

A Vatful of F.E.V.

AEA Snirgles



**THE
DUDE**

**THE
MAD**

**AND THE
DEADLY**

A Fallout PnP adventure for three to five beginning players. This story takes place after Fallout 1. The adventure is set in Junktown and the small village La Guardia. Do not read on if you don't intend to be the GM.

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Chapter 1: entering Junktown

The tarnished fence of Junktown finally comes into view. It's still a couple of miles away, but it is a great relief to spot that piece of junk in the middle of the desert. A hot wind carries the smell and sound of civilization to you. As you arrive, the guard raises his shotgun and squints against the setting sun. He nods as he recognizes your caravan master, and you are allowed to enter Junktown. Looks like you have completed your first brahmin ride.

Junktown is a rough frontier town. After the attack of the stray mutant bands some thirty years ago, major Killian Darkwater had some trouble keeping the people together. He was retired by an assassin from the Hub. No one's really in charge of the place now. The sheriff – an old man called Saul – is doing his best to keep the situation calm. Last thing you heard, the townspeople are split in two factions: one part following Sheila Darkwater, the other a Hub merchant named Tyrone. Both are trying to gain control over Junktown.

The players will each start out with a weapon, an armor, backpack and any equipment the GM seems fitting for the adventure. They will not receive any high-tech stuff. Their gear should be kept at a minimum, since they are starting characters. They will each receive 400 caps / coins upon arrival. The caravan will leave again within a week, and the caravan master (Pete) will invite them to join in again.



Junktown Figures:

Techlevel: 2, tendency toward level 3

Population: ~ 4500 humans, no ghouls and no mutants allowed

Government: absent as to date, sheriff is running the town

Economics: trade, gambling, armory, recycling (see below)

The population of junktown can be divided into two groups: The first is a collection of rough traders, caravan guards, raiders and general scum. The second group are the citizens, who have settled and try to make their living in this harsh environment. Some work for the company, who has specialized in creating quality armor and organizing brahmin drives. Others work in the various shops or the trade house. There is also a group called "scrappers" who collect junk from the wasteland and recycle them in town.

Junktown has never been a place for religious or lawful people. There has always been a sheriff who kept things running when everything else failed. Usually, the people of Junktown elect a major, who organizes trade and makes laws. Both major and sheriff hold their office for lifetime. NCR Rangers are barely present in Junktown.

Laws: "Keep your weapons holstered, stranger. Don't cause any trouble or the sheriff's gonna take you down." Individual disputes are settled in private – the sheriff will ignore it as long as no bystanders are harmed. The sheriff will only get involved in high crimes or to prevent major gunfights. After his wife Trish got killed during the mutant raids, Sheriff Saul has got a strong bias towards mutants.

Law enforcement: There was a prison once, but Saul doesn't bother to jail non-citizens anymore. Penalties vary from small fees to exile and to death. Long-time citizens are treated with more justice than travellers. The sheriff has twelve deputies whom he calls his "dirty dozen". They are all well equipped and trained. The four gate guards are employees of the town, who are also under direct control of the sheriff. Sheriff Saul is widely known to be "tough but fair". As long as you don't piss him off, you'll get along pretty fine. By the way, it is very unwise to try to bribe the officers.

Criminality: Raider attacks stopped completely after the sheriff installed an old avenger minigun on one of the turrets at the fence. There's no criminal organization in Junktown, though some folks say that the scrappers don't just collect stuff from the wasteland. So far, Saul has not found any evidence to confirm that. Since everyone is welcome to Junktown, there are Slavers and Raiders roaming the streets freely. On occasion, the deputies have to throw some of that scum out. There hasn't been a major threat to stability though, thanks to sheriff Saul.

Commerce: The three big groups in Junktown are the scrappers, the trade house and the company. The scrappers organize expeditions into the wasteland and collect scrap materials. They deal their junk to small businesses and own two pawn shops. The trade house is owned by Smilin' Tyrone. He deals in guns, operates the casino and the saloon at the Junk Plaza, organizes the caravan runs and acts as money lender. The company, lead by Sheila Darkwater, organizes brahmin drives and deals in leather, food and clothes. They even make leather and metal armor out of scrap material. Currently, the company is trying to build brahmin pens in the outskirts.

Commerce (Details): Below is a listing of shops and their owners.

Shop	Owner / Manager	Location
The Company Armour	Kim Armstrong, female, 35, talkative	W of Company
The Company Restaurant	Old Mac Gregor, male 51, loud and cheery	E of Company
The Company Tailor	Tse Yin Bao, male, 46, stern and silent	S if Company
The Company Caravan Store	Sheila Darkwater, see People section	Company house
Scumpit Saloon	Barnes "keep cool" Dale, 28, friendly	E of Junk Plaza
Crash House Hotel	Sinthia Maples, 54, sociable and classy	next to Casino
Gold Casino	Ricky "the Knife", 32, grim and cocky	see map
the Trade House	Pete Escom, see People section	see map
Trader's Post	Smilin' Tyrone, see People section	Trade House
Scrapper's Place	Lila Henace, see People section	Junk Plaza
Junk Plaza Mall	various small shops, various owners	Junk Plaza
Doc's Drugstore	Doctor Rigid, see People section	W of sheriff

Chapter 2: enter the Deadly

You've been in Junktown for a whole day now, but you still haven't been all around the town. The place is bigger than one might guess from the outside. As you head towards the hotel, you notice an unrest on the streets. People start rushing past you and move towards the Junk Plaza.

If the players stop someone to ask what's going on, the person will tell them that "they got one of 'em damn muties!" and then run off to the Plaza. On the Junk Plaza:

You reach the Junk Plaza and see a large crowd standing at the huge light pole in the heart of the place. As you come closer, you can see that the people are holding someone down on the ground. It's a mutant. A big black guy standing next to them throws a rope over the top of the pole and yells: "Now, you'll see what we folks do with beasts like you!" The mutant is struggling and trying to shout, but he's gagged and tied up with chains. The crowd is cheering. They want to see blood.

The people will not be prevented from hanging the mutant. If the players ask for the reason, they will be told that "he's a mutant and that's enough". As they fling the rope around the mutant's neck, sheriff Saul will arrive with four deputies and tell everyone to cool down. The black guy (Rico) will explain that the mutant has killed two brahmin out in the pens and attacked a group of scrappers. If the characters do not persuade Saul to listen to the mutant's version (persuasion = 200 exp), he will just shrug and walk away. The mutant, however, will not excuse himself, but just say that he's bored and has heard this all before and wants to get this over with. The characters may still try to persuade Saul to let the mutant live and throw him out of the town instead, but he will just let the crowd continue. Read the following after Saul walks off:

The crowd cheers as the men pull the mutant up to his feet. They pull the rope tight and the mutant loses contact with the ground. His feet are dangling high above ground, and his face turns red as the men pull him even higher. Some people in the crowd pick up stones and throw it at the dying mutant while others cheer and dance around the pole. The movements of the mutant come slowly to an end. Suddenly, a piercing rifleshot cuts through the air. The rope cuts loose and the mutant falls down, pounding onto several people. Then, an explosion is heard. Scraps of metal fly through the air. People run away, screaming. Several stand around in confusion as a huge 2 ½ ton truck rushes onto the Plaza.

Chapter 2: enter the Dude

The truck comes to a halt with screeching tires. A very tall and skinny man jumps out of the truck. Quickly, he tugs the mutant to his feet and lobs him onto the open back. His long poncho flaps to the side as he draws his revolver. He shoots an attacker into the leg. He hits another one out of his way, then jumps back into the vehicle. The truck speeds towards the shredded segment of the fence and vanishes out of sight.

The sheriff and his deputies will have arrived to take care of the mess. They will order some people to repair the fence and some others to bring the wounded to the Doc. Nobody is seriously harmed, but everyone still seems to be a bit shocked about the speed of the event. Rico is fuming with anger and wants to go after them, but no one seems to be willing to join him. The rest of the night passes with speculations on the identity of the stranger who has rescued the overweight mutant.

Chapter 2: enter the Mad

The players will hear all kinds of rumors during the next day. Some will say that another mutant had entered the town to rescue his kin. Others will mention the brotherhood, the raiders and all kinds of other groups. No one knows any details, though. Read the following if the players visit the Saloon during the day:

As the music stops, the doors swing open and the outline of a man with a long trenchcoat can be seen against the burning noontime sun. He moves towards the bar with slow but firm steps and ignores the gawking assembly of customers. His dead-solemn face is disturbed by a faint, cruel smile as he greets one of the ladies with an antiquated motion to his pitch-dark hat. Then, he leans to the barkeeper and tugs his inklike coat behind him, displaying a big, sinister handgun at his side. Barnes, the barkeeper, looks nervously from one side to the other and mumbles: "Hey, mister. Can I... help you with something?" The man grins, presenting a set of sharp teeth, and says: "Drink. Best liquor you have. I also need information." Barnes nods and walks downstairs. Seeing that all eyes are fixed on him, the man turns back to the room.

