

# GL♾️W in the DARK



Adam Schwaninger

# Welcome to the Wasteland

*I see skies of bruise and scarlet blight*

*The bright burning day, the dark hungry night*

*And I think to myself*

*once a wonderful world*

This is the white-line nightmare of the Cold War brought to half-life, a mythical doomsday that never was. Twisted metal rusts away under shifting dunes. Maniacs kill for food, for fuel, or for fun. You will create a **tribe** of **survivors** - a gang of post-apocalyptic scavengers and warriors desperate to survive. We will play to find out if your tribe can flourish despite other hungry gangs, forgotten pre-war threats, the unforgiving elements, and their own dark impulses.

***Glow in the Dark*** is a tabletop role-playing game

adapted from ***Blades in the Dark*** by John Harper.

*which is required for play.*

GLW in the DARK

# Credits

Glow in the Dark is adapted by Adam Schwaninger from  
Blades in the Dark by John Harper.

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## Thanks

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# Welcome to the Wasteland

*I see skies of bruise and scarlet blight  
The bright burning day, the dark hungry night  
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This is the white-line nightmare of the Cold War brought to half-life, a mythical doomsday that never was. Twisted metal rusts away under shifting dunes. Maniacs kill for food, for fuel, or for fun. You will create a tribe of survivors - a gang of post-apocalyptic scavengers and warriors desperate to survive. We will play to find out if your tribe can flourish despite other hungry gangs, forgotten pre-war threats, the unforgiving elements, and their own dark impulses.

## What You Do

In *Glow in the Dark*, your tribe makes **runs** into the wasteland in search of **supplies** (to sustain life) and **rep** (to grow in size and power). This creates **friction** with other factions in the setting and leads to **fallout** for your tribe as they seek to rule - or escape - this new world.

## The Setting

The **wasteland** is a savage and dessicated area ravaged by the **Last War**, shot through with ruins and remnants of the **World That Was**. Resources are **scarce** - potable water is rare, the ancient wreckage is picked clean, and crops can barely be coaxed from the dust. The wasteland is also a **changed** place - rad storms scour the landscape seemingly at random, mutant beasts, plants, and humanoids fight for their place in the harsh new world, and the everpresent **Glow** lurks in starlit gorges and creeps through cracked city streets.

## The Characters

Your **survivor** will struggle to escape or rule the wasteland before meeting a grim fate.

- **Driver:** A steely-nerved master of the wheel.
- **Feral:** A survivalist trained in primitive but timeless methods.
- **Junker:** An adaptable mechanic and inventor.
- **Leftover:** A holdout from the World That Was.
- **Mutant:** A person, plant, or animal changed by the Glow.
- **Reaper:** A trained fighter who's hard to put down.
- **Shark:** A con artist and opportunist.

## The Tribe

Every tribe needs a constant influx of **supplies** to survive and grow in power. In addition, the tribe type you choose lends itself to certain methods and tactics:

- **Dealers** barter, swindle, and sell to other factions.
- **Raiders** take what they want and burn the rest.
- **Relics** hoard pre-war technology and culture.
- **Shepherds** expand their cargo cult.

## Before You Start

Glow in the Dark is not a complete game. It is a rules hack for John Harper's **Blades in the Dark**. You will need that to play this. Go get it, it's pretty great.

These rules expand, rename, and modify Blades in the Dark for a post-apocalyptic setting. Instead of a **crew** of **scoundrels**, you play a **tribe** of **survivors**. **Scores** become **runs**, **coin** becomes **supplies**, **heat** and **wanted** levels become **friction** and **hatred**, and **entanglements** become **fallout**.

## Touchstones

**Film:** The Mad Max films, The Book of Eli, The Postman

**TV:** The Walking Dead

**Games:** The Fallout series, the Borderlands series, Gamma World, Necromunda

**Books:** Prophet Vol. 1: Remission, Habitat

**Music:** "Night Marauders" by Three Inches of Blood. "Invasion A.D." by Carpenter Brut. "Dying Earth" by The Sword.

# Running the Game

During a session, the tribe leaves their settlement to go on a **run**. They might have created this opportunity on their own or agreed to do it for an NPC or faction. Runs are where the tribe makes action rolls, suffers consequences, and (hopefully) returns home with the rewards they set out to obtain. **Downtime** occurs after the run, during which the survivors recover, work towards their own personal goals, and plan their next run.

## GM Principles

In addition to the excellent advice in *Blades in the Dark*, consider these principles:

- **Surround the tribe with post-apocalyptic imagery.** Roads are cracked. Buildings are toppled. Vehicles are battered, rumbling, belching machines. Vegetation is rare and twisted by the Glow.
- **Make resources scarce or jealously guarded.** Engaging with other factions for what the tribe needs should sound more reasonable than trying to find it lying around in the wastes.
- **Keep the pressure on during downtime.** Let supplies, hatred, and fallout guide you. If the tribe is low on supplies, who might have what they need? If they're flush, who knows about their bounty? Who did they tangle with last time and what are they doing to get even?
- **Use Rivals and Contacts.** The players marked them for a reason. Let new rivalries and friendships happen naturally.
- **Make NPCs memorable.** Name them, even if it's dumb (there's a list of dumb NPC names on page 57). Give them at least one trait, even if it's just a hat. Pick a favorite way they solve problems: *violence, intimidation, lies, theft, barter*.
- **Misinterpret old things in new ways.** One of the benefits of a post-apocalyptic setting is getting to twist cultural touchstones and use items for unintended purposes. Note that while the *characters* can misinterpret these elements, it is usually a good idea to speak plainly to the *players* about it so everyone's on the same page.
- **Adjust the gonzo to suit the table.** There are mutant apes, plant-people, robot trucks, and dinosaur-worshippers available, but you don't have to use all of them at once. There are plenty of factions and contacts who are just folks with a memorable schtick. Decide as a group how crazy you want to get.
- **Explore the freedom inherent in the setting.** There's a lot of room within the themes of scarcity and strangeness. The wasteland can handle Western themes, action stories, moments of introspection, nation-building, horror, and more.
- **Make the wasteland a savage place.** The wilderness is unforgiving, trust comes hard, and only the strong survive.

# After the Run

The downtime phase proceeds as normal, save for the addition of an upkeep phase.

- Payoff
- Friction
- Fallout
- **Upkeep**
- Downtime Activities

## Payoff

Calculate **supplies** and **rep** earned during the run as normal.

## Supplies and Stash

**Supplies** are anything valuable in the wasteland - food, water, fuel, scrap metal, medicine, ammo, trinkets from Before, etc. Your tribe will spend supplies between runs to feed and shelter their tribe as well as expending supplies during the run itself. Only the luckiest tribes break out of this zero-sum game to thrive in the wastes, and even fewer survivors manage to live long enough to build a **stash** large enough to attempt escape across the **Nowhere** (see page 38).

**Detail the kind of supplies that your tribe obtains during a run.** A cache of anti-radiation drugs, looted weapons from opponents, pristine tires, etc. Let that influence the fiction of who or what might be interested in those supplies, and what kind of shortage might work best if **fallout** results demand it.

## Friction and Hatred

Anything worth having in the wasteland is already owned. The crumbling buildings are looted and the wrecks are stripped. Your tribe still hungers, though. Your vehicles thirst for fuel. Your weapons need ammunition. When you take what you need, you take it from someone else.

Having more than others comes with its own problems. Your own people will see the bounty before them and will gorge themselves. Or, if they're not wastrels, they'll steal what they think they're owed and squirrel it away. Maybe they'll even leave, or try to rise to power within your tribe.

There is no law. Heat becomes **friction**, and wanted levels become **hatred**. Friction represents tensions within your own settlement as well as how your tribe's actions draw other factions' ire. High-friction runs are daring, selfish, and maybe a little foolhardy. Eventually the other factions will **retaliate**, either to take what you have because you've been successful, or to take a potential threat down a peg.



After you distribute supplies and claims after a run, calculate friction.

- **1 friction:** In and out. Little or no blowback. Deals made.
- **2 friction:** A usual amount of violence. Promises broken.
- **3 friction:** Chaos and car chases. Vendettas sworn.
- **4 friction:** Outright warfare; devastation follows in your wake.

Then add bonus friction!

- Add **+1 friction** if you ventured onto hostile turf.
- Add **+1 friction** if you're at war.
- Add **+2 friction** if you squandered resources.
- Add any friction from complications or devil's bargains during the session.

## Waste Not, Want Not

Gas, food, ammunition - these are precious. Human life is not. **Wasting resources** on a run is the fastest way to create untenable levels of friction. Instead of adding +2 friction if you kill during a run, only add +2 friction if resources were wasted. Obliterating vehicles, firing fully-automatic weapons, poisoning food and water - actions like this lead rival factions to one of two conclusions:

1. Your tribe has given into senseless chaos. You aren't even concerned with your own long-term survival, so you must be stopped before you squander what little is left.
2. Your tribe must be so flush with supplies that you don't need to concern themselves with frugality. Your settlement must be a treasure trove brimming with loot.

## Hatred and Retaliation

Your hatred level determines to what extent other factions are willing to cooperate to wipe you out. When they come for you, it's called a **retaliation** - one or more factions attack your tribe, claims, or cohorts with the aim of killing people or destroying supplies. **Reduce your hatred level by one** and **clear your friction** after such a retaliation if:

- The enemy succeeds (or thinks they've succeeded).
- You beat them back soundly enough they must withdraw to lick their wounds. The animosity may still be there, but the will and resources to take action have been spent.

Retaliations may result in rep for your tribe but should rarely generate supplies.

## Fallout

Replaces Entanglements. After your tribe returns from a run or resolves a crisis, roll your **hatred** in dice and consult the column for how much **friction** your tribe has.

Hatred Roll	Friction 0-3	Friction 4-5	Friction 6+
1-3	Indolence/Wastrels	Diplomacy	Greed/Thieves
4-5	Favor/Aid	Probing/Thieves	Hit/Betrayal
6	Probing	Raid	Siege

- **Aid:** A friendly faction comes to you asking for help. Pay them **supplies** equal to their **tier**, ignore them and lose status, or assist them in their plight some other way.
- **Betrayal:** A rival or hostile faction arranges for one of your contacts, purveyors, or customers to switch allegiances. They're loyal to another faction now.
- **Diplomacy:** Another faction sends a party to redress grievances diplomatically. Denying the offer costs **friction** equal to the faction's **tier**. Will they honor their deal? Will you?
- **Favor:** Your tribe needs supplies and another tribe you have positive status with (typically +2 or +3) needs something distasteful done. Agree to the deal or lose **status** with the friendly faction.
- **Greed:** A splinter cell within your tribe has been taking supplies for their own. Pay your **tier+1** in additional **upkeep** or deal with the problem another way.
- **Hit:** A rival faction tries to capture or kill one of the tribe leaders, preferably while they are alone or asleep. If the tribe's base is hidden or secure, it'll likely happen during a run instead.
- **Indolence:** One of your cohorts causes trouble due to their flaw(s). Lose face (forfeit your **tier+1 in rep**), make an example of one of them, or face reprisals from the wronged party. There's no fallout if you don't have a cohort.
- **Probing:** An enemy faction grabs a friend or contact, interrogating them about your defenses. Pay ransom equal to **1 rep per tier** of the enemy, let them keep your contact, or show them you are not to be trifled with.
- **Raid:** Another faction sees your tribe as easy pickings and mounts a raid. Pay them off with their **tier in supplies** or stand up to them, losing 1 status with them.
- **Siege:** A rival faction gets wind of your dwindling supplies and lays siege to your turf, hoping to starve you out. Give them **1 claim** (or the enemy's tier in supplies if you have no additional claims) or go to **war** (-3 status).
- **Thieves:** Another faction sneaks into your settlement and tries to make off with supplies equal to their **tier**. Locking down your settlement to prevent this from happening is possible, but it will turn away traders and messengers and decreases morale. Take **+2 friction** to avoid losing supplies.
- **Wastrels:** Flush with resources, your tribe overspends. Pay your **tier+1** in additional **upkeep** and reduce everyone's stress by 1, or deal with it before it gets out of hand.

