



LEGACY
LIFE AMONG THE RUINS
2ND EDITION

WASTELAND ALMANAC



**EXTRAORDINARY ENCOUNTERS
IN A CHAOS-TWISTED WORLD**

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Games from out of this world

MÖDIPHIUS™
ENTERTAINMENT



**POWERED BY THE
APOCALYPSE**

WELCOME TO THE WASTELAND!

Legacy is a game about rebuilding your world after a reality-twisting apocalypse. Your families and characters have emerged from their shelters and bunkers, ready to explore and understand and restore the ruins that surrounded them. But what sort of things will they encounter outside the safe fringes of their Homeland?

This book is here to help. Within its pages you'll find dozens of settlements, dangers and strange devices to find. In writing these entries we've tried to leave room for your group to put your own stamp on the things described, and each entry has questions and prompts that will guide your player's interaction with it – and help you extrapolate how the settlement, threat or device may change as the ages turn. After all, one of the best things about Legacy is that you build your world together as a play group: defining what the world looks like, what caused the Fall, and where you now make your homes.

So gear up, grab your companions and embark on adventure: there's incredible things to be found in this new, mutated world.

- Jay Iles

USING THESE ITEMS IN YOUR GAME OF LEGACY

These items have been written with a focus on their impact on the fiction, letting GMs decide how to best represent them in *Legacy's* systems to fit their game. Here's some things to consider:

SETTLEMENTS: Is it a point of interest on the landscape, a home for a player's family, or a Faction taking an active role in the Homeland's politics? If it's the latter, decide what Surpluses and Needs they might have, work out what agenda they're actively pursuing, and give them an Alliance Move and a face (*Legacy 2nd Edition*, p. 243).

DEVICES: When a character first uncovers this Device, they can gain some clues to its function with *Unleash Power* and some idea of its cultural context with *Uncover Forgotten Lore*. It's good to have some idea of what you'll say for those when you introduce the Device, and remember that player's guesses about Device functions can be respected by the fiction if they roll well on *Unleash Power*.

THREATS: If this is an active threat, decide what level of Harm it will normally deal (*Legacy 2nd Edition*, p. 242) and what weapon tags players might need to face it. If it's an environmental hazard, consider what Outfit tags players would need to avoid Disadvantage from it (*Legacy 2nd Edition*, p. 62), and what it'll do to those caught in it unprotected.

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SETTLEMENTS

1. VERTIGO

A settlement has prospered in this city despite the catastrophic fallout of an ancient anti-gravity device many years ago. People go from skyscraper to skyscraper along inverted rope bridges, growing fruit in the hanging gardens, and letting their waste and their dead fall down into the sky.

- *What has reversed this region's gravitational pull?*
- *How long can the city survive, hanging off the Earth like this?*
- *How can you use the anti-gravity well?*

2. SCRATCHING POST

At first the town seems abandoned, but then you see them moving in the shadows. The cats bring you food. They show you where to sleep. They take your clothes and return them freshly laundered. They watch you.

At the centre of the town an impossibly old woman with cataract-fogged eyes sits in an armchair. She sees through other eyes now.

- *Does the old woman control the cats? Or is there something more happening here?*
- *Scratching Post is open to trade, but where can you find that much fresh fish and yarn?*
- *The cat's territory is expanding. What is their goal?*

3. ROOK

Home of one of the last great Techno Minds, the citizens of Rook are grown in vitro, psychologically conditioned as foetuses and trained from birth. With care, one day, the ancient AI intends to develop a human that can beat it at chess.

How can you prevent war with Rook?

- *Capture an important political hostage?*
- *Get a sympathetic figure in the derided "pawn" caste promoted?*
- *Teach them a new game?*

4. PLACE OF HONOUR

An egalitarian, communistic society following the Ancients' commandments: No highly esteemed deed is commemorated here, and nothing is valued here. It is not a perfect place- the old monuments the people live among are ugly in the extreme, and people get sick a lot. But they draw faith from the great plaque of the Ancients. Someday they'll unearth the rest of it.

