

Bally'n'Tour

AN INTRODUCTION TO HYPERCORPS
FOR 4-5 PCS OF 1ST LEVEL
WASTELAND 2044



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A REGIONAL SANDBOX 5E ADVENTURE FOR 1ST-2ND LEVEL CHARACTERS IN 2099 WASTELAND

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POCKETS OF EARTH ARE DECIMATED BY NUCLEAR WAR IN 1969 AFTER THE BAY OF PIGS ESCALATES INTO WORLD WAR 3 AND ATOMIC WEAPONS ARE UNLEASHED ACROSS THE PLANET. *ALTER SAPIENS* BOTH HUMAN AND DEMIGRANT PUT ASIDE THEIR DIFFERENCES AND USE THEIR POWERS TO CREATE SAFE HAVENS ACROSS THE GLOBE, SAVING THOSE THEY CAN FROM NUCLEAR DEVASTATION. ALMOST A CENTURY AND A HALF HAS PASSED SINCE THE ATOMIC APOCALYPSE AND THROUGH TIRELESS SCIENTIFIC EFFORT, AREAS OF THE WORLD ARE BECOMING LIVABLE ONCE MORE AND CIVILIZATION IS CREEPING OUT TO SEEK OUT LIFE UNDER THE SUN ONCE AGAIN—THOUGH DOING SO MEANS SURVIVING IN THE WASTELAND AND MANY BELIEVE THEY WERE BETTER OFF LOCKED AWAY IN THEIR SHELTERS.

THE VAST MAJORITY OF THE SURFACE'S POPULATION DIED IN THE HORRORS OF THE NUCLEAR ONSLAUGHT OR THE MADNESS THAT FOLLOWED IT WHEN IN 2076 A DIMENSIONAL FLUX RIPPLED ACROSS THE PLANET. THOSE FEW INSIDE OF THE SHELTERS AND SAFE FROM THE RADIATION SEETHING ACROSS THE WORLD FOUND THEY WERE EMPOWERED TO BE SMARTER, TOUGHER, AND STRONGER THAN THEIR ANCESTORS, GIFTED WITH ABILITIES LIKE THE *ALTER SAPIENS* THAT SAVED THE HUMAN RACE. SURVIVORS ON THE APOCALYPTIC WASTELANDS, HOWEVER, GAINED POWERS THAT CURSED THEIR ALREADY SICKLY BODIES AND TRANSFORMED THEM INTO HORRIFYING MUTANTS, DREADED MORDORS, MINDLESS WALKERS RAVENOUS FOR FLESH, OR WORSE. THE CHAMPIONING OF SCIENCE IN THE SHELTERS OVER THE LAST 140 YEARS WAS OFTEN SEEN AS THE LAST RAY OF HOPE FOR THE PLANET BUT IN ACTION THESE UNDERGROUND LABORATORIES ADD TERRORS TO THE LANDSCAPE MORE OFTEN THAN NOT, UNLEASHING SURVIVORS MADE INTO FREAKISH EXPERIMENT SUBJECTS OR RELEASING AUTOMATONS GONE MAD.

HUMANITY'S DISPARATE TRIBES ARE BRAVING THE WASTELANDS SEEKING ONE ANOTHER AND ATTEMPTING TO FORGE SOMETHING FROM THE ASHES OF CIVILIZATION, BUT EVEN SURVIVING IS PRACTICALLY IMPOSSIBLE AND LEAVES LITTLE ROOM TO BE CONCERNED WITH ANYTHING ELSE. THE MOST POWERFUL *ALTER SAPIENS* HAVE TURNED THE SANCTUARIES FROM THE IRRADIATED LANDSCAPE IN WHICH THEY WERE RAISED INTO FORTRESSES, MANNING THEM WITH ARMIES OF MEN AND WOMEN WILLING TO LIVE BY ANOTHER'S CREED. WITH THE THREAT OF THESE WARLORDS, THE UNEARTHING OF STOCKPILED NUCLEAR WEAPONS, AND THE HORRORS WROUGHT FROM THE PAST, VIOLENCE IS EVERYWHERE AS BATTLES RAGE ACROSS THE BLASTED LANDSCAPE. THOSE FEW LOOKING TOWARD THE WAR FOR THE FUTURE WONDER IF IT HOLDS ANYTHING BUT DEATH AND DESPAIR, BUT THEY ARE FOOLS.

WAR DOES NOT DETERMINE WHO IS RIGHT—ONLY WHO IS LEFT.



If you don't have [2099 Wasteland](#) this adventure is going to leave you slightly confused—if nothing else, grab the free [Settlement Rules PDF](#) to get an understanding of the world-building aspect of the apocalyptic campaign setting generator. By the end of this module the survivors (our adventurers) should have established at least one settlement in the region, ready to use that as their base of operations as they stake out other (also randomly generated) territories nearby. Each game should be dominated by exploration, the party gradually uncovering enough from the rubble to make something worth fighting for in the Wasteland. Parties of survivors should utilize the classes, archetypes, races, and player options from [2099 Wasteland](#) (or the [other free PDFs](#)).

DESPERATION AND DEATH LAY BEFORE YOU IN THE NEARLY LIFELESS EXPANSE, THE RUINS OF CIVILIZATION STRETCHING AS FAR AS THE EYE CAN SEE OR TO THE VERY EDGE OF THE MURKY WATERS THAT TAKE UP THE HORIZON. IN THE LOWLANDS ALONG THE COAST YOU CAN PICK OUT A FEW DOZEN STRUCTURES THAT HAVE SURVIVED THE DEVASTATION, SIGNS OF POSSIBLE SALVAGE AND RECOVERY. YOUR OPTIONS AREN'T GREAT BUT THIS IS THE MOST PROMISING THING YOU'VE STUMBLER UPON IN DAYS OUT HERE. THERE COULD BE FOOD, WATER, OR MAYBE EVEN SOME WEAPONS TO GATHER FROM THESE OLD BUILDINGS—PROVIDED OF COURSE THAT THEY AREN'T INHABITED BY ANYTHING TOUGH ENOUGH TO SURVIVE OUT HERE. AN OLD HIGHWAY SIGN HANGS ABOVE THE GROUND IN THE DISTANCE, ITS ORIGINAL MESSAGE LONG SINCE GONE AND REPLACED BY A PHRASE HASTILY SCRAWLED IN RED GRAFFITI: *BALLY N' TOUR*.



Bally J' Tour



Bally N' Tour is what remains of Balintore (in Scotland) nearly a century and a half after nuclear armageddon scoured the world. While the PCs might come across some documents and figure out they are in a place where English was the common tongue, any other clues to their true location have been lost to the ravages of time and decay (making it only known over the course of the adventure or with great effort). As this is located in Europe the randomly generated starting settlement resources in the area strongly favor Manpower over Natural Resources; GMs that want to give their group a break (or have survivors that fail to acquire any resources for the Necessities attribute) may add up to 2 additional Natural Resources.

Value	Manpower
6	Humans worshipping icons of the past
5	Wastelanders abducted by raiders
4	Loose-knit band of lone hunters
3	Wastelanders that have abandoned a settlement controlled by The Bureau
3	Dwarven clans hidden in underground caves
3	Offspring of dimensional travelers stranded on Hyper Earth
Total 27	

Value	Natural Resource
2	Abandoned livestock of a meat trader
2	Stockpile of freeze-dried food from a walker-filled grocery
Total 4	

Value	Technology
5	Hidden experimental laboratory
4	Blasted junkyard
4	Ransacked hardware distributor
2	Old sawmill or refinery
Total 15	

LEVELS AND TRAVELING THE MAP

Each square of the *Bally N' Tour* map should take the PCs roughly 1 hour to traverse. Leveling in *2099 Wasteland* may be done normally (using the Easy track) but it is recommended that the GM grant a level by the time the PCs have encountered a third of the resources in the region (15-16) and again when they establish their first settlement.

FAST SEARCHING A RUIN

Where there is one dwelling to pick over it is likely there will be several dwellings—Bally N' Tour has over 20 incidental buildings in it and while some groups might want to make a thing of exploring each individually, that can get tedious.

When the survivors reach the ruins of a building, one PC (in rotating order) should roll a **Luck check against DC 13** as they spend an hour searching the area. This roll is made with disadvantage if no party member has a passive Investigation score of 13 or higher. If for some reason the Luck ability score is not present, use Intelligence (Investigation) instead and increase the DCs below by 2.

On a success, they find 1d4 days worth of salvageable food or water sufficient to nourish one creature.

On a result of 16 or higher, the PCs find one randomly determined item that costs 100 gold or less.

On a result of 20 or higher, the survivors find one randomly determined (1d3) armor, item, or weapon.

On a failure the PCs find nothing.

On a result of 5 or less, the PCs find a hostile creature.

Sometimes junk can just be junk, but when the group can use a bit of direction and motivation GMs should use this system for salvage as opportunities to introduce creatures (such as a brain slug dropping down from the ceiling and onto someone's shoulder) and items (like the remains of a mad scientist's liberated robot servant, providing technology to salvage as well as coordinates for a laboratory) that advance the campaign's plot. The Luck rules (as well as others) appear in the core [2099 Wasteland](#) book and the free [2099 Wasteland: Primer](#).

ENDING THE ADVENTURE - MAKING A SETTLEMENT

The end of *Bally N' Tour* comes when the PCs have gathered the majority of resources in the region, setting up their first settlement—playtesters went with “Junktopia” but groups are encouraged to be creative and unique when christening their village. By the time the party have acquired enough Settlement Resources and started their own small village, the GM should have already introduced some foreshadowing during their explorations, hinting at what warlords will make trouble (choosing whichever fit best for the larger plot). The author strongly suggests using the Cult of Slaarsh and The Bureau but strongly stresses that the organization (or extremely powerful creature) should match the larger plot. Full details on the other warlords and their various underlings can be found in the core [2099 Wasteland](#) book and all essential encounter-based monsters are included before the Combat Index on page 23 (NPCs most useful for when this module reaches its end).

CHAINBEARD'S ROADMASTERS

A small contingent of the master machinist's Geargrunts (page 24) are on “vacation” here in Bally N' Tour, scouring the landscape for auto parts—they haven't had much luck but they did take a few hostages they keep in a fenced-in compound towards the south.

MAJOR BRIDGETTE BEAUREGARD AND THE ATOMIC ARMY

The Atomic Army are, as far as warlords go, fairly benign. Until another powerful interest makes their presence known, Major Beauregard's calm, kindly, and patient approaches to building a relationship with a settlement. Should her Atomic Army Cadets (page 24) discover a potential rival however, they insist on stationing a few within the PCs' settlement and ultimately ramp up their aggressiveness until all-out battle consumes Bally N' Tour!

MERLIN, THE MAGITECHNOLOGISTS, AND MORGAN LE FAY

For Merlin to have a particular interest in Bally N' Tour there needs to be something of great magical portent there, but since we're talking about Scotland that shouldn't be terribly hard—the lair of the monster Grendel, an artifact of Beowulf's, the Loch Ness Monster, or something more traditional medieval fantasy works great. The Technomage Adept is on page 26.

