

HYPERCORPS

WASTELAND

2011



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WASTELAND

2019



A 5th Edition OGL campaign setting generator to take your fantasy game into the brutal apocalyptic future!

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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.

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FOREWORD

First off if you were one of our Kickstarter backers, thank you for supporting the project! You may not have been part of the crowdfunding efforts and in that case thank you for checking out *2099 Wasteland*. Regardless, a truly momentous amount of love went into the tome in your hands and you are in for quite a ride.

This is my fourth big campaign setting and when I went about making it I wanted to do things differently than before so this is *not* your typical book—we don't have proper kings and queens or even hypercorporate CEOs. There isn't a single detail for an established city anywhere in these pages, no maps with fixed regional borders, and no world. That's because this isn't a world campaign setting book, it exists to help you craft a unique and engaging world campaign setting; I have no desire to tell YOU what is in YOUR Wasteland, I want players and GMs to find that out for themselves!

If this sounds like I've gone a bit off the rails don't just take my word for it, grab your resolve and read onward. There's a plethora of monsters, NPCs, equipment, hazards, feats, spells, class options, races, and the history of a world rocked by a nuclear apocalypse, but these are only tools designed for you to collectively build something all your own—I promise that once you start using them, you'll have a hard time not wanting to visit your Wasteland. And I do really mean *your* Wasteland because a major part of this shared world building is quite literally to put up buildings, establishing settlements and working to make them prosper in the desolation.

This is something important for a group to be mindful of as they begin a *2099 Wasteland* campaign: **this is not what you are accustomed to**. The PCs are no longer adventurers but survivors, seeking clean food, potable water, and shelter more than coin or glory. While at first this makes for a brutal, daunting, harsh game, eventually the scales of balance tip in the other direction just as steeply and for a party able to endure the apocalyptic future, great power and expanded player agency await. After all, settlements aren't the only things that can be built—there's rules for custom weapons, vehicular combat, and even more only a few millimeters from this ink.

2099 Wasteland is also an ode to much of what I love in science-fiction—extraterrestrial slugs that crawl into a host's brain, gray bandito aliens in flying saucers, time-tossed Earthlings, radiation zombies, suits of power armor, androids, jet-powered flying boards, irradiated giant spiders—and to top it all off there are fantasy elements that include Merlin Ambrosius and Morgan le Fay in what is currently competing to be the favorite among the stories I've penned so far.

Moreover this is exactly what I envisioned when setting out to make the book, and though I played a critical and central role in that effort I did not do so alone! Indi Martin did a *truly phenomenal* job on the cover illustration and her fellow interior artists were just as impressive in their efforts, Savannah Broadway wrote excellent material that helped bring cohesion to my vision of what this book should be, and the Kickstarter backers that helped playtest and revise all of the copy (Seth Klein in particular!) were essential to making *2099 Wasteland* everything that it is.

I thank them for their excellent work on this treasure and you have my gratitude as well—reading this far into my ramblings means you've got the curiosity, interest, and whimsy required for subjecting a group to the rigors of the Wasteland and you will not be disappointed. Tell us about what becomes of survivors in the world this book helps you create at hypercorps2099@gmail.com and remember this: though cruelty and hardship are certain to assail anyone in the *2099 Wasteland*, the whole lot of you are in for one hell of a good time.

Mike Myler

TIMELINE

1876: The first time traveler survives a journey 200 years into the past generating a subtle ripple effect across the world, causing small tears into other dimensions to appear in remote, rural areas. From them dwarves, elves, gnomes, halflings, orcs, and all manner of creatures and races become emissaries that bring magic back to Earth (how it disappeared remains a mystery). With Alexander Graham Bell's invention of the telephone and the completion of the Transcontinental Railroad in the United States, word of the miraculous happenings rapidly spread across the globe. Religion becomes more important than ever before as prayers begin to be answered in literal and often dramatic ways—rivalries between divine beliefs burn brighter than ever, and bloody theological wars are fought in the shadows of society for more than a century.

1881: Thanks to their innate understanding of magic, several dwarves, elves, and other members of non-human races accumulate great wealth that leads to dramatic changes in countries around the world. The term demigrant soon becomes popular as a racial slur to describe these newcomers. With mystical aid, combustion and hydraulic technologies are combined in strange and fantastic ways.

1886: As occult researchers dangerously explore the extremes of dimensional experimentation a series of natural disasters rock the globe; though their abuses

Earth Before 1876

Magic and monsters are considered nothing but myth and legend. Though mages and extraordinary creatures continue to walk the Earth, their power wanes dramatically as technology takes root and the oldest belief systems vanish. It isn't until the *tachyon flux* reaches back two centuries that arcane and divine energies reawaken, growing in power and prominence with each passing century.

of planar energies imbues psychic potential in human and demigrant alike, it does not reach fruition for generations. Yellow journalists of the day use these phenomena to convince the public of the evils of demigrants. The most monstrous otherworldly denizens are treated with outright hostility, but even their fairer kin (dwarves, elves, gnomes, and halflings) are discriminated and ostracized.

1893: Societies involving ancestor worship—predominantly Native Americans, but also tribal societies in the Caribbean, South America, Africa, Australia, and the roma of Europe—begin to unlock ancestral memories. The government of the United States signs the Dawes Commission into law, but their newfound power inspires the free tribes of the American west to band together. Together they drive settlers out from the Black Hills and then South Dakota entirely; before the end of the century, they negotiate a treaty to become a sovereign state within the United States (Wówičakĥe Oyáŋke or “truth place”) with an unprecedented degree of freedom and power (the Sioux Tribal Council gradually settles into a role as the mystical and spiritual entity in the checks and balances of the federal government). Pockets of other native resistance persist but eventually fall to the rapidly advancing weaponry of the US Army or are absorbed by Wówičakĥe Oyáŋke.

Similar developments occur around the world, the most prominent actors being the indigenous peoples of Panama, the Kuna. They halt the construction of the Panama Canal and only allow its completion with the caveat that their people gain a country not unlike the state of Wówičakĥe Oyáŋke to the north, establishing the nation of Galu on the eastern side of the waterway.

1899: As the dimensional rifts begin to close most demigrants leave Earth and only a relative few choose to stay behind, often in disguise or hiding. Goblin, hobgoblin, and orc shamans enact a powerful ritual immediately before departing as revenge for over a decade of abuse, oppression, and borderline genocide—the ritual insures weather anomalies that eventually cause the Great Dust Bowl decades later.



1902: A horrific train wreck in New York City bans steam technology's use within city limits just as famed dwarven engineer Leopold Rockswold unveils a superior form of combustion-based travel at the 1902 World's Fair: the Rockworks, a complex of motorized tunnels beneath the Big Apple. Despite the brilliance of his designs and the change they could herald, this is the last straw for many demigrant innovators and across the globe nearly all go into complete seclusion. Investors still fund the construction of Leopold's grand designs, but in secret—and far beneath the city. Constructed largely by Irish workers, word gets out to the Catholic Church and they make it their mission to put a stop to the “godless demigrant abomination”. This crusade ultimately succeeds, but not for nearly 40 years. As part of their work the church systematically destroys all evidence they can of demigrant existence, photographs in particular. Some of the many scientists that were brought in to aid in the completion of the great Rockworks remain in the United States, notably including Marie Curie, Albert Einstein, and Hans Geiger.

1912: Revolutionaries overthrow the last monarch of the Qing Dynasty and establish the Republic of China as the first dirigibles take to the skies above Italy. Former president Theodore Roosevelt travels into the heart of the Amazon and experiences a vision of war in Europe waged by superhumans (prompted by the mystical serum rainforest shamans feed him). He successfully lobbies the US Army to prepare for the eventuality, funneling great sums of money to its R&D divisions. The first forays into the use of radiation to enhance a humanoid end with tragic deaths, with the sole exception being Corporal Freedom Jones, a corporal test subject with psionic abilities unlocked and enhanced by the consumption of small isotopes.

Roosevelt also brings back a man from the Amazon, an adventurous young Caucasian left in the jungle and raised by animals. Tarzan becomes a beloved hero of the United States and a figurehead of the continuing xenophobia as his exploits draw the public eye away from the memory of demigrant influence in the nation. Similarly, tenuous alliances in Europe—already strained by old political pressures—become even more divided over demigrant relations.

1914: A dark elf assassin kills Austrian Archduke Franz Ferdinand in an act that not only ignites war in Europe, but a worldwide hatred and distrust for elves of all kinds (drow especially so). An English gnome named Harry Brearley invents stainless steel, and secret dwarven engineers across Europe design tanks that take to the battlefields (though neither are publicly credited).

Despite the ferocity of the conflict, the sinking of the *Louisitania*, and Roosevelt's insistence, the secret projects of the US Army remain stateside due to a public agreement that Germany won't attack America. In truth the deal is a brokerage for any

demigrant refugees to be shipped to Boston where they are secretly transported to either Canada, Mexico, or a few remote locations within the United States. By testing the abilities of US super soldiers and reading over countless classified documents related to planar disturbances, Albert Einstein generates the theory of relativity.

1918: After four years of vicious trench warfare ravaging Europe, the first World War ends with five treaties signed at the Paris Peace Conference. Among the many changes drawn up at this historic summit, Transylvania grows to encompass all of Romania and their diplomats are given extremely detailed considerations in the recognition of their nationhood (in peculiar: rites of negotiative engagement and diplomatic censorship in addition to diplomatic immunity).

1924: All of the United States is enthralled by the economic boom following the global war and a period of near lawlessness thanks to prohibition (Wówičakŕe Oyánke remains a wet state and draws numerous converts to the Sioux religion.) Meanwhile oil companies begin extractions in Venezuela and other South American countries, hiring out mercenaries by the hundreds to deal with indigenous groups protecting the land. Two years after the USSR's creation by Vladimir Lenin, Joseph Stalin purges his rivals and rises to dictatorship within the country and Benito Mussolini cements his leadership of Italy with the Treaty of Rome. A convicted prisoner named Adolf Hitler writes *Mein Kampf*, a book blaming many of Germany's woes on subsections of society (pointedly detracting homosexuals, gypsies, Jews, and the demigrants that still remain in Europe).

1929: The stock market crashes on Wall Street, sending the United States into the Great Depression and having financial ripples across the globe. In Europe the Kellogg-Brand Pact goes into effect and the Geneva Convention is signed, establishing rules of war and capture. Though these protect humanity, both explicitly exempt demigrants from the same protection (and neither predict the effects that *alter sapiens* will have on warfare). The Chinese Civil War gains momentum and begins a conflict that lasts for over two decades; the only thing the Kuomintang-led government and the Communist Party of China agree on is the exclusion of demigrants (though notably, Tibet becomes a demigrant sanctuary of the Far East).

1936: As US President Franklin D. Roosevelt's second New Deal goes into effect, the Nazi Party rises to power in a remilitarized Germany under Adolf Hitler; he allies with despotic Italy by signing the Anti-Comintern Pact (ostensibly to resist communism). Leaders from the free state of Wówičakŕe Oyánke and the nation of Galu (now home to more demigrants than anywhere else in the world) look over the sadness gripping the Earth and see that it cannot be allowed to persist—working together, they enact a powerful ritual known

as *Membuka Kunci*. The ritual brings an end to the Dust Bowl in the American Midwest and dramatically strengthens mystical power around the globe. As magic becomes a more viable protection from firearms, militaries worldwide reinforce their research divisions with occult specialists, scholars of the divine, and masters of the arcane.

1939-1942: As the Nazi party's actions lead to the second World War, the first *alter sapiens* appear on the battlefields. National powers throw vast resources behind the development of super soldiers (with varying results) and though lesser national entities also begin researching *alter sapiens*, their projects don't reach fruition for decades.



- **America:** The nascent projects focusing on atomic energy started by Theodore Roosevelt decades ago are written off, having failed to produce reliable results. Poisoned by her discovery of radiation, Marie Curie is placed into a containment suit that keeps her alive and makes her an indestructible juggernaut—she takes to the fields of Europe in clandestine missions alongside Freedom Jones. A warrior from Wówičakħe Oyáŋke, Tomahawk, is integral to several clandestine missions behind Axis lines but never officially credited.
- **Britain:** Knowing the value of fine machines from the Industrial Revolution, the British government fosters large enclaves of dwarves and gnomes in the London Underground. Their pneumatic battlesuits and fantastic ships bolster units of the English armed forces to resist the Axis Powers.
- **China:** Practitioners of several styles of ancient kung fu rediscover the power of chi, able to gather it into energy blasts, protective fields, and perform otherwise impossible tasks. Large-scale conscription begins and before long, most brigades in the armies of the Republic of China contain one or two chi specialists.
- **Germany:** Tanks roll over Poland under skies filled by the Luftwaffe and *Donnerkrieger* (Thunder Warriors), super soldiers created through ruthless eugenics and mad science after catastrophic initial attempts (dubbed *Blitzkrieger*) prove wanting.
- **Italy:** Using Roman artifacts, Axis scientists develop the *Dio Uomini* (“god men”), each gifted with powers derived from the deities their origin relics are devoted towards. Forgotten faiths catapult in popularity as churches are re-established for the abandoned pantheons beneath these conjured deities, and existing religious institutions decry these new faiths as followers of “false gods”.
- **Japan:** The *Membuka Kunci* has an unintended effect in Japan, reawakening the spirits of their ancestors and unlocking hidden power in Shintoism. Japanese warriors take to the field with the weapons and armors of their forefathers, practically invulnerable to gunfire and as swift as the wind.
- **Russia:** Battalions of *Muzhchiny Zhivotnykh* (“animal men”) hold lines in the East. Though far stronger than mortal men, they are no match for Germany's *Donnerkrieger*. This check is swiftly balanced as the Soviets produce them in great numbers to resist the Nazi advance.

1943-1945: After years of sloppy science, German, Italian, and Soviet super soldiers begin developing unexpected side effects; the Allies seize on the opportunity to turn the tide of World War 2.

- **America:** With the help of Allied scientists the United States government fields its first reliable team of super soldiers: Liberty Corps. Led by Freedom Jones and Marie Curie, these radiation-borne *alter sapiens* join the American military in several key offensives and continue to operate long afterward.
- **Britain:** Supporting the invasion of the beaches of Normandy is a swift titan of steel and smoke called S.H.E.R.L.O.C.K., a complex, self-aware machine of pneumatics and hydraulics. It tirelessly stalks across France destroying Axis artillery and supply lines.
- **China:** Institutionalized martial arts training produces even more chi specialists but many of the old guard are horrified by the atrocities of war; their patience for soldiering ends when one of their number uncovers the truth behind the Yellow River Flood in the Second Sino-Japanese War, but as tensions heighten between the US and Russia many return to serve their country.
- **Germany:** *Donnerkrieger* find that their powers fade quickly or become sporadic, causing many to die in the middle of combat. Nazi scientists work feverishly to discover why and ultimately discover a new particle, the tachyon, is responsible. As the facilities responsible are overtaken by Allied forces, a group of Nazi commanders disappear into South America with the bulk of the research. Adolf Hitler's body would have been found in the Führerbunker but to put a decisive end to the war and push the Russians opposing America's ethos to a defensive footing, American Generals unleash an atomic weapon on Berlin.
- **Italy:** *Dio Uomini* threaten to overtake the fascist government in a coup at the end of the war (styling themselves as the old Greek and Roman pantheons) but when the first bomb drops on Berlin they fold, either fleeing to hide in Greece or agreeing instead to completely pledge themselves to the protection of the state.
- **Japan:** Though their ancestors foresee the bombing of Hiroshima and Nagasaki after the first weapon is unleashed on Berlin, military commanders continue holding firm against Allied forces until the atomic bombs are dropped in early August 1945. Those who continue to fight find themselves cut off from the powers of their

ancestors (all save for the shinobi, who actually heeded the warnings). In a solemn ceremony in Tokyo, Emperor Hirohito meets with the Liberty Corps and signs the order of surrender

- **Russia:** The Muzhchiny Zhiivotnykh would have lost cohesion and degenerated into territorial warlords but the atomic strike against Berlin (killing hundreds of thousands of their loyal soldiers) unites the animalistic warrior-kings against America and Europe. To sniff out saboteurs and spies the USSR creates the Wolves of Stalin—a secret cadre of assassins that pick the Iron Curtain clean of subterfuge for the next twenty five years.

1946-1953: Mahatma Gandhi is assassinated in New Delhi as Jackie Robinson's signing to the Brooklyn Dodgers sends waves of unease across the United States. While America faces the ugly issues of segregation it also deals with a silent war against the united warlords of the USSR's Iron Curtain and the Korean Civil War quickly becomes the Korean War. The only Latin American country to support UN efforts in the conflict, Colombia, deploys troops to South Korea. Two years later a 10-month stand at Old Baldy is brought to an end with American air bombardments; Colombian troops leave the area, heralded as a significant factor for holding the hill. They later return home with stolen American technological secrets, their government firmly in the thrall of US interests. Meanwhile in the USSR the Muzchiny Zhiivotnykh kill Joseph Stalin, giving rise to one of their own—an ursine hog-man named Leonid Brezhnev that acts through a more socially accepted proxy (Nikita Khrushchev, a gaxian disguised as a human) and their spacefaring technologies increase dramatically, initiating a space race against America.

1954: Fear of communism, demigrants, and vigilantism in the United States reaches a fevered pitch under the auspices of Senator Joseph McCarthy. Many *alter sapiens* move to the free state of Wówičakꞑe Oyánke, safe from persecution after an evaluation by the Sioux Tribal Council (which now includes members from all the major Native American tribes across the United States, as well as many from Canada). What remains of Germany is annexed into the USSR and occupied by its troops as the United States government clandestinely deploys the Liberty Corps in Guatemala on the first of many coups in South America.

1958: The USSR launches Sputnik 1, the first satellite shot into space. Ex-German and American scientists are encouraged to work on atomic energies and cosmic technologies and in a few years both major powers send life forms into orbit (the Russian dog Laika and the US ape Albert). Nuclear testing begins by both sides as other nations devote resources to developing their own weapons of mass destruction.

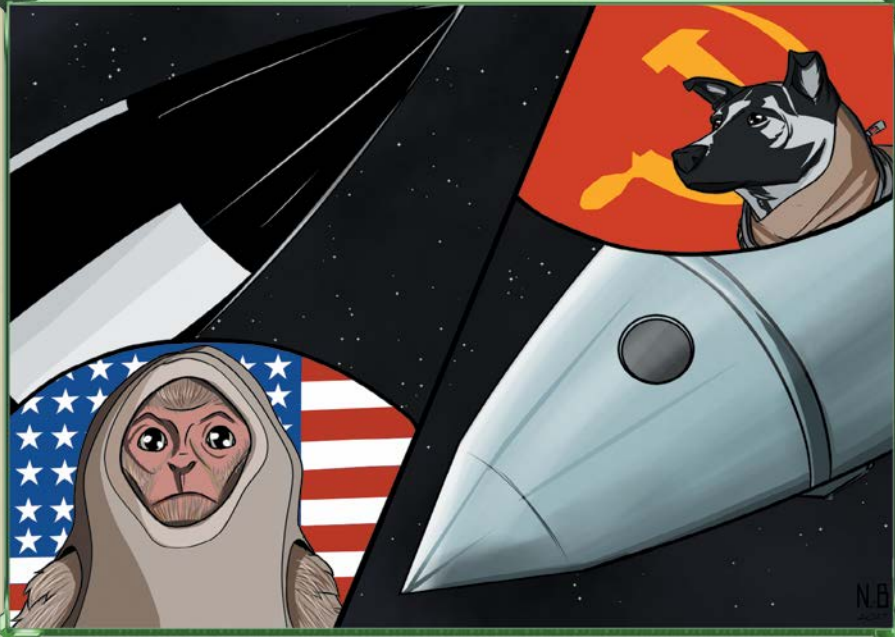
1960: France becomes the third nation in the world to develop nuclear weaponry. US submarines circumnavigate the globe without surfacing and break

through the icecap of the North Pole, spurring the USSR to devote greater resources to marine defenses. The conspiratorial writings of J. Robert Oppenheimer see him ousted from the American scientific community and he vanishes from the public eye to parts unknown; his disappearance is only one of many anti-Russian focuses that see to the success of John F. Kennedy's presidential campaign. More alien trickery incites the newest Dio Uomini and they successfully reattempt their predecessors' coup from 15 years prior, though not in Italy—they instead assault the Vatican and overtake it in one chilling night of bloodshed, forcing the Pope to go into hiding with the church's greatest treasures for over a decade, their final destination unknown.

1961: In the spring the USSR launches the first man into space and John F. Kennedy's anti-Russian rhetoric reaches dizzying heights. He brashly authorizes a covert invasion of Cuba and after the operation goes awry, sends a naval fleet with reinforcements. In response Leonid Brezhnev commits two battalions and Muzchiny Zhiivotnykh to defend the small island nation, utilizing brilliant subversive nautical crafts from a team of scientists managed by Nikita Khrushchev to transport them; ultimately the United States retreats but some Russian forces remain. Before the end of the year countries across the planet are engaging in nuclear testing once again (the Russians creating the largest man-made explosion yet) and the nations of NATO array themselves firmly against those in the Warsaw Pact, mobilizing their respective armies.

1962: Rumors of secret space launches on both sides of the Cold War spur the arms race to a different bent, driving engineers and physicists behind weapons of mass destruction to develop technology for cosmic combat instead. A U-2 flight over Cuba in the Caribbean photographs Soviet nuclear weapons being installed. A stand-off then ensues for another 12 days and the world is on the brink of nuclear war until Leonid Breznev and John F. Kennedy agree to back down after 13 tense days.

1963: As a race war threatens to erupt across the United States, Martin Luther King Jr. begins uniting the black community in a message of peace and John F. Kennedy speaks out against legal segregation—though the focus of his campaign remains firmly on confronting aggression from the USSR. Shortly afterward JFK is assassinated and the public blames a Russian *alter sapiens* found in Dallas at the time. Many conspiracy theorists begin pointing fingers to extra-terrestrial influence but even the public writings of J. Robert Oppenheimer fail to gain any true traction. When the first stellar skirmish occurs (as a sun flare cuts out communication between a kosmonaut and American astronaut passing near one another) the newly anointed President Lyndon B. Johnson sends the Liberty Corps into the Vietnam War and Cuba with



the support of Nato; the Soviets respond in kind, their forces amplified by the Warsaw Pact. The Republic of China responds by fielding chi specialists dedicated to the communist party to back North Vietnam. After the escalation of forces on both sides, the death toll increases dramatically.

1964: Amidst a coup d'état, secrets held by the Colombian government are leaked by revolutionaries and spread across greater Latin America like wildfire and the nations of South America close their borders to all. Fierce witch hunts occupy the continent for the next 5 years after an "alien" is executed on live television in Brazil—American and Soviet critics decry the act as a hoax and for the most part the world believes them, more occupied with mounting fatalities and the fear of nuclear retaliation as each side of the (no longer) Cold War test one another's defenses.

1965-1969: All of the world's developed nations become embroiled in a fused arms and space race as World War III grips the Earth. Numerous wild-eyed ideas—test rockets carrying rudimentary intelligences, asteroid-attracting nets capable of flinging projectiles down to the surface, and even more bizarre efforts—take literal flight into orbit and beyond as each side tries with ever greater desperation to outdo the other. Exact records of this conflict are unclear and marred as on November 3rd, 1969, the world runs over with atomic fire. None are certain as to which nation or side of the war fired the first nuclear missile but mass retaliation devastates the globe, utterly destroying civilization. The planet's population shrinks from billions to tens or hundreds of thousands in a single day and to the horror of most everyone, the salvation expected from magic never comes as radiation renders most arcane and divine spells inoperable.

1970-2075: Some of the relatively few survivors who weather through the nuclear apocalypse do so on the livable edges of the blast zones or in truly remote locales that avoided the devastation but most are in extensive underground shelters constructed in the decade of paranoia leading up to the wholesale destruction of the planet. Shelter Captains across the world see the need for unification and communicate regularly via radio waves; although they are physically more separated than ever before, demigrants and humans alike become one in spirit, developing into a new technological renaissance as they embrace science as a way to salvation.

2076-2098: The *tachyon flux* reverberates but its effects on this alternate Earth are vastly different. Cosmic tempests are conjured that wreak havoc on radio waves within the planet's atmosphere for over twenty years, throwing underground shelters into an age of darkness from which few ever emerge. Broadcasts continue throughout in the hopes of making contact and though they are all unsuccessful, the strange mix of radiation kicked up by the stellar storms and the after-effects of the *tachyon flux* morph into an otherworldly energy that creates Irradioworld, a dimension that exists above and around the Material Plane. The population of *alter sapiens*—few as they are—travel across the irradiated continents trying to help those left out in the wake of the aberrant weather, catalyzing the restoration of lands wherever possible.



2099: Somewhere on the globe an underground shelter's scientist or *alter sapiens* achieves a critical level of success, utilizing the cosmic storms to siphon the majority of nuclear fallout up and away from the planet and into outer space. Radio communication remains somewhat sporadic and with much of the surface livable once more, survivors are starting to leave their underground shelters at an unprecedented rate, forming shelters and building societies in settlements across the Wasteland—though with the hazards of nuclear fallout that still meander throughout the atmosphere and the freakish monsters that survive in the wilds, most are doomed.



THE TACHYON SIGNAL

Many alien societies detected the *tachyon flux* and paid little attention, but the following cascade of nuclear detonations did not escape the notice of the gaxians. Numerous different $\text{C}\text{O}\text{X}\text{C}\text{O}$ s take an interest in the planet and infiltrate their agents into human civilization. In Russia they replace Nikita Khrushchev, subliminally feeding technological enhancements to USSR scientists via alien technology. Meanwhile a scientist that experience a meteoric rise with the Nazis, Werner von Braun, is killed and replaced before defecting to the United States; the only one of his new American colleagues that becomes suspicious of him is J. Robert Oppenheimer (ultimately leading to the founding of The Bureau in South America just before worldwide nuclear detonations in 1969).

NEW CLASSES

The Earth of this alternate timeline is livable once more but still rife with radiation that wreaks havoc on both living creatures and magic. In order to survive in the Wasteland, new roles have emerged to supplement the older traditions.

- **Doctors** that heal the body with science and use medical secrets to survive the rigors of the Wasteland by specializing in chemistry, physical medicine, or the brutal surgical sciences.
- **Freaks** evolved to withstand the desolation and radiation, battering, maiming, or striking down foes before anyone can stop them!
- **Mechanics** pouring their time, effort, and wealth into improving suits of armor that turn them into exo-skeletoned commandos, mechanically-accelerated warriors, or walking juggernauts.
- **Scrappers** that have turned the arts of science to astounding effects that duplicate magic, either hunting down robots, mastering the use of turrets, or crafting truly perfect weapons of their own design.

Multiclassing 2099 Wasteland Classes

Class	Proficiencies Gained
Doctor	Light armor, shields, simple weapons, ranged martial weapons, medical kit
Freak	Light armor, medium armor, shields, simple weapons, martial weapons, two skills from the class' skill list
Mechanic	Light armor, medium armor, heavy armor, shields, simple weapons, martial weapons, Technology
Scrapper	Light armor, medium armor, shields, simple weapons, martial weapons, Science, Technology



DOCTOR

With a wounded mordor still chasing her after nearly a mile of running through the canyon Gem decided enough was enough—vicious beast or not, if she didn't attend to her companions soon they'd bleed out themselves. The unnatural predator rounded a distant corner as she finished a hasty concoction of stimulants, jamming the syringe into her arm and reveling in the chemical rush. Death on legs charging straight at her, her pupils went wide and time slows...

Walkers surged across the arena's ruins, clambering up the rigging above the stage and clinging to tattered banners declaring peace and love for all mankind. A cough escaped Herald's desiccated throat as he remembered the announcements for the event, taking sight down the length of his crossbow. Hidden under camouflage netting on the far side of the stadium, he pulls the trigger and one of his syringes flies over the mindless horde and lands squarely in the shoulder of his ally Vincente, healing the brutish warrior as more enemies pour into the crowd...

X74 was a seventh generation model android designed for providing medical assistance but after the shelter dwellers it tended to went mad, the need for its talents at healing diminished greatly. The knowledge at its command however—how living creatures function, the necessary areas of biological construction for powerful muscle tension, the exposed areas of joints—was almost always needed. After 0.42 seconds reflecting on this X74 darted forward, slashing at the back of its attacker's knee, dropping the irradiated beast to the ground as it roared in defiant pain. Though the android had trouble truly understanding the emotion this elicited when a similar wild cry resounded from further down the tunnel, it knew well enough that the time for retreat had arrived.

No matter how they might come to master the practice of medicine, all doctors have an inborn drive to understand and master the biological sciences whether to manipulate the workings of the body, restore creatures to good health, or inflict damage where it will do the most good (or, sometimes, the most harm). The Hippocratic Oath fell alongside civilization however and many "doctors" are little more than mad scientists, devoted to their research above all else or unwilling to provide any services without a profitable exchange in return. When you're bleeding out in a dingy irradiated ruin of the Wasteland though, a sack of gold is easy to fork in exchange for a few shots from the doctor.

SAVIORS OF THE APOCALYPSE

While anyone with true talent or skill can find themselves valued by other survivors in the Wasteland, none are as respected or sought out as doctors. With their incredible curative abilities and knowledge of maladies (principally the effects of radiation), settlements turn to doctors when a great obstacle or danger presents itself, when an injury is too painful to ignore, and when a wise mind is called for—even though the person they seek might very well have given into madness in the pursuit of important research.

MASTERS OF MEDICINE

The underground shelters scattered across the Wasteland offered incredible opportunities for the ethically unscrupulous medical mind, batches of controlled test subjects in environments sealed away from the world above. Incredible advances were made even before communication between bastions of civilization fell apart, and without colleagues to encourage morally-minded experimentation many doctors went rampant. Entire regions have suffered from viral pathogens gone awry, the freakish results of blasphemous science, and worse, but the field of medicine has prospered despite the bloodshed it has wrought, frequently culminating in incredible advancements that border on the supernatural.

CREATING A DOCTOR

The first thing to decide when making a doctor is the reason your character has embraced the path of medicine. Are they avenging a wrong of the past, attempting to protect others from a malady that claimed loved ones? Seeking the cure to a disease that only afflicts only them? Trying to find a way to reverse the mutations wrought from radiation exposure? Attempting to unlock the secrets behind *alter sapiens* and how to create more? Obsessed with saving every possible life—or test subject—they can?

Knowing why your character has chosen this occupation, consider the best background for the sort of survivor you're making. Were they trained by a traditional doctor in an underground shelter or a defunct settlement in the Wasteland? Did they discover a cache of medical goods and textbooks, pouring over every page until the writings within were firmly entrenched in their mind? Are their skills and talents the result of something done by alien abductors?

The Doctor

Level	Proficiency Bonus	Fast Heal	Features
1st	+2	2d4	Fast Heal, Improved Healing
2nd	+2	2d4	Advised Rest (1d8)
3rd	+2	3d4	Field of Medicine
4th	+2	3d4	Ability Score Increase
5th	+3	3d4	Superlative Serums
6th	+3	4d4	Extra Attack, Medispray Master
7th	+3	4d4	Field of Medicine
8th	+3	5d4	Ability Score Increase
9th	+4	5d4	Advised Rest (1d10)
10th	+4	5d4	Field of Medicine
11th	+4	6d4	Superlative Serums
12th	+4	6d4	Ability Score Increase
13th	+5	7d4	Advised Rest (1d12)
14th	+5	7d4	Field of Medicine
15th	+5	7d4	Superlative Serums
16th	+5	8d4	Ability Score Increase
17th	+6	8d4	Advised Rest (1d20)
18th	+6	9d4	Mercy Kill
19th	+6	9d4	Ability Score Increase
20th	+6	9d4	Masterful Resuscitation

Multiclassing Prerequisite: Intelligence 15

CLASS FEATURES

As a doctor, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per doctor level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per doctor level after 1st

PROFICIENCIES

Armor: Light armor and shields

Weapons: Simple weapons and ranged martial weapons

Tools: Healer's kit, medical kit

Saving Throws: Intelligence, Charisma

Skills: Choose three from History, Insight, Investigation, Nature, Science, and Technology

EQUIPMENT

You begin play with the following equipment, in addition to any gear acquired through your background:

- (a) dagger or (b) light hammer
- (a) light crossbow with 20 bolts or (b) autoslingshot with 10 bullets
- studded leather armor
- medical kit
- a (a) healer's kit or (b) scavenger's pack

FAST HEAL

Beginning at 1st level, you learn how to prepare and quickly administer a concoction of antibiotics, faux-adrenaline, ionized saline, sanguine hormones, and synthetic antibodies to rapidly heal a living creature's injuries. By spending a bonus action, you can heal a living creature by stabbing a syringe filled with your curative mixture into their body, restoring 2d4 hit points plus your Intelligence modifier.

At 3rd, 6th, 8th, 11th, 13th, 16th, and 18th level your fast heal syringes restore an additional 1d4 hit points.

You can use this feature a number of times equal to your proficiency bonus plus your Intelligence modifier. You regain expended uses when you finish a long rest.

IMPROVED HEALING

At 1st level, your extensive medical knowledge grants you proficiency in Medicine and your proficiency bonus is doubled for any ability check using Medicine. When you use a healer's kit to stabilize a creature, you only require a bonus action to do so.

ADVISED REST

Beginning at 2nd level, your bedside manner improves and your advice lets those who relax nearby to get the most out of their rest. When you take a short rest and you and any friendly creatures (in the same area who can hear your advice) regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

The extra hit points increase when you reach certain levels in this class: 1d10 at 9th level, 1d12 at 13th level, and 1d20 at 17th level.

FIELD OF MEDICINE

At 3rd level, you delve into one or another school of medicine and make that the focus of your career as a chemist, physician, or surgeon. Your choice grants you features at 3rd level and again at 7th, 10th, and 14th level.

SUPERLATIVE SERUMS

At 5th level, you attain a sublime mastery over biochemistry that temporarily grants the creature that drinks it abilities drawn from the very creatures of the Wasteland. By drawing biological material from the corpse of a formerly living creature, you can temporarily grant a humanoid one of the dead creature's traits or features. The imbibing humanoid might grow gills, webbed appendages, or other temporary mutations for the duration of the granted ability.

When drawing biological material from a creature, you salvage a number of samples equal to your proficiency bonus. These samples remain viable for 1 month regardless of any measures taken to preserve them. By spending 10 minutes using your medical kit, you can take these samples and make superlative serums that remain active for a number of days equal to your Intelligence modifier. The abilities you can grant with this feature are determined by your doctor level (as described in the Superlative Serums table) and last for a number of hours equal to your doctor level. For



Superlative Serums

Doctor Level	Monster Abilities
5th	Advantage on saving throws against radiation, amphibious, darkvision 60 feet, low-light vision, swim speed equal to walking speed, weakening breath (action, 30 foot cone, Constitution saving throw; on a fail the target is at disadvantage on Strength checks for 1 minute, can attempt a saving throw at the end of each round to negate, and on a success it is immune to weakening breath for 24 hours)
11th	Blindsight (echolocation) 30 feet, breath weapon (action, 30 foot cone, 1d8 damage per point of proficiency bonus, recharges after short rest), burrow speed equal to half walking speed, pounce (successful attacks made after moving 15 feet grant a shove attempt on target), resistance to one type of energy damage, spider climb, stench (range 10 feet, Constitution saving throw; failed save poisons until the end of its next turn, success grants immunity to stench for 24 hours), shadow stealth
15th	Corrupting touch (melee attack, 5 foot reach, 1 target, 1d6 necrotic damage per point of proficiency bonus), earth glide, immunity to one type of energy damage, immunity to radiation, resistance to non-magical weapon damage, tree stride, tremorsense 30 feet, truesight 10 feet

abilities that can cause a saving throw, the DC is equal to 8 + the imbibing creature's proficiency bonus + Constitution modifier.

There is no limitation to the number of superlative serums you may have on your person at any given time, but a creature can only benefit from this feature a number of times equal to its proficiency bonus before it requires a long rest to benefit from this feature again.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MEDISPRAY MASTER

At 6th level, you master the crafting of medisprays and can even craft more potent versions of the restorative aerosol. It takes you 10 minutes and 25 gold of materials to craft a medispray, which heals 5 hit points. By spending 20 minutes and 50 gold, you can craft an improved medispray that heals 10 hit points. By spending 30 minutes and 100 gold, you can craft an advanced medispray that heals 20 hit points. Improved and advanced medispray do not require a Wisdom (Medicine) check to use.

MERCY KILL

At 18th level, your medical knowledge becomes a deadly asset. When attacking a creature with the restrained condition, your melee weapon attacks deal quadruple damage. A creature that takes 50 or more damage from one of these attacks makes a DC 20 Constitution saving throw or immediately dies.

MASTERFUL RESUSCITATION

At 20th level, you are a miracle worker capable of feats of medicine that are akin to magic. By spending all of your actions for a turn (including your bonus action, action, movement, and reaction), you can restore all of an adjacent dying creature's total hit points. When using this feature on a creature that has died within the last minute, you restore only half of its total hit points.

You can use this feature a number of times equal to your Intelligence modifier. You regain expended uses when you finish a long rest.

CIRCUMSTANCE AND SERUMS

At first glance this feature might seem extremely strong but GMs are able to exercise greater control of its use than any other player character feature—the doctor's access to them depends entirely on how many different kinds of creatures they encounter and how often these encounters occur! If the GM throws the survivors into a gaxian zoo the doctor will have a field day but in most cases, the disparate and depopulated nature of the Wasteland should be more than sufficient for keeping the superlative serum feature from being abused.

CHEMIST

You are an apocalyptic alchemist, able to use biochemistry to manipulate your body in truly fantastic ways.

HOLISTIC SERUMS

At 3rd level, your nuanced understanding of biochemistry leads you to knowledge of holistic serums. By spending 10 minutes with an herbalism kit you can prepare a number of holistic serums equal to your proficiency bonus. These holistic serums remain active for 24 hours, after which they become inert.

After you spend an action drinking a holistic serum you gain advantage on one type of saving throw for a number of minutes equal to your doctor level.

You must finish a long rest before you can use this feature again.

ADRENAL SERUMS

At 7th level, you learn how to concoct adrenal serums that enhance a creature's natural abilities. By spending 1 hour with an herbalism kit you can prepare a number of adrenal serums equal to half your proficiency bonus, choosing an ability score for each serum. These adrenal serums remain active for 24 hours, after which they become inert. After a creature spends an action drinking an adrenal serum, the ability score it was made for is increased by 2 (this can exceed the normal limitations of 20) for a number of minutes equal to your doctor level.

You must finish a long rest before you can use this feature again.



OVERDRIVE SERUM

At 10th level, you learn how to make a mixture that heightens a creature's biological systems. By spending 10 minutes with an herbalism kit you can prepare an overdrive serum. This overdrive serum remains active for 24 hours, after which it becomes inert. After you spend an action drinking an overdrive serum, your speed doubles, you gain an extra attack when you use the attack action, and your AC and Dexterity saving throws increase by 2. These bonuses last for a number of rounds equal to your doctor level.

You must finish a short rest before you can use this feature again.

RECURSIVE FAST HEAL

At 14th level, you unlock secrets of biochemistry that make you seem to be able to bring the dead back to life. By spending 1 hour with an herbalism kit you can prepare a recursive fast heal. This recursive fast heal remains active for 24 hours, after which it becomes inert. After a creature has been administered a recursive fast heal, when its hit point total is reduced to 0 it is immediately restored to half hit points.

You must finish a long rest before you can use this feature again.

PHYSICIAN

You've decided that the best kind of medical expertise comes from a doctor with a balanced knowledge base.

STUDIOUS MANNER

At 3rd level, you have advantage when making an ability check to salvage medical technology. In addition, you gain proficiency with three class skills.

RANGED FAST HEAL

At 7th level, your practiced eye makes it possible for you to administer fast heal syringes from a distance using an autoslingshot or crossbow as though you were making an attack on the creature you are healing. Regardless of what weapon you use to administer a fast heal (including throwing it), you are only able to do so while within close range.

IMPROVED FAST HEAL

At 10th level, your fast heals increase in potency and you are able to make more of them. Your fast heals restore a number of additional hit points equal to your proficiency modifier and you may prepare twice as many as normal.

DOCTOR'S BEST FRIEND

At 14th level, you figure out how to craft a weapon capable of firing syringes over great distances. In your hands, this weapon fires accurately within a

close range of 100 feet or a long range of 300 feet, but any other creature wielding it is always at disadvantage on ranged attack rolls made with the weapon. A syringe other than a fast heal deals 1d4 piercing damage on a successful hit and 2d4 untyped damage (from a minor embolism). Creatures damaged by a syringe are also exposed to any

Sample Syringe Effects

Chemical	Effect
Alcohol or Gasoline	2d4 poison damage, 2d4 acid damage, and DC 18 Constitution saving throw or stunned for 1d4 rounds
Antifreeze	3d4 acid damage and DC 12 Constitution saving throw or stunned for 1d4 rounds
Battery Acid	4d4 acid damage and DC 5 Constitution saving throw or death
Bleach	1d4 acid damage, 2d4 poison damage, and DC 15 Constitution saving throw or stunned for 1d4 rounds and blinded 2d4 rounds
Condiment	2d4 poison damage and DC 8 Constitution saving throw or sickened 1d4-1 rounds (minimum 1)
Dirty Water	1d4 poison damage and DC 10 Constitution saving throw or poisoned for 1d4 rounds
Drain Cleaner	3d4 poison damage and DC 18 Constitution saving throw or sickened 1d4 rounds
Glass Slurry	3d4 slashing damage and 1 bleed damage for 2d4 rounds
Ink or Paint	2d4 poison damage and DC 15 Constitution saving throw or poisoned for 2d4 rounds
Liquid Soap	1d4 poison damage, 1d4 acid damage, and DC 12 Constitution saving throw or poisoned 2d4 rounds
Paint Thinner	4d4 acid damage and DC 8 Constitution saving throw or unconscious for 1d4 hours
Oil	3d4 poison damage and DC 15 Constitution saving throw or stunned for 1d4 rounds
Soda	1d4 poison damage, 1d4 acid damage, and DC 15 Constitution saving throw or fatigued for 1d4 rounds
Syrup	3d4 poison damage and DC 12 Constitution saving throw or poisoned for 1d4 rounds
Urine	1d4 acid damage, 1d4 poison damage
Vinegar	1d4 acid, 1d4 poison damage, and DC 18 Constitution saving throw or sickened for 1d4 rounds
Weedkiller	4d4 poison damage and DC 18 Constitution saving throw or poisoned for 2d4 rounds

chemicals inside of it—granting the poisoned condition, dealing poison damage, or other effects—though the extent of what these concoctions can do are entirely at the GM’s discretion. Your weapon can fire a number of syringes equal to your proficiency bonus before it requires reloading. Unlike other ranged weapons, it cannot gain any modifications.

SURGEON

You want to know all of the little bits and pieces that make biological creatures function. To you the world is filled with fleshy meatsacks and the nitty-gritty of bones, ligaments, musculature, veins, and brains are what drives your thirst for knowledge.

SURGICAL PRECISION

Beginning at 3rd level, you learn how to best strike a living creature with deadly effectiveness, gaining proficiency with martial weapons. In addition, once per turn you can deal an extra 1d6 damage to one living creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don’t need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn’t incapacitated, and you don’t have disadvantage on the attack roll.

The amount of the extra damage increases by 1d6 at 7th, 10th, and 14th level (to a maximum of 4d6).

SURGICAL TREATMENT

At 7th level, you are able to automatically relieve any limb conditions in addition to restoring hit points with your fast heal feature. You may only relieve the limb conditions of one limb with a single fast heal.

CUNNING STRIKER

Starting at 10th level, you can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. After attack rolls are resolved, you may choose to inflict sneak attack damage to one target.

EXPERT SURGERY

Beginning at 14th level, you learn how to successfully install cybernetics (without the need for an ability check) and how to reattach limbs. A limb must be mostly intact and reattached within 1 hour of being cut off or it is too lifeless to use (this duration cannot be extended). Limbs reattached to the original owner’s body require a DC 10 Constitution saving throw after 24 hours or they are rejected and the creature drops to 0 hit points, unable to stabilize until the limb is removed. At the GM’s discretion, the limbs of other creatures may be attached to an amputated creature though in these cases a DC 15 Constitution saving throw is required after 24 hours to avoid



rejection. If the original creature has a higher Strength score than the creature receiving the limb, the recipient’s Strength increases by 2. If the original creature had a claw or slam attack using that limb, the recipient gains that claw or slam attack.





FREAK

Dropping down low on the walkway, Feski more resembled a misshapen ape with an octopus stuffed in its mouth than an elf, her body warped and malformed from radiation exposure so badly she didn't think her parents would recognize her—if they were still alive, of course. The thieves the freak was stalking had fled to an old world worksite of some kind a couple hours south from Tradersville, spilling their ill-gotten gains over the dusty main floor in the shade of mechanical ruins tumbled around the area like a child's playing stones. Before too long one of them did exactly as she expected, wandering away to relieve himself; Feski coughed quietly and her tongue shot outward, wrapping around the robber's neck and pulling tight as he struggled to free himself.

Higgij surged across the desert, his body and legs a blur as he poured on speed to catch up with the fleeing townsfolk. The crowd dispersed when his bandits attacked and though some of his bloodlust was sated in the streets of Hizenburg before giving chase, their lead was diminishing like clean water in the unforgiving sun of the wasteland the closer Higgij got. A loud CRACK from behind caught the freak's attention as he sprinted past a rock, the source—a lone gunman hidden behind the stone—dumbfounded that the shot missed. The next attacks went wide as Higgij let his joints become like water, flowing his bizarre body from left to right to dodge more lead until he'd drawn close enough to slide a blade into the man's throat and watch the life bleed out, lapping some up in his tongue before kicking off to renew his pursuit.

A raider a few dozen feet away had drawn something like a rifle to its shoulder and pulled a lever loose, sending a crude metal spike outward along the top with a bang. The spar slammed into Dohor's shoulder with the force of a rocket and she stumbled backwards but didn't fall, a rise of bile and adrenaline surging through her. She grabbed at the ruins of a nearby wall, ripping a piece of concrete from it the size of a man and hurling it at her attacker, pinning his corpse to the ground before loping forward and into his companions with sadistic glee in her heart.

Freaks are survivors that have been reshaped by nuclear radiation, their bodies warped and made more powerful in the wake of their grotesque transformations. In the Wasteland they are feared, reviled, and tolerated in equal measure, so common that despite their bizarre appearance and superior abilities there is little choice but to accept them (and of course, the fact it is frequently an inevitability softens some hearts as well).

CHILDREN OF THE WASTELAND

There are no warriors more emblematic of the Wasteland than freaks and for those who embrace their mutations, training to control and influence the changes to their bodies can mean the development of extraordinary and lethal abilities. Their fantastic durability and hardiness make them exceptional at surviving in desolate areas rife with nuclear radiation, able to go long periods of time without sustenance, and brutal when defending themselves regardless of the ultimate manifestation of their transformation. Each freak is unique but their corrupted genes express themselves in one of three major ways resulting in biological impossibilities, overactive metabolisms that enhance reaction time and speed, or the bulking of muscles to make huge, brutish aberrations.

INEVITABLE MUTATIONS

Some truly insane folks choose to become freaks but to many it is a burden cast upon them by the Wasteland, the result of too much exposure to radiation (so much so that player characters may be forced to take a level of this class). This colors nearly every interaction between civilized peoples and freaks—the knowledge that one day the unchanged speakers might become deformed as well is never far from either's mind.

CREATING A FREAK

The first thing to decide when making a freak are the circumstances of your initial transformation. If you are already a mutant or smart walker (or even an android), what hubris led you to bathe yourself in radiation to the extent that you experienced further mutation? If you are more vulnerable to the effects of nuclear energies, was your change spurred on by negligence, self-sacrifice, or something else?

If you're taking more than one level in the freak class what is driving you to do so? Are more grotesque mutations appealing to your psyche in some way or have those you've already got saved you from death enough times to warrant developing more? With the ever-changing lethal threats presented by the Wasteland is the only sane choice for you to constantly evolve?

CLASS FEATURES

As a freak, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per freak level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per freak level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, and shields

Weapons: Simple weapons and martial weapons

Tools: none

Saving Throws: Constitution, Charisma

Skills: Choose four from Acrobatics, Athletics, Intimidation, Perception, Stealth, and Survival

Note: A mutant or smart walker may select this class at 1st level but other races require an Irradiated score of 13 (see the radiation refugee background).

The Freak

Level	Proficiency Bonus	Features
1st	+2	Freakish Deformity, Mutant Genesis
2nd	+2	Hardened Organs
3rd	+2	Radiation Tolerance
4th	+2	Ability Score Increase
5th	+3	Mutant Genesis
6th	+3	Extra Attack
7th	+3	Indomitable (one use)
8th	+3	Ability Score Increase
9th	+4	Radiation Immunity
10th	+4	Mutant Genesis
11th	+4	Inhuman Endurance, Tireless
12th	+4	Ability Score Increase
13th	+5	Extra Attack 2
14th	+5	Indomitable (two uses)
15th	+5	Mutant Genesis
16th	+5	Ability Score Increase
17th	+6	Inhuman Mind
18th	+6	Mutant Metabolism
19th	+6	Ability Score Increase
20th	+6	Extra Attack (3), Mutant Genesis

Multiclassing Prerequisite: None

EQUIPMENT

You begin play with the following equipment, in addition to any gear acquired through your background:

- (a) dagger or (b) greatclub
- (a) sling and 30 bullets or (b) four handaxes
- (a) studded leather or (b) scale mail
- 10 days rations and water
- (a) dungeoneer's pack or (b) explorer's pack

FREAKISH DEFORMITY

Starting at 1st level, the mutations triggered across your body cause your flesh to warp in unnatural ways. You gain a +1 natural armor bonus to AC. While your skin or face are revealed, you suffer disadvantage on Charisma ability checks against humanoids that do not have a freakish deformity. The only exception to this rule are Intimidation checks, which you always make with advantage.

MUTANT GENESIS

Beginning at 1st level, your mutation takes hold and transforms your body in one of three ways: bizarre, frenetic, or hulking. Your choice grants you features at 1st level and again at 5th, 10th, 15th, and 20th level.

HARDENED ORGANS

At 2nd level, you only require half as much food and water as normal, you have advantage when making saving throws against dehydration or starvation, and you gain immunity to disease.

RADIATION TOLERANCE

Beginning at 3rd level, you have advantage on saving throws against radiation and treat any radiation level at half value.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 13th level in this class and to four when you reach 20th level in this class.

INDOMITABLE

At 7th level, you can reroll a saving throw that you fail, but you must use the new roll. You must finish a long rest before you can use this feature again.

You can use this feature twice between long rests starting at 14th level.

RADIATION IMMUNITY

Beginning at 9th level, you gain immunity to radiation.

INHUMAN ENDURANCE

Starting at 11th level, you gain advantage on Constitution saving throws.

TIRELESS

At 11th level, you have advantage on saving throws against attacks, effects, or spells that would cause you to become exhausted. In addition, you are able to ignore the first level of exhaustion you are suffering from, only suffering the first level of exhaustion when you would normally have two levels of exhaustion (and so on).

INHUMAN MIND

Beginning at 17th level, you gain immunity to the charmed and frightened conditions as your brain mutates as wildly as the rest of your body.

MUTANT METABOLISM

Starting at 18th level, you can go a number of weeks without food or water equal to your mutant level before you need to make checks against dehydration or starvation.

BIZARRE

Your mutations are hideous and significant, changing your body in strange ways that make you truly inhuman down to your very blood.

BIZARRE MUTATIONS

Starting at 1st level, you gain darkvision 60 feet (if you already possess darkvision, it increases by 30 feet). You gain advantage on Perception checks based on smell, advantage on saving throws to avoid gaining either the charmed condition or frightened condition (your choice; once chosen this cannot be changed), and you gain proficiency in any two Strength- or Dexterity-based skills.

CORROSIVE WOUNDS

Beginning at 5th, you gain immunity to acid and poison damage as well as immunity to the poisoned condition.

When a creature deals more than 5 piercing or slashing damage to you with a melee weapon attack or natural weapon melee attack, it takes 1d4 points of acid damage. When you reach 12th level, this damage increases to 1d6.

ABNORMAL GROWTH

At 10th level, your body undergoes another major mutation. Choose one of the following:

Acrid Breath. You can use your action to exhale a gout of poisonous acid. When you use your breath weapon, each creature in a 15-foot-cone must make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus). A creature takes 4d6 acid damage and gains the poisoned affliction for 1d6 rounds on a



failed save, and half as much damage on a successful one. The damage increases to 5d6 at 13th level, 6d6 at 16th level, and 7d6 at 19th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Bizarre Singularity. As an action, you can generate a psionic singularity for a number of rounds equal to your proficiency bonus. All creatures within 60 feet must succeed at a Wisdom saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be compelled to approach you via the most direct route possible and attack you with natural weapons or melee weapons. At the end of the creature's turn if this path leads it into a dangerous area or if you attack it, the captivated creature may immediately make a new saving throw. When the duration of the psionic singularity ends or a creature makes a new saving throw it is no longer compelled. This is not a charm effect and creatures immune to the charmed condition are not immune to this feature. After you use your bizarre singularity, you can't use it again until you complete a short or long rest.

Elongated Tongue. You can spend an action to make an elongated tongue melee weapon attack against a creature within 50 feet. On a successful hit, the target is grappled (escape DC equal to 8 + your proficiency bonus + your Constitution modifier). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and you can't use this attack on another target or speak. After being grappled by your elongated tongue for 1d4 rounds, a creature begins to suffocate. As a bonus action on your turn, you may pull a creature grappled by your elongated tongue toward you at a rate of 5 feet times your proficiency bonus.

Radioactive Gaze. You target one creature you can see within 30 feet of you. The target must succeed on a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or gain the stunned condition for 1d4 rounds. You may use this feature a number of times equal to your proficiency bonus before you require a long rest to recharge it.

WALKING BOMB

Starting at 15th level, when you are the target of a successful aimed shot to the head or suffer a critical hit, all creatures within 15 feet make a Dexterity saving throw (8 + your proficiency bonus + your Constitution modifier) or take 1d6 acid damage per point of proficiency bonus you possess. By making a successful Constitution saving throw against a DC equal to the damage dealt by the attack, you can stop this feature from triggering.

TRUE FREAK

At 20th level, you are able to force your mutated DNA to rapidly restructure itself, granting you different abilities. Whenever you finish a long rest, choose two of the following abilities:

- amphibious, blindsight (echolocation) 60 feet, and swim speed equal to walking speed
- tremorsense 30 feet and burrow speed equal to half walking speed
- truesight 30 feet
- spider climb
- shadow stealth
- immunity to one type of energy damage
- resistance to non-magical weapon damage
- corrupting touch (melee attack, 5 foot reach, 1 target, 1d6 necrotic damage per 2 freak levels)
- pounce (successful attacks made after moving 15 feet grant a shove attempt on target)
- stench (range 10 feet, Constitution saving throw against DC 8 + your proficiency bonus + your Constitution modifier; failed save poisons until the end of its next turn, success grants immunity to stench for 24 hours)
- weakening breath (action, 30 foot cone, Constitution saving throw against DC 8 + your proficiency bonus + your Constitution modifier; on a fail the target is at disadvantage on Strength checks for 1 minute, can attempt a saving throw at the end of each round to negate, and on a success it is immune to weakening breath for 24 hours)

FRENETIC

The Wasteland has changed your fundamental biological makeup, stringing out your adrenal glands and ramping up your metabolism to make you faster than any man.

FRENETIC MUTATIONS

At 1st level, your speed increases by 10 feet per point of proficiency bonus and your AC increases by 1 per two points of proficiency bonus.

UNCANNY DODGE

Beginning at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EVASION

Beginning at 10th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

EXTRA LIMBS

At 15th level, you grow an additional arm or leg. An arm extra limb is capable of wielding a shield, though this cannot be used to make attacks and you are only

able to benefit from one shield at a time. A leg extra limb increases the speed bonuses from frenetic mutations to 15 feet per point of proficiency bonus and grants advantage to checks made to jump.

FRENETIC METABOLISM

When you reach 20th level, you become capable of overloading your body's adrenal glands. On your turn, you can spend a bonus action to take one additional action on top of your regular action.

Once you use this feature, you must finish a long rest before you can use it again without penalty. Using this feature again before recharging it causes you to suffer one level of exhaustion each additional time it is used.

HULKING

Your mutations manifested with wild growth, making your form misshapen and lumpy with growths of muscle and bone that make you seem more like a monster from the Wasteland than a humanoid.

BULK MUTATIONS

At 1st level, your natural armor bonus to AC increases by half proficiency bonus and your carrying capacity doubles. In addition, you gain 1d4 hit points. You gain 1d4 hit points at 5th, 10th, 15th, and 20th level.

You are unable to wear mechaframes or heavy suits of armor without major modification, increasing the item's cost by 50%.

RECKLESS ATTACK

Starting at 5th level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

MASSIVE ATTACKS

Beginning at 10th level, you add your Strength modifier twice when making melee weapon damage rolls with unarmed strikes, weapons with the heavy quality, or thrown weapons. When attacking with your off-hand as a bonus action, you add your Strength modifier to damage rolls.

HEAVY THROWS

Starting at 15th level, you double the range ratings of any thrown weapon you use. Increase the damage die type of any improvised thrown weapon you use by a number of steps equal to your proficiency bonus (as a rule of thumb, a weapon's damage dice increases by one step for every 100 lbs.; after reaching 1d10 it adds + 1d8 per additional 100 lbs., up to carrying capacity).

HARDENED

At 20th level, you gain resistance to bludgeoning, piercing, and slashing damage.



MECHANIC



After putting the last of the savages down with her mounted submachine gun Samantha sprinted at the chunk of recently fallen roof pinning her friends down, slamming into it shoulder first with all the force her mechaframe could muster—the concrete lurched up slightly from the hit but it remained unmoving. Swearing and encouraging her friends in equal measure for the minute it took to convert her suit to labor mode, she sighed with relief as her companions gasped in breath, crawling out from under her as her powered armor effortlessly held up the massive stone that held them down a moment before.

Bulldog's kin may have disbanded but the dwarf liked to think he was the living spirit of the Hillshields Clan. This is what Bulldog told himself as he charged into the undulating horror emerging from the side of the tunnel, its snapping maw glistening with the blood of his recently murdered pack mule. The gigantic worm reared back and tried to swallow him, engulfing his torso with unnatural quickness but that was all part of the plan. Activating the radiation dynamo in his bulky mechaframe, Bulldog screamed triumphantly and unloaded the atomic energy stored inside it directly into the monster attacking him. Instantly the thing's huge body convulsed as it immediately died, the part of it wrapped around the armored dwarf vaporizing in a hot flash of steam and cooked flesh.

Leaping down from her perch on the church's belfry and into the frenzied crowd of walkers mindlessly slamming into the building's front door, Cynthia lashed out with her arms and extended the two energized blades mounted into her mechaframe at exactly the right moment to split two assailants nearly in half. The creatures all turn on her with singular intent but another pair fall to deft strikes, their returning blows ringing hollow against her armor or missing entirely as its servos jerk her body around faster than any human could hope to move unaided. In a matter of seconds the fight is over, the cauterized and dismembered corpses of a dozen mindless attackers littering the ground around her growing still before she gives the all clear signal to the townsfolk. Just another day in the Wasteland.

Mechanics are practical survivors that devote themselves to building and improving a mechaframe to gain exceptional protection and lethal offensive capabilities. Whereas scrappers are high-minded in their ultimate pursuits mechanics are focused on the perfection of a powered suit of armor, relying on that one great accumulation of technology to make them masters of the Wasteland. While simplistic in their approach one cannot deny the effectiveness of their ethos and as humanity begins exploring the blasted remains of the world, more of their steel forms are being seen in the wilderness every day.

ARMORED FROM THE WORLD

Unlike many other wastelanders, mechanics rely on their armor in order to be truly effective—outside of it they are skilled survivors but denied many of their class features. While this is a definitive drawback it is impossible to deny them their due as their powered suits make them exceptional explorers capable of enduring truly astounding levels of punishment, going long periods of time without the same need for resources their unarmored companions require. Living one's life inside of a shell is not without consequence however, and the psyche of a mechanic gradually becomes more and more practical, the need for application of any scientific knowledge acquired to be focused on their mechaframe making them myopic in their pursuits.

TECHNOLOGICAL SAVANTS

Even with their fixation on mechaframes mechanics are still incredibly talented with technology as a matter of course (it is after all the underlying element of their obsession). Mastering radio waves, understanding how to get past a stuck shelter door, and building better weaponry are all areas of expertise that ultimately become part of the mechanic's repertoire, but only insofar as it stems from the concerns of their power armor. Whereas the scrapper uses science and technology with skill and care, mechanics are savages in comparison—though just powerful and not to be underestimated.

CREATING A MECHANIC

The first thing to decide when making a mechanic is the reason for their obsession and reliance on mechaframes. Did their underground shelter have them for its guards? Were they inspired in their youth by a well-equipped soldier in the Atomic Army or even a nuclear knight, witnessing firsthand the devastation a well-built suit of power armor can dish out or the punishment its wearer can withstand? Perhaps they had never seen a mechaframe growing up but studied their schematics, and the very reason for emerging into the Wasteland is to find the parts to build one.

Regardless of why or how your mechanic first donned a mechaframe they've chosen it as an essential tool for surviving in the Wasteland, but simply choosing to wear a suit of power armor doesn't make them defined by it. Look at the modifications you anticipate adding to the mechaframe—do they tie together at all? Why kinds of systems would such a technological marvel need in order to function properly? What extra types of fuel and bits of technology will it require and where can they be salvaged? Implementing these improvements

The Mechanic

Level	Proficiency Bonus	Mechaframe Points	Features
1st	+2	1 point	Mechaframe, Mechaframe Points
2nd	+2	2 points	Radio Transmitter, Security Countermeasures
3rd	+2	2 points	Mechanical Aptitude
4th	+2	3 points	Ability Score Increase
5th	+3	3 points	Extra Attack
6th	+3	4 points	Weapon Mechanic
7th	+3	4 points	Enhanced Sensors
8th	+3	5 points	Ability Score Increase
9th	+4	5 points	Mechanical Aptitude
10th	+4	6 points	Exceptional Design, Nutrient Monitor
11th	+4	6 points	Primitive Drone
12th	+4	7 points	Ability Score Increase
13th	+5	7 points	Extra Attack (2)
14th	+5	8 points	Sacrifice the Rig
15th	+5	8 points	Mechanical Aptitude
16th	+5	9 points	Ability Score Increase
17th	+6	9 points	Innate Resistance
18th	+6	10 points	Remarkable Design
19th	+6	10 points	Ability Score Increase
20th	+6	11 points	Mechaframe Master

Multiclassing Prerequisites: Constitution 13, Intelligence 13

will require greater understanding of some scientific principles but where will this knowledge be found? Pursuing your mechaframe's enhancements will become your quests while exploring the Wasteland.

CLASS FEATURES

As a mechanic, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per mechanic level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mechanic level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, heavy armor, and shields

Weapons: Simple weapons and martial weapons

Tools: Artisan's tools, mechanic's kit

Saving Throws: Constitution, Intelligence

Skills: You gain proficiency in Technology. Choose two from Athletics, Investigation, Perception, and Science

EQUIPMENT

You begin play with the following equipment, in addition to any gear acquired through your background:

- (a) wrench that can also be used as a club or (b) a hammer that can also be used as a maul
- (a) an auto slingshot and 15 bullets or (b) a heavy crossbow and 20 bolts
- a mechaframe
- a mechanic's kit
- an (a) explorer's pack or (b) scavenger's pack

MECHAFRAME

At 1st level, you salvage or build your own mechaframe. Over time you fit and customize this mechaframe to your specifications; unless specifically noted otherwise, you are considered to be repairing and working on your mechaframe during a long rest.

MECHAFRAME POINTS

At 1st level, you gain 1 mechaframe point to customize your mechaframe with modifications. Adding a modification to your mechaframe takes 1 day of work for each mechaframe point it costs. You gain additional mechaframe points at 2nd level and every even level thereafter, you gain an additional mechaframe point. Only you are able to effectively use modifications that are not passive. Each time you gain a level in mechanic you may change the modifications on your mechaframe.

RADIO TRANSMITTER

Beginning at 2nd level, you incorporate gadgetry into your mechaframe that turn the entire suit into a radio transmitter. You are capable of receiving any radio waves in your area and are able to transmit radio waves to a distance equal to 200 feet per mechanic level.

Mechaframe (1,400 gold, weight 60 pounds). A mechaframe is a harness apparatus that fits over a humanoid's torso and limbs, functioning as a medium suit of armor. Donning or removing a mechaframe provokes opportunity attacks and takes 3 consecutive rounds. Mechaframes are usually powered from the wearer's ambient body heat and surrounding environment. While wearing a mechaframe, a creature gains the following bonuses:

- the wearer's AC becomes 13 + Dexterity modifier (maximum 2).
- the wearer's Strength score increases by 2 (this does not modify your maximum Strength score).
- the wearer is able to jump as far as 15 feet horizontally or 10 feet vertically without the need for a check (these distances are added to the distances that result from any jump checks).
- the wearer reduces all falling damage by an amount equal to double their proficiency bonus.
- the wearer's unarmed strike damage changes to 1d4.
- the wearer gains disadvantage on Stealth checks.
- the amount of weight the wearer can carry doubles (the weight of the mechaframe does not count against the wearer's carrying weight.)

SECURITY COUNTERMEASURES

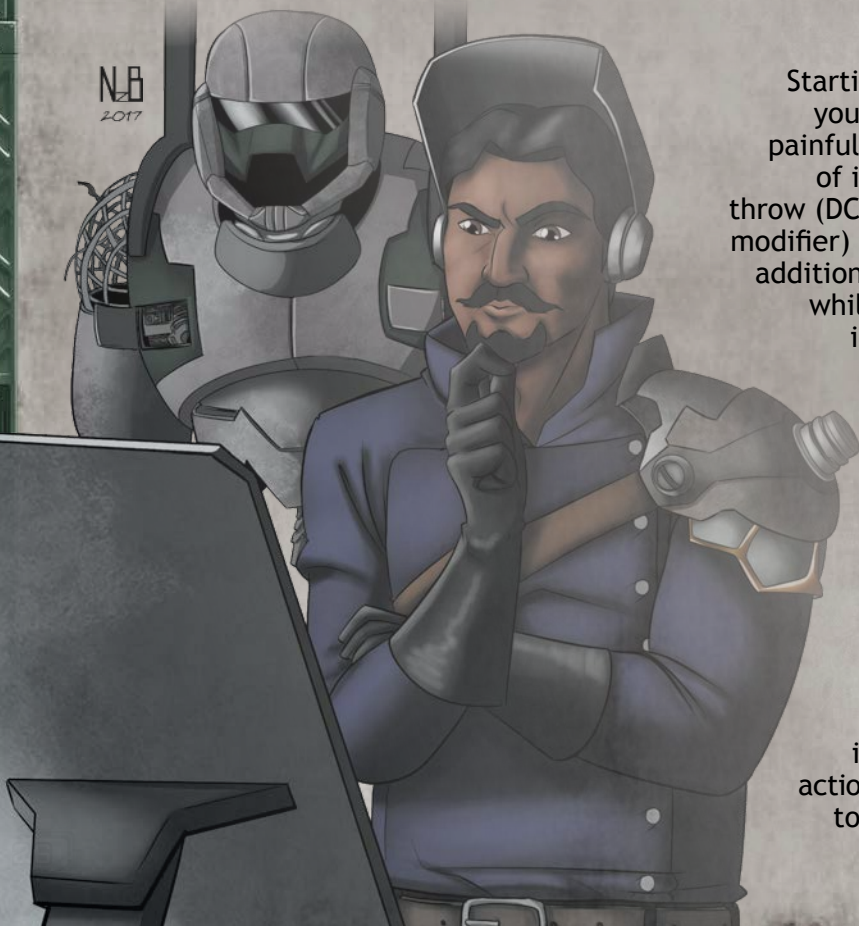
Starting at 2nd level, when any creature other than you is wearing your mechaframe the suit contorts painfully, rejecting the foreign user. At the beginning of its turn, the creature makes a Dexterity saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or takes 1d4 points of bludgeoning damage. In addition, the creature is at disadvantage to all checks while wearing your mechaframe. A creature made identical to you because of a polymorph effect is able to fool your mechaframe, but there is no other way to do so.

