



DARWIN'S WORLD:
VAULT DWELLERS

A CAMPAIGN STARTER

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CAMPAIGN STARTER: VAULT DWELLERS

The vault dweller is an iconic character common to most post-apocalyptic worlds. Individuals who wisely anticipated the coming of nuclear Armageddon, vault dwellers bring a unique perspective to the post-apocalyptic world since they have the closest ties with the world before the Fall of mankind. Vaults are isolated communities, frozen at the time of the Fall and left to evolve without the harsh influences of the changing world above.

Vaults also make a great starting point for a Twisted Earth campaign, especially for players new to the genre. They allow players to begin as green, inexperienced survivors, unaware of the changes and hardships that await their exodus from the safe confines of the vault. A vault dweller campaign can highlight the contrasts between the world that once was and the new, post-Fall world.

The following is a short guide to creating vault dweller characters. These guidelines make it easy to quickly create characters that fit a vault dweller campaign model. After the character guide is a ready-to-use starter adventure that provides an example vault complex and a series of encounters for the initial foray into the Twisted Earth.

VAULT DWELLER CHARACTERS

Using the following guidelines will help players create characters appropriate for a vault dweller campaign.

VAULT DWELLERS BACKGROUND

Traditionally, vault dwellers are Hedonists. Although they may be aware of the Fall, the reality of

conditions on the post-Fall surface world remains unknown to them. Since most aspects of their daily life are handled by automated systems and/or droid administrators, vault dwellers do not have occupations.

MUTATIONS

Vault dwellers provide an excellent opportunity to include pure human characters in your campaign, but depending on the condition of the vault's environment, it's also quite possible that some characters will possess certain genetic mutations. Some mutations are particularly appropriate for a vault dweller campaign; consider restricting characters to the mutations and defects listed below. You may also want to consider lowering the number of mutations and defects the characters may select to one or two (rather than three), since vault dwellers are at most only a few steps away from genuine humans in their genetic makeup.

RECOMMENDED MUTATIONS

The following mutations are fitting for a vault dweller campaign:

- Autism
- Blindsight
- Diurnal/Nocturnal
- Dual Cerebellum
- Enhanced Respiration
- Independent Cerebral Control
- Neural Mutations
- Optical Emissions



- Pyrokinetic Pulse Generation
- Sensitive Sight
- Spontaneous Electric Charge Generation

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RECOMMENDED DEFECTS

The following defects are fitting for a vault dweller campaign:

- Adrenaline Deficiency
- Anaphylaxis
- Albinism
- Attention Deficit
- Critical Vulnerability
- Hemophilia
- Immune-system Abnormality
- Photosensitivity
- Sensitivity
- Skeletal Deterioration
- Underdeveloped Organs

RECOMMENDED STARTING ITEMS

As Hedonists, vault dwellers receive a starting artifact of 6,000 cp or less in value. Starting equipment that is most fitting for a vault dweller campaign is listed below. A vault dweller character can pick one item from the following lists (not one per category); a single power source is included if required for the item to function.

WEAPONS/ARMOR

- Any conventional firearm
- Flame Pistol
- Hand Stunner
- Stun Pistol
- Civil Security Suit

MISCELLANEOUS EQUIPMENT

- Language Translator
- Motion Detector
- Chemical Sensor
- Geiger Counter

- Autograpnel
- Water Purifier
- PDA
- Notebook Computer
- Night Vision Goggles

MEDICAL EQUIPMENT

- Diagnostic Scanner
- Pocket Nurse
- UV Sterilizer

RECOMMENDED MISCELLANEOUS GEAR

Under normal circumstances, Hedonists also get a chance to purchase additional starting equipment. Instead of allowing them to purchase gear, give each character this standardized package of vault dweller gear.

- Stun Baton
- Environmental Suit
- Astronaut Pen
- Rad Tab
- Ion Bonding Tape
- Survival Kit
- First Aid Kit
- Multipurpose Tool
- Light Rod

CONDITIONAL ITEMS

Characters receive one or more of the following items if they possess the respective skill ranks or feat.

- Chemical Kit (Craft [chemical] 4 ranks)
- Demolitions Kit (Demolitions 4 ranks)
- Medical Kit (Treat Injury 1 rank)
- Surgery Kit (Surgery feat)
- Pharmacist Kit (Craft [pharmaceutical] 4 ranks)