The same goes for Morgan le Fay, though she herself should definitely not be involved for quite some time. Instead use one of her underlings as the mastermind, a vampire seeking the defensive dwarven clans' blood or even a Knight of the Living Dead intent on controlling the territory after it proves to have value. GMs can use any of the following undead as her lowest level underlings: [Skeleton](#), [Zombie](#), [Ogre Zombie](#), or [Wight](#).

THE BUREAU

These suit-wearing wanderers do not need to play a direct role in this adventure, although a Bureaucrat sniffing about (looking for some “lost” friends) won't necessarily be too bad for the party and can provide an interesting way for a brain-slugged PC to be outed. Rabidly anti-extraterrestrial conspiracy theorists, the last real bogeymen of the governments of the world banded together in the face of further alien threats to Earth (gaxians in particular) and are friendly to settlements—at first. Before too long all become sources of new recruits, the appropriated technologies from other worlds transforming their villages and towns. One of the Manpower Resources (the Bureau Escapees) automatically distrust anyone resembling or sympathizing with the Bureau, and when brain slugs get involved, the GM should start having this shady organization sniffing around Bally N' tour. By the end of the campaign they're either the PCs' biggest obstacle or untrustworthy saviors and essential allies against the alien menace! The Bureaucrat is on page 27.

CULT OF SLAARSH

Introducing Slaarsh is not something to be done lightly—these are psychic brain-invading slugs from another planet—but it is devilishly fun for a group of roleplayers able to handle this devious element of *2099 Wasteland*. In the many ruins throughout the area, as the party goes through and does Fast Searches (page 7) should someone roll poorly enough, a brain slug drops onto their shoulder when no other members of the party are within sight. If it gets into their brain, the husk left behind can be used to fool a companion that responds to the danger, giving everyone involved the impression that the threat has passed. For this encounter the GM should isolate the PC involved, away from the rest of the group, and even if they become infected everybody returns with smiles on your faces.

The infected PC should have two goals—their former motives as well as the desire to create more brain slugs. When brain slugs are introduced to the adventure, any new Manpower resources the party encounters should have at least one brain-slugged NPC, quickly opening up the possibility of mating. Until that happens there should be no party friction (aside from the infection being revealed through combat rigors or other NPCs) but once there are enough offspring for the infected PC to put a brain slug into the head of all their companions, the attempt is made. Infecting each member of the party doesn't mean ending the game however! Now their motives change strongly, drawing them to a larger sect of the Cult of Slaarsh before the campaign ends with the survivors becoming either champions of the strange, alien evil or freed from it by another organization so that they can exact terrible revenge on the extraterrestrials that enslaved them.

Slug-Brained Template

Although they are capable of overwhelming any living creature with a brain, most creatures with the slug-brained template are humanoids.

Armor Class. Slug-brained creatures gain a natural armor of 2.

Resistances. Slug-brained creatures gain resistance to acid, cold, fire, lightning, thunder and bludgeoning, piercing, and slashing damage.

Condition Immunities. Slug-brained creatures gain immunity to psychic damage and the charmed and frightened conditions.

Senses. Slug-brained creatures gain darkvision 60 feet.

Brainvaded. Slug-brained creatures have a brain slug forced into their cranium, controlling all that they do. Removing this brain slug requires a DC 16 Wisdom (Medicine) check made against the slug-brained creature while it is either restrained or unconscious.

Increased Acuity. Slug-brained creatures gain proficiency in Perception and they gain double their proficiency bonus with that skill.

Rad-Resistant. Slug-brained creatures have advantage on saving throws against radiation.

Xenos Rage. Slug-brained creatures can enter a frenzied xenos rage as a bonus action, gaining advantage on Strength checks,

RESPONSIBLE BRAIN SLUGS

Brain slugs are unique creatures that pose a far greater threat to most survivors than their lowly challenge rating would suggest—while this can be an extremely fun experience it is something that GM's should strongly consider before employing the little aberrations into the field. Below are a few tips for making the most out of brain slugs, managing player agency, and keeping the game enjoyable even for folks not keen on their new parasite.

- The first and ultimate rule here is a simple one: *do not be brutish*. A brain slug should not give constant commands, only ever taking over the creature's actions when it is ensuring its own safety or working in a larger Slaarsh collective. If anything, *the player should be playing not only their PC but the brain slug as well*.
- Brain slugs have simple motivations and give their host a new purpose—they do not deprive them of personality or restrict agency. In fact a host creature should continue behaving precisely as it did before being brainvaded, pursuing its regular goals while spreading brain slugs (provided of course that those do not include destroying brain slugs or otherwise run in direct opposition to Slaarsh).
- When a creature is attacked by a lone brain slug, the GM should take the player involved away from the group just in case they end the encounter as a host. Afterward a brainvaded PC can return to the group with the brain slug's husk, casting aside any suspicion of their infection. Now the player has a new angle to the game—the brain slug wants to find and make more brain slugs, propagating until a Slaarsh Regent can be spawned!
- Some PCs may embrace their new role (and suite of sweet new abilities) but players that do not want to remain infected will look for ways to outsmart the brain slug, yet by themselves the task is practically impossible. Outside stimuli (see Noticing Slug-Brained Survivors) are the only way for the host to alert others and if they failed their first check against the memory eater feature, they won't even realize what is causing such debilitating pain. In these cases each time the host suffers the exhaustion condition from an effect that wrests control from the brain slug it makes a **DC 12 Intelligence check** to realize the pain comes from something lodged into their skull—though what that might be the host terrifyingly does not know.

advantage on Strength saving throws, and dealing an extra amount of damage equal to its proficiency bonus when it makes a melee weapon attack using Strength.

A xenos rage lasts for 1 minute and the slug-brained creature can enter a xenos rage once per point of its proficiency bonus before it must finish a long rest to recharge this feature.

Challenge Rating. Slug-brained creatures increase their CR by 1. Recalculate the slug-brained creature's proficiency bonus if necessary.

Brain Slug

Tiny aberration, neutral evil

Armor Class 13

Hit Points 9 (2d4+4)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	15 (+2)	14 (+2)	15 (+2)	12 (+1)

Saving Throws Int +4, Wis +4, Cha +3

Skills Acrobatics +7, Stealth +7

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Slaarsh, telepathy 50 ft.

Challenge 1/8 (25 XP)

Alien Metabolism. The brain slug does not require food or water and it does not need to breathe. It gains advantage on saving throws against radiation.

Memory Eater. The brain slug is able to alter the memories of a creature it has brainvaded. The creature makes a DC 20 Wisdom saving throw each time it finishes a short rest to realize it has had its memory altered, recalling snippets of information since their last rest. On a failure the creature fails to remember anything regarding the brain slug or any other memories it chooses to remove since it has burrowed into the creature.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. Instead of dealing damage, the brain slug can grapple the target (escape DC 13).

Brainvasion. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature that is grappled by the brain slug, incapacitated, or restrained. *Hit:* 5 (2d4) bludgeoning damage. The brain slug crawls into the creature's ear canal, shedding its outermost skin so that to a casual observer it seems to fall to the ground dead as it takes control (as if the brain slug had successfully cast *dominate monster*, except that this feature has no duration and is not a spell). The dominated creature is aware of and experiences everything it is made to do but powerless to control its body, only able to take purely mental actions. Someone known to the dominated creature may realize it has been overtaken by a brain slug when it acts out of place by making a DC 15 Wisdom (Insight) check; anyone else that makes this check has disadvantage.

While under the brain slug's control via this feature, a creature gains the slug-brained template. A brain slug inside another creature's head cannot be damaged by spells but can be targeted by spells that specifically target a creature's mind (such as *detect thoughts*). It dies if the host is targeted by a *heal* spell, is polymorphed into a creature of Tiny size or smaller, or if the host dies by massive damage. When a host is targeted by *protection from evil* or a competing compulsion effect (like *dominate person*), the brain slug loses control for the duration of the spell and the host gains the poisoned condition as they feel their brain smashed against their skull. Any memories gained while a host creature has control of its body cannot be altered.



NOTICING SLUG-BRAINED SURVIVORS

While they are very clever and good at remaining unnoticed, a PC with a brain slug isn't the only one with new roleplaying opportunities! Canny survivors with an infected ally might notice that their companion is acting differently than normal or otherwise detect the parasite in one of the following ways:

- If there is suspicion of infection, a terrestrial diagnosticator (page 63) can detect a brain slug.
- Druids able to wild shape suddenly refuse to become animals smaller than Small size.
- The PC always tries to maintain a low level of radiation (to remain as immune to magic as possible and resist spells that could give them away).
- The *detect evil and good* spell reveals an evil presence inside a host creature's skull.
- The *zone of truth* spell won't necessarily work if a host creature's memories of infection were altered, but it may reveal the altered intentions of the brain slug.
- Brain slugs are affected by the primeval awareness ranger feature if aberrations are their favored enemy.
- *Locate creature* works on a brain slug with a host, though it must penetrate any radiation as normal.
- Whenever a creature makes a Medicine check on the host (either to diagnose, recover hit points, stabilize, or otherwise) a result of 16 or higher on the check reveals that something is very wrong with the host's ear canals and possibly brain (though of course the host denies any discomfort or pain).
- Each time the host engages in reproduction (creating more brain slugs; page 136) its blood becomes more violet before drying its regular color. A host that has no blood (like a walker) instead gains a sickening magenta glow around its eyes when wounded. Whenever a host creature that has spawned brain slugs is injured, any adjacent creatures with a high enough passive Perception score (equal to or greater than 30 – the damage dealt) notices the purple oddity, though what it might mean requires scientific deliberation. After the second time the host creature spawns brain slugs, adjacent creatures gain a +10 bonus to their passive Perception scores to notice the purple oddity.
- A *sleep* spell can effect a brain slug without knocking the host out, leaving them with a headache but full control.

To most Wastelanders the brain slug is nothing more than a tall tale, one of many feverish hallucinations borne from bad water or fatigue but to those who truly know what they are these tiny aliens are terrifying invaders capable of not only taking over a creature's mind, but the entirety of its life. Although the extraterrestrial mollusks are only a few inches long the powerful fear they engender is justified—once one has crawled its way into a victim's brain it is practically impossible to remove it without killing the host. A few scientists have captured and performed tests on brain slugs, positing that when starved for more than a month they die but warning that inside of a host the creatures can live on for years or even decades, puppeting the victim's mind and body all the while.

Slug-Brained Wastelander

Medium humanoid (any race), any alignment

Armor Class 12 (natural)

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages any one language (Common)

Challenge 1 (100 XP)

Brainvaded. The slug-brained wastelander has a brain slug forced into its cranium, controlling all that it does. Removing this brain slug requires a DC 20 Wisdom (Medicine) check made against the slug-brained wastelander while it is either restrained or unconscious.

Rad-Resistant. The slug-brained wastelander has advantage on saving throws against radiation.

