

Hi. This is the first adventure that I ran in Fallout Universe and bothered to put down in great detail. It is also one of my first attempts to make a more planned adventure, as opposed to one-shot games or spontaneous games. Therefore I felt it necessary to comment on some things. Before finishing all the details of adventure, I ran a session with several players to test this adventure and I can safely say that a minimum of two players would be able to finish this adventure, if the GM is not too harsh, and it would take between 4-6 hours depending on how much detail GM puts into session. On the whole, this is an easy adventure if the players play smart and don't do completely stupid things. The object of this adventure is to get the players together, give them a common goal and introduce them to their brave new world. I think you can adopt this adventure to any other setting, changing only names of places, names of people and perhaps settings to some extent. The overall mood of the adventure should be that of alienation; the players are in completely new and unfamiliar surrounding, with no friends, and plenty of enemies and no idea how to get back home. I used the following resources in creating the adventure and the setting:

Encyclopedia Britannica 2000 Deluxe Edition

Encounter creator (I forgot the author but you would be able to find the name of the author and the program itself on <http://www.iamapsycho.com/fallout/index/htm>).

Fallout PnP Rules version 2.0. See the link above.

Character sheet generator (forgot the author but you can find it on the link given above)

I hope you enjoy the adventure. If you have any comments, suggestions, complaints or what-have-you, send them to akritchever@hotmail.com.

Warning: The following document contains violence, coarse language, mature subject matter, adult situations and themes. Reader, Gamemaster and player discretion is advised. No frontal nudity though... ☺

Chapter One.

The setting.

Town of Ogden not far from the Great Salt Lakes is a small town of maybe two hundred people all-together. The town itself is built upon the ruins of a much larger town of pre-war (maybe a town of 50 thousand). There are many ruined factories, hangars. However, most of the town is in ruins, the people live mostly on one side of the outskirts of the town and some live in "downtown". Most houses are repaired pre-war houses, but many are constructed the old-fashioned way after the war. Most of the people are farmers, a few hunters, and a small 'guild' of gunsmiths. There's a general store/city hall in the center of the town. It is a small unassuming place, there are no stories of past glory, no faded glitter except for completely bombed out ruins of Hill Air Force Base. Caravans from up north come twice a year, to get gecko pelts, some food, any scavenged technology and ammo which local gunsmith guild produces. Nothing comes up from south of Ogden. South of Ogden is Salt Lake City which is now a huge radioactive crater in the middle of the desert. Radiation has faded but is still dangerous and the whole place where Salt Lake City used to stand is now ruins and sand desert turned into glass. South of ruins of Salt Lake City are The Great Wastes, and no one from Ogden ever attempted to find out what's down south. To the east and north of the town are a couple of small tribes, trying to eke out existence out of hunting, primitive farming and trading. Townsfolk trade with tribals; medicine, technological trinkets, ammo, metals for gecko pelts, meats. Relations are good, both sides trust each other and there are some intermarriages. Essentially, townsfolk pity tribals a little for their hard and primitive lifestyle, and tribals are amused at townsfolk trying to survive in the ruins, but neither side is hostile to each other.

Chapter Two.

The beginning and the trigger.

It is another day in Ogden. Let the characters get a little familiar with the town. Maybe have them make small talk with local people (whom they all know of course since this is a small community). It's up to the GM to provide whatever NPCs are needed or the conversation. I omit anything more detailed about the town or its inhabitants because this is a very quick part of the adventure, it just serves to lead into the adventure itself. There's talk of some animals found dead, human tracks outside the city. Perhaps some of the more outstanding townsfolk (mayor, general store owner, gunsmith guildsman) will voice their opinion that it's tribal outcasts of some sort. Everything is quiet.

Then in the middle of the night, PCs are awoken by sounds of gunfire, screaming, people running around, etc. If characters run outside to see what's happening, then they encounter unknown well-armed thugs running around with guns and cattle prods. The strangers are looting some houses, attacking the townsfolk and setting fire to some houses. If the PCs try and fight the slavers, they are quickly overcome (don't bother rolling, but roleplaying the struggle is advisable) and captured. If the PCs stay indoors, their house catches fire and forces them to get out, which brings them into identical confrontation with slavers. If they do fight, they manage to inflict some sort of injury or indignity upon the slaver they confront.

