



# Post-Apoc Seeds II

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## *Introduction*

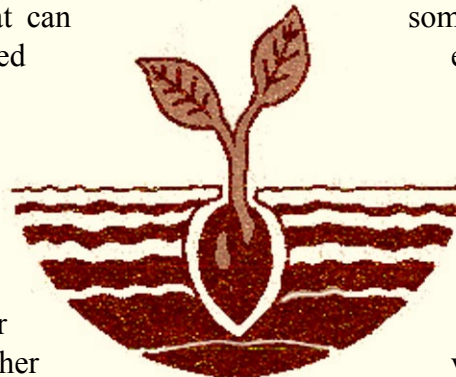
Welcome to Seeds and to the fourteenth product in the new line by Expeditionary Retreat Press. Seeds are story ideas, plot ideas, creature ideas, adventure hooks, anything that can grow into an enjoyable gaming experience. Each seed is small (only a paragraph or two at most) and each Seed product will 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 II 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 II is four and a half pages packed with adventure ideas suitable for post-apoc gaming. We received this bunch from Matthew Lane and Scott Moore, both of whom are contributors to several other Seeds products. We hope that you'll be inclined to send us your seed ideas for perusal and possible inclusion in future Seeds PDFs. We'd love a continual series of Seeds created by the very people who enjoy reading them the most.

So drop by the Expeditionary 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



*A* secret enclave of scientists plots to take over the world through cloning. Through acquisition of centuries old DNA and an intensive “conditioning” and education program, the scientists “recreate” some of the leading figures in politics, religion, and entertainment from the past several centuries. They plan on using the individuals to win over the hearts and minds of the troubled populace and then ruling an empire through the use of their doppelganger figureheads. After all, few things can win over people’s attention as completely as a brush with celebrity. The player characters first become aware of this plot when Elvis and a band of traveling entertainers visit their settlement.

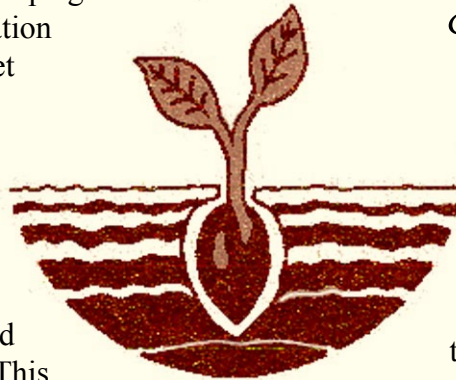
*O*ne of the regularly monitored “dead zones” of high radiation left over from the cataclysm has been increasing in size over the past year. Outbreaks of radiation sickness near its borders have been rapidly increasing and people are being forced to pack up their possessions and move away. If it continues expanding at its current rate, the dead zone will eventually engulf several nearby cities within the next two years or so. Local community authorities and scientists are willing to hire and equip a party to enter the dead zone and discover why, all of a sudden, the radius of its effects has been increasing. They are to find the radiation source, document and analyze what they find, shut it down or contain it if possible, and report back. If the party manages to discover

the source but not contain it, the scientists will evaluate their data upon their return and determine the best way to shield the source to stop the radiation leak. The characters will then be asked to return to the dead zone and contain the source. If they succeed, the reward will be even more substantial than that of the original recon mission. However, the characters begin suffering mild effects of radiation sickness once they return to the dead zone...and they still have a ways to travel.

There are many different types of events that can serve as the catalyst for creating a post-apocalyptic campaign world, each giving a slightly different “feel” to the campaign. An outbreak of disease, an unpredicted meteor strike, a nuclear war, rampant seismic activity, and an alien invasion are all fairly common ones. After running a campaign for a while, the players encounter a source of information from the distant past (this could be a long-lived secret society that grants them membership, a buried ruin of an ancient newspaper office or national archive, or centuries old data preserved in some still usable format such as CD, DVD, or MO). This information source reveals that the end of the old world was something very different from what the characters believed (i.e., there was no rampant disease that killed nearly everyone; it was really an alien invasion). This allows the focus of the campaign to shift to a new back-story, and gives the characters a new mystery to explore on top of it. Why has everyone else always been lead to believe something different? What was to be gained by hiding the truth? By whom?