Xenos Rage. The slug-brained wastelander can enter a frenzied xenos rage as a bonus action, gaining advantage on Strength checks, advantage on Strength saving throws, and dealing 2 extra damage when it makes a melee weapon attack using Strength. A xenos rage lasts for 1 minute and the slug-brained creature can enter a xenos rage twice before it must finish a long rest to recharge this feature.

ATTACKS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

These wastelanders are effective but blunt agents capable of hiding the birthing of more brain slugs. Skaarsh Initiates are on page 25.

MANPOWER

When the PCs encounter Manpower, they must convince the survivors they've found to utilize or visit their settlement (or at least to be willing to do so when a settlement has been established). Doing so requires a **DC 15 Charisma (Persuasion) check** or **DC 18 Charisma (Intimidation) check**. Failure on this check does not mean the adventurers are unable to convince the survivors, only that they'll either have to buy them off with gifts (of either gold, weapons, or other valuable salvage) or perform a favor (usually itself a small quest) to bring them around.

SHAKE SPEARS TRIBE (MANPOWER 6)

The largest and most visible population of survivors are the Shake Spears, a tribe of primitives that worship the great works of the world's most revered playwright—you know, like *Hamlet* or *March Beth*. Their territory is surrounded by sharpened pikes in the northwest part of the map, a quintet of small houses and a large church converted into a stage theater. Their leader Willum (a [Scout](#)) and his 20 followers (each of them [Tribal Warriors](#)) put on a couple of poorly funded productions of Shake Spear's legends every day, forcing any captives to watch until they convert or become too much of a burden.

Simple red wooden pikes jut out of the earth in a wide perimeter around this cluster of intact buildings—a few modestly-sized dwellings and a much larger square structure with a small spire at the top. Crudely drawn paintings of ancient scenes cover the walls of each, and you spy the occasional strangely and gaudily dressed local flitting about from place to place.

The Area. Each dwelling is a simple one-story building that's been gutted of any original glory, between 40 ft. to 50 ft. wide and 80 ft. to 120 ft. across—except for the church. The Shake Spear's theater is 120 ft. wide and 240 ft. across, with a small living quarters for Willum in the back beside a costume room adjoined to the stage (in front of which are many pews and several sturdy metal cages). The homes can have as many (original, ramshackle, or knocked out) walls as the GM sees fit but possess little of value.

Acquiring the Shake Spears. The Shake Spears are aggressive with outsiders at first, openly approaching and demanding surrender ("Halt! Who art thou, what is thine quest? Thou wilt lay down thine arms and join us as guests or suffer consequences most dire!"). Anyone that recognizes the strange manner in which they speak might be able to open a dialogue



upon first meeting if they can properly emulate the primitives' speech and make a **DC 8 Charisma (Persuasion) check**. On a success the PCs are welcomed as proper guests (allowed to keep their weapons) but on a failure they are taken prisoner at which point the tribe must be subdued. Regardless of their circumstances, the GM should make the importance of who rolls the check to acquire the tribe as a manpower resource a secret.

As guests the party must watch at least 5 plays over the course of 2 days, **each requiring a Wisdom saving throw (DC 5 + 1 per previous save) to remain awake throughout**. Any PC that falls asleep during 2 or more plays has disadvantage on checks made to acquire the Shake Spears. Alternatively, a member of the party might offer to audition and act in one of the Shake Spear's productions. A **DC 8 Charisma (Performance) check** is enough to get on stage, but really making it count during the show requires a **Charisma (Performance) check against DC 10 + 1 per previous show**, and after a successful run on stage the tribe demands the PC do more acting. A failure on a second, third, or fourth acting check doesn't stop a PC from being brought on stage until they have failed twice, at which point they have disadvantage on checks made to acquire the Shake Spears. Otherwise the PC is lauded, adored, and has advantage on the Manpower resource acquisition check.

As prisoners the party are stripped of their weapons, watched by at least 3 members of the tribe at all times, and must be witness to at least 10 plays over the course of 4 days, each requiring a Wisdom saving throw (DC 5 + 1 per previous save) to remain awake throughout. Any PC that falls asleep during a play has disadvantage on checks made to acquire the Shake Spears. So long as the party doesn't attack or isn't caught escaping, they are allowed to leave after the 10th play and can attempt to woo the tribe—any infractions result in having to watch an additional 2d4 plays.

Subduing the Shake Spears. Willum is not a fool and after a patrol goes missing, he marshals the remaining members of the tribe and they go into high alert, traveling in groups of 4 or 5. Once half or more of the tribe are dead or Willum has been removed (either captured or killed), they offer peace and can be persuaded. If subdued in this way, the Manpower Resource value of the Shake Spears is lowered to 3.

RAIDER ABDUCTEES (MANPOWER 5)

Some of Chainbeard Roadmaster's underlings are in the area on long reconnaissance looking for salvageable autoparts. Though they picked the region clean of anything they might want, the 6 **Thugs** (each brandishing a beatup revolver with 3 bullets) managed to capture an old fenced in police station with 10 **Commoners** inside. The gangers are waiting for a vehicle with more space for passengers before returning to the Roadhouse, an event that occurs well after this module ends and later on in the campaign (whenever the GM needs to spice things up).

The building that lay ahead is easily the most defensible thing you've seen in the region thus far, surrounded on all sides by a tall chain-link fence topped with razor wire. A grotesque and savage looking humanoid casually strolls on the roof of the two story structure, keeping an eye on the surrounding wasteland and obviously trying not to be bored.

The Area. The police station is 180 feet across and wide with two stories (making the roof about 25 feet off the ground). Most of the interior walls have been gutted except for the holding cell, which the bandits use to keep their prisoners from escaping. A 10 ft. high razor-wire chain-link steel fence surrounds the old police station in a dwindling double-layer—there is no gate but to get inside, a creature has to walk completely around the structure once before getting into the area. The basement of the area has the remains of a shooting range and with a **DC 12 Intelligence (Investigation) check** the PCs can find 2d4 bullets and 4d4 bullet cases (locating half as many on a failed check).

Acquiring the Abductees. The savage bandits can't be reasoned with, but when 3 of them have died the other 2 take their motorcycle and disappear until later in the campaign (coming back as a Gearhead or even a Gearmaster, several Geargrunts in tow). Should the PCs kill them all however, the motorcycle is the party's to enjoy (full vehicle rules are in *2099 Wasteland*.) Sneaking the prisoners out (only a pair of the gangers are on patrol at a time) makes it possible to acquire them as a Manpower resource, but if the party have killed or driven off the Roadmaster's lackeys they have advantage on the check. For every two dead prisoners reduce the value of the resource by 1.

After a failed attempt convince each individual prisoner to become a part of their settlement, the prisoners flee.

HUNTER BAND (MANPOWER 4)

A quartet of hunters (each one of them a [Scout](#)) have banded together in a house along the coast, sharing what food and water they can gather in daily treks into the Wasteland. One always remains in their dwelling while the other thread head North, West, and South, doing their best to hide their tracks and remain aloof. After winning their trust, these NPCs can reveal that they've seen some dwarves over near the freeway.

A dozen squalid foundations are all that remains of the wrecked neighborhood around this three story house, its outside walls largely patched up with wooden panels salvaged from nearby. The yard is surrounded on all sides by a simple line of cans all tied to the same strings, though there is no immediate sign of life otherwise. The doors are closed and all the windows boarded up—if anyone or anything is still alive in there you've got no way of knowing it.

The Area. The house is a two-story dwelling with vaulted ceilings, making the roof 30 feet off the ground, and all told is 100 feet across and 80 feet wide. Unlike most of the region's buildings the interior is largely intact, albeit sparse and mostly unfurnished. One hunter is always hidden on the top of their home, keeping watch for intruders and using a simple can signal inside the house to warn they are being approached; hearing its muffled jingle requires a **DC 16 Wisdom (Perception) check** and spotting the hunter is a **Wisdom (Perception) check opposed by the hunter's Dexterity (Stealth) check (they have a +6 bonus)**.

Acquiring the Hunter Band. If encountered directly at their home the party can attempt to acquire them as a resource, but otherwise the PCs and a hunter need to cross paths at least twice (fleeing without extraordinary compulsion) before any dialogue occurs. If the survivors have killed Old Fission Tooth in Z to A Hardware, they have advantage on any checks made to acquire the Hunter Band. The Hunter Band flees after a third failed attempt to be acquired.

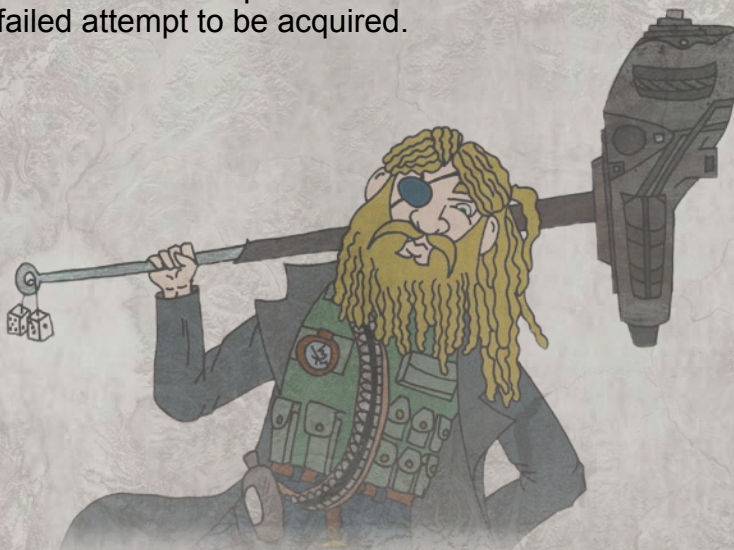
BUREAU ESCAPEES (MANPOWER 3)

On the western part of the map is a house that's been piled up with sandbags. Inside are 4 [Commoners](#) led by a woman named Charlene (a [Veteran](#)), all of them paranoid of any newcomers. There is always at least one person on watch at all times and as soon as they catch sight of a person (or creature), they loudly demand the intruder lay down on the ground with limbs spread. Anyone that doesn't comply is fired upon—with a laser beam rifle (which they have 2 full cartridges for; 1d12 radiant damage, range 100/250, with full rules detailed in [2099 Wasteland](#)).

Unlike most of the area's houses it looks like whomever originally built this squat home knew the end was nigh and prepared for the apocalypse. The squat, rectangular building is made from concrete and a few of the windows are even still intact, the rest of its openings—including the doorways at the front and side—are heavily reinforced with sandbags, some of which look like they've been added recently.

The Area. This house is a simple one-story dwelling 110 ft. across and 70 ft. wide. There are six 30 ft. square rooms inside with a large living area at the front, the entrances both there and in the back hallway fortified with sandbags.

Acquiring the Bureau Escapees. A PC that resembles, sympathizes for, or otherwise alludes favorably to The Bureau has disadvantage on Charisma-based ability checks with this group. Anyone that catches onto their paranoia and agrees that shady organization is evil has advantage on checks made to acquire the Bureau Escapees as a Manpower resource. The Bureau Escapees flee after a second failed attempt to be acquired.