Chapter Three.

The situation.

When the players wake up the following morning with a splitting headache and stiff from electrical shock, they are greeted by the shock of captivity. The players have been captured by slavers from the south. They managed to go by the outskirts of the desert and Salt Lake City to reach Ogden in search of new markets. They raided the two neighboring tribes as well. Altogether there are 20 well-armed slavers. They are well armed (equal to about raiders) with guns, cattleprods and manacles and nets. I have given some slaver stats in the end of the adventure. It's up to the GM to decide what to arm them. I strongly suggest the following possible weapons to pick from: Winchester sawed off shotgun, beretta silverhawk, colt 10mm pistol, beretta 9mm pistol, colt .45 pistol, .44 magnum revolver; and a selection of the following melee weapons: brass knuckles, spiked knuckles, knife, combat knife, spear. In the interests of making this adventure scalable, depending on how many players participate the slaver's danger factor should be modified. What I mean by that is: amount of ammo they have, their combat skills, critical chance, and most importantly AC and HP. Slavers have 5 brahmin wagons to carry supplies, water and spare ammo, as well as several horses (up to GM).

All prisoners are manacled and forced to march, and tied to a single rope. Those that collapse are beaten, given some water and forced to march some more until they collapse again or die (perhaps during the journey several prisoners die. Up to the GM). The characters are given very little food and water. During the night all prisoners are chained up, and 4-5 slavers keep watch during the night. Perhaps one or two prisoners tries to make escape but are shot during the night, to discourage the players from escaping. PCs meet with Medved, a captured tribal warrior. During the night they get to talking. Medved is listening to guards and plans an escape when they reach this 'Provo' place because trying to escape into the wastes is suicide. He explains how he was captured, roleplaying the conversation and discussion of possible escape is best. Medved's English is not the best, but he's very intelligent and cunning character with great attention to his surroundings. Make it very plain to the PCs that escaping into the desert without any supplies (and capturing supplies is impossible as the prisoners are constantly chained up and under guard) is suicide. This is meant just in case the PCs decide to give GM a hard time and screw up the story by escaping en route to Provo.

Another very important point of the story at this time is to introduce the NPC by the name of Ol' Blakey. He is a rather short, black haired, weasely but friendly, if not trustworthy, looking man. He has a slight lisp when he talks, and although he doesn't have an appearance of a fighter, he has an air of confidence and his eyes are constantly scanning for dangers. He notices that the PCs and Medved are talking during the night and joins them. Ol' Blakey explains that he himself is from this town of Provo and went north to see if he could find some new markets with the local tribes and maybe do some mine prospecting, when he was captured by slavers, stripped of his possessions and chained up as a slave. He tells PCs that (either paraphrase or read directly): "Lot's of city militia in Provo, and they don't like the slavers. Besides, mayor of Provo by the name of Sutro, prohibits slavers from enslaving people in the city or catch runaway prisoners, and

he got lots of militia to enforce that law. I tell you, if I can get word to one of my friends in Provo or manage to get to militia, we'll be safe from this slaver scum."

It takes slavers another two weeks to get to Provo. Tell the players that their characters become used to the rhythm and are able to bear the pace a bit better, though their legs are all blistered and chafed. A nice twist would be a small encounter when the caravan is attacked by some giant scorpions, or molerats or some other dangerous fauna (it is desert after all). Don't roll the entire combat, but rather describe it. One or two slavers die from poison. This is meant to demonstrate to players two things:

- 1) that escaping is still not an option
- 2) even slavers can get hurt.

Chapter Four.

Arrival at Provo.

(80ml/130km from Ogden; 45ml/72km from Salt Lake City in a straight line). The slavers and their prisoners arrive at town of Provo. It's a large well-established town on the ruins of pre-war Provo.

