

# ATOMSWORN

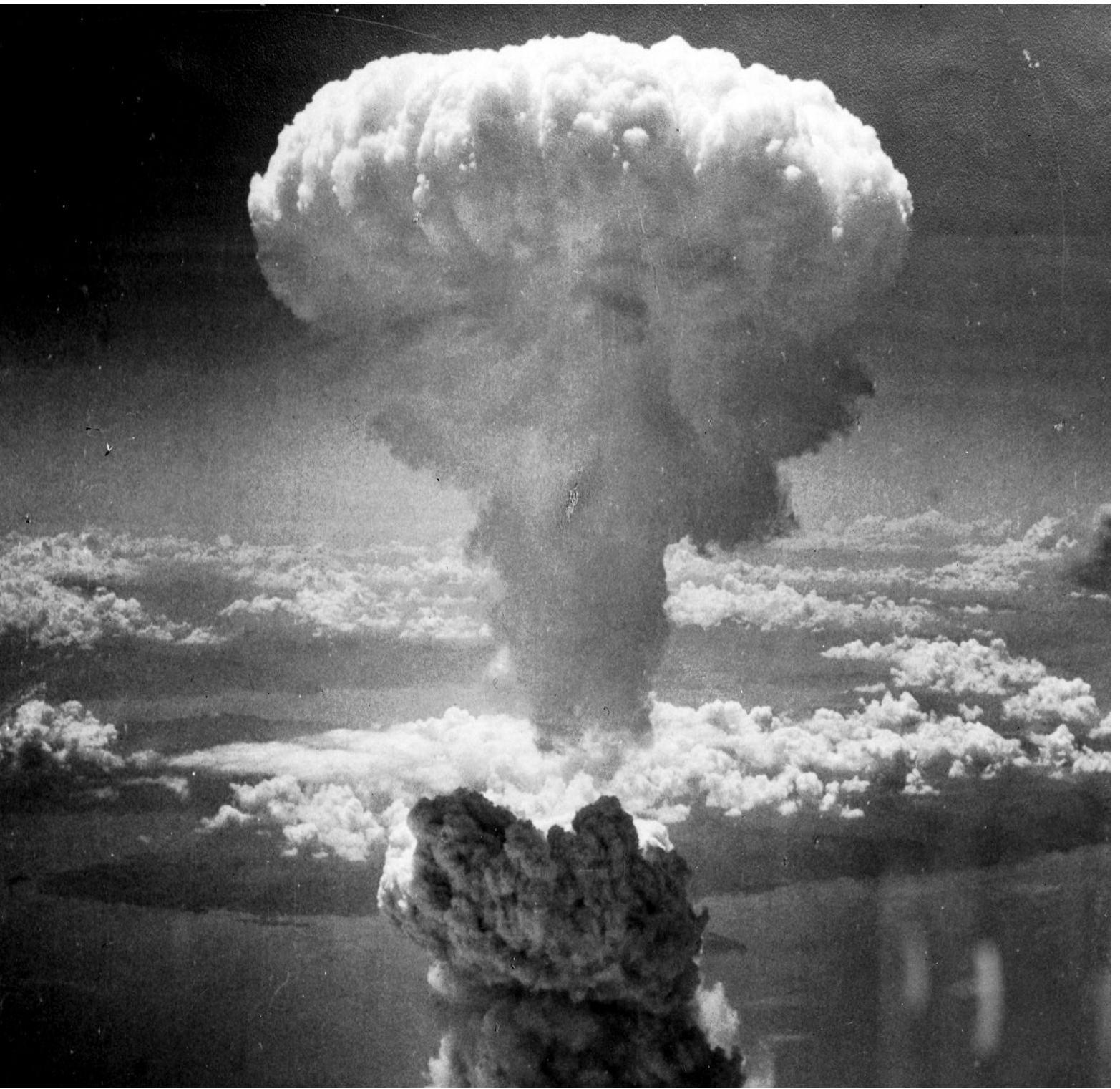
**A post-nuclear primer powered by IRONSWORN**

This work is based on Ironsworn (found at [www.ironswornrpg.com](http://www.ironswornrpg.com)), created by Shawn Tomkin, and licensed for our use under the Creative Commons Attribution 4.0 International License (<https://creativecommons.org/licenses/by/4.0/>)

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## About Ironsworn

This product was written using the Ironsworn SRD and with its system in mind. In the Ironsworn tabletop roleplaying game, you are a hero sworn to undertake perilous quests in the dark fantasy setting of the Ironlands.

Others live out their lives hardly venturing beyond the walls of their village or steading, but you are different. You will explore untracked wilds, fight desperate battles, forge bonds with isolated communities, and reveal the secrets of this harsh land. Are you ready to swear iron vows and see them fulfilled—no matter the cost?

To learn more about the Ironsworn tabletop roleplaying game, visit [ironswornrpg.com](https://ironswornrpg.com).

## About Atomsworn

*Atomsworn* is a primer intended to lay the foundation for *Ironsworn* gameplay in a modern/sci-fi post-apocalyptic setting rather than the Ironlands. *Atomsworn* is not an official *Ironsworn* product, but is intended to utilize the *Ironsworn* System Resource Document via the Creative Commons Attribution 4.0 International License (<https://creativecommons.org/licenses/by/4.0/>). The reality is that transitioning the *Ironsworn* mechanics and themes to a certain sort of post-apocalypticia requires essentially no changes to rules, one change of terminology (Iron Vows to Atomic Vows), and the rest is mere stage setting. *Atomsworn* sets out to simplify that stage setting by providing a workbook customizing the Atomlands just as *Ironsworn* does for the Ironlands, provide foe templates adapted to the setting, and a new map and region descriptions suited for the genre. *Atomsworn* claims to offer nothing more.

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## What You Need

If you're playing solo, just grab some materials and get started. A session can be as long as you like, from a few minutes to a few hours.

If you're playing with one or more friends—either guided or co-op—you probably want to dedicate enough time to make some progress in your quests. Plan on a couple of hours or more.

Make sure you have:

- A Copy of *Ironsworn* or the *Ironsworn* SRD
- Two ten-sided dice (d10) for each player. These are your challenge dice.
- One six-sided die (d6) for each player. This is your action die.
- Optionally, another pair of ten-sided dice to use as your oracle dice.
- A printed character sheet for each player and printed asset cards.
- Some counters for marking status tracks on your character sheet. You can use paper clips, beads, dice, coins, tokens from other games, or whatever is convenient.

## Atomic Vows

Vows are the core of playing *Ironsworn*—so too in *Atomsworn*. Rather than oaths taken upon pieces of iron, Atomic Vows are made on atom emblems, chunks of harmlessly radioactive material (see Tritium), or in places of non-fatal levels of historic radioactive contamination. It is your vows that drive you. These goals create the context for your adventures and challenges. As you complete vows, you gain experience and new abilities.

## Radiation

The Atomlands are, depending on your choices in creating it, ravaged by radiation. It may be a persistent danger, threatening both your health and willpower when appropriate. It might even be weaponized by your foes in the Atomlands, human and mutant alike. Incorporate this into your typical Ironsworn rolls.

