

# i Oddities! - encounters of a strange kind

## Preface

This is a collection for the Fallout® : Pen and Paper Roleplaying Game developed by Jason Mical. Note that Fallout® and all references to any existing parts of that product line is registered by Interplay. I do not try in any way to violate copyrights of Interplay and point out that this is just an expansion of existing roleplaying material on the Fallout® Universe.

This add-on deals with those well known special encounters from the Fallout series. The list of special encounters will be updated from time to time, so you might want to check out whether there is a more recent version available.

*Collectors note: I have changed parts of the collected stuff you folks send me. So you might wanna check the list through and tell me whether you like the changes or not. Some were altered due to the fact they could (possibly) upset game balance or change too much in the party. On others, I have added some stuff in (like a description of gained perks, or stats for a weapon). As far as I know, there is another version of this on the Polish mirror, so you might also try checking there.*

## The Special Encounters

Although one might put up a rule to “calculate” the frequency of special encounters, it is better left to the GM to decide how many oddities to include into the travels of the group. After all, each GM makes custom rules anyway...

USAGE: this list may be continued by anyone who wants to share a special encounter. The left column describes the encounter, the right column is for comments, perks, etc.

### Aadriaaaan!

While traveling the streets of New Reno, they encounter a incomprehensible young man running down the street in a sweatsuit, screaming,  
"Yo, Adrian!"

Should they follow him, he'll lead them on a grand chase up and down the streets, waving his arms at them encouragingly for them to join him. His long journey takes an hour and ends by climbing the high stairs to an abandoned museum, where he leaps into the air, fists akimbo, and the exhausted team members gain 1 END point permanently. He then offers them free tickets to watch him fight, giving some team member the chance to become a champ himself.

## A-team

A-Team encounter: A group of Enclave commandos were convicted of a crime they didn't commit. They were in prison, but broke out. They currently are in hiding, constantly being hunted by the Enclave. If you have a problem and no one else can help, maybe you can hire...the A-Team. Maybe one could hire them on one miniquest. They won't take much for reward and would solve it with a lot of guns, but nobody dies! You could also try killing them, take their weapons, and their black van.

Stats for A-team, their car? One might also try variations of this one.

## Bill Fates

A group of Reavers (or Raiders) has surrounded a building and is firing (with rifles, miniguns, plasma rifles, grande launchers etc.) at a building. Someone from the building is shouting - "OK, OK we'll remove the Poseidonet Explorer!". When player come closer a sing that reads: "Where do you want to go today?" can be seen on the building. Suddenly the Reavers start an assault (shouting: "For St. Sony!", "Death to Satansoft!" etc.) on the building. But when they have run a few metres someone shouts form the building: "I want a helicopter! All my managers and me must be set free or I'll press CTRL+ALT+DELETE keys!" The Reavers do not worry much for that and continue their assault... Suddenly everything becomes blue, then fades to black for a moment. When vision returns to normal there are no Reavers nor the building they have attacked...

If they look around, the players will find a deans electronics issue with a picture of Bill Fates.

## Binky & HIM

As the party enters a bar, they will notice a strange white creature in the stables. It will look like a brahmin with only one head and no horns, standing slightly taller than a brahmin. There will be a black saddle on it, which says: "Binky" on the side of it. The stable boy will look shocked when the party approaches the creature and tell them to run away before HE comes. If the party still sticks around, a black hooded figure with a reaper in his hand will get out of the back door of the building and get on the horse. He will take a

From Discworld: death.

look at the characters, glance down on a list and mumble: NO, YOU GUYS STILL HAVE SOME TIME TO GO.

## **Brahmin Drive**

The party encounters a brahmin ride with some dozen guards, each of them singing: "...wind, rain and weather, hell-bent for leather... wishin' my gal was by my side..." and yelling stuff like "Heyah! yeeehaaaaw! move 'em on!" If asked, they'll say that they are on their way to New Reno. One of them loses a rope on the way.

Remember Raw Hide? One will be able to be hired as a brahmin driver and will get the perk "brahmin-boy" now if I only knew what this perk might do...

## **California Smith**

A guy with a brown heat and a leatherjacket will be fighting against three Enclave troopers over a tribal piece of art, all the while yelling stuff like: "this belongs into a museum!" or "I hate these damn Enclaves!" If the players help him, he will give them some water out of the tribal cup- it actually has healing powers! (strong medipac)

Stats for California Smith and the troopers?

