary essence of a First Cause, the body would continue to function even after damage or privation had caused its death. Starting off as fresh and mostly lucid corpses, gradually becoming sinewy, insane husks, the godspark of the First Cause both gives the body animation *and* prevents the soul of the person from going to its eternal rest. This is a living death that drives the person insane. Godzombies act in some bizarre combination of murderous mindlessness, normal activity for that person and a suicidal disregard for their own safety. They hate the living, they want to be killed, and yet they are compelled to act in some twisted semblance of who they were in life, with agonizing moments of lucidity and remorse in an otherwise unending sea of madness.

EXAMPLE: A godzombie who was a taxi driver might push a taxicab down the street, stopping only to kill someone who gets too close, throw their body into the cab, drag someone else's body out, take a fare from their wallet and then go back to pushing the cab.

Maybe two or three casualties in a thousand will become godzombies. So, if you assume a thirty percent casualty rate in the first three months after the Warp, then for each thousand people in the *pre-Warp* population there will be one godzombie three months later. Conditions in some areas may make them more likely. They are not common, but this does not make them less dangerous.

Godzombies can be permanently killed by taking a total of -3d or more in impairment to the head *and* the heart (a +6 difficulty called shot), with at least one of the -1d or higher damage thresholds crossed for each. Other damage is dealt normally and the godzombie can be temporarily incapacitated by it, but eventually will completely regenerate unless the pieces are physically prevented from coming back together. Bear in mind that the pieces may be squirming piles of putrefied flesh and it might be a hard(11) Will task to actually touch or deal with these wriggling bits. Not being alive, godzombies are never stunned, knocked out or suffer bleeding, exhaustion or any other problem or penalty associated with being alive. The only reason they take effects from combat damage is the mechanical disruption it causes to their ability to move.

In general, godzombies have an Agility and Awareness like they did in life, an extra +1d Strength, and a Fate of 1d+0. Will and Health are irrelevant. Will can be considered as infinite, and Health as zero (Hits and optionally, hit brackets are based only on their Strength). Normally, their movement rate is 2/4/6. Any skills they had in life are reduced to +0d.

A handful of the godzombies will by accident or force of will be somewhat more lucid than the rest, or may by chance destroy another godzombie. Those who do attract the godspark of the now defunct godzombie, becoming more powerful and more lucid. In time (a decade or so), the most powerful of the godzombies will become the first Lich Lords, extremely powerful undead who are quite lucid and utterly insane, with the fragmentary personality of the original person, and perhaps dozens of godsparks from several different First Causes, enough so that the lich might actually be doing the work of a particular First Cause, or more likely is making its own demented plans that stem from the combination of personalities involved. Liches have the more powerful version of the Unsouled Trait, and take -2d effect from any sort of damage (including magical effects).

A lich needs both heart and mind intact (even if dried and shriveled) in order to survive, just like a godzombie, but a lich can remove its heart and put it someplace safe, allowing it to regenerate even if the body is completely destroyed. However, the heart cannot regenerate when separated from the body, so the lich runs the risk of having someone else gain control of the heart. Legend says the heart can be kept anywhere, but in truth the psychic link to the heart can only be maintained over a few hundred meters, so the lich will always be fairly close to their heart. A secure, secret, magically shielded vault is the normal place a paranoid lich would keep it, though some simply make an armored box for it and put it back in their chest.

▼ **WARP PLUS 1 YEAR** - In addition to anything else you tell them, read the following to the players:

"It has, without a doubt, been the worst year of your life. The only consolation is that you are alive to complain about it, a kvetching that at your best guess, is possible for something less than one out of ten people. You've lost twenty percent of your body weight, but gotten half of it back in wiry muscle. You've learned to eat things that would have made you retch a year ago, been so tired you slept like a baby even on a bed of rocks, burned a briefcase full of hundred dollar bills to stave off hypothermia, and seen, done and been things you would not have believed possible. If it's all a nightmare, it's one you're apparently not going to wake up from."

"Society is if not rebuilding, at least not crumbling any further, and coming to terms with the new reality. There are actually jobs, and money, though people don't trust the money very much, and prices for everything are exorbitant. If you actually had to pay rent, you wouldn't be able to afford to eat. You saw a real train come into town two months ago. You thought the steam whistle was a warning siren and showed up at the train station armed and armored. You felt a little embarrassed, until you realized that half the people there had done the same."

"Some of the old churches are the new churches, or temples as the High Priests prefer they be called. The True Believers are still out there, trying to blow up High Priests and assassinating the worshippers of the new faiths, but their numbers are dwindling."

"It was the worst year of your life. But it's over. And new year has begun. And your new year's resolution is to survive long enough to complain about it next year..."

The Warp plus 1 year point is the start of the mid-campaign. It's the same world, but the chaos is settling down, and different sorts of adventures will be the norm. Instead of simple survival, adventures might center around the gaining or preservation of knowledge, accumulating wealth or power, or preventing others from doing the same. There are secrets, which means espionage and intrigue. Places once inaccessible are now reachable, which means exploration. All of these prospects have potential dangers and risk, and long-term effects that can resonate through the rest of the mid-campaign and even into the late campaign.

If new adventurers are created for the mid-campaign, they are done based on the early campaign number of points, plus 20\$. Of the skills that were only allowed from a table choice or random roll, the adventurer can have up to +0d skill in any of them they want, and +1d total in one of them. A mid-campaign adventurer is still going to be urban, suburban or rural for their origin, and this is rolled based on where the mid-campaign center of activity is. The list of skills is below:

Rural skills	Urban skills
Scrounging(Woods)	Scrounging(Urban)
Brawling or Wrestling	Martial Arts
Archery	Melee weapons
Swimming	Carousing
Longarms	Pistols
Equestrian	Mechanic
First Aid	First Aid
Fishing	Camping
Running	Running
Area Knowledge	Area Knowledge

Mid-campaign adventurers may choose and purchase one of the random Traits on [page 3.3](#), but do not get the free random benefits on [page 3.4](#). Starting wealth and goods will be 1/32 the normal amount, with the exception that they are assumed to have an average quality place to live within the campaign area. Even with the number of flooded, collapsed and burned buildings, there are still half a dozen empty homes or dwelling units for each one with an occupant. However, *all* the places to live with running water or other useful features have been taken. Starting mid-campaign adventurers may purchase up to three spells if they have a godspark, and may have a starting Fate of up to 2d+0.

WarpWorld^{v1.0}

Things will be chaotic and survival oriented through the end of year 1, but at the end of the year, the first glimmer of recovery and renewal will be seen. Poor as it is, the first post-Warp harvest will have come in, and there will be muted celebration and thanks for whatever bounty there is. The first post-Warp births are the start of a new generation, and those who have lost loved ones have dealt with their grief as best they can. Rudimentary manufacturing, trade and commerce occur in some places, and barter or economies based on precious metals have started up. The first signs of perils to come are there. Entities that will soon become the Lich Lords are gaining power, the Arch-mages are starting to encounter each other and preapring to engage in open warfare, and the nascent Rail Barons are spreading like an infection along the nation's rail network. But none of these things have happened yet. There is a cautious euphoria at the end of year 1, a "*we're going to make it...I think.*" feeling among the otherwise grim and grizzled survivors.

And grim and grizzled they are. In the past year, anyone still alive has seen nine out of ten people on Earth perish to violence, disease or privation. In gameterms, if you assume the average person has an Awareness of 2d+0 or 2d+1 and no useful Scrounging skill, it means that they had a Scrounging roll of 1d+1 at best. They have little chance of making the day 10 roll and *no* chance of making the day 100 rolls on their own. These people *will* starve or die of exposure or disease on their own. In groups of say eight people, they could manage a 1d+1 roll against a difficulty of 4, making it possible to succeed the day 10 roll, but impossible to feed everyone, and they still cannot make the day 100 roll. Rural populations, with higher numbers of hunters and closer access to natural food sources, will fare much better, but many will still succumb. Without some quick learning or outside help, the unskilled urban population simply will not survive unless they have situational modifiers in their favor. This means that unless they are willing to give up and die, they will throw their lot in with *anyone* who can provide them clear water, shelter and enough food to stay alive.

There are two possibilities that devolve from this. The first is that they fall under the sway of the strong and the brutal, who use refugees as a disposable resource. They are put to work combing ruins for food, roughing up other refugees and taking their stuff and generally acting as predators. The most successful of them get the most food and best spoils, and the least successful starve and die unmourned, with everyone in between engaged in cutthroat competition to get themselves higher on the food chain. As salvagable or stealable food disappears without new imports, the situation will become even harsher, and in some areas people will even become cannibals.

The other possibility is that semi-civilized groups with some small surplus of resources or efficient management of a dwindling supply might become "invitation only" communities, barricading themselves in a particular building or block. If you have a skill that is worth the cost of feeding you, you're in. Not your friends, not your brother, probably your wife or husband, but only if they are willing to work their fingers to the bone and you are willing to share your resource allotment with them. These groups, if they survive the lean times, will develop agricultural and animal resources that while initially distasteful, will ultimately be their salvation. We're talking guano-fertilized rooftop gardens, breeding of disease and toxin-free rats, wing-clipped pigeons kept like chickens, and so on.

These two groups will certainly come into conflict. *It's just a matter of when, and who wins.*

To look at it from another perspective, many cities are effectively deserts. Without a constant infusion of outside resources, they are a wasteland. Without the castoffs of society, even resourceful creatures like rats will find themselves going hungry (but not until they have gone through the supply of human corpses). An area like Manhattan Island might only have enough renewable natural resources in the first year to support a few *thousand* people, and that will only be after those people develop the skills needed to exploit an ecosystem of rats, squirrels and pigeons. This is compared to its current population of about a few *million* people. Eventually, rooftop and parkland farming, coastal fishing and transport will allow many more people to live there, but that won't be for years. In the meantime, the other 99.9% of the population will have to leave or starve. *Or be killed.*

▼ **MID-CAMPAIGN NOTES** - The increased stability and attempts to rebuild society will bring change, some for the better, some for the worse. The mid-campaign will be broken into four segments:

Segment 6 (post-Warp year 1) - Lasts 2 months

Segment 7 (post-Warp year 3) - Lasts 6 months

Segment 8 (post-Warp year 10) - Lasts 1 year

Segment 9 (post-Warp year 30) - Lasts up to 3 years

You can read between the lines on a lot of the following topics to get ideas for short or long-term adventures. After these topics, we'll get into some details for each of the segments.

▼ **THE ECONOMY** - Nothing approaching a true cash economy will reappear until at least year 1. There *will* be token-based economies on a local scale, where a group will issue work chits that can be traded in for food or supplies from group supplies, but these are useless outside that group.

Two sorts of widely accepted currency will eventually evolve. The first is a regional equivalent of the work chits. If a group becomes prosperous or a force to be reckoned with in an area, then its chits will eventually gain acceptance by people outside the group, as long as people know they can turn them in for resources from that group's supplies. It is only a short step up from there for people to begin assigning intrinsic worth to the chits themselves, trading them to each other for goods and services without ever dealing with the group that issued them. How well this works out depends on how well the issuing group can deal with possible counterfeiting and whether or not they keep a firm rein on how many chits are out there. In the end, the value of the chits is what people *think* they are worth, and this perceived value drops by about half each day's travel from the center of the issuing area, or for each area passed through that has its own competing chits. This means the chits will retain their value longer on well-maintained travel routes, maybe even a few cities down the line for areas regularly travelled by rail.

If people think that there are lots of counterfeit chits, or that the issuer of the chits is making too many of them, chit holders may start demanding the value of the chits directly from the issuing group's reserves, the equivalent of a "run on the bank". Failure to meet such a demand will likely topple the whole system, usually violently. This will happen of its own accord in many instances. In others, it will be used by an outside enemy to destabilize a foe too powerful to confront directly. Either case is a good long-term adventure plot.

The other currency is precious metals and to a far lesser extent, gems (since the average person can appraise them even less than they can gold and silver). Gold and silver will be the most common, but there may also be exchanges in platinum or rare industrial metals like palladium. The general exchange rate is going to be about 50 Credits per decagram for gold, and .5 Credits per decagram of silver. A decagram is 10 grams, about one-third ounce or one-forty-fifth of a pound. As soon as it becomes practical to do so, unscrupulous individuals will be stamping gold or silver-colored jewelry "24 carat" or "sterling silver", pawning it off as the real thing in exchange for goods of real value, and then hightailing it out of town before the scam is discovered. Summary executions and prominent display of the bodies will be the only deterrent that seems to work (if an adventurer is in law enforcement, will they carry out such a sentence, or choose to lose their job instead?)

Coins will be minted in gold and silver decas, with smaller denominations of half-deca and quarter-deca. A silver quarter-deca is about the size of a United States dime, and is the smallest unit of precious metal currency. Half-decas are about the size of a United States quarter, and decas are the size of the old United States half dollar. United States silver coins in these denominations (from coin collections) will be accepted as their equivalent deca value. Some areas only have full deca coins, but they are indented with a cross-shaped pattern on the back, allowing them to be broken into half- or quarter-deca pieces. A quarter-deca piece is a "bit", so "two bits" is the same as a half-deca. Quarter decas are accorded slightly less than their actual value.

Currency	Value
Silver quarter-deca(dime)	.12 Credit
Silver half-deca(quarter)	.25 Credit
Silver deca(half-dollar)	.5 Credit
Gold quarter-deca	12 Credit
Gold half-deca	25 Credit
Gold deca	50 Credit

The **WarpWorld** equipment list gives all prices in normal Credits, which the gamemaster can adjust for scarcity and convert to decas as desired to add flavor to the campaign.

Time	pre-Warp food	post-Warp food	pre-Warp machinery	post-Warp machinery	pre-Warp weapons	post-Warp weapons
year 1	x50	x3	x20	x5	x20	x20
year 3	x20	x2	x15	x3	x10	x5
year 10	x5	x1	x10	x2	x5	x2
year 30	x1	x1	x7	x1	x3	x1
year 100	n/a	x1	x5	x1	x2	x1
year 300	n/a	x1	x3	x1	x1	x1

▼ **Note** - Yes, we're aware that the United States will *still* be in an ounces and pounds mindset in 2010CE, but we can say for game purposes that something more unbelievable and improbable than the Warp itself happens and post-Warp measurements are all based on the metric system...

Precious metals that have not been converted into decas recognized by the seller of a good will likely only be accepted at half value. Governments buying precious metals to convert into decas will buy at three-quarter value, and there will be lots of speculators dealing with percentages in between until most of the available "found" metal is either in the hands of those who value it as raw metal or jewelry, or governments who have turned it into cash.

Even the precious metals market is going to be subject to wild price swings on occasion. Someone will *eventually* manage to break into Fort Knox, which holds several thousand tons of gold, enough to destabilize the entire North American economy if it all hits the streets at once. For game backstory purposes, the area the fort is in will become a border and sort of no-mans land between three competing factions, none of whom want the others to get the gold, and none of which are willing to split it two ways with anyone else. All three have permanent guards over the vault and are ready to go to war over the matter.

Those who managed to steal or otherwise acquire large amounts of gold in the immediate chaos of the post-Warp environment will be well situated, provided they can defend their wealth.

EABA

The other problem with gold is that it is a purely natural material, and can thus be created with magic. This is a self-limiting problem. All matter created purely from the ether or through magical transmutation is a metastable phenomenon. All such creations or transmutations can be reversed by non-mages, if they know the proper method for that material. For gold and silver, scratching it or otherwise causing damage is sufficient to make it revert to original form (so melting it is out of the question). So, rituals will develop around this once mages discover they can make funny money, and people discover that mages can do this. Rapping a coin on a metal bar or the pointed end of a nail becomes a normal way of saying "my money's good".

Once currency of any abstract kind becomes established, it becomes possible to use the prices in the equipment list in something other than a bartering fashion.

Before year 1, there is no economy other than theft, appropriation, extortion and barter, if you can call that an economy. At year 1, the notion of "price" is actually meaningful enough to start assigning numerical value to things.

From the end of the day 100 segment to the start of the year 1 segment, assume there will be two periods of three months in which adventurers can gain experience from self- or other training, and adventurers may also have managed to find positions that will generate the equivalent of income. If they have full-time income, use the highest full die in the roll and assume the following *monthly* income. If you are employed only on a part-time basis, you are spending about half as much time working, and make only one-third the listed amounts.

Skill roll	Monthly income
0d	50Cr
1d	150Cr
2d	600Cr
3d	1400Cr
4d	2200Cr
5d	3500Cr
6d	5000Cr

Modifier	Adjust skill roll by
Demand < supply	-1d
Demand > supply	+1d

EXAMPLE: If the best you can manage is to go on organized scrounging parties and you have a 2d+0 Scrounging roll (about the same as anyone else who has survived this long), then you have a skill where you can be easily replaced and the demand is less than the supply. Your income will be at the 1d level, or 150 Credits a month. If you are a mage who has a skill that is *highly in demand* (more so than just being another person with a weapon), then if your spell roll is 2d, your income will be at the 3d level, or 1400 Credits a month.

▼ **COSTS OF LIVING** - In this case, literally. As mentioned, no one really has to pay any sort of lodging expenses, there is plenty of clothing to go around, and gadgets and gizmos are worthless. Weapons, armor, and anything paid for training are all *optional* expenses. So, for a while, the main living expenses are going to be food, medical care, and protection. Remember to adjust any base prices mentioned in this section by the multiplier for the type of item and when it is bought.

Food: The base cost to buy food for one person for one month is 100 Credits. This is subsistence-level food, whatever will keep body and soul together, and what is cheapest in any given week or season. Doubling this to 200 Credits a month gives you the luxury of being pickier, getting a few nice things or luxury items on occasion, or paying someone else to cook once in a while (restaurants and street vendors will eventually re-open, but never, never ask what that meat-on-a-stick is), and anyone spending a base cost of 300 Credits a month or more is certainly eating well and has few limits on their menu options. Note that all of these costs are *base costs*, and will be modified by the type of food and the particular post-Warp time period. Remember that some areas may have a much better supply of a particular type of food.

EXAMPLE: At the start of year 1, the minimum subsistence diet of post-Warp food will be 300 Credits a month (base of 100 Credits, x3 multiplier for year 1). Individual pre-Warp food items will be fifty times the normal price (20 Credits for a candy bar!).

If you are employed full-time, you do not have time to do *any* scrounging or hunting or fishing for food. Your food needs *must* be met by income. You can still spend extra time doing training, which can be done in shorter increments of time, or after dark. If your money is insufficient to cover food expenses, you'll take damage as though you failed one of the Scrounging rolls below, adjusted (round up) for the amount of money you are lacking from the subsistence level.

EXAMPLE: If you are making 150 Credits a month and have 300 Credits a month in food expenses, you will take half the damage below, rounding any fractions up.

If you are employed part-time, you can make a general Scrounging roll for each month at difficulty of 8, adjusted by location and season. If you fail, you take 1d+0 lethal Hits. If you make the roll, you manage to scrounge up enough to stay fed, and enough to recover 1d+0 of any Hits lost to your previously failed rolls. Remember, this aggregate roll represents your *overall* success and circumstances. Remember that if you have the tools and a weapon skill or a skill like Fishing, you can usually get a complementary skill bonus on the Scrounging.

If you are not employed at all, you can make the same sort of Scrounging rolls, but at a base difficulty of 6.

Remember in all these cases, there is no safety net aside from your personal contacts. If you can't make enough money to feed yourself, or can't find sufficient food, you'll slowly starve to death, or do something desperate to get some food that will get you killed by someone better fed and better armed than you. A measure of how friendly a stranger will be to you depends on how well fed and secure you look. If they don't think you are likely to kill them for their food, they will be a lot more hospitable than if you are scraggly and obviously starving.

Even religion is not a sure cure for starvation. The Causes are going to be somewhat choosy in who they accept into their fold, though not so much as in the late campaign. Those who are in area where a High Priest can make the difference between survival and starvation will have plenty of people willing and ready to prove their devotion. If you pass the basic interview and make it into a probationary period, you'll get fed based on the income from use of one of your skills. That skill is assumed to be in low demand, and will be a skill determined by the High Priest or Priestess.

EXAMPLE: If have an IQ of 160 and three Ph.D's, but the High Priestess thinks you should be out turning compost, then you will get an "income" based on your *Strength*, and fed based on the amount *that* income would buy.

After a probationary period of a month or two, successful applicants will be accepted into the fold with some ceremony. While those who are highly valuable to the new faiths will be readily accepted, those who are only marginally desirable will be worked nearly to death to test their perseverance and faith. Those who work in the service of the Cause *without* any guarantee of eternal salvation, who have the will to toil at something they *detest* until they literally drop from exhaustion, *those* are the ones that will be joyfully accepted into the fold and often become the most fanatical of the believers. If adventurers are in this position, the gamemaster *should* roleplay the situation out, but a Challenging(9) Will roll or a few Average(7) ones could represent the hardships involved. This is sufficient to weed out a lot of the weak-willed, but not so onerous as to drive away the truly devoted.

The ones who work until their blisters have blisters, *still* go to sleep hungry, and say "f*ck this!" and leave, those are the ones the faith can easily do without.

Once accepted, work within the temple will still be at virtually zero real income, but their skill may be reassigned, and they may shift to a normal level of payment for purposes of income as compared to living costs. It is worth mentioning that almost all of the early temples will have incentive programs. Bringing new, *highly qualified* people into the faith gets the "recruiter" brownie points in terms of real income, luxury items and the like.

Pre-Warp food starts becoming a liability somewhere around Warp plus 10 years. Even well-packaged dry goods will be past their expiration date, and canned goods may start to be a risky proposition, though they should *technically* be good for far longer. By year 30, there is actually very little pre-Warp packaged food of any kind left, and what there is will be questionable at best. Post-Warp food is scarce at first, but after a few years production matches demand and prices stabilize, with local variation based on weather and warfare and crop yields.

▼ **Note** - Keep in mind that food prices are something that will have to be dealt with if adventurers are travelling. If they do not halve their travel rate by foraging (assuming this is even possible), then they will be spending cash each day to acquire at least subsistence fare. Prices at inns or rest stops or restaurants will be about triple the normal food cost. This cost can be offset by the business and social opportunities that can be had in gatherings of people in a friendly atmosphere and should be seen as a cost of business. *If you're looking for work, but you have to camp outside of town and hunt rabbits for stew because you don't have any money, you can't be all that good at what you do, now can you?*

Medical care: Doctors and other medical professionals are in as short a supply as any other particular skill, but the surviving physicians generally have it better off, since their skill is highly in demand. The higher effective income someone like a doctor has comes from the pockets of their patients. The exact cost of medical care will vary with area and the post-Warp date, but a reasonable guide would be 50 Credits for an office visit that only involves post-Warp supplies or medicines (bandages, sutures, herbal preparations). If it involves some sort of pre-Warp supplies, it will be at least double cost, and the sky is the limit. Minor surgeries will start at 200 Credits, and major surgeries run from 500 Credits to whatever. Costs will include post-operative visits sufficient to qualify as having a medical professional involved for healing and recovery purposes.

There will be a few mage-healers around by the start of year 1, and some of the High Priests and Priestesses will also have this talent. Prices for these services will be *double* that for conventional medicine. First, because it is faster. When you're healed, you're healed. And also with very little scarring or disability. Second, because any sort of major healing magic is going to build up spell-casting stress, and the healer-mage will not be able to do as much of it in any given day.

People who are employed full-time with any sort of reasonable community can get advances on their future income to pay for medical care that they do not have current money to pay, but the usual means of covering bills is to sell your stuff (at about half value) to other people in the community or to the community government itself.

Protection: You may have a place to live, but how secure it can be is another matter. If the adventurers live in any sort of community, some of their income may be taxed for community services. If you decide to live within the safety of a walled or fortified area, you will contribute some of your income towards the salaries of those guarding and maintaining those fortifications. If you are in a town that has created its own militia, local government will quickly institute taxes on goods and services in the area, along with things like tax collectors and enforcement authorities. Or, if you are in an area ruled by a warlord or gang, or which relies on a Rail Baron for its contact and commerce with the rest of the world, there will be fees exacted as part of this arrangement. The cumulative effect of these fees, taxes or tolls will range from 50 to 200 Credits per month, depending on the area and what level of protection is afforded by the payment.

Any money the adventurers have left after expenses are taken into account is their savings, which can be spent at the current market prices to buy stuff, provided that stuff is actually available in the campaign area. The gamemaster can simply declare that certain items are in such short supply that no amount of money will persuade the current owners to part with them.

EXAMPLE: At the end of the day 100 segment, an adventurer has landed a part-time job with a local community, using a 3d+0 skill roll at normal demand. This nets the adventurer 700 Credits a month. Of this, the adventurer pays 300 Credits for subsistence-level food, and supplements that with their own hunting and scrounging. They have no lodging costs, but do pay 50 Credits a month in various fees and taxes on the things they buy in town. This leaves them 350 Credits a month, and six months before the start of the year 1 mid-campaign (for a potential total savings of 2,100 Credits). The adventurer wants to buy a decent black-powder revolver, but the price multiplier of x20 means a 200 Credit pistol would set them back 4,000 Credits! So, the adventurer has to do without for now.

Other goods - Pre-Warp machinery (that still works) will be in high demand initially, but it will quickly become used and worn machinery. In combination with new items gradually being built from a post-Warp standpoint of materials and durability, the pre-Warp machinery will still hold a premium, but not as much of one as at first. A cache of unused or unworn machinery of a given type can probably get year 10 prices, even at a later time. Post-Warp machinery is scarce at first, as people relearn how to make the stuff, using pre-Warp tooling at first, and later on using post-Warp tooling, and prices for post-Warp tools and machinery will slowly drop. Small items will drop in price faster, very large items will drop in price slower (go down or up a row).

Pre-Warp weapons are more than ninety-nine percent of the supply at first, and of widely varying effectiveness. The price for weapons will go down as new, Industrial Era equivalents are built, but for the weapons which remain reliable or exceptionally useful, they will have a higher price for a very long time. However, the possible number of buyers will also decrease, since the pre-Warp weapons may need ammunition that is difficult to manufacture, and the weapons themselves have a chance of breakdown when using any sort of pre-Warp ammunition. Large weapons that are more difficult to replace in the post-Warp environment will retain their value better, while ones known to break down or be touchy will lose their premium faster (go down or up a row). Post-Warp weapons (or pre-warp weapons built at post-warp levels of tech) are very scarce to begin with, but they also cost less to begin with. As post-Warp tooling and craftsmen start making new weapons, prices will over several years drop to normal levels.

As far as these and other goods go, standard laws of supply and demand will apply. Areas rich in a particular good will have lower prices for it, while areas scarce in a good can expect to have premium prices. National laws regarding a good will also come into play. Adventurers in post-Warp England or Australia can expect firearms to be exceptionally rare compared to the United States. Even if *all* the military longarms and sidearms made it into the civilian population, the amount of weaponry and ammunition per capita is going to be far less. On the other hand, if your adventurers start the Warp in a war zone, guns and all sorts of military hardware are going to be extremely common, but resupplies of ammunition and fuel may be difficult to come by.

The rebuilt cars and tractors and gas-powered generators are already starting to break down by the start of year 1. Not many, but enough to be noticed. Hardened piston rings are wearing out, as are wheel bearings, finely machined transmission gears and overstressed hydraulic hoses. People still do not *completely* appreciate the changes that have taken place, that the higher tech the material, the more likely it is to fail under stress. Farm vehicles that might have reliably served for two more pre-Warp generations may only manage two or three more years of heavy post-Warp use (or a few dozen years of light or occasional use). It hasn't fully happened yet, but those who deal with these machines can see it coming. It will be many years before anyone has the resources to build new machines at a more reliable and lower-powered level of technology (like steam-powered tractors), but sometime in the next few years the tractor is going to be replaced by the horse-drawn plow, and those with foresight are looking at both the short- and long-term options available.



▼ **VEHICLE MAINTENANCE** - In game terms, the maintenance requirement for pre-Warp vehicles, engines or machinery is on the order of one maintenance interval for each 64 hours of use for durable engines or equipment, and each 16 hours for normal engines or equipment. How long this maintenance takes depends on the item in question, and even with the reduced number of working machines out there, maintenance supplies will quickly become the bottleneck. The usual Time level required for maintenance is the item's Hits plus 16, and for Atomic era vehicles, a supply cost of the item's Hits minus 16.

EXAMPLE: A tractor with 12 Hits would take a time level of 28 (16 plus 12) to maintain (4 hours) and have a cost level of -4 (12 minus 16) for parts (250 Credits). A gas-powered generator with 6 Hits would take a time level of 22 to maintain (30 minutes) and have a cost level of -10 for parts (32 Credits). So, the tractor requires 4 hours of maintenance for each 64 hours of use (each eight working days), while the generator requires half an hour of maintenance each 16 hours of use (each two days if run for eight hours a day).

Failing to get the required maintenance means the item takes 1 Hit (usually to the engine on a vehicle), which makes it cross the -0d damage threshold, with any appropriate effects. People won't realize this at first, and won't figure it out until the engine or item snaps a crucial part that is not readily found in local repair supplies. Once this becomes common knowledge, the vehicles or machinery are treated very gingerly and will be maintained *religiously*. If your life and livelihood depend on your *only* tractor remaining operational, you'll treat it like one of your children and defend it to the death.

The start of post-Warp year 1 also sees the zenith of the True Believers, and the beginning of the group that will eventually be known as the Forsaken.

▼ **TRUE BELIEVERS** - Those who retain their pre-Warp (western) religious beliefs will fall into two camps. Both sides will see what has happened as the first step in the fulfillment of an "end time" prophecy, usually the Biblical book of Revelations. The first group of believers will be the "turn the other cheek" type of people, who reject the Causes, and quietly and sincerely continue to believe in a god that is not answering their prayers. They will mostly eschew the use of magic, but some will accept it among the congregation of believers as a form of miracle-working. Their belief is that they will *eventually* be persecuted for their faith, and have to choose between denying their faith or being martyred for it. These people are prepared to be martyred, and are simply living as though on borrowed time, preparing to meet their Maker. They are generally no threat, are friendly, charitable within their means, and try by life and example to turn others from the "error of their ways".

The other group is more of a problem. They are mentioned in the Warp plus 30 days segment, but the re-opening of communication channels and the beginnings of new industry give their movement some legs. These people are generally referred to as "True Believers", though they may refer to themselves by other names. Their membership and origins range from white supremacist groups, fundamentalist denominations and unlikely religious alliances. Again, they believe that an "end time" is upon us, one that will last for several years, until the true and only God returns to sweep the world of unbelievers, lift the faithful into paradise, and hurl the world and its unbelievers into fiery eternal damnation. In the viewpoint of these people, anyone who is not a believer can either abandon their false faith and join them, or die. They are very much an "Us versus Them" kind of people, and it would not be inaccurate to refer to them as religiously motivated terrorists.

They play by no rules, and do not consider their foes to even be human. This teaching is drilled into their members, dropping their "reluctance to kill" down to a difficulty of 6 or less. At least for non-believers, who are all assumed to be damned anyway. The True Believers are very suspicious of magic, and assume anyone possessing it is tainted. But, that taint cannot overcome the purity of "true faith", and as long as a Believer mage is doing the work of the Believers and prays diligently for the safety of their own soul, their magic is usually accepted.

The various True Believer groups are a minority of survivors. However, they are a genuine threat in many areas, and even hold absolute sway over some regions. For campaign purposes, at least one of those areas should be dangerously close to where the adventurers are.

As we said, True Believers don't play by any rules. They have on multiple occasions pretended to be the more passive pre-Warp believers to gain access and trust, and then used it to launch devastating attacks. In a way, this is generating the persecution of the passive believers that they feared would come to pass.

