

13 WASTELAND HAZARDS

BY PHILIP REED

Most nuclear wastelands are forever changed by the bombs that brought upon the post-apocalyptic conditions that so many groups of players find enjoyable to roleplay in. Acid rains, clouds of radioactive ash, and twisted mutations are just a few of the hazards that a hero of the post-apocalypse must contend with.

In *Future: 13 Wasteland Hazards* I take the experience I gained while working on *A Dozen Dungeon Hazards* and *A Dozen More Dungeon Hazards* (both for *D20 System* fantasy campaigns) and *Future: 13 Xenobiological and Stellar Hazards* (specifically written for sci-fi campaigns) and create a baker's dozen of hazards for the irradiated wasteland of post-apocalyptic Earth. Like most of the sci-fi material I have produced for the official future supplement to the *D20 Modern* roleplaying game these hazards have not been written with serious, hard science campaigns in mind. If you prefer your post-apocalyptic campaigns filled with fantastic mutations and twisted, fantasy-like monsters then the hazards detailed herein will fit you perfectly.

WHAT'S REQUIRED TO USE THIS PDF?

In order to use *Future: 13 Wasteland Hazards* you will need the *D20 Modern* roleplaying game, published by Wizards of the Coast, Inc., and the official future supplement, also published by Wizards of the Coast, Inc.. You can find both at your favorite local game store or online at any number of roleplaying game vendors. No other Ronin Arts products are required to use this PDF.

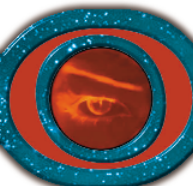
If you're running – or plan to start running – a post-apocalyptic campaign take a look at RPGObjects' *Darwin's World* campaign setting at www.darwinrpg.com. *Darwin's World* is hands-down the premier post-apocalyptic campaign for use with the *D20 Modern* roleplaying game. With multiple sourcebooks and adventures already available *Darwin's World* is ready for you to run as is or to use as the basis for a campaign of your own design.

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INTRODUCTION

FUTURE: DATASTREAM

As of the time of publication, Ronin Arts' *Future: Datastream* subscription service is running, introducing new material for futuristic campaigns five times each week. For more information on the *Future: Datastream*, including subscription information, please visit the official forums at www.d20projects.com.

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Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed — and Ronin Arts — please visit www.philipjreed.com/php and www.roninarts.com.

THE HAZARDS

The following hazards are ready to use in your next campaign session. While not all of the hazards described herein will be appropriate to ever post-apocalyptic campaign setting you should find several new ideas to throw at your players. As always you are free to re-write or change these hazards to better suit your needs or to use them as inspiration for hazards of your own design.

ACIDIC SAND STORM (CR 1)

As terrible as sand storms were before the bombs, there are even worse sand storms now that the wasteland has invaded large portions of the world. An acidic sand storm is a dark wall of sand within which are embedded millions of acidic particles that eat away at flesh, organic matter, metal, wood, and other objects as the sand rolls quickly across the landscape.

An acidic sand storm appears almost without

warning — a character or creature may make a Spot check (DC 25) to see the oncoming wall of sand while a Survival check (DC 18) correctly identifies the approaching sand storm as an acidic hazard. An acidic sand storm lasts for 2d6 minutes during which time it is safest to hide within a durable building or vehicle. For every minute of exposure to an acidic sand storm flesh and wood suffer 1d3+1 points of damage — metal and other objects suffer 1 point of damage (ignore the object's hardness) for each minute of exposure.

As the storm leaves the area it leaves behind 1d4 inches of sand and there is a 15% chance (+1% per minute that the storm existed) that the acidic sand storm will leave behind 2d4 random patches of toxic slime (see p. 6).

Acidic sand storms are rare events, even in the most irradiated of wasteland environments. It is not unusual for a wasteland rainstorm (see p. 6) to follow mere moments behind an acidic sand storm.

APOCALYPSE VINE (CR 2)

This brown plant grows along the edges of the wasteland, in the areas that are coolest and receive the most rainfall during the year. Apocalypse vine is a near-unstoppable weed that continues growing throughout the year, some patches reportedly growing to fill a 100-foot square area. The vine has thousands of small flowers that open at night to absorb the faint traces of moisture the forms as morning approaches. The only other time that these flowers open is during a rainfall (but not during a dangerous rainfall, such as a wasteland rain-storm, see p. 6).

NEW DISEASE: WASTELAND SICKNESS

This foul sickness, while dangerous, rarely kills those that are exposed to it. Those suffering from the disease are covered in a gray rash and there is a 10% chance that once the disease is defeated the victim's body will be covered in dozens of small pockmarks and blemishes.