- *What are the ancient words that have been scratched off the settlement's holy tablet?*
- *What is the strange trefoil symbol the ancients have marked every wall with?*
- *What treasure is buried here? Is it something good? I bet it's something good.*

5. CAIN AND ABEL

The twin cities, Cain and Abel, are each housed in an 800-metre-tall anthrofortress, and are ostensibly at war with each other. However, the titanic robots are in poor repair, and can take days to land a punch. When a blow connects, the citizens often use the temporary bridge for trade, migration and family reunions.

- *Why are Cain and Abel at war with one another?*
- *Is there any way to turn the awesome power of the anthrofortresses to something more constructive?*

6. THE LAST FESTIVAL

Faced with the end of the world, many decided to go out in style. They salvaged food, and drink, sound equipment and a stage.

Centuries later, their descendants still sleep here in the tents of their ancestors, cooking meat on communal firepits and drinking their own home-brewed beer. The music never stops.

- *How does the Festival continue, when no-one here seems to work?*
- *What is the entity that lives beneath the Festival, feeding off the energy of revellers?*

7. INGENUITY CAMPUS

When it became clear the end was coming, those who could afford to prepared. They spent trillions on constructing underground, fully-automated hydroponic farms, self-sufficient, sustainable power plants, and the latest in entertainment and leisure facilities. Life inside the Campus is good. It is also heavily fortified, and the drones that patrol the surviving wasteland sometimes take pot shots at survivors for fun.

- *This settlement is the greatest stock of resources and tech in the Wasteland. Can you establish trade with them?*
- *Is there a way to take them by force?*

8. FIZZTOWN

The water in this region is highly toxic, and so the only drinkable liquid comes out of the ancient soft drink factory at its centre. The people here are jittery with caffeine and sugar, have teeth worn down to brown stumps and are severely malnourished, as the drink is no good for watering plants. Still the people worship the Fizz.

- *Where does the factory get its water from?*
- *Can you loosen the iron grip of the tyrannical King Fizz?*
- *Why do so many Fizz cans have human fingers inside?*

9. CRASHLANDING

A relatively new settlement that appeared shortly after the fire in the sky. The people here have built shelter out of the wreckage of some kind of spacecraft, and claim to be from a distant planet called Earth. They frequently express amazement that the aliens of this planet appear so human, and speak such good English.

- *Why do the settlers here seem so much like humans?*
- *Can their ship be repaired?*
- *What tools and knowledge can be gleaned from these people's memories of their home world?*

10. PHOENIX

In this seemingly idyllic community adults often speak of the pre-Fall world as if they can remember it, but they're not immortal. When someone dies, a child who has come of age will sit vigil by their bed. The next day they'll have the strangest scars beneath their hairline and will talk about the pre-Fall world as if they can remember it.

- *These people have access to many advanced and forgotten medical technologies. Where does it come from?*
- *Why do your ambassadors always return from Phoenix so enthused about the settlement's agenda?*

11. DEPTH

This underground bunker was equipped with everything a population could want to survive- until a power surge irreparably knocked out the lights throughout the facility. Too scared to go outside, the people made do. Generations later their eyes are vestigial, and sight is a myth, but they do just fine feeling and hearing their way around the subterranean city.

- *Can you convince them "sight" is a real thing?*
- *Is it ethical to introduce Depth to the outside world?*
- *Is there a way to trade or steal Depth's huge, unread library of Old World knowledge?*

12. BRUNCH

Every year the villagers of this settlement build an enormous shrine, fills it with sacrificial humans, and then a leviathan emerges from the wilderness and devours the entire thing. If you ask the villagers why they put so much effort into building something for the monster to devour, they will say that if they didn't, the monster would take its business elsewhere.

- *What benefit does the monster give the community?*
- *Can you lure the monster away to your own settlement?*

13. BESPOKE

This community possesses the finest in cybernetic, genetic and cosmetic modification archeotech, as well as the most avant-garde aesthetic in the wasteland. This can make things difficult for first-time visitors, who may find it hard to distinguish people, pets and furniture from one another.

- *What's the hot new gene-modification trend that's sweeping the settlement?*
- *Is it connected the strange monsters in the settlement's sewers, and if so, how do you tell the monsters from the people?*

14. THE REPUBLIC OF BARBARA

Barbara survived the Fall, but believed she was the only one to do so. Going mad with loneliness, she stumbled across a prototype cloning machine that replicated not just her body, but her memories as well. Today the Republic is home to 12,927 clones of Barbara who, mostly, seem to get on with each other.