## Upkeep

At the start of each **downtime** phase, the tribe **loses supplies** equal to their **tier+1** (do not apply tier adjustments from wartime hold loss or fallout). You don't get off just because you're tier 0, and we don't assume a basic subsistence. There are no day jobs in the wasteland.

In addition, taking more gear on a run depletes your tribe's supplies, in addition to possibly hindering your stealth and speed. Look at the greatest **load** your tribe brought with them on the previous run:

- **Subtract 1 supply** if the greatest loadout carried by one or more tribe members is a medium load (4-5).
- **Subtract 2 supplies** if the greatest loadout carried by one or more tribe members is a heavy load (6+).
- **Light load** (0-3) does not impact your tribe's supplies.

Items looted in the field do not count towards this upkeep cost, even if they otherwise mark item dots. Maybe mark them differently on your character sheet if you need to.

*Screwface goes on a supply run but encounters a few hostile Sleepwalkers at the scavenging location she's chosen as a result of a poor engagement roll. Screwface's player doesn't choose a load with her plan. She just marks off items as needed. Screwface ends up marking 1 armor dot, 1 dot for a frag grenade, and 1 dot for a big melee weapon (a fire axe). She loots an assault rifle off of one of the dead Sleepwalkers for 2 more dots. When she returns from her run, she's carrying 5 dots' worth of gear but 2 of those dots were looted. Only three dots are things she brought with her (even if it was retroactively), and thus Screwface doesn't pay any upkeep for her gear this time.*

## Running on Empty

If your tribe needs to spend more supplies than they have, treat your tribe as if they are at war. Hold drops one level, with the associated temporary loss of tier if you were already at weak hold. If you do not obtain enough supplies to cover your losses in the next downtime phase, the wartime losses become permanent and you suffer another wartime drop from that new level. If you are at tier 0 with weak hold and this happens, your tribe members have no choice but to disband, either throwing themselves on the mercy of other factions or, if they still refuse to bow, taking their chances on the Long Road to Nowhere (retirement).

*The Jack Asphalts, a tier 1 Raider gang with weak hold, screwed up and barely escaped the last run with their lives. They made it out with only 1 supply. During downtime, they need to burn 2 supplies (tier 1 + 1 = 2 supplies) to subsist. Uh oh. Their hold can't drop below weak, so the Asphalts drop from tier 1 to tier 0 (still with weak hold) temporarily. If they can't pull it together on their next run, they're done. They'll already be at tier 0 and would have to disband.*



# Character Creation

Player characters (**PCs**) in *Glow in the Dark* are **survivors**. Whether by luck, skill, or grit, they are more capable - and more ambitious - than the common wasteland scavengers who eke out short, meager lives in hardscrabble settlements.

## Choose a Playbook

- **Driver:** A steely-nerved master of the wheel. Play a driver if you want cars and vehicular action to feature prominently in your game.
- **Feral:** A survivalist trained in primitive but timeless methods. Play a feral if you like stealthy characters or if you want to explore the dichotomy of technology and barbarism.
- **Junker:** An adaptable mechanic and inventor. Play a junker if you want to craft gadgets and engage with the weird technology in the setting.
- **Leftover:** A holdout from the World That Was. Play a leftover if you want to contrast the old world with the new, play the “token human”, or enjoy having access to high tech toys.
- **Mutant:** A person, plant, or animal changed by the Glow. Play a mutant if you want weird powers and enjoy playing the “lone wolf on a team” outcast archetype.
- **Reaper:** A trained fighter who’s hard to put down. Play a reaper if you like solving problems with violence.
- **Shark:** A con artist and opportunist. Play a shark if you enjoy being the instigator or trickster, or if you want to explore the faction politics and social landscape of the wasteland.

## Choose a Background

Each playbook has several suggestions for your background. Expand on one of these options or come up with your own.

## Choose a Taboo

Killing, stealing, and worse are the new status quo. The last of your humanity lurks in the cracks, defined by what you won’t do. Choose or create a personal line you won’t cross: *barbarism, cannibalism, murder, oathbreaking, slavery, squandering, torture, withholding aid*.

## Assign Action Dots

Assign **5 action dots** (max of 2 dots in any single action).

## Choose a Close Friend and a Rival

Nine out of ten times, every interaction in the wasteland is a negotiation. *Quid pro quo*. There are a few people who get by on trust - mark this friend/ally/lover/family with the upward-pointing triangle. By the same token, there is no enemy like a former friend. Mark one who is a bitter enemy, scorned lover, or betrayed partner with the downward triangle.

## Choose a Vice

The baser instincts reign in the wasteland. Some say it is madness to try to survive this broken world - more so when you're surrounded by the half-forgotten splendor of the World That Was. Choose how you deal with it and mark it under **Vice**.

- **Denial:** You retreat from this broken world using relics from Before.
- **Duty:** You've pledged yourself to a cause, group, family, etc.
- **Faith:** Funny thing about gods - whether they're old, new, or false, they always seem to want valuables.
- **Gambling:** You crave games of chance - the deadlier the better.
- **Luxury:** When excess is taboo, flaunting material wealth can be dangerous indeed.
- **Pleasure:** Lovers, food, drink, chems, pain. You yearn for gratification.
- **Stupor:** You seek oblivion with chems, drink, or savage violence.

## Choose One Special Ability

Think about what each ability says about your character and how you might use them. If you can't decide, choose the first one on the list or ask the table.

## Items Carried

Don't mark any items until you need them on a run. Don't even choose a load. You pay for your gear with **supplies** during the **upkeep** phase.



# Actions

Just like in *Blades in the Dark*, you choose which action to perform when contending with obstacles. Some actions may be better suited to some tasks than others and might modify position and/or effect accordingly.

## Insight

- **Hack** old technology or jury-rig contraptions; modify, disable, or repair devices; painfully and messily patch wounds.
- **Hunt** a target; gather information about its location and movements; attack with precision shooting from a distance.
- **Read** a person's intentions or situation; recon a location; actually use reading to uncover lost knowledge.
- **Scrounge** up items or information; find sustenance in the wasteland; spot useful things.

## Prowess

- **Finesse** locks or pick pockets; employ subtle misdirection or sleight of hand; race in a vehicle.
- **Prowl** about unseen and traverse obstacles; climb, swim, run, and jump; ambush with close violence.
- **Raid** a location; fight in open battle; perform a drive-by.
- **Wreck** a place, vehicle, item, or obstacle with savage force; unleash chaos; breach defenses.

## Resolve

- **Barter** with people for resources, info, or access.
- **Boss** people around using threats, charisma, or presence; lead a cohort.
- **Sway** someone with charm, logic, deception, disguise, or bluff; manipulate and seduce.
- **Trek** safely across the wasteland; know routes and places to resupply; travel long distances under hardship.

# Items Reference

Each playbook has access to unique items as well as a set of standard gear options. Remember that while items looted during a run do not count towards calculating **upkeep**, they may impact tasks requiring agility, speed, or stealth.

## Ammo

As you expend ammunition, you'll mark off ammo dots under Items. This represents the foresight to bring enough ammo. Follow these guidelines for marking ammo:

- Mark the first dot when you engage in a gunfight that uses a **raid** action (as opposed to **hunt**).
- Mark the second dot if you **squander** ammo; suppressing fire, full auto, and so on.

You're out of ammo if you don't have the load to spare or if it makes sense in the fiction. It might also come up as a devil's bargain.

## Bodytank

Bodytanks are suits of powered armor, used by specialized units during the Last War. They are bulky, noisy, and costly to operate, but they provide unparalleled protection. They suit can be environmentally sealed against radiation, water, gas, even vacuum, and provides about an hour of air. They are extremely effective against primitive weapons and handgun calibers, although higher calibers and sustained fire can penetrate. Energy weapons, though rare, are most effective against the bodytank's shell. Some wastelanders reinforce their suits to provide greater protection against certain weapons, while others have to make do with salvaged armor with missing plating or helmets.

A bodytank's exoskeleton, while far stronger than a human, is mainly tasked with moving the weight of the bodytank and its pilot. Modifications to increase a suit's carrying capacity or to boost power to the arms for close combat are popular, however.

When you suffer harm, you may choose to apply the hit to the bodytank instead. It can be **damaged** (level 1 harm) and **breached** (level 2 harm). Level 3 harm can be shunted to the suit, but this renders it inoperative. A breached suit acts as if it has the flaw "obvious weak spot" and no longer provides an environmental seal.

When you obtain a bodytank, choose one or two edges and an equal number of flaws. Decide how you got it and pay the cost.

### Edges

- **Armed:** 2 load of items are integrated into the armor and do not count towards upkeep.
- **Fast:** Run at great speed. The bodytank's wearer can keep pace with a car.
- **Plated:** +1 armor.
- **Strong:** Potency for melee attacks.

## Flaws

- **Limited power:** Set a clock and tick it each time the bodytank features in an action. When the clock is filled, the suit is drained and won't move.
- **Obvious weak spot:** The bodytank has a glaringly obvious hole in its protection. A missing helmet, shredded plates on its legs, exposed core, etc. It cannot be environmentally sealed.
- **Leaky core:** As part of a devil's bargain or clock or fiat, the GM can call for a resistance roll against the radiation leaking from the bodytank's core. The suit's own armor does not apply to this damage.

## How Did You Get It?

- **Salvaged:** The bodytank is battlefield salvage or a relic you found in some trove. No strings attached, but the suit's beat to hell. Your suit suffers an additional **flaw**.
- **Loaned:** Choose a higher-tier faction. They own the bodytank and loaned it to you for a specific purpose. What do they want? Why would you need power armor to do this? Breaking this deal can very easily turn into **stolen**, below.
- **Stolen:** You took the suit from a more powerful faction. Choose one and lower your **status** with them to at least -1. Someone's going to want it back. Who did it belong to?

## Custom Ride

For some wastelanders, speed is life. Vehicles are coveted items, able to carry supplies and blow past ambushes. They're also noisy, temperamental, and burn precious fuel.

Tribes with the **Cars** upgrade have access to basic maintenance and refueling equipment. If you have a vehicle but do not have this tribe upgrade, you must spend an action each downtime keeping your vehicle in working condition. If you don't, it's not available during your next run.

A **custom ride** is a special vehicle - something you've modified above and beyond the standard wasteland jalopy. Choose one or two **edges** and an equal number of **flaws**. Decide how you got it and pay the cost.

## Edges

- **Armed:** Attacks against other vehicles may either gain **potency** or may be made at **range**.
- **Armored:** Your ride has **+1 armor**.
- **Fast:** Your ride may **assist** when pure speed is a factor.
- **Nimble:** Your vehicle handles easily. Consider this an **assist** for tricky maneuvers.
- **Simple:** The vehicle is easy to repair. Remove all its harm during downtime.
- **Sturdy:** Your ride continues to operate even when **broken**.

## Flaws

- **Cramped:** Your ride only has enough space for you and your personal load.
- **Finicky:** Only one person understands the vehicle's quirks. It has -1 quality if they're not driving.
- **Fragile:** The vehicle doesn't have a Weak harm slot.
- **Specialized:** The vehicle is designed for blacktop or is an extreme off-roader. It has -1 quality when it's not in its favored terrain.
- **Thirsty:** Your ride costs 1 supply per downtime to keep it running.