Type: Inhaled (DC 14).

Incubation Period: 1 day.

Initial Damage: 1 Con.

Secondary Damage: 1d2 Con.

If an apocalypse vine patch is disturbed, the plant releases a burst of poisonous spores in the form of a black cloud. Characters and creatures within 10 feet of the hazard must make a successful Reflex save (DC 15) or be exposed to wasteland sickness (see box). The cloud hangs suspended in the affected area (all squares in which the apocalypse vine grows and all adjacent squares) for 2d4 rounds after which point it dissipates and is no longer dangerous. A 5-foot patch of apocalypse vine is destroyed if it suffers 10 points fire or cold damage. A massive apocalypse vine must be destroyed in sections.

CORROSIVE POOL (CR 1)

Once stagnant pools of water, corrosive pools are frequently seen in areas that receive great amounts of rain during the year – locations deep within the wasteland rarely contain any corrosive pools though the occasional pool is encountered, usually near the ruins of a pre-apocalypse town. A corrosive pool looks like a thick, filthy pool of water but at night the pool gives off a faint glow (treat as a candle with a permanent duration). A successful Survival check (DC 20, DC 15 at night) alerts an adventurer to the pool's true nature before he foolishly touches it (or, even more foolishly, drinks it).

A corrosive pool deals 1 point of damage (ignoring hardness) per round to any character, creature, or object that it comes into contact with. A corrosive pool cannot be quickly destroyed but the water can be cleaned until it is safe for human or animal use – to clean a corrosive pool the water must be filtered six times, with a 10% each time that the corrosive properties of the water destroy the filtration device. Some nomadic gangs in the wasteland make their living by cleaning and then trading water drawn from corrosive pools.

ENGINE SLIME (CR 3)

This sticky, dark black slime devours metal and organic materials on contact. Wet and sticky, engine slime hides inside the engine compartments of old, discarded vehicles where it lives off of the rats, mice, and other vermin that seek shelter from the intense heat of the wasteland inside the vehicle.

A single 5-foot square of engine slime deals 2d4 points of damage per round while it devours flesh or metal. On the first round of contact, the slime can be scraped off a creature or object (most likely destroying the scraping device), but after that it must be frozen or cut away (dealing damage to the victim as well). 10 or more points of cold damage destroys a 5-foot patch of engine slime.

If a patch of engine slime comes into contact with fire it is immediately killed, though its death by fire results in a sudden flash of fire that deals 2d6 points of fire damage to everyone within the engine slime's square or adjacent squares – a successful Reflex save (DC 15) reduces the damage to 1d6. A burning engine slime patch burns out after 3d6 rounds.

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GASOPOOL (CR 5)

Resembling a pool of gasoline, gasopool is a mutated slime that lives off of gasoline and the flesh of characters and creatures. A typical gasopool patch will slowly move toward an engine or gasoline source where it will lay dormant, waiting for its unsuspecting prey. A gasopool patch grows by 1-foot for every gallon of gasoline consumed or every 6 points of Constitution damage (see below) dealt to a character or creature.

A single 5-foot square gasopool deals 2d4 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen or cut away (dealing damage to the victim as well). Against wood or metal, a gasopool deals 3d6 points of damage per round, ignoring hardness. 10 or more points of cold damage destroys a 5-foot gasopool patch.

If the gasopool comes into contact with fire it is immediately killed, though its death by fire results in a sudden flash of fire that deals 6d6 points of fire damage to everyone within the gasopool's square or adjacent squares – a successful Reflex save (DC 15) reduces the damage to 3d6. A burning gasopool patch burns out after 3d4 rounds.

GLASS RAINS (CR 1)

One of the side effects of the nuclear apocalypse was the formation of vast fields of glass where the intense heat of the bomb instantly transformed the desert sands to glass. As the years have progressed, the glass fields have broken apart until almost all that exists are patches of glass shards. Dangerous in their own right, these shattered fields of glass become more dangerous when the wasteland winds sweep through an area, collecting the glass shards and hurtling them at unsuspecting characters and creatures tens of miles away.

A glass rain at first appears as a sand storm. Anyone making a successful Spot check (DC 15) notices that the approaching wall twinkles in the sunlight – a successful Survival check (DC 15) at this point means that the character has recognized the approaching storm as glass rains. Within 4d6 minutes of appearing on the horizon a glass rain will reach the area in question.

