



Post-Apoc Seeds

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Introduction

Welcome to Seeds and to the tenth product in the new line by Expeditious Retreat Press. Seeds are story ideas, plot ideas, creature ideas, adventure hooks, anything that can grow into an enjoyable gaming experience. Each seed is small (only a paragraph or two at most) and each Seed product will be small as well (only four to five pages), but just like their namesakes, they have great potential when provided with the right environment.

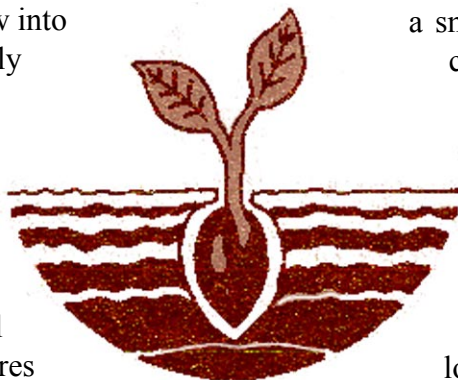
We're pleased to introduce Post-Apocalyptic Seeds to our line of Seeds products and are happy to announce we're accepting submissions for additional post-apoc seeds as well as seeds for the other genres (horror, supers, modern, pulp, sci-fi, and fantasy). Post-Apocalyptic Seeds is four and a half pages packed with adventure ideas suitable for post-apoc gaming. We received this bunch from Matthew Lane, who had the idea for post-apoc seeds and thought we'd like them. He was right. We hope that you'll be inclined to send us your seed ideas for perusal and possible inclusion in future Seeds products. We'd love a continual series of Seeds created by the very people who enjoy reading them the most.

So drop by the Expeditious Retreat website, checkout our submission guidelines to find out more about the process, and then send us your seeds. Hopefully you'll soon be reading the latest Seed containing your successful seeds. Whew! Enough with the alliteration already, on to the fun!

Joseph Browning & Suzi Yee

The Age of Chaos

While traveling along a deserted highway, the PCs come across a small convoy that appears to have been wiped out. The convoy consisted of a few dozen vehicles of various makes and models, a few horses and some livestock (chickens, goats, cows and sheep). All of the animals have been killed, most of the vehicles have been destroyed, but there are no signs of any human life. The only blood found at the scene appears to be animal blood, but dozens of spent ammunition can be found in and around all of the vehicles. Some unusual looking tracks can be found coming and going in the direction the PCs are traveling.



Since the end of the world appears to be at hand, many people are turning to religion to guide them through this tumultuous time in history. Many people are professing various religious beliefs, saying that the end of the world is at hand. While many are peaceful in their proselytizing, some have taken it upon themselves to convert as many people as possible, through any means possible. Though many people are joining their ranks, others have become scared of some of the more vocal groups and tensions are starting to run high. Some brawls have broken out and a few deaths have occurred. The locals who only want to survive the apocalypse may turn to the PCs for help in quelling the situation.

The PCs learn of a large group of people scrounging around the ruins of several major cities across the United States in search of weapons. The people are looking to collect as many firearms and as much ammunition as possible and are willing to fight to the death in some instance against others who try to stop them or join them in their search. The people look to be former military and tend to be fairly paranoid when approached by strangers.

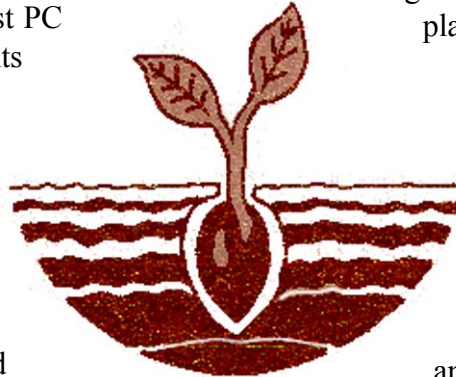
During the night a young boy with his arms full of bread and meat suddenly runs out of the woods and nearly topples into the PCs. He looks to be around 10 years old and is completely terrified. The boy begs the PCs for protection, saying, "They're after me and they're going to kill me." The boy will hide behind the largest PC and latch on to their leg for dear life. A few moments later a group of people, dressed in torn and battered clothes come running out of the woods, with torches and weapons in hand. They look extremely angry and demand the return of the boy, who they claim robbed their storehouse of bread and meat.