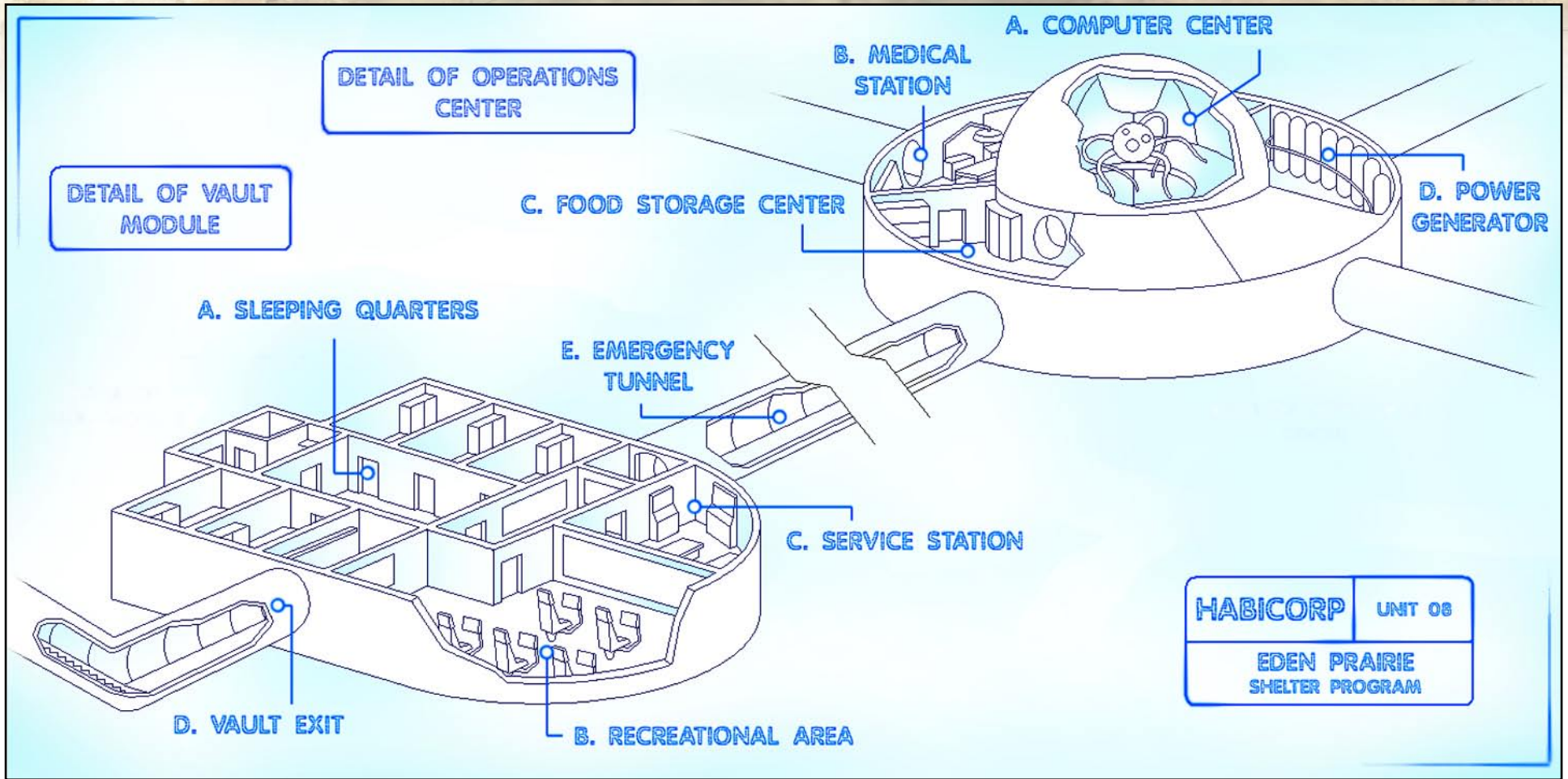
THE EDEN PRAIRIE VAULT SYSTEM

Although most Americans preferred to avoid thinking about it, the seeds of nuclear Armageddon were prevalent in society well before the actual Fall. This also meant, however, that there was a market for technologies that would allow citizens to survive the eventual fallout. Some communities built dome cities to protect them from environmental hazards, including (in theory) nuclear fallout. Other communities or individuals instead constructed vaults—underground safe havens to which citizens could flee in the event of nuclear war.

Fearing the worst, the people of Eden Prairie, a wealthy suburb of Minneapolis, put forth a plan to construct a series of connecting vaults. The plan envisioned many small communal vaults, each servicing 10-20 citizens and connected by emergency tunnels. The vaults would provide citizens with everything they needed for post-Fall survival: food, water, clean air, waste disposal, and other essential services (including entertainment).

To ensure that these services functioned properly, the vault system would be administered by an artificially intelligent coordinator droid. The droid would monitor each vault, maintain essential systems, and help guarantee the survival of the vault dwellers.

But the vault designers planned for more than just the immediate survival of the vault's inhabitants; thinking ahead, they developed a strategy to ensure the long-term survival of the community. With the assistance (and control) of the coordinator droid, "pure" genetic material (prepared in self-administering medical devices) could be distributed among the various vaults, keeping the community safe from major genetic defects as generations passed (GM note: a breakdown in this particular system



early on in the history of the vault could account for more widespread mutations and defects).

THE TYPICAL VAULT

All of the vaults in the Eden Prairie vault system were standardized, conforming to the following basic format. Some vaults may contain additional amenities, but most pre-Fall citizens didn't bother to

customize their vaults, wrongly assuming they would never be used.

A. SLEEPING QUARTERS

The sleeping quarters consists of a simple series of cubical sleeping rooms. Each cubicle consists of two beds and a closet. In the middle of the sleeping quarters is a unisex bathroom.

B. RECREATION AREA

The largest chamber of the vault, the recreation room features one large screen-mounted monitor and several smaller terminals on which vault dwellers could watch movies, play video games, and even communicate with other members of the vault complex. (Any such communications were regulated by the coordinator droid to ensure that

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vault inhabitants could not spread discontent to other vaults.) These terminals (along with any PDAs or notebook computers owned by vault inhabitants) also served as the humans' exclusive connection to the coordinator droid. The room is large enough that vault dwellers could partake in physical activities as well.

C. SERVICE STATION

This small room contains the vault's service station, where vault dwellers received rations of food, water, and medical supplies sent from the operations center—a process overseen by the coordinator droid.

D. VULT EXIT

The sealed vault exit can be found in the recreation room. The door is concealed (Search DC 15), but most vault dwellers are aware of its existence and location (the information has been passed down through the generations). To ensure vault integrity, the vault exit is under the exclusive control of the coordinator droid.