The brushfire wars between the old and new believers will be a major event of the middle campaign. While they make some local gains and hold some sway in core regions for decades, on the whole the True Believers will diminish in prominence in a year or two. As current members perish, they will not be replaced by as many new recruits, and the survivors will become more fanatical and desperate. Assured in their own minds of paradise, they are not afraid to die for their cause, and lots of people are more than willing to help them with the dying part. By the time seven years have passed and no fire and brimstone has fallen from the sky to smite the unbelievers, most of the few True Believers who remain will quietly disappear into the hills and found insular communities whose primitive tribal descendants can be an occasional problem in the late campaign.

▼ **THE FORSAKEN** - At first, they will have no name, and will later have a variety of names, like the Unshriven, the Godless, or the Resistance. But eventually they will generally be known as the Forsaken. Their ranks come exclusively from those who do not follow *any* Cause, and most of them are mages. They reject the idea that the Causes are a supreme power and that mortals are merely their pawns. At first they simply seek to understand the nature of the post-Warp world and the Causes, but as they slowly come to understand that humans are really just part of the Cause's food chain (or an unequal symbiosis at best), the Forsaken set themselves a lofty goal: The dethroning or destruction of the First Causes. *God exists, and they want to kill him.*

This is an ambitious goal to say the least, and the Forsaken will not be even close to achieving it by the start of the late campaign, nearly three hundred years from now. *But, they have to start somewhere.* During the mid-campaign, they will mostly be individuals who lead otherwise normal lives, but doing their research and collecting information towards an eventual goal which they did not think anyone else was audacious enough to consider. Eventually, they will stumble across the traces of other people doing the same research and investigation, make tentative contact, and gradually form a web of like minds. Some will be paranoid and remain anonymous. Others will openly espouse their goal, and will usually get persecuted for it. Many will come to bad ends after challenging or summoning forces beyond their control. But by the start of the late campaign they have a good understanding of the theoretical underpinnings of magic as well as a few magical tricks unknown to the vast majority of mages. They have also collected a staggering amount of information on the Causes, Seconds and Heralds, and the current state of politics and infighting amongst them. If they cannot yet bring down the Causes, they can work in secret to turn them against each other and thus weaken them.

▼ **Note** - This is the *first time* that theoretical research into the nature of mana and magic has been undertaken. The Causes *are* mana, and use it as naturally as you or I breathe. But they do not understand *why* magic works, and have no curiosity nor mindset to want to know. This is the only advantage that the Forsaken might have in their work.

The Forsaken as a group do not become known to the Causes until about year 30, and by and large the Causes do nothing. To violently react to someone who wishes to bring down the Causes is to tacitly admit that this is *actually* possible. The Causes see themselves as omnipotent and totally inviolable, and even if any of them are secretly worried about the Forsaken (which is unlikely), they would never admit this to anyone else, even amongst themselves.

The Forsaken are not a formal organization. This is partially because its members have such varied views and viewpoints that getting them to follow a central lead is nearly impossible. Also, not having a central command structure makes it harder for anyone who opposes the Forsaken to decapitate its leadership. Rather, the Forsaken is a community of a shared interest and belief. Members often (but do not always) cooperate with each other and share information. Within a region, they may band together in local conclaves to pool resources for a particular task. Members who are influential or wealthy may operate clandestinely through third parties (like adventurers), getting someone else to do the footwork for one of their projects.

The general public will eventually become aware of the Forsaken, and through the influence of priests and devout politicians, the Forsaken will generally get a bad reputation. Many areas will consider it a crime to "be part of a group opposing the will of the gods for mankind", a general term that both allows individuals to follow a religion uncommon in the area, yet gives a convenient way to prosecute anyone advocating a "god-free society". Since the Forsaken will have no formal organization or membership, pinning this charge on a member is technically difficult. But if the accused cannot be vouched for by the priest of any religion in the area, the circumstantial evidence can be more than enough. Usually, a serious threat of prosecution is simply used to convince a Forsaken to move out of the area. People generally don't worry about the Forsaken, they just don't want them as neighbors. It doesn't look good in the eyes of your god to have such unrepentant unbelievers living amongst the faithful.

The Forsaken are both a long-term plot thread that can be introduced as soon as year 1, and a hook to get adventurers involved in a particular scenario (i.e. someone among the Forsaken hires them to do something for them).

▼ **STARTING THE MID-CAMPAIGN** - For most of the adventurers, it is simply a continuation of the early campaign after a six month break in game time. The gamemaster should let players know about the changes that have taken place in or around the campaign region during the past six months. Remember that adventurers can generally get 2A or 2S in this interval, possibly more if they are willing to take some risks. The 2A or 2S isn't much, but it can be enough to accumulate enough for an extra skill or Attribute level (mages will be itching to get 10A to raise their Fate from 1d+2 to 2d+0).

Information and rumors will be up to the gamemaster, but should naturally have something to do with the plots the gamemaster is working on.

Warp plus 1 year begins as mentioned several pages ago. This campaign segment lasts 2 months, which is enough for several short adventures or a few short ones and one major plot unfolding. The gamemaster can run this or other segments longer if desired, whatever gives everyone the most fun.

Long-term thoughts - For adventurers, any campaign is ultimately local. The action is where the adventurers are, wherever that may be. But remember that while the campaign is set in an Industrial Era level of technology, this doesn't mean primitive. Britain conquered and garrisoned India with an Industrial Era level of tech. The US Civil War was fought with an Industrial Era level of tech. The first people to reach the North and South poles did so with an Industrial Era level of tech. Napoleon marched to Moscow with half a million men at an Industrial Era level of tech. Of course, only ten thousand of them made it back alive, but that's another story.

What we're saying is that there is no place on Earth so remote that someone else can't come in from far away to make your life miserable. Just when adventurers think that they've got things sorted out, an enemy invasion fleet shows up on the horizon...

▼ **ADVENTURE: BRIMSTONE** - This is a set of events both in and outside the area the adventurers are familiar with, and can be tailored to the individual circumstances of the campaign. The idea is that civilization has clustered around areas of good resources and trade and agricultural production, with handfuls of loners and very small groups taking their chances in outlying areas. Everything else is mostly empty of people, simply stripped of anything useful and portable and then abandoned, or possibly haunted, godzombie-infested or otherwise exceptionally dangerous to the unwary.

These centers of civilization may or may not have regular contact with each other, depending on the geography, and generally do not interfere with each other's business. They will claim territory that they cannot defend and have no intelligence about, much like the states on the Atlantic coast of the United States originally claimed borders extending out as far as the Mississippi River. So, claimed borders often overlap, which is usually of little consequence in year 1. But, it can be used as a pretext for other action...

The territory adjacent to this one is currently held by a conservative military theocracy that calls itself Identity. They are a group of True Believers, and not the nice kind. Originally composed of a large number of white supremacists or anti-immigrational nationalists, they were quick to take advantage of the post-Warp chaos, and by force of arms and some lucky breaks managed a near monopoly on serious firepower within their region. At first, no one complained. Things were bad, but the major looting, rapes and murders that were all too common elsewhere were ruthlessly dealt with. This experience gave Identity a lot of casualties, but the survivors gained a lot of experience with the subtleties of which pre-Warp weapons worked well and which were dangerous and unreliable. They also gained some useful combat experience. As pre-Warp supplies ran out, things were not as pretty. They hoarded what they had for themselves and their families, and left everyone else to their own devices.

When the first High Priests showed up, Identity was as surprised as anyone else. But, when the High Priests were seen as both worshipping false gods and being a destabilizing influence, Identity soldiers acted quickly to snuff the problem out. They took some losses, but by this time they had also received a trickle of new recruits who had heard rumors of Identity's "new order". One of the recruits was a conservative firebrand preacher who called himself Joshua Brimstone. He is not quite an Arch-mage and not a Burnout, but he is a strong mage for his place and time, and clings to his sanity by force of faith and a little bit of self-delusion. He possesses a godspark that is an aspect of Enki, with elements of both trickster and teacher. Joshua thinks he has been given a divine mandate, and that the voices he sometimes hears are the temptations of the devil. His fiery rhetoric and clear mastery of power give him prominence among Identity, and after the death of Identity's leader in combat with a High Priestess of Anshar, Joshua stepped forward. He slew her in a magical duel, nearly dying from spellcasting overload in the process, but awoke to find himself the new leader of Identity.

Since then, he and Identity have been undertaking the "purification" of his region. Under the creed of "One Faith, One Race", anyone who fails to meet the requirements of faith and race is driven out or killed. Other faiths, High Priests and Priestesses have tried to gain footholds in the area, and have been ruthlessly exterminated. Even a direct divine intervention by Adad was only a temporary victory. Identity backed off, let Adad's High Priest set up a temple, convert a few dozen souls, and then Identity set off a truck bomb in front of the building during a worship service, killing everyone inside. They then hunted down and hung any surviving family members of the victims of the massacre.

Since then, things have been pretty god-free in the area, now renamed New Hope. There are two types of people living there: The passive, charitable type of believer, and the aggressive, militant type. Neither type approves of the other, but the passive type does nothing to actively oppose the militants, and the militants under Joshua's leadership do not believe that passivity is the path for the chosen, but will not interfere in the practices of those who clearly fervently believe in the same god as he does. He does require tithes of everyone living in the area, which goes towards funding Identity and its substantial armed force.

Identity has a handful of Korean War vintage military cargo trucks, a number of civilian antiques, a lot of M-14 rifles, and one restored WWII tank they found in a town square somewhere, stole from a collector or belonged to someone who joined Identity. Its ammunition is hand-machined, with both AP and HE loads. Its shells are crudely impact fuzed and fired with black powder, but they still pack a punch. They did have a handful of diesel APC's with rocket launchers at one point, but there was that nasty bit of divine intervention previously mentioned... Identity has as much raw explosives as they need. They manufacture guncotton and black powder in sufficient quantities to make shoulder-fired rockets (heavy, but fairly powerful), and drill in tactics to minimize their vulnerability when using them.

A few months ago, Identity representatives began showing up on this side of the border, with a bit of attitude and claimed diplomatic credentials. They sought "alliance" with local forces, but were turned away once it was clear that any alliance would require the expulsion of the "impure" and "impious". Since then, there has not been a lot of diplomatic contact, and not much travel between the two regions. There is a little bit of trade, but anything of a militarily useful nature isn't part of what gets traded out of New Hope. They're buying (at good prices), but not selling. The New Hope traders are also secretly taking detailed notes of the local defenses.

Now, at the start of year 1, some New Hope preachers are showing up in the area. Like High Priests, the Identity preachers have magical talent, though not of the same level. They do draw a few worshippers to the "True Church", taking clear advantage of local polytheistic religious freedom to insinuate themselves into the community. They have gotten just enough followers to make things politically difficult to kick them out. Identity might have even had some of their people move into the area months beforehand, just to be "new converts" to the new faith to give it more credibility. If the adventurers have any role in local government, the current suggestion is a motion that "no god may have a temple in the region unless governments espousing that faith allow similar religious freedom in their own areas of influence". But at the moment there are enough "True Churchers" to make things miserable in political terms if something like this were to be done. *At the moment.*

In the meantime, New Hope is doing an active but low-key recruitment of guns for hire. The pay isn't great, but food and shelter is guaranteed as part of the package. The package gets a whole lot better if you join Identity. Of course, there are the secret loyalty rituals before you're allowed in (a series of ultimately fatal atrocities against a helpless "impure" or "impious" captive). Pass that test, and you're part of Identity. Show a lack of nerve, and you're the test for the *next* guy...

That's all backstory, the past, things that have already happened in the past six months. The situation in the *present* is a little more tense. The New Hope government of Joshua Brimstone has delivered a quasi-diplomatic notice stating that they consider the presence of impure races and impious individuals following false gods to be a "moral outrage" and "threat to the security of the Identity nation", demanding that the impure be evicted from this territory, and that all false clerics be delivered in chains to Identity representatives for judgement. It is a clear threat, which the local government will never give in to, and Identity does not expect them to. Identity is planning an invasion, and they are just setting up a flimsy pretext for their "pre-emptive defense". Adventurers with any real History skill and access to a library can no doubt find similar tactics through the centuries.



"Brimstone! Brimstone! Brimstone!..."

Identity Soldier

Strength: 3d+0

Agility: 2d+1

Awareness: 2d+0

Will: 2d+1

Health: 3d+0

Fate: 0d+2

Notable skills:

Brawling: +1d

Short blade: +0d

Firearms: +1d

Notable Traits:

Loyalty to Identity(2 levels)

Notable Gear:

Knife(punch+0 lethal)

Rifle(2d+1)

This would be typical for a lot of Identity troops, young, fit, not exceptionally bright. They are in it for the glory and the booty, a way to make themselves important when they would otherwise have no skills to support themselves with. Elite units are a little brighter, more loyal and more likely to have body armor or magical support.

A few days or a week into the year 1 adventure segment, after players have starting making their own plans of things to do, spring this news on them. It will be the news everywhere in the area. Prices on everything double, immediately. Rumors start flying. But nothing happens for a day. Or two. New Hope has given the local government three days to respond, and it is only a few hours to the border. It would be less if the roads were clear, but there are enough collapsed structures that numerous detours are required.



Identity Mage

"It is not magic, it is a blessing..."

Strength: 2d+0

Agility: 2d+0

Awareness: 3d+1

Will: 3d+1

Health: 2d+0

Fate: 2d+1

Notable skills:

Tactics: +0d

Sorcery: +0d

Three spells: +0d

Pistol: +0d

Notable Traits:

Godtouched

Loyalty to Identity(4 levels)

Status(1 level)

Notable Gear:

Body armor(1d+0)

Knife(1d+0 lethal)

Pistol(1d+0)

Identity mages are universally religious, pious to the point of obnoxiousness when dealing with outsiders. They genuinely believe themselves to be blessed by the one true God, and spend most of their time practicing their abilities and genuinely seeking enlightenment on the best way to use these abilities. They are willing to kill and die for their beliefs. This does not make them stupid, but dealing with someone who considers their life less important than their military objective is different than dealing with regular troops who can be demoralized. Identity mages hold ranks of limited Status, and would at least be the equivalent of lieutenants. They would normally be under the direction of a captain, but *can* command troops under their own authority. Normally, an Identity mage is under the protection of at least a fire team (4 people) of Identity soldiers, at least one of which is more loyal and skilled than normal.

The local government is not populated with idiots. They may not have expected something quite so blatant from Identity, but they *have* been keeping an eye towards Identity territory and there is *no* major buildup of force at the border. The situation in New Hope is less well known. The travel freedoms of outsiders are strictly limited, but it is clear that New Hope has a pretty good army and the population either supports them or is too cowed to do anything about it. Among Joshua Brimstone's secret assets is that he has his own Prophet. Local people or outsiders hired to infiltrate Identity have never returned. Even the people sent to watch the infiltrators have never reported back in.

What is clear is that the Identity nation does not have as many "citizens" as its neighbors. They have evicted or killed minorities that other communities welcome, and though they have some genuine recruits and a lot of mercenaries, they are definitely outnumbered by all their neighbors. They are however, better trained and equipped. If there is a war, this isn't going to be something like evil invaders getting sniped at by good ol' boys with hunting rifles. This is going to be evil invaders with homemade bench-rest rifles sniping off good ol' boys with hunting rifles from well outside hunting rifle range before the invading army gets anywhere close.

Identity representatives are at the border with this area, waiting for your local government's response to the demand. When it is received, the Identity representative will launch a red flare into the air. A minute or so later, a Identity agent detonates a large, pre-placed bomb inside what passes for the local government building, flattening it and killing everyone inside. Whoever delivered the government response will then be executed, and the Identity representatives will then report back to New Hope and Joshua Brimstone.

It's war, there is an army a few day's march away, with advance forces on vehicles only a few hours off. Local government has been decapitated, and there are clearly enemy sympathizers and agents among the local population. It is up to the adventurers to do something. Maybe cut and run. Not very heroic, but it will still be an adventure, and the Identity threat will still be out there for another day.

Things to keep in mind for the adventurers, for whatever they can make of it. *Their* area probably has more people, though less of them will be combat competent. Their region will have more magical talent, but negligible central leadership to organize and intelligently deploy it. Identity has more soldiers, but at least half of them are going to be outside hires. Identity has better and heavier weapons, but probably has smaller amounts of mechanized transport for their equipment and people.

▼ **Note** - This is the basic scenario. Things adventurers might have done in the day 100 segment might have an effect on this, and local resources might precipitate a short adventurer before this one. For instance, if the adventurer's home region has a Prophet, assassinating that Prophet will be a key task before the invasion can take place. Of course, a Prophet would see an assassination coming, though they would not actually do anything about it except mutter something cryptic to someone before it is due to happen, like "*Man come, prophet go boom.*"

Joshua Brimstone - Actually his real name. He was a conservative preacher before the Warp, but since he became godtouched, he is convinced he is far more. He has the same level of godtouched as most High Priests or Priestesses, but he has a stronger Will than most, and since Sorcery is a Will-based skill, he can get higher rolls, or use his skill to get more power out a spell for the same amount of spellcasting stress. Joshua is aware of spellcasting stress, but rationalizes it as punishment for overuse of the divine gift he has been given, or punishment for pride in what he does with the power. He will push himself harder than most mages, and is not afraid to risk backlash if it is in a good cause. He knows Healing, Telepathy, Shield and Firebolt, and he has Second Sight. With his Fate of 3d+1, this means he has a +6 to initiative when responding to someone else's action. Even though he is not exceptionally powerful and far from invulnerable, he is quite difficult to surprise, and his spells give him almost the perfect countermove to any opposing action.

Joshua is a study in contrast and conflict. He genuinely believes in a just and kind God, and is sorry for each and every soul that he cannot save and has to send to Hell. He feels no remorse about anything that he could possibly do to unbelievers, for the torment they will feel in Hell for their rejection of divine will is far more than anything he could ever do to them in this world. To those who follow the True Faith, he is harsh but just, and to those who accept his justice and repent of their sins, they are forgiven. He knows his followers are fewer in number than his foes, and rails against the loss of each and every one of them. But that will not cause him to hesitate for an instant to order them into an action that will almost certainly cost them their lives.

He does not lead his troops into battle, nor does he formulate the military plans. He respects the judgement of those who do lead the troops and do make the plans. And they respect him for doing so. He trusts them to do their jobs to the best of their ability, and they trust him to make the policies that they have to implement.

For all of that, when his mind is made up, his mind is made up. The voices in his head are the tiniest fragments of Enki, who tries to teach him, make him think, and even trick him, but he hears it as the voice of the Devil, and when Joshua is sure that he doing the right thing and thwarting the Devil, there is no swaying his decision. These decisions often take a long time to reach, since he has to be sure that the Devil isn't tricking him on multiple levels.

This invasion, this strategy, this level of ruthlessness against the impure and impious is mostly due to the fanatic belief of Joshua Brimstone, magnified by the inherent beliefs Identity had before he joined them. If you are not of the race or not of the faith, you are not human. More particularly, if you are not of the race, you do not even have a soul. You are just a talking animal, an abomination in the eyes of the Creator. If you are not of the faith, you have a soul, but without repentance, you are doomed to eternal torment, and it is Joshua's job to send you to what you are apparently destined for.

The Identity tolerance of the more passive of the True Believers is largely due to Joshua's beliefs. He has said "*the meek shall inherit the Earth, but the strong are who they shall inherit it from*". He disapproves of their tolerance of the impure and impious, but he cannot question their faith, for they are willing in their own way to die for what they believe in. He tries to minister to them, to convince them of the righteousness of his path, but few change their ways and join him.

In person, he polite and rational, but prone to long pauses while he argues internally with himself. Extremely intense. Pious but ruthless. Sees himself as having a higher destiny than those he leads, yet not too proud to eat in the common mess, and dresses in neat and well-kept, but common clothing. He carries a utility knife and likes to whittle, but relies on bodyguards to manage gunplay. While he might prefer to personally get involved with those who would seek to harm him, he will usually follow the lead of those who make it their job to protect him.

Joshua has no intent to play a direct role in the upcoming conflict, but does intend to be there for the formal surrender of this area and the enlargement of the Identity Nation.

Joshua Brimstone

"The Divine has a role for each of us. Yours is to serve as an example to others..."



Strength: 1d+2
 Agility: 2d+0
 Awareness: 3d+1
 Will: 4d+0
 Health: 2d+0
 Fate: 3d+1

Notable skills:

Religion: +2d
 Sorcery: +1d
 Heal: +0d
 Telepathy: +0d
 Shield: +0d
 Firebolt: +0d

Notable Traits:

Godtouched
 (2 levels)
 Firm in his
 beliefs
 (8 levels)
 Second Sight

Notable Gear:

Body armor(1d+1)

WarpWorld^{v1.0}

Options - Adventures are of course expected to make a difference in the outcome of the current situation, or maybe even make *the* difference. In the event the gamemaster doesn't want to develop it deeply or the players can't come up with any good ideas, consider these options.

1) Identity's heaviest firepower is its tank, of which it has one. It can only move at speed if supported by truck-borne infantry, otherwise it is a sitting duck for any number of low-tech tactics. Disabling Identity's fleet of trucks will drop its entire army to a marching pace, giving defenders a lot more options and a lot more time. The Identity commanders are not stupid, they realize this. The invasion route is well planned, and Identity snipers will lie in wait along the proposed route to take out any local forces seeking to put a few well-placed rounds into a radiator or two. Also, despite the weight penalty and extra stress on the vehicles, improvised armor plates have been added to protect the driver, engine and as much as possible, the tires of each truck. Old cars will be used as the scout force to drive ahead and check for road obstructions and ambushes.

Surplus Tank

Crew: 4
 Strength: 3d+1
 Top speed: 8(11)
 Acceleration: 1
 Front: 6d+1
 Right: 4d+0
 Left: 4d+0
 Top: 2d+1
 Bottom: 2d+1
 Rear: 2d+1

Hits: 19
 Damage limit: 4



Weapons:

Main cannon: 7d+0 (or 4d+0 lethal explosive)
 Co-ax MG: 3d+0
 Pintle MG: 3d+0

These stats represent post-Warp adjustments to armor and weapons and safe operating speeds for the power plant and tracks. Top speed numbers in parentheses are what it can be pushed to at risk of immediate breakdown. Both machineguns should be considered Unreliable(7) and will jam on any skill roll of 7 or less.

2) The community the adventurers are in would not be there unless it had some useful resources and a way to support itself. If a military defense against Identity seems unlikely to succeed, the adventurers can instigate or support a "scorched earth" strategy, thus denying those resources to Identity. This is not a "win" by any means, but it makes the most of losing.

3) Even if Identity did not entirely succeed in their attempt to decapitate local leadership, the community is probably down several key people, which will compromise their ability to respond in a crisis. Adventurers who take initiative may be able to command or rally forces who otherwise have no real direction or plan of action.

4) Identity will have several forces involved in the attack, not just one large one. While these forces are close enough to support each other and thus avoid "defeat in detail", the composition of each force will vary. If adventurers can find a way to hit a mercenary-heavy force hard enough to break its morale, it could weaken the Identity line in a particular area, which could turn the tide of a close battle. Identity regulars are pretty close to fanatics, but those who are just in it for the money want to stay alive to spend it.

5) Identity will use its handful of mages like support weapons, assigning them to particular units. While this gives those units an edge, the mages can be pushed to overstress themselves if adventurers know where and how to push their buttons.

6) Identity, for whatever reason, has no horse cavalry. They rely entirely technological means of travel, or go on foot. Horse cavalry against massed rifle fire is not a good idea, but horse-borne adventurers can move at a good clip, and do it through terrain impassible to vehicles larger than a dirt bike or ATV.

7) Joshua Brimstone's godspark comes from a trickster god. This god is not necessarily malicious, but it is willing to teach very hard lessons, often at the expense of other people. Joshua does not realize that he is being played, and may not be capable of realizing it, but the godspark in him is trying to tell him something through the actions it is using reverse psychology to prod him towards. Figuring out why Joshua is doing what he is doing may let adventurers predict the future actions of his forces.

The gamemaster can make the defeat of Identity or the defense of their community a role-playing action from start to finish, or can use role-playing to work towards a field battle that is resolved using the battle system in **EABA**. In the latter case, the actual number of combatants has to be figured out, but Identity has the following force groups.

- Tank
- Infantry #1
- Infantry #2
- Heavy weapon team #1
- Heavy weapon team #2
- Mage team #1
- Mage team #2

Concluding - If the side the adventurers are on wins, Identity is pushed back, routed, demoralized or defeated, maybe permanently, at least in this area. If Identity wins, adventurers will lose their homes and become refugees fleeing for their lives, while Identity gains new territory and a reputation as a power to be respected and feared. In either case, the adventurers will have a serious Enemy amongst the remainder of Identity.

It is also possible for both sides to be bloodied badly, but for neither side to have a solid win. If Identity loses its mechanized support or the ability to keep the less loyal troops in the fold, then it will not be able to hold onto any gains it makes. On the other side, a pyrrhic victory on the adventurer's side will leave local forces with little stomach for pursuit, allowing the Identity survivors to go home and sulk. If Joshua Brimstone survives, Identity will *eventually* try again, but if he is out of the picture, Identity will probably slowly fade away like most other groups of True Believers. And it might just be that Joshua is *not* the one the trickster was trying to teach a lesson to, but instead he was just an instrument to teach one of the *adventurers* a difficult lesson...

▼ **WARP PLUS 3 YEARS** - In addition to anything else you tell them, read the following to the players:

The first harvest was a disaster. Nothing went spectacularly wrong, but so many things went slightly awry that only some lucky winter hunting kept starvation at bay. The second harvest was a bit better, though most of the canned goods went bad and people were thoroughly sick of eating tubers and old apples by the time spring came. And that nasty business with the cultists during harvest season didn't help matters. But the third harvest was wonderful. Everything went right. There was more than could be saved, and it was a short step from there to a harvest festival. People broke out fancy clothes they hadn't worn in years. Someone brought out an ancient player for vinyl records and a selection of music that was older than most of the people there. People danced under strings of old holiday lights to the scratchy sounds of everything from Elvis to the BeeGees, got drunk on hard cider, and mellow on local weed. Not everyone approved, of course, but they were courteous enough to not ruin the mood.

And more than a few couples disappeared for a while during the celebration, only to return later, perhaps a bit flushed and dissheveled. The number of disapproving scowls was more than equalled by the number of winks and nods. More than a few priestesses and female elders could be seen conferring like hens, no doubt discussing the likely harvest from the autumn plantings.

If adventurers have developed any romantic attachments, the gap between the year 1 and year 3 segments is a good place to "tie the knot" and start a family. This allows family concerns to be an aspect of adventures, but also allows a first child to be a toddler and someone that could be placed in the care of relatives in the event that both parents have to go off adventuring.

Year 3 is about the point in a campaign where adventurers thinking about settling down with someone will have met, courted and married them. Which brings up the topic of children. These things happen, and just because the world needs to be saved isn't going to delay or stop it. The way the campaign is structured means that the most difficult and vulnerable parts of childbearing and child rearing can take place between campaign segments, but this is not required. Dealing with threats to your new family, or the new family of a friend can be the focus of an adventure in years 1, 3 or 10. But, this sort of thing is not for everyone, and if the player or players involved do not think it would be fun, then you should shuffle this aspect of the campaign into the background.

▼ **TOWNS** - Much of what makes the spread out nature of United States society possible is cheap, efficient and fast personal transportation. *That is, cars.* By the mid-campaign, it will take about the same level of wealth and influence to use a car on a daily basis as it would for a person to have a chauffeured limousine in the pre-Warp world. By the end of the mid-campaign, it would be closer to the wealth necessary to commute each day by helicopter. And after that, the cost will go back down again as steam-powered cars and other means of mechanical transport become more common and more affordable, until pre-Warp vehicles are the ones dusted off once a year for the mayor to ride through town in for a parade or other celebration, like century-old Model T's might be now.

So what does this have to do with towns? Well, take every errand and distance you currently travel by car, and figure out how far you could get in that amount of time if you had to walk. Draw a circle on the map with that radius, and another for how far you could get by car. That's how much an average person's world will shrink because of the Warp.

EXAMPLE: If you had a twenty-minute commute to school or work or trip to the grocery, that might be fifteen kilometers. Walking, that might be one kilometer. The difference in the size of those circles is a factor of over two hundred. It would be like making all your commuting choices based on what you could reach within a ninety second drive of your home. On the other hand, to maintain that same level of choice in your school, shopping or work preferences, you would have to be willing to spend five hours walking, each way. This is the sort of dilemma many people will be placed in. Move out of a home they may have spent their whole life in, to be closer to something else, or spend a lot of time and effort going back and forth between the two. It is well worth it to get a map of the campaign area and cut out some paper circles representing an hour's walking, biking or horseback distance, just to give players some perspective on things.

▼ **Note** - The author lives two kilometers from the nearest paved road, and is twenty minutes by car from the nearest town. Yet, there are crumbling homesteads twice as far from the paved road than he is, dating back to when the only travel to and from would be on foot or by horse (and none of the roads were paved). People who are self-sufficient do not need to live in a town, and only have to visit one rarely. Which is a good thing, because it is often an all-day trip to get there and back...

In order to have ready access to the goods and services they need to get by, as well as getting back and forth from any job they have, people will have to live closer together. Towns. Some will be genuine walled towns, while others will simply be areas with a higher population density than average. If the average die-off rate from Warp-related short- and long-term problems is ninety percent or more, and the remaining ten percent cluster themselves together, it means there is a lot of *completely unoccupied* real estate out there. Sure, there will be the isolated farms or clusters of farms, and loners of various sorts, but most of what is happening in the post-Warp world is going to happen where there are concentrations of people to act, and react.

You can look at it from both medieval and industrial points of view. Towns sometimes sprung up around fortifications. The forts were places of security and refuge. The United States is littered with towns and cities named "Fort Something-or-other". Sometimes the fortifications were built to defend something that was already there, like a crossing in a trade route, which was often a fork in a river. From a more modern standpoint, rails went to where the money was, either because there were lots of people concentrated in an area, like towns and cities, or lots of resources concentrated in an area, like gold or silver or coal mines.

Things may be going on out of sight in the wilderness and nobody really cares. But when these things start affecting concentrations of people, then the powers that be sit up and take notice. Keep all this in mind as you develop your plots and the adventurers decide on where they are "settling down". Are they going to pick a sleepy backwater that will never be more than a wide spot in the road, or will they prefer the noisome bustle and energy of the towns and cities?

▼ **ADVENTURE: PITHED** - A few hundred kilometers away from the center of the campaign area, Horace Greenfield was struck by a godspark he was barely able to contain. Maybe at the cost of his sanity, or perhaps only because he was not entirely sane to begin with. Certainly not equal in power to an Arch-mage, but far better than most who were touched by godsparks and at least as good as most of the early High Priests, complete with innate knowledge of a few spells well beyond his ability to otherwise learn.

He survived on a mixture of innate skills, power and a bit of luck, and as sometimes happens, he acquired a circle of followers. Horace's power and reputation added to their own determination and helped keep them all safe from outside predators, and in turn they helped him with the books and materials and anything else he might need to help him with his spell research. Eventually he acquired (or required) a companion named Jenny, a young woman willing to put up with his frequent abuses, or perhaps so downtrodden to begin with that she considered such treatment normal.

Horace was fairly elderly at the time of the Warp, and turned much of his available time towards finding a way to prolong his life. After a few years, and some false starts he thought he had found a way. It then was a matter of arranging the right circumstances. By means of trickery and some clever exploitation of human nature, he managed to capture a Herald. Not just physically capture, but magically imprison and conceal the Herald in such a way that it could not simply revert back to the ether. Then, he linked the Herald's small but nearly eternal mana to his own waning lifeforce, using the Herald's energy to give him the vitality he lacked. With the energy of a man half his age, both his reputation and his rants and rages increased. The community ignored the latter for the added safety the former accorded them, and Jenny merely suffered in silence and tried as best she could to minimize her abuse at his hands.

