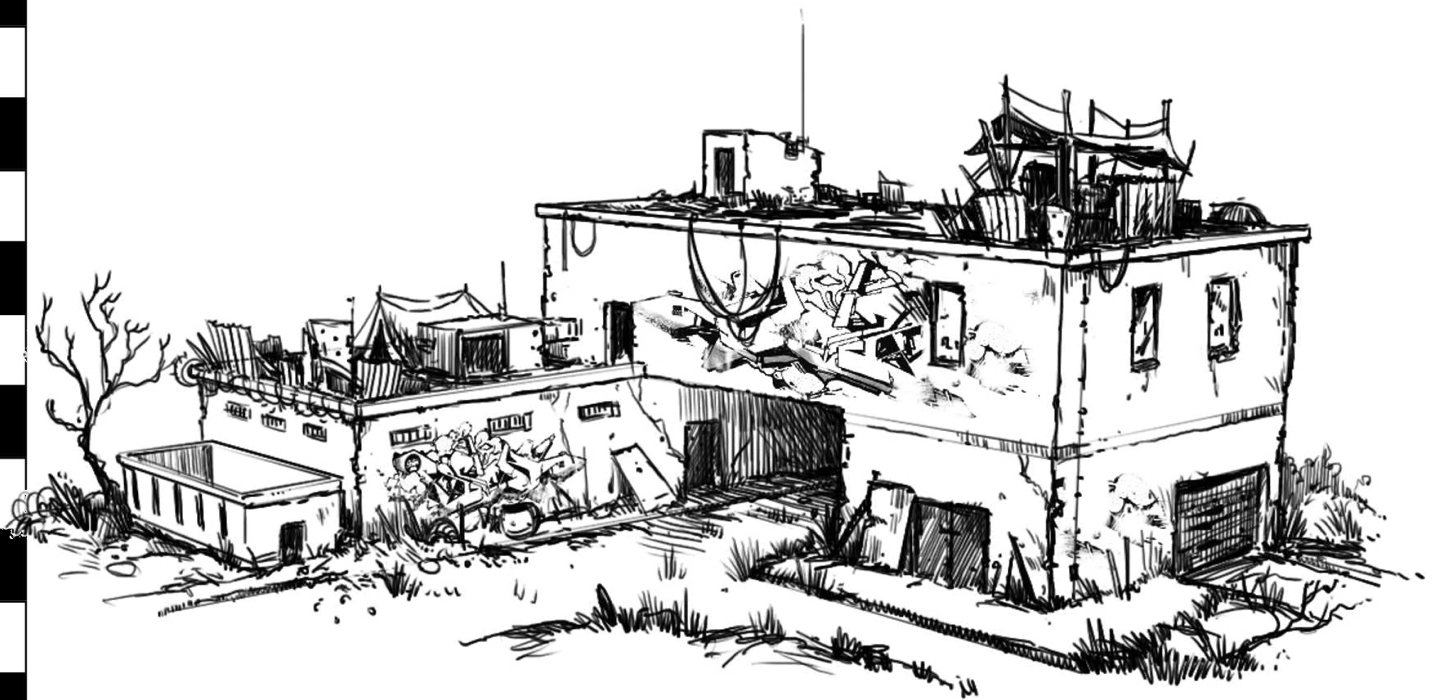


Gregorius21778: 20 Irradiated, Weird Events

for post-apocalyptic campfire nights



Version 1.3; created by Kai Pütz

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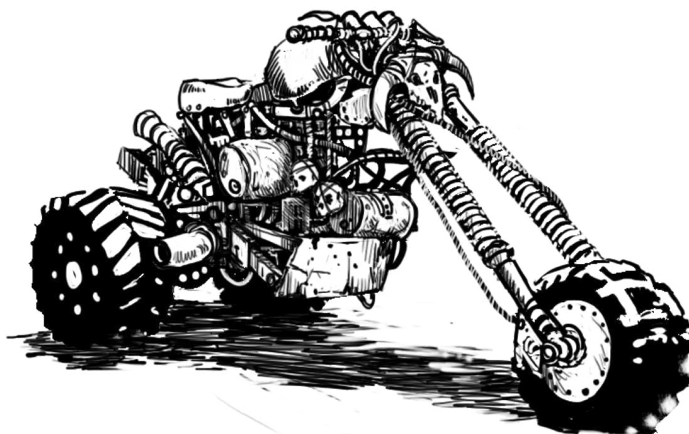
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How to use this supplement: The next time you want the PC to have a “random encounter” after they set up camp for the night, roll a d20 to determine one of the following twenty events or just pick the one you fancy the most.