The stranger will introduce himself as Angelojos if politely asked. He will tell that he is after a mutant: ugly as hell, with a huge nose and dark facial hair, named Tico. If asked, he will say that he has some "personal business" to settle with him. Angelojos will be very interested in yesterday's events. If they seem all right to him, he will ask them to keep their eyes and ears open for good pay.

Angelojos is after a reward which has been placed on the head of the mutant in the Hub. The Hub Water Merchants will pay 2000 caps for the death of the mutant. The brotherhood would also like to see him dead and will pay 500. Angelojos wants to get this money, but there is also more to that. He wants to take revenge on his kinsmen for leaving him alone after the ruin of their dreams (see description of "the mad"). Angelojos will stay in an upstairs room of the Saloon, he did not board at the hotel since he wants to be where "life" is.

The group will now have two days to roam Junktown (if they haven't already) and talk to people (and maybe accept some jobs). Investigation about the mutant and his partner might reveal some rumors (most of which aren't true) and the general feeling of fuming anger directed towards the mutant and his human partner.

Chapter 3: In the desert

You hear some noise as you get closer to the gates of Junktown. A big gathering of people are blocking your way, and the deputies are trying to keep the people back. Behind them, close to the entrance, is a truck whose motor is still running.

The truck from the mutant's escape has returned to junktown- a trader has found it left deserted in the wasteland. He saw some tracks headed toward La Guardia but didn't follow them since there is a war going on in that direction- a group of mutants are fighting against brotherhood paladins and he didn't want to get close to that.

Intrigued by this new information, Angelojos will search for some people to go to La Guardia since he speculates that the two will try the same coup there. He'll pay 500 caps to scout La Guardia for him. He wants to finish "his business" himself and is going to meet the group in the Shawnog Hotel. In truth, he wants the bounty and will not be willing to pay the group once he has caught the two. He will use his "former employment" to get rid of the group. If the group does not accept, he will find other people willing to do the job:

George Smith Attributes: STR 6, END 7, PER 6, AGI 6, INT 6
Derived: APs 8, HPs 34, AC 6, Seq 12, MD 3
Skills: small guns 56, Melee 44, Unarmed 62, First aid 34, Throwing 47
Weapons: Spiked Knuckles, G3 Battle Rifle, ammo: 7.62mm
Armor: Leather Jacket Inventory: 3x 7.62mm , lighter, 57x gold coins

Tim Kozak Attributes: STR 7, END 6, PER 7, AGI 6, INT 5,
Derived: APs 8, HPs 32, AC 6, Seq 14, MD 4
Skills: small guns 96, Melee 54, Unarmed 53, First aid 31, Throwing 62
Weapons: .357 Magnum Revolver, ammo: .357, Frag Grenade
Armor: Metal Armor MK II Inventory: 3x .357 Magnum , 2x Frag Grenade , rope

George Jones Attributes: STR 5, END 6, PER 9, AGI 6, INT 5
Derived: APs 8, HPs 32, AC 6, Seq 18, MD 2
Skills: small guns 87, Melee 46, Unarmed 54, First aid 31, Throwing 57
Weapons: Colt .223 Hunting Rifle, ammo: .223 FMJ, Throwing Knife
Armor: Metal Armor MK II Inventory: 3x .223 FMJ , 4x Throwing Knife , Cigarettes, 49x gold coins

Pamela Kozak (Leader) Attributes: STR 7, END 6, PER 5, AGI 4, INT 6
Derived: APs 7, HPs 43, AC 4, Seq 10, MD 4
Skills: small guns 60, Melee 80, Unarmed 63, First aid 30, Throwing 62
Weapons: Knife, Spiked Knuckles, throwing knives (3)
Armor: Metal Armor MK II Inventory: 2x stimpack, radio, 48x gold coins, 2x flare, Cigarettes, jet, buffout

If the group does not accept and is not willing to go after the two to get the bounty themselves, the GM might try spreading false rumors about raising the bounty or about the Brotherhood looking for new recruits for their camp in La Guardia.

On the road...

Travelling from Junktown to La Guardia will take about a week by foot. There is a rusty Canyonero SUV at the Junk Plaza which may be bought for 1000 caps. However, the steering wheel is broke and the tires are flat. Getting new tires and having the wheel fixed will cost the group 300 caps. Also, the four-wheel drive is screwed up and the vehicle won't go faster than 80.

There may be some random encounters on the way to La Guardia. If they haven't dealt with the raider problem (see Lila Henace Quest), they might encounter some. There's also a pack of silver geckos and some pigrat families around. Other than that, the way between to La Guardia is deserted due to "the mutant threat".

Meeting the two...

After leaving half of the route behind, the group will see some dark smoke in the distance. As they pass over some hills, they will see this right in front of them:

The burnt ruins of something that may have once been a troop carrier are spread out in front of you. Between the spread pieces of metal, there lie twisted and scorched human bodies. There are some fire spots and fume is still emerging from the carcass of the vehicle. You can distinguish some movements among the remnants. A human is dragging himself to the wreck.

The group will find the Dude, moving towards a brotherhood paladin in power armor. They might not have enough time to notice that he looks pretty messed up, for Tico will appear from behind the wreck and point an Avenger minigun at them. He looks like he's very handy with that. He will closely watch the reactions of the group.

"Well, well, well, well, well... what we have here? Some wanderers. Easy. Tico don't want to harm you. But he will, if you try something stupid." The stocky mutant raises a hand to his face and scratches through his short, thin beard. "Now you drop weapons." He waits, smiling, until you comply to his order. But then his eyes catch a glimpse of his wounded human "partner" lying next to the dying paladin. Suddenly, his eyes widen as comprehension dawns on him and he screams in anger: "NO! Get away from him!"

Keeping an eye on you, the mutant leaps over to his partner and picks him off the ground with his free hand. "What he tell you?" he screams, shaking the battered human. "He tell name?" The human nods, squinting through his swollen eyes and mutters: "Bastard."

Looking confused, the mutant drops him on the ground and mumbles "Bastard? What kindda name is... HEY!" He kicks the human on the ground and glares at you.

"You stay put or Tico kill you." The mutant goes a few steps back to the paladin and kneels down, all the while watching you. "Friend..." he says softly, gently touching the paladin at the shoulder. "Friend... you tell Tico the name of the vat?" As he gets no response, Tico takes a quick look at the paladin. He's dead.

"No... ARGH! YOU! Get up, buddy!" Tico stands up and goes to the wounded human, but it looks like he has passed out. "Oh no... buddy, you not die. You not die yet, tell name of vat first, then you can die." The mutant looks panicked and now directs his full attention to you.

Tico will notice any "stupid" actions of the group and react to them. He doesn't want to kill them since he doesn't know whom he's dealing with yet. He will just keep the group at bay until he has figured something out.

"Looks like you have bad luck." he grumbles. "Tico not in good mood any longer... thanks to his buddy." He pauses for a moment, and then his face lightens. "Hey, but now Tico doesn't have to carry buddy. Tico has pack mules now."

Tico will have the group hand over their weapons and their backpacks. He'll put the weapons in plastic covers from the brotherhood vehicle and sling them around his shoulder. He'll leave all the equipment, food, water and his buddy for the group to carry. Then he will set out to the north to find "the place which make Tico a rich man."

Tico and Dude had a small argument on their way to La Guardia. It ended with Tico beating the crap out of his buddy and dragging him across the wastes until "making new plans". They've stumbled upon the BoS carrier which had been attacked by mutants just a while ago. Thinking him to be a paladin, a dying paladin has told Tico the location of an old vat. Their recon group had found out that the vat held military data, including a pure strain of F.E.V. and the exact location of all vaults. However, the soldier did not know the name of the container which held the holodisks. Only the leader of the group had that information. He passed it on to "buddy" before he died.

Across the desert...

“If you save breath, Tico thinks men like you can manage it. If you don't manage it, you'll die. Only slowly, very slowly my buddies.” The mutant grins as the sun burns down on you without mercy. Tico's buddy has awoken a while ago and now walks silently among you. You have been travelling through the open desert for a day now and haven't once encountered another living being. The last few drops of water are in Tico's possession.

If the group can't think of a way of getting their weapons back or tackling Tico, he'll drive them on further into the desert. If they gain the upper hand, this will happen:

Tico holds his hands up and tries to look harmless. “Hey, you could make thousands of caps... Hundreds of thousands of caps... Even thousands of thousands of caps...”

His buddy looks up and mumbles: “They call 'em millions...” Then he looks to you and says: “He's right, y'know. He's the only one who knows the location.” As he notices your looks, he adds: “And I'm the only one with the right name.” A slight smile appears at his lips.