But, his overconfidence was misplaced and his vitality imperfect. After a particularly drunken rage one night, Horace staggered outside and passed out in the cold. He was found dead the next morning. Some thought he was poisoned by Jenny, some thought he was smothered to death while unconscious, and a few figured he drowned in his own vomit or his heart finally gave out. The rumors flew thick and fast for hours. If anyone knew the truth for sure, they weren't telling.

Which is perhaps a good thing, as Horace "woke up" later that day while lying in state. Of course, "woke up" is a relative term. He was still stone dead, but like a godzombie, he had a life force not his own animating him and holding his soul or spirit in this world. Like most godzombies, at first he had no idea he was dead. He was just miserably cold all the time. *But, he wasn't stupid.* He figured it out within a few days, flew into a rage, tried to get drunk and couldn't, and flew into an even bigger rage because of that. His abuses grew, and no longer confined themselves to Jenny. His goal in life was to keep living, and his obsession in unlife was to become alive again. Jenny knew, but no one else did. She gathered food for two and cooked for two, but only one of them ate. Then, things started to happen.

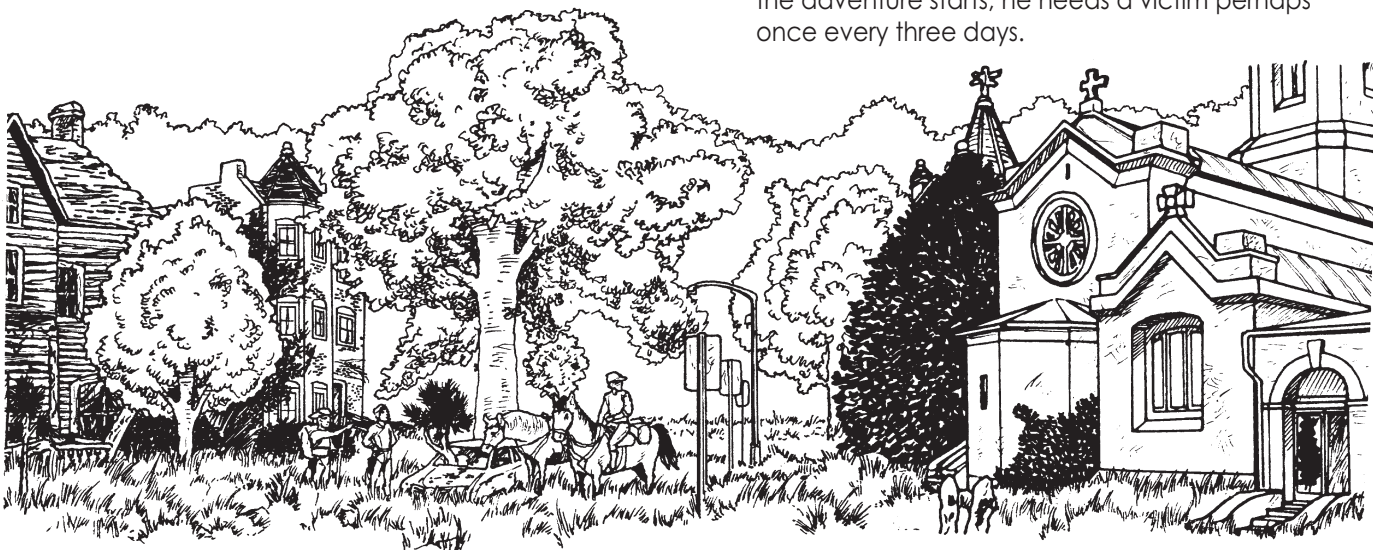
At first, it was visitors to town who went missing. Then, townspeople themselves started disappearing in the middle of the night. The mage's "castle" (an old stone armory) was strictly off-limits to anyone except Jenny, and even she had many places she dare not tread. Deep inside, she knew what was happening in the basement, but she dared not tell. And for a little while, it seemed she might not need to. His manner suddenly improved, his cheeks got a little color to them, and he even asked for some food. It had been about three weeks since he died. His improvement was short-lived. Horace's temper increased again and his small appetite vanished. Until a day or so after anonymous traveller left town. Or at least, people *thought* he left town. This happened twice more in the next two weeks. Some time in this interval, Jenny realized she was with child, most likely conceived on the last day of Horace's life. She wanted to tell him, hoping it might lessen the beatings he gave her, but was afraid to. It didn't matter. One day as he walked past her, he paused, looked at her and laid a hand on her belly. "Yes," he croaked, "*this could solve all my problems...*" And then he walked away.

Jenny knew that the unliving father of her child meant that child the gravest of ills. Unwilling or unable to stand up for herself, she nonetheless found the inner strength to stand up for her unborn. She secretly packed what she could and fled town, pausing only long enough to relay her knowledge of Horace's actual death and her fears of what went on in his laboratory.

Who knows what transpired in that town the next day, save that it was sufficient to prevent the mage from immediately tracking her down and dragging her back home. But, whatever did happen, it was also insufficient to either destroy Horace or find and release his Herald captive.

And this is where the adventure starts. Jenny, at the end of her money, supplies and endurance, has reached the area where the adventurers are living. Horace follows. How and when is up to the game-master. For instance, she might arrive in town with the deranged Horace only a few days behind, or she might have arrived months ago, is now a member of the community, and Horace has only recently tracked her down.

It should be pretty clear what is going on. Horace's physical body is being sustained by the mana of the captive Herald. However, his soul is trapped in this body and he was none too sane to begin with. He maintains and even improves upon his sanity and attitude by somehow using the life force of the living. This is somewhat akin to a godzombie becoming more lucid and competent by killing other godzombies and absorbing their godsparks. But in *this* case, the benefits are only temporary, and their duration is slowly decreasing as the Horace's sanity slips further away. At the time the adventure starts, he needs a victim perhaps once every three days.



EABA

If the adventure lasts more than a week or so, it will drop to one victim every two days, eventually to one per day, and after that he will no longer be able to keep his grip on sanity and lucidity and simply become an uncontrolled, obsessed maniac. With talents better than the average High Priest and a lot less restraint on using them.

Horace Greenfield

"You got no idea who you're messing with..."

Strength: 3d+0

Agility: 3d+0

Awareness: 3d+2

Will: 3d+2

Health: 3d+0

Fate: 3d+2

Notable skills:

Biochemistry: +2d

Sorcery: +1d

Fireball(14): +0d

Firebolt(8): +1d

Push(12): +0d

Shield(11): +1d

Domination(11): +1d

Pentagram(14): +1d

Unknown(18): +0d

Notable Traits:

Godtouched(2 levels)

Condescending(4 levels)

Easily angered(4 levels)

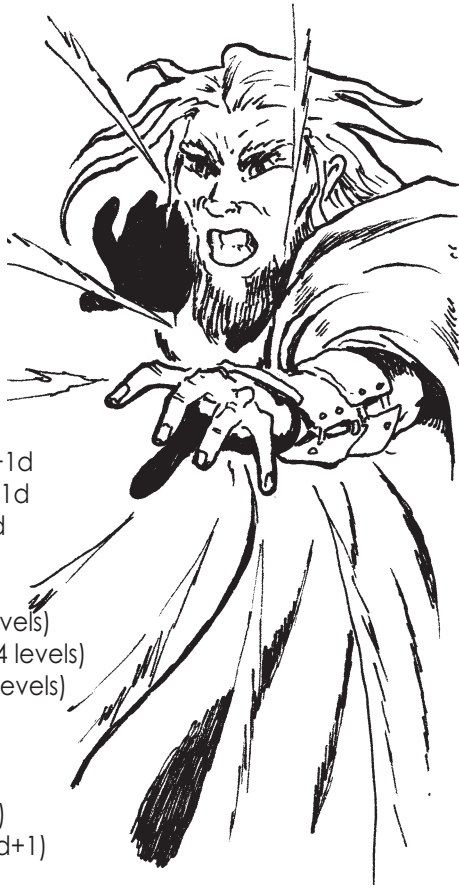
Unsouled

Notable Gear:

Body armor(0d+2)

Heavy clothing(0d+1)

Knife(2d+0 lethal)



▼ **Note** - Count Horace's spells as having the difficulty listed in parentheses. His Shield is triggered and normally takes a minute to prepare. His fireball is also triggered to a command word, and takes ten seconds to prepare. The "unknown" spell is how he managed to link the Herald to his own lifeforce.

When he is lucid, he *almost* agreeable to be around. His appearance is dissheveled, his manner gruff and a bit condescending, but he does not fly into a rage at the slightest provocation. However, he *is* easily angered and will not back down from confrontation. He mostly has defensive and combat spells, but he also has a lot of pre-Warp knowledge in chemistry and biochemistry.

He can trade knowledge of useful processes in exchange for food and lodging (more efficient ways to make black powder, to distill liquor or fuel alcohol, how to make a decent grade of biodiesel, etc.). He can use these interactions with the local people or government to ask questions about the local population, new arrivals ("so, do you get many travellers through here?"), local events ("yep, last place I was at they're having a virtual baby boom"), and other questions whose answers may help him piece together where his consort is at.

As the lifeforce from his latest victim drains away, so does his tolerance and what little appetite he might have had. Horace recognizes this at some level, and will excuse himself from the scene to avoid causing too much trouble. Most of the reason he does any socializing at all is so he can get the lay of the land and population to more easily find his next victim. The victims of the spell of ability he uses will at first glance seem to have died a natural death, and for this reason he prefers to prey on the sick or the elderly, where such a death is not unexpected or overly suspicious. However, any sort of professional or magical forensic examination will show traces of an external cause of death. Unusual bruising, pinpoint burn marks at various points on the skin, things a layman may not notice, but which a medical professional or magical examination would associate with foul play.

Horace is not in town simply to find new victims. He is obsessed with finding his unborn child. He is convinced (incorrectly) that the new life he helped create can be drained to restore his own life to him. He thinks his victims are insufficient because his body rejects their spiritual energy, but his unborn child *will* be a suitable "donor". He does not have the ability to magically track the child, but he can get a feel for the distance involved, and sometimes the general direction. That and some elementary detective work brought him here. He wants to take Jenny away from here and keep her until the child is born and its spiritual energy is bright, but he will drain them both immediately if he feels he has no other choice or has slipped into total derangement.

In the meantime, Jenny is at first unaware that Horace has caught up with here. How long it takes her to find out depends on the actions of the adventurers and the size of the local community. Emotionally frail to begin with, she is at the end of her rope and does not have the strength to keep running, or even to put up much of a fight. But she will fight if she has to. Still too afraid to put her total trust in strangers, she plans to steal a pistol from the person she works for, and try to gun Horace down someplace public.

She doesn't think she has much chance of succeeding, but she is unwilling to kill herself and this is the next best thing. There is also the possibility that the failed attack will get her locked up someplace more secure than her present quarters, or that she might injure him in a way that reveals his unliving nature. If adventurers (especially female adventurers) have been exceptionally kind to Jenny, she might confide her secret terror of Horace to them, or if they had given her some work to help her pay her way, it might be one of *their* weapons that was stolen.

How things resolve with Horace is *not* going to be pleasant. Not entirely rational, he would back down from superior force only in his most lucid moments. Otherwise he will vent his rage on whoever looks like the ringleader of his opposition, and failing that and realizing he is vanquished, try to take out Jenny before he goes. On the other hand, adventurers might accidentally tip Horace off as to where Jenny is, allowing him to kidnap her and flee town. Someone dropping in on her quarters will find them in disarray, signs of a struggle, and both Jenny and the new stranger in town gone. Jenny's personal diary, a full, graphic and grisly recounting of the events as she saw them, will be among her personal effects left behind.

Horace has no innate ability to resist damage, though he does regenerate lost Hits like any other godzombie, and can only be permanently killed by total destruction of the body or taking sufficient damage to head and heart.

Remember that the destruction of Horace is by no means the end of the adventure. There are still two loose ends to be tied up. The first is that there is a Herald somewhere, in a psychic coma, bound in a special pentagram far from the eyes of its Cause, who may not yet even realize the Herald is missing. Clues to the Herald's existence might not even surface for several months. The other loose end is Jenny's child. If the child was conceived before Horace's death, it will be a normal child in all respects, though with a greater potential to be a mage. However, what if the child was conceived right *after* Horace died? In this case, the child will have some of its spirit or lifeforce derived from Horace's insane soul, and some from the spirit of the imprisoned Herald. What this will mean for the child is a complete unknown.

And last, consider that Horace was unliving, totally obsessed with becoming alive again, and had found a means to drain the lifeforce from the living. If the adventurers manage to totally destroy Horace, it is quite possible he will literally come back to haunt them as an angry ghost...

▼ **WARP PLUS 10 YEARS** - In addition to anything else you tell them, read the following to the players:

You really never accepted it until now, but the old world is truly gone. It hit you as you slit open what might be the very last tube of toothpaste within a hundred kilometers, just to scrape a last minty bit from the inside. Trees are growing through the broken windshields of long-dead cars. Children are told boogey-man stories not to frighten them, but to prepare them. The mechanical precision of manufactured goods has been replaced by home-spun craftsmanship. You don't see blue jeans much anymore, replaced by undyed cotton or hemp fabrics. The tractors left are few and far between, cars, generators, chain saws and lawnmowers too. You saw a group of third-graders with a set of precision tools, dismantling an old computer like it was a swiss watch. You wondered who was teaching them electronics in this day and age, until you saw the girls delicately clipping out components to use as jewelry, and the boys rolling dice to see who would get the magnets out of the hard drive. And you realize that you have a college degree whose knowledge you have not touched for longer than those children have been alive...

The world has adapted. The earth stopped trembling within a few weeks of the Warp, but the shaking of society has just now settled down. Ten years gives a lot of distance and perspective. Temples have replaced churches, horses have replaced cars, and books and storytellers and live theater have replaced television. People have come to accept a larger world and smaller horizons. No longer can they get worldwide news and weather 24/7 or drive a quick 20 kilometers to get something at the store and still be home in time for dinner. Gossip, travellers, and in the most secure and advanced areas, newspapers and telegraph are the information sources.

EABA

And with smaller horizons, so has perspective shrunk. What is happening two towns away is about as important as what happened overseas before the Warp. Of course, a sense of normalcy also has its downside. Government may bring security and some road clearing and public works, but it also brings taxes and bureaucracy. But, if you don't like government, you're free to leave. There are still a lot more ungoverned areas than governed ones. Wild lands, despoiled lands, insular tribal lands, places where no one has set foot in years. Walk half an hour in any direction from town walls and you might as well be on the moon for the amount of help government can give you in a hurry. Sure, a few people have put their blinders back on and think that "normalcy" has returned. But these people seldom stray outside town walls or off the main roads.

Year 10 is an inflection point in the campaign. Plots start to involve major groups in powerful positions as opposed to powerful individuals or personal grudges. This is the first point in the campaign where a lot of adventurers are likely to suffer aging effects for better or worse. Remember that when you cross a age threshold in play, you apply the *difference* in points from the previous age, not the full total associated with that age.

EXAMPLE: A player going from an Age of Physical Prime to Mature loses 10A and gains 10S. They do *not* gain 0A and 20S.

Depending on how long the Year 3 segment ran, adventurers may also have around twenty-four "training cycles" of three months each. It is highly recommended that players do not push their luck too much trying to get extra training in. Adventurers can also accumulate a bit of wealth in this time, and buy some new gear.

There is no guarantee that the adventurers have prospered in this interval. The gamemaster should feel free to tweak the storyline, possessions and status of the adventurers, as long as it is fair to all involved. Perhaps there was a major natural disaster that virtually leveled the town or city where they live (like an major earthquake or hurricane). Pre-Warp goods the adventurers used frequently are probably worn-out scrap by now. If they managed to keep a car this long, it is probably dead or nearly so. Pre-Warp firearms are likely worn and unreliable, and so on. If you don't want to wrack your brain for backstory, roll on the tables.

Overall history

Roll(2d+0) Local situation

2	Very bad: A natural disaster of some sort wiped out virtually all weakened pre-Warp structures within 100 kilometers. All pre-Warp goods are +2 cost levels, post-warp goods are +1 cost level, all income earned is at -1d on skill.
3	Very bad: The political and/or economic situation has left this area out of the loop. A lack of trade and specialized employment opportunities mean that what government there is, is crumbling. All pre-Warp goods are +1 cost level.
4	Bad: Religious strife has polarized the community. Two or more faiths with contradictory teachings are engaged in dirty tricks that stop short of open warfare. The conflict has pushed all prices +1 cost level and any employment with one faction automatically blackballs you with the others.
5	Below average: The area is slightly less prosperous and diverse than its neighbors. Prices are normal, but selection of goods and services available is +1 difficulty compared to surrounding area.
6-8	Normal: The area stays about the same compared to the progress of its neighbors.
9	Above average: The area is slightly more prosperous and diverse than its neighbors. Prices are normal, but selection of goods and services available is -1 difficulty compared to surrounding area.
10	Good: A faith is having a major temple complex built in or near this area. At least one other faith is considering the same. A shortage of workers is driving up income by 0d+1 skill.
11	Very good: The area has found favor with travellers or traders or has become a regional seat of government. Abundant goods and services mean all pre-Warp goods are -1 cost level.
12	Very good: A local resource, skill set or confluence of trade routes makes this area very prosperous. All pre-Warp goods are -2 cost levels, post-Warp goods are -1 cost level.

▼ **ADVENTURE: THE LONG NOW** - One of the few very long term projects humanity accomplished prior to the Warp was the creation of the Long Now Clock. This is a purely mechanical computer and clock that was exceptionally accurate, capable of showing the positions of all the planets, and which was built to last long enough to measure time for the next *ten thousand years*. A clock with among other things, a millennium dial, that chimes once every thousand years...

The Long Now Clock survived the various catastrophes of the Warp, and over the past few years a community has grown around it. While the actual Guardians of the Clock are non-religious (and also non-Forsaken), their community as a whole has the normal spectrum of beliefs. Everyone who lives there, or wishes to live there shares the common belief that the Warp will one day happen again, and a world dependent on magic will once again have to become dependent on technology. The Guardians use the clock as their symbol of the world before the Warp, and their hope is to keep it running until the Warp happens again. They are custodians, collectors and guardians of pre-Warp knowledge.

Guardian courier

"So, tell me about yourself..."

Strength: 2d+0

Agility: 2d+1

Awareness: 3d+1

Will: 3d+0

Health: 2d+1

Fate: 2d+0

Notable skills:

History: +1d

Scrounging(Urban): +1d

Religion: +0d

Equestrian: +0d

Projectile weapons: +0d

Sorcery: +1d

Daze: +0d

Blind: +0d

Dispel: +0d

Read CD*:+0d

Notable Traits:

Godtouched(1 level)

Notable Gear:

Sawed-off shotgun(1d+0x3 lethal)

Body armor(1d+1)

Horse & tack



▼ **Note** - The "Read CD" spell is still in development and imperfect, but sufficient for the needs of this adventure.

If they were simply junk collectors, they would be overwhelmed with DVD's, yellowed newspapers, entertainment magazines and immense amounts of fairly useless material. While their community has a large and growing library, they cannot save everything, nor do they try to. The central community works to preserve information on chemistry, biology, genetics, material science and information theory (including magic), collecting books and slowly (very slowly) converting them to a microtype format on chemically treated metal plates. This is doable with post-Warp devices and techniques, but it is very labor- and cost-intensive.

There are naturally those who feel that other subjects are at least as worthy of saving, but the central community does not do so. Instead, if there is enough interest, those who favor a particular subject are encouraged to set up a satellite community elsewhere, with the same goals as the Guardians, but with different subject matter. At the moment, there is only one such satellite community, dedicated to physics and astronomy, but if the Guardians as a group survive the centuries, there will no doubt be other specialized libraries.

▼ **Note** - In time, they may become specialized enough that there are entire libraries of secret information, and both the existence and location of these communities is secret. They would appear to be normal communities of no great importance, where most or all of the people there lead double lives, and where overly curious visitors tend to disappear without a trace. Their original sense of purpose might become corrupted over time. Instead of preserving knowledge for later use, they might simply keep it secret and suppress it, killing those who innovate "before it is time".

The Guardians are based in the southwest of what used to be the United States, in the area the Long Now Clock was housed. An area free from floods, glaciation, hurricanes, earthquakes and most other natural disasters, with a dry climate, but near enough to a river and agricultural lands to be sustainable in the long-term. Satellite communities will be similarly sited. If you want the Guardians to be closer to the adventurers, you can site them wherever you want, but just to keep them from being too convenient, they should be at least a few weeks' worth of travel away, even using the best means of transport currently available, or if you use them for an adventure, set it at a time of year that makes travel a little more difficult.

A Guardian community is called a "chapterhouse", and is usually a repurposed pre-Warp structure of some durability. Old public libraries, post offices or other blocky stone or cement structures with limited access are obvious choices. Normally, the Guardians themselves will live in the surrounding buildings, which are barricaded on the outside to limit access. The end result is something like an improvised walled keep, fortified structures and streets around a central repository. Guardians are not warriors, but their calling is to preserve knowledge, and they can't very well do that if anyone who wants to can come in and take what they want. Normally, chapterhouses are set in areas close to but outside local government authority. Anything big enough to threaten the chapterhouse is big enough to threaten the nearby community, and such a force would draw a response by local militias. The minimum size of a chapterhouse is about twenty Guardians and their families.

In addition to being consummate scroungers who sell anything they don't keep on the open market, a Guardian community offsets its expenses by charging anyone who wants to use its library a fairly hefty fee, and they also will make copies of particular documents and even ship them if the buyer is willing to pay the cost. They also have their own small corps of "consultants", who are experts in a particular field that is of post-Warp use. These experts can be rented by the week or month to help a community with a particular problem. This could be things like flood control, best irrigation methods, sound construction techniques for the post-Warp environment, proper vehicle and engine maintenance, cultivation of medicinal herbs and so on. Adventurers might be called upon to pick up copied texts or provide a security escort for a hired expert.

▼ **Note** - It is safe to assume that any area with an active chapterhouse is likely to be "scrounged out" of virtually all useful pre-Warp materials. Guardians have some respect for still-useful buildings, but they will steal everything but the paint off the walls of less durable structures. Even when localities charge exorbitant fees for "salvage permits", Guardians can still usually do it quickly and efficiently enough to make it worth the cost. They tend not to stockpile salvage materials, but simply convert them to cash through the normal sellers, and use the money to help meet their expenses. The end result is that in any area with a chapterhouse there will be very little left to scrounge, but what has been scrounged is owned or on the open market.

The Guardians also have an active program to collect what they consider "key" references on a particular subject. They generally offer information in kind as payment, at very favorable terms. They don't want to have a monopoly on information, so they will gladly trade several times the information value of an item in order to acquire it. The reason they collect information on magic and mana-related phenomenon is because it mostly because it is a saleable commodity. They are usually more than happy to trade knowledge of a particular spell in exchange for key pre-Warp technological references.

Which brings us to a potential plot for the adventurers. An anonymous source claims to have an archival quality set of CD's or DVD's containing the sum knowledge of the Human Genome Project, circa 2008CE. While the Guardians have not yet managed to make a spell that can read a CD and turn that information into a usable lower tech form, they are secretly working on such spells (hard disks and flash memory have lost their data and are unrecoverable). Secretly, because CD's and other electronic media are considered worthless by most. If word got out that the information on them could be partially recovered through magic, their value would go up dramatically and thus the Guardians would have to pay more for the ones that were actually useful. They also have long-range plans to sell pre-Warp music by ripping pre-Warp CD's to old-fashioned phonograph discs...

So, it is unusual that someone would go through the trouble of *anonymously* making a sale offer for the item. What is troubling is that the prospective seller has an asking price of a particular magic spell that the Guardians acquired several years ago. The nature of the spell was such that even in its current incomplete form, it was deemed dangerous and disturbing enough that all record of its receipt was erased, and the manuscript pages describing the spell were split up and kept under false names in several separate chapterhouses.

Normally, any trade offer involving the spell would be rejected outright. However, Guardian curiosity has been piqued by combination of what is being offered in trade, and the knowledge that the seller knows quite a bit about the spell the Guardians have kept secret. There was also the unstated but easily read language in the trade offer that the seller was willing to spread knowledge of the spell's existence if the Guardians were not willing to trade it. The Guardians cannot simply destroy the spell description and be done with it. The sort of people who would come looking for it are not the kind who would just casually accept a "we burned it" explanation.

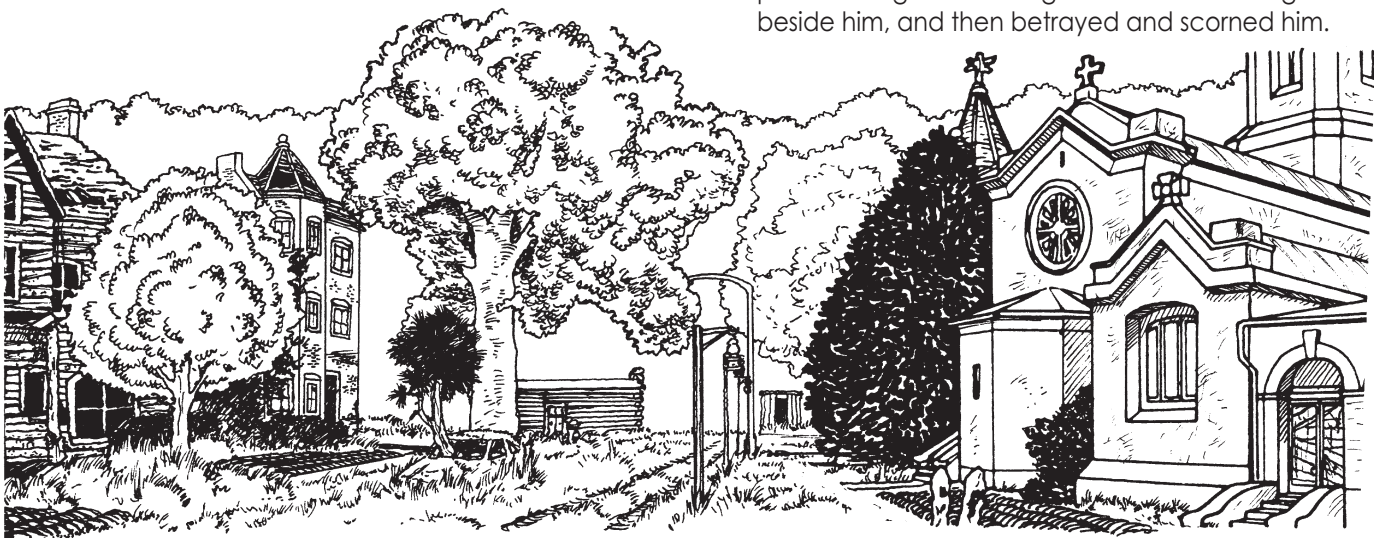
For adventure purposes, the actual effect of the spell is not important, and can be tailored to the quirks of an individual campaign. But in general, the effects should be vile or horrific, some sort of weapon of magical mass destruction that requires multiple human sacrifices, appeals to Causes that have no name and other such unpleasanties. The sort of stuff where even a casual reading of the spell description gives you nightmares, and actually learning it requires the commission of crimes against humanity. The only reason the Guardians are seriously entertaining the offer is that the spell description is only about two-thirds complete. Not only are there pages missing, the last known handwritten page ends in mid-sentence and the rest of the page is soaked in dried blood. So not only is it incomplete, it seems the actual spell description was never even completed, and as far as anyone can tell, no effect matching the spell has ever happened.

The adventurers, through friends, business contacts, reputation, or possibly because they happened to be at a Guardian chapterhouse at the time the decision was made and are headed in the right direction, are offered a job escorting the Guardian courier to the trade and back again. The adventurers are not informed of the nature of the trade in either direction, though if any highly placed Guardian members are personal friends, there may be some superficial details and warnings that this is *not* a routine transaction. The Guardian courier is key to the trade, as he knows the best version of a data-reading spell the Guardians have. It cannot transcribe information, but it can convey a sense of the content, sufficient to distinguish different musicians on music CD's, a textbook from a romance novel, or a biology text from a physics text. He can verify that the human genome CD set is the real thing. The main reason the adventurers are there is to make sure the spell description does not get waylaid on the way to the trade.

The Guardians have, with some distaste, made a copy of the original documents, but as an untested and incomplete spell description, even what would seem to be an exact physical copy might be lacking something vital. The unknown trader was quite clear about wanting the *original* copy.

Behind the scenes - The incomplete spell was composed by a Burnout during the period between about seven and nine months after the Warp. The Burnout, whose name is lost to us, suffered the fate of hosting an oversized godspark from one of the Unspoken. The Unspoken are Causes who were exiled/banished at the end of a war between the Causes countless millennia before the creation of Man. The Unspoken were on the side of the victors, but gained their victories through use of powers that effectively cannibalised their divine enemies. Victorious, but reviled by their fellows, they were in divine analogy, bloodied to within a hair of their lives, sentenced to death if they ever returned, and sent into the outer darkness of the solar system, there to spend eternity on the thin lifeforce of cryogenic lichens on the shore of ammonia seas. Then, they were all but forgotten, an embarrassing chapter of their history that the Causes do not mention, even amongst themselves.

This particular Unspoken had his thoughts turn dark and inward in the lonely millennia. He spent centuries trying to hoard energy so that he might return in power and at least wreak vengeance on some of his kind before final dissolution, but even this goal was denied him. He shrank even further on the thin gleanings available in the cold and dark, and slowly sank into absolute madness, his thoughts becoming a fantasy world where he acquired the power and got his revenge on those who fought beside him, and then betrayed and scorned him.



Then the Warp happened, and he ceased to exist entirely. And then he existed again, but was so metaphysically small and efficient that he was shattered into only three fragments. The largest of the three lodged in the Burnout, one of the smaller ones in someone else nearly a thousand kilometers away, and the last was blasted into oblivion and lost forever.

The Burnout was assailed by a powerful, insane personality, giving him compulsions he could not control, memories he could not comprehend, and levels of emotion that threatened to kill him with their intensity. He struggled to maintain his own control and sanity, gradually coming to understand that his "insanity" was not of his own making. He found that writing "his" thoughts helped keep the inner demon at bay. As long as it was expressing something of what it was, it wasn't acting out its insane range on anyone around him. But still, the Burnout had gaps in his memory, minutes at first, gradually lengthening into days. He would wake up in a strange place with no knowledge of how he got there, or what he had done in the interim. But, he found out, and it repulsed him. Even more so when the beast within took control to defend him from the enraged survivors of his past atrocities. He eventually took to cutting himself, using the pain to focus his mind and what little control he had. Cut and write, cut and write, cut and write. Diverting his impulses and weakening himself in this way kept him alive for well over a year, several months longer than any other of his kind, enough that most thought he was simply another of the deranged Arch-mages, as they were coming to be known.

After one of his marathon writing sessions, he lost control and went prowling in the chill and dark for someone to hurt or something to destroy. Lured in by the sound of people laughing, he silently glided down the ramps of an old parking garage. There, with magic and explosives and a bit of advance work weakening key pillars, the locals brought down the entire structure on him. Caught by surprise, or perhaps because the host exerted just enough control to stop him from teleporting out, the Burnout was killed by the explosion and falling debris. The locals did not need to dig through the rubble to confirm it. The secondary blast and poisonous mists that leaked from the ruins for weeks were enough proof for them.

Eventually, someone had the courage to enter the Burnout's lair. Most of his possessions and writings were burned, especially after some of them were read by a local Priestess. With the angry voice of her goddess speaking through her, she ordered all of them brought to her and *absolutely* destroyed. Shortly after this was done, the Priestess died of natural causes, some say from the strain of being the mouthpiece of a goddess. Thus, she never became aware that someone not of her faith had kept a sack of the Burnout's manuscript pages. Some months later he left the community, broke his leg on the road and died of complications. Someone looting his body found the pages, recognized that they had some value and a few years later traded the stack of pages to the Guardians in exchange for a set of steam engine plans.