EVERHAMMER DWARVEN CLAN (MANPOWER 3 - MAP PAGE 29)

The Everhammer dwarven clan (all with [Guard](#) statblocks, led by a [Knight](#) named Chieftain Duran Everhammer) live in tunnels beneath the remains of the four-lane highway running through Bally N' Tour. They remain secretive and aloof, avoiding the notice of predators and most of the other creatures in the region. PCs receive **DC 14 Wisdom (Perception) checks** to notice the entrance whenever traveling in adjacent squares, though they are at disadvantage on the check until the party is journeying inside of the square the dwarven caves are located in (and should they know where to look, they have advantage on the check as long as they are within range).

The rocky terrain surrounding the highway that cuts through this region makes for a jumbled landscape easily forgotten as innocuous roadside scenery. Looking more keenly however, you spot an oddity among the stones—a long, angled gap that could be a bluff. Upon closer inspection it is and not only that, it leads to a passage that cuts further under the roadway...

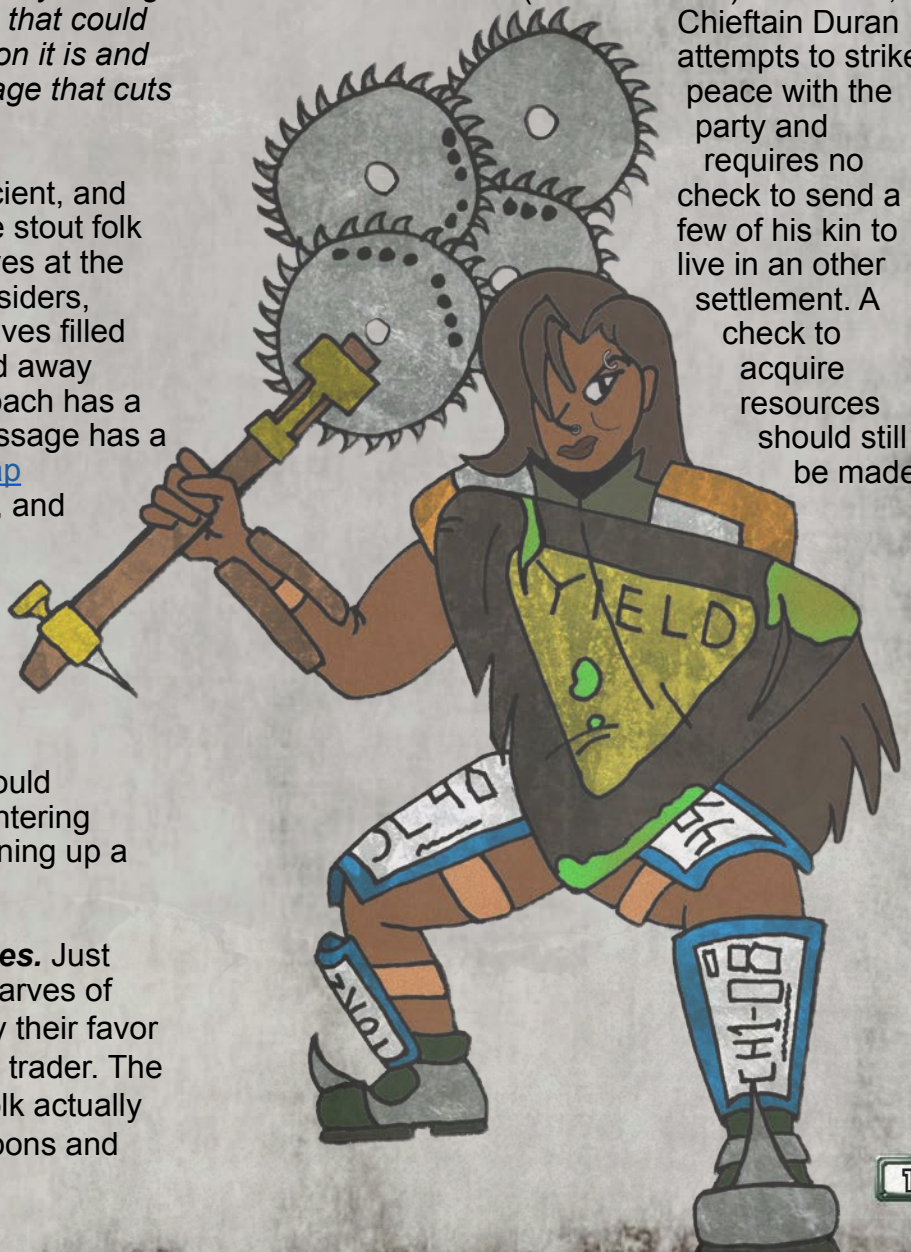
The Area. This series of natural, ancient, and newly worked passages is where the stout folk make their home, dwelling in the caves at the back. Defensive and skeptical of outsiders, they rely on the deadly traps (and caves filled with the corpses of the dead) to ward away trespassers. The westernmost approach has a [Collapsing Roof Trap](#), the central passage has a [Poison Dart Trap](#) and [Falling Net Trap](#) (triggering in the same two squares), and the easternmost tunnel has a [Fire Breathing Statue Trap](#). When any of these countermeasures are activated however, dwarven soldiers ([Guards](#)) from the guard post move to respond. They do not attack until attacked or when provoked (such as by taunting or should someone refuse to halt and cease entering further into the tunnels), instead opening up a discussion for possible trade.

Acquiring the Everhammer Dwarves. Just giving a good deal or a gift to the dwarves of the Everhammer Clan does not curry their favor—it shows a lack of respect or a daft trader. The PCs will need something the stout folk actually want. What they have to trade (weapons and

armor but other mundane items as well) and what they might desire (batteries, intact clothing, mining tools) are at the GM's discretion but they should be items salvageable from the ruined homes of Bally N' Tour. After one successful trade, a PC may make a check to acquire the dwarves as a Manpower resource though they have disadvantage. After a second successful trade, there is no disadvantage on the check, and after a fourth successful trade the PC has advantage on the check instead. All told there are perhaps 30 or more dwarves living in these tunnels, though no matter how persuasive or charismatic the party are only some of the stout folk are willing to live in a new settlement.

Subduing the Everhammer Dwarves. After even one of her charges is killed or goes missing, Chieftain Duran gets serious about defending the tunnels, keeping a pair of dwarves on patrol at all times as well as a trio in the guard post. When ten or more dwarves (or their leader) have died,

Chieftain Duran attempts to strike peace with the party and requires no check to send a few of his kin to live in an other settlement. A check to acquire resources should still be made



however—on a failure, the clan uproots soon afterward (taking all their belongings with them).

INTERDIMENSIONAL REFUGEES (MANPOWER 3)

These wayward travelers might be from either Hyper Earth or a world of your choosing—most groups will get a kick out of running into people from lands they've campaign settings they've played in before! If these are refugees from the core *Hypercorps 2099* timeline, they are laden with excellent technology and likely a team of lost operators or a security force that went to the wrong place (using statistics for the Murderball Bruiser, Murderball Runner, Neo-S.W.A.T., Sec-Jacker, and Sec-Ops NPCs from [Hypercorps 2099 5E](#)).

Arrayed in a circle on a flat bit of the badlands are canvases, each of them staked down and covering a frame. The tents are clearly not salvaged from the environs around you and the style in which they've been crafted immediately strikes you as odd and out of place.

The Area. Regardless of whom the travelers are, they likely didn't pack very heavy and so only have tents (each one being 10-ft. square, one tent per two travelers). They do keep a constant rotating watch however, and all of their shelters are near one another (in a circle, each 5 ft. from the next) for protection.

Acquiring the Interdimensional Refugees. Use the [Acolyte](#), [Bandit](#), [Bandit Captain](#), [Berserker](#), [Priest](#), and [Spy](#) statblocks as needed for this group of 2d4+3 individuals. Without access to magic they cannot get back home and should be treated as an independent settlement themselves if the PCs are unable to befriend them (though only a few ever join the survivors' village), and after a fourth attempt they flee to elsewhere in the Wasteland.

NATURAL RESOURCES

When the PCs encounter a Natural Resource, in order to cultivate and effectively use it they must succeed on a **collective DC 14 Wisdom (Survival) check**. This collective check uses the highest proficiency bonus of adventurers that have proficiency in the Survival skill but utilizes all of the party's Wisdom modifiers. Failure on this check by 5 or less means that the PCs only gain a +1 bonus to two Settlement Attributes and failure by 10 or less means that the PCs only gain a +1 bonus to one Settlement Attribute.

ABANDONED RADCOWS (NATURAL RESOURCES 2)

Around the time the PCs come upon Bally N' Tour, a trio of radcows are left to wander the area by their owner. What exactly happened and where the livestock's tracks ultimately originate from is at the GM's discretion but it is recommended the party finds the owner's corpse in a place that leads the PCs to a clue for something more intriguing in the sandbox adventure (like the visiting Roadmaster gangers, the Shake Spears, or even the map square with the hidden laboratory).

Even from a distance it isn't hard to spot the strange bovines meandering across the wasteland as their size, emaciated as they are, is still considerable. They are truly freakish specimens—one has too many eyes and ears, another a few extra legs. Though you aren't sure whether or not they have seen you yet, the creatures are obviously skittish and cautious, clearly with instincts honed by surviving out here.

The Area. The PCs encounter the radcows either on the badlands adjoining the coast, the coast, or one of the few green patches of vegetation near the water. The GM may add as many scraggly bushes, dead trees, and ruined shanties as they see fit.

Tracking the Radcows. Where they went, however, is simple and easy to find—the radcows are traveling between the three patches of greenery along the coast. When the PCs first travel within 3 squares of any green square, they get a **DC 13 Wisdom (Survival) check** to find the track of a trio of

heavy livestock. Each day the radcows travel southwest or northeast to the next green square, returning to the first one they ate from when at the top or bottom of the map. The DC to follow these tracks increases by 1 for each following day and after 1 week, the patches of greenery are entirely eaten and the radcows depart for another region.

Gathering the Radcows. Being unknown to the livestock, the PCs won't be able to just walk up and toss a rope over their necks! In order to capture the radcows the party have to stealthily approach the creatures, grappling the beasts and establishing dominance using lassos (substituting Dexterity checks for attack rolls, gaining advantage within reach or made with disadvantage after 15 feet). Fortunately the beasts are stupid and a clever group should be able to physically capture them all without too much trouble, though when one of the creatures is attacked the other two flee and several attempts might be required before the wrangling is all over. The GM may choose to forego the normal Natural Resources acquisition check, or choose to use it as a measure of how well the PCs can take care of the radcows (or even for how many are female and capable of producing ingestible milk).