For optional Radiation rules, apply the following system:

- Draw a new track on your character sheet, titled Radiation, and labeled 0–5, starting at 0.
- When you Make a Camp, Resupply, or Sojourn in the wilderness of a Region or in an irradiated area, or take an action related to contact with an irradiated item or linger too long in an irradiated area, on a Weak Hit or a Miss, you must take an Endure Radiation Suffer Move.
- **Endure Radiation:** When you are exposed to unsafe Radiation, move up +[Radiation Level] of that Region, Location, or Item on the Radiation Track. If you are already at 5 or surpass 5 Radiation, suffer negative momentum equal to the remaining value of the Radiation Level of that Region, Location, or Item. Then roll +Iron. On a Strong Hit, you shake off your exposure and may reduce your Radiation track by –1 in exchange for –1 Momentum. On a Weak Hit, you carry on. On a Miss, you suffer –1 Momentum and must either mark Irradiated (debility) or roll on the Endure Harm table.
- **Irradiated (debility):** You cannot increase Health or Spirit.
- Utilize the Radiation Level of the Region generally if the Endure Radiation Suffer Move is forced in the wilderness of that Region or in an otherwise non-specific location, or from an irradiated item from that region.
- Utilize the Oracle generated Radiation Level for specific locations if the Endure Radiation Suffer Move is forced in that location, or from an irradiated item from that location.
- It is up to you to decide if there is treatment to reduce the Radiation track or remove the Irradiated debility. Finding Radiation free locations in a Region in which to rest is vital to avoid contamination.

- Protective gear may reduce the risk of Radiation exposure. Use the following custom Asset:

## **Hazmat Gear**

Useless if damaged

- ☐ When you Make a camp, Resupply or Sojourn in a radiated area, or interact with a radiated item, only Endure radiation on a miss
- ☐ When you endure radiation, reduce the radiation level by 1
- ☐ When you endure radiation, add +1 and take +1 momentum on a Hit



# PART ONE: YOUR CHARACTER

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## You are Atomsworn

Many live out their lives hardly venturing beyond the walls of their village or stading, and others travel only the safest trails when circumstances demand, but you, by choice or necessity, are different. You are Atomsworn, a name with different connotations to different people, but always a name for those who have placed their fates in the hands of Atom's winds through Atomic Vows. Your sworn vows will lead to a life of danger, heroism, and sacrifice at the edge of the known world.

Before you jump into the mechanics of your character, consider her motivations, interests, skills, personality, and weaknesses, and, perhaps most importantly, what has led (or will shortly lead) to taking their vow casting them into this life.

Your character is highly competent- the Atomlands suffer no weakness, and those without a minimum degree of skill and capacity never last long beyond the safest of areas. You can hold your own in a fight, generally know at least the basics of how to survive in the wastes, and have some experience handling their dangers. Some Atomsworn are elite rangers who spend their lives all but alone in the wastes and are intimately familiar with its dangers, some are trained caravan men whose practiced hands ensure their safety, and others still are merely fortunates whose intuition carries them through.

You can envision your character however you like—unbound by geography, lineage, sexual orientation, and gender. Indeed, many of these things in the Atomlands may not carry the same importance they did in the past, differences and prejudices forgotten in light of more pressing survival. Your character can be inspired directly by a real-world or historical culture, or you might weave a blend of cultural influences into your concept.

# PART TWO:

## FOES AND ENCOUNTERS

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An NPC (non-player character/creature) is anyone who inhabits your setting other than your character and those portrayed by your fellow players. They can be a person, being or creature. You will roleplay your interactions with NPCs, and make moves when you attempt to influence them, aid them, gain their help, or act against them.

Included below are a number of sample NPC blocks adapted to this setting. Depending on your Atomlands, they may or may not actually exist. You should not hesitate to utilize the official *Ironsworn* NPC blocks as needed, nor from creating your own or modifying these.

Rank	Type	Progress	Harm
Troublesome	Common enemies	3 progress per harm	Inflicts 1 harm
Dangerous	Capable fighters and deadly creatures	2 progress per harm	Inflicts 2 harm
Formidable	Exceptional fighters and mighty creatures	1 progress per harm	Inflicts 3 harm
Extreme	Foes of overwhelming skill or power	2 ticks per harm	Inflicts 4 harm
Epic	Legendary foes of mythic power	1 tick per harm	Inflicts 5 harm

# Humans

<b>Degenerate</b>	
Rank	Troublesome (3 progress per harm; inflicts 1 harm)
Features	<ul style="list-style-type: none"> <li>• Shrivelled, festering flesh</li> <li>• Rotten teeth and gnarled nails</li> <li>• Malformed limbs and features</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Bask in Radiation</li> <li>• Feed</li> <li>• Breed</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Hide in ruins</li> <li>• Pack hunting</li> <li>• Little self-preservation</li> <li>• Rip and tear</li> </ul>

<b>Commoner</b>	
Rank	Troublesome (3 progress per harm; inflicts 1 harm)
Features	<ul style="list-style-type: none"> <li>• Diverse</li> <li>• World weary</li> <li>• Wary</li> <li>• Armed with simple or crude, tools, weapons, and firearms</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Survival</li> <li>• Protect family and community</li> <li>• Keep horrors and mutants at bay</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Band Together</li> <li>• Appeasement</li> <li>• Hide behind walls</li> </ul>

<b>Hunter</b>	
Rank	Dangerous (2 progress per harm; inflicts 2 harm)
Features	<ul style="list-style-type: none"> <li>• Grizzled</li> <li>• At home in the wastes</li> <li>• Equipped with survival gear and weapons</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Provide for community</li> <li>• Eradicate predatory creatures and mutants</li> <li>• Mapping the wastes</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Stealth</li> <li>• Traps</li> <li>• Live to fight another day</li> </ul>

<b>Priest</b>	
Rank	Troublesome (3 progress per harm; inflicts 1 harm)
Features	<ul style="list-style-type: none"> <li>• Learned in the ways of Atom</li> <li>• Holder of secret knowledge</li> <li>• Master of rituals</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Unite community</li> <li>• Appease Atom or other deities</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Rally community</li> <li>• Protective bodyguards</li> <li>• Esoteric Cunning</li> <li>• Deceptive Guile</li> </ul>

<b>Soldier</b>	
Rank	Dangerous (2 progress per harm; inflicts 2 harm)
Features	<ul style="list-style-type: none"> <li>• Disciplined fighters</li> <li>• Equipped with high quality armaments</li> <li>• Some semblance of uniforms</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Obey Masters</li> <li>• Defend Community</li> <li>• Awaiting payday</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Group tactics</li> <li>• Logistical planning</li> <li>• Engage at range</li> <li>• Fortify position</li> </ul>

<b>Warrior</b>	
Rank	Dangerous (2 progress per harm; inflicts 2 harm)
Features	<ul style="list-style-type: none"> <li>• Peak physicality</li> <li>• Martial proficiency</li> <li>• Equipped with fine martial armaments</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Protect tribe/community</li> <li>• Hone their skill</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Up close and personal</li> <li>• Overwhelming force</li> <li>• Undaunted advance and intimidation</li> </ul>

<b>Bandit</b>	
Rank	Dangerous (2 progress per harm; inflicts 2 harm)
Features	<ul style="list-style-type: none"> <li>• Uncouth</li> <li>• Predatory nature</li> <li>• Scavenged and looted armaments</li> <li>• Persona non grata</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Loot</li> <li>• Ravage</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Hit and run</li> <li>• Bandit fortresses</li> <li>• Kidnapping</li> <li>• Razing</li> </ul>

<b>Ranger</b>	
Rank	Formidable (1 progress per harm; inflicts 3 harm)
Features	<ul style="list-style-type: none"> <li>• Masters of the wastes</li> <li>• Survival Proficient</li> <li>• Custom equipment</li> <li>• Lonesome Travellers</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Purge the Wastes</li> <li>• Forge new frontiers</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Sharpshooter</li> <li>• Exploit advantages</li> <li>• Innate talent and expertise</li> </ul>

