

DARWIN'S WORLD:

SCAV'S SWAG

BY

DOMINIC COVEY

EDITING:

CHRIS DAVIS

LAYOUT:

CHRIS DAVIS

WWW.RPGOBJECTS.COM

WWW.DARWINRPG.COM



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DARWIN'S WORLD: SCAV'S SWAG

Well-known to the inhabitants of Styx, "Flea's Market" is a rambling junkyard on the far side of the City, run by the colorful ex-scav, "Flea". Flea's yard is an open-air bazaar of sorts; using a web of scav contacts who prowl the far deserts in all directions, he manages to gather all manner of goods and sells them to anyone interested. While many consider his business a waste of time, those with patience have sometimes found amazing things in the junk heaps and scrap piles of his market.

- Flea's Market, City of Styx, page 192 of Darwin's World 2nd Edition

Going all the way to the city of Styx and hunting down Flea's junkyard shouldn't be the only way to find true odds-and-ends, or unique artifacts for that matter. PC scavs (and indeed any other survivors who brave the wasteland) should have the ability to find interesting loot (or "swag", as real scavs call it) whenever they search ruins or the lairs of their vanquished foes. In addition to laser pistols, advanced armor, and the more expensive gizmos available in *Darwin's World*, what about the minor items that fill out a treasure cache? Previous post-apocalyptic games offered rules for

generating low-value (but not uninteresting) finds, so why not *Darwin's World*?

The following tables are designed to be used by the GM to generate the miscellaneous contents of any particular treasure during a night's game. The focus here is not so much on the more valuable finds; indeed, the GM should probably select what major item is at the core of an encounter's hard-earned loot (its usefulness and corium value based on the party's power level) and only use the tables here to flesh out the other, less valuable but certainly colorful items likely to be found in a given stash. Though there are a few "Easter eggs" mixed in with the mundane items and oddities in these tables. The intent here is only to provide a selection of curios to be found in a given cache.

Keep in mind that the items on these tables may appear valueless to some, but in the post-apocalyptic environment virtually everything can serve more than one purpose. Paper plates are not just for eating off of; industrious PCs can use them to make maps on as they explore, for example. Beer bottle bits are not mere trash, but can be used as minute cutting tools (for getting out of rope bonds), or melted down by a knowledgeable glassblower to create something more useful. The idea of old junk being put to new uses (or simply being carried around as mementos of the past) is at the heart of the genre.

HOW TO USE THESE TABLES

The items on these tables are random, but like any treasure the GM should consider if they are appropriate, and how they would fit in with a treasure. The tables are organized as follows:

Junk is just that - stuff that most people before the Fall would consign to the garbage heap. In the post-apocalyptic environment; however, some of these items might have another use, or at least some value to a scav with a mind for profit. *Use this table for bits of useless junk the PCs might pick up searching a largely looted ruin, or to round out an otherwise complete treasure trove.*

Useful Stuff is just a step above *junk*, but many of these items have an obvious use (and value). *A few of these items are quite valuable, so only use this table when appropriate.*

Clothing includes any garment or salvageable attire. Used



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to rags and hand-made shifts of clothing, most survivors consider pre-Fall clothing a valuable find indeed. *Use this table to determine the clothes of a vanquished enemy, or soiled and discarded clothing lying about a creature's lair.*

Consumables, though often underplayed, are an important part of a scav's list of wanted goods. Consumables include food and other things that keep a survivor alive in the wasteland. *Use this table to determine rations carried by an enemy, or stashes found while exploring the ruins of buildings, shopping malls, etc.*

Lost Knowledge includes traditional "arcana"; anything containing the written word or images recorded for posterity from before the Fall. Technically many of these items hold little or no value, except to collectors and those pseudo-societies of the Twisted Earth with a fascination with the past. *Use this table for articles in a thinker's abode, a tinker's workshop, or in the hands of an enemy mech or gang leader.*

Juju is medicine, the "magic" of the Ancients. Juju is highly valued by the survivors of the apocalypse, and the mysterious nature of the stuff and its often life-giving (or life-taking) properties make it only that much more sought after. *Because healing is rare in Darwin's World, many players often resort to searching for and looting clinics and hospitals; use this table for the contents of old abandoned hospitals and similar institutions. Note that many items here are of a high value, so use this table only at your discretion.*

Some finds have special uses, or require a rules clarification, which are shown in parenthesis when applicable. In addition, in case PCs simply want to sell off these random items (instead of finding a use for them), all finds include a value in corium pieces (also in parenthesis). As GM you can inflate these prices depending on the situation (for instance, if a junk item from the past is sold to someone obsessed with the Ancients, the value may be considerably higher).

TABLE 1: JUNK

Roll	Item
01	Used oily rags - 1d3 in number (0.5 cp each)
02	Used bandages - 1d4 in number (10% cumulative chance of stabilizing a character at -1 to -4 hit points; 5 cp each)
03	Empty glass medicine bottle (2 cp)
04	Used ready syringe (10% of contracting a disease or being poisoned; equal chance of either; 100 cp)
05	Used ready syringe, with a random drug within; 25% chance enough is left to equal one dose (otherwise as 04, above)
06	Crushed aluminum can (0.1 cp)
07	Crushed beer bottle bits - 2d4 in number (0.1 cp each)

STARTING AS JUNK COLLECTORS

As an alternative to the starting equipment that characters get from certain Backgrounds in *Darwin's World*, the tables here can be used to generate random starting artifacts. While the results will be random, players may find it fun to "gamble" with what they start with, since rolling something more flavorful (or even more valuable) is there.

If a player opts to try a random roll, he receives a number of rolls depending on his actual Background, as shown here:

Background	Instead of This...	You Get This
Feral	Simple weapon	1 roll on Table 1 plus 1 roll on Table 4
Tribal	Masterwork weapon or mount	1 roll on Table 1 plus 1 roll on Table 2 or Table 4
Ritual Preservationist	Artifact 3,000 cp or less	1 roll on Table 1 plus 1 roll on Table 5
Resentful	-	1 roll on Table 1 or 1 roll on Table 4
Radical	-	1 roll on Table 1 or 1 roll on Table 4
Degenerate	Artifact 3,000 cp or less	1 roll on Table 2 plus 1 roll on Table 4
Resurrector	Artifact 3,000 cp or less	1 roll on Table 2 plus 1 roll on Table 4
Visionary Reinventor	Artifact 3,000 cp or less	1 roll on Table 2 plus 1 roll on Table 4
Guardian	Weapon 12,000 cp or less	1 roll on Table 5 plus 1 roll on Table 6
Hedonist	Artifact 6,000 cp or less	1 roll on Table 2 plus 1 roll on Table 5
Advanced	Artifact 12,000 cp or less	1 roll on Table 5 plus 1 roll on Table 6

Using this variant rule (instead of the standard set cp amount for starting artifacts) should be up to each individual player. Don't force your players to choose this option!