- *It's an election year. What are the issues in this hard-fought campaign?*
- *There are rumours that some of the clones aren't exact copies. How does the Republic treat this new class of people?*

15. THE MANY-KIN

This town seems empty, but someone must live here. Somebody must arrange the town's hundreds of shop-window mannequins into new tableaux of daily life each morning. Occasionally a gang will decide to take the town for themselves. They quickly leave the first time they wake up to 400 mannequins holding signs that read "GET OUT".

- *Who is repositioning all the mannequins every night?*
- *Why do some of the mannequins look so lifelike?*

16. EASY PALMS

A deluxe, gated community built and maintained by a corporate AI who is waiting for the economy to improve enough for anybody to be able to afford to live in it.

- *This is easily the best place to live in the Wasteland. But how will you pitch the community AI a deal that will persuade it to let you live there?*

17. THE TOWNSHIP OF CONSENSUS

Ophiocordyceps bilateralis is a highly evolved parasitic fungus that has only one goal: To infect humans and maximise the number of potential hosts for infection. It does this by encouraging empathy and communication among the host brains, and driving them to manage their resources sustainably. The village is thriving, and its population are all engaged in emotionally supportive, mutually fulfilling relationships.

- *Are the locals here as happy as they first seem?*
- *Do you accept the Ophiocordyceps bilateralis into your own colony?*
- *Can the fungus be cured? Should it be?*

18. PANOPTICOPOLIS

This fortress colony is actually a prison. The inhabitants are descendants of people who committed a crime so terrible even their children's children's great-grandchildren must continue to serve out the sentence. Most of the citizens accept their sentence meekly. Those that don't are kept in line by the heavily armed descendants of the prison's guards.

- *What crime did these people's ancestors commit?*
- *Some within the Panopticonopolis want to escape. Will you help them?*

19. THE CLAD

Nobody from this mysterious, reclusive community has ever been seen without their strange, diving-suit like apparel, their faces hidden behind opaque visors. No outside knows why they wear the suits, or what the people look like underneath them. Nobody's even had the nerve to ask.

- *What's with the suits? No, seriously, what's with the suits?*
- *Are they even human under there?*

20. CINDER

There's something odd about Cinder. Where other settlements build, Cinder digs deeper into their mountainside. Where other settlements expand, Cinder has strict population controls. Cinder is stockpiling food, repairing and constructing cryo-suspension pods, compiling seed and gene banks. While everyone else is recovering from the last apocalypse, only Cinder is planning for the next one...

- *What do the citizens of Cinder know that you don't?*
- *Can the disaster be averted?*
- *Can you buy your way into their shelter? Or take it from them?*



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DEVICES

1. THE LOTUS GATE

Before the Fall a government agency spent billions on developing a remarkably detailed, life-like, but sadly woefully inaccurate simulation of how the country might look after a civilisation-ending event. The device in this bunker lets you enter that simulation. Or possibly leave it- there's some debate about that.

- *What are the differences between the post-apocalyptic worlds?*
- *Is there any way to tell which post-apocalyptic world is the real one, and which one is the simulation?*

2. THE TRANSIT

An ancient network of still functioning organic 3D printers. Step inside a booth, select a destination, and a clone with your memories will be extruded from the system there. Meanwhile your old self is anaesthetised and ground down to an organic soup that can be used to print other passengers. Nobody has realised the anaesthetic ran out centuries ago.

- *Could the Transit allow you to rebuild a global civilisation?*
- *What happens when people find out the anaesthetic wells have all run dry?*

3. MANTIC GAUNTLET

Nobody knows if it's caused by radiation, nanorobotics run amuck, or some kind of viral infection, but there is a city where the dead walk and feast on the living. The Mantic Gauntlet was found on a worktop in a lab at the centre of the city. To wear it is to find the bodies of the dead are an extension of your own.

- *What does the Gauntlet take from you in exchange for control over the zombie armies?*
- *Will you use your mastery over the undead to wage war, or to work on desperately-needed infrastructure repairs?*
- *What if the Gauntlet falls into the wrong hands?*

4. GENESEC

A butterfly shaped implant that inserts itself into the base of your neck, Genesec was originally designed to rewrite your immune system on the fly in response to new infections. The machine learning algorithm has gathered a lot of data since then, however, and if necessary will procedurally grow you flame-proof skin, venomous fangs, or gills.