The party takes refuge (from adverse weather, pursuers, etc.) in a cave system, which eventually leads to an underground lab left over from before the cataclysm. The lab is in decent condition and much of the equipment is still functional, but offline and powered down. The power levels being supplied to the facility are relatively low. It seems that a massive number of backup power systems were put into place to keep this facility powered for as long as possible. The more systems the party

figures out how to bring online and utilize, the less power that is available to keep them running. Eventually, the party discovers the true purpose of the lab was to preserve several samples of extremely dangerous pathogens for research purposes. With the reduced power levels at the facility, it is only a matter of time before the containment units holding these pathogens fail and the contents become likely to escape. The party must either find some way to restore power levels at the facility to keep the material contained or keep the materials contained once the containment units cease to function (such as collapsing the entire mountain they are under). If the material does escape, it could cost the lives of hundreds or thousands of people...or it might be something that everyone currently alive is immune to anyway...



Well, old-timers may have thought it was crazy, but science finally figured out how to cure many of the old diseases, thaw live tissue without causing frost damage, clone human DNA, and reattach a head to a living creature. That means that all those rich, wacky celebrities from the 20th and 21st century that had themselves put in cryogenic suspension are getting new leases on life and are anxious to start on the path to stardom all over again. Walt Disney, Ted Williams, or some other well-known celebrity, hires the player characters to find the vault that a substantial portion of their wealth was hidden in all those years ago. In return for their service, the PC will receive a portion of the haul, as well as the opportunity to get in on the ground floor of the celebrity’s next big entertainment project.

The party hears rumors of a faraway land that supposedly has remained unharmed by the effects of the old apocalypse. It may be just an urban myth, but many folks are considering packing up their possessions and heading off to find this place. If true, this may be a land where one never again has to struggle to find clean water, uncontaminated food and medical supplies, or access to technology. The characters have the opportunity to live out their lives in comfort and relative luxury after

only a few weeks (or months) journey. On the other hand, if it turns out to be false, who knows what dangers may await the characters on their journey. If they find nothing, will they even be able to return to their old lives months or years after they have left them? Even if such a place did exist, could it withstand the sudden influx of hundreds or even thousands of refugees from the outside world?

The PCs arrive in a small town located approximately 20 to 30 miles from a major U.S. city destroyed in the recent apocalypse. Upon arrival the PCs notice that no one is around to greet or stop them, however sounds of yelling and screaming can be heard further into town. After a few seconds, sounds of gunfire can be heard coming from a small stadium. If the PCs investigate they will find a group of armed thugs, holding the townsfolk captive while looting the town of its food and valuables.

Hordes of monsters have been running rampant across the countryside, terrorizing small villages, stealing children from their homes at night and destroying small hunting parties and convoys traveling through the nearby woods. Bounties are being offered in various towns for their destruction. The people are desperate for help and will ask the PCs to stop the creatures.

The monsters are being described as humanoid in shape, with gray skin, short horns on their heads and a long spiked tail. The creatures live in underground caves and mines and have the ability to cloak themselves when standing near large rocks and boulders.

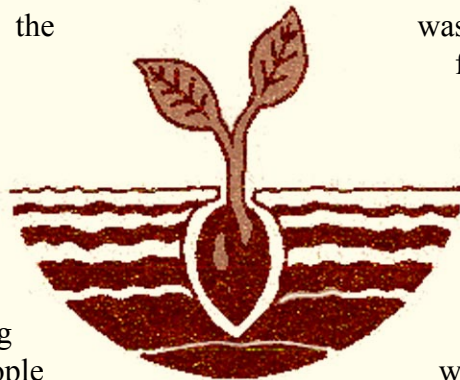
A traveling carnival arrives in town during the night and by morning has set up a large tent complete with numerous attractions, games and animals. The carnival immediately attracts the attention of the town's folk, who go and investigate the new arrival in town. The people working the carnival seem to be friendly, helpful and win over the town rather quickly. People working at the carnival talk about how they have

traveled all across the country, bringing events to small communities, including fortune tellers, fire breathers, strange mutations and never-before-seen animals. However, the reality behind the carnival is that while people are attending their events, other carnival people are breaking into homes and businesses, stealing anything of value. By the next morning, the carnival will be gone.