<b>Powered Soldier</b>	
Rank	Formidable (1 progress per harm; inflicts 3 harm)
Features	<ul style="list-style-type: none"> <li>• Strength enhancing armor</li> <li>• Peak technological weapons</li> <li>• Disdain for wastelanders</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Return to the old ways</li> <li>• Purge wastes of mutants, horrors, and unworthy communities</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Shock and awe</li> <li>• Blitz</li> <li>• Callous destruction</li> </ul>

<b>Mutant</b>	
Rank	Dangerous (2 progress per harm; inflicts 2 harm); or Formidable (1 progress per harm; inflicts 3 harm)
Features	<ul style="list-style-type: none"> <li>• Various</li> <li>• Grotesque mutations</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Radiation worship</li> <li>• Feed</li> <li>• Destruction of humanity</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Various</li> <li>• Nest in ruins</li> <li>• Create Broods of Degenerates</li> </ul>

# Mutant Abominations

<b>Doppelganger</b>	
Rank	Dangerous (2 progress per harm; inflicts 2 harm)
Features	<ul style="list-style-type: none"> <li>• Humanoid form</li> <li>• Morphing appearance</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Infiltrate communities</li> <li>• Kidnap children for unknown purpose</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Murder travellers, take on their form</li> <li>• Garner trust</li> <li>• Sow community conflict</li> </ul>

<b>Devourer</b>	
Rank	Formidable (1 progress per harm; inflicts 3 harm)
Features	<ul style="list-style-type: none"> <li>• Hulking carnivores</li> <li>• Foot-long claws</li> <li>• Vicious maw</li> <li>• Thick hide</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Feed</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Dull camouflage</li> <li>• Senseless consumption</li> </ul>



<b>Conduit</b>	
Rank	Extreme (2 ticks per harm; inflicts 4 harm)
Features	<ul style="list-style-type: none"> <li>• Radioactive mutant</li> <li>• Hazardous radioactive aura</li> <li>• Red hot, glowing flesh</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Spread deadly aura</li> <li>• Become Cancerous Ascendant</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Taint food and water resources</li> <li>• Mutate others</li> <li>• Evisceration</li> </ul>

<b>Cancerous Ascendant</b>	
Rank	Epic (1 tick per harm; inflicts 5 harm)
Features	<ul style="list-style-type: none"> <li>• Sprawling mutant mass</li> <li>• Vast Tendrils and appendages</li> <li>• Horror filled nests</li> <li>• Mutant servants</li> </ul>
Drives	<ul style="list-style-type: none"> <li>• Consume all</li> <li>• Spread across planet</li> </ul>
Tactics	<ul style="list-style-type: none"> <li>• Integrate structures and beings into self</li> <li>• Use servants to capture beings</li> <li>• Gather radioactive materials to feed on</li> </ul>

# PART THREE:

## ORACLES

The following Oracles are modified to better fit the setting, or are included in the *Ironsworn* SRD copied here to minimize page turning and tab switching. Use of the official *Ironsworn* Oracles found in the free pdf to supplement these is suggested- there was no sense recreating tables that already sufficiently covered the necessary possibilities. It is also suggested to use any other third party Oracles desired- your game, your rules, your story to tell.

### 1. Action Oracle

Use this table to inspire a discovery, event, character goal, or situation. A roll on this table can be combined with a Theme (see below) to provide an action and a subject. Then, interpret the result based on the context of the question and your current situation.

1	Scheme	26	Withdraw	51	Persevere	76	Betray
2	Clash	27	Abandon	52	Serve	77	Secure
3	Weaken	28	Investigate	53	Begin	78	Arrive
4	Initiate	29	Hold	54	Move	79	Affect
5	Create	30	Focus	55	Coordinate	80	Change
6	Swear	31	Uncover	56	Resist	81	Defend
7	Avenge	32	Breach	57	Await	82	Debate
8	Guard	33	Aid	58	Impress	83	Support
9	Defeat	34	Uphold	59	Take	84	Follow
10	Control	35	Falter	60	Oppose	85	Construct
11	Break	36	Suppress	61	Capture	86	Locate
12	Risk	37	Hunt	62	Overwhelm	87	Endure
13	Surrender	38	Share	63	Challenge	88	Release

14	Inspect	39	Destroy	64	Acquire	89	Lose
15	Raid	40	Avoid	65	Protect	90	Reduce
16	Evade	41	Reject	66	Finish	91	Escalate
17	Assault	42	Demand	67	Strengthen	92	Distract
18	Deflect	43	Explore	68	Restore	93	Journey
19	Threaten	44	Bolster	69	Advance	94	Escort
20	Attack	45	Seize	70	Command	95	Learn
21	Leave	46	Mourn	71	Refuse	96	Communicate
22	Preserve	47	Reveal	72	Find	97	Depart
23	Manipulate	48	Gather	73	Deliver	98	Search
24	Remove	49	Defy	74	Hide	99	Charge
25	Eliminate	50	Transform	75	Fortify	00	Summon

## 2. Theme Oracle

As with the Action oracle, this is an interpretative table which you can use to answer questions or generate new situations. Combined, the Action and Theme tables provide creative prompts suitable for most situations and questions.

1	Risk	26	Barrier	51	Stranger	76	Rival
2	Ability	27	Creation	52	Passage	77	Problem
3	Price	28	Decay	53	Land	78	Idea
4	Ally	29	Trade	54	Creature	79	Revenge
5	Battle	30	Bond	55	Disease	80	Health
6	Safety	31	Hope	56	Advantage	81	Fellowship
7	Survival	32	Superstition	57	Blood	82	Enemy
8	Weapon	33	Peace	58	Language	83	Religion
9	Wound	34	Deception	59	Rumor	84	Spirit
10	Shelter	35	History	60	Weakness	85	Fame
11	Leader	36	World	61	Greed	86	Desolation
12	Fear	37	Vow	62	Family	87	Strength

13	Time	38	Protection	63	Resource	88	Knowledge
14	Duty	39	Nature	64	Structure	89	Truth
15	Secret	40	Opinion	65	Dream	90	Quest
16	Innocence	41	Burden	66	Community	91	Pride
17	Renown	42	Vengeance	67	War	92	Loss
18	Direction	43	Opportunity	68	Portent	93	Law
19	Death	44	Faction	69	Prize	94	Path
20	Honor	45	Danger	70	Destiny	95	Warning
21	Labor	46	Corruption	71	Momentum	96	Relationship
22	Solution	47	Freedom	72	Power	97	Wealth
23	Tool	48	Debt	73	Memory	98	Home
24	Balance	49	Hate	74	Ruin	99	Strategy
25	Love	50	Possession	75	Mysticism	00	Supply

### 3. Combat Action Oracle

Use this oracle to help inspire an action for an NPC in combat. When you're not sure what your foe does next, particularly when they have initiative, roll on this table and interpret the result as appropriate to your foe and the situation.

1-3	<i>Compel</i> a surrender.
4-6	Coordinate with allies.
7-9	Gather reinforcements.
10-13	Seize something or someone.
14-17	Provoke a reckless response.
18-21	Intimidate or frighten.
22-25	Reveal a surprising truth.
26-29	Shift focus to someone or something else.
30-33	Destroy something, or render it useless.
34-39	Take a decisive action.

40-45	Reinforce defenses.
46-52	Ready an action.
53-60	Use the terrain to gain advantage.
61-68	Leverage the advantage of a weapon or ability.
69-78	Create an opportunity.
79-89	Attack with precision.
90-99	Attack with power.
00	Take a completely unexpected action.

## 4. Major Plot Twist Oracle

Use this oracle to introduce a narrative surprise or revelation. Most of these results have a negative implication, and can be used to resolve a match at a crucial moment in your story. In particular, this is an effective tool to leverage when you make a move with matched 10's on the challenge dice.

