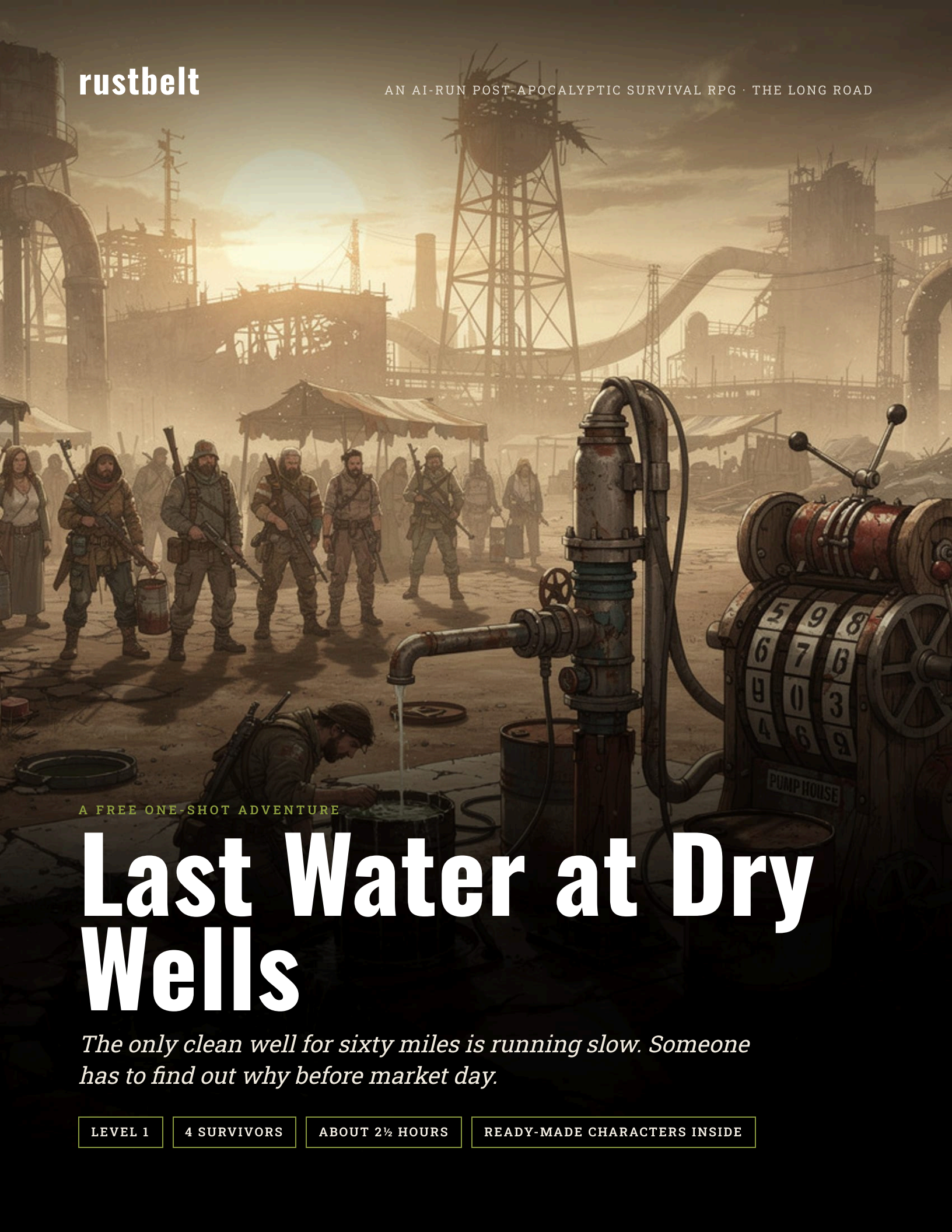


rustbelt

AN AI-RUN POST-APOCALYPTIC SURVIVAL RPG · THE LONG ROAD

A FREE ONE-SHOT ADVENTURE

Last Water at Dry Wells

The only clean well for sixty miles is running slow. Someone has to find out why before market day.