A new leader has risen from the ashes of the apocalypse and is looking to unite a large number of smaller communities under his rule. No one knows where this leader comes from, but he commands a sizeable militia of armed men and women, some using military grade weapons and vehicles. The man is extremely well organized. The leader appears to be in his mid-50s, is highly charismatic and looks as if he was once in the military. He promises people protection from the harsh realities of their lives and offers to make their communities more advanced than ever. Some of the equipment this new leader displays has not been seen since before the apocalypse and appears to be in excellent shape.

People from Earth's past suddenly appear without warning in communities all across the planet. The people stretch back as far as Neanderthal times to just days before the apocalypse, all with just the clothes on their back and the items in their hands at the time of their disappearance. The people will relate a story of being in the middle of a conversation, or driving a vehicle or working on the job and then suddenly they are now in the current world. The only thing in common with all of the people is that they feel compelled to travel towards a central location on the planet.

Water is on the rise. In several inland communities, the water level is rising in the lakes, streams and rivers, which are threatening the lives of thousands of people. Within a couple of days, the water will have overflowed the banks and will begin to flow into the fields and



towns. After a day, the water will have risen to wipe away nearly all of the buildings within a 100 miles area. Two things stand out almost immediately - there has been no rain of any significance for more than a week and the water that is rising is salt water. Apparently a vengeful Elementalist is seeking revenge on the town for failing to protect his parents from a recent monster attack on the town. The wizard must be found and stopped before the communities are literally washed away.

The PCs are hired by a local hacker to serve as his bodyguard during a simple exchange of information in one of the town's bars. The hacker simply asks that the PCs show up with minimal weapons around midnight and stand near him as he makes the exchange with a woman named "Desire." At the time of the exchange however, the PCs find that the hacker is nowhere to be found, and that Desire is the hacker's estranged wife. She now wants the PCs to help track him down and find out why he did not show up for their meeting. If questioned about the information being swapped, Desire said it was the blueprint to one of the local prisons where her brother is being held. Desire and the hacker were going to try and break out her brother, who had been wrongfully accused of theft.

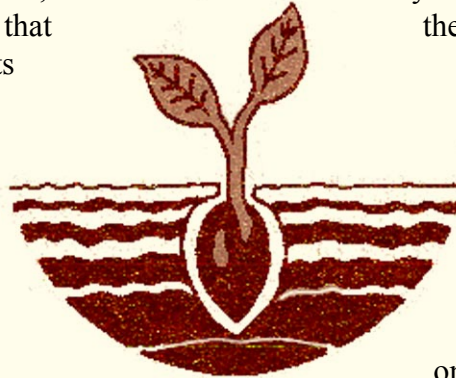
## *Breakdown at Dawnbreak*

The city of Dawnbreak represents a beacon of hope to those trying to rebuild from the wreckage of the Great Cataclysm. Separating itself from the savage wasteland, the city's founders rely upon a functioning dam and its hydroelectric turbine to generate power. Such technology allows Dawnbreak to support a growing economy while protecting its citizens against the depredations of the monsters and marauders that roam the countryside.

But an inhuman bandit-lord now threatens to conquer the prosperous city by uniting the worst villains the wasteland has to offer. Recognizing the importance of the dam, he sends his men to attack it first. And although Dawnbreak's defenders eventually beat back his

army, his followers succeed in damaging the lone-remaining turbine that generates their power. Now Dawnbreak's lights no longer shine in the darkness. The founders fear the low morale of the city's troops, and the strategic loss of several defenses dependent upon the dam's power, will cause the city to fall once the bandit army regains its strength for another attack.