Radcow

Large beast, unaligned

Armor Class 11 (natural)

Hit Points 15 (2d8 + 6)

Speed 40 ft.; double jump distances

STR	DEX	CON	INT	WIS	CHA	Irradiated
14 (+2)	10 (+0)	17 (+3)	4 (−3)	10 (+0)	5 (−3)	6 (−2)

Saving Throws Int -1

Damage Resistances cold, fire, radiant

Condition Immunities exhaustion, frightened, poisoned, radiation

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Transforming Hide. At the start of each round, roll 1d6 to determine which type of weapon damage a rad cow is immune to. On a 1 or 2, it has resistance to bludgeoning damage. On a 3 or 4, it has resistance to piercing damage. On a 5 or 6, it has resistance to slashing damage.

ACTIONS

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) magical bludgeoning damage plus 2 (1d4) radiant damage.



STOP N SHOP (NATURAL RESOURCES 2)

The vast majority of the goods inside this grocery were ransacked long ago, its shelves empty of virtually anything of value. While looking throughout the building however, the survivors may notice a part of the facility obscured from casual sight and not have to walk away empty-handed. As the PCs explore the building they make a **DC 11 Wisdom (Perception) check** to notice something in the basement is awry—a large shelving unit has been moved from where it originally rested, the markings on the floor obscured by decades of dust and dirt. Searching the area with a successful **DC 12 Intelligence (Investigation) check** finds a freezer door completely hidden behind the shelving unit, the corpses of 2 humanoids inside along with a large cache of freeze-dried food!

Large openings at the front and side of this big flat building have been entirely blown out, allowing the elements inside to wreck havoc. Wheeled carts made of sturdy metal wires and rods are strewn about the asphalt outside and tiles within, scattered between rows of metal shelves that once bore food by the dozens of pounds.

The Area. This old grocery store is a large, tall one story brick building 150 ft. across, 300 ft. wide, and 15 ft. tall. There are a score of long aisles of shelves throughout, all of them almost completely devoid of anything at all save for the occasional shopping cart. Almost the entire structure is open except for the back corner and eastern side (which have the manager's offices, refrigeration area, and butchery).

Gathering the Freeze-Dried Goods. The GM may decide no acquisition check is required or choose to interpret it as being the process of making the most out of the edible food stuffs, condensing and repurposing it into gruel and other meals.

TECHNOLOGY

When the PCs encounter Technology, properly salvaging and transporting it requires a **collective DC 13 Intelligence (Technology) check**. This collective check uses the highest proficiency bonus of adventurers that have proficiency in the Technology skill but utilizes all of the party's Intelligence modifiers. Failure on this check by 5 or more means that the PCs only gain a +1 bonus to one Settlement Attribute.

HIDDEN SCIENCE LAB (TECHNOLOGY 5)

This repository of mad science is the biggest GM plot hook in Bally N' Tour and should be one of the last locations discovered by the party. What the PCs find inside should be a powerful and useful tool—a radio tower is recommended, but if there's something that fits better for a given campaign's plot that should be used instead. Aside from this *plot device* the survivors discover a treasure trove of technological doodads, sprockets, widgets, and so on.

Finding it isn't easy however and to locate the hidden science lab the PCs must hear about it from locals (after winning the trust of the Everhammer Clan or perhaps in notes left at Harold's Junk) or possess a passive Perception of 15 or higher while traveling through the square it is in. Even then, a survivor needs to make a **DC 15 Intelligence (Investigation) check** to learn any more than that something about that area is strange—on a failure it just seems that the sun hits the hills there oddly, or that maybe a very magical creature lost its life there when the bombs dropped.

On a success the PCs find a secret hatch hidden beneath a large stone (DC 14 Strength to move). The metal door (AC 14, 100 hit points) is trapped with electrical countermeasures and locked with mechanism that require a **DC 14 Dexterity (thieves' tools) check** to bypass. A successful **DC 16 Intelligence (Investigation) check** is needed to notice the trap on the hatch, a series of circuit breakers lining the edges of the air-tight seam. Getting a blade into the space and disabling the electronics inside is a **DC 16 Dexterity (thieves' tools) check**. On a failure the trap activates, dealing 13 (3d8) lightning damage to any object touching it as well as any creature holding an object touching it. If targeted by attacks, the door's trap activates 1d4+1 times before requiring the same number of rounds to recharge.

Radio Towers. With virtually every telecommunication line in the world severed from a nuclear blast or the decay of time, radio has become more popular than ever before. Most settlements are within range of a radio tower but how much more common they are than that is entirely at the discretion of the GM. These stations tend to play salvaged records of whatever music was most common in the area before the great war but are occasionally interspersed with information of interest to those who dwell there, including warnings of impending rad-weather and other dangers. Some radio towers transmit far more sinister messages however, sometimes attempting to lure unwitting survivors into a trap or simply to scare others with the death throes of their victims. Collectively, radio towers make up Irradioworld, a plane of existence layered over the Earth.

If a settlement is equipped with a radio tower or other means to contact the PCs and the adventurers join a fight as it is in progress, add the character level of each member of the party to the Security roll. The GM should cinematize much of the combat and instead focus on its very end—perhaps the group chases a surviving attacker into the Wasteland, have only a few hours to track a kidnapped citizen before a radstorm is expected to fall, or any other adventure seed appropriate to the campaign's plot.

A recovered radio tower weighs 200 pounds, has an AC of 16, 100 hit points, and a broadcast range of 15 miles.

Something about this just isn't right. You look around the badlands nearby, trusting your instinctive hunch that there's more than meets the eye. Scanning your surroundings carefully, you don't see anything strange, nothing awry, no object out of place...except that boulder. What about the stone is off you're not quite certain, but sure enough as you inspect it closely you can see the metal edge of what must be a hatch or door of some kind!

The Area. The hatch is only 4 feet across and opens to a circular concrete pit lined by a metal ladder that goes down 50 feet. All of the interior (which is as big or as small as the GM needs it to be, though it should be no smaller than 50 ft. across and 30 ft. wide) has concrete walls housing aged scientific equipment of varying uses, but no food or any clues as to what its creator used the devices for—a **DC 17 Intelligence (Science or Technology) check** can figure the general purpose for a few things (genetic research, energy systems) but making use of them is far beyond the ken of the PCs (at least for now).

Salvaging the Hidden Science Lab. A regular Technology resource acquisition allows the PCs to gather all the salvageable materials from this area. Getting the radio tower is a little more difficult and should require some effort, clever thinking, and a few ability checks as the GM sees fit. Too many failures can damage the radio tower (reducing its range to 12 miles) but otherwise it remains intact.



HAROLD'S JUNK (TECHNOLOGY 4)

One might think that everything of a size that can be carried or tossed in a cart has already been taken out of this junkyard, but its former owner left a fine bit of technology for the PCs to take for themselves. Like anything in the Wasteland though, there's a price in blood and sweat to gain access to the area—three gun turrets, the legacy of the scrapper that once dwelt here, cover the three entrances into the junkyard (northwest, south, northeast).

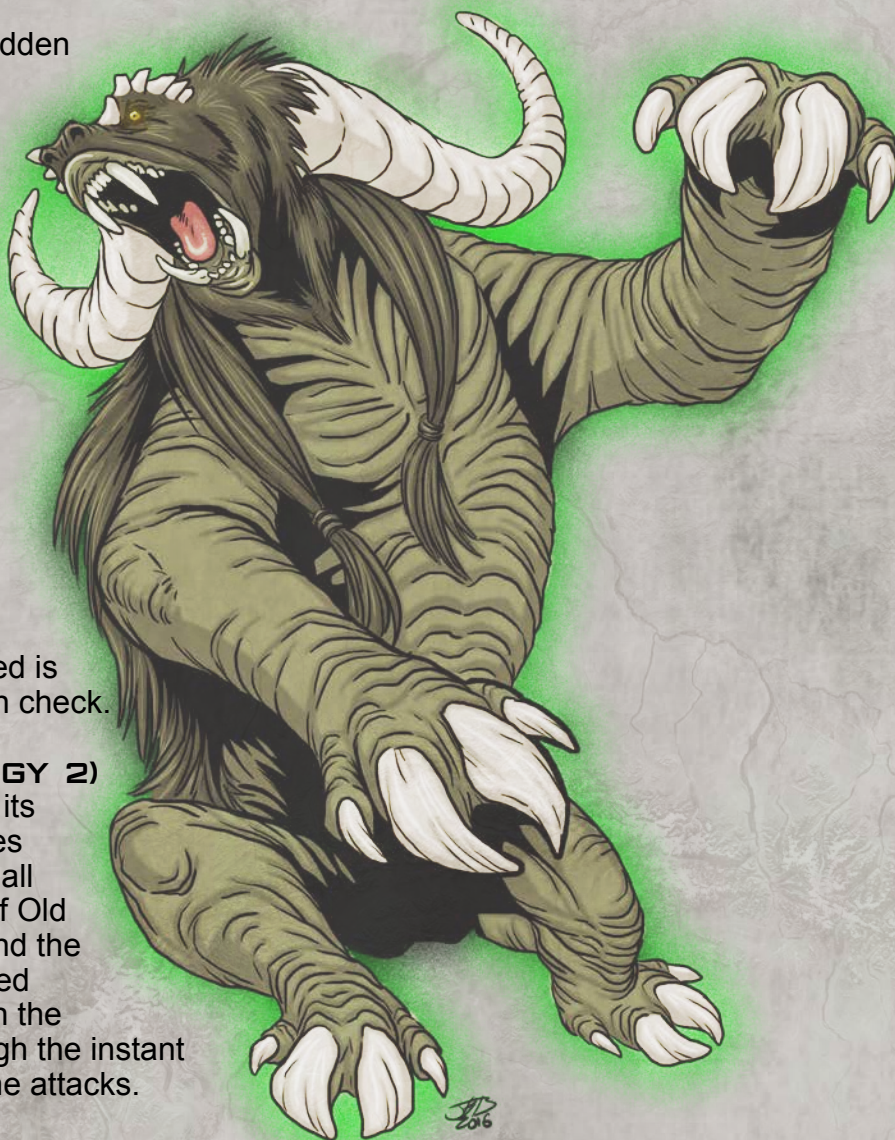
Panels of sheet metal as tall as a mutant form a large square perimeter around what must be a junkyard, some of its piles of scrap peeking above the shoddy barrier and the smell of rust rife throughout the air. There are blood stains in the dirt and skeletons near the openings to the area however, making this place seem less like a treasure trove and more like a deathtrap.

The Area. With the exception of a 30 ft. wide, 20 ft. across, 10 ft. tall shanty made from sheet metal, there's nothing inside of the thin-metal walls surrounding the junkyard aside from piles of trash and salvage.

Salvaging Harold's Junk. As with the hidden science lab, the real obstacle to this settlement resource is getting to it. Each of the three gun turrets defending this area has AC 15, 32 hit points, one attack on its turn (+7, range 40/160, 1d8+4 piercing damage), and is situated on a mound of trash that counts as a 10-foot radius of difficult terrain. There should be ample cover in the area but for GMs that decide this should be a more difficult encounter, the gun turrets may each make an additional attack as a reaction when a creature comes within 60 feet and any metal rubbish a PC hides behind only withstands one round of bullets before being destroyed. Once the PCs have destroyed the gun turrets, all that's needed is a regular Technology resource acquisition check.

