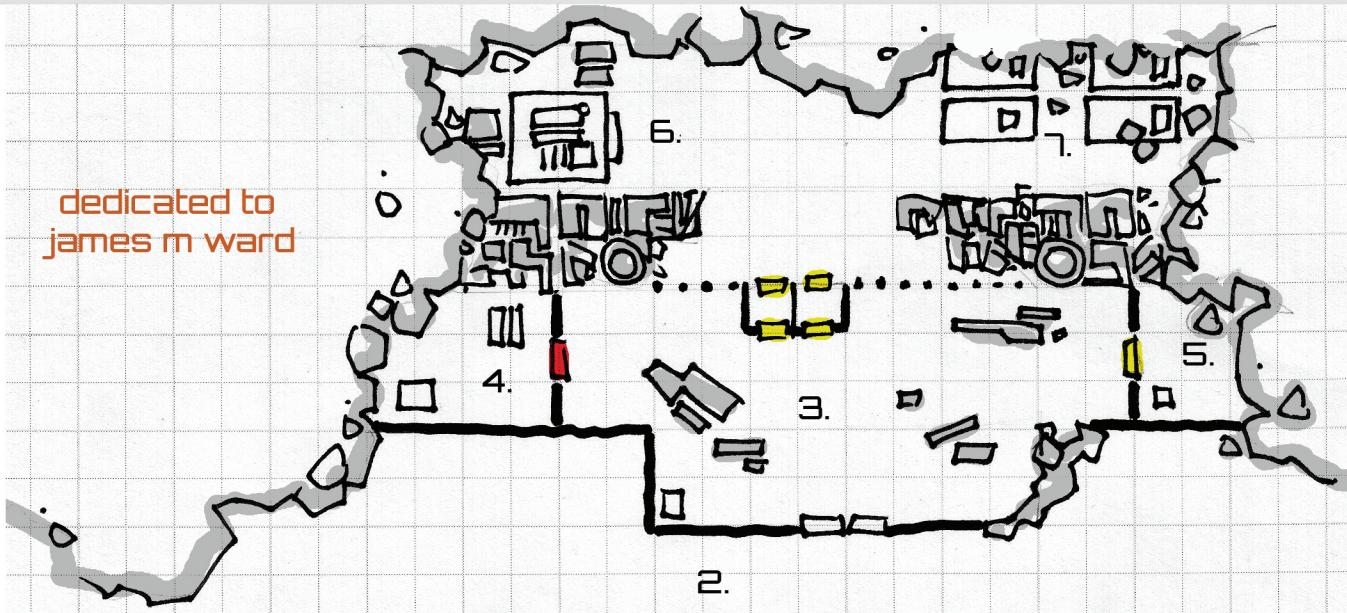


the awakening

a post apocalyptic scenario for levels 1-3. an easy starter for your campaign.



dedicated to
james m ward

concept: your top gatherers left a week ago to the north on a recon and have not returned' the elders consider this to be a good time for your test to elevate into gatherer status. you are to find the group or come back with info/stuff for the tribe...

1. a half a day before finding the installation, the group encounters 1 of the "**wandering**" encounters.
2. 3 dead gatherers, being eaten by 1-3 **large cockroaches**. 3 basic weapons as "treasure". doors are ajar, electric light streams from inside.
3. well lit, room in disarray search/roll **1d6** on useful items chart. dotted wall is 3 inch plexiglass, yellow doors are sanitized enter/exit portals into next area. IQ roll needed to understand how to enter.
4. i.d. reader locked door, inside are 2 hazmat suits a radiation reader & 12 10 gallon h2o purifier kits
5. a **fungus covered skeleton** is lurking in this dark room, not smart, just animated. roll **1d8 x 2** on useful items chart as treasure.
6. partially functioning console with carson. (she's contacting another base, retrieving a robotic unit or opening an access to the below levels...) she will have INT but will wait to see group's demeanor before attacking. **she was part of a last ditch effort to survive when the bombs fell, she's open to any help.**
7. survival pods; 3 are destroyed, 1 was carson's. she has audios/videos of music, books, films & news of the time that can be viewed when resting inside pod. the installation is powered by a solar array 3 miles south. the wiring is a little shaky, so...?

usable items **1d8**

1. heavy jacket
2. fistful of cutlery
3. solar penlight
4. 2 cups/glasses
5. screwdriver
6. paper/pens
7. laser pistol 10
8. laser rifle 50

"wandering" encounters **1d4**

1. 2-5 **large cockroaches**
2. 1-2 **rival tribe members**
3. 1 **ratoid with a short sword**
4. 1-3 **"static" plants**

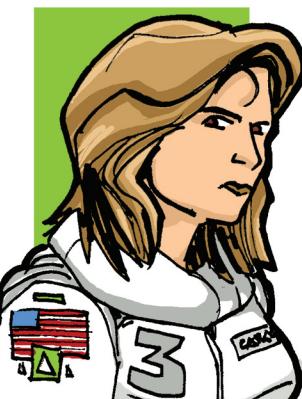
carson

3rd level "sleeper"

skills: tech operations, survival, basic, unarmed/ranged combat.

temperament: confused, will be agreeable if not threatened, can learn common language within 5 hours as it is like english.

equipment: has i.d. access to level 4 equipment & installations. a laser pistol and a basic survival kit/medi-kit.



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