A fuel refinery located on the outskirts of a destroyed city has come under siege by a group of militants who claim the fuel belongs to them. The refinery is mostly intact and serves as a source of energy for at least a dozen small communities located within a fifty-mile radius of the destroyed city. Leaders from the various communities are asking the PCs to help them with the problem and would be willing to pay them in fuel for driving off the militants.

Large cities have become nothing more than lawless ruins, with people dying on a daily basis. Looters have run rampant, while most civilized people have fled the cities in search of peace and safety in the confines of the wilderness. During a recent trip through one of the major cities, the PCs notice a gunfight break out between two groups of looters who seem to be fighting in and around a large shopping mall. If the PCs

get too close, some members from possibly both sides of the conflict may start shooting at them. If the PCs manage to chase off the looters or slip into the mall unnoticed, they could find all manner of useful items, including weapons, food, electronics, survival gear and money.

After leaving one of the larger towns that survived the apocalypse, the PCs spot a congregation of people - civilians and some military officials - hiding in a valley a few miles outside of town. The people are driving mostly civilian vehicles, though some have military grade vehicles at their disposal. It would appear the small militia is preparing to attack the town the PCs just came from. The PCs learn that the militia is angry with the town over a variety of reasons, jealousy of their prosperity, anger at their ability to feed and defend themselves and just plain blind rage. The militia does not want to capture the town; rather they want to destroy it. Will the PCs ignore the upcoming attack, warn the town or try to head off the attack entirely?



An unusually harsh winter has struck a number of communities in the northern part of the United States. Many of the people were unprepared for such an event and they simply do not have enough provisions to make it through the storm. The PCs are asked by some of the elder members of the community to help them gather wood, food and water for at least a month. If the PCs agree, the people will reward them with a collection of rare and valuable jewelry and coins.

The PCs come across an auction in a small town. The people in town are auctioning off all manner of items - survival gear, weapons, food, farming equipment and livestock. Some of the rarer items offered during the auction, include old books, electronic equipment, a couple of hand grenades and a bulldozer. Anyone can put something up for auction, including the PCs.

The Dark Ages

A never before seen death cult has been kidnapping people from various small communities over the past few weeks and the people are in desperate need of help. Cult members are dressed in dark blue or black clothes, wear homemade skull masks over their heads and use mostly bladed weapons during their attacks. The cultists target young people and have been known to take small children in broad daylight. Victims have been found days later in nearby streams and ponds with all of their skin stripped from their body. Villagers believe the cultists are performing some sort of bizarre cannibalistic ritual.

The PCs either stumble across or learn of an old military compound in the middle of the Nevada desert that apparently has survived the worst of the apocalypse. The compound served as a testing ground for the U.S. Air Force and is surrounded by miles and miles of desert, some of it radioactive, but is nearly in pristine condition. All of the computers and equipment are still intact and some of the aircraft can be made to fly. However, the compound is also home to an evil entity that has managed to attract dozens of ghosts to the desert. The ghosts were all former military and will use their abilities to scare away anyone who trespasses on their home.

Mutants have been seen roaming the outskirts of a few towns and the people are asking the PCs for help. The people tell the PCs that the mutants appear to be a cross between an animal and a human, standing upright, but with certain animal distinctions, such as feathers, furs, claws and hooves. The mutants have been stealing crops and attacking livestock, but they have not been attacking the town's folk. Some people in the community want the creatures destroyed, while a few only want them chased away. If the mutants are attacked, they will defend themselves. Further investigation into the mutant situation reveals that the creatures have been created by a group of scientists specializing in

biotechnology. The scientists have been working on perfecting a serum that would enhance the human body, but to date they have only been able to cause major deformities in the people who have volunteered for their procedures. Since word got out on the experiments, no one is volunteering. Now, the scientists have been kidnapping people for their deranged work.

