

DARWIN'S WORLD: SCAV'S SWAG

Well-known to the inhabitants of Styx, "Flea's Market" is a rambling junkyard on the far side of the City, run by the colorful ex-scav, "Flea". Flea's yard is an open-air bazaar of sorts; using a web of scav contacts who prowl the far deserts in all directions, he manages to gather all manner of goods and sells them to anyone interested. While many consider his business a waste of time, those with patience have sometimes found amazing things in the junk heaps and scrap piles of his market.

- Flea's Market, City of Styx, page 192 of Darwin's World 2nd Edition

Going all the way to the city of Styx and hunting down Flea's junkyard shouldn't be the only way to find true odds-and-ends, or unique artifacts for that matter. PC scavs (and indeed any other survivors who brave the wasteland) should have the ability to find interesting loot (or "swag", as real scavs call it) whenever they search ruins or the lairs of their vanquished foes. In addition to laser pistols, advanced armor, and the more expensive gizmos available in *Darwin's World*, what about the minor items that fill out a treasure cache? Previous post-apocalyptic games offered rules for generating low-value (but not uninteresting) finds, so why not *Darwin's World*?

The following tables are designed to be used by the GM to generate the miscellaneous contents of any particular treasure during a night's game. The focus here is not so much on the more valuable finds; indeed, the GM should probably select what major item is at the core of an encounter's hard-earned loot (its usefulness and corium value based on the party's power level) and only use the tables here to flesh out the other, less valuable but certainly colorful items likely to be found in a given stash. Though there are

a few "Easter eggs" mixed in with the mundane items and oddities in these tables. The intent here is only to provide a selection of curios to be found in a given cache.

Keep in mind that the items on these tables may appear valueless to some, but in the post-apocalyptic environment virtually everything can serve more than one purpose. Paper plates are not just for eating off of; industrious PCs can use them to make maps on as they explore, for example. Beer bottle bits are not mere trash, but can be used as minute cutting tools (for getting out of rope bonds), or melted down by a knowledgeable glassblower to create something more useful. The idea of old junk being put to new uses (or simply being carried around as mementos of the past) is at the heart of the genre.

HOW TO USE THESE TABLES

The items on these tables are random, but like any treasure the GM should consider if they are appropriate, and how they would fit in with a treasure. The tables are organized as follows:

Junk is just that - stuff that most people before the



Fall would consign to the garbage heap. In the post-apocalyptic environment; however, some of these items might have another use, or at least some value to a scav with a mind for profit. *Use this table for bits of useless junk the PCs might pick up searching a largely looted ruin, or to round out an otherwise complete treasure trove.*

Useful Stuff is just a step above *junk*, but many of these items have an obvious use (and value). *A few of these items are quite valuable, so only use this table when appropriate.*

Clothing includes any garment or salvageable attire. Used to rags and hand-made shifts of clothing, most survivors consider pre-Fall clothing a valuable find indeed. *Use this table to determine the clothes of a vanquished enemy, or soiled and discarded clothing lying about a creature's lair.*

Consumables, though often underplayed, are an important part of a scav's list of wanted goods. Consumables include food and other things that keep a survivor alive in the wasteland. *Use this table to determine rations carried by an enemy, or stashes found while exploring the ruins of buildings, shopping malls, etc.*

Lost Knowledge includes traditional "arcana"; anything containing the written word or images recorded for posterity from before the Fall. Technically many of these items hold little or no value, except to collectors and those pseudo-societies of the Twisted Earth with a fascination with the past. *Use this table for articles in a thinker's abode, a tinker's workshop, or in the hands of an enemy mech or gang leader.*

Juju is medicine, the "magic" of the Ancients. Juju is highly valued by the survivors of the apocalypse, and the mysterious nature of the stuff and its often life-giving (or life-taking) properties make it only that much more sought after. *Because healing is rare in Darwin's World, many players often resort to searching for and looting clinics and hospitals; use this table for the contents of old abandoned hospitals and similar institutions. Note that many items here are of a high value, so use this table only at your discretion.*

Some finds have special uses, or require a rules clarification, which are shown in parenthesis when applicable. In addition, in case PCs simply want to sell off these random items (instead of finding a use for them), all finds include a value in corium pieces (also in parenthesis). As GM you can inflate these prices depending on the situation (for instance, if a junk item from the past is sold to someone obsessed with the Ancients, the value may be considerably higher).

TABLE 1: JUNK

Roll	Item
01	Used oily rags - 1d3 in number (0.5 cp each)
02	Used bandages - 1d4 in number (10% cumulative chance of stabilizing a character at -1 to -4 hit points; 5 cp each)
03	Empty glass medicine bottle (2 cp)
04	Used ready syringe (10% of contracting a disease or being poisoned; equal chance of either; 100 cp)
05	Used ready syringe, with a random drug within; 25% chance enough is left to equal one dose (otherwise as 04, above)
06	Crushed aluminum can (0.1 cp)
07	Crushed beer bottle bits - 2d4 in number (0.1 cp each)
08	Empty beer bottle (2 cp)
09	Insulated copper wire - 3d12 yards in length (10 cp per yard)
10	Paper plates - 2d12 in number (0.1 cp each)
11	Key chain - currently holds 1d4 keys (2 cp)

