

Post-Apocalyptic Adventure Pack

Version: 3

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Post-Apocalyptic Adventure Pack

Setting Information

- This setting takes place 50 years after a catastrophic event.
- The location is North America, specifically the Midwest region of the United States.
- The cause of the Apocalypse was a sudden and massive solar flare caused widespread power outages and destroyed much of the world's technology and infrastructure.
- The population has been drastically reduced, and many of the survivors have banded together in small communities to share resources and protect themselves from the dangers of the new world. Traditional societal structures have broken down, and new power structures have emerged. Bartering and trade have become the primary means of exchange, and the concept of ownership has been redefined.
- Resources are scarce, and the survivors must scavenge for food, water, and other necessities. Technology has regressed to pre-industrial levels, but some relics of the old world remain. The most valuable resources are fuel, medicine, and clean water.

Character Traits

Concepts

	1	2	3	4	5	6
1	Radiant Wanderer	Savage No-mad	Silent Sniper	Ashen Out-cast	Feral Raider	Cursed Shaman
2	Mechanical Engineer	Toxic Alchemist	Shadowed Assassin	Mutated Juggernaut	Scavenging Tinkerer	Lost Survivor
3	Deserted Medic	Ghostly Specter	Ironclad Guardian	Ravaged Bard	Reckless Renegade	Vengeful Ronin
4	Cyborg Mercenary	Stealthy Infiltrator	Mysterious Oracle	Mad Scientist	Marauding Warlord	Charismatic Trader
5	Dystopian Cyber-space Hacker	Enigmatic Druid	Plague Doctor	Unhinged Mechanic	Ar cane Gun-slinger	Weath-ered Tracker
6	Ruthless Execu-tioner	Exiled Leader	Relent-less Sur-vivalist	Grim Reaper	Cursed Knight	Illu-sionist Trick-ster

Skills

	1	2	3	4	5	6
1	Marksman-ship	Survival In-stinct	Scav-enging	Stealth	Engi-neer-ing	Alchemy
2	Melee Combat	Archery	Heal-ing	Leader-ship	Hack-ing	Trapping
3	Naviga-tion	Negoti-ation	Track-ing	Lock-picking	Explo-sives	Animal Han-dling
4	Martial Arts	Psychic Abili-ties	Dri-ving/ Pilot-ing	Tactical Plan-ning	Snare and Traps	Medicine
5	Bardic Perfor-mance	Demo-litions	Infiltra-tion	Cook-ing/ Forag-ing	Barter-ing	Sabo-tage
6	Herbal-ism	Intimi-dation	Espi-onage	Shield Mas-tery	Illu-sions	Firearms Profi-ciency

Frailties

	1	2	3	4	5	6
1	Para-noia	Addic-tion	Claus-tro-pho-bia	Recklessness	Trust Is-sues	Arro-gance

	1	2	3	4	5	6
2	Cowardice	Impulsiveness	Greed	Obsessive Compulsive Disorder (OCD)	Amnesia	Chronic Pain
3	Insomnia	Speech Impediment	Gullibility	Post-Traumatic Stress Disorder (PTSD)	Pyromania	Loneliness
4	Fear of Water	Technological Ineptitude	Perfectionism	Bloodlust	Chronic Illness	Imposter Syndrome
5	Agoraphobia	Gambler's Addiction	Hoarding	Radiation Sickness	Fear of Heights	Vengefulness
6	Superstition	Deep-seated Guilt	Social Anxiety	Fragile Bones	Motion Sickness	Loss of Senses

Gear

	1	2	3	4	5	6
1	Gas mask	Crowbar	Canteen	Compass	Sling	Multitool
2	Pistol	Backpack	Binoculars	Leather-Shovel man	Flashlight	
3	Shotgun	Knife	Machete	Flare gun	Rope	Matches
4	Sniper	Net	Hammer	Gasoline	Crow	Hatchet

	1	2	3	4	5	6
5	Rifle	Bandages	Rations	Water jug	Spikes	Grenades
6	Cross-bow	Armor	First aid kit	Whistle	Map	Walkie-talkie

Special Rules

Radiation Exposure and Effects

- Whenever a character is exposed to radiation, the player must ask the Oracle to determine the level of exposure.
- Depending on the severity of the exposure, the character may suffer negative effects to their abilities or health.
- If a character receives treatment for radiation exposure, the player may roll again to determine the effectiveness of the treatment.

Limited Resources and Supplies

- Characters must keep track of their supplies, including food, water, and ammunition.
- Whenever a character uses a resource, the player must ask the Oracle to determine if the resource is expended.
- If a character runs out of a particular resource, they may need to find more or come up with an alternative solution.