Either way, after another day, they will run out of water. This is what'll happen then:

Dusk is closing in and as you wander further on into the desert, you see a cloud of dust closing in. You can make out humanoid shapes in that cloud. Tico halts and peers into that direction anxiously. Then, his face brightens and he smiles widely. The shapes you see are too large for humans. Laughing, Tico spreads his arms and waves.

“Friends... come to Tico! Damn the humans! Hooray for mutants!”

The indefinite group changes its direction and moves closer towards you.

“Yes! The Master is on Tico's side because he hates humans!” screams the mutant happily.

His buddy shakes his head: “The Master is not on your side because he hates idiots also.”

Now that they are standing close enough to discern their features, the group of mutants stops and waits for the dust to settle down. Then they brush the dirt of their power armor...

The troop of five Brotherhood paladins are scouting the area for mutants and will deal with anyone who tries to make trouble. The leader, a young stubborn man, will not listen to any explanations and have “the mutie and the collaborators” gagged and put to chains. He will then lead them all to La Guardia. The trip will take two days.

Chance (senior Paladin) Attributes: STR 8, END 7, PER 8, AGI 6, INT 5

Derived: APs 8, HPs 68, AC 6, Seq 16, MD 4

Skills: small guns 75, Melee 56, Unarmed 48, Big Guns 84, Energy weapons 91, Trowing 57

Weapons: YK42b Pulse Rifle, ammo: Micro Fusion Cells, PK Infantry Support Gun, ammo: 7.62mm

Armor: Hardened Power Armor Inventory: 2x 7.62mm, 2x micro fusion cells, super stimpack, 2x stimpack

Kate Attributes: STR 9, END 6, PER 5, AGI 6, INT 6

Derived: APs 8, HPs 64, AC 6, Seq 10, MD 4

Skills: small guns 48, Melee 74, Unarmed 61, Big Guns 102, Energy weapons 86, Trowing 61

Weapons: Bozar, ammo: .223 FMJ, Glock 86 Plasma Pistol, ammo: Small Energy Cell

Armor: Power Armor Inventory: 2x .223 FMJ, 2x small energy cell, 95x gold coins, 2x flare, 4x stimpack

Brad Attributes: STR 9, END 7, PER 5, AGI 4, INT 4

Derived: APs 7, HPs 68, AC 4, Seq 10, MD 4,

Skills: small guns 53, Melee 77, Unarmed 37, Big Guns 95, Energy weapons 64, Trowing 58

Weapons: Light Support Weapon, ammo: .223 FMJ, Super Sledgehammer

Armor: Power Armor Inventory: 2x .223 FMJ, 124x gold coins, flare, radio, super stimpack, 4x stimpack

Lisa Attributes: STR 8, END 6, PER 8, AGI 6, INT 6

Derived: APs 8, HPs 64, AC 6, Seq 16, MD 4

Skills: small guns 79, Melee 50, Unarmed 50, Doctor 74, Energy weapons 103, Trowing 54

Weapons: YK42b Pulse Rifle, ammo: Micro Fusion Cells

Armor: Power Armor Inventory: 2x micro fusion cells, super stimpack, 127x gold coins, doctor bag

Brad Attributes: STR 9, END 5, PER 5, AGI 5, INT 6

Derived: APs 7, HPs 60, AC 5, Seq 10, MD 4

Skills: small guns 47, Melee 75, Unarmed 59, Big Guns 106, Energy weapons 89, Trowing 46,

Weapons: MG3, ammo: 7.62mm, YK42b Pulse Rifle, ammo: Micro Fusion Cells

Armor: Power Armor Inventory: 2x 7.62mm, 2x micro fusion cells, 4x stimpack, 52x gold coins

Chapter 4: La Guardia



Description:

La Guardia is at the edge of the desert, the edge of “civilization”. West and North of it lies nothing but barren, radiated land. It’s main function is to provide food and shelter for caravans which journey between the new city NCR, the Hub, New Reno and the Brotherhood of Steel. In fact, the Brotherhood has vital interests in La Guardia, for it is their first “hidden” outpost in the wasteland. A squadron of knights and some paladins are situated here, listening for news and watching out for mutants. The inhabitants of this village make their living by offering various services to travellers.

Economy:

Food is being imported from other towns and kept at the cool storage facilities. There are three hotels, two mechanics, a junk trader, a bath palace, an equipment store and a store for medical supplies to be found in La Guardia. Prices are moderate.

Laws & Law enforcement:

La Guardia is regarded as neutral grounds by everyone. There’s no gate and no one is patrolling the streets, but heavy Brotherhood presence is obvious, which might be the reason for the calmness in this small place. After all, no one wants to mess with the Brotherhood, whose bunker is located at the northern edge of town.

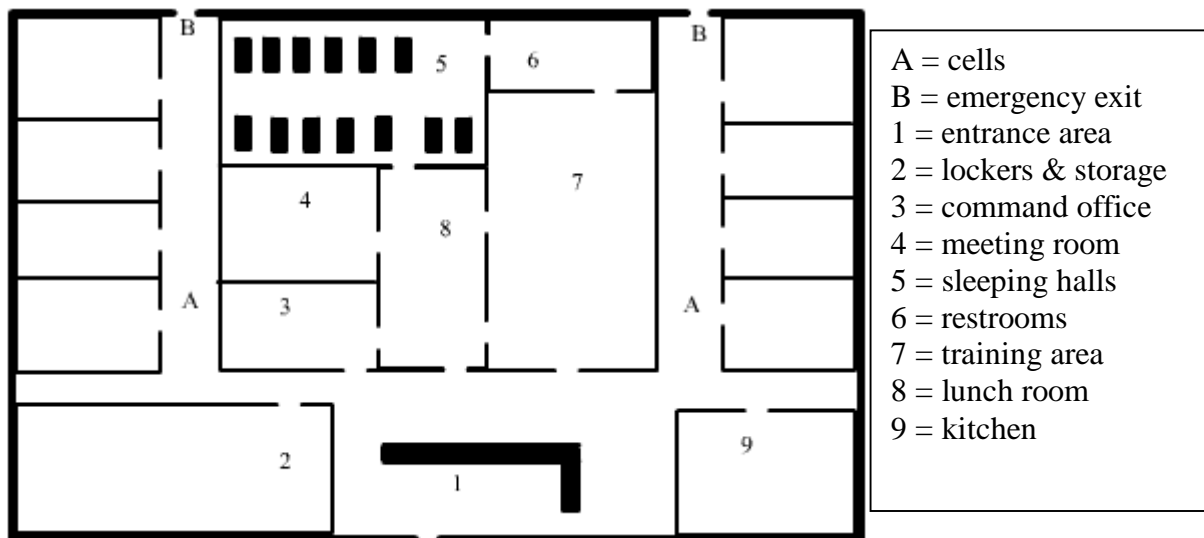
People & notable facts:

The inhabitants of La Guardia count somewhere in between 200 and 300 people, travellers not counted. Since population dynamics in this village is so vibrant, listing important people is to no avail. Even members of the Brotherhood tend to come and go randomly, with the base being known as the “boot camp” among the knights. Or as one young knight stated: “If you’ve survived La Guardia, you’ve survived hell.”

Entering La Guardia...

The group will be lead through town and right into the prison of the brotherhood bunker. Though the bunker itself is below ground, the prison is in the big concrete building right at the entrance. The area is surrounded by barbed wire. A truck is parked in front of the main building, and the flag of the Brotherhood can be seen at every entrance. The group will be placed into neighbouring cells, with two persons each in a cell. Tico will be put in a cell on his own and restrained with chains. Their equipment, weapons and armor are placed in lockers at the entrance.

After a while left on their own, the group will be confronted with the new base commander, Senior Knight "Angel" Rodriguez. It might be a shock to see that Rodriguez is none other than Angelojos! He'll be very pleased to have the group in custody and will promise to take lots of time to show them his "hospitality".



"Look whom we got... some traitors to their race." The face you behold is that of Angelojos.

"I have been fortunate enough to replace the old commander after he left to report something of importance to the Brotherhood. Too bad he never arrived there." Angelojos smiles cruelly and strolls along the empty hallway. "From what I've heard, a group of mutants attacked his vehicle. Everyone was killed... now, you would not know anything about that, would you?"

Angelojos had arrived in La Guardia just to find out that no one was here. After doing some investigation, he found out that the base commander was leaving to report something urgent to the Elders. With his knowledge of the Brotherhood, it was an easy task for him to "run into" the replacement and enter the facility as senior knight Rodriguez, the new base commander. The possibilities of his new position are just dawning on him and the bonus of having the people he wanted delivered right to his feet is really satisfying. But he's not all happy yet - he wants to know what could be urgent enough for the base commander to go himself. Thus, he wonders if any of his guests may know something about it. In any case, he'll be happy torturing them a bit.