In the meantime, back at the time of the Warp, the smaller of the godsparks from the Unspoken had lodged in an angry young man a thousand kilometers away. Angry he was, but that anger did not make him any better prepared for the Warp. He died of starvation thirty-nine days later and became a godzombie. An aggressive and passably competent one, perhaps driven by the hateful nature of the godspark within him as well as the rage he had during life. He was well on his way to becoming a lich when the Burnout met his fate. The godspark from the Burnout sought its largest partner, and found it in the lich. All that remained of the Unspoken was now within the body of the lich, existing on Earth, and all but unknown to both Causes and Men. It did not remember everything of who and what it was. Parts of its identity had been forever lost during the chaos of the Warp. But between the mortal and the Unspoken, there was enough to be a complete entity. One which remembered that it had been writing spells as the Burnout, but unable to remember anything more than the outlines of them.

It wanted the knowledge that it had once possessed and put down in writing. It can feel it out there...somewhere. So it began to plan. The lich has since acquired enough power and territory to become a lich lord. He (or it) has a good-sized army of zombies, access to a handful of useful transport routes, and several communities of the living that he has a quasi-symbiosis with. The zombies make sure anyone in his territory sticks to the "safe passage" routes, he hires them out as unskilled labor to the communities, collects "tolls" (i.e. protection money) for anything shipped by road, rail or boat through his territory, and also collects taxes for local produce and products shipped out of the zone. And of course, he has first rights to the body of anyone who dies in the area.

At first glance, the local human communities are surprisingly ambivalent about the situation. The lich lord is a pretty horrible guy, but he is seldom seen. There are no bandits in the area, the streets are safe at night, and outsiders only come into town for business, spend their money and then get out. As far as the "off-limits" areas of his territory, the occasional disappearance, and rumors of slaves arriving in the middle of the night on an off-limits spur of the local rail line? Well, the locals either say that is just rumor, or don't talk much about it at all. There is an undercurrent of unease that outsiders rarely stay long enough to see. But it is there. And it is justified. What goes on at the lich's lair, well outside of screaming distance of any passing travellers, is truly unspeakable. The lich has the insanity of a fragmentary Unspoken, the brightly burning hatred of a mortal and the patience of an immortal. He tends his human communities well, as a farmer wants his fields to prosper before scything them down at harvest time...

Which brings us all the way up to the present. The lich lord is using his human contacts through the local rail baron to make the purchase of the spell. Veiled threats or not, he knows the Guardians wouldn't make the trade under *any* circumstances if they knew who wanted it, so the trade is to be made to a well-paid intermediary working for the local rail baron. Then, the documents will be shipped by private train to the lich's territory. If there is *anyone* on Earth who can complete and fill in the missing pieces, it is the lich. It may take him years, and it is probably a spell that only he can cast, and even so it might cost him his eternal existence, but the glorious revenge he will get from it might be worth the price...

Interactions and complications - The past four pages are merely the outline of a plot that the adventurers may play several parts in, though the part in the present may only last for one or two game sessions. The adventurers could be involved in the destruction of the Burnout. They might have known the young man who became the lich lord. He will still remember the adventurers, and if he finds they are still alive, will hate them and work to cause them ill.

The Forsaken might have also gotten wind of the incomplete spell manuscript at some point, but either be unable to locate who has it, or be unable or unwilling to steal it from the Brotherhood. The ravings of an insane Cause, especially a magic that Cause was creating, are something of *great* interest to the Forsaken.

Then there is the slavery angle. The lich does buy slaves, experiment on them, eventually kill them and turn them into mindless zombie servants. Adventurers could be on the trail of some slavers and end up stymied by the layered defenses in the lich's territory (you don't *always* win the battle or rescue the damsel in distress).

In addition, it might have finally come to the notice of the Cause that first recognized the manuscript that the Unspoken might still be out there in some way. The Unspoken has masked himself well, hiding his true self under the other sparks he has stolen from the various godzombies he has slain over the years. These captured sparks are themselves unaware fragments of personality and do not remember or recognize the Unspoken for what he is, but they do add to his power.

So, somewhat embarrassed at her lapse, the goddess involved has set her priesthood and champions the task of finding someone that she is loath to actually describe. She is looking for signs of a powerful mage with particular personality traits that she is inferring from the manuscripts of the Burnout that she saw through her Priestess. To make things more difficult, they are not permitted to directly inquire about such mages, for fear of alerting someone else that they are searching. Rather, they must simply keep their eyes and ears open for unusual happenings and see what turns up in record searches whenever they have access to a community history.

This search has been going on for over a year, and has finally uncovered a lead worth following. Someone, a spy, informant or simply one of the faithful working for the rail baron, heard about a "special train just for a book" and passed the information on. This was of no real importance by itself, but someone eventually connected it with other bits of information about the Guardians, the activity of the local Forsaken, and decided this was worth following to see where it led. The lead investigator for the Cause has been told that if "the book" is a magic-related manuscript with blood-spattered pages, it *must not be read*. If found, it is to be acquired by *any means*, and brought to a particular temple. Even if this means the manuscript cannot be trailed to its ultimate destination, the acquisition and destruction of the Unspoken's writings is deemed more important at this time.

Paladin

"We answer to a higher authority than yours..."

Strength: 3d+0
 Agility: 3d+0
 Awareness: 2d+2
 Will: 3d+0
 Health: 3d+0
 Fate: 3d+0

Notable skills:

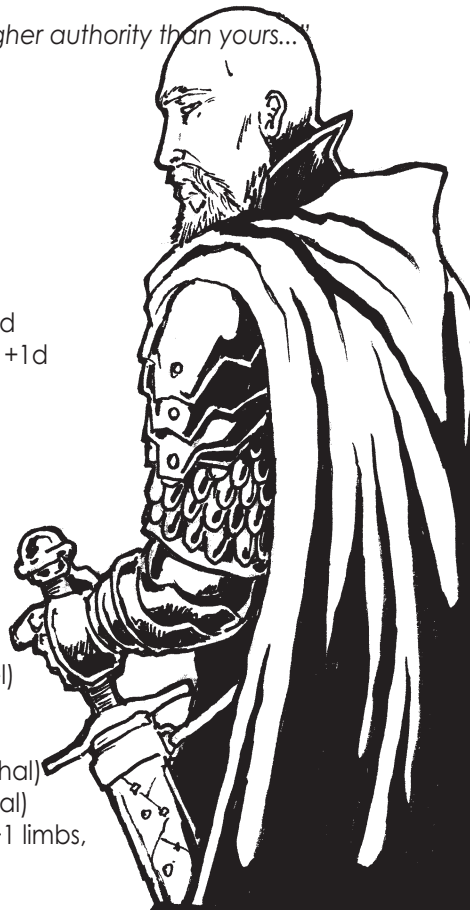
Melee weapons: +1d
 Projectile weapons: +1d
 Religion: +1d
 Equestrian: +0d
 Stealth: +0d
 Sorcery: +1d
 Push: +0d
 Telekinesis: +0d
 Prophecy: +0d

Notable Traits:

Godtouched(1 level)

Notable Gear:

Longsword(2d+2 lethal)
 Crossbow(2d+1 lethal)
 Full body armor(1d+1 limbs,
 2d+1 body & head)
 Horse & tack



Paladins will have varying skills and equipment depending on the Cause they follow. This one has among other things, black powder grenades and grappling lines that can be shot with their crossbow. Magic has evolved enough that they may have specialized or more precise variants of the spells listed, with different difficulty than normal.

▼ **WARP PLUS 30 YEARS** - In addition to anything else you tell them, read the following to the players:

The Warp, as everyone born afterwards calls it, was a lifetime ago. Most of the people born that day are parents, some are close to being grandparents. You don't just feel like you're getting old, you are getting old. Places that shouldn't ache do, and the places that have reason to ache often hurt like a sumbitch. The world is looking less and less like the old world and more and more like it is coming into its own. All the crackerboxes, the cheap apartment blocks, manufactured housing, glassy skyscrapers, all gone, fallen into rubble with varying degrees of grace.

The older survivors, the ones who spent more life before the Warp than afterwards, are slowly gaining an aura of respect. So much of the old knowledge was lost or of no use when the new generation was scrabbling for survival. The only people who know how certain things were done are the old-timers. Whether it is trying to build a transmission, do line integrals, remove an appendix without magic or construct a C-class vacuum tube amplifier, the first person they turn to is some geezer who still remembers how it was done.

And there's less and less of them every year. Soon enough, the new generation will have to learn it all over again, and make it work in this strange new world. And they're trying. The first commercial flights in the region fly overhead every third day. No one trusts the flimsy planes to carry anything heavier than a few sacks of mail, but they can do it for less than a mage would charge, provided it stays in the air long enough to pay for the cost of building it. And flimsy and vulnerable to magic as they are, the military is still eyeing them as surveillance and weapon platforms. Nine out of ten people on Earth die in the worst diaster in history, and two generations later some people have nothing better to do than work on new and improved ways to kill each other.

People can be so stupid sometimes...

This is the "old gunslinger" segment, where adventurers are highly skilled, probably well-known for what they do or have done, but are starting to feel their age and are maybe even being eclipsed by a generation born after the Warp and in many ways more in tune with it than those who reached adulthood prior to 2010CE. The players know that this is the last challenge or set of challenges for that particular adventurer. It gives the gamemaster a chance to pull out all the stops, and the players a chance to take risks with the adventurer that they might have been reticent to do before. Even the youngest adventurers are feeling their mortality, but are sure they are up to the challenge, and are willing to risk what is left of their lives so that a younger generation can make the most of theirs.

It is now 2040CE by the old reckoning, though hardly anyone uses it anymore. A dating system based on the manifestation of a non-existent deity is a bit much for people to cling to. The last True Believer holdouts in the hinterlands use the old dating system, and historians use it when referring to pre-Warp events, but that is about it.

No doubt about it, virtually everything the adventurers possess except possibly where they live, is of post-Warp manufacture. Everything else is either broken or so worn that it is only suitable as a trophy weapon that you mount on the wall as a memory of an earlier time in your life. Sure, people still find the occasional cache of intact pre-Warp stuff, but the prices anything militarily useful goes for are triple the pre-Warp price, in an economy where wages are a fraction of the pre-Warp amounts. Adventurers who *insist* on having cantankerous pre-Warp gear for some reason can probably have a limited supply, but finding consumables like a particular caliber of bullets is unlikely outside of the largest cities.



WarpWorld^{v1.0}

Odin Meren

"Feh..."

Strength: 1d+1

Agility: 2d+0

Awareness: 3d+2

Will: 3d+2

Health: 1d+1

Fate: 4d+0

Notable skills:

Sorcery: +2d

Notable Traits:

Elderly

Godtouched(2 levels)

Weakness: Awareness, one-eyed

Notable Gear:

Assorted magical foci, mostly of an offensive or defensive nature



Deeply cynical old wizard who is on the short list of people the Baron trusts, one of a few who would help the Baron out of principle rather than strictly for the money. Does not think the Baron's course of action is wise, but supports him more than he does Epona or the Causes in general. Never engages in a frontal attack, always has a backup plan.

Decay - Vast swaths of the world's infrastructure will be gone by now. Thirty winters, many of them with ice storms. Thirty summers, many with floods. The natural hazards of a particular area, like wildfires, tornadoes, earthquakes. Basements flood, bridges and tunnels collapse, broken windows and blown-off shingles let in water and accelerate decay, cheaply built housing crumbles, sewer systems and water lines break or clog, and so on. Until steam-powered earthmovers, specialized magic or lots and lots of backbreaking labor are put towards repairs, what breaks is going to stay broken, and rust or crumble away where it broke down. While big stretches of highways are still in decent shape, there will be the detours around collapsed overpasses, shabby little ferries where there were once river bridges, huge landslides blocking mountain highways, and so on. The places where effort *has* been spent to rebuild and repair will prosper, and odds are those who have control of those routes will prosper quite a bit. Remember to take this into account when dealing with adventurers and travellers of any type.

▼ **INTERLUDE: APOPHIS FALLING** - On Friday, April 13, 2029CE, the asteroid Apophis might make an extremely close pass to Earth. *How close?* Close enough to be worrisome. We're pretty sure it will be a near miss, but Apophis is 350 meters across, and if it hit, it would make *quite* a mess. The Warp of 2010CE put a very small perturbation in the orbits of most astronomical bodies. A very, very minor adjustment to be sure, but it only takes a *tiny* nudge to turn a near-miss into a direct hit, especially if that nudge is done nineteen years earlier. This event, if it happens, is going to be at approximately year 20. There are several ways to handle this, and further permutations based on the gamemaster's decision.

First, you can just ignore it and say Apophis misses entirely. *No harm, no foul, no complications to the campaign.*

Second, you can say it happens, but the impact and its side effects are a surprise to spring on the players, adding some extra chaos and a slowing of rebuilding efforts between the year 10 and year 30 segments.

Third, you can add an adventure segment that somehow involves Apophis, taking place sometime in year 19. How well the adventurers do whatever it is they do will affect both the year 30 segment and possibly the year 300 segment. This is of course the most *interesting* possibility, and how you run this depends entirely on how much time in advance people and the Causes become aware of the threat.

Impact details - How an asteroid like Apophis would affect Earth depends on where it hits, and when. Apophis is about 350 meters across, has an estimated mass of twenty million tons and will have an impact speed of about 12.5 kilometers per second, with an energy somewhere around 1,000 megatons. To put this in perspective, the explosion of Krakatoa in 1883CE was roughly 200 megatons. Exact details would be based on impact angle, but for a reference point, a 1,000 megaton ground burst explosion would leave a crater about 2.5 kilometers across, have a blast wave that would instantly kill people in the open 20 kilometers away, and a thermal pulse that would ignite anything in line of sight, sparking massive forest fires that will rage uncontrolled for weeks. It possible those in very secure structures, behind intervening hills or with good magical protection can survive relative proximity to the impact.

But, the area will no longer be able to support human habitation and will remain a wasteland of burned forests, collapsed structures and debris-choked roads and rivers for years. Areas for several hundred kilometers downwind will be blanketed in dust and ash up to a half a meter deep, turning day into night and crushing all but the sturdiest buildings. Torrential rains will follow and cause mud-choked rivers to overflow their banks. Remaining pre-Warp internal combustion vehicles will be choked on dust and probably breathe their last after a few hours of use. Of course, if Apophis hits a major faultline, it could also spawn earthquakes, or trigger volcanic activity hundreds of kilometers away.

If Apophis hits the ocean, it will cause a tsunami that might affect all shorelines of that ocean. Closer areas will be wiped out, those who rebuilt near the shoreline after the Warp will be cleaned off the map, and this may affect rebuilding efforts there for generations. Shores affected the least will suffer varying amounts of devastation as ships are carried inland by rising waters, structures are flooded, low-lying croplands are ruined by salt, and post-Warp recovery and rebuilding are set back several years.

By this time in a campaign, global warming will have largely stopped and may even be reversing itself, and the dust and soot thrown into the air will accelerate the process. In the northern hemisphere it will adversely affect crops that year and possibly the next, while in the southern hemisphere it might lengthen the winter and affect the growing season in the next year. The effects in terms of starvation, breakdown of law and mass migration of people will in some regions be like a smaller version of what happened after the Warp.

How the Causes see it - Honestly, the Causes probably aren't paying attention to the matter. Rocks whizzing about in space are pretty boring to most of them. What is *probably* going to happen is that some human scholar will stumble across the predictions of Apophis' approach from some pre-Warp publication, and then try to get a High Priest interested enough in the matter to make a query to their god...and *then* things get interesting. Not in the sense of action, but of politicking. It would be difficult but far from impossible for the Causes to deflect Apophis. They are powerful, but in individual and subtle ways. They can manifest in human form and be vastly superior to any mortal or mage, or do something subtle like influence the course of human evolution, but in matters of shifting multi-megaton chunks of rock hurtling at several kilometers per second, all they really could do is relentlessly pound it with blasts of energy. Given enough time, this could do the trick. But doing even this depends on time and negotiation.

Not all the Causes would want Apophis to miss the Earth. Some of them see the world that men had made in their absence, and the world they are trying to rebuild, and do not fully approve. They would have no problem with something that would wreck weather and crops and lives and make men more dependent upon the Causes. Other Causes look at the orbital trajectory of Apophis and see that it is going to smack someone else's worshippers far harder than their own, and so see no reason to shift it. Without some sort of agreed-upon plan of action, some might try to shift it, others would actively oppose this, and it could lead to outright conflict in the ether, which *all* the Causes want to avoid. And if this means they end up doing nothing and Apophis strikes Earth and wreaks havoc, then that is preferable to the Causes fighting each other. This dumps things right back into the mortal sphere in several ways.

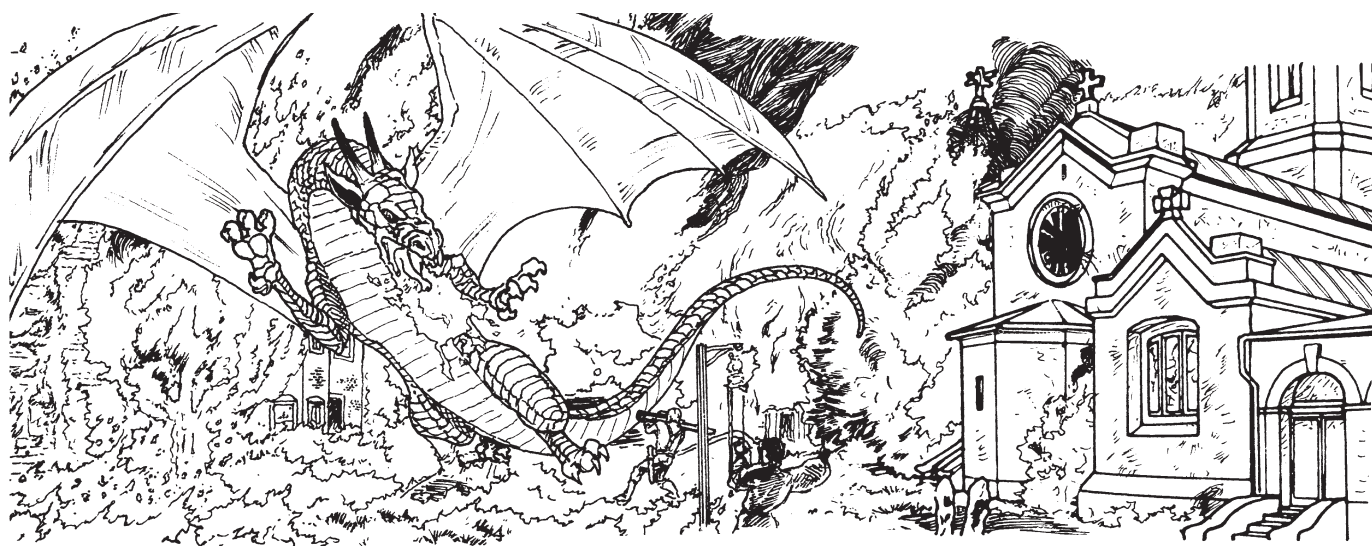
A Cause affected might have its followers engage in a mass migration, perhaps with a Moses-like figure leading his people to a new "promised land". Bear in mind that in the Biblical case, the promised land was already occupied and Moses ordered his people to utterly slaughter them...

A Cause interested in deflection of Apophis might see if its mortal followers could convince the followers of an opposing Cause to ask their own Cause to allow the deflection. A sort of grass roots effort to sway an opposing Cause through its own followers. A Cause interested in making mischief might see if it is possible to give sufficient information to mortals to let them try on their own to deflect Apophis. This would be a magical undertaking on the scale of the Manhattan Project. It would not involve actual space travel, but would likely be some sort of massive, arcane deflection beam. The mischief-making Cause will get its satisfaction from this in several ways.

The Forsaken will *certainly* be interested collecting as much information as possible on such an undertaking. Nations should but do not have to work together on the project, and might each have their own magical arms race, with sabotage, competition, and espionage. And last, and most importantly, the trickster Cause will not give correct (or enough) information. The best the human effort will be able to accomplish is not to deflect Apophis, but merely to change its point of impact. And if one Cause's followers are more affected because of this, there will be a lot of finger-pointing and bad blood over the matter for generations, if not centuries. Pre-Warp history shows that we can hold religious grudges for an *amazingly* long time.

Last, one of the Unspoken might not be so unobservant of matters as the Causes. The weak and banished Cause might seek to enter the mortal sphere by hitching a ride on Apophis while it is in the lonely space between the planets, hoping to find a place to hide and grow strong here on Earth, taking mortal form after impact and planning its vengeance on the other Causes.

Apophis is *not* a planet-killer. It has no chance of doing irreparable damage to humanity, and as such is not a matter of great concern to the Causes as a whole. Rather, it is something interesting and new, an opportunity (or reason) to set their mortal proxies in motion for their amusement. Some *will* be more personally concerned about their mortal flocks than others, and some who might have been unconcerned can possibly be swayed by mortal action, and this is what makes things interesting for them, the gamemaster and the players.



▼ **ADVENTURE: HORSEMISTRESS** - As the world pulls itself back from ruin and anarchy, people have to learn to do things the way their great-grandparents did. One of the talents that virtually everyone will need at some point is a bit of horsemanship. Horses are unaffected by the vagaries of the Warp, their tack is low-tech and can be made with low-tech tooling. For most of human history, they were *the* means of rapid land transport. Some individuals may be able to use magic for personal transport, and trains or riverboats can get you to and from cities and towns along a limited set of routes, but if you want the freedom of movement that the average pre-Warp person had with an automobile, in the post-Warp world you need a good horse.

This adventure centers around a conflict between the new-old, and the old-new. That is, steampower and horsepower. The Temple of Epona (a Celtic horse goddess) has had "difficulties" with the local rail baron for a number of years. Baron Simon Baron (yes, his last name is Baron, and he is simply known as *The Baron*) is a nearly obsessed believer in the power of machines. It is not that he has a personal hatred of horses, he just feels that a reliance on them is a step backwards, not a step forwards. He was an athiest at the time of the Warp, and while he has wrapped his head around the notion that the gods were dead, but now *are* alive again, it doesn't mean he has to like it. Especially not the reliance and devotion many people have to these unearthly beings and their new temples. Since the followers of Epona devote much of their time to horse training and breeding, they are doubly damned in his estimation, an opiate of the masses that favors a backward step in the progress of human civilization.

That he has managed to grab and hold a monopoly on rail transport in this region, despite an outright refusal to carry any civilian horse-related cargo (except horsemeat), is a demonstration of his skill at what he does. The only concession he has had to make is that he will carry army horses, and this concession is only to maintain his monopoly hold on the area. Governments that can't move their cavalry around could adversely affect his business. While he is quite powerful, he is not quite powerful enough to avoid having some of his trains confiscated if he refused to move military forces in times of need.

Through various sources, he has learned that the Eponan horse breeders and priests were about to secure a boon from Epona herself, in the form of a golden stallion who was a physical manifestation of her will. Bred with mortal mares, the foals would be like a thousand years of selective breeding in one generation. Smarter, faster, stronger, perhaps even with magical gifts. That is, something to make horses even *more* desirable and useful than they already are.

This could not be tolerated.

Rail barons do not secure their position by economic leverage alone. The Baron has his own private army, with a small core of elite enforcers that conventional militaries tend to lack. Assassins, contacts and contracts with the darkest of mages, and something no one else has, a pair of armor platoons. It takes a lot of money to make a useful steam-powered tank, and it takes a railroad to deploy it anywhere at speed. *The Baron has both.*

Cued by a spy about when to attack, the Baron's forces struck the Eponan ranch/temple right after the joyous summoning/welcoming ceremony. Magically stealthed machines, mages and infantry levelled the complex, killed most of the gathered priests and priestesses, and earned the Baron the personal enmity of a minor deity. Epona's wrath was nearly immediate and well-directed. Members of the raiding force that did not make it to the shielded mass teleport point in time were vaporized by an enraged Epona. The Baron's estate came under attack from the ether soon after, but this was expected and some powerful and well-paid talent (including an arch-mage) fended off most of the damage. The magical "cease and desist" order The Baron broadcast into the ether went unanswered until Eponan temples all across the country started blowing up, one per hour, until the barrage of lightning bolts ceased. The Baron planned ahead and planned in detail. His terms were simple: *Do what you want, but only in the mortal sphere. Your people vs. my people.* For the sake of her remaining faithful and temples, Epona swallowed her outrage and accepted. She could have, with time, wore through the layered defenses the Baron had shielded himself with, but the Baron could also have destroyed nine-tenths of her earthly assets by then. *These were the opening salvos in the Horsemistress' War.*

With a little lead in, this war can take place in the home territory of the adventurers, or it can be an ongoing conflict in a neighboring region or a hazard in a place they have to travel to or through. The key features are follows:

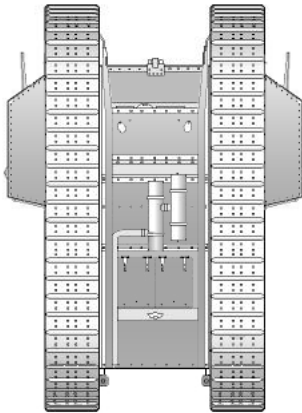
Epona will not directly interfere in the mortal sphere. She might be a little more generous with her delegated power than normal, or more clear when her priests and priestesses look to her for guidance, but she will not directly interfere, attack the Baron's mansions, nor send any Seconds or Heralds to work on her behalf, unless those entities were already manifested in this world. The Baron in return will not engage in terrorist actions against the temples of Epona.

Aside from that, just about anything goes, within the bounds of the laws both sides will reluctantly be forced to obey. The Baron has enough leverage that he can do a bit of behind-the-scenes arm twisting, but he is a long way from being able to confront the local government(s) directly. The Temple of Epona is a minor religion, one of dozens in the region. Any attempt to openly condemn the Eponans for taking a position against the Baron will be met with a wall of solidarity from just about every other faith, but neither can the Eponan faithful do anything that will clearly harm other faiths.

Steam Tank Mk 1

Crew: 4
Strength: 4d+0
Top speed: 8
Acceleration: 1
Front: 3d+0
Right: 2d+1
Left: 2d+1
Top: 2d+0
Bottom: 2d+0
Rear: 2d+0

Hits: 17
Damage limit: 5



Weapons:

Sponson MG(x2): 3d+2
Forward MG: 3d+2

Not a fearsome piece of hardware by any modern standards, but not bad for this point in the campaign. One of the crew is normally a mage, who typically casts a sort of force bubble around the tank, giving it an overall +1d to armor and which also deflects things like grenades and molotov cocktails. The mage will also have other useful spells, and the tank may have templated magic items or long-duration spells to improve its mobility or protection.

EXAMPLE: If the Baron's forces catch some Eponan saboteurs trying to blow up a rail bridge, odds are the authorities will turn a blind eye if all the saboteurs "fought to the death", even if evidence is to the contrary. *It is in the government's best interest that the rail lines stay open.* Likewise, if Eponan investigators turn up evidence of an illegal black powder stockpile in a building near an Eponan temple, the Baron can't make too much of a fuss if the authorities confiscate the property. *It is in the government's best interest to avoid major explosions in urban areas.* On the other hand, if the saboteurs were successful and got away, or an Eponan-owned warehouse burned to the ground without damaging anything else, those are unfortunate events, but within bounds.

The "rules" of the conflict are guidelines. If Epona thinks that she or her people can eliminate the chance of mass retaliation against her temples, she will have no problems against launching a pre-emptive strike to take out the Baron's threat. Likewise, if the Baron thinks he is on the verge of defeat, he will order the destruction of the temples and go down swinging. So, the Baron has to constantly modify his threats to the Eponan temples, and Epona has to be kept guessing.

The Horsemistress' War is going to be constant, a low-key war of economics and public opinion. The Baron's forces are with few exceptions, doing it for the money. If the Eponans can run the Baron's bank account dry, he will not be able to keep his war funded. And the Baron makes most of his money off of rail travel. The dedicated Eponan faithful do not require money to keep fighting, but their numbers are small. Epona is a minor faith, and those both willing to break the law and competent enough to get away with are a few hundred at the absolute most. The support both sides get comes indirectly from the general public. People want the trains to run on time. Farmers want fresh produce to get to urban markets, people want the mail to be delivered, etc. Blowing up trains or tracks or bridges hurts the Baron, but it also hurts the opinion of the Eponans. And, if the Baron's actions cause a rise in the price of horses or horse-related items, everyone who owns a horse is going to be unhappy with the Baron.

EABA

Both sides will engage in as much propaganda as they can manage, up to and including false "news" stories, rumor-mongering, pulpit-thumping and so on. The Eponans can rightly claim that the Baron was an atheist and will also claim his is one of the Forsaken (he isn't, but does provide some financial support to a few). The Baron can point to his trains and tracks and the goods and people they carry and rightly ask if any Cause has helped people as a whole in such a way, or whether their blessings are small and restricted only to a select few of the faithful.

Complications - Both sides have a few secrets or tricks up their sleeves, and these can end up involving the adventurers.

The Baron is a technophile, but restricts himself to things of a post-Warp nature. As mentioned, he has managed to have a few quite inefficient steam-powered tanks built. These only work well with the aid of magical enhancement, and require a specialized mage as part of the crew. They are on a par with World War I light tanks. Fairly slow, prone to break down, with a maximum range of maybe a hundred kilometers. But, they are also proof against most small arms and a fair number of magics. The Baron is constantly on the lookout for improvements in steam power tech, and for magics that could be used to improve any sort of normal technological efficiency. He has a few small planes at his disposal, but they are readily identifiable and odds are they would be shot out of the sky the first time they got within range of an Eponan priest. So, the Baron is looking for those who are good with mechanical things, particular sorts of magics, and general guns for hire that do not have a problem taking on the followers of a particular horsey Cause.



Epona has the normal personality of a Cause. These are mostly the characteristics of any supreme leader, but magnified. Her positive traits are larger, as are her flaws. She is haughty enough to think that any largesse she bestows should be given great reverence. Even to hear Her voice is to be counted a blessing, and to serve Her is its own reward. On the other hand, she does in a small way see Her followers as her children as well as her servants, and she genuinely does want them to prosper. *And win.* To those who become ordained in her faith after the start of the war, she may be a bit more generous with her blessings, in terms of how much they are godtouched, and the sorts of magical knowledge she bestows on them. For those who are willing to make the ultimate sacrifice, she may even grant them a suicide-bomber ability, pouring power into them like they were a Burnout and sending them on a mission that guarantees them eternal communion with Epona.

Pseudo-burnout

"To give your life for what you believe in is the greatest gift..."



Strength: 2d+2
Agility: 2d+2
Awareness: 2d+2
Will: 3d+2
Health: 3d+0
Fate: 4d+0

Notable skills:

Melee wpns: +1d
Projectile wpns: +1d
Religion: +1d

Notable Traits:

Godtouched(4 levels)

Notable Gear:

Pistol

After being granted their blessings, pseudo-burnouts have a lifespan measured in weeks. Once they trigger their ability, they gain a protection against most forms of attack equal to the time level, which becomes visible to the naked eye after about fifteen seconds (time level of +8). After a minute (time level of +12) and each time level after that, the pseudo-burnout has to make a Will roll against a difficulty of the time level. If they fail, they detonate with a lethal explosion of 2d+0 for each 3 time levels. So, a time level of +12 would be an 8d+0 lethal explosion. The pseudo-burnout can choose to detonate themselves at any time if they have the will to act, and automatically fail the Will roll if a time interval elapses and they cannot act. This usually has signs that astute observers will notice, giving them a few seconds to seek cover.

Epona has the advantage of having a much better communication network than the Baron. Not that she is a sort of messaging service between the faithful, but she can (and does) let her faithful in other parts of the world know of the war her local followers are in. Within a few months, the first of the hardcore faithful will arrive from distant parts. Enough of them that it will make the news. Strange clothes, new accents, and so on.

