

Post-Apocalyptic Adventure Pack

Version: 3

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Post-Apocalyptic Adventure Pack

Setting Information

- The world died fifty years ago when the Eden Protocol failed — a biotech energy system meant to end scarcity instead ruptured, flooding the atmosphere with mutagenic particles and radiation no suit could stop.
- The setting is North America's heartland — the old Midwest — now a scarred landscape of ash-choked forests, bone-dry riverbeds, and ruins half-swallowed by creeping vines that glow at night.
- Cities lie cracked and hollow, their cores too toxic to enter without shielding. Rural zones fare little better — twisted by fallout storms, plagued by beasts that once were cattle, wolves, or people.
- Survivors cling to the margins — makeshift settlements in old silos, cave networks rigged with solar foil, rail depots turned into barter forts. Nothing is safe, but some places are quieter than others.
- Society is shattered into fragments — scavenger bands, trade clans, poison cults, and survivalist militias — each clinging to power by hoarding fuel, clean water, or working tech from before the collapse.

- Trade is blood and risk — vaccines for bullets, batteries for meat, clean water for everything. Currency is whatever keeps you breathing one more day.
- Technology is half-magic and half-dead — patched drones, solar rigs, hand-pumped railcars, and relics scavenged from zones no sane person enters twice.
- Radiation is not just poison — it breeds new ecologies, new instincts, new terrors. The land mutates, and those who walk it too long often change with it.

Character Traits

Concepts

	1	2	3	4	5	6
1	Ash-Eater Prophet	Bonepicker Scavenger	Waste-land Sniper	Glow-Touched Mystic	Railcar Nomad	Chain-Gang Escapee
2	Radiation Forager	Solar Tech Salvager	Dust-born Raider	Iron-Voiced Preacher	Plague Mask Alchemist	Hollow-Eyed Sentinel
3	Scrap Surgeon	Storm-rider Outcast	Scar-Marked Gladiator	Doom Whisperer	Tunnel-borne Smuggler	Rotborn Cultist
4	Gear-witch Mechanic	Crater-Faced Tracker	Tox-Runner	Junk-yard Warlord	Blight-Reaper	Revenant Drifter

	1	2	3	4	5	6
5	Mushroom Druid	Blood-Bonded Mercenary	Acid-Burnt Bard	Ghost of the Skulled Highway	Sand-Scrounged	Cracked-Circuit Cyborg
6	Memory-Lost Hermit	Skyglass Collector	Beastspeak Vagabond	Feral Divewitch	Pipe-Town Trader	Vault-born Exile

Skills

	1	2	3	4	5	6
1	Scavenging	Survival Instinct	Marksman-ship	Tracking	Radiation Sense	Melee Brutality
2	Tech- Jury-Rig- ging	Herbal Alchemy	Beast Com- muni- cation	Shad- owing	Toxin Brew- ing	Urban Navi- ga- tion
3	Forag- ing	Impro- vised Traps	Firearms Han- dling	First Aid	Cryptic Lore	Explo- sive Han- dling
4	Night Vision	Lock- picking	Mutant Han- dling	Trap Disarm- ing	Barter- ing	Stealth Move- ment
5	Sal- vage Ap- praisal	Mu- tagen Resis- tance	Psyche Manip- ulation	Cook- ing from Scraps	Hack- ing Old Sys- tems	Riding (Mount or Rig)

	1	2	3	4	5	6
6	Metal-craft	Am-bush Tactics	Intimi-dation	Lan-guage of the Olds	Shelter Build-ing	Ritual Chan-neling

Frailties

	1	2	3	4	5	6
1	Radi-ation Scars	Tainted Blood	Muta-tion Ad-diction	Para-noia	Flash-backs to the Fall	Self-De-structive Urges
2	Cracked Psy-che	Flesh Rot	Claus-tropho-bia	Addic-tion (Spore Dust)	Night Terrors	Obses-sive Scav-enger
3	Haunted by Voices	Illness (Chronic Cough)	Insa-tiable Hunger	Tech Depen-dency	Chem-i-cal Sen-sitivity	Rage Black-outs
4	Burned Nerve End-ings	Water Anxiety	Delu-sions of Immor-tality	Halluci-natory Episodes	Unsta-ble Mu-tation	Trust No One Instinct
5	Hoarder's Com-pul-sion	Isola-tion-In-duced Twitch	Guilt over Past Acts	Fear of Sun-sion to light	Aver-sion to Firearm-s	Con-stant Itch