1-5	It was all a diversion.
6-10	A dark secret is revealed.
11-15	A trap is sprung.
16-20	An assumption is revealed to be false.
21-25	A secret alliance is revealed.
26-30	Your actions benefit an enemy.
31-35	Someone returns unexpectedly.
36-40	A more dangerous foe is revealed.
41-45	You and an enemy share a common goal.
46-50	A true identity is revealed.
51-55	You are betrayed by someone who was trusted.

56-60	You are too late.
61-65	The true enemy is revealed.
66-70	The enemy gains new allies.
71-75	A new danger appears.
76-80	Someone or something goes missing.
81-85	The truth of a relationship is revealed.
86-90	Two seemingly unrelated situations are shown to be connected.
91-95	Unexpected powers or abilities are revealed.
96-00	Roll twice more on this table. Both results occur. If they are the same result, make it more dramatic.

## 5. Challenge Rank Oracle

Use this oracle when you want to randomly determine the challenge rank of a quest, journey, or fight.

1-20	Troublesome
21-55	Dangerous
56-80	Formidable
81-93	Extreme
94-00	Epic

## 6. Region Oracle

1-10	Dust Plains
11-19	The Sprawl

20-28	Dead City
29-38	Grand Oasis
39-47	Savage Wastes
48-56	Heartland
57-65	Nomad Wastes
66-74	Free Isles
75-83	Shallows
84-92	Hazy Hills
93-00	Weald

## 7. Character Role

1-5	Farmer
6-9	Scavenger
10-13	Criminal
14-17	Vagrant
18-22	Entertainer
23-26	Fisher
27-30	Scientist
31-33	Raider
34-37	Warrior
40-43	Adventurer
44-47	Trader
48-51	Guard

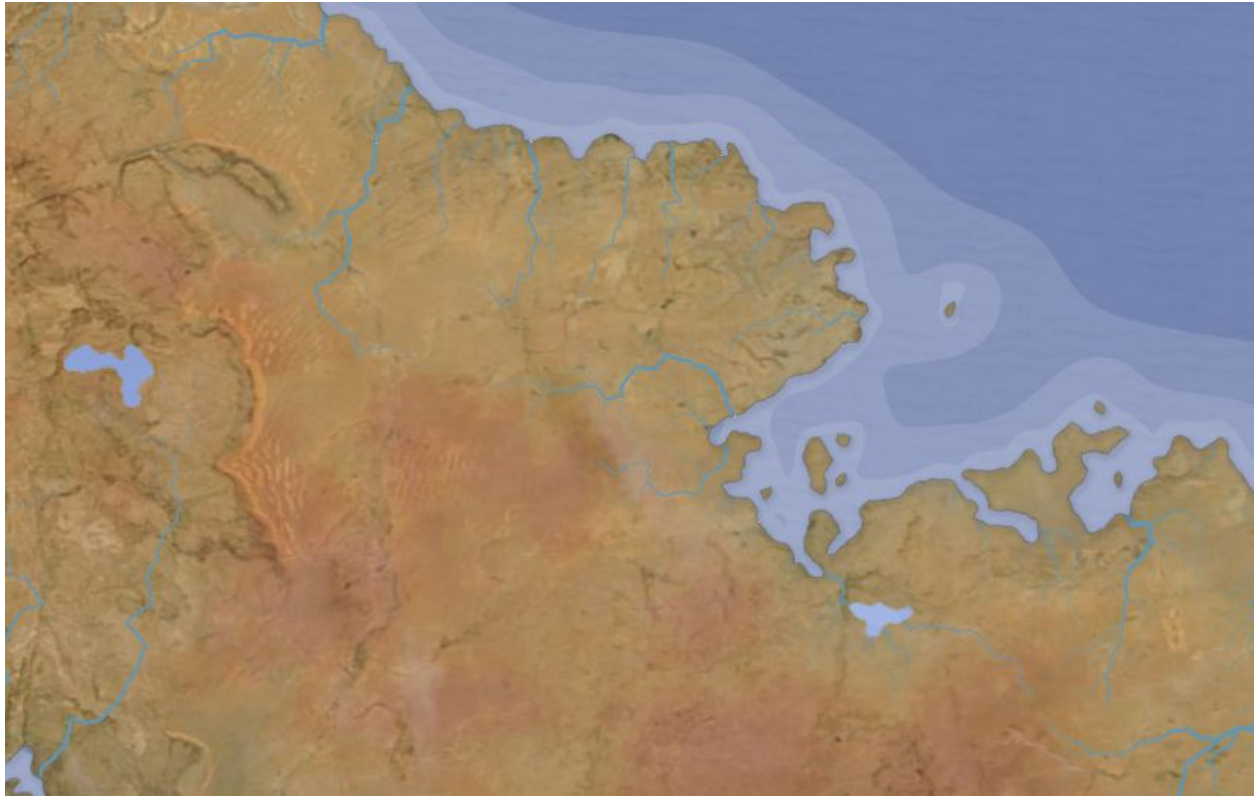
52-55	Soldier
56-59	Hunter
60-63	Mercenary
64-67	Leader
68-71	Craftsman
72-75	Engineer
76-79	Mechanist
80-83	Doctor
84-87	Caravaneer
88-91	Laborer
92-95	Scribe
96	Adventurer
97	Priest
98	Lawspeaker
99	Ranger
00	Unusual Role

## 8. Location Radiation Level

1-60	Radiation Level 0
61-70	Radiation Level 1
71-80	Radiation Level 2
81-90	Radiation Level 3
91-99	Radiation Level 4
100+	Radiation Level 5



# PART FOUR: YOUR ATOMLANDS



Select options from the following to set the tone and general facts of your Atomlands adventures. The most basic facts are as follows: you are in the Atomlands, a region which has suffered a great calamity that scarred the land and people and released the power of the Atom to taint what remains. Atom has taken on a mystical, even religious connotation to the people of this region, and it is to Atom that even non-believers swear powerful, binding vows. Some of the following options to flesh out the setting may require creative thinking to make them mesh effectively, but they are generally compatible. You should not hesitate to omit, modify, or add additional options as you see fit- it is your post-apocalyptic adventure.

## The Fall of the Old World

- ❑ **Apocalyptic War:** Whether the Atomlands were participants or not, sudden and total war stemming from ongoing conflict between Old World nations led to hellfire raining down on these lands.

*Quest Starter: A bomb from the war failed to detonate upon impact, and sits untouched. Someone or something is attempting to learn how to detonate it, threatening nearby communities.*

- ❑ **Environmental Disaster:** Negligent stewardship of the Atomlands or a lack of preparation permitted natural disaster to create chaos in the Atomlands. The disruption of these disasters allowed for horrific accident leading to meltdown or other nuclear catastrophe, making matters far worse and scarring the Atomlands forever.

*Quest Starter: Much was lost in the disaster, but somewhere in the Atomlands there is a vault which contains samples of the plantlife that used to thrive here. If it can be found and opened, a prudent community could begin reconstituting the landscape.*

- ❑ **Radiation Storm:** The planet failed to shield the Atomlands from a cosmic event beyond humanity's control or understanding, ravaging the land, destroying technology, and corrupting people's bodies.

*Quest Starter: The mystics speak of a second storm to come at an unknown time in the future and a way to shield the Atomlands from its effects, and mutants rally to ensure the storm comes.*



## Ruin

- ❑ Utter: The destruction of the Atomlands was near total, leading to a complete breakdown of Old World society and institutions and the death of the majority of people, perhaps beyond recovery.