If the players feel cheated by what they roll (i.e. end up with 150 cp in goods when they could have started with a 3,000 cp artifact), you may even give their characters the difference in corium pieces at the start of play.

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08	Empty beer bottle (2 cp)	44	Korean War-era military-issue dogtags (1 cp)
09	Insulated copper wire - 3d12 yards in length (10 cp per yard)	45	Ornate music box with rotating ballerina inside (25 cp)
10	Paper plates - 2d12 in number (0.1 cp each)	46	Novelty oversized glasses (0.1 cp)
11	Key chain - currently holds 1d4 keys (2 cp)	47	Novelty oversized tie (0.1 cp)
12	Cigarette pack - 2d10 cigarettes inside (10 cp each)	48	Silver ankh amulet (5 cp)
13	Broken CD - Big Bands Bonanza – Hits of The 1940s (2 cp)	49	Pair of six-sided dice (0.5 cp each)
14	Deodorant stick - 50% chance of being dried-up beyond use (25 cp; 2 cp if dried-up)	50	Gold-rimmed 19th-century cameo (25 cp)
15	Plastic shampoo bottle (2 cp)	51	Tattered American flag (5 cp)
16	Spool of dental floss (1 cp)	52	Tattered foreign flag (5 cp)
17	Bar of scented soap (10 cp)	53	Exquisite jeweled necklace (200 cp)
18	Moist towlette in sealed packaging (1 cp)	54	1970s-era “mood ring” (25 cp)
19	Old spectacles (50 cp)	55	Gold wedding band (5 cp)
20	Packaged shaving cream - good for one shave (1 cp)	56	Gold coins - 1d12 in number (0.1 cp each)
21	Straight razor (5 cp)	57	Silver dollars - 1d4 in number (0.1 cp each)
22	Plastic clipboard (2 cp)	58	Nickles - 1d20 in number (0.1 cp each)
23	Deck of playing cards - 1d6-1 cards missing (4 cp)	59	Pennies - 3d100 in number (0.05 cp each)
24	Colorful highlighter pens - 2d4 in number, random colors (10 cp each)	60	Old dollar bills - 1d20 in number (0.01 cp each)
25	Novelty fuzzy dice - pair (0.1 cp each)	61	Bag of child's marbles - 4d4 in number (1 cp each)
26	Spray air freshener - 1d4 uses left (30 cp; 2 cp when empty)	62	Bag of child's jacks - 4d4 in number (1 cp each)
27	Glass “snow globe” with wintry scene inside (50 cp)	63	Child's jump rope (2 cp)
28	Cheap costume jewelry – beaded necklace (5 cp)	64	Football, partially deflated (2 cp)
29	Plastic ring with glass jewel - cheap gaudy jewelry (8 cp)	65	Baseball, partially deflated (2 cp)
30	Gold tooth (10 cp)	66	Basketball, partially deflated (1 cp)
31	Condoms - 2d4 in number (5 cp each)	67	Origami duck (0.01 cp)
32	Small bag filled with cut diamonds - 3d4 in number (100 cp each)	68	Miniature American flag on stick (0.5 cp)
33	Gold earrings - pair (5 cp each)	69	Toothbrush (2 cp)
34	Silver crucifix on neck chain (5 cp)	70	Plastic coat hangar (1 cp)
35	Bazooka gum wrapper - covered in hand-written secret codes (0.01 cp)	71	Phony dog crap (1 cp)
36	Authentic policeman's badge (1 cp)	72	Metal wire coat hangar (2 cp)
37	Credit card (1 cp)	73	License plate (2 cp)
38	Photograph of a family of Ancients, smiling happily (5 cp)	74	Woman's platinum blonde wig (10 cp)
39	Tube of lipstick (2 cp)	75	Man's hairpiece (5 cp)
40	Woman's silver ID bracelet (2 cp)	76	Packaged potpourri (0.01 cp)
41	Child's gold locket with pictures intact inside (10 cp)	77	Old bowling trophy, chipped (5 cp)
42	Party balloons - 3d4 in number (5 cp each)	78	Pearl necklace (5 cp)
43	Used and discarded gas mask filter (1 cp)	79	Inflatable American Sweetheart love doll (100 cp)
		80	Bar of solid gold (5 cp)
		81	Stuffed animal toy – bunny (2 cp)
		82	Cosmetic press-on nails - 2d6 in number (1 cp each)
		83	Bottle of woman's fingernail polish - 3d6 uses left (10 cp; 1 cp when empty)
		84	Travel game of chess (20 cp)

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85	Barbie doll - no clothes (2 cp)
86	Miniature hologram projector; projects image of various models in bathing suits (requires power cell to operate; 50 cp)
87	Cracked (useless) microchips - 2d4 in number (0.5 cp each)
88	Fist-sized clump of chewed and long-dried bubblegum (0.1 cp)
89	Corroded (totally useless) and rusted Ruger Service-Six (40 cp)
90	Magician's novelty wand – 5% chance it can also be used as a one-shot dazzle rifle when button is pressed (10 cp)
91	Novelty collapsible top-hat (2 cp)
92	Cheap Saturn-shaped earrings - pair (5 cp each)
93	Intact plastic model kit of B-52 Stratofortress (5 cp)
94	Christmas-tree tinsel - 3d4 yards long (5 cp per yard)
95	Pewter picture frame (2 cp)
96	Slinky toy (5 cp)
97	Save The Bald Eagle button (2 cp)
98	Plastic squirt gun (25 cp)
99	Punctured/slashed car tire (5 cp)
00	Remains (useless) of an advanced military satellite, fallen out of orbit (500 cp in scrap)