LEVEL 1 | 4 SURVIVORS | ABOUT 2½ HOURS | READY-MADE CHARACTERS INSIDE

READ THIS ALOUD

The Job

> The Dry Wells pump has drawn slower every week since spring, and the Wellkeepers have stopped saying how much is left. Tomorrow is market day: ten thousand people come for water. Wellkeeper Odalys Fenn needs someone who does not belong to any faction to find out where the water is going, tonight, without starting a panic.

4	1	2½h	4
SURVIVORS	LEVEL	TO PLAY	SCENES

Play it with the AI Dungeon Master

No prep, no rulebook. Scan the code on the back page or visit rustbelt.world, press play, and the AI Dungeon Master runs this adventure for your table — every voice, every roll, every rule. Solo or with up to six friends.

Run it yourself

Everything a Game Master needs is in here: what really happened, the cast and their secrets, the locations, the scenes, the opposition with full stats, three endings, and 4 ready-to-play characters. Players: stop at the end of this page.

Inside

1. What Really Happened
2. The Cast
3. The Locations
4. The Scenes
5. Trouble on the Road
6. How It Can End
7. Ready-Made Survivors

THE TRUTH

What Really Happened

The aquifer is not failing. Two miles outside the wall, in a dry gully, a drilling rig has been sunk into the same water. It belongs to Baron Ignatius Creel of the Cistern Lords, who has waited twenty years for a dry summer and has decided to make one. His pump runs at night and fills tanker bladders that will be sold back to Dry Wells at his price.

Inside the town the pieces are already moving. The Ledger Houses have cut off the town's credit because their factor was tipped off. A Directorate census wagon has arrived with an offer of "water security" in exchange for registration. And a market rumour says the Wellkeepers have been lying.

The crew must follow the water: test the ration at the pump house, find who has been buying well-digger's gear in the market, track tanker ruts to the gully and deal with the rig. The rig is guarded by hired guns who think they are working an honest claim. Break it and Creel loses a fortune; seize it and Dry Wells has a second well, on ground nobody has sworn to keep neutral.

WHO'S WHO

The Cast



KEEPER OF THE PUMP HOUSE, THE CREW'S EMPLOYER

Wellkeeper Odalys Fenn

Blunt, sleepless, trusted by people who trust nobody. Measures everything.

SECRET

There are eleven days of water at the present draw. She has told no one, including the other Wellkeepers.



FIRST OF THE CISTERN LORDS

Baron Ignatius Creel

Cultured, hospitable, pours guests a glass of his own water with some ceremony.

SECRET

The rig is drawing more than he planned. If it runs another month it will take the whole aquifer, his share included, and his engineer has told him so.



CENSUS-MARSHAL, IN TOWN WITH A WAGON

Corbin Ashe

Gentle, attentive, remembers every name he is told.

SECRET

The Directorate knew about the rig before anyone. He was sent to arrive on exactly this day.



FOREMAN OF THE RIG CREW

Tam Okoro

Proud of the work, loyal to his diggers, genuinely believes it is a dry claim.

SECRET

He kept the survey map. It shows plainly that the bore is into the Dry Wells water, and he has not been able to look at it for a week.

WHERE IT HAPPENS

The Locations



01 The Pump House

Wellkeeper ground: a hand-built pump, a ration counter and a rule that nobody fights within sight of the water.

What happens here. Fenn shows the crew the falling measure. Testing the water proves the well is clean — the loss is somewhere else.



02 Dry Wells Market

Scrap stalls, water sellers and a chit-changer's table, all talking about the same rumour.

What happens here. The trail: who bought drill pipe, who was paid in fresh Ledger chits, and who is telling people the Wellkeepers lie.



03 The Gully

A dry wash two miles east, screened by a ridge. A drilling rig, a pump and six tanker bladders.

What happens here. The answer. A guarded camp working at night, and a foreman who can be reasoned with or fought.

HOW IT PLAYS

The Scenes

1

SOCIAL ●○○○ EASY

Work the market before the rumour becomes a riot: a trader who sold drill pipe, a water seller who has started charging double, and a census clerk writing down who is angry.