Have fun!



20 Irradiated, Weird Events for Post-Apocalyptic Campfire Nights:

01# Some hairy mutated spider crawls into the sleeping bag (or: under the blanket) of the character that currently guards the camp. An ability check vs. INT determines if the character habitually shakes out the bedding before going back to sleep (unless this was already established by the player). When the PC lies down to sleep without doing so, the spider will bite the character. Should the character shake the spider out of the bedding, roll a d8 for every character in the vicinity. On a result of 1, the character with the highest result gets bitten by the spider. The poison class of the spider is determined by 1d6.

02# Fireflies start to rise at dusk. They are few at first, but their numbers grow each minute till the camp is surrounded by a fog of gleaming lights. The insects will only disperse at the hours before dawn. Check for another random encounter, but the chance of any PC on guard is decreased by one, as any monster that closes in will change the pattern of fireflies dance.

03# The fire/light source of the camp attracts **moth and other assorted flying insect... lots of them!** After about an hour, there is a thick cloud of insects and the air is filled with the reek of those that burned themselves in the flames (or: at the hot light source). The cloud will only disperse in the hours before dawn. Check for another random encounter, but the chance of a character being surprised is increased by one as those on guard are distracted by the flying insects that fill the air.

04# During the night watch, **mutated ants** the size of a grown man's pinky start to raid the supplies. Any character of the current watch shift and those one on the next (if any) are entitled to two rolls on a d8. On a result of 1, they note the "ant street" in the dark. If the ants are not dealt with, the characters might lose 1d4 day's worth of rations.

05# A fat grub, the length of a grown man's middle finger and thrice the diameter, crawls out of the earth at the camp site. It is pale-green in color with long, wiry dark hairs at its sides. Harmless as it is, it might make for a midnight snack. If the PC go scrounging in the morning they may gather a day's ration worth of food consisting of those grubs, but they are mildly poisonous (class 1) and a Saving Throw needs to be passed as soon as a handful is consumed. The damage of a failed Saving Throw comes in the form of serious stomach cramps and a gripping in the guts. Both effects (and the damage) set in over the course of the day.

06# The camp guard hears a very loud buzz and moments later, **a mutated bug the size of a grown man's fist** flies into the camp. It darts about and will at some point fly into the face of the guard. The stupid insect will repeat this over and over again. The bug will distract the character and can only be swat with a successful ability check vs. DEX. It is harmless, but annoying as hell. When swatted, a stinking slime is splattered about and the terrible odor will stay with the character 1d4 hours, and blocks the sense of smell.

07# During the night watch, the camp is invaded by **large flies** which will pester the characters, both those asleep and awake. Everybody that fails an ability test vs Willpower will have a disturbed sleep with all those flies all around (-1 to all ability tests that demand concentration on the following day).

08# A strong wind comes up that carries fine sand (or dirt) with it that originates from a radioactive area. Characters that were in the open will need to pass a Saving Throw against Radiation Class 1 on a daily basis till they change clothes and/or wash the sand off.

09# Clouds gather and after a while, **rain pours down**. If the characters have a camp fire, they will need to act quickly (ability check vs. Dexterity) to protect it and the remaining firewood. If they fail, the camp fire will not burn bright enough to fend off predators (roll again for random monster encounters, +1).

10# The wind blows stronger and thunder rolls in the distance. Soon, the sky starts to shine in a strange, blue-purple hue. The characters become witness to a freak weather phenomenon of the post-apocalypse: **an electromagnetic storm**. The storm lasts for 1d6 hours during which technological gadgets are prone to failure. Robots must pass a test for Stun or will count as paralyzed till the storm is over.

11# The night brings frost and the next morning the weather will stay cool and chilled, with everything covered in rime for hours even after dawn. Plant characters must save against Death or suffer 1d6 damage.

12# The sky clears up during the night and the characters are able to see the stars clearly, even the moon shines bright (if it isn't new moon and only if the planet has a moon). Do not check for further random encounters before dawn.