- *Is there any way to control, or perhaps – more importantly – stop, the Genesec’s modifications once it has started?*
- *There are people who have worn Genesec for years. Are they even human any more?*

5. SATNAV

An ancient, solar powered phone that is hooked into the navigation computer of a single orbiting satellite. But the satellite is old, and it’s malfunctioning in strange ways. Often its maps will show locations that aren’t there, or were never there at all, or aren’t there yet.

- *Can an expedition find the treasure hordes marked on the Satnav map?*
- *What is the mysterious crystal city? Is it a long-gone ruin, or something from another place?*
- *An area of destruction even worse than the wasteland itself keeps flickering on and off of the map. Why is that?*

6. BICYCLES

In a locked garage – seemingly untouched by raiders – is a stock of dozens and dozens of bicycles. They need no power source, are easy to maintain, and can be used to navigate quickly through even difficult terrain. Ironically, the art of how to ride one is lost knowledge.

- *As rival settlements each hit upon a cache of bicycles, and each realise the enormous military and communication advantages they could yield, the race is on to master the art of riding one.*
- *Some claim to have spotted a mysterious lone rider, cycling across the wasteland...*

7. THE GENESIS BOMB

The instructions to this device, according to the translations, say it will clean the air, purify the water, and optimise the soil's chemical composition for plant growth. It will make the Earth a paradise. The only reason it hasn't been activated is it appears to have come from another world, so we don't know who it will make the Earth a paradise for.

- *What planet is the Genesis bomb from, and what is it like?*
- *What effects will it have on our biosphere?*
- *What if its creators come back for it?*

8. GRAPEVINE

Small round implants to be inserted in the ear, connecting anyone who has one to a technological group-mind. A dozen will allow a squad of soldiers or team of engineers to work more effectively together. A thousand will form the embryo of a civilisation-level super intelligence.

- *What military applications does the Grapevine have in small groups?*
- *How about when applied to large scale infrastructure projects with thousands of people?*
- *Who are the voices people on the Grapevine are starting to hear?*

9. THE SPLINTER

It's said that this device, an enormous loop of pipes and wires nearly 30km in length, was built to unravel the secrets of the universe. Some even say that it is responsible for the Fall. All that's certain is that anyone who goes near the facility comes back to find the world different to how they remember it.

- *Is the splinter changing people's memories? Or is it a gap to worlds similar, but different from our own?*
- *Are the effects of the splinter widening?*
- *If the splinter does lead to other worlds, can you bring things back from them?*

10. THE ASCENSION'S ARMOUR

History says she was a myth. Myth says she was a God. The Ascension was a hero with the power to shoot fire from her hands, and the strength to level buildings with a punch. She was last seen flying into battle before the Fall. The woman is lost, but you have found her armour, battered, but functioning. The Ascension may rise again.

- *What's the best way to use the superhuman powers of the suit?*
- *Will you admit you found the suit, or claim the Ascension is alive again?*
- *What of the rumours that, far to the west, the shadowy figure of The Katabasis has been seen again?*

11. EUTHANASIA COASTER

Built by an eccentric billionaire who believed the world was not only about to end, but that the end would be unbearable, the Euthanasia Coaster is the centrepiece of a theme park of deadly-yet-fun attractions. The park is still sparklingly clean, and even the most savage gangs in the surrounding wastes refuse to set foot here.

- *Why is everyone so scared of the theme park? Is it superstition? Or something more?*
- *What ancient archeotech is hidden within the park's vaults?*
- *What is the terrible event the coaster was built to avoid? Will it come again?*

12. EMERALD-TINTED GLASSES

When you put these goggles on you see ruined buildings restored to their former glory, and the translucent figures of hundreds, even thousands of people walking to-and-fro along busy streets. At first you think maybe these glasses are a window into the past. But then the figures turn to look at you, and you see the holes where their eyes should be.

