

rustbelt

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

A FREE ONE-SHOT ADVENTURE

First Run

One truck, one crate of medicine, one town nobody else will drive to. The sky to the west has a brown line on it.

LEVEL 1 | 4 SURVIVORS | ABOUT 2 HOURS | READY-MADE CHARACTERS INSIDE

READ THIS ALOUD

The Job

> A seat with the Blacktop Sisters is not bought. It is earned with a first run, made with medicine, to somewhere nobody else will go. Big Annie Dufresne has a crate of fever cure, a town called Ashby Halt that has shut its gate on a sickness, and a prospect of her own who needs a crew to ride with her. She will lend a truck. She points west, where the horizon has turned the colour of tea, and says the load is signed for.

4	1	2h	3
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

Ashby Halt is two days out, off the Truce, with plague inside the wall. The load is real and so is the need. What Big Annie has not said is that this is the third truck she has sent. The first two came back empty: one robbed by raiders who knew exactly which truck to stop, one turned away at the gate by townsfolk who had been told the Sisters' medicine was what made them sick.

Someone is selling the Yard's dispatch sheets to a Firebrand band, and the same someone has been spreading the rumour at Ashby Halt, because a town that dies owing money is a town whose well and walls can be bought cheap by the Ledger House holding its debt. The seller is one of the Yard's own mechanics.

The run itself is the test. There is a dust storm coming that will blind the Road for hours. The truck has a fuel line that was loosened before it left the bay. The prospect, Jo Ferrant, is seventeen, a brilliant driver, and will not turn back for anything, which is exactly the instinct that kills people out here.

WHO'S WHO

The Cast



ROAD-CAPTAIN OF THE BLACKTOP SISTERS

Big Annie Dufresne

Six foot one, one eye, never late. Says very little and all of it is true.

SECRET

She knows someone in her Yard is selling her. She is sending strangers because she no longer knows which of her own people to trust.



THE PROSPECT, DRIVING

Jo Ferrant

Seventeen, fearless, funny, drives like water. Has never been afraid of the right thing.

SECRET

Her mother is inside Ashby Halt. She has not told Annie, because Annie would have sent someone else.



BAY MECHANIC WHO FUELLED THE TRUCK

Wick

Cheerful, grease to the elbows, always the first to help. Asks which way you are headed.

SECRET

She sold the dispatch sheet and loosened the fuel line. A Ledger House factor holds her brother's debt and offered to forget it.

WHERE IT HAPPENS

The Locations



01

Service Bays

Six working bays behind a wall of stacked trailers, smelling of fuel and hot metal.

What happens here. The truck is loaded and checked. A crew that inspects it before leaving finds the fuel line; a crew that does not finds out a day later, between towns.



02

Stretch of the Long Road

Cracked asphalt under a sky going brown, with the wrecks pushed to the shoulders.

What happens here. The storm and the ambush. The raiders are waiting where the road dips, and the storm front arrives at the same place an hour later.



03

Settlement Gate

A killing ground between two walls of scrap, with a watch platform and a painted warning.

What happens here. Ashby Halt. The gate is shut, there are rifles on the wall, and the people behind it believe the cure is the sickness.

HOW IT PLAYS

The Scenes

1

EXPLORATION ●●○○ MEDIUM

The storm. A DC 12 check reads it an hour out. Drive through it and the engine chokes on a failed check, with the fuel line already weeping. Shelter and lose half a day, with water for exactly the journey planned. Without goggles and masks, the saves begin.

2

COMBAT ●●●○ HARD

The dip in the road. Firebrand riders come out of the dust on both sides, knowing which truck and what it carries. They want the crate, not a fight, and will burn the truck if they cannot have it.

Opposition: Firebrand Rider *(full stats in the gallery)*, Raider *(full stats in the gallery)*

3

SOCIAL ●●○○ MEDIUM

The gate at Ashby Halt. Frightened people with rifles, a rumour, and plague-bearers already loose in the lower street. Someone has to prove the medicine is safe. Jo's mother is on the wall, and she is coughing.

Opposition: Plague-Bearer *(full stats in the gallery)*

KNOW YOUR ENEMY

Trouble on the Road



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.



Plague-Bearer

A survivor carrying something catching — and spreading it.

AC 11 **HP** 27 (5d8 + 5) **Speed** 30 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	8 (-1)	9 (-1)	7 (-2)

Infected Claw. +3 to hit, 1d6 + 1 slashing; DC 12 Con save or gain the Infected condition.



Firebrand Rider

A raider of the Firebrands — fast, branded, and carrying something that burns.

AC 14 **HP** 27 (5d8 + 5) **Speed** 30 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	10 (+0)	11 (+0)	11 (+0)

Sawn-Off. +4 to hit, range 20/60 ft, 2d6 + 2 piercing.

Fire Bottle. Range 30 ft, 10-ft radius, DC 12 Dex save or 2d6 fire and the On Fire hazard; the area burns for 1 minute.

Ride-By. While mounted, moving out of reach does not provoke attacks.

EVERY CASE CLOSES SOMEHOW

How It Can End

I

Deliver the load and bring back the name. Ashby Halt lives, Jo gets her seat, and Big Annie walks Wick to the middle of Halfway Bridge to talk about it.

II

Deliver the load and say nothing of the fuel line. The town lives, the Yard's leak goes on, and the next truck to be stopped is the crew's own.

III

Turn back at the storm. Everyone lives, the crate is intact, and Ashby Halt's gate is found standing open nine days later. Annie signs the load back in herself and does not look up.

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 rode shotgun for convoys for years. A seat with the Blacktop Sisters is the closest thing to that left on the Road.



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
>
> Big Annie wants people who are not hers. You have never been anybody's, which for once is a recommendation.



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	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Patched Armor	hit die d8			

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

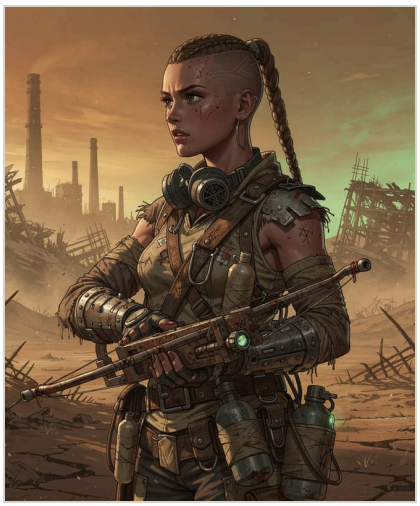
Personality Gentle with patients, merciless with fools. Has seen every way a body can fail.

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
>
> A town with fever behind its gate and a crate of cure on the way without a doctor. Not on your watch.



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
>
> The sky to the west has a brown line on it. You are the only one in the Yard who knows exactly how long that gives you.

rustbelt

Play it tonight. No prep. No rulebook.

Scan the code and the AI Dungeon Master runs **First Run** 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

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