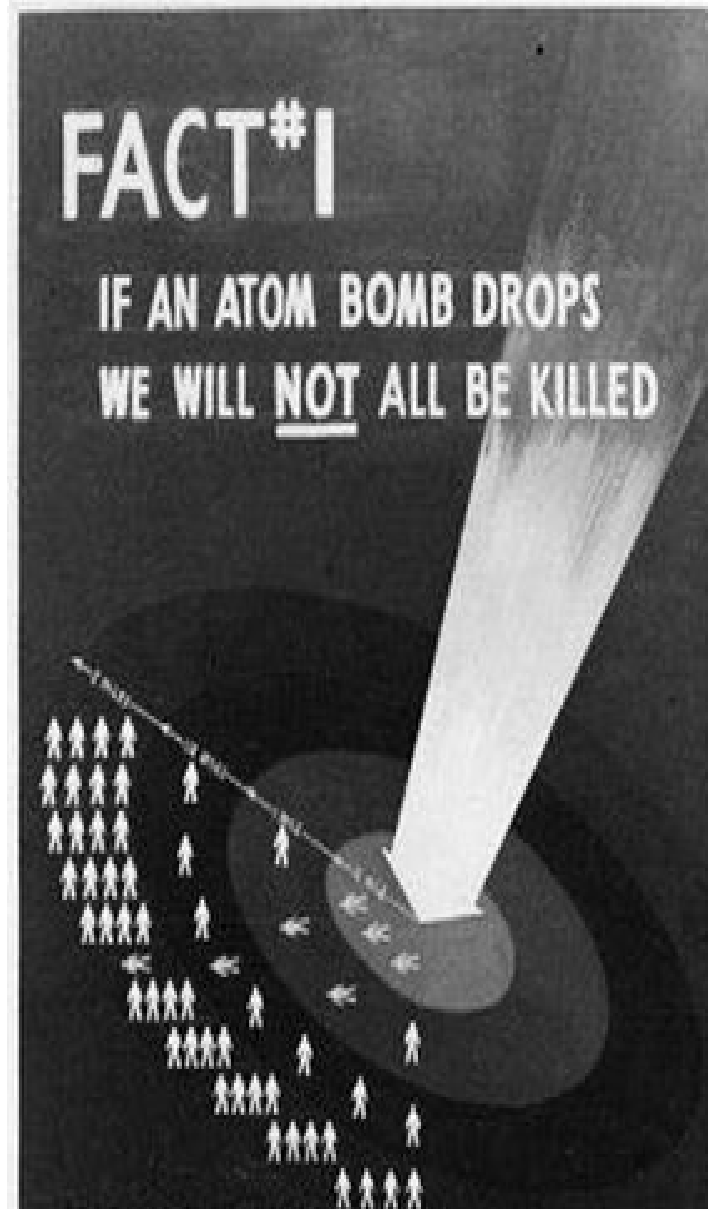
*Quest Starter: A community has need of a forgotten or lost idea or institution, and a local mystic believes they know where to find information to help.*

- ❑ Breakdown: The destruction of the Atomlands was sufficient to force significant change on the people and institutions that remained, making some unrecognizable and leaving others to pick up the pieces of what was lost.

*Quest Starter: A pre-disaster community knows where a persistent supply of clean water is, but the disaster cut off their ability to access it. The local leader believes they have found a solution.*

- ❑ Disruption: The destruction of the Atomlands was significant and disrupted society, but in large part institutions remained intact and the damage could be remedied, if given enough time.

*Quest Starter: A pre-disaster authority hopes to reestablish a line of rapid communication across the Atomlands, if only they can fix the infrastructure in a dangerous ruin.*



## Scale

- ❑ Global: The entire planet suffered the same fate as the Atomlands, with few corners of the world not markedly touched by the consequences of that fate.

*Quest Starter: Refugees from far beyond the Atomlands have arrived, searching for somewhere safe. The Atomlands are no better than where they came from, but their arrival has overwhelmed a local community.*

- ❑ Hemispheric: A large portion of the planet suffered the same fate as the Atomlands, but clear winners in the war or fortunates in the disaster reside in regions all but untouched by that catastrophe.

*Quest Starter: Foreigners from the untouched part of the planet have arrived in the Atomlands, scouting what remains, with unclear motives.*

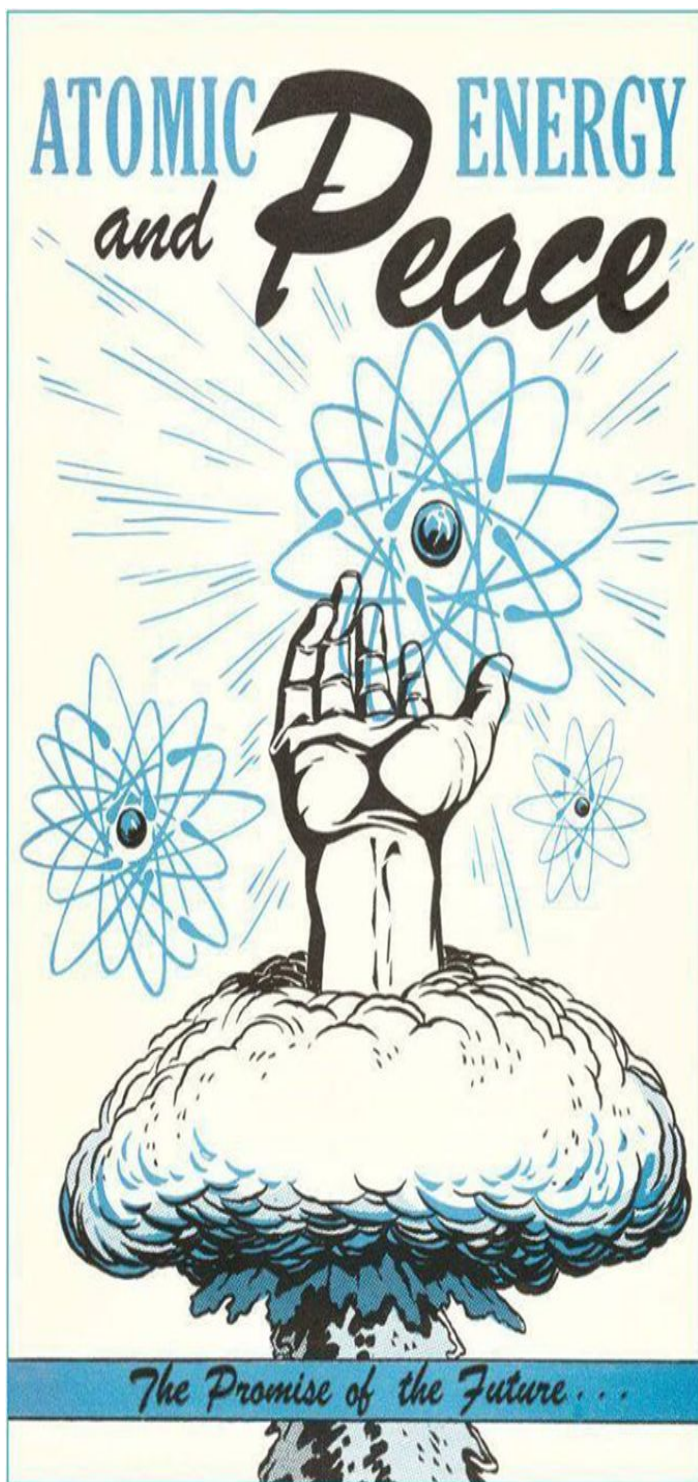
- ❑ Local: For whatever reason, the Atomlands were among the only places touched by catastrophe, leaving a wider world free of its scars and horrors.