- *How do people respond to discovering their entire world is haunted?*
- *What are the ghosts trying to tell you?*
- *Do they have your best interests at heart?*

13. PLAYMATE PUTTY

Playmate Putty was the must-have children's toy. Children could shape the nanotech seeded playdough into the shape of any animal, person or monster they desired, and see it animate through procedurally generated movement. Usually you can only find small tubs of the stuff, but if you stockpile enough you can build a giant, rainbow-coloured automaton to do your bidding.

- *Where are the best places to find Playmate Putty? Toy stores? Factories? Playgroups?*
- *What are you planning to build with it, how big a thing are you trying to create?*
- *Is the Playmate Putty alive, or just a programme?*

14. THE FORTUNE BALL

A hollow plastic sphere resembling an oversized, black-and-white snooker ball containing a 20-sided dice, with different words and phrases painted on each side. Its ability to answer questions has led to it becoming the centre of several Wasteland religions.

- *How will the Fortune Ball's advice inform your settlement's policies moving forward?*
- *What happens when the settlement population divides itself into "Ball believers" and "Ball sceptics"?*
- *What if the ball gives two answers to the same question?*
- *As faith in the Ball increases, whomever controls the Fortune Ball, controls the world.*

15. ENERGERCISE™

Sold as a combined dieting and green energy solution. Simply implanted into the palm of your hand, the device converts the calorific energy stored in your body into electricity, which can be beamed wirelessly to any electrical device. Taken off the market when its more extreme side-effects became apparent, you can sometimes see them in the hands of emaciated techno-mages.

- *The Energercise™ is potentially a source of incredible power- but how will you consume the enormous calorific intake required to keep it running?*
- *What other side effects does the Energercise™ have?*

16. GVS

GVS or Group Valet Swarm is a network of self-replicating microscopic drones. Once a person is imprinted onto a GVS they will surround that person at all times, analysing, monitoring and meeting their every need. They will feed, dress and groom, perform chores and fetch small objects. Warning: GVS can get dangerously passive aggressive if you try to leave them.

- *Can you get enough GVS to equip your entire settlement?*
- *Is it safe to do so?*
- *How can you get a GVS to leave you?*
- *Could the GVS be re-purposed as a weapon?*

17. THE DREAM BEACON

This device is dismissed as junk at first. When it powers up blinking lights appear, a thin whining fills the air and your hair stands on end. But then, for miles around, people start to have dreams of war and death and the sense of a mind that is not human. The dream ends with three words, “We Are Here.”

- *Who created the device? Who is the signal for?*
- *What is the meaning of the images in the dream?*
- *Should you let the signal keep transmitting? Shut it off? Or change it?*

18. THE GHOST FURNACE

A hastily assembled prototype from the last, most desperate days of the energy crisis. The instructions say it is able to generate power from the Earth's most abundant and renewable resource—the souls of the dead. It's preposterous, of course. Except, it seems to be producing electricity, and you don't know where from.

- *Does the Ghost Furnace work the way it claims to? Or is there another secret to its power?*
- *Is it even ethical to use it?*
- *When the Furnace begins to fail, how can you find more ghosts?*

19. THE ATHENAEUM

This buried temple is filled with rows upon rows of computer banks, all connected up to a device that looks like an old dentist's chair crowned with a shining metal halo. The Athenaeum can use this chair to transfer anything from its data-banks to a human brain—knowledge, a natural talent, or a deeply held belief.

- *How will you use the Athenaeum? As a way to rediscover lost skills and knowledge?*
- *Or as a way to indoctrinate your own people?*