TABLE 2: USEFUL STUFF

Roll	Item
01	4 ft x 3 ft cloth bath towel (5 cp)
02	2 ft x 1 ft plastic bag (1 cp)
03	1 liter insulated travelling mug (5 cp)
04	Styrofoam cups - 2d12 in number (0.1 cp each)
05	Paper towel roll - 4d12 sheets (0.01 cp each)
06	Toilet paper roll - 4d12 sheets (0.01 cp each).
07	Flimsy plastic pen (5 cp)
08	Leather backpack with beaded tassles (75 cp)
09	Metal sewing needle (1 cp)
10	Cigarette lighter - 8d4 uses left (90 cp; 0 cp when empty)
11	Audio tape - blank (25 cp)
12	Portable camping cooler (25 cp)
13	Portable water cooler - holds two gallons (25 cp)
14	Canteen (20 cp)
15	Standard binoculars (100 cp)
16	Can opener (25 cp)
17	Road flare – one use (5 cp)

18	Heavy plastic flashlight (75 cp)
19	Power cell (50 cp)
20	Portable stove (125 cp)
21	Non-stick cooking pot (15 cp)
22	Metal eating utensil – “spork” (2 cp)
23	Sleeping bag (90 cp)
24	Paper sack filled with charcoal - good for 1d6 fires (50 cp; 1 cp when empty)
25	Metal can of lighter fluid - 1d20 uses (75 cp; 1 cp when empty)
26	Collapsible fishing pole (25 cp)
27	Colorful hooks and assorted lures - 2d4 in number (3 cp each)
28	Metal tackle box (5 cp)
29	Box of matches - 1d20 in number (1 cp each)
30	Treated firewood (can be lit even when wet) - good for 1d4 campfires (2 cp each)
31	Magnifying glass (50 cp)
32	Spray paint can, random color - 2d20 uses (10 cp; 1 cp when empty)
33	Bright orange climber's rope - 150 feet in length (double hit points of normal rope; 60 cp)
34	Crowbar (20 cp)
35	Stage IC identity card (1,000 cp)
36	Stage IIC identity card (2,000 cp)
37	Forged stage IIIC identity card (20% chance it sets off any alarms present when used; 5,000 cp)
38	Stage IM identity card (1,000 cp)
39	Stage IIM identity card (6,000 cp)
40	Survival kit (1,800 cp)
41	Firestarter cube (25 cp)
42	2 liter jerry can (5 cp)
43	Flash goggles (500 cp)
44	Bright orange plastic box 1 ft x 1 ft - contains inflatable ten-man rubber life raft (1,000 cp)
45	Camping lantern (50 cp)
46	Hip holster - 50% chance it contains a randomly-determined revolver (40 cp)
47	Standard flashlight - 50% chance of having a power cell (75 cp)
48	1 liter plastic thermos - top becomes cup when removed (10 cp)
49	Colorful plastic lunchbox (5 cp)
50	Replacement shaving blades - 3d4 in number (3 cp each)

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51	Globe, as of 1600 A.D. (50 cp)
52	Globe, as of 2000 A.D. (150 cp)
53	Violin case, with violin intact inside (10 cp; 150 cp for violin)
54	Harmonica (25 cp)
55	Generic sunglasses (10 cp)
56	Stylish sunglasses (15 cp)
57	Acoustic guitar; 10% chance of missing 1d2 strings (150 cp)
58	2-person dome tent (150 cp)
59	Ion bonding tape (800 cp)
60	Cannister of spray rubber; coats uninsulated wire, seals holes in tents, etc. - 2d4 applications (75 cp; 0 cp when empty)
61	Potato sack (1 cp)
62	Army-issue web-belt - 2d3 pouches contain full 5.56mm magazines (150 cp; more with ammo)
63	Army-issue web-belt - 1d2 pouches contain full power clips (150 cp; more with ammo)
64	Shovel (20 cp)
65	Broken car side mirror (20 cp)
66	Spray insect repellent - 2d10 uses (15 cp; 1 cp when empty)
67	Metal scissors (10 cp)
68	Tea kettle (15 cp)
69	Box of crayons - 2d20 in number (2 cp each)
70	Bottle of non-toxic paper glue - 2d10 applications (10 cp; 2 cp when empty)
71	Can of Play-Doh (5 cp)
72	Colorful plastic yo-yo (1 cp)
73	Steel handcuffs and key (100 cp)
74	Portable stove; 10% chance of exploding as a fragmentation grenade whenever used (125 cp)
75	Leather hip sheath - contains a multipurpose tool (10 cp; 200 cp for multipurpose tool)
76	Large metal can of weatherproof house paint (20 cp; 2 cp when empty)
77	Paint roller (5 cp)
78	Light rod (15 cp)
79	Light rod, currently glowing - 1d2 hours remaining (0 cp)
80	Cardboard box of unused light rods - 3d4 in number (15 cp each)
81	Magnesium firestarter (350 cp)
82	Fire extinguisher (75 cp)

83	Loose collection of brass casings (random caliber) - 1d100 casings (0 cp each, but useful for handloading)
84	Child's ceramic teacup (1 cp)
85	Portable folding 3 ft x 3 ft camping table (50 cp)
86	Duct tape (50 cp)
87	Firecracker noisemakers - 1d100 in number (0.5 cp each)
88	Fishing net (50 cp)
89	Backpack-sized spray defoliant herbicide; inflicts damage as a flamethrower against mutant plants - 1d20 charges (300 cp)
90	Plastic weatherproof tarp - 10 ft x 10 ft (20 cp)
91	Fine leather web-belt - 2d3 pouches contain whetstones for blade sharpening (150 cp; 10 cp per whetstone)
92	Travelling cage for dog or cat (50 cp)
93	Automatic tape measure (20 cp)
94	Child's school backpack (carries half the normal amount of a backpack; 50 cp)
95	A post-Fall hand-painted poster calling on people with any skill at mining to flock to the city of 'Lil Vegas (0.05 cp)
96	Super-compact survival kit (the size of a fanny pack; 1,900 cp)
97	Hiker's backpack, with 2-person dome tent inside (75 cp; 150 cp for tent)
98	Pre-Fall road map of PCs' current locale (25 cp)
99	Basic mechanical tool kit (600 cp)
00	Army-issue satchel - contains a demolitions kit (600 cp)