Opposition: Census Escort *(full stats in the gallery)*

2

EXPLORATION ●●○○ MEDIUM

Follow tanker ruts east by night across open ground, past a feral den, to a light that should not be there.

Opposition: Feral Howler *(full stats in the gallery)*, Feral Pack *(full stats in the gallery)*

3

COMBAT ●●●○ HARD

The rig camp. Hired guns on the ridge, a foreman by the pump and a tanker ready to roll. They believe they are defending an honest claim.

Opposition: Gang Enforcer *(full stats in the gallery)*, Raider *(full stats in the gallery)*

4

SOCIAL ●●○○ MEDIUM

Baron Creel arrives at dawn in person, unarmed, with an offer for the town and a private one for the crew.

KNOW YOUR ENEMY

Trouble on the Road



Census Escort

A Directorate trooper in a clean uniform, standing quietly outside your gate.

AC 15 **HP** 26 (4d8 + 8) **Speed** 30 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Service Rifle. +3 to hit, range 100/400 ft, 2d8 + 1 piercing.

Formation. Has +2 AC while within 5 ft of another Census Escort.



Feral Howler

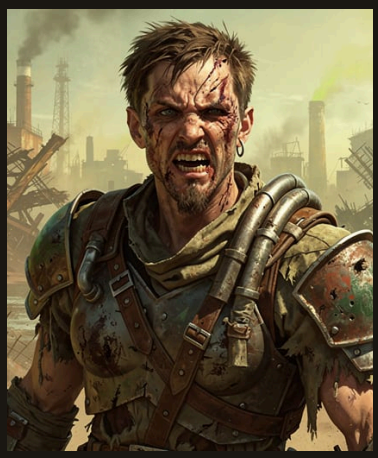
The feral that gives tongue — where one howls, the pack is already running.

AC 12 **HP** 26 (4d8 + 8) **Speed** 40 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Bite. +4 to hit, 1d8 + 2 piercing; DC 11 Con save or gain the Infected condition.

Howl. Every feral within 1 mile is alerted; a Feral Pack arrives in 1d6 rounds. Creatures within 30 ft make a DC 12 Wis save or are frightened until the end of their next turn.



Raider

A desperate scavenger who decided taking is easier than finding.

AC 13 **HP** 22 (4d8 + 4) **Speed** 30 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	9 (-1)	10 (+0)	8 (-1)

Pipe-Gun. Ranged +4, range 40/120, 1d8 + 2 piercing.

Machete. +3 to hit, 1d8 + 1 slashing.



Feral Pack

A mob of ferals pouring out of the ruins at once.

AC 12 **HP** 65 (10d8 + 20) **Speed** 30 ft **Threat** 3

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	3 (-4)	8 (-1)	5 (-3)

Overrun. Fills a 10-ft space; creatures there take 4d6 slashing (DC 13 Dex half). Resistant to single-target damage; area effects hurt it.



Gang Enforcer

The warlord's muscle — better armed than the rank and file.

AC 15 **HP** 52 (8d8 + 16) **Speed** 30 ft **Threat** 3

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Multiattack. Two attacks with its hunting rifle or sledgehammer.

Hunting Rifle. Ranged +5, range 100/300, 2d6 + 2 piercing.

Sledgehammer. +5 to hit, 1d10 + 3 bludgeoning.

EVERY CASE CLOSES SOMEHOW

How It Can End

I

Destroy the rig. The well recovers within a season, Creel is ruined and swears it openly, and the Wellkeepers owe the crew water for life.

II

Seize the rig for Dry Wells. The town has two wells and a war coming: every faction now wants the one that no oath protects.

III

Take Creel's offer and say nothing. The crew is rich by Rustbelt standards. Dry Wells buys its own water back by the cup within the year.

These are the likely ends, not the only ones. When your table finds a fourth, let it.



READY-MADE SURVIVOR

Mae Harlan

GUNSLINGER · LEVEL 1

Former convoy outrider who rode shotgun for the Roadies until a load went wrong.