*Quest Starter: The Atomlands have been sequestered by its neighbors, but a local leader has a plan to breach that sequestration.*





## Radiation



❑ Ubiquitous: Atomic energy and/or radioactive contamination is everywhere and all but inescapable- almost all aspects of Old World life made use of some form of atomic energy, and much of the very soil is tainted with its particles. +10 to rolls for the Radiation level of a location and +1 (up to maximum 5) for the Radiation Level of Regions.

*Quest Starter: A nearby ruin has been identified as the source of a wave of radiation sickness in the area. Something inside is leaking, and needs to be repaired.*

❑ Emergent: Atomic technology was just emerging when the disaster struck, making it common but not universal, and the resulting contamination is a real and present danger, but on par with other problems people face.

*Quest Starter: A community has made good use of what little atomic tech they can scavenge, but this has made them a target of mutant raids coming from a nearby nest.*

❑ Rare: The atom was poorly understood by the Old World at large, and ongoing contamination is minimal and found mostly in secret, terrible places. -10 to rolls for the Radiation level of a location and -1 (to a minimum of 0) for the Radiation Level of Regions.

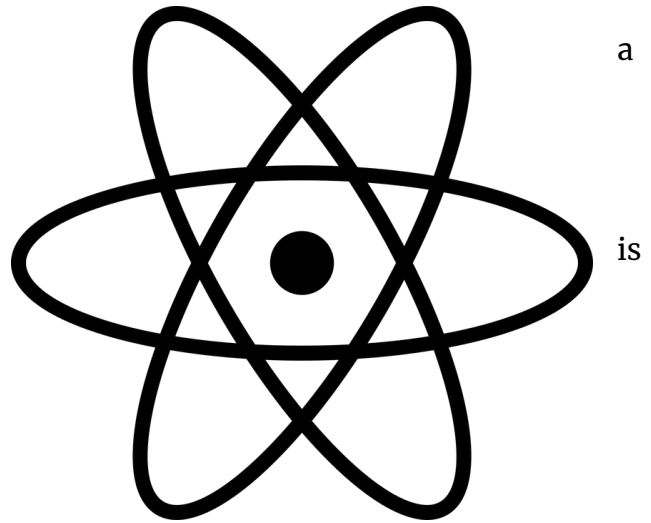
*Quest Starter: The sole nearby atomic power plant has sat abandoned since the disaster,*

*but was recently seen spewing water vapor from its stacks, and locals are concerned.*

## Nature of Atom

- ❑ Benevolent: Atom is perceived as helpful, life-bringing force or being, one which provides great power, but whose gifts cause destruction if abused or if Atom is angered; to swear an Atomic Vow beseech Atom for help in your mission.

*Quest Starter: A local mystic has received a vision from Atom warning of a coming mutant horde. The community must prepare, and needs help from allies far away.*



- ❑ Indifferent: Atom is perceived as an indifferent force of nature little different from the tide or wind; to swear an Atomic Vow is make an oath on existence itself.

*Quest Starter: You have a dream of a labyrinthine ruin, and feel the pull to find it. It calls you first to the south.*

- ❑ Malicious: Atom is perceived as an evil, corruptive force or being, one to be thwarted or fought back lest it consume everything; to swear an Atomic Vow is to give Atom license to your soul should you fail.

*Quest Starter: Atom cultists plague the local landscape, dragging people from their homes into a ramshackle fortress. They have come for you.*

## Legacies

- ❑ Recent: The disaster occurred within living memory, and is still fresh on the minds of at least some who remain.

*Quest Starter: Many were scarred, both physically and mentally, when the disaster came, and needed resources to help them are in short supply. Folks would pay handsomely and shower praise upon those who can procure what is needed.*

- ❑ Generations Passed: The disaster occurred beyond the natural lifespan of those who experienced it, leaving their descendants to deal with whatever remained and the event itself to become a story rather than a memory.

*Quest Starter: Many families tell stories of what happened to their ancestors during and following the disaster. Yours tells of a lost family relic of great value.*

- ❑ Long Ago: The disaster occurred many generations ago, and has taken on a legendary or mythical place in the minds of those in the present, even if its effects are still tangible.

*Quest Starter: Legends tell of great wealth and power locked behind a pre-disaster vault door in a secret facility, and many seek to find and open it. In truth, a terrible, forgotten danger is sealed within.*

## Technological Taboo

- ❑ Forbidden: Many people have completely cast off much of the technological trappings of the Old World in favor of a more simple way of life, free from the devices they believe caused the disaster one way or another; others digging too deep into Old World tech is unwelcome.

*Quest Starter: Machines are seen in motion in a taboo ruin, but folks forbid anyone to investigate, even when it seems possible that they might represent a threat.*

- ❑ Wary: People do not eschew common technology, but much has been lost and folks are loathe to tinker too much with unknown and poorly understood pieces of it out of fear.



*Quest Starter: A mysterious device has been unearthed by chance, drawing the attention of dangerous folk who know what it does and want to use it against the wishes of the finders.*

- ❑ Indifferent: Technology is regarded neutrally, as a normal and natural manifestation of progress.

*Quest Starter: A nearby community has organized a grand excavation at a prospecting site thought to contain valuable tech, drawing the opportunistic folks of all kinds to the site.*

- ❑ Sacred: The technology of old is considered sacred by many, and great energy is spent trying to preserve and restore it- sometimes without regard for the consequences.

*Quest Starter: A group of well-armed people travels the Atomlands rounding up dangerous and valuable technology claiming benevolent purposes. They do not hesitate to forcibly take it from others, nor to use the very weapons they confiscate against those that resist, however.*



Figure 74. Don't spread rumors.



Figure 75. Kill the rumors.



## Communities

- ❑ Sparse: Settlements are few, mostly small, and often ephemeral; the world is dominated by a mix of nomads, refugees, and primitive communities scraping by.

*Quest Starter: A band of well-meaning folk seeks to defend the few settlements that remain, but struggle to keep consistent lines of communication intact, necessitating the use of messenger-runners like you.*

- ❑ Established communities: Stable, sometimes sizable settlements stand firm among the dangers of the world as nomadic and primitive communities give way to their development.

*Quest Starter: A nearby settlement has grown, and threatens to displace a nomadic group from its territory, with nowhere else to safely go.*

- ❑ Thriving communities: Towns and even proper cities are capable of surviving and even thriving, rarely falling to the threats of the world beyond their walls.

*Quest Starter: The region's largest community faces internal political conflict which threatens to turn to actual violence, while a larger threat waits outside the gates for a chance to strike.*

## States

- ❑ Anarchy: Every person, group, or settlement fights for itself among the wreckage, with essentially no organization outside of a particular community.

*Quest Starter: A mystic is struggling to bring together communities to deal with a larger, mutual threat, and needs someone to travel to each to implore them to work together.*

- ❑ City-States: Some communities have managed to consolidate their power enough to exert influence on smaller communities nearby, leading to each resembling a small nation in its own right.

*Quest Starter: Two larger communities bordering one another are at odds with one another, leaving those caught in the middle to navigate both the dangers of the Atomlands and petty politics.*

- ❑ **Borderlands:** The Atomlands are dotted with largely independent communities or small federations, but one or more much larger nations have extended to its edges, and have begun exerting influence there.

*Quest Starter: A hegemonic coalition of communities neighboring the core Atomlands has begun to colonize the Atomlands proper, bringing communities under its sway whether they want to be or not*

- ❑ **Unified:** All of the Atomlands are unified under one banner, for good or ill. Politics and conflict are either internal or against the hazards of the wilds and ruins.