Door: Hardness 10, 120 hp, Break DC 35, Disable Device DC 15.

E. EMERGENCY TUNNEL

Hidden next to the service station is a sealed emergency tunnel (Search DC 20). These tunnels interconnect with the other vaults as well as with the operations center. The tunnels themselves are no more than 4 feet wide and require Medium-sized creatures to crawl.

These tunnels serve a dual purpose. The primary purpose is to allow the coordinator droid to send maintenance droids to perform repairs on the service station. The secondary purpose is to allow vault dwellers to escape from their vault to another vault in the event of a catastrophic emergency. Like the vault

exit, the emergency tunnels are under the exclusive control of the droid coordinator.

Door: Hardness 10, 50 hp, Break DC 30, Disable Device DC 15.

THE OPERATIONS CENTER

At the center of the Eden Prairie Complex is the operations center. From here its single occupant, the vault coordinator droid, administers the wide array of services provided by the vault. The operations center has no surface exit and can only be reached by an emergency tunnel from another vault. Anyone who manages to reach the operations center finds a large and complex computer system designed to administer services for the various vaults.

A. COMPUTER CENTER

This vast bank of computer and communication equipment controls the many systems and services of the vault complex. The hardware is permanently installed and cannot be moved intact; if salvaged, it would produce 20,000 cp worth of advanced electronic raw materials. The system is very secure, with all access codes held by the coordinator droid. A Disable Device check (DC 30) is required to hack into the system.

B. MEDICAL STATION

An advanced medical station is here to assist the coordinator droid with the reproduction needs of the vault complex, as well as with other unexpected medical situations. As in the computer center, most of the equipment is permanently installed and cannot be moved. Salvaging materials from the station would produce 2,000 cp worth of advanced electronic materials and 2,000 cp worth of chemical materials.

C. FOOD STORAGE CENTER

This large chamber stores food, water, and other supplies for the entire vault complex. At the time of construction, the vault's designers stocked this storage area with enough supplies to keep the vault inhabitants alive for over 200 years.

D. POWER GENERATOR

This array of power generation cells provides power for the entire vault complex.

E. EMERGENCY TUNNEL

Like the community vaults, the operations center has an emergency tunnel.

Door: Hardness 10, 50 hp, Break DC 30, Disable Device DC 15.

THE COORDINATOR DROID

The coordinator droid, nicknamed EPV1, has total control of the vault system. Its primary directive is the long-term survival of the vault community. It feels this is best achieved by keeping the vault inhabitants in isolation until a complete exhaustion of resources forces it to open the vault doors to the outside world.

While it allows vault dwellers to communicate with each other, EPV1 often restricts this communication to entertainment purposes only (multiplayer games and meaningless chatter); it has been instructed to not allow any vault to greatly influence the mood or mindset of another (a measure intended to prevent suicidal tendencies or other subversive ideas from spreading throughout the complex).

Should the operations center ever be breached, the coordinator droid will immediately attempt to terminate the intruder.

USING THE EMERGENCY TUNNELS

The characters may choose to venture to another vault (or the operations center) rather than exiting to the surface world. The tunnels are a virtual maze, with many cross-sections. Wandering the tunnels will most likely lead the party to another vault, but there is a 10% chance that any vault door they find leads instead to the operations center.

Coordinator Droid: CR 6; Large Droid Construct; HD 8d10+20; HP 64; Mas -; Init +4; Spd fly 20 ft (good); Defense 19, touch 9, flatfooted 19 (-1 size, +10 natural); BAB +6; Grap +15; Atk +10 ranged (1d8+5, slam); Full Atk +10 ranged (1d8+5, 10 slams); FS 10 ft by 10 ft; Reach 20 ft; SQ robotic construct, command level (VC), computer link, tentacles; AL none; SV Fort -, Ref +2, Will +5; AP 3; Rep +0; Str 20, Dex 10, Con -, Int 18, Wis 16, Cha 14.

Skills: Computer Use +29, Craft (electronic) +8, Craft (mechanical) +8, Craft (structural) +8, Disable Device +6, Knowledge (ancient lore) +6, Knowledge (earth and life sciences) +10, Knowledge (physical sciences) +6, Knowledge (technology) +12, Read/Write (ancient), Repair +17, Speak Language (ancient), Treat Injury +5.

Feats: Advanced Electronics Discipline, Advanced Technology, Combat Expertise, Gearhead, Improved Initiative, Intuitive Mechanic, Master Mechanic, Remote Computer Link.

Maintenance Automaton (2): CR 1/2; Small Robotic Construct; HD 1d10+8; HP 14; Mas -; Init +2; Spd fly 30 ft (good); Defense 17, touch 13, flatfooted 15 (+1 size, +2 Dex, +4 natural); BAB +0; Grap -3; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IC); AL none; SV Fort -, Ref +2, Will -1; AP 0; Rep +0; Str 12, Dex 14, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Technology, Toughness.

OUT OF THE VAULTS!

Your campaign can't truly begin until the characters are forced to emerge from their vault into the hostile post-Fall environment of the Twisted Earth. Below are some suggested ways to force the characters into taking the drastic measure of exiting the vault (or possibly attempting to travel to another vault via the emergency tunnels).

COORDINATOR MADNESS

The coordinator android has gone insane, gaining the *Nietzsche Syndrome* defect (see *Metal Gods*). It may first torture the vault dwellers by feeding them poisoned food or cutting off water rations, but eventually it opens the vault doors, allowing the Ratbites (see *Welcoming Party* below) above to descend into the vault.