Faction Conflicts and Diplomacy

- Characters may encounter different factions with their own agendas and goals.
- Whenever a character interacts with a faction, the player must ask the Oracle to determine the faction's response.
- Depending on the faction's disposition, they may be hostile, neutral, or friendly towards the character.

- The player may use skills and equipment to influence the faction's response.

Factions

The Reapers- Concept: Ruthless scavengers

- **Skills:** Scavenging, Intimidation
- **Frailty:** Greed
- **Gear:** Rusty machetes, scrap armor
- **Goal:** To amass as much wealth as possible
- **Motive:** Survival at all costs
- **Nemesis:** The Enclave

The Enclave- Concept: Survivors in a fortified community

- **Skills:** Engineering, Leadership
- **Frailty:** Arrogance
- **Gear:** Reinforced walls, advanced weapons
- **Goal:** To defend their community and rebuild society
- **Motive:** Hope for the future
- **Nemesis:** The Raiders

The Raiders- Concept: Lawless bandits

- **Skills:** Stealth, Firearms
- **Frailty:** Impulsiveness
- **Gear:** Motorcycle gangs, homemade explosives
- **Goal:** To take what they want by force
- **Motive:** Power and control
- **Nemesis:** The Enclave

The Cult of the New Dawn- Concept: Apocalyptic zealots

- **Skills:** Religious knowledge, Persuasion
- **Frailty:** Fanaticism

- **Gear:** Robes, crude weapons
- **Goal:** To usher in a new age of enlightenment
- **Motive:** To find meaning in the apocalypse
- **Nemesis:** The Enclave

The Scavengers' Guild- Concept: Organized scavengers

- **Skills:** Negotiation, Resource management
- **Frailty:** Greed
- **Gear:** Maps, metal detectors
- **Goal:** To dominate the scavenging trade
- **Motive:** Profit and self-interest
- **Nemesis:** The Enclave

The Followers of the Wastes- Concept: Environmentalists

- **Skills:** Survival, Medicine
- **Frailty:** Naivety
- **Gear:** Gas masks, Geiger counters
- **Goal:** To heal the land and restore balance
- **Motive:** To protect the natural world
- **Nemesis:** The Raiders

NPCs

"Doc" Sullivan

- **Concept:** Resourceful Medic
- **Skills:** First Aid, Surgery
- **Frailty:** Arrogant
- **Gear:** Medical Supplies, Knife
- **Goal:** Establish a Clinic
- **Motive:** Help the Sick and Injured
- **Nemesis:** Rival Medic "Sawbones" Mcgee

“Crazy” Eddie

- **Concept:** Demolitions Expert
- **Skills:** Explosives, Engineering
- **Frailty:** Reckless
- **Gear:** Explosives, Grenades
- **Goal:** Destroy the Dam
- **Motive:** Seeking Revenge for Past Injustices
- **Nemesis:** Town Sheriff “Big Jim” Dalton

“Whiskey” Jack

- **Concept:** Trader
- **Skills:** Barter, Persuasion
- **Frailty:** Alcoholic
- **Gear:** Goods for Trading, Shotgun
- **Goal:** Find a Safe Haven
- **Motive:** Profit and Self-Preservation
- **Nemesis:** Bandit Leader “Snake Eyes” Davis

“Red” Roberts

- **Concept:** Bounty Hunter
- **Skills:** Tracking, Marksmanship
- **Frailty:** Hot-Headed
- **Gear:** Handgun, Handcuffs
- **Goal:** Catch the Outlaws
- **Motive:** Justice and Money
- **Nemesis:** Wanted Outlaw “Black Bart” Johnson

“Slim” Reynolds

- **Concept:** Scavenger
- **Skills:** Stealth, Survival
- **Frailty:** Paranoid

- **Gear:** Binoculars, Crowbar
- **Goal:** Find the Lost Vault
- **Motive:** Greed and Adventure
- **Nemesis:** Raider Boss “Mad Dog” Smith

“Gunner” Jackson

- **Concept:** Mercenary
- **Skills:** Heavy Weapons, Tactics
- **Frailty:** Greedy
- **Gear:** Minigun, Armor
- **Goal:** Protect the Settlement
- **Motive:** Payment and Glory
- **Nemesis:** Mutant Warlord “Scorcher” Jones

Creatures

Irradiated Coyote

- **Concept:** Mutated predator
- **Skills:** Stealth, Agility
- **Frailty:** Weak immune system
- **Gear:** Sharp claws, heightened senses
- **Goal:** Hunt and scavenge for food
- **Motive:** Survival and reproduction
- **Nemesis:** Hunters and larger predators

