

Hello again! This is the setting for the town of Provo, where the continuation of previous adventure is taking place. This document is only a setting, describing important locations inside the town, as well as important NPC's and their relationship to each other. The town of Provo is divided into two sections – the more prosperous walled-in section, and the outside-the-walls shanties. This document describes the walled-in section only, the setting for the outside the walls section would be released later. I have a map of the town, but it's pretty crude, so right now I'm working on a more neat and presentable version. Once I finish it and scan it I would release that as well. My apologies. Again, if you have any comments, suggestions, bomb threats and so on, send 'em to [akritchever@hotmail.com](mailto:akritchever@hotmail.com).

One more thing. The NPCs in this setting are varied individuals with different appearances, interests, opinions and habits. If you feel some of these characters are offensive for whatever reason, feel free to change them. Just don't expect me to agree with you that they might be offensive or stereotypical or whatever. I will keep an open mind but I don't promise any changes. You are the GM, it's your right to make whatever changes you feel are necessary.

**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... ☺

## **The setting: Provo**

**The layout:** there are two main parts of the city. One is a walled in community, and another is numerous ruins and shantytown surrounding it. The walled in community is referred to as Provo, the community outside the walls is mostly referred to as the shanties.

**Provo (the town behind the wall):** Provo is located at the south-west end of what was once pre-war Provo, near a gently sloping hill. It is located approximately near what was once the downtown. The walled in community forms a rough rectangle, one side of which is on the slope of the hill (see attached map). The long sides of the rectangle are approximately half a kilometer, while the short sides are approximately 200-300 meters. There's a main street running parallel to the long sides cutting the city in roughly two parts, starting at the main gate. The street is simply known as the Main Street. Running perpendicular to the Main Street are the following major streets (from east to west): Cypress Street, Prospect Street, Whyte Street, Church Street, Mine Street. Located on each street are the following places of interest:

Main Street: market, caravan office, caravan hotel, "Wild Horses", "Miner's rest", "Doc's office", City Hall, offices of mining companies, "Toolbox", Bank

Cypress Street: nothing of interest but this street has many beautiful cypresses and is a better neighborhood than most

Prospect Street: a trading street. McKormick's General Store, "The Wagon", "Lomen's mart", "Guiver's Guns".

Whyte Street: nothing of interest.

Church Street: two churches. A protestant church and a small chapel of Church of Jesus Christ of Latter-Day Saints.

Mine Street: miner's barracks where some miners live and equipment is stored.

In the roughly middle of Provo is Provo Square, a large open space with a rusted monument, some neatly grown bush fences and a basin.

The town is walled in by a 3 stories high wall made of wood, bricks, sheetmetal and sometimes integrating collapsed buildings. There's a thin runway on top of the wall two-men wide. On each corner of the wall is a guard tower, plus one more guard tower above the main gate (two M249SAW, two MG3s, and one Browning M2 respectively).

## **Locations and descriptions (from east to west):**

### **Main street places of interest**

#### **Open Market**

A large open area with concrete floor. There's a wooden platform on which sometimes slaves or Brahmin are sold, or an auction is held. There are several permanent stalls belonging to regular caravans and merchants. Mostly the market is filled with pitched tents and farmers selling food. Busy all of the time, best place to gather some rumors or see if there are any new arrivals in town.

No one's in charge really, but large sellers (slavers, caravaners, etc) have to pay a small "protection" fee to militia which regularly patrols the market.

### Caravan Office

A small one-story building made of brick and neatly whitewashed. Inside there are three rooms: an office divided into two parts with several chairs for visitor, a storage room for various documents and a safe for whatever small valuable items caravan master wants to store, and finally an apartment for the office clerk.

An old clerk by the name of Lorry Meister runs the office. He's a tall gaunt man with bushy ears but otherwise well-dressed and kept. He has a constantly disapproving face, but he's meticulous, well known by caravaners and merchants, honest and good at what he does.

### Hotel

Named simply "Hotel" this place is exactly what you might've guessed: a hotel. It's a small two story building, with a few rooms and office on the first floor and most of other guest rooms on the second floor. It's a sturdy small building with first floor made of brick, and the second floor made of wood.