The living core of the town is walled in community of more than two thousand people. The walls are made of bricks, sheets of metal, wood, barricades, five guard towers with machine guns (two M249SAW, two MG3s, and one Browning M2) plus extra guard with a rifle (hunting rifle) on each tower. There are two gates: one main gate with a guard tower (Browning m2) and three other guards, and a smaller gate used to miners, closed for the night and guarded at all times by two guards. Outside the community are ruins, caravan camps (but not trading sites), people too poor to afford houses inside Provo, bums, junkies, some gangs (involve them in later stories), slave holding pens, slaver's guild and farming fields.

Inside the city are: McKormick's General Store, another general store ("Lomen's Mart), a store that provides equipment for miners and mining companies ("Toolbox"), an old pub and best restaurant in town ("The Wagon"), doctor's office (the only doctor and hospital in town, besides mining companies), an open-air market for caravans, farmers and slavers; a very large building that serves as city hall plus militia HQ and prison, Guiver's Guns, administrative office for caravans, a small hotel for passing caravans, bar/brothel ("Miner's rest"), and a competing bar/casino ("Wild horses"). There are also several go-between traders temporarily in town (maybe a good caravan opportunity for characters to leave town at some point in future adventures). The people inside Provo are miners, farmers whose fields are nearby, traders, some craftsmen, militiamen, traders, establishment owners. Essentially, only those people who are have a constant source of income and thus able to afford house inside Provo are allowed to live inside the city. There are more than 100 militiamen. They are all natives of Provo, well-armed and paid (the stats for militiamen are in the next adventure). Since the militiamen are natives and free men beside, they are loyal to the city, and hate slavers. They are generally polite to outsiders as long as no law is broken. The laws of Provo (the ones the PCs have to worry about) are:

- 1) weapons have to be holstered. If you draw a weapon, it can be only in self-defense
- 2) no firing of weapons in the city unless in self-defense
- 3) murder (with any weapons or means), large theft (how large is up to GM), rape, assault on militiaman are punished by hanging or in rare cases being sold into slavery (a fate perhaps worse than death).
- 4) Theft, assault, smuggling of weapons, drugs or alcohol into the city (only certain establishments are allowed to trade in weapons, drugs and alcohol) will be punished by either: imprisonment, heavy fine, stripping of property, or ejection from the city.

Militiamen keep the peace well, but in the case of smaller crimes they might be persuaded to look the other way for a price.

There is no concept of citizenship, or obligation to the city. Instead, if a person can afford to live in the city, pays a tax, and stays out of trouble, he or she can live in Provo. I include a far more detailed description of Provo in the following adventure.

Chapter Five. **The Great Escape.**

The characters are thrown into the holding pens outside Provo. It's basically wire fence, reinforced with barbed wire at the top and wood/metal fence at the bottom. The holding pen is perfect square, with only one door. There is a torch lighted during the night at every corner, plus another torch at the door. The ground is just dirt and dust. There are a few outhouses inside the pen and two long wooden crates for holding gruel and water. There's no protection from scorching sun except a couple of small tents that prisoners constructed out of their own clothes.

The slaver camp is nearby and if any gunshots are fired more slavers will come. Fortunately for characters those slavers will be lightly armed with either some melee weapons, cattleprods or a pistol, and there won't be more than 4-5 slavers.

When the PCs arrive at Provo they see great many ruins, dirty streets with skulking, furtive denizens of the shantytown, foraging and looking in fright at the slavers. On the way to the holding pens, a local gang confronts the slavers, claiming they enslaved one of gang's members. The slavers tote their superior weapons and tell the gangsters to fuck off before they all end up in the pens. The gangsters grumble and withdraw but they swear to get the slavers one day or another. Soon they reach the pens. The PCs are greeted by overwhelming stench of the unwashed bodies, never-before-cleaned-outhouses and (even worse) the stench of 'food' that gets thrown to the slaves. The holding pen is already full with 20-30 other slaves, mostly women and children, but a few adult males as well. From the looks of the slaves they've been in the pen for a couple of weeks. The women and children are tribal, the men are townsmen from other-than-Provo towns. Slaves look malnourished, diseased and hanging on only by a miracle. A few slaves are already dying of gangrene and diarrhea; flies and stench hover around them heralding their close demise. The new arrivals are thrown into the pen, encouraged by a few 'mild' shocks

from cattleprods. The first night and day of the pen pass uneventfully. The new arrivals and the slaves already in the pen don't mix, they have nothing in common. The new arrivals feel very uncomfortable. Bad food, scorching sun, little water.