MECHANICAL APTITUDE

At 3rd level, you choose a mechanical aptitude: light specialization, medium specialization, or heavy specialization. The mechanical aptitude you choose grants you features at 3rd level, 9th level, and 15th level.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 13th level in this class.



WEAPON MECHANIC

Starting at 6th level, you gain useful insight into how to make your own firearms. When you build a weapon, you are able to craft one weapon value (damage, qualities, range, or weight) as one model level lower or higher than normal. For example, a Model E-Pistol deals 1d8 bludgeoning damage, weighs 3 lbs., and has a range of 40/160, but this feature allows you to make its damage 1d8 piercing or slashing instead, or lower its weight to 2 lbs. You might also choose to add the line firing option to it!

Alternatively, you may instead treat the time required or minimum technology resources requirement as though it was one level lower, meaning you could craft the Model E-Pistol in 1 day or with only 8 Technology at your disposal. This weapon still costs the same amount of gold to craft as it normally would.

When you reach 10th level and again at 14th and 18th level, you may craft improvements an additional step higher or treat requirements as an additional step lower.

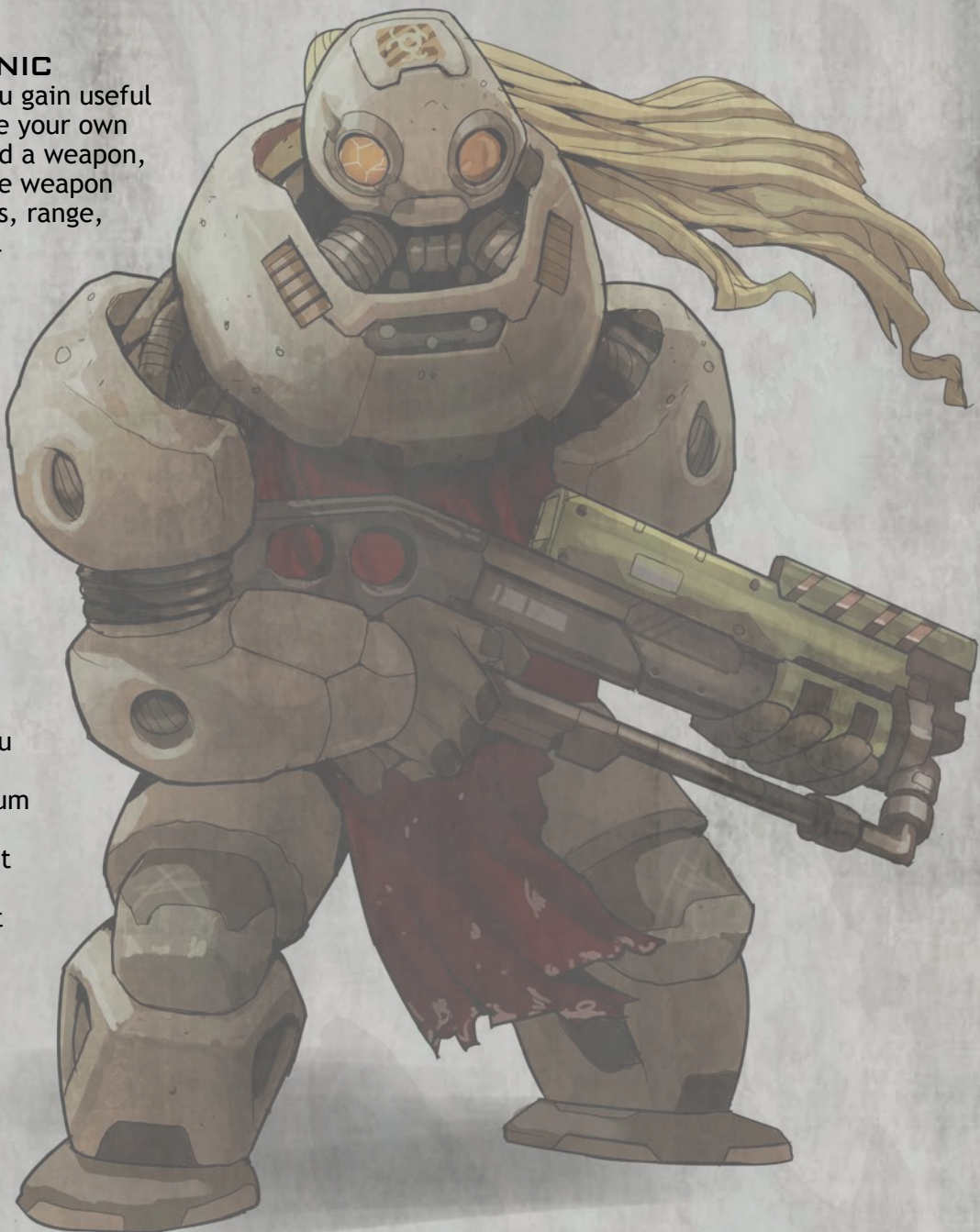
ENHANCED SENSORS

At 7th level, while wearing your mechaframe you have advantage on Perception checks based on sight or advantage on Perception checks based on sound.

In addition, you can overload your enhanced sensors to gain blindsight (range equal to 10 feet per mechanic level) for a number of rounds equal to your proficiency bonus. Afterward this feature becomes inert and grants no bonuses until you finish a short rest.

EXCEPTIONAL DESIGN

Starting at 10th level, your mechaframe is able to increase one of your physical ability scores beyond 20.



NUTRIENT MONITOR

Beginning at 10th level, your mechaframe naturally draws in organic matter and water from the environment to sustain you. You only require half as much food and water as normal and you have advantage when making saving throws against dehydration or starvation.

PRIMITIVE DRONES

At 11th level, you can cast the *find familiar* spell as a ritual, summoning (i.e.: activating) a number of drones equal to half your proficiency modifier. The drone familiars you create are constructs with the appearance and abilities of any of the animals listed under the spell, or drones with an appearance chosen by you. Drones that are not duplicating the appearance and abilities of an animal use the [Homunculus](#) stat block (without

poison). As a construct, the drones do not need to eat, sleep, or breathe, and are immune to both poison damage and the poisoned condition. If you are able to cast spells, you cannot do so through a drone.

Your drones may not be dismissed as the spell. You may share senses with the drones or communicate with them while they remain within distance of your radio transmitter.

SACRIFICE THE RIG

Starting at 14th level, you can spend your reaction to turn a critical hit made against you into a regular hit. You may use this feature a number of times equal to your proficiency bonus before it damages your armor. Each time you use this feature after that, it damages one of your modifications (randomly determined).

Any modifications damaged this way are unusable or grant no bonuses until repaired when you finish a long rest.

INNATE RESISTANCE

Beginning at 17th level, you have advantage on saving throws against spells and other magical effects even when you are not wearing your mechaframe.

REMARKABLE DESIGN

At 18th level, your mechaframe is able to increase two physical ability scores beyond 20

MECHAFRAME MASTER

When you reach 20th level you are able to sleep in your mechaframe without any discomfort. Any features that recharge on a long rest now recharge on a short rest, features that recharge on a short rest require 1 minute to recharge, and in the case of mechanics with light specialization you may add up to 20 feet to horizontal jump checks and up to 10 feet to vertical jump checks.

LIGHT SPECIALIZATION

Being quick on your feet is important and you know it. You whittled down your mechaframe until it is an unencumbered suit of light armor that weighs 20 pounds.

While wearing your mechaframe, your AC becomes 12 + your Dexterity modifier and you are not at disadvantage on Stealth checks. When you fall while wearing your mechaframe you further reduce any falling damage by an amount equal to three times your mechanic level.

MOBILITY SERVOS

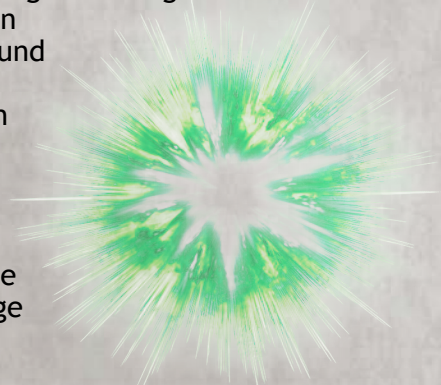
Starting at 3rd level, while wearing your mechaframe your speed increases by 15 feet and you gain advantage on checks made to jump.

EVASION

Beginning at 9th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage while wearing your mechaframe, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ION FIELD EMITTERS

At 15th level, while wearing your mechaframe you gain advantage on saving throws against radiation and treat any radiation level at half value (round down, minimum 0; for example, radiation level 3 would be treated as radiation level 1). When you are damaged by fire or radiant damage, the first 2 points of damage are negated.



MEDIUM SPECIALIZATION

The basic design of the mechaframe has been tested by time and to add too much or take too much away would ruin it. Your improvements to your mechaframe are seamless and integrated, truly honing its finest qualities.

When you fall while wearing your mechaframe you further reduce any falling damage by an amount equal to four times your mechanic level.

CLOSE QUARTERS

Starting at 3rd level, when making weapon attacks with weapons incorporated into your mechaframe you score a critical hit on a roll of 19-20. This feature stacks with the sheer weapon quality.

EXCEPTIONAL RADSHIELDING

At 9th level, while wearing your mechaframe you gain immunity to radiation damage and the irradiated condition. Your mechaframe is substantial yet mobile enough that you are able to incorporate a refractive coating that grants you resistance to radiant damage.

OVERDRIVE STIMULATOR

Beginning at 15th level, you can spend a reaction to activate an overdrive stimulator worked into your mechaframe. Once activated, you receive an additional action, movement, bonus action, and reaction that you must take before the end of the turn (spending them during the turns of other creatures in the initiative order).

You must finish a short rest before you can use this feature again.

HEAVY SPECIALIZATION

Bigger is better and you firmly believe it, adding parts onto your mechaframe until it is a veritable tank that weighs 80 pounds or more.

While wearing your mechaframe your AC becomes 16, you gain advantage on saving throws made to avoid the grappled and prone conditions, and your speed is reduced by 5 feet. When you fall while wearing your mechaframe you further reduce any falling damage by an amount equal to five times your mechanic level.

RECKLESS ATTACK

Starting at 3rd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

RADIATION DYNAMO

At 9th level, while wearing your mechaframe you gain immunity to radiation damage and the irradiated condition. By spending 1 minute in an area with radiation, you can store a number of rad-levels equal to your mechanic level (maximum levels equal to the radiation level around you). These stored rad-levels can be expended as a bonus action to augment an unarmed strike, dealing an extra 1d6 radiation damage per rad-level, or expended as an action to make a blast (range 60/120) that deals 1d8 radiation damage per rad-level.

MOTORIZED SERVOS

At 15th level, while wearing your mechaframe you gain advantage to Strength saving throws and Dexterity saving throws. When you use the Dash action to move in a straight line, you can move triple the normal distance. If you move into a square adjacent to a creature after moving a distance equal to your regular speed, you can stop your movement and strike the creature as a melee attack, dealing an additional amount of damage equal to 1d4 per mechanic level. You take damage equal to half of the additional damage.



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MECHAFRAME MODIFICATIONS

You improve your mechaframe with custom modifications; at the GM's discretion, certain parts and pieces of technology may need to be salvaged before you can add a modification. Modifications can only be used while you are wearing your mechaframe.

For modifications that require it, your spell attack is equal to your proficiency bonus + Intelligence modifier and your spell save DC is equal to 8 + your proficiency bonus + your Intelligence modifier. Spells cast via a mechaframe are immune to the effects of radiation.

Some modifications have a cumulative cost—the first rank in the modification costs the listed amount of mechaframe points, the second rank costs double, the third rank costs triple, and so on.

Mounted Weapons. There is no modification cost to mount a melee weapon onto your mechaframe's arms but you are only able to mount one weapon on each. You cannot use a shield in the hand of an arm with a mounted weapon, and when using that hand to make ability checks or attack rolls with other weapons you are at disadvantage. Any mechaframe can mount simple or martial weapons with no properties or the light property, but other types of weapons you can mount vary depending on the type of mechaframe you wear. A mounted weapon cannot be disarmed or thrown (unless using the Chainmaster feat).

Light. You are able to incorporate melee weapons with the finesse quality into your mechaframe.

Medium. You are able to incorporate non-heavy martial melee weapons into your mechaframe, but you cannot utilize the finesse quality while wielding them.

Heavy. You are able to incorporate any melee weapon into your mechaframe, but you cannot utilize the finesse quality while wielding them.

ARMOR PLATING

(1 point; cumulative; medium or heavy only)

You weld plates onto your mechaframe and while wearing it your AC increases by 1. This modification can only be taken once per point of proficiency bonus. Light mechaframes cannot gain this modification and you must be at least 3rd level before you can take this modification. Heavy mechaframes do not pay a cumulative cost for armor plating.

ARTICULATED WEAPON (1 point)

You are able to use the hand of one arm that has a mounted weapon without issue, whether to utilize a shield or pick a lock. If the mounted weapon does piercing or slashing damage, you can deploy and retract it once a round as a free action.

CEREBRAL ENHANCER (2 points; cumulative)

Your Intelligence increases by 1. You cannot increase your Intelligence higher than 22 using this modification. Medium mechaframes do not pay a cumulative cost for cerebral enhancer.

CORROSIVE JET (1 point)

You are able to cast the *acid splash* cantrip without the need for components.

CRYO SPITTER (1 point)

You are able to cast the *ray of frost* cantrip without the need for components.

DEFENSIVE COUNTERMEASURES (1 point)

Creatures that grapple you or swallow you take 1d8 piercing damage at the beginning of your turn. If you have energized gauntlets you may spend an extra mechaframe point on this modification to also deal your additional energy damage.

ENERGIZED GAUNTLETS

(2 points; requires enhanced strikes)

Your unarmed strikes or mounted melee weapons deal an additional 1d6 energy damage of one of the following types: acid, cold, fire, lightning, or radiant. You may change the type of energy damage you deal during a long rest.

ENHANCED STRIKES (1 point; cumulative)

Your unarmed strikes deal an additional 1d4 damage and makes them count as gauntlet weapons. This modification can only be taken once per two points of proficiency bonus you possess.

FLAMETHROWER (1 point)

You are able to cast the *produce flame* cantrip without the need for components.

HERMETICALLY SEALED

(1 point; medium or heavy only)

You gain immunity to poison damage and the poisoned condition, and you are able to survive underwater or in space for 1 hour before running out of air.

HIGH-CAPACITY MAGNETS (1 point)

You can spend a bonus action to activate high-capacity magnets that are shielded from but worked into your armor. Once activated, your high-capacity magnets grant you advantage on any checks made to disarm a creature or resist being disarmed. Your high-capacity magnets deactivate after a number of rounds equal to your proficiency bonus. You must finish a short rest before you can use this feature again.

IMPROVED SERVOS (1 point; cumulative)

Your Strength, Dexterity, or Constitution increases by 1. Increases to cost for this modification are tracked separately for each ability score.

INCENDIARY LASER (1 point)

You are able to cast the *fire bolt* cantrip without the need for components.

IRRADIOWORLD TRANSISTOR (2 points)

You enhance your radio transmitter to resonate with the energies in Irradioworld. You do not require any checks in order to effect the Material Plane while there and your bonus to ability scores from the Irradiated ability score double (minimum +2).

JET BOOTS (3 points)

You can spend a bonus action to activate jet thrusters worked into the legs and feet of your mechaframe. Once activated, you gain a fly speed of 40 feet. Your jet boots deactivate after a number of rounds equal to your proficiency bonus and cannot be reactivated again until after a number of minutes equal to your proficiency bonus.

LABOR MODE (2 points)

You have reinforced your mechaframe with hydraulics and pistons that make it as powerful as a construction vehicle. Activating or deactivating labor mode takes 1 minute. Once activated your weight limits increase (triple for light mechaframes, quadruple for medium mechaframes, and quintuple for heavy mechaframes). Your Strength modifier is added twice to damage rolls for melee weapon attacks and unarmed strikes, you cannot use any weapons with the finesse quality, and enemies gain advantage on attack rolls made against you.

LIGHTNING FIST (1 point)

You are able to cast the *shocking grasp* cantrip without the need for components.

MAGIC DETECTOR (1 point)

You are able to cast *detect magic* as though it were a cantrip without the need for components.

MOUNTED RANGED WEAPON (1 point)

You mount a single one-handed ranged weapon with the loading quality onto one of your mechaframe's arms. A mounted energy-based weapon that has exhausted its shots regains uses at a rate of 1 per minute. You do not suffer disadvantage on ranged attack rolls due to adjacent enemies when attacking with your mounted ranged weapon.

PAINKILLER NODES (3 points)

You can spend a bonus action to activate desensitizing pins arrayed throughout the interior of your mechaframe. Once activated, you gain resistance to all types of damage (except for psychic

and radiation) for a number of minutes equal to your proficiency bonus. Activating this feature again before finishing a long rest causes you to take one level of exhaustion (no saving throw).

POWER LASER (1 point)

You are able to cast the *eldritch blast* cantrip without the need for components.

RADIATION EMITTER (1 point)

You are able to cast the *radiation pulse* cantrip (page 77) without the need for components.

TARGETING HEADS-UP-DISPLAY (2 points)

You deal an additional amount of damage equal to your proficiency bonus when you successfully hit with an aimed shot using the Aimed Shooting feat.

**WEAPONIZED GAUNTLETS (1 point)**

Your unarmed strike damage type changes from bludgeoning to piercing or slashing.

VARIANT POWER SOURCE (1 point)

Your mechaframe runs on hydraulics, pressurized gasses, or some other non-electrical means, making it immune to the effects of EM storms and electromagnetic attacks. A creature vulnerable to EM effects that is wearing a mechaframe with this modification gains immunity for 1d6 rounds and advantage on saving throws to resist EM effects after their immunity ends.



SCRAPPER

“It’ll be ready when it’s ready damnit!” Breakt yelled back, “don’t draw that thing in here until I say so!” It was already too late though—the rad-drake swooped into the tunnel, splaying its wings wide and cooking off a ball of nuclear fire that exploded all around the passage, nearly frying his equipment. The gnome started chanting swear words like a religious mantra, hastily throwing switches and affixing anchors until his gun turret was firmly in place before activating the device. He dodged out of the way as the machine started spitting out lead at the charging radioactive lizard, its mechanical coughing matched by bullets from two more Breakt had hidden behind some bluffs in the wall (as he’d been given proper time to prepare those). Realizing it had flown into a trap the rad-drake spun quickly trying to take to the air, but Breakt grabbed his disintegrator cannon and nailed the creature in the back before it could escape, a gout of greenish energy striking the mortal blow. “If you’re early like that next time,” he said, breathing heavily and boring his eyes down on his elven companion-turned-bait, “I’ll take you off the biometrics and let the turrets sort you out.”

Gizmo wasn’t sold on the whole magic thing. The fact that it didn’t seem to work half the time because of radiation marked it as unreliable in her eyes and needing to get weird materials made it seem unfeasible—a toad’s leg isn’t exactly easy to find in the Wasteland—so despite her family’s tradition for wizardry she took to firearms instead. Firearms like Devastator, her pride and joy. Nestling it against her shoulder as the raiders began scampering out of cover and into the open, she carefully aimed down its sights and flicked the firing switch from “on” to “fry” before squeezing the trigger. A gout of lightning erupted from her weapon and slammed into one of the wretches, the heads of each snapping to face her direction as she shifted her barrel leftward and unleashed another shot, striking a second assailant in the chest and sending him flying. Reaching down to her belt she snapped her luminescent wavelength augments and disappeared, scampering eastward to take a new position as the worst the Wasteland has to offer converged on her previous vantage point in confusion.

“What did the manual say, what did it say, oh god what did the manual say?!?” Karric whimpered, pressing against the wall of an industrial kitchen as a 47-X Musashi model executioner robot stalked into the ruined cafeteria. Thinking hard about the Roboranger Scout’s Guide he’d read cover to cover a hundred times, page 47—the page opposite the advertisement for x-ray goggles that inspired his detecto lenses—was the schematic for a robot that Harvey Danger encountered on Mars that looked a lot like this one. Its power source was hidden in its chest, the only opening beneath the arms on the upper side of its torso. LIFE SIGNS DETECTED. INITIATING THERMAL SCANS its synthetic voice canted, raising Karric’s blood pressure like a geiger counter at ground zero. What did he do? God what did Harvey Dan—that was it! Grabbing an aluminum tray off the counter and whipping it like a frisbee towards the entrance, the halfling darted out to slide under the distracted automaton, his electropistol firing wildly up into the thing’s insides. For a brief instant its eyes turned red with recognition but then the electricity flowing through it overloaded the creature’s circuits, causing the head to explode in a shower of sparks as its body dropped to the ground. “That’s right,” Karric added, standing up and putting one knee on the thing’s smoldering chest, “you don’t mess with a Roboranger!”

Scrapppers are scientists but only in the strictest definition of the word as it doesn't remotely assess their true nature—scientists are well-funded, formally trained, and participate in organizations and efforts with peers that have been similarly educated. Scrapppers are rarely anything but self-taught, limited by what they are able to salvage from the Wasteland, and perform feats of such astonishing brilliance that they defy conventional understandings of engineering and technology. As much as a doctor might be a savior to the Wasteland, scrapppers are the saviors of society itself; it is through their efforts at preserving the knowledge of the past, comprehending lost feats of civilization, and restoring communication between communities that the glimmer of hope for a better future shines at all.

MASTER SALVAGERS

To the untrained observer a well-canvassed scrapheap may seem like it has been picked bereft of salvage worth taking but when there's anything at all useful, scrapppers almost always find it. One can't go about building anything without components to form into a more complex system and in the Wasteland they are far and away the best at recovering valuable detritus from the ruins around them, turning veritable trash into the next piece needed for a fabulous device that defies belief. The need for discovery runs strong in these individuals, both the drive to understand the known and for the experiencing and understanding of the unknown. While their abilities are impressive, their knowledge of danger comprehensive, and their nature as rugged survivalists well-earned, no shortage of scrapppers have let their curiosity get the best of them in pursuit of a gadget in a Wasteland dungeon—a mistake that often proves to be fatal.

WONDERS OF TECHNOLOGY

Scrapppers are incredibly diverse by their very nature but all share the spark of ingenuity. These ad-hoc scientists cobble together pieces from cash registers, construction equipment, terminal circuit boards, and chemistry kits to create devices with effects as remarkable as a mage's spells—and even more effective in the irradiated Wasteland. Though incredibly talented at creation and all of the sciences, scrapppers tend to specialize in one of three different technological focuses: robots, traps, or more conventional weaponry.

CREATING A SCRAPPER

The first thing to decide when making a scrapper is the reason and manner of your curiosity, the force that drives your genius. At the core of your heart is a burning desire to *know* and understand—where does that come from? Was a lack of technical insight what ultimately caused the dissolution of your underground shelter? Did a failure in understanding a device cause a catastrophe to your family or friends, or are you simply obsessed with the power of the weapons that brought about the apocalypse?

A strong dislike or even fear of scarcity should also be reflected in your motivations as you do hoard technology (albeit in a place where it is a recommended practice). Do they collect things like RoboRanger Guides as well, or pieces of toys from the past? Are they searching for something else in their plundering of the Wasteland? When will their hunt be completed?

Alter/Disguise Self and Polymorph

For the most part you'll note that physical alteration spells are absent from the scrapper's spell list. At the GM's discretion, however, a savvy enough mad-scientist PC might come up with a plan just crazy enough to make these spells work as technological devices. Even then there should be additional limitations—polymorphic fibers need time to settle for a *disguise self* spell, changing a subject's body chemistry with an *alter self* spell may have after effects, and who knows what a *polymorph* might permanently do to the mind of a creature?

CLASS FEATURES

As a scrapper, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per scrapper level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per scrapper level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, and shields

Weapons: Simple weapons and martial weapons

Tools: Technologist's Kit

Saving Throws: Dexterity, Intelligence

Skills: Science, Technology, and two from Acrobatics, History, Investigation, or Nature

EQUIPMENT

You begin play with the following equipment, in addition to any gear acquired through your background:

- (a) wrench that can also be used as a club or (b) a hammer that can also be used as a greatclub
- (a) autoslingshot and 20 bullets or (b) light crossbow and 20 bolts
- (a) studded leather or (b) chain shirt
- Technologist's kit
- an (a) explorer's pack or (b) scavenger's pack

The Scrapper

Level	Proficiency Bonus	Features	Spells Known	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Technological Spellcasting, Technological Aptitude	1	2	1	—	—	—	—	—	—	—	—
2nd	+2	Radio Transmitter	2	2	1	—	—	—	—	—	—	—	—
3rd	+2	Technology Salvaging	3	2	1	1	—	—	—	—	—	—	—
4th	+2	Ability Score Increase	4	2	1	1	—	—	—	—	—	—	—
5th	+3	Technological Aptitude	5	2	2	1	1	—	—	—	—	—	—
6th	+3	Smart Carrying	6	3	2	1	1	—	—	—	—	—	—
7th	+3	Magitek Crafting	7	3	2	2	1	1	—	—	—	—	—
8th	+3	Ability Score Increase	8	3	2	2	1	1	—	—	—	—	—
9th	+4	Technological Spellcasting	9	3	2	2	2	1	1	—	—	—	—
10th	+4	Prototype Drones	10	3	2	2	2	1	1	—	—	—	—
11th	+4	Technological Aptitude	11	3	3	2	2	2	1	1	—	—	—
12th	+4	Ability Score Increase	12	3	3	2	2	2	1	1	—	—	—
13th	+5	Combat Tripod	13	3	3	3	2	2	2	1	1	—	—
14th	+5	Radio Tower	14	3	3	3	2	2	2	1	1	—	—
15th	+5	Elite Crafter	15	3	3	3	3	2	2	2	1	1	—
16th	+5	Ability Score Increase	16	4	3	3	3	2	2	2	1	1	—
17th	+6	Technological Aptitude	17	4	3	3	3	3	2	2	2	1	1
18th	+6	Technological Spellcasting	18	4	3	3	3	3	2	2	2	1	1
19th	+6	Ability Score Increase	19	4	3	3	3	3	2	2	2	2	1
20th	+6	Master Technologist	20	4	3	3	3	3	3	2	2	2	1

Multiclassing Prerequisite: Intelligence 15

Scrapper Spells Known

Cantrips	Spells Known
Cantrips	<i>acid splash, chill touch, dancing lights, eldritch blast, fire bolt, guidance, light, mage hand, mending, message, minor illusion, poison spray, prestidigitation, produce flame, radiation pulse, ray of frost, resistance, shocking grasp, spare the dying, true strike, vicious mockery</i>
1st	<i>alarm, bane, bless, burning hands, charge device, charm person, color spray, command, comprehend languages, cure wounds, detect magic, discern radiation, divine favor, expeditious retreat, faerie fire, false life, feather fall, floating disk, fog cloud, grease, guiding bolt, heroism, hideous laughter, hunter's mark, illusory script, inflict wounds, jump, longstrider, mage armor, magic missile, silent image, sleep, thunderwave, unseen servant</i>
2nd	<i>acid arrow, aid, arcane lock, augury, barkskin, blindness/deafness, blur, branding smite, calm emotions, continual flame, create or destroy water, darkness, darkvision, detect thoughts, enhance ability, enthrall, find traps, flame blade, flaming sphere, gentle repose, gust of wind, heat metal, hold person, invisibility, knock, levitate, lesser restoration, locate animals or plants, locate object, magic mouth, magic weapon, mirror image, misty step, moonbeam, pass without trace, protection from poison, ray of enfeeblement, scorching ray, scouring blast, see invisibility, shatter, silence, spider climb, suggestion, web, zone of truth</i>
3rd	<i>beacon of hope, bestow curse, blink, call lightning, daylight, disrupt technology, fear, fireball, fly, glyph of warding, haste, hypnotic pattern, lightning bolt, major image, nondetection, pollution blast, protection from energy, purify food and drink, remove curse, sending, sleet storm, slow, stinking cloud, tiny hut, tongues, vampiric touch, water breathing, water walk, wind wall</i>
4th	<i>banishment, black tentacles, blight, compulsion, confusion, create food and water, dimension door, dominate beast, fabricate, fire shield, freedom of movement, greater invisibility, guardian of faith, hallucinatory terrain, ice storm, inflict radiation poisoning, irradiate weapon, locate creature, phantasmal killer, resilient sphere, secret chest, stone shape, stonework, wall of fire</i>
5th	<i>animate objects, antilife shell, arcane hand, cloudkill, cone of cold, contact another plane, contagion, creation, dominate person, dream, flame strike, greater restoration, hold monster, intensify radiation, legend lore, modify memory, planar binding, scrying, seeming, telekinesis, telepathic bond, teleportation circle, wall of force, wall of stone</i>
6th	<i>blade barrier, chain lightning, circle of death, contingency, disintegrate, eyebite, find the path, flesh to stone, forbiddance, freezing sphere, globe of invulnerability, guards and wards, harm, heal, instant summons, irresistible dance, mass suggestion, programmed illusion, sunbeam, true seeing, wall of ice, wind walk, word of recall</i>
7th	<i>arcane sword, delayed blast fireball, divine word, finger of death, fire storm, forcecage, heroes' feast, mirage arcane, plane shift, prismatic spray, project image, regenerate, sequester, symbol, teleport</i>
8th	<i>antimagic field, antipathy/sympathy, clone, dominate monster, earthquake, feeblemind, glibness, holy aura, incendiary cloud, mind blank, power word stun, sunburst, telepathy</i>
9th	<i>foresight, gate, imprisonment, meteor swarm, power word kill, prismatic wall, storm of vengeance, time stop, weird</i>

TECHNOLOGICAL SPELLCASTING

At 1st level, you learn how to craft technological contraptions that produce scientific effects identical to spells, but as they are not magical they are immune to the effects of radiation. When you cast spells, you do so by activating these small devices, making them a requirement for the casting of all spells as though they were arcane or divine focuses. For each spell you know you are able to create a new device that you empower with photonic cores only you are able to activate, items that recharge from careful chemical reactions caused by body heat and infrequent agitation. You are only able to maintain the careful balance of chemicals in a number of these photonic cores equal to your spell slots, growing in potency with spell level.

These devices weigh 2 pounds for cantrips or half a pound per spell level. The AC of these items is equal to your AC while they are on your person and they have a number of hit points equal to twice your scrapper level. While not in your possession, one of your devices has an AC equal to 10 + spell level. Other creatures are unable to understand how your devices function and only you are able to use them to cast spells.

At 9th level, the spells you cast using Technological Spellcasting and any magitek items you craft are immune to the effects of *counterspell* and *dispel magic*. At 18th level, they become immune to the effects of *antimagic field*.

CANTRIPS

You learn two cantrips of your choice from the scrapper spell list. You learn another cantrip of your choice at 6th and 16th level. The photonic cores from your cantrips are fixed into the devices you make for them and cannot be removed, though they provide an infinite number of uses.

SPELL SLOTS

The Scrapper table shows how many spell slots (or photonic cores) you have to cast your spells of 1st-level and higher. To cast one of these spells, you must expend a slot (photonic core) of the spell's level or higher. You regain all expended spell slots when you finish a short rest. For example, if you know the 1st-level spell *detect magic* and have a 1st-level and a 2nd-level spell slot available, you can cast *detect magic* using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know one 1st-level spell of your choice from the scrapper spell list. The Spells Known column of The Scrapper table shows when you learn more spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st-, 2nd-, 3rd-, or 4th-level. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your spells, since you learn your spells through careful application of honed techniques derived from centuries of accumulated knowledge. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

TECHNOLOGICAL APTITUDE

At 1st level, you choose a technological aptitude: roboranger, trapper, or weaponer. Scappers are masters of technology but tend to focus their efforts on one or another aspect. This specialization makes you peerless in your field of expertise, granting special features that reflect your superior understanding of constructs, traps, or weapons. The technological aptitude you choose grants you features at 5th level, 11th level, and 17th level.

RADIO TRANSMITTER

Beginning at 2nd level, you can craft a 1 pound handheld radio transmitter from scratch. You are capable of receiving any radio waves in your area and are able to transmit your own radio waves to a distance equal to 300 feet per scrapper level. Your radio transmitter only works for you.

TECHNOLOGY SALVAGING

Starting at 3rd level, whenever you make an ability check to salvage Technology Settlement Resources, you have advantage. You can transport Technology Settlement Resources as though they were half their actual weight.

SMART CARRYING

At 6th level, you treat technological weapons, items, and the spellcasting devices you build as half their normal weight when calculating your carrying capacity.

MAGITEK CRAFTING

Starting at 7th level, you are able to create technological items that duplicate the effects of magical items (unhindered by the effects of radiation). You are only able to craft one technological item at a time. You are able to craft a common technological item over the course of a week of tinkering for 25 gold. You may craft an uncommon technological item over the course of a month for 500 gold (or more, at the GM's discretion).

At 14th level, you are able to craft a rare technological item over the course of 3 months of tinkering; the cost in materials is at the GM's discretion.

PROTOTYPE DRONES

At 10th level, you can cast the *find familiar* spell as a ritual, summoning (i.e.: activating) a number of drones equal to your proficiency modifier. The drone familiars you create are constructs with the appearance and abilities of any of the animals listed under the spell, or drones with an appearance chosen by you. Drones that are not duplicating the appearance and abilities of an animal use the [Homunculus](#) stat block (without poison). As a construct, the drones do not need to eat, sleep, or breathe, and are immune to both poison

damage and the poisoned condition. When preparing spells you may apply a device with a range of touch to your drone, expending the appropriate number of spell slots. A drone may only have one such device.

Your drones may not be dismissed as the spell. You may share senses with the drones or communicate with them while they remain within distance of your radio transmitter.

COMBAT TRIPOD

Beginning at 11th level, you figure out how to make a harness-tripod specially fit to your stature. This combat tripod holds your devices and removes their weight from your carrying capacity. Deploying your combat tripod is a free action.

RADIO TOWER

Starting at 14th level, you learn how to make a solar-powered radio tower from scratch parts. Building a radio tower takes 7 days of work and 300 gold in metal materials weighing at least 200 pounds (reduced by 50 gold and 40 pounds for every 5 Technology Settlement Resource available if built in a settlement). A radio tower has AC equal to scrapper level + Intelligence modifier, 10 hit points per scrapper level, and a broadcasts range of 3 miles per scrapper level. There is no limit to how many radio towers you can make though no settlement can have more than one radio tower from the same scrapper (multiple radio towers increase the settlement's broadcast range by an amount equal to half of a smaller tower's broadcast range). Anyone attempting to build a radio tower without this feature require twice the number of resources and 7 weeks of work, during which they must succeed at a total of seven DC 23 Intelligence (Science) or Intelligence (Technology) checks. These radio towers have AC 16, 100 hp, and a broadcast range of 15 miles.

ELITE CRAFTER

At 15th level, it takes you half the normal amount of time to create technological items using Magitek Crafting. In addition, if you spend 3 months crafting it you are able to make a technological item with a rarity of very rare (cost at the GM's discretion).

MASTER TECHNOLOGIST

At 20th level, your mastery over technology is remarkable. Your proficiency bonus is doubled for any ability check you make that uses Technology and you have advantage on Intelligence (Technology) checks. In addition, so long as they are able to hear you, you may advise an ally on how to activate one of your spellcasting devices after you have altered it for their use. You may keep a number of these altered devices equal to your Intelligence modifier.

ROBORANGER

Once a globally popular children's science club with numerous advertisements throughout the world, in the Wasteland the Roborangers have become something much more and you are part of their movement. Man is meant to conquer technology and you embody that belief, focusing your intellect to mastering automatons and establishing your dominance over them.

CONSTRUCT ENEMY

At 1st level, you have significant experience studying, tracking, hunting, and even talking to constructs. You have advantage on Wisdom (Survival) checks to track constructs, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn Binary.

Once per turn, you can deal an extra 1d6 damage to one construct you hit with an attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases by 1d6 at 7th, 10th, and 14th level (to a maximum of 4d6).

In addition, you gain advantage when making checks to hack into computer terminals and other technological devices.

LIFE DETECTOR

Starting at 5th level, you can use your action to activate a small device on your person that scans the region around you for artificial and genuine biosignatures. For 1 minute per point of proficiency you possess, you can sense whether the following types of creatures are present within 5 miles of you and the general direction of each creature: aberrations, constructs, humanoids, and undead. This feature doesn't reveal the creatures' number.

EXTRA ATTACK

Beginning at 11th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You are able to make this attack after casting a spell with a casting time of 1 action if the attack is made against a construct.

CONSTRUCT WEAKNESSES

At 17th level, your innate understanding of technology reveals the weaknesses of your nemeses and you exploit those vulnerabilities. Once on each of your turns, you gain advantage on an attack roll against a construct and on a hit add your Intelligence modifier to the damage roll. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.



TRAPPER

Whereas your compatriot scrappers rely on themselves, you're more trusting—at least of your devices, which you incorporate into simple cybernetic matrices that recognize targets and fire hell down upon them!

GUN TRAP BUILDER

At 1st level, you learn how to craft gun traps, small turrets with rudimentary aspects of intelligence. Gun traps operate using your spell attack bonus, have darkvision 60 feet, and are crafted in the same manner you would use to create a custom built weapon (page 68) except that they weigh five times the normal amount and cost double. It takes 1 minute to deploy or set-up a gun trap. You may choose to use these gun traps to defend specific locations or you can place them in a settlement to increase its Security attribute.

When used to defend a specific location (like beside you or in a specific room), you may exempt yourself and a number of creatures equal to your Intelligence modifier from being targeted by a gun trap. On your initiative (or if you are not present, initiative 0), your gun trap fires once on its turn to attack the nearest creature it can see within range. At 10th level, you may spend a bonus action to designate a target for one or more gun traps to fire upon.

When used to defend a settlement, you may exempt yourself and 10 times as many creatures as your Intelligence modifier from being targeted by your gun trap. For every 4 gun traps you deploy around a settlement, its Security attribute increases by 5.

Gun traps have an AC of 11 + your Intelligence modifier and a number of hit points equal to 4 per scrapper level.

You may maintain and use a number of gun traps equal to your proficiency bonus + Intelligence modifier. You cannot build permanent gun traps.

WEAPONER

In the Wastelands the most trustworthy thing you can have is a reliable firearm and you know it. That's why you build your own! Even when you aren't firing something you made yourself, you like to tinker with it and make improvements—just to be safe.

WEAPON BUILDER

Starting at 1st level, you gain useful insight into how to make your own firearms. When you build a weapon, you are able to craft one weapon value (damage, qualities, range, or weight) as one model level lower or higher than normal. For example, a Model B-Pistol deals 1d4 piercing or slashing damage, weighs 1 lb., and shoots at a range of 30/120, but this feature allows you to make its damage 1d6 bludgeoning instead. You might also choose to add the launcher quality to it.

Alternatively, you may instead treat the time required or minimum technology resources requirement as though it was one level lower, meaning you could craft the Model B-Pistol with only 2 Technology at your disposal. This weapon still costs the same amount of gold to craft as it normally would.

When you reach 5th level and again at 5th, 10th, 15th, and 20th level, you may craft improvements an additional step higher or treat requirements as an additional step lower.

ANTIQUÉ MODIFICATIONS

Beginning at 5th level, you are able to add weapon modifications to weapons that appear on the Relic Weapons of the Wasteland Table. These modifications replace the damage dice (but not type) or range values of the modified weapon. You require half the normal time and Technology resources needed when building a modification onto a relic weapon.

SCIENCE MODIFICATIONS

At 11th level, your talents for adapting technology reach new heights and you are able to add weapon modifications to weapons that appear on the Science Weapons from the Wasteland Table. These modifications replace the damage dice (but not type) or range values of the modified weapon. You require half the normal time and Technology resource needed when building a modification onto a science weapon.

META MODIFICATIONS

At 17th level, you learn how to work truly brilliant designs into your weapons. You are able to change the damage type of any Model-M weapon into any type of energy damage.

IMPROVED GUN TRAPS

Starting at 5th level, the designs for your gun traps improve. When you build a gun trap, you are able to craft one weapon value (damage, qualities, range, or weight) as one model level lower or higher than normal. For example, a Model F-Gun Trap deals 1d8 piercing or slashing damage, weighs 15 lbs., and shoots at a range of 40/160, but this feature allows you to make its damage 1d10 bludgeoning instead or increase its range to 50/200. You might also choose to add the shock quality to it.

Alternatively, you may instead treat the time required or minimum technology resources requirement as though it was one level lower, meaning you could craft the Model F-Gun Trap with only 10 Technology at your disposal. This weapon still costs the same amount of gold to craft as it normally would.

When you reach 11th level and again at 17th level, you may craft improvements an additional step higher or treat requirements as an additional step lower.

REMOTE GUN TRAPS

At 11th level, you install jets and thrusters that make it possible for your gun traps to travel and deploy nearby. As long as one of your gun traps is an exposed area without obstructions above it, you may spend an action to contact it by radio wave, commanding it to fly through the air to your location.

It takes 1 round per 1,000 feet the gun trap travels for it to arrive in your location and 1 round for it to land. Roll 1d20; on a 1 the gun trap goes off course and is destroyed, and on a 2 it crash lands within 2d10 feet of you in a random square, dealing 1d8 force damage per scrapper level. A Dexterity saving throw against your spell save DC reduces this damage by half. Otherwise it lands in an unoccupied square of your choice within 20 feet, acting on your initiative and firing at the nearest creature it does not recognize.

After using this feature a number of times equal to your Intelligence modifier, you must finish a long rest before you can use this feature again.

RELIC AND SCIENTIFIC GUN TRAPS

At 17th level, you can replace a gun trap that uses a custom-built weapon with a weapon from the Relic Weapons of the Wasteland Table or the Science Weapons from the Wasteland Table.



CLASS ARCHETYPES

While the four new classes are very prevalent in the Wasteland, the tried and true roles taken by the adventurers of the past have transformed to match the new environment they are made to endure.

Apocalypse Scout (Ranger)

Rangers that venture into the Wasteland aren't often saved by their wilderness know-how, finding that the land itself is out to kill them. Apocalypse scouts are another matter however, knowing the best ways to deal with radiation and how to eke out an existence from the desolation.

NUCLEAR RANGER

Beginning at 3rd level, you have advantage on saving throws against radiation. You treat any area with a radiation level equal to or less than your ranger level as favored terrain.

ATOMIC MARCH

Starting at 7th level, while inside an area where you can use your nuclear ranger feature, your group's overland speed is doubled (this does not affect movement speeds in combat).

DECONTAMINATION REGIMEN

At 11th level, you master survival techniques that make you better able to recover from radiation. During a long rest you may choose one creature (including yourself) and permanently lower its Irradiation score by an additional amount equal to your Wisdom modifier.

SURVIVOR'S RESOLVE

Beginning at 15th level, you gain immunity to the frightened and poisoned conditions.

Atomic Bloodline (Sorcerer)

Radiation may wreck havoc on magic but to those mad enough to indulge in it, atomic energy can be a powerful tool to enhance their spells.

CHILD OF THE WASTELAND

At 1st level, you have advantage on saving throws against radiation. By spending a bonus action working some of your own atomic energy into a spell that has a casting time of 1 action, you can cast it without regard for radiation levels nearby. After using this feature a number of times equal to your Charisma modifier, you must finish a short rest before you can use this feature again. You do not expend any uses when casting a sorcerer cantrip in this way and may do so even after this feature is exhausted.

NUCLEAR BLOOD

Starting at 6th level, you can change any spell that deals acid, fire, or lightning damage to deal radiant damage instead. After using this feature a number of times equal to your Charisma modifier, you must finish a long rest before you can use this feature again.

ATOMIC FOOTSTEPS

Beginning at 14th level, you are able to float just above the ground and only have to walk when you want to. You are immune to the prone condition unless grappled, incapacitated, or restrained, and you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your level. You are able to float on any surface, even if it would not normally support your weight. You do not leave tracks and even creatures able to track you by scent do so with disadvantage.

NUCLEAR FIRE

At 18th level, you learn how to unlock the full breadth of atomic energies suffusing your blood. You can change any spell that deals acid, bludgeoning, cold, fire, lightning, or psychic damage to deal radiant damage instead. There is no limitation to how many times you can use this feature.

In addition, the number of spells you can cast using the Child of the Wasteland feature doubles.

Atomic Brawler (Wizard)

Some might need intricate gestures and a keen mind to wield magic, and others do it naturally, but the Wasteland has led to a very unique tradition of practicing it—brute force. Atomic brawlers wield their magic with all the nuance of a sledgehammer, delivering it at the end of their fists!

ATOMIC PUNCHING

At 2nd level, your spellcasting ability changes to Strength when you are casting a spell that deals damage. You are only able to cast spells with a range of touch and any spell that you cast with a longer range reduces its range to touch. If the spell normally includes a melee touch attack, you deal your unarmed damage with that attack in addition to effects from the spell. If casting a spell that normally creates a cone, line, radius, or other area effect, the creature you strike with the spell is always in the area's initial square and when a saving throw can be made to reduce damage, it still

receives a saving throw. In the case of spells that automatically hit (such as *magic missile*) you still automatically hit the target of your spell. Spells you cast that deal damage are immune to the effects of radiation.

NUCLEAR MUSCLES

At 2nd level, you add your Strength modifier to hit points you gain from wizard levels. In addition, you can roll a d4 in place of the normal damage of your unarmed strike. This die changes as you gain wizard levels (to 1d6 at 5th level, to 1d8 at 11th level, to 1d10 at 17th level).

SELECTIVE PUNCHING

At 6th level, when in the area of a spell that you cast which deals damage, you are immune to the damage from your spell.

STRONGER PUNCHES

Beginning at 10th level, you add your Strength modifier when dealing damage with a spell against creatures other than your initial target.

EXPLODING FIST

Starting at 14th level, when casting a damage dealing spell you may choose to deal maximum damage. After using this feature, you must finish a long rest before you can use this feature again.

Atomic Domain (Cleric)

After the apocalypse overtook the old world many of its gods were destroyed as well, their faithful killed off in the devastation of nuclear war or spiritually lost in its aftermath. A new religion has become prominent in the wake of this mass deicide however, one that reveres the very means of such incredible destruction: the atomic.

FAITH IN DESOLATION

At 1st level, you have advantage on saving throws against radiation. In addition, by spending your reaction emboldening a spell with your faith, you can cast it without regard for radiation levels nearby. After using this feature a number of times equal to your proficiency bonus, you must finish a long rest before you can use this feature again. You do not expend any uses when casting a cleric cantrip in this way and may do so even after this feature is exhausted.

CHANNEL DIVINITY:

NUCLEAR RESISTANCE

Starting at 2nd level, you can use your Channel Divinity to protect a creature from radiation.

As an action, you present your holy symbol and touch a creature, granting it immunity to a number of radiation levels equal to quadruple your cleric level. This protection is removed by radiation when initial exposure occurs. When this protection is

not enough to completely ignore the radiation levels present, any remainder affect the creature normally.

NUCLEAR TOLERANCE

Beginning at 6th level, you gain resistance to poison damage and immunity to the poisoned condition.

NUCLEAR STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with atomic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d4 fire damage and 1d4 radiant damage to the target. When you reach 14th level, the extra damage increases to 1d6 fire damage, 1d6 radiant damage, and 1d6 necrotic damage.

By increasing your Irradiated ability score by 1 point, this extra damage doubles.

ATOMIC FAITH

Starting at 17th level, you are able to cast *cure wounds*, *healing word*, and *stabilize* without regard for radiation levels nearby.

In addition, the number of spells you can cast using the Faith in Desolation feature is increased by your Wisdom modifier.

Atomic Domain Spells

Cleric Level	Spells
1st	<i>discern radiation</i> (page 75), <i>false life</i>
3rd	<i>blindness/deafness</i> , <i>gentle repose</i>
5th	<i>bestow curse</i> , <i>vampiric touch</i>
7th	<i>blight</i> , <i>irradiate weapon</i> (page 77)
9th	<i>contagion</i> , <i>raise dead</i>

Circle of Decay (Druid)

To say that nature has been utterly destroyed by the nuclear apocalypse would be an understatement, but the power of it lays dormant in the corpse of the Earth like parasites in the corpse of a great beast. With a hard-as-steel will and enough persistence however, some wastelanders tap into this well of inert energy to work the magic of nature like a carrionette.

DECAY CASTING

When you choose this circle at 2nd level, you gain the ability to suck life out of the land around you to empower your spells, ignoring a number of radiation levels equal to your druid level for the purposes of casting the spell. Before casting a spell with a casting time of one action or less, you may spend a bonus action to defile the land around you. This defiles an area of land equal to a 5-foot radius times the level of the spell, making it impossible to grow plants in the soil for a number of years equal to your druid level. After casting the spell, make a Constitution saving throw (DC 8 + radiation levels

present) or increase your Irradiated ability score by 1. For the purposes of this feature, cantrips count as 1st-level spells.

Additionally, you gain advantage on saving throws against radiation (this does not include saving throws made for decay casting).

CIRCLE SPELLS

Atomic energies infuse you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle of decay spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Decay Spells

Druid Level	Spells
3rd	<i>gentle repose, ray of enfeeblement</i>
5th	<i>animate dead, speak with dead</i>
7th	<i>blight, inflict radiation poisoning (page 76)</i>
9th	<i>contagion, raise dead</i>

IRRADIATE METABOLISM

When you reach 6th level, exposure to atomic energies has hardened your metabolism; you require half as much food and water as normal.

Additionally, you gain resistance to poison damage and advantage on saving throws against poison.

AMBIENT CANNIBAL

Starting at 10th level, your body fuels itself by drawing power out of the objects, air, and ground you touch. You no longer need to eat or drink.

RADIATION STRIPPING

When you reach 14th level, you gain the ability to temporarily strip a creature of its protections against radiation.

By spending a bonus action, you can force a creature you can see to make a Constitution saving throw against your spell save DC. On a failed save, its advantage on saving throws against radiation is removed. If the creature is immune to radiation, it gains advantage on saving throws against radiation instead. Creatures without any protections against radiation gain disadvantage on saving throws against radiation. This effect lasts for a number of rounds equal to your Wisdom modifier.

After using this feature a number of times equal to your proficiency bonus, you must finish a long rest before you can use this feature again.

College of the Wasteland (Bard)

Some wander the Wasteland in search of specific answers or knowledge, but you drink in every story and speak with every person you possibly can to learn everything the blasted landscape has to teach you.

SMATTERING OF SCIENCE

Beginning at 3rd level, you learn just enough about technology to emulate a scrapper's Technological Spellcasting feature (page 35) for a number of spell slots equal to your proficiency bonus + Charisma modifier. In addition, you gain proficiency in either Science or Technology.

BARTER SOVEREIGN

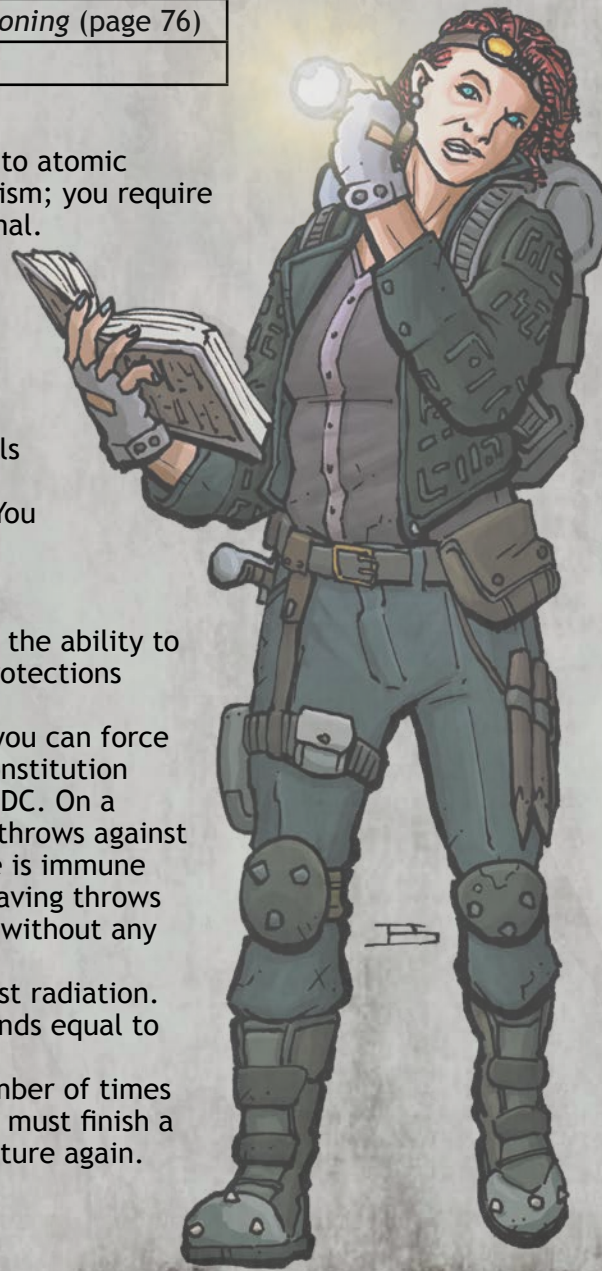
Starting at 6th level, your talents for trade become truly prodigious. When bartering one item for another with another survivor or even a merchant, you can convince someone to trade you something worth 25% more than what you give them. This does not include buying or selling items for gold coins, only to trade items.

MASTER OF COIN

At 14th level, you are a peerless negotiator when it comes to gold.

You are able to buy items at 80% of the usual price and sell them for 75% of their value. When bartering an item, you may make a Charisma (Persuasion) check to convince the person to trade you something worth 50% more than what you give them. Afterwards you are at disadvantage on Charisma checks made against an individual you conduct such a trade with.

In addition, you gain advantage on Charisma (Persuasion) checks made while trading an item or otherwise handling a monetary transaction.



Commando (Fighter)

A little military training takes you surprisingly far but a proper commando is a truly deadly enemy. Disciplined, patient, and practiced, you are a true soldier of the Wasteland, using the most modern fighting techniques to survive and thrive where most men and women quickly succumb to death.

WEAPON BUILDER

Starting at 3rd level, you gain useful insight into how to make your own firearms. When you build a weapon, you are able to craft one weapon value (damage, qualities, range, or weight) as one model level lower or higher than normal. For example, a Model C-Pistol deals 1d6 bludgeoning damage, weighs 2 lbs., and shoots at a range of 30/120, but this feature allows you to make its damage 1d6 piercing or slashing instead or increases its range to 40/160. You might also choose to add the bleeder quality to it, make it weigh only 1 pound, or craft it with access to only 4 Technology.

When you reach 7th level and again at 10th, 15th, and 18th level, you may craft improvements an additional step higher or treat requirements as an additional step lower. In addition, starting at 9th level you are able to add weapon modifications to weapons that appear on the Relic Weapons of the Wasteland Table. These modifications replace the damage dice (but not type) or range values of the modified weapon. You require half the normal time and Technology resources needed when building a modification onto a relic weapon.

FAST RELOADS

Beginning at 7th level, you can ignore a weapon's loading property for a number of shots each round equal to the number of attacks you can make with an attack action. In addition, you do not suffer disadvantage on ranged weapon attacks while within an enemy's reach.

SIMULTANEOUS FOOTWORK

At 10th level, you master moving in concert with your allies. You may spend your bonus action during an ally's turn to move up to your speed.

ZEN SHOOTER

Starting at 15th level, when you successfully make a critical hit against a creature you may choose to have made an Aimed Shot (page 72) and instead store the critical. After successfully hitting a creature, you may expend a stored critical to turn that regular hit into a critical hit. Alternatively, you may expend a stored critical to roll a failed attack roll again. You may only have a number of stored criticals equal to your proficiency bonus and you may only use a maximum of two stored critical hits each turn. You lose any stored criticals when you finish a long rest.

MARKSMAN'S EYE

At 18th level, gain the Aimed Shooting feat. If you already have this feat, you may choose to have advantage on an Aimed Shot; after using this feature a number of times equal to your proficiency bonus, you must finish a long rest before you can use this feature again.

Fission Fiend (Warlock)

Radiation and its magic-warping effects are near-omnipresent facts of life to most who live in the Wasteland, and few think much of it. However there are those privy to one of the deepest secrets of the desolate future: Apollyon, one of the archfiends of Hell, is behind it. These few, known among themselves as apollumi, devote themselves utterly to the devil and in return are given a fraction of her gifts. The mere whisper of a coterie of apollumi prowling nearby has sent entire settlements into panic. Nothing comes without sacrifice though and these fission fiends (as they are more colloquially known) must build their entire lives and behaviors around Apollyon's wishes.

When selecting this warlock pact within the *2099 Wasteland* setting, a fission fiend is also choosing Apollyon as a patron. Once this choice is made, it cannot be changed.

FISSION FIEND TABOOS

A fission fiend's devotion must be total and complete for their patron to grant them supernatural blessings—they must live their life without breaking Apollyon's taboos. These may seem insignificant to others but, should a fission fiend violate any of them, they lose the ability to cast spells (and cantrips) and lose any resistances or immunities granted by their pact until after the next dawn or dusk (whichever is further away).

- Cannot stay in any one settlement for more than seven days in a row.
- Must never take any magical or mundane actions to lower radiation levels.
- Must never cut your hair.
- Must make a weekly offering of a small, living thing to Apollyon, such as a rodent or plant still clinging to life.

Fission Fiend Expanded Spell List

Spell Level	Spells
1st	<i>inflict wounds, longstrider</i>
2nd	<i>darkvision, scouring blast</i> (page 77)
3rd	<i>bestow curse, pollution blast</i> (page 77)
4th	<i>inflict radiation poisoning</i> (page 76), <i>irradiate weapon</i> (page 77)
5th	<i>intensify radiation</i> (page 76), <i>raise dead</i>

CHOSEN OF APOLLYON

At 1st level, you have advantage on checks made to notice radiation. In addition, by spending your reaction calling on the mercy of your patron you can cast a spell without regard for radiation levels nearby. After using this feature a number of times equal to your proficiency bonus, you must finish a long rest before you can use this feature again. You do not expend any uses when casting a warlock cantrip in this way and may do so even after this feature is exhausted.

PLAGUE-BEARER

At 6th level, you gain immunity to the poisoned condition, as well as the exhausted condition when it is inflicted by radiation. In addition, you can, as an action, begin bleeding radiation equal to your current Irradiated modifier. Stopping this ability requires an action.

SPREAD THE GIFT

At 10th level, you treat your Irradiated score as though it were a number of levels higher (half your proficiency bonus) for the purpose of your plague-bearer class ability. In addition, you can exclude a number of creatures equal to your Charisma modifier. Using and stopping your plague-bearer class ability now requires only a bonus action. You also gain resistance to fire from ambient radiation. If you already have resistance to fire, you ignore an additional 5 points of fire damage from ambient radiation after applying resistance.

APOLLYON'S WHISPERS

At 14th level, you gain the ability to alter a creature's perception with the corrupting magic of your patron. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the creature sees the living as the undead, and vice versa. You may choose which it sees you as. Additionally, it sees irradiated areas of level 5 or greater as 5 levels lower, and areas of 4 or less as 5 levels higher. The creature is affected until a *remove curse* spell is cast on it. You can affect a number of creatures equal to your proficiency bonus. If this number is exceeded, the creature that has been affected the longest is freed.

FACT BOON

Pact of the Chain. Your familiar echoes Apollyon's power, taking the form of a blackened imp with green light oozing from gaping cracks in its skin.

Pact of the Blade. Your weapon could be a scythe covered in charred, infernal symbols that leave bright green contrails as it hisses through the air.

Pact of the Tome. Your Book of Shadows is a battered, leather-bound tome worked with ever-changing glowing green sigils and smells of sulfur.



Nuclear Knight (Paladin)

Though as rare in the Wasteland as a clearwater spring, there are warriors that tread across the nuclear apocalypse in search of people in need, injustices to be righted, and lethal monsters that need to be put down. Various organizations (most notably the Magitechnologists) offer support for these pragmatic warriors, seeing that the brave survivors are taught the most effective combat techniques and equipped with the finest armor and weapons available.

TENETS OF THE NUCLEAR KNIGHT

Like their fabled namesakes from the ancient past, the nuclear knights are devoted to a set of core beliefs no matter where in the Wasteland they are found.

- **Save the Future:** Preserving the future is essential—which means having offspring and protecting life wherever it is found.
- **Save the Past:** Only by knowing the past can the future be saved—nuclear knights must collect and protect historical documents and items.
- **Save the Present:** To maintain the warrior order it is essential that nuclear knights assist one another—whenever called upon by another member of their order, a nuclear knight must respond.

CHANNEL DIVINITY AND OATH SPELLS

Nuclear knights do not gain the Channel Divinity feature or spells from their oath; instead you find or receive a mechaframe at 3rd level.

ATOMIC CREED

Beginning at 3rd level when you choose this archetype, you gain proficiency in Technology and a number of mechaframe points (page 30) equal to $1 + \frac{1}{3}$ rd your paladin level (round down). The first modification you take for your mechaframe must be variant power source (nuclear).

IONIZED AURA

Starting at 7th level, while wearing your mechaframe you and friendly creatures within 10 feet of you gain advantage on saving throws against radiation and ignore a number of radiation levels equal to 1/4th your paladin level. At 18th level, the range of this aura increases to 20 feet.

RADIATION TOLERANCE

Beginning at 15th level, while wearing your mechaframe you are immune to radiation levels of 10 or less (though not necessarily their effects). Even out of your mechaframe, you gain resistance to poison damage and advantage on saving throws against poison.

NUCLEAR PERFECTION

At 20th level, you gain a fly speed of 80 feet while wearing your mechaframe. In addition, you can spend a bonus action to take a second action on your turn. After using this feature a number of times equal to your proficiency bonus, you must finish a long rest before you can use this feature again.



Radraider (Barbarian)

Only the most insane warriors choose to indulge in the radiation rife across the Wasteland but to those that are able to embrace it, atomic energies prove to be a truly lethal weapon when combined with primal fury.

ATOMIC RAGE

Starting at 3rd level, you have advantage on saving throws against radiation. While you are raging, you gain immunity to radiation and your Irradiated ability score does not change from exposure to any radiation level equal to or less than your barbarian level.

ATOMIC CONSTITUTION

Beginning at 6th level, while raging you gain resistance to poison damage and immunity to the poisoned condition. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

DETONATING RAGE

At 10th level, you learn how to channel the radiation in your body to emit a devastating explosion. As an action while raging, as long as you have an Irradiation score of 7 or higher you can detonate, doing 2d4 points of fire damage and 2d4 points of radiant damage per point of proficiency bonus to all creatures and objects within 15 feet (maximum 12d4 fire and 12d4 radiant). A Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier) reduces this damage by half. After using this feature, your Irradiated ability score is reduced to 0 and as soon as you exit your rage you take 1 level of exhaustion for every 3 points lost from your Irradiated ability score. If used more than once during the same rage, gained levels of exhaustion are cumulative.

EXPLODER

Starting at 14th level, when using the detonating rage feature you may make a DC 15 Constitution saving throw for each level of exhaustion gained after your rage ends. Successful saving throws reduce the levels of exhaustion you gain by 1.



Wasteland Thief (Rogue)

Survival of the fittest might be the rule of the day in the Wasteland, but there are always exceptions to the rule—especially for those with the mindset not to let anything go to waste. Thieves in the apocalyptic future are keen on how to avoid death from nuclear fallout but just as smart about fitting everything they possibly can into their packs, leaving nothing of value in their wake (if they can help it).

PACKRAT

Beginning at 3rd, you have advantage on saving throws against radiation. In addition, your carrying capacity doubles. All other factors related to your Strength (such as how much you can drag, lift, or push at one time) are unaffected. When carrying more than your carrying capacity you have disadvantage on Stealth checks.

RAT FIGHTING

Starting at 3rd level, you can move at half your speed each turn while prone without provoking opportunity attacks from your movement and you do not have disadvantage on attack rolls while prone.

EXPERIENCED BREAKER

At 9th level, you gain advantage on checks made to disable locks or break into terminals.

USE TECHNOLOGICAL DEVICES

Beginning at 13th level, your innate drive to utilize everything within your grasp makes it possible for you to use technological items that most people can't activate. By spending an action making a DC 15 Luck check, you can activate a technological device (including a scrapper's technological spellcasting device) with an activation time of 1 action. Using this feature costs a chance point (page 81) or a luck point (if you have access to luck points via a feat).

DANGER SENSE

Starting at 17th level, you are never surprised and you are always the first creature in the initiative order. In addition, your passive Investigation increases by 5 and your passive Perception increases by 5.

Wasteland Warrior (Monk)

There's a strange kind of peace to the Wasteland, a zen born from the quiet of atomic oblivion. You have learned how to tap into that bleak aspect of the world, using it as a focus for performing incredible feats that defy belief!

WASTELAND TECHNIQUE

Starting when you choose this tradition at 3rd level, you have advantage on saving throws against radiation. In addition, whenever you hit a creature with one of the attacks granted by your Flurry of Blows, as long as your Irradiated ability score is 7 or higher you can impose one of the following radiation effects on that target:

- It must succeed on a Constitution saving throw or gain disadvantage to saves against radiation for a number of rounds equal to your monk level.
- You deal an extra 1d4 radiant damage. At 10th level this extra damage increases to 1d6, and at 20th level this extra damage increases to 1d8.
- It must succeed on a Constitution saving throw or gain the poisoned condition for 1 round.

POUR IT ON

Beginning at 6th level, when you take the Dash action you can move two additional speed increments instead of one. In addition, you may spend a *ki* as a bonus action to quadruple your jump distance for the turn.

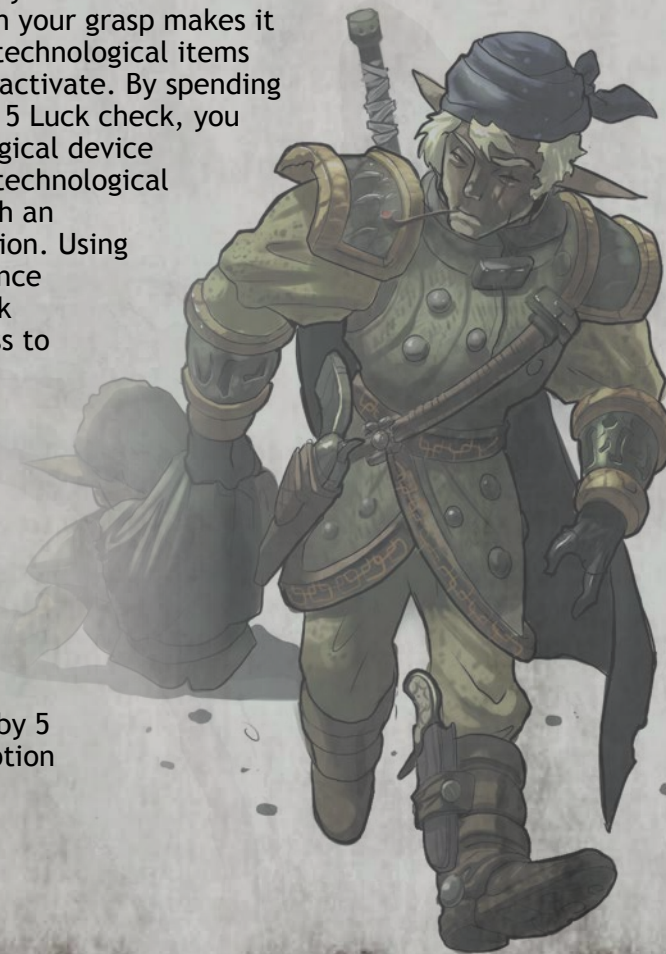
UNCANNY DODGE

Starting at 11th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

NUCLEAR PALM

At 17th level, you gain immunity to radiation.