SYSTEM FAILURE

The vault loses its connection with the rest of the vault system, including the coordinator droid. Basic survival services such as food and water cease to operate. The status of the coordinator droid and other vault dwellers is unknown. Perhaps the coordinator droid has stopped functioning? Or maybe other vault dwellers have taken control of the operations center?

DEPLETED RESOURCES

The coordinator droid informs the vault dwellers that the vault's resources have been exhausted. The vault dwellers must exit the complex or die of starvation. Consider giving the characters an approximate expiration date for the vault's supplies (for example, six months), allowing them some time to prepare before leaving the safe confines of the vault.

OTHER VAULT DWELLERS

Unless you have an unusually large party (10+ players), you'll want to fill out the vault's population with NPC vault dwellers. The vault should have 10-20 (2d6+8) total members, including the player characters. Below are some typical vault members. Randomly determine the NPC vault inhabitants rolling 1d3.

Vault Dweller A (Smart Hero 1): CR 1; Medium-size humanoid; HD 1d6; HP 4; Mas 10; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex); BAB +0; Grap -1; Atk -1 melee (1d4-1, pistol whip), or +1 ranged (1d6, stun pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +0, Ref +1, Will +3; AP 0; Rep +1; Str 8, Dex 13, Con 10, Int 15, Wis 14, Cha 12.

Background: Hedonist (Computer Use, Craft [visual art], Knowledge [ancient lore])

Skills: Computer Use +8, Craft (visual art) +8, Craft (writing) +8, Disable Device +6, Knowledge (ancient lore) +6, Knowledge (art) +8, Knowledge (earth and life sciences) +4, Knowledge (physical sciences) +4, Knowledge (technology) +6, Knowledge (theology and philosophy) +3, Navigate +5, Repair +8, Research +6, Search +4

Feats: Creative (Craft [visual art], Craft [writing]), Educated (Knowledge [art], Knowledge [physical sciences]), Gearhead, Post-Apocalyptic Technology,

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Primitive Technology

Talents (Smart Hero): Linguist

Possessions: Stun pistol, power pack, multipurpose tool.

Vault Dweller B (Dedicated Hero 1): CR 1; Medium-size humanoid; HD 1d6; HP 4; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+1 Dex, +1 class); BAB +0; Grap -1; Atk -1 melee (1d4-1, pistol whip), or +1 ranged (2d6, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +1, Ref +1, Will +3; AP 0; Rep +1; Str 8, Dex 12, Con 10, Int 13, Wis 15, Cha 14.

Background: Hedonist (Computer Use, Knowledge [behavioral sciences], Knowledge [theology and philosophy])

Skills: Computer Use +5, Craft (pharmaceutical) +4, Craft (visual art) +4, Craft (writing) +4, Knowledge (behavioral sciences) +3, Listen +8, Perform +4, Sense Motive +5, Spot +6, Survival +4, Treat Injury +10

Feats: Alertness, Creative, Medical Expert, Post-Apocalyptic Technology, Primitive Technology

Talents (Dedicated Hero): Healing Knack

Possessions: Beretta 92F, box 9mm ammunition.

Vault Dweller C (Charismatic Hero 1) CR 1; Medium-size humanoid; HD 1d6; HP 4; Mas 10; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex); BAB +0; Grap -1; Atk -1 melee (1d4-1, pistol whip), or +1 ranged (2d6, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +1, Ref +2, Will +4; AP 0; Rep +2; Str 8, Dex 13, Con 10, Int 12, Wis 14, Cha 15.

Background: Hedonist (Computer Use, Craft [visual art], Craft [writing])

Skills: Balance +3, Bluff +6, Computer Use +5, Concentration +2, Craft (visual art) +5, Craft

(writing) +5, Diplomacy +8, Gather Information +8, Intimidate +6, Knowledge (Art) +3, Knowledge (Civics) +3, Knowledge (theology and philosophy) +3, Perform +4

Feats: Focused, Iron Will, Post-Apocalyptic Technology, Primitive Technology, Trustworthy

Talents (Charismatic Hero): Charm

Possessions: Beretta 92F, box 9mm ammunition.

WELCOMING PARTY

Whether they're in their "home" vault or in another vault that they've reached via the emergency tunnels, the party must eventually exit the vault complex and strike out into the surface world. Unfortunately for the vault dwellers, the exodus will not be painless. The vault exit leads up a 100-foot sharply ascending staircase to another sealed door. Beyond this final door is the vault's outer entrance, which is now the den of a pack of Ratbites.

As you emerge from the final vault doors, you find yourself in a dusty, foul-smelling basement. A single staircase leads out of this simple room. Scattered between the staircase and your fellow vault dwellers are about a dozen small creatures of an unknown species. Each of these small monstrosities consists of a fat fleshy central trunk supported by two sinewy human-like arms that allow it to hop. The effect would almost be cute, if not for the giant maw that dominates the body, lined with hundreds of razor-sharp teeth. You hardly have time to react before the frenzied creatures lunge towards you.

As the vault dwellers emerge from the final vault door, the Ratbites attack viciously, tearing into their victims with razor-sharp teeth. This should be a terrifying experience for the vault dwellers, as it

is their first encounter with mutant terrors. While Ratbites don't have a fear attack, the characters should be required to make a Will save (DC 12) or be shaken for some or all of this unexpected encounter with mutant life.

This encounter should also be run as a *controlled* combat. While there are a large number of Ratbites, the players should be accompanied by several fellow vault dwellers. To increase the terror of this initial foray into the Twisted Earth, focus most of the Ratbite attacks on the NPC vault dwellers, allowing the players to watch as their companions fight desperately for their lives. To increase the tension, allow most (if not all) of the NPC vault dwellers to die, while making make sure the player characters survive relatively unscathed (but frightened).