	1	2	3	4	5	6
6	Memory Holes	Bounty on Their Head	Phantom Pain	Compulsion to Preach	Terminal Diagnosis	Glow in the Dark

Gear

	1	2	3	4	5	6
1	Gas Mask	Rusted Crowbar	Bio-Filter Canteen	Map of Forbidden Zone	Machete of Bone	Geiger Sensor
2	Rebar Spear	Cracked Sniper Rifle	Bandit Cloak	Lighter & Scrap Fuel	Solar-Patch Blanket	Handmade Crossbow
3	Vault Med-kit	Duct-Taped Armor	Glowvine Tonic	Insect Jerky Rations	Nail-gun	Collapsible Tent
4	Signal Flare Gun	Detonator Bricks	Bone Dice Oracle	Noise-Trigger Mines	Rope with Hooks	Rat-Cage Backpack
5	Flash Coggles	Rainwater Catcher	Hand-Crank Radio	Scavenger's Toolkit	EMP Spike	Barbed Whip
6	Spore-Breath Mask	Broken Drone Eye	Chain-blade	Chitin Shield	Magnet Compass	Voice of the Ancients (Recorder)

Names

Female Names

	1	2	3	4	5	6
1	Mags	Rella	Juniper	Ada	Caia	Nix
2	Sela	Brynn	Vega	Petra	Ashra	Miri
3	Fallon	Rue	Danya	Talin	Ona	Briar
4	Zadie	Lark	Edda	Moren	Hala	Kez
5	Syl	Echo	Tamsin	Arla	Cyra	Fern
6	Nyla	Jex	Thorne	Imra	Pax	Ilsey

Male Names

	1	2	3	4	5	6
1	Rigg	Thorne	Cass	Bram	Lex	Jaro
2	Flint	Corven	Dax	Halden	Vorn	Elric
3	Silas	Boone	Jett	Maddox	Ren	Colm
4	Asher	Talor	Brin	Vex	Orin	Merrik
5	Zev	Nilo	Garrick	Kade	Drex	Harlan
6	Roen	Sayer	Quinn	Moss	Fen	Lio

Surnames

	1	2	3	4	5	6
1	Ashvale	Burnside	Varnell	Crossley	Hollowick	Trask
2	Bramble	Thornell	Creed	Gallows	Mirelow	Falco
3	Shard	Quade	Tiller	Draven	Laskin	Vale
4	Roach	Wexler	Kern	Fallow	Brinley	Rask

	1	2	3	4	5	6
5	Soot	Harker	Fenwick	Omeral	Crane	Hush
6	Slade	Vexley	Grinn	Cask	Ember	Dorran

Nicknames

	1	2	3	4	5	6
1	Cinder	Knuckle	Scorch	Dusty	Nails	Flinch
2	Spark	Ghost	Biter	Crook	Stitch	Glare
3	Echo	Vex	Dagger	Crank	Pit	Rattle
4	Jinx	Thump	Snare	Wick	Blight	Scab
5	Stray	Fang	Sly	Wretch	Brick	Grit
6	Moth	Hex	Grub	Snipe	Wasp	Shrike

Special Rules

The Eden Fallout

Radiation isn't just background noise — it's the air you breathe, the dust on your skin, and the voice in your blood. Any time your Protagonist lingers in a red zone, digs into old biotech ruins, or crosses a fallout storm, **ask the Oracle**: *Does the exposure leave a mark?*

- A **Yes** means you gain a temporary or permanent **Mutation Tag**.
- A **No, but...** may mean sickness, weakness, or hallucinations.
- Treatments are rare and unreliable. When you attempt to treat radiation symptoms, **ask the Oracle** if the method is effective — most “cures” are pre-Collapse myths or poison in a vial.

NOTE *Mutation Tags* should reflect the unnatural evolution of life in the wasteland. Examples: Bioluminescent Veins, Bone Bark Armor, Photosynthetic Skin, Echo Sense.

Survival at the Brink

Resources are not tracked — they're **story drivers**. You have what you need *until the world says you don't*. Whenever your character uses up food, water, fuel, or ammo in a risky context, **ask the Oracle**: *Do you still have enough?*

- If the answer is **No**, narrate what went wrong — spoiled rations, burst canisters, power drains — and improvise a new plan.
- Certain Tags (like Scavenger Instinct or Jury-Rigged Solar Still) may give you Advantage.

EXAMPLE You fire your last flare into the night, hoping to blind the oncoming beast. Ask the Oracle: *Do I have more flares?* *No* — and the pack is already circling.