The last complication is her equine avatar. It was not an intelligent, nor supernatural being, but simply a created horse of vastly superior quality, a masterpiece only the skill and power of a goddess could permanently manifest in this world. The horse was *not* killed in the Baron's initial attack. A dying priest teleported himself and the horse away from the immediate conflict, after which the panicked beast fled in a random direction. It is still out there somewhere, and has probably taken command of a local mustang herd. Epona knows the horse is still alive (since the energy invested in its creation has not returned to her), and she knows where it is. But, she suspects there is an information leak within her mortal followers, and does not wish to share her knowledge until the traitor is found and dealt with. The innermost of her faithful know the horse is still on the loose, but the Baron does not. Obviously, the Eponans want the horse, but need to find it without drawing the Baron's attention, since if he found the horse he would go out of his way to capture it and offer it to some Cause that disliked Epona, or failing that, find some way to leave its severed head in the bed of some Eponan priest or priestess...

Hired Gun

"I don't do kids, ugly stuff costs extra..."

Strength: 3d+0

Agility: 3d+0

Awareness: 2d+2

Will: 3d+0

Health: 3d+0

Fate: 2d+0

Notable skills:

Melee weapons: +1d

Projectile weapons: +1d

Brawling: +1d

Investigation: +1d

Notable Traits:

Amoral(4 levels)

Notable Gear:

Weapons & body armor



A professional, in it for the money. Willing to take risks, injure, maim and kill, but is not willing to die for someone else's cause (or Cause).

Running the adventure - Clearly, this is not a single adventure, even an extended one. It is a setting that can be the main focus of the year 30 segment, or a backdrop or recurring theme. The war itself is likely to go on for several years. If it is the focus of this part of the campaign, the gamemaster needs to set it up so that all the adventurers are on the same side or neutral on the matter. It is possible that friends or family might have opposite opinions or ties that can be used for dramatic tension (your only surviving relative from before the Warp is a priest or an engineer), but the adventurers should probably all be on one side of the issue. You can draw parallels with other historical guerilla actions, civil wars or general ethnic or religious strife. Both sides of the situation may have some merit, but by the end of it, both sides will also have hands stained with a bit of innocent blood. If at all possible, the adventurers need to see that none of that innocent blood was spilt by them.

If the war is just a background item for the segment, the gamemaster needs to keep it in the player's minds. Whenever a train is late, they should wonder if it was because of foul play. If they see someone acting suspicious, they should worry if it is a suicide bomber. The war will add a constant tension to the way people interact in the area, and simply staying neutral on the matter does not mean they will be unaffected by it.

It is possible the two sides could come to some sort of armistice, but it is not likely. The Baron will fight until driven into bankruptcy, and would rather blow up his own engines and tracks than sell them to another (which would set back progress in the region by *decades*). The Eponans will fight until the general faithful are so demoralized that the temples are empty and the priests and priestesses can't step outside temple grounds without risking having their heads blown off by someone looking to collect a "dead or alive" bounty.

For this region at least, how the war resolves will set attitudes and opinions on technology, worship, fanaticism, private rights and government authority that will echo up to the start of the late campaign.

▼ **ADVENTURE: ON WINGS OF EAGLES** - The travelling storyteller, the folk singer, anyone who could entertain without the benefit of technology, these became the "stars" of the post-Warp world. At least locally, or regionally if travel conditions were safe enough. By year 30, the most famous of them actually had limited number of phonograph recordings of their work available (at fairly high prices), and they could play to sold-out small venues like friendly temples, old movie theaters and the like. Some could play to slightly larger crowds with the aid of magical or old vacuum-tube amplification. One of the more famous of these entertainers was pre-Warp musician Ron Welsh. Elderly and semi-retired at the time, lacking physical strength or combat talents, the Warp's only contribution to his survival was a spark from some unknown charismatic Second. He cooked, he cleaned, he scrounged. He watched helplessly as most of his children and grandchildren succumbed to a strain of influenza that swept through the weakened survivors. But most of all, he played guitar and sang. He sang of hope and loss and love and grief and things that all felt, but none could find words to adequately express. People said he could make grown men cry with a single word, send ghosts to their eternal rest with a chord from his guitar, and that he feared nothing in this world or the next. While no one truly believes he made the sun rise in the middle of a mid-winter's night, raised the dead or charmed the Georgian Ghost into giving him its withered heart, such are the tales that rose around him. More documented are the tales of him on the battlements of Dresden during the Believer attack of year 3. Grey hair flying free in the wind, bullets and arrows spanging off the walls around him, he walked the circumference of the battlements three times, exhorting the defenders in a voice heard even over the gunfire and screams of the dying. And each time he passed someone, that person knew that the rest of the defenses held, and gave them the courage to fight on against odds and numbers they had no right to survive against, much less defeat.

Less substantiated are the tales that after the battle, his clothes came out of the laundry riddled through and through with bullet holes, yet he suffered nary a scratch during the battle.

Over the next two decades he travelled as conditions and his health allowed, sometimes with traders, sometimes alone, sometimes with other entertainers or generic travellers. He asked very little for his performances, and instead encouraged people to invest what they would have given to hear him play to some worthy cause within their own community.

About five years ago, his health finally got to the point where extended trips became impossible, or maybe he just didn't feel like travelling anymore. With rare exception, his voice has not been heard anywhere outside his hometown for years.

The adventure begins with the soon-confirmed rumor that the legendary singer is going to hold a concert in his hometown, a few months from now. With a full crew of sonic mages for amplification, he could be heard by an audience of thousands, and at least that many are expected to show up. Businesses a hundred kilometers off announce they will be closed the day of the concert so employees can get there, and those that don't close find they may not have anyone show up for work anyway. In pre-Warp terms, we're talking Woodstock, albeit at a fraction of the scale. Of course, there is no one still alive that remembers Woodstock at this point, so any lessons people might have learned from it are long lost. The only saving grace Welsh's town has is that they know the stampede is coming and have months to prepare, in terms of supplies, logistics and things like sanitation and lodging.

Ron Welsh is not the only singer or storyteller performing, but he is the reason people are flocking to the concert. What he'll sing, how long he'll sing, even the quality of his singing are hot topics in the rumor mill. Now, it is not really fair to call this major happening an adventure. It snowballs beyond what the adventurers might be prepared for, and is more accurately an event they are caught up in, rather than one where they make a measureable difference in the progress of events. Sure, they can get jobs as security, or drayage, or bodyguards or even things like ancillary mages to do special effects for someone's performance, but all of this is minor stuff compared to the main event. If the gamemaster introduced Ron Welsh as a character earlier in the campaign, adventurers might know him personally, or even be fondly remembered enough to get the equivalent of "backstage passes" for the concert. Otherwise, they will just be part of the throng.

Ron Welsh is dying, and he knows it. And while he still has strength to sing and play, he's going to give the people something to remember him by. He knows it will be special, and bittersweet, but he has no idea to what degree. Among his fans is one he would not suspect. She who was remembered as Isis, Ishtar, Inanna, She who knows the orphan, knows the widow, seeks justice for the poor, and shelter for the weak has manifested in human form to see the mortal she has only heard of. In the guise of a wine seller and innkeeper, she runs a big canvas tent with a sawdust floor and surprisingly good vintages. She observes the mortal world, breathes in the emotions, and mentally takes down the names of those being naughty and those being nice, especially those who are such in her name. When it comes time for the show, a little magic gets her into the company of a wealthy merchant with excellent seats, and the concert begins.

The event goes as it goes, mostly without a hitch. A few rowdies have to be hauled off, and the other acts are appreciated and given a decent reception, but nothing like the earthshaking roar when Welsh steps in slowly from stage right. He raises and lowers a hand, and the crowd goes silent. He limps to stage center, sits on an old three-legged stool centered in a pool of light, and without a word of introduction, begins to play. It's not one of his pre-Warp hits nor one of his post-Warp ballads. It is something new, something rambling and heart-wrenching and focused and joyous at the same time. It's his life, set to music, and it absolutely captivates the audience. At one point, in a particularly poignant moment, his voice breaks, a chord is badly missed, and there is a long pause, but he goes back into the epic ballad as though it had never happened.

When he finishes the saga a full hour later, the applause is thunderous. Welsh takes it all in stride, calmly waiting for it to die down. When it finally dies away, and he doesn't get up, speak or even move, a stage hand goes out to check, and Ron Welsh topples off his stool, quite dead. Body cold, he died an hour before, midway through the performance. Inanna, impressed and enamored with his music, did what only a Cause can do. She looked at his fleeting spirit and saw a fragment of it was from her own scattered essence. She bound his spirit to her own, made him a Herald and manifested him back in this world, so he could finish the song of his life.

Ron Welsh was buried in his hometown, and a shrine built in his honor. Some say you can hear him play there on moonlit summer nights, and others say they have travelled with him on the road and not realized it until they had parted company. *But of course, those are just the tales people tell...*

▼ **CLOSING THE MID-CAMPAIGN** - Adventurers who have managed to get this far deserve a little peace and quiet, some well-earned respect, and the chance to accomplish the stuff they didn't manage to do because they were too busy adventuring...

Thirty years have passed since what people call the Warp. Folks who survived the Warp as kids are going to be looking at grandchildren in not too many years. The first post-Warp generation has its own vocabulary and way of life and type of magic and worship. When their grandparents speak of MTV and MP3 players and computers, the kids look at them like they were speaking another language. They don't know what it means for Luke to "use the Force", and you don't understand what "snorting the ether" is supposed to signify when they say it about you, but you're pretty sure it's not going to be complementary.

The idea of "retirement" is as alien to this world as Windows 2010 is. Work is what people do. All you've managed to earn is the right to work a little less. You've got some scars, some aches and pains, some bad memories that sneak up on you when you're not expecting them. But you look around, and even if no one else can, you can see your handiwork in the world around you. A family that wouldn't be alive if not for you. In another town, a child on the edge of adulthood, given your name for your heroic actions that you never had the nerve to admit were actually just a matter of luck. There's a Cause out there that knows you as a friend, and another that you actually made bleed. You're still here, your enemies have fallen, and the things you think are important are believed in enough that the next generation is ready to fight to defend them. You look at your friends across the tavern table, and raise a toast to the ones who aren't here, and the ones who will only be here in memory.

There's a gunshot outside, somewhere down the street from the sound of it, and the subsonic rumble of telekinetic magic. You reach for your pistol, but before you have your chair fully slid back, a young man has already drawn a revolver and is halfway to the door, a nimbus of mana around him. He pauses at the door to spare you a glance. You give your son a nod, and he disappears into the street. Whatever is going on out there, it's someone else's job now. You lay your wheelgun on the table, slide your chair back in, and pour another round...

There is no "Warp plus 100 years" segment after this. The late campaign begins after a nearly *three century* hiatus, so the adventurers, regardless of background, powers or age will be long dead of old age. The only mortals that will survive from the Warp to the start of the late campaign will be a handful of the Arch-mages, and even they will be ancient by then.

So, the players need to decide what their adventurers will be doing or trying to do with the remainder of their lives. Depending on the goal, the skills and resources of the adventurer, and whether it is going to make any difference in the late campaign, they may or may not succeed at it. Some things, like the work of the Forsaken, will not progress to where they think they can achieve their goals, no matter how much a player might want this. But, the adventurer can contribute to the body of knowledge, or maybe design that spell they were unable to figure out during the mid-campaign. So, even if the adventurer cannot use it, at least their descendants will have it available. The other adventurers might have similar audacious and unachievable goals, at least in their lifetime, but their work can make that goal a reality in the late campaign.

EXAMPLE: Even with Industrial Era tech, skilled magery makes space travel easier than in pre-Warp times. There is no need for it, but it is possible, even to the extent of colonizing the Moon or Mars. An adventurer obsessed with a return to space might be the forefather of such exploration, disappearing in their extreme old age in a home-made spaceship, their body maybe found centuries later clutching a sandblasted flagpole driven deep into the Martian dust...

The important thing about any actions the adventurers take in the gap between the mid- and late campaign is how it will resonate down the centuries to affect the late campaign. The players should be made aware of this, and the game-master should strongly consider the legacy that each adventurer leaves behind.

▼ **THINGS FALL APART** - *It's scientific.* Given that most pre-Warp construction is less sound than normal due to the material changes of the Warp, the decay of pre-Warp infrastructure is going to be a lot faster than normal. A lot of things will have fallen into disrepair or rubble by the start of the year 30 segment. By the start of the late campaign, this process will be complete. Remember that even a "storm of the century" will have happened three times between the end of the mid-campaign and the start of the late campaign. Florida and the eastern coast of the US will have had three "once in a century" hurricanes, California will have had three earthquakes like the one which levelled San Francisco in 1906, the New Madrid fault will have slipped at least once and ruined the midwest with a Richter 8+ earthquake, the Mississippi will have flooded and changed its course scores of times, ice storms and heavy snows will have crushed roofs from Canada to Texas, and of course the early post-Warp tsunamis did a number on anything near a coastline. And only the structures and infrastructure absolutely needed for survival will have been rebuilt, and even then, only the ones that could be repaired without heavy equipment. If a levee breaks, it stays broken until the water level drops and hundreds of people with shovels and wheelbarrows fix it. If a skyscraper falls across an eight-lane highway, people learn to use a detour. If a tunnel collapses, people take the hard way around or over, or dig out just enough to make it usable for their needs.

In steel and cement pre-Warp megacities, the collapsed rubble will be like one giant underground labyrinth, a post-Warp dungeon filled with who-knows what, underneath the new city built on top of the rubble. *And in ancient cities like Rome, there will be older layers underneath this!* These undercities will have their own ecology, economy and culture, and a good gamemaster can get a lot of mileage out of such places in the late campaign.

▼ **Note** - *As a personal note, in the spring of 2007 the author's house was hit by an ice storm. It took a few hours with a chain saw just to clear a path from his house to the main road. Later in that same year his house was hit by a hailstorm that broke a dozen windows and knocked down a few more trees. Imagine this sort of thing happening everywhere, and no one having the proper cleanup tools or replacement windows (except for cannibalizing other structures). And that's how the Warp starts. Unmaintained buildings and infrastructure go downhill from there. Three centuries later, there won't be much left of suburbia except for the foundations and occasional stretches of blacktop visible through the undergrowth of a three-century old forest.*

▼ **WARP PLUS 300 YEARS** - This is the start of the late campaign. The post-Warp world is the only world that people have known for nearly twenty generations. The way things work or don't work is well understood from a practical standpoint, though the exact nature of the effects at the quantum level is beyond what post-Warp science is capable of exploring, even with magical assistance.

Randall tipped the drone handling his luggage as he got off the train. Another drone in airfield livery loaded it onto a cart and waited for some instructions. They didn't have labor unions, but rail drones wouldn't carry luggage past the edge of the station, and airfield drones wouldn't load baggage onto the trains. Everyone got work, and everyone got tips. It was a nice racket, but it was all a deductible expense for Randall and he wasn't paying for it anyway.

He glanced out the window of the terminal building as the clerk processed his ticket. The planes were flimsy and noisy compared to the sleek metal craft he saw in the pre-Warp books, but they worked. Wood, fabric, wire, two and sometimes three engines, they carried dozens of passengers at a time at speeds trains could never hope to match. Randall still wished that at least one pilot had to be a guild-rated telekinetic mage in case the engines failed, but there were too many planes and not enough mages. Only the single-engine passenger planes still had to have a mage-pilot, which was a shame. A lot of the time the old mage-pilots would turn off the engine, and cruise on mana alone. That was the way to fly. It was still the only real way to manage a transatlantic flight, unless you counted dirigibles.

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Both were still beyond the means of most business travellers, who had to rely on steamships for that sort of thing. Of course, he'd heard piracy was becoming more of a problem. Rumor was that the Achaen League was secretly sponsoring some of the pirates as part of their territorial dispute with the Hesperan Empire, but they of course denied it.

The clerk cleared his throat to get Randall's attention. Slightly chastised, he collected his ticket and headed for the departure lounge, the drone dutifully following behind. He wondered why the Arch-mage Stannus the Seer contacted him out of the blue. Stannus wanted to hire the services of an astronomer and mathematician, and implied that he would be working with others who had unusual skills. Stannus' dekas were good, and after that little tiff at his doctoral dissertation, the department was more than happy to grant him a leave of absence while they reviewed the "interesting" theory he based his thesis on. He bought an overpriced stromboli from a vendor, making sure to get a receipt, but passed on the good luck charms and karma medallions some huckster tried to pawn off on him.

A three hour flight, another hour to Stannus' castle-bunker, and all would be revealed...



▼ **ADVENTURERS** - The late campaign is a more heroic one than the early campaign. Not that adventurers are acting more heroic, but the nature of the challenges they will face are going to be a bit tougher. Adventurers in the late campaign will start with 80A and 80S, plus up to 40 more points from Traits. This is sufficient to give each adventurer skills and Attributes at the level of an Olympic athlete and then some, while average people stay about the same. Adventurers will be a cut way above the ordinary person in one or more respects. Every character will have the potential to be *really* good at something, or just plain good at a number of things.

One change from the early campaign is that long-dormant genetic tendencies have surfaced, and there are several meta-human races that adventurers can be. These children started being born within a year of the Warp, but they were rarities until about the end of the mid-campaign. Conceived by parents who went through the Warp and who were possibly touched by godsparks, reactions to these new humans varied. Some considered them abominations or mutants, hunting down both the children and their parents, while others see them as harbingers of a new phase of humanity, and others see them simply as "son" or "daughter". As inquisitive people slowly begin to understand the nature of the Warp, some will theorize that the metahumans are simply a reversion of the human genetic code that was unable to be expressed in pre-Warp times. At the start of the late campaign all the meta-human races have significant populations, though they are still in the minority.

The most important thing to remember about the meta-human races is that they are in the end, human. They have physical and some behavioral differences, but genetically, these are no more significant than hair or skin color. There are metahumans, half-metas, mixed marriages and every possible combination you can think of. There is some discrimination in some areas, but by and large, they are just humans with very noticeable differences. People will try to characterize the metahuman races as elves, dwarves and such, but the metahumans are different enough from these stereotypes that the labels do not stick. It will actually be several generations before common, consistent names for the metahuman races stabilize, but in North America, they are typically called:

Texans: Tall, very broad shouldered and deep chested, not quite comically top-heavy, but visibly different from the waist up, with deep-set eyes and prominent brow ridges. Red-haired and freckled, they tend to sunburn easily. They first cropped up in large numbers in the former state of Texas, hence the name. Their size and facial structure lead many to think they are sub-par intellectually, which would be a big mistake, as they are just as intellectually capable as anyone else. However, they seem to be handicapped in terms of magical ability.

Texan(average)

Strength: 2d+2
Agility: 2d+0
Awareness: 2d+0
Will: 2d+0
Health: 2d+0
Fate: 1d+0

Texan(adventurer)

Strength: 3d+2
Agility: 3d+0
Awareness: 3d+0
Will: 3d+0
Health: 3d+0
Fate: 2d+0

Weakness: Fate for spell-casting

Fort: Strength for upper-body uses



As adventurers, Texans have +2 Strength over the bought amount and +2 to the maximum human Strength for their age. Texans have a Weakness on Fate for spellcasting (but not for resisting spells), but a Forte on upper-body Strength. Texan adventurers have the same starting points as other adventurers.

Blackhats: Temperamental and mercurial, blackhats are the same size as a normal human when they stand up straight, but tend towards a slightly hunched gait that makes them appear significantly shorter. Their facial features are slightly elongated and deeper than normal, giving them an almost canine appearance from some angles. Blackhats have a short attention span and thus have problems taking training in anything that is outside their particular field of interest, and even within that field of interest they are better at self-teaching than in taking outside instruction. Blackhats take their name from garb in the pacifist religious communities where the majority of the first generation were born and raised, though most of them could not accept that lifestyle and voluntarily left to seek their own way in the world.

Blackhat(average)

Strength: 2d+0
 Agility: 2d+0
 Awareness: 2d+0
 Will: 2d+0
 Health: 2d+0
 Fate: 1d+0

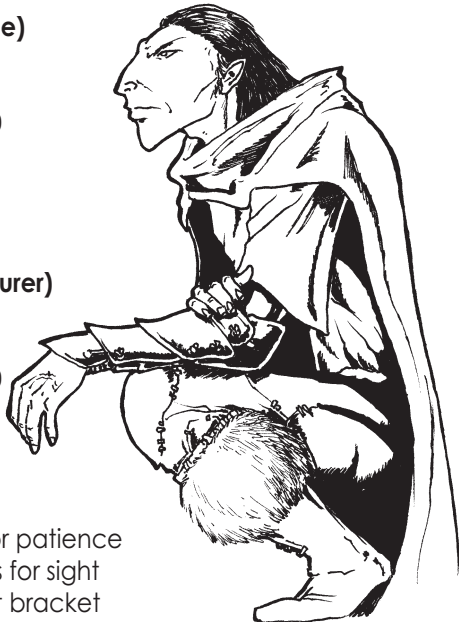
Blackhat(adventurer)

Strength: 3d+0
 Agility: 3d+0
 Awareness: 3d+0
 Will: 3d+0
 Health: 3d+0
 Fate: 2d+0

Weakness: Will for patience
 Forte: Awareness for sight
 Toughness: +1 Hit bracket

As adventurers, Blackhats have a Weakness on Will regarding patience and attention span. *They don't make good sentries.* This Weakness means any sort of teacher has a greater difficulty in trying to train that adventurer. Blackhats have a Forte on sight Awareness, and +1 Hit bracket over the normal amount for their Strength and Health. Blackhat adventurers have the same starting points as other adventurers.

Godkinder: The godkinder are the closest any of the metahumans are to stereotypes, in this case "elves". Godkinder are shorter than normal human height, and thinner, with larger eyes and multi-lobed ears, and a head covered with short, very fine hair. Godkinder are exceptionally facile with magic, often developing dangerous levels of power long before they have the skill or maturity to handle it. They are looked at with fear and suspicion by most humans, which tends to shape their personality accordingly. But, those who were raised in communities able to survive childish bursts of godkinder power and pique are as well-adjusted and outgoing as anyone. Of course, the godkinder who were hated and feared and abused often turned out to be cruel and abusive themselves. A skilled godkinder is not on par with a lich in terms of power and skill, but there are a lot more godkinder than there are liches.



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Like the other metahumans, godkinder prefer the company of their own kind. Their inherent magical talents allow them to bypass the need for technological crutches, and most godkinder communities subtly discourage the non-magical and simultaneously pronounce each individual godkinder's feeling of superiority and status.

EXAMPLE: A multi-story godkinder dwelling might lack stairs, the occupant simply levitating up or down an empty vertical shaft. Another godkinder dwelling or room might lack doors, requiring teleportation just to get in and out of the structure or room.

Being able to create what they need and easily manipulate the fabric of reality means that godkinder can live in areas that would be nearly inhospitable to humans, and since humans both outnumber them and are suspicious of them, godkinder often choose to set up communities in places humans have no reason or desire to visit. On a mesa in a desert, the top of a windswept, snow-capped mountain, a tiny island in the middle of the ocean, and so on. But never in giant trees in a great forest...

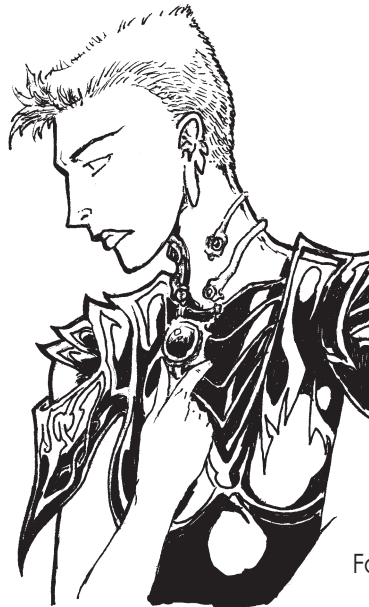
Godkinder(average)

Strength: 1d+1
 Agility: 2d+0
 Awareness: 2d+0
 Will: 2d+0
 Health: 1d+1
 Fate: 1d+0

Godkinder(adventurer)

Strength: 2d+1
 Agility: 3d+0
 Awareness: 3d+0
 Will: 3d+0
 Health: 2d+1
 Fate: 2d+0

Godtouched: 2 levels
 Forte: Fate for spellcasting effects
 Personality: 3 levels



Average godkinder are very flexible in terms of magic, since they are raised with it from birth. The average godkinder may know a dozen spells, but have few or no real skills that are not spells. Lacking physical strength for heavy lifting, tools or weapons, they manipulate reality by thought instead of deed.

As adventurers, Godkinder have the medium level of Godtouched (-2 to spellcasting stress) and a Forte on Fate for the level of spell effects they generate (this does count as Fate for purposes of spellcasting stress). They may *not* have a higher or lower level of Godtouched. Godkinder take a -2 to their bought levels of Strength and Health, and a -2 to the maximums for these Attributes for their age. Godkinder have 3 levels in various Personalities that will make it harder for them to socially interact with anyone who is not a Godkinder, like elitism, racism or a lack of empathy. Godkinder must spend points to buy a +1d in Sorcery and at least eight spells with +0d or better in each. If Godkinder are actively disliked in the campaign region, a Godkinder adventurer can substitute 5 points of an Enemy for each level of Personality required. Godkinder adventurers have the same starting points as other adventurers.

Peers: Peers (also called Drones) look normal, except their eyes are noticeably farther apart than on most people, and this is always combined with a smaller, more flattened nose. Their hair is almost always black and straight, with distinctive facial hair patterns if they do not shave.

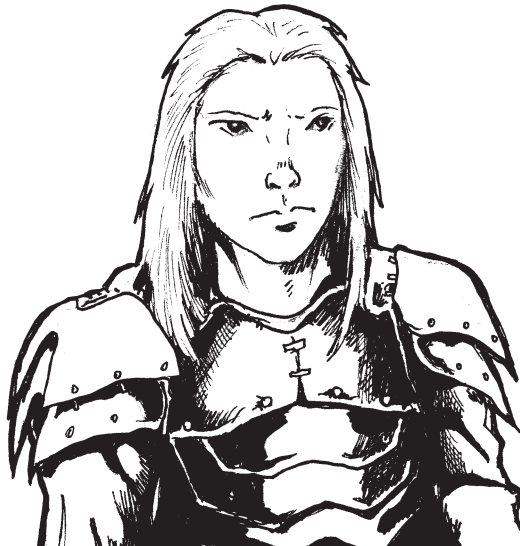
Peer(average)

Strength: 2d+1
Agility: 2d+1
Awareness: 2d+0
Will: 2d+0
Health: 2d+1
Fate: 1d+0

Peer(adventurer)

Strength: 3d+1
Agility: 3d+1
Awareness: 3d+0
Will: 3d+0
Health: 3d+1
Fate: 2d+0

Weakness: Will for conformity



Peers have the disadvantage that they are the ultimate conformists. They are genetically driven to work together socially, which has both good and bad sides. If a group voting on an item has a clear majority, Peers are very likely to switch from whatever side they were on, and change to supporting the majority, rather than staying with an intractable minority opinion. On the other hand, if soldiers around a Peer start to rout, the Peer will most likely rout as well.

Peers try to minimize any potential problems their behavior might cause. Some choose to live in separate Peer communities, which are almost always run in a harmonious fashion. Others work in fields where they are constantly exposed to a variety of situations and never have a large number of people with one view that the Peer will feel compelled to conform to. Others go the opposite route, and find a field in which they are always surrounded by a particular viewpoint and type of action. In both cases, they often gravitate towards jobs where their increased strength, agility and endurance gives them an edge over normal humanity.

As adventurers, Peers have a Weakness on Will that gives them -1d anytime they have to avoid "going along with the crowd". As long as there are multiple viewpoints to a situation, and multiple actions in progress, a Peer is fine, but if a particular viewpoint becomes a majority, or if an action is followed by the majority, a Peer is much more likely to follow that viewpoint or do the same action. This requires more than just a simple majority in order to happen, there must be some significant numbers involved. Two people could not pressure a lone Peer and trigger the Weakness. Half a dozen might. A score certainly would. The opinion of people the Peer is emotionally close to will obviously count for more than that of a stranger, and normal Personality Traits apply normally.

Peers have +1 to Strength, +1 to Agility and +1 to Health over their bought amounts, and the same to the maximums in these Attributes for their age. Peer adventurers have the same starting points as other adventurers.

All the meta-human races have a distinctive appearance, though this is not worth points unless the player defines that adventurer's particular appearance as striking in some way that sets them apart from others of that race. Half-breeds keep any Fortes or Weaknesses of the meta-human side, but total Attribute and Trait effects are halved, rounding any uneven amounts towards the human norm. Their physical characteristics are noticeably between the human and meta-human norms, which may make them stand out more than simply being meta-human.

EXAMPLE: A half-Peer would have the listed weakness on Will, and get a +1 to one of Strength, Agility or Health.

▼ **ATTRIBUTES** - Adventurers are only limited by their points and any age restrictions on maximum Attribute levels. Mages can be as powerful as the player wants to spend on Fate for. The generations of births after the Warp have let long-dormant genetic pre-dispositions surface, so godsparks are no longer needed for a person to be a mage (though that Trait is still used for avoiding spell-casting stress). The average Fate in the general population is 1d+0.

▼ **SKILLS** - Adventurers for the late campaign can have any skills appropriate to an Industrial Era civilization that has magic. This can include skills like computer programming and electronics, though both would be using very, very primitive aspects of these skills. There are aircraft, and dirigibles, autos, steamships, submarines and skills relating to just about anything else that might find in an Industrial Era nation at the edge of the First World War. This is as far as conventional technology and material science can go in the current state of things.

▼ **TRAITS** - A few Traits will be handled a little differently than in the early campaign.

Blessing/Curse - The maximum Godtouched level an adventurer can have without gamemaster permission is the medium one (-2 to spellcasting stress).

Enemies - The normal selection of Enemies is allowed for a conventional society. Criminals, jealous lovers, political rivals, the works. A member of the Forsaken whose Secret is revealed is likely to get a 15 point Enemy to replace the value of the Secret.

Fortes - The usual Fortes apply. There are a number of possible Fortes on Fate, some of which are more useful than others. Remember that only one Forte is allowed on any given Attribute.

Resistance: A +1d to Fate for resisting spell effects.

Mage: A +1d to Fate for generating spell effects.

Mana sink: A +1d to Fate for bleeding off spellcasting stress (not all that useful).

Lucky: A +1d to Fate for making luck rolls.

Each of these has a corresponding Weakness that has the opposite effect.

Gifted - The abilities from the early campaign still apply. The gamemaster can develop new abilities, or the players can come up with new ones with gamemaster approval. These abilities can be very rare, and come about in the same way as Larger than Life.

Larger than Life - This Trait is only available for a single Attribute and skills, and only with gamemaster permission and an Unusual Background to explain it. For instance, the Causes will occasionally take material form and have affairs with mortals, affairs that sometimes last years, and result in children. The sensations of the flesh are still appealing to Causes jaded by untold millennia in the ether and interacting with the limited number of their own kind.

Looks - An adventurer is more likely to have this Trait if they are one of the meta-human races, maybe even more so if they are a half-breed.

Secret - In the late campaign, being a member of the Forsaken *requires* a Secret worth 15A or 15S. This is the "true" Forsaken, not the charitable public face the organization presents. The Forsaken are playing for high stakes and have a lot of resources at their disposal. If their security is compromised, they will act extremely quickly to compartmentalize the problem. This can include massive amounts of force, both conventional and magical, and this could be simply to kill one of their own to prevent an information leak. A player should think long and hard before choosing to be a Forsaken.

Mythic Archetype - There is no downside to this, if the group of players can make it work. They have enough points that they can make balanced adventurers and still meet the requirements. The benefits of a balanced team can be significant, and the gamemaster should consider making up a skilled extra for any roles that remain unfilled (like the Mentor).