Getting out...

It's night and all is silent. All except Tico's buddy, the guy whom Angelojos called the Dude: "Where there's a fight, there's confusion and when there's confusion a man who knows what he wants stands a good chance of getting it."

"What you talking about?" mumbles Tico from the adjacent cell. His jaw must still hurt.

"Diversion. We need to get out or this maniac will kill us all."

"So you Tico's buddy again, eh? Good. Tico say yes. What with you little ones?"

Escaping will not be easy since the walls are reinforced concrete and the barred doors are made of heavy steel, secured with electrical high-tech locks. There are no windows, the only light source are the fluorescent lights in the hallway. Within each cell, there are only two metal beds with some cloth covering.

At this point of time, the players will already have been tortured to half their hitpoints, they also have temporarily lost 1 endurance and perceptance. If any of them has told the "commander" about their knowledge, he will torture them a bit more, just to be sure, and then concentrate on Tico and the Dude. Note: roleplay the torture- no rolls.

If the group cannot think of a way to escape, the Dude might push them into the right direction. He will also try preventing "unwise" plans. A failed plan will result in more abuse and the placement of a guard at the hallway. The group may also try persuading someone of Angelojos' true nature. Here's the Dude's last resort:

The Dude goes close to the bars and looks whispers: "Tell him where that damn place is."
"What? You crazy, then he kill us."
"Unlikely. He don't have the name yet. But I reckon he'll let you go after you tell him."
"You stupid. He not let Tico go. Why would he do that?"
"Cause you gonna convince him that it's more fun hunting you. 'Sides, he won't have no use for you any longer. He could have you transported to the main base, and you might just get "lost" on the way. Such things happen."
For a while, Tico is silent. Then he says.
"That good plan. But why is buddy telling Tico this?"
"Cause I think you might get us out once you're free."
"Why would Tico do that?"
"Cause Tico don't want some lunatic to go after him... 'n Tico wants to get into the vat, too."

However, not all will go according to plan. Tico will be brought away, but he has told more than he was supposed to. He has told Angelojos of the plan in exchange of free leave. Just before he's transported, Tico will grab the Dude through the bars and knock him out, planting a small energy cell on him while doing so. The energy cell may be combined with the clothes to form a weapon (a sap) or someone with science skill might try using the acid to short the electronic locks to get out.

As you're looking for a way to get the others out, you see the Dude sneaking to the corner. Before you can react, he grabs the knight who just enters the hallway at this moment. He tries dragging him into your cell and throws an angry look at you. "You gonna help or what?"
...
The two of you have knocked the guard out and put him into the cell. The Dude takes off the man's clothes and armor while you are watching the hallway. As you turn, you see the knight waking up. "Wha-? You'll pay for this! I'm a knight of the brotherhood of steel!"
"To me you are a naked son of a bitch. Now shut the hell up 'fore I get mad." the Dude gaggs him and gets the keys. "Now let's get out."

The guard was unarmed, so players will have to sneak their way to their equipment and get out without being noticed. Since it is night, there are only two knights at the entrance hall, armed with combat shotguns, one of them has the storage key. There's a knight in the kitchen who is unarmed, so one might grab several knives and kitchen utilities (even build a smoke bomb with what's there: science -10%). All knights wear Brotherhood combat armor. Furthermore, there's a paladin right outside the main entrance and also one in the back. Guns shots will also wake the 9 knights and 2 paladins in the sleeping halls, but they will need some time to react. Angelojos is not in the commander's office, he's in town, making preparations.

Alternative 1:

If they manage escaping with Tico still being at their side, Tico and the Dude will agree on finding the vat together. They will need the help of the group in case Angelojos hunts them. Angelojos will go alone if he has hired the group in Junktown, or have his gunmen (see Junktown) if he did not hire the group.

The group will have to get supplies before venturing out into the desert again (or it'll be a short trip). While Tico is hiding behind one of the hotels, the others will need to get supplies. By that time, however, the Brotherhood will already be looking for them.

As you get close to the equipment store, you see three brotherhood knights coming towards you. Dude stops and whispers: "Go get the stuff... and make three coffins ready."

The group will be able to get in and buy everything they need. However, they will hear a short gunfight outside. Outside, they'll see four dead knights on the ground.

Looking at the corpses, Dude lights his cigarillo and mutters: "My mistake... make that four."

The group will have to get out of town as fast as possible. Around the vicinity of the town, encounters with Brotherhood patrols are possible (three knights, a paladin). The group may also meet traders and other travellers. Disguising or hiding among other traders will effectively fool the patrols, but they will have to think of something for Tico (or he'll start attacking right away).

Alternative 2:

If no one talks and they don't escape, Angelojos will have them put in the truck for transportation. He'll go himself and take two paladins with him. If he hasn't hired the group before, he'll have his grunts attack them and escape with the truck during the fight. Otherwise he'll have the paladins change places (one of them is driving in the back) and hit the road as they are both outside the vehicle. Then he'll throw the group out and force the two to show him the way.

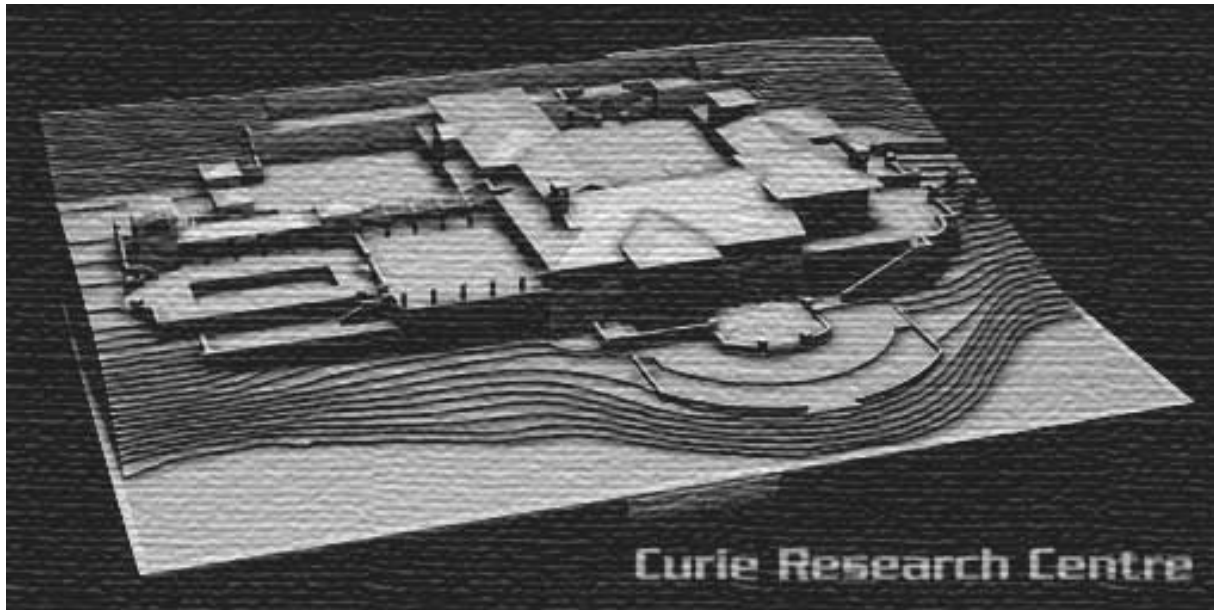
The group would then have to go back to La Guardia. They will meet the two paladins on the way back, and these may explain everything to the base commander. Commander Chance will give the group their equipment back and ask them to go after Angelojos. The reward will be 2000 caps.

Finding the trail of the truck will not be an easy task, but the group will eventually see the smoke of the vehicle if they get to the place where they had been dropped out. Mutants have attacked the vehicle and are now holding buddy and Tico in custody. Angelojos has managed to escape.

The group would then have to get close to the mutant base and either try getting in (in which case they will be captured) or wait until Tico and buddy come out with three High Guards and Pescu (see Chapter 5) in company.

Encounters on the way to the mutant base / the vat may involve mutants, centaurs, flailers, spore plants or radiation areas. Note that the mutants will try capturing any humans who are technologically or strengthwise inferior to them. A typical mutant party consists of three alpha breed mutants in mutant plate armor and with Avenger miniguns. The mutants are willing to talk and to accept surrender (no killing mood).

Chapter 5: the Order of F.E.V.E.R.