Second night following the arrival, Medved discusses escape plan with the players. During the journey, Medved managed to scavenge two sharp stones (1d4+1+MD, min str: 3. cannot be targeted) and some flint. The plan is either a fight between slaves or setting a fire with a tinder and stone in the middle of the night. The slavers do not their merchandise damaged by fire or by a fight and will most likely open the door. Then, the players and Medved will try to overwhelm them during the confusion and take their weapons, or flee. Have the characters roll some perception to see if they can determine the patter of the guards, their weapons and who has the gate key. If they are successful, this is the tactical situation:

- 1) there are three guards. You can find their stats along with their weapons and items in the back of the adventure (they are titled guard A, B and C)
- 2) only one of them has the key. This is guard B.
- 3) Guard B is always by the door, guard A is on the opposite side of the square from guard B. Guard C is walking the perimeter and watching the slaves carefully.
- 4) The slavers change shifts at 10 pm and 6 am
- 5) Guard A is in charge
- 6) There is a bull-horn alarm by the door, if the slaver activates it or firearms are discharge, more slavers would arrive from the Slaver's Guild (see above).

(note to GM. If you have a large player party of more than 4 or 5, then I suggest adding another guard. Just grab one from a sample list provided).

Whichever way the players decide to go about the plan, the guards after a brief bickering open the door. Guard B with the keys stands by the door, guards A and C go in. It's up to the PCs to decide if they are the ones to set up diversion or to grab the guard by the door and escape. Here's a very important point. In the interests of having a less frustrating combat experience for the players (where the character may potentially die), assume that hitting a guard from behind with a sharp jagged rock would hurt a helluva lot. Therefore, roll to hit, but instead of rolling the damage normally, roleplay several possible scenarios if the player hits:

- 1) guard goes down, stunned, unconscious or dead
- 2) player managed to knock slaver's weapon out of his hand
- 3) when the player confronts the slaver, nearby slaves rush the slaver in rage and desperation, and trample the guard

In this situation, guards A and C go down. If they are not killed in the first round they open fire. Roll to see if they hit anybody, then roll player's luck to see if they were the ones hit (after all, it's a small holding pen, with large number of people jammed into it. There are bound to be innocent victims). If player's roll fails, he is hit and then roll for normal damage. Then continue to roll to-hit and damage just like shown above. The shots also attract slavers from the Guild (see above). If the players don't take out guard B in the same turn as guard A and C, he will shoot one slug from his sawedoff shotgun and trigger the bullhorn alarm.

Medved, PCs manage to escape but not before noticing that the gun fire wounded Ol' Blakey in the leg and immobilized him. He begs the PCs to help him escape. If they do, the PCs are slowed and if they are not quick enough they might run into the first slaver to respond to the gunfire in the holding pens. He is armed with a combat knife and a cattleprod. In this case, roll to-hit and damage normally. The PCs can either fight him or make it for the city gates. When they reach city gates they are fine, the slavers trying to follow them are stopped by militia guards at the gates.

The miliamen look kindly upon escape slaves. They explain that they are safe from slavers while inside city walls, but they also tell prisoners that unless they find somebody to stay with inside Provo or afford an inn, they will be ejected outside city walls to the mercy of slavers. If Ol' Blakey is with PCs, he explains to the guards that he has property within Provo and McKormick is his close friend and associate. Otherwise, PCs are allowed to stay in the inn for the next night and day and then are given a choice to find a job or beat it.