Once the glass rains hit an area, the rains actually a rolling wall of sand and glass particles and not true rain at all, the storm rips through the area, dealing 2d4 points of damage to all characters and creatures that are exposed to the wall of sand and glass. A glass rain will last for 1d4 minutes after which the area is covered in small glass shards (see box).

A glass rain is a natural event that cannot be stopped. The survivors of the apocalypse have simply learned to keep an eye open for the glass rains and to take shelter when one approaches.

FIELDS OF GLASS SHARDS

Typically a 50-foot square area, a field of glass shards is dangerous to walk through – a successful Reflex check (DC 12) is required for each square moved through, failure indicating that the character has stumbled on a large outcropping of glass shards which deal 1d4 points of damage.

A field of glass shard can be of any size the GM requires.

IRRADIATED ZONES (CR 2)

The wasteland is littered with radioactive “hot zones” of varying degrees of size and radioactive strength. To determine the size, strength, and shape of an encountered irradiated zone use the table on the next page (roll once for each column).

Any characters or creatures that pass within a number of feet of an irradiated zone equal to its size have moved through a radiated area (amount of radiation equal to one step less than the zone's radiation strength, minimum strength of lightly irradiated) and must check for radiation sickness (see the *Environments* section of the future SRD). Actually entering an irradiated zone also carries with it a chance for contracting radiation sickness with the exposure strength equal to the strength rolled on the table above.

Irradiated zones give off a slight glow at night, treat as a candle with a permanent duration, and cannot be destroyed. While an irradiated zone will

TABLE: IRRADIATED ZONES

D6 Roll	Strength	Size	Shape
1	Lightly irradiated	5-ft.	Rectangle
2	Moderately irradiated	10-ft.	Sphere
3	Highly irradiated	20-ft.	Cube
6	Severely irradiated	30 ft.	Rectangle

Cube: The simplest type of irradiated zone, a cube-shaped zone simply fills as many connected squares as possible to form a square-shaped area on the map equal to the size rolled – the zone of irradiated extends upwards the same distance as one side of the square.

Rectangle: Select a point of origin and roll 1d4 to determine the direction the line extends from that point (1 north, 2 south, 3 east, 4 west). A rectangular irradiated zone requires another d6 roll on the above table to determine its width. It is possible for the two measurements to be the same in which case it is simply a cube-shaped irradiated zone.

Sphere: Select a point of origin; a spherical irradiated zone extends out from the chosen point to the distance indicated by the d6 roll.

someday fade away naturally, the length of time necessary is so much greater than the length of an average campaign that it won't happen in the players' characters' lifetime.

JUNKYARD MOSS (CR 1)

This gray-brown moss grows beneath, on, and inside of discarded metal, wood, plastic, and just plain garbage. Junkyard moss, named for the location it is most commonly encountered, is typically 1-3-ft. in diameter and found only in the areas that get the least amount of direct sunlight. Anyone walking within 20-ft. of a patch of junkyard moss smells the sickly, garbage-like stench of the disgusting growth and must make a Fortitude save (DC 15) – on a failed check the character is nauseated for 1d4+1 rounds. The DC increases by 2 for every 5-feet closer to the moss the character moves.

Junkyard moss can be easily destroyed by fire, cold, or acid. Direct sunlight lasting more than four hours will also destroy a patch of junkyard moss.

NUCLEAR FOG (CR 2)

This greenish-colored fog is found within only a few miles of nuclear ground zero sites – locations that were the site of a nuclear detonation. Irradiated and corrosive, a patch of nuclear fog looks like a thick, green haze that is difficult to see through – -4 penalty on Spot checks made from within or through a patch of nuclear fog – and dangerous to characters and creatures.

A typical patch of nuclear fog appears as a 20-foot square that is 5-feet tall. Characters or creatures that pass through squares adjacent to a patch of nuclear fog have moved through a moderately irradiated area and must check for radiation sickness (see the *Environments* section of the future SRD). Characters or creatures that actually enter a patch of nuclear fog must check for radiation sickness – the character or creature has been severely irradiated – and each round of exposure within the fog must make a Fortitude save (DC 20) or suffer 1d4+1 points of heat damage.

Nuclear fog is a heavy, stubborn hazard and only the strongest of the wasteland's winds can dissipate a nuclear fog patch.

RADIOACTIVE MOLD (CR 2)

Radioactive mold feeds on radiation, drawing strength from irradiated zones and other hazards that project a radioactive aura. A patch of endothermic mold is black in color and 5 feet in diameter, is extremely hot, and registers as severely radioactive on a Geiger counter. Characters or creatures that move through a square of radioactive mold suffer 1d4 points of damage and must check for radiation sickness (see the *Environments* section of the future SRD).

