**The Good, the Baz, and the Ugly** or **It’s a Baz, Baz, Baz, Baz World**

Timeline: Wasteland 2D x 10 years after Dzaqtlas

A rumor of buried pre-Collapse tech/wealth/artifacts inspires a race to find it

Number of players/PCs: 3 or more; each with his/her own agenda. They might work together but not trust each other

The cache could be actual money, it could be weapons, ammunition, machine tools, parts, etc

The location of the cache should be difficult but not impossible to reach, but each PC has one piece of information that leads to the location. Options include map fragments, old tourist souvenir maps that have lots of trivia but no location data, fragments of names with no context, a “sample” item scavenged from the location, a rumor told to them by a dying man