After that, PCs either stay at McKormick's or at the inn. Next day, they start looking for a job, and are immediately approached by McKormick who explains to them that he can't trust any townspeople and needs their help, and the players by escaping certainly proved that they are resourceful. McKormick's associate, by name of Joshua Mall was travelling with a caravan. The caravan arrived in town two days ago, but Mall didn't. Caravan leader said that it was ambush by tribals or something. The assailants made a lot of noise, had some firearms and quickly got out; when the morning arrived mall was missing. McKormick gives PCs the location of campsite where the caravan was ambushed during the night. It would appear that Mall had a briefcase with him, which is very important. Ideally, McKormick would want them to find Mall dead or alive too. He will give them 200 caps to be split for the briefcase, and some extra ammo and a gun if they bring back Mall dead or alive. He gives them a couple of days supply of food. If the PCs don't have any weapons, he gives them one 9mm beretta and 25 9mm JHP bullets for it, and a spear and a knife for each pc, plus one bag of healing powder.

Chapter Five. PCs get out of the city. Perhaps they have to sneak around to avoid a couple of slavers. They finally find caravan trail and follow it for a day. Roll for encounter (maybe a couple radscorpions or something equally easy). The PCs find the campsite and should investigate (roll perception or outdoorsmanship). If they fail to find any trail, I advise to let players 'take ten'; meaning they have to search for a whole day (and thus spending food) in order to find a trail. Eventually (how long is up to GM or how fast the PCs roll successfully) they find a trail and follow it to a small alcove in a hill where they encounter some tribals. The cave is surrounded by a clearing in a shape of semicircle, with a radius of 10 hexes. On the border of clearing there is thick undergrowth, bushes and remains of dead trees so it is possible to sneak up on the tribals, but no closer than 10 hexes. Possibly 3 or 4 tribals (depending on the number of players) are in the alcove. In the alcove there is a little well-concealed campfire and some packs that belong to the tribals. Only one has a firearm (tribal champion), the rest are ordinary tribals. They appear to be outcasts and raiders and hired by someone to get Mall and

briefcase. There are several possible options open to the players discussed below as well as whatever the GM deigns necessary.

1) Negotiations: the tribals immediately assume fighting stance, but if the players demonstrate that they don't want to fight, the tribal leader motions for his warriors to put their weapons down. Tribal leader is interested in obtaining only his reward and doesn't give two pennies as to the briefcase or John Mall. He would be willing to let Mall go if the players can match the pay that tribal leader was promised. He would be willing to accept the reward in the following medium: Provo currency, shotgun shells, any drugs or medical supplies. The amount must be worth at least 200 coins, no matter how high the barter skill of players happens to be! Once the exchange is made, the tribals leave Mall by the fire and depart. They give the players no further troubles.

2) Getting the briefcase: the tribals aren't very keen on pursuing their mission. If the players approach the tribals peacefully, and enquire as to what the tribals want with Mall, the tribal leader replies that he is interested only in the "black sack of leather" (i.e. the briefcase), but Mall hid the briefcase and now the leader doesn't know what to do, and he doesn't have enough warriors to search the entire wood for the briefcase. The players might be able to convince him that if they can speak to Mall and figure out where the case is, they might be able to find it. In that case, the tribal leader allows one of the players to approach and speak to Mall. Mall in hoarse whisper tells the players that he buried the briefcase during the raid near a small spring by the camp and marked it with an empty tincan. It takes players another two hours to get the briefcase and return it to tribals at which point they give Mall back to the players.

3) Fighting the tribals: This is standart fight. One tribal stays behind beside the campfire with Mall, the rest charge to fight visible players. If the players manage to sneak up on tribals the can get off one shot before normal combat sequence commences. If the players manage to defeat all tribals except the one hanging back with Mall, he would attempt to hold Mall as a hostage, demanding that he would be allowed to retreat if he gives Mall up

Mall is badly wounded and unless the players successfully use some sort of healing device such as a stimpack or a first aid or doctor skill, he will die within two days. When the players manage to get Mall back to Provo, they are paid by McKormick. If they bring back only Mall, they get 200 coins; if they bring back only briefcase they get 200 coins; if they bring back both they get 200 coins and a Desert Eagle .44 with 16 shots of .44 JHP.