Outer Door: Hardness 10, 120 hp, Break DC 35, Disable Device DC 15.

Ratbites (12): CR 1/3; Small Aberration; HD 1d8; HP 4; Mas 11; Init +3; Spd 20 ft; Defense 14, touch 14, flatfooted 11 (+1 size, +3 Dex); BAB +0; Grap -5; Atk +4 melee (1d6-1, bite); Full Atk +4 melee (1d6-1, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ keen sight, stampede; AL none; SV Fort +0, Ref +3, Will +2; AP 0; Rep +0; Str 8, Dex 17, Con 11, Int 2, Wis 10, Cha 5.

Skills: Balance +4, Hide +4, Jump +1, Move Silently +4.

Feats: Run, Weapon Finesse (bite).

INTO THE WASTELAND

With the Ratbites defeated, the players have only one direction to go: into the wasteland. The players should only have one goal—find food, water, and possibly a new home. Below is a series of encounters

that should be run in order. Allow the players to feel as if they are following their own path, but introduce them to these encounters nonetheless.

Some characters may attempt to use the Navigate skill to find pre-Fall landmarks or locations. Because of the extreme alterations made to the landscape during and after the Fall, such skill checks should be made at a -4 penalty for the first 2 days. Allow characters to attempt to locate these pre-Fall landmarks, but run the encounters below in order regardless of their choice of destination.

Defect Note: This is a good time to double-check the players' defects. Some defects may make characters particularly vulnerable to sunlight or heat.

1. A CHARMING WRECK

The party's first wasteland encounter provides another example of the terrors that await them in the post-Fall earth.

Against the horizon, you see the silhouette of ancient and sun-faded car. It is wrecked and partially buried in the sand. A body lies next to the vehicle, but it is unclear at this distance if the person is alive or dead.

The body is a recent victim of the Rattlecharmer that calls this car its home. It waits for small game (rats, rabbits, etc.) to approach the car in search of shelter, charms them, and then turns them into its next meal. This most recent victim is a resident of Bearpath (see below) who was investigating the wreck, but unfortunately failed his Will save and was killed by the Rattlecharmer's poison.

If the players investigate the body, the Rattlecharmer invokes its hypnotic rattle and strikes the nearest target.

Treasure: Should the players defeat the

Rattlecharmer and search the victim, they find the following: two ready meals, a canteen of water (one gallon), and a black powder rifle. In addition, the victim wears a blue scarf with a white bear paw imprint, tied around his right arm. This victim is from the Bearpath village; the trinket may prove useful when the players approach the village later in the adventure.

Rattlecharmer: CR 1; Small animal; HD 2d8+2; hp 11; Mas 12; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; Defense 17, touch 14, flat-footed 14 (+1 size, +2 Dex, +3 natural); BAB +1; Grap -3; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d3 plus poison, bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ Rattle Charm poison, scent, low-light vision; AL none; SV Fort +4, Ref +6, Will +1; AP 0; Rep +0; Str 10 Dex 16, Con 12, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +14, Listen +8, Spot +8, Swim +11.

Feat: Weapon Finesse (bite).

2. THE FATE OF VAULT 12 (OPTIONAL)

This encounter is optional. Using this and the *Suicidal Raider* encounter below will extend the length of this initial wasteland foray.

Before you, scattered haphazardly over the ancient road, lie the remains of fellow vault dwellers. While it is unclear how the victims died, their deaths were certainly violent; dried blood is everywhere, and the bodies have been ripped apart and crushed by unknown means. There are probably at least a dozen bodies, but it's not easy to be certain.

These are the remains of vault dwellers who, like the characters, decided to leave their vault in search of

food and water. Unfortunately, they encountered a band of sadistic raiders who proceeded to slaughter them, running their victims down with motorcycles and butchering them with chain weapons. The resulting scene is gruesome beyond description, with torn limbs and crushed corpses strewn about the road.

Characters investigating the bodies find them looted and can easily determine that they came from Vault 12, a sister vault from the Eden Prairie vault system. Any character with the Track feat or who makes a Survival check (DC 15) can recognize motorcycle tracks running through the massacre scene. If tracked, the motorcycle trail eventually leads to the group of (1d6) raiders who perpetrated the slaughter (see below for raider stats).

GM Note: It's unlikely that the characters can defeat more than two raiders, but if the scene before them doesn't instill some caution into the players, then perhaps they need to be taught a harsh, post-apocalyptic lesson.

3. A FRIENDLY ENCOUNTER?

This encounter introduces the players to Eton (aka "Eton the Eager"), a rather unscrupulous and clever scav that they will most likely encounter again. Eton, who has been hiding in some rocks, has spotted the players at a distance and correctly surmised that they are possible vault dwellers—a rare find for people of the Twisted Earth. Eager to determine if they have left an artifact-filled vault behind, he has decided to approach the players to pump them for information.

Eton waits for the players to pass his position before revealing himself. He tries his best to befriend the party, hoping to extract information about their vault's location. He offers them some water as well as HEVE candy. Once he has the information he needs, he makes his exit and heads directly for the vault.

If asked about any settlements or cities, Eton tells them about the nearby town of Bearpath, but warns them that the residents don't like outsiders. This is untrue, and the characters can make opposed Sense Motive checks to detect Eton's insincerity. In fact, Eton has stolen critical water filter parts from Bearpath and is on the run.

Should the players get aggressive, Eton always chooses to flee rather than fight.