Faction Instability

No one rules the Wastes — but many try. When you interact with a faction (militias, trade caravans, cults, etc.), **ask the Oracle**: *How do they respond?*

- Consider your Tags and theirs. If you're branded by a rival clan, expect hostility.
- Roll again if the faction is internally split or operating under stress — betrayal and negotiation often go hand in hand.

NOTE *Faction Tags* are optional but useful. Examples: Water Tithers, Bullet Gospel Evangelists, Sunfoil Syndicate, Cracked Dome Alliance.

EXAMPLE You meet a trader with a Sunfoil armband and offer them half your ammo for clean water. Ask the Oracle: *Do they agree?* Yes, and — they warn you of a nearby fallout storm for free.

Factions

The Rust Saints

- **Concept:** Devotional scrappers who worship the decay of the old world.
- **Skills:** Scavenging, Tinkering
- **Frailty:** Obsessive relic hoarding
- **Gear:** Icon-welded armor, relic detectors, oxidized blades
- **Goal:** Unearth and sanctify lost pre-Collapse tech
- **Motive:** Fusion of faith and survival
- **Nemesis:** The Gutterkin

The Verdancy

- **Concept:** Symbiotic cult devoted to mutated flora and fungal enlightenment.
- **Skills:** Herbalism, Mutation control
- **Frailty:** Vulnerable to fire and cold
- **Gear:** Spore-robos, mycelial salves, symbiont spores
- **Goal:** Spread the Green Gospel across the scorched earth
- **Motive:** Evolution through fusion
- **Nemesis:** The Blister March

The Enclave Remnants

- **Concept:** Heirs of a pre-collapse government bunker, still clinging to authority.
- **Skills:** Engineering, Bureaucratic command
- **Frailty:** Rigid protocol blindness

- **Gear:** Old-world uniforms, biometric scanners, ration stock-piles
- **Goal:** Reassert order and reestablish a “civilized” chain of command
- **Motive:** Restoration through control
- **Nemesis:** The Radiant Front

The Blister March

- **Concept:** Nomadic war-clans hardened by fallout storms and endless raids.
- **Skills:** Guerrilla tactics, Firearms
- **Frailty:** Blood-feud conditioning
- **Gear:** Scrap-mounted bikes, heat-flare bombs, bone-masks
- **Goal:** Scorch rival holdings and claim the ruins
- **Motive:** Strength is the only law
- **Nemesis:** The Enclave Remnants

The Radiant Front

- **Concept:** Revolutionary fanatics infused with controlled mutations.
- **Skills:** Propaganda, Bio-enhancement
- **Frailty:** Unstable genetic shifts
- **Gear:** Glow-serums, neural injectors, living tattoos
- **Goal:** Overthrow the old world’s hierarchy through forced evolution
- **Motive:** Mutate or die
- **Nemesis:** The Enclave Remnants

The Gutterkin

- **Concept:** Underground traders and thieves operating out of collapsed city ruins.
- **Skills:** Infiltration, Barter

- **Frailty:** Light sensitivity
- **Gear:** Sensor visors, smoke bombs, dermal lockpicks
- **Goal:** Maintain dominion over the black markets and buried tunnels
- **Motive:** Control through scarcity
- **Nemesis:** The Rust Saints

NPCs

Sister Kembra

- **Concept:** Mutant healer of the fungal enclave
- **Skills:** Spore-medicine, empathy under pressure
- **Frailty:** Slowly mutating mind
- **Gear:** Myco-kit, bone-thread sutures, whisper mask
- **Goal:** Cure the incurable before her body turns fully
- **Motive:** Redemption through healing
- **Nemesis:** Surgeon-Colonel Brannick (Enclave biologist)

Rigs “Cinder” Malhoon

- **Concept:** Ex-demolitionist turned scorched-earth preacher
- **Skills:** Explosives, persuasion by fear
- **Frailty:** Pyromaniac religious visions
- **Gear:** Det-cord rosary, flareblade, incendiary sermons
- **Goal:** Reduce the Dam to ash and write scripture in smoke
- **Motive:** Apocalyptic catharsis
- **Nemesis:** Archdeacon Reese (Water-hoarding priest of the Flow Union)

“Barter” Vex

- **Concept:** Charismatic trade broker with a silver tongue and lead soul

- **Skills:** Negotiation, tactical deception
- **Frailty:** Can't resist a wager
- **Gear:** Relic chips, encrypted trade-coin, sawn-off deal-maker
- **Goal:** Establish a neutral trade node in contested ruins
- **Motive:** Wealth, influence, survival
- **Nemesis:** Syndicate Collector "Bleed" Malraux

