

The Slavers

Adventure one in *Vengeance*.

By: Jesse Hembruff (smoobysmacks@hotmail.com)
Please send feedback!

For characters level 1-3

ADVENTURE NOTES: This adventure was intended to be the first in my ongoing campaign, but can be easily be modified to fit anywhere.

Enjoy!

Chapter 1: Capture

You've been traveling slowly for the last two days, looking for sign of civilization after you were forced to flee your hometown. Sitting down on an outcropping of rock to rest before continuing, you hear muffled voices behind a group of trees and rocks. Suddenly, a group of slavers leap from behind the cover, weapons out. As you stand, one grins, revealing rotten teeth, saying, "Surrender, and you don't get hurt ... yet."

Slavers (8): HP: 40, SQ: 8, DT: 2, DR: 25%, AC: 18, Acc. Range (Char): 7m To-Hit (Small Guns): 65% Weapon: Pump-Action Shotgun, Dmg: +12, Range (Gun): 15, AP: S:5, T: N/A, B:N/A, Clip: 4 Rounds 12 Gauge (Buckshot), Ammo: x40 12 Gauge Buckshot (1d10), XP: 65.

The Slavers start about 8m (hexes) away from the characters. This battle should be hopeless for the players, and they should eventually surrender. If they manage to defeat the original group, have even more slavers join the fight, and much stronger than before. When the players surrender, read the following text

One of the slaver grins, saying, "You boys think you're tough, but you all give in soon enough, We didn't mean to hurt you guys too much, if we did, Metzgar would have our ass. But, make any trouble, and we won't hesitate with ... disciplinary methods." Two more slavers step out from behind the cover, armed with Cattle Prods. Before you have a chance to wonder just how many people are actually back there, the brutal, unkind shock from the Cattle Prod knocks you unconscious.

You awake some time later in the back of a hummer. All the windows have pieces of steel plate bolted over them, and there is a heavy, door towards the front of the car.

Allow the players some time to get their bearings and talk their situation over with each other. They have been captured by the Slavers, and are being taken to the Metzgar – the

Slaver leader in the Den. The players can try to escape, but it is impossible. If they talk too much, one of the slavers from the front slides open a window in the door (which is locked) and tells them to shut up. If they continue to talk, the Cattle Prods are used again. When the players return to sleep (or are disciplined), read the following text.

You wake up some time later on the floor of some dingy building. The blue and white tiled floors are cracked and the roof has a large hole in it, with wires and steel beams hanging down. You look around, and see more slavers, standing guard around the room. The leader steps forward and says, “These ones look like too much trouble. Besides, we’ve run out of room here, bring them to the base. Other slavers drag you back in to the car and drive off.

Days past. You’ve lost track of time sitting in the back of the Hummer, but you finally hear it pull to a stop. The back is opened, and you are dragged out. The bright sunlight burns your eyes after being stuck in the Hummer for so long, but you manage to get a look at your surroundings. Before you, you see the heavy door of ... a vault? It has been since modified, but you recognize it as a Vault. They soon drag you inside, and down to the prison complex.

The dim light throws shadows across the dilapidated modification to the Vault. You’re down in an added fourth level to the Vault, and there are prison bars as far as you can see. A large slaver drags each of you into a cell, tossing you in. “Have fun. The auction’s in 6 days.” One of them says before slamming the door and walking off. The cell has a set of rusty bars, but they are surprisingly strong, even though they appear that they could break at any second.

Chapter 2: Jailbreak!

“Name’s Brian,” you turn to see your cellmate. “I’m a racer, they caught me about 3 days ago. I think I know how to get us out of here. I can open the lock, and we can escape. If we let some others out, that should give us a distraction to get out gear. I think they’re playing with your stuff in the main booth. It’s just up the hall, it’s where the ladder up is. Now, are you in?”

The players should accept Brian’s offer, and escape. See the attached map and reference numbers for location info. This is a hard-hitting combat sequence, and the players have to fight their way out of the slaver base to win their freedom.