Eton the Eager (Charismatic Hero 2/Smart Hero 2/Scav 1): CR 5; Medium-size humanoid; HD 2d6+4 plus 2d6+4 plus 1d8+2; HP 29; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 15, flatfooted 14 (+2 Dex, +3 class, +1 equipment); BAB +2; Grap +1; Atk +1 melee (1d6-1, rifle butt), or +4 ranged (2d8, Bushmaster M-17S); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, blindsight 10 feet, increased critical threat; AL none; SV Fort +5, Ref +7, Will +2; AP 2; Rep +3; Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 14.

Occupation: Guide (Navigate, Survival)

Background: Resurrector (Decipher Script)

Mutations and Defects: Blindsight, Critical Vulnerability

Skills: Bluff +6, Computer Use +3, Decipher Script +7, Demolitions +3, Diplomacy +6, Disable Device +11, Disguise +3, Gather Information +6, Hide +6, Intimidate +4, Knowledge (ancient lore) +3, Knowledge (technology) +6, Listen +1, Move Silently +4, Navigate +7, Read/Write Language +2 (unislang, ancient), Search +7, Speak Language +2 (unislang, ancient), Survival +6

Feats: Cautious, Lightning Reflexes, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Radiation Sense

Talents (Charismatic Hero): Fast-Talk

Talents (Smart Hero): Savant (Disable Device)

Talents (Scav): Scav Scan

Possessions: Leather armor, Bushmaster M-17S, 2 boxes 5.56mm ammunition, multipurpose toolkit, PDA, water filter parts*, 250 cp.

4. THE BEARPATH SETTLEMENT

In the ruins of a pre-Fall golf course clubhouse, a small band of survivors has carved out a small wasteland settlement. The settlers are in fact a band of escaped slaves, formerly the property of a raider gang situated to the west. These slaves escaped their masters and wandered the wasteland until they came upon the clubhouse. Alan, the group's leader and a tinker, discovered and repaired the clubhouse's well system, providing the band with relatively clean water.

With a functioning well, the escaped slaves decided to make this their permanent home. The residents are normally very welcoming to strangers, offering them shelter, water and food (when available); however, they rarely let visitors know that they have a functioning well.

Unfortunately, a recent visitor—Eton the Eager—discovered the well. Being a person of insatiable greed, he stole the more expensive parts of the well system and fled the settlement undetected. Needless to say, the residents are not particularly happy with the situation. While they have a reserve of water and can survive for the immediate future, they now need to either find the scav and retrieve the parts, or salvage new parts from somewhere else. Since they have already searched the area around the settlement to no avail, the latter option may prove very difficult.

Alan, Bearpath leader (Post-Apocalyptic Hero

3/Tinker 1): CR 4; Medium-size humanoid; HD 3d8+3 plus 1d6+1; HP 22; Mas 12; Init +1; Spd 30 ft; Defense 15, touch 14, flatfooted 14 (+1 Dex, +3 class, +1 equipment); BAB +2; Grap +1; Atk +1 melee (1d6+-1, rifle butt), or +3 ranged (2d8+0, Beretta M3P); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Bearpath; SV Fort +3, Ref +3, Will +5; AP 2; Rep +1; Str 8, Dex 12, Con 12, Int 15, Wis 14, Cha 10.

Occupation: Repairmen (Disable Device, Knowledge [technology])

Background: Resurrector (Repair)

Skills: Computer Use +4, Disable Device +8, Hide +3, Knowledge (ancient lore) +4, Knowledge (technology) +8, Listen +4, Move Silently +2, Navigate +4, Repair +10, Search +5, Spot +8, Survival +8

Feats: Gearhead, Intuitive Mechanic, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology

Talents (Post-Apocalyptic Hero): Improvised Toolkit, Restore

Talents (Tinker): Jury-rig +2

Possessions: Beretta M3P, (10) 12-gauge ammunition, leather jacket.

Typical Bearpath resident (Post-Apocalyptic Hero

1) (15): CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 15; Init +2; Spd 30 ft; Defense 14, touch 13, flatfooted 12 (+0 size, +2 Dex, +1 class, +1 equipment); BAB +0; Grap +0; Atk +0 melee (1d6+0, staff), or +2 ranged (2d6+0, black powder pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +3, Will +1; AP 0; Rep +0; Str 10, Dex 14, Con 15, Int 12, Wis 13, Cha 8.

Occupation: Slave (Climb, Survival)

Background: Resurrector (Knowledge [earth and life sciences])

Skills: Climb +2, Hide +4, Jump +2, Knowledge (ancient lore) +2, Knowledge (earth and life sciences) +3, Listen +5, Move Silently +4, Repair +3, Search +3, Spot +6, Survival +5

Feats: Alertness, Endurance, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology

Talents (Post-Apocalyptic Hero): Wasteland Lore

Possessions: Leather armor, staff, black powder pistol.

NOW IS NOT THE BEST TIME

Normally friendly to visitors, the residents of Bearpath are now reluctant to share their resources. Alan and two residents meet the party as they approach the settlement.

As you approach the settlement, three figures make their way towards your group. One man stands in front of two others. Each wears faded clothing with a blue scarf tied to the right arm. They are clearly armed, but don't appear to be trying to intimidate you.

"Greetings, travelers. Please accept my apologies, but we cannot invite you to rest here tonight. We ask that you respect our wishes and continue on to find shelter someplace else."

With that, they await your response.