TABLE 3: CLOTHING

Roll	Item
01	Army-issue fatigue jacket - green camo (15 cp)
02	Diver's webbed flippers (15 cp)
03	Tennis shoes, badly worn (10 cp)
04	Rollerskates (15 cp)
05	Reinforced hiking boots (20 cp)
06	Military-issue combat boots (20 cp)
07	Child's party mask (2 cp)
08	Tennis shoes, good condition (15 cp)
09	Vegas-style showgirl's pink feathery headdress (5 cp)
10	Leather gloves (10 cp)
11	Army-issue fatigue pants - green camo (15 cp)
12	Blue jeans (10 cp)

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13	Bright nylon body stocking – fashionable, form-fitting, pre-Fall unisex outfit (40 cp)	46	Ice skates (15 cp)
14	Leather sandals (5 cp)	47	HazMat acid resistant coat (provides DR 2 against acid; 100 cp)
15	Studded leather bra (10 cp)	48	Post-Fall lamellar armor made from overlapping license plates (as chainmail shirt; 800 cp)
16	Fedora hat (15 cp)	49	Snowshoes (10 cp)
17	Skin-tight reflective coveralls (diffuses sun's heat, making it cool inside; 40 cp)	50	Partial Army uniform - camo jacket, web-belt, and helmet (185 cp)
18	Pair of fishnet stockings (2 cp)	51	Fetishist's full rubber body suit – including full face mask (50 cp)
19	Clear plastic shirt or blouse – fashionable pre-Fall outfit (10 cp)	52	Lab coat (5 cp)
20	Clear plastic pants – fashionable pre-Fall outfit (10 cp)	53	WWI German helmet with spike (20 cp)
21	Cowboy hat (15 cp)	54	Post-Fall armor made from interconnected beer tabs (as chainmail shirt; 800 cp)
22	Leather boots (50 cp)	55	Elvis costume (80 cp)
23	Spiked dog collar (5 cp)	56	Post-Fall suit of armor made from pre-Fall coins sewn to a leather backing (as chainmail shirt; 800 cp)
24	Police officer's dress hat (10 cp)	57	Santa Claus hat (5 cp)
25	Socks (10 cp)	58	Full SS dress uniform (80 cp)
26	Rain coat (20 cp)	59	Undershirt (5 cp)
27	Army-issue rain poncho - green camo (20 cp)	60	Underpants (5 cp)
28	T-shirt - random slogan or icon on front/back (5 cp)	61	Full set of discarded clothes - undershirt, underpants, t-shirt, jeans (20)
29	Bright orange prisoner's coveralls (30 cp)	62	Costume from early Flash Gordon series (30 cp)
30	Ski mask (5 cp)	63	Post-Fall cuirboilli jerkin (as leather armor; 40 cp)
31	Post-Fall armor made from metal hubcaps (front and back) sewn to leather jacket (as chainmail shirt; 800 cp)	64	Mink stole (5 cp)
32	Full Army uniform - camo jacket, shirt, pants, web-belt, and helmet (200 cp)	65	Fancy pink boa (5 cp)
33	Union army cap (10 cp)	66	Alligator-skin boots (25 cp)
34	Crystal tiara (25 cp)	67	WWII Flying Tigers jacket (as leather jacket; 25 cp)
35	Fancy three-piece pin-striped suit, intact (100 cp)	68	Fireman's fire resistant coat (provides DR 2 against heat; 100 cp)
36	Rhinestone cowboy shirt (25 cp)	69	Leather breastplate covered with polished mirror shards – an attempt to recreate LazAb armor (it doesn't work; 25 cp)
37	Wrap-around mirror sunglasses (150 cp)	70	Fireman's helmet (20 cp)
38	Wrap-around black sunglasses (150 cp)	71	Gas station attendant's coveralls - oily and patched up (30 cp)
39	Fancy silk kimono with dragon design, intact (100 cp)	72	Fine black leather trenchcoat (150 cp)
40	Skin-tight white coveralls of a strange pre-Fall fabric (100% resistant to minor scrapes and tears; 50 cp)	73	Protective lead body apron for use in X-Ray examinations (20 cp)
41	Partial Army uniform - camo jacket, shirt, and pants (45 cp)	74	Spandex stretch pants (30 cp)
42	Airforce pilot's jumpsuit (40 cp)	75	Silky Grecian-style toga – dome-dweller outfit (20 cp)
43	Clear plastic coat - pre-Fall high-fashion outfit (10 cp)	76	Post-Fall armor consisting of a leather backing with metal nuts sewn to the surface (as chainmail shirt; 800 cp)
44	Clear plastic "bikini platemail" - hedonistic dome-city "fetish outfit" (50 cp)		
45	1950s-style winged glasses - 50% chance each lens is missing (50 cp)		

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77	Desert-camo pullovers (50 cp)
78	Flowing white robes (20 cp)
79	Silver bracer – gaudy and ornate pre-Fall bracelet (10 cp)
80	Clown costume (40 cp)
81	Clear plastic catsuit – fashionable, form-fitting, pre-Fall outfit (50 cp)
82	Men's ties - 2d4 in number (1 cp each)
83	Arctic-camo pullovers (40 cp)
84	Football jersey - random team (10 cp)
85	Basketball jersey - random team (10 cp)
86	Baseball cap (5 cp)
87	Child's pajamas (2 cp)
88	Bulky gorilla costume (40 cp)
89	Post-Fall tunic made of lizard scales sewn to a leather backing (as leather armor; 40 cp)
90	Authentic 12th century chainmail tunic (as chainmail shirt; 800 cp)
91	Bomb-squad armor (treat as special security suit; 5,000 cp)
92	Woman's platform heels (2 cp)
93	Expensive leopard-skin jacket (20 cp)
94	Fine leather shoes (20 cp).
95	Fluffy bunny slippers (5 cp)
96	Full set of clothes, neatly folded - undershirt, underpants, t-shirt (20 cp)
97	Studded leather jacket with biker imagery on back (25 cp)
98	Acid-resistant gloves - permits the handling of acids (30 cp)
99	Road maintenance safety vest (5 cp)
00	18th-century French valet's attire (80 cp)

TABLE 4: CONSUMABLES

Roll	Item
01	Military MRE ("meal ready to eat"), sealed (10 cp)
02	Canned ham spread (5 cp)
03	Canned soup (5 cp)
04	Packaged oatmeal (requires water; 5 cp)
05	Canned peaches (5 cp)
06	Military MREs ("meal ready to eat"), sealed – 1d4 in number (10 cp)
07	Canned pears (5 cp)
08	Canned fruit cocktail (5 cp)
09	Canned tomatoes (5 cp)