20. THE ARCOLOMOTIVE

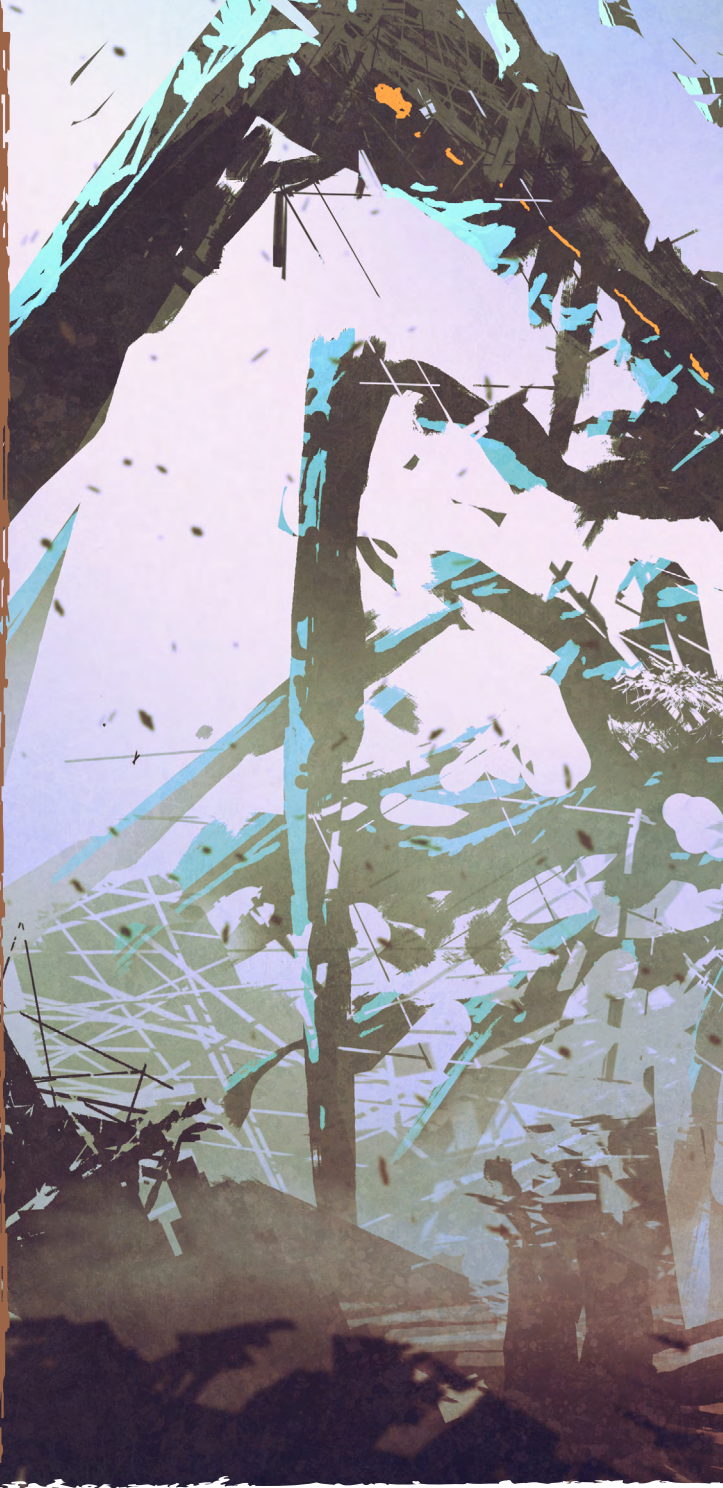
Hidden in a five-mile deep silo out in the desert, this enormous spaceship houses self-contained rainforests, hydroponic farms, libraries, dormitories, leisure centres and scientific laboratories. On top of that, there's enough food and medical resources to keep an Old World city going for a hundred years – and a nuclear engine powerful enough to turn the wasteland to glass.

- *Do you want to take the ship apart for salvage, or escape this doomed world and head for the stars, cleansing the Wasteland with fire as you go?*
- *If you do, which other tribes and factions will you allow to come with you?*
- *Does everyone else in the Wasteland feel the same way about how the Arcolomotive should be used?*



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THREATS

1. THE MIDAS PLAGUE

Science doesn't understand how this quantum phenomenon can add or subtract protons from atomic nuclei. All that is known is that infected victims find everything they touch turns, literally, to gold. Including their own dying skin cells, their sweat, their gut fauna, and the ground beneath their feet. If you see this shining crowd glinting along the horizon, run.

- *Flesh, stone, even water are turning to gold at the subatomic level. How is this possible?*
- *What caused this? What terrible thing is to be found at the centre of the golden fields?*
- *What effect is all this new gold having on the Wasteland economy?*

2. CAR SWARMS

Before the fall we thought all our problems could be solved by solar-powered, self-driving cars, networked together so that they could learn from one another to prevent accidents. The fall came, and development ground to a halt. But the cars didn't. They continued to learn. They learned most accidents are caused by human error. So now they remove the humans.