MAP REFERENCES

- 1) This is the PC’s cell, and where the adventure really starts. They also share this cell with Brian (See attached character sheet).
- 2) Two slavers sit here, guarding the ladder up to the main base. The cabinet in this room contains all of the PC’s equipment, along with the following items: 1x 10mm SMG, 2x JHP, 1x Leather Jacket, 2x Robe.

Slaver Guards (x2): HP: 35, SQ: 8, DT: 0, DR:0, AC:8, AP: 8 Acc. Range (Char): 7m, To-hit (Small Guns): 65%, Weapon: .38 Snubnose, Dmg: +7, Range: 10m, AP: S: 4, T: 5, B: N/A, Clip: 6x .38, Ammo: .38 (1d6) x30.

- 3) This is the hallway that connects all of the cells. There is one guard here. Slaver Guard: HP: 30, SQ: 8, DT: 2 DR: 25%, AC: 18, AP: 9 Acc. Range (Char): 7m, To-Hit (Small Guns) 70%, Weapon: Colt .45, Dmg: +7, Range 17, AP: S: 5, T: 6, B: N/A, Clip: 7x .45 Cal, Ammo: .45 (1d6 [DR: -5]) x35.
- 4) This is the computer room, if the players choose to use their science skill, have them roll, and answer any questions that you feel the computer would know. The guard in here (which will run out when a battle starts) and the two guards in the hallway have the same stats as the guards in Area #2.
- 5) The door here is locked, players can try to pick it with a 10% penalty. The lockers the first locker is locked, and poses no addition penalty. It contains the following: 1x Leather Jacket. The other locker is unlocked and contains 3x 10mm JHP, 2x .38, 2x .45. NOTE: The Slaver Captain has the key to the door and the locker.
- 6) The guard here has the same stats as the guards in Area #2. There is a computer and two locked lockers which contains the following: Locker 1: 1x Uzi Mk. 27 SMG. Locker 2: 3x 9mm Ball. The players can play with the overseer chair if they are so inclined. The second guard is sitting on a toilet, if you couldn't figure that out (I'm working with the Word drawing tools here – bear with me.)

Level 2: The Guards here have the same stats as the guards from Area #2. The asleep guards (the ones on the beds) don't have any weapons, although they can attack with their fists, 45%)

- 7) Big Fight here! The Slaver leader and two guards are about to execute two slaves (who will help the PC's), and the PC's the captain's key to open the vault door.

Slaver Captain: HP: 50, SQ: 10, DT: 2, DR: 25%, AC: 18, AP: 9 Acc Range (Char): 9m, To-Hit (Small Guns): 70%, Weapon: Beretta 470 Silverhawk, Dmg: +12, Range: 14m, AP: S: 5, Double: 5, B: N/A, Clip: 2x 12-Gauge Buckshot, Ammo: 12-Gauge Buckshot (1d10) x 40, Inventory: Stimpack, Vault Key, Locker Key.

The two slaver guards have the same stats as the guard in Area #3.

Slaves (x2): HP: 27, SQ: 10, DT: 0, DR: 0, AC: 6, AP: 8 Acc Range (Char): 9m, To-Hit (Melee Weapons): 75%, Weapon: Knife, Dmg: 1d10 + 2, Range: 1m, AP: S: 3, T: 4, B: N/A.

The Locker in this room is unlocked and contains two stimpacks.

YAY! The players have escaped! When they leave the base allow them some time to catch their breath, then continue.

Chapter 3: Eat My Dust!

This last chapter is optional, but is a cool car chase!

Use the stats for the Humvee in the Fallout PnP Sourcebook (pg 116)

The Vault door slides back behind you while your eyes adapt to the harsh sunlight. You hear Brian cry out, “Over Here! Come on! Before more come!” as he points toward two parked Humvees. He jumps into the drivers seat and quickly hotwires it. “Jump in!” As you pile into the car, you hear behind you “Here they are! Over here! They’re stealing one of the cars!”