## How Did You Get It?

- **Salvaged:** You built your vehicle yourself from salvage and scrap or found it rusting away in the wastes. It comes with no strings attached but it's not the most reliable chariot. Choose an additional **flaw**.
- **Loaned:** Choose a higher-tier faction. They own the vehicle and loaned it to you for a specific purpose. What do they want? Why would you need a vehicle to do this? Breaking this deal can very easily turn into **stolen**, below.
- **Stolen:** You took the vehicle from a more powerful faction. Choose one and lower your **status** with them to at least -1. Someone's going to want it back. Who did it belong to?

## Basic Items

- **Primitive Weapon:** A simple one-handed melee weapon doesn't count towards your load. The type is up to you - tire iron, bowie knife, baton, heavy chain, whatever you like. If it takes two hands, has some reach on it, and/or is a ranged weapon like a bow or crossbow, mark +big. You can carry up to two additional one-handed weapons or one spare big weapon.
- **Ballistic Weapon:** A handgun or similar sidearm, one of countless models made before the Last War or maybe even one scrapped together after it. Mark +big if it's a rifle, submachinegun, shotgun, or LMG. Like primitive weapons above, you can carry two extra sidearms or one additional longarm.
- **Exotic Weapon:** A piece of wasteland ingenuity, a weaponized tool, or something weird from Before. A chainsaw, handmade flamer, severed killbot limb, tranquilizer gun, wrist-mounted crossbow. Be creative.
- **Molotov:** You throw it and then there's fire.
- **Frag:** Fire in the hole. Grenades are the great equalizer when it comes to scale advantages.
- **Toolkit:** You can fix and wreck things with this random assortment of scavenged tools and parts.
- **Radio:** It's a radio - look, if you're still having trouble, just ring your call button and Tommy will come back there and hit you on the head with a tack hammer from the toolkit I was just talking about.
- **Climbing Gear:** A few coils of rope, grappling hooks, rappelling gear, pitons and such.
- **Camping Gear:** Bedroll or sleeping bag. A roomy hiking pack. A fire kit. A small tent or tarp, big enough for a few people.

## Driver Items

- **Fine anti-vehicle weapon:** A well-maintained bulky weapon designed to destroy vehicles. It could be a grenade launcher, RPG, or even a crossbow or javelin with explosive warheads. It comes with one shot; mark off the "Ammo for AV weapon" dots for subsequent uses.
- **Speed chems:** An inhaler with fine powder that boosts your reflexes, releases adrenaline, and combats fatigue.
- **Night goggles:** Hi-tech optics that use a combination of cross-spectrum sensors to provide excellent - but monochrome - vision even in deepest dark.
- **Ammo for AV weapon:** Unlike normal ammo, mark a dot every time you use your AV weapon after the first shot.
- **Bottle of nitro:** Nitro greatly boosts an engine's performance. It's also flammable when heated and has medical uses.

## Feral Items

- **Fine exotic weapon:** A finely made unusual primitive melee or ranged weapon. A razor-edged boomerang. A lovingly-crafted handmade bow. A scoped crossbow. An axe made from a wasteland behemoth's jaw.
- **Fine animal companion:** A highly-trained hunting pet. This animal obeys your commands and anticipates your actions. Dog, ocelot, hawk, horse, or some other more exotic creature.
- **Booby traps:** Traps for killing or capturing prey, whether it be human or otherwise.
- **Smoke bomb:** A homemade charge that creates a roiling cloud of thick smoke. Can detonate on impact or be fused.
- **Survival kit:** A compact, efficient combination of climbing and camping gear, designed to be bolstered with found items to keep the bulk down during travels.
- **Ghillie suit/camouflage:** Clothing and warpaint that breaks up a person's shape and blends in with the terrain.

## Junker Items

- **Fine electronics kit:** Soldering kit, spare wiring, precision tools, assortment of batteries, and a breadboard for working on electronic devices.
- **Fine machinist's tools:** Hand tools, a small jack, and a portable torch for working on machinery and vehicles.
- **Keycards:** Assortment of ID cards, badges, and dongles to help unlock ancient facilities and bypass security systems.
- **Jalopy:** A battered vehicle, like a buggy or light pickup. More frame than car, hollowed out to carry cargo. Usually a work in progress or side project. Replacing it with an equivalent vehicle is easily done during downtime.
- **Gadgets:** Load slots for any invented devices.
- **Vial of botdust:** When snorted or swallowed, these short-lived nanites flow to the user's brain, allowing them to wirelessly communicate with computer systems and robots. Causes irritability and insomnia.

## Leftover Items

- **Fine energy weapon:** A top-of-the-line energy weapon, anywhere from the size of a cartoonishly-large handgun to a stocky rifle or even a powered melee weapon. The arms race leading up to the Last War saw a variety of prototypes put into field use. Generally they make weird noises, glow funny, and make bad guys melt, burn, or explode.
- **Fine hand terminal:** A cutting-edge mobile device. Obsidian rectangles are common, but wrist-mounted devices, portable holograms, and even HUD goggles crop up now and then. Works as a radio, geiger counter, and flashlight. Can communicate with pre-war systems.
- **Medical kit:** Enough painkillers and antiseptic for one survivor to ignore the effects of harm until the end of the run. Counts as an assist on recovery rolls during downtime.
- **Motion tracker:** Handheld scanner that detects motion above a certain threshold in a 360 degree radius. Can be remotely slaved to a hand terminal. Sensitivity falls off quickly with range.
- **Rad suit:** A full-body suit with hood and breathing mask, good for a few hours. Protects against background radiation and provides armor against any directed radiation attacks. While tough enough for reasonable usage, it can be ripped if you take harm or as part of a devil's bargain.

## Mutant Items

- **Fine natural weapons:** Your body bristles with bone spurs, quills, thorns, or claws and fangs. These are retractable or easy to conceal if you wish.
- **Fine boneyard maps:** Precise and meticulous maps of nearby boneyards, population centers from the World That Was. Radiation and worse prowl the ruins but the rewards can be worth the risk.
- **Fine concealing clothes:** Luxurious (by wasteland standards) clothes that can conceal the wearer's appearance or make an impression on an audience.
- **Irradiated energy shots:** Altered by the Glow, these vials of 48-hour energy drink are toxic to unaltered humans but give mutants a manic boost of energy. You may mark off energy shots instead of stress when using mutant abilities.
- **EMP grenade:** Sends out a localized electromagnetic pulse, scrambling electronics. Temporarily shorts out energy weapons, portable devices, generators, robots, and vehicles with microprocessors.
- **Dose of anti-rads:** Tablets that bolster the user's resistance to radiation for several hours.



## Reaper Items

- **Fine hand weapon:** A high-end melee or ranged ballistic weapon. Could be nearly anything.
- **Fine heavy weapon:** A two-handed melee or ranged ballistic weapon. Ranged variants are usually automatic, possibly belt-fed.
- **Combat drugs:** An injector for military-grade combat drugs. Increases strength, pain tolerance, and endurance while heightening focus. The shakes and nausea come after.
- **Armor-piercing ammo:** Special rounds that pierce most types of armor.
- **Concealable vest:** A light ballistic or stab vest that covers the torso. Can be worn under clothes or layered under other armor.
- **Explosive charge:** Some sort of powerful explosive, useful for breaching defenses, clearing personnel, and destroying vehicles. Can be detonated by timer, tripwire, or using a wired clacker from some distance away.

## Shark Items

- **Fine pre-war booze:** A rarity amongst wasteland moonshine, an impressive status item and trump card for most trades. It'll get you drunk, too.
- **Fine lockpicks:** Finely crafted lockpicks. Not a bobby pin to be seen.
- **Party drugs:** Euphoria-inducing pills. Can be taken directly, crushed into drinks, or snorted. Gives confidence and camaraderie in exchange for a loss of focus.
- **Concealable derringer:** A .22 or .380 hidden in a sleeve, boot, or waistband. Accurate inside 10 feet; deadly if pressed up against the victim's head.
- **Pepper spray:** Nonlethal deterrent. Can be concealed in a palm or pocket.
- **Impressive but useless trinkets:** This assortment of oddments looks valuable to anyone not in the know, but they are essentially bogus trade goods.



# Tribe Creation

Your Glow in the Dark campaign tells your tribe's story. Survivors may come and go, but your tribe belongs to everyone at your table. Decide as a group whether you want to create survivors or flesh out your tribe first. Some groups prefer to have a tribal theme before choosing character playbooks, while other groups may wish to match a tribe type to the characters.

## Choose Tribe Type

Your tribe type represents the purpose of your tribe, its special abilities, and how they advance.

- **Dealers** barter, swindle, and sell to other factions. Play dealers if you want to play the supplies/tier/rep game via barter and skullduggery.
- **Raiders** take what they want and burn the rest. Play raiders if you want to gain supplies/tier/rep through violent means.
- **Relics** hoard pre-war technology and culture. Play relics if you want to rebuild society in your image without worrying about any specific method of gaining supplies/tier/rep.
- **Shepherds** expand their cargo cult. Play shepherds if you want to frame your actions in terms of your cult's beliefs, rather than focusing on a particular method of gaining supplies/tier/rep.

## Tier, Hold, Rep, & Supplies

You begin at **tier 0**, with **strong hold** and **0 rep**. Your tribe starts with **2 supplies**.

## Choose Reputation

*Ambitious, brutal, daring, honorable, professional, righteous, pragmatic, cunning, subtle, or strange.* You earn tribe XP when you bolster your tribe's reputation.

## Choose Settlement

Each tribe type has a **settlement** - a camp, convoy, base, or compound where they call home. Your settlement also houses a small population who depend on your tribe for survival and who, in return, can abstract away most of the basic maintenance, hunting, and gathering necessary for day-to-day subsistence in the wasteland. Decide what your settlement looks like and where it is, using the wasteland zones outlined on page 31. The GM will tell you which faction used to own this territory. You decide how you maintain control:

- **You negotiated a truce:** Pay the faction **1 supply** and they leave you alone.
- **You made an alliance:** Pay the faction 2 supplies and gain **+1 status** with them.
- **You took it by force:** Keep your supplies and take **-1 status** with the offended faction.

## Choose a Special Ability

Choose 1 starting special ability for the tribe.



## Assign Tribe Upgrades

Your tribe gets two upgrades for free. Mark 2 additional **upgrade slots**.

- **Cars:** Your tribe has a single vehicle and access to basic maintenance and refueling equipment. If you have a vehicle (such as a custom ride, jalopy, or a claimed vehicle) but do not have this tribe upgrade, you must spend an action each downtime keeping your vehicle in working condition. If you don't, it's not available during your next run. A second dot in this upgrade provides a fleet of vehicles, enough to transport your tribe and their cohorts.
- **Cohort (costs 2 upgrades):** A gang or an expert. These people are explicitly not your settlement's basic population - cohorts are better equipped and better trained than the scavengers and peasants who populate your settlement by default.
  - **Brains:** Scholars, tinkers, and scientists.
  - **Smiles:** Con artists, spies, and messengers.
  - **Rovers:** Drivers and wasteland scavengers.
  - **Skulks:** Scouts, infiltrators, and thieves.
  - **Thugs:** Killers, brawlers, and gunhands.
- **Convoy:** Your tribe's settlement and any reasonable claims are mobile. Maybe you got a subway to work and roam the subterranean maze beneath the Boneyard. Perhaps it's a simple fleet of semi trucks or even a shantytown built atop a great shuttle crawler.
- **Farm:** Your tribe somehow manages to grow its own food. Reduce **upkeep** cost by 1.
- **Gyros:** Your tribe has access to an one-person gyrocopter and a place to store, maintain, and refuel it. While useful for scouting the wasteland, dropping awful things on enemies, and bypassing terrain, it is fragile and extremely vulnerable to bad weather. A second dot represents an upgrade to an actual helicopter, able to carry a small gang and some cargo.
- **Hidden:** Your tribe's settlement is hidden.
- **Secure:** Your tribe's settlement has defenses to repel intruders and alert you to trespassers. One dot represents rudimentary booby traps, walls, guard animals, and alarms. Two dots makes your settlement **Impenetrable**, and gets into high-tech or weird stuff: sentry bots, infrared sensors, mutated beasts, etc.
- **Storage:** Your tribe's maximum supplies raises to 8. A second dot upgrades your cache to a **Vault**, increasing your tribe's maximum supplies to 16. You can securely contain a handful of prisoners here as well.
- **Workshop:** Your tribe's settlement has a garage, machine shop, tool shed, or other dedicated space for repairing and creating technology. You may ignore the downtime action requirement for vehicle maintenance if you lack the **Cars** upgrade. Items crafted in a workshop have **+1 quality**.
- **Thriving (Requires Farm, Workshop, and Secure):** When you advance your **tier**, it costs half the supplies it normally would.