The PCs have been given the job of protecting a small convoy of scientists who plan to travel across the state, inoculating local communities from various diseases and bacteria. The scientists number around a dozen and have hundreds of vials of medicine to distribute among the people of the wilderness. However, word of their treatments have spread among the communities and some unscrupulous mercenaries are hoping to get their hands on the treatments and hold the people of the wilderness hostage by selling it back to them at the highest cost. The mercenaries have infiltrated the community where the scientists live and have tipped off their mercenary brothers who plan to ambush the PCs once they are on their way.



Dinosaurs from Earth's past are seen roaming the wilderness in several communities. The animals range from Tyrannosaurs Rex to Brachiosaurus to Raptors. The dinosaurs have been trampling crops, eating livestock and making raids on some of the people in outlying farms. Some communities are asking the PCs to investigate where the creatures came from and to try and stop them if possible. Further investigation into the matter reveals that a cult of dinosaur worshippers, some of them magic-users, may be behind the creatures' appearance.

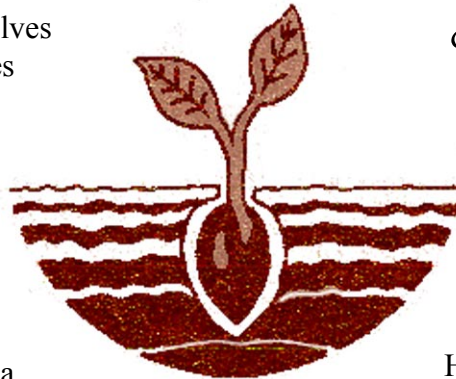
A plague has swept across a small coastal community and the residents are looking for help from the PCs. The community's leader has approached the PCs and told them that the cure to their plight - a rare berry bush - can be found approximately 10 miles off shore, on a

small deserted island. The leader says his people are too sick to make the journey and will reward the PCs greatly if they return with the berry. However, the island is actually home to a large reptilian beast that has been swimming ashore over the past couple of months and attacking the community and eating some of its members. The community decided to fake an illness and use the sympathy to persuade the PCs into going to the island and killing the creature.

The PCs come across a small town that is being ruled by a ruthless gang of mercenaries. The mercenaries come and go as they please, take what they want and do with the people as they seem fit, including humiliation, torture, rape, and murder. The town has around 500 people, mostly farmers and craftsmen, but they have little or no weapons and simply cannot stand up for themselves against this roving gang of thugs. The mercenaries number around two dozens and a handful are in town at any given time. The mercenaries deal mostly with weapons and drugs, but are beginning to branch out into slavery. The town folk secretly ask the PCs for their help in vanquishing the mercenaries.

In the middle of nowhere, the PCs come across a huge, pre-apocalypse shopping mall. The mall was once one of the largest shopping centers in the country, but since the days of the apocalypse, the building has become home to a number of wild animals, supernatural creatures and other hazardous beings. If the PCs explore the building, they will find a wide variety of items, including some old weapons, electronics, clothes, books, CDs, movies and vehicles - some of which can be fairly valuable to collectors and is definitely worth gathering up. However, the mall is also home to a large number of zombies that have been roving the wilderness. For one reason or another, they have been drawn to this mall, possibly in search of something or someone, and are not too happy that people now reside there. The zombies will attack the PCs as long as they are inside or near the mall. If the PCs leave, then the zombies will return to the basement of the structure.

A new organization has started to gain ground in the years following the apocalypse - the technologists. The people are die-hard believers that the answers to all of their problems lie in the preservation of all things relating to technology. Some of their more ardent followers even go so far as to acquire everything technological that they can find, even if it means stealing it from others. The more extreme members of the organization have also undertaken crude surgical procedures to insert technological devices into their bodies, including clocks, radios, computer chips, wiring and bladed weapons. The PCs could encounter the technologists any number of ways, from them offering to buy some of the PCs equipment to them asking the PCs to join them on an exploration of some ruins.



The Renaissance Era

A high tech weapons manufacturer has made a breakthrough and has introduced a new type of energy weapon on the market. The weapons fire a concentrated stream of plasma and do an exorbitant amount of damage to its target. The weapons have sold out in numerous communities and are quite the rave. However, people carrying the weapons have come under attack by gangers, who simply cannot afford the new plasma weapons. The new guns have also caused an outbreak of burglaries and robberies - people looking for the weapons or items to sell in order to purchase the new guns. Some communities have imposed marital law to quell the disturbances.