Thus spoke our Master: *the time of waiting is over. Few are we, who must bring peace to the new world, but there shall be more of us to celebrate the great Unity. You, my children, will be the guides into a new era, a time of harmony. Take this my blood, so that you may help others to join the new order. Take this my flesh, so that you may protect the order from those who attempt to poison and destroy the Unity. Take this my blessing, so that you may hide yourselves from the eyes of the heathen.* Three the divine had appointed, the finest of his children all. The empty lands lay at their feet, to await the dawn of the Order of F.E.V.E.R., to await the holy call. Such it is delivered, such it will be spoken, such it will be remembered.

Thorn, high priest of the Order

Early in his preparation, the Master had sent a small group of alpha breed mutants out into the wasteland to search for other vaults or similar facilities which might be turned into an outpost. Thanks to the help of a mercenary, BoS Intelligence had found and destroyed the main mutant base in the desert. Other, much smaller outposts had followed soon after as the mutant threat lost its head positions. After scarce waves of attacks, the mutant armies slowly vanished in dust of the wasteland. But not all mutants groups did disperse. While this happened, a small group of mutants had managed to keep undetected within an old biological facility. Their orders had been to keep hidden and to build up the production of the Master's genetical creations. So they have... for many years.

With no contact to the outside world, and no message from their master, these mutants have slowly built up an own cultural system. They have expanded the former research centre to incorporate more inhabitants, since they have reproduced successfully after some decades. Also, they have recovered an old water purification system from a ruined nuclear submarine and even grown crops within the greenhouse of the underground labs. The base has as now 117 inhabitants. It is hidden beneath the desert rock, with the main entrance being protected by genetic creations called spore plants. Since the place is surrounded by highly radiated areas, discovering the facility itself is also a hard task to accomplish.

“My name is Anton, Lieutenant of the Master’s Army. I am recording this in the hope that it may explain our decisions to those who come after us... or walk the remains of our corpses. We have seized this facility five years ago, believing it to be a biological facility of importance. But the function of the Curie Research Centre was merely the examination of genetical engineered plants. There was nothing of strategic importance within these walls. However, we found vast amounts of floral matter, which we used for further experimentation. We have been able to create samples of the forced evolutionary virus, but our research has shown that plants were not an adequate substitute to create functional viral specimens. Due to our orders, we cannot leave our base until we hear of further report. We have been waiting... ..for five long years.

We have been doing our best to strengthen the great Unity, but without proper resources and without proper help, it was not possible to continue our mission. We carried on with our experiments and tried recruiting wanderers who came into our territory. Yet, there were voices among us who had reservations. Had the Master really left us?

Our Order, entity research of the forced evolutionary virus, will no longer be followed by those under my command. My men have demanded to disband project FEVER. I am aware that this is an act of treason and am hereby taking full responsibility by carrying out my death sentence. The poison I took should perform its effect anytime now. I do not know what will happen in the future, but I hope that my men will see the importance of the order of FEVER and will act according to the principles of the great Unity.”

Organisation:

The Order is led by a young mutant called Pescu. He’s a stubborn and ambitious man who wants to lead the Order into a new era. However, the religious leader of the Order, the high priest Thorn, wants to keep everything as it is. He doesn’t want his people to leave the solitude of the Order to venture out into the wastes. In spite of his influence, he could not prevent Pescu from launching first surveillance missions. The result of these missions was highly disturbing for every member of the Order. Not only did they fail in finding any trace of other mutant groups, they have also encountered a troop of well equipped soldiers, the Brotherhood of Steel. Their troop commander did not hesitate attacking the mutant scouts.

Awed by the technological superiority of their enemies, the elders of the Order agreed in taking measures to ensure the safety of the Order. Except one spot as entrance, the area surrounding the Order has been secured with highly radioactive waste substances. Furthermore, specimens of the genetically engineered spore plants were released to guard the facility. But Pescu did not stop at that, he has also collected some old weapons and created the high guard, the elite forces of the Order.

Elders: These are the original troop members who first entered the facility. They spend their time with research and development.

Keepers: Led by Thorn, this is the religious caste of the Order, with most members being young mutants. They maintain infrastructure and guard the Order.

High Guard: Newly founded by Pescu and completely loyal to him, this is the fighting force of the Order. They are young mutants equipped with heavy weapons.

Members: All other inhabitants of the vault. They do most of the physical work. Talented members may try to get into one of the three higher castes.

Friends: These are not mutants, but results of genetic experiments performed on plants and animals. The members of the Order figured out to communicate with these semi-intelligent beasts by means of a gestical language. They are being used as guards and perform simple work (spore plants, centaurs, floaters).

Imprisoned again...

If the group has been caught by the mutants, they will be lead into the inner sections of the Order. The complex has been entirely re-fashioned by the mutants. The walls look organic and occasionally a mutated creature (centaur or floater) will pass by. After being locked into an observatory room with a bullet-proof glass wall, the leaders of the Order will want to question the group on various subjects, including why they are here. They are particularly interested in the happenings of the outside world and whether they know of Unity and the Master. They will be shocked to hear the “news.” If Tico is also in the complex, he'll pay the group a visit.

“Oooh. Look like you on the right side of bars now.” a familiar voice says. Tico enters the hall and looks at you through the glass. He is dressed in the colors of the Order.

“Too bad we don't have dipping matter any more. Tico would like to see you as mutants.” Before he leaves, he turns back and says: “Tico will like killing you. He will like it much.”

The group won't be able to escape, but they'll have time to talk to the mutant guards who might tell them about the Order. If asked, they'll inform the group that Tico will be leaving the Order with Pescu in order to get a “holy artifact”. After some time, an old mutant will come to the observatory room and dismiss the guards to talk to the group.

The wrinkled face of the mutant wriggles in disgust as he stares at you through the glass wall. He brushes his long purple robes aside and pulls a chair over to sit down in front of you.

“Humans-“ he spits out the words in disgust. “I am Thorn, high priest of the Order of FEVER. I shall make you an offer... one you cannot afford to refuse.” The old mutant leans closer.

“Our leader Pescu wants that vat, but I cannot let him get the information he desires. I have heard your words, but I cannot let my people venture out into the wastes. This would be the fall of the Order. I have tolerated the ramblings of our young leader for far too long. My offer: I shall grant you free passage. You will receive your belongings and the supplies you need. To repay my “kindness” you shall go after Pescu and kill him. You cannot let him enter the vault. One of my men will come with you to aid you in your task. After the deed is done, he will show you the way out of our territory. Know that if you betray me, the Keeper of the Order coming with you will gladly lose his life in the task of paying back for your betrayal.”

With such a nice offer, who might be able to refuse? Thorn will smuggle the group out of the complex, hiding them among leftover food to be thrown to the centaurs. Once outside, they will meet the Keeper and notice that he's armed with a Laser Rifle. The group will be able to ambush Pescu and his men while they are camping.

Pescu Attributes: STR 9, END 8, PER 4, AGI 7, INT 7 Derived: APs 9, HPs 92, AC 7, Seq 8, MD 4

Skills: Unarmed 47, Big Guns 92, Energy weapons 66, Trowing 62

Weapons: Avenger Minigun, ammo: 5mm, Winchester Model P94 Plasma Rifle, ammo: Micro Fusion Cells

Armor: spiked mutant plate armor Inventory: 2x 5mm, 2x Micro Fusion Cells, 2x flare

Allan Attributes: STR 8, END 7, PER 5, AGI 6, INT 5 Derived: APs 8, HPs 88, AC 6, Seq 10, MD 4

Skills: Unarmed 50, Big Guns 87, Energy weapons 47, Trowing 57

Weapons: Bozar, ammo: .223 FMJ, Frag Grenade

Armor: mutant plate armor Inventory: 2x .223 FMJ, 2x Frag Grenade, Super stimpack

Nick Attributes: STR 8, END 8, PER 5, AGI 6, INT 5 Derived: APs 8, HPs 92, AC 6, Seq 10, MD 4

Skills: Unarmed 53, Big Guns 75, Energy weapons 54, Trowing 68

Weapons: M60, ammo: 7.62m, Frag Grenade

Armor: mutant plate armor Inventory: 2x 7.62mm, 2x Frag Grenade, 2x flare, 2x rope

George Attributes: STR 8, END 6, PER 7, AGI 7, INT 6 Derived: APs 9, HPs 84, AC 7, Seq 14, MD 4

Skills: Unarmed 59, Big Guns 96, Energy weapons 57, Trowing 55

Weapons: Light Support Weapon, ammo: .223 FMJ, Mega Power Fist, ammo: small energy cell

Armor: mutant plate armor Inventory: 2x small energy cell, 2x .223 FMJ, stimpack, flare

Maybe it was a gut feeling, but the Keeper does not intend on letting the group go. After the fight, he will attack the group. Tico, will not help him but flee instead.

Chapter 6: high noon



Finding the vat is one thing, getting in is another. In the middle of the desert, there are the wrecked remains of a bus. It lies right on top of some air holes. The vents go open at high noon and exchange air for half an hour, then go shut for a day again. The vat is buried below ground, which is why no one else has found it yet. One will have to search a bit to find the vent and to uncover it. A perception roll (-2 modifier) should be made for this.