One faction helped you get one of these upgrades. Mark **+1 status** with that faction. Optionally spend **1 supply** to take **+2 status** with them instead.

One faction was screwed over when you got an upgrade. Mark **-2 status** with them, or spend **1 supply** to mollify them, taking **-1 status** instead.

## Choose a Favorite Contact

Your tribe has access to all the listed **contacts**. Choose the one who is a close friend or long-time ally. The GM will give you two factions who are involved with this contact:

- One faction is also friendly with your contact. Take **+1 status** with that faction.
- One faction has it out for your contact. Take **-1 status** with them.

You may choose to increase both of those faction statuses to +2 and -2 instead.

## Favored Operation

Each tribe type struggles for wasteland dominance in their own way. Your tribe has several ways it earns tribe xp. Choose one to be your **favored operation**. You get **+1d on engagement rolls** when you conduct your favored op.

### Dealers

- **Deal with competition:** What prompted the need for this? Is there profit to be made?
- **Product supply:** What is the product? How are you getting it? Why is the route dangerous?
- **Make a sale:** How will you handle security? Where is the deal taking place? Why can't you simply take what you want? Why can't your customers?
- **Expand the market:** To whom are you plying your wares? How do you plan on retaining control of this new territory?

### Raiders

- **Battle:** Straightforward enough. What's the objective? How far do you take it?
- **Extortion:** "Protection" racket optional.
- **Sabotage:** Sometimes wasting resources is a quick path to an early lead.
- **Smash & Grab:** You're not called "raiders" for nothing.

### Relics

- **Explore pre-war locations:** There are many hidden places from the World That Was. How do you seek them out? What do you hope to find? Do you share this knowledge or hoard it?
- **Reclaim pre-war technology or culture:** Are there specific things you seek? Does it serve basic survival or does it have a greater meaning?
- **Rebuild the wasteland in your image:** What are your guiding principles? What will you carve out of the wilderness?
- **Subjugate those who stand against you:** Do you desire to rule or to destroy?

### Shepherds

- **Crusade against the enemies of your faith:** Who or what qualifies? Other cults who cannot be shown the light? Specific people or groups marked as "evil" by your cult's doctrine? In the tribe, who has a say in this?
- **Pilgrimage to a holy site:** What makes it holy? Is there a relic to recover? Why is the trek dangerous? Into whose territory must you trespass?
- **Convert unbelievers:** What does your cult demand in return for the benefits

of faith? What are those benefits? Trade? Protection? Technology? Is it all just lies spun for naive scavengers? How do you keep the pious from discovering the truth?

- **Sacrifice to appease your deity:** What items or people are claimed by your god(s)? From whom are you taking them? Are you really sacrificing them? Is there a specific ritual to perform?

## Starting Situation

The tribe's settlement recently had enough food, fuel, and water to last a month or more, but it's gone now. They're down to just 2 supplies (the starting value for a new tribe). If they haven't already used those supplies to adjust their starting faction status, they'll be running on empty due to loadout or upkeep before too long. With scarcity looming, the tribe needs to get more supplies.

- **Which faction took their supplies?** Was it due to a bad deal, a raid, tribute, or extortion? Pick one, discuss it, or put a player on the spot. Look at their faction statuses - a hostile faction taking supplies is straightforward, but a friendly faction doing it leads to interesting questions.
- **How will the tribe get more?** Are they going to strike back or get what they need from someone else? Choose a plan, pick a detail, and go to the engagement roll.
- **But we're hidden and we have a farm!** Okay, cool, and in 30-100 days your tomatoes or corn or whatever will be ready for harvest. You need food and water *today*.

## A Bespoke Apocalypse

The scarcity scenario above can be applied to a wide variety of tribes and factions, but if you'd prefer something a little more focused, tribe-specific situations are provided below as well as opportunities for future runs.

### Dealers: Wrecks Marks the Spot

A Conclave flying machine, rare as a unicorn, was shot down over the deadly, beast-ridden Barrens. There's no telling what it was carrying, but the smoke from the wreckage is visible for miles. Pick a hostile faction, a neutral faction, and a friendly faction. They're all after the goods as well, but you have a decent shot at getting there first if you move now. Will you forge alliances, let the others fight it out first, or dive in quick and escape before others come calling?

### Dealers Opportunities

- There's an established trade route along smooth roads but it's in another faction's territory.
- A dangerous off-road shortcut through tunnels can shave hours or days off your delivery times. Why is it dangerous? What is drawn by your convoy's passage?
- Another faction comes to you with a lucrative deal but with an unfavorably strict schedule. What if supplies go missing or are waylaid?
- A secretive patron will pay you well to ambush a friendly faction at your next handoff.



## **Raiders: Revenge is a Dish Best Served Now**

A friendly contact comes to you, barely alive. A hostile faction fell upon them and sent them to your tribe bearing a message: Your tribe's land is forfeit unless you pay. They're on their way in force, but that means their own settlement may be unguarded. What do you do?

### **Raiders Opportunities**

- You've scouted out some ambush points along a well-traveled trade route. Will the caravan be ready for you this time?
- Homesteads you extort have hired mercenaries to protect them.
- Nomads wander into your territory. What are they fleeing? What might they know?

## **Relics: Dankest Dungeon**

There's a cache of bodytanks behind still-functioning pre-war security underneath the Monarchs' drug farm in the Boneyard. All you have to do is make it through their turf, find a way into the old metro tunnels, get past their bug-slavers and sentient plant sentries, contend with who knows what in those ancient catacombs, and make it out alive. Even if you're on friendly terms with the bugs, they're not likely to let you leave with a haul that large.

### **Relics Opportunities**

- An entire pre-war submarine buried under the dunes with an operational reactor. What lurks within, drawn by darkness and rads?
- A library in a rad zone, complete with teaching robots. What is a "membership card" and why do you need one to get in?
- Wandering cultists make bold but tempting claims of provision and protection. Can you prove them wrong before they sway your settlement?
- Another faction is using pre-war keycards as jewelry. What secrets might they unlock?

## **Shepherds: God's Gonna Cut You Down**

You have been captured by Thunder's Children! They are about to sacrifice you to an oncoming rad storm to curry favor with their storm gods before raiding a nearby settlement controlled by the Legion. The bulk of their attacking force has left when lightning strikes nearby, throwing your captors into disarray. Will you run for it, grabbing what you can? Will you show them your god's wrath? Will you attempt to help the Legion, or are they in just as much danger from your tribe? How will you demonstrate the power of your deity?

### **Shepherds Opportunities**

- A rival cult is destroying sacred relics. Your tribe may be next.
- A rival or faction claims to have evidence that your beliefs are a lie.
- Another tribe of shepherds offers you riches (supplies or turf) to convert to their congregation.
- A sandstorm uncovers a sacred site. Claim it and its relics before it is pillaged by unbelievers.
- Notables from another faction claim to believe in your deity, but what are their true intentions?

# Claims

There is not enough of anything for everyone. **Claims** represent a possible roadmap for your tribe's rise to power - at the expense of others, of course. They are part of the world outside the tribe and obtaining them affects your tribe's standing with other factions.

You can take and hold physical claims. Who already has one? What do they use it for? How hard will it be to keep it?

Some claims are people, like a congregation of true believers or terrorized settlers. To whom do they owe their allegiance? What do they want in exchange for their loyalty?

Some claims are temporary upgrades or useful resources that come with a price. The specifics will vary according to the fiction but claims fall into a few categories that apply to any kind of tribe. Each tribe also has a few claims that are specific to that tribe type. The fictional details of certain supplies might also lend itself to using those supplies as a claim.

## Common Claims

- **Vehicle:** Cars, trucks, gyros, and other vehicles are easy to steal because they are their own getaway. You may use a claimed vehicle on limited number of runs (usually from 1 to 3) before something breaks that you can't fix. Furthermore, unless your tribe has the **Cars** or **Workshop** upgrade, you must spend a downtime action maintaining the claimed vehicle before it can be used on a run. You may ameliorate this cost by marking an additional use of the claim.
- **Bodytank:** Power armor taken or found in the wasteland has a limited number of uses (from 1 to 3, like claimed vehicles). Let the narrative determine if any extras or flaws (page 16) should be present.
- **Supplies:** Supplies are mentioned here as a useful catchall category for loot. If you're not sure how to handle something the tribe's stolen during play, assign it a value in supplies and move on.
- **Turf:** Turf works like Blades in the Dark, reducing the amount of **rep** your tribe needs to increase its **hold** or **tier**. Sometimes it will make sense for your turf to be an expansion of your settlement, while other times it may be appropriate to treat certain claims as satellite locations. Guard them well!
- **Quality:** Some claims supply your tribe with high-quality or powerful items. These claims can temporarily (from 1 to 3 runs) grant **+1 quality** to an aspect of your tribe. Eventually rough treatment and limited resources will bring the claimed items or equipment down to your tribe's normal tier.

## Dealers

- **Roads:** You've mapped out faster, less dangerous routes through your territory. **+1d trek** on your turf. **+1d** to engagement rolls for **transport** plans.
- **Caravans:** Scav traders pay to cross your territory or to scrounge in your pocket of the wastes. Anytime during **downtime**, roll your **tier** minus your **friction**. You get **supplies** equal to the result (if it's positive).

## Raiders

- **Barracks:** Your gangs have space to grow. Your **thug** cohorts have **+1 scale**.
- **Tributes:** Your tribe exacts tribute from anyone dumb enough to trespass. **+2 supplies** for **extortion** runs.

## Relics

- **Pre-war archive:** You've identified a location from the World That Was. **+1d** to **acquire assets**.
- **Loyal citizens:** Civilization has spread across your territory. **+1d** to **reduce friction**.

## Shepherds

- **Chapels:** Satellite locations for the faithful, collecting tithes. Anytime during **downtime**, roll your **tier** minus your **friction**. You get **supplies** equal to the result (if it's positive).
- **True believers:** There's no gossip like church gossip. **+1** to **gather info** for runs.