10	Sealed dehydrated ice cream (20 cp)
11	Tube of paste peanut butter (5 cp)
12	Tube of paste liver pate (5 cp)
13	Cardboard box of Hershey's chocolate bars - 3d4 in number (5 cp each)
14	Bottle of synthihol "scotch" (20 cp)
15	Bottle of synthihol "vodka" (20 cp)
16	Canned domestic synthihol "beer" (20 cp)
17	Canned soft drink (5 cp)
18	Canned six-pack of synthihol "beer" (120 cp)
19	Canned six-pack of soft drinks (30 cp)
20	Canned herring in mustard sauce (5 cp)
21	Canned clams (5 cp)
22	Canned caviar (5 cp)
23	Canned pineapple slices (5 cp)
24	Canned artichoke hearts (5 cp)
25	Vacuum-packed beef jerky strips - 1d4 days worth (10 cp)
26	Bottle of synthihol "wine" (20 cp)
27	Can of chicken soup (requires water; 5 cp).
28	Military MRE ("meal ready to eat"), sealed – 2d4 in number (10 cp)
29	Cardboard box of power bars - 1d100 in number (10 cp each)
30	Can of refried beans (5 cp)
31	Can of baked beans (5 cp)
32	Canned pearl onions (5 cp)
33	Bags of dehydrated noodle soup - 2d10 in number (requires water; 5 cp each)
34	Bag of potato chips (2 cp)
35	Bag of pork rinds (2 cp)
34	Canned peanuts (5 cp)
35	Bottle of genuine champagne (100 cp)
36	Can of chicken broth (5 cp)
37	Canned spaghetti (5 cp)
38	Canned ravioli (5 cp)
39	Military K-ration - 12 cigarettes, gum, can of pork meat, can of beef/pork loaf (20 cp each)
40	Military K-rations – 1d4 in number (as 39 above; 20 cp each)
41	Large box of military K-rations (complete with instructions on how to turn box into a makeshift toilet) - 2d20 in number (as 39 above; 20 cp each)
42	Canned corned beef hash (5 cp)

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43	Exotic oriental soup mix; egg flour, hot and sour, or wonton (requires water; 5 cp)	70	Large red dehydrated pill; dehydrated steak (20 cp)
44	Packaged pasta (requires water; 2 cp)	71	Large blue dehydrated pill; dehydrated fruit snack (20 cp)
45	Canned military C-ration – meat/vegetable stew, meat and beans, etc. (5 cp)	72	Large orange dehydrated pill; dehydrated cheeseburger (20 cp)
46	Canned military C-rations - 1d4 in number (as 45 above; 5 cp)	73	Large white dehydrated pill; dehydrated ice cream sundae (20 cp)
47	Large box of military C-rations (complete with instructions on how to turn box into a makeshift toilet) - 1d100 in number (as 45 above; 5 cp each)	74	Large yellow dehydrated pill; dehydrated french fries (20 cp)
48	Ready-meal; processed “mystery meat” meal (20 cp)	75	Large green dehydrated pill; dehydrated algae (20 cp)
49	Readi-meal; selection of reconstituted algae bars (20 cp)	76	Box of dehydrated pills (random assortment) - 2d4 in number (20 cp each)
50	Readi-meal; plankton cakes (20 cp)	77	Box of dehydrated pills (random assortment) - 2d6 in number (20 cp each)
51	Readi-meal; exciting uses for recycled fat (20 cp)	78	Box of dehydrated pills (random assortment) - 2d8 in number (20 cp each)
52	Readi-meal; chicken-ish (20 cp)	79	Box of dehydrated pills (random assortment) - 2d10 in number (20 cp each)
53	Readi-meal; rat - the other white meat (20 cp)	80	Paper packet of HEVE candy – 2d12 in number (20 cp each)
54	Readi-meal; seven kinds of soy (20 cp)	81	Power bar (10 cp)
55	Readi-meal; compost cornucopia (20 cp)	82	Cardboard box of power bars - 1d100 in number (10 cp each)
56	1 liter bottle of spring water, sealed (2 cp for the bottle; 5 cp)	83	Plastic pocket-sized survival kit - contains 2d4 salt pills (0.5 cp for case; 20 cp per pill)
57	1 liter bottles of spring water, sealed - 1d4 in number (2 cp for the bottle; 5 cp)	84	Packaged salt pills - 2d20 in number (20 cp per pill)
58	1 liter bottle of tap water (10% chance of causing parasitic infestation; 2 cp for the bottle; 5 cp)	85	1 liter bottle of distilled water (2 cp for the bottle; 5 cp)
59	1 liter bottles of tap water - 1d4 in number (10% chance of causing parasitic infestation; 2 cp for the bottle; 5 cp)	86	1 liter bottles of distilled water - 1d4 in number (2 cp for the bottle; 5 cp)
60	Military D-ration (treat as a power bar; 10 cp)	87	Six-pack of 1 liter bottles of distilled water (2 cp per bottle; 5 cp)
61	Military D-rations - 1d4 in number (as 60 above; 10 cp each)	88	Jug of locally-made whiskey (5 cp for jug; 20 cp)
62	Cardboard box of military D-rations - 1d100 in number (as 60 above; 10 cp each)	89	Jug of locally-made beer (5 cp for jug; 20 cp)
63	Cardboard box of military MREs (“meal ready to eat”), sealed - contains 20 units (10 cp each)	90	Jug of locally-made fermented goat’s milk (5 cp for jug; 10 cp)
64	Box of ready-meals (random assortment) – 1d4 in number (20 cp each)	91	Bottle of pre-Fall genuine beer (30 cp)
65	Box of ready-meals (random assortment) – 1d6 in number (20 cp each)	92	Bottle of pre-Fall genuine whiskey (30 cp)
66	Box of ready-meals (random assortment) – 1d8 in number (20 cp each)	93	Bottle of pre-Fall genuine Jamaican rum (30 cp)
67	Box of ready-meals (random assortment) – 1d12 in number (20 cp each)	94	Bottle of cheap synthihol “table wine” (20 cp)
68	Box of ready-meals (random assortment) – 2d12 in number (20 cp each)	95	Box of powdered milk (requires water; 5 cp)
69	Box of ready-meals (random assortment) – 3d12 in number (20 cp each)	96	Boxes of powdered milk - 1d4 in number (requires water; 5 cp)
		97	Bottle of dehydrated pills of various colors - actually potassium iodide tablets (2 cp for the bottle; 200 cp per pill)