Uncovering the vent will take some time and if the Dude is in the group, he'll just smile and load his gun, saying: "You see, in this world there's two kinds of people, my friends: Those with loaded guns and those who dig. You dig." The group ought to know by now how fast a shot this guy is.

The diameter of the ventilation shaft is wide enough for a mutant to crawl through. It ends in an empty hallway after ten yards. One end of the corridor is buried underneath tons of desert sand. After coming past a row of doors, one will find a big metal door at the other end of the passage. Each of the doors opens up to a big hall with thousands of boxes placed on sideboards. Most boxes are made of metal, but there are even old wooden cases, one of which having "Bundeslade. Do not open." written on it. There are no "names" on the cases though, only lots of numbers. Most cases will have junk or strange stuff (the GM may let his creativity roam here), but there are also boxes with ammo, with guns and with equipment.

In total, the four halls contain:

- a Colt .45 M1911A1 Pistol, 500x .45 bullets
- a Winchester Combat Shotgun, 400x 12 gauge rounds
- a H&K MP-5, with silencer
- two M16A2, 50x 5.56mm, an M60
- 10 flash grenades, 5 gas grenades, pulse grenade
- two gas masks, 5 ropes, 3 medical kits, a stimpack, 8 radaway

It would take two weeks to go through all boxes, so the players will have to roll for luck to see if they get anything useful. While they are looking (or exploring), Tico and the Dude will open the metal door. As soon as the door is opened, a sentry robot will come out and attack anything inside. Tico will jump into one of the halls, the Dude will run to another. The robot will keep everyone busy, however, Tico will manage to enter the room behind the metal door and his buddy will go right after him.

ComBot (rocket launcher non-operational): HP 160, SQ 10, AP 14, XP 600, CC3, AC 30, N 10/70% L 5/70% F 6/70% P 3/20% E 10/70% PR: 100%, RR: 100%, GR: 100/100, Attacks: heavy machine gun (70%, 6 AP, 2d20+5)

As you pass the metal doors and enter the huge room, you see rows of large metal cylinders sticking out from round ditches in the ground like huge tombstones. Some twenty yards away, you see Tico running from container to container, reading the names written on them. As you approach one of the big tubes, you hear the sound a big explosion. Some dust comes out of the corridor right into the room. Soon after, the outline of a figure in a duster follows. It is the mad guy, Angelojos, with his weapon drawn and pointed at you. He shows a wicked smile and says: "I used to believe in many things, all of it! Now, I believe only in dynamite."

Angelojos does not have any "problems" with the group as long as they stay out of his way. The group will notice the Dude standing to the right of them and Tico positioning himself their left. This is a real mexican standoff now. If any one person in the group makes a move, the three of them start shooting (with the players stuck in between!) at each other. If the players duck and cover ☺ in time, then the Dude will kill Angelojos. Tico can be found cowering on the floor, with a flesh wound in his leg.

Tico stands up, smiling, and says: "Buddy not only smokes. He can shoot too." But his buddy just looks back and responds grimly: "I don't think we're friends any more. Your friends have a high mortality rate, Tico." He turns slowly and points his gun at the mutant. He shoots... right into the container behind Tico. A yellow ooze flows out of the tube behind the quivering mutant. As he feels it trickling on his neck, Tico slowly turns to face the fluid.

"This... this is the alpha ooze." he stammers.

The Dude lights a cigarillo and says: "Marion Pohlmann. The name of the scientist... and that is - *he points at the fluid* - the original alpha FEV strain. What you're after, right "partner"? That and the location of all vaulttek facilities. To the right people, this'd be worth some, and I'm not even countin' the high tech stuff in here." The Dude reaches under his poncho and pulls out a dynamite pack. "I'll make you all a nice offer. I tell ya what, partner. We'll split in even, as usual. I'll give you the alpha strain FEV and take the info about the vaults myself." He presses a button on the dynamite pack. "I think there oughta be some generators to power these tubes. Guess selling those would earn you some. Better not believe you're fast enough to stop me blowing you to hell. To quote someone dead: Now, I believe only in dynamite."

The Dude is not joking, he will throw the dynamite pack at the group if they try a move. Any one rolling a success in both science and barter skills might guess that the generators would be worth around 10000 caps each. There are two functioning generators left in the facility. All other tubes contain nothing of worth (though the GM could place the hook for a further adventure in one of them). The Dude will leave with the holodisk. Tico will try following him, but his leg bleeds too hard for that. He'll resign and sit where he is, leaving the players alone. If the group doesn't follow the Dude and decides on searching the halls, they'll stick around long enough to see this:

As Tico is lying covered in the vat bath, a figure appears at the doors. A one armed mutant enters the room. It's the Keeper- he's still alive! Surprised, Tico looks up at the intruder.

OLM: "Slow down, pal. So, finally I tracked you down... I've been looking for you everywhere. Whenever I felt an itch and wanted to scratch myself, I thought of you. Now I find you in exactly the position that suits me. I had lots of time to practise with this nice gun here. It'll be a pleasure to watch you suffocate in your own blood."

Suddenly, bullets burst out of the ooze on the floor and rip the one armed mutant into pieces. Tico pulls his minigun out of the ooze and says: "You want shoot? Then shoot. Not talk."

When the group starts off with the generators to leave Tico behind, he will yell at them to stop and order them to leave one of the generators. He'll threaten them with throwing some of the FEV at them. If they comply, he'll let them go. If the group seems willing to take the chance, but kill Tico to repay it, he'll grin and let them pass as he doesn't want to fight any more. He'll just sit in his FEV bath and look glum.

Facts: People

Sheila Darkwater

female human, 36 years old, black hair, brown eyes, athletic figure

Attributes: STR 6, END 6, PER 5, AGI 7, INT 7,

Derived: APs 9, HPs 32, AC 7, Seq 10, MD 3,

Skills: small guns 57, Melee 53, Unarmed 68, Throwing 71,

Weapons: Spiked Knuckles, .44 Magnum Revolver Armor: Metal Armor

Inventory: lighter, 150 caps, stimpack, Killian Darkwater photo, Cigarettes, 2x .44

Description: After the death of her father Killian, Sheila has become a tough businesswoman. She built a whole complex called "the Company" and has become one of the biggest brahmin suppliers around Hub. The Company employs almost a third of Junktown's inhabitants and is organized very strictly. Over the years, Sheila has grown lonely and harsh. However, she is considerate of her employees and of "her" town. She manages most deals and even works in the brahmin pens at times.

Smilin' Tyrone Bexter

male human, 41 years old, grey hair, blue eyes, a bit overweight

Attributes: STR 5, END 5, PER 6, AGI 6, INT 7,

Derived: APs 8, HPs 35, AC 6, Seq 12, MD 2,

Skills: small guns 87, Melee 50, Unarmed 53, Throwing 65,

Weapons: Colt Calico .45, 2 throwing knives Armor: Leather Armor

Inventory: 200 caps, medikit, 2x .45

Description: Tyrone had to leave the Hub because of some problems with the local officials. He took his business along with him and bought the old warehouse from the company. Thanks to his associates in the Hub, he was able to grow a nice trading business in short time. Pretty soon, he spread all over Junktown and his appetite longs for even more. He seems to be a nice and easy going person, but inside he is cold-hearted. Since he does not want to get into trouble with authorities again, he keeps peaceful... until he finds a way to take possession of the town.

Pete Escom

male human, 30 years old, bald, dark eyes, muscular

Attributes: STR 7, END 6, PER 7, AGI 3, INT 5,

Derived: APs 7, HPs 64, AC 3, Seq 14, MD 4,

Skills: small guns 73, Melee 65, Unarmed 37,

Weapons: Thompson M192B SMG ammo type: .45 Caliber, Switchblade

Armor: Leather Armor Mk II

Inventory: 2x .45, psycho, 2x buffout

Description: Pete is a hirehand for any kind of job. He has no scruples at all and will do anything for money. So far, he has been smart enough to keep his name out of the dirty work. Currently, he takes care of the trade house for Tyrone, but he may switch sides if someone has the right offer to make. Pete is very straight-forward in his views and doesn't make a deal of his eagerness to succeed.

Lila “scrapgal” Henace

female human, 25 years old, blonde, green eyes, slim figure

Attributes: STR 6, END 5, PER 4, AGI 7, INT 5,

Derived: APs 9, HPs 35, AC 7, Seq 8, MD 3,

Skills: small guns 49, Melee 59, Unarmed 64, Throwing 78,

Weapons: Spear, Spiked Knuckles Armor: Leather Armor

Inventory: lighter, Cigarettes, Rico’s shirt, healing powder , 25x gold coins

Description: Lila talks with a strong southern drawl- though no one knows where she got that from. She’s an orphan who has fought her way through the rough Junk Plaza and learned to survive in the wasteland. Though she appears to be tough and cynical, she is very insecure and still child-like in her beliefs. She has a crush on Rico, but doesn’t want to admit it since it would weaken her position as a leader.