Issa Vorn

- **Concept:** Warpath tracker turned reluctant justice-seeker
- **Skills:** Precision marksmanship, mutant tracing
- **Frailty:** Blinded by vengeance
- **Gear:** Scorch rifle, claw-tag shackles, broken oath pendant
- **Goal:** Hunt down the escaped raider-king who killed her crew
- **Motive:** Closure and quiet
- **Nemesis:** The Flayed Wolf (Raider warlord)

"Glass" Marlo

- **Concept:** Vault-scanner and whisper-thief of lost tech
- **Skills:** Espionage, radiation mapping
- **Frailty:** Believes they're being watched by the ruins
- **Gear:** Dead-zone goggles, crowbar harp, vault signal prism
- **Goal:** Uncover and unlock a sealed Eden Protocol chamber
- **Motive:** Obsession with forbidden knowledge
- **Nemesis:** The Archive Custodian (AI defense remnant)

Brakk "Husk" Juno

- **Concept:** Hired gun with half a mind and too much armor
- **Skills:** Heavy weapons, siege defense
- **Frailty:** Memory void from biotech trauma

- **Gear:** Railminigun, breach shield, stimulant spool
- **Goal:** Guard the settlement of Thornepost from mutant incursion
- **Motive:** Contract and revenge
- **Nemesis:** The Glimmer Host (bioluminescent hive-beast swarm)

Denizens of the Wastes

Glowback Coyote

- **Concept:** Bioluminescent predator
- **Skills:** Silent tracking, night ambush
- **Frailty:** Hyperreactive nervous system
- **Gear:** Glowing veinstalk hide, fused jawbone fangs
- **Goal:** Stalk contaminated prey through the night
- **Motive:** Hunger sharpened by mutation
- **Nemesis:** Pack-hunters and high-frequency pulses

Ironclatter Beetle

- **Concept:** Shrapnel-shelled scavenger
- **Skills:** Burrowing, plating resilience
- **Frailty:** Overheats in direct sunlight
- **Gear:** Vibro-mandibles, scrap-sense antennae
- **Goal:** Harvest metal to construct secure nests
- **Motive:** Instinctive hoarding of conductive salvage
- **Nemesis:** Sudden temperature shifts, sonic blasts

Bloomspite

- **Concept:** Carnivorous bloom mimic
- **Skills:** Toxin release, regenerative bloom cycles
- **Frailty:** Susceptible to frost and desiccation
- **Gear:** Petal-lined trap maw, pulsing spore core

- **Goal:** Lure and digest warm-blooded prey
- **Motive:** Territorial instinct rooted in survival
- **Nemesis:** Fire, salt, and anti-fungal wash

Miremaw

- **Concept:** Toxic sump predator
- **Skills:** Ambush, venom secretion
- **Frailty:** UV-sensitive membranes
- **Gear:** Siphon tongue, sludge-coated hide
- **Goal:** Defend and dominate chemical lairs
- **Motive:** Bio-filtration instinct linked to hunger
- **Nemesis:** Droughts, predatory swarms

Bramblecarver

- **Concept:** Tech-burdened scrapyard scorpion
- **Skills:** Armor resilience, mechanical detection
- **Frailty:** Magnetic interference vulnerability
- **Gear:** Arc-welded stinger, scanner-core optics
- **Goal:** Absorb and assimilate salvage into its body
- **Motive:** Territorial maintenance through augmentation
- **Nemesis:** EMP bursts, magnetic mines

Tinker-Rat

- **Concept:** Augmented junk rodent
- **Skills:** Stealth, mimicry
- **Frailty:** Skeletal fragility
- **Gear:** Retinal flash memory, mechanical jaw pin
- **Goal:** Build semi-functional nests from scavenged tech
- **Motive:** Compulsive tinkering driven by instinct
- **Nemesis:** Traps, loud noise, plasma discharge

Locations

Vault Theta-7

- A fractured biotech military facility buried beneath a collapsed hill range.
- Still echoes with malfunctioning security drones and containment anomalies.
- Possible encounters: Defense remnants, relic hunters, mutagen leaks

Glowfen Market

- A geothermal spring-turned-trading post, surrounded by glowing vine-lattices.
- Its warmth draws both barter caravans and parasitic fauna.
- Possible encounters: Traders, resource cults, water rustlers

