



Gregorius21778:

# Welcome to Junkbeach

20 Finds & Encounters



Version 1.0; written by Kai Pütz

(c) 2017



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## **How to use this supplement:**

A lot of time has passed since the heights of mankind. While humanity marked their time in bunkers and cryostasis, or slowly came to terms with the radioactive lands of tomorrow, the ocean had have enough time return most of the trash that civilization dumped into it “back to sender”, and right onto the coasts wherever the streams and currents allowed for it.

The result is a Junkbeach, a place where down-on-their-luck scavengers and looters shift through what has been washed ashore, in hope of finding ANYTHING useful or trade-worthy. And sometimes, there even is some useful stuff: whole automated container ships sunk in the aftermath of *that day*, others ended up on sand banks and reefs as satellite navigation began to fail. The ocean is not careful with the things it gets, but it is not a hoarder: sooner or later, things that drift and float are spilled back onto the coast.

This title is Mutant Future™ compatible, all *monsters* mentioned are from the core rules book [with page numbers added for easy reference]. “cp” is for copper piece, “sp” is for “silver piece” and “gp” is for gold piece; “gold” is the standard coin.

**01# Damaged android parts** are found among the junk! A robot PC/NPC may use those to repair 2d8 hit points (roll separately for each robot: one man's junk is another man's spare part!)

**02#** A group of 1d4+2 **mangy Higher Baboons [p.61]** (determine hit points by rolling d6 instead of d8) stroll over the beach and look for food and interesting stuff. When they grow aware of the characters they will first try to scare them off "their" beach, but will attack if the PC seem weaker. As soon as one of them gets killed all the others will flee. They will return with 2d4 more mangy *Higher Baboons* after 2d6 turns.

**03#** This patch of the beach is littered with 6d8 **alloy tins** that are easy to clean and trade (1 cp per tin). One of the tins will be the home of a tiny but vicious crab: a character that pics up that tin must check for *Surprise*. On a failure, the disturbed crab will go for the fingers of the character, and a Saving Throw vs. Death determines if a finger is cut right off.

**04# A make-shift raft** has been washed ashore. There is no sign of its owner, but a length of rope has been tied to it (3d6 feet of nylon rope).

**05#** The characters disturb a **swarm of seagulls**. The birds will fly over them in circles for a while and scream angrily. The noise is likely to attract nearby predators, and there is 50% chance that the PC will have an encounter with **#02 a group of mangy Higher Baboons, 11# male Cockroachoids, 12# a group of Fishmen or 20# Mutant Scavengers** (GM's choice).

**06# The wreck of a small yacht** promises loot (and actually contains 2d6 days worth of dried rations and 3d6 x3 gp in easily salvageable engine parts), but is also home to an algae version of the *Brain Plant* (1d4+2) and its faithful guardian, a *Giant Crab*.

**07# The remains of a large trawl net** is found. The net may be cut into more manageable pieces (2d6 items; 2d6 gp each item if sold in a fishing village), but doing so takes time. Enough time for another random encounter (possibly with **12# a group of Fishmen**).

**08# A large field of junk** with 1d4+1 items from the Gizmo-Table that may be found after a *Search* (one by one, 1 out of 6 chance), but it is also home to a *Carcass Scavenger* that will *Surprise* the PC after the second turn of searching.

**09# 1d6 Chitterlings** slither around in the trash.

**10# 2d6 55-gallon plastic drum barrels** have been washed ashore. They contain... (d6):

(1) Drinkable water

(2) Chemicals used for dying (55 gp per barrel)

(3) Biohazard-Class waste products (Save vs Poison or the character loses 2d6 hit points over the same amount of hours).

(4) Industrial grade vinegar (100 gp per barrel)

(5) Diesel fuel for ship engines (up to the GM)

(6) Empty! Those were never used and are thereby clean on the inside (2d6 gp a piece).

**11# 1d4+1 male Cockroachoids** sift through the junk in hope to find something to impress their queen. They speak the human language and -may- be a peaceful encounter (Random Reaction Roll: "*Indifferent*" means that they will try to stalk the characters to attack if THEY find something nice).

**12# A group of 2d6 Fishmen**, all armed with spears. They scout the beach from the water and will follow the characters along the shore line as they wait for a good opportunity to attack them (the PC cannot *Surprise* them, but they can *Surprise* the PC).