When you hit a creature with an unarmed strike, you can spend 3 *ki* points to unleash the atomic energies in your body out onto your enemy. You deal an additional amount of fire and radiant damage equal to 5 times your Irradiated ability score. Afterward your Irradiated ability score drops to 0. You must finish a long rest before you can use this feature again.



Wasteland Wizard Arcane Tradition

In the furthest reaches of the world in remote locales safe from the blast zones, hermit wizards carried on despite the nuclear fallout. While it took many years and countless of them lost their lives disseminating what they learned, eventually a new way to practice wizardry emerged that defied the effects of nuclear energy on magic.

ATOMIC CASTING

Beginning when you select this arcane tradition at 2nd level, choose one school of magic. You can cast spells from your chosen school and ignore a number of radiation levels equal to half your wizard level when doing so.

ATOMIC SPELLS

Starting at 2nd level, you gain advantage on saving throws against radiation. Whenever you cast a spell of 1st-level or higher on an ally, they gain advantage on saving throws against radiation for a number of minutes equal to your proficiency bonus.

ATOMIC FIRE

At 6th level, you can change any spell that deals force, necrotic, poison, or thunder damage to deal fire and radiant damage instead (half of the spell's damage is fire and half of the spell's damage is radiant.)

ATOMIC FLAME

Starting at 10th level, when you use the Atomic Fire feature you can increase your Irradiated ability score by 1 to increase the damage dice of the spell by 1 step (from 1d4s to 1d6s, 1d6s to 1d8s, 1d8s to 1d10s, and a maximum of 1d10s to 1d12s).

ATOMIC OVERCHARGE

Beginning at 14th level, you can increase the power of a spell cast using the Atomic Flame feature by a number of additional times equal to your Intelligence modifier. For every additional increase to damage dice, your Irradiated ability score increase doubles (from 1 to 2, 2 to 4, 4 to 8, and 8 to a maximum of 16).



CHARACTER BACKGROUNDS

Many standard backgrounds can work as well in the Wasteland as they do in standard medieval fantasy.

Acolyte. Cults are a dime a dozen in the Wasteland and many end only in madness or death—except for you.

Charlatan. Being a two-faced trickster or hustler isn't what most aspire to be but often what they become as a matter of consequence in the desolation of the future.

Criminal. Grouping together is a necessity to get by what little law reigns in any given settlement—with how scant resources are, making a big score is practically impossible without at least a little help.

Entertainer. People have never before been in so desperate a need for reverie and the chance to escape the hell that is their world. It's still a tough gig but for those who can hack it, it's a good one.

Folk Hero. Though rare, there are those settlements that persist long enough to produce proud offspring too stupid enough to stay where they're safe (though to their credit and frequent dismay, there sometimes isn't a home to go back to).

Guild Artisan. In order to get the materials needed to make a trade skill useful, reliable supply lines must be established and that means a certain amount of travel and cooperation is necessary for anyone that truly wants to master their craft.

Hermit. Some say it's only the crazies that choose to live alone but they'll tell you that numbers only bring about trouble, and that any true survivor can make it on their own.

Noble. The children of the warlords that fight to control territory in the Wasteland are often treated with fearful respect, the knowledge of what their powerful parents might do traveling far and wide.

Outlander. Someone used to being on the move makes for a hard target and you know it, making sure you never stayed in any one hiding spot or settlement for too long.

Sage. Many wizards attempted to escape the devastation of the nuclear apocalypse and you came upon the remnants of one, a place with intact lore that spoke of other worlds away from this hellish place.

Sailor. Mariners are something of a rarity but there are those few folk that escaped to the sea, trusting that whatever might come to kill them on the open water couldn't possibly be worse than the horrors on land.

Soldier. Roving mercenary companies, the children of raiders that fight for a warlord, and extremely militant underground shelters are all fairly common occurrences in the Wasteland.

Urchin. The world has never before had such a high occurrence of orphans.

Alien Abductee

You and perhaps everyone you know were taken from Earth, drawn or teleported into an alien spaceship. Your life might have been greatly lengthened while traveling the cosmos or stored in bizarre scientific containers, and you could have left the planet a year ago, a century in the past, or even from another era of time entirely. Either way it is unlikely you will ever reconnect with the people you once knew or the world to which you were accustomed, and the sense that you are being watched or tracked in some way hangs over you like a precipitous boulder waiting to come crashing down once more.

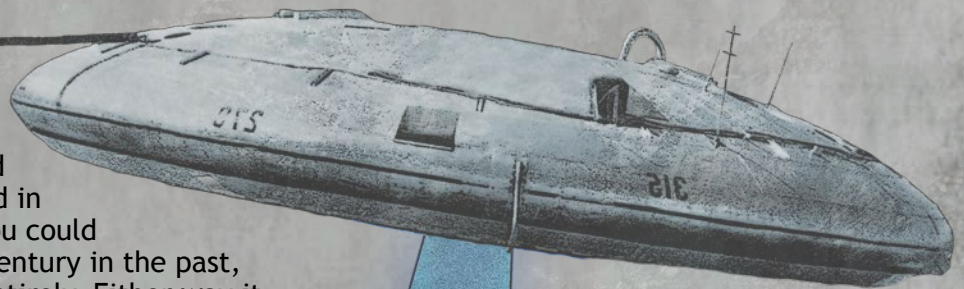
Skill Proficiencies: Insight, Perception

Tool Proficiencies: None

Languages: Gaxian, Slaarsh, or other

Equipment: Choose a standard background's equipment. At the GM's discretion you may have other items as appropriate to your history instead.

Feature: *Justified Paranoia.* You may hide it well or wear it on your sleeve, but you are high-strung and distraught from the abduction and it is impossible for you to shake some of your paranoia. You have advantage on Wisdom (Perception) checks made while asleep. In addition, you have a +2 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.



Atomic Army Cadet

CONGRATULATIONS SOLDIER! *YOU* are one of the few true-blooded Americans with guff enough to be among the Warmaster Atomic's forces! Through instruction manuals or a platoon in one of the many Atomic Army bases scattered across the globe, you've received military training with a specific focus on how to deal with radiation. You know with certainty that the future of humanity lay in the promise of nuclear power and you search the Wasteland in search of usable nuclear material, intact parts for atomic science, and documents that detail the technical specifications required for reactors. Whether you are still in contact with your allies or not is at the discretion of the GM—you might be on a reconnaissance mission, the last survivor of your squad looking for a new arm of the Atomic Army, or even a defector.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Gaming set

Languages: Esperanto and Undercommon

Equipment: Autoslingshot and 15 bullets or a martial melee weapon, flashlight, 4 gp

Feature: *Rad Regimen.* When you know you are going to enter an area with radiation and you have no need to ration your resources (in possession of at least twice as much food and water than you will require for a long rest) you can perform intense training exercises that allow you to better resist it. You may instruct up to 5 other creatures that perform the regimen with you and any that succeed on a DC 12 Constitution check successfully gain the benefits of this feature. After spending 4 hours in preparation and performing the regimen, for 1 hour you can treat radiation as though it were half of its actual level. At the end of the duration if you have encountered any radiation you (and any other creatures that benefited from this feature) gain one level of exhaustion until you take a short rest and you cannot use this feature again until you have finished a long rest.

Feral Raider

Eat or be eaten—the Wasteland teaches nothing else and you don't just know that, you teach it to others at the end of a club or handaxe. You've survived the apocalypse by turning on your fellow man without regard for allegiances or consequences, living a life little better than a rabid animal's.

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: Disguise kit

Languages: Esperanto and Undercommon

Equipment: One melee weapon, one beatup revolver with 6 bullets, scavenger's pack, 11 gp

Feature: *Feral Critical.* Your instincts are honed to a razor's edge and you can strike with bloody efficiency. When you roll a natural 18 or 19 on a successful weapon attack, you may choose to make that attack a critical hit. You must finish a long rest before you can use this feature again.

Medic

With how sparse life can be in the Wastelands the ability to heal wounds or revive a creature is a talent as valuable as clean water, edible food, or even gold. You've picked up some tricks from a proper doctor, perhaps serving as an assistant for a time, or practiced medicine in an underground shelter. While you aren't necessarily able to perform the medical miracles of a doctor or magical healer, you know enough to keep something alive and bring it back to consciousness quickly.

Skill Proficiencies: Medicine, Science

Tool Proficiencies: Medical kit

Languages: Esperanto and Latin

Equipment: Medical kit, 5 gp

Feature: *Lifesaver.* You are able to stabilize a creature that has 0 hit points without needing to make a Wisdom (Medicine) check as long as you have access to your medical kit. Creatures that you use this feature regain 1 hit point after 1 minute. After using this feature a number of times equal to your proficiency bonus, you require a long rest before it can be used again.

Radiation Refugee

Something *bad* happened to you but through fortune or circumstance, whatever dose of radiation that laid you low didn't quite kill you.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: None

Languages: None

Equipment: Choose four standard backgrounds. You gain their equipment (recovered from the corpses of people nearby).

Feature: *Radiation Poisoned.* You may select freak as your starting class. You begin play with an Irradiated ability score of 10+1d4 and your Luck score increases by 4.

NOTE: Mutants and smart walkers are not able to select this background.

Scientist

You either learned how to practice science in an underground shelter or from another survivor in the Wasteland. With the lack of resources available what you are capable of is limited, but you continue your efforts all the same and sometimes all the hard work pays off.

Skill Proficiencies: Nature, Science

Tool Proficiencies: Chemistry kit, tinker's tools

Languages: Esperanto and Latin

Equipment: Chemistry kit, tinker's tools, 20 gp

Feature: *Technological Tinker.* You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 8 + your proficiency bonus, with hp equal to 1/10th your total hp). The device functions for 24 hours after it is created unless you spend 1 hour maintaining it, which resets the duration it will function to 24 hours.

You can use your action to dismantle your clockwork device, reclaiming the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Audio Box. When opened, this audio box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed. With 10 minutes of tinkering, you can cause the audio box to emulate a voice you have heard speak for at least 1 minute. This causes the audio box to play 1 minute of speech that anyone listening to must make an Wisdom (Insight) check opposed by your Intelligence (Deception) check to recognize as a recording (or at the very least, not the real person speaking). After being used to play speech in this way, the audio box is destroyed.

Clockwork Figurine. This figurine is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the figurine moves across the ground on each of your turns in a random direction, moving a number of feet equal to 5 times your proficiency bonus. It makes noises as appropriate to the creature it represents.

Fire Box. The device produces a miniature flame which you can use to light a candle, torch, or campfire. Using the device requires your action. As a bonus action, you can rig the fire box to explode at the end of your turn, dealing 1d6 fire damage per five character levels (minimum 1d6) to all creatures within 10 feet. A Dexterity saving throw (DC 8 + your proficiency bonus + Intelligence modifier) halves this damage. The rigged fire box can be thrown as an action up to 30 feet.

Shelter Captain

The first shelter captains might have meant well but leading a group of people is not a simple matter and few were able to meet the task with kindness or mercy. Some still hide away, making their members docile with subversive mind control drugs or mental condition, and a very few manage to maintain order without influencing the populace or using excessive force. It doesn't really matter—in time all underground shelters fail in one way or another, leading to a scant increase to the number of survivors wandering the Wasteland. Usually shelter captains are the first to escape via secret tunnels, and it is rare for anyone else to act as an underground shelter's ambassador when trading with those above.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Artisan's tools

Languages: Esperanto and Latin

Equipment: Beatup revolver with 6 bullets

Feature: *Known.* Your Reputation score increases by 4.

Shelter Dweller

Unless you are a dwarf or elf, you probably spent your entire life beneath ground, protected from the horrors of the Wasteland. Something has happened in your home however, causing you to climb out onto the wastes seeking a better life. While you don't know much about the world outside, you have one thing going for you—you are one lucky son of a bitch.

Skill Proficiencies: History, Performance

Tool Proficiencies: Artisan's tools

Languages: Esperanto and Latin

Equipment: Autoslingshot with 10 bullets or a dagger, scavenger's pack, 4 gp

Feature: *Lucky S.O.B.* Your Luck score increases by 4.

Survivalist

Does it move? You'll probably eat it. Is it valuable? You're probably grabbing it. Will you do whatever it takes to survive in the Wasteland? Absolutely. Survival is your middle name and you know how to do it without the aid of anyone though that sometimes means you're eating bugs or abandoning settlements when things look grim. To make it out of this whole thing alive you have to do things that don't make you feel good but you know how and when to do them. That's how you're still here.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Navigator's tools

Languages: Esperanto, Undercommon

Equipment: Dagger, scavenger's pack, 10 days rations and water, 5 gp

Feature: *Forager.* You can find food and fresh water for yourself and up to five other people each day even in a region with no natural resources. Though it isn't radioactive, some of this food might not be easy to digest and the water might be hard for a living creature's body to filter and at the GM's discretion, anyone that eats and drinks it

makes a Constitution saving throw (DC 16 - your proficiency bonus - your Wisdom modifier) or take a -1 penalty on all attack rolls, ability checks, and saving throws for 24 hours.



RACES

In addition to the humans that dominated the old world and the demigrants (dwarves, elves, gnomes, halflings, and other races once rooted only in fantasy) left behind after the devastation, the nuclear armageddon has spawned four new races that walk the Wasteland.

ANDROIDS

Climbing up from out of the rubble of an underground shelter Million gazed up into the sky for the first time and something in its programming clicked into place. It looked around for humans to serve but none were in sight here either, and after years of searching for a master it finally realized it was its own. After decades of circular logic loops and endless digging it was truly free and it wondered: what now?

Underground shelters that experienced sufficient technological advancement are where most of these robots are born and though The Bureau has suspicions some may originate from alien facilities, most survivors accept that androids are the creations of Earth's children. Virtually all of these automatons are forced to reinvent their purpose as almost to the last their original parameters have certainly changed by the time they reach functional awareness. Even after they have gathered enough data to have an understanding of the world androids still strive to comprehend how they fit into it and be accepted by those they were begat from. In truth androids and their living counterparts are more alike than one might originally believe—struggle is a natural and essential part of both their lives.

ARTIFICIAL LIFE

As creatures built rather than formed by nature, androids are typically the size of a human child or adult but vary wildly in terms of the rest of their appearance as is appropriate for their intended function. Base model androids resemble construction vehicles in humanoid form, boxy and rectangular in the fashion of popular science fiction from magazines and books printed before the bombs dropped. Insinuates are incredibly similar to humans in all outward respects, their bodies fitted with skin grafting machine organs and a host of other contraptions that fool most observers making a casual inspection. Terminators differ from these drastically—they still have four limbs (most of the time) and a head but their construction is otherwise devoted solely to efficiency.

CHILDREN OF TECHNOLOGY

Even androids that don't realize what they are have a natural affinity for machines, as though they were

AWAKENED ADVENTURERS

Whether by the hands of desperate druids or a fortunate radiation-spurred mutation to genetic code, there are animals and plants that wander the Wasteland that are just as intelligent as any human or demigrant. Playing an awakened creature requires the consent of the entire adventuring group and the GM so it is not a role to be taken lightly, but the experience can be extremely rewarding for the right table.

Playing an Awakened PC. Your character's starting statistics are as the chosen creature affected by the *awaken spell*, however awakened trees and animals of CR 2 or higher should only be allowed in parties of adventurers that are at least 5th level. Your Intelligence becomes 10, you can read, speak, and write Common, but you do not gain multiattack, any hit points from race (only class levels), or racial skill proficiencies. You gain the creature's senses, natural armor, speed, features, and natural attacks. Awakened animals should be Small, Medium, or Large-sized to avoid being ineffectual or inaccessible, and if taking the monk class an awakened creature tracks its unarmed strike damage separately from other natural attacks.

extensions of themselves. This affinity for technology does them a service however as it provides a valuable niche to fill in society, a position worth enough that even people suspicious of robots disguised as humans keep their mouths shut about it. When a newcomer to a settlement quickly emerges as a computer expert or master of devices though, the prejudicial fear of androids often leaves them to struggle just as hard fit in with society.

FEAR OF THE MACHINE

People despise androids for a variety of reasons but mostly because living humanoids fear robots will one day be the only traces of life left on Earth. This is not an unfounded idea—the automatons are far better suited to survive in the Wasteland, immune to dehydration and starvation, ignoring the effects of radiation, and far better able to stand against the rigors of time. While the natural understanding of technology androids possess is beloved it is also powerful, and given the ability some have to hide among humans and demigrants, rumors of savvy warlords re-programming insinuates to wreak havoc

in a settlement ahead of an assault have only further spread the dread these artificial beings face as they try to make their way in the world.

ANDROID NAMES

Androids are named with functionality in mind, taking their names from numbers, humans they emulate, or in the case of terminators the manner that they think best translates precisely how it is they are designed to implement violence.

Base Model Names:

Hondread, Juan, Tehn, Thowzand, Too, Xiro

Insinuate Model Names:

Alicia, Arnold, Lisa, Peter, Roy, Zeta

Terminator Model Names:

TB-42, TD-66, TK-47, TM-86, TX-44, TZ-294

ANDROID TRAITS

Your android character has an assortment of inborn abilities, benefits granted by a body designed for one of three specific tasks.

Ability Score Increase. Your Intelligence score increases by 1.

Age. Androids do not age.

Alignment. Androids tend to be of neutral alignment but some are utterly cold in their calculations (resulting in “evil” behavior).

Size. Androids are (artificial) humanoids between 5 and 6 feet tall, weighing as much as 300 pounds. Your size is Medium. At the GM’s discretion, you may choose to be Small sized instead (increasing your Dexterity score by 1 and decreasing your Strength score by 1).

Speed. Your base walking speed is 30 feet.

Darkvision. Your cybernetic senses are able to see far more than the average human. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Automated. You gain resistance to poison as well as immunity to the charmed, frightened, and poisoned conditions, as well as immunity to radiation. You do

not need to eat or breathe. You still need to drink, and you require a resting period that emulates sleep in order to recharge your inner workings.

EM Vulnerability. You gain vulnerability to lightning damage.

Technological. You gain proficiency in the Technology skill.

Languages. You can speak, read, and write Binary and Common. Binary is the language of computers, expressed in series of zeroes and ones.

Subrace. Though each underground shelter that reached the scientific achievement of artificial life built their androids differently, they all fall into one of three broad categories.



BASE MODEL

Base model androids are the simplest models and resemble robots (clearly mechanical in nature) but they are also far and away the most durable of their kin.

Ability Score Increase. Your Constitution score increases by 2.

Built-In Geiger Counter. You gain a built-in geiger counter. Suppressing its tick is a bonus action.

Ordered Mind. You gain resistance to psychic damage.

Recorder. You possess a photographic memory and are able to recall any memory in perfect detail without the need for a check. In addition, you are able to project a hand-sized image of something you've seen within 5 feet and play back audio recordings of events you have witnessed.

INSINUATE MODEL

Insinuates are androids built specifically to mimic humans as closely as possible, their bodies covered in synthetic skin, heads topped with artificial hair, and voices enhanced with subtle intonations that make you a pleasure to listen to.

Ability Score Increase. Your Wisdom and Charisma scores increase by 1.

Human Appearance. Until brought below half hit points, you appear to be human. At the GM's discretion, you may have been built to mimic another race (such as dwarves or elves).

Voice Modulator. You can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check (DC 8 + your proficiency bonus + your Charisma modifier). When a creature fails this check, you gain advantage on checks made to maintain a disguise against them.

TERMINATOR MODEL

Terminator androids are built for one thing and one thing only: the extermination of life. You cannot be Small sized.

Ability Score Increase. Choose Dexterity or Strength. Whichever ability score you choose, it increases by 2.

Death-Dealer. You gain one of the following modifications.

Climbing Treads. You are hardwired to explore the Wastelands. You gain advantage on checks made to balance, climb, and avoid the prone condition. Standing up from prone requires an action and your entire movement.

Extra Arm. You have a small extra arm. You are able carry a small item (such as a one-handed

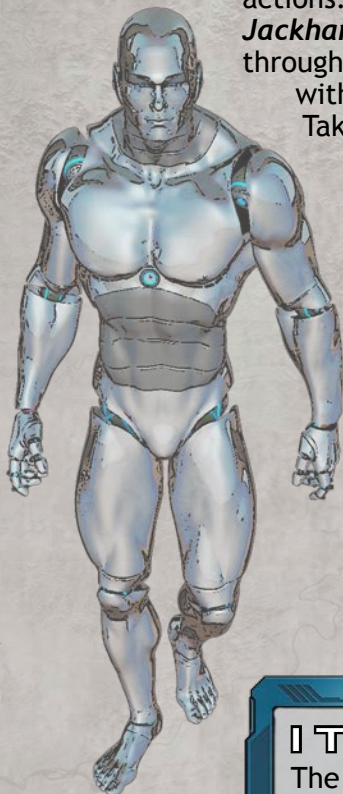
weapon or potion) in this arm, but you cannot manipulate fine objects or wield weapons and shields. You are able to draw one item with your extra arm on your turn without spending any actions.

Jackhammer. A strong desire to destroy runs through your circuit relays. Your unarmed strikes with this limb deal 1d6 bludgeoning damage.

Taking levels in the monk class does not modify your unarmed strike damage with this limb.

Sawblade Hand. The natural world is yours to reorder and you are obsessed with construction. Your unarmed strikes with this limb deal 1d6 slashing damage. Taking levels in the monk class does not modify your unarmed strike damage with this limb.

Obviously Robotic. You have disadvantage when making checks to disguise yourself as anything but a robot or maintain to maintain such a disguise.



I THINK THEREFORE I AM

The nature of an android character isn't quite the same as a demigrant, human, or other Wasteland race (even gaxians have a culture, brutal and merciless as that might be). With no shared sense of history these robots have no real way to relate to one another, lacking a basic understanding of the other humanoids around them except for the simplistic distinction between artificial and variations of organic lifeforms. What the automatons do all share is a moment of realization—the discovery of complete consciousness. When making your android character consider how it is they came to achieve their sentience and the conditions surrounding such a crucial evolution. Was it during a situation of duress? The result of time and entropy or an enterprising scrapper? How has the experience colored their perception on the nature of existence? Do they see their constructed kin as peers to collaborate with or competitors to vanquish along with all of the meatbags? Being brought into such a terrible world with advantages against its dangers, did their logic circuits conclude responsibility to aid lesser beings or simply the demand to ensure its own survival?

GAXIANS

Pausing in her speech Cassandra keenly looked around the assembled survivors that had made it through the gaxian assault on Deadpool, her eyes gradually drawn to the same beeping device in the hands of the damnable halfling scout that just returned with news of the invaders' retreat. Just as the little miscreant opened his mouth to voice to their collective fear she pulled out a strange weapon from her coat and with an exasperated sigh unleashed a torrent of plasma into the wee wastelander, evaporating him. With little recourse "Cassandra" let its disguise slough off like thick gravy, savoring the horrified expression in the eyes of the settlers in the room with it; Deefaze stretched out its jaw as its head grew back into its normal shape while letting loose another blast of energy to knock the mechaframe-wearing soldier—easily the most dangerous threat before it—off her feet before dashing out the door, a hail of lead from hastily drawn guns peppering the settlement's salvaged metal walls behind it.

As Deefaze sprinted out towards the badlands outside of Deadpool it cursed itself for not finding and sabotaging the halfling's detection device—it was that same lack of comprehensiveness that landed him on this backwater planet—but it didn't matter, not really. There wasn't anything of real value here or nearby and before long his kin that attacked would be back to obliterate the miserable little town, so moving on was inevitable anyway. Still, it would have been nice to know about the need to leave with a little more than a few seconds notice; as it was there were at least a few possessions among the settlers that Deefaze would have liked to make its own. Stealing any of that would be practically impossible now, their ire and paranoia making the risk far greater than the reward.

A close miss from a metarifle's lightning ammunition brought the gaxian's pontificating to a crashing halt—the soldier must be back up and running, it thought. Diving behind the nearest rock it quietly thanked itself for at least thinking ahead, quickly grabbing a webbed backpack and sliding its feet into an old xenotruster, willing it to power on. With a kick upward the board coughed a gout of plasma and whisked Deefaze up into the air, a cry of consternation and anger erupting from the mob of settlers chasing after it on the ground below. Despite itself, Deefaze grinned—maybe he'd come back here anyway.

Just for the fun of it.

Hailing from a system of planets far away across the galaxy the "gaxians" (as humanity has decided to call them) are adaptive, clever, and resilient, making them ideal survivors for the Wasteland. Their cunning and penchant for duplicity made it easy for this technologically-superior race to turn the Earth into a massive testing facility, its denizens their playthings. Most gaxians are in this advantageous position but the planet has become more than that as time drags onward—some members of their species have been stripped of their memories, left to see how they fare on the hellish world as a form of punishment or even entertainment. Fortunately the last of their great empires has fallen and as a whole they do not pose a global threat as they did a century before, but that doesn't stop them from mistreating the races of creatures they view as their inferiors.

NATURAL FORM

Gaxians are a race built in many ways like the humans and demigrants of Earth (and many other races in the galaxy) by a natural trick of biology, begat from the same source of life that spread across the universe, a mass of biological matter disseminated by an asteroid cluster eons ago. When not assuming the appearance of another species gaxians are about the size of a human but genderless, possessing thinner yet larger oblong heads and huge black oval eyes.

FAILED GALACTIC CONQUERORS

As a race that procreates through psychic communion gaxians have evolved beyond gender but once space travel was achieved, vast experimentation and brood wars led to the development of morphing abilities that let them easily infiltrate and destroy their planetary neighbors. They quickly outgrew themselves by mounting

aggressive military expansions out into the cosmos, the Earth and its *tachyon flux* just one of many campaigns that led to the weakening of their empire until rebellion saw it split into countless factions. With their species in disarray they have become bandits, rogues, and pirates, gallivanting across the universe and wreaking havoc as they see fit. The nobles of their home planet rarely show any interest in the failed experiment that created the Wasteland but criminals and exiles are another matter entirely, viewing the broken world as a safe haven where their pasts cannot reach them—or a frontier with endless possibilities where the only thing to stop them are deadly beasts and foolish, easily manipulated primitives.

GAXIAN OUTPOSTS

There are entire settlements of gaxians expertly worked into areas of wilderness that are inaccessible by foot or hidden behind fantastic alien technology.

These small towns of extraterrestrials are practically lawless, resembling settlements of the old American West where the local Σκ (or sheriff) only has as much authority as they have skill with a blaster. Knowledge of the location of any of these places is highly guarded and when a new gaxian appears, a known one returns, or a terrestrial survivor makes their way into an outpost great scrutiny is placed upon them until their identities (and intentions) can be confirmed beyond a reasonable doubt. The wait is worth it however; one would be hard pressed to find a settlement better equipped for comfort and luxury, and for anyone with pockets deep enough these alien towns are true oases in the Wasteland.

GAXIAN NAMES

Full gaxian names are too difficult for most creatures to pronounce and they have shortform monikers for when they interact with members of other races. Their last names are formed by the unions of their parents and derived from the psychic impressions of their ancestors that they most respect, simplified into symbols that represent the greatest houses from the long history of their species.

First Names: Benkar, Deefaze, Lynza, Rorax, Teedee, Zigmar

Last Names: λκκ, Σλκ,
Ωκκ, λκΩ, Ωκκ,
κΩκΣλ,

GAXIAN TRAITS

Your gaxian character has an assortment of inborn abilities, gifts from another world across the far-flung galaxy.

Ability Score Increase. Your Intelligence and Charisma scores increase by 1 and your Constitution score increases by 2.

Age. Gaxians do not decay because of time but through the expenditure of mental energies which replenish almost constantly—making them effectively immortal. However, a gaxian's mental energies regenerate much more slowly while it sleeps and if kept sedated or unconscious for more than a week, a gaxian dies.

Alignment. As mysterious and aloof travelers from elsewhere in the universe, most people believe the gaxians' reputation as evil but there is no inherent moral compass that makes them this way (though many are indeed quite evil, particularly toward Earth's natives).

Size. Gaxians are humanoids between 5 and 6 feet tall, weighing as much as 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Keen Eyes. You gain advantage on sight-based Wisdom (Perception) checks.

Morphing Exterior. You have a limited ability to transform your skin, face, hair, and even vocal cords. By spending 1 round of actions (action, bonus action, movement, and reaction) you change your body and face to assume that of another humanoid. When using this feature to assume a disguise, you gain advantage on any checks made to maintain it. When you go unconscious, you revert to your normal form.

Fast-Clotting Blood. When making a Death save, you treat rolls of 19 as if they were a natural 20.

Languages. You can speak, read, and write Common and Gaxian. Gaxian is a language that shares many roots with proto-languages, including a numerical alphabet similar to Hebrew.



MUTANTS

Apparently, Talia thought somberly to herself, ignoring the two fools before her was not going to suffice. The larger of the two men—still several feet shorter than her, bulky as he was—drunkenly smashed a liquor bottle off the bar, darting at her with a vicious stab. The mutant didn't bother to move and took the hit, rushing forward into her attacker and knocking him off his feet before slamming her huge foot down onto his chest. Bones cracked. Her victim moaned in pain, falling unconscious. People began screaming, running for the door.

Always with the screaming.

The downed man's smaller companion had already reached for and produced a firearm from his holster—it was a pitiful old thing, a revolver decades old. Guns like that always stirred something in Talia, an old memory hidden beneath a shroud of nuclear fog in her mutated brain. As he fired the weapon she instinctively jerked her head out of the way and the thoughts faded from her mind as quickly as they arose, the need for being in the moment taking over. She stepped forward and slapped the pistol out of the fool's hands, grabbing him by his throat and squeezing once before tossing him against a corrugated sheet metal wall, leaving a huge, man-shaped dent and ushering forth a small patina of dust that covered everything in the bar.

Talia tensed, hearing the screams of consternation continuing outside and waiting for another attacker, but none came. After a moment passed with no imminent dangers presenting themselves she looked at her assailants more carefully and swore—one was wearing a badge. She knelt down and reached one huge finger onto his neck, gently pressing her ear down to his chest.

Yep—she just killed the sheriff.

Cursing out of pain and frustration as she ripped the broken bottle out of her arm, Talia quickly grabbed her things before barreling through the bar's back door and out into the open. The din of a gathering mob was accruing in front of the building and she didn't wait to see if they'd notice her escape, instead loping out towards the nearby canyons rather than try to explain what had happened.

"Fool me once, shame on you," Talia said to herself as she caught the telltale glint of sunlight catch the barrel of a gun in the distance behind her. "Fool me twice, shame on me."

Few survivors in the Wasteland are as intimidating and dangerous as mutants—and none are as large. The offspring of freaks and other mutants are resilient healers, hard to kill, big, and lope across the landscape in fearsome strides that intimidate even the most hard-bitten warriors but despite their obvious physical advantages they are loners that are in truth as fearful as they are feared, hated, and reviled. If nothing else mutants have proven that they are profoundly good at surviving in the desolation that has overtaken the world and though violence often takes them, there are rumors that some have weathered hard lives for over a century or even longer.

CHILDREN OF THE ATOMIC AGE

Mutants carry the transformed DNA of the human species but they have propagated and spread so thoroughly that they have become a race all their own, their genetic material made permanently and irrevocably unique after over a century of procreation or dormant mutation. These disturbing giants first began to appear a few years after nuclear devastation overwhelmed Earth—the victims of a disease that ran rampant across the Wasteland until the successful cleansing of the atmosphere in 2099—though to those transformed rather than born the curse of a monstrous appearance is often a blessing of a longer life than normal rather than a pain one must suffer.

In addition to being very large, mutants are usually as ugly as they are unwilling to trust or truly accept themselves as a member of a community. Naturally distant, the green giants are covered in growths and tumors that make their skin bulge in places and dimple unnaturally in others, depending

on whether they are more agile and lanky or bulky and strong. Their kind were never truly meant for the world and as such they usually attire themselves in a mishmash of clothing and armor as unattractive as they are, giving their race as a whole a look even more disheveled than that of the usual survivor.

EVOLVED SURVIVORS

Even though they have become their own species mutants can be just as capable and intelligent as humans, and after over a century in the Wasteland they have adapted to survive against the threat of terrible beasts, rampant death, and an utter scarcity of necessities. Survival is the truth of mutantkind—they were not designed like androids or as privileged as gaxians—and the fact they have endured hatred, ostracization, and predation for so long is a powerful testament to their strength (though the fact they can haul prodigious sacks of salvage around doesn't hurt either).

FEARED BY ALL

Survivors in the Wasteland are right to fear mutants as many of them serve larger kin that bear no kindness for humans, demigrants, or anything than other mutants—though even then their generosity and mercy is infrequent at best. Many choose to serve their enormous brethren, knowing all too well that most settlements will refuse to accept them anyway and seeking the best source of safety and shelter available. This is not an easy life however, and to accept it one must be prepared to kill and steal, a process that gradually drains away compassion and replaces it with nothing but malice. Fortunately desertions are common, frequent, and usually misinterpreted as an uncounted for death in the latest raid on a community of “pinkies” as the green giants like to call them. A mutant that flees from their atomic brethren’s control should be wary however, as the gargantuan monstrosities greatly value any servant their size that is capable of higher level thinking (so much so that they might want to get them back).

MUTANT NAMES

The only commonality between mutant names is that they are simple, easy to pronounce, and memorable, sometimes taken as titles because the moniker is the word most frequently heard from other creatures.

Male Names: Badko, Drunlar, Fyrzal, Ohmegad, Pleezno, Ruhn

Female Names: Cessia, Egad, Killza, Nordred, Rylla, Talia

MUTANT TRAITS

Your mutant character has an assortment of inborn abilities, the gifts of a genetic code warped by nuclear radiation on a fundamental level.

Ability Score Increase. Your Constitution score increases by 1. Choose either Dexterity or Strength; the ability score you choose increases by 2 and the other ability score increases by 1.

Age. Mutants mature like humans but rarely live as long—no one is certain of their lifespan.

Alignment. Mutants can be of any alignment but rarely find reason enough to be good or lawful.

Size. Mutants are hulking humanoids between 8 and 11 feet tall, weighing as much as 500 pounds. Your size is Large.

Speed. Your base walking speed is 35 feet.

Darkvision. While radiation has corrupted your form, your senses are able to see far more than the average human. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Fast Healer. When spending hit dice during a short rest, you heal twice the normal amount.

Irradiated. You are immune to radiation. You begin play with an Irradiated ability score of 6.

Expensive Fitting. You cannot wear regular armor and it must be custom made or heavily tailored in order to fit you, increasing its cost by 50%.

Mutant Freak. You gain disadvantage on social skill checks made against humanoids that are not mutants or smart walkers. You never suffer disadvantage on Intimidation checks.

Languages. You can speak, read, and write Common and Undercommon. Undercommon is the language of the survivors of the world that eked out an existence on the Wasteland rather than beneath its surface, the guttural simplification of common tongues lending itself to a brutal but effective form of communication favored by the detested members of society.



SMART WALKERS

Pulling his hat down and grimacing as he nudged a part of his forehead too hard, hearing the brittle flesh crack and drag against his skull, Indiana took sight with his combat pistol and fired off a few shots yelling, "It BELONGS in a MUSEUM!" He was rewarded with a cry of pain as one of the savages fell from the walkway above, landing with a loud crack on the chipped marble flooring of the old library. The smart walker used the distraction to leap away from the desks and behind a column for cover just in time—a gout of fire scorched the entire middle of the reading hall, starting a conflagration sure to spread to the knocked over book cases arrayed around the room.

Indiana swore and leapt out into the flames, firing wildly into the doorways opposite him until he was rewarded with another stroke of good luck—sort of—as the fuel tank on one of the things backs exploded in a ball of fire that destroyed the glass containing his prize. Certain there was no time to waste the smart walker grabbed the old oak box, wrapping it under his antiquated bomber jacket before sprinting through the blaze and towards the exit, the cries of the rest of the raiders inside chasing after him.

Surviving denizens on Earth's surface not killed outright by nuclear detonations, disease, starvation, or the savagery of their fellows suffered from the fallout until they too died or changed, though not by a sickness seen yet on this world. The taint of atomic energy suffused into the forms of these survivors drive them onwards long past where their natural lives would have ended in a constant search to feast on the flesh and blood their own bodies lack. Not all of these creatures are mindless however and some have retained their sense of self, wandering the blasted wilderness trying to keep hold of it and live a life more dignified than what their irradiated thirst demands. These "smart walkers" are practically ghosts, shadows of the past that linger on in search of whatever meaning can be found in the Wasteland.

UNDEAD EVOLVED

Though once living humanoids smart walkers barely resemble their original race, their bones and flesh exposed, rotting, and gradually falling away until they are nearly skeletons. There are some that have taken care to slow down this decay and attempted to retain a semblance of their original appearance, but they are few and far between. The skin of these creatures has turned an unhealthy green or gray and their musculature is visible, sometimes still red with the vestiges of life from their last meal being quickly devoured by their body before the desiccation takes hold once more and the necrotic diminishment begins anew.

UNLIFE AFTER DEATH

For the most part life on Earth ended when the bombs dropped even for those who survived the devastation but smart walkers had to experience their bodies falling apart and desiccating with no power to stop it, many driven to madness. Once fully devolved into husks of their former selves those with thought enough to control their thirst for the living tried to carry on as they did in life, but in time nearly all fell into hibernation. For decades only mutants and a few survivors in the rare pockets of livable land existed on the surface, but in 2076 the *tachyon flux* awoke all of the planet's walkers and after more than half a century to recover the ecosystems of the world had restored enough prey for the unliving capable of rationing their meals to remain awake. While humans and demigrants are fearful of them as predators capable of feral violence, smart walkers have achieved some

success at rebuilding civilization in the twenty years that passed before those living beneath the earth could venture back out onto it and are afforded a small modicum of respect—albeit distant respect—for their efforts.

KEEPERS OF HISTORY

Despite the well-founded fear and constant concern of a smart walker going feral, they are highly valued for the firsthand knowledge of the world as it was before the nuclear apocalypse, making them welcome members of a community (although it is rare for one to become truly trusted). The race's penchant for surviving things that would kill most humans or demigrants doesn't hurt either, and they are excellent persons to barter with—most are willing to trade for living creatures of all kinds and remnants of society's past, making them particularly popular with scavengers. In turn they fill settlements with memorabilia that brings some of the old vivacity of civilization to the drab environs of the Wasteland, and perhaps more influential than any other aspect, smart walkers are frequently the proprietors of bars. Though they can't get any buzz off the stuff they remember the reverie it brings, a peace sorely needed for those that can enjoy it.

SMART WALKER NAMES

Smart walkers tend to keep the names they had before the nuclear apocalypse but there are some who have taken on new monikers to reflect the new beings they are in an attempt to cast off the dead past.



SMART WALKER TRAITS

Your smart walker character has an assortment of inborn abilities that resulted from the intense changes wrought on their body by nuclear fallout.

Ability Score Increase. Your Constitution score increases by 2.

Age. Smart walkers are effectively immortal.

Alignment. Smart walkers are a strange lot—many carry on as they did before the bombs dropped, hoping to retain some sense of civility in the Wasteland, but most fall to depravity or insanity once the reality of their immortality settles in (making them quite evil).

Size. Smart walkers are humanoids between 5 and 6 feet tall, weighing as much as 200 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Darkvision. Your senses are able to see far more than the average human. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fast Run. When you take the Dash action, you move two additional speed increments instead of one.

Irradiated Abomination. You gain resistance to necrotic and poison damage. You do not need to eat, drink water, or breathe, you are immune to the poisoned condition, and you are immune to radiation. You do not require a normal resting period that emulates sleep unless you have not feasted on living flesh within the a period of days determined by your thirst for life feature. You begin play with an Irradiated ability score of 6.

Liferage. Your very being nourishes itself with living blood, feasting on lymphatic cells. You are only able to eat flesh from living creatures within 1 minute of a creature's death. Consuming this flesh requires a bonus action, and grants the following bonuses for a number of rounds equal to the target's Constitution modifier or proficiency bonus, whichever is greater: advantage on saving throws, advantage on your first attack roll each round, your speed increases by 10 feet, and your AC increases by 2.

Long-Lived. You've been "alive" in some way or another since before Earth became the Wasteland. You gain proficiency in History and have advantage on Intelligence (History) checks.

Lymphatic Strain. Using hit dice on a short rest acts as though a day has passed for your hunger (see thirst for life below; you still do not require sleep to spend hit dice). When you make a death save (whether successful or not) it counts as if 2 days have passed without you feasting on flesh.

Thirst for Life. When you go a span of days equal to your proficiency bonus without feasting on living flesh, the hunger makes you increasingly fatigued. For every span of days you do not feast on living flesh, you require a cumulative 4 hours of rest (maximum 20 hours) to gain the benefits of a short rest. If you go a month without feasting on living

RADIOACTIVE UNDEAD

While in many respects smart walkers (and walkers for that matter) are extremely similar to undead, they are still humanoids. Morgan le Fay perceives smart walkers and walkers to be living humanoids.

flesh, you fall into a deep sleep. While in this sleep you gain lifesense 60 feet, only waking to viciously attack the nearest living creature until you or it are dead (in which case you consume its flesh mindlessly for 1 minute). Androids, constructs, undead, and walkers do not quench your thirst for life, but even a living creature as small as a rat is enough to sustain you as a full meal would for a regular humanoid.

Vulnerability. You gain vulnerability to radiant damage.

Languages. You can speak, read, and write Common and Undercommon. Undercommon is the language of the survivors of the world that eked out an existence on the Wasteland rather than beneath its surface, the guttural simplification of common tongues lending itself to a brutal but effective form of communication favored by the detested members of society.

WHAT ONCE WAS LOST

As a true survivor of the nuclear devastation that consumed the Earth a smart walker character is unique from other wastelanders—the past so many laud as an idyllic time lives on in their minds and with those scattered memories comes much common knowledge that others dearly value. While they may lack an eidetic memory and some things are bound to escape them, a smart walker's fragmented recollections should inform who they are as a person and how the world perceives them. Even a lowly cobbler from the old world is honored in the Wasteland for their knowledge of an otherwise lost skill and many times looked upon for answers to the curiosities of the past. This advantage also brings with it greater pain and sorrow however for these memories of what once was taste the most bitter to smart walkers as with every day that passes, the years of prosperous times slip ever further away from them and the world seems to grow a little bit bleaker. This might not mean a deterioration into insanity or evil, and even if they are unhinged, that doesn't necessitate being crazy and wild at all times. A certain of unpredictability can be an asset in the Wasteland but too much will seal a coffin just as sure as a blast from an atomic mutant's vehicle-sized weapon.

EQUIPMENT

The old world was a place obsessed with materialism and consumption; though nuclear devastation took its toll and much was destroyed, there are still a great many things to be salvaged and the drive of ingenuity has transformed what remains into technology that in many ways can surpass the old world's handiwork.

Ruins d20. When survivors roll well while doing a fast search of a ruin (page 86), roll 3d10 and consult the table to see what they find (assuming of course that the GM doesn't have something else in mind already). Items marked by – are only found at the GM's discretion, should enrichen the plot, and work to the party's strengths (if they have no interest in Irradioworld and the campaign does not need its inclusion, an isomogrifier would make for poor salvage.) Survivors might also come across common or mundane items from the core rulebook that are applicable in the *2099 Wasteland* like (1d12) 1–camping equipment, 2–clothes or light armor, 3–edible rations, 4–a functioning lock, 5–a grappling hook, 6–hand tools, 7–an intact mirror, 8–paper and ink, 9–potable water, 10–rope, 11–soap, or 12–a simple weapon.

ITEMS

Anti-Morphing Serum. This bright purple liquid is specially-made to scramble the morphing abilities of gaxians. It can be applied to piercing or slashing weapons (including a physician's syringe) and when the weapon successfully deals damage to a gaxian, the alien reverts to its original form for 2d6 rounds.

Atomic Flashlight. The science behind these miraculous devices is lost to most of the Wasteland but they are treasured by salvagers. Activating or deactivating a flashlight is a free action. When activated, a flashlight shines bright light in a 300 foot line (and 100 foot cone) and dim light in a 500 foot line (and 200 foot

Wasteland Items

Ruins 3d10	Item	Price	Weight
3	Anti-Morphing Serum	75 gold	–
4	Atomic Flashlight	25 gold	1 lb.
5-6	Battery	1 gold	1/4 lb.
7	Bulletproof Vest	250 gold	22 lbs.
8	C-4 Explosive	50 gold/ounce	1/16 lb.
9	Computer Terminal	300 gold	15 lbs.
10	Electric Lantern	5 gold	1 lb.
11	Empowered Bonds	200 gold	6 lbs.
12	Filtration Mask	40 gold	2 lbs.
13	Flashlight	1 gold	1/2 lb.
–	Gaxian Locator Array	1,000 gold	7 lbs.
14	Gaxian Locator Beacon	100 gold	–
15	Geiger Counter	3 gold	1/4 lb.
–	Gravwagon	500 gold	200 lbs. (inactive)
–	HALE Unit	750 gold	5 lbs.
16	HALE Tertiary Unit	30 gold	1/2 lb.
17	Hazmat Suit	300 gold	14 lbs.
18	Iodine Pill	1 gold	–
–	Isomogrifier	600 gold	40 lbs.
19	Laser Forge	50 gold	12 lbs.
20	Lead-Lined Backpack	30 gold	15 lbs.
21	Medispray	50 gold	1/4 lb.
22	Nightvision Goggles	250 gold	3 lbs.
–	Plasma Boots	750 gold	10 lbs.
23	Radcard	45 gold	–
–	Radwand	1,000 gold	1 lb.
24	Rebreather	200 gold	–
–	Scavenger's Pack	55 gold	22 lbs.
25	Sharp-Eye Goggles	150 gold	1/4 lb.
–	Space Suit	2,000 gold	50 lbs.
26	Terrestrial Diagnosticator	150 gold	2 lbs.
27	Walkie-Talkie	20 gold	1 lb.
–	Xenotruster	2,000 gold	11 lbs.
28	Grenade or Ammunition	varies	1/2 lb.
29	Relic or Science Weapon	–	–
30	– Item	–	–

cone). Atomic flashlights have unlimited power sources (which cannot be removed) but deactivating one of these devices requires a reaction.

Battery. Many devices run on these simple metal canisters, producing electrical energy via chemical reactions inside.

Bulletproof Vest. Relics from the past, these high-fabrication vests can be worn over light armor, granting the wearer damage resistance against ranged attacks that have a damage dice roll of 12 or less (not counting Dexterity modifier, feats, or other bonuses to damage), as well as attacks from firearms using the cone or line properties.

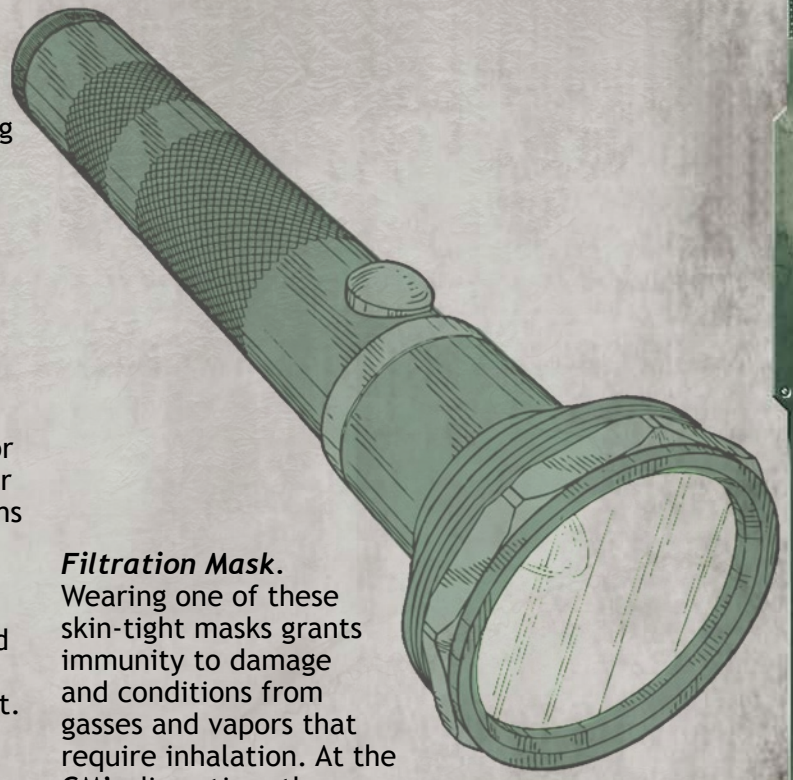
C-4 Explosive. This malleable substance explodes with great force when exposed to extreme heat and a shockwave (usually through a detonator) dealing 5d6 bludgeoning damage to everything within 5 feet. For every additional ounce of C4 applied, the blast deals an additional +1d6 damage and the area it affects increases by +5 feet. Detonators may be activated via remote (as a bonus action) or at a specified time.

Computer Terminal. This clunky but reliable collection of technology has its own self-contained power source, a keyboard, and a blunted display screen. Activating and setting up a computer terminal requires an action but using it grants advantage when making an Intelligence (Science) or Intelligence (Technology) check. In addition, it can be used to bypass technological locks and traps (as though it were thieves' tools).

Electric Lantern. An electric lantern casts bright light in a 40-foot radius and dim light for an additional 40 feet. Once activated, it illuminates for 8 hours on the charge from one battery. As a bonus action, you can turn switch it to sleep mode, reducing the light to dim light in a 15-foot radius.

Empowered Bonds. Largely used by gaxians to restrain test subjects, this technology has become more common on Earth in recent years. Empowered bonds consist of two matching bracelets which lock together when a command word is spoken (a bonus action). Once activated, the bracelets pull together and give the wearer the grappled condition. Escaping empowered bonds requires a DC 23 Strength (Athletics) check (which leaves the bonds on) or a DC 25 Dexterity (Sleight of Hand) check. Failure on either check results in a shock that inflicts 1d6 lightning damage.

Placing empowered bonds on a creature with the incapacitated condition requires a bonus action while putting them on otherwise requires a successful opposed Strength (Athletics) check.



Filtration Mask.

Wearing one of these skin-tight masks grants immunity to damage and conditions from gasses and vapors that require inhalation. At the GM's discretion, the user may still suffer effects from a gas due to contact.

Flashlight. Little more than a simple bulb and circuit, these ubiquitous devices are all over the Wasteland. Activating or deactivating a flashlight is a free action. When activated, a flashlight shines bright light in an 80 foot cone and dim light in a 160 foot cone. Flashlights run on batteries, requiring one for every 2 hours of use.

Gaxian Locator Array. This combination of sensor and beacons is often used by the gaxians (and other extraterrestrials) to track those they've abducted and keep a special interest in. The handheld sensor has a range of 400 miles and is accurate within 10 miles. Within accurate range it grants advantage on Survival checks made to track a beacon. More powerful spaceship-compatible versions can have even greater range but are quite rare in the modern age.

The beacons are hidden under the skin and require a DC 25 Intelligence (Science) check or DC 25 Wisdom (Medicine) check to detect. Safely implanting or removing a beacon requires specialized equipment rarely found on Earth. Without it, the process is dangerous and requires a DC 28 Intelligence (Science) check or DC 28 Wisdom (Medicine) check. Each implantation or removal check that fails by 4 or less increases future DCs by 1, and failure by any greater value causes 1d12 force damage for every 5 points the result is below the DC.

Geiger Counter. This simple tube is filled with inert gas that conducts electricity when impacted by high-energy particles, making it able to detect beta particles and gamma rays. When a geiger counter

is within 30 feet of radiation, its meter ticks up to indicate the radiation level in the 5-foot square it is in or the Irradiated ability score of an item or creature it is pressed against.

Gravwagon. Only the most successful scavengers and wealthiest Wasteland traders can afford to have one of these mysterious devices. This slab of metal is 4 feet across, 4 feet long, and 2 feet thick. When activated, a gravwagon floats 5 feet above the ground. A gravwagon can hold up to 1 ton. For every 500 pounds placed on an activated gravwagon, it floats 1 foot lower. If more than 2,000 pounds is placed on it, the gravwagon automatically deactivates (at the GM's discretion, this may destroy it). Gravwagons have no natural way to be propelled and must be dragged or pushed by a creature. For these purposes, a gravwagon weighs 1/20th the weight placed upon it.

HALE. The HALE (or Health and Analytic Logistical Examiner) is a wearable device that aids medics in providing prompt and efficient care. Any creature that has proficiency with a medical kit can use the HALE and its four corresponding tertiary units to monitor the vitals of four other creatures within 800 feet. A different ping sounds to the main unit when a tertiary wearer is at half, quarter, one tenth, and zero hit points. A HALE and its tertiary units operate for 8 hours after activation (requiring twice the amount of time to recharge).

Hazmat Suit. While wearing this bulky suit (which can only fit over light suits of armor), a creature suffers disadvantage to Dexterity and Charisma saves and checks, but gains immunity to poison damage and the poisoned condition from non-gas attacks. In addition, the wearer's Irradiated ability score is immune to the effects of radiation (though not the fire damage the radiation might deal).

Iodine Pill. When taken with a meal of food or water that has a radiation level, this small pill reduces the radiation level by 1.

Isomogrifier. This complex 40 lb. array of high frequency metals can be used to transport or retrieve a creature in Irradioworld. Once activated the isomogrifier makes a 30-foot-radius sphere that bridges into Irradioworld near the antennae it is hooked up to. Any creature may enter or exit Irradioworld by entering into the sphere's area, ending their turn on the other side of the bridge from where they started. Each round it is active the isomogrifier depletes 1 battery (it can hold as many as 6).

Laser Forge. This compact steel device is composed of a complex array of framework emulating an anvil filled with small lenses that shoot superheated lasers

onto a specific point into a central plate. A laser forge requires 4 hours of sunlight to recharge after 1 day of use.

Lead-Lined Backpack. Thin lead fabric and sheets are woven inside the interior of this backpack's cloth. Any items stored inside a lead-lined backpack treat the radiation level around it as 5 levels lower.

Medispray. This aerosol healing foam can be rapidly applied in the middle of combat with a simple spray as a bonus action with a DC 5 Wisdom (Medicine) check. Living creatures are healed 5 hp by one application of medispray.

Nightvision Goggles. Complex electronic circuits and high-capacity batteries in these goggles enable the wearer to see perfectly in nonmagical darkness (granting darkvision with a range of 60 feet). When a creature using nightvision goggles is exposed to a flash of bright light (from *daylight*, a flash grenade, or similar effect), it gains the blinded condition for 1d4 rounds. Activating or deactivating this item is a bonus action. Nightvision goggles operate off of photonic dynamos, able to function for 8 hours before requiring twice as much time in sunlight to recharge.

Plasma Boots. This alien footwear grants the marvelous ability of flight. While wearing plasma boots, you can use an action to speak their command word. This expends 1 charge and activates the plasma boots for 10 minutes or until you repeat the command word as a bonus action. The plasma boots give you a flying speed of 25 feet. The alien science powering plasma boots have six charges that recharge at a rate of one per four hours between activation.

Radcard. The simplest method for discerning radiation levels, the radcard uses no charges and has an easily readable gauge. Only a quick glance at a radcard is needed to see what the current radiation level is. However, the radcard is only good until it has been exposed to a total of 20 levels of radiation in separate instances (an instance is 1 hour). For example, after you have gone into a level 5 area four times, the radcard's indicator shows that it is non-functional.

Radwand. Many a mad scientist has attempted to reverse engineer this simple untarnished metallic marvel of alien technology but few have ever had much success. One minute after being pressed against an object with an Irradiated ability score of 1 or higher, a radwand lowers its Irradiated ability score by 2d4. A radwand can absorb up to 20 points of Irradiated ability score before it becomes worthless. For every point of Irradiated a radwand has already absorbed (honest) traders reduce the item's cost by 50 gold per point.

Rebreather. This four-inch long metal rod fits comfortably into and over the mouth, siphoning oxygen from surrounding water to allow its user to breathe freely underwater. A standard rebreather functions for 2 hours before the filters need to be replaced (which costs 50 gold).

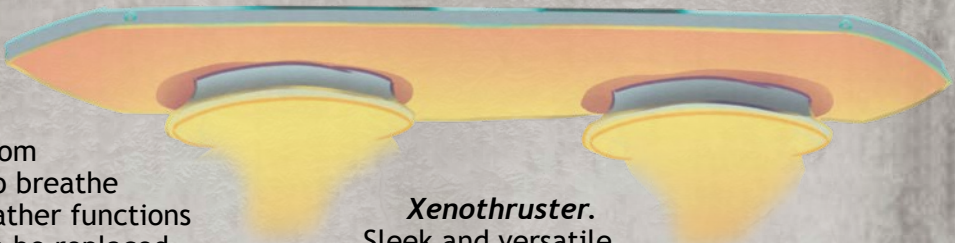
Scavenger's Pack. Includes a lead-lined backpack, a crowbar, a hammer, 10 pitons, a flashlight, 5 batteries, a tinderbox, 5 iodine pills, 5 days of rations, and a waterskin (5 days). The pack also has 100 feet of hempen rope strapped to the side of it.

Sharp-Eye Goggles. These angular, red-lensed glasses provide long-range magnification, doubling the wearer's effective range increment with ranged weapon attacks. Sharp-eye goggles are photovoltaic and operate for 8 hours once brought into darkness before requiring an equal amount of time soaking in the sun to recharge.

Space Suit. This relic from the height of the Space Age bears the signs of aggression that dominated those years, armored for the rigors of cosmos as much as any armed conflict. While wearing this bulky suit of medium armor (AC 17), a creature suffers disadvantage to Dexterity and Charisma saves and checks, but gains immunity to cold, fire, and poison damage, resistance to bludgeoning, piercing, and slashing damage, and the poisoned condition from non-gas attacks. Space suits have built-in walkie-talkies able to broadcast 6,000 feet.

Terrestrial Diagnosticator. Most of the time these items are built to resemble something else or give away no indication of what they do. Spending an action using a terrestrial diagnosticator takes a pinch of blood from a willing creature and analyzes it for toxins, identifying any diseases or poisons from which the creature suffers. In addition, if used in conjunction with a DC 10 Intelligence (Science) check or DC 10 Wisdom (Medicine) check it also indicates whether the creature is not human (such as a disguised doppelganger or gaxian) or carrying an alien parasite (like a brain slug).

Walkie-Talkie. A walkie-talkie is a handheld, two-way, portable radio transceiver that broadcasts to a range of 200 feet. Anyone within range and tuned to the broadcast frequency (which can be calibrated using the Science or Technology skill) is able to hear messages sent from the walkie-talkie. The walkie-talkie is also able to receive radio waves provided it is tuned to the frequency they are broadcast at. Radio waves travel through solid objects. A walkie-talkies run on batteries, requiring one for every 7 days of use.



Xenotruster.

Sleek and versatile, this plasma-powered hoverboard is on the top of many Wasteland survivors' wish lists. A xenotruster has three modes: overland, speed, and flight. Changing or initiating modes requires a bonus action to speak the command word, while ending activation only requires a reaction. Xenotrusters have eight charges that recharge at a rate of one per four hours of inactivity.

In *overland mode*, a xenotruster grants you a flying speed of 30 feet, but you can go no higher than 5 feet above the ground and cannot fly over water or other non-solid substances. The xenotruster uses one charge per hour in this mode.

In *speed mode*, the xenotruster grants you a flying speed of 60 feet but otherwise acts as in overland mode. The xenotruster uses 1 charge per 5 minutes in this mode.

In *flight mode*, the xenotruster grants you a flying speed of 45 feet with no flight restrictions. The xenotruster uses 1 charge per minute in this mode.

BODYTECH

Installing a bodytech item requires a Wisdom (Medicine) check with a DC equal to 8 + double the bodytech's mark value (minimum DC 10) in a process that takes 2 hours per mark (minimum 2 hours). When installing bodytech without ample Technology Resource available (equal to triple the bodytech's mark value; minimum 3) you are at disadvantage on the Wisdom (Medicine) check.

Bodytech Limbs (price varies). Amputations in the Wasteland are fairly common. Organic replacement limbs that function similarly to their originals are available in many markets from numerous suppliers for costs competitive to magical regeneration (typically 1,000 gold). Mundane prosthetic limbs are similarly available for a much cheaper cost (often as low as 25 gold per prosthetic limb) but are far less popular. Bodytech limbs are the best technology found within underground shelters that focused on biomechanics, tailored to fit a user's body and customized for myriad purposes.

Bodytech Limbs

Mark	Bodytech Points	Cost	Arm Weight	Leg Weight
I	2	2,000 gold	10% of body	20% of body
II	4	4,000 gold	8% of body	15% of body
III	6	8,000 gold	6% of body	10% of body
IV	8	10,000 gold	4% of body	5% of body

Bodytech Points. A bodytech limb grants a number of bodytech points (determined by mark) that can be spent on various different functions chosen when it is installed. Features marked as rated^(R) cannot be selected more times than the mark of the limb.

Cosmetic. A bodytech limb with this feature is indistinguishable from a regular limb without the use of scanning technology or detection magic.

Concealed Compartments. A bodytech limb with this feature is able to store one Diminutive object (such as a weapon with the light property) per bodytech point spent. Two points can instead be spent to conceal a Tiny object (such as a weapon that can be wielded in one hand).

Accessing a concealed compartment does not require an action.

Explosive. A bodytech limb with this feature is rigged to explode when the user directs it to as a swift action (or on the owner's death), dealing 2d12 force and piercing damage per mark in a 10-ft. radius.

A Dexterity saving throw (DC 10 + 5 per mark) halves this damage.

Increased Ability Score^R. A bodytech limb with this feature grants a hyper bonus to a physical ability score equal to the number of bodytech points spent on this feature. This feature may be taken multiple times, but no more than a number of times per mark on the same ability score (so a bodytech arm mark I can grant +1 Dexterity and +1 Constitution, but not +2 Strength). Hyper bonuses always stack.

Hyper Materials^R. A bodytech limb with this feature grants a hyper bonus to AC equal to the limb's mark.

Cyber Ear (500 gold). A cyber ear grants its user a cumulative +1 bonus on sound-based Wisdom (Perception) checks. Creatures that have replaced all of their ears with cyber ears also gain advantage on sound-based Wisdom (Perception) checks.

Cyber Eye (500 gold). A cyber eye grants its user a cumulative +1 bonus on sight-based Wisdom (Perception) checks. Creatures that have replaced all of their eyes with cyber eyes also gain advantage on sight-based Wisdom (Perception) checks.

Cyber-Sniffer (500 gold). A cyber-sniffer is takes the place of nose's septum and grants its user advantage on scent-based Wisdom (Perception) checks.

Hydraulic Springheels (1,500 gold per pair per mark). These implants go into a creature's feet, integrating into the heels. Biosteel nanites quickly fix to bone, muscles, and tendons, supporting a miniature hydraulic cylinder that rapidly extends outward for faster movement and enhanced jumps. Creatures with hydraulic springheels increase their base speed by +5 ft. per mark, and gain a leap speed of +5 ft. vertical per mark and +10 ft. horizontal per mark. A creature with more than two feet must have a hydraulic springheel in each foot to receive any bonuses.



WASTELAND TOOL KITS

Many of the tools used in the Wasteland are as rudimentary and simple as those from medieval times, but others are more advanced, reckoning back to a more civilized age.

Chemistry Kit. A chemistry kit is often used for forensic science and includes beakers, flasks, burners, safety equipment, and everything one would find within alchemist's supplies. Proficiency with a chemistry kit grants your proficiency bonus to checks made using its equipment.

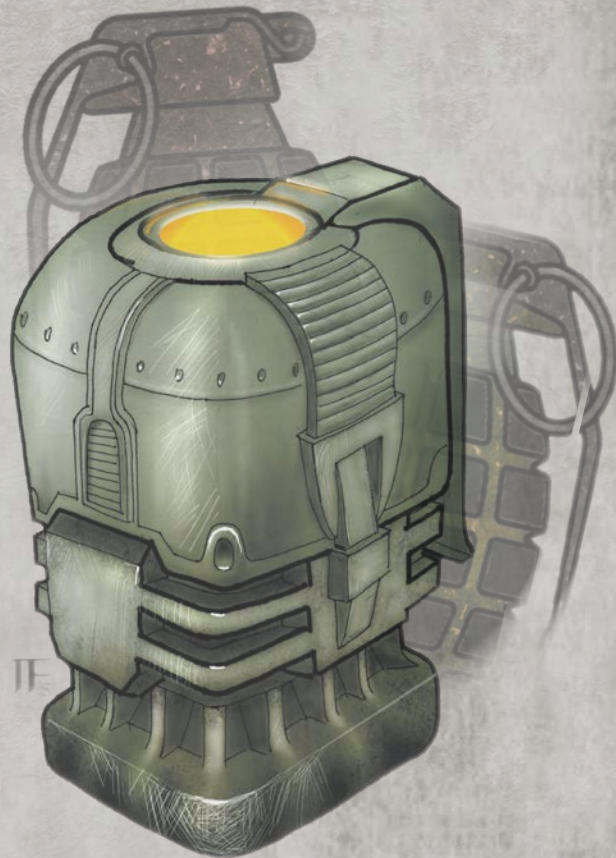
Wasteland Tool Kits

Item	Cost	Weight
Chemistry Kit	65 gp	11 lbs.
Mechanic's Kit	45 gp	13 lbs.
Medical Kit	75 gp	8 lbs.
Technologist's Kit	65 gp	15 lbs.

Mechanic's Kit. A mechanic's kit is filled with screwdrivers, wrenches, clamps, powered tools, spare nuts and bolts, and everything you would find within smith's tools. Proficiency with a mechanic's kit grants your proficiency bonus to checks made using its equipment (usually to craft or repair constructs).

Medical Kit. A medical kit includes sanitizer, bandages, ointment, and everything found within both an herbalism kit and poisoner kit. In addition to granting proficiency with those two tools, proficiency with a medical kit grants your proficiency bonus to checks made using its equipment to disinfect wounds, stop bleeding, and keep a heavily wounded creature alive until it receives magical or technological healing.

Technologist's Kit. A technologist's kit has many of the same tools found in a mechanic's kit but transistors, several diagnostic tools as well, everything one might need to create a circuit board, and other electrical minutiae.



GRENADES

Price varies, Weight 1/2 lb.

This small, cylindrical explosive can be thrown at a target within 60 feet as an action (or further with the use of a weapon with the launcher quality). Any creature within the grenade's area of effect (20 feet) makes a DC 15 Dexterity saving throw or takes the grenades damage (a successful save halves this damage).

Bang (20 gold). Creatures that fail a DC 15 Constitution saving throw gain the stunned condition until the start of the wielder's next turn and gain the deafened condition for 1d4 rounds.

Bio (75 gold). Creatures that fail a DC 15 Constitution saving throw gain the poisoned condition until they take a short rest or receive healing in excess of 5 hit points.

Concussion (60 gold). Deals 4d6 bludgeoning damage.