Personality - Adventurers in the late campaign are not required to have Personality levels because they are Godtouched, since their magical aptitude is something they are born with and grow up with, rather than something forced upon them. However, if a player wants to define their adventurer this way, they can acquire up to the medium level of God-touched from the chaos and godsparks thrown off by the major event of this campaign, and take four levels of a Personality to balance the cost. Both these Traits would not actually show up for the adventurer until that event happens. A newly god-touched adventurer can begin play with Sorcery and spells if their Fate is at least 1d+2 at the start of play. That is, they already had some magical training and then got hit by a godspark shortly after the campaign starts.

An adventurer who is a High Priest can be traumatized if they were communing with their Cause at the time the main event of the late campaign happens. This can be reflected by several levels of Personality that reflect the mental trauma and shock. The adventurer can get the points for this immediately, though the Personality will not actually take effect until the events that precipitate it occur.

Status - Adventurers can have the normal forms of Status for mundane society, fame, political power, military rank, law enforcement, and so on. They can also have Status within the Forsaken if they are a member of that group, and can have Status if they are a High Priest. A High Priest typically has two levels of limited Status within his or her faith, while a normal priest has one. A regional High Priest would have three, and the overall representative of a faith on Earth would have four levels of limited Status.

Priestly authority extends only within that faith and its worshippers, but it can be counted as an overall level of Status for respect amongst the overall populace. This form of limited Status gives the adventurer some ability to order people around, use resources of that organization, and gain bonuses when trying to gain access to particular places, people or information that the organization has.

A High Priest can generally commune with their Cause or its representative (a Second) and get basic answers to requests. This is technically a spell effect, so a High Priest adventurers should allot an extra 5S to having a "commune with deity" spell. Normally, a High Priest will ask if a candidate seeking entry to the faith as a worshipper or acolyte is worthy, or if someone asking for a spell effect should be required to fulfill any task in return for the benefit, and so on.

Weakness - See Fortes.

Wealth - This operates normally within the framework of the late campaign, in terms of how it alters the multiple or use of available money. However, actual incomes and savings will be lower than the normal amount.

Starting Goods - Income and savings are determined normally, but are then divided by four. Prices for goods and services are not adjusted by the same amount. Industrialization is not universal, even in the most advanced and recovered parts of the world. There is still a lot of hand labor, and little or no automation. Labor costs, transportation and materials keep prices up.

For determining income and wealth, some skills will be worth more or less than others.

Unskilled labor: Use governing Attribute minus 1d.

Magical work: Use Sorcery skill, add 0d+1 per spell past the first, 0d+1 for each full die of Fate past 1d+0.

Soldier or police work: Use Leadership and one job-related skill for a possible complementary skill bonus. Maximum effective roll of 4d+0, +1d to maximum for each level of limited Status (military or police rank).

In general, average wealth and *monthly* income will be about the following, based on the adventurer's adjusted skill roll (average result).

Skill roll	Goods	Savings	Income
1d+0	450Cr	90Cr	36Cr
2d+0	1750Cr	350Cr	140Cr
3d+0	3900Cr	790Cr	315Cr
4d+0	7000Cr	1400Cr	560Cr
5d+0	11KCr	2200Cr	875Cr
6d+0	16KCr	3150Cr	1260Cr
7d+0	21KCr	4300Cr	1700Cr

If the adjusted skill is not a full dice amount, the result is about seven percent higher for a d+1 skill and fourteen percent higher for a d+2 skill level.

Normal cost of living and getting about will be as follows. This may be adjusted for location and some items are not available in some areas.

Lodging	Cost
Small apartment	100Cr per month
Large apartment	300Cr per month
Shanty(per person)	50Cr
Small house(2-3 people)	5KCr
Large house(4-6 people)	20KCr
Mansion(7-12 people)	100KCr

Transport	
Horse	1KCr
Bicycle	100Cr
Auto	5KCr
Taxi fare	2Cr
Bus fare	.25Cr
Airfare(minimum 100km)	1Cr per km
Train fare(minimum 10km)	1Cr per 10km

Food	
Home prepared	.5Cr per meal (15Cr per month)
Street vendor	1Cr per meal
Restaurant	2Cr per meal

Clothing	
Work clothes	50Cr per set
Casual clothes	100Cr per set
Formalwear	200Cr per set

Spell effects	
Base (2d+0 effect)	20Cr
Each step up in hierarchy	x1.5
Each +1d effect	x1.5

Other	
Unskilled domestic staff	150Cr per month
Skilled domestic staff	300Cr per month
Research texts, -1 difficulty on task	500Cr
each additional -1 (max. of -4)	x2.0
Small lab(per hexagon, min. of 5)	3KCr
Gen. accoutrements, poverty	100Cr
Gen. accoutrements, middle class	1000Cr
Gen. accoutrements, wealthy	10KCr

Cost multipliers	
City	x2.0
Town(or suburban)	x1.5
Village	x1.0
Rural	x.5
Cosmopolitan	x2.0
Average	x1.0
Backwater	x.5
Luxurious or specialty	x4.0
Good	x2.0
Average	x1.0
Shabby	x.5

Adventurers will need to take into account their profession and lifestyle. You must start the late campaign with a set of circumstances appropriate to who you are. If you are a highly paid wizard, then you *will* have luxury accommodations and clothing. Some notes on particular categories:

Lodging: Unlike the early and mid-campaigns, housing now matches the population, so there are no nice vacant buildings one can use for shelter. In the major urban areas, the destitute live in shantytowns or take their chances in the undercity. A shanty is something made from discarded construction materials (i.e. junk). It keeps most of the weather out, and has no amenities or security. It is one step above sleeping on a park bench. Shanties are typically in clusters (shantytowns), which will have their own code of conduct and social system.

The number of people listed for houses is generally "family size". It is uncommon and in some places illegal for unrelated people to live in the same house, unless it is divided up into apartments. This varies with locality and population density.

Transport: As with everything else, this is a case where you get what you pay for. For riding horses or work animals, prices are in the range you see with the modifiers. A heavy cart horse would be more expensive than a generic riding horse, which would be more expensive than an old nag. A horse is well within the budget of most middle-class individuals, though many who live in areas with public transport simply use that. Automobiles are not so rare that they still turn heads, but they are most definitely a toy of the rich. There are no cars of "shabby" quality, but you might be able to find an "average" used one for that price.

Maintenance: This applies to both lodging and transport. If you own it, it will have upkeep. Horses have to be fed, housed and shod, cars need fuel and tires and mechanical service, houses need their lawns tended or gas or electric bills paid, and so on. Monthly maintenance cost is one percent of the purchase price, and this covers normal wear and tear. Assume that horses and vehicles will have a useful life of ten years if cared for properly, and can operate at a lower capacity for ten more.

Clothing: A generic figure for a full set of clothes, including footwear.

Spell effects: This is a ballpark figure taking into account the average level of skill, Fate and godtouched in "commercial" mages, figuring that such mages have a limited amount they can safely cast per day. Spending extra for a higher powered spell compensates them for the time they can't use to cast other spells because they have built up too much stress. This price is for an "office visit", where you go to them. "House calls" would be extra, and illegal spell use would be a lot extra.

Other: Wealthy adventurers might have their own housekeeping or groundskeeping staff, and this cost covers that sort of thing. Full time professional staff like bodyguards would have income like adventurers, but be about a quarter less, since the employer is picking up the tab for room & board. Conversely, an adventurer working full-time on premises of a wealthy employer will have no food or lodging costs, but will have an income, goods and savings of one-quarter less than normal.

Research texts are for any sort of skill where having a reference library devoted to a particular skill can be of use. The maximum alteration to difficulty is -4, and this requires a 4KCr investment in specialized, rare and generally hard to get works. For some subjects, the reference texts might even be illegal to possess!

A "lab" is an equipped workplace for a skill and includes all the tools of the trade needed to do basic tasks with *that* skill at no penalty. A larger lab may provide a bonus or allow a task to be performed in less time than normal or allow the skill user to benefit from an assistant. A doctor's office, a mechanic's tools or a chemist's labware would be examples. Someone who has their own business based on specialized hardware probably has to invest in this. Low tech or semi-skilled professions will have tools at half cost or less. For instance, cobblers have a less expensive setups than surgeons.

The "general accoutrements" category covers all the junk you have accumulated up to this point but do not need to itemize as possessions. Furniture, dishes, cookware, art objects, old clothing, record collection, blankets, towels, hobby supplies, etc. This set of items needs to match the same quality guidelines as the rest of your lifestyle. So, if your adventurer is living in a shanty, your accoutrements are probably "poverty" level. Like the clothing you wear, and the place you live, the furnishings and details of your lifestyle affect how people will perceive you.

Cost multipliers: The first two categories of cost multipliers are set by the gamemaster and reflect the nature of the area where the campaign starts off. The last cost multiplier can apply to any item.

All of the stuff that is part of the adventurer's background is paid for with their "goods" amount. Anything aside from this that they want to start play with can come from anything that is left in goods, and the adventurer's spending money is their savings amount, which is usually left intact until the start of play.

EXAMPLE: Say your adventurer is a bodyguard and is making money at an effective 4d+0 skill level. Taking the average, this is 7000Cr in goods, 1400Cr in savings and income of 560Cr per month. The adventurer is currently on the permanent staff of a wealthy extra, so these amounts are reduced by a quarter to 5,250Cr in goods, 1,050Cr in savings and an income of 420Cr per month. Their mandatory expenses are a set of each type of clothing for 350Cr (they have to have a set of formal wear to escort the wealthy employer), and middle class accoutrements for 1,000Cr. They can use the remaining 3,900Cr in goods and 1,050Cr in savings to buy the tools of their trade, hopefully leaving a chunk of savings intact in case of emergency.

Steamcar

Crew: 1+3
Strength: 7d+1
Top speed: 25
Acceleration: 2
Front: 1d+0
Right: 1d+0
Left: 1d+0
Top: 1d+0
Bottom: 1d+0
Rear: 1d+0

Hits: 12
Damage limit: 6



Uses a small steam engine that takes several minutes to warm up, but it has an insulated boiler and can be left "idling" to maintain boiler pressure for several hours at minimal fuel consumption. Uses a small generator and battery to run electric headlights and taillights at night. Variations in size, performance, amenities and luxury are to be expected.

Loans - The late campaign has enough stability to easily support a banking industry, complete with long-term loans. An adventurer can have something they cannot otherwise afford. This is usually a house or car, but might also be something like a research lab, the specialized tools of a particular profession. There are two ways to do it.

The first is to divide the actual cost of the item by thirty. This gives a five year payment plan with a monthly payment of that amount. This is about a ten percent simple interest rate on the loan. The second way is to divide it by sixty, for a fifteen year payment plan with a monthly payment of that amount. To represent a loan that is partially paid off at the start of play, money from Goods can be assigned to have made a certain number of monthly payments already. You do not get to simply take a loan for a smaller amount.

Of course, you have to have a regular source of income to get a loan, provide the usual security guarantees, and expect all kinds of problems if you get behind on the payments. Loans will not be made if the monthly payment is more than a third of the person's monthly income.

EXAMPLE: Say your adventurer wants to own a small home in a city, and has an effective skill level of 4d+0 for income purposes. This only gives them 7KCr in Goods, and an average home in that area is 10KCr. The adventurer decides to finance the home over a fifteen year mortgage. This will be the price of the home divided by sixty each month, or 167Cr per month. This is less than a third of their income, and the adventurer's background has a regular source of income, so the loan goes through. Then, the player wants to have the loan be partially paid off, so they put 3KCr of their Goods money towards it. This makes eighteen monthly payments, so they have about thirteen and a half years to go...

▼ **INVASION: EARTH** - The late campaign can have any sort of plots you want. It has very much in common with the Victorian Era, with a steampunk feel mixed in with *real* religion and magic. But, there is one overall plot thread and storyline that will color all the others...

Somewhere close, at least in astronomical terms, is (or was) an inhabited world, a world whose inhabitants at the time of the Warp were like us in technology if not in form, taking the first steps into the inky darkness and blinding light of outer space. Whoever and whatever these beings were, they were slightly more advanced than us. They had just barely picked up the first radio signals crossing through their space from planet Earth, turned giant technological eyes towards our world and saw that in many ways it was like their own. Too warm or too cold perhaps, but with the promise of beings maybe not so different from themselves.

And then the Warp happened, and they were brought to naught, just as we were. Things there happened much as they did here, perhaps worse, for they had farther to fall technologically speaking. And they now had their own gods, their own First Causes. Named differently, but made of the same ethereal stuff as ours. But what these people now lacked the means to see, and what their Causes failed to see, was the stresses caused by the minute changes in reality brought about by the Warp. We had earthquakes and volcanic eruptions and violent weather to dissipate these imbalances, as did they. But what happened to them and not to us is that their sun also destabilized.

It took a while. Things that big do not fall apart overnight.

About 167 years after the Warp, their sun erupted, blasting heat and radiation across their world, scorching it down to the bedrock, boiling the oceans and blasting off the atmosphere. Nothing remained except the Causes. They could abide for centuries, even millennia on stores of hoarded mana, especially since once the conflagration started, they withdrew all power to themselves until they were bloated with it. But, their solar system would no longer harbor life, which meant their *eventual* extinction.

Then some tiny fragment of mortal thought within one of them reminded them of Earth. The alien Causes had never traveled such distances, never even *conceived* of travelling such distances. It took them decades to figure out how, more years to negotiate how to apportion the power, an eyeblink to violate these agreements, ambush the least of their numbers and strip them of all but mana needed to eke out a few starving centuries around a dying star.

The victorious Causes used this power to begin a century of journeying through the dark and icy void between the worlds, arriving at Earth at the same time as the light from a bright new star in Earth's sky.

The First Causes of Earth never knew what hit them. Half were blasted as badly as when the Warp first hit three centuries before. Some of the lesser Causes, Seconds and Heralds were captured and for all practical purposes, eaten, a thing grotesque and horrifying to Earth's Causes, despite their internal bickering through the millennia. The rest, burned and defeated, retreated to the material world, where they knew their manifested forms might withstand any likely ethereal attack. *Plus, though none would admit it, there were also places to hide...*

Meanwhile, the new Causes were taking stock of the situation. Life there was, and mana aplenty. Sated for the moment from their massacre of the lesser Causes, they turned what passed for eyes upon Earth and its inhabitants, seeking to blast the Causes that escaped them, but found themselves thwarted. Causes they were, but this was a place alien to them. They could not directly manifest here, nor cast bolts of force from the ether to Earth. They raged for a space, then rested, considering the mortals of the this world. And the more they looked, the more they were pleased. After all, gods were gods, and mortals were mortals. Alien in form and thought these mortals might be, but they were mortals nonetheless. And there would always be mortals willing to worship and devote themselves to any god, no matter how alien...

This is where the Warp plus 300 years campaign begins, with a new Warp of sorts. A new star in the night sky presages an awful stirring in the ether. Mages the world over awake from nightmares they remember briefly and wish they hadn't. Many high priests and priestesses are found as charred corpses, or insane beyond hope of recovery. Rumors spread at the speed of ether, and then stop.

Then things slowly return to normal. For the average person, there is no real change. For the truly devoted, there is some unease and despair. Miracles are hard to come by. Priestesses and priests are not as generous with their power as before. There are rumors of a war in the heavens, but the sun still rises, the rain still falls, crops still ripen, children are born and life goes on.

Then, the first Disciples start showing up. Human, but somehow changed, they preach of new gods, new faith, new ways of worship. They are generous with miracles to those who offer to convert. They wield power rivaling the ancient Arch-mages against those who oppose them. They do not care if you fear their god, so long as you genuinely worship and believe in their god. The Disciples take over communities, allowing no faith but their own, tearing down other temples and raising new ones, sacrificing their foes and sending their unwilling souls as offerings to their hungry alien gods. The Disciples then raise armies. First there are simply Enforcers of the Faith, then eventually enough Enforcers to do their god's will without a Disciple to buttress their strength. In time, it becomes clear that they will settle for nothing less than complete subjugation of the Earth and the overthrow of *all* the old gods.

And for now, the old gods are nowhere to be found. Prayers go unanswered, priestesses and priests can no longer commune with their Cause, and even approaching the ether in thought is to risk madness or dissolution.

It is truly a dark time.

The last phase of a **WarpWorld** campaign will begin as the alien Causes arrive on Earth, and will progress in some ways like a miniature version of the adventure segments to date. First, the gamemaster needs to put together up a short- to medium-length adventure in the year 300 setting to get the players up to speed on the changes of the last few centuries. In this more civilized world, it could be a criminal or private investigation, research for an ancient Arch-mage who has some apparently justified worries about the near future, maybe something of a diplomatic or espionage bent, dealing with a not-quite-friendly neighboring nation, or even something traditional like being part of an armed escort, interpreters or guides for a trade delegation to the savage peoples who live in the still untamed wilderness areas. This adventure can take up to a month or so, and give everyone a solid grounding in the way things work.

Then, the alien Causes arrive. As said, it is not as world-shaking an event as the Warp was in the early campaign, but it is of note, and felt worldwide by the sensitive.

Then, there will be things to do and learn at that point through day 3, then day 10, day 30 and day 100. After that, the campaign will skip to year 301, and run at least until the alien Causes are defeated or contained.

All of Earth's Causes, Seconds and Heralds are banished to Earth in manifested form. To revert to the ether is to invite attack from the more powerful alien Causes. So, the form they manifested in is the one they are stuck with, at least for a while. They are now subject to the same limits and needs as mortals, including those on spellcasting, though manifested Causes are considered to have four or five levels of Godtouched, Seconds have two or three levels and Heralds have one or two levels. The banished Causes can still do everything that they could in the ether. They hear the prayers of the faithful, accept new worshippers either directly or through intermediating priests, and so on. Whether they fail to answer prayers out of fear of projecting into the ether, or because their magic is subject to mortal limits is unknown. In the immediate aftermath of the invasion, they are keeping their heads low and not answering any calls, causing a great deal of consternation among the High Priests and Priestesses of the world.

WarpWorld^{v1.0}

▼ **YEAR 300** - The WarpWorld of 300 years later is vastly different than the one at the end of the mid-campaign, though it obviously is the descendant of it. To visualize it, it is somewhere around how you would imagine the United States would be if the Wild West era had lasted a few mor decades. There are quite civilized and densely populated areas, with telegraph, rail, auto, plane and even zeppelin service. Radios are bulky, inefficient and power-hungry, but the price is trickling down to where the better-off middle class may have one, most bars will have one, and larger cities may actually have two radio stations. Most ships, zeppelins and large planes have transceivers of some type as well.

There are also areas that have not been "civilized" since the Warp, where magic-wielding tribesmen with flintlocks defend their territory from all outsiders. Between the two are frontier towns, where there is great opportunity and great danger. Greed for land and resources is pushing against native claims, and violence of one kind or another seems inevitable. In other places, there are small kingdoms that maintain independence in the face of larger neighbors, for now, and the last few strongholds of the Lich Lords are surrounded by a buffer of tribal lands or are otherwise difficult to get to.



And this is just how things are in what used to be the “developed nations”. In areas that were not as advanced or wealthy before the Warp, they have not fared as well. They still have major population centers, and even international trade, but things are a bit rougher around the edges, and the more primitive outer regions are a lot closer. You might find aboriginal tribesmen walking down the main street, or haggling with a vendor in a bazaar. There will be a lot more places where outsiders should not walk at night, and far fewer of the trappings of wealth and technology. Less chance of any form of electricity, and less reliable if it is available. Trains do not run on time, the roads are worse, and spare parts for anything that breaks down may be months in arriving.

And of course, there are the areas that were primitive before the Warp, and are still completely unknown. Who knows what strange things have grown up in the outback, the jungles of the Amazon, the Mongolian steppes or remote Andean villages? *But, a good gamemaster can figure out something to lure adventurers there...*

An important things to remember are that the area where the campaign is projected to take place needs to be described in such a way that the players understand it, so their adventurers can interact in it. After all, they have lived there for their entire lives. The other important thing to remember is that the ability of adventurers to travel and leave this region is far greater than in the early or mid-campaign. If they have the money and the time, there is no place on Earth they cannot reach. At this level of technology, even without magic, pre-Warp people were planting flags at the North and South Poles, buying steamship tickets for trips across the Pacific Ocean, and fielding huge armies to establish colonial rule on other continents. Technology and population density has once again made this possible, with the added benefits that magic can provide to such endeavors.

Last, remember that technology and science is *not* progressing. The level of tech available at the start of the late campaign has been stagnant for at least a century. Goods made with that tech are only now becoming industrialized and standardized. Technically speaking, technology has been stagnant since the Warp, but some technologies were such a low priority that no new examples of that particular tech were built for nearly two hundred years after the Warp. Submarines, for instance. What people can build at the start of the late campaign *is as good as they can build it*. Maybe they can use better methods to build it more efficiently and cheaply, but the tech itself won't get any better. There won't be any new technological gadgets or material science breakthroughs over the course of the late campaign. The only advances possible will be in the understanding and utilization of magic.

Technology - As mentioned elsewhere, the best technology is at an Industrial Era level, with a pretty solid limit of what was available in 1910CE, with a few experimental exceptions. It is technically possible to make vacuum-tube computers the size of houses and televisions the size of a refrigerator, but there has not been the need or demand for either. They exist as experimental items in a handful of places on Earth.

Mechanically, steam power is well developed, with steam engines used in agricultural equipment, trains, autos, ships and some war machines like primitive tanks. Conventional internal combustion engines are used for automobiles and airplanes, but Industrial Era power-to-weight ratios for engines and structural materials make autos slow and underpowered, and airplanes comparatively fragile (wood and fabric are the norm for airplanes). Airplanes are efficient enough to be used as weapons platforms, but the ease of bringing them down with magic makes their use against a hostile force a risky and largely untested proposition. Standard doctrine for military aircraft is to have a specially trained defensive mage as part of the crew, so air corps are elite and fairly small.

Ranged weapons are similar in form and function to those available in 1910CE, with the exception that all weapons still use black powder as a propellant. There are additives to reduce smoke and fouling, but these problems are only reduced, not eliminated. Changes to the structural properties of steels mean that even though smokeless propellants are available, reliability and safety are reduced, and damage from the weapons remains the same. Armies typically equip soldiers with semi-automatic, clip-fed rifles. Heavy weapons teams will have hand-cranked Gatling guns or black powder-propelled explosive rockets. Artillery is usually breech-loading pieces with hydraulic recoil dampers, very similar to the French 75mm gun of that era. Grenades and mines are in use, but no one is using poison gas as a weapon yet.

Tanks and armored personnel carriers are in the arsenals of the well-heeled armies, and no army on Earth has more than a few dozen of them. These are a hybrid between the WWI behemoths like the A7V and the St. Chamond and more modern designs like the T-34 or M-60. The heavy armored vehicles are usually steam-powered, with spaced layers of steel separated by a layer of glycerin-soaked sand. This helps dissipate the power of both armor-piercing and explosive rounds, though its usefulness is a matter of some dispute. Hydraulically powered turrets carry a large main gun and a Gatling gun, and often have a pair of externally mounted explosive rockets. Some tanks mount steam-powered cannon that fire large explosive rounds, while others operate as mobile pillboxes and have two or more small turrets armed solely with Gatling guns. Armored personnel carriers typically are large enough to carry two squads and all their gear, and are used more as mobile base camps than as fighting vehicles. They may mount a Gatling gun and are armored enough to stop small arms, but that is it. Any sort of elite military unit is likely to have magical support to bolster armor, mobility or recon capability. Soldier-mages are highly valued, and almost always are trained and serve as officers. Officer-mages are currently the "romantic ideal", dashing, heroic and magically talented in unique ways, or at least that's what the pulpy romance novels say.

Most militaries are heavily gender-biased towards men, but only a few outright bar women from service. In the ones that do not restrict female service there is little discrimination aside from that mandated by an infantry need to carry a minimum combat load. Female pilots and air crews are actually preferred in some areas, as they tend to weigh less than their male counterparts, and these tens of kilos actually make a difference. Rules about fraternization will vary with region. Everything from encouragement to absolute prohibition is out there, so the gamemaster should set whatever policy they care to if the matter comes up.

Less advanced and wealthy armies will have little or no mechanized units, and will rely far more on mages for specialty roles. At the bottom of the ladder, aboriginal tribes in the former United States will often rely on flintlocks and use horses for all their transport. Only the most primitive of armed forces will still use bows or crossbows.

For all the deadliness of Industrial Era weapons, many people still train with and use traditional melee weapons. There are far too many spells that can twist a bullet out of the air or otherwise make firearms use difficult, while a blade always works. A weapon or shield that has the force of the user's Will behind it can also be useful against some forms of magical being or mana-enhanced attack.

Medicine - Medical knowledge is far better than it would have been in 1910CE. Aside from the benefits of magical healing, people do have the advantage of much of the late 20th and early 21st century medical knowledge, even if the tools to fully utilize it no longer exist. Conventional medicine can almost always get the pieces to fit well enough that magic can do the rest. Those wealthy enough to have personal magical healers live on average two decades longer than those who cannot afford such care, and have a better quality of life as well. They tend to drop dead from a sudden system failure like a stroke or heart attack, rather than from progressive failure of one or more systems.

Magic - With the increase in population and subsequent generations past the Warp, there is an increased number of mages in the population. Perhaps one or two percent of the population has the potential to do magic by the time they reach adulthood, and those who don't can, if they try hard enough and acquire specialized training, strengthen their mana sufficiently to manage low-level spells. Most but not all those who have mage potential will actually spend the time to learn spells, since the talent is almost always employable somewhere and looks good on your credentials.

There are *far* more spells available than listed in the **Magic** chapter. There are spells designed solely to heat the boilers of steam engines, to boost the armor of tanks, to dye someone's hair or clean and press their clothes. Magic has progressed from trial and error and the brute force use of power to something between an art and a science. The actual mechanism by which mana exists and can be harnessed by will alone is still mostly a mystery, but experimentation through the centuries has provided a good idea of the limits of what a given amount of mana can do, and how mana relates to various mundane measures of energy.

Society - If you travel far enough, you will encounter virtually every form of government and societal attitude. In North America, the norm is either a hereditary monarchy or oligarchy, or some form of elected representative government. In the former case, this is either genuine nobility (or as genuine as you can get when your ancestors were probably brutal warlords), or an oligarchy of those who have the most wealth and/or a monopoly on a key resource. In North America, the continent is split into dozens of smaller countries and a number of city-states, most of which are on speaking terms with each other. However, a lot of real estate within these countries is still "wild", so staying close to the main roads when travelling is still a good idea.

There is something of a patriarchal nature to most governments and large organizations, but women are *not* prohibited from holding important positions in most places. Rather, they just have to work harder to overcome biases from when the survival of a community depended on successful childbearing, and women were protected and excluded from dangerous roles or jobs.

Minorities, especially the meta-human races, will still be discriminated against in some areas, though this is extremely region-dependent, and areas have found that there is enough mobility and opportunity for skilled people to take their talents elsewhere if they are not appreciated. A few rare areas are completely free from gender or racial bias, while others have strictures as constraining as any pre-Warp fundamentalist creed.

Religion - The gods are real, magic works. The reality of polytheistic religion is a fact of life. People are generally free to worship as they choose, and to pray to one or more gods as the mood takes them. They may have sworn themselves to one Cause or none, but there is never any problem with praying to whichever god you think is most likely to favor you. But the one you are sworn to *should* probably be the one most on your mind. Those sworn to a faith are expected to contribute to the maintenance of their local temple and the salaries of its staff. Tithing is not required and few religions make the acquisition of wealth their primary goal, but one's piety is often reflected in how much they give compared to how much they earn. And the quantity *and* quality of one's giving is often looked at if asking for the things that only high priests and priestesses can do. Most temples expect donations in exchange for any healing or other spell effects its priests perform. Such services are only for those who are full members of the faith, and in many cases, only after the High Priest communes with their god to determine if this is the right thing to do.

The Forsaken - Over the centuries since the end of the mid-campaign the Forsaken have become an above-ground underground organization. That is, since their existence has become well-known, they now have a formal, public face. Their public goal is still a god-free world, but their public face is about charitable work and magical service to the community, with no requirements of sealing one's self to a particular Cause. They are healers of last resort, feeders of the hungry, provide shelter for the homeless, and they only ask for whatever donations people are willing to give, whether in coin, goods or community service.

But, the Forsaken also have a hidden side. Something like the Freemasons, their organization is tiered by levels. The public only knows about a certain number of levels, and many people reach this peak through wealth, connections or public service. But, there is an entire other advancement track that is hidden from view. These levels are harder and harder to get into, and the measure of one's skill and devotion to the idea of a god-free world are the keys to advancement. Only at the highest, most secret levels are the genuine truths of the Forsaken revealed. Magical research unknown to the rest of the world, historical records that are markedly different than the popular account of events, esoteric spells, secret Names, archives shielded even from Causal gaze, locations of hidden places of power and hidden dead zones, secret recognition signals, the works. At the top of this pyramid are a few of the world's greatest mages and scientists, including a few of the surviving Arch-mages. They lead lives completely separated from all but low-level Forsaken activities, but possess secrets that the Causes would not be pleased to find are in mortal hands. The Forsaken probably understand the nature of mana and magic better than the Causes do, yet they still have not found a way to use this knowledge to their advantage.

▼ **ADVENTURES** - There are no fleshed-out full adventures listed for the late campaign. If you and the players have reached the late campaign, you are an experienced gamemaster (even if you weren't one before). You know how to take ideas and run with them, and you know what the players want from a campaign. Even better, the late campaign runs on the same interrupted schedule as the early to mid-campaign, so everyone knows how things will progress.

The late campaign has a lot more potential for direct conflict and outright warfare, but also has opportunities to quest for knowledge, explore dark undercities, engage in diplomacy and espionage, and travel great distances to stir up trouble in foreign lands. Take advantage of the authority structures and organizations in place, to guide or be patrons to adventurers. A cryptic Arch-mage, shadowy Forsaken, the adventurer's religion in peril, civilian governments calling upon their skills, and so on.

What follows is the "day 1" narrative, and it is the only one for the late campaign. Day 10, day 30 and so on will be up to you, since there is no global collapse of society. Instead, the events will have to be tailored to a particular location and society, the one you have created for the adventurers.

▼ **DAY 1** - At some point in the adventure you use to open year 300 with, read the following to the players:

There was what your distant ancestors would have called "a disturbance in the Force". Even non-mages were uneasy, but could not explain why. Mages and the gifted swore they heard the sound of thunder and impossibly distant but still audible screams of unearthly terror. This went on for hours, punctuated only the sound of mundane fire sirens and weirdly dissonant temple bells here and there.

Then, things went back to normal. It wasn't for a few more hours that you had the chance to visit the temple and an old friend who was the local High Priest. There was a bit of commotion, and smoke stains around a broken stained glass window. You asked an acolyte about your friend. He recognized you from past visits, and pulled you aside. Your friend was dead, his body burst from within by such heat that it set his office afire. He had been in his afternoon prayers when his secretary heard a short scream, a wet explosion and saw the smoke pouring from his office.