13	12	+2	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Patched Armor	hit die d10			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+2	+2	+0	+1	+1
8	15	14	10	13	12

Saving throws

- ○ Strength -1
- ● Dexterity +4
- ● Constitution +4
- ○ Intelligence +0
- ○ Wisdom +1
- ○ Charisma +1

Skills

- ● Acrobatics DEX +4
- ○ Animal Handling WIS +1
- ○ Athletics STR -1
- ○ Deception CHA +1
- ○ History INT +0
- ○ Insight WIS +1
- ● Intimidation CHA +3
- ○ Investigation INT +0
- ○ Medicine WIS +1
- ○ Nature INT +0
- ● Perception WIS +3
- ○ Performance CHA +1
- ○ Persuasion CHA +1
- ○ Sleight of Hand DEX +2
- ○ Stealth DEX +2
- ● Survival WIS +3

Weapons

WEAPON	HIT	DAMAGE	RANGE
Hunting Rifle	+4	2d6 + 2 piercing	100/300 ft
Shiv light, finesse, concealable	+4	1d4 + 2 piercing	melee

Gear

- **Canteen**
- **Rifle Cartridges**
- **Dust Goggles** — with a mask or wet rag, the wearer is not blinded in a dust storm and has advantage on its saves
- **Bandage** — end Bleeding Out; regain 1d4 HP

Who they are

Personality Counts bullets the way other people count water. Never fires first; never fires twice.

Ideal A promise made on the Road is kept on the Road.

Bond Owes a Roadie captain a debt she cannot pay in chits.

Flaw Holds a grudge longer than she holds her breath.

> WHY YOU TOOK THE JOB
>
> You have drunk from the Dry Wells pump since you were a child. If it stops, everything you know stops with it.



READY-MADE SURVIVOR

Jonah Rook

SCAVENGER · LEVEL 1

Picker who has been into more ruins than anyone his age and come out of all of them.

13	9	+2	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Patched Armor	hit die d8			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+2	+1	+1	+2	+0
8	15	12	13	14	10

Saving throws

○ Strength	-1
● Dexterity	+4
○ Constitution	+1
○ Intelligence	+1
● Wisdom	+4
○ Charisma	+0

Skills

○ Acrobatics DEX	+2
○ Animal Handling WIS	+2
○ Athletics STR	-1
○ Deception CHA	+0
○ History INT	+1
○ Insight WIS	+2
○ Intimidation CHA	+0
● Investigation INT	+3
○ Medicine WIS	+2
○ Nature INT	+1
● Perception WIS	+4
○ Performance CHA	+0
○ Persuasion CHA	+0
● Sleight of Hand DEX	+4
● Stealth DEX	+4
○ Survival WIS	+2

Weapons

WEAPON	HIT	DAMAGE	RANGE
Pipe-Gun jams on a natural 1	+4	1d8 + 2 piercing	40/120 ft

Gear

- **Geiger Counter** — detect radiation zones and irradiated creatures nearby
- **Lockpick Set** — open locks without a key or explosives
- **Scrap & Salvage** — crafting and repair material; barter
- **Duct Tape**

Who they are

Personality Restless, curious, never sits with his back to a door. Tests every floor with a thrown brick.

Ideal The old world left everything behind. It is a crime to waste it.

Bond Keeps a map of every ruin he has cleared, and the one he has not.

Flaw Cannot pass a locked door without trying it.

> WHY YOU TOOK THE JOB
>
> Water leaves traces. So do the people moving it. Following traces is the only thing you have ever been good at.



READY-MADE SURVIVOR

Dr. Hesper Vale

FIELD DOC · LEVEL 1

Travelling doctor who works the Long Road town by town for whatever people can pay.

12	9	+1	30	+2
ARMOUR CLASS Patched Armor	HIT POINTS hit die d8	INITIATIVE	SPEED (FT)	PROFICIENCY

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+1	+1	+2	+2	+0
8	12	13	14	15	10

Saving throws

○ Strength	-1
○ Dexterity	+1
● Constitution	+3
○ Intelligence	+2
● Wisdom	+4
○ Charisma	+0

