

IT WAITS



An *Over the Edge* Adventure Resource  
by Robert "Doc" Cross

# IT WAITS...

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***Over the Edge™*** was written by Jonathan Tweet with Robin D. Laws.

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# OVER THE EDGE™

## It Waits...

in a garbage dump in Skylla, where the bubbling pools of toxic waste are the *least* of your worries!

## It Waits...

in a place called Deadville, where even the most violent street gangs are no match for the local "people"!

## It Waits...

in the dark and dangerous sewers under the Edge, where death can come with a roar or a whisper!

## It Waits...

for you!

## It Waits...

is a scenario for *Over the Edge*™ that lets your characters learn a little more about Al Amarja and strange and deadly things that can be found there. Guide them through unexplored new locales as they search for something that a lot of people are willing to pay for and a few people are willing to *kill* for. It's not going to be easy, because what you're looking for doesn't want to be found! So it hides and it listens and it plans and...*It Waits...*



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