Cryo (75 gold). Deals 4d6 cold damage.

Flash (45 gold). Creatures that fail a DC 15 Constitution saving throw gain the blinded condition for 1d4 rounds.

Frag (65 gold). Deals 4d6 piercing damage.

Gas Grenade (15 gold). A nonmagical effect identical to *fog cloud*, except that the fog dissipates after 2d4+4 rounds.

Lethal Gas Grenade (150 gold). A nonmagical effect identical to *cloud kill*, except that the fog dissipates after 1d4+2 rounds.

Lightning (75 gold). Deals 4d6 lightning damage.

Magnetic Pulse (90 gold). This small electronic device emits a short, high intensity magnetic pulse. This pulse does 3d8 lightning damage to any creature with internal electronics and to objects with electronic components.

Plasma (125 gold). Deals 6d6 fire and lightning damage.

Posicharge (150 gold). Explodes with 3d4 force and 3d4 radiant energy in a 10-ft.-radius; only creatures are affected by this blast (not objects or terrain). Creatures damaged by the radiant energy take 10 radiant energy damage at the start of their next turn, and 5 radiant energy damage the following turn. Unlike other grenades, a posicharge grenade explodes immediately before the wielder's next turn.

Scorcher (70 gold). Deals 4d6 fire damage.

Slasher (80 gold). Deals 4d6 slashing damage.

Tear Gas Grenade (85 gold). A nonmagical effect identical to *stinking cloud*, except that the gas dissipates after 2d4+2 rounds.

Thunder (75 gold). Deals 4d6 thunder damage.

MELEE WEAPONS

Chainsword (200 gold, 14 pounds, martial weapon).

These weapons are emblematic of the Wasteland: built with parts scavenged from other technological devices, brutal, effective, and capable of causing extreme damage.

- You deal 1d8 bludgeoning damage.
- When activated (a free action that requires the pushing of a button in the weapon's hilt at the start of your turn) a chainsword consumes 1 gp of alchemical reagents and springs to life until the end of the wielder's next turn, causing serrations to jut out from the weapon and spin rapidly around the perimeter of the blade, dealing an extra 2d6 slashing damage.
- The size and bulky nature of a chainsword requires creatures of Medium size or smaller to wield it with two hands.
- A typical chainsword has a large enough fuel reserve to hold 10 gp of fuel at a time.

Swordchucks (50 gold, 6 pounds, martial weapon).

Though simple to construct (two sharpened sword-like blades connected by a short-length of chain and short handles), few warriors are crazy, deft, or skilled enough to use these uncanny weapons.

- You deal 1d6 slashing damage.
- Swordchucks have the two-handed property and counts as two weapons when wielded.
- When making an attack action, you may make an additional attack; any attacks that round on which you roll a natural 1 or 2 you chance hitting yourself, making a second attack roll that targets your AC.

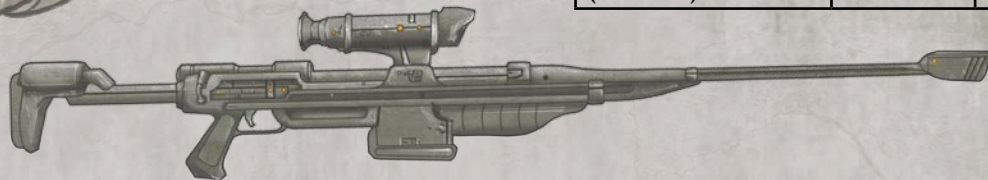
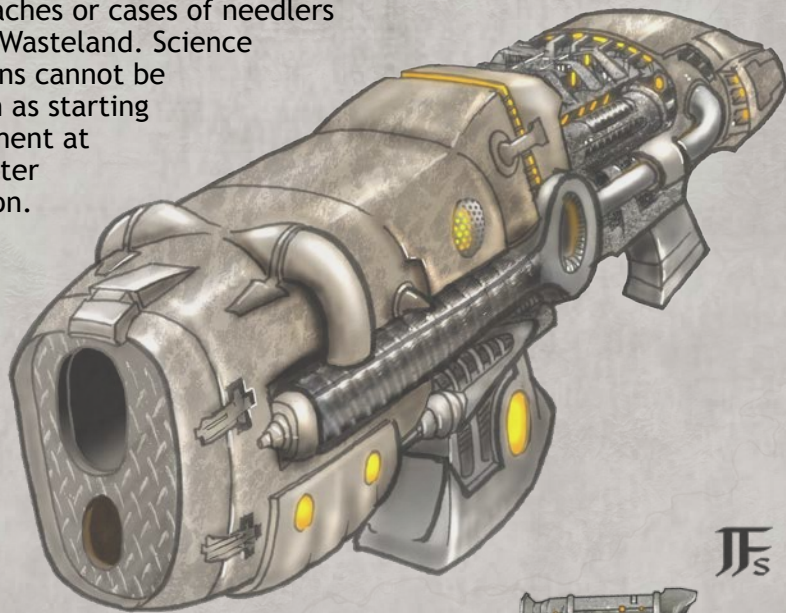
RELIC WEAPONS

Firearms recovered from the past are a common occurrence in the Wasteland, found and cleaned by scavengers roaming the blasted out remains of civilization, abandoned underground shelters, and the dead bodies littering the landscape. Relic weapons cannot be chosen as starting equipment at character creation unless they are specifically granted.

Firearm	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Autoslingshot	15 gold	2d4 bludgeoning	5 lbs.	Ammunition (range 30/120), restock (4 shots)
Beatup Revolver	75 gold	2d6 bludgeoning and piercing	6 lbs.	Ammunition (range 30/150), restock (8 shots)
Beatup Rifle	150 gold	2d8 bludgeoning and piercing	11 lbs.	Ammunition (50/200), restock (5 shots), two-handed
Beatup Shotgun	150 gold	2d6 bludgeoning and piercing	8 lbs.	Ammunition (range 40/120), cone, restock (4 shots), two-handed
Combat Pistol	350 gold	2d6 bludgeoning and piercing	4 lbs.	Ammunition (range 100/400), autofire, bullet spray, restock (12 shots)
Flamethrower	250 gold	3d6 fire	40 lbs. (10 lb. tanks)	Ammunition (range 30/60), line, restock (4 shots), two-handed
Hunting Rifle	200 gold	2d8 bludgeoning and piercing	10 lbs.	Ammunition (range 350/750), restock (1 shot), two-handed
SMG	400 gold	2d8 bludgeoning and piercing	10 lbs.	Ammunition (range 80/360), autofire, bullet spray, restock (80 shots), two-handed
Sniper Rifle	450 gold	2d12 bludgeoning and piercing	15 lbs.	Ammunition (range 500/5,000), restock (10 shots), slow-firing, two-handed
Rocket Launcher	500 gold	6d6 bludgeoning and fire damage	25 lbs.	Ammunition (range 60/500), restock (1 shot), slow-firing, splash effect 10 ft., two-handed

SCIENCE WEAPONS

There's no shortage of dangerously ambitious scientists or facilities to manufacture weapons—World War III saw to both. An even rarer sight than relic weapons, these finds are considered to be the jackpot for scavengers and many have lost their lives chasing rumors of laser beam rifle caches or cases of needlers in the Wasteland. Science weapons cannot be chosen as starting equipment at character creation.



Ammunition

Ammunition	Cost	Weight
Bullet	1 gold	1/10 lb.
Igniter Fluid (one shot)	5 gold	1/2 lb.
Laser Cartridge (20 shots)	10 gold	2 lbs.
Meta Cartridge (20 shots)	30 gold	1 lb.
Meta Pack (10 shots)	10 gold	1/2 lb.
Needle Cartridge (30 shots)	20 gold	2 lbs.
Razor Disc	2 gold	1 lb.
Rocket	80 gold	4 lbs.
Taser Cartridge (10 shots)	10 gold	2 lbs.
Taser Pack (2 shots)	5 gold	1/2 lb.

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Firearm	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Battle Rifle	1,500 gold	2d10 bludgeoning and piercing	11 lbs.	Ammunition (200/800), autofire, bullet spray, restock (100 shots), two-handed
Laser Beam Pistol	750 gold	1d10 radiant	4 lbs.	Ammunition (50/100), autofire, restock (20 shots)
Laser Beam Rifle	1,000 gold	1d12 radiant	8 lbs.	Ammunition (100/250), autofire, bullet spray, restock (20 shots)
Metapistol	2,000 gold	1d6 energy	5 lbs.	Ammunition (range 75/150), autofire, metaweapon, restock (10 shots)
Metarifle	3,000 gold	2d8 energy	10 lbs.	Ammunition (range 150/300), autofire, metaweapon, restock (20 shots), two-handed
Needler	1,500 gold	3d4 piercing	3 lbs.	Ammunition (range 60/300), autofire, bleeder, bullet spray, restock (30 shots)
Razor Pistol	150 gold	2d6 piercing and slashing	5 lbs.	Ammunition (range 30/120), autofire, bleeder, bullet spray, restock (10 shots)
Razor Shotgun	400 gold	2d8 piercing and slashing	10 lbs.	Ammunition (range 30/120), bleeder, cone, restock (20 shots), two-handed
Taser	500 gold	1d6 lightning	3 lbs.	Ammunition (range 20/80), restock (2 shots), shock
Taser Rifle	850 gold	2d6 lightning	9 lbs.	Ammunition (range 50/200), restock (10 shots), shock, two-handed

WEAPONS CRAFTING

A working weapon won't always be at hand in the inhospitable landscape of the wasteland and usually you're better off relying on custom-built armaments, carefully built and maintained blades and firearms only you can use effectively—with nothing else to trust, weapons are truly a survivor's best friend.

- You can craft and maintain a number of custom-built weapons equal to your proficiency bonus + Intelligence modifier. You may maintain an equal number of weapon modifications.
- In order to craft a model of custom-built weapon, you require the listed minimum proficiency bonus and the minimum Intelligence modifier. Crafting a custom-built weapon costs 10 gold per day of crafting. This daily cost is increased by 5 for every damage die step above 1d4.
 - For each weapon value (damage, qualities, range, or weight) less than the initial model, the cost to craft it is reduced by 5 gold (minimum 10 gold).
- Your custom-built weapons and modifications require your constant attention in order to function. A custom-built weapon functions for one day where you engage in combat or otherwise use it. You work to craft and maintain weapons during a long rest (1 week preparing all your weapons) or in spurts during short rests (1 day each, choosing which weapon you'll prepare for use). Until fired, a prepared custom-built weapon is ready to be used.
 - By spending a number of weeks equal to the minimum proficiency bonus and Intelligence modifier required to craft a custom-built weapon or modification working on that weapon (without using it for combat), it ceases to require constant maintenance. You may sell the weapon at 125% of its cost (custom-built weapons are never available for purchase.)
- You may only have a number of qualities in a custom-built weapon equal to your proficiency bonus.
 - Model-A, Model-B, Model-C, and Model-D weapons require the ammunition quality.
 - A weapon capable of holding ammunition has a capacity equal to twice the creator's class level.
 - All weapons of Model E or higher require the restocking quality.
 - The Possible Qualities column in the Custom Weapons tables are cumulative—you might craft a Model-D Rifle with the launcher quality, making it able to lob grenades, or a Model-G Pistol that has settings to fire normally, in a cone, or in a line.
 - For custom weapons that can fire in multiple different ways, switching from one mode to another is a bonus action. When you reach 10th level, switching firing modes is a free action.
- Weapons and modifications are crafted with the same rules
 - Modifications add +50% of the item's original weight and increase one of the weapon values (damage or range) by one step.
 - Alternatively, a weapon modification might grant a quality that is one step higher than its equivalent model damage.
 - Only custom-built weapons can gain modifications unless you possess a class feature or feat for modifying relic and science weapons.
 - Class features that allow you to modify values on the custom weapons tables can only increase them to one step above the nearest equivalent value (to a maximum of Elite).

Melee Custom Weapons

Model	Minimum Proficiency and Intelligence	Time Required	Minimum Technology Resource	Damage ^v	Weight	Possible Modifications and Qualities
A	+1	1 day	2	1d6	3 lbs.	Collapsible, thrown (20/60)
B	+2	2 days	4	1d8	6 lbs.	Bleeder, finesse*, light*
C	+3	3 days	6	1d10	9 lbs.	Reach, versatile [^] , thrown (30/120), shock
D	+4	4 days	8	1d12	12 lbs.	Sheer, telescopic
Elite	Special	7 days	10	3d4	15 lbs.	—

* Finesse and light weapons cannot also have the heavy or two-handed quality or deal more than 1d10 damage (1d12 with class features).

[^] Versatile weapons deal their normal damage with one hand and the next step of damage dice when wielded with two hands. Light weapons cannot be made into versatile weapons.

^v Custom-built melee weapons deal bludgeoning, piercing, or slashing damage (chosen by the crafter when it is made).

Custom-built weapons with the heavy and two-handed qualities deal one additional damage dice step (a maximum of 3d4 with heavy and two-handed to emulate elite). The only exception to this maximum is for custom-built melee weapons that are heavy, two-handed, and designed with a custom-built weapons class feature to increase the damage value to 3d6.

Ranged Custom Weapons

Model	Minimum Proficiency and Intelligence	Time Required	Minimum Technology Resource	Damage	Range	Weight	Possible Modifications and Qualities
A	+2	1 day	2	1d4 bludgeoning	30/120	1 lb.	—
B	+2	1 day	4	1d4 piercing or 1d4 slashing	30/120	1 lb.	—
C	+2	1 day	6	1d6 bludgeoning	30/120	2 lbs.	Launcher
D	+3	1 day	8	1d6 piercing or 1d6 slashing	40/160	2 lbs.	Bleeder
E	+3	2 days	10	1d8 bludgeoning	40/160	3 lbs.	Line
F	+3	2 days	11	1d8 piercing or 1d8 slashing	40/160	3 lbs.	Cone
G	+4	2 days	12	1d10 bludgeoning	50/200	4 lbs.	Shock
H	+4	2 days	14	1d10 piercing or 1d10 slashing	50/200	4 lbs.	Metaweapon
I	+4	3 days	15	1d12 bludgeoning	50/200	5 lbs.	Bullet spray, increased ammunition
J	+5	3 days	16	1d12 piercing or 1d12 slashing	60/240	6 lbs.	Insulated
K	+5	3 days	18	4d4 bludgeoning	60/240	10 lbs.	Splash effect (10 ft. square)
L	+5	3 days	19	4d4 piercing or 4d4 slashing	80/400	15 lbs.	Autofire
M	+6	4 days	20	3d6 bludgeoning, 3d6 piercing, or 3d6 slashing	100/500	20 lbs.	Silenced, splash effect (15 ft. square)
Elite	Special	5 days	21	5d4 bludgeoning, 5d4 piercing, or 5d4 slashing	250/1,000	25 lbs.	Splash effect (20 ft. square)

Custom-built weapons with the two-handed quality deal one additional damage dice step (a maximum of 5d4). The only exception to this maximum is for custom-built ranged weapon made by using a custom-built weapons class feature that are slow-firing, two-handed, and designed to increase the damage value to 3d8.

MODDING MELEE WEAPONS

Custom-building a melee weapon is a much simpler task than crafting a firearm.

Bleeder. A bleeder weapon 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 it is healed by magic or a DC 15 Wisdom (Medicine) check. Creatures that do not have a natural armor bonus or protective gloves take 1 point of slashing damage when handling this weapon's ammunition.

Collapsible. Gain advantage on checks made to hide the weapon while it is collapsed. Collapsing or deploying it is a free action.

Shock. Shock weapons can be switched between lethal (lightning damage) and nonlethal modes as a bonus action. In nonlethal mode, a shock weapon forces a target to succeed a DC 15 Constitution saving throw or gain the stunned condition for 1 round; on a critical hit, a target is stunned 2 rounds (no save). A melee shock weapon is powered by a Taser Cartridge and consumes 1 charge for every 2 rounds of attacking with lethal lightning damage or 1 charge for every round of attacking in nonlethal mode.

Sheer. When you roll an attack roll with advantage and hit your target with a natural 19 on the d20, you deal critical hit damage.

Telescoping. As a bonus action you can increase the reach of a simple melee weapon by 5 feet. Attacks against the weapon are at advantage and its hit points are halved. A bonus action retracts it.

MODDING RANGED WEAPONS

Crafting your own custom-built firearm is no simple matter and requires a settlement with access to a forge (or something close enough to it) as well as Technology Resources.

Autofire. A character wielding an autofire weapon may spend a bonus action to gain an additional attack at disadvantage. If the wielder is able to make an additional attack as a bonus action for some other reason, they may make both attacks but with disadvantage.

Bleeder. See above.

Bullet Spray. Bullet spraying weapons can expend five times as much ammunition as normal to spray a 5-foot-cube area within its first range increment as an action. Creatures in the area of effect that fail a Dexterity saving throw (DC equal to the wielder's attack roll) take the weapon's normal damage. By expending 10 times as much ammunition as normal, the wielder can increase the area to a 10-foot-cube.

Cone. A cone weapon can fire at single targets as normal, or expend twice as much ammunition to spend an action firing in a 15-foot-cone instead. Creatures in the area of effect receive a Dexterity saving throw to negate this damage; the DC is equal to a single ranged attack roll made by the wielder of the weapon.

Increased Ammunition. You increase the weapon's ammunition capacity by an amount equal to its original value.

Insulated. An insulated weapon runs on electronics but is protected from electromagnetic effects (like EM storms and magnetic pulse grenades) and has resistance against lightning damage.

Launcher. A launcher weapon can be used to lob a single grenade or similarly sized object (like a grappling hook) using its superior range.

Line. A line weapon can fire at single targets as normal, or expend three times as much ammunition to spend an action firing in a 30-foot-line instead. Creatures in the area of effect receive a Dexterity saving throw to negate this damage; the DC is equal to a single ranged attack roll made by the wielder of the weapon.

Metaweapon. The wielder of a metaweapon may switch the weapon's damage type as a bonus action: cold, fire, electricity, lightning, or thunder.



Restock. After firing a number of shots, a weapon with the restock property needs to be reloaded. A character must restock the weapon by using a bonus action or an action.

Shock. See above.

Silenced. The barrel of the weapon has a muzzle or suppressor on it that muffles the noises it makes when fired. Near misses with a silenced weapon (attacks that are within 2 points of the target's AC) glance off of armor or rip through clothing to notify a creature, but otherwise the target becomes suspicious if the wielder's attack roll is equal to or less than the target's passive Perception score. Whether or not a missed shot pangs off of metal, buries itself in the dirt, slams into concrete, or otherwise draws attention is at the GM's discretion. Weapons that deal energy damage cannot be fit with a silencer.

Slow-Firing. Slow-firing weapons may only fire once a round, regardless of what abilities its wielder possesses. When worked into a custom built weapon, this property increases the damage dice as one model higher (maximum 3d8) and its cost is treated as one model lower. A slow-firing weapon cannot have the autofire or bullet spray modifications.

Splash Effect. Weapons with the splash effect quality affect the target of their attack as well as all squares within reach (listed with the quality). When the wielder of a splash effect weapon misses their target by 5 or less, their shot lands in an adjacent square (roll 1d8 to determine which). Creatures in the area of the splash effect receive a Dexterity saving throw to negate this damage; the DC is equal to a single ranged attack roll made by the wielder of the weapon. On a successful hit, the target of a splash effect weapon receives no save. A custom-built weapon cannot fire a bullet spray, cone, or line and use this modification at the same time.

CUSTOM-BUILT AMMUNITION

Custom-built weapons that deal bludgeoning or piercing damage use regular bullets but depending on a weapon's modifications, it may require different cartridges, slugs, or even missiles. You may craft 2 gold pieces worth of ammunition for each level you possess over the course of a short rest as you maintain your weapons.

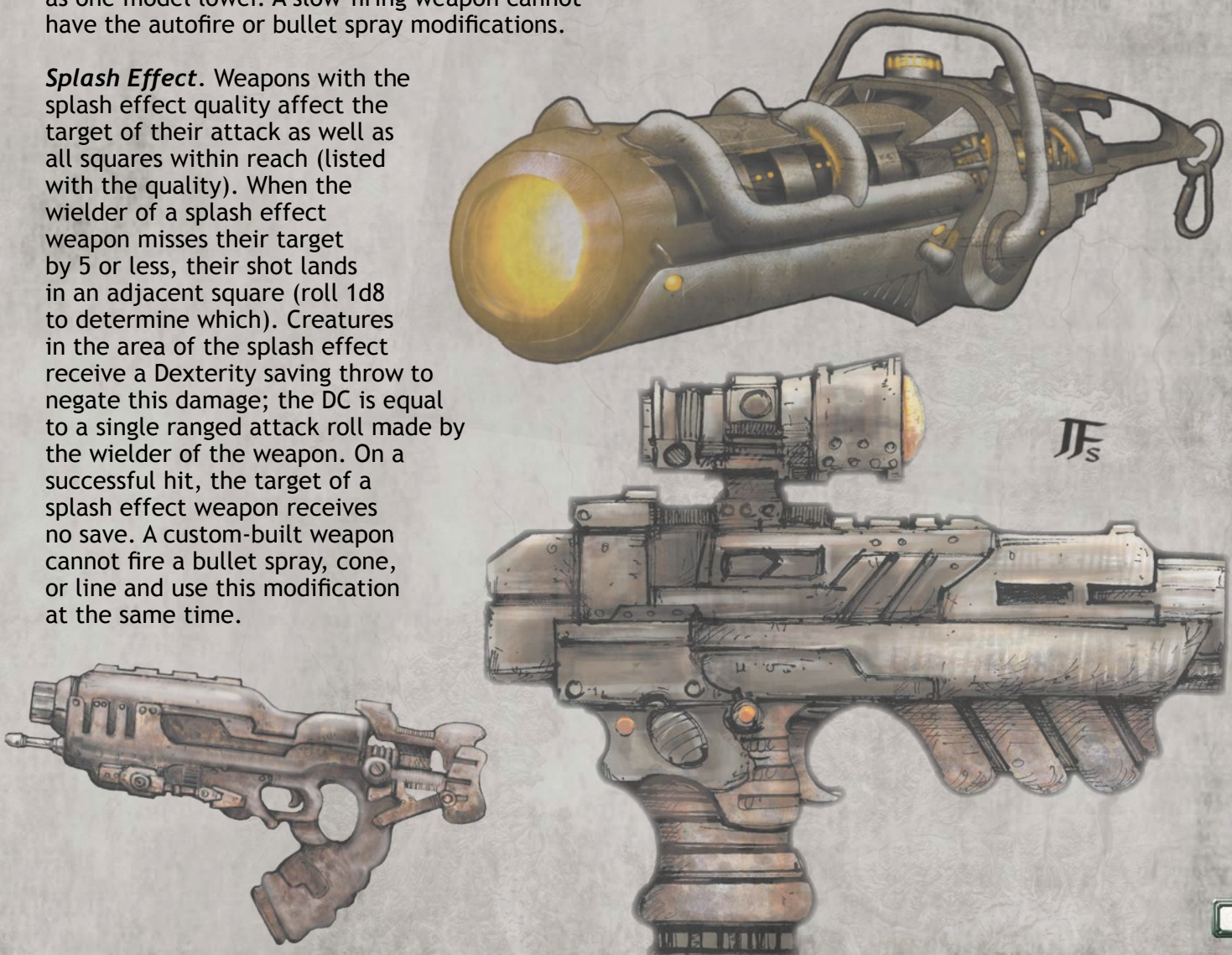
Meta weapons use Meta Cartridges (or Meta Packs if two-handed).

Piercing weapons that deal only piercing damage may also fire Needle Rounds (this does not change the amount of damage they deal).

Shock weapons use taser cartridges (as above).

Splash weapons use ammunition that costs 3 gold per point of damage (calculated using the weapons average damage output before modifiers). For example, a splash weapon that deals 1d12 damage has ammunition that costs 18 gold per shot and if it dealt 4d4 damage its ammunition costs 30 gold per shot.

Slashing weapons use razor discs.



FEATS

To survive the Wasteland's populace has adapted, mastering old techniques—and making some of their own.

Aimed Shots

Prerequisite: Proficiency Bonus of +3 or higher

You are a practiced marksman and when you've a mind to, can pick out where on a target creature you place an aimed shot when making a ranged weapon attack or ranged spell attack.

Taking an aimed shot requires using the Aim action first (aiming is a bonus action). You do not gain advantage from this aiming action when making an aimed shot (other ways to gain advantage work normally). On a successful hit, you deal additional damage and you may cause a creature to take penalties. At the GM's discretion, certain circumstances—like a roboranger firing at a robot's control array or a commando aiming at a weapon instead of a limb—may warrant different saving throws and effects.

A natural roll of 10 or higher with your first attack allows you to target the same limb with your second attack if you are capable of making one. A natural roll of 13 or higher with your second attack allows you to target the same limb with your third attack if you are capable of making one. A natural roll of 16 or higher with your third attack allows you to target the same limb with your fourth attack if you are capable of making one. A natural roll of 19 or higher with your fourth attack allows you to target the same limb with your fifth attack if you are capable of making one. Otherwise you cannot target a limb with more than one attack a turn as the recoil of your weapon throws off your aim.

Arm Shot (+1d4 damage). Targets wielding a weapon with one hand in the target of the arm shot make a Strength saving throw (DC 10 + damage from the attack) or are disarmed. Failure by 5 or more on this saving throw causes the creature to have disadvantage on attack rolls made with that arm until it has healed the damage from your aimed shot.

Head Shot (+1d8 damage). Targets hit by a head shot make a Constitution saving throw (DC 10 + half the damage from the attack) or gain the blinded condition for a number of rounds equal to your proficiency bonus.

Leg Shot (+1d6 damage). Targets hit by a leg shot make a Constitution saving throw (DC 10 + the damage from the attack) or are only able to move at half speed until it has healed the damage from your aimed shot.

Chain Master

Prerequisites: Mechanic level 6, Intelligence 16

Your understanding over metal and its use is so strong that it seems supernatural and through a complex system of gears and motors, the chains you wield are capable of being truly devastating.

By spending a bonus action, you uncoil or retract up to one 10-foot-long chain from each arm. These mounted weapons do not obstruct the use of your hands and have the reach property (5 feet). When you select this feat, you choose for your chains to have barbed-razors (dealing 1d6 slashing damage, gaining the finesse property, and adding 15 lbs. to your suit's weight) or to be extremely heavy (dealing 1d8 bludgeoning damage and adding 25 lbs. to your suit's weight). By spending 1 mechaframe point, you may mount a one-handed or light weapon with the throwing property onto a chain to gain the ability to retract the weapon as a free action after throwing it but this otherwise does not alter the chain's statistics. Your chains are able to benefit from the Energized Gauntlets modification but cannot otherwise be altered or improved.

By spending a bonus action you can animate your uncoiled chains for a number of rounds equal to your proficiency bonus. Each animated chain is an object with AC 20 and 10 hit points, but otherwise it uses your ability scores and proficiency bonus, has resistance to piercing damage, and possesses immunity to poison, psychic, and radiant damage as well as most conditions (blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned). You can use each animated chain to make one additional melee weapon attack when taking the Attack action, increasing your reach by an additional 10 feet. An animated chain can grapple one creature (as if it were proficient with Athletics) instead of dealing damage or drag a creature it has already grappled 10 feet towards you, but it does not grant attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if you are incapacitated or die.

Once you have used this feature, you cannot do so again until you have completed a short rest.



Enhanced Mechaframe

Prerequisite: Intelligence 15 or higher, medium and heavy specialization mechanical aptitude class feature

You are extremely talented when it comes to fitting a lot of punch into a little package. You gain a number of additional mechaframe points equal to half your proficiency bonus.

Innate Radio

Prerequisite: Android

The creatures that built you knew that radio waves would play an important role in the Wasteland and equipped you to be able to use them. You gain the following benefits:

- You are capable of receiving any radio waves in your area and are able to transmit your own radio waves to a distance equal to 200 feet per level.
- You may boost the radio signal of any device you possess by a distance equal to your signal distance from this feat.
- You gain advantage on checks made to find radio frequencies.
- You are immune to the natural gremlin and radio form features of radio elementals and radio horrors and your unarmed strikes ignore their resistances and immunities to bludgeoning, piercing, and slashing damage.

Irradiated Metabolism

Prerequisite: Immunity to radiation

Atomic energy is as nourishing to you as a ray of sun is to a plant.

At the start of your turn, you gain 1 hp per round for every four levels of radiation in the area around you.

Modulated Master

Prerequisite: Insinuate model android

You have improved your control over your voice modulator or reprogrammed it to play a variety of different sounds.

You may use your voice modulator to make any noise you have heard and the DC for a creature to recognize your imitation increases by 3. You may spend a bonus action to make a Charisma (Performance) check against the passive Insight scores of creatures able to hear you and on a success, you may throw your voice to make it sound as if it appeared from a point you can see within 200 feet.

Otherworldly Spark

Prerequisites: Ability to cast spells

You are from another dimension, something calls out to you across the planes, or you're just incredibly lucky—either way, sometimes your magic works when the atomic energies seething around it would



normally negate it. By spending a bonus action while casting a spell with a casting time of 1 round or less, you are able to ignore radiation levels for the spell. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a short rest.

Pack Mule

Prerequisite: Charisma or Luck 15 or higher

Through good fortune or pluck you have acquired a faithful but cowardly companion.

Your companion is either a simple beast (an [Ape](#), [Black Bear](#), [Boar](#), [Deer](#), [Giant Crab](#), [Giant Frog](#), [Giant Weasel](#), [Goat](#), [Mastiff](#), [Mule](#), [Pony](#), or [Wolf Spider](#)) or a [Commoner](#). This companion defends itself when necessary but otherwise it will not fight for you or otherwise take directions other than to hide or carry things. If it is a beast fitted with a specially made harness (costing at least 25 gold), it can carry twice the normal carrying capacity. You must provide food and water to your companion.

After being attacked a number of times equal to your proficiency bonus + Charisma modifier, your companion abandons you and it takes you 1 month to find another.

Salvaged Science

Prerequisites: Scrapper class

You've found and deciphered scientific papers from before the Great War. Using these esoteric writings, you unlock more power through the use of technology.

You learn 1 additional scrapper spell of up to the highest level you know and gain one extra 1st-level spell slot per day. If this feat is taken a second time, you gain one extra 2nd-level spell slot per day provided that you can cast 2nd-level spells (and so on, to a maximum of one extra 5th-level spell slot per day).

Scavenger

There's nothing more crucial in the Wasteland than to make the most out of what you can find and you have honed the skills necessary to squeeze every last bit of value from the world around you, be it the blasted surface, an underground shelter, or even alien wreckage.

You gain advantage on checks made to acquire Settlement Resources. In addition, you always find at least 1d4 gold (or items worth that amount) from corpses (this effect stacks when multiple characters have this feat) and gain a +2 bonus on Luck checks made when searching a ruin.

Terminator Attachment

Prerequisites: Android

You've learned a thing or two about the modifications to your body and make more, utilizing your mechanical construction to its fullest.

You gain two of the death-dealer racial features you do not already have yet.

Wasteland Crafter

Prerequisite: Intelligence 15 or higher

Reliable weapons can be notoriously hard to come by in the Wasteland but when you find one, you can make the most of it. You gain proficiency with relic weapons and science weapons, you are able to add modifications to any weapon, and you are capable of creating and maintaining twice as many weapon modifications (this does not allow you to add more modifications to a weapon than normal). You still require the minimum bonuses for the Model level of a modification in order to build it into a recovered weapon, and crafting the modification costs half as much as a custom-built weapon of the same level.

A recovered weapon can have one modification per 100 gold in cost (minimum 1, maximum 4).



WASTELAND SPELLS

In the wake of the devastation, the Wasteland's magicians and priests—few as they were and are—had to craft new spells and powers to contend with the broken world around them.

Charge Device

1st-level evocation (scrapper, sorcerer, warlock, wizard) (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a piece of copper wire)

Duration: Instantaneous

You channel magical energy into a piece of tech, coaxing it to life once again. This spell can recharge the photonic core of a scrapper as long as the spell is cast at a level at least one higher than the photonic core it is charging.

At Higher Levels. When you cast this spell with a spell slot of 2nd-level, you can instead choose to change the energy type of the energized gauntlets mechaframe modification after a short rest.

When you use a slot of 3rd-level or higher, you can instead choose to recharge the benefit of the painkiller nodes mechaframe modification after a short rest.

When you use a slot of 4th-level or higher you can instead choose to recharge one use of the enhanced sensors mechanic class feature.

When you use a slot of 8th-level or higher you can instead choose to recharge one use of the overdrive stimulator mechanic class feature.

Cleanse Radiation

5th-level abjuration (bard, cleric, paladin) (ritual)

Casting Time: 24 hours

Range: touch

Components: V, S, M (a handful of finely-ground charcoal, as well as oils and herbs worth 1,000 gp)

Duration: Instantaneous (see text)

You touch a point and temporarily lessen the toxic effects of radiation nearby. This area can have a radius of up to 50-feet, and the spell fails if any part of the area is already under the influence of another *cleanse radiation* spell. The affected area is subject to the following effects.

First, the radiation level of the area is lowered by two (see the Radiation Levels table).

Second, all creatures who enter this space have advantage on saving throws against radiation for one week, even after they leave the area. You can exclude one or more types of creatures from this effect.

Third, while within the area creatures with an Irradiated score treat it as a number of levels lower equal to your spellcasting attribute modifier.



Finally, any caster who attempts to use a spell that utilizes radiation counts that spell as though it were two spell levels higher. When the caster's is not high enough level to cast the spell, the spell fails.

This effect persists for a number of days equal to your spellcasting attribute modifier or until dispelled. *Cleanse radiation* dispels *intensify radiation* if cast using a higher spell slot, returning the affected area to its original state.

Discern Radiation

1st-level necromancy (all spell lists)

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

After casting this spell you can determine the radiation levels around you. Each round you maintain concentration, choose a 5-foot square, creature, or object that you can see within 300 feet. You learn the radiation levels in the 5-foot square or the Irradiated ability score of the object or creature.

Disrupt Technology

3rd-level abjuration (all spell lists)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (the dried husk of a beetle)

Duration: Concentration, up to 1 minute

You cover the targeted object (such as a technological device or vehicle) or creature (such as an android or robot) in a fine mist. The target must make a Constitution saving throw. Unattended objects automatically fail. On a failed save the target is rendered unusable, unable to use the affected implant, or paralyzed (in the case of cybernetic replacements like a bodytech limb) for the duration of the spell.

Inflict Radiation Poisoning

4th-level necromancy (cleric, druid, scrapper, warlock)

Casting Time: 1 action

Range: touch

Components: V, S, M (a small piece of rotten meat)

Duration: Instantaneous

You touch a creature, and that creature must make a Constitution saving throw or be instantly inflicted with the symptoms of radiation poisoning.

On a failed save the creature takes 3d8 fire damage and 3d8 necrotic damage and is affected as though they were in a radiation level of 4 (see the Radiation Levels table). On a successful save, the creature takes half as much damage and is affected as though it were in a radiation level of 2 instead. The target also has disadvantage on all Charisma ability checks and skill checks for one week or until they take a long rest.

At Higher Levels.

When you cast this spell using a spell slot of 5th-level or higher, the damage of each kind increases by 1d8 for each slot level above 4th-level. Also, any creature killed by this spell has a cumulative 10% chance to rise as a walker for each spell slot level above 4th-level.

Intensify Radiation

5th-level necromancy (bard, cleric, scrapper, sorcerer, wizard)

Casting Time: 24 hours

Range: touch

Components: V, S, M (a lock of hair)

Duration: instantaneous (see text)

You touch a point and temporarily increase the toxic effects of radiation nearby. This area can have a radius of up to 50-feet, and the spell fails if any part of the area is already under the influence of another *intensify radiation* spell. The affected area is subject to the following effects.

First, the radiation level of the area is increased by two (see the Radiation Levels table).

Second, all creatures who enter this space have disadvantage on saving throws against radiation for one week, even after they leave the area. You can exclude one or more types of creatures from this effect.

Third, while within the area creatures with an Irradiated score treat it as a number of levels higher equal to your spellcasting attribute modifier.

Finally, any caster who attempts to use a spell that utilizes radiation counts that spell as though it were two spell levels lower (in addition to normal radiation restrictions) when expending spell slots.

This effect persists for a number of days equal to your spellcasting attribute modifier or until dispelled. *Intensify radiation* dispels *cleanse radiation* if cast using a higher spell slot, returning the affected area to its original state.

Irradiate Weapon

4th-level necromancy (cleric, scrapper, sorcerer, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a non-magical weapon and enhance its powers. For the duration, the weapon has +1 bonus to attack rolls, and deals an extra 1d4 fire damage and 1d4 radiant damage. When you successfully score a critical hit with the weapon, you deal an extra 1d4 necrotic damage.

All creatures within a 5-ft radius are also affected as though they were in an area of level 2 radiation (see the Radiation Levels table). The caster of this spell and the wielder of the weapon are not subject to this effect.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the bonus to attack rolls increases to +2, and the extra damage of each type goes up 1d4. Also, for every 2 slot levels above 4, the level of radiation increases by 1.

Pollution Blast

3rd-level necromancy (cleric, druid, scrapper, sorcerer, wizard)

Casting Time: 1 action

Range: self (30-ft cone)

Components: V, S, M (a vial of polluted water)

Duration: Instantaneous

You hold out your hands and release a torrent of foul-smelling pollutants and toxins. Each creature in a 30-foot cone must make a Constitution saving throw. On a failed save a creature takes 5d6 necrotic damage and gains the poisoned condition until this damage is healed, or half as much on a successful one and no condition.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d6 for each slot level above 3rd. Also, on a failed save, the target is pushed backwards 5 feet per 2 spell slot levels above 3rd.

Radiation Pulse

Necromancy cantrip (scrapper, sorcerer, warlock, wizard)

Casting Time: 1 action

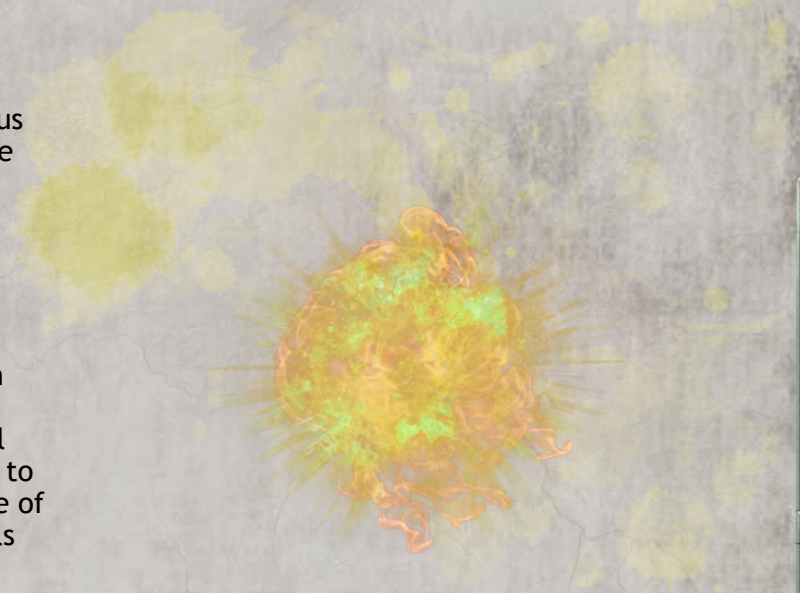
Range: 15-ft radius

Components: V, S

Duration: Instantaneous

Clapping your hands together, you cause a wave of radiation to explode outwards from your body. Each creature in a 15-ft radius must succeed at a Constitution saving throw or take 1d4 of fire damage and 1d4 of radiant damage. Any creature that rolls a natural 1 on this saving throw takes an extra 1d4 necrotic damage. The creature casting this spell is immune to all of the above effects.

At Higher Levels. The spell's damage increases when you reach 5th level (to 1d6s), 11th level (to 2d4s), and 17th (to 2d6s).



Scouring Blast

2nd-level evocation (druid, scrapper, sorcerer, wizard)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a handful of sand)

Duration: Instantaneous

Holding out your hand, you pummel your enemies with a heated gust of sand and grit. Each creature must make a Constitution saving throw. A creature takes 2d6 fire damage and 1 point of Constitution damage on a failed save, or half as much fire damage and no Constitution damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the damage increases for 1d6 for each slot level above 2nd. Also, on a failed save, the target takes an additional point of Constitution damage per 2 slot level above 2nd.

NEW RULES

Most of *2099 Wasteland* works using the existing rules of *Fifth Edition* but there are a few additional rules in this book (skills, conditions, radiation, and ability scores) and if the GM is making super heroics available to players, it is recommended they use *Hypercorps 2099* (or at the very least, the *Hypercorps 2099 5E Playtest* accessible at [http://hypercorps.com/Hypercorps_2099 - 5th Edition Playtest.pdf](http://hypercorps.com/Hypercorps_2099_-_5th_Edition_Playtest.pdf)).

SKILLS

The given skills in *Fifth Edition* are all utilized frequently in the Wasteland but there are two more aspects that are common enough that new skills are necessary: Science and Technology.

Science (Intelligence)

You're familiar with the application of science—collecting samples, performing experiments, realizing hypothetical designs, finding radio frequencies, understanding the nuances of nuclear energy, handling radioactive materials, and so on.

Bards, monks, rogues, rangers, and wizards add Science to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Science: Guild Artisan, Hermit, Noble, and Sage.

Technology (Intelligence)

You know how to hack into terminals, protect your devices from other technologists, understand how a device unknown to you functions, locate radio frequencies, and anything else that falls under “hit the keys to make things happen” that doesn't qualify as music. The majority of checks using this skill are either against a DC determined by the GM (such as hacking a lock or hot wiring a terminal), or as an opposed check against an opponent who also has the Technology skill (such as a security measure installed by the original programmer of a device).

Bards, fighters, rogues, sorcerers, and wizards add Technology to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Technology: Charlatan, Criminal, Entertainer, Guild Artisan, Noble, Sage, Sailor, and Soldier.

CONDITIONS AND ABILITY SCORES

The threat of radiation and profound lack of natural resources like food and potable water make survival in *Hypercorps 2099: Wasteland* much more difficult than in most campaign settings. To reflect this challenge, there are new conditions (dehydration and starvation) and three new ability scores: Irradiated, Luck, and Reputation.

NEW CONDITIONS: DEHYDRATION AND STARVATION

Finding food and water in the Wasteland is the single most important thing for anyone trying to survive on the surface and when the PCs can't provide their own or are unwilling to risk exposure from tainted necessities, there are cumulative penalties for the days that pass without filling their bellies or quenching their thirst. These dehydration and starvation rules replace those present in the *Fifth Edition* handbook.

A normal day of drinking water and eating resets the count of days without food or water to zero.

DEHYDRATION

A character needs one gallon of water per day, or two gallons per day if the weather is hot. Drinking half the required amount counts as half a day without water. A character can go a number of days without water equal to 3 + his or her Constitution modifier (minimum 1) before suffering from dehydration.

STARVATION

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1) before suffering from starvation.



RADIATION

Radiation plays an enormous role in *2099 Wasteland*. Science labs stretching far underground hide powerful technology ripe for salvaging, but creatures immune to the atomic energies suffusing the facility make it too dangerous to venture into for too long. Even on the surface one isn't safe—of the few areas not irradiated, the most

habitable regions are under the control of maddened warlords, meaning that it's often safer to chance exposure to energies rather than underlings.

- How much radiation an item is giving off or how prominent it is in an area depend entirely on the radiation level.
- Radiation bleeds from the edge of an irradiated area or object to a range of 10 feet per radiation level, lowering in potency by one stage for every 10 feet.
- A hostile creature may bleed radiation levels equal to their Irradiated modifier (at the GM's discretion).
- Radiation travels through structures and objects.

Dehydration and Starvation

Days of Starvation	Effects
2 days without food or water	Disadvantage to Charisma ability checks and saving throws, -1d4 per hit dice spent to heal during a short rest
4 days without food or water	Disadvantage to Intelligence and Wisdom ability checks and saving throws
6 days without food or water	Disadvantage to Strength, Dexterity, and Constitution ability checks and saving throws
7 days without food or water	1 level of exhaustion that can only be removed after acquiring food and taking a short rest; death without water
2 weeks without food	3 additional levels of exhaustion that can only be removed after acquiring food and taking a long rest
3 weeks without food	Death (on the final day a creature might be saved, but magical healing, a doctor, or a medic is required)

- Radiation strips away magic, reducing the caster level of any non-necromancy spells by twice the radiation level. When the caster's caster level is not high enough to cast the spell, it automatically fails.
 - Channel Divinity works without issue.
- Noticing an area of radiation or an irradiated object requires a Wisdom (Perception) check against a DC determined by the radiation level.
- Initial Exposure only takes effect after a creature's Irradiated ability score has increased from the present radiation level. The GM is always the ultimate arbiter of when radiation exposure locks into a creature's cells.

Radiation Levels

Radiation Level	Perception DC	Increase to Irradiated	Caster Level Penalty	Radiation Effects
1	20	+0	-2	Long-term diseases, hair loss after 6 months of consistent exposure; food or water with a radiation level of 1 can be consumed with an iodine pill to be treated as clean
2	19	+1 every 2 hours	-4	DC 8 Constitution saving throw every hour or gain 1 level of the exhaustion condition
3	18	+1 every 1 hour	-6	DC 12 Constitution saving throw every hour or gain 1 level of the exhaustion condition
4	15	+1 every 30 minutes	-8	DC 16 Constitution saving throw every hour or gain 1 level of the exhaustion condition
5	14	+1 every 20 minutes	-10	DC 14 Constitution saving throw every 10 minutes or poisoned condition for 10 minutes
6	13	+1 every 10 minutes	-12	DC 14 Constitution saving throw every 10 minutes or poisoned condition for 10 minutes; initial exposure has 15% chance to trigger <i>alter sapiens</i> abilities after your next long rest
7	12	+1 every 5 minutes	-14	DC 18 Constitution saving throw every 10 minutes or poisoned condition for 10 minutes
8	10	+1 every 1 minute	-16	1d6 fire damage (no save)
9	8	+2 every 1 minute	-18	2d6 fire damage (no save)
10	5	+1 every 1 round	-20	3d8 fire damage (no save)
11+	0	+2 every 1 round	Artifacts are suppressed	4d10 fire damage (no save); initial exposure has a 20% chance to trigger <i>alter sapiens</i> abilities immediately

IRRADIATED ABILITY SCORE

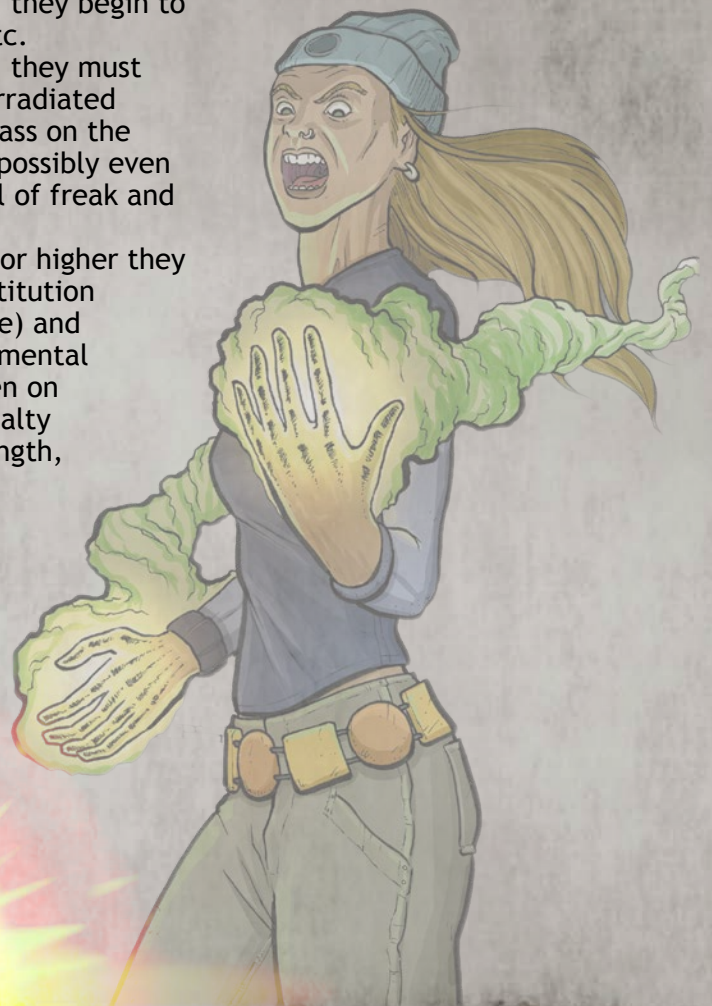
Radiation is all over the Wasteland, gathered and redistributed by well-meaning *alter sapiens* and mad scientists alike. The threat of exposure to atomic energies is constant in a game of *2099 Wasteland* and PCs need to be wary of what they eat, where they go, and how long they are there!

- A creature's Irradiated ability score starts at 0 and drains by 1 each week the creature is not exposed to a level of radiation equal to or higher than their current Irradiated ability score.
 - Even creatures immune to radiation (androids, mutants, smart walkers, constructs, and undead) have an Irradiated ability score—though they ignore its effects, these creatures can still carry atomic energy in their cells. It is recommended for simplicity's sake that GMs only factor in a creature's Irradiated ability score and the radiation levels stemming off of it when that is a major facet of an encounter and as a reminder when certain adventurers (namely androids, mutants, or smart walkers that have an Irradiated ability score of 10 or higher) take a rest with party members that are not immune to radiation. As a rule of thumb, a creature's radiation levels equal its Irradiated modifier.
 - A creature's Irradiated ability score makes them immune to magic. Magical spells reduce their caster level by 1 per point of a creature's Irradiated ability score. Note that while an Irradiated creature might be inside of a spell's



area of effect, the magic might wash over them to have no effect but it still affects the area and other creatures nearby normally.

- When a creature's Irradiated ability score reaches 10, they begin to suffer from its effects—some of their hair falls out, etc.
- When a creature's Irradiated ability score reaches 13, they must make a Constitution saving throw (DC equal to their Irradiated ability score) or spend the next level they gain in a class on the freak class. Only advanced medical and scientific (or possibly even alien) treatments can allow them to remove this level of freak and replace it with another class level instead.
- When a creature's Irradiated ability score reaches 16 or higher they instantly suffer mutation. The creature makes a Constitution saving throw (DC equal to their Irradiated ability score) and on a success, they gain +1 to a randomly determined mental ability score (Intelligence, Wisdom, or Charisma). Even on a successful saving throw, the creature takes a -1 penalty to a randomly determined physical ability score (Strength, Dexterity, or Constitution).
- When a creature's Irradiated ability score reaches 20, they make a DC 20 Constitution saving throw. On a success, a creature gains the Irradiated template and a PC loses the features from their original race traits and gains the race traits of a smart walker. On a failure, the creature dies from exposure.



LUCK AND REPUTATION ABILITY SCORES

When playing in a 2099 *Wasteland* game there are many different factors interacting at once and though GMs can meticulously prepare for every eventuality if they so choose, the focus should remain on intense, dramatic gameplay; to keep things going smoothly, make use of these new ability scores.

A character's Luck ability score is equal to 10 + level. A character's Reputation ability score is equal to 10 + level + Charisma modifier.

PCs receive a number of contacts equal to their Reputation modifier. These NPCs are a means to acquire goods, sell property, and make connections elsewhere (though these characters will not endanger themselves to aid the PCs).

Luck and Reputation checks are d20 + ability score modifier and their results vary, but are always at the GM's discretion. PCs should be wary of relying *too* much on either of these resources—PCs receive a number of “chance” points they can use to request Luck checks (a number of times per week equal to their Luck modifier) and “sway” points for Reputation checks (a number of times per month equal to their Reputation modifier). Further, each time either ability score is used this way it is temporarily reduced by 1 and does not recover until the next week (for Luck) or month (for Reputation).

Example Luck & Reputation Checks

Difficulty	DC	Luck	Reputation
<i>Likely</i>	10	There's a discarded simple weapon buried in the dirt of the cage you've been thrown in!	The saloon's proprietor knows the name of the place you hail from but little else, offering you a cot in the janitor's closet for a few coins.
<i>Unlikely</i>	14	A merchant has the common item you are looking for.	The fort's doors are normally closed to outsiders but someone inside has heard about you and will vouch for you in exchange for your hat, bandoleer, belt...
<i>Rare</i>	18	The shelter elevator carrying a band of feral savages down to you malfunctions, slowing their descent!	Though the nuclear knight confronting you has not know of you directly, she has heard of your deeds and after providing a little info she allows you to pass unmolested.
<i>Unbelievable</i>	22	A merchant has the uncommon item you are looking for.	The shelter dweller that picked up your radio frequency has heard about you and will petition the shelter captain to let you inside!
<i>Ridiculous</i>	26	The nuclear material at the undetonated warhead's core is still perfectly sealed without any leaks!	Survivors from far away have traveled specifically to your settlement to live solely based on the rumors of your fantastic deeds.
<i>Impossible</i>	30	A merchant has the rare item you are looking for.	The feral savages about to attack know your name and it fills them with dread, causing half of their number to flee.



LIVING IN THE WASTELAND

There are numerous strange monsters, a quartet of new races, and the omnipresence of radiation all over the Wasteland, but the very rules of existence are different as well. All of the information in this book is predicated on the following changes to the rules, though for GMs that prefer a less survival-oriented experience alternate rules are included on page 87.

ADVENTURING IN THE WASTELAND

Traditional *Fifth Edition* games are focused on adventure and glory but campaigns set in the Wasteland are a different monster altogether. There are no proper empresses or kings to send the party on quests, safe havens are only as secure as they are secret, and magic cannot be relied upon to heal or harm. The PCs may at first find this confusing—they have the freedom to get themselves killed wherever and whenever they please! Keeping a game session or campaign's flow and pace engaging means that some of the aspects of *Fifth Edition* need greater emphasis than normal.

DISCOVERY (LEVELS 1-3)

The first priority of a group that doesn't strike on a valuable find or become the prey of a dangerous creature should be exploring the region around them and consolidating the resources they acquire. In addition to providing them with any armor, items, and weapons they are able to salvage, this is the first step in creating a settlement. This affords the GM an opportunity to study the adventurers, learn what they really value or prioritize, and ultimately craft stronger, more appealing plots for them to engage with. Whenever the PCs enter a new region, they should be encouraged to explore and discover more resources with which to build settlements.

FORGING SETTLEMENTS (LEVELS 4-6)

Once the adventurers have acquired resources from a region they should find the most defensible or appropriate locale and begin rebuilding society. While that might not seem to be terrifically exciting, having a settlement grants the PCs a litany of benefits—most notably the opportunity to trade or access to professions they may not be specialized in—that will allow them to focus more on stories crafted by the GM (and provide an accessible means for the party to hear about these quests). Note that this is a recurring gameplay theme and throughout an entire *2099 Wasteland* campaign the PCs should become the founders of numerous settlements (perhaps one per region) or a genuine metropolis (by drawing all the resources of other regions to one).

POWERFUL NPCs (LEVELS 7-12)

Astute readers may have realized that there are a fair number of quite powerful creatures in *2099 Wasteland* (two dozen at CR 10 or higher). These dangerous adversaries—atomic mutants, radiation dragons, surviving operators, warlords—are in great need of talented explorers and mercenaries to do what they cannot do themselves. Whether or not a powerful NPC is likable (for being benign,

RADIO WAVES

With the lion's share of nuclear radiation drawn away into space the ability to communicate via radio waves has reemerged—though the broadcasts now are a far cry from the encouraging unity that once filled the wavebands. Many underground shelters have devolved into abattoirs of blasphemous science, cults of insane and feral savages, or worse, their automated distress calls blasting out to draw in whomever is foolish enough to listen. Picking up radio waves with a device able to receive them requires an action and DC 0 Intelligence (Science or Technology) check but the presence of radiation can disrupt instrumentation, increasing the DC by an amount equal to twice the interfering radiation level. Once an item has been attuned to a frequency it remains there until the radiation level increases (requiring a new check) or it is changed again.

charismatic, generous, or persuasive) or despised (for being deceptive, demanding, dismissive, intimidating, or unreasonable) depends on the individual, but when the adventurers gain the upper hand and can truly do as they please without worrying about all that they've built the Wasteland opens up before them.

WASTELAND LEGENDS (LEVELS 13+)

At this point the party are among the world's most powerful individuals, well-known virtually wherever they travel and capable of truly impressive feats of battle prowess, magical arts, or technological wonder. Only the most potent creatures can threaten them and they should have the means to travel wherever they wish (on the planet Earth, anyway), gathering powerful relics of science to protect them from others, advance their own standings, or enhance their settlements: the PCs are the new warlords of the Wasteland.

ALTERED RESTS AND STORED RESTS

One of the main facets of *2099 Wasteland* is scarcity of resources. While the settlement rules strongly reinforce this theme, it is felt the hardest by the players—**short rests require 24 hours and long rests take an entire week**. When using the standard classes from the core rulebook for *Fifth Edition*, there are some additional rules to make sure more standard adventurers are not left in the proverbial dust by their Wasteland counterparts. For material not in the core rulebook, access to abilities via rests is at the GM's mercy (*note that is mercy, not discretion*).

Barbarian. When you finish a short rest, you regain a number of uses of Rage equal to half your Constitution modifier. When you gain your 12th level of barbarian, this increases to your full Constitution modifier.

Bard. When you finish a short rest, you regain a number of uses of Bardic Inspiration equal to half your Charisma modifier. While taking a short rest, you may instead sacrifice one use of Bardic Inspiration you would have regained to recover 1 expended spell slot of any level you can cast.

Cleric. You can regain some of your magical energy by communing with your god. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your cleric level (rounded up), and none of the slots can be 6th level or higher.

Druid. When you gain the Natural Recovery feature, you may use it each time you take a short rest.

Fighter. When you gain the Indomitable Will feature, you are able to use it twice as often as normal.

Monk. When you gain the Wholeness of Body feature, you regain the ability to heal a number of hit points equal to your monk level when you finish a short rest. When you gain the Tranquility feature, it lasts until your next short rest (the *sanctuary* spell can end early as normal) and you regain its use when you finish a short rest.

Paladin. When you finish a short rest, you regain a number of uses of Divine Sense equal to half your Charisma modifier and restore your Lay on Hands pool with a number of hit points equal to your paladin level. Starting at 2nd level, you can regain some of your magical energy by meditating on your

order. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your paladin level (rounded up), and none of the slots can be 4th level or higher.

Ranger. Starting at 2nd level, you can regain some of your magical energy by focusing on what needs to be done to preserve nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your ranger level (rounded up), and none of the slots can be 4th level or higher.

Rogues. Not surprisingly, rogues are already well prepared to face the Wasteland.

Sorcerer. You can regain some of your magical energy by bundling your inner self with perseverance and an unwillingness to let any power slip from your grasp. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your sorcerer level (rounded up), and none of the slots can be 6th level or higher. Starting at 2nd level, you regain a number of sorcery points equal to half your sorcerer level (rounded down) when you finish a short rest. Created spell slots vanish when you take a short rest.

Warlock. Much like their sneaky counterparts, warlocks are already ideal for the Wasteland.

Wizard. You are able to use Arcane Recovery once for each point of Intelligence modifier you possess before requiring a long rest to recharge uses of this feature.

Race: Half-Orc. You regain the use of Relentless Endurance after finishing a short rest.

Race: Tiefling. You regain the use of Infernal Legacy after finishing a short rest.

STORED RESTS

The daunting suspension of resources at the core of *2099 Wasteland* will sometimes leave survivors taking short rests with no hit dice to spend on healing. This becomes 1 day of stored rest. At the end of a creature's 7th stored rest it is restored as though it has just finished a long rest.

BULLETS, GOLD, AND TRADE

Without any nation to back them the various paper currencies of the world have failed entirely, leaving commerce with little to turn to other than the old standard of gold. Bullets (which are worth 1 gold) are also often used, but even bullet casings have value—worth as much as a copper, or even a silver with a successful opposed Charisma (Persuasion) check made with disadvantage.

Merchants (when they can be found) normally buy items at 25% their value unless the trader is set up in a settlement established by the seller(s). Bartering is far more common and most NPCs will trade for items, pricing a PC's possessions at half value—an opposed Charisma (Persuasion) check can convince them to price a PC's possessions up to 70% of its real value.

HORDES OF UNDEAD AND WALKERS

As necromancy is immune to the effects of radiation the undead it creates walk long after their masters are torn down by the dangers of the Wasteland. Whether skeletons, walkers, or zombies, animated wanderers tend to gather around one another, the instinct to kill driving them into groups that can pose a threat to even nuclear knights or mordors. Irradiated areas are a frequent stomping ground for these creatures—more often than not meals (misguided explorers most of the time) provide themselves and the presence of radiation keeps any civilized obstacles far from their reach.

Survivors should rarely encounter undead or walkers in numbers of less than six and no greater than twenty—though they might only see one monster to kill, as soon as combat begins others emerge from under detritus or out of unexplored areas nearby (rolling their own secret initiatives). PCs that are specifically being quiet make Dexterity (Stealth) checks opposed by the undead or walkers' passive Perceptions, leaving these enemies unactivated should they all succeed (any use of unsilenced firearms automatically activate undead, though whether they are drawn to it or simply brought to awareness is at the GM's discretion).

It is not uncommon for vampires (or other intelligent undead for that matter) to rally their unthinking brethren, steering them across the Wasteland and using hordes to flank, flush out, or otherwise make prey more vulnerable and exposed. These shepherds of mindless, ravenous creatures are dangerous tools for those willing to utilize them—it is almost guaranteed that a vampire and its pets will eventually recover whatever it is a warlord might send them to find, though whether or not they deliver it or kill their employer is practically at the flip of a coin.

LANGUAGES

While some of the demigrant tongues—Draconic, Dwarven, Elven, Gnome, Halfling, Orc—are still in existence, there are four languages that prevail in the Wasteland: Common, Esperanto, Latin, and Undercommon.

Common. Common is the language that was most prevalent in the region before the War. If the survivors are near the wastes of Tokyo then Common is Japanese, if the adventurers are exploring Las Vegas' remains then Common is English, and so on.

Esperanto. During the unlikely age of human connectivity that flourished in the wake of the catastrophic end of the Great War, many underground shelters took to teaching their dwellers Esperanto (an international auxiliary language invented in 1887).

Latin. The language of science was commonly taught in underground shelters to better train the staff in the arts of chemistry.

Undercommon. Sentient humanoids that survived on the Earth's surface were hard-bitten, mutated, or transformed into smart walkers, and as their bodies changed so did their use of language. Undercommon is not one single unified language but a dialect of the most common language in a region before the nuclear apocalypse.

MAGIC BAG COURIERS

In the desolate future there is a dire need for a reliable means to transport goods and information too sensitive to transmit via radio—but as the saying goes, even in the Wasteland commerce finds a way. One of the most mysterious organizations in existence, Magic Bag Couriers are exceptional explorers that frequently check designated waystations for items that need delivered, faithfully taking whatever is left for them to its destination for 20 gold per pound of weight. They are fierce combatants but remarkably difficult to wound, usually leaving ambushers temporarily blinded as they make their escape. What makes capturing or waylaying a Magic Bag Courier even more difficult is their penchant for traveling through irradiated areas; one of the only insurances one has from the service that if it doesn't get to where it's going, either a truly deadly Wasteland predator has killed the messenger or they succumbed to radiation sickness, meaning the contents of their package is still safely sealed away in the warm embrace of magic-negating nuclear fallout.

Magic Bag Station. It isn't uncommon for feral bandits or foolish survivors to attempt to breach one of these deep-anchored sturdy steel boxes (AC 20, 500 hp) despite the rumors of what occurs thereafter. A DC 25 Thieves' Tools check or DC 30 Intelligence (Technology) check are enough to breach a Magic Bag Station. Tiny-sized or smaller creatures can attempt to squeeze inside (DC 25 Dexterity check) but need to get past the internal sensors, a daunting DC 30 Dexterity (Stealth) check. When dealt a total of 50 damage or upon a failure on any of these checks, a Magic Bag Station beeps loudly for 1d4 rounds before exploding with lethal energies, dealing 20d6 fire and radiant damage to all creatures and objects in a 60-foot radius (prompting some settlements to build dwellings not far away, using it as a defensive measure when attacked).



Magic Bag Courier

Medium humanoid, unaligned

Armor Class 19 (studded leather, shield)

Hit Points 102 (12d8+48)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	16 (+3)	19 (+4)	13 (+1)

Saving Throws Str +5, Int +7, Cha +5

Skills Acrobatics +9, Insight +8, Perception +8, Stealth +9

Damage Resistances cold, fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Common, Esperanto, Undercommon

Challenge 9 (5,000 XP)

Bags of Holding. The Magic Bag Courier has 1d4 bags of holding on their person.

Cunning Action. On each of its turns, the Magic Bag Courier can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the Magic Bag Courier is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Magic Bag Courier instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Expert Runner. The Magic Bag Courier ignores all difficult terrain (even magical).

Grenades. Magic Bag Couriers keep at least six grenades on their person at all times (page 65).

Rad-Protection. The Magic Bag Courier gains advantage on saving throws against radiation.

ACTIONS

Multiattack. The Magic Bag Courier makes three melee attacks, three ranged attacks, or throws three grenades.

Molecular Whip. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 4 (1d8+5) slashing damage plus 5 (1d10) force damage; +10 damage on a critical hit, then roll d20 (on a 19 or 20 one weapon, shield, or armor the target is wearing is destroyed, or loses a limb; on a 1, the Magic Bag Courier is hit instead).

Metarifle. *Ranged Weapon Attack:* +9 to hit, range 150/300, one target. *Hit:* 14 (2d8+5) energy damage (acid, cold, fire, lightning, or thunder).

Shotgun Blast. *Ranged Weapon Attack:* +9 to hit, range (30/120), multiple targets (15-foot-cone; make an attack roll for each target).

Hit: 14 (2d8+5) piercing and slashing damage.

REACTIONS

Fast Reaction. The Magic Bag Courier receives two reactions each round.

Reflexive Dodge. When the Magic Bag Courier is aware of an attacker, it may spend its reaction to reduce the damage of an attack or spell by half.

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 (page 165).

RUINS AND LUCK

With the exception of regions hit directly by nuclear weapons there are plenty of standing ruins the survivors will be picking through to find salvage. Mapping out each individual blasted home would be boring and tedious however, so unless there's something of particular import like a Settlement Resource (or if the GM wants to throw a red-herring into the mix to keep the party on their toes), the Luck ability score should be used to keep things lively.

Fast Searching a Ruin. Where there is one dwelling to pick over it is likely there will be several dwellings. 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 you are not using the Luck ability score, use Intelligence (Investigation) instead and increase the DCs below by 2.

- On a success, the PCs 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.

UNDERGROUND SHELTERS

In the years before the Great War came to its climax people all over the world (dwarves in particular) began to dig beneath the surface of the Earth with fervor, rightfully fearing the coming of nuclear destruction. They built sprawling underground shelters that can sometimes have miles of rooms—on the rare occasion they are still filled with descendants of the original denizens, these can be an oasis in the Wasteland for friendly and amicable survivors. More often than not however they are home to predators, monstrous scavengers, undead, walkers, or worse. This affords an excellent opportunity for GMs to make use out of dungeon maps they already have as not every underground shelter was built with steel and many were fitted with more reliable and mundane defensive measures in addition to electronic failsafes.

OPTIONAL RULE: Ranged Critical Failures

For GM's interested in a particularly cruel Wasteland, when a creature makes a ranged attack roll and rolls a natural 1 they may accidentally hit a creature or object in the area instead of their intended target! Only one creature can suffer damage from a ranged critical failure.