Skills

○ Acrobatics DEX	+1
○ Animal Handling WIS	+2
○ Athletics STR	-1
○ Deception CHA	+0
○ History INT	+2
● Insight WIS	+4
○ Intimidation CHA	+0
○ Investigation INT	+2
● Medicine WIS	+4
○ Nature INT	+2
○ Perception WIS	+2
○ Performance CHA	+0
● Persuasion CHA	+2
○ Sleight of Hand DEX	+1
○ Stealth DEX	+1
● Survival WIS	+4

Weapons

WEAPON	HIT	DAMAGE	RANGE
Pipe-Gun jams on a natural 1	+3	1d8 + 1 piercing	40/120 ft

Gear

- **Med-Stim** — regain 2d4 + 2 HP; ends Bleeding
- **Rad-Flush** — removes the Irradiated condition and reduces Rad Sickness
- **Field Surgery Kit** — advantage on Medicine; auto-stabilise
- **Purification Tablets** — purify one canteen

Who they are

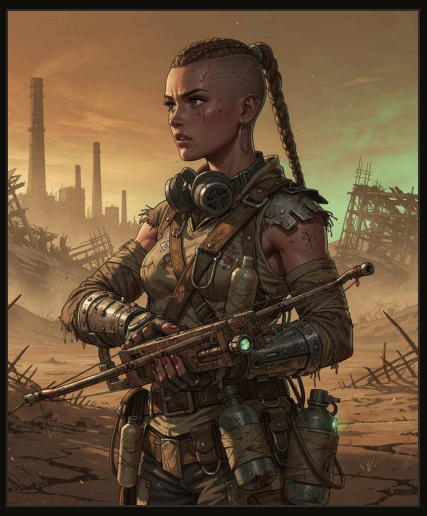
Personality Gentle with patients, merciless with fools. Has seen every way a body can fail.

Ideal Everyone gets the same measure — of water and of care.

Bond Trained under a Wellkeeper healer at Dry Wells.

Flaw Trusts anyone who is sick, which the wrong people have learned to use.

> WHY YOU TOOK THE JOB
>
> You know what happens to a town when the water goes. You have been to the towns where it already has.



READY-MADE SURVIVOR

Tamsin Reyes

SURVIVALIST · LEVEL 1

Raised in the wastes between towns; reads weather, tracks and people with the same patience.

13	9	+2	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Hide Wraps	hit die d8			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
+1	+2	+1	+0	+2	-1
12	14	13	10	15	8

Saving throws

○ Strength	+1
● Dexterity	+4
○ Constitution	+1
○ Intelligence	+0
● Wisdom	+4
○ Charisma	-1

Skills

○ Acrobatics DEX	+2
○ Animal Handling WIS	+2
○ Athletics STR	+1
○ Deception CHA	-1
○ History INT	+0
○ Insight WIS	+2
○ Intimidation CHA	-1
○ Investigation INT	+0
○ Medicine WIS	+2
● Nature INT	+2
● Perception WIS	+4
○ Performance CHA	-1
○ Persuasion CHA	-1
○ Sleight of Hand DEX	+2
● Stealth DEX	+4
● Survival WIS	+4

Weapons

WEAPON	HIT	DAMAGE	RANGE
Scrap Crossbow silent; reload	+4	1d10 + 2 piercing	60/240 ft
Machete	+3	1d8 + 1 slashing	melee

Gear

- **Gas Mask**
- **Canteen**
- **Water Filter** — filter water
- **Snare Trap** — DC 12 Dex save or restrained

Who they are

Personality Quiet, watchful, laughs rarely and loudly. Sleeps cold and wakes first.

Ideal The land is honest. People should try it.

Bond Her family's camp was lost in a dust storm; she has never stopped looking for the others.

Flaw Distrusts walls, towns and anyone who lives behind them.

> WHY YOU TOOK THE JOB
>
> You know every seep and soak for sixty miles. None of them could water ten thousand people.

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Play it tonight. No prep. No rulebook.

Scan the code and the AI Dungeon Master runs **Last Water at Dry Wells** for your group: every voice, every roll, every rule — with battle maps, character sheets and a world that remembers what you did.

Free to start — three sessions a month

Solo or with friends — up to six at one table

A world that remembers — every faction keeps score

Play it: rustbelt.world/adventures/one-shots/last-water-at-dry-wells
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