Experience:

Finishing slaver quest = 300 exp

Killing a slaver (any slaver) = 50 exp

Killing a tribal = 40 exp

Killing tribal leader = 60 exp

Rescuing Mall = 200 ex

Retrieving the briefcase = 100 exp

Enemies and NPCs

Three guard slavers at the holding pen.

Slaver A

Attributes: STR 5, END 5, PER 6, AGI 6, INT 3,
Derived: APs 8, HPs 30, AC 6, Seq 12, MD 2,
Skills: small guns 55, Melee 62, Unarmed 70, Throwing 77,
Weapons:
Colt 6520 10mm Pistol, dmg 1d6+6, AP 5, rng 19, rounds 12, ammo type: 10mm JHP
Brass Knuckles, dmg 1d10+MD, AP 3
Armor: Leather Armor, AC 15, N 2/25, L 0/20, F 0/20, P 0/10, E 0/20
Inventory: lighter, stimpack, 19x gold coins,

Slaver B

Attributes: STR 6, END 6, PER 5, AGI 4, INT 3,
Derived: APs 7, HPs 32, AC 4, Seq 10, MD 3,
Skills: small guns 57, Melee 57, Unarmed 50, Throwing 49,
Weapons:
Winchester Sawed-off Shotgun, dmg 1d10+14, AP 5, rng 7, rounds 2, ammo type: 12-
Guage Slags
Spiked Knuckles, dmg 1d10+4+MD, AP 3
Armor: Combat Leather Jacket, AC 20, N 2/30, L 0/20, F 2/25, P 0/10, E 0/20
Inventory: 13x 12-Guage Slags , jet, stimpack, 30 coins

Slaver C

Attributes: STR 5, END 5, PER 5, AGI 7, INT 5,
Derived: APs 9, HPs 30, AC 7, Seq 10, MD 2,
Skills: small guns 50, Melee 45, Unarmed 71, Throwing 82,
Weapons:
Colt 6520 10mm Pistol, dmg 1d6+6, AP 5, rng 19, rounds 12, ammo type: 10mm JHP
Spiked Knuckles, dmg 1d10+4+MD, AP 3
Armor: Leather Armor MK II, AC 20, N 3/25, L 1/20, F 1/25, P 1/10, E 1/25
Inventory: stimpack, lighter, buffout, flashlight

Slaver in possible chase:

Slaver

Attributes: STR 6, END 5, PER 6, AGI 5, INT 4,
Derived: APs 7, HPs 30, AC 5, Seq 12, MD 3,
Skills: small guns 77, Melee 63, Unarmed 55, Throwing 52,
Weapons:
Cattleprod
Combat Knife, dmg 1d12+3+MD, AP 3
Armor: Leather Jacket, AC 8, N 0/20, L 0/20, F 0/10, P 0/10, E 0/20
Inventory: 3x 10mm JHP , 23x gold coins, jet

Two to three tribal warriors.

Attributes: STR 6, END 7, PER 7, AGI 7, INT 4,
Derived: APs 9, HPs 51, AC 7, Seq 14, MD 3,
Skills: small guns 50, Melee 49, Unarmed 76, Throwing 84,
Weapons:
Spear, dmg 1d12+3+MD, AP 4
Armor: none
Inventory: 1x healing powder

Name: Allan Willson Class: Tribal Champion

Attributes: STR 7, END 6, PER 7, AGI 6, INT 5,
Derived: APs 8, HPs 69, AC 6, Seq 14, MD 4,
Skills: small guns 60, Melee 79, Unarmed 53, Throwing 56,
Weapons:
Spear, dmg 1d12+3+MD, AP 4
Winchester Sawed-off Shotgun, dmg 1d10+14, AP 5, rng 7, rounds 2, ammo type: 12-
Guage Slags
Armor: Leather Jacket, AC 8, N 0/20, L 0/20, F 0/10, P 0/10, E 0/20
Inventory: 2x healing powder , 6 extra slags, 40 coins.