**13# The smell of rotting fish** will fill the PC's noses even before they hear the deep buzzing of mutant insect wings. 1D6+2 *Giant Carnivorous Flies* gather on the carcass of some gigantic fish-mutant-thingy at the shore.

They are so focused on their feast that the characters may *Surprise* them easily, or just sneak past them.

**14# A nasty breed of roaches** has formed an *Insect Swarm* that will attack the characters unless they note the sudden increase of crawlers around them (check for *Surprise*) and flee the area. If they do, they will be *Surprised* by their next encounter (if it is a monster).

**15# The remains of an old lifeboat** rests on the shore. While it suffered some damage, it may be returned to service with a few days of work... if one can haul it from the beach or bring a repair crew here (350 GP if sold after being repaired, far less if just the location is sold as information).

**16# A barrel full of used power cells**, perhaps a hundred of them! Roll a d10 per cell that a character tries to use: 1-2 means that it was thrown away with 1-2% of the original charge still left (usually, this means two or three days of use), otherwise the cell is empty. Even those that still have power may fail with a 1 out of 6 chance after 3d6 turns of use (check once per adventure).

**17# An advanced breathing apparatus.** It looks to be intact, but is a *Condition 3 Item*: check for condition after 1d6 turns of use. Furthermore, everyone who puts it on must pass a Saving Throw vs. Poison or is going to suffer a nasty skin rash that will reduce Charisma by two points for the next 2d6 days.

**18# A ship wreck with rusty-but-valuable metal junk:** a total of 2d6+2 "items" may be scavenged from it, each item is worth 3d6 sp and weighs 1d4 lbs.

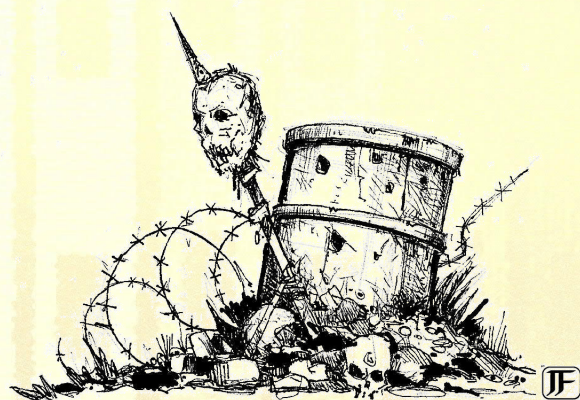
**19# 3d6+6 still usable plastic containers** of different size and type (3d6 cp each). Traders will only pay half of that (as those are easy to get), but regular households in every settlement will buy them for what they are worth.

**20# Mutant Scavengers**, a total of 2d3 level 1 mutants, are armed with clubs and padded armor, try their luck on the Junkbeach. They have not found much yet (only 2d6 lbs. of rusty iron parts) but have 2d6 jars of xenor liquor with them and are willing to trade half of them for any finds (or other items) of the PC. To the mutants, each jar is worth 10 sp and they will not part of any of it for less. This special blend of xeno liquor increases the Strength Bonus by 1 for 2d6 turns, but on a failed Saving Throw vs. Poison the character will fail any check for *Surprise* during this time (due to being drunk).

## Hey, look at this! (d20)

Some finds are peculiar, but worthless. The following might be presented together with every other result of a search:

- 1# One half of a broken helm
- 2# A fist-sized worm casing
- 3# A dead jellyfish the size a tire
- 4# A rusted hover-car wreck
- 5# An old sea mine (harmless)
- 6# A broken paddle
- 7# Hundreds of styrofoam flakes
- 8# A deflated soccer ball
- 9# An empty can of Boron Solution Spray
- 10# Dozens of soaked cardboard boxes (empty)
- 11# A broken windshield
- 12# Hundreds of soaked dollar bills
- 13# The remains of an umbrella (beyond use)
- 14# 3d6 pieces of driftwood
- 15# Broken sun-shades
- 16# A rusted drum barrel (empty)
- 17# 2d8 dead fish (rotten)
- 18# 3d12 thick, wine-red maggots (poisonous)
- 19# Numerous ripped plastic carrying bags
- 20# Lots and lots of stinking brown alga



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