It's run by a family of four: father (Frank Allisson), mother (Sarah Allisson), 19-year old daughter (Hewlett Allisson) and 21 year old son who works in the mines (Robert Allisson). The rooms are well kept, with running water and electricity.

There's a flat rate of 10 coins per one night and say, and 50 coins if the room is rented for one week.

### "Wild Horses"

A popular bar and casino among visiting caravans and miners. It's a large three-story pre-war building of plastered brick (first two floors) and wood (third floor). The first floor is a large bar, three dice tables, two roulettes and ten one-armed bandits. Second floor is pool, some pinball machines, more roulettes and dice tables and a several sound-proof rooms for card games such as blackjack and poker. Be advised that roulettes are rigged, and half of one-armed bandits do not work. Third floor is management office. Brawls and troubles are rare in this establishment because the staff has an 'agreement' with city militia and has five huge bouncers.

"Wild Horses" is run by a man known as Nick Weather. He's not a native of Provo but lived in the city for last 15 years and made quite a fortune on his casino, mine prospecting and sound investment in the mining companies. He's a rather small man, in a great shape and a half a left ear missing. He always talks quietly but has a commanding presence. Unless there's a major trouble or the players manage to talk their way through the bouncers he would be rarely seen on the first two floors of "Wild Horses". There's a rumor than he has a special poker room just for his friends: Mayor Sutro, mine overseers and the banker.

### "Miner's Rest"

A place for those who like it rough. A frequent site of brawls, robbery and noise, this place competes with "Wild Horses". This place is a rougher sort of a bar (imagine a classic John Wayne Wild West tavern, add poor lighting, neon graffiti, rowdy miner and mercenary customers and rotgut instead of beer and that would be "Miner's rest"). It's a large two story building made of concrete and patched with metal sheets and wood. There's a small stage (surrounded by metal wire fence) where one can listen to a wildly popular local country band – "Chain Children", a small strip podium (again surrounded by metal wire fence) and a large bar. Second floor is a bunch of small seedy rooms with cheap prostitutes (number varies from 10 to 15 a night). It's a dangerous place with strong drinks that can kill once in a while, where a wrong word

starts a massive brawl with some dangerous objects, where a whore can drug you and steal your stuff and then maybe a bouncer will slit your throat, but more importantly it's the only place in town that legitimately sells hardcore drugs (jet, cocaine, pot, heroine, buffout, voodoo, and some local-made drugs).

This place is run by a tall thin man by the name Grady. He's missing part of left arm, in which place he grated a long stiletto. There are about 10 bouncers usually, sometimes more (if it's the weekend), armed well with firearms, brass knuckles and cattleprods. Usually they are not effective to stop a brawl, but effective at throwing out overly rowdy drunkards, breaking up small fights and roughing up the customers after they got their satisfaction on the second floor. Unbeknownst to the militia, Grady also runs a smuggling operation and has dealings with the gangs in the shanties. Most of the prostitutes are slaves.

### Doc's Office

This is a single story pre-war building, which was neatly repaired. It is surrounded by a well-maintained lawn and bush fence. The building is made of thick brick and the walls are whitewashed. The building is very roomy and houses doctor's apartments, waiting room and several rooms where he practices. There's a well-equipped surgery room, a pharmaceutical room and general medical practice room. In the back are doctor's apartments: two large rooms, kitchen and bathroom. There's also an independent electricity generator which generates power for the surgery room and computer (one of the only functional computers in the town).

The Doctor's name is Donald Bush. He is a middle-aged portly man usually seen wearing a suit, or a nice shirt with suspenders. He has a beet-red face (the local rumor says from consuming too much of) and a rather large nose. He lives with his wife Margaret, and employs a young nurse Anne Collington, who also doubles as his secretary. Depending on the severity of injuries, Doctor would charge anywhere between 50 to 300 coins for the treatment. He also provides treatment of radiation poisoning and sickness for 100. he also trades in some medical supplies (x3 Rad-X, x5 Rad-away, x10 stimpacks, x3 super-stims, barter 50%).