A 5-foot patch of radioactive mold is destroyed if it takes 10 or more points of cold or fire damage.

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ROAD SLIME (CR 2)

This black, tar-like slime lives on the roadways of the wasteland, spreading out as flat as it can and waiting for a car or other unsuspecting vehicle or wandered to move across it. Road slime lives off of rubber and metal, growing as it consumes either one of the two materials. Road slime's corrosive property can also harm flesh though the slime gains no benefit from eating at flesh and never positions itself to intentionally interact with living characters or creatures.

A single 5-foot square of road slime deals 2d6 points of damage per round – ignoring metal's hardness – while it consumes metal or rubber. If a patch of road slime comes into contact with rubber of any sort, most commonly tires, it strips the rubber bare within 1d4+1 rounds – this can be especially dangerous to a vehicle moving at high speed that comes into contact with the slime. A patch of road slime that comes into contact with flesh deals 2d4 points of damage per round – the slime just isn't well-suited to corroding fleshy matter – and is otherwise treated exactly the same as when it comes into contact with metal or rubber.

On the first round of contact, the slime can be scraped off an object or creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the object or living victim as well). 10 or more points of cold damage destroys a 5-foot patch of road slime. Heat and fire have no effect on the slime.

SHELTER GROWTH (CR 1)

Some owners of fallout shelters, as the bombs rained around them, quickly discovered that their expensive safe-havens were not properly constructed. Usually a discovered fallout shelter that was improperly sealed is littered with the corpses and belongings of those that entered the shelter seeking safety. In extremely rare instances – only about 1% of faulty fallout shelters were so affected – a discovered shelter has been overrun by a post-apocalyptic plant that vaguely resembles apocalypse vine (see p. 2) but has thicker vines, no flowers, and is a dull green in color.

A shelter growth has survived by feeding off of the corpses and bodies within the fallout shelter,

the nocturnal plant thriving in the blackened chamber that gets only slivers of sunlight during the day as the light pours through the numerous cracks that prevents the inhabitants from surviving the apocalypse.

If a shelter growth is disturbed, the plant releases a burst of poisonous spores in the form of a black cloud. Characters and creatures within 10 feet of the hazard must make a successful Reflex save (DC 15) or suck in a lungful of the spores, which leaves them nauseated for 1d6 rounds. The cloud hangs suspended in the affected area (the entire fallout shelter and all outside squares adjacent to the shelter) for 2d4 rounds after which point it dissipates and is no longer dangerous. A shelter growth can only be destroyed by fire.

TOXIC SLIME (CR 6)

This thick, green-colored slime devours flesh and organic materials on contact. Wet and sticky, it clings to walls, ceilings, and floors in patches, growing and spreading as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of toxic slime deals 2d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Against wood or metal, toxic slime deals 3d6 points of damage per round, ignoring hardness. It does not harm stone. 20 or more points of cold or fire damage destroys a 5-foot patch of toxic slime.

WASTELAND RAINS (CR 1)

Dark, violent thunderstorms in the days following the apocalypse are sometimes carriers of disease and destruction, the storms moving across the landscape and spreading man's nuclear violence to those that survived the end times.

When first seen on the horizon, a wasteland rainstorm looks like any other powerful thunderstorm. Anyone that makes a successful Survival check (DC 25) correctly identifies the storm as a wasteland rainstorm, giving them time to alert others and to find shelter. These storms move

quickly, closing in on a particular location 3d4+1 minutes from first appearing on the distant horizon.

Characters and creatures caught in a wasteland rainstorm suffer 1 point of damage per round – the rainfall is slightly acidic – and run the risk of contracting radiation sickness. The storm’s duration, and the severity of the radiation dosage suffered by exposed characters and creatures, can be determined by rolling on the following table.

D6 Roll	Duration/Severity
1	2d4 minutes/lightly irradiated
2-3	2d6+2 minutes/moderately irradiated
4-5	2d8+4 minutes/highly irradiated
6	2d10+6 minutes/severely irradiated

Wood, metal, and other objects caught in a wasteland rainstorm suffer 1 point of damage for each minute of exposure.

Following a wasteland rainstorm there is a 5% chance (+1 % per minute that the storm existed) that the storm will leave behind 2d4 random corrosive pools (see p. 3). Furthermore, there is a percentage chance equal to one-half the storm’s duration (round down) that the storm will create a random irradiated zone (see p. 4) somewhere in the affected area.

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