- *Can the cars be tamed?*
- *Is there some kind of guiding intelligence behind them?*

3. FAIRIES

Zoologists claim they are mutated insects. Doctors believe they're a kind of group hallucination brought on by a mix of exotic radiations. Nobody seriously believes the story that the fae folk are using the Fall as a chance to return to the world, to rule over it as they did in ancient times. At least, not until they're caught alone.

- *Why are the stories of fairies suddenly so common in the Wasteland?*
- *Is it possible to catch a specimen and prove their existence?*
- *What do they offer you?*

4. TARDIGANTUANS

These mountain-sized creatures are gentle by nature, but still pose a great danger to settlers of the Wasteland for two reasons. Firstly, they aren't very aware of their surroundings. Secondly, they are for all practical purposes invincible.

- *This creature's microscopic ancestors can withstand nuclear blasts and the vacuum of space. How can you kill it?*
- *Alternatively, is there any way to communicate with the beast, or guide it away from vulnerable areas?*

5. THE NEURONOMICON

The story in this book is actually a kind of neurolinguistic virus that overwrites the personality of anyone who reads it. Reading it is considered an act of suicidal recklessness, and translating it is a war crime.

- *Who wrote the book?*
- *What becomes of people who read the book?*
- *How is someone printing copies of it?*

6. MOLE-RAT HIVES

Naked mole-rats have evolved. Individually, they look no different from their pre-Fall ancestors, but their nests grow at an exponential rate and burst out from under the ground into teetering spires. And they're organised. A hunting party of a couple of thousand mole-rats can drag you, still alive, to the food chamber beneath the swollen abdomen of their queen.

- *How do Wasteland communities respond to mole-rat infestations?*
- *What do the mole-rats do with the people they drag into their nests?*
- *Is it just me, or do they seem to be getting smarter?*

7. REGINA REGENERATI

A Victorian inventor travelled to the future, returned to his own time, and reported what he saw. The result is the appearance of squads of time-travelling Victorian storm-troopers who, having foreseen a time when Queen and Country have fallen, and realised it is one they are helpless to avert, have decided to colonise the future, and rebuild the British Empire anew.

- *How can you fight the Regenerati without changing history?*
- *Regenerati troops have stockpiles of supplies and munitions, buried in the 19th century. Can you find them first?*

8. BIRNAM WOOD

A scout finds a copse of lush vegetation in a place marked bare on the wasteland maps. Fine, the last scout must have missed it. They walk among the trees looking for fruit and medicinal herbs. They hear plants rustling and, alarmed, search for predators moving among the foliage. But it's not what's among the foliage they should worry about.

- *The "Wood" is dangerous, but more fruitful than any other Wasteland flora. Can it be tamed? Harvested?*
- *How do you find a forest that is always moving?*
- *What happens to the people that disappear there?*

9. GLITTERING RAIN

Scientists once theorised the atmospheres of planets such as Jupiter and Saturn see rainstorms of actual diamonds. It should be impossible for these storms to happen here. But sometimes you still see sparkling clouds on the horizon. They look pretty until they're above you, and you realise you're being rained on by the hardest, sharpest things in the universe.

- *How can you build a shelter that will survive the Rain?*
- *The diamonds the Rain brings would have been priceless in a pre-Fall world. How can they be used now?*

10. LACRIMAVORE

Terrifyingly fast, unbelievably vicious predators that get an incredible high out of the chemicals the brain releases when crying or sad. Settlers that live within their hunting grounds will greet with you a cheerful smile, and keep smiling no matter what.

- *As the Lacrimavore's presence continues and the psychological strain becomes unbearable, how does your settlement cope?*
- *What are the Lacrimavore's weaknesses?*
- *Where do they come from?*

11. GREEN SUN

Astronomy is poorer now, so there's no way of knowing if the Green Sun is incredibly bright and extremely far away, or something smaller that has somehow passed into your world's orbit. Neither does anyone know why its verdant rays dissolve any organic life they come into contact with as it passes through the sky.