### City Hall

This is by far the largest building in Provo. It sits in more or less the center of town. It is an imposing building with main part made of stone, and the two adjoining wings made of brick. The front of the building has large stairs leading to double-door entrance adorned with 4 columns. The main part of the building is 3 stories high and the two wings are two stories each. The main part is the city hall itself. The first floor contains clerks, large hall for important meetings. Second floor contains more offices (largely unused), some computers (in good working condition) and town library which is rather small but has books on pretty much every topic and is free (although rarely used). Third floor is off-limits except by invitation and contains Mayor's personal living quarters: an 8 room luxuriously furnished apartment, guarded at all times by two militiamen. There's also the basement which serves as the vault for taxes, an electrical generator for the building, small arsenal and more archives. Basement is guarded by another two militiamen as well.

The left wing contains militia headquarters. There's militia barracks for nightshifts on the second floor, some offices on the first floor, arsenal and small vault (for keeping militia pay) in the basement (which is independent of the main part basement). The right wing has independent gallery passage to the left wing, independent basement and houses a town prison. The wing is actually fenced off from the town and can only

be entered through the left wing (or by cutting the wire fence of course). The passage entrance is on the second floor which also doubles as quarters for the wardens and nightshift guards. The first floor is filled with large prison cells (for 5-10 people) and is mainly used for small petty crimes, brawlers and drunks. The basement is filled with smaller cells, two specially designed cells with completely metal walls and solid metal doors (for those scheduled to be executed or especially uncooperative prisoners). There are always 4 full time wardens (working in two shifts) and usually 4-6 more militiamen. The first floor cells are the usual fenced-off from each other cells with thick bars, and the basement cells are actually walled off from each other and have solid metal or wood doors. The wardens have exactly same stats as militiamen, except they carry shotguns instead of hunting rifles and also carry police batons.

There are several people of note which can be found in the City Hall.

- 1) The Mayor. Mayor Albert Sutro (named for a famous pre-War mayor) is a 55 year old black man. He is middle-height but he is nonetheless an imposing and commanding man. Sutro has a commanding voice and can really appeal to the crowd. He has a limp (left leg) from his younger days as a militiaman. He likes to appear as a man of the common people but he enjoys the luxury of his own apartments. The Mayor is nonetheless very well educated in medicine, history of pre-War, able to use computer well and is very well read (he has quite a large library in his apartments). He is well known to stick to the full letter of the law (as he is the town judge) and is not particularly known to be merciful for more serious offenders or repeat offenders. He is known to be a good Christian, regularly visiting church and running a Sunday school. Nonetheless he has several vices. He is rigid in his views and is not easy to convince. He is quite authoritarian and while he will listen to advice, he will not accept any disagreements with his decisions. He also enjoys luxury living, and while he is married (second wife) he is known to invite 'open-minded' young women to his quarters, and he also enjoys gambling occasionally. He is normally suspicious of strangers and especially some of the Mormons (those from Price anyway). In fact, he is tolerant of the town Mormons, but hates the Army of Deseret Mormons with passion. His inability to compromise, authoritarianism and hate of equally militant Mormons in Price might put Provo and Price in the near future.
- 2) Chief Constable Luther Bounty. He is the youngest Chief Constable of Provo ever, but people generally agree that he's the best one so far. He is 25 years old, tall, handsome man with short dirty blond hair. He has a long scar on the left side of his face as well as scars elsewhere on his body. He usually dresses in a semi-military uniform: fatigue pants, a nice shirt, black leather jacket, and sheriff cowboy hat (complete with sheriff star on the hat and stitched words "CC Provo"). His customary mirror shades disguise narrow eyes which constantly search for any signs of danger, lies or clues. He also wears a desert eagle .45 at all times and a combat knife. He is respected by all law-abiding citizens of Provo and feared by any troublemakers. Luther is known for his fairness, he always tries to get as much proof as possible and keeps an open mind. However, once he makes up his mind he strikes hard and without any mercy. He runs the town militia with iron hand and always conducts drills, inspections as well as combat training (as opposed to purely police training). Luther occasionally leads patrols that scout out the surrounding lands for any

new raiders or other signs of troubles. He is rarely in his office, preferring field work to office work.