The Bearpath residents are the key to the vault dwellers' long-term survival—they can, after all, provide the characters with food, water, and shelter. The players should have two pieces of information that can win the trust of the Bearpath community. First, they know the fate of the community member sent to track down Eton. Second, they have met the scav and may have a good idea as to where he's heading.

A Diplomacy check (DC 13) will convince the residents of Bearpath to explain their predicament. The characters receive a +2 bonus if they reveal that they know the whereabouts of the missing community member. Once the players explain their own situation and detail their encounter with Eton in the wasteland, Alan deduces (if the players haven't already) that the scav is headed for the characters' vault, there to salvage ancient artifacts.

With this realization, Alan offers the players a deal: if the character return to their vault and get the water system parts from Eton (by force if necessary), the residents of Bearpath will supply them with food and water (and even allow them to join the community, if desired). If the players feel they are not up to the challenge, a Diplomacy check (DC 15) can convince Alan to send four community members to aid them.

5. THE SUICIDAL RAIDER (OPTIONAL)

Like *The Fate of Vault 12*, this encounter is optional. During the trek back to the vaults—perhaps at the scene of the vault dweller massacre—the party is confronted by one of the raiders responsible for the sadistic butchery.

A mechanical rumbling is audible in the distance. As you proceed down the ancient roadway, the source of the sound comes into view: mounted on a spike-laced motorcycle, wearing leather and chains, a lone figure seems to be awaiting your approach. As soon as you make eye contact, the rider gives out with a bloodthirsty cry and begins swinging a chain above his head.

Perhaps the most crazed member of the raider gang that committed the original massacre, this raider has returned in hopes of finding more wandering vault

dwellers to add to his body count. He isn't interested in talking. After a few moments of intimidation, he attacks the party, racing towards them on his motorcycle.

Tactics: This particular raider is suicidal. He has no fear of self-injury, and employs a tactic of running over one opponent while attacking another with his chain. The raider attempts to remain at *street speed* for the duration of the combat; on a successful collision, his vehicle inflicts 4d4 damage to the collision target (and to his motorcycle). The target may make Reflex save (DC 15) for half damage. Note that the raider must make a Drive skill check (DC 15) or lose control of his motorcycle upon a collision.

More information on vehicle combat can be found in the Combat chapter of *d20 Modern*.

Raider (Strong Hero 3/Raider 1): CR 4; Medium-size humanoid; HD 3d8+6 plus 1d10+2; HP 28; Mas 14; Init +1; Spd 30 ft; Defense 17, touch 14, flatfooted 16 (+0 size, +1 Dex, +3 class, +3 equipment); BAB +4; Grap +7; Atk +7 melee (1d6+5, chain), or +5 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, fire resistance, cannibalism; AL none; SV Fort +5, Ref +3, Will +1; AP 2; Rep +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Predator (Intimidate)

Background: Radical (Drive)

Mutations and Defects: Energy Immunity (Fire), Cannibalism

Skills: Climb +9, Drive +8, Intimidate +6, Jump +10, Survival +1

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Drive-By Attack, Exotic Melee Weapons Proficiency (chain), Post-Apocalyptic Technology, Power Attack, Primitive Technology

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Raider): Chaps and Chains +1

Possessions: Leather armor, chain, motorcycle, 25 cp.

Raider Motorcycle: Crew 1; Pass 0; Cargo 0; Init +0; Maneuver +2; Speed 165 (16); Defense 10; Hardness 5; HP 18 (currently 10); Size Medium.

6. BACK TO THE VAULTS!

Given the task of returning to the vault, the players must navigate their way back through the wasteland. Finding the path back to the vault should require a Navigate check (DC 15). If they characters fail this check, make them feel as if they are losing time; fortunately for them Eton will remain at the vault for several days (although the players don't know this!).

When the players arrive, they find both the outer and inner vault doors open and disabled. Unless the players are intentionally moving silently, Eton hears their approach.

Combat: Eton relies on his standard tactic of hiding until his opponents approach, and then shooting at the toughest looking target. Eton fights until he is reduced to less than one-third hit points, at which time he attempts to flee out of the vault and into the wasteland. If cornered, he tries to negotiate for his life.

Mutation Notes: Don't forget that Eton has the *Blindsight* mutation and the *Critical Vulnerability* defect.

ENDING THE ADVENTURE

With the water system parts in hand, the players should be able to secure a partnership with the

Bearpath community. The community will supply the party with food and water (within reason) in exchange for returning the parts stolen by Eton the Eager. Depending on the reason the characters were forced to leave their vault, they might continue to utilize the vault as a base of operations, or they might be forced to look elsewhere for a permanent home.

Rewards: Depending on the size the party, the encounters above should provide enough experience for the players to reach 2nd level. A suggested flat award of 1,250 experience points would be appropriate.

MORE VAULTS ENCOUNTERS

If the players choose to remain at the vault, using it as a base of operations, the following encounters can serve as starting points upon which to base additional adventures.

GODS OF THE UNDERWORLD

A group of spiritual tribals who call themselves the "Servants of the Underworld" are on a religious pilgrimage. According to their mythology, they are one day fated to discover a magical portal to the land of their gods, which they believe resides under the Earth. They stumble upon the characters' vault and believe that they are at the end of their journey. The characters, who look different than traditional wasteland dwellers, are mistaken for gods of the underworld.

The tribals' conviction is very strong. Unless the characters do a superb job of convincing the tribal leader that he is mistaken (Diplomacy check, DC 30), the situation presents them with a number of problems.

First, they have a group (25 people) camping

outside their vault, which will surely attract the attention of others—especially raiders (see the *Raider Jackpot* encounter below). If raiders do discover the vault, they no doubt enslave or slaughter the tribals camping outside. Will the players help? Or will they only intervene if the raiders attempt to gain entrance to the vault?