Thornepost Bastion

- A repurposed rail hub, now a scrap-metal fortress bristling with solar arrays.
- Controlled by a militia faction obsessed with purity and control.
- Possible encounters: Patrols, inquisitors, smugglers in disguise

The Pale Expanse

- A dead, sun-bleached stretch of fallout desert crusted with bone-pale ash.
- Tech warps in the dust storms; time seems to skip or stall.
- Possible encounters: Wanderers, ghost cults, terra-warped predators

Underdrift Warren

- A labyrinth of silos, drains, and vault-burrows repurposed into a thriving black market.
- Lit by fungal glow and solar foil, it's a haven for the desperate and the clever.
- Possible encounters: Info brokers, rogue biotechs, hive-gangs

The Crimson Verge

- A twisted forest of red-barked trees, mutated roots, and phosphorescent undergrowth.
- The air pulses faintly; things *grow* even when unwatched.
- Possible encounters: Spore-beasts, gene-scientists, Verdancy pilgrims

Adventure Seeds

Adventure Seeds

D66	Adventure
11	Infiltrate a relic vault guarded by spore-bonded monks who believe the tech is divine.
12	Track a missing scavenger whose last transmission ended with the sound of chanting and fire.
13	A radiant child with photosynthetic skin escapes the Verdancy. They want protection — or power.
14	A dormant terraformer reactivates. Now the air turns sweet — and wrong. Something is coming.

D66	Adventure
15	Sabotage a water tithe caravan before it reaches the Cracked Dome — or escort it, for a price.
16	A geomagnetic storm opens a sealed crypt beneath the Pale Expanse. No one remembers building it.
21	Recover a vault-core chip buried beneath a war zone. One side wants peace — the other, extinction.
22	Your own name appears on a kill-order scroll sent from Underdrift Warren. Who paid for it, and why?
23	The Glowfen Market is sealed after a sickness spreads — the infected bloom with glowing vines.
24	A fissure beneath Thornepost exhales heat and humming voices. The militia denies it's a threat.
25	Verdancy pilgrims seek help retrieving a fungal relic growing from a bunker ceiling. It weeps light.
26	Bramblecarvers are swarming tech rigs near Vault Theta-7. A bounty goes to the one who clears them out.
31	Escort a solar-patched caravan through the Crimson Verge — if the trees let you leave.
32	A swarm of tinker-rats has stolen a voice-recorder from the Sunfoil Syndicate. It may expose them.

D66	Adventure
33	A glowback coyote pack is growing too intelligent. The Gutterkin want one captured — alive.
34	Scouts vanish near a signal tower. It's still broadcasting — from within a collapsed ruin.
35	Salvagers request aid retrieving a sealed Eden device. The last crew returned mutated beyond speech.
36	A false prophet of the Radiant Front preaches in your name. His followers carry your sigil.
41	The Pale Expanse shifts — an entire outpost has disappeared beneath bone-white dunes.
42	The Rust Saints request an escort to sanctify a newly uncovered AI shrine — with molten oil.
43	A settlement's water turns thick and gold. The people claim it's a blessing. The Verdancy disagrees.
44	A dream repeats: the Underdrift flooded, fungal lights drowning the corridors. You wake coughing spores.
45	The Enclave sends a peace envoy. Half arrive. The others? Their suits were empty on arrival.

D66	Adventure
46	A Bramblecarver nest pulses beneath a trade route. Traders vanish. Their gear resurfaces — rearranged.
51	A spore-storm rolls in. You have six hours to evacuate a town before the storm births a forest.
52	Someone found a working drone in Vault Theta-7. It recognizes your voice. And calls you Commander.
53	The Radiant Front wants a living mutant delivered to Glowfen — but won't say why it must stay breathing.
54	A burnt map marks a forbidden silo. The silo hums louder each night, and pulses with heat.
55	A hunter went missing in the Crimson Verge. His pet came back alone, with human teeth in its belly.
56	The Gutterkin auction a memory-crystal tied to the Eden Protocol's collapse. Everyone wants it.
61	A heatwave twists metal and minds near a sunken crawler. Entering may unlock your past — or erase it.
62	A ghost town rewakes each dusk. Lights flicker on. Radios play static hymns. You've heard one before.
63	Vault Theta-7 emits a new code. Translated, it reads: "I am not alone. Neither are you."

D66	Adventure
64	An oasis dries overnight. Those who drank from it now dream in binary — and bleed rust.
65	The Enclave lost a convoy carrying a sentient weapon. It's learning — and testing new hosts.
66	A tunnel beneath Underdrift breathes. It never used to. You're told the tunnel wants to speak.