Rustling Beetle

- **Concept:** Metallic scavenger
- **Skills:** Digging, Durability
- **Frailty:** Slow movement
- **Gear:** Rusty armor, sharp mandibles
- **Goal:** Gather and consume metal scraps

- **Motive:** Survival and expansion of territory
- **Nemesis:** Rust storms and large predators

Fungal Abomination

- **Concept:** Mutated plant monster
- **Skills:** Poison, Regeneration
- **Frailty:** Slow movement
- **Gear:** Spores, acidic sap
- **Goal:** Spread and infect other organisms
- **Motive:** Survival and proliferation
- **Nemesis:** Fire and extreme cold

Sludge Crawler

- **Concept:** Toxic amphibian
- **Skills:** Swimming, Poison
- **Frailty:** Fragile skin
- **Gear:** Slimy mucus, sharp teeth
- **Goal:** Feed on small creatures and organic waste
- **Motive:** Survival and reproduction
- **Nemesis:** Large predators and pollution

Scrapyard Scorpion

- **Concept:** Mechanized arachnid
- **Skills:** Armor, Scanning
- **Frailty:** Electrical interference
- **Gear:** Heavy pincers, metal exoskeleton
- **Goal:** Collect and hoard valuable technology
- **Motive:** Survival and collection
- **Nemesis:** EMPs and other scavengers

Chattering Rat

- **Concept:** Unusually intelligent rodent
- **Skills:** Stealth, Thievery
- **Frailty:** Fragile bones
- **Gear:** Sharp teeth, dexterous hands
- **Goal:** Steal and hoard valuable resources
- **Motive:** Survival and collection
- **Nemesis:** Traps and larger predators

Locations

Abandoned Military Base

- A former military installation that has been abandoned since the apocalypse.
- Contains weapons, ammunition, and other supplies that are highly sought after by survivors and factions.
- Possible encounters: Raiders, scavengers, military remnants

Oasis Springs

- A natural spring that has become a hub for trade and commerce.
- Surrounded by lush vegetation and fertile soil, providing a source of fresh produce.
- Possible encounters: Traders, farmers, water thieves

The Iron Citadel

- A fortress built by a powerful faction to defend against outside threats.
- Heavily fortified with walls, watchtowers, and armed guards.

- Possible encounters: Faction soldiers, prisoners, mercenaries

The Dead Zone

- An area of land that was heavily affected by the solar flare and is now completely barren and lifeless.
- Highly radioactive and dangerous to enter.
- Possible encounters: Mutated creatures, scavengers, cultists

The Underground City

- A network of tunnels and caverns that was used by survivors to escape the chaos on the surface.
- Contains makeshift living quarters, workshops, and a black market.
- Possible encounters: Smugglers, traders, outcasts

The Red Forest

- A forest that was stained red by the radioactive fallout from the solar flare.
- Contains mutated flora and fauna, as well as valuable resources.
- Possible encounters: Mutated creatures, scavengers, botanists

Adventure Seeds

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Adventure

- 11 The Reapers have discovered a hidden cache of advanced technology within the Abandoned Military Base. They plan a raid to retrieve the valuable weapons, and the protagonist must either join or stop them.

- 12 “Doc” Sullivan needs the protagonist’s help to secure medical supplies from a dangerous area infested with Irradiated Coyotes. They must protect him while he gathers the necessary resources.
- 13 The Raiders have kidnapped a prominent member of the Scavengers’ Guild. The protagonist is tasked with negotiating a trade for their release or mounting a rescue mission.
- 14 The Cult of the New Dawn plans to contaminate Oasis Springs with toxic chemicals. The protagonist must prevent the poisoning and find evidence of the cult’s involvement.
- 15 “Crazy” Eddie intends to blow up the Dam, flooding the valley below. The protagonist must stop him before it’s too late, dealing with his explosive traps and followers along the way.
- 16 The Enclave has sent a distress signal from the Iron Citadel. The protagonist must investigate and discover if it’s a genuine emergency or a trap set by their enemies.
- 21 “Whiskey” Jack hires the protagonist as a bodyguard for a dangerous journey through the Dead Zone to deliver a rare artifact to a wealthy collector in a distant settlement.
- 22 The Followers of the Wastes seek assistance in gathering rare herbs from the Red Forest to create a cure for a deadly disease plaguing their community.
- 23 The Scavengers’ Guild accuses a rival group of stealing their maps, leading to valuable resources. The protagonist must find the truth and recover the stolen goods.
- 24 “Red” Roberts has been tracking the elusive outlaw “Black Bart” Johnson. The protagonist must assist him in captur-
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ing or eliminating Johnson, navigating treacherous terrain and avoiding Johnson's gang.