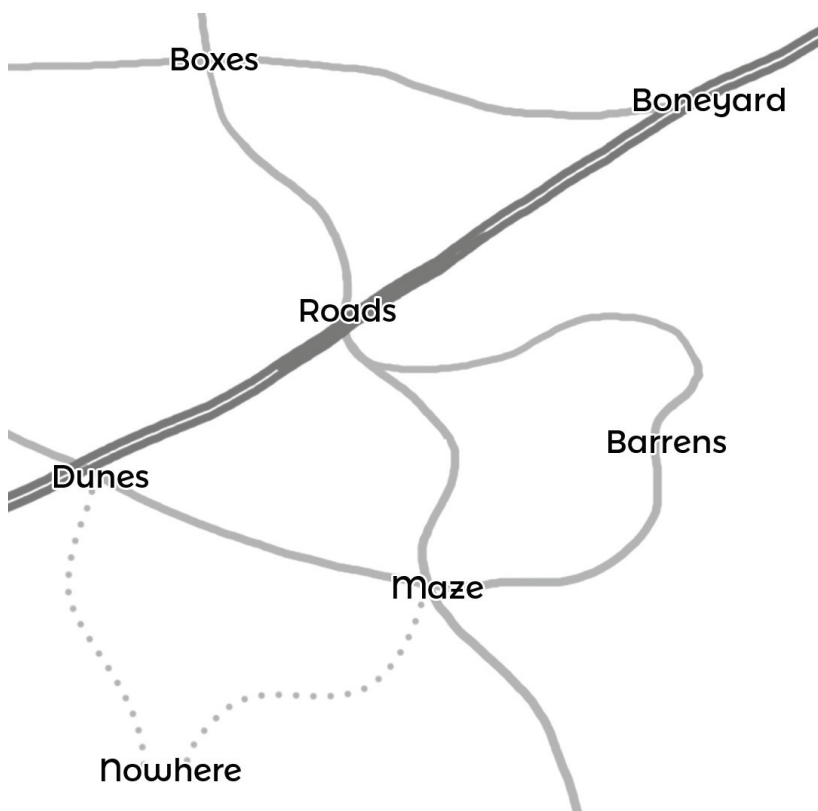




# The Wasteland

The **wasteland** is a large region of barely-hospitable terrain in and around a bombed-out population center. The flowchart below gives some idea about how the different areas might fit together but doesn't detail distances or specific landmarks. Keep the following things in mind to help bring the wasteland's character to the forefront:

- **Magnificent desolation:** There is fleeting peace to be found in the wasteland's silent vistas. What does the tribe see when they're out trekking on a run? What is around them? What do they hear? What's on the horizon? *Black smoke, Metal glints, legs scuttling, dead quiet, moaning wind, whispering wind, buried bones, crunching bones, creaking doors.*
- **Apocalyptic weather:** Fierce storms and the Glow can appear out of nowhere. Is the weather an opportunity for more than a color scene? Would seeking shelter complicate the tribe's plans? *Bruised sky, firey sky, gray sky, roiling sky, green sky, hellish sky, burning sun, wan sun, watery sun.*
- **Hostile wildlife:** Mutant creatures and machines stalk the wastes. An encounter with a slaving thing could make for a meaty complication from a trek, scrounge, or hunt roll. *Too many legs, hungry maws, pack ambush, minds screaming, shouldn't be this smart, too big, stumble into its nest, glistening hairless skin, moves all wrong.*



## The Barrens



Carnivorous flora wars with new breeds of mutant fauna across a Glow-touched, alien landscape. Evolution runs amok through the remnants of what passed for wilderness in the World That Was. Only the desperate or insane seek shelter here.

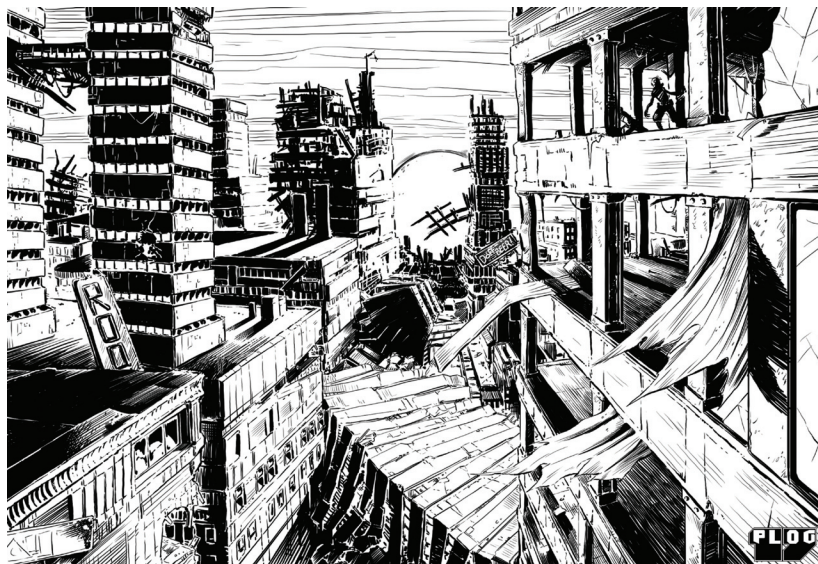
**Settlement:** Dead Horse, a village of ferals guarding an ancient secret.

**Connects to:** The Maze, The Roads

**Hazards:** ○ ○ ○ ○

**Resources:** ○

## The Boneyard



Carcasses of skyscrapers still reach uselessly for the silent heavens. Hulks and wrecks choke the streets. Collapsed apartment buildings and long-looted storefronts sit clogged with debris. Parks grown wild strangle the city centers with hardy vines and mutant flora or lay dead and dessicated, dust blowing across killing fields stalked by ancient machines following corrupted programming.

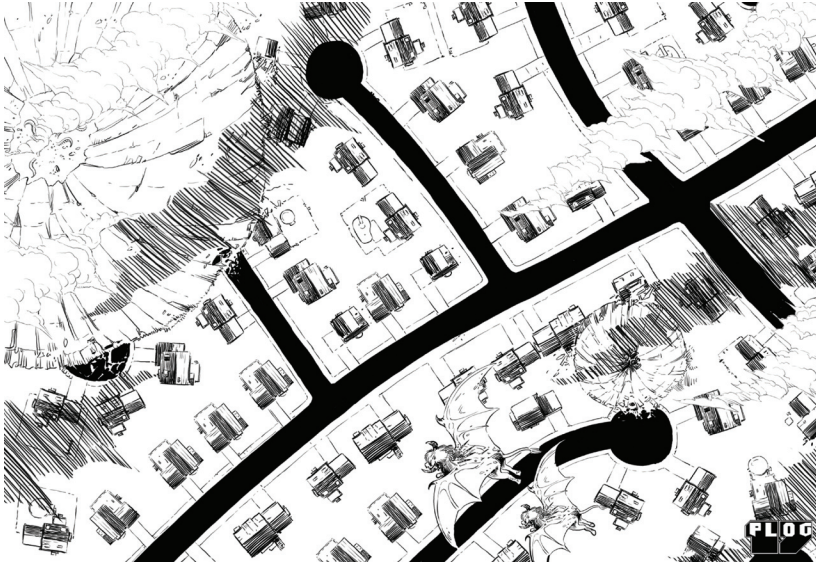
**Settlement:** Metro, a small scavenger community living out of an armored subway. The mutant beasts and automated security that prowl the tunnels leave them alone.

**Connects to:** The Boxes, The Roads

**Hazards:** ○ ○ ○

**Resources:** ○ ○ ○

## The Boxes



The picked-over skeleton of suburbia stretches far and wide around the Boneyard. Rows of crumbling homes offer little shelter. Ramshackle big box fortress-malls built by the first tribes lie in ruin, built, burned, and rebuilt over and over again. Dormant booby traps and resting machines wait for careless newcomers. Nests of mutants make new homes in old houses.

**Settlement:** Prism City, an underground mall built at the terminus from the old Boneyard metro lines. Abandoned even before the Last War, it's found new life as a popular trading post for caravans.

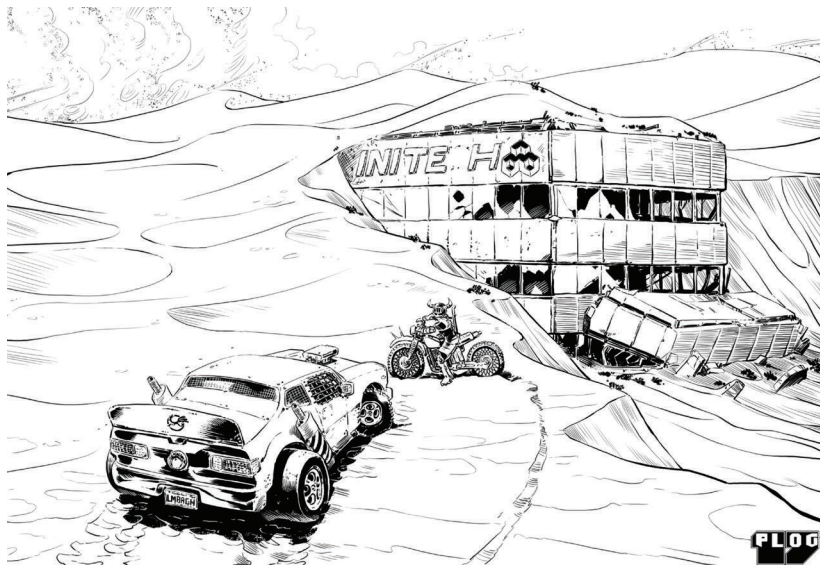
**Connects to:** The Boneyard, The Roads

**Hazards:** ○ ○

**Resources:** ○ ○



## The Dunes



Shifting sand blows over hard-packed earth or crumbling blacktop. Half-buried edifices and bleached signposts jut from the desert like bones. Wonders lie hidden in the area's many "caves" (really just the preserved ruins of suburbia covered by sand and rubble).

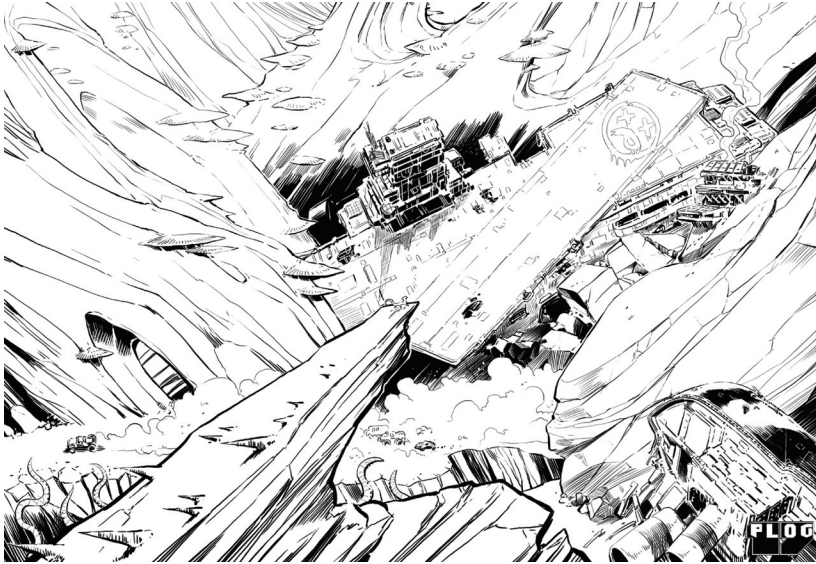
**Settlement:** Sunnydale, a cult living out of a half-buried shopping strip, modeling their beliefs on fantastic tales found within an archive of ancient magnetic tapes and plastic discs.

**Connects to:** The Maze, The Roads, The Nowhere

**Hazards:** ○ ○

**Resources:** ○ ○ ○ ○

## The Maze



Faultlines yawn hungrily, ready to swallow unwary travelers or spew forth mutant creatures. Canyons and switchbacks hide the wreckage of everything from strip malls to submarines. Trails and roads through the Maze are rare and highly coveted.

**Settlement:** Piso Mojado, a cliff face pocked with cavern-homes and strange warrens. The denizens have access to clean water from a source deep within the buried ruins.

**Connects to:** The Barrens, The Dunes, The Roads, The Nowhere

**Hazards:** ○ ○ ○

**Resources:** ○ ○

## The Roads



Cracked asphalt lures convoys into danger with the promise of speed. Roadside rubble and burned-out buildings hide traps or salvage. Giant gray obelisks, the ruins of overpasses, overlook the rolling hills and dead towns.

**Settlement:** The Steak n' Stake, a well-armed roadside fortress-ranch trading in food animals. Corpses and severed heads are prominently displayed on eponymous stakes around the perimeter.

