



FARMING WITH THE WIND

Having watched the Torturers’ Fleshtreshers from a distance, most Farmerlings want nothing to do with pesticides, poisons, and plowing. Farmerlings hold to the time honored ‘Wind Way’ of cultivating a crop. Decay, rust, and rot always undermine temporary ingenuity and epic human undertakings with persistence.

The wind is joyous, silly, and resourceful at spreading life. Novice Wind Way growers spend seasons merely observing the natural world around them before ever touching a seed. Under the tutelage of the old hands, novices finally learn when to toss a clay covered seed, what straw to cover a crop, and how many mussels to collect before the population is harmed.

It’s true the Lowland Waste’s harvests are small and scattered, but also somehow awful predictable. Farmerlings trade their often modest surpluses with the Cloud Cities above for the clean water needed to purify chalky crops and quench their chalk coated throats.

FARMERLING HARVEST			
1d10	Harvest Description 1	Harvest Description 2	Found...
1	Diseased	Mollusks	In an untended grove
2	Wild	Sweet corn	In Orderly rows
3	Invasive	Crayfish	Hidden among the weeds
4	Poison-covered	Squash	Covered by an Oak canopy
5	Bountiful	Russet potatoes	Watered by a nearby stream
6	Hidden	Heirloom tomatoes	Littered with bunnybird droppings
7	Dried	Yellow onions	Mostly eaten away by deerdogs
8	Undernourished	Gala apples	Under the blazing sun
9	Full	Pumpkins	In a nearly dry creek bed
10	Fragrant	Strawberries	On the edge of a blue lake