12	Cigarette pack - 2d10 cigarettes inside (10 cp each)
13	Broken CD - Big Bands Bonanza – Hits of The 1940s (2 cp)
14	Deodorant stick - 50% chance of being dried-up beyond use (25 cp; 2 cp if dried-up)
15	Plastic shampoo bottle (2 cp)
16	Spool of dental floss (1 cp)
17	Bar of scented soap (10 cp)
18	Moist towlette in sealed packaging (1 cp)
19	Old spectacles (50 cp)
20	Packaged shaving cream - good for one shave (1 cp)
21	Straight razor (5 cp)
22	Plastic clipboard (2 cp)
23	Deck of playing cards - 1d6-1 cards missing (4 cp)
24	Colorful highlighter pens - 2d4 in number, random colors (10 cp each)
25	Novelty fuzzy dice - pair (0.1 cp each)
26	Spray air freshener - 1d4 uses left (30 cp; 2 cp when empty)
27	Glass "snow globe" with wintry scene inside (50 cp)
28	Cheap costume jewelry – beaded necklace (5 cp)
29	Plastic ring with glass jewel - cheap gaudy jewelry (8 cp)
30	Gold tooth (10 cp)
31	Condoms - 2d4 in number (5 cp each)

32	Small bag filled with cut diamonds - 3d4 in number (100 cp each)
33	Gold earrings - pair (5 cp each)
34	Silver crucifix on neck chain (5 cp)
35	Bazooka gum wrapper - covered in handwritten secret codes (0.01 cp)
36	Authentic policeman's badge (1 cp)
37	Credit card (1 cp)
38	Photograph of a family of Ancients, smiling happily (5 cp)
39	Tube of lipstick (2 cp)
40	Woman's silver ID bracelet (2 cp)
41	Child's gold locket with pictures intact inside (10 cp)
42	Party balloons - 3d4 in number (5 cp each)
43	Used and discarded gas mask filter (1 cp)
44	Korean War-era military-issue dogtags (1 cp)
45	Ornate music box with rotating ballerina inside (25 cp)
46	Novelty oversized glasses (0.1 cp)
47	Novelty oversized tie (0.1 cp)
48	Silver ankh amulet (5 cp)
49	Pair of six-sided dice (0.5 cp each)
50	Gold-rimmed 19th-century cameo (25 cp)
51	Tattered American flag (5 cp)
52	Tattered foreign flag (5 cp)
53	Exquisite jeweled necklace (200 cp)
54	1970s-era "mood ring" (25 cp)
55	Gold wedding band (5 cp)
56	Gold coins - 1d12 in number (0.1 cp each)

57	Silver dollars - 1d4 in number (0.1 cp each)
58	Nickles - 1d20 in number (0.1 cp each)
59	Pennies - 3d100 in number (0.05 cp each)
60	Old dollar bills - 1d20 in number (0.01 cp each)
61	Bag of child's marbles - 4d4 in number (1 cp each)
62	Bag of child's jacks - 4d4 in number (1 cp each)
63	Child's jump rope (2 cp)
64	Football, partially deflated (2 cp)
65	Baseball, partially deflated (2 cp)
66	Basketball, partially deflated (1 cp)
67	Origami duck (0.01 cp)
68	Miniature American flag on stick (0.5 cp)
69	Toothbrush (2 cp)
70	Plastic coat hangar (1 cp)
71	Phony dog crap (1 cp)
72	Metal wire coat hangar (2 cp)
73	License plate (2 cp)
74	Woman's platinum blonde wig (10 cp)
75	Man's hairpiece (5 cp)
76	Packaged potpourri (0.01 cp)
77	Old bowling trophy, chipped (5 cp)
78	Pearl necklace (5 cp)
79	Inflatable American Sweetheart love doll (100 cp)
80	Bar of solid gold (5 cp)
81	Stuffed animal toy - bunny (2 cp)

82	Cosmetic press-on nails - 2d6 in number (1 cp each)
83	Bottle of woman's fingernail polish - 3d6 uses left (10 cp; 1 cp when empty)
84	Travel game of chess (20 cp)
85	Barbie doll - no clothes (2 cp)
86	Miniature hologram projector; projects image of various models in bathing suits (requires power cell to operate; 50 cp)
87	Cracked (useless) microchips - 2d4 in number (0.5 cp each)
88	Fist-sized clump of chewed and long-dried bubblegum (0.1 cp)
89	Corroded (totally useless) and rusted Ruger Service-Six (40 cp)
90	Magician's novelty wand - 5% chance it can also be used as a one-shot dazzle rifle when button is pressed (10 cp)
91	Novelty collapsible top-hat (2 cp)
92	Cheap Saturn-shaped earrings - pair (5 cp each)
93	Intact plastic model kit of B-52 Stratofortress (5 cp)
94	Christmas-tree tinsel - 3d4 yards long (5 cp per yard)
95	Pewter picture frame (2 cp)
96	Slinky toy (5 cp)
97	Save The Bald Eagle button (2 cp)
98	Plastic squirt gun (25 cp)
99	Punctured/slashed car tire (5 cp)
00	Remains (useless) of an advanced military satellite, fallen out of orbit (500 cp in scrap)