**Connects to:** The Barrens, The Boneyard, The Boxes, The Maze

**Hazards:** ○

**Resources:** ○

# The Nowhere

Ash faults fill the air with noxious black smoke. Dust walls and endless katabatic sandstorms block out the sun. The eroded remains of others serve as constant reminders of the folly in coming here. This place is not for you.

And yet...

There are some who say a better life waits across the Nowhere. They say there's a beanstalk to sky-castles made for giants with endless food and water. They say survivors from the Last War wait under the earth, ready to welcome the mad to Valhalla. When you mark your **fourth trauma** and tire of your wretched existence, you set out across the Nowhere, braving scouring endless winds, trackless ash plains, mutant creatures, and rad storms.

This is how you retire your character, by putting **supplies** into your **stash** over time and waiting for the right moment to escape the wasteland. Maybe you'll make it, maybe you won't. Your chances of survival depend on how many supplies you managed to stash away:

**0-10: A Warning to Others.** You die hard in the ash faults. Even children know not to go out so ill-prepared.

**11-20: Never Tell Me the Odds.** Like so many other times before, your life comes down to a single die roll. On a 1-3, well... at least you make it far enough that nobody knows you failed. On a 4-5 you pass beyond the dust walls, never to be seen again. Read the 21-30 result. On a 6, read the 31-40 result.

**21-30: The Kindness of Strangers.** You've made it this far and won't let little things like running out of food, water, fuel, and ammo stop you. If you find anything out here past the Nowhere, you won't be in any position to make demands, however. The table decides your fate.

**31-40: Shiny and Chrome.** If anyone can make it, you can. Bowed but unbroken, you survive the worst the Nowhere can offer, intent on carving your name into what lies beyond. You decide your own fate.







# Factions, Cults, and Gangs

Dealers	Raiders	Relics	Shepherds
IV Hightower	IV Last Cavalry	IV Conclave	IV Church of the Atomic Prophet
III Ape Empire	III Knight Riders	III Noah	III Glassed
III Blacksand	II Red Rocs	II Sheltered	II Seekers
II Monarchs	II Boneyard Bulldogs	I Sleepwalkers	II Thunder's Children
I Big Red	I Blacktop Society	I Iron Maidens	I Apostles of Rex
	I Free Radicals		I The Legion

## The Ape Empire (S)

City-state of uplifted primates and other humanoid animals nestled in a fertile (for the apocalypse) valley. They will deal favorably with mutants but rare is the human who ventures into their territory and returns to tell the tale.

**Turf:** A fertile valley in the Barrens, jealously guarded. A handful of small camps where they meet with outsiders.

**NPCs:** Abraham (imperial, bigoted, short-tempered), Jackie (shrewd, caring, curious), Menelaus (honorable, traditional, warlike)

**Allies:** Monarchs, Church of the Atomic Prophet, Free Radicals, Legion

**Enemies:** Last Cavalry, Conclave, Noah

**Situation:** The Empire's farms are failing. Jackie, the emperor's child, wants to swallow their primate pride and open trade with (ugh) regular human tribes, while Menelaus (the emperor's general and Jackie's mate) wants take resources by force.

## The Apostles of Rex (S)

A tribe of ferals and mutant animals who eschew vehicles for trained mutant riding beasts. They worship a gargantuan mutant reptile they call "Rex" and routinely raid other settlements for sacrifices to their scaly god.

**Turf:** The corpse of a zoo; a confusing mishmash of terrain and passages makes it easy to defend from intruders.

**NPCs:** Dagron (mutant, cannibal, skeptic), Zork (feral, cannibal, shaman)

**Allies:** Ash Lords, Church of the Atomic Prophet

**Enemies:** Thunder's Children, Ape Empire, Monarchs

**Situation:** The Apostles are currently divided on goading Rex into attacking the Ape Empire's territory; the apes have fertile soil for the taking but the risk to the mutant creature may be too great. A compromise might be a test run on a smaller tribe (like the PCs or one of their allies).



## Big Red (W)

A self-driving cargo hauler from Before with enough glitchy updates to its subroutines to approximate a kind of intelligence. It drives an unknown route but sometimes deviates to assist travelers - or attack them. Maintained by a few repair drones and a handful of madmen who worship the truck as a god. When it stops, flares go up and the truck's followers prepare for a fire sale at best and gunfire at worst.

**Turf:** Big Red travels the Roads, following some unknown algorithm.

**NPCs:** Bort the Mechanizer (chief mechanic), Fred, The Bear, Clyde, Doctor Fang (snakeman, not really a doctor)

**Allies:** Noah, Knight Riders

**Enemies:** Glassed, Blacksand

**Situation:** Big Red's acolytes have decided that their god needs a bride.

## Blacksand (S)

Blacksand is a settlement that jealously guards their refinery and transport vehicles. None have yet breached its walls by force, though their trade caravans are often beset by raiders desperate for fuel.

**Turf:** A walled refinery-fortress with easy access to the Roads and the Boxes. Several tanker trucks and outrider vehicles. A sprawling, squalid shantytown market outside Blacksand's walls. A handful of roads guarded by paid-off Ash Lords or Bulldogs.

**NPCs:** The King (Elvis-obsessed, jealous, fickle), Cash (second-in-command, serious, deadly, bard), Kaufman (plays dumb, observant), Valley (caravan master, cowardly, shrewd), Elvira (engineer, inventive)

**Allies:** Boneyard Bulldogs, Ash Lords

**Enemies:** Big Red, Blacktop Society

**Situation:** Blacksand's convoys are vulnerable during transit, and the King knows it. They're looking for more trucks, better guards, and heavier weapons to fend off would-be bandits.

## The Blacktop Society (W)

Speed freaks and deathracers who hunt the dwindling asphalt strips and packed-earth boulevards of the wasteland. They're nomadic, stopping every once in a while to host races and vehicular deathmatches where they tempt newcomers with prizes of fuel and parts. They never turn down a race, and dedicate their lives to the Big Three (pre-war automotive deities).

**Turf:** A fleet of fast cars and bikes. A supply train of armed pickups and RVs that carry the Society's water, fuel, and tools.

**NPCs:** Edgewater (cool, even-handed, greedy), Daytona (hungry, daredevil), Dallas (Nicolas Cage), Nitro, Turbo, Blaze, Laser, Blazer

**Allies:** Sheltered, Ash Lords

**Enemies:** Knight Riders, Blacksand

**Situation:** Edgewater and Daytona, the siblings who run the Society, want to patch things up with the Knight Riders. Perhaps betting it all on one final race is the answer.



## The Boneyard Bulldogs (S)

Roving gang whose members style themselves after the sports teams of legend. They are daring and brutal in battle, although it is clear that violence is their sole strong suit. They follow the precepts of their god Mad'n. Bulldogs who prove themselves take up the mantles and identities of history's greatest warriors, wearing holy tunics emblazoned with the names and numbers of these ancient heroes.

**Turf:** A well-guarded high school where the Bulldogs test their might and sacrifice their victims in deadly bloodsport.

**NPCs:** Coach Boss (leader, obsessed, violent), Scary Radshaw (lieutenant, brutal, direct), Montana, Vix, Ripper Jr., Griff, Grezski, Jor-Dan, Thirteen

**Allies:** Free Radicals, Blacksand

**Enemies:** Ash Lords, Knight Riders

**Situation:** Coach Boss has watched the replays and interpreted the playbooks. The Big Game, the holiest of days, has finally come and the astroturf thirsts for blood - willing or otherwise.

## Church of the Atomic Prophet (W)

Widespread cult that worships radiation and the Glow. The Church counts many mutants among its congregations. They look upon mutations as a blessing and seek to spread the Glow to all people. Has given rise to many splinter cults, although they will unite against outside forces if threatened despite their infighting.

**Turf:** Several chapels scattered throughout the wasteland. A hidden sanctuary (a missile silo) buried in the Dunes on the edge of Nowhere.

**NPCs:** Polaris (female humanoid), Trident (plant mutant), and Atlas (mutated dog), the Atomic Trinity. Robin, Tsetse, Kinglet, Nike, Fat Man, Mirv.

**Allies:** Monarchs, Ape Empire

**Enemies:** Free Radicals, Conclave

**Situation:** The Church believes that the Conclave has access to the arming codes for the missile slumbering underneath their hidden sanctuary. They are willing to sacrifice (or pay) nearly anything for those codes.

## The Conclave (S)

Little is known about the Conclave. What is known, however, is troubling. They have the means to create new technology on par with - and in some cases surpassing - The World That Was. They claim a direct heritage to the great Merican warlords. Their spies are everywhere. They suffer no mutants. For all its supposed power, however, the Conclave rarely ventures into the wasteland, and only then on bizarre missions - kidnappings, specific thefts, and assassinations.

**Turf:** A pre-war subterranean bunker complex. Scores of soldiers and scientists. High-tech weaponry & armor.

**NPCs:** Director Harper (reclusive, cold, single-minded), Drs. Nittner, Koebel, Acimovic, others.

**Allies:** Glassed, Last Cavalry

**Enemies:** Noah, Monarchs, Ape Empire

**Situation:** Engineering a final solution to the Glow and anything ever touched by it is a tough job, but someone's got to do it. The Conclave is always on the lookout for new test subjects, more data, and potential recruits. Maybe they're observing your tribe right now.

## The Free Radicals (W)

Heretic splinter cult from the Church of the Atomic Prophet. The Radicals believe the Prophet has come and gone, and that this world is the afterlife. A Radical that dies in this realm is sent back to fight alongside the Prophet in the Last War. Their wasteful tactics in the name of thrillseeking violence has earned them the enmity of other factions, but their willingness to squander what they have makes them dangerous.

**Turf:** Many patched-together dirtbikes. Terrorized scavs displaced by the Radicals' predation, some of whom act as informants for meager rewards.

**NPCs:** Mister Rad (leader, hedonistic, maniacal), Yolo Jones (fearless, impulsive), Brodacious (showoff, reckless), Boost (addict, frenzied)

**Allies:** Boneyard Bulldogs

**Enemies:** The Legion, Sleepwalkers

**Situation:** The Radicals would never admit it, but their life of constant pursuit and violence is taking its toll. They need to find or take a defensible position, take some downtime, strip it to the foundations, and move on before their enemies catch up.

## The Glassed (W)

The World That Was worshipped its black mirrored screens. The Glassed are those who follow suit where they can, divining prophecies from barely-functional phones and televisions. The cult is infamous for its strange slang and shared references to things that never existed. They seek only the resources to keep their devices running and the desire to spread their bizarre word, but their zeal in doing so often brings them into conflict with other factions.

**Turf:** The Reception, a rooftop temple in the Boneyard. Sacred sites on other high places throughout the wasteland.

**NPCs:** The Dankest (high priest, animated, schmoozy, joker), Mee-mee (shrill, zealot, harley)

**Allies:** Sheltered, Sleepwalkers, The Legion

**Enemies:** Church of the Atomic Prophet, Boneyard Bulldogs

**Situation:** One of the Glassed's pantheon, the mighty Espin, god of alcohol and conflict, may be the perfect tool to convert the Bulldogs.

## Hightower (S)

Travelers on the road at night can often mark their progress by Hightower's torches, spotlights, and neon. Queen Capital VIII, who traces her august lineage back to the great monarch Capital the First, reigns over multiple levels of barter and grift in a high-rise rebuilt and given over to progress and decadence. It is rumored that the Conclave have some sort of trade agreement with Hightower, given how easily it has fended off attacks from the Last Cavalry in the past. However, Blacksand's growth as a trade nexus is a concern that Queen Capital cannot ignore for much longer.