Your car pulls off, but you hear Slavers piling into the other car. Soon, shots from the other vehicle hit your car, and Brian cries, “Are you just gonna let them shoot the hell out of us? Shoot back stupid!”

The other vehicle contains a driver with a pilot skill of 55%, while the other two Slavers (shooting at the PC’s car) are the same as the guards in Area #2.

Combat continues until one car is destroyed or crashes. Also, if it goes on for too long (GM’s discretion), the Slavers turn around. If the PC’s crash, combat on foot ensues.

After the battle, Brian advises the PC’s to head towards Klamath or the Den (5 Days and 3 Days travel, respectively), then speeds off on his own.

Maps – Slaver Base

Legend

 - Table

 - Chair

 - Guard

 - Door

 - Ladder

 - Elevator

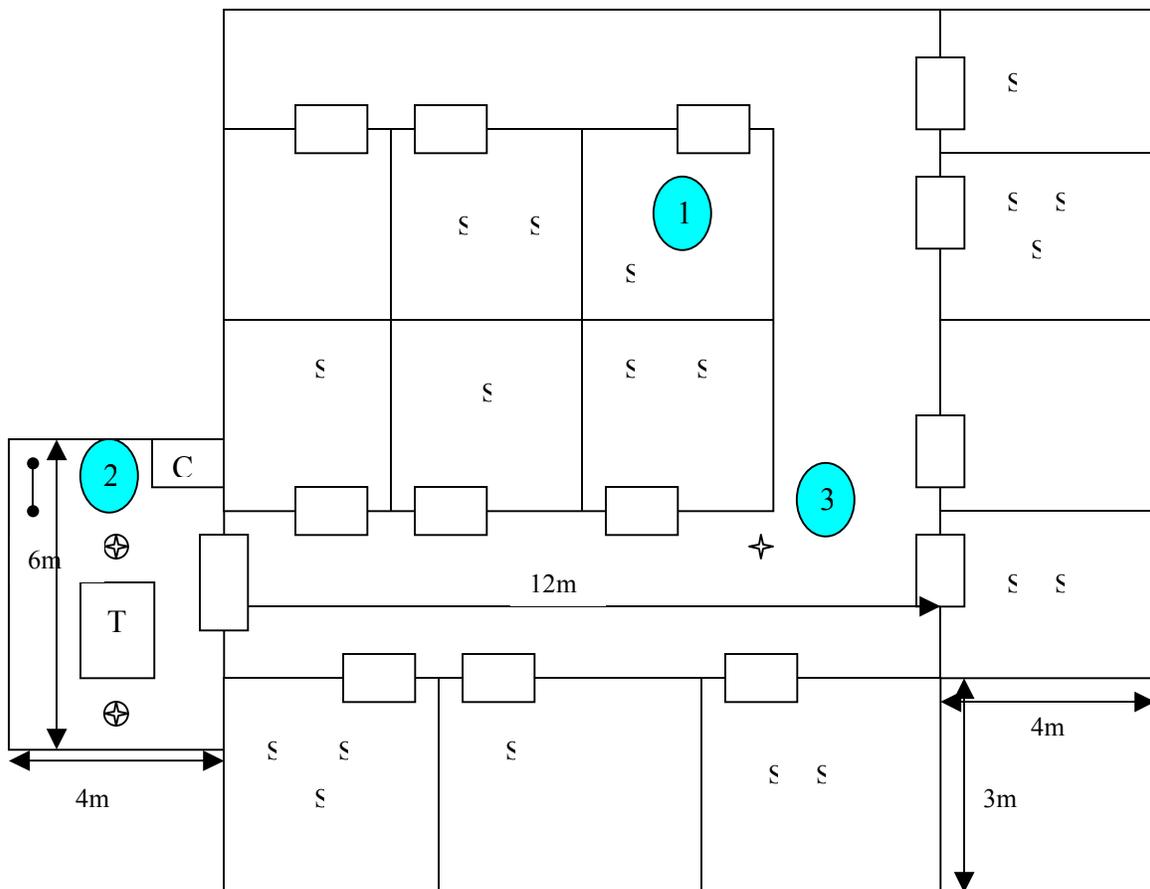
 - Cabinet

 - Locker

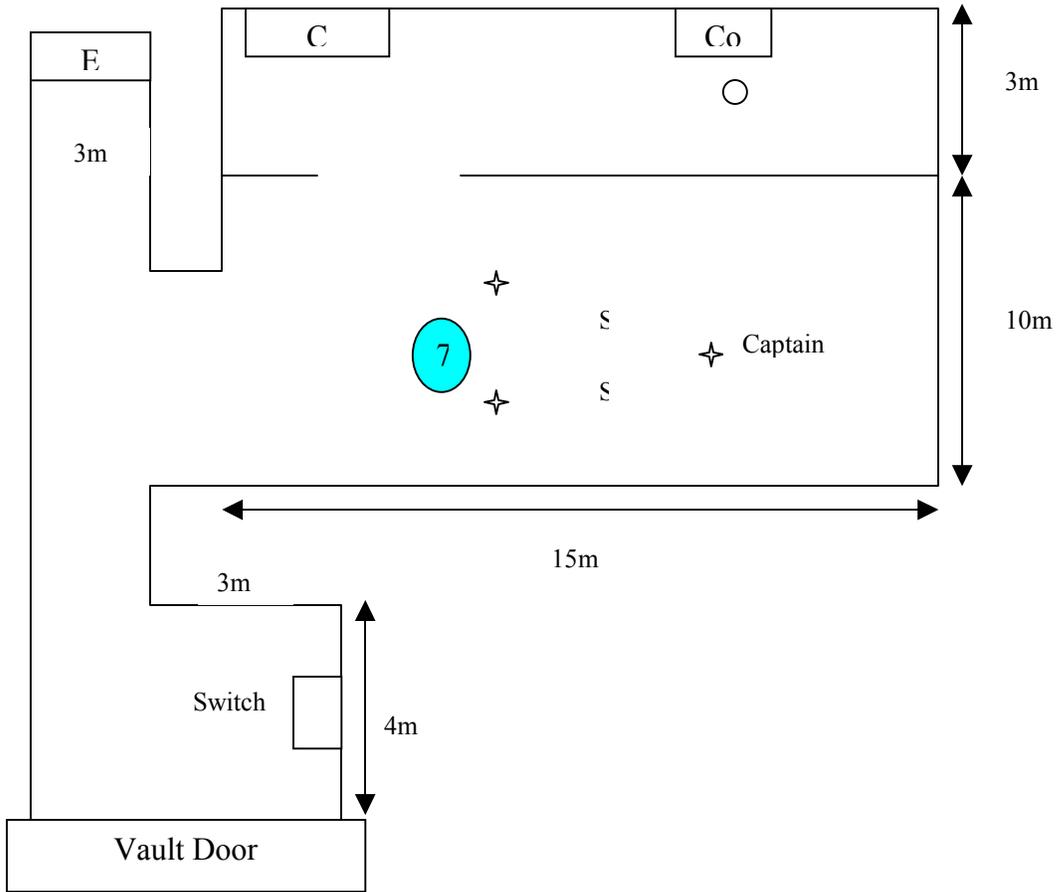
 - Computer

ε - Slave

Level 4



Level 1



NPC Roster

Brian

Sex: M, **Race:** Human, **Height:** 2.1m, **Weight:** 160 lbs, **Eyes:** Brown, **Hair:** Black, **Age:** 28, **Skin Colour:** White

Primary Stats

ST: 7, **PE:** 6, **EN:** 6, **CH:** 4, **IN:** 5, **AG:** 8, **LK:** 4

Secondary Stats

AP: 9, **Carry Weight:** 200, **MD:** 2, **PR:** 30%, **RR:** 12%, **SQ:** 12, **HR:** 2, **CC:** 4%

Tag Skills

Melee Weapons (74%), Lockpick (48%), Pilot (70%)

Equipment

Knife (Dmg: 1d10+2), Range: 1m, AP: S: 3, T: 4)