- 3) Chief Clerk Jebediah Sanders – it is mayor Sutro who makes the strategic decisions concerning the entire town and relations to other towns. It is Chief Clerk's job to make sure that those decisions are carried out to the letter. He is an old bird-like man, with the same bird-like manner to hop a little when excited or agitated. He is a precise bony man who gets irritated when small details are overlooked, but otherwise an amicable man. He is also the treasurer of the city and head accountant. He oversees tax collections, pay roll and so on. He has all the keys from all the offices and vaults in the City Hall.
- 4) Archivist Ellen. Maybe she has a last name, but everyone always calls her Ellen. She is well liked by pretty much everyone in town. She's a middle aged, rather overweight black woman who runs the archives of the City Hall, runs the town library and happens to be the town's computer expert. She is widowed but had 4 loving children who are now grown up and moved on. She is always patient, speaks with a southern accent (if you want to be more precise a Kongaree country accent) and can find any piece of paper, book or file with closed eyes. She is also known to be a hedge doctor and prepares herbal cures sometimes for free. Offending her means offending half the town which know her as Auntie Ellen.
- 5) Chief Warden Wilson. The warden of the prison, not much is known about his. He is a man of about 36-40 years of age, but already with completely white hair. he always wears mirror shades, a stark uniform of blue fabric and is always armed. He lives alone and has no family, friends or acquaintances outside his job. He says very little, and any conversation with his usually consists of 'yes', 'no', 'hmm', 'i'll get back to you' and the like. He does not accept bribes but he can be persuaded to let someone to speak to a prisoner in the cell.

#### Toolbox

The Toolbox is a store that caters specifically to the needs of the mining companies. Anyone can make purchases in the Toolbox but unless one works for mining company it's going to be expensive.

The store is run by brothers Adam. Ben Adam runs the store and John Adam runs the inventory. Any purchases are made with Ben Adam (barter 70%). The inventory is as follows (for walk-in customer. Mining companies have their own separate stock): x5 rope, x5 flares, x3 flashlights, x10 batteries, x30 small energy cells, x2rad-X, x2 Rad-away, x3 lighters, x2 sledgehammers, x1 chainsaw, x3 knives, x3 mining picks (same price as sledgehammer), x3 dynamite, x2 plastic explosive.

#### Bank

The Provo bank is a middle-sized two-story building made of brick. The first floor is occupied by a large hall, three teller booths, and some archives. Second floor is more archives but otherwise unused. There's a small basement with the money vault and also a separate rooms with safes for public rent. There's always a militiaman posted on the main floor, plus 2-3 private guards (same stats as militia, but armed only with either colt 1911 or a .44 magnum).

The bank is run by family Stevenson, and in specific by head of family George Stevenson and his son George Jr. Stevenson. The father usually oversees the overall development of the bank, and his son oversees private transactions and does archives.

The bank is known to be reliable. Renting a safe in the bank costs 20 coins per month and is fully confidential. For a small fee (10 coins per day) anyone can have access to archives and trace any transactions they want.

### **Prospect Street**

#### McKormick's General Store

This is a large store trading in most everyday amenities for the townsfolk, but it also caters to passing caravans. The store will have a bit of everything that a housewife or a handyman would need, but it also has items that a seasoned adventurer or a caravaner might want. There are several rooms that make up the store. The largest of them has a long counter and shelves with many everyday goods: kitchen supplies (pots, frying pans, etc), assortment of tools (pliers, ordinary hammers, nails, etc), the other two rooms have goods for more adventurous types and more specialized assortment. The back is the storage and has reinforced metal doors, locks and some private items and special items. The inventory for the two more interesting rooms is as follows:

Room #1 – x5 flares, x1 sledgehammer, x2 lighters, x3 knives, x2 combat knives, x5 throwing knives, x1 Geiger counter, x3 rope, x1 leather jacket, x5 flasks, x1 mirror shades (especially wasteland hip), x3 backpacks, some clothes (mostly army surplus in new condition).

Room #2 - x100 10mm JHP, x100 9mm JHP, x50 12-gauge shells, x1 leather armor, x1 sawed off shotgun, x1 beretta silverhawk, x1 beretta 9mm, x50 .45 FMJ cal, x3 rad-away, x3 rad-X, x5 stimpacks, x1 lockpicks, x1 desert Eagle .45, x1 hunting rifle, x50 .223 FMJ.

Room #2 is locked and the only key belongs to McKormick. The room can be opened only for more trustworthy people (meaning “Hey McKormick, I know this guy and he said that you have some special merchandise...”).