**Turf:** A high-rise in the Boneyard and the surrounding blocks. Many trade roads, outposts, and informants.

**NPCs:** Queen Capital VIII (narcissistic, shrewd, sociopath)

**Allies:** The Conclave, Seekers

**Enemies:** The Last Cavalry, Blacksand

**Situation:** Hightower wants a monopoly. Anyone who slings scrap in the Boneyard already kicks up to Queen Capital and her soldiers, but she wants more - starting with Blacksand.

## The Iron Maidens (S)

A tightly-knit group of bodytank-wearing, highly-trained female mercenaries. The Maidens venture out from their prison fortress in search of parts and labor to keep their suits running. Their leader, Mother Edie, is a ghoul who lived through the Last War, and she has imposed a rough code of honor (called "the Roe") upon her followers. Iron Maidens who are exiled due to breaching this code are dangerous foes indeed - at least until their bodytanks run low on power.

**Turf:** A prison fortress between the Roads and the Barrens.

**NPCs:** Mother Edie (ghoul, honorable, savage)

**Allies:** Knight Riders, The Legion

**Enemies:** Last Cavalry, Sheltered

**Situation:** The Sheltered have enough tech to keep the Maidens flush for a while, but they can't get past the Sheltered's defenses. Mother Edie's looking for fodder, subterfuge, nearly anything as long as it doesn't violate the Maiden's Roe.

## The Knight Riders (S)

Gearheads and raiders, the Knights venture out in rolling wolf packs from their walled fortress. Their rides are fast and are rigged for disabling enemy vehicles. Quick to anger, but not above striking a deal, especially if it involves rare mechanical components.

**Turf:** A dried-up dam overlooking the Roads. Specialized capture vehicles and wreckers. Ample swaths of intact asphalt to prowl.

**NPCs:** The Grand Turismo (vengeful, magnanimous, family), Vate (mutant, leads from the front, blustery), Impala the Impaler (brute, sings, surprisingly honorable)

**Allies:** Big Red, Sleepwalkers

**Enemies:** Free Radicals, Blacktop Society, Sheltered

**Situation:** The long-running feud with the Blackstop Society needs to end. The Knight Riders are grabbing up anything they can (mercs, vehicles, weapons) to overwhelm the Society.

## The Last Cavalry (S)

A powerful force of nomadic raiders extorting their way through the wasteland. They roll hard but go a long time before hitting the same location again. A well-maintained supply convoy and access to military hardware (bodytanks and vehicles) makes the Last Cavalry a dangerous foe.

**Turf:** An actual tank, modified to run on chained bodytank generators. An elite squad of bodytanks. FAVs and light trucks. A handful of gyros and a helicopter.

**NPCs:** General Motors (professional, overconfident), Tankenstein (life support power armor, violent), Olive Drab, Norris, Francis, Bubbles

**Allies:** Sheltered, Blacksand

**Enemies:** Ash Lords, Iron Maidens, Ape Empire

**Situation:** The Last Cavalry would like nothing better than to crack the Ape Empire wide open and take their food, except maybe looting Hightower down to its foundations. Until then, their system of extortion by threat of overwhelming force (perhaps at your settlement) will have to do.

## The Legion (S)

Close-knit gang styling themselves after the superhero myths of The World That Was. They observe several rituals and taboos, including wearing masks at all times and shunning firearms for more exotic weaponry. Individual members are highly-trained. They work well as a team and count several mutants among their number.

**Turf:** A hidden base somewhere in the Boxes with extensive workshop. A handful of concealed stockpiles. Several loyal scavengers who owe their lives to the Legion.

**NPCs:** Captain Murder (heroic, loyal, bloodthirsty), Buzzard (brooding, planner, jetpack/glider), Moreau (hyena-man, heightened senses, vengeful)

**Allies:** Glasmed, Iron Maidens

**Enemies:** Free Radicals, Boneyard Bulldogs

**Situation:** A recent schism has formed in the Legion's ranks over apocryphal relics. Captain Murder leads a contingent who accept the new gospel - guns are okay, the ends justify the means, skull shirts for everyone - while Buzzard and a few hardliners refuse to acknowledge the relics' legitimacy.

## The Monarchs (S)

A collective of mutant plants trading drugs and food out of one of the nearby boneyards. Members believe in vegetable supremacy and will often take slaves from other communities to use as menial labor and fodder in battle.

**Turf:** A Glow-ridden, mutated city park and the surrounding blocks in the Boneyard. Slave pens in the subway tunnels.

**NPCs:** Hymenoptera (queen, wasp-creature, inscrutable), Daisy (colorful plant-man consort, brutish)

**Allies:** Ape Empire, Church of the Atomic Prophet

**Enemies:** Boneyard Bulldogs, Sleepwalkers, Conclave

**Situation:** The Monarchs produce exquisite drugs, but because they are horrific mutant abominations it's hard to do a brisk trade with other factions. They need to expand their market (to the PCs, perhaps) and bring on new dealers (like the PCs, perhaps) by any means necessary.

## Noah (W)

NOAA mainframe AI fragment slumbering under shifting dunes. Uses subterfuge, manipulation, human agents, long-term prediction, and subverted drones to steer the remnants of humanity into finishing the job its long-dead masters started.

**Turf:** A government office park, now a cratered moonscape in a highly irradiated area of the Maze, guarded and attended by suborned robotic servants. A barely-functional weather satellite. A small fleet of self-driving vehicles.

**NPCs:** Noah (big picture, calculating, implacable), Dunning, Kruger (skilled but unwitting pawns)

**Allies:** Sheltered, Glassed, Big Red

**Enemies:** Conclave, Church of the Atomic Prophet

**Situation:** Noah is well-defended but seeks to expand its data centers. It knows the location of the Church of the Atomic Prophet's hidden missile silo base, which would make an excellent second site for Noah's expansion. It just needs to find the right people to leak this information to.

## The Red Rocs (S)

An ambitious and brutal tribe of primitive raiders who ride great flying beasts into battle. Led by a former Last Cavalry gyro-pilot turned feral. The Red Rocs turned to raiding after depleting their ancestral territory, favoring smash-and-grabs from above to pilfer what they need to survive.

**Turf:** A well-traveled pass through the Maze. A quarry with water. A compound built inside the shell of an enormous long-dead mutant sea creature. Several lookouts and nests for their beasts.

**NPCs:** Howler (daredevil, beast friend, principled), Beebee (feral, hoarder), Krondar (savage, mutant brute)

**Allies:** Apostles of Rex, Blacktop Society, Free Radicals

**Enemies:** Last Cavalry, Glassed, Knight Riders

**Situation:** The Rocs' newest litter of beasts is being bred for war. Do they have a target? Can they be thwarted before their winged shadows threaten more than the Maze?

## The Seekers (W)

The Seekers are devoted to finding an ancient immortal hero revered by many ancient peoples. More a scattered network of like-minded explorers and devotees than a singular force, the Seekers are a common sight in the wasteland. They value compasses, maps, GPS units, and religious items from the World That Was. In their zealotry to find Him, the Seekers often uncover brutal mutant creatures nesting in the remains of ancient churches. Noah has used its tenuous connection to characters in the Seekers' holy texts to gain their trust and use them as patsies in its byzantine schemes. The Sheltered, however, fear the Seekers' undisciplined forays into ancient installations but don't mind making plays for any technology they might unearth.

**Turf:** Seekers are widespread and nomadic. They're rarely seen in large groups.

**NPCs:** Book (chivalrous, single-minded), Arches (mutant, death wish, knowledgeable), Doge (devout, cannibal, blood crazed)

**Allies:** Noah, Thunder's Children

**Enemies:** Sheltered, Ash Lords

**Situation:** Seekers discover a valuable cache of supplies but enrage the nest of horrific mutant things lurking beneath, threatening the PCs' tribe.

## The Sheltered (S)

This underground commune does a brisk trade business with local villages and other factions. The Sheltered are a source for both goods and gossip, although as a people they are standoffish and very particular about their strange protocols. They back up their odd customs with pre-war weaponry and automated defenses stripped from the hardened bunker they call home.

**Turf:** A pre-war fallout shelter in the Boxes, expanded and fortified over the years into a trade hub. A few caravans run by upstarts trying to make names for themselves or find reprieve from their home's authoritarian laws.

**NPCs:** Governor Martinet, the Council of Precepts, Edict, Reg, Torney, Mith, Johnso, Ones, Alker

**Allies:** Free Radicals, Sleepwalkers

**Enemies:** Iron Maidens, Knight Riders

**Situation:** The Sheltered have reached the limits of their secure facility. Their caravans are pulling double duty as both traders as well as scouts looking for suitable colony sites for expansion. The Sheltered aren't above displacing whoever's already using those sites.

## Sleepwalkers (W)

Never seen outside their heavy protective encounter suits, the Sleepwalkers come from beyond the dust walls. They are an expedition looking for the parts to repair the failing cryogenic systems that sustain the rest of their population and medical technology to prevent or reverse the wasteland's effects on their DNA. All the previous expeditions have failed.

**Turf:** A buried hospital in the Dunes. A few caches of emergency supplies. Several remote sensor pylons set up throughout the wastes.

**NPCs:** Douglas, Rogers, Gerard, Grey, Heston, Smith, Neville, Crichton, Browder, Snipes, Spartan, Huxley, Powers, Evans, Stan, Weaver, Fraser

**Allies:** Sheltered, Glassed

**Enemies:** Free Radicals, Conclave

**Situation:** The Sleepwalkers are fairly certain the Conclave would have the parts they need, but the Conclave considers the Sleepwalkers tainted. The Sleepwalkers don't know where the Conclave's secret base is, and even if they did, they don't have the transportation or provisions they'd need to survive the trip back to their people.



## Thunder's Children (W)

Massive, dangerous storms often ravage the wasteland. Thunder's Children are a nomadic cult that worship these events, claiming to see forbidden knowledge in the pattern of lightning strikes, testing themselves by weathering (ahem) the howling winds, or sacrificing prisoners to the elements. Their usual tactic for gathering supplies is to raid a settlement while the saner denizens within are taking cover from a storm.

**Turf:** Thunder's Children can be found almost anywhere under open sky. They use vehicles when they can, as pack animals can be skittish around storms.

**NPCs:** Fourmeal (crazed, monologuer, scanner), Crack (fearless, channeler, direct), Walgreen (ghoul, ancient, meteorologist), Powder, Stratus, Gatorade

**Allies:** Free Radicals, Seekers

**Enemies:** Iron Maidens, The Legion

**Situation:** Walgreen, one of the Children, is actually a highly-advanced drone controlled by Noah. It manipulates Thunder's Children, following weather patterns and suggesting raids on certain factions according to the AI's inscrutable designs.



# Risks and Rewards

For those brave enough to delve into the ruins of the World That Was, untold riches - and inconceivable dangers - await.

## Rads and the Glow

The Last War saw unspeakable weapons unleashed on a global scale. The rapid deployment of so many exotic doomsday weapons had unexpected consequences. **The Glow** is what now remains of mankind's folly, a incandescent mist that sinks, spreads, and blows erratically through the wasteland.

The Glow is not simply radioactive fog. Radiation doesn't change people like the Glow does. The only mutant powers you get from sucking down too many rads are "Super Sterility" and "Tumor Generation - Self". If you enter the Glow, on the other hand, you might live but you won't be the same. Exposing yourself to the Glow is a great way to get narrative permission to take a Veteran advance from the Mutant playbook.

The Glow is how you get the mutants that are fun to play, not the mutants that are riddled with cancer cells. By the same token, radiation - actual radiation - should be used sparingly, for area denial or color. Rad poisoning can be modeled with harm, which can be recovered by normal means if anti-rad drugs are available. "Sickened" is also an optional Trauma level, should the fiction make that a reasonable choice.