Doctor Rigid B. Owens

male human, 52 years old, black hair, moustache, brown eyes, sturdy built

Attributes: STR 2, END 4, PER 6, AGI 4, INT 8,

Derived: APs 7, HPs 28, AC 4, Seq 12, MD 1,

Skills: Doctor 122, First Aid 92, Science 64,

Weapons: scalpel Armor: none

Inventory: Doctor's bag, First aid kit, Super stimpack, Stimpack, Book of Science

Description: The “Doc” as people call him has left the Brotherhood of Steel while he was still a teenager. Somehow, he didn’t fit into the “cold technological society”. He wandered the wasteland until he fell in love with a gal in Junktown. He became the new Doctor of the place after the old Doc Morbid “retired”. Everyone in town knows and likes Doc Owens, and he himself is very content with his job and position. He has grown sullen after his wife died and isolates himself more and more every day.

Sheriff Saul

male human, 50 years old, grey hair, dark eyes, muscular

Attributes: STR 6, END 5, PER 7, AGI 5, INT 6,

Derived: APs 7, HPs 74, AC 5, Seq 14, MD 3,

Skills: small guns 86, Melee 50, Unarmed 115, Throwing 53,

Weapons: smith & wesson magnum, M19 rifle, Brass Knuckles

Armor: Leather Armor MK II

Inventory: 3x .357 Magnum, 20 shots of 7.62mm, buffout, stimpack, 25x gold coins, Cigarettes, lighter, drawing of his wife, bottle of old scotch

Description: After he gave up his boxing career to marry Trish and lead a life as a farmer. He became Sheriff after the old Sheriff died during the super-mutant attacks. However, he is still blaming himself for accepting the job, as his wife and children got killed during another attack while he was out on duty. He lost himself in his job and his alcohol and has become a bitter, stern man since then.

Rico Lyndon

male black human, 28 years old, short black hair, dark eyes, very muscular

Attributes: STR 7, END 7, PER 4, AGI 5, INT 5,

Derived: APs 7, HPs 68, AC 5, Seq 8, MD 4,

Skills: small guns 80, Melee 68, Unarmed 78,

Weapons: Shiv, Desert Eagle .44 Armor: Leather Jacket

Inventory: 2x .44 JHP, psycho, stimpack, Lila’s hairbow

Description: Rico is the speaker of the farmers and brahmin drivers in Junktown. He is a giant of a man who is known for choking a giant molerat to death with his bare hands, thus saving a wounded scrapper. The scrapper was Lila, who was much younger back then. For five years, Rico couldn't forget about her, but he is too shy in these matters. Otherwise, he is very selfconfident, determined and even stubborn.

“buddy” or “the Dude”

male human, 30(?) years old, brown hair, scraggy beard, slim and athletic

Attributes: STR 6, END 5, PER 9, AGI 8, INT 6, CH 5, LK 5

Derived: APs 9, HPs 80, AC 8, Seq 20, MD 3,

Skills: small guns 102, Melee 48, Unarmed 70, First aid 71, Throwing 59,

Weapons: SVD-4000, ammo type:7.62mm, .44 Magnum Revolver

Armor: none

Inventory: 2x 7.62mm, .44 Magnum, matches, cigarillos, 2x stimpack, 2x dynamite

Description: “buddy” or “the Dude” has been wandering the wasteland since he was born. He grew up with nomadic wastelanders, joined highwaymen, raiders, local police, has been a trader, bounty hunter and considers himself a simple traveller. If he has a name, then doesn't tell. Buddy is what Tico calls him all the time, so he probably doesn't bother too much about names. He calls himself “the Dude” sometimes, referring to an old movie and the carpet which he's using as a poncho. He's silent, calculating and egoistic, but with the heart at the right spot and a cigarillo at the corner of his mouth.

Tico “the deadly”

male mutant, ? years old, black hair (also facial hair), short and muscular

Attributes: STR 8, END 8, PER 5, AGI 7, INT 5, CH 2, LK 6

Derived: APs 9, HPs 92, AC 7, Seq 10, MD 4,

Skills: Unarmed 58, Small Guns 72, Big Guns 70, Trowing 64

Weapons: none Armor: none Inventory: none

Description: Surviving the “mutant-hunts” of the last twenty years has not been easy for Tico, but he has always made it. He has never shown much enthusiasm for anything besides himself and his desire for an excessive life, which rendered him “unusable” in the Master's Army. He always got the unpleasant jobs and feels hatred towards everyone and against life in general. For years, he lashed out against every human settlement he encountered and thus has a reward on his head in many places. He is a very greedy coward, who will use every opportunity to his advantage.

“the mad” Angelojos

male human, 50(?) years old, black hair, moustache, dark eyes, skinny

Attributes: STR 4, END 6, PER 9, AGI 5, INT 6, CH 5(6), LK 5

Derived: APs 7, HPs 53, AC 5, Seq 16, MD 2,

Skills: small guns 100, Melee 49, Unarmed 52, Science 68, Sneak 90

Weapons: Colt Hunting Rifle, modified .223 pistol Armor: leather jacket

Inventory: 5x .223, plastic explosive, dark shades, psycho

Description: No one would guess that this person is a complete lunatic. Being a former Brotherhood Knight, he didn't even have to be brainwashed by the master to join his cause. The maniac volunteered to become a part in the Master's plan but the vats were destroyed before he got dipped. This crushed whatever reason was left in him and he abandoned humanity completely. He became a bounty hunter and roams the wasteland in search of a vat, meanwhile causing pain for his own pleasure.

Facts: Quests

Sheila Darkwater:

Guard brahmin pens (100 caps, 200 exp)

Sheila has been having problems at her new brahmin pens, which she's trying to build just north of the town. Someone has been hindering the construction by stealing materials and destroying what's already built. She wants this to stop and she needs people to watch over the construction site over night. It's a job for two days and it will pay 100 caps for each guard. If however, they are to find out who's doing it (and why), she will pay a bonus of 100 caps (+100 exp). If they seem any good at the job, she'll have more work for them, but she'll try to keep this secret.

Expose casino fraud (200 caps, 300 exp)

Tyrone just took a trading deal away from Sheila, and she's very pissed at that. She wants the group to go into the casino or the saloon and find business methods that might be considered "unjust". For exposing the fraud (it's in the casino, one armed bandits), the characters will receive 200 caps each. She doesn't want anyone to be harmed, and Sheriff Saul is to be informed about this afterwards.

Spy Tyrone (300 caps, 300 exp)

Sheila knows that Tyrone is up to something, but she just doesn't know what it might be. She fears that it might have something to do with the brahmin she's gonna receive for her pen. She wants the group to find out what it is without being caught. If needed, they are to gain Tyrone's trust and get into his organization. This is dangerous though and might prove to be lethal, so the group isn't required to do that. (for Tyrone's plans, see below)

Help Sheila find evidence (300 caps, 300 exp)

Sheila is sure that it was Tyrone who stole her brahmin and killed two of her workers. She wants proof of that. There's going to be another brahmin ride into town tonight, and she doesn't want her men or the brahmin to be hurt. Attackers may be killed, but what is more important to her is evidence. She needs a proof that Tyrone is behind all of this, and she will pay well for this proof.

Persuade Saul (100 caps, 500 exp)

Now that she's found the proof, she needs to persuade Saul to take action against Tyrone. She doesn't want her opponent to find out about this, so she will pay the group to do this. It will be dangerous, since Tyrone's people might be waiting for them on their way to the sheriff (they will- 4 mobsters with shotguns and leather armour).

Tyrone Bexter:

Spy brahmin route (200 caps, 200 exp)

Sheila has been really bothersome lately, and Tyrone knows that she will soon get some brahmin for her pens. He wants the group to find out where she gets her brahmin from. More important, they need to find out about the route of the brahmin ride... without being noticed, of course.

Make deal with brahmin owners (200 caps, 200 exp)

Now that he knows whom she's getting the brahmin from, Tyrone wants the group to make a deal with the owners. He'll pay up to the double price just to annoy Sheila. He

will be more pleased, of course, if the group is any good in trading. There might also be some of Sheila's people trying to stop them (3 workers with colt hunting rifles).

Steal brahmin (500 caps, 300 exp)

Now that they have proven to be good in this business, Tyrone gives his heros a well-paid "secret" job. They need to get into the pens and steal Sheila's brahmin. He doesn't want the brahmin to be hurt and he doesn't want anyone to "loose" a word about this without loosing his life first. He wants to take his share in the brahmin business, so the group better not screw this one up. The pens are well guarded (3 workers at every gate) and are just half an hour away from Junktown, so any shots are likely to be heard. The brahmin are supposed to be guided to a meeting point.