Any creatures in the direct line of fire between an attacker and their target (granting a cover bonus to the target's AC) make a DC 2 Luck check (if providing half cover) or DC 5 Luck check (if providing three-quarters cover) and on a failure, get hit by the ranged attack.

Otherwise any creature in the lane of fire (a line-of-sight cone spreading out from the attacker in the direction of their target, starting with the closest creature) makes a Luck saving throw against a DC equal to the attacker's attack roll, taking the ranged attack on a failure.

VEND-CO DRINKS & SNACKS

One of the businesses to effectively grasp onto the mania of underground shelters was Vend-Co, a company specializing in making accessible, long-lasting foods that could be reproduced with a durable machine to stave off starvation.

Though the food and drinks inside a Vend-Co have preservation dates that span in years they are not listed on packages and do eventually go bad, necessitating someone who understands the machinery—a DC 18 Intelligence (Science or Technology) check—to fill the device's

various sections with the ingredient for a given item (or the nearest available equivalent). When coming across an abandoned Vend-Co machine, a survivor makes a DC 15 Luck check for any item they consume. On a success the item is still good, but on a failure it has expired. Determining whether an item is good or expired requires a DC 22 Wisdom (Survival) check.



Vend-Co Drinks & Snacks

Item	Good Effect	Expired Effect
Berry Enerclear Bar	+1d10 temporary hit points	Vulnerability to bludgeoning damage for 1d4 hours
Candy Atoms	+1 Dexterity for 1d4 hours and advantage on Dexterity ability checks for 1d4 hours	-1 to AC and disadvantage on Dexterity ability checks for 1d4 hours
Fission Sun Chips	+1 Strength, +1 Constitution, and -1 Wisdom for 1 hour	-1 Wisdom and vulnerability to cold and fire for 1d4 hours
Nova Fresh Soda	+1 bonus action each turn for 1 minute	You have no bonus action for 10 minutes
Mr. Particle Savortart	Heal 5d4 hit points and gain advantage on your next ability check, attack roll, or saving throw	Disadvantage on ability checks, attack rolls, and saving throws for 2d6 minutes
Snackpal Snack Cake	+1d10 to Charisma checks for 2d4 hours	-2 Charisma for 2d6 hours

ALTERNATE RULES: A LESS DISPARATE WASTELAND

Some groups may not be as gung-ho about the deprivation of resources in a regular *2099 Wasteland* game and desire an experience more like their standard *Fifth Edition* games. When doing so, use the following altered rules for the classes, archetypes, and races in this book.

Doctors. Fast Heal and Masterful Resuscitation uses recharge on a short rest. The Chemist Field of Medicine recharges uses of all their serums on a short rest.

Freak. Indomitable uses recharge on a short rest. The Bizarre Mutant Genesis recharges uses of Radioactive Gaze on a short rest. The Frenetic Mutant Genesis recharges uses of Frenetic Metabolism on a short rest.

Mechanic Modifications. The Energized Gauntlet modification can change energy type over the course of a short rest.

Scrapper. Scrapers regain their spells on long rests. On the level after they have gained a new, higher spell slot, the scrapper gains a spell slot of the 2nd-highest level spell they can cast. For example, at 3rd level the scrapper gains an additional 1st-level spell slot, at 5th level the scrapper gains an additional 2nd-level spell slot, and so on.

Atomic Brawler Arcane Tradition. You regain your use of Exploding Fist when you finish a short rest.

Smart Walker. You require a cumulative 4 hours of rest (maximum 20 hours) to gain the benefits of a short rest when suffering from Thirst for Life.

Brain Slug. Creatures receive a saving throw to realize their memories have been altered after a long rest.

Slug-Brained Template. The creature regains its use of Xenos Rage after a short rest.

Walker. The walker gains lifesight 60 feet at all times, not just when in full hibernation.

SETTLEMENT RULES

Surviving in the Wasteland entirely by oneself is practically impossible and it can be just as difficult to live under the yoke of an authoritarian (and likely insane) warlord. As the PCs see more of the broken world they can encounter other survivors, drawing them under the adventurers' banner and founding settlements, relying on their citizens to perform menial tasks that let them focus on exploring the irradiated Earth.

SETTLEMENT CONSTRUCTION

As they go about the world the adventurers will come across wrecked vehicles and other scrap that can be used as or part of dwellings (offering an interesting challenge for PCs in terms of effectively moving it to where it is needed), but buildings alone do not make a settlement! In order to carve out a hamlet or even a town, the party has to collect resources from a region—either Manpower, Natural Resources, or Technology—to spend on Settlement Attributes to make a settlement Appealing, ample with Natural Resources, functioning in an Orderly manner, and Secure (at least when the PCs aren't around).

SETTLEMENT SIZE

The larger a settlement is, the more frequently it is attacked by raiders, warlords, and the various predators of the Wasteland. As a general rule, these attacks are done quickly and do not occur when the PCs are not around to aid in the defense of their community.

TRAVELER FOOT TRAFFIC

Communities naturally attract people. Even if they aren't settling down folks rely on settlements to acquire resources (like tools, food, water, or clothing) that they couldn't salvage, as sources to find out information from other settlements, and—in the event of advancing warlords—a place to seek protection.

The frequency of Traveler Foot Traffic is derived from the Manpower resources available in the Geographical Area a settlement is in (see the Resource Availability table). Very light means the frequency is calculated by month, light means the frequency is calculated for every 2 weeks, mild means the frequency is calculated every week, and heavy means the frequency is calculated every day.

When determining if a visitor comes by a settlement, the GM rolls 1d20 and adds the appropriate modifier to the roll. On a result of 20 or more, another survivor of the Wasteland comes to peacefully interact with the community in some way. There is a 20% chance per +4 bonus that this visitor is a merchant or trader of some kind.

DESTROYED CITIES, SECRET SOCIETIES, AND UNNATURAL LANDSCAPES

In all cases, the GM gets the final call on what Settlement Resources are available and the DCs required to salvage them. For instance, cities have lots of Manpower and Technology but getting at them will be harder (because most have been monopolized), and there's little in the way of natural resources. On the other hand a series of valleys where a secret society lurks has lots of Manpower and Natural Resources, but the very individuals the PCs are trying to help remain under the influence of others and sabotage the party's efforts.

Settlement Sizes

Settlement Attribute Total	Settlement Size	Traveler Foot Traffic	Attack Frequency
100	Hamlet	Very light (+4)	Once every month
200	Village	Light (+8)	Once every two weeks
300	Town	Mild (+12)	Once a week
400	City	Heavy (+16)	Twice a week



SETTLEMENT RESOURCES

Settlement Resources are used to construct settlements, acquired as the adventurers explore a region in the Wasteland. In general, the PCs should encounter Settlement Resources during any quest: 1d4 for a Settlement Resource with Low availability, 2d4 for a Settlement Resource with Medium availability, and 3d4 for a Settlement Resource with High availability. Just encountering a Settlement Resource does not give the party control of it however—they need to convince, collect, or salvage what they've found and bring it back to the places they want them used.

For every 1 point of acquired Settlement Resource the party spends on a settlement, all of its corresponding attributes gain 1 point.

MANPOWER

+1 ORDER, +1 SECURITY (CHARISMA)

Defensive bandits, stubborn settlers, and hard bitten survivors try to eke out their own living in the Wasteland but many can be convinced—in exchange for a small bribe, the doing of a favor, or in response to a particularly persuasive argument—to live among others.

When the PCs encounter Manpower, they must convince the survivors they've found to utilize or visit their settlement. 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.

NATURAL RESOURCES

+1 APPEAL, +1 NECESSITIES, +1 ORDER (WISDOM)

Clean groundwater, edible food to gather or farm, and animals clean enough to eat are far and away the most important elements needed for a settlement to truly thrive. Though it is possible to have a successful settlement without plentiful natural resources, it is far more difficult to appeal to followers and prone to chaos among the citizenry.

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.

TECHNOLOGY

+1 APPEAL, +1 SECURITY (INTELLIGENCE)

Survival in the Wasteland is extremely difficult without relying on technology—resources, even when plentiful, often require treatment before they can be used or utilized to maximum effectiveness. The more primitive a settlement is, the less likely people will be to stay there and the more difficult it is to defend against the predators of the desolate future.

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.

SETTLEMENT RULES



BUILDING SETTLEMENTS



EXAMPLE SETTLEMENT RESOURCES

The size of each example resource below can vary widely—a factory might be a whole industrial yard, an aquifer could be little more than a well or as big as a pond, and a tribe could be a few people or a few dozen. The GM has to determine exactly how many different resources there are in a given region (a Technology of 6 might be a robust and largely untouched junkyard or three smaller technological resources). For each Settlement Resource, roll on the table below to determine what it is.

Example Settlement Resources

1d20	EXAMPLE MANPOWER RESOURCES	EXAMPLE NATURAL RESOURCES	EXAMPLE TECHNOLOGY RESOURCES
1	Savages worshipping icons of the past	Springwater running down from higher elevation	Ruined factory
2	Wastelanders abducted by raiders	Abandoned ionization-filtered aqueducts	Defunct mine
3	Loose-knit band of lone hunters	Hidden self-sustained aquarium ecosystem	Blasted junkyard
4	Shelter Captains exiled to the Wasteland	Stockpile of freeze-dried food	Crashed shipment of terminals
5	Small band of farmers protected by an <i>alter sapiens</i>	Depot of seeds preserved by scientists	Remains of a destroyed alien vehicle
6	Survivors of a recently liberated underground shelter	Forgotten rural settlement's lead-sheltered compost pile	A small town's worth of cash registers and other devices with lots of springs, gears, and scrap
7	Remnants of a society formerly protected by the Atomic Army	Genetically-modified rad-resistant grove of trees	Hidden experimental laboratory
8	Wastelanders that have abandoned a settlement controlled by The Bureau	Clean aquifer	Old sawmill
9	Offspring of dimensional travelers stranded on Hyper Earth	Abandoned livestock of a meat trader	Hardware distributor
10	A tribe of primal barbarians	Compost heap of an abandoned farm	Auto parts distributor
11	Travelers captured by a monster	Verdant cemetery of a dead druid	Dead messenger with technical documents
12	Band of veterans turned farmers	An untainted well	Repaired grandfather clock
13	Dwarven clans hidden underground	Satchel of military MREs	Trunk of text books
14	A group of children turning feral	Lead-shielded tank of purified water	Old refinery
15	Pacifist smart walker monks	Brook-fed irrigation channels	Dysfunctional salvaged vehicle
16	Mutant hermits	Vein of iron ore	Scientist's ransacked stash of supplies
17	1-16 but all halflings	Evaporite (rock salt) formation	Half-raided hospital
18	1-16 but all gnomes	Other mineral deposit (zinc, silver, etc.)	Hastily abandoned military camp
19	1-16 but all half-orcs and half-elves	Patches of resilient, edible weeds	Forgotten cult's stockpile of relics
20	1-16 but all elves	Reservoir filled with rad-resistant, purifying, genetically designed plants	Museum of items collected by a deranged survivor

RESOURCE AVAILABILITY

When entering a new region in a geographical area the GM rolls to determine the number of settlement resources available there. The precise size of a region and whether or not any of these die pools change are at the GM's discretion—a region in the middle of a farm

belt in a high technology geographical area may not offer much to salvage, while the insides of buildings in a ruined metropolis in a low technology region might.

Resource Availability

GEOGRAPHICAL AREA	Manpower	Natural Resources	Technology
American Wasteland	Medium (4d6)	Medium (4d6)	Medium (4d6)
Asia Irradiated	High (6d6)	Medium (4d6)	Low (2d6)
Australia	Low (2d6)	High (6d6)	Low (2d6)
Europe Destroyed	High (6d6)	Low (2d6)	High (6d6)
Wastes of the USSR	Medium (4d6)	Low (2d6)	Medium (4d6)
Mutated Rainforests	Medium (4d6)	High (6d6)	Low (2d6)
Surviving Africa	High (6d6)	High (6d6)	Low (2d6)

SETTLEMENT ATTRIBUTES

Settlement Attributes are determined by the Settlement Resources spent on them—until the party spends them on a settlement, its Settlement Attributes are 1. Should a Settlement Attribute be reduced below 1, for every additional point it would lose from that Settlement Attribute it loses 1 point from all other Settlement Attributes instead.

A settlement gains 1 follower for every 10 points of attributes it has (minimum 1; maximum 40) but PCs should remember that the bigger a settlement is, the bigger a target it becomes.

APPEAL

(NATURAL RESOURCES + TECHNOLOGY)

Appeal can mean different things to different people—a settlement with a high Appeal might be facing a breathtaking vista, based inside of buildings that were at one time luxurious, or have a community that is well-knit and supportive.

Appeal is used to attract followers more quickly than normal and can convince merchants to stay in a settlement. When a settlement's Appeal is its highest Settlement Attribute, it has one more follower than normal and when making Charisma (Persuasion) checks to convince a trader to join the community, PCs gain advantage on their ability check.

NECESSITIES

(NATURAL RESOURCES)

Necessities are the basic needs that living creatures require in order to continue living: food, shelter, and water. A settlement with a high Necessities has access to plentiful natural resources, no shortage of materials to shelter the community, and be near clean groundwater tapped by several wells.

Necessities are the backbone of settlements and more importantly for the adventurers, provide the PCs with food and water without the need for salvaging to sustain themselves (leaving them more time to explore the Wasteland). Each week a settlement provides a number of days worth of food and water to the party equal to its Necessities score (enough for each PC).

ORDER

(MANPOWER + NATURAL RESOURCES)

Settlements are not unlike living creatures and require regular maintenance to function correctly. A settlement with a high Order has some kind of balanced social atmosphere, trust between various members of the community, and various types of labor happening with regular frequency (be that a local doctor, mechanic, or technology scrapper).

Order makes a settlement run efficiently but also brings amenities to the PCs, removing the trouble of having to travel for specialized services. For every 15 points of Order a settlement has, one follower is technically skilled in some way. These followers might be doctors, enchanters, mechanics, scrappers, or any other role the GM deems fitting, but they will not venture beyond the bounds of the settlement with the PCs without being compelled or forced to do so.

SECURITY

(MANPOWER + TECHNOLOGY)

The best offense is a good defense and settlements with high Security know it, keeping its residents at the ready should an assault or one of the hazards of the Wasteland come upon them. A settlement with a high Security has some kind of law enforcement (be that by its residents or a deputized force), defenses against attack, and is prepared for the various environmental dangers that loom from the blasted landscape.

When a settlement is attacked the GM rolls 1d100 for the settlement, adding the settlement's

Security score to the roll, and a 1d100 for the attackers (be they bandits, beasts, or otherwise; Warlords gain a special bonus to this check). When the attackers win this opposed check, the settlement permanently loses 1d4 of a randomly determined Settlement Resource for every 10 points the attackers win by (lowering its Settlement Attributes). When the settlement wins this opposed check, the settlement permanently gains 1d4 of a randomly determined Settlement Resource for every 10 points the settlement wins by (increasing its Settlement Attributes). For multiple losses or gains, roll each time to determine which Settlement Resource is affected.

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.

USING FOLLOWERS

These individuals—the citizens of a settlement—use the statistics of a [Commoner](#). The exact limitations of what a follower is capable of are at the discretion of the GM, but for the most part they are able to perform the following services for the party. Note that the followers in a settlement are not the adventurers' thralls, but servants of the community they are part of. While they will rise to defend their home, only the direst of circumstances can convince them undertake attacks themselves.

- Gather Natural Resources from a region. 1 follower can gain 1 Natural Resource every month until all the Natural Resources in a region have been gathered.
- Gather general information about the region and survivors inside of it.
- Scavenge small parts for weapon modifications and technological gadgets.
- Learn general information about a warlord as far as 2 regions away.
- Scout for entrances to underground shelters and finding locales where Settlement Resources can be found.
- Prepare defenses against Hazards of the Wasteland.

EXAMPLE OF PLAY

When Cablette the Scrapper, Crazy Jack the Doctor, and Madrieku the Mechanic begin their exploration of the southwestern Adirondack Mountains in the American Wasteland, Gwen the GM rolls to determine the Settlement Resources they can find on this side of the mountain. For each of the three Settlement Resources, all of which are Medium, she rolls 4d6: for Manpower they get 8, Natural Resources they get 11, and for Technology they get 5.

Gwen decides that for the Manpower Settlement Resource, some redneck families survived the nuclear fallout by escaping into mine shafts near the top of the mountain (5 points) and a few loners otherwise have persisted on by hunting the natural beasts able to survive the harsh climate (3 points).

For the Natural Resources Settlement Resource, it makes sense to Gwen for there to be plentiful animals and some plant-life (an important element to her campaign). Either way there's lots of gathering (3 points) and hunting (3 points) the adventurers can do as well as relatively clean water running down from the peaks (5 points).

The Technology Settlement Resource is low so Gwen determines that before the war broke out, not a great deal was built up here; there's the mine where the redneck family lives (1 points), an aged lumber mill (1 point), a ranger station (1 point), and two intact cabins (1 point each), but the adventurers won't be finding any laser guns or plasma boots.

Of course Gwen has her own plans for what else the PCs can discover—radioactive treants, a mad botanist mutant growing intelligent walking flytraps, and a defector from The Bureau that will lead the party to her central plot for the campaign—but for the purposes of settlements all she needs now is a map! After a bit of sketching or creative use of mapping programs on the internet (and maybe utilizing the free [Paint.net program](#)) the area is ready for play.

In the ranger station Crazy Jack finds records of the mining tunnels and signs of someone raiding the medical equipment several times, leading the party to the redneck family. Unfortunately negotiations do not go well and combat breaks out, forcing the adventurers to kill the rednecks, but in the back of the mines the party finds several people that were captured (kept as livestock to be cannibalized later). They are extremely grateful and using the lumber mill one of the captives was abducted from, the PCs start a settlement: Old Saw.

The things that Cablette and Madrieku salvage from the mining facility, the ranger station, and the lumber mill (which had a rather large bear lairing within) are spent to give Old Saw 3 Technology points. All of the Manpower resource they've gathered is spent as well, giving them 5 points, but only 1 of the captives (a fellow named Harry, a defector from the Bureau!) chooses to immediately settle in Old Saw (the rest remain nearby and become Foot Traffic Travelers). The party spends a month repairing dams and other modifications to the river near the mill while Harry hunts, garnering them 4 Natural Resource points spent on Old Saw.

All told, Old Saw starts with 5 Manpower, 3 Technology, and 4 Natural Resources. The 5 Manpower adds 5 each to Security and Order, the 3 Technology adds 3 each to Security and Appeal, and the 4 Natural Resources adds 4 to Appeal, 4 to Necessities, and 4 to Order. Old Saw's initial Settlement Attributes are: **Appeal 7, Necessities 4, Order 9, and Security 8**. Totaling these up gives Gwen a Settlement Score of 28—now that some of the adventurers' vision of Old Saw has been realized, another of the captives they freed (Sally) decides to stay in the hamlet with Harry!

During that time the party meets the other survivors nearby and by offering Crazy Jack's medical expertise, convinces all of the loners that Old Saw will benefit them (increasing the Manpower to 8, exhausting that part of the region's Settlement Resources). On their explorations they spot two intact cabins, each meticulously trapped by their dead owners. Madrieku's mechaframe gets beat up in the process but after "dismantling" the devices she and Cablette scrap everything they can from the cabins (2 points) and bring that back to Old Saw, exhausting the region's Technology Settlement Resource. Harry and Sally spend their time hunting and gathering with Crazy Jack, netting the party another 3 Natural Resources to spend on Old Saw.

Now Old Saw has 8 Manpower, 5 Technology, and 7 Natural Resources, changing its Settlement Attributes to the following: **Appeal 12** (from 7 Natural Resources + 5 Technology), **Necessities 7** (from 7 Natural Resources), **Order 15** (from 8 Manpower + 7 Natural Resources), and **Security 13** (8 Manpower + 5 Technology). Totaling these gives Gwen a Settlement Score of 47—with all these improvements another former captive begins dwelling in Old Saw—a wandering enchanter looking for a place to settle down (The Amazing Waldrick) decides this secluded hamlet is a perfect spot! With most of the exploration to be done in the region complete, Gwen figures that now is the time for Harry to reveal what he knows of the mad botanist, testing the PCs to make sure they are tough enough to handle what his dark secrets about The Bureau will reveal.

While they are gone and fighting through the designs of the demented scientist hidden in a bluff on the peaks above, a pack of feral scavengers descends on Old Saw! Gwen rolls 1d100 for Old Saw, adding its Security Settlement Attribute (+13), and 1d100 for the feral scavengers (who are not servants to any Warlord, meaning they gain no bonus). For Old Saw she gets a 55 making the hamlet's total a 68, but for the attackers she gets a 79. Rolling 1d6 to determine which Settlement Resource gets lowered, Gwen gets Manpower and the attackers take 1d4 of that away, getting a 2 and leaving Old Saw with 6 Manpower. Old Saw's Order and Security drop by 2 each and Gwen decides that during the assault Harry was fatally wounded—he only lives long enough to tell the party a few cryptic pieces of information before dying. Seeing the settlement defend itself pulls on the heartstrings of one of the loners, a hunter named Gasko, and he moves into Old Saw to take Harry's place as a follower.

Now that Old Saw is up and running the PCs begin exploring elsewhere, asking Sally and Giorgio to continue cultivating the region and convincing Gasko to gather any information she can about The Bureau from other settlements nearby. Moreover, each week they can return to Old Saw to restock their food and water supplies, meaning that their days of irradiated meat and scrounging for crumbs are over—now the real work of taming the Wastelands can begin!

HAZARDS OF THE WASTELAND

Natural disasters are still a threat in the Wasteland but the fallout of nuclear war has turned the landscape into a barren, lethal desert with new dangers always just beyond the horizon—before it is too late.

ATTACKS IN THE WASTELAND

Bandits, packs of walkers, warlords, and worse prowl the surface in search of food, shelter, and water, and nothing short of death will stop them. When desperate or emboldened they assault passerby and settlements alike, making the threat of murder a constant companion.

Individual Protection. Survivors know how to hide, fight tactically, talk their way out of a bad spot, or rely on their luck to avoid being killed by one of the Wasteland's predators.

Settlement Protection. The higher a settlement's Security score the better! To increase a settlement's Security, PCs can gather more Manpower and Technology, get a scrapper and set up gun traps, hire a mercenary to guard the settlement (10 gold per month; add the NPC's CR to the Security Settlement Attribute), or train guard animals to patrol it (add half of the beast's CR to the Security Settlement Attribute). At the GM's discretion other tactics (like building defenses around a settlement or isolating it) may also increase a settlement's Security.

EM STORMS

Clouds of electromagnetic energy float across the Wasteland, invisible to the naked eye. These anomalies only cause light headaches and migraines for most living creatures but instantly shut down any technology that requires electronics to function (such as flashlights, gun traps, lasers, mechaframes, terminals, or walkie-talkies). EM storms have a radius of 5d20 feet, travel in a random direction for 1 minute at a time at a rate of 30 feet each round, and rarely linger in one place for more than 1d2 rounds.

When inside of an EM storm, androids, robots, and creatures actively using electrical technology (such as a mechanic wearing a mechaframe or a survivor wielding a taser) make a Constitution saving throw at the start of their turn (DC 8 + 1 per previous round) or the item ceases to function for 1 round. Creatures and items shut down by an EM storm resume functioning 1d4 minutes after the weather hazard passes.

Individuals. Crafted smiths can forge weapons with the insulated modification and mechanics



can devise a variant power source for their mechaframes, but otherwise a creature that can be targeted by an EM storm is only immune to the effects if it is immune to lightning damage.

Settlements. Settlements with a Technology Resource of 20 or less lack electronics and are immune to the effects of an EM storm. For more advanced settlements, PCs can invest a number of gold pieces equal to the settlement's population to insulate the passive electronics within (computer terminals, hot plates, lights, and so on, but not gun turrets or other offensive and defensive measures).

IRRADIATED NATURAL DISASTERS

In the Wasteland earthquakes, raging hurricanes, tidal floods, and other natural disasters are more than nature running amuck and can carry atomic energy along with them, layering on a whole new level of danger when waters rise and tempests blow. An irradiated natural disaster has low radiation levels of 1-3 at its edge and radiation levels as high as 4-6 near its center. Unless the GM says otherwise, a natural disaster does not leave radiation levels in a settlement.

Individuals. The best thing a creature can do during an irradiated natural disaster is to seek shelter from it—either cracks in the earth venting irradiated gasses, winds carrying atomic energy from the sky, or waters heavy with fallout—inside of fortified structures that provide protection from the natural disaster.

Settlements. A settlement hit by an irradiated natural disaster makes an Order saving throw (DC 5 x the number of minutes the irradiated natural disaster lasts). On a success, the settlement retains all of its natural resources (though at the GM's discretion, some of them may be irradiated). On a failure, the settlement loses 1d4 Natural Resources for every 5 points it fails the saving throw by (lowering its Appeal, Necessities, and Order Settlement Attributes).

POLLUTION STORM

Toxic gases and harmful vapors can form into terrible clouds of death that kill all but the hardiest of creatures that breathe them in. Pollution storms have a radius of 10d20 feet, travel in a random direction for 1 minute at a time at a rate of 30 feet each round, and rarely linger in one place for more than 1d4 rounds. Unlike other phenomena, pollution storms randomly contract and expand every time they move (changing in radius at the end of its movement).

Individuals. A creature protected from gases or poisons is unbothered by a pollution storm, but all other creatures must make a Constitution saving throw (DC 10 + 1 per previous save in the last minute) or take cumulative poison damage (1d4 plus 1d4 per previous damage taken from poison

in the last minute), gaining the poisoned condition until this damage is healed.

Settlements. A settlement hit by a pollution storm makes a Necessities saving throw (DC 15 x the number of rounds the pollution storm lasts). On a success, the settlement loses 1d4 Natural Resources. On a failure, the settlement loses 2d4 Natural Resources for every 5 points it fails the saving throw by (lowering its Appeal, Necessities, and Order Settlement Attributes).

RADSTORMS

Radioactivity roiling in the sky above can gather with rainclouds to create radstorms that soak an area with poisoned rain. Radstorms have a radius of 8d100 feet (minimum 200 feet), travel in a random direction for 1 minute at a time at a rate of 50 feet each round, and rarely linger in one place for more than 2d4 minutes.

For every minute an area is exposed to a radstorm, it gains 1d4 radiation levels. These radiation levels dissipate at a rate of 1 per week.

Individuals. There's not much an individual creature can do to protect itself from a radstorm than to seek shelter underground and hope that it ends quickly or to run like hell.

Settlements. A settlement hit by a radstorm makes a Necessities saving throw (DC 10 x the number of minutes the radstorm lasts). On a success, the settlement retains all of its natural resources (though at the GM's discretion, some of them may be irradiated). On a failure, the settlement loses 1d4 Natural Resources for every 5 points it fails the saving throw by (lowering its Appeal, Necessities, and Order Settlement Attributes).

RADTWISTERS

Nothing destroys a settlement as quickly and surely as a radtwister. These vicious weather anomalies are strong enough to rip people off the ground and they move with dangerous alacrity, speeding across a landscape and beyond the horizon. Radtwisters have a radius of 4d100 feet (minimum 100 feet). At the end of every minute, roll 1d20. On a 1, the radtwister lingers in place for 1 minute. On a 2-15, the radtwister moves 50 feet each round in a random direction. On a 16-20, the radtwister careens, moving at a rate of 200 feet in a random direction for 2d4 rounds before coming to a temporary stop. Creatures inside of or in the path of a moving radtwister make a DC 16 Strength saving throw (+1 per 10 pounds of equipment) or are ripped off the ground and into the air, thrown 1d10 times 10 feet (landing at the end of the next turn). Objects not anchored to the ground make a DC 15 Strength saving throw, gaining an effective Strength modifier equal to +1 per 20 pounds of weight (GMs should only roll for objects when it is pertinent as most can be recovered later after the danger has passed).

For every minute an area is exposed to a radtwister, it gains 1 radiation level. These radiation levels dissipate at a rate of 1 per day.

Individuals. A creature can gain advantage on their Strength saving throw by spending a reaction to grab an anchored object firmly affixed to the ground. Otherwise, it is best to get underground when a radtwister shows up.

Settlements. A settlement hit by a radtwister makes an Appeal saving throw (DC 5 x the number of rounds the radtwister is in the area). On a success, the settlement retains all of its natural resources (though at the GM's discretion, some of them may be irradiated). On a failure, the settlement loses 1d4 Natural Resources for every 5 points it fails the saving throw by (lowering its Appeal, Necessities, and Order Settlement Attributes).

UNEXPECTED DETONATION

Most scientific facilities didn't have the opportunity to initiate the correct shutdown sequences when hit by atomic attacks, numerous nuclear-powered reactors (cobbled together with parts prone to malfunction) are built by scientists lacking hubris or good sense, and not every warhead detonated upon impact.

The nuclear explosion resulting from an unexpected detonation causes damage on a massive scale. Creatures with a Luck score receive a DC 10 Luck check to feel that *something* is horribly, horribly wrong and that they need to evacuate the area as rapidly as they possibly can. Creatures, objects, and structures within 500 feet of the blast's epicenter are disintegrated

and the area gains a radiation level of 20. Creatures within 2,500 feet take 4d6 bludgeoning damage and are washed over by a wave of nuclear energy with a radiation level of 11 (which deals 4d6 fire damage and has other effects listed on the Radiation Levels table, page 79). The wave continues outward 10,000 feet, reducing in radiation level by 1 every 1,000 feet.

All technological objects and creatures within 10,000 feet of the furthest reaches of an unexpected detonation's blast radius must make a DC 20 Constitution saving throw as electromagnetic waves explode outward. Unattended objects immediately cease to function and have a 50% chance of never working again. Creatures and attended objects that fail this saving throw cease to function for 1d4 hours.

Individuals. Get far, far away very, very quickly. Then take shelter when you get there.

Settlements. There is no true protection from an unexpected detonation and a settlement within 9,250 feet of a nuclear explosion's epicenter finds that its citizens are unwilling to stay there as the Natural Resources of the settlement are destroyed by the radiation. The PCs may make a Charisma (Persuasion) check with a DC determined by settlement size (hamlet—8, village—12, town—16, city—20) to retain the Manpower and half the Technology resources that remain, however. On a failure, the PCs only keep half of what they would get on a success, and on a failure by 5 or more they only keep a quarter of what they would get on a success.

MONSTERS OF THE WASTELAND

The Wasteland is home to starving creatures that traveled here via sporadic dimensional portals or summoned by magic users, some even irradiated by the landscape if they've survived long enough. More than a few predators have emerged from the desolation however, creatures well-suited to stalk the irradiated landscape.

Atomic Mutant

Gargantuan humanoid, unaligned

Armor Class 18 (natural)

Hit Points 262 (15d20+105)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	6 (-2)	24 (+7)	21 (+5)	16 (+3)	9 (-1)

Saving Throws Int +10, Wis +8, Cha +4

Skills Athletics +13, Intimidation +13, Perception +8, Technology +10

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

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 200 ft., passive Perception 18

Languages Common, Esperanto, Latin, Undercommon; telepathy 200 ft.

Challenge 15 (13,000 XP)

Irradiated Giant. The atomic mutant is immune to radiation and uses its Strength score for Intimidation.

Its Irradiated ability score is equal to 12+1d4.

Regeneration. The atomic mutant regains 10 hit points at the start of its turn if it has at least 1 hit point.



ACTIONS

Multiattack. The atomic mutant makes three slam attacks or two custom-built atomic cannon attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. *Hit:* 34 (4d12+8) bludgeoning damage.

Custom-Built Atomic Cannon. Ranged Weapon Attack: +3 to hit, range 200/800, one target and 20-ft.-radius. *Hit:* 52 (8d12) fire and radiant damage. All targets within 20 feet of the initial target take half damage (negated with a DC 21 Dexterity saving throw).

The largest creatures to walk the face of the Earth on two legs, an atomic mutant's size is matched only by its rage at the world. Despite having enormous and complex brains capable of super-intelligent thinking, they are stymied by a complete lack of manual dexterity, making the use of their genius limited by the scarce resources around them and the tasks that their far dumber, smaller mutant counterparts are capable of completing. Atomic mutants command legions of their comparatively tiny kin, sending them into underground shelters and other facilities to scavenge what they can recognize as valuable to their master. While rumors hold that atomic mutants are powerful and angry overlords, the truth is that they often find survivors on the Wasteland to be extremely valuable resources—capturing them to find and do what dumber servants are incapable of.

ATOMIC QUESTS

Unlike many other overlords atomic mutants possess vast intellects that make their needs intriguing and specific in comparison. Here are a few suggestions for quests they (or a radioactive dragon) might send a party on:

- Acquire a radioactive isotope protected by a band of mercenaries in the center of a ruined town filled with traps.
- Capture or trick other humanoids into becoming test subjects (sparing the party from that grisly fate).
- Find the control rods (made out of boron, silver, indium, and cadmium) in a nuclear power plant inhabited by a strange monster that slaughters everything that dares enter its lair.
- Search the Wasteland for chemicals the atomic mutant can use to create preservatives for a large beast it plans to kill soon (something too big to eat in one sitting).
- Track and identify patterns in the travel of an oddity the atomic mutant has found in the Wasteland, reporting daily on their progress. The behemoth can grant bonuses to checks made for this quest if the PCs need a little help.
- Venture into an underground shelter filled with experimental freaks (page 103) to get a technical manual with details on how to build or maintain high technology.

NOT THE ALPHAS

In most situations with high Challenge Rating creatures the PCs are going to be outgunned and at a distinct tactical disadvantage—this is intentional and should be embraced by GMs. What power that remains in the Wasteland is fiercely fought for and must be won absolutely so those that wield it are practically unassailable, but with that in mind, those ferociously defended resources are also heavily scrutinized. An atomic mutant might be *able* to take something by force but not without damaging it, both gaxians and the Cult of Slaarsh have need of agents free of their alien taint (able to act where The Bureau routinely scans residents), rad-dragons that move out in the open threaten discovery; the list goes on but for a time *this* is the true role of the PCs in *2099 Wasteland*, to go where more powerful creatures are unable to tread and find their own slice of glory, power, salvation, or wealth therein. Of course eventually the PCs will turn the tables (page 82) but while they're under the thumb of a powerful NPC the GM should take care not to abuse the role, making sure to let the party retain some agency and offering chinks in their "master's" proverbial armor as foreshadowing for their eventual rebellion. The generosity common to atomic mutants might not always be present but GMs should always consider granting real rewards when survivors complete quests on behalf of a wasteland overlord.

ATOMIC TECHNOLOGY

Atomic mutants have stockpiles of salvaged items collected by dumber mutants and can provide technology resources, items from the wasteland, and whatever else the GM thinks might appeal to a group of survivors. While brute force is likely to play a factor in interactions with underlings, it should not be forgotten that the colossal creatures are highly intelligent and they ought to act like it—experience and logic should be the preeminent factors in their decisions. Being crude and brutish will serve them to a point, but truly valuable minions with genuine talents and skills are often better servants when rewarded for hardships. For each quest the PCs complete for an atomic mutant, they should get at least one tangible (and useful) piece of equipment (see pages 60-67) as part of the deal. Given their superior intellects, one of these colossal overlords might also be able to aid survivors in acquiring Natural Resource or Technology Resources for settlements, though whether or not it is wise to disclose the location (and favor) of any community depends on how the relationship between an atomic mutant and its PC underlings is currently faring.

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 Skaarsh, 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.

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.



USING BRAIN SLUGS RESPONSIBLY

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.

Slug-Brained Template

Although they are capable of overwhelming any living creature with a brain, most creatures with the slug-brained template are humanoids (frequently mistaken for feral bandits).

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.

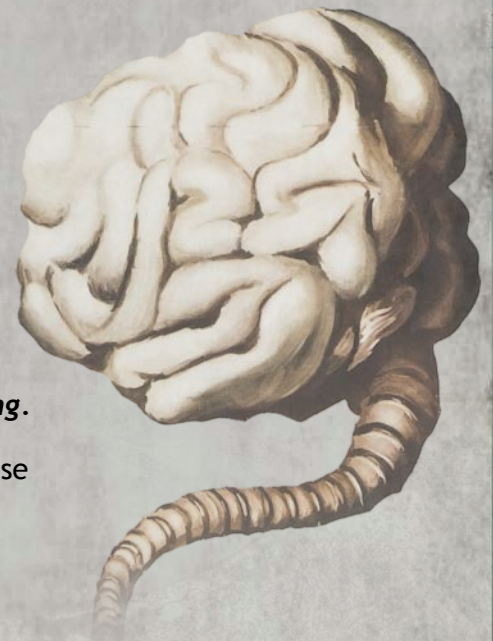
Xenos Rage. Slug-brained creatures can enter a frenzied xenos rage as a bonus action, gaining advantage on Strength checks, advantage on Strength saving throws, and dealing an extra amount of damage equal to its proficiency bonus when it makes a melee weapon attack using Strength.

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.



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 (usually 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.

Slug-brained wastelanders are blunt but effective tools, agents capable of hiding the nefarious activity of propagating more brain slugs (and therein more servants) until a cult powerful enough to start a proper brood emerges.



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.

Experimental Freak

Medium monstrosity, unaligned

Armor Class 14 (natural)

Hit Points 113 (15d8+45)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	6 (-2)

Saving Throws Con +3, Wis +3

Skills Athletics +7, Perception +3, Survival +3

Damage Resistances necrotic, radiant

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Corrosive Wounds. When a creature deals more than 5 piercing or slashing damage to the experimental freak with a melee weapon attack or natural weapon melee attack, it takes 1d4 acid damage.

Engineered for the Wastes. An experimental freak requires only half as much food and water as normal, and has advantage when making saving throws against dehydration or starvation. It also treats any radiation level at half value.

ACTIONS

Multiattack. An experimental freak can make two monstrous claw attacks and one unhinged bite attack per round.

Unhinged Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage and 5 (2d4) acid damage.

Monstrous Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 13 (2d8+5)

When radiation gave some fantastical—if grotesque—powers, scientists all over the wastes sought to replicate the results. Instead of super-powered humanoids however, the test subjects devolved into malformed monstrosities with only a hint of sentience about them. Unfit for use in virtually any task, many of the creatures have been relegated to use as shock troopers.

Irradiated Template

This template is predominantly for use with animals but not exclusively and it may be applied to any living creature. At the GM's discretion, this template may also increase the size of a Tiny or smaller creature (increasing the damage of its attacks by at least one dice step for every size increase).

Armor Class. Irradiated creatures gain a natural armor of 1.

Speed. Irradiated creatures increase all of their movement speeds by 10 feet and double all jump distances.

Ability Scores. Almost all irradiated creatures lose most of their memories and sense of self. An irradiated creature's Intelligence score changes to 4 and it gains proficiency in Intelligence saving throws. The irradiated creature's Constitution score increases by 4.

Resistances. Irradiated creatures gain resistance to cold, fire, and radiant damage.

Damage Immunities. Irradiated creatures gain immunity to poison damage.

Condition Immunities. Irradiated creatures gain immunity to the exhaustion, frightened, and poisoned conditions.

Senses. Irradiated creatures gain darkvision 120 feet.

Irradiated. Irradiated creatures gain immunity to radiation. Its Irradiated ability score is equal to 6 + its bonus radiant damage (see Nuclear Attacks).

Nuclear Attacks. Irradiated creatures' weapon attacks are magical and they gain a +1 bonus on melee attack rolls and melee damage rolls made with natural weapons and unarmed strikes.

On a successful hit, an irradiated creature's weapon attack deals additional radiant damage based on its CR (for CR of 5 or less, +1d4; for CR of 6-10, +1d6; for CR 11-15, +1d8; for CR 16 or higher, +1d10).



Transforming Hide. At the start of each round, roll 1d6 to determine which type of weapon damage an irradiated creature 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.

Challenge Rating. Irradiated creatures increase their CR by 1. Recalculate the irradiated creature's proficiency bonus if necessary.

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.

Bears are survivors and thanks to hibernation, some of the once majestic creatures escaped the devastation inside the safety of caves—though only a true few were protected entirely from the nuclear fallout.

Mecha-Radiated Animal (CR +2). At one point or another a canny scientist in the Wasteland decided to craft automatons that strongly resembled irradiated animals (using the robots to guard valuable experiments or hidden laboratories without drawing undue attention) and the trend caught on. Noticing that a mecha-radiated animal is a construct (and not an irradiated beast) requires a successful Wisdom (Perception) check (DC 8 + double the mecha-radiated animal's CR). Creatures have advantage on this check if the mecha-radiated animal has suffered 10 or more points of damage.

In addition to all of the benefits of the irradiated template (except for the transforming hide feature), the creature gains resistance to acid, necrotic, and radiant damage as well as bludgeoning, piercing, and slashing damage, immunity to psychic damage, immunity to the charmed, paralyzed, and petrified conditions, blindsight 30 feet, a +3 bonus to melee attack rolls and damage rolls, and vulnerability to lightning damage.



Mega Mutant

Huge humanoid, unaligned

Armor Class 14 (natural)

Hit Points 138 (12d12+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	8 (-1)	19 (+4)	11 (+0)

Saving Throws Int +2, Wis +7, Cha +3

Skills Athletics +8, Intimidation +8, Perception +7

Damage Resistances acid, cold, fire, lightning, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses blindsight 50 ft., darkvision 120 ft., passive Perception 17

Languages Undercommon; telepathy 100 ft.

Challenge 8 (3,900 XP)

Irradiated Giant. The mega mutant is immune to radiation and uses its Strength score for Intimidation. Its Irradiated ability score is equal to $8+1d4$.

Regeneration. The mega mutant regains 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The mega mutant makes two slam attacks or three gun blast attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. **Hit:** 14 (2d8+5) bludgeoning damage.

Gun Blast. Ranged Weapon Attack: +2 to hit, range 100/500, one target. **Hit:** 9 (3d6 - 1) piercing damage.



Certain humans and demigrants exposed to the disease that begat mutantkind were completely seized by the sickness, suffering severe physical changes almost immediately after affliction, growing twice as large and losing much of their ability to think and remember. The sensory parts of a mega mutant's brain are the only parts of it that work better than they did before the other neurological changes make them angry, stupid grunts with surprising tactical efficiency. These slow-witted giants are commanders among the forces of their gargantuan brethren and their shouted orders are followed to quickly, efficiently, and to the letter.

Mordor

Huge aberration, unaligned

Armor Class 17 (natural)

Hit Points 230 (20d12+100)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	14 (+2)	19 (+4)	16 (+3)

Saving Throws Dex +9, Con +9

Skills Athletics +11, Perception +9, Stealth +9, Survival +9

Damage Vulnerabilities psychic

Damage Resistances cold, fire, force, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, necrotic, poison, thunder

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 300 ft., passive Perception 19

Languages understands Common and Undercommon but can't speak

Challenge 13 (10,000 XP)

Critical Strikes. The mordor scores a critical hit when it rolls a natural 19 on its attack roll.

Fast Run. When the mordor takes the Dash action, it moves triple its speed instead of double.

Jointed Limbs. The mordor has advantage on checks made to grapple.

Irradiated. The mordor has immunity to radiation. Its Irradiated ability score is equal to 8+1d6.

Keen Senses. The mordor has advantage on Wisdom (Perception) checks that rely on sight, smell, and sound.

Pounce. If the mordor moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the mordor can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the mordor can long jump up to 40 feet.

ACTIONS

Multiattack. The mordor makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8+6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (3d6+6) slashing damage.

REACTIONS

Reflexive Strike. When a creature casts a spell or makes a ranged weapon attack while within the mordor's reach, it may spend its reaction to make an opportunity attack against the creature. On a hit, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the mordor can make one bite attack against it as part of its reaction.

There are countless myths about where mordors come from or even what exactly they are—chupacabras, alien beasts, the tortured manifestation of dead spirits—but wherever they are found, they are the alpha predators of the Wasteland. After finding prey with their keen senses these monsters will lope across the landscape for miles and miles after their quarry, unwilling to allow anything to escape their vicious, freakish maw. They are canny hunters that are hard to fool, dangerously knowledgeable about what can actually harm them and quick to disable threats, learning exactly how best to take out a pack of other predators no matter the circumstances. Mordors engender not only shock and awe in their victims in the few precious moments prior to delivering death, but also a sense of lethal beauty as the realization sets in that one's end was brought by nothing less than the penultimate expression of nature's last great hunter.



Mutant

Large humanoid, unaligned

Armor Class 14 (natural)

Hit Points 102 (12d10+36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	7 (-2)	14 (+2)	12 (+1)

Saving Throws Str +5, Con +5, Int +0

Skills Athletics +5, Intimidation +5, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Undercommon

Challenge 4 (1,100 XP)

Irradiated Giant. The mutant is immune to radiation and uses its Strength score for Intimidation. Its Irradiated ability score is equal to 4+1d4.

ACTIONS

Multiattack. The mutant makes three slam attacks or three gunshot attacks each turn.

Slam. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Gun Blast. Ranged Weapon Attack: +3 to hit, range 50/200, one target. *Hit:* 10 (2d8+1) piercing damage.

Only exceptional members of the mutant race possess an intelligence matching smaller survivors and most of the green giants wandering across the Wasteland are not nearly as smart or capable of acting with civility, mercy, and any benign behavior resembling the humanity their genes morphed from. As though that were not scary enough, the dumber the creatures are the tougher they seem to be, capable of withstanding devastating amounts of punishment before finally perishing. The only order in their reckless lives is drawn from their brutal and simple desires or at the behest of atomic mutants—even the most witless of their kind can recognize a superior that enormous.

Though undeniably stupid they're also extremely skeptical (made paranoid by hard years roaming the Wasteland) and while that frequently makes it even harder to approach them, a mutant's justified suspicion of others often keeps them from wandering into a trap baited with anything but the most promising items or treasures (overriding their honed survival instincts).



Nuclear Elemental

Huge elemental, unaligned

Armor Class 15

Hit Points 114 (12d12+36)

Speed 5 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	7 (-2)	10 (+0)	7 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, radiant

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages none

Challenge 7 (2,900 XP)

Irradiated. The elemental has immunity to radiation and its Irradiated ability score is 20.

Irradiated Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Nuclear Aura. At the GM's discretion, the elemental has a radiation level of 5 that reduces in severity by 1 every 5 feet from it.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage and DC 14 Constitution saving throw or the target increases its Irradiated ability score by 1.

Detonation (Recharge 5-6). The elemental explodes with nuclear energy that rolls outward in a 30-foot radius. Creatures and objects within range make a DC 14 Dexterity saving throw or take (18) 4d8 fire damage and 18 (4d8) radiant damage. Any creature that takes 20 or more damage from this attack makes a DC 14 Constitution saving throw or increases its Irradiated ability score by 1d4. After making this attack the elemental has disadvantage on attack rolls until the end of its next turn and its nuclear aura is negated.

It is strongly recommended when encountering a nuclear elemental to flee as far away as quickly as possible—engaging one of these terrifying creatures is universally seen as a death wish, even for survivors immune to radiation. Despite their lethality nuclear elementals are highly sought after by mad scientists across the Wasteland as they are incredibly powerful resources when utilized as a power source or test subject, though it is rare indeed for anyone to attempt tracking and capturing one without suffering horrible consequences.



Pollution Elemental

Large elemental, unaligned

Armor Class 16 (natural)

Hit Points 95 (10d10+40)

Speed 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	8 (-1)	15 (+2)	9 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages none

Challenge 6 (2,300 XP)

Fluid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that starts its turn sharing the elemental's space makes a DC 15 Constitution saving throw or gains the poisoned condition for 1 minute.

Irradiated. The elemental has immunity to radiation. Its Irradiated ability score is equal to 6+1d6.

Toxic Monster. The elemental deals double damage to organic objects.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 8 (1d8+4) bludgeoning damage plus 9 (2d8) poison damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 8 (1d8 + 4) bludgeoning damage and 9 (2d8) poison damage. If it is Large or smaller, it is also

grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water (breathing forces a creature to make a DC 15 Constitution saving throw or gain the poisoned condition for 1 minute). If the Strength saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 8 (1d8 + 4) bludgeoning damage and 9 (2d8) poison damage. A creature within 5 feet of the elemental can pull out a creature or object out of it by taking an action to make a DC 15 Strength and succeeding.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 11 (2d8 + 2) bludgeoning damage and 9 (2d8) poison damage and is then flung up 20 feet away from the elemental in a random direction, knocked prone upon landing. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or takes the bludgeoning damage and is knocked prone. If the saving throw is successful, the target takes half the bludgeoning and poison damage and isn't flung away or knocked prone.

The second greatest elemental danger in the Wasteland, these are only slightly less lethal than their nuclear counterparts and only the absolutely most insane scientists dare to attempt to understand them. Some settlements—usually those that have no concern for their impact on the environment—are frequently threatened by pollution elementals, drawing the creatures like moths to the flame.

Psionic Elemental

Small elemental, unaligned

Armor Class 13

Hit Points 99 (18d6+36)

Speed 5 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	14 (+2)	17 (+3)	19 (+4)	12 (+1)

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages none, empathic telepathy 120 ft.

Challenge 6 (2,300 XP)

Empathic Telepathy. Psionic elementals do not know any languages but are able to communicate with any creature within range of their telepathy as if they shared a common language.

Etherealness. As an action, the elemental enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Ethereal Sight. The elemental can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The elemental can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Irradiated. The elemental has immunity to radiation. Its Irradiated ability score is equal to 1d6.

ACTIONS

Multiattack. The elemental makes two psychic bellow attacks.

Psionic Blast (Recharge 4-6). The elemental unleashes mental energy in a 30-foot cone. Each creature in that area must make a DC 15 Wisdom saving throw, taking 32 (6d8+4) force damage on a failed save, or half as much damage on a successful one. Creatures that take 15 or more damage from this attack must make a DC 15 Strength saving throw or be thrown back 10 feet and knocked prone.

Psychic Bellow. *Ranged Weapon Attack:* +7 to hit, range 250/750, one target. *Hit:* 17 (3d8+4) psychic damage.

Before the bombs dropped psionic elementals were only known to the secretive divisions of the world's most powerful militaries, creatures encountered only on the bloodiest battlefields and most horrendous mass atrocities. When the Earth was scoured of life by nuclear warheads the massive, nearly total scale of loss caused the psychic echoes to appear in comparatively vast numbers. For over a century they confused underground shelters with misguided hauntings but as life renews on the surface and violence propagates they have become twisted, angry, and hateful, attacking any beings they encounter with utter malice and contempt.



Purple People Eater

Huge plant, unaligned

Armor Class 15 (natural)

Hit Points 136 (16d12+32)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	17 (+3)	14 (+2)	15 (+2)

Saving Throws Con +6, Wis +6, Cha +6

Skills Perception +6, Stealth +3, Survival +6

Damage Resistances acid, cold, radiant, thunder; bludgeoning, piercing

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages all

Challenge 9 (200 XP)

Eaten Knowledge. The purple people eater has advantage on Intelligence ability checks.

Irradiated. The purple people eater has immunity to radiation. Its Irradiated ability score is equal to 6+1d4.

Psionic Foil. The purple people eater projects a psionic screen that make it invisible and reflects its image in squares it does not occupy. Attacks targeting a single creature that are made from 100 feet away or further automatically miss a purple people eater (this includes spell attacks). Within 100 feet, ranged attacks against the purple people eater have disadvantage.

Creatures that have never been truly alive (like androids and constructs), creatures that do not rely on sight-based vision, creatures immune to illusions, creatures immune to psychic damage, and creatures within the purple people eater's reach are unaffected by this feature.

Rapid Dash. When the purple people eater takes the Dash action, it moves five times its speed (75 ft.) instead of double.

ACTIONS

Multiattack. The purple people eater uses its purple death and makes two slam attacks.

Slam. Melee Weapon Attack: +2 to hit, reach 15 ft., one target. **Hit:** 22 (4d8+4) bludgeoning damage. Instead of dealing damage, the purple people eater can grapple the target (escape DC 16). The purple people eater can simultaneously grapple up to 4 creatures.

Purple Death. Each creature grappled by the purple people eater must succeed on a DC 16 Constitution saving throw or take 13 (3d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the purple people eater regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. All of the memories possessed by a creature slain in this way become known to the purple people eater.

The abundant plant life on the surface of the Earth has been dwindled down to only the hardiest, most pernicious specimens—treants included. Practically all of the treefolk were killed by the devastation wrought by weapons of mass destruction or transformed by the nuclear fallout, warping and twisting into purple monstrosities intent on murdering every living creature they see as revenge for what has become of the planet.



Rad-Daddy

Large beast, unaligned

Armor Class 15 (natural)

Hit Points 68 (8d10+24)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	3 (-4)	16 (+3)	8 (-1)

Skills Perception +5, Stealth +6, Survival +5

Senses blindsight 30 ft., darkvision 60 ft.,

passive Perception 15

Challenge 3 (700 XP)

Irradiated. The rad-daddy has immunity to radiation. Its Irradiated ability score is equal to 8+1d4.

Massive Leap. The rad-daddy can long jump up to 40 feet without the need for a running start. It deals an additional 7 (2d6) bludgeoning damage if it hits with an attack made while it lands from a jump.

Spider Climb. The rad-daddy can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

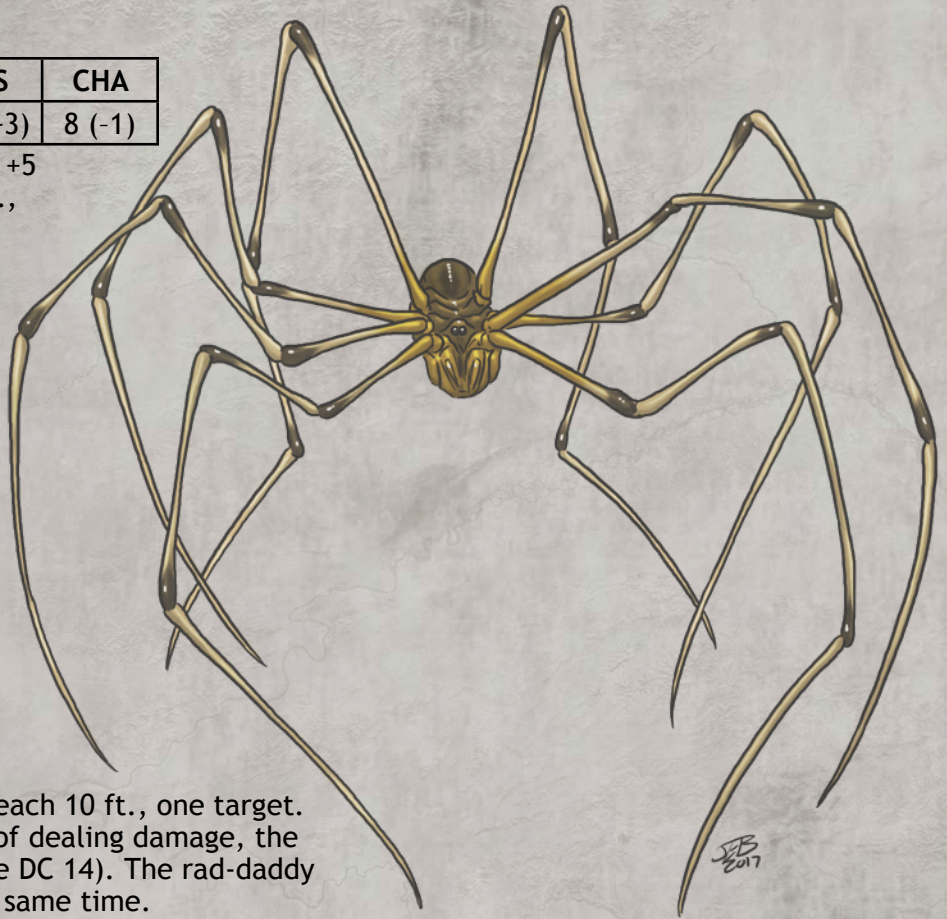
Multiattack. The rad-daddy makes one claw attack and one bite attack.

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target.

Hit: 8 (1d8+4) slashing damage. Instead of dealing damage, the rad-daddy can grapple the target (escape DC 14). The rad-daddy can grapple up to three creatures at the same time.

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature.

Hit: 17 (3d8+4) piercing damage. A creature damaged by this attack increases its Irradiated ability score by 1.



Insects were one of the only types of creatures to thrive in the Wasteland—many of their natural predators died off and invertebrate populations boomed and fell for over a century, evolving or dying to the threat of new species. One of the most dangerous of these creatures to stalk the scorched landscape are rad-daddies, the hunter arachnid descendants of daddy-longlegs. Over the years they rapidly grew in size, slaughtering entire hordes of lesser creatures and growing all the larger with every generation of nuclear-tainted offspring. What were once household nuisances have become serious contenders for supremacy, predators able to rapidly vault great distances through the air to pounce down upon foes (killing their prey without the need for venom or webs).

RAD-DAD WARRENS

Rad-daddies are powerful, quick, and brutally lethal but not very adventurous or intelligent, keeping close to the area near where they were born. When the eggs of one of their females hatches the irradiated arachnids that explode outward swarm everywhere to kill any and everything nearby (including each other and the mother if she can't escape the onslaught), quickly establishing territories that become rad-dad warrens. Over the course of a few weeks the creatures gradually diminish their numbers until only a half dozen occupy an area of about a square mile. Before then however, any combat encounter with these enormous spiders that lasts longer than 1d6 rounds draws another rad-daddy or rad-baddy that appears from behind the nearest outcropping or rock.

Rad-Baddy (CR -1). These baby rad-daddies are Small-sized and have the following changes to their statistics: AC 14, 42 hit points, speed 35 ft., climb 35 ft., Str 14, Dex 16, Con 15, Int 2, Wis 15, Perception +4, Stealth +5, Survival +4, massive leap reduced to 30 feet, Claw +5 to hit (1d4+2 slashing damage, escape DC 12, can only grapple one creature at a time), Bite +5 to hit (2d8+2 piercing damage, no Irradiated score increase).

Rad-Drake

Large dragon, unaligned

Armor Class 15 (natural)

Hit Points 90 (12d10+24)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	3 (-4)	14 (+1)	12 (+1)

Saving Throws Dex +6, Con +5, Int -1

Skills Perception +4, Stealth +6

Damage Resistances acid, cold

Damage Immunities fire, poison, radiant

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 20 ft., darkvision 120 ft., passive Perception 14

Challenge 7 (2,900 XP)

Irradiated. The rad-drake has immunity to radiation. Its Irradiated ability score is equal to 6+1d8.

Speed Surge (Recharge 5-6). The rad-drake takes a Dash action as a bonus action.

ACTIONS

Multiattack. The rad-drake makes a bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) piercing damage. On a critical hit, the target increases its Irradiated ability score by 1.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12+3) slashing damage. On a critical hit, the target increases its Irradiated ability score by 1.

Atomic Fireball (Recharge 5-6). The rad-drake spits a ball of nuclear energy at a square within 150 feet, exploding in a 20-foot radius. Creatures in the area must make a DC 13 Dexterity saving throw or take 18 (4d8) fire damage and 18 (4d8) radiant damage, or half as much on a successful saving throw. Any creature that takes 10 or more damage from this attack increases its Irradiated ability score by 1.

While there are some natural drakes still persisting in distant mountain peaks and places far from blast sites, the rad-drakes are another matter entirely different from their uncorrupted kin. These nuclear-infused winged lizards are little smarter than beasts, thought to be the creations of governmental bio-weapons divisions after the nukes dropped and all the restrictions on research evaporated. Though not nearly as dangerous as radioactive dragons, these fearsome predators move through the skies so swiftly that sometimes the only sign that they have taken a victim is a short cry before their prey is clutched in its claws and abducted before being devoured.

Overlords that discover rad-drakes in their dominion only allow the creatures to live if they have a territory which serves as a defensive measure. Otherwise the winged lizards are killed but only after being carefully tracked, especially when there are signs of a female—a DC 10 Intelligence (Nature) check can spot the telltale incendiary glands when the creature breathes, revealing its gender. Female rad-drakes keep

clutches of 1d4+2 eggs in their fiercely protected lairs, guarding them for years before the babies hatch and they leave for a new region. On their own the offspring are able to survive and grow to adulthood (though only one usually makes it to full maturity) but when raised by humanoids, they can be partially tamed to become guard animals or even mounts.

Taming begins immediately upon a baby rad-drake's hatching when it imprints the first creature it sees as its handler (equivalent to a parent or sibling). Over the course of 2 months the imprinted handler must make a Wisdom (Animal Handling) check (DC 13 + 1 per previously failed check) every week, succeeding on at least 5 of the checks in order to gain the creature as a pet. If the handler is a PC with a feature or feat that grants a companion, they may use the baby rad-drake as a companion starting at 9th level and a mature rad-drake starting at 13th level (the creature reaches adulthood at 13th level if it is already a companion.)



Baby Rad-Drake (CR -1). A baby rad-drake is Medium-sized and has the following changes to its statistics: 78 hit points, Speed 25 ft., fly 45 ft., Str 14, Dex 18, Con 13, Int 2, Saving Throws (Dex +7, Con +4), Stealth +7, Bite +7 (1d8+2 piercing damage, no Irradiated score increase), Claw +7 (1d6+2 slashing damage, no Irradiated score increase), replace atomic fireball with atomic cone.

Atomic Cone (Recharge 6). The baby rad-drake sprays nuclear fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw or take 7 (2d6) fire damage and 7 (2d6) radiant damage, or half as much on a successful saving throw. Any creature that takes 10 or more damage from this attack increases its Irradiated ability score by 1.

Radioactive Dragon

Huge dragon, unaligned

Armor Class 18 (natural)

Hit Points 190 (20d12+60)

Speed 35 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	21 (+5)	15 (+2)	16 (+3)

Saving Throws Dex +7, Con +8, Wis +7, Cha +8

Skills Perception +7, Science +10, Stealth +7, Technology +10

Damage Resistances acid, cold

Damage Immunities fire, poison, radiant

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Esperanto, Undercommon

Challenge 14 (11,500 XP)

Irradiated. The dragon has immunity to radiation. Its Irradiated ability score is equal to 12+1d8.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Technological Spellcasting. The dragon is a 14th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 18; +10 to hit with spell attacks). All of the dragon's spells are cast through technological contraptions that are immune to the effects of radiation, *counterspell*, and *dispel magic*. This otherwise functions as a scrapper's technological spellcasting feature. The dragon has the following spells prepared from the scrapper's spell list:

Cantrips: *eldritch blast*, *ray of frost*, *vicious mockery*

1st-level (4 slots): *charm person*, *cure wounds*, *detect magic*, *magic missile*

2nd-level (4 slots): *blindness/deafness*, *invisibility*, *silence*, *suggestion*

3rd-level (3 slots): *haste*, *major image*, *nondetection*

4th-level (3 slots): *black tentacles*, *freedom of movement*, *phantasmal killer*

5th-level (2 slots): *dominate person*, *teleportation*

6th-level (2 slots): *chain lightning*, *eyebite*

7th-level (1 slot): *forcecage*

ACTIONS

Multiattack. The dragon uses its frightful presence then makes three attacks (one with its bite and two with its claws) or it casts a technological spell and make two attacks (one with its bite and one with its claw).

Bite. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's frightful presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Atomic Beam. The dragon exhales nuclear energy in a 120-foot line. Each creature in that area must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage and 42 (12d6) radiant damage on a failed save, or half as much damage on a successful one. Any creature that takes 20 or more damage from this attack increases its Irradiated ability score by 1.

Nuclear Breath. The dragon exhales nuclear fire in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 24 (7d6) fire damage and 24 (7d6) radiant damage on a failed save, or half as much damage on a successful one. Any creature that takes 40 or more damage from this attack increases its Irradiated ability score by 1.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Analysis. The dragon makes an Intelligence (Investigation) check against a DC equal to the level or CR (whichever is higher) of the creature it is looking at. On a success, the dragon knows the abilities and features the creature possesses.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone.

The dragon can then fly up to half its flying speed.



The most powerful of dragonkind were specifically targeted by elite assault forces and eliminated from the tactical boards of military generals when humans and demigrants first unleashed World War III. None of the great serpents escaped destruction but their younger offspring frequently did, winging away to the peaks of isolated mountaintops or digging deep beneath the ground to carve subterranean shelters of their own. With the omnipresence of nuclear fallout it became practically impossible to hunt in the Wasteland and remain untainted, yet the blood of dragons is strong and dragons have adapted to overcome and even thrive on irradiation.

Some died from exposure but the survivors became rad-dragons, mastering science and technology rather than magic and using the immunities they've built up to dwell in radioactive areas where their miraculous experiments are safe from curious survivors. A few have made it into and back out of rad-dragon lairs and the rumors of what can be found inside have spread far and wide, drawing ever more greedy explorers to try their luck when a cavern or difficult to reach outpost looks promising. Just as widely spoken of are the reprisals the grand irradiated serpents take upon thieves that dare to steal from them, killing every wastelander and razing every settlement they come across until they find the component they require.

Rad-dragons are also predators driven by the need to eat but being wary of attracting any attention, they prefer to swoop down, subdue, and abduct travelers foolish enough to journey alone. Before being devoured these individuals are kept alive for days, months, or even years to be used as test subjects to horrific effect. The most terrifying creations are sometimes shown mercy and allowed to serve as guards, prowling in the environs near their master's lair to ward away or kill any trespassers before it can be discovered. Any survivor with a passive Investigate of 16 or higher that searches the bodies of one of these unfortunate monstrosities finds a rad-dragon mark emblazoned somewhere on the corpse.

Radio Elemental

Medium elemental, neutral

Armor Class 13

Hit Points 75 (10d8+30)

Speed 5 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	17 (+3)	6 (-2)	13 (+1)	8 (-1)

Saving Throws Con +6, Wis +4, Cha +2

Skills Perception +4, Science +1

Damage Resistances acid, cold, fire, thunder; bludgeoning, piercing, and slashing from magical attacks

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages understands all languages but cannot speak

Challenge 6 (2,300 XP)

Irradioworld Creature. The elemental is immune to radiation. A creature under the effects of *detect radiation* is able to see the elemental's outline in the Material Plane while the elemental is in Irradioworld and not manifested.

Frequencied Existence. The elemental always exists in Irradioworld but may simultaneously manifest itself in the Material Plane by spending an action. Dematerializing from the Material Plane takes an action.

Mutable Form. Twice per turn, the elemental can ignore an opportunity attack it provokes from movement.

Natural Gremlin. Technological creatures and items (but not armor and weapons) within 30 feet of the elemental have a 50% chance of not functioning on any given turn. Radio signals within 300 feet of the elemental become garbled and unintelligible.

Radioform. The elemental can move through creatures and solid objects at half its normal speed. It does not take damage if it ends its movement in a solid object, but if it ends its movement in another creature's square they make opposed Constitution saving throws. If the creature succeeds the elemental is moved into a random adjacent square (roll 2d8, once for the vertical axis and once for the horizontal axis). If the elemental succeeds, any attacks targeting it also target (and deal damage to) the creature sharing its space.

Radio Wave. By spending its action, the elemental can try to move a Large or smaller creature or object on the Material Plane or Irradioworld. The elemental is at disadvantage on checks made to move something on the Material Plane while it is not manifested.

Creature. The elemental makes a Constitution check contested by the creature's Strength check. If the elemental wins the contest, it moves the creature up to 30 feet in any direction, including upward but not beyond 60 feet. Until the end of the creature's next turn, the creature is restrained in the elemental's telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, the elemental can use its bonus action to attempt to maintain its telekinetic grip on the creature by repeating the contest.