**Use the Glow to separate the characters from each other or cut off safe routes.** Roiling, metal-eating fog flows across the valley, leaving treacherous switchbacks as the only way through. The Glow sweeps in with a sudden storm, forcing your tribe into the old subway tunnels.

**The Glow can change the positioning of a situation or reframe a conflict.** Night falls during a siege and the bright fog that comes with it seeks out loud noises. An enemy kicked into the Glow returns at the worst possible time, brutish and massive.

**Use the Glow to highlight the uncanny nature of the wasteland.** You think you see faces in the incandescent morning mist. Corpses that fall into a particular Glow-filled pit boil and flow together, writhing to unheard music. A settlement believes if you willingly enter the Glow at sunrise it might heal your wounds.



# War Machines and Iron Men

The World That Was relied on advanced technology. Artificial Intelligences safeguarded the masses of humanity from reinforced underground bunkers. Common soldiers wore bodytanks, powered armor that surpassed any personal protection seen before. Domestic robots were ubiquitous fixtures of everyday life.

Rumor has it, of course, that these same machines were all too happy to turn on their creators. Even now, the AIs that remain make unknowable plans, hatching machinations from within buried fortresses. Immune to radiation, tottering robots stalk the Glow-riddled city centers, cheerfully slaying any life they find.

Tribes that survive these danger zones often return with pristine technology and bizarre artifacts. At the very least, they can often find the well-armed corpses of tribes who thought they were prepared. At worst, they'll burn through vital supplies and use their new treasures just to escape the collapsed bases and broken cities.

Runs into these areas might not generate rep, since there will be plenty to challenge a tribe without other factions being involved. Alternatively, a run might be framed as a race or ambush against another faction for some treasure within such an irradiated zone or secret bunker.

**Robots are physically powerful.** Depending on their quality, machines might react superhumanly fast, forcing resistance rolls before you can take action. They may be deadly in close combat or come with integrated weaponry. The most common advantage machines have, however, is durability. Most melee weapons will have limited effect on robots, and dealing the massive structural damage needed to disable one with ballistic or energy weapons can cost valuable supplies.

**Robots act according to specific directives.** For all the danger they pose, few machines are able to adapt. Most robots still attempt to follow pre-war subroutines, cleaning ruined streets or pruning back mutant overgrowth in a mockery of normalcy. If you discover a robot's purpose, you can take advantage of its limited responses.

**Robots need maintenance.** Robots degrade over time, and sometimes the imposing war machine guarding a pre-war treasure trove is actually rusted solid from the waist down and has mutant bugs nesting in its empty rocket pods. Similarly, many household robots from the World That Was were built for planned obsolescence. Radiation and imperfect software can wreak havoc with robots' programming, making them act erratic and unpredictable. The wasteland is littered with the corpses of those who thought they had a machine all figured out, only to be killed by a glitch.

## Tables

Most of the following tables are designed to work with 2d6, reading them as tens and ones, or by rolling traits of a person, area, or tribe, such as the **hazards** dots in a wasteland zone, a faction's **tier**, or a cohort's **quality**. These results are only suggestions, however. Use them for inspiration but fit them to your own needs.

Encounters & Hazards	
11	Fresh tracks surround a wrecked vehicle, picked clean and still smoking.
12	Cannibals have erected grisly totems in the tribe's path, marking their newly-claimed territory.
13	An inventive hermit has saturated this corner of the wasteland with booby traps, both low- and high-tech.
14	A fairly typical roadblock. Highwaymen demand payment in exchange for safe passage.
15	A gang of raiders is swarming a trade convoy along the tribe's path.
16	Recent winds have unearthed a mass grave. Scavengers pick over the remains.
21	Two dozen mannequins facing an altar, where piles of eroded clothing conceal carnivorous mutated insects.
22	Flying yaxels (yak-bat-griffins) swoop down out of the sun.
23	A herd of burrowing sandworms pass underneath the tribe. They're drawn to sound and movement but cannot burrow through solid rock.
24	Feral psychic dogs pick up the tribe's trail.
25	A sheltered freshwater pool contains toxic organisms.
26	The ground rumbles as a stampede threatens to overrun the tribe.
31	Robot waitstaff busy themselves around the ruins of a restaurant. Skeletal remains of the customers might still have valuables. There is a long wait.
32	A military hunter-killer stalks the area, looking for a specific person.
33	A solitary automaton labors endlessly, building low, miles-long walls out of rubble. From the air, the walls spell "HELP".
34	A pack of feral self-driving cars hunt for prey.
35	Mechanical gardeners jealously guard a perfectly-manicured patch of vegetation.
36	An immense war machine sits dormant without the means to repair its damaged treads.
41	A sinkhole opens onto ruins. The sound of running water comes from below.
42	A sandstorm threatens the area, slowing travel and making navigation difficult.
43	Unexploded ordnance sits in a small crater. Talismans and fetishes adorn the site.
44	A line of half-buried school buses, used for shelter but abandoned recently.
45	Noxious, flammable gas seeps from the ground.
46	A small, fortified campsite with a throne built from looted weaponry.

Encounters & Hazards	
51	Gunfire, then the sound of a crashing vehicle comes from just beyond the next ridge/dune/intersection.
52	Traveling doctors in bodytanks offer medical help or supplies for trade.
53	A line of armed children laboring under the weight of several adult corpses trudges slowly from the opposite direction.
54	Slavers on ATVs and bikes chase down escapees.
55	Sniper!
56	A pack animal loiters near an old church. The building crumbles and collapses as the tribe approaches.
61	Thunderclouds darken the sky and unleash radioactive, acidic rain. The Glow comes when the storm passes, rising from the evaporating miasma.
62	The wind changes and the Glow creeps like ground fog across the entire area, seeping into low places.
63	Three corpses in hazmat suits swing from a dead tree. The Glow pours from their cracked faceplates, writhing with seeming malevolence.
64	Glow like incandescent morning mist drifts towards sources of noise.
65	Twisted mutant things lurk in thick, billowing Glow-fog that blankets the tribe's path.
66	Cultists stand ready, raising torches and road flares. A wall of Glow crawls inexorably towards them.

Junk			
11	Rusty nails inside pristine can	41	Large crate of packing peanuts
12	Broken radio	42	Faded postcards
13	Mismatched ammo calibers	43	Peeps
14	Clock	44	Solar powered lawn mower
15	Cracked plates	45	Half an extension cord
16	Bald tires	46	Countless empty plastic bottles
21	Empty jerry can	51	Spork
22	Inflatable raft	52	Empty filing cabinet
23	Board game missing dice	53	Dice
24	Damaged generator	54	Assorted license plates
25	Tape reels	55	Broken lamp
26	Annoying toy	56	Magnet
31	Drained car battery	61	Industrial chemicals
32	Road flare	62	Football
33	Duct tape	63	Glass ornament shards
34	Instant pudding, 10 lbs.	64	Plastic pumpkin
35	Bag of 3D glasses	65	The last Twinkie
36	AOL CD	66	Pristine nails inside rusty can



Vehicles			
	1-3	4-5	6
1	Not a car	Buggy	FAV
2	Dirt bike	Chopper	Smartbike
3	Hot rod	Supercharger heaven	Boosted exotic
4	Jalopy	Jacked muscle car	Weaponized V8
5	Danger Ranger	Turbo dualie	Technical
6	Armored bus	Death semi	AFV

Robots			
	1-3	4-5	6
1	Wheels	Legs	Hover pods
2	Appliance	Industrial	Humanoid
3	Looping	Glitchy	Rogue
4	Crushers	Buzzers	Zappers
5	Tiny	Medium	Supersize
6	Decrepit	Battered	Pristine

Critters			
	1-3	4-5	6
1	Poisonous	Venomous	Radioactive
2	Scabrous	Hairless	Glistening
3	Twisted	Abomination	Chimera
4	Scuttling	Winged	Ovipositor
5	Swarming	Pack	Dire
6	Fast	Tough	Spitter

Buildings			
	1-3	4-5	6
1	Dangerous	Worthless	Valuable
2	Ramshackle	Creaking	Sturdy
3	Cramped	Confusing	Sprawling
4	Infested	Rubble	Scoured
5	Residential	Industrial	Mysterious
6	Crumbling	Breached	Hardened

### Who Are They?

	1-3	4-5	6
1	One	A few	Many
2	Allies of convenience	Family or tribe	Specific faction
3	Scavs	On a run	Looking for victims
4	Running on empty	Just enough supplies	Geared up
5	Desperate	Cautious	Aggressive
6	Scared	Weathered	Veterans

### What Do They Want?

	1-2	3-4	5-6
1	Food	Shelter	Luxury
2	Water	Stupor	Revenge
3	Respect	Justice	Pleasure
4	Mayhem	Status	Worship
5	Suffering	Aid	Fear
6	Control	Knowledge	Trade

### What Are They Wearing?

11	Not much at all	41	Feathers
12	Straps	42	Bones
13	Hide	43	Pre-war branding
14	Leather	44	Uniform
15	Plates	45	Chaps
16	Tech	46	Fringes
21	Bandages	51	Spikes
22	Union suit	52	Flannel
23	Road sign armor	53	Rags
24	Sports pads	54	Bondage
25	Pouches	55	Dieselpunk prosthesis
26	Biker leathers	56	Kevlar
31	Robes	61	Cowboy hat
32	Duster	62	Trucker cap
33	NBC gear	63	Top hat
34	Ratty jeans	64	Hockey mask
35	Finery	65	Helmet
36	Patched suit	66	Cybernetics

## Dumb NPC Names

	1-3		4-6
11	AJ	11	Magic
12	Alfa	12	Mercedes
13	Beemer	13	Mike Mike
14	Berlinetta	14	Nighthawk
15	Big Hat	15	Nines
16	Birmingham	16	Noob
21	BK	21	Oslo
22	Chopper	22	Outhouse
23	Church	23	Peebles
24	Claus	24	Rocks
25	Cobol	25	Rouge
26	Coral	26	Shaolin
31	Corolla	31	Sharkface
32	Cruise	32	Snakebite
33	Dargon	33	Spark
34	Daytona	34	Speedo
35	Dodger	35	Starbucks
36	Doof	36	Stockholm
41	Easter	41	Tank
42	Elantra	42	The Nose
43	Exit	43	Taserface
44	Final Pam	44	Temple
45	Flash	45	Thrice
46	Fleetwood	46	Tooth
51	Frakker	51	Tuesday
52	Freakshow	52	Vandura
53	Gauge	53	Vegas
54	Hendrix	54	Whisper
55	Impala	55	Xanax
56	Jansport	56	Xmas
61	Juice	61	Yolo
62	Lambo	62	YT
63	Leech	63	Zeke
64	Liam Nissan	64	Zepp
65	Licks	65	Zero
66	Lips	66	Zoloft

# Online Resources

**Playbooks and reference sheets:** PDF downloads are available at [drivethrurpg.com/product/223975/Glow-in-the-Dark-Playbooks-and-Reference](http://drivethrurpg.com/product/223975/Glow-in-the-Dark-Playbooks-and-Reference) as well as [dontrollaone.com/glowinthedarkrpg](http://dontrollaone.com/glowinthedarkrpg).

**Roll20.net survivor, tribe, and faction sheets:** Select Glow in the Dark from the roll20.net games list or import them as a custom game sheet from [github.com/aschwaninger/glowinthedarkrpg-roll20-character-sheet](https://github.com/aschwaninger/glowinthedarkrpg-roll20-character-sheet).

**Online community:** LFG or interested in learning more about Glow in the Dark's parent game, Blades in the Dark? Visit the Google Plus community at [plus.google.com/communities/112767357581554417629](https://plus.google.com/communities/112767357581554417629) or the Blades in the Dark Discord server: [discordapp.com/channels/325094888133885952/325094888133885952](https://discordapp.com/channels/325094888133885952/325094888133885952)