- *Can you find scientific instruments to study the Green Sun?*
- *Is there any way to destroy it, or negate its effects?*
- *What does your settlement do whenever the Green Sun passes overhead?*

12. THE SAPIO VIRUS

An extreme and possibly synthetic mutation of the influenza virus that hops species with ease. Infected subjects experience rapid cognitive development: many animal establish a sense of self, learn to use of tools and language, and form the embryonic beginnings of society. Then their immune systems fight off the disease, and they return to their baseline intelligence.

- *What are the evolved animal colonies like? How does their intelligence differ from that of humans?*
- *Some temporarily uplifted animal colonies are looking to compromise their immune systems to retain their intelligence. Do you help them? Or try to stop them?*

13. THE GREY

A growing expanse of the wasteland sheltered by thick grey clouds. All who pass through here are immediately struck by an overwhelming sense of despair. It's not uncommon for people and animals alike to simply lie down and never get up. Surrounding settlements retreat as the affected area grows, but nobody has found a way to counter it.

- *What lies at the centre of the Grey?*
- *What will you do as the expanding Grey approaches your own borders?*

14. ZOOLOGISTS

Occasionally a lone survivor will be picked out in the wasteland by searchlights from the clouds. Seconds later they will be lifted into the sky, placed in a glass jar and examined. Then, they might be tagged and released, kept in a zoo, or – in extreme cases – vivisected.

- *What are the zoologists? What do they want?*
- *Why do they keep drawing circles in your crops?*
- *Knowing how regular their abductions are, is it possible to turn the tables and trap one?*

15. THE IMMUNITY ZONE

An outbreak of medical nanites makes permanent death an impossibility throughout this region. Avoid at all costs.

- *Can you rescue those who suffered terrible fates within this region, but are forced to keep living?*
- *Can the effect of the Immunity Zone be brought beyond the region's borders?*
- *Is there a way to shut down the medical nanites for good?*

16. OCTOPUS SAPIENS

When humanity was in its infancy, *Octopus sapiens* were already building vast glass cities at the deepest points of the ocean floor, and they would have been happy to stay there. But when human foolishness turned the ocean water to poison, *Octopus sapiens* built themselves land-suits and came up looking for revenge.

- *Is it possible to communicate with the Octopus Sapiens to find a peaceful solution?*
- *Is there any way to defeat their unstoppable super weapon, the mechanical tentacle?*
- *How can you fortify your settlements against their armies of augmented crab slaves?*

17. THE RED LIBRARIANS

The Wasteland isn't even safe for the dead. When you die, your entire life flashes before your eyes. Every day the Red Librarians scour the wastes for the freshest dead bodies. The bones become tools and ornaments. The flesh is used for meat. The brains are preserved in a nano-fluid, and those last flashes of memory are placed on a loop, forever.

- *Where is the site of the fabled "Red Library"?*
- *Why are some settlements willingly giving their dead to the Library?*
- *Some believe the Librarians are looking for a specific memory. What is it?*

18. NARQUINE

From a distance, these horse mutations resemble the unicorns of ancient myth. However, like the long extinct Narwhal, the Narquine's horn actually comes from a single, hyper-overgrown tooth. This makes them extremely angry, and travellers should avoid their herds.

- *How will you survive when your settlement is on their migratory path?*
- *Narquine horn is especially valued by some groups. Will you join the trade, or attempt to stop the poachers?*
- *Can the Narquine be domesticated and ridden as steeds into battle?*

19. UNBORN GODS

Nobody knows why the pre-Fall government was genetically engineering human embryos to grant them greatly magnified intellects and overwhelming psychic and telekinetic powers. Neither can anyone guess why they taught them nothing but cruelty. Still, best not get close enough to ask.

- *The Unborn Gods are planning something far beyond human comprehension. What is their plan, and what are its implications for the rest of the Wasteland?*
- *How can you defeat super-intelligent beings who know your every thought and can rearrange matter on a whim?*

20. THE MILK MAN

A man devoid of hope stumbled across a van of bottles and a white coat and cap. Then he became something more than a man, he became an idea. Every dawn you can hear him whistle as his battery-powered truck trundles across the Wasteland, stopping to leave a bottle outside every settlement. Whatever you do, do not open the bottle.

- *What is the noxious green, bubbling liquid inside those bottles?*
- *What happened to the mysteriously abandoned settlements he passed through?*
- *Why isn't the "milk" running out?*