Z TO A HARDWARE (TECHNOLOGY 2)

Even before the PCs are near enough to its entrance to see the partially eaten corpses inside, the presence of death is palpable all around Z to A Hardware. This is the lair of Old Fission Tooth, an irradiated bear that found the interior more to its liking than the contested caves to the southwest. Fortunately when the survivors arrive the beast is asleep, though the instant it sees a living creature the mutated ursine attacks.



Cracked and ground glass covers the concrete in front of this old, sturdy brick building. Inside you can see the shadowed forms of tools and their like on the abandoned shelves, many of them salvageable—but there's blood on the floor, some of it fresh and leading to the back of the structure, and you can smell the stale tang of sanguine evaporation in the air.

The Area. The surprisingly sturdy defunct hardware store has 12 ft. high ceilings, the only room inside 80 ft. across and 120 ft. wide. A pair of long aisles enclose 5 shorter sets of shelves and while there was once a small office in the back corner its interior divisions have long since been knocked down.

Salvaging Hardware. It's possible for a sneaky PC to gather up a few tools and such from the inside of the shop with **DC 13 Dexterity (Stealth) checks**. On a failure Old Fission Tooth wakes up, increasing the DC of this check by 5. Gathering up anything more than an armful of hand tools isn't possible until the irradiated bear has been killed, at which point the party may attempt a Technology resource acquisition check.

Old Fission Tooth, Irradiated Bear

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (4d10+20)

Speed 40 ft., climb 40 ft. (double jump distances)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	4 (−3)	13 (+1)	7 (−2)

Damage Resistances cold, fire, radiant; weapons (see transforming hide)

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Challenge 2 (450 XP)

Irradiated. The irradiated bear has immunity to radiation. Its Irradiated ability score is equal to 6+1d4.

Keen Smell. The irradiated bear has advantage on Wisdom (Perception) checks that rely on smell.

Nuclear Attacks. The irradiated bear's weapon attacks are magical.

Transforming Hide. At the start of each round, roll 1d6 to determine which type of weapon damage the irradiated bear is immune to. On a 1 or 2, it has resistance to bludgeoning damage. On a 3 or 4, it has resistance to piercing damage. On a 5 or 6, it has resistance to slashing damage.

ACTIONS

Multiattack. The irradiated bear makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 2 (1d4) radiant damage.

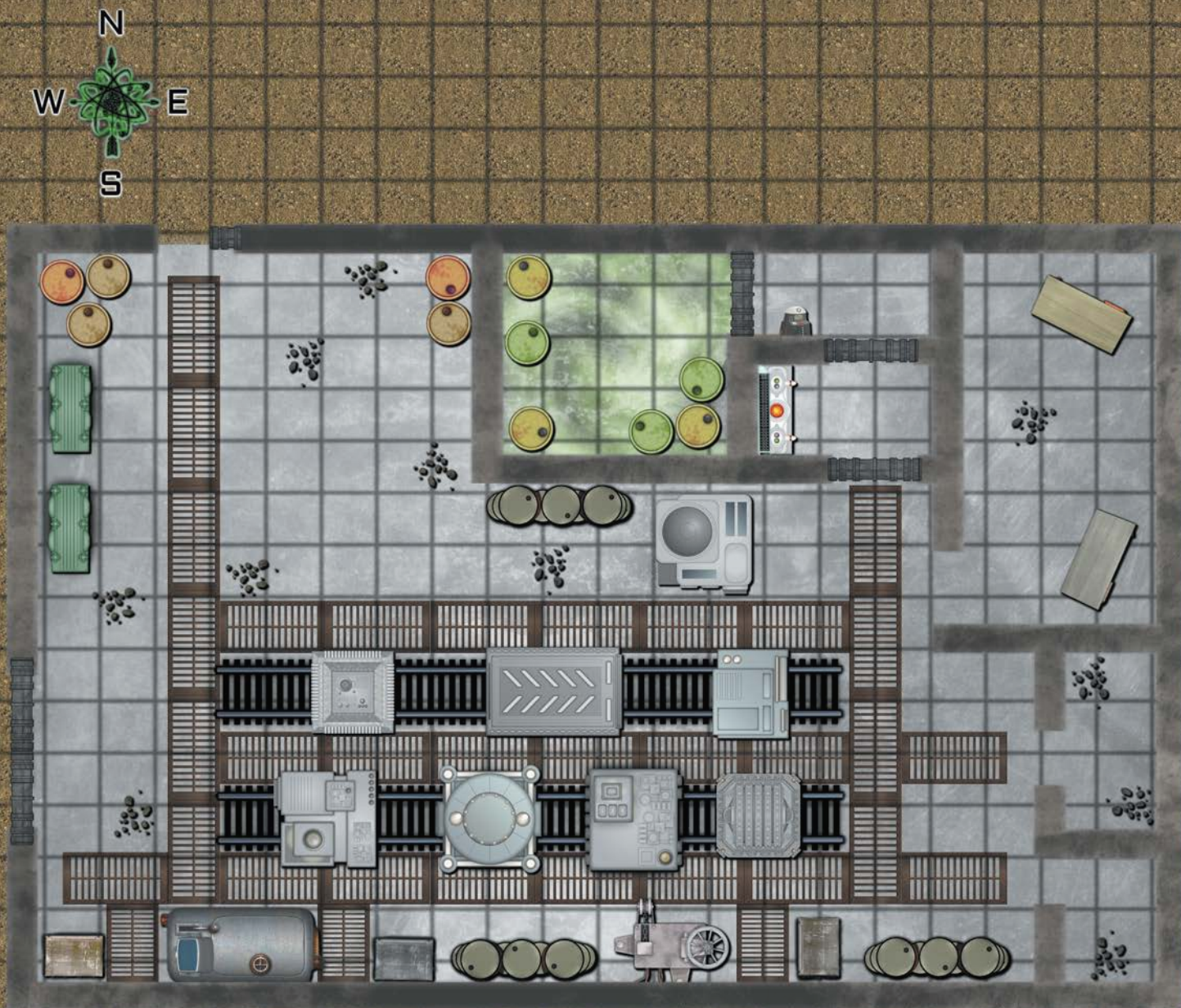
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 2 (1d4) radiant damage.

RUN DOWN REFINERY (TECHNOLOGY 2)

Long ago this cavernous industrial complex was a refinery but since then it's been changed time and again by numerous new inhabitants, its original purpose lost to time. Most recently it seems to have been used for some kind of mass production, though whatever could be easily removed was taken away well before the PCs arrive.

The most imposing building in the region is a large square concrete structure at least 40 feet tall, stone cylinders jutting out of its tall roof. Aside from a few shattered windows near the top of its great walls, it is incredibly austere and clearly wasn't meant to be a dwelling of any kind.

The Area. Along the workflow the party finds 1d4+1 locked strongboxes (AC 14, 30 hp), each of them protected by at least one trap—the GM may use those listed on the next page as well as the Poison Dart Trap and Fire Breathing Statue traps, and like the countermeasures in the Everhammer Clan's caves, all of these are mechanical in nature. Inside of each the PCs find various items good for fighting against radiation—iodine tablets, geiger counters, and anything else from the [2099 Wasteland](#) equipment chapter that the GM deems appropriate (in lieu of that use fitting mundane items from the SRD's equipment list).



- **Bullet Storm.** When a creature steps on a hidden pressure plate, guns arrayed in rows nearby fire bullets from hidden compartments that slide open in the surrounding walls. The firearms are obscured behind small panels colored like the walls; there are many and they all work into the texture of the surroundings, making the DC to spot them 20. A character can notice one of the trap's nearly seamless pressure plates with a successful DC 20 Intelligence (Investigation) check. Only thin objects (such as a finesse melee weapon that deals slashing damage or thieves' tools) wedged into the seam prevents the trap's activation. Each of the gun housings are protected by inch-thick steel and fire when tampered with (+10 to hit, 1d6 piercing damage) should a creature fail a DC 20 Dexterity (thieves' tools) check.

When more than 10 pounds of weight is placed on the pressure plate, 8 guns fire. Each gun makes a ranged attack with a +6 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). Should the area lack targets, half the bullets ricochet and make a second attack roll at random targets within 20 feet (these attacks have disadvantage). A target that is hit takes 3 (1d6) piercing damage.

- **Lightning Shock Countermeasure.** A DC 17 Intelligence (Investigation) check spots the activation plates worked into the container's lock. Any attempts to break or open the chest without the proper key trigger the trap, causing it to send out a 5 foot jolt of electricity. A creature within range takes 17 (5d6) lightning damage and must succeed on a DC 14 Constitution saving throw or be stunned for 2 rounds. A successful DC 16 Dexterity (thieves' tools) check disarms the

- trap, removing the circuit nodes from the lock. Unsuccessfully attempting to pick the lock triggers the trap. The chest can be opened by succeeding on a DC 16 Dexterity (thieves' tools) check.
- **Needler Countermeasure.** Detecting the dangerous mechanisms protecting the strongbox requires a DC 17 Intelligence (Investigation) check and they can be disabled with a DC 14 Dexterity (thieves' tools) check. The chest can be opened by succeeding on a DC 18 Dexterity (thieves' tools) check. Destroying or opening the chest without disarming the trap triggers it, sending a spray of sharp needles hurtling throughout the chamber! Any creature inside the area takes 14 (4d6) piercing damage. A DC 16 Dexterity saving throw halves this damage.

There are a variety of rooms along the gantries hugging the walls overhead but they've long been stripped of value—save for one, a complex computer array with worn keys that cannot be read. These are the controls for a large, heavy adjoining door beyond which lay a chamber filled with highly irradiated material (treat the entire area as Irradiated 11). If one of the PCs is immune to radiation and dares going inside anyway treat it as a Fast Search (page 7), rerolling any results with a hostile creature or items that would be rendered useless by their high Irradiated score. Opening this door requires a **DC 20 Intelligence (Technology) check** that may only be attempted 3 times before the system permanently locks everything down. Once opened, the machinery that powers the door melts and it cannot be closed, turning the entire area around the refinery into a fallout zone.

Salvaging at the Refinery. This is a normal Technology resource acquisition check so long as the party didn't open the radiation chamber—otherwise it may only be made by a PC that is immune to radiation and they only gain bonuses from companions that are also immune to radiation.

COMBAT INDEX

Walker

Medium aberration, unaligned

Armor Class 8

Hit Points 25 (3d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (−2)	18 (+4)	3 (−4)	6 (−2)	5 (−3)

Saving Throws Wis +0

Damage Vulnerabilities radiant

Damage Resistances cold, lightning, necrotic, poison

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 8

Languages English (can't speak)

Challenge 1/2 (100 XP)

Fast Run. When the walker takes the Dash action, it moves 2 additional speed increments instead of 1.

Liferage. The walker is only able to eat flesh from living creatures that have died within the last minute. Consuming this flesh requires a bonus action, and grants the following bonuses for 2 rounds or a number of rounds equal to the target's Constitution modifier (whichever is greater): advantage on saving throws, advantage on its first attack roll each round, its speed increases by 10 feet, and it gains +2 bonus to AC.