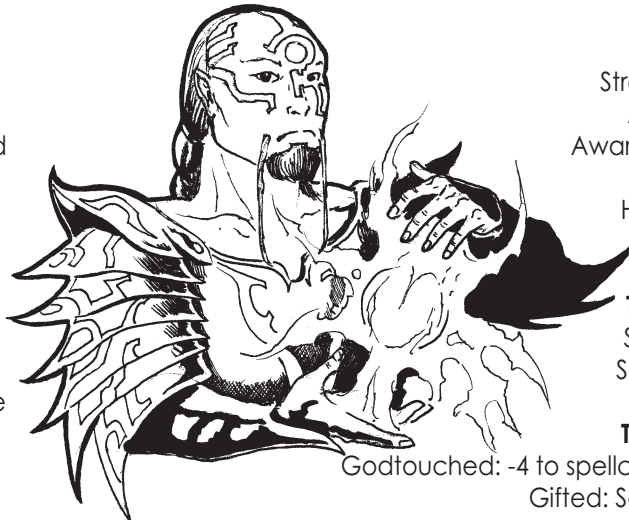
No one knows how or why it happened, only that he didn't die alone. At least two other High Priests in town suffered similar fates. One other is in a coma, and two more had to be sedated to stop their screaming and convulsions. As the newsies print special editions, you read that some regular mages also suffered gruesome fates, but that the vast majority of the magically talented felt only the great unease that you did. The worst damage was confined to the priesthoods, and it seems that those asleep or communing with their gods were the ones that suffered the most gruesome effects.

It is very quiet the next day. Life and business continues as normal, though there are a lot of memorial services, including one for your late friend. Stock prices are down, though some commodity prices are up. Overseas, news is the same as here, a magical disturbance, many High Priests and Priestesses dead or insane, no clue as to what happened. Rumors are flying. Some even say that the Warp of three centuries past is changing back, and that magic will soon disappear entirely. No one remembers that time, of course, but the accounts of the survivors are part of every child's education. There are lots of shoppers buying more groceries than they really need, and you suspect weapon shops are doing brisk business as well. Maybe you should make some contingency plans as well...

▼ **ALIEN CAUSES** - These entities are far more free in giving power to mortal followers, and also more petty when it comes to revoking that power or punishing failure. Like Earth's Causes, they can travel the ether at will and physically manifest in this world if they choose to. But perhaps because of inexperience with this part of the universe, the way they think or operate, they do not project power directly from the ether to Earth as well as our Causes, suffering an extra penalty on effects. For this reason, they give more power to the earthly agents of their will. Also, they are bloated with power from their massacre of Earth's Causes, and rather than let that power go to waste, they are using it to put force on the ground to hopefully gain even more power later.

These agents are sealed to the alien Cause much as human worshippers seal themselves to a Cause. But the alien Causes do it to a much greater extent. They take *all* of the human worshipper's power, and replace it with many times that amount of their own, surplus power they are bleeding off from their devouring of some of our Causes. The human agent of the alien Causes still retains their own thought processes and to some extent their personality, but this is overlain with an absolute and unwavering fanatical devotion to the alien Cause. In game terms, we are talking something like eight levels of "loyalty to their Cause", or +16 to the difficulty of any attempt to sway their attitude by skill or sorcery. They have no problem with and no hesitation to kill for, or die for their Cause. To those who follow that Cause, a Disciple is a kind and merciful benefactor. To those who reject the grace and enlightenment the alien Cause offers, the Disciple is an implacable, unmerciful foe. *If an entire village must be wiped off the map because of its hard-heartedness, then it is a tragedy and a waste, but perhaps their fate may turn others towards the true path and ultimately be for the better.*

Disciples - A Disciple of the alien Causes is somewhere between a High Priest, an Arch-mage and a Burnout. A Disciple typically has a Fate of 5d+2 and the maximum level of Godtouched (negate 4 points of spellcasting stress) and Second Sight. They will have a Strength, Health and Will of 3d+2 and a Sorcery skill of +3d, plus a complement of half a dozen spells, some of which are unique to the alien Causes. In addition, they will have one alien spell as a template in a magically created object, since it is not a spell that the human mind can directly access. This spell allows a mage to bleed off spellcasting stress through someone else, typically at the same time as a severe or mortal wound is dealt by that object, like a spear, mace, war pick, sword or large knife. The weapon has to contact bare flesh in some way for the effect to happen. If struck, the victim not only takes the weapon's damage, they absorb and *immediately* dissipate the total spellcasting stress accumulated by the Disciple. A mage struck in such a way must add the new spellcasting stress to any of their own. If they can make a normal Sorcery roll vs. the *total* stress, they can prevent the violent dissipation of the energy, otherwise they suffer a stress cascade of the full amount.



Disciple

Strength: 3d+2

Agility: 2d+2

Awareness: 2d+2

Will: 3d+2

Health: 3d+2

Fate: 5d+2

Typical skills

Sorcery: +3d

Spells(6): +0d

Typical Traits

Godtouched: -4 to spellcasting stress

Gifted: Second Sight

A Disciple can, if the situation requires it, focus their energies inward for several seconds and release all the mana coursing through them as a blast of heat and light, which would usually result in about a 11d+0 conventional explosion, which of course completely obliterates the Disciple. *No Disciple has ever been held prisoner for longer than they wished to be held.*

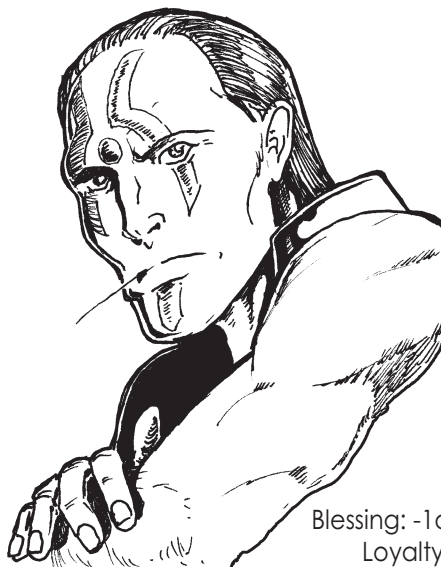
The short form is that a Disciple can deflect heavy rifle bullets, teleport out of the way of heavy weapons, telekinetically flip over cars, make battle-hardened veterans flee in terror, shoot down aircraft, sacrifice people to replenish his energies, figure out what you're up to before you know it yourself, and just about the time you think you've beaten him, he can blow himself up like a car bomb, killing everyone within about 15 meters and wounding people twice that far away. The handful of surviving Arch-mages are the only people alive who can take on a Disciple by themselves, but there are a lot more Disciples than there are Arch-mages. At the start of the late campaign, one Disciple should be beyond the ability of an entire group of adventurers to do anything about. And if it isn't, you should buff the Disciple up even more...

Unwilling sacrifices - The alien Causes cannot unseal a mortal from a bargain they have made with another Cause. However, some of Earth's Causes are no longer around, and the mortal worshippers of that Cause may not fully understand this. They may have felt a stab of despair when their Cause died, but this is a thing that as far as humans know, has *never* happened before, and most will find it inconceivable that a god could actually die. If these people do not change their allegiance, their souls can be stripped of all personality upon their deaths, and tattered remains used to sustain the alien Cause they were sacrificed to. *This is an eternal death.* Everything that person ever was is lost, leaving only awareness and despair as they are slowly consumed for eternity by a hungry alien god. The victim knows this in their final instants as they see their own beating heart lifted into the air by a Disciple, and scream through vocal cords that should be unable to express such agony, with lungs that should be unable to sustain the sound for as long as they do.

To those who are voluntarily sealed to an alien Cause, things are slightly better, but their soul is still going to be stripped of most of its identity, leaving only those parts the alien Cause finds acceptable. It will still be eternal life of a sort, but vastly inferior to the kind Earth's Causes offer. Either way, the alien Causes win, through new converts or the eternal dissolution of those who would oppose them. Such sacrifices can *only* be done by Disciples, and there will be gore-fests where hundreds of victims are slain in succession.

Enforcers of the Faith - As the faith of the alien Causes takes pernicious root, there will be those who join it not out of fear or from duress, but simply because they see the potential for their own advancement, wealth, power or petty revenge on those who have slighted them in the past. These people will become what is known by most as just the "Enforcers", but as though history was replaying itself, their uniforms will also give them the nickname "Brownshirts". Like the membership in Identity back in year 1 of the early campaign, becoming an Enforcer usually requires a loyalty test to not only prove yourself, but to also forever separate you from the rest of humanity.

Enforcers are formally consecrated by a Disciple at the same time unwilling sacrifices are made, and use some of that energy, funneled through the alien Cause and then passed back down into a mortal vessel. Enforcers do not have their fanatical loyalty poured into them like Disciples, rather it is because they have burned all their bridges behind them and have no other choice. An Enforcer typically is Gifted with the ability to stop their full Fate dice in damage of any kind, and have +1 to each of their Strength, Agility and Health. Often chosen from people who are already a bit above average, this makes them formidable, though far from invincible.



Low-level Enforcer

Strength: 3d+0

Agility: 3d+0

Awareness: 2d+1

Will: 2d+2

Health: 3d+0

Fate: 1d+0

Typical skills

Intimidation: +1d

Brawling: +1d

Knife: +0d

Firearms: +0d

Typical Traits

Blessing: -1d from all damage

Loyalty to Cause: 4 levels

If an alien Cause has a particular use in mind for a group of new Enforcers, that group may have some particular Gift. Those who have greater than normal potential are "officer" material, and may be granted +0d Sorcery skill (or a +1d bonus to their existing level), and some alien spell template in an object that is the symbol of their rank and office.

Enforcers will typically operate in mixed groups with Enforcer wannabes, and will be led by an Enforcer officer. Enforcers are the troops whenever mass opposition is met, and the garrison force for any area that has been "converted" but still has the potential for resistance. Enforcers will be in all leadership roles in any civilian authority remaining in an area, and are completely in lockstep with any dictates that are passed to Earth from the alien Causes through the Disciples.

One of the first things that is done once the organized resistance in an area has been quashed is to replenish the ranks of Enforcers. Virtually every community will have bullies, sycophants, grudge-holders and opportunists. Not all of these have the basic physical talent needed to be an Enforcer, but all can serve the alien Causes...one way or the other.

▼ **WHAT DO THEY WANT?** - The alien Causes want the same thing as ours do: Eternity and something to keep them occupied for that long. They are utterly and truly alien to the way we think, and so even by comparison to Earth's capricious and condescending Causes, the desires and actions of the alien invaders are not going to be all that predictable or understandable.

As long as Earth's Causes exist, there is the possibility of losing their own eternal life, so the first order of business for the alien Causes is to wipe out *all* human Causes, and convert or exterminate all their worshippers. After that, they intend to remake the world in *their* image. The species of their original worshippers is extinct, but they can tamper with human evolution (they *are* gods, after all). Over generations, the children of the chosen will become less and less human in appearance, and look more and more like the worshippers the alien Causes are used to. In time, a dozen generations or so, humanity as we know it will become extinct. Human culture, ethos, knowledge, language, architecture, the works, all will gradually be replaced with that of an alien race slowly born of men.

▼ **ADVENTURE: UNINTENDED CONSEQUENCES -**

This is an outline for a series of adventures that can take place after the invasion of the alien Causes, a hook that one or more plots can revolve around.

After humanity's Causes are banished to Earth, one of them that manifested in female form runs into a complication women have had since Creation. *She gets pregnant*. This Cause may have manifested in human form before, and had some dalliances with mortal heroes, but she never hung around in mortal form long enough to worry about the consequences. This time, she has no choice but to stay in mortal form, for the hungry alien Causes prowl the ether, ever alert for any intrusion or attack by Earth's Causes. And while she *might* zip safely into the ether for a moment or however long it would take to undo the "problem", she has for whatever reason decided not to. She is going to be a grumpy, moody and increasingly gravid goddess, with an entourage of protective High Priestesses and one very bewildered mortal father-to-be who has *no* idea of what he has gotten himself into.

If one of the adventurers has the good looks and personality to get themselves in this sort of trouble, by all means let them hang themselves with a one-night fling that comes back to haunt them a few months later. Imagine the look of surprise on the adventurer's face somewhere down the road when the father-to-be answers the door to see that several stern, road-weary High Priestesses have tracked him down and *insist* that he come with them and take responsibility for some "unfinished business".

The biggest complication is that sometime in the next nine months, the Alien Causes or Disciples will get wind of this and will make plans to kidnap the goddess so that both she and her unborn child can be sacrificed in this world for her power, forcing her to revert to the ether, where the alien Causes will then utterly consume her and her offspring. If kidnapping her fails, then simply killing her mortal form will have to suffice.

▼ **HOW DO WE WIN?** - *We do not have a clue* (but there's an idea in the **Magic** chapter). The late campaign is setup like a bunch of bowling pins for adventurers to knock over. *Except that adventurers have no bowling balls and the pins are bolted to the floor.* Given that the Forsaken had not beaten down the Causes after three centuries, it seems that an alliance with Earth's Causes is the only possible way to defeat the alien Causes, but the exact way in which this will be made possible is something that the players will have to work out for themselves, with the gamemaster sitting there and nodding sagely, waiting for the players to figure out something audacious, difficult and remotely plausible...that probably won't succeed. *At least not the first time.*

But, like Earth's Causes, the alien Causes are not omnipotent or omniscient. There are things they do not know, they cannot see everywhere at once, nor be everywhere at once. This means they *can* be tricked, deceived, misled. In fact, this may be easier to do than one might expect. Early on, the alien Causes are just that, alien. They do not think the way humans do, they do not respond to events in the same way that humans do, and they do not fully appreciate human motivations or understand human tactics. *And vice versa.*

It is possible for mortals and manifested Causes to combine forces to lure lesser alien Causes into ambushes, to force them to manifest to achieve a goal and then attempt to magically trap them, or to set up a situation where one alien Cause is alone in the ether, far from the support of others of its kind, allowing our Causes to revert to the ether in the same spot and do to it what it's kind did to ours, removing it from existence and stealing its power before remanifesting in this world and disappearing from sight.

Disciples, having some of their humanity left, do understand human tactics enough to be more clever opponents, but it will be a while before the alien Causes understand that a Disciple's advice on tactics might be superior to their own plans. However, Disciples are sometimes arrogant in their power, especially if they were arrogant before their conversion, and this can be taken advantage of as well. Eventually, the Causes and Disciples will become a bit more savvy in terms of tactics and strategy, so any early gains adventurers and humanity make might be suddenly reversed when the alien Causes finally wise up and turn the tables.

Unlikely allies - In the year 300 campaign, the best hope for humanity is going to be the unlikeliest of alliances. The manifested Causes have the power and ability to challenge the alien Causes if they play their cards just right, but they will need the knowledge and resources of the Forsaken in order to pull it off. This is going to be a clash of priorities and personalities that will give off more sparks than the Warp itself, especially when you consider that a few of the leading Forsaken are the last of the mentally unbalanced Arch-mages, ancient, but with enough magical power and skill to challenge a manifested Cause and maybe come out on top.

The late campaign is going to start off with all the normal adventuring trappings and plots, but gradually *everything* is going to be about the struggle against the alien Causes. They will win in one place, be beaten back in another, take over entire countries and mount conventional invasions against their neighbors, attempt to infiltrate and sabotage their enemies, and gradually spread their dark faith across the whole world. And adventurers will gradually be a key part of any hope humanity has of victory.

Like the early campaign, the late campaign will extend over the entire career of the adventurers, and any final resolution will probably not happen until year 330 or so. At this point, adventurers can be retired, or you can begin a "reconstruction" campaign, where people rebuild from the ashes and hatred of the long struggle, weeding out the last of the Disciples and Enforcers, managing the problems of international diplomacy, the renewed pre-eminence of Earth's Causes, the interaction between the Causes and the Forsaken, and so on. But, if you've made it this far, you have probably been playing the game for real-world years, had adventures you'll remember the rest of your life, and are now ready to move on to some other gameworld, hopefully for the **EABA** system...



GEAR

Pass the paper bag

that holds the bottle

Feel the wheels,

rumblin' 'neath the floor

And the sons of Coleman porters

And the sons of engineers

Ride their fathers magic carpets

Made of steel...

- from **City of New Orleans**, by Arlo Guthrie

Ouch! - Modern weapons whose damage is reduced to 0d+1 or 0d+2 generally leave serious bruises and shallow penetrations rather than normal gunshot wounds, and even low-tech armors act normally against such anemic rounds. Location-based effects (**EABA**, page 4.8) still happen, but *additions* to damage add as non-lethal damage.

EXAMPLE: An adventurer shot by a touchy suburbanite ends up taking 0d+2 to the head. This does 1d+2 Hits, 0d+2 lethal, then 1d+0 non-lethal.

Durability - This is likely the *longest* campaign environment you will ever play in, long enough that things will wear out or rust away. Since scrounging and exploration will be important in parts of the campaign, it is worth noting the sorts of pre-Warp goods that can survive exposure, and for how long.

Cloth: Organic materials like cotton, linen and wool can survive a very long time if kept dry, and remain usable for many decades if stored in good conditions. However, these materials are also great bedding and nesting material for vermin. Homes that are abandoned will soon have mice and other furry pests who might enjoy the warm security of a linen closet or chest of drawers. Moths will go after some fabrics as well. Anything that escapes these and the elements should be in good shape at any point in the early and mid-campaign.

Outdoors is another matter. Organic fabrics will be ruined in a year or two at most, and while synthetics will not rot, they can still be a substrate for mold, plus they are significantly weaker in the post-Warp environment, and could suffer damage from the environment because of this. Don't expect any fabric exposed to the weather to be anything but scraps after five years at the most.

Metals: Even after the Warp, some qualities of metals remain the same. Conventional steel rusts, stainless steel and aluminum do not, etc. Items that *can* rust with exposure to the elements will do so. In general, count time levels in years instead of seconds, and items will lose 1 Hit each "time level".

EXAMPLE: A steel rifle with 4 Hits would become rusted to the point of unrecoverability in a "time level" of +4 (4 years). A car with 10 Hits would last for a "time level" of +10 (30 years) and a tank with 22 Hits would not become a solid block of rust until a "time level" of +22 (1380 years). Of course, in the last case, everything except the steel hull would be rusted away long before the armor does.

▼ **INTRODUCTION** - The gear in this chapter has to cover a lot of ground. There is pre-Warp gear, its adjusted post-Warp stats, primitive and improvised weapons, and new weapons made as a campaign winds through its three centuries of progress.

Stats - Where it is important, weapons, armor and gear will have their *pre-Warp* stats as the first line. If there are stats in italics below this line, these are the stats to use in the post-Warp environment. If *all* the stats are in italics, it often means the item is of post-Warp manufacture. This will let you get maximum use out of the gear list, using the "real world" stats in gameworlds that do not have the unique **WarpWorld** quirks. Remember that in a chaos economy, cost is *not* in Credits and is likely to be exorbitant. Which is both good *and* bad...

If blown up real good! - Just a reminder that conventional weapons are safe only if the damage is 3x their Armor or less. Anything more than this and they blow up in your face, doing two lethal attacks of half the weapon's damage, rounding down. In the case of shoulder-fired weapons and grenade launchers, the damage to the firer is usually a pair of 1d+0 attacks. A weapon that malfunctions in this way still gets its attack, the weapon is assumed to blow up as it fires, not instead of firing. This damage is from exploding weapon fragments and can hit the firer anywhere, but obviously some exceptions can be made (a shot while prone is unlikely to lodge a fragment in your foot). Pre-Warp weapons are Very Unreliable if their damage is 3x their Armor, and merely Unreliable if their damage is less than this. Pre-Warp weapons the malfunction lose 1 Hit and will not function again until repaired.

An item that loses any Hits due to exposure can be considered broken, and will need spare parts and professional repairs to be brought back into service. For instance, a car that has lost a Hit might have rotten tires or need an engine overhaul.

Guns made out of plastics, aluminum or other non-steel alloys can survive being buried in muck for a very long time. However, even these weapons have parts inside that are affected by exposure to the elements (steel springs, etc.). These can usually only lose 1 Hit to exposure, but will need complete disassembly and parts replacement to be made serviceable. Plus, the problem with such weapons is they might not be usable anyway due to Warp-related changes to their structural properties.

Ammunition is a subset of metals. Military ammunition is usually better sealed against the environment than civilian ammunition, but neither is going to be affected by short-term exposure to harsh conditions. If it is stored in good conditions or still in sealed wrappers, both types of ammunition should be usable at no change other than Warp-related damage adjustments, for the entirety of the early and mid-campaign. By the late campaign, even under the best of conditions both types of ammunition would be very unreliable.

If exposed to the elements, civilian ammunition will become unreliable after about a year and half, and very unreliable after about three years. Military ammunition will become unreliable after about six years, and very unreliable after about a decade. If ammunition is hand-sorted and examined, you can probably double these times. Military single-use ordnance like grenades, land mines, etc. should be counted as ammunition for reliability purposes. And remember that reliability aside, ammunition lying in the muck for a few years will have to be cleaned before you can run it through a weapon.

Wood: Not a major item to be scavenged for, at least not for gear items. Wood that is treated for outdoor use will survive anything nature can throw at it for a few decades. Painted or watersealed wood will last for several years with little ill effect, depending on the type of wood, and whether or not it can dry out after getting wet, or whether it is constant contact with the ground. Most wooden tool handles can handle a few years of exposure before being dangerously weakened, but they are not meant for that sort of treatment. Assume wood-hafted tools will lose 1 Hit after about a year and a half, and be unusable after two or three years.

Consumer goods: Anything still in inorganic, watertight packaging should be okay for several years, as are non-perishables that are kept indoors. But any breach of that packaging due to exposure and time will cause what is inside to decay in fairly short order. A bottle of multivitamins might sit for years, but if the plastic lid crumbles and lets in some water, the contents will be ruined in hours. Items with some sort of dice-based capability will tend to degrade over time, probably 0d+1 per year-based time level for things kept in good storage, and 1d+0 per time level if exposed to the elements.

EXAMPLE: A battery with 1d+0 output might go to 0d+2 after a year and a half indoors, but go straight to 0d+0 if outdoors for the same period of time.

Steam tech - One aspect of vehicles and power generation in the mid- and late campaign is steam engines. In game terms, they act like any other sort of power plant, but there are a few quirks to be aware of.

Steam engines, unlike gasoline engines, do not start up instantly. If cold, they have to heat up sufficiently to generate steam pressure for the engine to operate. So, if the engine is cold, it starts off at zero output, and can get a maximum of 1d+0 power per 2 time levels.

EXAMPLE: A steam engine with a power of 8d+0 would take a time level of +16 (4 minutes) to warm up from a cold start.

And this is only for really efficient designs. Less efficient designs would take a time level of 5 for each 2d+0 of output, or a time level of 3 for each 1d+0 of output. If an engine is kept at a warmer state, it takes less time to warm up to full power, but it is also using fuel to keep the engine ready.

The other item to note is that the maximum power is dependent on the temperature of the engine, and this is dependent on the fuel. A steam engine designed for coal will have a certain output. It can run on wood, but will have a lower power output. In general, using a less efficient fuel will drop the power of the engine by 0d+1, which is generally about a 10% drop in top speed. Steam engines designed to run on solid fuels can probably adapt to any solid fuel, but those that are oil-fired may be more picky (one that runs on furnace oil probably won't run well (or safely) on kerosene, and vice versa).

Antique cars? - In the United States in 2010CE there will be about 150 million passenger cars, about one for every other person. There will also be about 80 million light trucks and a few million heavier road vehicles. The average age of most of these vehicles will be between eight and ten years, which means in the post-Warp environment they will range from difficult rebuilds to useless scraps. Less than one percent will be old enough that they can run in the post-Warp environment with little or no modification. The good news is that this is still well over a million vehicles. It is also good news that many of these will be old trucks with decent cargo capacity, and many will be old "muscle cars", which if treated gingerly, will still have decent performance.

The bad news is that the laws of supply and demand mean that if you cannot defend your supply, someone with a gun may demand you give it up. A million working cars is still only one for every few hundred people. More bad news is that these working vehicles will suffer disproportionately from immediate post-Warp effects. Garaged vehicles are more vulnerable to fire and earthquake. The remaining vehicles may be overused before people realize they are wearing out faster than normal, and they will also be fought over and possibly shot up or otherwise damaged in the process. A good-quality engine and running gear in the post-Warp environment will last about 10,000 kilometers before serious breakdown problems become a worry, and the vehicle will be useless except for scrap at 20,000 kilometers. Remember, we are talking material durability and strength on the same level as a Model T. A lifetime of 10,000 kilometers sounds pretty good in the post-Warp environment, but consider that if you have to make a 100 kilometer supply run once a week, your vehicle will start smoking and behaving badly in two years, and be scrap in four. And this is if you are conscientious enough to change the oil and give it a good check-over every thousand kilometers or so.

▼ **Note** - At least in the first few years, a "Mad Max" sort of wasteland setup is possible. The gamemaster picks a large area that is mostly uninhabited or uninhabitable, with the only means of getting from point A to point B being rebuilt automobiles. With most firearms at reduced effect, removed by pre-Warp gun control efforts (or both!), people will have to resort to melee weapons and home-made bows and crossbows. Parts of Australia in the early post-Warp years could very well have that feel, at least until the cars all break down and magic starts being a major force.

Except for vehicles reserved for ceremonial use (like parades), pre-Warp passenger vehicles will be largely absent from the scene by year 10, and pre-Warp agricultural equipment by year 30. The basic chassis and running gear may be salvaged from many pre-Warp vehicles and used with steam engines or even as horse-drawn vehicles, but even this will fade out as local manufacture makes more practical post-Warp vehicles from scratch. One thing that won't be in short supply is scrap metal to be recycled into other iron and steel products.

Mundane gear - Rather than provide you an exhaustive list of gear circa 2010CE, if someone has an item worth listing physical stats for, just use the following guidelines.

Mass	Armor	Hits
.5kg	1d+0	0
1kg	1d+0	1
2kg	1d+0	2
4kg	1d+0	3
8kg	1d+0	4
etc.		

Material	Armor	Hits
Structural plastic	-1	-1
Wood	+0	+0
Weak metal	+0	+0
Avg. metal	+1	+1
Strong metal	+2	+1

Nature	Armor	Hits
Each 4 Hits	+1	+0
Delicate	-1	-1
Monolithic(sword)	+0	+1
Distributed function(blanket)	+0	+2

EXAMPLE: Someone manages to find an old manual typewriter, and then gets shot in the back while carting it off. Fortunately, the typewriter catches the bullet. If we say the typewriter masses 4kg, we can guesstimate it is weak metal and not particularly delicate, so it has an Armor of 1d+0 and 3 Hits. So, it is tough enough that it might provide our scavenger some protection, and he or she might even still be able to use it as long they can avoid using the a,w,s,e,d,r,f,t and g keys...

Most items will have a minimum of 1 Hit, and items that should be able to take some damage and still function need to have a minimum of 2 Hits. If you want to construct your own weapons, armor or gear for your **WarpWorld** campaign, use the **Stuff!** supplement for **EABA**.

Weapon types - Since not everyone reading this is going to be conversant on the fine details of modern and archaic firearms, here is some info on various weapon types.

Cartridges: These are what modern weapons use. As commonly misrepresented in the media, they are what many people call "bullets" (which are actually just the part that does the damage). A cartridge contains the bullet, the propellant, and an impact-sensitive primer that will ignite the propellant when struck by the firing pin of the weapon, and of course the shell casing that holds all these things together.

Cartridges are possible in both the pre- and post-Warp environments. However, manufacture of shell casings and primers is unlikely until at least the year 3 segment, but people making new cartridges can re-use old shell casings and find some pre-Warp primers that had not been incorporated into cartridges yet. The .22 rimfire caliber cartridge may not be reloaded, as the primer is an integral part of the shell casing.

The biggest difference between pre-Warp and post-Warp cartridges is the propellant. Pre-Warp cartridges use "smokeless" powder, which is a nitrocellulose compound that burns very fast and clean. It generates very high pressures and stresses in a weapon, which is the main cause of failure of modern weapons in the post-Warp environment. The only post-Warp propellant is "black powder", which is made from charcoal, sulfur and potassium nitrate, all of which can be acquired or refined from readily available natural sources. A problem with black powder is that it generates lots of smoke, which shows the firer's location, and in sufficient quantity (like on a battlefield) can actually obstruct visibility. Another problem is that black powder leaves a residue in the barrel and moving parts of a weapon, which can influence accuracy, reliability and safety, and the only way to remove this residue is to clean out the barrel and occasionally take the rest of the weapon apart and clean it as well. So, after about twenty or so shots, the reliability of the weapon may begin to decrease. This can be compensated for somewhat but putting additives in the propellant and designing the weapon so that the residue has less effect at first, but it is always going to be a problem. The gamemaster can increase the unreliability number of a normal black powder weapon by 1 after twenty shots and each time this is doubled.

Action: The "action" of a weapon describes its method of operation and method used to ignite the propellant. There are three ignition methods in **WarpWorld** weapons. The most primitive is "flintlock". A piece of flint strikes a piece of steel, throwing off sparks. This ignites a small amount of black powder in a firing pan. This firing pan has a small hole in it that leads to the main source of propellant in the barrel of the weapon. Obviously, loading and reloading such a weapon is time-consuming, and most of the weapons you would refer to as "muzzle loaders" would be this type. Rain or damp can keep the powder in the firing pan from igniting, and this can affect the reliability of the weapon.

Next are "percussion" weapons. These have a primer like a cartridge weapon, but the primer is mounted on a small protrusion on the barrel and fires a flame into the chamber where the main propellant is, though this could also be mounted on a revolver cylinder or even a clip-like arrangement. This is more weatherproof than a flintlock, but takes about as long to reload. Most pre-Warp black powder hunting rifles will be single shot percussion weapons. The "hunting rifle" in the Industrial Era list is a good example of one of these.

Last is cartridge weaponry, already described and which covers virtually all pre-Warp firearms.

Single shot: The weapon has one barrel. After each shot is fired, the weapon must be reloaded. This can take anywhere from a few seconds for a modern clip-fed weapon to upwards of a minute for a flintlock. A single-shot weapon may have several barrels, giving it multiple shot or even a very limited autofire capability (touching off propellant in one barrel fires them all).

Revolver: The cartridges or propellant are in a metal cylinder that rotates inline with the barrel for each shot. Each chamber in the revolver must be individually reloaded after the weapon has fired all its shots.

Lever/Bolt/Pump: Cartridges are moved from storage in the weapon into the firing chamber by manually moving them via some mechanical linkage.

Semi-auto: The energy of firing the previous cartridge provides the energy to move the next cartridge into firing position.

Autofire: Like semi-auto, except the next cartridge is automatically fired if the trigger is still being held down when the new cartridge reaches firing position. Or, pulling the trigger fires multiple rounds by some other means.

Bows vs. Crossbows - Crossbows are heavier and more expensive than bows, but each has their place. Bows are lighter, but cannot be stored in a ready-to-shoot position, and holding a drawn bow is rapidly fatiguing. On the other hand, the rate of fire with a bow is faster than that of a crossbow. Crossbows are heavier and more expensive, but can be made with a stronger pull, can more readily mount telescopic sights, and can still be used with one or both of your arms in an injured state. While a bow relies on arm and upper body strength to draw it, a crossbow will usually have a stirrup for the foot, allowing you to use arm and leg strength, for a lower strength requirement for the same strength in the bow. In addition, crossbows will often have a small hand crank that uses gear reduction to multiply strength, at the cost of a slower cocking speed.

Which weapon you prefer to use is up to you. In terms of pre-Warp weaponry, the equivalent of the medium bow and light crossbow will be available... with a little work. Virtually all modern bows and crossbows will make use of advanced materials, which no longer have full strength. Bows, bowstrings and even arrows or quarrels may have to be modified or detuned down to levels that will not cause a failure under stress. Bowstrings may snap, bows may crack, trigger assemblies may fail, or aluminum or composite arrows may buckle under the stress of being fired.

It would be a Challenging(9) task on the appropriate skill to modify and test a pre-Warp bow or crossbow, and the unadjusted weapons should be considered Very Unreliable, suffering 1 Hit of damage on any skill roll of 11 or less. In the case of a bow, you probably cracked the bow and ruined it. In addition, weaker plastics and other materials mean that compound crossbows and bows are probably not going to be retunable, and only more traditional designs that lack pulleys and their numerous stress points will be usable.