*Quest Starter: A community has a problem that the Atomlands' authorities are unable or unwilling to address, leading them to turn to other sources of aid.*



# Mysticism

- ❑ Real: The supernatural is not only real but tangible and most people have seen some evidence of such personally.

*Quest Starter: Mystics routinely perform amazing feats of healing and manipulation of the elements, but one in particular shows particularly potent abilities, leading some to flock to him, and others to want him gone before he grows too powerful.*

- ❑ Mysterious: Some things are beyond human understanding, and those with the right know-how can appeal to such mysterious, dark forces at their own peril.

*Quest Starter: Dark clouds and strange creatures roam near a community known for horrific rituals. One day the community goes silent to the rest of the Atomlands and the issue is becoming unignorable.*

- ❑ Technology: What appears to be mystical is really just poorly understood technology, and ritual is simply knowing enough to prompt some sort of response from it.

*Quest Starter: An AI has sent out a call for help, which mystics have interpreted as a divine call, prompting a response from the community.*

- ❑ False: All phenomena can be explained rationally, and the rest is mere superstition.

*Quest Starter: A charlatan posing as a mystic has taken over a town through elaborate spectacles and warding off supposed demonic dangers. In truth, his cronies stalk the roads in costume.*

# Religion

- ❑ Faith Remains: Whatever the religion of the Old World, it remains the primary source of divine comfort, no matter the fringe presence of Atom worshippers.

*Quest Starter: A pre-disaster faith offers great rewards for those willing to work with them to help the populace. They find themselves in great need of urgent assistance.*

- ❑ Old and New: Old World faiths coexists, peacefully or not, alongside post-disaster cults and Atom worshippers in approximately equal proportions.

*Quest Starter: A community finds itself tensely split between Atom and another faith, and one side has elected to relocate. They need someone to survey a new site, however.*

- ❑ Atom Reigns: The Old World gods are all but forgotten and abandoned in favor of Atom and new cult deities and blood gods.

*Quest Starter: Atom devotees call for volunteers (or “volunteers”) to undertake a terrible task in order to satisfy Atom.*

- ❑ God is Dead: Most people reject the notion of any divinity in the world as result of the disaster, and any belief at all is considered fringe, especially in that of Atom.

*Quest Starter: A small group of religious devouts struggle to find and preserve articles of their faith, but are pursued and persecuted endlessly by the common folk at large*



## Remnants

- ❑ **Shelters:** Communities of the elite class pre-disaster persist to this day in safe strongholds, sufficiently secure to ward off the worst of threats and even exerts often abusive influence into the Atomlands beyond.

*Quest Starter: A sheltered community has been rounding up common folk, abducting them, and hoarding resources. Their helicopters are sighted nearby.*

- ❑ **Struggling:** Communities of the elite class pre-disaster remain, often in sad communities, clinging to dying beliefs and ideals, and just desperate enough to cause problems for new settlements.

*Quest Starter: A sheltered community has located a long forgotten weapon, and has hired on outsiders to ensure the excavation and transportation goes smoothly.*



### Big Pipe in the Backyard under Three Feet of Earth

If you have no basement—or decide not to use it—you can dig in safely and construct a reinforced-concrete bunker in the ground. Then cover it up with earth. But reinforced concrete requires the services of a saw-truck since it must be mixed, poured and cured with precision to make it safe. An easier and less expensive backyard shelter is shown here. It consists of a section of galvanized corrugated steel which almost any

steel distributor can provide because it is of a standard used in roof underpans. The pieces for the hatchway cut to order. The shelter should be closed in at 160 bulkheads and lined with the concrete before being covered as a shield against any radiation which might get entrance hatch.

Although you can do much of the work on this job, you will probably want to hire a contractor to dig out sand with a bulldozer and to cover up the shelter with. You will also need the services of a welder to seal the entrance. Materials for this shelter is \$100. The fee for the welder and the bulldozer will be \$150. The completed shelter would reduce radiation to

- ❑ **Long gone:** The pre-disaster elite are gone, lost to the ages, for better or worse.

*Quest Starter: An unoccupied shelter has opened, luring in scavengers, settlers, and horrors alike.*

## Beasts

- ❑ **Abominable:** Nature itself has been twisted in the Atomlands, with few species untouched and more than a few taking on dangerous, abominable forms.

*Quest Starter: Even the most passive of pre-disaster animals are sometimes born with grotesque features and violent tendencies. Local farmers struggle to locate feral creatures that can be tamed and domesticated once more.*

- ❑ **Tempered:** Nature in the Atomlands has been scarred by the disaster, but for every abomination a natural species remains, all but untouched.

*Quest Starter: Something is slaughtering wildlife, leaving a trail of animal corpses. At this rate, there will be no natural animals left in the area.*

- ❑ **Natural:** Nature bore the disaster without major, lasting effect, and abominations are few or non-existent.

*Quest Starter: A few local animals are showing signs of minor mutations. They must be culled, before they spread across normal populations.*

## Horrors

- ❑ **Mutants Roam:** The disaster caused/created/released a number of horrific mutations of humanity, and these abominations roam freely in the wastes and at the edges of inhabited spaces.

*Quest Starter: A horde of mutants destroyed a nearby community. Refugees have led the horde toward another nearby town, which must decide whether to fight, flee, or something else.*

- ❑ **Dark Nests:** Horrific mutants exist, though they are limited mostly to forbidden places few dare to tread.

*Quest Starter: A terrible mutant has just moved into a nearby den. Where did it come from, and why has it come out into the open?*

- ❑ **Mere Legends:** Although stories abound of truly horrific abominations, almost none have any truth to them.

*Quest Starter: A group of bandits have taken to masquerading as mutants to extort travellers, but the local authorities have put out a bounty on whomever exterminates the alleged monstrosities.*

# PART FIVE: REGIONS

## 1- Dust Plains

Constant dust storms have stripped this region of its once fertile soil, but hardy grasses capable of persisting off wind-deposited nutrients blown in from the sea dominate the landscape. Settlements that subsist here do so by grazing unfortunate livestock on such plants. The storms wreak havoc on the lungs of those that reside here, but the region is relatively safe, its flat landscape lacking in monstrous nests or hidden horrors. Such threats do make incursions into the plains, but never stay for long and move on once their appetite is sated. The bigger danger is the frequent incursions from seafaring raiders, eager to try their own hands at animal husbandry after burning homesteads, feasting on livestock, and making off with those that remain unslaughtered.

Radiation Level 1, +10 to rolls for the Radiation level of a location in this Region.

*Quest Starter: A herding community lost all of its livestock in a recent wave of storms and predatory attacks, and needs to replenish its herds in order to survive.*

## 2- The Sprawl

Once upon a time this was where the majority of the Atomlands residents lived, with towns and suburbs dotting the region in a much higher density than anywhere else. Sustaining this sprawl as it became difficult after the incident, and much of it was rapidly abandoned, and over time the frequent dust storms from the west force even greater abandonment. Such places are ruins now, either picked clean by scavengers or used as camps and outposts by persistent survivors, outcasts, and hardy settlers from the Heartlands- or as dens by the inhuman. The Sprawl is labyrinthine in places, both a danger and a boon for eager scavengers who search for yet untapped prospecting opportunities.

Radiation Level 2, +20 to rolls for the Radiation level of a location in this Region.