Thirst for Life. If a walker goes more than two weeks without feasting on living flesh, it falls into hibernation. While hibernating the walker gains lifesense 20 feet (blocked by solid objects), only waking to viciously attack the nearest living creature until it or its target

are dead (in which case it consumes flesh mindlessly for 1 minute). Androids, constructs, undead, and other walkers (but not smart walkers) do not quench the walker's thirst for life, but even a living creature as small as a rat is enough to sustain it. At the GM's discretion however, frenetic activity might awaken a hibernating walker.

Walker Fortitude. If damage reduces the walker to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant, from an aimed shot to the head, or from an attack made with advantage. On a success, the walker drops to 1 hit point instead.

Walker Tactics. The walker has advantage on attack rolls against a creature if at least one of the walker's allies is within 5 feet of the creature and the ally isn't incapacitated. In addition, two walkers can occupy the same square, granting advantage to attack rolls made against them but dealing an extra 1d4 damage with weapon attacks.

ACTIONS

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6+1) slashing damage.

Walkers are included for GMs that are finding the game lagging on and in need of a good shot in the leg or groups having trouble figuring out what to do next—unleash some of these nearly-dead creatures on the party! Use wherever they wandered from most recently as a way to introduce the next element of the adventure.

Atomic Army Cadet

Medium humanoid (any race), lawful neutral

Armor Class 14 (studded leather)

Hit Points 43 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Con +3, Wis +3

Skills Athletics +3, Survival +3, Technology +2

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Offensive Tactics. The Atomic Army Cadet gains advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated. Once per turn, the Atomic Army Cadet can deal an extra 1d4 damage to a creature if it hits with a weapon attack and that creature is within 5 feet of an ally that isn't incapacitated.

Rad-Training. The Atomic Army Cadet gains advantage on saving throws against Radiation. By spending a bonus action, the Atomic Army Cadet ignores the first 3 levels of Radiation in an area for up to 1 minute. Once it has used this ability it cannot do so again until it finishes a short rest.

ACTIONS

Multiattack. The Atomic Army Cadet attacks twice when it takes the attack action.

Barrelstock. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Atomic Rifle. *Ranged Weapon Attack:* +4 to hit, range 100/300, one target. *Hit:* 6 (1d8+2) radiant damage.

Atomic Army Cadets are stalwart opponents rigidly drilled on how to approach enemy combatants, sticking to group tactics and relying on defensive maneuvers until reinforcements arrive or if none will be forthcoming, retreating to stage a larger assault in the future.

Geargrunt

Medium humanoid (any race), chaotic evil

Armor Class 12 (leather)

Hit Points 19 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	12 (+1)	9 (–1)	12 (+1)

Saving Throws Dex +3, Con +4

Skills Investigation +3, Perception +1, Stealth +3

Tool Kits mechanic's kit +2, vehicle (land) +2

Damage Resistances bludgeoning from nonmagical weapons

Condition Immunities frightened

Senses passive Perception 11

Languages Common, Undercommon

Challenge 2 (450 XP)

Bloodthirsty. The Geargrunt deals an additional point of bleed damage on a critical hit. Creatures that have taken bleed damage continue to take that damage at the start of their turn until healed by magic or a DC 15 Wisdom (Medicine) check.

Combat Drug. As bonus action when it is not exhausted, the Geargrunt doses itself with a drug (expelled via aerosol, injected with a syringe, snorted through the nose, etc.) that grants it advantage on attack rolls, resistance to all types of damage, and a 20 foot increase to speed for 2 rounds. After the drug's effects cease the Geargrunt makes a DC 16 Constitution saving throw or gains a level of exhaustion for 1 minute.

Vehicular Combatant. While riding in or on a vehicle, the Geargrunt gains a +1 bonus to attack and damage rolls and gains advantage on checks made to jump or resist the prone condition.

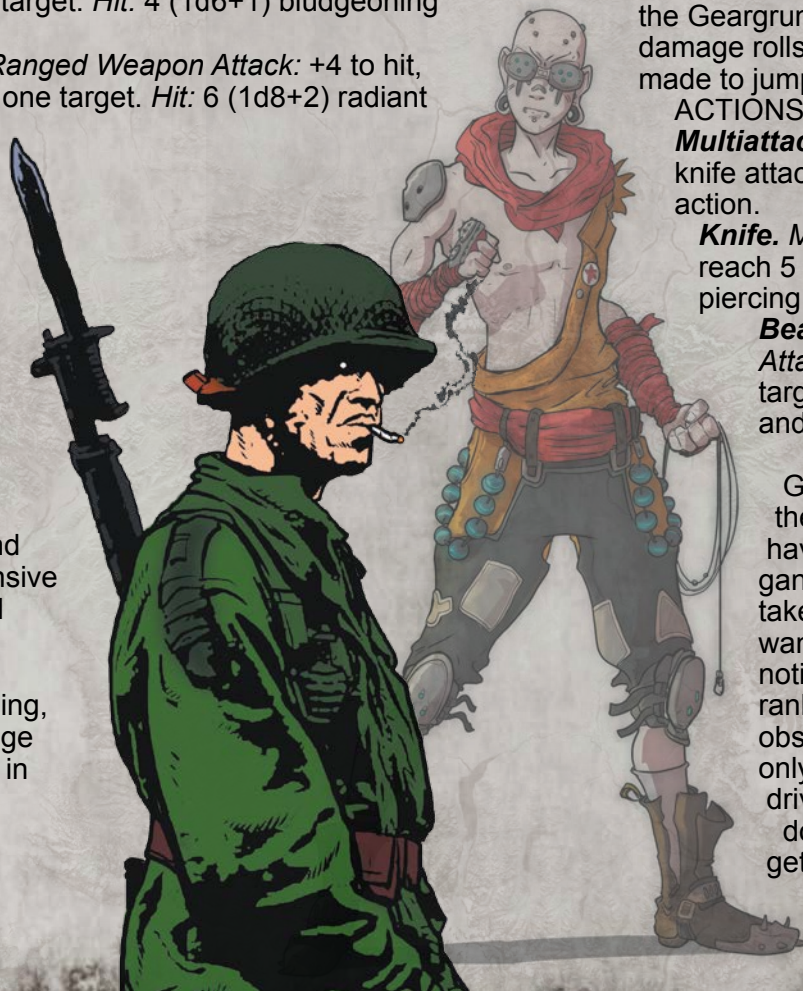
ACTIONS

Multiattack. The Geargrunt makes two knife attacks when it takes the attack action.

Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing or slashing damage.

Beatup Revolver. *Ranged Weapon Attack:* +3 to hit, range 30/150, one target. *Hit:* 9 (2d6+2) bludgeoning and piercing damage.

Geargrunts are the wild dogs of the Roadmasters, new recruits that haven't built up any tolerance to the gang's drug of choice and prone to take extremely dangerous risks in a wanton fury with the hopes of being noticed by Chainbeard. These rank-and-file warriors are feral and observe few rules save that they only ever take the wheel if their driver is killed or unconscious—doing otherwise is a sure way to get run over.



Slaarsh Initiate

Medium humanoid (any race), neutral evil

Armor Class 15 (leather, 2 natural)

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Int +3, Wis +4

Skills Athletics +4, Perception +6, Stealth +4

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Common, Slaarsh; telepathy 30 ft.

Challenge 3 (700 XP)

Brainmerged. The brain slug inside a Slaarsh Initiate's skull has fully merged with its host and cannot be removed.

Hypnotic Gaze. If a creature starts its turn within 30 feet of the Slaarsh Initiate and the two of them can see each other, the Slaarsh Initiate can force the creature to make a DC 11 Charisma saving throw if the Slaarsh Initiate isn't incapacitated. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the Slaarsh Initiate until the start of its next turn, when it can avert its eyes again. If it looks at the Slaarsh Initiate in the meantime, it must immediately make the save. On a failure, the creature becomes charmed for 2 rounds. The Slaarsh Initiate can spend a bonus action to extend the duration of this feature by 2 rounds. While charmed by this feature, the creature is incapacitated and has a speed of 0. The charm ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Rad-Resistant. The Slaarsh Initiate has advantage on saving throws against radiation.

Xenos Rage. The Slaarsh Initiate can enter a frenzied xenos rage as a bonus action, gaining advantage on Strength checks, advantage on Strength saving throws, and dealing an extra 2 damage when it makes a melee weapon attack using Strength. A xenos rage lasts for 1 minute and the Slaarsh Initiate can enter a xenos rage twice before it must finish a long rest to recharge this feature.

ACTIONS

Multiattack. The Slaarsh Initiate makes three dagger attacks when it takes the attack action.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Dual Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320, one target. *Hit:* 11 (2d8+2) piercing damage.

Truly mad and desperate survivors willingly accept an alien parasite as a gift to protect themselves from the dangers of the Wasteland. After allowing the creature to take over its mind the Slaarsh Initiate's brain melds with the extraterrestrial, unlocking powerful psychic abilities but completely sublimating their will to that of Slaarsh.

NEW ITEM: SLAARSH POWDER

Alchemists from across the Wasteland speak in hushed tones of an otherworldly insect that can be crushed and treated into a fine powder, a substance capable of truly miraculous effects when mixed with different components. By spending 1 hour using alchemist's supplies to process the corpse of a brain slug that has died within the past week and making a successful **DC 15 Intelligence (Science) check**, you create 1 dose of slaarsh powder.

By itself, slaarsh powder can be used as an inhaled gas ranged attack (range 10/20) that imposes disadvantage to a creature making saving throws against the charmed condition for 1 hour. When used against a living creature, slaarsh powder negates immunity to the charmed and poisoned condition for the duration of the effect. When mixed with a catalyst, slaarsh powder changes into a liquid and takes on different additional effects.

- **Charm.** Mixing slaarsh powder with 1 ounce of water creates a cloudy slightly sour liquid that can be used as a throwable splash weapon with a range of 20/40. A creature that ingests or is struck by it makes a **DC 15 Charisma saving throw** or gains the charmed condition for 1 hour (or until you or an ally attack it).
- **Control.** Mixing slaarsh powder with any rare magic potion creates a gooey purple mixture that can be used as a throwable splash weapon with a range of 20/40. A creature struck by it makes a **DC 20 Wisdom saving throw** or is effected as the *dominate monster* spell.
- **Memory Wipe.** Mixing slaarsh powder with 1 ounce of bleach or industrial chemicals creates a foul smelling liquid. A creature that drinks half the mixture forgets the events of the last week, a creature that drinks the entire mixture forgets the events of the previous month, and a creature that drinks any additional memory wipe mixtures in the same day forgets the events of the previous year (1 year per mixture).
- **Suggestive Healing.** Mixing slaarsh powder with a *potion of healing* creates a bizarre pinkish goo that can be used as a throwable splash weapon with a range of 20/40. After being struck by this mixture, a creature restores 1d4 hit points at the end its turn if it has at least 1 hit point. Each time it restores hit points, it receives a **DC 15 Intelligence saving throw** or is effected as if you had cast *suggestion* on it. The duration of this effect is 10 minutes. When a creature under the effects of this mixture is attacked by you or one of your allies, it receives a new saving throw to resist the most recent compelled course of action.