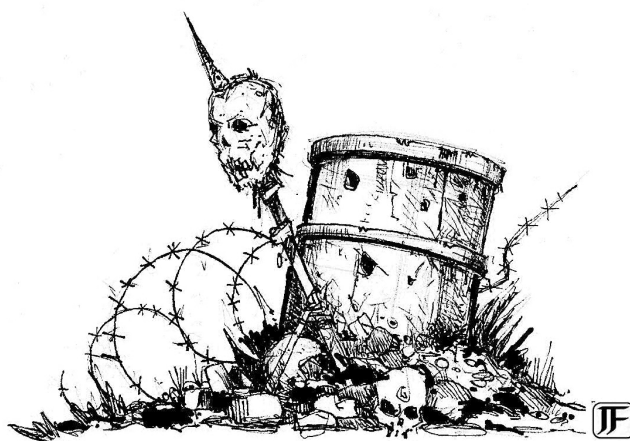
13# A small hail shower comes down, but to the surprise and shock of the character the hailstones soon have the size of golf balls. If they cannot hide themselves under a suitable cover quickly (ability check vs. DEX) the PC will suffer from 1d4 (or 1d6) points of damage. It is up to the ML if certain kinds of armor protect completely and if any of their equipment will get damaged by the hail shower.

14# The wind freshes up notably. Vegetation sways and moves and temperature drops rapidly. There is a small storm coming and the characters need to pass an ability check vs. Dexterity to secure all their belongings quickly. Those who fail might lose a piece of equipment (and the ML should consider to take away tents first).

15# An amorphous mass of slimy grey flesh drags itself into the camp and moves towards the fire. If attacked, it will turn and try to engulf the attacker (Hit dice: 1 +8; AC:8; 1 attack, 1d4 damage). Otherwise, it will move into the fire where it quickly smothers the flames while it burns itself to death. The stench is awful.

16# The characters hear a **thunderous BANG** somewhere in the distance. Those who are familiar with the sound of explosives going off will identify it as such. If the characters check the direction the noise came from in the morning, they will find the blasted remains of an old hover-car in the middle of nowhere. Its energy cell overloaded and exploded last night. The front is torn apart by the explosion, but if the characters search the trunk they will find a barely readable book about hover-car electronics, a matching tool kit and a pair of rubber boots as well as rubber gloves.

17# The characters hear the blokes of **spidergoats** somewhere out in the dark. The next time a random encounter is rolled for during the coming day, the chance for having that encounter increased by one and it will be a group 1d4+1 of spidergoats.



18# Within moments everything around the characters becomes eerily quiet as **a predator sneaks around the camp** in the dark. The characters will not know it, but as long as they stay near the fire nothing will happen to them. The beast will leave after d6x3 minutes and the sounds of the night will return to normal. But if the characters try to face the monster in the dark, they will be attacked by a mutated black bear (see p.61 of the core rules) that has lost all its fur and developed a twin-snotted maw.

19# Two higher **baboons show up near the camp site and start to throw stones** from afar. If the characters do nothing to chase them away, one of them will sooner or later be hit by a rock (1d4 damage). If one or more characters actually chase after them, the camp will be attacked (or: robbed) by another 1d6+2 higher baboons that were hiding in the dark (check for surprise).

20# A humanoid robot with flaking brown paint and the appearance of a manikin in some tattered remains of a uniform shows up at the camp site. It addresses the characters by telling them that they are

"NOT.ALLOWED.TO.CAMP.HERE...PACK.UP.IMMEDIATELY.OR.YOU.WILL.BE.CHARGED.A.FINEEEEEEEEEEEEEEE!"

If the robot is attacked, it will fight back with a stun button that will come out of a concealed cavity at its right leg [fights and saves like a third level fighter; AC:5 and 35 hit points]. Otherwise, the characters will be ordered to

"PACK.UP.AAAAAND.....LEEEEEEEAVE."

If the characters do not do so quickly, the robot will demand

"SH...SH....SH....SH...SHSHSHSHOW.YOUR.ID"

As the characters are unlikely to have any, he will finally demand that

"WE.STAY.HERE.TILL.....POLICE!.ARRIVES!....TO.D-D-D-DEAL.WITH.YOUUUUUUUU"

If the characters try to leave the vicinity of the robot, it will attack them (see above).



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