Magic & Gear - The same class of spells that can enhance people can be used to enhance materials, with much the same limits. An overall enhancement would be limited to one-and-a-half times the normal stats, while a specific adjustment could be up to double the normal stats. And by "normal stats" we mean the physical parameters, *not* the damage.

Quality vs. quantity - If you check the Industrial Era weapons, you'll see a huge variation in weapon types and efficiency. Some weapons are clearly more desirable than others. For instance, there will not be many times when an adventurer will want a 20-barreled flintlock autofire rifle.

This range of weapons covers temporal, geographic and technological variation and limits. There will be times and places where high-quality Industrial Era tooling can crank out facsimiles of modern firearms, and local industry can make primers and shell casings for them. There will be other areas that for one reason or the other, have to make do with hand tools and the equivalent of a blacksmith's forge. And in between, there will be places where black powder is readily available, but pre-packaged ammunition is not. This also applies in a lesser way to melee weapons. A camping axe found in a department store is a weapon, but not as good as a purpose-made *francesca*, and a lumber axe or splitting maul is something you do not want to be hit with, but a battle axe it is not.

Plus, people are loath to simply discard an investment in weapons or gear. So, your heavy old rifles might be relegated to defending your castle walls, where their weight is not a big deal since you don't have to carry it far. Or, new recruits might get the armor leftovers, while the more experience troops get something newer and better.

So, at a given place and time in a campaign, the gamemaster should consider which weapons, armor and pieces of gear are going to be available via import, locally manufactured, or simply not available anywhere...yet.

EABA

LATE ATOMIC ERA WEAPONS

NAME	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
S&W 386 AirLite	.357 Mag bullet	1	3d+0 0d+1	7 internal	.6kg	600Cr	1d+2 0d+1	2	Unreliable
H&K PDW	4.6mm bullet	2	3d+0 0d+1	40 clip	1.5kg(.3)	1KCr	1d+2 0d+1	2	Autofire Unreliable
XM8 carbine	5.56mm bullet	3	4d+1 1d+2	30 clip	3.3kg(.4)	2KCr	1d+2 0d+1	3	Autofire Unsafe! ¹

ATOMIC ERA WEAPONS

NAME	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Colt .45 pistol	.45 cal bullet	1	2d+0 0d+2	7 clip	1.2kg(.3)	450Cr	1d+2 0d+2	2	Unreliable
Beretta M9 pistol	9mm bullet	1	2d+1 0d+2	15 clip	1.2kg(.3)	650Cr	1d+2 0d+2	2	Unreliable
Glock 20	10mm bullet	1	2d+1 0d+2	15 clip	.9kg(.3)	600Cr	1d+1 0d+1	2	Unreliable
S&W 66 Combat	.357 Mag bullet	1	2d+2 0d+2	6 internal	1.0kg	700Cr	1d+2 0d+2	2	Unreliable
S&W 629	.44 Mag bullet	1	3d+0 1d+0	6 internal	1.2kg	700Cr	1d+2 0d+2	2	Unreliable
FN P90 SMG	5.7mm bullet	2	3d+0 1d+0	50 clip	3.2kg(.4)	2KCr	1d+1 0d+1	2	Autofire Very unreliable
H&K MP5A4	9mm bullet	2	2d+2 1d+0	30 clip	3.1kg(.5)	2.5KCr	1d+2 0d+2	3	Autofire Unreliable
Ruger 10-22 rifle	.22 rimfire bullet	3	1d+2 0d+2	10 clip	2.5kg(.1)	200Cr	1d+2 0d+2	3	Unreliable
Browning M78	6mm bullet	4	5d+0 3d+0	1 internal	3.9kg	600Cr	2d+0 0d+2	4	Unsafe! ¹
Remington 7400	.243 Win. bullet	4	4d+2 2d+2	5 clip	3.4kg	600Cr	2d+0 0d+2	4	Unsafe! ¹
M4 rifle	5.56mm bullet	3	4d+1 2d+1	30 clip	4.0kg(.4)	1.7KCr	1d+2 0d+2	4	Autofire Unsafe! ¹
AK-47 rifle	7.62mm bullet	2	4d+0 2d+0	30 clip	5.3kg(.9)	500Cr	2d+0 0d+2	4	Very unreliable
AK-74 rifle	5.45mm bullet	2	4d+0 2d+0	30 clip	4.2kg(.5)	600Cr	1d+2 0d+2	4	Very unreliable
Remington 870	12ga slug buckshot	2 1	3d+1 1d+1 x 3	7 internal	4.1kg	400Cr	2d+0 0d+2	4	Unreliable
M249 SAW	12ga slug buckshot	1	1d+1 x 3				0d+2	4	Unreliable
M249 SAW	5.56mm bullet	3	4d+1 2d+1	200 belt	10kg(3.1)	4KCr	2d+0 0d+2	4	Autofire Unsafe! ¹
Modern grenade	-	0	3d+1 frag 1d+1 frag	-	.5kg	15Cr	1d+1	1	Unreliable
M72 LAW	66mm rocket	1	11d+2 9d+2	1 internal	2.2kg	300Cr	1d+0 0d+1	2	Armor-piercing Unsafe ²
Mk153 SMAW	83mm rocket	1	13d+0 11d+0	1 internal	14kg(6.5)	13KCr	1d+1 0d+2	4	Armor-piercing Unsafe ²

1. Will blow up if used with ammunition doing the listed damage. V.unreliable at damage of 3x its Armor, Unreliable at less than this.

2. Will blow up, but only does two 1d+0 Hits to firer, and still affects target normally (the rocket bursts the firing tube on launch).

3. Unreliable (breaks on a skill roll of 7 or less when fired, taking 1 Hit). It still fires for that shot, whether it hits or not.

4. Very unreliable (breaks on a skill roll of 11 or less when fired, taking 1 Hit). It still fires for that shot, whether it hits or not.

5. These are here for completeness' sake. No one will have Late Industrial Era ammunition, damage is for Atomic Era ammunition.

6. With preparation and special sights, otherwise Accuracy of 2

EARLY ATOMIC ERA WEAPONS

NAME	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
M-14 rifle	7.62mm bullet	3	4d+1 2d+2	20 clip	4.7kg(.7)	600Cr	1d+2 1d+0	4 4	Unreliable
Colt .45 pistol	.45 cal bullet	1	1d+2 0d+2	7 clip	1.3kg(.3)	400Cr	1d+2 1d+0	2 2	Unreliable
M2 Browning	12.7mm bullet	4 ⁶	6d+1 5d+0	200 belt	60kg(20)	14KCr	2d+0 1d+1	7 6	Unsafe! ¹
Luger	9mm bullet	1	2d+0 0d+2	8 clip	1.1kg(.2)	500Cr	1d+2 1d+0	2 2	Unreliable
SKS Type 56 carbine	7.62mm bullet	2	4d+0 2d+1	10 internal	4.1kg(.2)	250Cr	2d+0 1d+0	4 4	Unreliable

LATE INDUSTRIAL ERA WEAPONS⁵

NAME	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Thompson SMG	.45 cal bullet		2d+0 0d+2	50 clip	7.2kg(2.3)	2KCr	2d+0 1d+1	4	Autofire Unreliable

INDUSTRIAL ERA WEAPONS

NAME	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Traveller's friend ⁹	8mm bullet	1	1d+0	2 internal	1.4kg	250Cr	1d+2	2	Flintlock
Duelling pistol ⁹	8mm bullet	2	2d+0	1 internal	1.0kg	500Cr	1d+2	2	Flintlock
Roberson Model 8 ⁹	8mm bullet	1	1d+1	5 internal	1.0kg	350Cr	1d+2	2	Flintlock
Oldtimer 9 ⁷	9mm bullet	1	1d+2	10 internal	1.2kg(.2)	500Cr	1d+2	2	retooled pre-Warp
Oldtimer 45 ⁷	11mm bullet	1	1d+2	6 internal	1.3kg(.2)	500Cr	1d+2	2	retooled pre-Warp
McGregor 310 ⁹	10mm bullet	0	1d+1	4 internal	2.0kg	200Cr	1d+2	2	Percussion
Dragoon ⁷	10mm bullet	1	2d+1	6 internal	1.7kg	500Cr	1d+2	3	Percussion
Neuvo Army ⁸	8mm bullet	0	1d+0	6 internal	1.2kg	250Cr	1d+2	2	Percussion
Volley pistol ⁹	6mm bullet	0	1d+1	5 internal	1.5kg	800Cr	1d+2	3	Autofire, flintlock
Calliope ⁹	6mm bullet	1	1d+2	20 internal	7.5kg	2.5KCr	2d+0	4	Autofire, flintlock
Blackthorne 12 ¹⁰	12mm bullet	2	2d+2	20 clip	5.2kg(1.0)	2KCr	1d+2	4	Autofire, percuss.
Anuzi 9 ¹⁰	9mm bullet	2	3d+0	30 clip	5.8kg(.8)	2.8KCr	1d+2	4	Autofire
Trade rifle ⁹	12mm bullet	2	3d+2	1 internal	4.0kg	700Cr	1d+2	4	Flintlock
Hunting rifle ⁷	10mm bullet	3	4d+0	1 internal	4.2kg	1KCr	1d+2	4	Percussion
Military carbine ¹⁰	9mm bullet	2	3d+1	10 clip	4.4kg(.4)	2KCr	1d+2	4	Cartridge
Volley rifle ⁹	10mm bullet	2	3d+0	5 internal	7.0kg	2KCr	1d+2	4	Flintlock, autofire
Henry rifle ^{7,8}	12mm bullet	3	3d+2	6 internal	4.7kg	2KCr	1d+2	4	retooled pre-Warp
Ogrilon ⁹	16mm bullet	3	4d+2	2 internal	8.0kg	2KCr	2d+0	4	Flintlock
Guardsmen ⁹	18mm slug buckshot	1	3d+0 1d+0 x 3	2 internal	2.6kg	400Cr	1d+2	3	Flintlock, unreliable
Grenade launcher ⁹	70mm grenade	1	2d+2 frag.	1 internal	2.9kg(.4)	500Cr	1d+2	3	Flintlock, unreliable
Black powder gren.	grenade	0	3d+0 frag.	1 internal	.7kg	40Cr	1d+1	1	Unreliable
Gatling gun ¹⁰	11mm bullet	2	5d+0	30 clip	42kg(10)	11KCr	2d+0	7	Autofire only
US Civil War cannon ⁷	60mm shell	2	8d+2	1 internal	250kg(2.5)	90KCr	2d+1	10	Flintlock
75mm field gun ¹⁰	75mm shell	2	9d+1 4d+1 frag.	1 internal	600kg(8.0)	250KCr	2d+1	11	Cartridge

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INDUSTRIAL ERA WEAPONS

NAME	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Light bow	arrow	1	1d+1	1	.8kg	90Cr	1d+0	1	Strength 6
Medium bow	arrow	1	1d+2	1	1.0kg	130Cr	1d+0	1	Strength 8
Heavy bow	arrow	2	2d+0	1	1.5kg	180Cr	1d+0	1	Strength 10
Pistol crossbow ¹³	quarrel	1	1d+1	1	1.2kg	150Cr	1d+2	2	Strength 5
Light crossbow ¹³	quarrel	2	2d+0	1	3.0kg	180Cr	1d+1	2	Strength 8
Medium crossbow ¹³	quarrel	2	2d+1	1	5.0kg	350Cr	1d+1	3	Strength 11
Heavy crossbow ¹³	quarrel	3	3d+0	1	8.0kg	700Cr	1d+2	4	Strength 14
Clockwork crossbow	quarrel	2	2d+0	1	5.0kg	700Cr	1d+1	3	self-cocking, 1 per 3 sec. for 20 shots, 2 min to rewind

PRIMITIVE ERA MELEE WEAPONS

NAME	DAMAGE	DAMAGE TYPE	LENGTH	WEIGHT	COST	ARMOR	HITS	NOTES
Brass knuckles	punch+0	half-lethal	short	.3kg	5Cr	1d+2	2	balanced
Hunting knife	punch-1	lethal	short	.3kg	45Cr	1d+2	2	balanced
Shortsword	punch+1	lethal	medium	1.0kg	175Cr	1d+2	3	balanced
Broadsword	punch+2	lethal	long	1.5kg	250Cr	1d+2	3	balanced
Mace	punch+2	half-lethal	medium	1.5kg	175Cr	1d+1	4	balanced
Hand axe	punch+0	lethal	short	.7kg	30Cr	1d+1	2	balanced
Battle axe	punch+3	lethal	medium	2.5kg	250Cr	1d+2	3	unbalanced

BASIC ERA MELEE WEAPONS

NAME	DAMAGE	DAMAGE TYPE	LENGTH	WEIGHT	COST	ARMOR	HITS	NOTES
Scimitar	punch+2	lethal	long	1.5kg	250Cr	1d+2	3	balanced
Greatsword	punch+5	lethal	long	3.6kg	700Cr	2d+0	5	unbalanced, uses two hands
Rapier	punch+1	lethal	long	.7kg	125Cr	1d+2	3	balanced
Epee	punch+0	lethal	long	.5kg	90Cr	1d+1	2	balanced
Katana	punch+2	lethal	long	1.3kg	1.2KCr	1d+2	3	balanced, +1 to skill
Flail	punch+5	half-lethal	very long	3.0kg	350Cr	1d+2	4	unbalanced, uses two hands
War hammer	punch+3	lethal	medium	1.0kg	250Cr	1d+2	3	unbalanced
Police truncheon	punch+0	half-lethal	short	.3kg	35Cr	1d+0	2	balanced, or punch+2 non-lethal damage
Baseball bat	punch+1	half-lethal	medium	.9kg	40Cr	1d+2	3	balanced
Hand axe	punch+1	lethal	short	.8kg	30Cr	1d+1	2	unbalanced
Lumber axe	punch+3	lethal	long	2.5kg	50Cr	1d+1	4	unbalanced, uses two hands
Machete	punch+1	lethal	medium	1.0kg	40Cr	1d+2	3	balanced
Large wrench	punch+4	half-lethal	medium	5.0kg	30Cr	2d+0	5	unbalanced, uses two hands
Sap glove	punch+1	non-lethal	short	.3kg	30Cr	0d+2	2	balanced

7. Pre-Warp weaponry modified for post-Warp use

8. Newly manufactured but a pre-Warp design

9. Only available in and after the year 3 segment

10. Only available in and after the year 30 segment

11. These armors are -1d when hit by most bullets, arrows or stabbing attacks

12. These armors are -1d when hit by blunt attacks like a club or fist

13. Strength to reload these crossbows is their Strength for reloading by hand (3 seconds) or Strength-6 with a winch (15 seconds)

PRIMITIVE ERA PERSONAL ARMOR

NAME	ARMOR	COVERS	WEIGHT	COST	NOTES
Padded cloth ¹¹	0d+1	Torso	1.5kg	90Cr	Worn over or under clothing or armor
Hardened leather ¹¹	0d+2	Torso	6.0kg	250Cr	Worn over clothing
		Head	2.0kg	90Cr	
		Arms	4.0kg	130Cr	
		Legs	8.0kg	350Cr	
Scale armor ¹¹	1d+1	Torso	10.0kg	350Cr	Worn over clothing
		Head	3.0kg	125Cr	
		Arms	6.0kg	180Cr	
		Legs	12.0kg	500Cr	
Mail armor ¹¹	1d+2	Torso	12.5kg	700Cr	Worn over or under clothing or armor
		Head	4.0kg	250Cr	
		Arms	8.0kg	350Cr	
		Legs	16.0kg	1KCr	
Small shield(6 hits)	1d+1	-	4.0kg	65Cr	User is +2 difficulty to be hit in melee
Large shield(8 hits)	1d+2	-	6.0kg	125Cr	User is +4 difficulty to be hit in melee

BASIC ERA PERSONAL ARMOR

NAME	ARMOR	COVERS	WEIGHT	COST	NOTES
Plate armor ¹¹	2d+0	Torso	12.5kg	500Cr	Worn over clothing or armor
		Legs	16.0kg	700Cr	

INDUSTRIAL ERA PERSONAL ARMOR

NAME	ARMOR	COVERS	WEIGHT	COST	NOTES
Plate armor	2d+0	Torso	10.0kg	700Cr	Appropriate vs. firearms
Mail armor ¹¹	2d+1	Torso	10.0kg	1KCr	

ATOMIC ERA PERSONAL ARMOR

NAME	ARMOR	COVERS	WEIGHT	COST	NOTES
Level 2 bulletproof vest ¹²	2d+2	Torso	2.0kg	500Cr	Concealable
	1d+0				
Level 3 bulletproof vest	4d+0	Torso	8.0kg	1KCr	Worn over clothing
	2d+0				
Level 4 bulletproof vest	4d+1	Torso	12.5kg	4KCr	Negates armor piercing effects
	2d+1				
Advanced level 4 vest	5d+0	Torso	14.0kg	5KCr	Negates armor piercing effects
	2d+2				
Kevlar helmet	2d+1	Head	.6kg	90Cr	-
	0d+2				
Motorcycle helmet	2d+2	Head+neck	.8kg	125Cr	-1d effect vs. bullets, face protection 0d+2
	1d+0				
Street sign armor	2d+0	Torso(all)	10kg	500Cr	-1d effect vs. bullets
		Torso(front)	5.0kg	250Cr	
Steel belted radial armor	1d+2	Torso(all)	10kg	700Cr	Normal effect vs. bullets
		Torso(front)	5.0kg	350Cr	
Street sign shield	2d+0	-	4.0kg	60Cr	User is +2 difficulty to be hit in melee -1d effect vs. bullets

E.ATOMIC ERA PERSONAL ARMOR

NAME	ARMOR	COVERS	WEIGHT	COST	NOTES
Fragmentation vest ¹²	1d+2	Torso	3.0kg	250Cr	Worn over clothing
	1d+0				
Steel helmet	1d+1	Head	.8kg	35Cr	-
	0d+2				

EABA

INDUSTRIAL ERA STUFF

NAME	WEIGHT	COST	ARMOR	HITS	NOTES
Powercell	.1kg	1Cr	1d+0	1	Holds 10 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses. A rechargeable powercell only holds half the listed energy.
Car battery	10kg	50Cr	1d+1	5	Pre-Warp car battery, stats adjusted to post-Warp levels. Holds 1000 energy and can be recharged in 5 hours.
Carbide lamp	.3kg	20Cr	1d+0	1	Negates darkness penalties in a 60°arc out to 15 meters, -2d penalty per range band after this. Refill with .1kg carbide each night.
Flashlight(2)	.6kg	20Cr	1d+0	2	Negates darkness penalties in a 60°arc out to 15 meters, -2d penalty per range band after this. Uses 10 energy per hour.
Floodlight	1.0kg	20Cr	1d+0	1	A car headlight or spotlight. Negates darkness penalties in a 60°arc out to 40 meters, -2d penalty per range band after this. Uses 100 energy per hour.
Oil lamp	.6kg	25Cr	1d+0	1	Negates darkness penalties out to 4 meters, -2d penalty per range band after this. Refill with .2kg oil each night.
Sleeping bag	3.0kg	50Cr	1d+0	4	Provides a +10°C temperature shift. Does not lose Hits to simple punctures. Armor of 0d+1 when unfolded.
Blanket	1.2kg	15Cr	1d+0	3	Provides a +5°C temperature shift. Does not lose Hits to simple punctures. Armor of 0d+1 when unfolded.
Binoculars	1.0kg	100Cr	1d+0	1	Gives +4 to Awareness roll to see something in a particular direction, no sight Awareness rolls allowed in other directions.
Rifle scope	.3kg	200Cr	1d+0	1	Adds 1 to Accuracy of appropriate ranged weapon.
Two person tent	6.0kg	40Cr	1d+1	5	Not especially wind or waterproof. Does not lose Hits to simple punctures. Armor of 0d+2 when erected.
Personal sundries	.3kg	100Cr	1d+0	2	Wristwatch, wallet, keys, etc.
Small first aid kit	1.0kg	100Cr	1d+0	2	Can treat 5 Hits worth of superficial injuries or be used once on a patient in shock.
Writing tools	.1kg	10Cr	1d+0	1	Tech Era specific, like quills, fountain pen, ball-points, etc.
Mess lkit	.7kg	15Cr	1d+0	2	Basic utensils.
Lockpicks	.1kg	100Cr	1d+0	1	Required for any lockpicking tasks (+4 difficulty without).
Rope, 50 meters	4.5kg	25Cr	1d+1	5	Strong enough to hold a person and worn or carried items.
Multi-tool	.3kg	70Cr	1d+1	2	A variety of small tools (knife, saw , screwdriver, can opener, etc.) , sufficient for some tasks or reduces the "no tool" penalty on others.
Day pack	.5kg	50Cr	0d+2	3	Suitable to carry up to 10kg of gear, depending on bulk.
Backpack	2.0kg	200Cr	1d+0	4	Suitable to carry up to 30kg of gear, depending on bulk.
Small generator	30.0kg	1KCr	1d+1	7	Small pre-Warp gas engine and 2kw generator. Will require frequent and rigorous maintenance to keep running for more than a few hundred hours. Produces 4000 energy per hour, uses 2 liters of gasoline per hour.
Steam generator	50.0kg	1KCr	1d+1	7	Custom-built steam engine and durable 1kw generator, produces 2000 energy per hour, uses 1.0kg or high quality or 2.0kg of low quality fuel per hour, takes 20 minutes to reach operation from standstill.
Vehicle radio	20.0kg	1KCr	1d+0	3	Vacuum-tube transceiver, has a range of about 30km with a similar unit. Uses 100 energy per hour, takes a few minutes to warm up before use if not kept on and ready.

Warp World

Blacksburg Tactical Research Center

Name

Hits

Background

Encumbrance

x/8
-0d/-0

x/4
-1d/-1

x/2
-2d/-2

x1
-3d/-3

D+ punch

Strength

D+

+1d

-1d

D+ kick

Awareness

D+

+1d

-1d

D+ sight

D+ hear

Agility

D+

+1d

-1d

dodge

Will

D+

+1d

-1d

walk

Health

D+

+1d

-1d

run

sprint

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3 7 11 15

Fate

D+

+1d

-1d

Skills

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Stress

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D+
3-6

Armor

arms
D+
7-8

body
D+
9-12

legs
D+
13-18

Traits

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- 11
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- 13
- 3d
- 14
- 15
- 16
- 17
- 4d
- 18
- 19
- 20

Name **Godzombie**

Motivation **Brailiins...**

Strength Punch (2d+0) Kick (3d+0)	9 Level 3d+0	Roll	Brawling	2d+0	Roll	<table border="1"> <thead> <tr><th colspan="2">Hits</th></tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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Agility	6 Level 2d+0	Roll	Melee weapons	2d+0	Roll																							
Awareness	6 Level 2d+0	Roll			Roll																							
Will	- Level -	Roll			Roll																							
Health Walk 2 Run 4	- Level -	Roll			Roll																							
Fate 1 3 5 7 9 11 13	3 Level 1d+0	Roll			Roll																							
Encumbrance	12 -0d 25 -1d 50 -2d 100 -3d		Armor																									
			Body	d+																								
			Head	d+																								
			Arms	d+																								
			Legs	d+																								

Other info **Insanely driven by their last acts and motivations in life. Has the Trait of Unsouled and takes -1d from all attacks.**

Name **Übergrizzly**

Motivation **Defend its territory**

Strength Punch (3d+1) Bite (2d+1)	13 Level 4d+1	Roll	Brawling	4d+0	Roll	<table border="1"> <thead> <tr><th colspan="2">Hits</th></tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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Agility	9 Level 3d+0	Roll	Running(x2)	3d+0	Roll																							
Awareness	9 Level 3d+0	Roll			Roll																							
Will	9 Level 3d+0	Roll			Roll																							
Health Walk 6 Run 12	9 Level 3d+0	Roll			Roll																							
Fate 1 3 5 7 9 11 13	3 Level 1d+0	Roll			Roll																							
Encumbrance	32 -0d 63 -1d 126 -2d 252 -3d		Armor																									
			Body	2d+0																								
			Head	2d+2																								
			Arms	1d+2																								
			Legs	1d+2																								

Other info **Attacks are half-lethal but count as armor-piercing. Will pursue intruders for several hundred meters.**

Name **Avatar horse**

Motivation **Avoid capture**

Strength Bite (2d+1) Kick (4d+1)	16 Level 5d+1	Roll	Running(x3)	5d+0	Roll	<table border="1"> <thead> <tr><th colspan="2">Hits</th></tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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10	20																											
Agility	9 Level 3d+0	Roll	Brawling	5d+0	Roll																							
Awareness	9 Level 3d+0	Roll			Roll																							
Will	8 Level 2d+2	Roll			Roll																							
Health Walk 9 Run 18	9 Level 3d+0	Roll			Roll																							
Fate 1 3 5 7 9 11 13	3 Level 1d+0	Roll			Roll																							
Encumbrance	63 -0d 126 -1d 252 -2d 504 -3d		Armor																									
			Body	0d+1																								
			Head	0d+1																								
			Arms	0d+1																								
			Legs	0d+1																								

Other info **Avatar horse of Epona, Will avoid all but priests of Epona, and isn't too sure about them...**

Name **Identity Soldier**

Motivation **Glory and pillage**

Strength Punch (2d+0) Kick (3d+0)	9 Level 3d+0	Roll	Brawling	3d+1	Roll	<table border="1"> <thead> <tr><th colspan="2">Hits</th></tr> </thead> <tbody> <tr><td>1</td><td>11</td></tr> <tr><td>2</td><td>12</td></tr> <tr><td>3</td><td>13</td></tr> <tr><td>4</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>7</td><td>17</td></tr> <tr><td>8</td><td>18</td></tr> <tr><td>9</td><td>19</td></tr> <tr><td>10</td><td>20</td></tr> </tbody> </table>	Hits		1	11	2	12	3	13	4	14	5	15	6	16	7	17	8	18	9	19	10	20
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6	16																											
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8	18																											
9	19																											
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Agility	7 Level 2d+1	Roll	Short blade	2d+1	Roll																							
Awareness	6 Level 2d+0	Roll	Firearms	3d+1	Roll																							
Will	7 Level 2d+1	Roll			Roll																							
Health Walk 3 Run 6	9 Level 3d+0	Roll			Roll																							
Fate 1 3 5 7 9 11 13	2 Level 0d+2	Roll			Roll																							
Encumbrance	12 -0d 25 -1d 50 -2d 100 -3d		Armor																									
			Body	0d+2																								
			Head	0d+2																								
			Arms	d+																								
			Legs	d+																								

Other info **Loyal to the cause, but mostly for what the cause can provide. Will likely desert if liabilities start to outweigh benefits.**

Name **Pre-Warp car** Size **8** hexes

Cost **10** KCr Mass **2** tons Hits **12**

Strength $6d+0$

Damage limit 7

Top speed **17** meters

Acceleration **2** meters

Fuel supply **5** hours

Front armor $0d+2$

Right armor $0d+2$

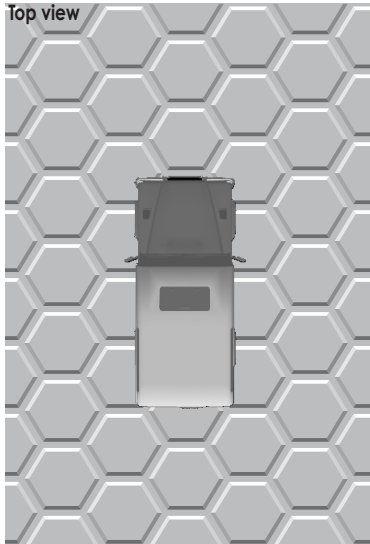
Left armor $0d+2$

Top armor $0d+2$

Bottom armor $0d+2$

Rear armor $0d+2$

Top view



One hex equals 1 meters

Hits

$-0d$

2 12

3 $-3d$

4 14

5 $-1d$

6 16

7 $-4d$

8 18

9 19

10 20

Gizmos **Off-road suspension**

Name **Restored light tank** Size **24** hexes

Cost **100** KCr Mass **24** tons Hits **19**

Strength $3d+1$

Damage limit 4

Top speed **8** meters

Acceleration **1** meters

Fuel supply **5** hours

Front armor $6d+1$

Right armor $4d+0$

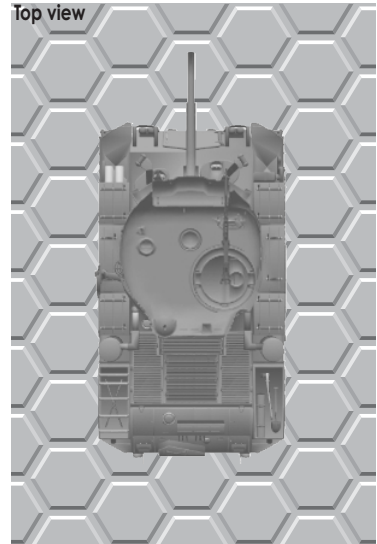
Left armor $4d+0$

Top armor $2d+1$

Bottom armor $2d+1$

Rear armor $2d+1$

Top view



One hex equals 1 meters

Hits

$-0d$

2 12

3 $-3d$

4 14

5 $-1d$

6 16

7 $-4d$

8 18

9 19

10 20

Gizmos **7d+0 main gun (4d+0 lethal explos.), 3d+0 pintle and coax MG's**

Name **Early steam tank** Size **12** hexes

Cost **25** KCr Mass **12** tons Hits **17**

Strength $4d+0$

Damage limit 5

Top speed **8** meters

Acceleration **1** meters

Fuel supply **10** hours

Front armor $3d+0$

Right armor $2d+1$

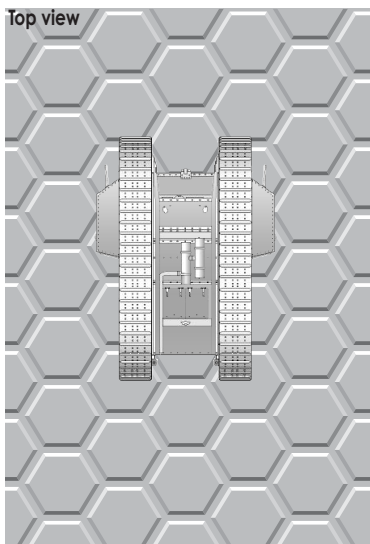
Left armor $2d+1$

Top armor $2d+0$

Bottom armor $2d+0$

Rear armor $2d+0$

Top view



One hex equals 1 meters

Hits

$-0d$

2 12

3 $-3d$

4 14

5 $-1d$

6 16

7 $-4d$

8 18

9 19

10 20

Gizmos **Two sponson MG's, both at 3d+1, mage on crew for +1d armor, stealth, possibly other spells**

Name **Steam car** Size **6** hexes

Cost **5** KCr Mass **2** tons Hits **12**

Strength $7d+1$

Damage limit 6

Top speed **25** meters

Acceleration **2** meters

Fuel supply **5** hours

Front armor $1d+0$

Right armor $1d+0$

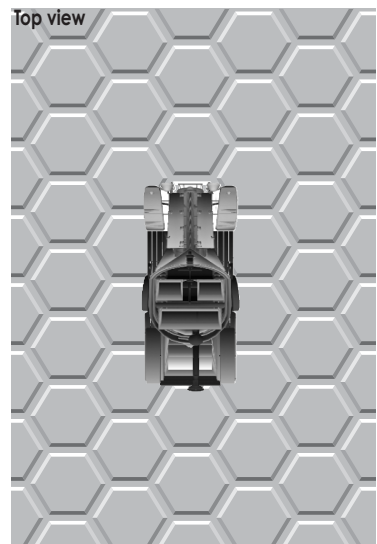
Left armor $1d+0$

Top armor $1d+0$

Bottom armor $1d+0$

Rear armor $1d+0$

Top view



One hex equals 1 meters

Hits

$-0d$

2 12

3 $-3d$

4 14

5 $-1d$

6 16

7 $-4d$

8 18

9 19

10 20

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