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98	Cyborg sustenance tube, apparently dropped (50 cp)
99	Abandoned crate of cyborg sustenance tubes - 2d20 in number (200 cp for the crate; 50 cp per tube)
00	Microwave-sized contraption - experimental device that transforms any organic input into an edible and nutritious sludge (requires a power pack; 10,000 cp)

TABLE 5: LOST KNOWLEDGE

Roll	Item
01	Leather zippered case containing a vehicle driving manual (20 cp for case; 50 cp for manual)
02	Leatherbound copy of the Bible (10 cp)
03	Propaganda flyer calling for the reader's enlistment in the U.S. Army (0.05 cp)
04	Propaganda flyer calling for the investment of the reader's funds into War Bonds (0.05 cp)
05	Comic book (10 cp)
06	Ancient newspaper, with random sections intact (0.05 cp)
07	Colorful greeting card (0.01 cp)
08	Musical greeting card (10 cp)
09	Pornographic magazine (200 cp)
10	Bizarre fetish magazine (200 cp)
11	Plastic accordion case containing comic book collection - 10-40 issues (5 cp for case; 10 cp per comic)
12	Old almanac (10 cp)
13	Joke book (20 cp)
14	Adventure novel (20 cp)
15	Romance novel (50 cp)
16	Horror novel (20 cp)
17	Mystery novel (20 cp)
18	Erotic novel (75 cp)
19	Photo album filled with pre-Fall pictures (150 cp)
20	Digest magazine (20 cp)
21	Plastic sleeve containing pre-Fall mapbook of the United States (25 cp)
22	Rolled-up wartime poster warning against leaving the lights on during the night bombing raids on Los Angeles (0.05 cp)
23	Child's coloring book (10 cp)
24	Child's "paint-by-numbers" book (10 cp)
25	Telephone book (1 cp)
26	Address book (1 cp)
27	Leather attache case containing building blueprints (80 cp for case; 250 cp for blueprints)

28	T.V. guide (0.5 cp)
29	Nautical charts of U.S. coastal waters (50 cp)
30	Travel brochure of the Dakotas, with the location of old silos circled in red (400 cp)
31	Fold-out road map with unknown route traced out (25 cp)
32	Envelope containing old photographs of pre-Fall people (50 cp)
33	Leather attache case containing sheaf of papers covered in mathematical formulas (80 cp for case; 50 cp for papers)
34	Blank spiral notebook - 1d100 pages (0.05 cp per page)
35	Three-ring binder containing laminated diagrams of a city power grid (5 cp for binder; 200 cp for diagrams)
36	Three-ring binder containing laminated diagrams of a city sewer system (5 cp for binder; 100 cp for diagrams)
37	Book of methods of generating natural power - wind/water/solar power (500 cp)
38	Picture guide of U.S. State Parks (25 cp)
39	A complete floorplan of the building/ruin/installation the PCs currently find themselves in, with labels (25 cp)
40	Tourist's guide to the Caribbean (40 cp)
41	100 pages of lined paper, sealed (0.05 per sheet)
42	Dog-eared copy of Mein Kampf (10 cp)
43	Playboy calendar - missing 1d2 months (150 cp)
44	Scandal magazine (20 cp)
45	Sealed and framed copy of the Declaration of Independence (50 cp)
46	Unidentifiable book of scribbled codes (5 cp)
47	Minute (and easily concealable) copy of the Communist Manifesto (100 cp)
48	Catalog of mail-order Loving Homemaker robotic "partners" (pleasure droids) - full of pictures (150 cp)
49	Leatherbound book on English heraldry (50 cp)
50	Computer operator's manual (+2 competence bonus on Computer Use checks; 300 cp)
51	Minute (and easily concealable) pamphlet containing Brethren propaganda (20 cp)
52	Collection of crossword puzzles (20 cp)
53	Anatomy guide to the human body (+1 competence bonus to Heal checks; 200 cp)
54	Random volume of the Encyclopedia Americana (500 cp)