McKormick himself is an old, overweight guy, with wrinkled face and a shapeless nose. He is a jovial, likable man. He usually wears dress pants, shirt, suspenders, riding boots, suspenders and an apron. He keeps his store in excellent condition and is well-known and respected in the community. He has lots of friends both in the city and among the caravans. He has barter 70% and also has 500 coins.

#### The Wagon

This is the classic pub and tavern in the good old fashioned Boston way pub and tavern. Just the right kind of small indoor space creates the feeling of coziness and friendliness and the walls covered with old oak planks and many photographs (both pre-War and after) convey long history of good times at The Wagon. Outside the tavern there's also a small patio with a wooden roof. It also happens to be the best place to eat in town with sandwiches, fish and chips, pastries, salads and of course good old fashioned alcohol. In the day it's the sort of place where respectable citizens would come and bring their family, and in the evening it's where old-timers drink and reminiscence about the good old days. There are never any brawls or trouble at The Wagon and the tavern always belonged to the same family, probably even before the War.

Gregory O'Maley (commonly known as Smiley) and his wife Loren, both in their fifties run The Wagon. Smiley looks older than he is with heavily wrinkled face but startlingly blue eyes, of middle height, black hair turning grey, and usually wearing a clean white apron. Loren is a bit taller than her husband, with hair completely gray, brown eyes and usually likes to banter and gossip with customers who come by and

complain about her husband and son (but in good spirit). The couple are preparing their son Brian to take over the business. He is in his late twenties, a quiet, handsome, likable man who looks much like his father in his youth.

#### Lomen's mart

This is more of a general store than McKormick's. There's little of interest to the adventurers in this store. It has mostly household appliances, kitchen supplies, tools, some furniture, some antiques, ordinary clothes and food. The prices are a bit cheaper than McKormick's, but the quality is appropriately a bit worse. The food is more expensive than at the Market's but it's more varied and there's a wide selection of spices and sweets. The owner of the mart – Mark Lomen is well-known for his tailor gifts and indeed a large part of store's income comes from his tailor activities.

Inventory (that might be of interest): x3 lighters, x2 rope, x2 pliers, x1 crowbar, x1 sledgehammer, x5 flasks, x2 flashlights, x1 leather jacket.

Mark Lomen runs the store. He is a tall, thin balding man, with deformed nose (it was broken). He is a man of few words, but he seems friendly enough. He can tailor any clothes for characters (20 coins for adjustments, 100 coins for new set of clothes if the customer brings fabric, 200 coins for new set of clothes if the customer doesn't have fabric). His barter is 60% and he has 200 coins on him at all times.

#### Guiver's Guns.

Place with a fearsome reputation and notorious for having dead bodies of would-be robbers in front of it, Guiver's Guns has special status in Provo in that the owner of the place - Judas Guiver doesn't pay any taxes and doesn't go to prison for shooting folks in self-defence. The store is not only the best place to purchase combat related stuff, it also supplies the militia with arms, and has some backroom special stuff (if you know the right names and things to say). Judas Guiver has barter of 70% and carries approximately 1000 cash on him. The inventory is as follows:

X3 knives, x3 combat knives, x1 police club, x1 shovel, x2 rope, x3 flare, x1 machete, x1 cattle prod, x1 colt 10mm pistol, x1 9mm beretta, x1 colt.45, .357 revolver, .44 revolver, x1 .44 desert eagle, .223 pistol, x1 winchester shotgun, x1 pump-action shotgun, HK10mm SMG, HK MP5, Uzi, x1 hunting rifle, x2 AK-47, x1 M60, x1 M249 SAW, x5 frag grenade, x3 incendiary grenades, x1 tripod, x2 stock, x1 silencer, x1 sniper scope, x2 leather jacket, x1 leather armor, x1 leather armor mk1, x1 metal armor.

#### Ammo:

100 .223 fmj

100 .357 magnum

100 .38 magnum

100 .44 JHP

100 .44 AP

100 12gauge shells (buckshot)

100 12gauge shells (slug)

600 7.62 FMJ

200 7.65 FMJ

400 9mmJHP

200 9mmAP

400 10mmJHP

200 10mmAP

100 .223 FMJ