But one of the city's elder engineers recalls the existence of an ancient ruin far to the south, where another generator can be found. He enlists the aid of Dawnbreak's youngest heroes in an attempt to retrieve it. Far too old to accompany them, however, he can only provide them a simple map drawn from his boyhood memories. They are also given a barge to travel downstream and transport the new generator back to Dawnbreak. Of course, word of their mission eventually finds its way to the bandit-lord and he sends some of his men to stop them. In addition, the ancient ruins hold their own unique challenges...including potential allies that could help break the siege on their home.



## *Planting Season*

Rumors from outlying settlements indicate that a terrible menace has attacked several farmers and their livestock, wiping out entire families on the frontier. No one has seen the actual cause of these mysterious deaths and now many travelers and settlers fear for their safety in the region. A group of heroes manage to safely journey into the area and the locals ask for their assistance in rooting out the problem.

Unknown to the settlers, a sentient breed of mobile trees has developed in the nearby woods. Up until now, the creatures have always contented themselves with simply ignoring the presence of the farmers, and never revealing their existence. But an evil farmhand recently discovered them while shirking his chores and exploring the woods. He also realized the value of their apples, which have unique healing properties and make a potent wine. Since being kicked off the farm, he has gathered a group of malcontents to hunt down the trees and harvest the fruit. So far, he's converted much of it into apple-wine and sold it back to the farmers.

Thinking that the former-farmhand represents all of the settlers in the area, the trees have begun retaliating for his affront. In an effort to drive away the threat, they have targeted entire farms for annihilation...s laughing everyone, including the animals and livestock used to plow the fields. Meanwhile, they are drawn to the presence of the apple-wine at each homestead, slowly tracking it back to the source.

### *Man's Worst Enemy*

Even in a radiation-blasted wasteland, man still depends upon domesticated animals to help him survive. Dogs make the perfect hunting partners, guardians, and friends in a world where too many animals have taken on nightmarish characteristics. But now, in the town of Finley, something threatens even that cherished relationship.

Most folks don't realize that a lot of Finley's citizens are actually mutants, sharing some of the same genetic material as man's best friend. A month ago, Finley held prominence as the perfect place to obtain a well-trained dog. Their canines come from the purest stock, best breeds, and most rigorous training. Their ability to track and hunt is also well renowned. But now, many of the dogs have started turning on their owners and the businessmen of Finley want to know why. They believe it has something to do with the wild lands where they train the dogs to hunt, but request the aid of some visiting heroes to find out. They also promise one of their very best hounds if they can solve the mystery for them.

Venturing into the wild lands brings the heroes into conflict with the true source of Finley's troubles. A female mutant has taken up residence in the hills, but with a wolf-like affinity and an animal-control power that's stirring up the natural aggression of the town's dogs. She's doing so in order to draw away the animals and create her own pack. By subverting their training and bending them to her will, she plans to dominate the entire region.

### *One Man's Junk...Another Man's Treasure*

A trader passes through the village of Waymeet with scavenged trinkets to sell or barter. Among his possessions rests the severed, battered head of a former military robot from the last days of the Ancient war. The trader removed most of the internal "junk" to make the head into a serviceable and somewhat unique helmet. But, unknown to him, the robot still contains an active processor and a holographic projector.

Once the helmet gets struck in battle, or suffers any other jarring blow, it activates by projecting a map with navigational data from its original mission. Though most of the information makes no sense due to the passage of so many years, some of the geographic features are still discernible. They reveal a secret enemy depot buried somewhere deep in the mountains. Such a place likely contains any number of Ancient treasures for the taking, and an expedition is quickly formed to investigate.

Unfortunately, dark denizens have taken up residence in the enemy depot, exploiting its treasures for their own use. To make matters worse, a functional computer inside the facility (now worshipped as a god by those living there) detects the active processor contained within the robot helmet as the expedition nears the mountains. It quickly sends its followers to eliminate the perceived threat, imagining that the Ancient war still continues.



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