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55	Random volumes of the Encyclopedia Americana - 1d4 in number (500 cp each)	77	Scribbled pad containing common Trade markings translated to Unislang (500 cp)
56	Cartoon hero poster (0.05 cp)	78	Pack of baseball cards (2 cp)
57	Pinup (e.g. Vargas girl) poster (30 cp)	79	Box of blank notecards - 3d8 in number (1 cp for the box; 0.2 cp per card)
58	Nude model poster (50 cp)	80	Box of colored notecards - 3d8 in number (1 cp for the box; 0.2 cp per card)
59	Deluxe sports car poster (0.05 cp)	81	Pocket guide to making a successful campsite (10 cp)
60	Slideshow reels; famous American landmarks - 3d4 in number (5 cp each)	82	Pack of graph paper - 1d100 sheets (0.05 cp per sheet)
61	Slideshow reels; continuous adventures of a cartoon hero - 3d4 in number (5 cp each)	83	Full-length movie script (20 cp)
62	Slideshow reels; showing a woman slowly undressing, one article at a time - 3d4 in number (8 cp each)	84	Hand-written note giving foot directions to somewhere in the PCs' locale (what is at the end of the trail is not described; 0.05 cp)
63	Electronics manual (+2 competence bonus to Craft [electronic] checks; 300 cp)	85	Pre-Fall hand-written note containing a grocery list (0.05 cp)
64	Mechanics manual (+2 competence bonus to Craft [mechanical] checks; 300 cp)	86	Rub-on tattoos - 2d8 in number (0.05 cp each)
65	First aid guide (+2 competence bonus to Heal checks; 300 cp)	87	Blueprints to an advanced pocket fusion engine - missing the page that will make it actually work (250 cp)
66	Illegal copy of anarchist's guidebook (+1 competence bonus to Demolitions, Disable Device, and Forgery checks; 800 cp)	88	Blueprints to an abandoned space station - still in Earth's orbit (1,000 cp)
67	Wartime poster showing the silhouettes of enemy submarines for easy identification by American citizens living in coast areas (0.05 cp)	89	Blueprints to the gauss automatic rifle (1,000 cp)
68	Survival guide (+1 competence bonus on Survival checks; 200 cp)	90	Blueprints for creating power clips (2,000 cp)
69	Medical guide to diseases (+2 competence bonus to Knowledge [earth and life sciences] checks concerning disease; 150 cp)	91	Book of pressed flowers (10 cp)
70	Metallurgy guide (+2 competence bonus to Knowledge [earth and life sciences] checks concerning metals; 150 cp)	92	Book of silly children's poetry (10 cp)
71	"How-to" guide for survivalists to build their own bomb shelters (+1 competence bonus to Craft [structural] checks; 150 cp)	93	Collection of love letters (10 cp)
72	Comparative essay on pre-Fall religions (+1 competence bonus to Knowledge [theology & philosophy] checks; 50 cp)	94	Copy of the Kama Sutra, with an "Advisory-Against-Obsecenity" bookmark inserted within (200 cp)
73	Collection of playing cards, each featuring a different cocktail recipe (10 cp)	95	Boxed reel of blank 8mm film (1 cp for the box; 50 cp for the reel)
74	Ragged pamphlet translating Ancient to Unislang (1,000 cp)	96	Boxed reel of 8mm film - the glories of modern technology documentary (1 cp for the box; 500 cp for the reel)
75	Packet of photographs, showing a pre-holocaust family on vacation (50 cp)	97	Boxed reel of 8mm film - 1940s military film showing detonation of an A-bomb (1 cp for the box; 40 for the reel)
76	Blood-spattered notepad translating Ghoul grafitti to Unislang (250 cp)	98	Reel of 8mm film - grainy porno movie (500 cp)
		99	Reel of 8mm film - home movie, showing a typical American nuclear family, in total naive bliss, just moments before the nuclear war erupts (40 cp)
		00	Box of blank 8mm film reels - 3d10 in number (10 cp for the box; 50 cp per reel)

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TABLE 6: JUJU

Roll	Item
01	Sealed bandages - 2d4 in number (10% cumulative chance of stabilizing a character at -1 to -4 hit points; 5 cp each)
02	Bottle of liquid antiseptic - 3d4 doses (2 cp for the bottle; 30 cp per dose)
03	Bottle of high-alcohol mouthwash - 2d4 uses (2 cp for the bottle; 1 cp per use)
04	Tube of burn cream - 1d4 uses (10 cp; 0 cp when empty)
05	Plastic bag filled with cotton swabs - 2d100 in number (2 cp)
06	Bottle of proton energy pills - 2d3 in number (1 cp for the bottle; 1,000 cp per pill)
07	Bottle of aspirin pills - 1d20 in number (1 cp for the bottle; 10 cp per pill)
08	Bottle of pepto-bismol - 1d2 uses left (2 cp for the bottle; 5 cp per dose)
09	Box of sterile surgical gloves - 1d100 in number (0.5 cp each)
10	Bottle of stimshot B - 3d4 doses (1 cp for the bottle; 3,000 cp per dose)
11	Crack pipe (15 cp)
12	Doctor's head mirror (5 cp)
13	Doctor's stethoscope (10 cp)
14	Packaged ready syringes - 2d12 in number (200 cp each)
15	Bottle of local anesthetic - 1d4 doses (1 cp for the bottle; 25 cp per dose)
16	Large bottle of liquid antiseptic - 1d100 doses (3 cp for the bottle; 30 cp per dose).
17	Spray hypo (100 cp)
18	Sealed bandages - 3d4 in number (10% cumulative chance of stabilizing a character at -1 to -4 hit points; 5 cp each)
19	Sealed bandages - 4d4 in number (10% cumulative chance of stabilizing a character at -1 to -4 hit points; 5 cp each)
20	Medi-spray (wound healing) - 1d10 doses remaining (100 cp per dose)
21	Medi-spray (spore neutralizer) - 1d10 doses remaining (100 cp per dose)
22	Medi-spray (wound healing) - full dose remaining (1,000 cp)
23	Bottle of superegen - 1d4 doses (1 cp for the bottle; 500 cp per dose)
24	Bottle of antitox - 3d4 doses (1 cp for the bottle; 375 cp per dose)
25	Bottle of filter-dose - 3d4 doses (1 cp for the bottle; 400 cp per dose)
26	Bottle of hercurin - 1d4 doses (1 cp for the bottle; 1,000 cp per dose)
27	Bottle of K-O shot - 1d4 doses (1 cp for the bottle; 450 cp per dose)
28	Large bottle of liquid anesthetic - 1d100 doses (3 cp for the bottle; 25 cp per dose)
29	Bottle of rad-purge shot - 3d4 doses (1 cp for the bottle; 400 cp per dose)
30	Bottle of stimshot A - 3d4 doses (1 cp for the bottle; 1,000 cp per dose)
31	Bottle of truth serum - 3d4 doses (1 cp for the bottle; 300 cp per dose)
32	Cardboard box of ready syringes - 5d20 in number (200 cp each)
33	Cardboard box of bandages - 5d100 in number (as 01 above; 5 cp each)
34	Military-issue medic's kit - contains 2d4 ready syringes, 1d4 doses of rad-purge, 3d4 doses of local anesthetic, 1d4 doses of antitox, 1d4 doses of stimshot A, 1 cannister of wound healing medi-spray, and 4d4 bandages (value varies)
35	Paramedic-issue medical kit - contains 2d4 ready syringes, 1d4 doses of local anesthetic, 1d4 doses of antitox, 1 cannister of wound healing medi-spray, and 4d4 bandages (value varies)
36	Camper's medical kit - contains 1d4 ready syringes, 1d4 doses of antitox, 1 cannister of wound healing medi-spray, and 2d4 bandages (value varies)
37	Damaged healing pack - 50% chance of malfunctioning on a mutant, doing 4d10 damage (70,000 cp)
38	Ready syringe filled with one dose of superegen (200 cp for syringe; 500 cp for medicine)
39	Ready syringe filled with one dose of antitox (200 cp for syringe; 375 cp for medicine)
40	"Miracle-splint" (inflates to keep a broken limb comfortable and immobile; 15 cp)
41	Ready syringe filled with one dose of hercurin (200 cp for syringe; 1,000 cp for medicine)
42	Needles and thread in a small plastic case - emergency stitching kit (+1 competence bonus to Heal checks; 75 cp)
43	Ready syringe filled with one dose of local anesthetic (200 cp for syringe; 25 cp for medicine)
44	Broken diagnostic scanner - can be repaired (5,250 cp)