25“Slim” Reynolds possesses a mysterious map hinting at the location of a legendary Vault rumored to contain vast riches. The protagonist accompanies him on a perilous journey to uncover the truth.

26The Enclave enlists the protagonist to defend Oasis Springs from a large-scale Raider attack. They must strategize defenses, recruit allies, and repel the invaders.

31The Cult of the New Dawn has infiltrated the Underground City and plans to convert its inhabitants. The protagonist must expose the cultists and prevent their influence from spreading.

32A group of Irradiated Coyotes has established a den near a nearby settlement, posing a threat to the residents. The protagonist is hired to exterminate the pack and secure the area.

33The Raiders are attempting to seize control of Oasis Springs' fresh water supply. The protagonist must thwart their plans and ensure the precious resource remains accessible to all.

34The Scavengers' Guild offers a lucrative contract to the protagonist to retrieve a rare piece of pre-apocalypse technology from within the Abandoned Military Base. They face numerous challenges, including hostile security systems.

35The Followers of the Wastes need assistance in locating a hidden grove within the Red Forest, said to contain the last surviving sample of unmutated plant life.

- 36The Enclave suspects a traitor within their ranks and asks the protagonist to investigate. They must gather evidence and uncover the mole's true allegiance.
- 41"Doc" Sullivan's clinic is under attack by a group of bandits seeking medical supplies. The protagonist must defend the clinic and its patients, utilizing their combat and healing skills.
- 42"Crazy" Eddie's explosives accidentally trigger a collapse within the Dam, threatening to flood the nearby settlements. The protagonist has limited time to repair the damage and avert disaster.
- 43The Raiders capture an important NPC who possesses crucial information about the Enclave's defenses. The protagonist must infiltrate the Raider stronghold and rescue the captive before it's too late.
- 44The Scavengers' Guild hires the protagonist to negotiate a trade agreement with a distant community known for its valuable fuel reserves. They face treacherous desert terrain and potential ambushes along the way.
- 45"Red" Roberts discovers a secret underground tunnel network used by the Raiders for smuggling operations. The protagonist joins him to sabotage the tunnels and disrupt the Raiders' activities.
- 46The Cult of the New Dawn plans to unleash a massive mutated creature from the Dead Zone, intending to use it as a symbol of their power. The protagonist must find a way to neutralize the threat before chaos ensues.
- 51The Enclave dispatches the protagonist to establish diplomatic relations with a nearby faction. They must navigate

through hostile territory and negotiate a mutually beneficial alliance.

52“Slim” Reynolds stumbles upon a hidden entrance to an underground bunker within the Dead Zone. The protagonist accompanies him on a journey to explore the vault’s contents and face its challenges.

53The Raiders target an important trade route passing through the Red Forest, disrupting vital supply lines. The protagonist must escort a convoy safely through the dangerous territory and eliminate the Raider threat.

54The Scavengers’ Guild uncovers a valuable artifact within the Abandoned Military Base. However, rival factions, including the Enclave, also lay claim to it. The protagonist must secure the artifact while navigating complex political dynamics.

55The Followers of the Wastes discover a group of mutated creatures within the Red Forest that display signs of increased intelligence. The protagonist must investigate and determine if this poses a threat or an opportunity.

56The Enclave tasks the protagonist with retrieving advanced technology from an unexplored section of the Underground City, encountering hidden dangers and rival scavengers.

61“Doc” Sullivan receives a distress call from a remote settlement plagued by a mysterious illness. The protagonist assists him in identifying the cause and finding a cure before it spreads to other communities.

62“Crazy” Eddie’s explosive expertise is needed to breach the defenses of a heavily fortified Raider compound. The

protagonist accompanies him on a mission to eliminate the Raider threat once and for all.

63“Whiskey” Jack’s past catches up with him as his former gang, led by “Snake Eyes” Davis, seeks revenge. The protagonist must defend Jack and his newfound allies in a desperate showdown.

64“Red” Roberts discovers evidence of a secret Enclave project involving illegal experimentation on mutated creatures. The protagonist aids him in gathering proof and exposing the project to the public.

65The Raiders have kidnapped an important Enclave diplomat, threatening to execute them publicly. The protagonist must infiltrate the Raider camp and rescue the hostage while avoiding detection.

66The protagonist stumbles upon an ancient pre-apocalyptic research facility hidden within the Iron Citadel. They must navigate its treacherous corridors and unravel the mysteries left behind by its previous inhabitants.