Technomage Adept

Medium humanoid (any race), neutral good

Armor Class 13 (16 with mage armor)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)

Saving Throws Int +4, Cha +3

Skills Arcana +4, Investigation +4, Science +4, Technology +4

Senses passive Perception 11

Languages Common, Draconic, Latin

Challenge 4 (1,100 XP)

Spellcasting. The Technomage Adept is a 6th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 12; +4 to hit with spell attacks). The Technomage Adept has the following spells prepared from the wizard's spell list:

Cantrips (at will): *acid splash, light, mending, message, shocking grasp*

1st-level (4 slots): *detect magic, expeditious retreat, mage armor, magic missile*

2nd-level (4 slots): *detect thoughts, invisibility, misty step, shatter*

3rd-level (3 slots): *counterspell, haste, lightning bolt*

Technomagic Gloves. Any spell of 2nd-level or lower that the Technomage Adept casts ignores the effects of radiation. When casting a 3rd-level spell that would be affected by radiation, the Technomage Adept makes a DC 15 Concentration check and on a success ignores radiation for that spell.

ACTIONS

Multiattack. When the Technomage Adept takes the attack action it makes three technomagic punch attacks.

Technomagic Punch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage plus 2 (1d4) force damage.

The Magitechnologists teach their members to value the relics of civilization for how can they rebuild it without understanding what came before? Technomage Adepts are constantly searching the Wasteland for society's remains and go to great lengths to acquire them but not with the recklessness common to other salvagers, their keen intellect as focused on survival as it is the recovery of lost technology, historical documents, and other artifacts. Wastelanders know that Merlin's protégés are some of the few truly benign travelers one might encounter and to treat the wizards with respect—with so little charity and good will to spare, they are not individuals to be taken advantage of or harmed when any other recourse is available. Unfortunately these are also the members of the organization most likely to be found dead in the Wasteland, lending many salvaged technomagic gloves to embody a psyche that is anxious, fearful, and perhaps quite skeptical of the order of mages they were once part of with little concrete information about the Magitechnologists. Their signature items are designed to retain details about their last quest and anyone who salvages a pair then completes the task is looked upon by Merlin and his underlings far more favorably when their time of judgment arrives.



BUREAU CONTACTS

By performing quests on behalf of The Bureau, survivors may gain bonuses to the Settlement Attributes of one of their settlements. After accruing 3 or more of these bonuses, however, The Bureau takes a definitive interest in a settlement and begins seeding loyal agents within to turn the populace to their cause.

- **Faraday Sustainers:** Once per month when exposed to an EM storm or unexpected detonation, the settlement (as well as creatures and objects inside its buildings) ignores the effects of any electromagnetism that washes across and through it.
- **Growth Hormone:** Once per month when agricultural Natural Resources are spent on a settlement, the bonus it gains to Necessities is doubled.
- **Special Fertilizer:** Once per month when making a saving throw against a hazard of the Wasteland in order to preserve its Natural Resources, the settlement gains advantage on its saving throw.
- **Strange Ammunition:** The settlement increases its Security by 4.
- **Uniformed Officers:** The Bureau provides identical uniforms for the settlement's law enforcement, increasing its Appeal and Order by 2.
- **Word of Mouth:** Merchants are twice as likely to visit the settlement.

Bureaucrat

Medium humanoid, lawful neutral

Armor Class 14 (studded leather)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	14 (+2)	11 (+0)	12 (+1)

Saving Throws Int +4, Wis +2, Cha +3

Skills Acrobatics +4, Deception +3, Insight +2, Investigation +5, Perception +3

Senses passive Perception 13

Languages Common, Esperanto, Gaxian

Challenge 1 (200 XP)

Bureau Badge. The Bureaucrat can spend a bonus action to grant disadvantage to all attacks made against them until the beginning of their next turn. After using this feature, the Bureaucrat requires a short rest before it can be used again.

Bureau Fedora. The Bureaucrat increases their Investigation and Perception scores by 3.

ACTIONS

Multiattack. The Bureaucrat makes two fedora attacks or two disguised laser beam pistol attacks.

Fedora. Melee Weapon Attack: +4 to hit, reach 5 ft. or range (20/40), one target. *Hit:* 5 (1d6+2) slashing damage.

Disguised Laser Pistol. Ranged Weapon Attack: +4 to hit, range (50/100), one target. *Hit:* 7 (1d10+2) radiant damage.

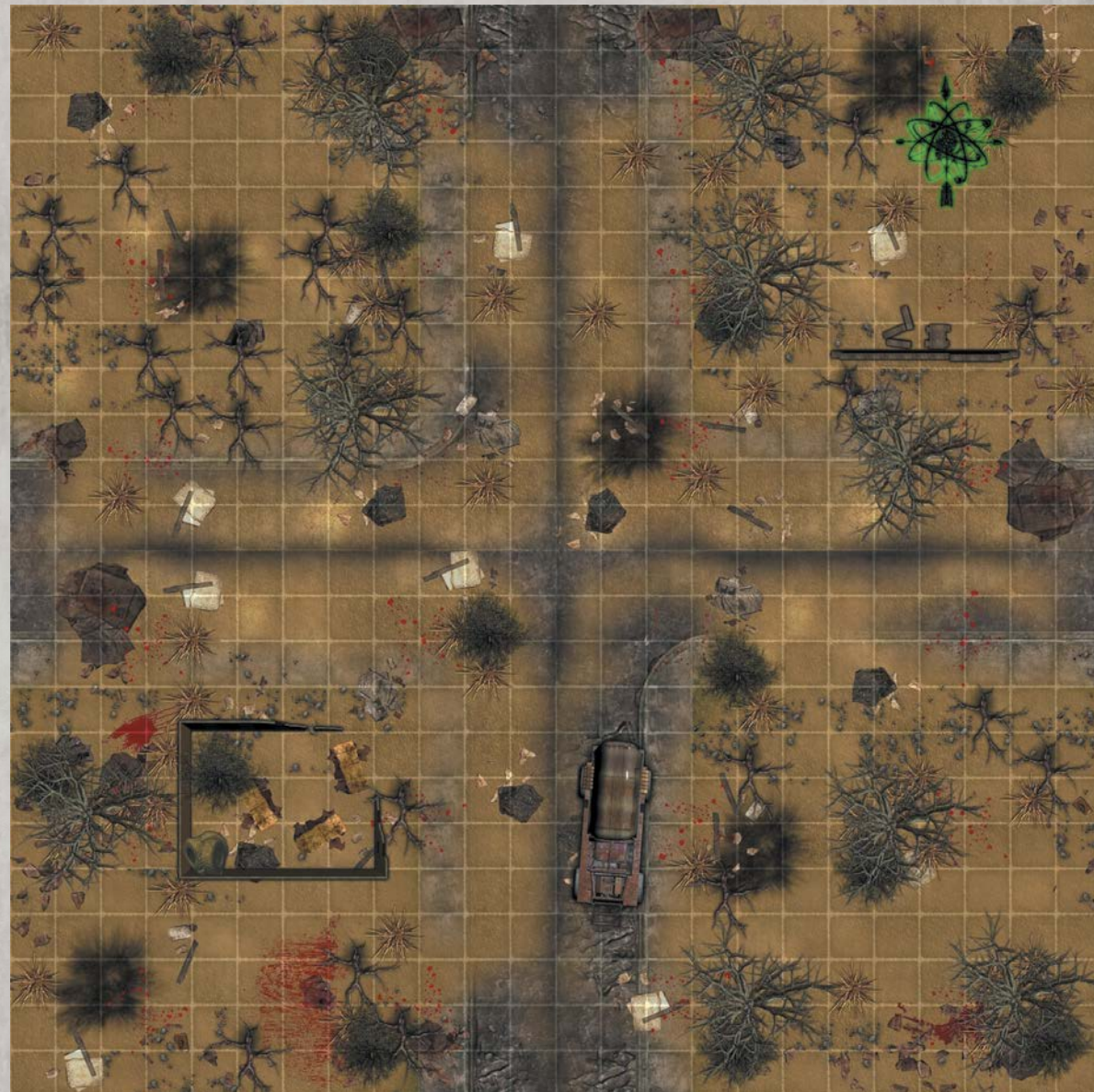
REACTIONS

Uncanny Dodge. When the Bureaucrat can see a target that hits them with an attack, they can use their reaction to halve the attack's damage against them.

These are the newest recruits to The Bureau and are usually used as expendable resources in the organization's hunt for aliens in the Wasteland. After completing basic training they are gifted with their badge, fedora, and a laser beam pistol made to look like an old revolver from before the war, then sent off to a settlement or region to look for any signs of xenos in the area.







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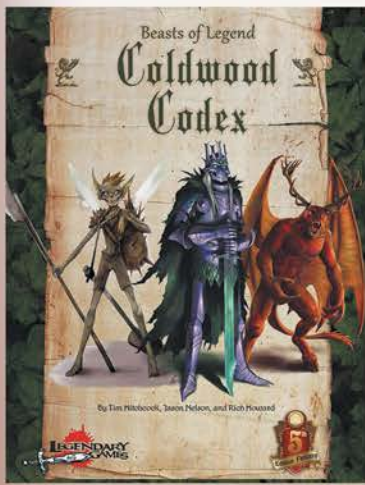
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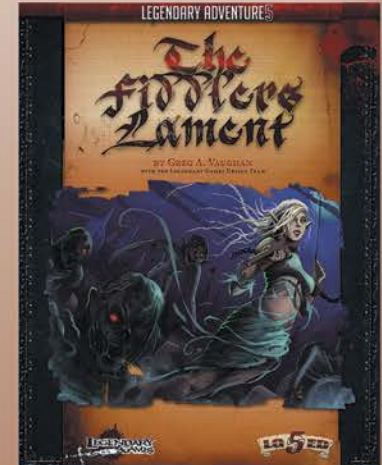


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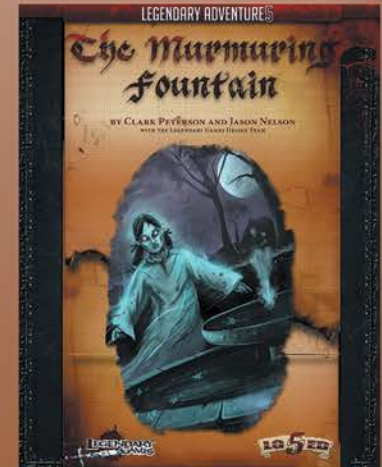
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THE FREEWAY

BUREAU
ABANDONERS
3 MP

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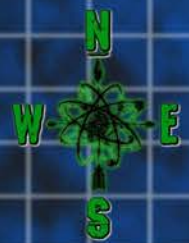
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WASTELANDERS
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2 NR
ABANDONED
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Bally n' Tour











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