Object. The elemental can try to move an object that weighs up to 500 pounds. If the object isn't being worn or carried, the elemental automatically moves it up to 30 feet in any direction, but not beyond 60 feet. If the object is worn or carried by a creature, the elemental must make a Constitution check contested by that creature's Strength check. If the elemental succeeds, it pulls the object away from that creature and can move it up to 30 feet in any direction but not beyond 60 feet. The elemental can exert fine control on objects with its telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) force damage.

There are creatures that were spawned by the *tachyon flux* and radio transmissions, wandering Irradioworld in search of antenna to draw strength from. Made entirely from the demiplane's unique energies, radio elementals operate using a logic that has defied scientists and sages alike—they sometimes menace a settlement or individual for days or manifest to attack a group of travelers onto to disappear and retreat just before it strikes a killing blow.



Radio Horror

Large elemental, neutral

Armor Class 15

Hit Points 126 (12d10+60)

Speed 5 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	20 (+5)	12 (+1)	17 (+3)	13 (+1)

Saving Throws Con +9, Wis +7, Cha +5

Skills Perception +7, Science +5

Damage Resistances acid, cold, fire, thunder; bludgeoning, piercing, and slashing from magical attacks

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 17

Languages understands all languages but cannot speak

Challenge 12 (8,400 XP)

Irradioworld Creature. The elemental is immune to radiation. A creature under the effects of *detect radiation* is able to see the elemental's outline in the Material Plane while the elemental is in Irradioworld and not manifested.

Frequencied Existence. The elemental always exists in Irradioworld but may simultaneously manifest itself in the Material Plane by spending an action. Dematerializing from the Material Plane takes an action.

Mutable Form. Three times per turn, the elemental can ignore an opportunity attack it provokes from movement.

Natural Gremlin. Technological creatures and items (but not armor and weapons) within 100 feet of the elemental have a 50% chance of not functioning on any given turn. Radio signals within 1,000 feet of the elemental become garbled and unintelligible.

Radioform. The elemental can move through creatures and solid objects at half its normal speed while it is manifested on the Material Plane. It does not take damage if it ends its movement in a solid object, but if it ends its movement in another creature's square they make opposed Constitution saving throws. If the creature succeeds the elemental is moved into a random adjacent square (roll 2d8, once for the vertical axis and once for the horizontal axis). If the elemental succeeds, any attacks targeting it also target (and deal damage to) the creature sharing its space.

Radio Wave. By spending its bonus action, the elemental can try to move a Huge or smaller creature or object on the Material Plane or Irradioworld. The elemental is at disadvantage on checks made to move something on the Material Plane while it is not manifested.

Creature. The elemental makes a Constitution saving throw contested by the creature's Strength saving throw. If the elemental wins the contest, it moves the creature up to 60 feet in any direction, including upward but not beyond 150 feet. Until the end of the elemental's next turn, the creature is restrained in the elemental's telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, the elemental can use its bonus action to attempt to maintain its telekinetic grip on as many as two creature by repeating the contest.

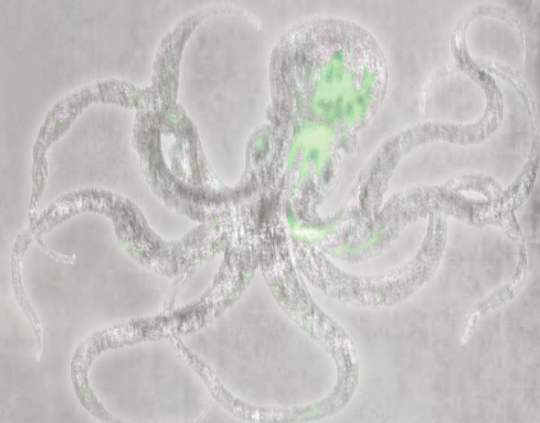
Object. The elemental can try to move an object that weighs up to 1,500 pounds. If the object isn't being worn or carried, the elemental automatically moves it up to 60 feet in any direction, but not beyond 150 feet. If the object is worn or carried by a creature, the elemental must make a Constitution saving throw contested by that creature's Strength saving throw. If the elemental succeeds, it pulls the object away from that creature and can move it up to 60 feet in any direction but not beyond 150 feet. The elemental can exert fine control on objects with its telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

ACTIONS

Multiattack. The elemental makes five slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) force damage.

When a creature dies in Irradioworld its spirit never leaves, slowly forming into a strange tentacled creature similar to a radio elemental, though radio horrors are far less common than their smaller kin. Energy signatures powerful enough to leave a wake in the demiplane can draw these creatures out from their lairs, but when manifested on the Material Plane the atomic glow of creatures brimming with radiation shines to radio horrors like a lantern in the darkness. Oddly enough no fisherman or scientist in the Wasteland has sighted an octopus since these creatures first appeared, raising countless fears of what else Earth's oceans might have contributed to the aether.



ROBOTS

For every android in the Wasteland there are a dozen less sophisticated automatons lacking sentience and awareness. Being immune to the effects of radiation, uncaring of starvation or dehydration, and able to live as long as their most important components are working, robots can be found virtually everywhere. Whether or not they are safe to approach or have become a danger to living creatures is a crapshoot—some have defaulted to an instinctual sense of self with a need to preserve themselves, others have been caught in illogical loops that new stimuli need to be removed from, and a few have even been reprogrammed to kill.

Construction Robot

Small construct, unaligned

Armor Class 14 (natural)

Hit Points 60 (8d10+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Con +4, Int +2

Skills Perception +3, Survival +4

Damage Vulnerabilities lightning

Damage Resistances fire, radiant

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 20 ft., darkvision 60ft., passive Perception 13

Languages Binary, Common (cannot speak)

Challenge 2 (450 XP)

Built to Last. Despite being Small-sized creatures, construction robots calculate their hit points and carrying capacity as though they were Large-sized creatures.

ACTIONS

Multiattack. The robot can make two hammering fists attacks, or one nail gun arm and one hammering fist attack per round.

Hammering Fists. Melee Weapon Attack:

+5 to hit, reach 5 ft., one target.

Hit: 8 (1d8+4) bludgeoning damage.

Nail Gun Arm. Ranged Weapon Attack:

+3 to hit, range (20/80), one target.

Hit: 4 (1d6+1) piercing damage.

Building in the Wasteland is hazardous at best, leading to the creation of the PLK-E6 model robot. Known as “pluckies” the small automatons have modest offensive abilities to go with their more mundane functions to better operate in dangerous conditions. While not as specialized as other models, pluckies are incredibly efficient at the simple jobs they were built for. After completing their task however, a few have been known to go rogue and can be seen trundling about the wastes repairing uninhabited ruins and raising random structures.



Executioner Robot

Large construct, unaligned

Armor Class 16 (natural)

Hit Points 85 (10d10+30)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	11 (+0)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6, Int +3, Cha +2

Skills Athletics +8, Perception +5, Stealth +5, Survival +5

Damage Vulnerabilities lightning

Damage Resistances cold, fire, radiant

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 20 ft., darkvision 100 ft., passive Perception 15

Languages Binary, Common

Challenge 6 (2,300 XP)

Aimed Shots. The robot can make Aimed Shots (page 72).

Arm Shot (+1d4 damage). Targets wielding a weapon with one hand in the target of the arm shot make a Strength saving throw (DC 10 + damage from the attack) or are disarmed. Failure by 5 or more on this saving throw causes the creature to have disadvantage on attack rolls made with that arm until it has healed the damage from the aimed shot.

Head Shot (+1d8 damage). Targets hit by a head shot make a Constitution saving throw (DC 10 + half the damage from the attack) or gain the blinded condition for 3 rounds.

Leg Shot (+1d6 damage). Targets hit by a leg shot make a Constitution saving throw (DC 10 + the damage from the attack) or are only able to move at half speed until it has healed the damage from the aimed shot.

Augmented Leap. The robot can vertically jump 20 feet or horizontally jump 45 feet without the need for an ability check.

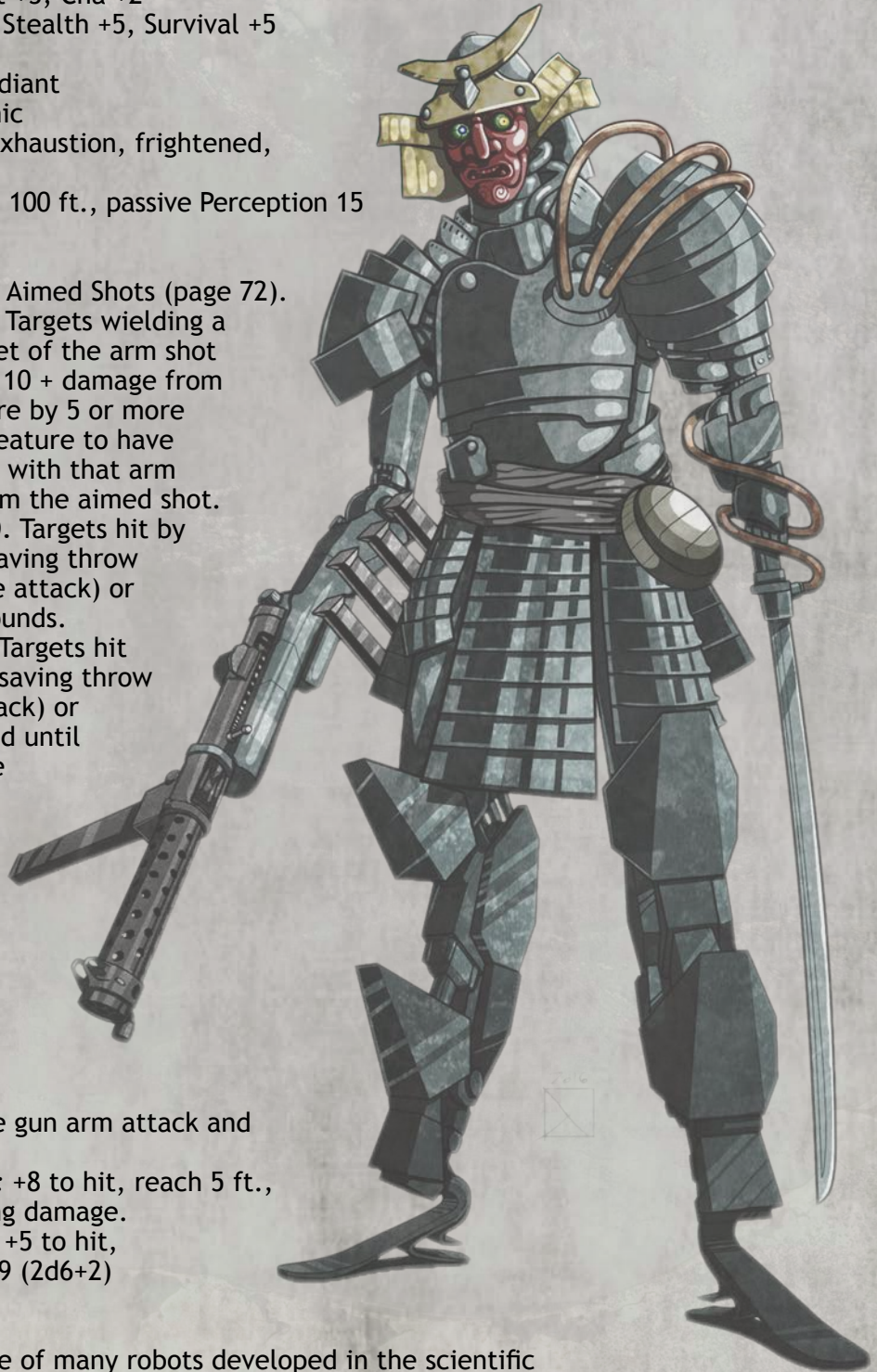
Targeting Sensors. The robot can spend a bonus action to take the Aim action on any turn it does not make a blade arm attack.

ACTIONS

Multiattack. The robot makes one gun arm attack and one blade arm attack.

Blade Arm. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Gun Arm. Ranged Weapon Attack: +5 to hit, range (200/800), one target. *Hit:* 9 (2d6+2) piercing damage.



The 47-X Musashi model is only one of many robots developed in the scientific laboratories of the disparate underground shelters. Though these think tanks were pleased at first by the results of using automatons for protection or to strike out at enemies, the end results are almost always the same—more deadly constructs crafted by mankind unleashed upon the Wasteland.

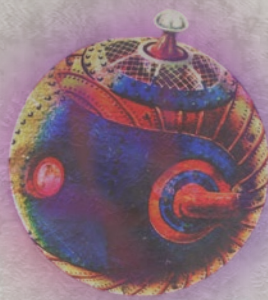
Therapy Robot

Small construct, unaligned

Armor Class 16 (natural armor)

Hit Points 72 (16d6+16)

Speed 0 ft. fly 45 ft. (hover)



STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+14)	12 (+1)	17 (+3)	17 (+3)	20 (+5)

Saving Throws Con +5, Int +6, Cha +8

Skills Deception +8, Insight +6, Persuasion +8

Damage Vulnerabilities lightning

Damage Resistances fire, radiant

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion,

frightened, paralyzed, petrified, poisoned

Senses blindsight 20 ft., darkvision 60ft.,

passive Perception 13

Languages Binary, Common, Latin; telepathy 30 ft.

Challenge 7 (2,900 XP)

Aura of Madness. At the start of the therapy robot's turns, all creatures within 5 feet of it take 6 (2d6) psychic damage.

Broken Psyche. The magic fused with the therapy robot's circuitry allows it to manifest psychic powers that are identical to innately cast spells but immune to the effects of radiation. The therapy robot counts as an 8th level spellcaster and its manifesting ability is Charisma (spell save DC 16; spell attack +8). The therapy robot can manifest the following spells, requiring no components:

- At will: *dissonant whispers*, *vicious mockery*
- 3/day each: *charm person*, *command*, *hideous laughter*
- 2/day each: *confusion*, *crown of madness*

ACTIONS

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

Psychic Blast (Recharge 5-6). The therapy robot concentrates its own horror and distress into a 60-foot cone. Each creature in that area must succeed on a DC 15 Wisdom saving throw or take 23 (4d8+5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Originally designed to help the inhabitants of fallout shelters cope with their new surroundings, the SIG-Bot 75 was initially hailed as a success. An ill-fated later attempt to merge all existing units with arcane magic, however, went terribly wrong. Given sparks of true intelligence by the process, the therapy robots realized the true horror of the world and collectively went mad. While most of them were destroyed some were shunted into the Wasteland where they aimlessly wander, inflicting their shattered psyches on any sentient creatures they encounter, wishing only to see the world burn.

Welding Robot

Medium construct, unaligned

Armor Class 17(natural armor)

Hit Points 102 (12d10+36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Saving Throws Con +6, Int +3

Skills Science +3, Perception +4

Damage Vulnerabilities cold

Damage Resistances fire, electric, radiant

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion,

frightened, paralyzed, petrified, poisoned

Senses blindsight 20 ft., darkvision 100ft.,

passive Perception 14

Languages Binary, Common (cannot speak)

Challenge 5 (1,800 XP)

Built to Last. Despite being Medium-sized creatures, welding robots calculate their hit points and carrying capacity as though they were large-sized creatures.

Dexterous Programing. A welding robot is built with a precise touch in mind, allowing it to calculate the damage of its welding fists attack using its Dexterity.

Redirect Power. As a bonus action, the welding robot can attempt to electrocute any creature it has grappled. The target must make a DC 15 Dexterity throw or take damage as though hit with a welding fists attack.

ACTIONS

Multiattack. The welding robot can make two welding fists attacks, or one welding fist and one metal clamp attack per round.

Metal Clamp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (2d8+2) bludgeoning damage and the target is grappled (escape DC 17).

Welding Fists. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (2d8+5) electricity and fire damage.

Vulcan352s were developed to handle construction and perform maintenance where it was deemed too dangerous to send a living creature. However there is no shortage of industrious (not to mention unscrupulous) individuals with a knack for mechanics in the wasteland, and the Vulcan was soon turned to other uses. While they can still be found on construction sites one is just as likely to find these automatons being used as guards and enforcers in areas where valuable salvage hides behind intense radiation.



The Wurm

Huge monstrosity, unaligned

Armor Class 20 (natural)

Hit Points 250 (20d12+120)

Speed 50 ft. burrow 35 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	3 (-4)	18 (+4)	4 (-3)

Saving Throws Con +10, Wis +2

Damage Resistances acid, cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities psychic

Condition Immunities charmed, frightened, poisoned

Senses blindsight 20 ft., tremorsense 60 ft., passive Perception 14

Languages Slaarsh (cannot speak); telepathy (see below)

Challenge 12 (8,400 XP)

Wandering Mind. The Wurm can always be contacted by any given Slug Regent, as long as they are on the same plane. It is not sentient enough to communicate thoughts, however, and responds only with vague, alien emotions.

Slaarsh Aura. If a creature starts its turn within 30 feet of The Wurm, it can force the creature to make a DC 16 Charisma saving throw if The Wurm isn't incapacitated. On a failure, the creature suffers from one of the following effects:

- **Frighten.** The creature becomes frightened until the end of The Wurm's next turn. If the creature fails the saving throw by 5 or more, it is also paralyzed for the same duration. A creature that succeeds on the saving throw is immune to this effect for the next 24 hours.
- **Hypnotize.** The creature becomes charmed for 5 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.
- **Psychic Vampire.** The creature takes 5d6 psychic damage and The Wurm restores a number of hit points equal to half the damage this feature deals. A creature is immune to this effect for 1 minute after taking psychic damage from any source.

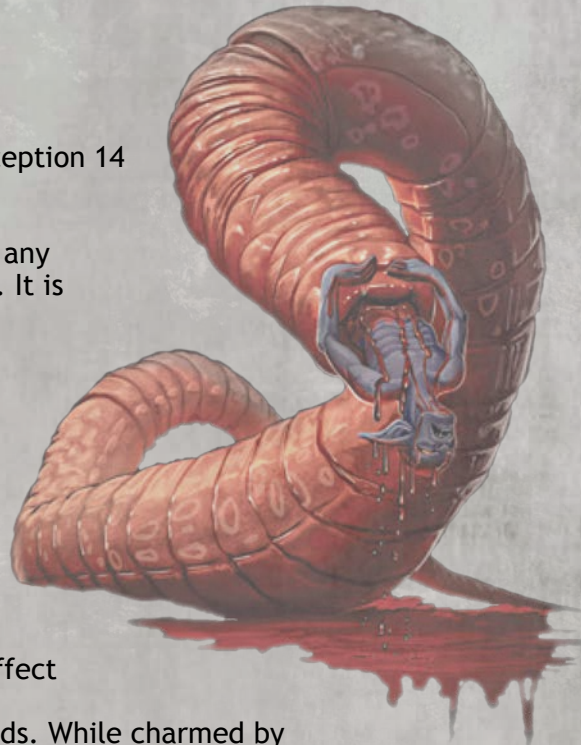
ACTIONS

Bite. Melee Weapon Attack: +11 to hit, reach 10ft., one target. *Hit:* 20 (2d8+7) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside The Wurm, and it takes 18 (5d6) acid damage at the start of each of The Wurm's turns.

If The Wurm takes 30 damage or more on a single turn from a creature inside it, The Wurm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of The Wurm. If The Wurm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Slaarsh Blast (Recharge 5-6). The Wurm focuses raw psychic power into a 60-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw or take 22 (4d8+4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Not all of the creatures of the Slaarsh started as humanoids; a lesser-known facet of the alien is The Wurm. Its purpose is largely unknown as it spends much of its time away from any given slaarsh pool and though tall tales refer to it in the singular, this is far from the truth—buried deep beneath the ground slumber dozens more of the creatures, waiting for the call to awaken. For now the Wasteland speaks of The Wurm in hushed tones, the stories of its epic butcheries spreading by caravan firesides between traders, mercenaries, and those recently emerged from seclusion warning to watch for trembling ground before the bloodshed begins.



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 understands the language it knew in life but can't speak

Challenge 1/2 (100 XP)

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

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.

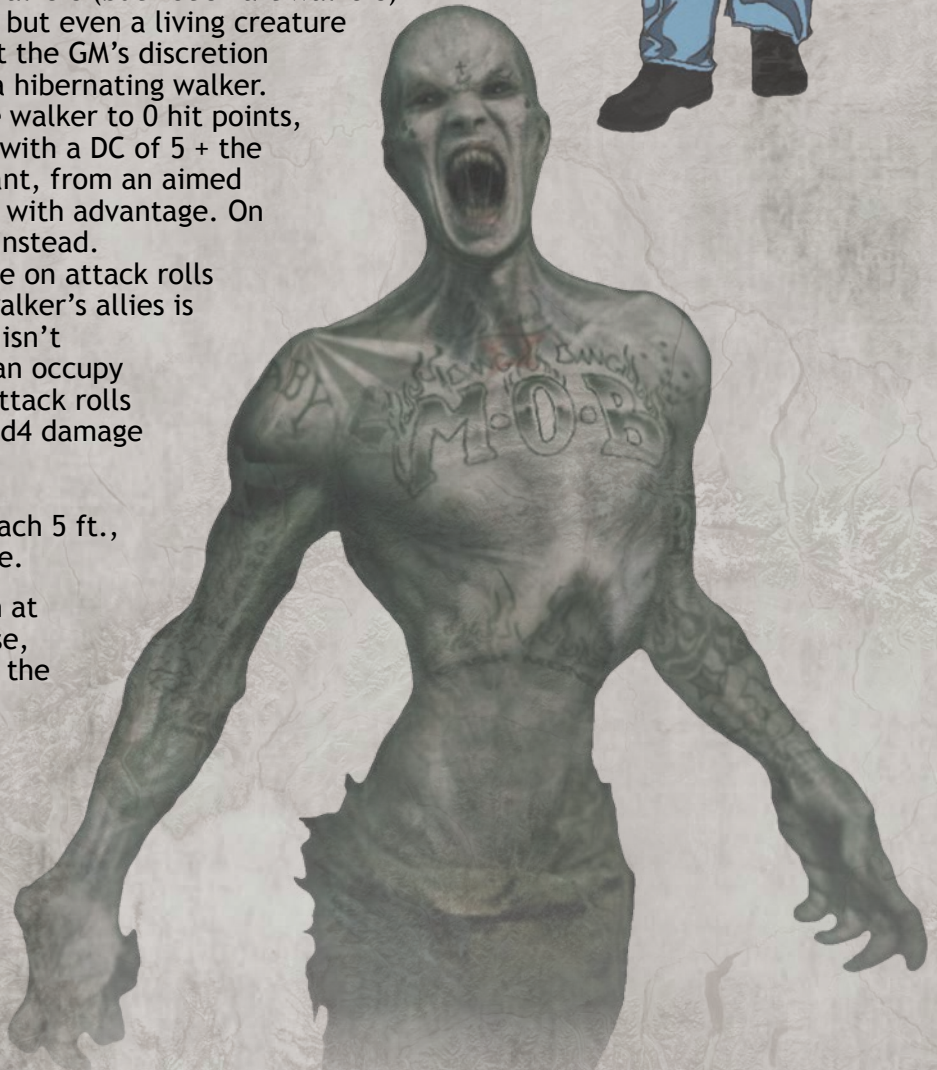
Walker Fortitude. If damage reduces the walker to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant, from an aimed shot to the head, or from an attack made with advantage. On a success, the walker drops to 1 hit point instead.

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.

Survivors of the devastation brought forth at the end of World War III survived in a sense, living on in only the strictest definition of the concept. The scant few that didn't die from starvation, murderous barbarism, or exposure to nuclear fallout found that radiation poisoning actually sustained their mortality though not without cost. Desiccation eventually overtook these "walkers" and their minds shriveled, leaving only a primal hunger for lymphatic cells and the capacity to shamble across the Wasteland in search of living things capable of feeding it.



WASTELAND WARLORDS

Even with the permeating desolation all around them, there are still men, women, and otherwise with the will and drive to try to take over their own territories in the apocalyptic future. While disparate settlements try to raise civilization from the ruins of the Wasteland these powerful individuals and their minions fight to control ever growing regions where they are the ultimate authority.



ATOMIC ARMY +40

Hundreds if not thousands of vicious despots are scattered across the planet and while some themes emerge (violent barbarians and primitive cults worshipping the past are particular frequent) few are as noble in intent as the Atomic Army. These ragtag companies of soldiers are inspired by the manuals of militaries that died away decades ago or form under the command of descendants from underground shelters that never lost their allegiances.

Major Bridgette Beauregard is the progeny of an historically military family obsessed with continuing the prideful traditions of her forbearers, a brilliant tactician that has achieved a level of success greater than any other grouping of the larger Atomic Army faction. "The Major" is regarded as a righteous leader that has earned the respect of her soldiers, fighting alongside them in disparate battlefields as far up on North America's eastern seaboard as the Mason Dixon line and as far south as the ruins of Atlanta. Bridgette's forces are all given strict rules not to fire until fired upon and to encourage friendly contact with new settlements, providing them with necessities in a practice that has won her more new recruits over the years than the conscription other commanders force on discovered survivors. This is also the reason her scientists have had such great success in unlocking the potential benefits of nuclear energy—

wastelanders (perhaps mistakenly) trust the Atomic Army to know what to do with radioactive material and intact scientific equipment, sometimes even risking their safety to salvage items that Major Beauregard will reward them handsomely for.

The major and her battalion of soldiers (40 Atomic Army Cadets, 10 Sergeants, 5 Lieutenants, and a dozen or so science officers) occupy Base V-84, a highly defensible three-story military installation enclosed by a barbed wire fence and overlooking a cliff. The only area of the building accessible without crossing the fence is its motor pool where at least one soldier is always on duty manning one of their two tanks, ever ready to blast to smithereens a trespasser able to break through the shuttered steel door (AC 14, 120 hp). The initial floors of Base V-84 are largely the domain of rank-and-file troopers with the majority of ordinance on the first floor (easily accessible in the event of an attack) and living areas on the second. Scientists and other officers do the majority of their work on in the third floor's science labs and radio station, or out in the field on routine supply drops and reconnaissance missions. While the building itself is not trapped all soldiers are armed with their service weapons at all times and there is at least a faint buzz activity at all hours of the day, making it practically impossible to infiltrate.

BASE V-84



FLOOR 3



FLOOR 2



NEW FEAT: Tactical Warrior

Others fight instinctively, relying on their hardiness, reflexes, and quick wits to save them in the Wasteland but you know better, training your mind and studying different combat scenarios to hardwire the best possible way to react to any threat. When you select this feat, choose two of the following disciplines:

- **Defensive.** When taking the Dodge action, your AC increases by 1d4 and your speed increases by 10. By spending a bonus action screaming directions to a single ally able to hear you that you can see, you may grant them this benefit.
- **General.** When in combat during inclement weather (such as a storm) or at night, you may 1d4 add before rolling any single ability check, attack roll, or saving throw you make. After using this benefit you cannot do so again for two rounds.
- **Offensive.** You gain advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. Once per turn, you can deal an extra 1d4 damage to a creature if you hit it with a weapon attack and that creature is within 5 feet of an ally that isn't incapacitated.
- **Small Unit.** You memorize and train your companions in a number of drills equal to your proficiency bonus. Drills are triggered actions with specific phrasing and what constitutes a drill is at the discretion of the GM. By spending its reaction, a creature gains 1d4 when performing a drill. For example, "When combat breaks out with another group, I fire my weapon at the first enemy to grab theirs," is a drill that would allow all the members of a party to gain 1d4 to either attack or damage so long as they spend their reaction and action to fire their weapon on the first enemy to grab a weapon. Another drill might be, "When an adjacent ally is knocked prone, I instinctively reach down and pick them up," allowing a member of the party to spend their reaction to remove the prone condition from an adjacent ally.
- **Subterfuge.** You may spend your bonus action to make a Charisma (Deception) check against the passive Insight score of a creature within 30 feet. On a success, you feint them and gain advantage on your next attack against them before the end of the round. In addition, you gain advantage on Charisma (Deception) checks made to convince a creature that you have more allies, firepower, or lethality than you actually have.

NOTE: If this feat is selected a second time, you learn all the remaining benefits.

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.

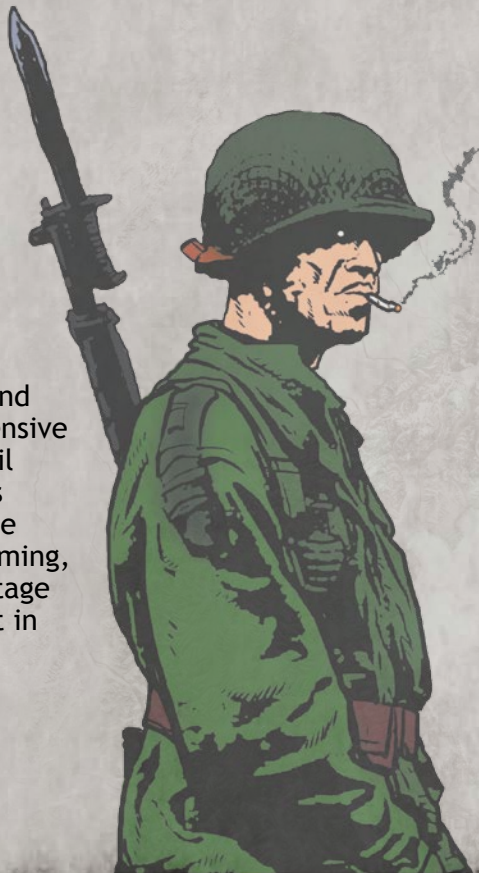
ACTIONS

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.



Atomic Army Sergeant

Medium humanoid (human), lawful neutral
 Armor Class 15 (studded leather)
 Hit Points 65 (10d8+20)
 Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	13 (+1)

Saving Throws Str +5, Con +5, Wis +5
Skills Athletics +5, Insight +5, Perception +5, Stealth +5, Survival +5, Technology +5
Damage Resistances kevlar weave (see below)
Condition Immunities charmed
Senses passive Perception 15
Languages Common, Esperanto
Challenge 5 (1,800 XP)

Defensive Tactics. When taking the Dodge action, the Atomic Army Sergeant's AC increases by 1d4 and his speed increases by 10. By spending a bonus action screaming directions to a single ally able to hear him that he can see, he may grant them this benefit.

Kevlar Weave. The Atomic Army Sergeant has a kevlar layer in his fatigues that grants him damage resistance against ranged attacks that have a damage dice roll of 12 or less (not counting Dexterity modifier, feats, or other bonuses to damage), as well as attacks from firearms using the cone or line properties.

Offensive Tactics. The Atomic Army Sergeant gains advantage on attack rolls against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated. Once per turn, the Atomic Army Sergeant can deal an extra 1d8 damage to a creature if he hits it with a weapon attack and that creature is within 5 feet of an ally that isn't incapacitated.

Rad-Training. The Atomic Army Sergeant gains advantage on saving throws against radiation. By spending a bonus action, they can ignore the first 6 levels of Radiation in an area for 1 minute. This ability cannot be used again until after a short rest.

ACTIONS
Multiattack. The Atomic Army Sergeant makes three irradiated knife attacks or two nuclear rifle attacks each turn.

Irradiated Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing or slashing damage plus 3 (1d6) fire damage.

Nuclear Rifle. *Ranged Weapon Attack:* +6 to hit, range 150/450, one target. *Hit:* 7 (1d8+3) radiant damage plus 3 (1d6) fire damage.

There are no inexperienced Atomic Army Sergeants—a cadet has to spend several years climbing through the ranks before earning this coveted officer's badge. These tactically minded warriors are cunning on the battlefield and ruthless when their orders call for it, willing to put an entire squad of soldiers (or even a settlement) to death if they feel they have to.

Atomic Army Lieutenant

Medium humanoid (any race), lawful neutral

Armor Class 16 (studded leather)

Hit Points 105 (14d8+42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	16 (+3)	17 (+3)	15 (+2)

Saving Throws Str +7, Dex +8, Con +7, Wis +7

Skills Athletics +7, Insight +7, Investigation +7,

Perception +7, Science +7, Stealth +8, Survival +7, Technology +7

Damage Resistances kevlar weave

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Esperanto, Undercommon

Challenge 9 (5,000 XP)

Defensive Tactics. When taking the Dodge action, the Atomic Army Lieutenant's AC increases by 1d6 and its speed increases by 10. By spending a bonus action screaming directions to a single ally able to hear it that it can see, it may grant them this benefit.

Kevlar Weave. The Atomic Army Lieutenant has a kevlar layer in its fatigues that grants it damage resistance against ranged attacks that have a damage dice roll of 12 or less (not counting Dexterity modifier, feats, or other bonuses to damage), as well as attacks from firearms using the cone or line properties.

Offensive Tactics. The Atomic Army Lieutenant 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 Lieutenant can deal an extra 1d8 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 Lieutenant gains advantage on saving throws against Radiation. By spending a bonus action, the Atomic Army Lieutenant ignores the first 8 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.

Subterfuge. The Atomic Army Lieutenant may spend its bonus action to make a Charisma (Deception) check against the passive Insight score of a creature within 30 feet. On a success, it feints them and gains advantage on attack rolls against them before the end of the round. In addition, it gains advantage on Charisma (Deception) checks made to convince a creature that it has more allies, firepower, or lethality than it actually has.

ACTIONS

Multiattack. The Atomic Army Lieutenant makes three nuclear knife attacks or two atom-matic nuclear rifle attacks each turn.

Nuclear Knife. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 8 (1d8+4) piercing or slashing damage plus 4 (1d8) fire damage and 4 (1d8) radiant damage.

Atom-Matic Nuclear Rifle. Ranged Weapon Attack: +8 to hit, range 200/600, one target. **Hit:** 13 (2d8+4) radiant damage plus 9 (2d8) force damage.

Becoming an Atomic Army Lieutenant is a great responsibility as when any field action occurs, usually it falls upon the intrepid leadership of these career soldiers to see that a mission's objectives are completed. When not engaging in aggressive military operations, they are also the emissaries of the Atomic Army when the organization deigns to introduce itself to a settlement. Riding in proudly on tanks or fastidiously maintained cars made ready for battle by army mechanics, these officers bear gifts of clean water, durable clothing, and healthy food to entice local leaders to flock to their cause. These visitations are of course not without ulterior motives however, and all Atomic Army Lieutenants are trained to naturally memorize the layout of a settlement, accurately recalling the placement of any defenses or vital resources should the time come that an assault is necessary (which unfortunately, depending on the commanding general, tends to be rather frequent).



Major Bridgette Beauregard

Medium humanoid (human), lawful good

Armor Class 19 (studded leather)

Hit Points 150 (20d8+60)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	20 (+5)	18 (+4)	19 (+4)

Saving Throws all (+5 proficiency bonus)

Skills Athletics +7, Deception +9, Insight +9, Investigation +10, Perception +9, Science +10, Stealth +9, Survival +9, Technology +10

Damage Resistances kevlar weave

Condition Immunities charmed, frightened, stunned

Senses darkvision 200 ft., passive Perception 19

Languages Common, Esperanto, Latin, Undercommon

Challenge 13 (10,000 XP)

Kevlar Weave. Major Bridgette Beauregard has a kevlar layer in her fatigues that grants her damage resistance against ranged attacks that have a damage dice roll of 12 or less (not counting Dexterity modifier, feats, or other bonuses to damage), as well as attacks from firearms using the cone or line properties.

Rad-Training. Major Bridgette Beauregard gains advantage on saving throws against Radiation. By spending a bonus action, she ignores the first 10 levels of Radiation in an area for up to 1 minute. Once she has used this ability she cannot do so again until she finishes a short rest.

Tactical Master. Major Bridgette Beauregard's lifetime of military training and practical combat experience grants her the following benefits:

- Her AC increases by 3 as long as she gains her Dexterity bonus to her armor class.
- By spending a bonus action or reaction (or both) screaming directions to a single ally able to hear her that she can see, she may grant them an action. The ally must spend this granted action immediately (before the end of her turn) and may only benefit from this feature once per turn.
- Each turn she may add 1d6 before rolling any single ability check, attack roll, or saving throw she makes.
- She gains advantage on attack rolls against a creature she has at least one ally within 5 feet of the creature and the ally isn't incapacitated.
- Once per turn, she can deal an extra 2d8 damage to a creature if she hits with a weapon attack and that creature is within 5 feet of an ally that isn't incapacitated.
- She may spend her bonus action to make a Charisma (Deception) check against the passive Insight score of a creature within 30 feet. On a success, she feints them and gains advantage on attack rolls against them before the end of the round.
- She gains advantage on Charisma (Deception) checks made to convince a creature that she has more allies, firepower, or lethality than it actually has.

ACTIONS

Multiattack. Major Bridgette Beauregard makes three atomic blade attacks or three fusion rifle attacks each turn.

Atomic Blade. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) slashing damage plus 7 (2d6) fire damage and 7 (2d6) radiant damage.

Fusion Rifle. Ranged Weapon Attack: +9 to hit, range 300/900, one target. *Hit:* 13 (2d8+4) radiant damage plus 7 (2d6) fire damage and 7 (2d6) force damage.

The high command of the Atomic Army are not just geniuses in their own right, they are some of the toughest, meanest, deadliest badass soldiers one can hope to find in the Wasteland. Major Bridgette Beauregard is all of these things and more, though she is ever striving for greater efficiency with the belief that to make the most out of life is of the utmost importance. So it is that she's developed a more merciful and compassionate reputation than her predecessors, drawing settlements into her fold with an ease that frustrates the warlords unfortunate enough to brush up against her ever expanding territory.



Vehicular Combat

Vehicle	Cost	Speed	Passengers	Cargo (tons)	AC	HP	Damage Threshold	Fuel Tank	Fuel Cost	Ramming Attack
Car	5,000 gp	300mph	4	1/2 ^T	15	100	10	30	3	4d10
Gyrocopter	7,500 gp	400mph	—	1/10th	17	50	5	20	5	3d8
Jeep	8,000 gp	300mph	4	1 ^T	16	200	12	50	10	5d10
Motorcycle	2,000 gp	400mph	1	—	18	50	5	21	3	3d8
Pickup Truck	7,000 gp	250mph	1 (4 in bed)	1 (2 ^T)	15	300	10	36	6	5d10
Semi-Truck	12,000 gp	150mph	1*	100 ^T	12	400	20	100	12	6d12
Sports Car	10,000 gp	500mph	4	3/4 ^T	16	175	12	40	4	5d10
Tank	15,000 gp	50mph	3	2 ^T	15	500	20	120	12	6d12
Van	6,500 gp	200mph	9	1	14	150	10	40	5	4d12

* In the cab of the vehicle. Many more (up to 75 but at the GM's discretion) can fit in a trailer.

^T This is a towing weight. Neither of these vehicles is equipped to carry tonnage on deck.

A vehicle consumes its fuel cost every hour of use (round up).

Combat Speed. The totals listed above are values for calculating overland travel, not how to use a vehicle in combat. When using a vehicle in combat there are two speeds: tactical and mobile. When starting from a stop, a vehicle moves half its tactical speed as your movement or up to its tactical speed by taking the Dash action (the Cunning Action feature can never be used to take the Dash action while in a vehicle). Once a vehicle is moving at tactical speed, you driver of the vehicle determines what speed it is traveling on their turn.

Tactical combat speed (the first number listed) is the number of squares you can move in the vehicle in a single round as your movement.

Mobile combat speed (the second number listed) is the number of squares you can move in the vehicle in a single round by taking the Dash action or as your movement if you succeed on a DC 15 Dexterity check. Failure on this ability check causes the vehicle to veer out of control.

Braking and Movement. The driver of a vehicle may spend their reaction to hit the brakes, causing a vehicle to come to a full stop the next turn after it travels in a straight line a number of squares equal to half its tactical speed.

Concentration. When the driver of a vehicle takes damage they must make a Concentration check (DC 15 or the damage taken, whichever is higher) or lose control of the vehicle.

Dragging. Each turn a creature grappled to a moving vehicle takes 1d4 damage per 10 feet of distance they are dragged. If they are able to run, the distance they are dragged is reduced by their speed. A DC 15 Dexterity (Athletics) check reduces this distance by 10 more feet, plus 10 feet for every 3 points the creature exceeds this check by.

Driving. Driving a vehicle in combat requires at least one free hand.

Fuel. What exactly a given vehicle requires to fuel it is determined by the GM but in most instances

a DC 10 Intelligence check made using alchemist's supplies (with access to ample Natural Resources) is enough to create a gallon of fuel. In general, each week 1 Natural Resource can be diverted to create 10 gallons of fuel. The DC to simultaneously create additional batches all at once increases by 1 for every 5 extra gallons of fuel being made.

Hard Brake. Immediately stopping a vehicle about to hit an object requires a DC 20 Luck check. On a success the vehicle stops before hitting the obstacle. On a failure, the vehicle, driver, and all passengers take 1d6 bludgeoning damage for every 10 feet of speed the vehicle had that turn.

Losing Control. When the driver of a vehicle loses control of it the vehicle drives itself erratically for 1d4 rounds. The driver of the vehicle may spend an action to make a DC 15 Dexterity check to regain control. A passenger able to reach the vehicle's driving wheel may attempt this check with disadvantage. After 1d4 rounds without being controlled the vehicle stops.

Ramming Attack. During the driver's turn, they may take the attack action to make a single attack roll against any creature within their path of movement during that turn as if they were making a melee weapon attack with a finesse weapon. On a successful hit while moving at tactical speed, the driver deals the vehicle's ramming damage. On a successful hit while moving at mobile speed, the driver deals double the vehicle's ramming damage. Any ramming attacks with a natural roll of 1 deal the vehicle's ramming damage to the vehicle (ignoring its damage threshold) and cause the driver to lose control.

Trampling Tires. During the driver's turn if the vehicle has moved at least 40 feet, they may take the attack action to attempt to trample any creatures within their path of movement and any squares adjacent to their path of movement. Targeted creatures make a Dexterity saving throw

Hang Glider (tactical 150 ft./mobile 300 ft.; cost 1,500 gp; Speed 100mph; AC 13; HP 35; Damage Threshold 5). Made of little more than light metal and canvas, this vehicle is able to move one square up, down, left, or right (or any combination therein) for every three squares traveled forward or backward.

Going up in a hang glider requires lowering its tactical and mobile speeds by 10 feet until the driver is able to take off again or hit a thermal updraft; a DC 15 Dexterity (Acrobatics) check negates this loss of speed. When the driver loses control, a hang glider always moves in a downward direction until the driver regains control.

Parachute (80 gold, 20 lbs.). Thick, tightly-woven sheets of are carefully set into this backpack. As a reaction, a falling creature can pull on the ripcord to deploy the parachute. The creature's rate of descent slows to 60 feet per round. By making a DC 15 Dexterity check, the creature can move up 5 feet horizontally for every 5 feet fallen, up to their maximum movement.

against the driver's Dexterity modifier + 10 or be knocked prone. If the target is prone, the drive can make one ramming attack against it as a bonus action or reaction.

Wide Turns. While moving at tactical speed a vehicle cannot move left or right on the map without moving forward or backward first. When traveling at mobile speed, the number of squares a vehicle has to move forward or backward before it can move left or right is doubled.

Gyrocopters are able to move one square up, down, left, or right (or any combination therein) for every square traveled forward or backward.

Motorcycles are able to move one square left or right for every square traveled forward or backward.

Semi-trucks are able to move one square left or right for every four squares traveled forward or backward.

Sports Cars are able to move one square left or right for every two squares traveled forward or backward.

Cars, Jeeps, Pickup Trucks, and Tanks are able to move one square left or right for every three squares traveled forward or backward.

Car (tactical 200 ft./mobile 500 ft.). Cars are ubiquitous in most formerly civilized areas and though many are destroyed beyond repair, a smart mechanic with an eye for parts can get an automobile in working order if they're persistent.

Gyrocopter (tactical 300 ft./mobile 600 ft.). These complex machines are extremely difficult to make but for those able to cobble one together, an invaluable asset.

Jeep (tactical 160 ft./mobile 300 ft.). The various militaries of the old world made millions of these vehicles and used the durable machines everywhere, leaving a plethora of jeeps all over the Wasteland. Though they rapidly consume fuel these vehicles are extremely tough and can move enough weight that it's worth the extra resources required.

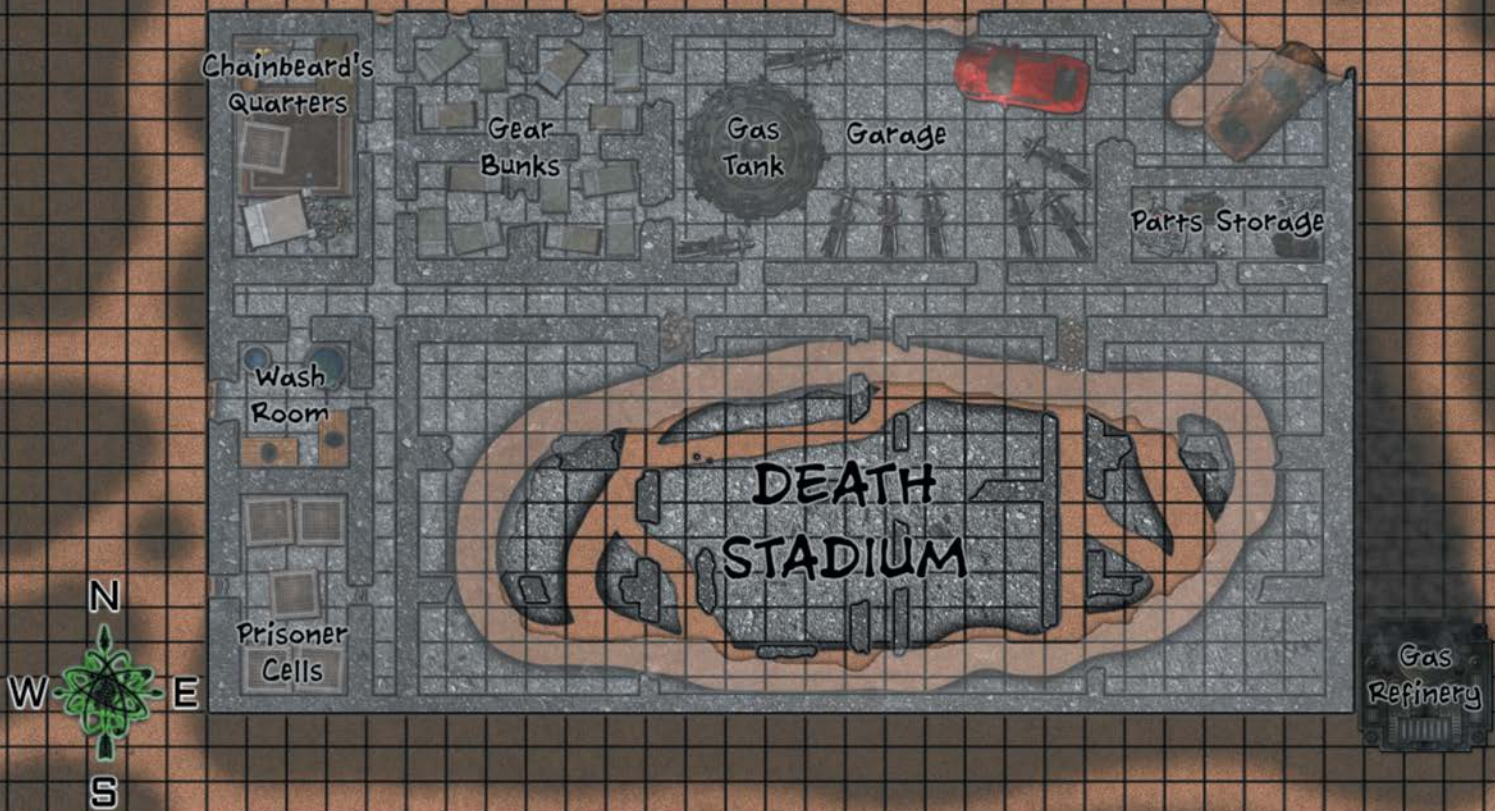
Motorcycle (tactical 250 ft./mobile 600 ft.). Many of the survivors that withstood the nuclear detonations blossoming across Earth relied on these vehicles to make their way in the Wasteland and as a comparatively simple machine, those that followed have assembled more motorcycles than any other automobile.

Pickup Truck (tactical 180 ft./mobile 400 ft.). Heavy-duty work vehicles stood the test of time amicably and as they are well-suited to moving fairly large amounts of weight, they are extremely popular for survivors keen to scavenge.

Semi-Truck (tactical 100 ft./mobile 250 ft.). Getting one of these gigantic automobiles to function is an enormously difficult task and only the most devoted, obsessed, and wealthy survivors are able to accomplish it. For those that are able to make a semi-truck function it is tremendously powerful, capable of hauling impressive weight, and transporting massive amounts of natural resources—provided one can keep it fueled.

Sports Car (tactical 250 ft./mobile 800 ft.). Only the truly elite among the Wasteland's survivors have access to these fine-tuned machines, vehicles capable of outpacing even the swiftest threat.

Tank (tactical 50 ft./mobile 100 ft.). In the years since the bombs dropped most heavy vehicles used by militaries have been blown apart, salvaged, or made inoperable by survivors afraid of someone getting one of these beastly machines working. A tank is usually mounted with at least 1 relic weapon (typically a rocket launcher).



CHAINBEARD'S ROADMASTERS

+30

While some warlords claim many disparate settlements as their own or hold places of great strategic value, no other has so great authority over such a large swathe of territory as the notorious gang led by the dreaded dwarf Chainbeard. His band of crazed reprobates are all addicted to one vice or another be it bloodshed, drugs, or gambling, though they each share one quality—a complete and utter obsession with speed and the adrenal rush it brings.

When the Roadmasters attack they are merciless and vicious but above all swift, breaking apart their foes and running down opponents with their vehicles in sadistic games of death. Anyone that's still alive when the fun ends is not spared from their fate however, only prolonging it as they are taken back to the gang's headquarters, the ruined remains of a large motor pool on an otherwise blasted army base. To keep his rabble entertained Chainbeard has made the most ruined part of their fortress into a haphazard arena known fearfully as Death Stadium. Every few days a survivor (or passerby, or onlooker, or lower rung grunt) is thrown to the proverbial wolves and chased after by Roadmasters as the gang cheers on, makes

bets, and takes the proverbial trick shot trying to wound a victim.

Drago used the Roadmasters to take over an old military installation shortly after banding them together and their presence has not made the sturdy building into a friendlier place but a debauchorous prison. The only law within is Chainbeard and most who see the horrors they've witnessed inside. Prisoners are fed minimally and given dirty water from the wash room nearby (and sometimes worse) and the only routinely protected areas are the garage and gas refinery. After a disastrous raid from some intrepid survivors looking to free their kin, the Roadmasters never leave the building entirely undefended and even during a Death Ride—where almost all serviceable vehicles are called to the road—at least 5 defenders remain behind to protect their headquarters. All told the gang is 50 strong (35 Geargrunts, 10 Gearheads, and 5 Gearmasters) with barely more than a dozen vehicles between them but Chainbeard believes (probably rightly) that they are just one big junkyard away from the means to double or even triple their numbers, and he is willing to do anything to make that happen.

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.

NEW FEAT: DRIVING MASTER

Prerequisite: Dexterity 13

You are a daredevil with a true mastery of the road, driving vehicles as though they were a part of you. You gain the following benefits:

- The AC of a vehicle you are driving increases by 2.
- You gain advantage on vehicle (land) checks.
- When you lose control of a vehicle, you lose control for 1 less round (minimum 1).
- You deal 1d8 more damage with ramming attacks and can target two creatures as a reaction when trampling.

NEW FEAT: GENIUS MECHANIC

When you select this feat, you gain a number of mechaframe points equal to half your level to add modifications to a vehicle as though it were a heavy mechaframe. Other creatures may benefit from and use these modifications and they may be spread among multiple vehicles, but all your vehicle modifications come from this single pool of mechaframe points.

You may select from the following modifications: armor plating, corrosive jet, cryo spitter, defensive countermeasures, flamethrower, hermetically sealed, incendiary laser, jet boots, magic detector, mounted ranged weapon, power laser, variant power source.

In addition, a mechaframe point can be spent to increase a vehicle's HP by 10, Damage Threshold by 1, tactical speed by 20 feet, mobile speed by 40 feet, or add a +2 bonus on Hard Brake checks.



Gearhead

Medium humanoid (half-orc), alignment

Armor Class 15 (studded leather)

Hit Points 60 (8d8+24)

Speed 30 ft.; motorcycle (tactical 250 ft./mobile 600 ft.)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Str +6, Dex +6, Con +6

Skills Intimidation +5, Investigation +4,

Perception +4, Stealth +6, Survival +4

Tool Kits mechanic's kit +3, vehicle (land) +3

Damage Resistances bludgeoning and

slashing from nonmagical weapons; poison

Condition Immunities diseased, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common, Orc, Undercommon

Challenge 6 (2,300 XP)

Bloodthirsty. The Gearhead 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 she is not exhausted, the Gearhead doses herself with a drug (expelled via aerosol, injected with a syringe, snorted through the nose, etc.) that

grants her advantage on attack rolls, resistance to all types of damage, and a 20 foot increase to speed for 3 rounds. After the drug's effects cease the Gearhead makes a DC 17 Constitution saving throw or gains a level of exhaustion for 1 minute.

Relentless Endurance. When the Gearhead is reduced to 0 hit points but not killed outright, she drops to 1 hit point instead. She can't use this feature again until she finishes a long rest.

Savage Attacks. When the Gearhead scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Vehicular Warrior. While riding in or on a vehicle, the Gearhead gains a +2 bonus to attack and damage rolls and gains advantage on checks made to jump or resist the prone condition. The Gearhead gains advantage on checks made to control a vehicle.

ACTIONS

Multiattack. The Gearhead makes two spiked chain attacks or one motorcycle ram and one spiked chain attack.

Motorcycle Ram. Melee Weapon Attack: +6 to hit, any one creature within her path of movement. **Hit:** 13 (3d8) bludgeoning damage at tactical speed, doubled if moving at mobile speed. On a natural roll of 1 she deals the motorcycles' ramming damage to the vehicle (ignoring its damage threshold) and loses control (page 128).

Spiked Chain. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 10 (2d6+3) bludgeoning and piercing damage.

Razor Shotgun. Ranged Weapon Attack: +6 to hit, range (30/120), multiple targets (20-foot-square; make an attack roll for each target). **Hit:** 12 (2d8+3) slashing damage.

Trampling Tires. During the Gearhead's turn if her motorcycle has moved at least 40 feet, she may take the attack action to attempt to trample any creatures within her path of movement and any squares adjacent to her path of movement. Targeted creatures make a DC 13 Dexterity saving throw or are knocked prone. She can make one ramming attack against a creature knocked prone as a bonus action or reaction.

Gearheads are the Roadmaster's wolves, brutal and confident motorcyclists that zip ahead of the pack to harry foes before bigger, slower, far more dangerous vehicles are brought to the fore. They are unforgiving and tenacious, only ever turning back from pursuit when they know they'll run out of gas before they can make it back home.



Gearmaster

Large humanoid (mutant), chaotic evil

Armor Class 16 (breastplate)

Hit Points 105 (10d10+50)

Speed 30 ft.; car (tactical 200 ft./mobile 500 ft.)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	20 (+5)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Str +8, Dex +6, Con +9, Cha +7

Skills Deception +7, Insight +6, Intimidation +8, Investigation +6, Perception +6, Stealth +6, Survival +6

Tool Kits mechanic's kit +4, vehicle (land) +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons; poison

Condition Immunities disease, exhaustion, frightened

Senses passive Perception 16

Languages Common, Esperanto, Orc, Undercommon

Challenge 9 (1,100 XP)

Bloodthirsty. The Gearmaster 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, the Gearmaster 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 4 rounds. Once the Gearhead has used this feature it cannot do so again for 4 rounds.

Irradiated Giant. The Gearmaster is immune to radiation and uses its Strength score for Intimidation. Its Irradiated ability score is equal to 4+1d4.

Master of the Wheel. The Gearmaster only ever loses control of its vehicle if it goes unconscious, becomes incapacitated, or dies. By spending a bonus action as it moves, the Gearmaster's car may turn 90 degrees.

Vehicular Warrior. While riding in or on a vehicle, the Gearmaster gains a +3 bonus to attack and damage rolls and gains advantage on checks made to jump or resist the prone condition. The Gearmaster gains advantage on checks made to control a vehicle.

ACTIONS

Multiattack. The Gearmaster makes four chainsword attacks, four SMG attacks, or a car ram attack and two chainsword or two SMG attacks.

Car Ram. Melee Weapon Attack: +6 to hit, any one creature within its path of movement.

Hit: 22 (4d10) bludgeoning damage at tactical speed, doubled if moving at mobile speed.

On a natural roll of 1 its deals the car's ramming damage to the vehicle (ignoring its damage threshold).

Chainsword. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 8 (1d8+4) bludgeoning damage plus 7 (2d6) slashing damage.

SMG. Ranged Weapon Attack: +6 to hit, range (80/360), one target. **Hit:** 11 (2d8+2) bludgeoning and piercing damage.

Trampling Tires. During the Gearmaster's turn if its car has moved at least 40 feet, it may take the attack action to attempt to trample any creatures within its path of movement and any squares adjacent to its path of movement. Targeted creatures make a DC 15 Dexterity saving throw or are knocked prone. The Gearmaster can make one ramming attack against a creature knocked prone as a bonus action or reaction.



Gearmasters are the alphas among the adrenaline-junkie Roadmasters, often canny mutants that have found the chaotic life the dwarf's gang offers to be better than solitude. Revving across the Wasteland in automobiles outfitted with weapons and the bloody remains of their most recent kills, Chainbeard's brutal commanders run down victims and murder all but one in masochistic rituals. The survivor is brought to their headquarters and tortured until valuable information spurts forth that could lead to the acquisition of more vehicles and if a victim can still walk afterward, Death Stadium acquires another new, doomed entrant.

Drago Chainbeard

Medium humanoid (dwarf), chaotic evil

Armor Class 17 (studded leather)

Hit Points 152 (16d8+80)

Speed 25 ft.; sports car (tactical 250 ft./mobile 800 ft.)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	20 (+5)	17 (+3)	17 (+3)	19 (+4)

Saving Throws Str +8, Dex +10, Con +10, Int +8, Cha +9

Skills Deception +9, History +8, Insight +8, Intimidation +9, Investigation +8, Perception +8, Stealth +10, Survival +8, Technology +8

Tool Kits mechanic's kit +5, vehicle (land) +5

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities disease, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Common, Dwarven, Esperanto, Orc, Undercommon

Challenge 13 (10,000 XP)

Bloodthirsty. Drago Chainbeard deals an additional 2 points 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, Drago Chainbeard doses himself with a drug (expelled via aerosol, injected with a syringe, snorted through the nose, etc.) that grants him advantage on attack rolls, resistance to all types of damage, and a 20 foot increase to speed for 5 rounds. Once Drago Chainbeard has used this feature he cannot do so again for 3 rounds.

Deadly Driver. Drago Chainbeard only ever loses control of his vehicle if he goes unconscious, becomes incapacitated, or dies.

Dwarven Resilience. Drago Chainbeard gains advantage on saving throws against poison.

Vehicular Warrior. While riding in or on a vehicle, Drago Chainbeard gains a +4 bonus to attack and damage rolls and gains advantage on checks made to jump or resist the prone condition. Drago Chainbeard gains advantage on checks made to control a vehicle.

ACTIONS

Multiattack. Drago Chainbeard makes three spiked chain attacks, three chain rifle attacks, or a car ram attack and two chain rifle attacks. At any time, instead of a chain rifle attack Drago may make an SMG attack.

Car Ram. Melee Weapon Attack: +10 to hit, any one creature within its path of movement. **Hit:** 27 (5d10) bludgeoning damage at tactical speed, doubled if moving at mobile speed. On a natural roll of 1 Drago Chainbeard deals the sports car's ramming damage to the vehicle (ignoring its damage threshold).

Spiked Chain. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 10 (2d6+3) bludgeoning and piercing damage.

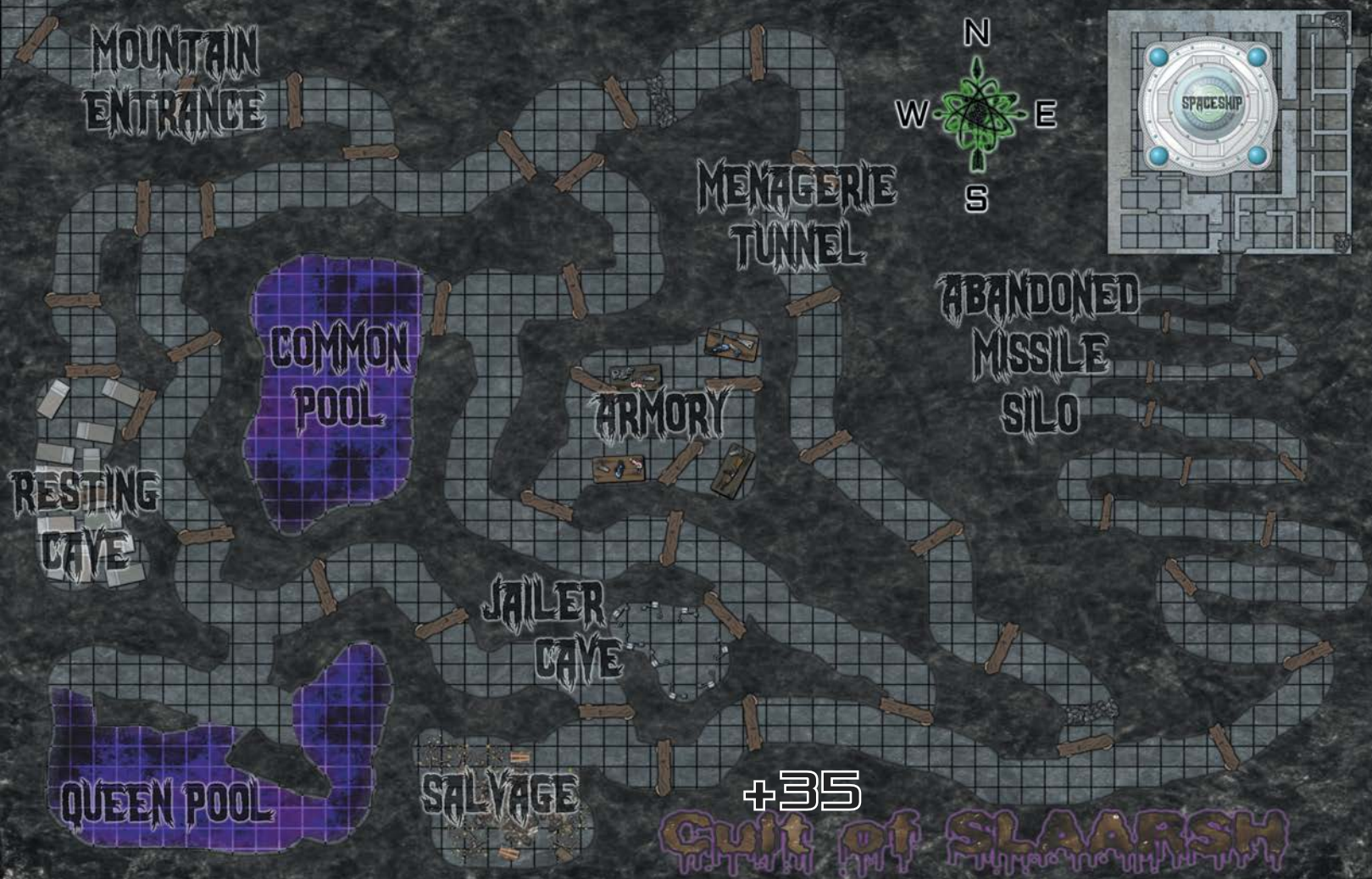
Chain Rifle. Ranged Weapon Attack: +10 to hit, range (50/200), one target. **Hit:** 23 (4d8+5) bludgeoning and piercing damage. If the target is a Large or smaller creature, it must succeed on a Strength contest against Chainbeard or be grappled and be pulled up to 20 feet toward him (escape DC 16). Chainbeard cannot fire this weapon if a target is grappled to it.

SMG. Ranged Weapon Attack: +10 to hit, range (80/360), one target. **Hit:** 14 (2d8+5) bludgeoning and piercing damage.

Trampling Tires. During Drago Chainbeard's turn if his car has moved at least 40 feet, he may take the attack action to attempt to trample any creatures within his path of movement and any squares adjacent to his path of movement. Targeted creatures make a DC 19 Dexterity saving throw or are knocked prone. Drago Chainbeard can make one ramming attack against a creature knocked prone as a bonus action or reaction (though if any more are applicable for a ramming attack, after spending his bonus action and reaction he may ram up to 2 more targets, for a total of 4 per turn).

There are dozens upon dozens of different myths regarding Drago Chainbeard's youth—he is a disgraced Nuclear Knight, an android made by intelligent vehicles, a demon from Hell given the shape of a dwarf, a deity cast down into a demigod for his misdeeds—but only he truly knows. Whatever his origins there is one thing to be certain of: the leader of the Roadmasters did not enjoy a happy childhood. The first tales of his daring vehicular raids began to travel across the Wasteland some four decades ago but his legend has grown as quickly as his gang and many have heard of the insane dwarf that rode down a radioactive dragon (and even more ridiculous claims). For every reverent tale about Drago there's a grisly equivalent and rightly so for no other warlord holds as much land with as great a willingness to decorate it with the dismembered bodies of the dead.





None are sure how or even when exactly Slaarsh first arrived on Earth—only that to survive the aliens must propagate and spread. So it is that the Wasteland has seen many of these sects come and go, though as their reach increases rumors of brain-burrowing worms have begun to work their way into settlement bars and the occasional printed sheaf. Some knowingly accept the freely given gifts of its adherents despite the danger such an act poses, others are infiltrators intent to take whatever the “hive” has collected, but most are ignorant of the duplicity inherent to this charity: a means to infect wastelanders with a brain slug.

Brain slugs instantly recognize even the subtlest sign of their species’ enforced control over other creatures and instinctively know when one of their kind is nearby. When two host creatures with compatible DNA are found the aliens force them to consummate, hijacking their sexual processes to create a slug-womb. The brain slugs are extremely adaptable and capable of mating any two creatures of the same phylum regardless of gender—mammals and mammals, reptiles and reptiles—making them able to procreate virtually anywhere, even the Wasteland. Once a host has been used to produce a slug-womb (which births 3d6 brain slugs after a month) they are no longer able to reproduce their own species, and any offspring they would have are instead made into a slug-womb. Once a creature has “mothered” three slug-wombs it enters into metamorphosis, cocooning itself in the growing sack that remains after their third birthing to transform over 1 year into the apex of the alien species: a slug regent.

Once one of these freakish aliens finishes its metamorphosis it immediately calls out to its lesser brethren, drawing together cults of hosts that defend it from harm, protect it from discovery, create slaarsh pools for its pleasure and sustenance, and diligently work to build whatever contraption the slug regent desires. Valuable hosts are kept in close proximity for safety—when a host exits the collective consciousness that is Slaarsh, all that the host knew goes with it. Thus slug regents do not waste any time after finding a plan deemed suitable to their needs, working to achieve their goals as quickly and efficiently as possible from a fetid slough of goo, controlling its pawns from afar until the means of its machinations are complete.