Sabotage the restaurant (500 caps, 300 exp)

Seems like that bitch is up to some trouble. She just had the casino closed down for a week. Tyrone is pissed and he wants to see some blood. However, going straight at her would cause more trouble than intended. So, he has a plan. He wants the group to sabotage Sheila's restaurant and make sure that the sheriff gets a piece of meat that is "tainted". One of Tyrone's men will be close by to give the sheriff a piece of antidote "just in time". With any luck, Saul will shut the restaurant down and keep out of this private dispute for a while.

Protect Tyrone (400 caps, 300 exp)

Looks like Sheila has had enough- she's not quitting though, since Pete told Tyrone that she's sending five hired gunmen after him. Since she's not sending her own people, Tyrone just thought it to be fair for some "outsiders" to handle this. Tyrone makes sure that the group understands that they need to protect him.

Lila:

Find lost scrappers (100 caps, 200 exp)

Lila has been having some trouble out in the west. She sent some people to dig out the scraps of an old plane and they are 2 days overdue. Since she doesn't want to send any more people out (with the dangerous mutant and his human companion out there), she wants the group to go. She can't pay much, but she'll be very thankful. The plane wreck is 3 days away- there's an old wounded deathclaw inside. The corpses of 4 scrappers will be inside, also. There is a working (very old) radio system and an inflatable boat in the plane. The wreck itself is useless (just a metal source).

Find out who's attacking the scrappers (200 caps, 200 exp)

Seems like the scrappers are having lots of trouble these days. A group came in from the south and reported that they were attacked overnight. They lost the half group and the attacks now seem to increase in frequency. This has been going on for a week now and Lila wants to know who the attackers are and where they come from. It is a motorized gang of raiders, they spot the scrappers at a distance and then close in by foot overnight. The raiders consist of 17 people and they have five military jeeps.

Help the scrappers against the raiders (300 caps, 400 exp)

Now that she knows who they are, Lila wants to "get these bastards". She needs help though and will pay accordingly. She will take seven of her people and attack the raiders at night (throwing molotov cocktails first). If none of her people are killed, she

will be so thankful that she'll give the group one of the jeeps and enough fuel to last a month.

Extra quest: help Lila and Rico get together (500 exp)

Scrappers are rough but happy people who like to gossip, to dance and to drink. Not always in that order. The group might hear about Lila and Rico during these parties at night. People seem to be aware of the two liking each other, but no one dared to talk about this to either one of them.

Doc Owens:

Get leftover syringes (stimpacks, 100 exp)

Since times have been rather troublesome lately, the demand for medical service was pretty high. To say it bluntly: the Doc is running out of stimpacks. He needs new syringes to produce new stimpacks and it will take him a while to do so, so he needs them fast-fast-fast! The Doc thinks that the scrappers may have found some old ones or that there may be leftovers around town, but he doesn't have the time to take care of this. He'll give a stimpack as a reward for every ten they find (there are about a hundred around in town, some at the scrappers', some at the hotel and the saloon, the traders at the entrance also have some).

Find brahmin corpse in the wasteland (stimpacks, 200 exp)

The Doc has been hired by the company to take care of a disease among the brahmin. However, he's not as young as he used to be, in other words: he doesn't want to roam the desert for some stinkin' brahmin corpse. The group is supposed to go out there and find a dead specimen. It can be found west of the companies' new brahmin pens. They'll get 2 stimpacks for the whole brahmin.

Rescue puppies (extra: dog, 400 exp)

The group may notice the caged puppies in the Doc's Lab as they carry the brahmin corpse downstairs. If asked, the Doc will explain that he needs the dogs to find a cure against the "brahmin fever", as he calls it. The dogs won't survive the treatment of course, but that is the price one has to pay for science. The group may try to persuade the Doc out of his experiments if they find another way to make these experiments (for example, using rats). If they are successful, the Doc will give the group one of the older puppies.

Capture rats (extra: 200 caps, 100 exp)

After some research, the Doc has found out that he needs exactly 10 cave rats to finish his experiments. He will pay 10 caps for each rat. Since it was the group who persuaded him to let the dogs live, he will want THEM to get the rats for him. After all, it's for a good cause, right? The scrappers know where to get some rats, but one might also go to the restaurant and ask Old Mac Gregor- he adds some into the stew sometimes. For an "extra bit o' taste".

Rico Lyndon:

Arrange fight with Saul (training, 100 exp)

The group may find Rico training in the boxing ring at the north of Junk Plaza or having a beer in the saloon. An old poster of Sheriff Saul is hung close to the ring. The poster shows him as a young boxer. Rico tells the group that he wants to fight the sheriff sometime in the future, but that old coot just won't accept his challenge. If

they somehow manage to arrange a fight with Saul, Rico will show them a trick or two (unarmed skill rises by 10% for each person).

Extra quest: stop Rico from taking revenge (300 exp)

As far as the group has heard (or maybe even seen), Rico has been beaten pretty badly. Half of the spectators had waged on him, the other on the sheriff. Rico knew that Saul had been good once, but he never knew that he was that good... or that humiliating in the fight. Looks like this has hurt his pride –the affair isn't over for him, yet. He wants revenge and it looks like he's dead serious. If the group doesn't stop him, he'll end up badly wounded in jail.

Extra quest: help Lila and Rico get together (same as Lila quest ,see above)

Sheriff Saul:

Get food from restaurant (100 exp)

As the group approaches the sheriff, one of the deputies rushes by and tells them that the sheriff is in a "helluva bad mood" today. If they wanna speak to him, they better have something of importance. He didn't even have his lunch today, since he had too much work to get his food from the restaurant.

Buy avenger ammo (100 caps, 100 exp)

One of the deputies, Sam, asks the group to get some ammo for the turret. He can't get it himself, since the traders "raise" the price every time someone from the authority buys it. The sheriff is irritated about that and if Sam can't figure out a way to get ammo for the right price, he'll get his butt kicked. Getting the ammo will earn the group 100 caps in total. Sam will give them 1000 caps for the trade and tell them that he's watching them... very closely. If they don't accept the job, he'll shrug and look for someone else. However, next time they get into the sheriff's office, they will have to wait for 2 hours since the sheriff has work to do (he will sit there, reading a book).

Investigate theft at Junk Plaza (100 caps, 200 exp)

If the group asks Saul for any work, he'll tell them that he might need help from outsiders in investigating some theft at the Junk Plaza. Inhabitants there are constantly complaining about minor thefts. Since authorities here are well-known to everyone, investigations are a bit difficult. Maybe some outsiders could help... The thieves are a three children who live in the dry well in the western part of Junk Plaza. They sell the stuff to the traders who come into the town.

Go after the deadly super-mutant (2000 caps, 200 exp)

Entering the sheriff's office, the characters will see a "wanted" sign next to the door. The face of an ugly mutant can be seen on it. Next to it, there's a crude drawing of a man with a poncho and a hat. Saul will just shake his head and mutter that "it's a bunch of idiots who put up the reward for those two. Last reward was 800 caps for the mutie. The stranger there-" he points at the other picture "-has already got that money. Well, who'd have thought that the two of them were working together." He also tells them that it "might be a prominent mutie we got here. There's been someone else who wanted to know about this bastard just a while ago. Maybe you'll find him in the saloon. Can't miss 'im." The stranger is Angelojos, and the people who put up the reward are a conglomerate of scrappers, town inhabitants, traders, the company and the trade house. Bringing the head of the mutie will earn the group 1500 caps. The head of his partner is worth 500.

Finishing up

At the end, the group will have to get back to civilization (maybe running into some mutants or mutated creatures on the way). They won't see Tico or the Dude again (?). Any human infected with FEV might become a Dippie (sorta half-mutant) or a ghoul (50% chance of turning either way) if he doesn't pass a luck roll.

If they had killed Tico or the other two, they can get the rewards. However, killing the Dude will not give them any experience points. They'll receive 1000 exp each at the end of the adventure. The GM should also distribute exp for certain parts of the adventure (or actions taken) as he sees fit.

Suggestion:

To spice up the game, the GM may throw in a quote or two during combat.

Here's some examples of what each of the main characters might say:

Tico: I like big fat men like you. When they fall they make more noise!

Tico: I know how to use this, how about you?

Tico: When you wanna shoot, shoot! Don't talk.

Dude: You feeling lucky, punk?

Dude: I saved a bullet- just for you.

Dude: Three men- three bullets. That oughta work.

Mad: Aah... the sound of a dying man. I like that.

Mad: Are you trying to bore me to death?

Mad: You don't really think you're faster than me, do you?

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