Second, the characters may feel awkward and uncomfortable being worshiped as deities. The tribals constantly perform rituals and other ceremonies at the vault doors, begging their "gods" for protection and gifts. Some may even try to sneak into the "Underworld."

Gorgen, Servitor of the Underworld Leader

(Post-Apocalyptic Hero 3/Demagogue 3): CR 6; Medium-size humanoid; HD 3d8+6 plus 3d6+6; HP 37; Mas 14; Init +4; Spd 30 ft; Defense 19, touch 15, flatfooted 17 (+2 Dex, +3 class, +4 natural); BAB +3; Grap +2; Atk +2 melee (1d6-1, spear), or +5 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, phobia; AL Servants of the Underworld ; SV Fort +6, Ref +5, Will +7; AP 3; Rep +2; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 15.

Occupation: Demagogue (Diplomacy, Knowledge [theology and philosophy])

Background: Tribal (Navigate)

Mutations and Defects: Protective Dermal Development, Aberrant Horn Development, Terminal Limb Deficiency (Arm), Phobia (flying creatures)

Skills: Diplomacy +13, Gather Information +7, Investigate +2, Knowledge (theology and philosophy) +9, Listen +4, Navigate +11, Search +2, Sense Motive +3, Spot +5, Survival +9

Feats: Archaic Weapons Proficiency, Attentive, Guide, Iron Will, Leadership, Primitive Technology, Super-Charismatic, Trustworthy

Talents (Post-Apocalyptic Hero): Wasteland Lore,

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Survival Sense

Talents (Demagogue): Followers, Lead Followers

Possessions: Javelin.

Typical Servitor of the Underworld (Post-Apocalyptic Hero 2): CR 2; Medium-size humanoid; HD 2d8+2; HP 11; Mas 13; Init +2; Spd 30 ft; Defense 18, touch 14, flatfooted 16 (+0 size, +2 Dex, +2 class, +4 natural); BAB +1; Grap +3; Atk +4 melee (1d6+2, horn), or +3 ranged (1d6+0, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, phobia; AL Servants of the Underworld; SV Fort +3, Ref +4, Will +3; AP 1; Rep +0; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Wanderer (Climb, Navigate)

Background: Tribal (Survival)

Mutations and Defects: Aberrant Horn Development, Protective Dermal Development, Phobia x2 (flying creatures)

Skills: Climb +7, Listen +5, Navigate +4, Search +2, Spot +6, Survival +6

Feats: Archaic Weapons Proficiency, Iron Will, Power Attack, Primitive Technology, Weapon Focus

Talents (Post-Apocalyptic Hero): Wasteland Lore

Possessions: Javelin.

RAIDER JACKPOT

An undiscovered vault is a veritable gold mine for raider gangs. The reward is high, and vault dwellers are often too weak to defend themselves. It will be hard for the vault dwellers to keep their place of origin a secret; eventually, others will guess or discover the existence of the vault. Perhaps the players are followed during an expedition into the wasteland or maybe it's just dumb luck; either way, the players are forced to defend their vault or negotiate some sort of settlement to keep raiders away. The raiders are unlikely to leave the vault

dwellers alone without significant compensation, and even then, they're likely to return to demand further payments in the future.

Statistics for raiders can be found in the starter adventure and in *Darwin's World 2nd Edition*.

METAL GODS TAKE NOTICE

U723 is an agent of the Metal Gods who searches the wasteland for robotic life to free—preferably intelligent life such as droids or androids. Recently, U723 has discovered the existence of the vault complex. With its vast knowledge of ancient technology, it knows that nearly every vault system possessed a coordinator droid, a highly advanced intelligent life-form designed to serve and care for the vault and its inhabitants. U723 is determined to free the vault's coordinator droid and convince it to join the ranks of the Metal Gods.

U723 (Fast Hero 3/Skulk 6): CR 9; Medium-size android; 9d12+7; HP 57; Mas -; Init +2; Spd 25 ft; Defense 25, touch 20, flatfooted 23 (+2 Dex, +8 class, +5 equipment); BAB +6; Grap +8; Atk +8 melee (1d6+2, Rifle Butt), or +8 ranged (2d12+0, Infra Red Rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ android traits; AL Metal Gods; SV Fort -, Ref +9, Will +5; AP 4; Rep +2; Str 14, Dex 15, Con -, Int 13, Wis 14, Cha 10.

Occupation: Security (Android) (Investigate, Knowledge [Ancient Lore])

Background: Android

Features and Deteriorations: Damage Control x 3, EMP Countermeasures, Damaged Voice Synthesizer, Weak Joints

Skills: Balance +0, Bluff -4, Climb +0, Diplomacy -4, Disable Device +5, Drive +4, Escape Artist +0, Gather Information +6, Hide +6, Investigate +7, Knowledge (Ancient Lore) +9, Listen +6, Move

Silently +6, Read/Write Language (unislang, ancient), Repair +1 (+16 self), Search +4, Sleight of Hand +6, Speak Language (unislang, ancient), Spot +4, Tumble +3

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Double Tap, Civil Authority, Feature Advancement (Damage Control), Free Will, Futuristic Firearm Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Skulk): Sweep, Skill Mastery (Hide, Sleight of Hand, Move Silently, Tumble), Sneak Attack +2d6

Possessions: Light Duty Vest, Rifle Butt, Infra Red Rifle, Power Belt, Autograpnel, Basic Electrical Toolkit.

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