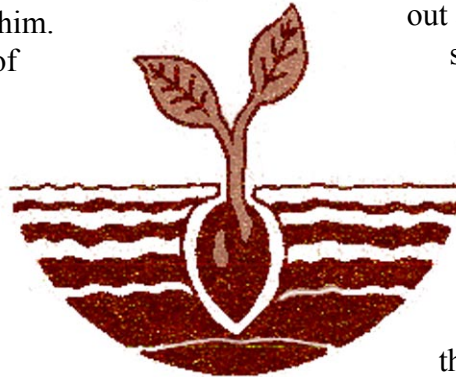
A new race has been discovered. While resting and re-supplying in a small town, the PCs talk to a traveler who came into town that night after spending more than three months in the wilderness. The traveler spoke about his journey through the wilderness, his battles with various animals and bandits and how he managed to find a safe passage through the rugged mountains. But the most interesting part of his story was when he mentioned a new race of creatures he stumbled across just

one week ago. The traveler said the creatures were almost insect-like in appearance, but that they all were also cyborgs with portions of their body in hover-like devices with weapons for arms. The traveler said he did not speak to the creatures, but noticed that they numbered in the thousands and it appeared they were working on building numerous war machines.

Psychic characters all over the planet suddenly received a premonition in their minds. The image came during the night of the summer solstice and lasted for just an instant. The following morning, every psychic on the planet awoke in a sweat with severe headaches lasting throughout the rest of the day. The image that was in every psychic's mind was that of a black-robed stranger walking across a vast desert in the middle of the day with an army of skeletons behind him. But the skeletons were dressed in an unusual style of clothes, almost ancient Roman, and only their faces could be seen. The stranger's face could not be seen, except for his eyes, which glowed a faint green color. As a result of the premonition, many weaker psychics have gone mad, killed themselves or have wandered off to hide in the wilderness.

A town has lost contact with one of its outposts and hires the PCs to go and investigate. The outpost is located about 100 miles away from the city and serves as a trading post for people coming across the desert. The outpost had around 30 residents, many of whom were trained in the art of combat and survival, so it is unusual for the town to hear nothing from them in over two weeks. If the PCs take the job and go in search of why the outpost has not checked in, the players will discover that the town has been taken over by an alien race who has begun digging up the ground in and around the town. Apparently, some rare mineral has been discovered in the area. The aliens have captured every member of the outpost and have put him or her to work in the mines, along with hundreds of other slaves from across the country. The aliens have moderately high-tech equipment, but their primary method of combat, as well as communication, is through psionics.

When the PCs spend the night in one of the larger, more civilized towns on the planet, they are approached by a paranoid scientist, dressed in rags and tattered clothing. The scientist acts as if he is being followed and constantly looks over his shoulder to see if anyone is following him. The scientist tells the PCs the tale of how the city's government is using mind-altering drugs in its water supply, which causes the people who drink it to become more susceptible to subliminal messages. The messages are then relayed to them via small satellite dishes scattered throughout the city on some of the highest buildings. The scientist then gives the team a small computer disk with scores of information, including the formula for the drug, how it is put into the water, where the satellite dishes are located and what messages the city's government is sending to its people. The scientist asks the PCs to get the message out and then disappears. The next day, news spreads that the scientist was killed when a bomb went off in a crowded shopping center. Agents of the government will know that the PCs have the disk and will do anything in their power to try and get it back.



Super strong humans are starting to pop up across the country and if the PCs talk to one, they will tell them of a new strength forum recently released upon the market. The serum will cause a person to become 50 percent stronger, have increased endurance and stamina and be able to dent hardened steel with their fists. No one knows who developed the serum or where it came from, except that it started appearing in the wilderness towns about three weeks ago and slowly made its way into the inner cities and larger communities. Black market drug dealers can get their hands on the serum in 24 hours and will charge at least 50,000 credits for one dose. However, only one dose is necessary for the transformation. However, the serum is actually a potent narcotic that will wear off in 30 days unless the person takes another dose of the serum. If not, the person will undergo severe withdrawal symptoms and turn into a crazed lunatic if therapy and calming drugs are not taken.

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