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45	Broken UV sterilizer - can be repaired (4,000 cp)	70	Cardboard box of ready syringes; filled with a random drug - 2d6 in number (value varies)
46	Electric scalpel; seals incisions with electric charge (+2 competence bonus to Heal checks; requires power cell; 150 cp)	71	Cardboard box of ready syringes; filled with a random drug - 3d10 in number (value varies)
47	Ready syringe filled with one dose of sustainer shot (200 cp for syringe; 2,000 cp for medicine)	72	Malfunctioning diagnostic scanner - has only a 50% chance of diagnosing correctly (5,250 cp)
48	Tools for keeping bones together artificially (+1 competence bonus to Heal checks; 75 cp)	73	Doctor's tool bag - contains scalpel, stethoscope, 3d6 bandages, and 1d4 ready syringes of local anesthetic (value varies)
49	Diagnostic scanner (10,500 cp)	74	Military-issue pathology kit - contains 2d4 ready syringes, 1d4 doses of antitox, and 2 canisters of spore-cleansing medi-spray (value varies)
50	Arthritis cream - minty smell (5 cp)	75	Bottle of rare serum - cures a random disease - 2d10 doses (1 cp for the bottle; 500 cp per dose)
51	Blood packets, empty - 2d6 in number (2 cp each)	76	Bottle of concentrated anti-parasite medicine pills; each pill dissolves in water to make one effective dose - 5d20 doses (automatically cures parasitic infestation; 2 cp for the bottle; 75 cp per pill)
52	Surgeon's scalpel (10 cp)	77	Bottle of improved anti-parasite medicine - 5d10 doses (as 76 above, but no need for water; 2 cp for the bottle; 100 cp per pill)
53	Surgeon's forceps (20 cp)	78	Cardboard box of ready syringes; filled with antidote for a random disease - 1d10 in number (200 cp per syringe; 500 cp per dose)
54	Surgeon's clamps (30 cp)	79	Locked metal box containing a single ready syringe - contains an experimental drug that will cure any and all diseases affecting the taker (150 cp for the box; 200 cp for the syringe; 2,500 cp for medicine)
55	Ready syringe filled with one dose of K-O shot (200 cp for syringe, 450 cp for medicine)	80	Spray hypo; filled with a random drug - 1d6 doses (100 cp; medicine varies)
56	Body bag (20 cp)	81	Spray hypo; filled with antidote for a random disease - 1d6 doses (100 cp; 500 cp per dose)
57	Body bags - 2d4 in number (20 cp each)	82	Spray hypo; filled with antidote for parasitic infestation - 1d6 doses (100 cp; 100 cp per dose)
58	Cardboard box of body bags - 3d12 in number (20 cp each)	83	Bottle of medicinal pills; negates the effects of a random disease for one day - 5d10 doses (2 cp for the bottle; 20 cp per pill)
59	Biochemical body bag (keeps contaminated bodies isolated within, preventing spread of disease; 30 cp)	84	Military-issue biological warfare control kit; contains 2d4 ready syringes, 1d4 doses of antitox, 1 spray hypo filled with 1d10 doses of antidote for a random disease (value varies)
60	Biochemical body bags - 1d4 in number (as 59 above; 30 cp each)	85	Locked box containing a single ready syringe - contains an experimental drug that mutates the beneficiary's cells to permanently double moisture absorption; the user is considered to be affected by salt pills permanently (150 cp for the box; 200 cp for the syringe; 5,000 cp for medicine)
61	Cardboard box of biochemical body bags - 2d12 in number (as 59 above; 30 cp each)	86	Attache case containing a medical kit (120 cp for case; 900 cp for kit)
62	Bottle of experimental drug - 1d2 doses (as hercurin, except -1d4 Strength and Constitution for the duration; 1 cp for the bottle, 1,000 per dose)	87	Tank of laughing gas (600 cp)
63	Ready syringe filled with one dose of hemochem (200 cp for syringe, 300 cp for medicine)		
31	Bottle of hemochem - 1d4 doses (1 cp for the bottle; 300 cp per dose)		
65	Ready syringe filled with one dose of filter-dose (200 cp for syringe, 400 cp for medicine)		
66	Box of packaged "miracle-splints" - 2d20 in number (as 40 above; 15 cp each)		
67	Bottle of experimental mutation booster - 1 dose (injected, requires a Fort save at DC 30; if successful, the taker advances a mutation by one step; if failed, the taker advances a defect by one step; has no effect on non-mutants, or mutants with mutations that cannot be advanced; 1 cp for the bottle; 10,000 cp for medicine)		
68	Cardboard box of ready syringes; filled with a random drug - 1d4 in number (value varies)		
69	Cardboard box of ready syringes; filled with a random drug - 1d10 in number (value varies)		

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88	Medical field kit; contains four medi-spray canisters - two of each type (4,000 cp)
89	Packaged tongue depressor (0.01 cp)
90	Cardboard box of packaged tongue depressors - 5d100 in number (0.01 cp each)
91	Bottle of halazone tablets - 2d4 pills (2 cp for the bottle; 50 cp per pill)
92	Bottle of experimental pills - 5d10 in number (increases energy for 1d4 hours, during which time the imbiber receives +1 to Initiative and Reflex saves due to quickness; 1 cp for the bottle; 500 cp per pill)
93	Hospital research center-issue NBC suit (1,500 cp)
94	Locked titanium box containing a single ready syringe; contains one dose of an experimental drug that brings a dead person back to life - but with only a 50% chance of success; failure results in the person coming back as a Plague Zombie (250 cp for the box; 200 cp for the syringe; 50,000 cp for medicine).
95	Pharmacist's scale for measuring drug amounts (100 cp)
96	Full military medic's gear; consists of a military-issue medic's kit and a healing pack (kit as 34 above; value varies)
97	Plastic bag filled with marijuana (500 cp)
98	Plastic bag filled with cocaine (1,000 cp)
99	Bottle of heroin (1,000 cp)
00	Laser scalpel (2,000 cp)



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