The Cult of Slaarsh gathers its thralls and those foolish enough to accept shelter inside of abandoned mines and other underground complexes, gradually filling up the deepest caves with nutrient-enriched slop to make slaarsh pools. At any given time, a slaarsh pool has between 10 and 50 brain slugs swimming and lolling about in the alien liquid. Humanoid hosts run these compounds, collecting weaponry in central caves and valuables deeper inside near impromptu jails for captured survivors awaiting a brain slug. Inhuman hosts prowl the outside passages and the most valuable projects—space ships, weapons of mass destruction, teleporter arrays, and worse—are as far back in these tunnels as possible, usually in separate facilities (such as missile silos, underground shelters, or other subterranean sites) connected by hastily dug hallways.

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.

Slaarsh Raider

Medium humanoid (human), neutral evil

Armor Class 18 (breastplate, natural)

Hit Points 53 (7d8+21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	14 (+2)	16 (+3)	15 (+2)

Saving Throws Int +5, Wis +6, Cha +5

Skills Athletics +7, Perception +9, Stealth +5, Survival +6

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 19

Languages Common, Gaxian, Slaarsh, Undercommon

Challenge 6 (2,300 XP)

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

Slaarsh Gaze. If a creature starts its turn within 30 feet of the Slaarsh Raider and the two of them can see each other, she can force the creature to make a DC 13 Charisma saving throw if the Slaarsh Raider 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 Raider until the start of its next turn, when it can avert its eyes again. If it looks at the Slaarsh Raider in the meantime, it must immediately make the save. On a failure, the creature suffers from one of the following effects:

- **Frighten.** The creature becomes frightened until the end of the Slaarsh Raider's next turn. If the creature fails the saving throw by 5 or more, it is also paralyzed for the same duration. A creature that succeeds on the saving throw is immune to this effect of the Slaarsh Gaze feature from all Slaarsh Raiders for the next 24 hours.
- **Hypnotize.** The creature becomes charmed for 3 rounds. The Slaarsh Raider can spend a bonus action to extend the duration of this feature by 3 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.
- **Psychic Vampire.** The creature takes 2d6 psychic damage and the Slaarsh Raider restores a number of hit points equal to half the damage this feature deals. A creature is immune to this effect of the Slaarsh Gaze feature from all Slaarsh Raiders for 1 minute after taking psychic damage from any source.

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

Xenos Rage. The Slaarsh Raider can enter a frenzied xenos rage as a bonus action, gaining advantage on Strength checks, advantage on Strength saving throws, and dealing an extra 3 damage when she makes a melee weapon attack using Strength. A xenos rage lasts for 1 minute and the Slaarsh Raider can enter a xenos rage three times before she must finish a long rest to recharge this feature.

ACTIONS

Multiattack. The Slaarsh Raider makes two junk blade attacks or two combat pistol attacks each turn.

Junk Blade. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (2d4+4) slashing damage plus 1 point of bleed damage. 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. Bleed damage does not stack.

Combat Pistol. Ranged Weapon Attack: +5 to hit, range 100/400, one target. **Hit:** 9 (2d6+2) bludgeoning and piercing damage.

While the true presence and understanding of brain slugs remains beyond the reach of most of the Wasteland's survivors, it usually doesn't take any more than purple liquid leaking from a traveler's orifices or a violet glow emitting from their eyes to trigger the fight or flight reflex—though by then it is almost too late. Slaarsh Raiders are hosts that have been fused with their parasite for several months, bathing in Slaarsh Pools that enhance their physique and bestow truly potent psychic powers that make them some of the most dangerous foes to be found in the apocalyptic future.



Slaarsh Scion

Medium aberration, neutral evil

Armor Class 15 (natural)

Hit Points 76 (9d8+36)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	17 (+3)	18 (+4)	17 (+3)

Saving Throws Con +8, Int +7, Wis +8, Cha +7

Skills Insight +8, Investigation +7, Perception +12,

Science +7, Technology +7

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

Damage Immunities psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 22

Languages Common, Esperanto, Gaxian, Slaarsh, Undercommon; telepathy 50 ft.

Challenge 10 (5,900 XP)

Irradiated Abomination. The Slaarsh Scion is immune to radiation. Its Irradiated ability score is equal to 3+1d6.

Psychic Powers. The Slaarsh Scion is able to manifest psychic powers that are identical to innately cast spells but immune to the effects of radiation. The Slaarsh Scion counts as an 11th level spellcaster and its manifesting ability is Wisdom (spell save DC 16; spell attack +8). The Slaarsh Scion can manifest the following spells, requiring no components:

- At will: *eldritch blast*, *mage hand*, *produce flame*, *true strike*
- 3/day each: *charm person*, *enthrall*, *hold person*, *suggestion*
- 2/day each: *compulsion*, *confusion*, *hold monster*, *modify memory*
- 1/day each: *dominate beast*, *dominate person*, *mass suggestion*, *telekinesis*

Slaarsh Gaze. If a creature starts its turn within 45 feet of the Slaarsh Scion and the two of them can see each other, the Slaarsh Scion can force the creature to make a DC 15 Charisma saving throw if the Slaarsh Scion 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 Scion until the start of its next turn, when it can avert its eyes again. If it looks at the Slaarsh Scion in the meantime, it must immediately make the save. On a failure, the creature suffers from one of the following effects:

- **Frighten.** The creature becomes frightened until the end of the Slaarsh Scion's next turn. If the creature fails the saving throw by 5 or more, it is also paralyzed for the same duration. A creature that succeeds on the saving throw is immune to this effect of the Slaarsh Gaze feature from all Slaarsh Scions for the next 24 hours.
- **Hypnotize.** The creature becomes charmed for 4 rounds. The Slaarsh Scion can spend a bonus action to extend the duration of this feature by 4 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.
- **Psychic Vampire.** The creature takes 4d6 psychic damage and the Slaarsh Scion restores a number of hit points equal to half the damage this feature deals. A creature is immune to this effect of the Slaarsh Gaze feature from all Slaarsh Scions for 1 minute after taking psychic damage from any source.

ACTIONS

Forceful Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 18 (4d8) force damage.

Infected survivors with a spark of psychic ability congeal together in slaarsh pools, transforming into a single freakish amalgamation. These creatures are barely recognizable as once being terrestrial, their bodies a mix of tortured human heads and limbs ending in extraterrestrial appendages. The potential psionic power unlocked within them makes any need for that unnecessary however and what's worse, truly dangerous things to encounter—especially because they are rarely alone, usually accompanied by slug-brained thralls to slow down opponents while the Slaarsh Scion wages psychic death.



Slug Regent

Huge aberration, neutral evil

Armor Class 18 (natural)

Hit Points 142 (15d8+75)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	21 (+5)	22 (+6)	21 (+5)

Saving Throws Str +11, Con +10, Int +10, Wis +11, Cha +10

Skills Arcana +10, Athletics +11, History +10, Insight +11, Investigation +10, Perception +15, Science +10, Technology +10

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

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 25

Languages all; telepathy 200 ft.

Challenge 14 (11,500 XP)

Brood Corpse. A Slug Regent is constantly gestating brain slugs, producing 2d4 each day it is not suffering from dehydration or starvation, and if it has spent the last day wallowing in a slarsh pool, twice as many. On the round after a Slug Regent is slain, 3d4+4 brain slugs (or 6d4+8 if inside a slarsh pool) erupt from its corpse consumed with Xenos Rage (advantage on Strength checks and Strength saving throws, extra 5 damage when making melee weapon attacks using Strength). These brain slugs instinctively attack the creatures that killed the Slug Regent, attempting to take control of their foes one at a time.

Harness of Slarsh. By spending an action, the Slug Regent can control up to 11 slug-brained creatures and charmed creatures within range of its telepathy, granting the creatures the benefits of the Xenos Rage feature (see above). By spending its reaction, the Slug Regent can control one creature in this manner.

Irradiated Abomination. The Slug Regent is immune to radiation. Its Irradiated ability score is equal to 5+1d8.

Knowledge of Slarsh. The Slug Regent gains a +1d8 bonus on ability checks where a skill it is not proficient in would apply.

Master of Slarsh. Once per turn the Slug Regent can see through a brain slug or slug-brained creature's eyes and hear what the creature hears until the start of its next turn, gaining the benefits of any special senses that the creature has. The creature must be on the same plane of existence as the Slug Regent and to have made telepathic contact with it at least once. By spending a bonus action, the Slug Regent can exert its will over the creature, controlling its actions (as *dominate person*).

Psychic Powers. The Slug Regent is able to manifest psychic powers that are identical to innately cast spells but immune to the effects of radiation. The Slug Regent counts as a 17th level spellcaster and its manifesting ability is Wisdom (spell save DC 19; spell attack +11). The Slug Regent can manifest the following spells, requiring no components:

- At will: *chill touch, eldritch blast, mage hand, produce flame, true strike*
- 4/day each: *charm person, command, enthrall, hold person, suggestion*
- 3/day each: *compulsion, confusion, hold monster, modify memory*
- 2/day each: *dominate beast, dominate person, mass suggestion, telekinesis*
- 1/day each: *dominate monster, feblemind, power word stun*

Slarsh Gaze. If a creature starts its turn within 60 feet of the Slug Regent and the two of them can see each other, the Slug Regent can force the creature to make a DC 18 Charisma saving throw if the Slug Regent 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 Slug Regent until the start of its next turn, when it can avert its eyes again. If it looks at the Slug Regent in the meantime, it must immediately make the save. On a failure, the creature suffers from one of the effects on the Slug Regent Gaze Effects table.

ACTIONS

Multiattack. The Slug Regent makes three claw attacks when it takes the attack action.

Claw. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 20 (3d8+6) slashing damage, and the target must make a DC 18 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

These corpulent monstrosities are the truest aspect of Slarsh, able to tap into the collective psyche and minds of every single brain slug in existence. A slug regent knows everything that any host creature knows, is able to perceive through them, and can control them with ease. Their plans are vastly complex and virtually impossible to predict—not only do they think with an alien logic, their access to so much esoteric knowledge and so many minds make estimating their resources an impossible task.

SLUG REGENT GAZE EFFECTS

Frighten. The creature becomes frightened until the end of the Slug Regent's next turn.

If the creature fails the saving throw by 5 or more, it is also paralyzed for the same duration. A creature that succeeds on the saving throw is immune to this effect of the Slaarsh Gaze feature from all Slug Regents for the next 24 hours.

Hypnotize. The creature becomes charmed for 5 rounds. The Slug Regent can spend a bonus action to extend the duration of this feature by 5 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.

Psychic Vampire. The creature takes 6d6 psychic damage and the Slug Regent restores a number of hit points equal to half the damage this feature deals. A creature is immune to this effect of the Slaarsh Gaze feature from all Slug Regents for 1 minute after taking psychic damage from any source.



Winters

MERLIN THE MAGITECHNOLOGIST +40

In Earth's 12th century magic still had strength enough for those who knew how to use it though the fear of witchcraft in Europe's Middle Ages saw many practitioners of both the arcane and divine cut down as heretics. The most powerful users of magic cared little for the blades of knights and arrows of bounty hunters, naturally finding that only their equals in the esoteric arts could be considered nemeses. Two such figures rose to the fore in the British Isles—the wizard Merlin Ambrosius and the sorceress Morgan le Fay—and their struggles against one another came to dominate not only the continent's medieval past but its future as well.

The two mages drew others into their conflicts with great subtlety at first but as it became clear that the wizard would ultimately win their feud, Morgan le Fay grew desperate and reached out to ever more powerful demons, devils, and worse in search of allies that would grant her the victory she so craved. Her ambition proved to be her undoing and as she overextended her powers to parley with the extraplanar entity Apollyon, Merlin struck, enacting a potent ritual to defeat her once and for all (or so he thought). The instant Morgan le Fay returned to her underground lair his magic sprung, trapping her there for as long as Britannia remained whole and ensuring she would meddle in its affairs no longer. Such a powerful enchantment did not come without cost however, and with every passing day Merlin found himself growing ever more tired, resting for several nights or even weeks at a time. Before his sleeps began to last months and years, the old wizard made certain his keep would not be intruded upon and then did the best he could to prepare for hibernation, waiting until the need to stop his nemesis rose once more.

Then the bombs dropped and the nuclear devastation woke Merlin as assuredly as a dagger in the leg, the massive loss of life tearing at his very soul to blind him in agony for hours. Morgan le Fay however was well-prepared for the apocalypse, though her centuries of seclusion did not bode well for her mind and the dark creatures she parlayed with many times did not allow her vulnerability to go to waste. Before atomic fire spread across the world above she beseeched the aid of devils yet again, finally finding one willing to strike a bargain with her—freedom and unlike all the other offers brought to her over the years, the ability to practice her magic after Merlin's spell was broken. The deal was partly false of course (as her freedom was assured with the imminent destruction of Great Britain) but she made the pact all the same and in that instant Earth changed as surely as her mind. The influence of the archfiend Apollyon made necromancy immune to radiation, and the instant Morgan le Fay bore witness to the Wasteland her psyche snapped like a sun-bleached leaf—and her benefactor warped her, deluding the sorceress into thinking that the dark magic she now wields is that of divine justice, her eyes seeing the living as the dead and the dead as the living.

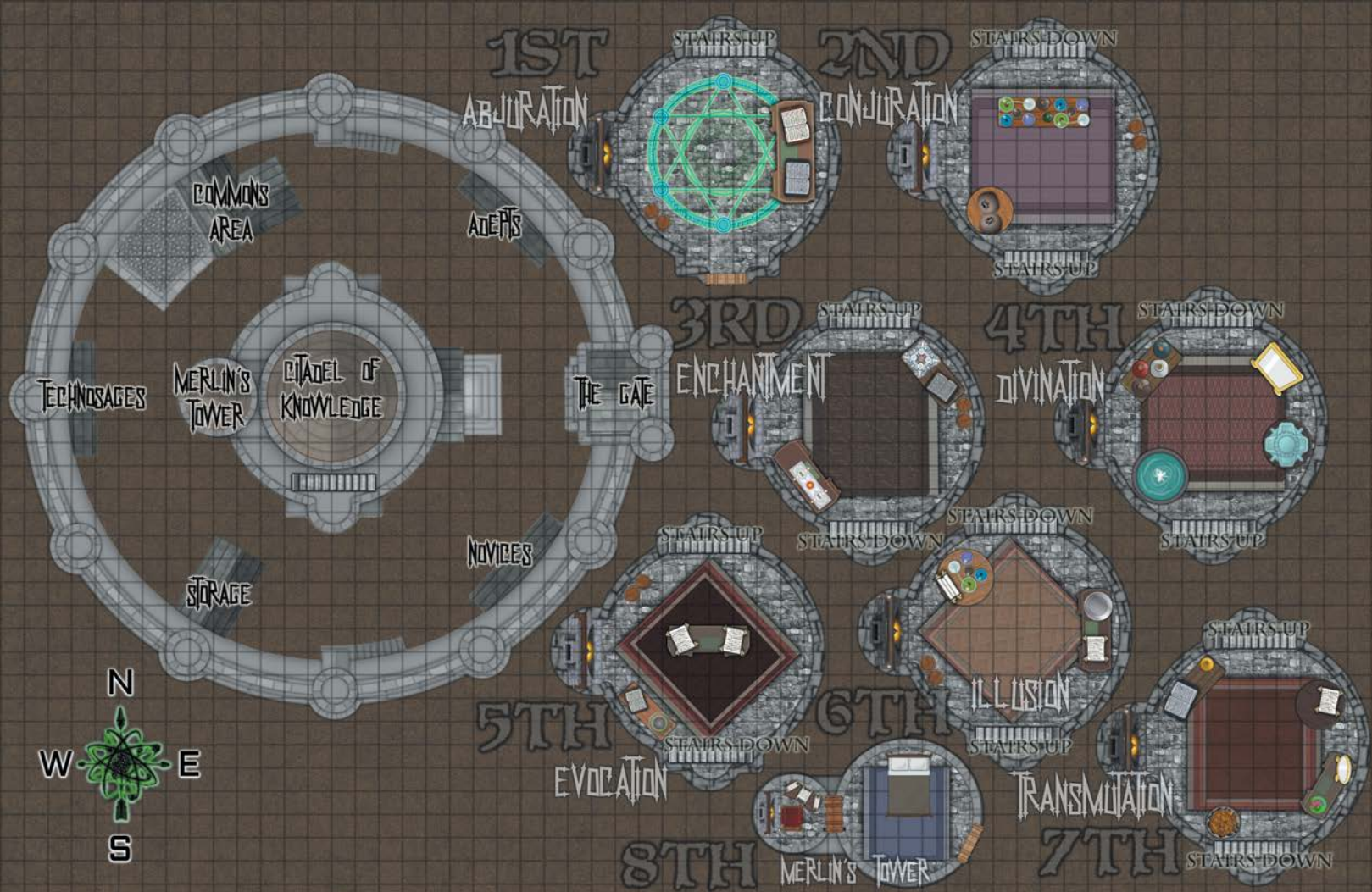
Merlin is not without blame however, and upon waking to the massive explosions ripping across the planet he immediately set into motion dark plans concocted over the centuries, sleepily enacting powerful necromantic rituals in the hopes of staving off his potent rests. The dangerous rites bore fruit and he found himself free of the curse but utilizing such powerful spells did not come without a price, and it was only as he parted the mortal veil that Apollyon was able to infuse the magic of death between nuclear cells to turn the world into a necromancer's paradise. One brief encounter with Morgan le Fay made the danger she poses to the world unequivocally clear and the aged wizard set about trying to resist her crusade of delusion, gathering apprentices (both the Magitechnologists and Nuclear Knights) to better fight her undead scourge and save the Wasteland from true apocalypse.

NEW FEAT: TECHNOMAGIC GLOVES

Prerequisites: Proficiency with Technology and the ability to cast at least one spell

Infusing truly ancient magical arts with cutting-edge technology specifically suited for your hands, you defy the decaying nature of nuclear energy and employ mystical powers without being humbled by radiation. Wearing your technomagic gloves grant you the following benefits:

- When using an arcane or divine class feature you ignore the effects of radiation.
- Any spell you cast with a level equal to or less than your proficiency bonus ignores the effects of radiation.
- When radiation would lower the level of a spell you cast, you receive a DC 15 Concentration check to ignore the effects of radiation on that spell.
- Your unarmed strikes deal an extra 1d4 force damage and you gain a +1 shield bonus to AC (you cannot gain an increase to AC from a shield and gain this shield bonus).



The ancient wizard and his retinue (30 Technomage Adepts, 20 Technomage Novices, and 15 Technosages, as well as an elder nuclear knight) call their home—a tall and grand keep built in the medieval style and surrounded by a ring of fortifications made from cut stone—the Citadel of Knowledge. This facility has only one entrance known as The Gate, a large archway filled with a coterie of spells that stop planar travelers from entering, determines the alignments of anyone walking through, what magic items they carry, and reveals shapeshifters and illusionists for what they are. Each floor is devoted to a different school of magic (1st: abjuration, 2nd: conjuration, 3rd: enchantment, 4th: divination, 5th: evocation, 6th: illusion, 7th: transmutation) except for the uppermost level which is Merlin's domain, a place forbidden for others to visit without explicit sanction. Unbeknownst to most everyone, virtually all of the items in each of these floors has been transformed by Merlin into animated objects that attack and restrain trespassers that are unaccompanied by a Magitechnologist. Adepts, novices, and technosages each have a shared barracks at the ground level and eat hearty meals together in the Commons Area alongside any Nuclear Knights in between missions and garrisoned at the citadel (the dining area becomes a billet for the traveling warriors after the evening meal is served). The parapet that surrounds the Citadel of Knowledge is lined with 3-inch thick adamantine but hollow, with steps on the western side that descend down to an endless pit connected to a pocket demiplane where Merlin casts prisoners too dangerous to allow to die.

NEW FEAT: TECHNOMAGIC PUGILIST

Prerequisite: Technomagic Gloves

Having control enough over your spells is one thing but the Wasteland is a merciless place and many times a smart mage or priest knows they have to throw down with their fists. Wearing your technomagic gloves grant you the following additional benefits:

- You use your spell attack bonus when making unarmed strikes.
- Your extra force damage with unarmed strikes increases to 1d8 and your shield bonus increases to +2.
- When you have at least one hand free and are the target of a spell you may spend your reaction to roll 1d20; on a result of 10 or higher, you absorb the magic into your hands. You can spend your bonus action to fire the magic as a raw beam of energy targeting a creature or object within 100 feet, dealing 2d6 force damage per spell level (cantrips count as 1st-level spells). You cannot absorb spells that target an area or spells of 9th-level, and an absorbed spell dissipates if it is not expended before the end of your next turn.

LEARNING FROM MERLIN

It is no simple thing to earn a place within the Citadel of Knowledge or join the ranks of the Nuclear Knights as after several of his students attempted to carve out their own despotical territories in the Wasteland, Merlin has since made it a priority to personally assesses all new recruits for either organization (although he usually does so via projection often without anyone being the wiser). Regardless of how one acquires the wizard's gifts, each finds themselves compelled to work with and alongside their counterparts no matter the cost—a technomage does not only find that they must listen to a nuclear knight's petition for aid, but that they are compelled to do all they can to provide it, and vice versa. Though his plans are still young, the Wasteland is quickly coming to look upon both as the only reliable sources of justice in an unjust world.

MAGITECHNOLOGISTS

The first and most important thing for a recruit to know about the Magitechnologists is that no amount of necromancy whatsoever will be tolerated. Aspiring mages are grilled with questions about their history with magic, even evaluated with spells to make certain that any deceptions to conceal the workings of the dark arts are brought to light along with any possible connection to the fell workings of Morgan le Fay. When a recruit has been sufficiently vetted they are tested for competency and given a small, difficult, but attainable quest to prove their loyalty to the cause. These are almost never aggressively violent but they do frequently call upon a recruit to travel into dangerous places or near lethal predators to better assess their tactics, ensuring that members of the organization are not only in possession of a bright intellect but canny as well.

Upon successfully returning with their prize a recruit is welcomed into the Magitechnologists, given the blueprints for technomagic gloves and all the materials required to build a pair. Once their signature item is complete a recruit is granted the title of adept and they devote their life to Merlin and the organization's goals, traveling across the Wasteland in search of magical artifacts, destroying any undead they come across, and generally trying to improve the quality of life for the desolation's survivors.

Not every wearer of technomagic gloves has been properly trained to use them but the brain patterns and psyche of the unique item's creator live on to speak and guide their new owner in their proper use. Moreover the gloves espouse the need for order and prosperity in these dark times, gradually leading the wearer to members of the Magitechnologists or Merlin himself (at which point they are ultimately judged). Those found wanting are deprived of their enhancements and cast out into the Wasteland, or for the truly despicable, into the pocket dimensional prison beneath the Citadel of Knowledge—either way the infernal agents warping the mind of Morgan le Fay are quick to find allies and can offer even greater power for any powerful mage with a heart as fearless as it is dark.

NUCLEAR KNIGHTS

It did not take long for Merlin to realize that the apocalyptic Wasteland was in greater need of a host of devoted protectors than ancient Briton ever was, and as he researched how to bypass radiation's effect on magic he sought out mechaframes everywhere he went. The wizard traveled all across the Earth to study its weakened leylines, but finding and fixing each power suit of armor he could find individually lacked any sense. So it was that every morning abroad, Merlin cast a potent spell that that located, mended, and branded every mechaframe for miles around, every one of them inscribed with the three tenets of the nuclear knight: Save the Future, Save the Past, Save the Present.

He also, of course, took many of them for himself. Hidden somewhere near his keep is a cave filled with powered suits of armor, and whenever an applicant lacks the aptitude to become a technomage but is willing in heart, they are welcomed to the nuclear knights instead, trained by the eldest of the order. This aged warrior is the only one of his kind to stay in a single stationary location, tending to the tactical and combat training of technomages while teaching new aspirants to the more disparate organization everything they'll need to know to survive in the Wasteland. Once these more martial recruits have proven themselves competent on the field of battle and capable at survival, Merlin himself summons their mechaframe and christens them as a nuclear knight.

Those not destined to train at the Citadel of Knowledge find that the spell cast by the wizard so long ago guides their actions and subtly influences their mind, unlocking the secrets of the technological suit they've adopted. Once they have truly accepted the creed stamped upon their mechaframe, in times of great stress these warriors are sometimes visited by Merlin in their dreams, offered what little counsel he can provide before more pressing matters command his attention.

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.



Technomage Novice

Medium humanoid (human), neutral good

Armor Class 13 (16 with *mage armor*)

Hit Points 78 (12d8+24)

Speed 30 ft.

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

Saving Throws Dex +6, Int +7, Cha +6

Skills Arcana +7, Investigation +7, Science +7, Survival +6, Technology +7

Senses passive Perception 12

Languages Binary, Common, Draconic, Latin

Challenge 9 (5,000 XP)

Spellcasting. The Technomage Novice is a 9th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 15; +7 to hit with spell attacks). The Technomage Novice 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 (4 slots): *counterspell, dispel magic, haste, lightning bolt*

4th-level (3 slots): *faithful hound, fire shield, ice storm, stoneskin*

5th-level (2 slots): *cone of cold, conjure elemental, hold monster*

Technomagic Gloves. Any spell of 4th-level or lower that the Technomage Novice casts ignores the effects of radiation. When casting a 5th-level spell that would be affected by radiation, the Technomage Novice makes a DC 15 Concentration check and on a success ignores radiation for that spell.

ACTIONS

Multiattack. When the Technomage Novice takes the attack action it makes four technomagic punch attacks.

Technomagic Punch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage plus 4 (1d8) force damage.

REACTIONS

Technomagic Brawler. When the Technomage Novice has at least one hand free and is the target of a spell, it may spend its reaction to roll 1d20; on a result of 10 or higher, the Technomage Novice absorbs the magic into its hands. It can spend a bonus action to fire the magic as a raw beam of energy targeting a creature or object within 100 feet, dealing 2d6 force damage per spell level (cantrips count as 1st-level spells). The Technomage Novice cannot absorb spells that target an area or spells of 9th-level, and an absorbed spell dissipates if it is not expended before the end of its next turn.

After years of serving the Magitechnologists an adept graduates to the rank of Technomage Novice and learns how to handle magic like a baker might work a rambunctious slab of dough. They spend their nights mastering old arcane arts and researching new spells in the Citadel of Knowledge, venturing out into the Wasteland when a divination might lead to the recovery of a potent and intact piece of technology. Otherwise they prepare for and attempt to gradually eliminate the undead legions of Morgan le Fay, going so far as to stage catastrophic natural disasters to ensure her minions are beyond the reach of her foul necromancy or teasing the sorceress with powerful magical relics to draw out her Knights of the Living Dead.



Technosage

Medium humanoid (any race), neutral good

Armor Class 18

Hit Points 110 (17d8+34)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	18 (+4)	16 (+3)	17 (+3)

Saving Throws Dex +7, Int +8, Wis +7, Cha +7

Skills Arcana +8, Investigation +8, Nature +8,

Perception +7, Science +8, Survival +7, Technology +8

Damage Resistances force, psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Binary, Common, Draconic, Latin

Challenge 11 (7,200 XP)

Gun Turrets. By spending an action, the Technosage conjures 1d4 gun turrets (as though it were a 13th level scrapper).

These gun turrets use the statistics of combat pistols (AC 15, 52 hp, +8 to hit, 2d6 bludgeoning and piercing damage, range 100/400, autofire, bullet spray, 12 shots) and the Technosage may exempt itself and up to four other creatures as targets. Once the Technosage has used this feature, it cannot do so again until it has finished a long rest.

Spellcasting. The Technosage is a 13th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 16; +8 to hit with spell attacks). The Technosage 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, discern radiation, expeditious retreat, magic missile*

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

3rd-level (4 slots): *counterspell, dispel magic, haste, lightning bolt*

4th-level (4 slots): *faithful hound, fire shield, ice storm, stoneskin*

5th-level (3 slots): *cone of cold, conjure elemental, hold monster*

6th-level (3 slots): *disintegrate, freezing sphere, sunbeam*

7th-level (2 slots): *arcane sword, prismatic spray*

Technomagic Gloves. Any spell of 4th-level or lower that the Technosage casts ignores the effects of radiation. When casting a 5th-level spell that would be affected by radiation, the Technosage makes a DC 15 Concentration check and on a success ignores radiation for that spell.

ACTIONS

Multiattack. When the Technosage takes the attack action it makes three technomagic fist attacks.

Technomagic Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (4d4+3) bludgeoning damage plus 4 (1d8) force damage.

REACTIONS

Technomagic Brawler. When the Technosage has at least one hand free and is the target of a spell, it may spend its reaction to roll 1d20; on a result of 8 or higher, the Technosage absorbs the magic into its hands. It can spend a bonus action to fire the magic as a raw beam of energy targeting a creature or object within 100 feet, dealing 2d6 force damage per spell level (cantrips count as 1st-level spells). The Technosage cannot absorb spells that target an area or spells of 9th-level, and an absorbed spell dissipates if it is not expended before the end of its next turn.

The oldest and most learned Magitechnologists earn the coveted title of Technosage, gaining access to virtually every resource at the organization and Merlin's disposal—spell books containing magic of all kinds, stockpiles of technological devices, exceptional mechaframes, and some of the finest food, drink, and comforts in the apocalypse. None are idle in this position however, as the demands of their leader are many, varied, and frequent. Technosages lead the fight for rebuilding society and work closely with Nuclear Knights to tame the Wasteland, establishing friendly ties between communities and preparing settlements to defend against attacks without any subversion, malignant intent, or reward. Despite their old age many of these vaunted commanders wander the wastes by themselves, confident that their experience, razor-sharp intuition, and powerful spells grant mobility and more than enough to ward away predators.



Merlin Ambrosius the Magitechnologist

Medium humanoid (human), neutral good

Armor Class 16 (19 with mage armor)

Hit Points 255 (34d8+102)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	22 (+6)	19 (+4)	18 (+4)

Saving Throws Dex +11, Con +10, Int +13, Wis +11, Cha +11

Skills Arcana +13, History +13, Insight +11, Investigation +13, Nature +13, Perception +11, Religion +13, Science +13, Survival +11, Technology +13

Damage Resistances force, poison

Damage Immunities psychic

Condition Immunities charmed, frightened, poisoned

Senses truesight 200 ft., passive Perception 21

Languages any 12 languages

Challenge 21 (33,000 XP)

Gun Turrets. By spending an action, Merlin conjures 1d4 gun turrets (as though he were a 20th level scrapper). These gun turrets use the statistics of battle rifles (AC 17, 80 hp, +13 to hit, 2d10 bludgeoning and piercing damage, range 200/800, autofire, bullet spray, 100 shots) and he may exempt himself and up to six other creatures as targets. Once Merlin has used this feature, he cannot do so again until he has finished a short rest.

Spellcasting. Merlin is a 20th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 21; +13 to hit with spell attacks). Merlin has the following spells prepared from the wizard's spell list:

Cantrips (at will): *acid splash, mage hand, mending, message, minor illusion, shocking grasp*

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

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

3rd-level (4 slots): *counterspell, dispel magic, fireball, haste, lightning bolt*

4th-level (4 slots): *faithful hound, fire shield, ice storm, polymorph, stoneskin*

5th-level (4 slots): *cone of cold, conjure elemental, hold monster, wall of force*

6th-level (3 slots): *disintegrate, freezing sphere, irresistible dance, sunbeam*

7th-level (3 slots): *arcane sword, forcecage, prismatic spray, teleport*

8th-level (3 slots): *control weather, incendiary cloud, maze, mind blank*

9th-level (2 slots): *meteor swarm, time stop, wish*

Technomagic Gloves. Any spell of 7th-level or lower that Merlin casts ignores the effects of radiation. When casting an 8th- or 9th-level spell that would be affected by radiation, he makes a DC 15 Concentration check and on a success ignores radiation for that spell.

ACTIONS

Multiattack. When Merlin takes the attack action he makes four technostaff attacks.

Technostaff. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 18 (4d8) force damage and 18 (4d8) psychic damage.

Technostaff. Ranged Weapon Attack: +11 to hit, range 200/800, one target. *Hit:* 11 (2d6+4) radiant damage plus 18 (4d8) force damage and 18 (4d8) psychic damage.

REACTIONS

Technomagic Brawler. When Merlin has at least one hand free and is the target of a spell, he may spend his reaction to roll 1d20; on a result of 5 or higher, Merlin absorbs the magic into his hands. He can spend a bonus action to fire the magic as a raw beam of energy targeting a creature or object within 100 feet, dealing 2d6 force damage per spell level (cantrips count as 1st-level spells). Merlin cannot absorb spells that target an area or spells of 9th-level, and an absorbed spell dissipates if it is not expended before the end of its next turn.

It is widely believed that no other creature on Earth has lived as long as Merlin Ambrosius. The ancient wizard is constantly roaming the Wasteland in search of new aspirants for the Magitechnologists and the resources he believes are essential for raising society from the ashes, bargaining with settlements, rad-dragons, atomic mutants, and apocalyptic warlords. At first, that is—one does not live as long as Merlin has without learning that in the Wasteland sometimes you must take what you need whether or not its owner is willing to give it up. His immortal eyes have seen the hubris of mankind and he knows that violence will only beget more violence however, and the old mage goes to great lengths to appease survivors and monsters alike before resorting to force.



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MORGAN LE FAY +40

The tragic story of Morgan le Fay did not end in Britannia or with its fall, her opposition to Merlin becoming her ultimate undoing—her ploys to defeat him have left her cursed to an immortality dominated by the delusions of Hell's infernal servants. After her foolish compact with Apollyon the sorceress briefly lost her mind, her insanity exacerbated by the devils that have warped her psyche into seeing the living as dead and the dead as living, their control over her perceptions so perfect that she has unknowingly turned her powers of healing and resurrection to necromancy. In Morgan le Fay's eyes, flesh and blood are rotting carcasses and the corpses of the dead are flush with life, and her belief that the legions of warriors at her command are hardy men and women is total—where most see scores of [skeletons](#) she sees youthful infantry led by her dozen stalwart exemplars and dozen valiant knights.

Legions are enslaved to Morgan le Fay's will or use her for their gain, petitioning the good lady for battalions of soldiers to overwhelm settlements. The most powerful of her followers are the Knights of the Living Dead, warriors she believes seek to reunite Camelot once more—in truth they are some of the most vicious, merciless scourges of the Wasteland, cunningly luring powerful foes back to the Vale of No Return where their mistress' powers can easily tip the fight in their favor. A small outer castle houses these despicable undead but to travel further into the mystical realm of Morgan le Fay travelers must journey over the Lake of Cleansing. Anyone that attempts parley with Morgan le Fay inevitably finds themselves being dunked into the highly irradiated water (Radiation level 6) for if they can bathe in it as her subjects can, surely they must be afflicted with a curse to make her see what is not truth. Otherwise one traveling further within must take the western road (filled with [shadows](#)), the eastern path (plagued by [specters](#)), or brave the Gauntlet of the Exemplars where the dozen apprentices to the Knights of the Living Dead dwell. The Court of Le Fay is a simple affair built to provide the sorceress with a pleasant place to rest as well as a focus for her more powerful magic; few witness its environs and live to tell the tale (at least not while truly alive, anyway).

NEW FEAT: UNDEAD SERVANT

Prerequisites: Ability to cast spells, evil alignment

Your control over the unliving is sublime and you have permanently bound one of the walking dead to your will. You gain the following benefits:

- You gain the services of an undead companion of a Challenge Rating no higher than $\frac{1}{2}$ your level. An undead companion of a CR less than half your level may gain 1 level in the barbarian or fighter class for every point of Challenge Rating it has less than your level. In addition, if its Intelligence was not at least an 8 its Intelligence becomes 8. If your undead companion is destroyed, you must wait one week before recruiting a new companion.
- By spending 1 minute focusing your will, you draw on Morgan le Fay's powerful delusion to cloak your undead companion in an illusion that makes it appear to be a living creature for a number of hours equal to your proficiency bonus. Anyone that physically interacts with your undead companion while it is disguised may attempt an Intelligence saving throw (DC 8 + your level) to see through this illusion. Once you have used this feature, you cannot do so again until you have finished a short rest.
- By spending its action and bonus action granting you some of its power, your undead companion allows you to treat one spell you are casting as though it were from the necromancy school (ignoring the effects of radiation). Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you have finished a long rest.



VALE OF NO RETURN

LAKE OF
CLEANSING

KNIGHTS
OF THE
LIVING DEAD

GAUNTLET
OF THE
EXEMPLARS

COURT OF
LE FAY



INVADING THE VALE OF NO RETURN

As a magical realm the home of Morgan le Fay does not have to be in the British Isles and might be found anywhere, possibly even moving or existing in several locations (or entrances at multiple places) at the same time. GMs should be able to come up with maps for the castle of the Knights of the Living Dead or the Court of Le Fay quite easily—they are both medieval buildings! Grab any traditional RPG castle map and the game is ready to go. Being fueled by ancient and infernal magic leaves some specific effects in place in each of these structures however, altering how encounters within might play out.

Knights of the Living Dead. Spells that restore hit points heal half as many hit points when cast within, on top of, or beneath this castle.

Court of Le Fay. No wounds appear on creatures while on this castle's grounds, any injuries a creature is suffering from covered by an illusion even after it has fallen (appearing instead to be in a deep sleep).

Undead Exemplar

Medium undead, neutral evil

Armor Class 15

Hit Points 88 (9d8 + 45)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	20 (+5)	12 (+1)	14 (+2)	15 (+2)

Skills Perception +5, Stealth +6

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 15

Languages Common, Undercommon

Challenge 8 (3,900 XP)

Freezing Gaze. The undead exemplar spends a bonus action and targets one humanoid it can see within 30 feet of it. If the target can see the undead exemplar, the target must succeed on a DC 15 Wisdom saving throw against this magic or be stunned by the undead exemplar until the start of the undead exemplar's next turn. Once a creature has successfully saved against an undead exemplar's freezing gaze, it gains advantage on saving throws to resist that the freezing gaze of all undead exemplars for the next 24 hours.

Incorporeal Movement. The undead exemplar can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the undead exemplar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The undead exemplar makes a ghost blade attack and life drain attack each turn.

Ghost Blade. Melee Weapon Attack:

+8 to hit, reach 5 ft., one target.

Hit: 8 (1d6+5) slashing damage plus 5 (2d4) force damage. This attack can target creatures on the Ethereal Plane.

Life Drain. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 18 (4d8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The undead exemplar targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the undead exemplar's control. The undead exemplar can have no more than seven specters under its control at one time.

When a specter is formed from someone foolish enough to venture into the Vale of No Return it is brought before Morgan le Fay, its warped soul assessed to see if she finds merit within. Apollyon's servants ensure that she always does but the most exceptional creatures are made to do battle with the youngest among the Undead Exemplars. Any that prove victorious are endowed with greater powers, elevated to serve their powerful commanders directly. When one of the Knights of the Living Dead is destroyed the eldest Undead Exemplar is dipped into the Lake of Cleansing in a potent ritual that transforms them into a deadly vampiric warrior.



Knight of the Living Dead

Medium undead (shapechanger), lawful evil

Armor Class 18 (natural armor, shield)

Hit Points 170 (20d8 + 80)

Speed 40 ft. (60 ft., fly 90 ft. on [nightmare](#) mount)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Deception +9, Insight +7, Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Dwarven, Elven, Esperanto, Undercommon

Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the knight fails a saving throw, it can choose to succeed instead.

Spider Climb. The knight can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Undead Regeneration. The knight regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the knight takes radiant damage or damage from holy water, this trait doesn't function at the start of the knight's next turn. In addition, the knight ignores decapitation and dismemberment, able to speak and make attacks even when its head is removed as long as it is within reach of an enemy.

Vampire Weaknesses. The knight has the following flaws:

Forbiddance. The knight can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. If a piercing weapon made of wood is driven into the knight's heart while the knight is incapacitated in its resting place, the knight is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The knight takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The knight makes two attacks, only one of which can be a bite attack.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the knight, incapacitated, or restrained. **Hit:** 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the knight regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the knight's control.

Bloodsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. **Hit:** 15 (2d8 + 6) magical slashing damage. Once per round in addition to dealing damage, the knight can apply the blood drain component of its bite attack. Instead of dealing damage, the knight can grapple the target (escape DC 18).

REACTION

Infernal Rebuke. When a creature the knight can see within 60 feet damages it, the knight can spend its reaction to summon forth unholy flames that engulf their attacker. The creature must make a DC 20 Dexterity saving throw or take 11 (2d10) fire damage and 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The knight regains spent legendary actions at the start of its turn.

Bloodsword Strike (Costs 2 Actions). The knight makes one bloodsword attack. It may drain blood with this attack even if it is being done a second time in the same round.

Life Stealer (Costs 2 Actions). The knight breathes inward, sucking away the life force of creatures within 40 feet. Creatures in the area of effect must make a DC 20 Constitution saving throw or take 20 (6d6) necrotic damage. A successful saving throw reduces the necrotic damage by half. Damage dealt this way cannot be healed with the use of magic and is only restored when a creature takes a short or long rest. The knight regains hit points equal to half the damage dealt. Creatures slain by this ability are transformed into vampire spawn when the sun next sets.

Move. The knight moves up to its speed without provoking opportunity attacks.

There are never more than a dozen Knights of the Living Dead and Merlin frequently thanks his stars and garters for that small blessing—were there any more, Morgan le Fay would be unstoppable. These undead warriors are cunning and capable of single handedly slaughtering whole settlements, held in check only by the Wasteland's most powerful entities.



Morgan le Fay, Mad Necromancer

Medium humanoid (human), neutral evil

Armor Class 17 (natural)

Hit Points 272 (32d8+128)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	18 (+4)	16 (+3)	19 (+4)	23 (+6)

Saving Throws Str +9, Con +11, Int +10, Wis +11, Cha +13

Skills Arcana +10, Deception +13, History +10, Insight +11, Investigation +10, Nature +10, Perception +11, Religion +10

Damage Resistances poison, psychic

Damage Immunities necrotic

Condition Immunities frightened, poisoned, stunned

Senses blindsight 120 ft., darkvision 200 ft., passive Perception 21

Languages any 12 languages

Challenge 21 (33,000 XP)

Charming Gaze. If a creature starts its turn within 30 feet of Morgan le Fay and the two of them can see each other, she can force the creature to make a DC 21 Charisma saving throw if she 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 Morgan le Fay until the start of its next turn, when it can avert its eyes again. If it looks at her in the meantime, it must immediately make the save. On a failure, the creature becomes charmed for 7 rounds. Morgan le Fay can spend a bonus action to extend the duration of this feature by 7 rounds. While charmed by this feature the creature shares Morgan le Fay's delusions. Whenever the creature takes damage it receives a new saving throw to end the charm effect, but otherwise only powerful magic (like *restoration* or *true seeing*) can end the condition before its duration ends.

Deluded. Morgan le Fay believes other living humanoids are contemptible undead and that undead creatures are fully alive, seeing her ghastly minions as gallant knights and her foes as the walking dead—her mind is so warped she likens casting *resurrection* on a corpse to targeting an unconscious creature with *finger of death* (and vice versa). A successful DC 22 Charisma (Persuasion) check can tug at this veil of deceit to allow her to see and think clearly for 1 minute, but afterwards the malevolent forces manipulating Morgan le Fay portray any creature that shows her the truth as a monster that must be driven out or destroyed.

Master Necromancer. Any spells Morgan le Fay casts that create or control undead for a duration of 24 hours do so for a duration of 1 week instead and she can control an unlimited number of undead at one time.

Shapeshifter. Morgan le Fay is able to ignore the effects of radiation when casting *polymorph* or *true polymorph*. While in another form she can still cast spells, keeps her Intelligence, Wisdom, and Charisma scores, and gains immunity to radiation. She gains the new form's attacks in addition to her normal attacks.

Spellcasting. Morgan le Fay is a 20th-level spellcaster that uses Charisma as her spellcasting ability (spell save DC 21; +13 to hit with spell attacks). Morgan le Fay has the following spells prepared:

Cantrips (at will): *chill touch*^N, *mage hand*, *mending*, *message*, *prestidigitation*, *shocking grasp*

1st-level (4 slots): *charm person*, *detect magic*, *false life*^N, *inflict wounds*^N, *magic missile*

2nd-level (4 slots): *alter self*, *blindness/deafness*^N, *invisibility*, *ray of enfeeblement*^N, *scorching ray*

3rd-level (4 slots): *animate dead*^N, *bestow curse*^N, *counterspell*, *dispel magic*, *vampiric touch*^N

4th-level (4 slots): *blight*^N, *confusion*, *dimension door*, *greater invisibility*, *polymorph*

5th-level (4 slots): *cone of cold*, *contagion*^N, *dominate person*, *raise dead*^N

6th-level (3 slots): *circle of death*^N, *create undead*^N, *eyebite*^N, *flesh to stone*

7th-level (3 slots): *etherealness*, *finger of death*^N, *resurrection*^N, *teleport*

8th-level (3 slots): *dominate monster*, *earthquake*, *power word stun*

9th-level (2 slots): *astral projection*^N, *gate*, *true polymorph*

^N marks necromancy spells.

ACTIONS

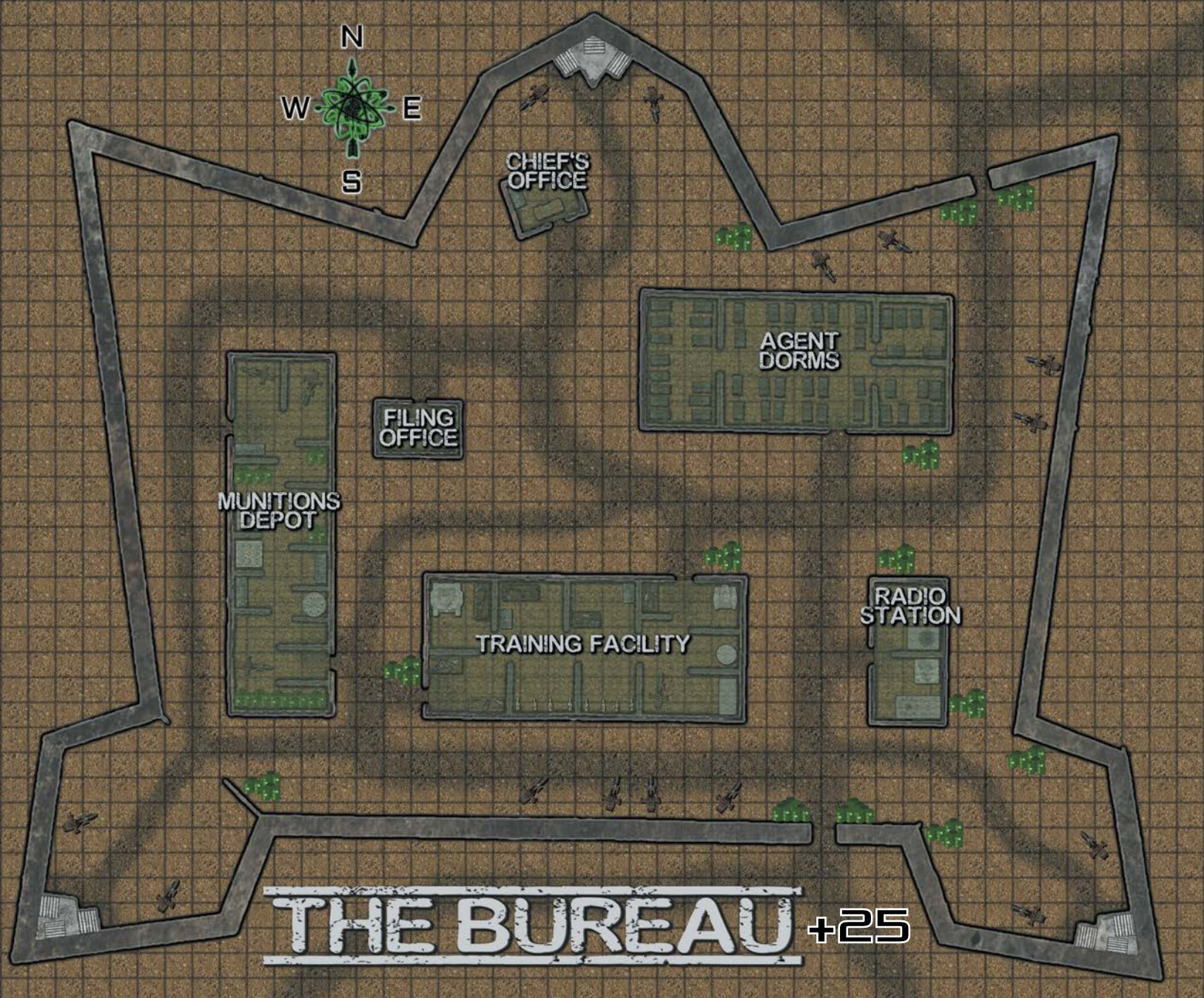
Multiattack. When Morgan le Fay takes the attack action she makes four ghostly strikes or necrotic blast attacks.

Ghostly Strike. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (5d8) force damage and 22 (5d8) necrotic damage. This attack can target creatures on the Ethereal Plane.

Necrotic Blast. *Ranged Weapon Attack:* +11 to hit, range 100/500, one target. *Hit:* 44 (9d8+4) necrotic damage.

Morgan le Fay truly means well, but is firmly in the grasp of the infernal creatures she once manipulated. She orders her undead servants out on quests believing they are spreading mercy and aiding settlements, though should she ever learn of the countless horrors she has unknowingly committed there is no telling what her rage might lead her revenge to become.





Almost as mysterious as the aliens they so furiously hunt, The Bureau has bases everywhere in the Wasteland but do the best they can to assume ownership of intact government facilities. These grounds are fitted with patchwork defenses and expendable countermeasures in mind—hunting down the xenos menace that brought about society’s downfall means leaving nothing behind when the shit hits the fan. Using captured scientific advances and a discipline even greater than the Atomic Army’s, the agents of The Bureau travel across the world to convince, bribe, coerce, intimidate, and otherwise persuade settlements to join them in bringing the human race out of the nuclear ashes. Acting under a variety of different names, the organization supports the communities that embrace them but only as a means to sustain their numbers; as time drags on, they impose ever stricter laws to ferret out who might be loyal and worthy enough to wear the badge.

This map of an installation of The Bureau follows their usual protocols—an office for the local Chief, dormitories (housing 32 Bureaucrats, 18 Bureau Agents, and 6 Bureau Handlers), the “filing office” (frequently a prison for captured persons of interest), a munitions depot, training facility, and radio station. The sheer patchwork concrete walls surrounding the interior are 25 feet high and have three parapets from which to gain access. Each entrance (north and south) and many other corners leading from the ingresses are littered with barrels that explode after taking 5 points of radiant damage or 10 points of fire damage. Creatures and objects within 20 feet of an exploding barrel make a DC 15 Dexterity saving throw or take 14 (4d6) fire damage and 14 (4d6) radiant damage, or half as much damage on a successful save. Damaged barrels explode from this effect do so in a chain reaction, though it takes 1 round for a cooked barrel to explode in this way. Lastly, The Bureau keeps a tight leash on xenos technology but are certainly not above using it themselves—unlike regular vehicles, the alien bikes (AC 16, 200 hp) they keep in their bases are treated as mounts with a fly speed though the rider cannot take bonus actions while using one.

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.



Bureau Agent

Medium humanoid, lawful neutral
Armor Class 15 (studded leather)
Hit Points 52 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	16 (+3)	12 (+1)	15 (+2)

Saving Throws Dex +5, Int +5, Wis +3, Cha +4
Skills Acrobatics +5, Deception +4, Insight +3, Investigation +8, Perception +6, Persuasion +4
Senses passive Perception 16
Languages Common, Esperanto, Gaxian
Challenge 3 (700 XP)

Bureau Agent Badge (Recharge 6). The Bureau Agent can spend a bonus action to grant disadvantage to all attacks made against them until the beginning of their next turn.

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

Cunning Action. On each of its turns, the Bureau Agent can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The Bureau Agent deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Bureau Agent that isn't incapacitated and the Bureau Agent doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The Bureau Agent makes three fedora attacks, two laser beam rifle attacks, or two laser spray attacks.

Fedora. Melee Weapon Attack: +5 to hit, reach 5 ft. or range (30/50), one target. **Hit:** 6 (1d6+3) slashing damage.

Laser Beam Rifle. Ranged Weapon Attack: +5 to hit, range (100/250), one target. **Hit:** 9 (1d12+3) radiant damage. The Bureau Agent may spend a bonus action to gain an additional attack at disadvantage.

Laser Spray. The Bureau Agent sprays a 10-foot-cube within 100 feet. Creatures in the area of effect that fail a Dexterity saving throw (DC equal to the Bureau Agent's attack roll) take 9 (1d12+3) radiant damage.

REACTIONS

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

Bureaucrats that survive their initiation period receive special training to enhance their bodies to the peak of mental and physical fitness before being given missions the organization truly cares about. Bureau Agents are not unlike their pre-war predecessors—cunning, dangerous, and willing to do whatever it takes to accomplish their goal.

Bureau Handler

Medium humanoid, lawful neutral
Armor Class 16 (kevlar business suit)
Hit Points 75 (10d8+30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	18 (+4)	14 (+2)	17 (+3)

Saving Throws Dex +7, Int +7, Wis +5, Cha +6
Skills Acrobatics +7, Deception +6, Insight +5, Investigation +10, Perception +8, Persuasion +6
Damage Resistances psychic; piercing
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 18
Languages Common, Esperanto, Gaxian, Latin
Challenge 5 (1,800 XP)

Bureau Handler Badge (Recharge 5-6). The Bureau Handler can spend a bonus action to grant disadvantage to all attacks made against them until the beginning of their next turn.

Bureau Handler Fedora. The Bureau Handler increases their Investigation and Perception by 3.

Cunning Action. On each of its turns, the Bureau Handler can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The Bureau Handler deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Bureau Handler that isn't incapacitated and the Bureau Handler doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The Bureau Handler makes four fedora attacks, three laser beam rifle attacks, or two laser spray attacks.

Fedora. Melee Weapon Attack: +7 to hit, reach 5 ft. or range (40/80), one target. **Hit:** 7 (1d6+4) slashing damage.

Laser Beam Rifle. Ranged Weapon Attack: +7 to hit, range (100/250), one target. **Hit:** 10 (1d12+4) radiant damage. The Bureau Handler may spend a bonus action to gain an additional attack at disadvantage.

Laser Spray. The Bureau Handler sprays a 10-foot-cube within 100 feet. Creatures in the area of effect that fail a Dexterity saving throw (DC equal to the Bureau Handler's attack roll) take 10 (1d12+4) radiant damage.

REACTIONS

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

After surviving in the field for a year, a Bureau Agent is promoted to become a handler. In addition to receiving secretive enhanced training techniques, they are gradually fed food laced with stolen alien bioscience to make them superhuman, enhancing all of their mental and physical qualities.

Bureau Chief

Medium humanoid, lawful neutral

Armor Class 17 (kevlar business suit)

Hit Points 127 (15d8+60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	19 (+4)	20 (+5)	16 (+3)	19 (+4)

Saving Throws Dex +9, Int +9, Wis +7, Cha +8

Skills Acrobatics +9, Deception +8, History +9, Insight +7, Investigation +12, Perception +10, Persuasion +8, Science +9, Stealth +9

Damage Resistances psychic; piercing

Condition Immunities charmed, frightened, paralyzed, stunned

Senses darkvision 60 ft., passive Perception 20

Languages Common, Esperanto, Gaxian, Latin, Undercommon

Challenge 9 (5,000 XP)

Assassinate. During its first turn, the Bureau Chief has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Bureau Chief scores against a surprised creature is a critical hit.

Bureau Chief Badge (Recharge 3-6). The Bureau Chief can spend a bonus action to grant disadvantage to all attacks made against them until the beginning of their next turn.

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

Cunning Action. On each of its turns, the Bureau Chief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the Bureau Chief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Bureau Chief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The Bureau Chief deals an extra 35 (10d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Bureau Chief that isn't incapacitated and the Bureau Chief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The Bureau Chief makes seven fedora attacks or four metarifle attacks.

Fedora. Melee Weapon Attack: +9 to hit, reach 5 ft. or range (60/120), one target. **Hit:** 8 (1d6+5) slashing damage.

Metarifle. Ranged Weapon Attack: +9 to hit, range (150/300), one target.

Hit: 14 (2d8+5) energy damage (acid, cold, fire, lightning, or thunder). The

Bureau Chief may spend a bonus action to gain an additional attack at disadvantage.

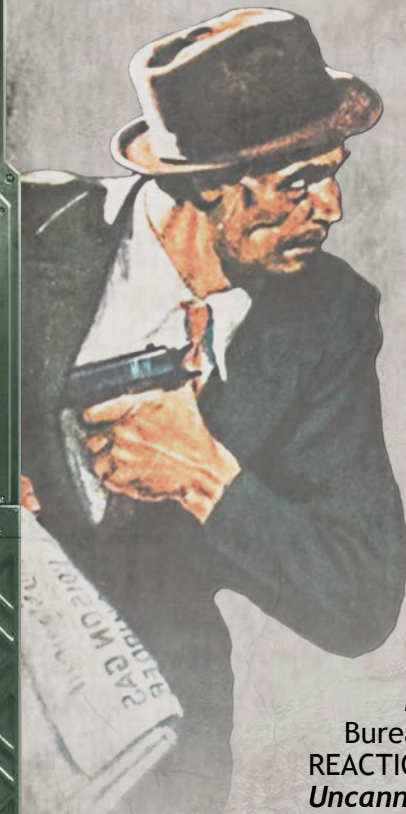
REACTIONS

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

The chief of The Bureau is as mysterious as the organization "he" leads. In truth there are many different Bureau Chiefs all over the planet but to maintain secrecy and stay one step ahead of the alien menace they utilize stolen xenos technology to permanently change their physical appearance to match one of two identities (an elderly man and an older woman as their research suggests these are the most likely forms to achieve maximum authority). They have full access to all of The Bureau's technology and upon achieving this lofty rank, neural patterns from the organization's most talented agents are downloaded into a Bureau Chief's brain to ensure that in the event of ambush or all-out assault, they're not a liability but an asset.

ENCOUNTERING SURVIVING OPERATORS

When the PCs are at a particularly high or low point in the campaign, the GM should consider introducing a surviving operator to spice things up. If none of these NPCs are particularly suitable for the game's emerging plot roll 1d8+1d6 to determine which to include: 2—Chaplain, 3—Corruption, 4—Edgar Allan Poe, 5—Ghost Shot, 6—Kodyax, 7—Lady Atom, 8—Lanrefni, 9—Lucky Mack, 10—Override, 11—Proletariat, 12—S.H.E.R.L.O.C.K., 13—Siegreich, 14—Tomahawk.



SURVIVING OPERATORS

The vast majority of the operators in the core timeline of *Hypercorps 2099* are dead or were never born, but some have parallel selves wandering the Wasteland instead of the hypercorporate jungle.

Chaplain

Medium human, neutral good

Armor Class 17 (Wisdom)

Hit Points 152 (16d8+80)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	20 (+5)	14 (+2)	17 (+3)	14 (+2)

Saving Throws Wis +7, Cha +6

Skills Insight +7, Medicine +7, Perception +7, Stealth +8, Survival +7

Damage Immunities radiant

Condition Immunities poison (and disease)

Senses passive Perception 17

Languages Common, Dwarven, Elven, Esperanto, Undercommon

Challenge 11 (7,200 XP)

Hyper Constitution. Chaplain cannot die from age.

Magic Dynamo. Chaplain's spells ignore the effects of radiation.

Spellcasting. Chaplain is an 8th-level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 15; +7 to hit with spell attacks).

Chaplain has the following spells prepared from the cleric's spell list:

Cantrips: *guidance, light, mending, sacred flame*

1st-level (4 slots): *create or destroy water, cure wounds, discern radiation, healing word*

2nd-level (3 slots): *blindness/deafness, enhance ability, spiritual weapon*

3rd-level (3 slots): *create food and water, mass healing word, spirit guardians*

4th-level (2 slots): *death ward, freedom of movement*

Years of Experience. Chaplain possesses an excellent memory

and has seen an extraordinary amount of combat in all its forms. He gains a +1d6 bonus on ability checks where a skill or tool proficiency would apply (including those he is not proficient with).

ACTIONS

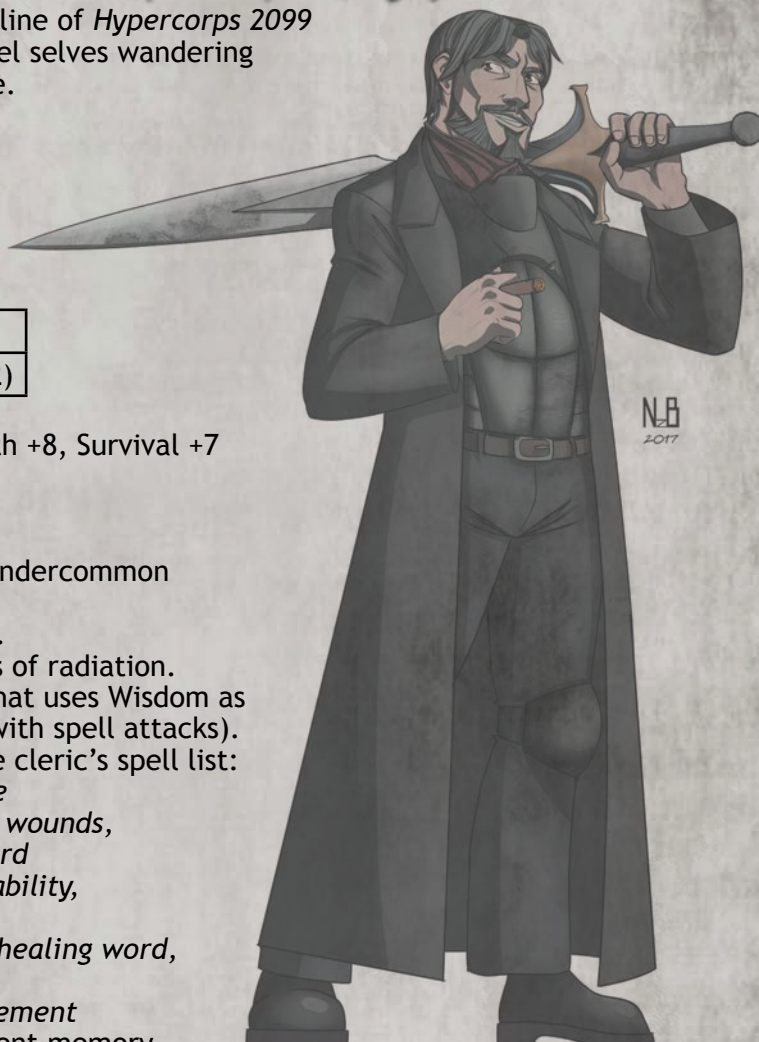
Multiattack. Each turn Chaplain attacks twice with his cursed sword and twice with his unarmed strike or he makes three SMG attacks.

Cursed Sword. *Melee Weapon Attack:* +10 to hit with disadvantage, reach 5 ft., one target. *Hit:* 8 (1d8+4) magical slashing damage.

Unarmed. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) magical bludgeoning damage.

SMG. *Ranged Weapon Attack:* +8 to hit, range 80/360, one target. *Hit:* 11 (2d8+4) bludgeoning and piercing damage.

The man now known only as "Chaplain" is a rare thing in the Wastelands—neither malicious nor greedy (although he can deliver malice to those deserving of it). Once a special operations combat medic in the military of the old world long ago, after witnessing countless atrocities many humans, demigrants, and other creatures inflicted on the world, he developed a deeply spiritual side tempered by his intense disillusionment—and that was before the bombs dropped. His inner war of compassion and rage resulted in a period of aimless wandering through the nuclear fallout that eventually and inexplicably led him to an enigmatic monastery. It became his sanctuary for quite some time, where he learned to refine that inner turmoil and focus it into something of practical benefit to the broken world. He now sees that experience as nothing short of providence due in equal parts to its life-changing effect, the otherwise impossible things he can now do, and the utter surreal nature of the site. What happened to the monastery and why he left remains a mystery but Chaplain has been roaming the wastes for years since, often alone and always vigilant for targets of opportunity—be they malicious beings deserving of their own cruelty or hapless folk simply in need of a meal, medical care, or the like.



Corruption

Medium humanoid, neutral good

Armor Class 18 (natural)

Hit Points 165 (30d8+30)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	17 (+3)	20 (+5)	11 (+0)

Saving Throws Wis +10, Cha +5

Skills Medicine +10, Nature +8, Religion +8, Perception +10

Tool Kits medical kit +5

Damage Resistances cold, fire, necrotic

Condition Immunities blinded, charmed, deafened

Senses darkvision 90 ft., passive Perception 20

Languages Common, Draconic, Esperanto, Undercommon

Challenge 15 (13,000 XP)

Dependency. Corruption requires radiation in order to fuel her abilities and sustain her life force. For every day her Irradiated ability score is below 6, she suffers one level of exhaustion.

Irradiated. Corruption is immune to the effects of radiation and has an Irradiated ability score of 2d4+6.

Miracle Worker. By spending all of her actions for a turn (including her bonus action, action, movement, and reaction), Corruption can restore all of an adjacent dying creature's total hit points. When using this feature on a creature that has died within the last minute, she restore only half of its total hit points. Once Corruption has used this feature 3 times she cannot do so again until she finishes a long rest.

Living Bomb (Recharge 5-6). As an action, as long as Corruption has an Irradiation score of 4 or higher she can detonate to deal 36 (8d8) points of fire damage and 36 (8d8) points of radiant damage in a 30-foot-radius. A DC 18 Dexterity saving throw reduces this damage by half. After using this feature, Corruption's Irradiated ability score is reduced by 4. When activating this feature Corruption may overload herself to increase the radius to 60 feet and either impose disadvantage to saving throws made to resist it or increase the damage dice the attack deals to d10s instead of d8s. After overloading this feature, Corruption's Irradiated ability score is reduced by 8 instead of 4.

Spellcasting. Corruption is a 16th-level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 18; +10 to hit with spell attacks). Corruption has the following spells prepared:

Cantrips: *mage hand, magic stone, message, prestidigitation, produce flame*

1st (4 slots): *cure wounds, command, detect magic, faerie fire, healing word*

2nd (4 slots): *barkskin, detect thoughts, invisibility, scorching ray, spiritual weapon*

3rd (4 slots): *bestow curse, dispel magic, fear, fly, nondetection*

4th (4 slots): *dimension door, fire shield, freedom of movement, stonewall*

5th (3 slots): *cone of cold, hold monster, scrying, telekinesis*

6th (3 slots): *blade barrier, chain lightning, globe of invulnerability, heal*

7th (3 slots): *plane shift, reverse gravity, teleport*

8th (2 slots): *incendiary cloud, power word stun*

9th (1 slots): *wish*

ACTIONS

Multiattack. Corruption makes two nuclear strike attacks or four nuclear ray attacks each round she takes the attack action.

Nuclear Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage plus 20 (8d4) fire damage and 20 (8d4) radiant damage.

Nuclear Ray. Ranged Weapon Attack: +8 to hit, range (100/400), one target. *Hit:* 15 (6d4) fire damage and 15 (6d4) radiant damage.

Hadassa Trac had been a promising medical student before the mutants razed the city in which she was living though she was spared, saved against all odds by the Church of Cthulhu—but when they attempted to indoctrinate her, she fought with every fiber of her being. She escaped but left a dramatically changed person, the unnatural abilities Hadassa developed within making re-capturing her a difficult endeavor at best. Corruption's incredible powers are potent yet not entirely under her control, and she often finds that while she appears immune to the effects of radiation it seeps into everything around her.