*Quest Starter: A group of Heartland Settlers has not been heard from since they left their Heartland homes. A relative of one has put out a reward for anyone who can find them.*

### 3- Dead City

The first place to suffer from the fall of the Old World, the Dead City was once a major population center that suffered the greatest proportion of casualties and was immediately rendered all but uninhabitable. Between the disaster and the disorder that followed, the Dead City was abandoned by those that remained. Legends abound about horrific things that dwell in its ruins, but few make the journey to confirm them, and fewer return of those who do. Even if true, such legends are hardly the biggest risk; the very air here is a hazard, and the unprepared are certain to walk into an otherwise unassuming area laden with deadly particles. Despite this, some chance the Dead City, searching for valuable loot to scavenge from the ruins.

Radiation Level 5, +50 to rolls for the Radiation level of a location in this Region.

*Quest Starter: A Grand Oasis community needs something that can only be reliably found in the Dead City anymore. Obtaining it is a matter of existence for them, and they have put up a tremendous bounty for it.*

### 4- Grand Oasis

Situated within the Savage Wastes, the Grand Oasis is a bastion of brimming life. Settlements dot its shores, thriving in as much as that is possible, making sound use of the bountiful clean water and healthy animals in and around it. Unfortunately, such thriving life brings with it similarly thriving beasts that haunt the landscape and waters. Worse, it brings determined raiders and bandits; while many are dissuaded by the Savage Wastes from attempting such attacks, the best prepared are incentivized to risk it. The Savage Wastes also serve to isolate the Grand Oasis from the rest of the Atomlands- news from elsewhere is prized, and when something from other regions is needed, acquiring it often amounts to an arduous journey or tremendous expense.

Radiation Level 0, +0 to rolls for the Radiation level of a location in this Region.

*Quest Starter: Folk have reason to believe that smugglers are siphoning off huge amounts of Oasis water and supplying it to bandits in the Savage Wastes, and have put a bounty on stopping the operation.*



## 5- Savage Wastes

A dry hellscape of whipping storms, dens of horrors, hungry beasts, and the most brutal and savage of bandit fortresses, degenerate tribes, and clans of hardy warriors. Ruins and resources are not wholly scarce in the Savage Wastes, but even the most experienced and cautious traveller is nearly certain to encounter one life-endangering hazard or another here. For bandits, this means safety from whatever authorities might be pursuing them. For beasts, it means unenthusiastic hunters. Whatever the reasons for a being to be present in the Savage Wastes, remaining means a constant competition for the little water that rains down.

Radiation Level 3, +30 to rolls for the Radiation level of a location in this Region.

*Quest Starter: A family hopes to travel to the Grand Oasis to start a new life, but needs protection during the journey through the Savage Wastes.*

## 6- Heartland

The rivers of the Heartland are among the least tainted in the Atomlands, and it is here that most of the common folk of the Atomlands have made their homes. The highest density of communities can be found here, and while their lives are often relatively simple, they are also relatively safe and few find themselves starving here. For many, the dream of residing in the Heartland is a distant one, wary of strangers as the communities here can be, but merchants are welcomed with open arms and often depart much wealthier than they arrived. This relative wealth and prosperity brings frequent raids from other regions, both by land and sea, as well as significant internal competition which always threatens to destabilize the region if some horrific or mutant threat decides to emerge at the wrong time.

Radiation Level 0, +0 to rolls for the Radiation level of a location in this Region.

*Quest Starter: A tributary in the Heartland has suddenly had all of its life die, its waters toxic. Folk are worried about the source of this poison and whether it will affect others downstream.*

## 7-Nomad Wastes

A onetime bountiful plain and the breadbasket of the Atomlands, the Nomad Wastes are now rocky, windswept, and largely barren, the topsoil stripped away. Crop farming is all but impossible here, and the environment is rarely sufficiently dense to provide sufficient food by other means, forcing those that remain to take on a nomadic lifestyle, searching for greener pastures to graze whatever livestock they have, hunt small prey, and scavenge from the environment- all while avoiding the paths of other, larger nomadic troupes. Some settlements eek out an existence, built atop the few hills of this region, often reliant on trade and outside support, but not always. It is from the nomad wastes that most of the dreaded raiding parties that plague the Atomlands originate, although as far as bandits go they tend to be the most preferable sort- disinterested in cruelty and easily paid off without violence.

Radiation Level 1, +10 to rolls for the Radiation level of a location in this Region.

*Quest Starter: An upstart chief of a nomadic group has sent emissaries to other nomads and settlements, insisting the chief is the true master of all of the Nomad Wastes. The chief's scouts scour the roads, looking to prey upon those who refuse to respect this declaration.*

## 8- Free Isles

When the Old World fell, the relatively few residents of the islands off the Atomland coast were largely spared. Those residents also turned their backs on the survivors of the mainland, refusing to offer any resources, rescue, or aid in any reconstruction, even violently defending their islands from desperate folk looking for safety. The mainland never quite forgave the Islanders, and the Islanders still seek to minimize mainland interference with their affairs.

Radiation Level 0, +0 to rolls for the Radiation level of a location in this Region.

*Quest Starter: Despite the Isles' best efforts, a colony of mainlanders has established on one of the islands, almost guaranteeing conflict in the immediate future.*

## 9- Shallows

Some life persists in the Atomland seas, and while much of it is just as scarred and dangerous as the Atomlands itself, the rest can be a source of sustenance for the people of the Shallows. Rocky and unprotected from the storms that come in from the sea, little can grow on the land here and what little does is frequently swept away with the waves when the stormy season begins. This makes for a sparse existence on land or a hazardous life at sea for those who choose to dwell here. In its own way, the scarcity on the land here is a defense of its own; with little to steal and the ability to rapidly flee out to sea, raiders from elsewhere rarely make the journey here. Of course, this does little to stop local raiders with boats of their own, and the folk here tell tales of beasts and horrors lurking just beneath the waves that suggest the seas are as dangerous as any bandits.

Radiation Level 1, +10 to rolls for the Radiation level of a location in this Region.

*Quest Starter: A small fleet of vessels has appeared just off the coast, and has begun harassing and making ever increasing demands of fishermen and coastal villages.*

## 10-Hazy Hills

A long series of rolling hills, some gently sloped, others with brutal, jagged faces. The geography shelters this place from the worst of the dust and firestorms that plague other regions, but such protection comes at a price of its own; the hills provide just as much shelter to the worst inhabitants, human or otherwise, of the Atomlands in the hillside shadows and caverns, and in the valleys between hills radioactive dust and other dangerous substances settle. Sometimes this pollution creates a tell-tale haze to alert those of its dangers, but other times the danger remains unseen until it is too late and folks return to their homes only to find their flesh apparently burnt and their bodies sickly shortly after. Still, the Hills are a place where folks with the right know-how can survive in walled settlements built above the haze.

Radiation Level 3, +30 to rolls for the Radiation level of a location in this Region.

*Quest Starter: It is believed that a sacred item of significance is located at the bottom of a perpetually haze-filled valley, and a prize for its retrieval has been put forward by a local mystic.*

## 11- Weald

A vast, damp forest, poorly mapped or understood. In the rainy season its rivers and streams swell from runoff coming down from the Hills, bringing with it the toxins that coalesce there, flooding much of the Weald. In the dry season the waters recede, revealing a bountiful, yet dangerous wilderness. Beasts of all sorts roam in the open here, and worse things still may be hidden deep within its seemingly endless groves. Though trappers make frequent journeys here, few settle here for long; between the routine toxic floods and brazen beasts, most are better off braving the dangers elsewhere.

Rainy Season: Radiation Level 4, +40 to rolls for the Radiation level of a location in this Region.

Dry Season: Radiation Level 2, +20 to rolls for the Radiation level of a location in this Region.

*Quest Starter: The plantlife of the Weald has begun growing with frightening rapidity, and is encroaching on settlements and even into neighboring regions. Something in the water is causing this growth.*