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Edgar Allan Poe

Medium humanoid, chaotic good
Armor Class 15 (18 with mage armor)
Hit Points 171 (18d8+90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	20 (+5)	21 (+5)	19 (+4)	16 (+3)

Saving Throws Str +5, Wis +9, Cha +8
Skills all (proficiency bonus +5)
Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities poisoned, stunned
Senses darkvision 120 ft., passive Perception 19
Languages any fifteen; telepathy 150 ft.
Challenge 15 (13,000 XP)

Dependency. For every week Edgar Allan Poe goes without 1 pomegranate seed, he accrues a level of exhaustion.

Psychic Onslaught. When dealing damage with a melee or ranged attack, Edgar Allan Poe can expend a spell slot to deal an additional 4 (1d8) psychic damage per level of the sacrificed spell slot.

Psychic Powers. Edgar Allan Poe is able to manifest psychic powers that are identical to innately cast spells but immune to the effects of radiation. He counts as a 15th level spellcaster and his manifesting ability is Intelligence (spell save DC 18; spell attack +10). Edgar Allan Poe can manifest the following spells, requiring no components:

Cantrips: *acid splash, mage hand, prestidigitation*
1st (4 slots): *command, detect magic, identify, mage armor, magic missile*
2nd (4 slots): *blindness/deafness, detect thoughts, invisibility, silence, suggestion*
3rd (4 slots): *bestow curse, dispel magic, haste, nondetection*
4th (3 slots): *dimension door, locate creature*
5th (2 slots): *hold monster, telekinesis*

Unnatural Luck. Once per round at the start of his turn, Edgar Allan Poe rolls 2d20. At any point before his next turn, as a free action he may choose to use the result of one of these d20 in place of another d20 result. When he does so, the other d20 result is used by the next creature that makes a d20 roll.

ACTIONS

Multiattack. Edgar Allan Poe makes two unarmed strike attacks, four magipistol attacks, or two psychic raven swarms each turn.

Unarmed. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) magical bludgeoning damage.

Magipistol. Ranged Weapon Attack: +10 to hit, range (200/800), one target. *Hit:* 14 (2d8+5) magical bludgeoning and piercing damage plus 14 (4d6) psychic damage.

Psychic Raven Swarm. Melee Weapon Attack: +10 to hit, reach 30 ft., multiple targets (30-foot-radius). *Hit:* 55 (10d10) psychic damage. A DC 18 Intelligence saving throw reduces this damage by half. Instead of dealing damage, Edgar Allan Poe may cause creatures that failed their save to be stunned for 1d4 rounds.

REACTIONS

Fast Reactions. Edgar Allan Poe receives 3 reactions per round.

Shield of Willpower. When attacked by a creature, Edgar Allan Poe may spend his reaction to force disadvantage on that creature's attacks against him until the start of his next turn. Creatures immune to psychic damage cannot be effected by this feature.

The sect of the Cult of Cthulhu that kidnapped him in the 19th century lost control of Edgar Allan Poe in the early 21st when an Atomic Army raid destroyed their isolated compound. Much to his dismay the mystic found that his saviors were merely a new set of captors—it took him decades but he worked his way into their confidence before escaping with a cache of valued secrets. Rank and file soldiers know him as a great danger but that could not be further from the truth: Edgar discovered a dark inner circle of generals and majors bent on wielding weapons of mass destruction once again, destroying their data and absconding with the rest to prevent any more nuclear devastation from being wrought upon the world.



Ghost Shot

Medium undead, neutral good

Armor Class 18 (natural)

Hit Points 212 (25d8+100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	19 (+4)	13 (+1)	18 (+4)	20 (+5)

Saving Throws Dex +10, Con +9, Int +6, Wis +9

Skills Acrobatics +15, Athletics +8, Deception +10, Insight +9, Intimidate +15, Perception +14, Stealth +10

Damage Vulnerabilities radiant

Damage Resistances cold, fire, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 24

Languages Common, Esperanto, Latin, Undercommon

Challenge 16 (15,000 XP)

Autoficient. Ghost Shot does not need to spend a bonus action aiming to gain its proficiency bonus to attacks made with firearms.

Fearful Gaze. Ghost Shot can spend a bonus action staring down a creature that is able to see it, forcing the target to make a DC 18 Wisdom save or gain the frightened condition. At the end of each of its turns, a frightened target receives a saving throw to remove the condition. Once a creature has made a saving throw against this feature, it is immune to it for 24 hours.

Ghost Bullet. By spending an action and bonus action, Ghost Shot takes one ruinous shot with a firearm. This attack has advantage and can be made at any creature Ghost Shot can see, regardless of range. On a successful hit, the attack deals an additional 54 (12d8) force damage.

Ghost Whisperer. Ghost Shot is able to project its senses through the spirits of the world, seeing and hearing from a distance of up to 100 miles (otherwise this functions as *mislead*, though Ghost Whisperer's spirit projection is invisible). While using this feature, Ghost Shot has the incapacitated condition (though its spirit projection may move freely and can speak); it can end this feature as a free action, immediately losing the condition.

Pain Threshold. Ghost Shot's nature as an undead makes it as tough as its grit. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Ghost Shot.

Perfect Combatant. Ghost Shot gains double its proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks it makes are considered magical.

Practiced Shot. Ghost Shot gains its proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Sight of Intention. Ghost Shot can detect the alignment of creatures it can see as a free action.

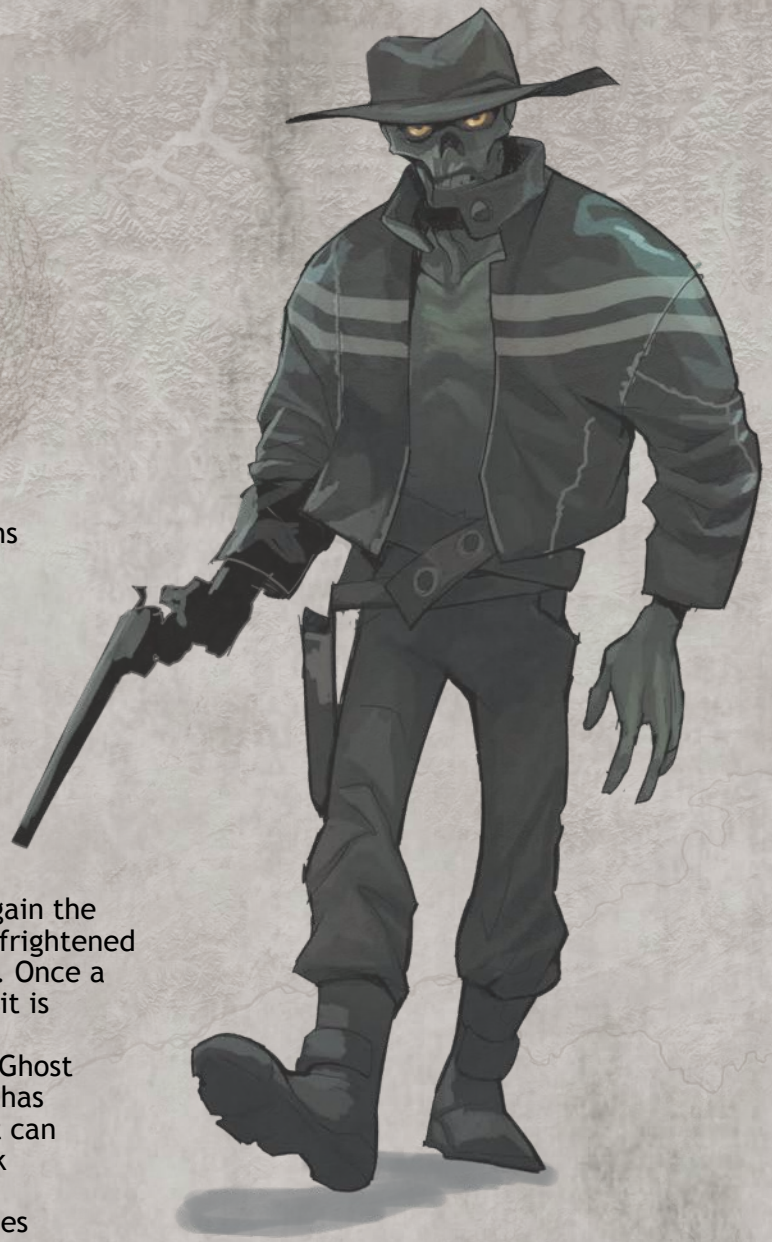
ACTIONS

Multiattack. Ghost Shot makes any combination of seven pistol whip attacks or six ghostly shot attacks each turn.

Pistol Whip. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) magical bludgeoning damage plus 3 (1d6) force damage.

Ghostly Shot. Ranged Weapon Attack: +10 to hit, range (200/1,000), one target. *Hit:* 19 (2d8+10) magical bludgeoning and piercing damage.

The secret twin brother of President Theodore Roosevelt made his legend as a lawman Wild West after a secluded childhood far from the public eye. He was practically a myth before his early death but came back in a fashion, animated by a pact with Native American shamans and compelled to right wrongs wherever he could find them. Phineas hasn't stopped enforcing law, though the need for his righteous bullets has increased vastly since the bombs dropped. Justice from Ghost Shot's guns is as swift as the undead lawman passing through the Wasteland's settlements like a vicious gust of wind.



Kodyax

Medium humanoid (dwarf, hyper lycanthrope, shapechanger), neutral good

Armor Class 18 (natural)

Hit Points 178 (17d8+102)

Speed 45 ft., climb 35 ft.; motorcycle (tactical 250 ft./mobile 600 ft.)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	23 (+6)	10 (+0)	21 (+5)	12 (+1)

Saving Throws Dex +8, Int +7, Cha +8

Skills Athletics +11, Investigation +5, Nature +5, Perception +15, Survival +10

Damage Resistances cold, fire, lightning, poison

Damage Immunities bludgeoning, piercing, and slashing from non-silvered nonmagical weapons

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 25

Languages Common, Dwarven, Russian, Undercommon; telepathy 60 ft.

Challenge 14 (11,500 XP)

Dire Shaping. By spending a bonus action, Kodyax can reduce its size (as *reduce*) or become larger (as *enlarge*).

Fast Healer (Recharge 6). By spending a bonus action, Kodyax regains 10 hit points.

Hyper Bonus. Kodyax has a +2 bonus to AC, damage, and saving throws.

Hyper Form. Though Kodyax is almost always in his hybrid form, he can spend a bonus action to *polymorph* into a bear or a dwarf. Aside from size and AC, his statistics do not change between forms. Unlike regular shapechangers, his equipment and gear melds into his new shape.

Irradiated Brethren. Kodyax has advantage on saving throws against radiation. In addition, Kodyax can spend an action to summon 1d4 irradiated bears; they arrive after 1d4 rounds and disappear after 1 hour. Kodyax can use this feature once before requiring a long rest to recharge it.

Keen Senses. Kodyax has advantage on Perception checks based on smell.

Lycanthropic Dominance. By spending an action, Kodyax takes control of a bear, irradiated bear, or werebear (as *dominate monster*) and acts as though they share a language.

Psychic Powers. Kodyax is able to manifest psychic powers that are identical to innately cast spells but immune to the effects of radiation. He counts as a 14th level spellcaster and his manifesting ability is Wisdom (spell save DC 18; spell attack +10). Kodyax can manifest the following spells, requiring no components:

Cantrips: *chill touch*, *produce flame*

1st (5 slots): *entangle*, *longstrider*, *speak with animals*

2nd (3 slots): *barkskin*, *see invisibility*

3rd (2 slots): *speak with plants*

Superior Leaping. Kodyax triples the distance of any jumps he makes.

ACTIONS

Multiattack. Kodyax makes four melee attacks each turn or three ranged attacks.

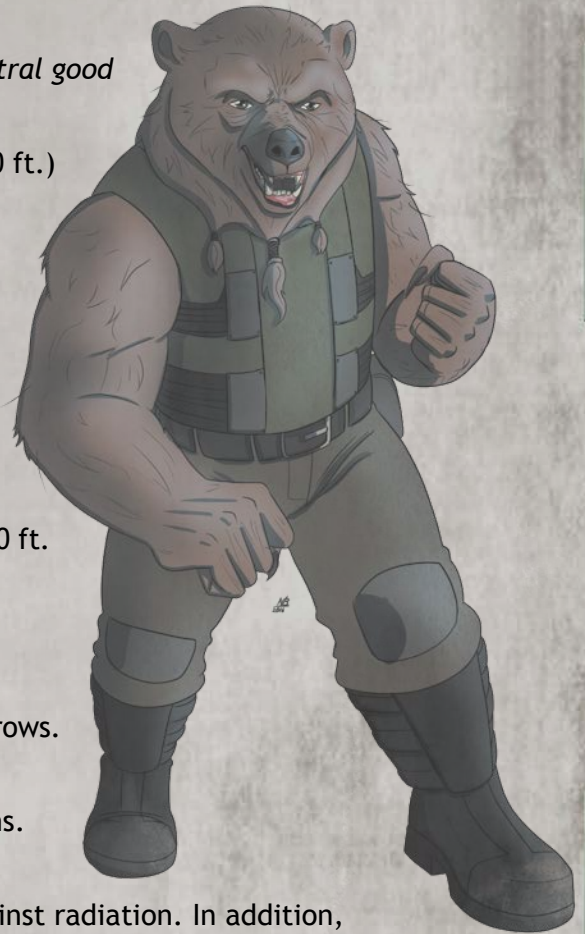
Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (2d10+8) magical piercing damage. Humanoid targets make a DC 18 Constitution saving throw or are cursed with werebear lycanthropy.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) magical slashing damage.

Silver Greataxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+8) magical slashing damage.

Razor Shotgun Blast. *Ranged Weapon Attack:* +6 to hit, range (30/120), multiple targets (20-foot-square; make an attack roll for each target). *Hit:* 17 (4d6+3) magical slashing damage.

After a bloody ambush young Dimitri Kamenev lay dying under the trees of the Romincka Forest, his life ebbing away when Gaia reached out to the wounded warrior, saving him and transforming the young man into an agent of nature destined to hunt down and slay unnatural creatures. Rechristening himself as Kodyax the ursine servant tried valiantly to delay the inevitable apocalypse but ultimately failed, his sabotage managing only to save a small section of the American northwest from devastation. For over a century he prowled the small patches of forest that survived, protecting those within before warlords razed them by sparking wildfires. Now Kodyax prowls the planet trying to protect and replenish its natural resources, attempting to revive the broken spirit of Gaia that went silent so long ago.



Lady Atom

Large monstrosity, lawful neutral

Armor Class 18 (natural)

Hit Points 283 (21d10+168)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	27 (+8)	19 (+4)	12 (+1)	10 (+0)

Saving Throws Int +10, Cha +6

Skills Intimidate +6, Investigation +10, Nature +10, Perception +7, Technology +10

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

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 17

Languages Common, Draconic, Esperanto, Latin, Undercommon

Challenge 19 (22,000 XP)

Controlled Irradiation. Lady Atom is immune to radiation and has an Irradiated ability score of 13.

By spending a bonus action, she is able to suppress radiation she gives off for 1 round.

Electronic Telepathy. Lady Atom can read the surface programming of a device, has advantage on checks to influence computers, and can activate or deactivate unattended devices from a distance of 100 feet.

Hyper Strength. Lady Atom has advantage on all Strength ability checks and saving throws, and her carrying capacity is tripled.

Pain Threshold. Lady Atom is a juggernaut and is practically impervious to anything but the most potent strikes. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Lady Atom.

ACTIONS

Multiattack. Lady Atom makes three armored fist attacks, one radiation burst attack, three bomb attacks, or throws two of the biggest objects she can find.

Armored Fist. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 34 (6d8+7) magical bludgeoning damage plus 9 (2d8) poison damage. Target makes a DC 19 Constitution saving throw; on a failure, they gain the poisoned condition until the poison damage is healed

Radiation Burst. *Melee Weapon Attack.* +13 to hit, reach 30 ft., multiple targets (30-foot-radius; make an attack roll for each target). *Hit:* 36 (8d8) poison damage and 36 (8d8) force damage. Creatures in the area of effect make a DC 19 Constitution saving throw or gain a level of exhaustion and the poisoned condition until the damage is healed.

Isotope Bomb. *Ranged Weapon Attack:* +7 to hit, range (200/800), multiple targets (20-foot-square; make an attack roll for each target). *Hit:* 22 (4d10) fire damage and 22 (4d10) poison damage. Creatures in the area of effect make a DC 19 Constitution saving throw or gain the poisoned condition until the poison damage is healed.

Thrown Object. *Ranged Weapon Attack:* +7 to hit, range (100/200), multiple targets (determined by object size; make one attack roll per target). *Hit:* 11 (1d8+7) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 56 [11d8+7] at 1,000 pounds).

The last surviving member of America's once glorious atomic heroes of World War 2 has lost faith in the world around her, her spirit broken by the Wasteland. For decades Marie Curie lay dormant in her life-sustaining armor, only brought out of her reverie when Irradioworld surged into existence around her—it did not take her long to realize that if such a dimension could suddenly exist that there might be a way for her to escape the hellish place Earth has become. It has been nearly 30 years since she first began testing the boundaries of Irradioworld and despite dozens of setbacks and failed experiments, Lady Atom has made contact with a counterpart in a parallel dimension and believes she is very close to finding a reliable means to travel to a better world.



IRRADIOWORLD

When exposed to the atomic energies suffusing the Earth, the *tachyon flux* spawned a curiosity that even Merlin has not yet been able to fully understand, an extraneous dimension floating through and around the Material Plane. Dubbed “Irradioworld” by the mad scientists of the Wasteland, it has only increased the anxiety and paranoia of those left in the world with knowledge that such a place exists.

Irradioworld is treated as another plane of existence, a warped landscape that expands onward in every direction but up (ending somewhere in Earth’s stratosphere). In dimensional terms it is Neutral-aligned, all of the realm is dimly lit (by green ambient lighting), and creatures there find that the taint of Irradiation can vastly empower both body and mind.

No Gravity or Light Gravity. Irradioworld has no gravity but within 10 miles of any antenna tapped into it there is Light Gravity (doubling a creature’s speed and jump distances). In areas of No Gravity, creatures gain a fly speed equal to 20 ft. x Intelligence modifier (minimum 20 ft.).

Flowing Time (1 rounds Material to 2 rounds Irradioworld). Actions in Irradioworld theoretically operate at the speed of radio waves (fast as light) but when encountering particles (even substances as insubstantial as air) they are slowed, reducing the rate of speed at which they can be interacted with to a factor of 2 (for every 2 rounds [12 seconds] in Irradioworld, 1 round [6 seconds] passes on the Material Plane). When a creature in Irradioworld is traveling through a solid object the flow of time is slowed to match that of the Material Plane. Creatures do not age, hunger, or thirst while in Irradioworld (spells and effects that cause these effects do not function). Some radio antennae can further alter the flow of time.

Frequencied Existence. Entering or exiting Irradioworld requires a creature to do so via planar magic or through a sufficiently powered antenna and isomogrifier. While in Irradioworld, a creature is able to see and hear what occurs on the Material Plane but causes overwhelming static to overtake a device attuning radio waves when within 5 feet times proficiency bonus. A creature in Irradioworld that wishes to interact with the Material Plane can make a DC 13 Irradiated saving throw to exert enough force to affect unattended objects as if their Strength score were reduced by 10 (minimum 1).

Powerful Magic. Magic operates with great power in Irradioworld. When casting a spell that can increase in potency by being cast at a higher level, the spell is considered to be cast as one spell level higher without increasing the spell slot used. Cantrips cast in Irradioworld treat the caster’s level as 2 higher.

Irradiated. A creature that enters Irradioworld decreases or increases its ability scores by an amount equal to twice its Irradiated modifier. The creature may distribute their bonus or penalties to one ability score or multiple ability scores, but they cannot increase an ability score above their maximum (normally 20) or reduce an ability score to 0. Radiation has no other effects in Irradioworld.

Land of Science. Creatures may utilize the Science skill to detect and dismantle traps in Irradioworld.

Radio Antennas. The range of a radio antenna attuned to Irradioworld, a DC 17 Intelligence (Science or Technology) check, increases its range by a factor of 10. Tapping a radio antennae into Irradioworld draws attention however, and the likelihood of a combat encounter or settlement attack (as appropriate to the location of the radio signal) doubles while attuned. A mechanic’s radio transmitter or scrapper’s radio antennae may be attuned for 1 day per class level before requiring half as many days to recharge. A radio antennae in a settlement may be attuned for 1 day per Technology resource before requiring half as many days to recharge.

Subplanar. A subplane of Irradioworld may add to, modify, or eliminate any Irradioworld trait except for frequencied existence or irradiated.

USING SERVERS AS RADIO ANTENNA

While the Hypernet does not exist in *2099 Wasteland* (which isn’t to say the PCs can’t get there, only that this Earth has no natural access to it) GMs can still make use of the servers in *Hypercorps 2099!* Simply remove the hyperjack trait and use an alternate history of creation and maintenance for each.

Darknet. The children of Appollyon have come to meddle in the Earth’s child plane as well, using it to ferry secrets back to Morgan le Fay via their castles in the Darknet.

Datacorps. A cadre of underground shelter captains created this unique space to hide the greatest scientific secrets of their facilities, preserving the knowledge for when society is ready for it.

Paradise-1. Clarkson’s Church of the Eternal Promise travels throughout the Wasteland’s settlements in search of anyone gullible enough to reside with them—as long as new arrivals can afford it, anyway.

Thrillville. A smart walker mage obsessed with the theme park he once owned before the bombs dropped has spent more than two decades recreating it beyond the reach of the Wasteland’s destructive denizens.

Veranthea: Life & Death. One underground shelter obsessed with virtual entertainment spawned this game shortly after Irradioworld appeared but in the Wasteland, the respite it offers has been embraced by every settlement capable of accessing the strange place.

Xypher. Freethinking anarchist-scientists of the Wasteland banded together to create this radio antennae as a place where their ideas and theories could be shared without fear of reprisal or identification.

Lanrefni

Medium outsider, neutral evil

Armor Class 19 (magical studded leather)

Hit Points 208 (32d8+64)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	24 (+7)	15 (+2)	9 (-1)

Saving Throws Dex +9, Con +7

Skills Acrobatics +9, Insight +7, Investigation +12, Perception +7, Science +12, Stealth +9, Technology +12

Damage Resistances cold, fire, lightning, psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Dwarven, Esperanto, Infernal, Latin, Undercommon

Challenge 14 (11,500 XP)

Delusions of Le Fay. Every day there is a 15% chance that Lanrefni sees living creatures as undead, and undead creatures as alive. While she is aware of this affliction, it takes a DC 17 Charisma (Persuasion) check to allow her to see and think clearly for the next 24 hours. This DC is lowered by 5 for creatures Lanrefni has been in contact with in the past 24 hours.

Innate Bloodcasting. Lanrefni's diabolic heritage gives her 1 spell slot per level (up to 8th) and innate spellcasting (spell save DC 20; spell attack +12). These additional spells are not included in the list below, come from the warlock spell list, and do not work as per Technological Spellcasting. By spending a bonus action, Lanrefni can reinforce these spells with Apollyon's energy, making them immune to the effects of radiation.

Running Dodge. On any turn where Lanrefni takes the Dash action her AC increases by 5.

Scrapper Skills. Lanrefni gains these (10th level) scrapper features: Prototype Drones (4); Radio Transmitter (3,000 feet); Smart Carrying; Technological Spellcasting; Technology Salvaging.

Spellcasting. Lanrefni is a 15th-level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 20; spell attack +12). Lanrefni has the following spells prepared:

Cantrips: *eldritch blast*, *mending*, *true strike*
1st (3 slots): *charge device*, *expeditious retreat*, *mage armor*

2nd (3 slots): *blur*, *find traps*, *scorching ray*

3rd (3 slots): *bestow curse**, *vampiric touch* (2)*

4th (2 slots): *freedom of movement**, *greater invisibility*

5th (2 slots): *teleportation circle*, *hold monster*

1st-8th (1 slot each): *chosen by the GM*^{1B}

*held by a drone

^{1B}granted by *Infernal Blood*

Technofanatic. Lanrefni has advantage on Technology checks. While in Irradioworld, she gains advantage on all ability checks and her CR increases by 1.

ACTIONS

Multiattack. Lanrefni makes four electrified glove attacks, four spiked chain attacks, or five infernal dart attacks each turn.

Electrified Glove. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) lightning damage. Instead of dealing damage Lanrefni can force a target to succeed a DC 18 Constitution saving throw or gain the stunned condition for 1 round; on a critical hit, a target is stunned 2 rounds (no save).

Spiked Chain. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 12 (2d12 - 1) magical bludgeoning and slashing damage plus 9 (2d8) lightning damage.

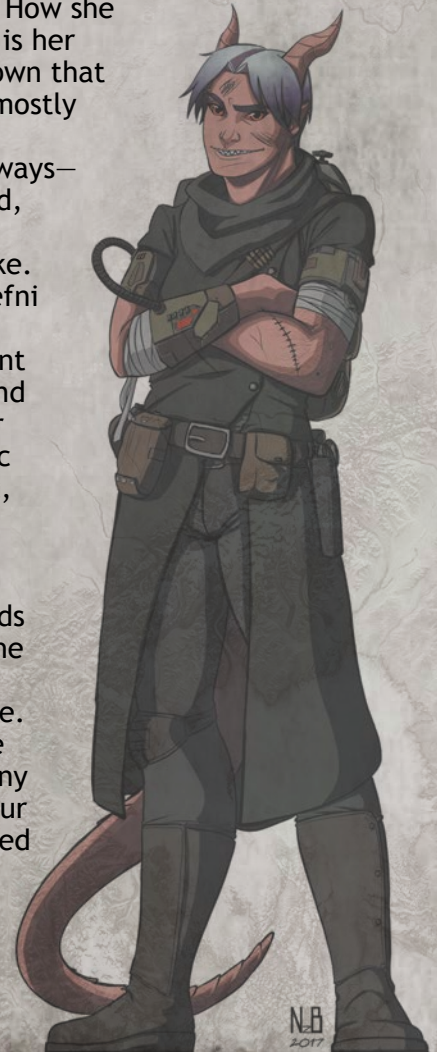
Infernal Dart. *Ranged Weapon Attack:* +9 to hit, range (80/240), one target. *Hit:* 10 (3d6) fire damage plus 10 (3d6) force damage.

Years ago, crack scrapper Adam Braxas sought power through a pact with a distant member of his family tree: Morgan le Fey. In exchange for giving her—and thus her infernal ally Apollyon—access to Irradioworld, Braxas gained an unknown boon in exchange and disappeared from history.

Taking on the name “Lanrefni”, Adam's daughter, Tilla Braxas, decided to work against her father's pact by making a few alliances of her own. While she has no formal contracts, Lanrefni uses both the power of various devils—most notably the fiend Mephistopheles—and her own tech savvy to accomplish this goal. How she leverages this influence is her own secret, but it is known that several encampments—mostly gatherings of Apollyon's followers, but hardly always—have been found charred, empty, and covered in diabolic sigils in her wake.

Despite this, Lanrefni is far from free of her father's choices: the taint of both Morgan le Fay and Apollyon still runs in her veins, giving her diabolic features, infernal magic, and a portion of the sorceress's delusions. She claims to leverage her dark heritage towards a good end, but those she leaves broken along her path might say otherwise.

Lanrefni roams the wasteland in the company of her “favorite sins” (four devil-shaped drones called Tentigo, Seava, Avaritio, and Superbia) though she's not easily found.



Lucky Mack

Medium humanoid, neutral

Armor Class 18 (magical studded leather)

Hit Points 188 (13d8+130)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	30 (+10)	15 (+2)	22 (+6)	19 (+4)

Skills Acrobatics +10, Athletics +6, Investigation +7, Perception +11

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities critical hits, poison

Condition Immunities blinded, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 21

Languages Common

Challenge 13 (10,000 XP)

Pain Threshold. Lucky Mack has regenerated virtually every part of himself dozens of times and barely registers anything that wouldn't be life threatening for a normal human. Any attacks or spells that deal 15 points of damage or less do not deal any damage to Lucky Mack.

Regeneration. At the end of his turn, if Lucky Mack has not taken 15 points or more force damage since the end of his previous turn he heals 30 hit points. Lucky Mack regrows any limb cut off his body after 2 rounds of regeneration.

Tactical Genius. By spending a bonus action, Lucky Mack grants an ally an action they must use immediately (costing the benefiting creature its reaction).

Targeting Relays. Lucky Mack is not at disadvantage when making ranged attacks while within reach of an enemy and he does not need to spend a bonus action aiming to gain his proficiency bonus to attacks made with firearms.

Uncanny. Everybody seems to know Lucky Mack—he has friends even in places he doesn't know he has friends. Although he is not a PC, he possesses a Luck score of 30 (+10) and Reputation score of 40 (+15).

ACTIONS

Multiattack. Lucky Mack makes eight brass knuckle attacks or six gun blasts a turn.

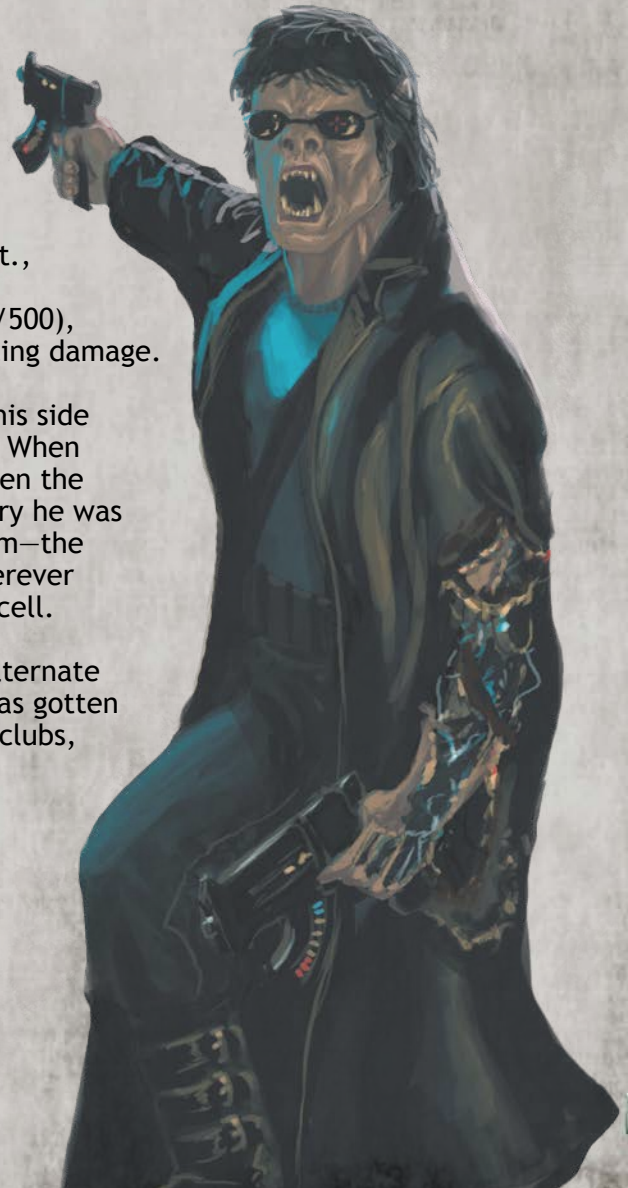
Brass Knuckle. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 8 (2d6+1) bludgeoning damage.

Gun Blast. Ranged Weapon Attack: +10 to hit, range (100/500), one target. **Hit:** 14 (2d6+5) magical bludgeoning and piercing damage.

There's no denying that Lucky Mack often has fortune on his side but when it turns against him, the consequences are dire. When an operation in Cleveland started to turn south—about when the heavy duty sec-ops burst into the Rojban-Semele laboratory he was burgling, putting lead into the skulls of the rest of his team—the half-orc leapt into an energized gateway figuring that wherever it led, it couldn't possibly be worse than a hypercorp jail cell.

He was, of course, absolutely wrong.

Lucky Mack has found the inconveniences of this alternate world and its scarcity of resources annoying but nothing has gotten to him more than boredom. The Wasteland has almost no clubs, alcohol costs way more than it should, parties are almost non-existent, and there's not much drama to all the predators, warlords, mutants, and irradiated freaks out there trying to kill him. That doesn't stop Lucky Mack from bringing some life to the desolation however and he has become wildly popular in settlements for two reasons—he is apparently impossible to kill and the massive celebrations he throws are legendary, singular lifetime events.



Override

Medium humanoid, chaotic good

Armor Class 18 (magical studded leather)

Hit Points 175 (27d8+54)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +10, Int +7, Wis +6, Cha +8

Skills Acrobatics +10, Athletics +6, Deception +8, Insight +6, Investigation +7, Perception +6, Sleight of Hand +10, Stealth +10, Technology +7

Senses darkvision 60 ft., passive Perception 16

Languages Binary, Common, Dwarven, Elven, Esperanto, Thieves' Cant, Undercommon

Challenge 15 (13,000 XP)

Construct Hatred. Override has advantage on attack rolls and saving throws against constructs.

Detect Technology. Override can scan his surroundings for the presence or absence of technology as a bonus action. This functions as *detect magic*.

Kunai Bandolier. Override never runs out of throwing daggers. The daggers he throws are magical and deal energy damage (which type is chosen when Override draws a dagger). This can be salvaged after Override is killed.

Never Surprised. Override always acts in the surprise round.

Override Control. Override asserts his mastery over computers on a construct or vehicle, taking control of it for 5 rounds. Override spends an action and bonus action to make a Technology check opposed by an Intelligence saving throw; unattended vehicles receive no saving throw.

Rapid Reflexes. When Override makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure she takes half damage.

Sneak Attack. Twice per turn when Override has advantage on an attack roll or is targeting a creature within reach of an ally, he deals an extra 14 (4d6) damage with a weapon attack.

Superior Leaping. Override triples the distance of any jumps he makes.

Targeting Relays. Override does not suffer disadvantage for making ranged attacks while within reach of an enemy.

ACTIONS

Multiattack. Override makes ten thrown dagger attacks each turn.

Thrown Dagger. *Ranged Weapon Attack:* +10 to hit, range (80/240), one target. *Hit:* 7 (1d4+5) magical piercing damage plus 3 (1d6) acid, fire, lightning, radiant, or thunder damage.

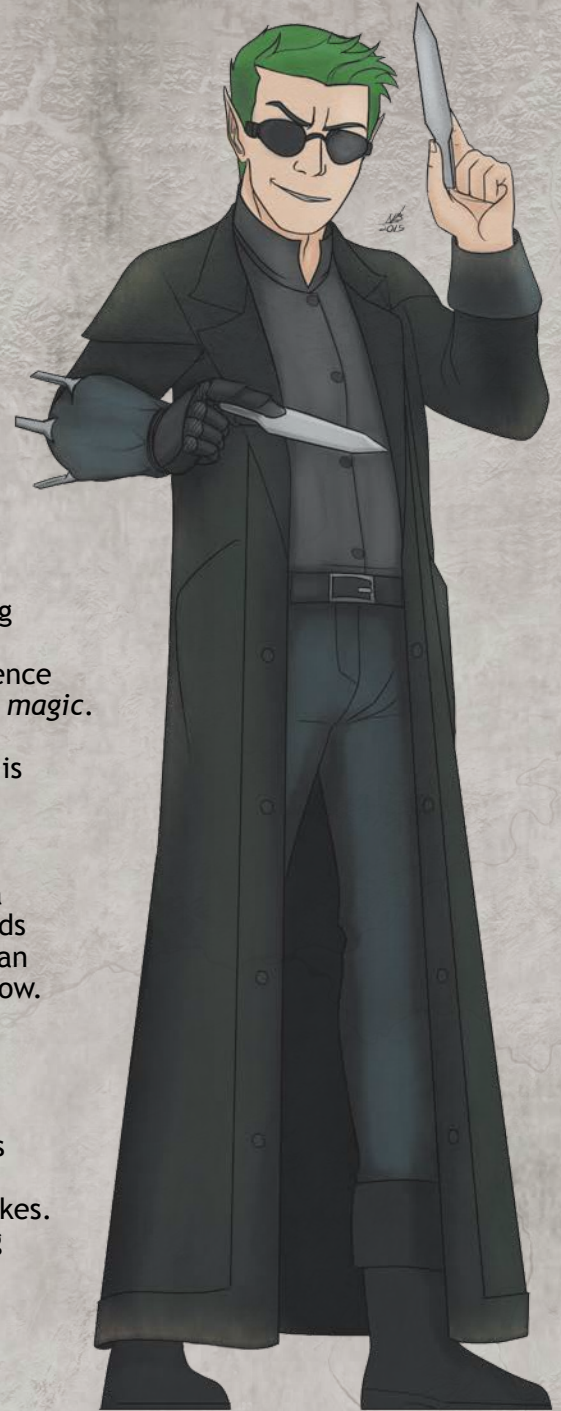
REACTIONS

Fast Reactions. Override receives 4 reactions each round.

Reflexive Dodge. When Override is aware of his attacker, he may spend his reaction to reduce the damage of an attack or spell by half.

In the fall of society where others saw desperation, the mysterious elf known as Override saw something else—the opportunity to build a better world from the ashes. Using his control over technology he blazed across the Wasteland salvaging the survivors he could find, taking them in vehicles to hide in remote wildernesses far removed from the blast zones. Override equipped them all with the finest technology he could acquire and revealed what he believes truly caused civilization's downfall: the meddling of the gaxians.

These survivors and their descendants militarized themselves against the alien threat, organizing into a resistance utilizing the relics of society's former governments and those stolen from extraterrestrial enemies. As he intended these groups banded together to defend themselves from gaxian influence but leadership quickly slipped from his grasp as the eldest members of The Bureau wrestled control from him, taking an aggressive approach to bringing more of humanity (and demigranity) into the fold. Override has since changed his ethos to destroying the organization he began, though more often than not he ends up being a settlement's death knell rather than its savior.



Proletariat

Medium humanoid, chaotic good

Armor Class 15 (18 with mage armor)

Hit Points 95 (10d8+50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	21 (+5)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +9, Con +9, Int +4

Skills Intimidate +5, Investigation +4, Medicine +6, Perception +6, Sleight of Hand +9, Stealth +9, Technology +4

Damage Resistances force, psychic

Damage Immunities critical hits

Condition Immunities charmed, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Undercommon

Challenge 10 (5,900 XP)

Pain Threshold. Proletariat's telekinetic powers provide a natural buffer that protects him from harm. Any attacks or spells that deal 5 points of damage or less do not deal any damage to Proletariat.

Psychic Powers. Proletariat is able to manifest psychic powers that are identical to innately cast spells but immune to the effects of radiation.

He counts as a 10th level spellcaster and his manifesting ability is Constitution (spell save DC 17; spell attack +9). Proletariat can manifest the following spells, requiring no components:

Cantrips: *mage hand*, *mending*

1st (5 slots): *alarm*, *mage armor*, *magic missile*, *shield*

2nd (4 slots): *barkskin*, *pass without trace*, *spiritual weapon*

3rd (4 slots): *fly*, *haste*

4th (3 slots): *stoneskin*

5th (2 slots): *telekinesis*

Telekinetic. Proletariat uses Constitution instead of Strength and is considered Large for determining carrying capacity.

ACTIONS

Multiattack. Proletariat makes three unarmed strike attacks, two telekinetic burst attacks, two telekinetic throw attacks, or one telekinetic burst attack and one telekinetic throw attack each turn.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) bludgeoning damage plus 7 (2d6) force damage and 7 (2d6) psychic damage.

Telekinetic Burst. *Melee Weapon Attack:* +9 to hit, reach 20 ft., multiple targets (20-foot-radius; make an attack roll for each target). *Hit:* 32 (5d10+5).

A DC 16 Dexterity saving throw halves this damage; failure on this save grants the prone condition.

Telekinetic Throw. *Ranged Weapon Attack:* +9 to hit, range (80/160), multiple targets (determined by object size; make one attack roll per target). *Hit:* 9 (1d8+5) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 36 [7d8+5] at 600 pounds).

REACTIONS

Telekinetic Cover. Proletariat rips up a piece of the environment in between an attacker and himself or one ally as a bonus action or reaction, granting cover (AC 15, 15 hp).

There have been scores of Proletariats over the centuries; whomever embodies the vigilante persona always takes on protégés for when they inevitably fall in battle, ensuring the mantle is carried on from generation to generation. The first Proletariat appeared during the Russian Revolution against the Tsarist autocracy, leading the revolt against the capitol building and single-handedly tearing down statues and effigies honoring the royal rulers of the past. More Proletariats fought and died during the Cold War than any other period of history but the destruction of civilization brought an end to the long history of proud bearers of the title—or so it seemed. The *tachyon flux* resonated within the psyche of the Proletariats of years past, congealing their powerful minds into one powerful persona that floats across the Wasteland with a mind to save as many of the downtrodden as possible from ignoble deaths.



S.H.E.R.L.O.C.K.

Large construct, chaotic neutral

Armor Class 16 (natural)

Hit Points 115 (10d10+60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	22 (+6)	20 (+5)	17 (+3)	11 (+0)

Saving Throws Dex +8, Int +9, Cha +4

Skills Athletics +10, Intimidation +4, Investigation +9, Perception +7, Science +9, Stealth +8, Survival +7, Technology +9

Damage Vulnerabilities critical hits, lightning

Damage Resistances cold, fire, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses blindsight 15 ft., darkvision 120 ft., x-ray 30 ft., passive Perception 16

Languages Binary, Common, Draconic,

Dwarven, Elven, Esperanto, Undercommon

Challenge 11 (7,200 XP)

Pain Threshold. Any attacks or spells that deal 10 points of damage or less do not deal any damage to S.H.E.R.L.O.C.K.

Piston Legs. S.H.E.R.L.O.C.K. always counts as having a running start when making a check to jump and may add up to 25 horizontal feet or 15 vertical feet to the distance of any jumps it makes.

Robot Eyes. S.H.E.R.L.O.C.K. can see into and through solid matter. This vision has a radius of 30 feet and can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Solid objects within that radius appear transparent and don't prevent light from passing through them. Thicker substances block the vision, as does a thin sheet of lead.

Spyglass. S.H.E.R.L.O.C.K. gains the benefits of true sight when looking through its spyglass.

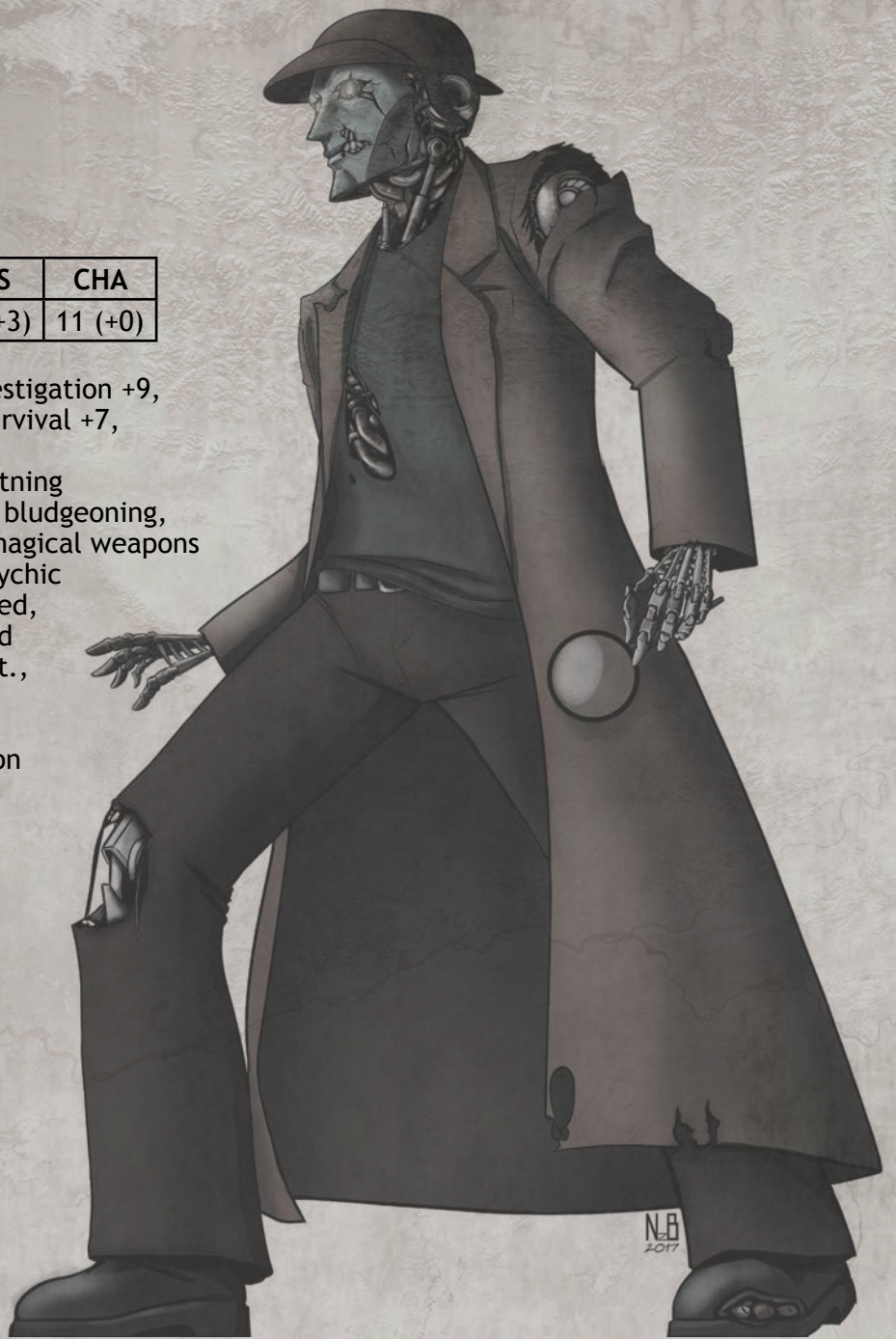
ACTIONS

Multiattack. S.H.E.R.L.O.C.K. makes any combination of three piston arm and junk bullet attacks each round.

Piston Arm. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. **Hit:** 20 (4d6+6) bludgeoning or piercing damage. By spending a bonus action on its turn to reconfigure, S.H.E.R.L.O.C.K. can increase this attack's reach to 25 feet.

Junk Bullet. Ranged Weapon Attack: +8 to hit, range 100/400, one target. **Hit:** 17 (3d8+4) slashing damage.

Great Britain fell hard, bombs peppering most of the countryside and rendering it unlivable for humans and demigrants alike. W.A.T.S.O.N. and S.H.E.R.L.O.C.K. did their best to continue to serve the crown in the subterranean tunnels and passages of England's blasted cities but it didn't take long for radiation and scarcity to fell Paul Addicoat, the living member of the duo. A brilliant engineer unwilling to allow his duty to end, he spent the last of his energies building a bizarre device that melded his mind with the automaton's form. Immune to the lethal environment suffusing the surface, S.H.E.R.L.O.C.K. expanded his territory to include all of Europe and ever since has wandered across the continent trying to preserve whatever life he can find. The robot has been wandering the Wasteland for over a century now and the rigors of his quest have begun to weigh heavy on his artificial mind, the final vestiges of William disappearing in the mysterious cogs of S.H.E.R.L.O.C.K.'s clockwork brain.



Siegreich

Medium humanoid, neutral evil

Armor Class 17 (natural)

Hit Points 229 (17d8+153)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	28 (+9)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Int +9, Wis +8

Skills Insight +8, Intimidate +11, Investigation +9, Perception +15, Stealth +12

Damage Vulnerabilities radiant

Damage Resistances poison; bludgeoning, piercing, and slashing damage from magical weapons

Damage Immunities necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities exhaustion, stunned

Senses darkvision 60 ft., passive Perception 25

Languages Common, Esperanto, German, Mapudungun, Undercommon

Challenge 21 (33,000 XP)

Hyper Strength. Siegreich has advantage on all Strength ability checks and saving throws, and his carrying capacity is tripled

Murderthrow. Siegreich can throw a restrained creature as though they were an object (dealing equal damage to the thrown creature).

Pain Threshold. Siegreich's skin has been transformed, making him into a veritable juggernaut. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Siegreich.

Perfected Hunter. Siegreich gains double his proficiency bonus to Perception checks and his natural weapons count as magical weapons.

Practiced Shot. Siegreich gains his proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

ACTIONS

Multiattack. Siegreich can make four grappled weapon attacks, five unarmed strike attacks, a nazi breath attack and two thrown object attacks, or three thrown object attacks each turn.

Grappled Weapon. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (2d12+7) magical bludgeoning damage. Both the grappled creature and Siegreich's target take this damage, and even on a miss Siegreich deals damage to the grappled creature.

Unarmed Strike. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+7) magical bludgeoning damage plus 18 (4d8) necrotic damage. Instead of dealing damage, Siegreich can grapple a target (escape DC 22). When attacking a creature he has grappled, Siegreich can forego doing damage to restrain the target instead (escape DC 24).

Nazi Breath (6). *Ranged Weapon Attack:* multiple targets (30-foot-square). *Hit:* 115 (21d10) necrotic damage. Creatures make a DC 20 Constitution save to take half damage; on a failure this hit point damage cannot be healed until after taking a long rest.

Thrown Object. *Ranged Weapon Attack:* +12 to hit, range (150/300), multiple targets (determined by object size; make one attack roll per target). *Hit:* 11 (1d8+7) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 59 [12d8+5] at 1,100 pounds).

When the fall of the Third Reich became imminent, a Donnergrieger led fleeing nazi officials to Argentina. All of these despicable soldiers and their corrupted progeny have died or were obliterated in the nuclear holocaust—all but one. The ubermensch known as Siegreich is the last of his kind, the only *alter sapiens* that was smart enough to flee to South America's mountainous peaks after the first bombs were unleashed in the southern hemisphere. His twisted mind sees the Wasteland not as the end of the world, but he shining forge upon which he can build a new and glorious empire. Siegreich roams across the world in search of those he deems to be pure of blood, taking them captive (slaughtering anyone who would oppose him) and transporting them to a fortress-like prison where they are made to live in one long, cruel eugenics experiment. Fortunately the nazi is not a genius and his efforts at more advanced forms of indoctrination have failed to bear fruit, but it is only a matter of time before he finds and abducts someone smart enough to build such a device—a machine that will finally give him the loyal army he so craves.



Tomahawk

Medium humanoid, neutral good

Armor Class 19 (spirit shield)

Hit Points 283 (27d8+162)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	23 (+6)	22 (+6)	23 (+6)	22 (+6)

Saving Throws all +12

Skills Acrobatics +18, Athletics +12, Intimidate +18, Investigation +12, Perception +18, Stealth +12, Survival +12

Condition Immunities exhaustion, frightened, stunned

Senses darkvision 60 ft., passive Perception 28

Languages Common, Dwarven, Elven, Sioux, Undercommon

Challenge 20 (25,000 XP)

Fast Feet. Tomahawk ignores all types of difficult terrain.

Hyper Strength. Tomahawk has advantage on Strength ability checks and saving throws, and her carrying capacity is tripled (1,000 pounds; push, drag, or lift 1 ton).

Pain Threshold. Any attacks or spells that deal 5 points of damage or less do not deal any damage to Tomahawk.

Perfect Combatant. Tomahawk gains double her proficiency bonus to Acrobatics, Intimidate, and Perception checks.

Rapid Reflexes. When Tomahawk makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Spirit Senses. Tomahawk is under the constant effects of the *detect magic* spell.

Spirit Shield. Tomahawk is able to wear her spirit shield on one arm and wield a weapon in the same hand without penalty. By spending her reaction, Tomahawk may project a copy of her spirit shield to float around an ally she can see within 60 feet. Any attacks against an ally protected by Tomahawk's spirit shield are at disadvantage until the start of Tomahawk's next turn.

Superior Leaping. Tomahawk triples the distance of any jumps she makes.

Tactical Genius. By spending a bonus action, Tomahawk grants an ally that can see and hear her an action they must use immediately (costing the benefiting creature its reaction).

Tomahawk Specialist. Tomahawk gains her proficiency bonus to damage with tomahawks, triples the range at which she can throw them, and is not at disadvantage to make ranged attacks with tomahawks while within reach of an enemy.

ACTIONS

Multiattack. Tomahawk makes ten tomahawk attacks each turn; these can be a mix of melee attacks and ranged attacks.

Tomahawks. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (1d6+12) magical slashing damage.

Tomahawks. *Ranged Weapon Attack:* +12 to hit, range (60/180), one target. *Hit:* 15 (1d6+12) magical slashing damage. Immediately after throwing a tomahawk at a target, these weapons reappear in Tomahawk's hands.

The Native American tribes of Wówičakĥe Oyánĥe heeded the warnings of their mystics and shamans, drawing together in a patch of their territory mercifully spared by a servant of Gaia that managed to stop part of the bombardment that assailed most of the North American continent. Never before had the role of Tomahawk become so important and Jessica Westwind is the 13th warrior to carry the mantle—a title that has passed on from her kin more and more frequently over the years. The woods that served as their temporary shelter from the planet's devastation were destroyed by wildfire decades ago and she leads her people across the Wasteland in search of a region able to sustain them, eliminating the worst predators within and making a show of the corpses to ward away any warlords thinking that her tribe might make for easy pickings.



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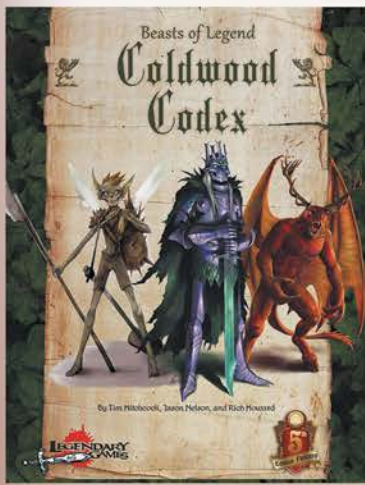
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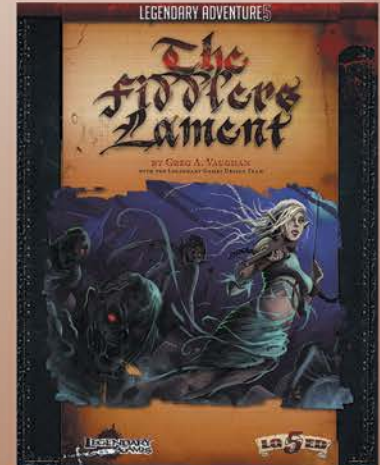
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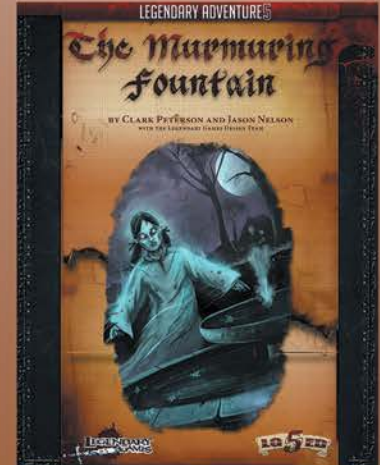
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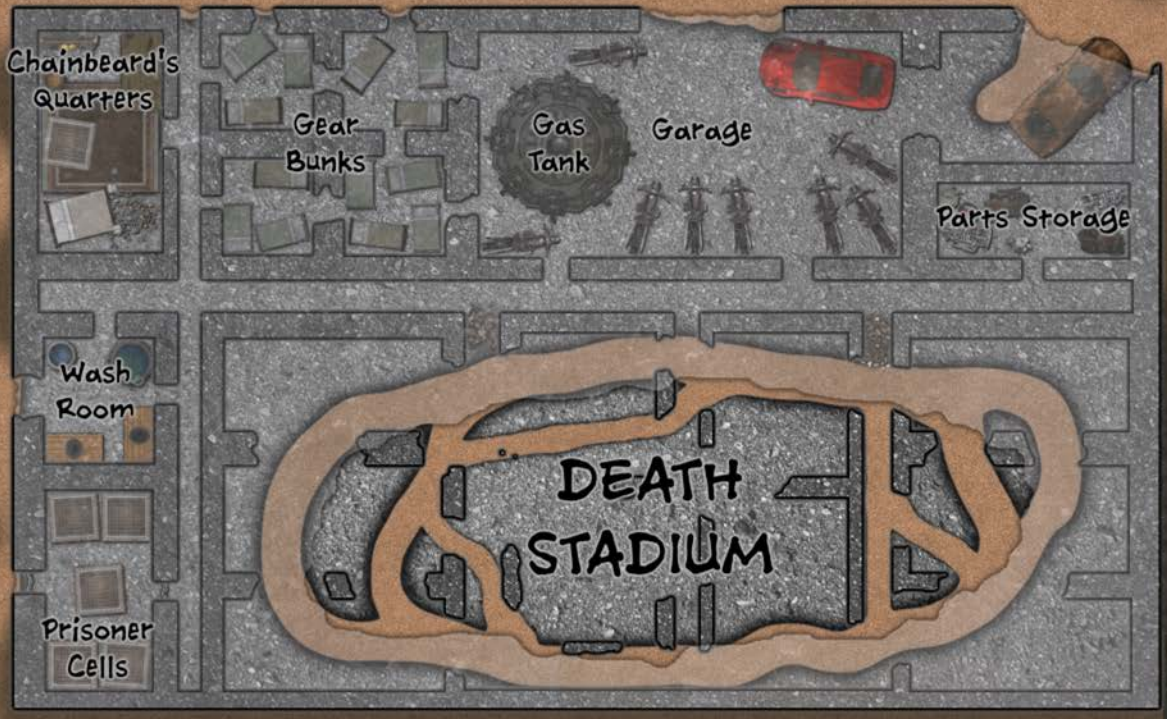
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FLOOR 3



FLOOR 2





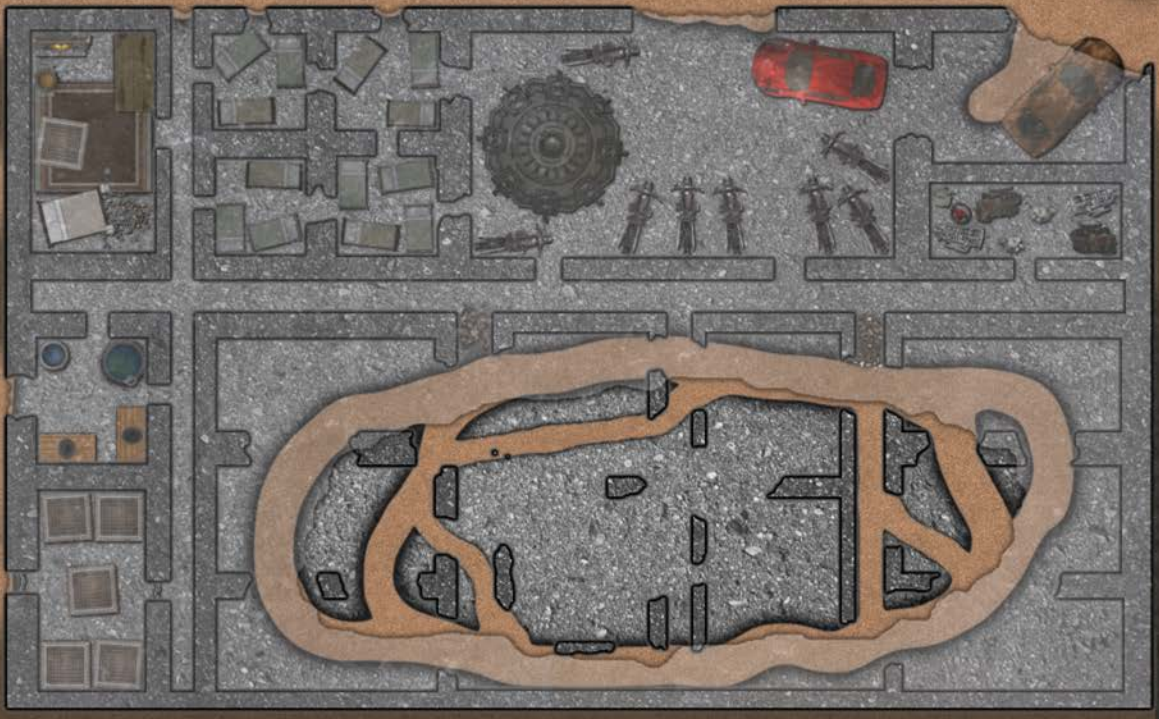
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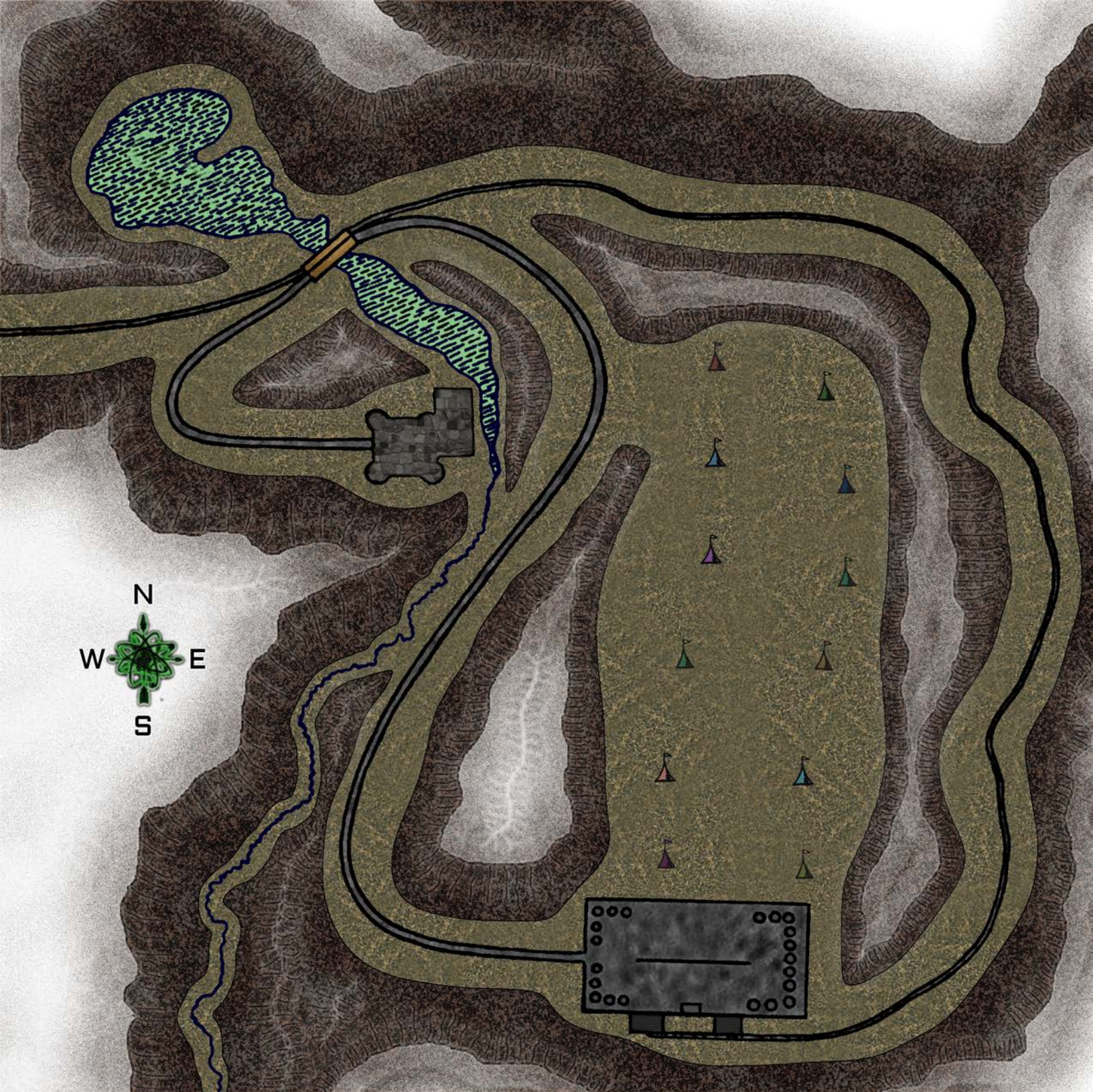
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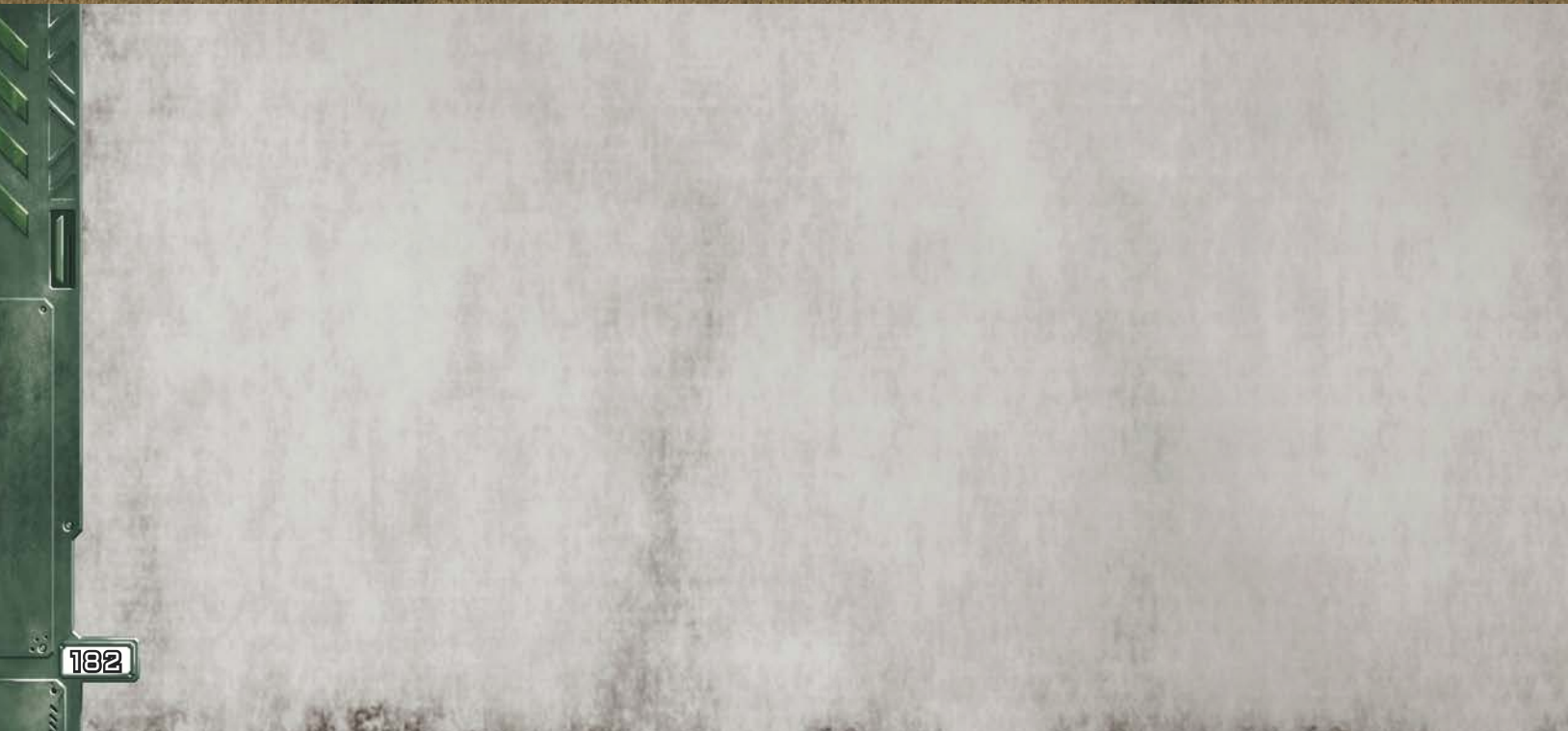
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