## **Call Home**

A small, wrinkled alien crawls up from behind a rock and asks you for a radio to make a call home. If you give him a radio, he will smile and touch you, saying "call home. call home". you gain the perk "alien friend".

Alien Friends:  
You have helped an alien to return home. Other alien creatures won't attack you if you don't attack them first.

## **Captured**

The party encounters a group of tiny humans, who are gathered around a huge mutant tied to the ground with various ropes. The small humans jump around him, yelling "We have caught the giant!" On of the humans is standing on top of the mutant, holding his nose with both small hands, saying: "You are a spy for them lillies, aren't you?" If the party helps the mutant, he will introduce himself as Lemuel and thank them by giving them a pair of binoculars.

## **Croaking Deathclaw**

During the night, the party will encounter a small deathclaw, which will croak and jump away,

flapping his arms. If the party hurts or follows the Deathclaw, he will flee just to return every night to croak “nevermore! Nevermore!” until he is killed.

## **Don Quixote**

Whilst wandering through the wastelands, the team encounters a grizzled old man atop a swaybacked old nag. He wears metal armour, wields a wooden pole that would qualify as a spear, save that the pointy end is as dull as the blunt end is sharp, a shield in his other hand, a helmet that most likely would not survive a single blow. From his mouth spews forth poetry of exceedingly large wordings and complete incomprehensibility. He decries one of the team as the long awaited champion of the nefarious wizard Freston, and challenges him to single combat. Alone or en mass, Don Quixote turns out to be a pretty tough character.

## **Don't Panic**

The party will encounter a man in his sleeping suit, wandering across the desert. As soon as he sees them, he'll take out his towel and start flapping with it, warning them not to come any closer. He will introduce himself as Arthur (if asked) and ask the party whether they can give him directions to London. But before they can answer, the book he is holding in his other hand will start rambling about London City. Arthur will then throw it on the ground, jump on it a couple of times and then go away, cursing. The cover of the (broken) electronic book says: don't panic.

## **Mice**

Two white mice with small red eyes will approach the party and ask them whether they have seen a man with a towel. If asked, they will tell the party that they are a highly intelligent race who has created earth and its inhabitants. Then, they will go off, one of them mumbling: “I still think it's the number of bridges.”

## **Drunken Master encounter-**

You meet a drunk person, being attacked by some raiders with melee weapons. if you give him something to drink ( there is a bottle of

with Melee 150%, a madman's strength of 10, Perception 1, Intelligence 1(if you think his ability to utter polysyllabic words makes him intelligent, try DECIPHERING the stuff he says), End 5, Charisma 4, Luck 10 and Agility 6. Beating him earns you a metal armour, a wooden pole, and a "strange shield of unmarked character." This shield turns out to be both a melee weapon that does 1-6 damage, and protection raising your AC by +15 over and above your armour, plus DT bonuses of... +20% for all types. Only usable with one handed weapons.

If the main holodisk of the book is inserted into a pipboy, it will give directions to any known city around. unfortunately, these will be all settlements which existed before the war.

For those who might not know: this is from Hitchhikers Guide.

whiskey nearby), he will beat the crap out of the four raiders and then thank you (hick-upping all the way) by giving you the drunken master perk.

## Dude

The party encounter two ghouls, walking through the desert, carrying two long oval shaped objects. They ignore the players, while mumbling:

"dude, this is some long beach, if i ever saw one."  
"yeah... far out."

"y'know, I sometimes wonder if we ever gonna find, like, THE wave?"

If the players direct them towards the coast, they will give them some herbs, mumbling:

"thanks, dude... check these out... they're, like, cool..."

This is from a movie (this is some long beach, if I ever saw one). I can't remember which one, so if anyone knows...

## Dune

The group will hear a loud thumping sound at a distance. If they get closer, they'll see a huge bmp-like machice, whirling up a lot of red desert sand. Close to it, there's a black tripod machine thumping onto the earth. If they get any closer, soldiers in strange green uniforms will emerge from the big harvester and threaten the group with laser miniguns. After some talking, one of them will say into his mic that "these aren't from any house I know of" and let the group go. After a while, a huge vertibird will come and pick the harvester up. no, there won't be any worm

## El Torro

A dark clothed figure with a black mask, riding on a black brahmin, is helping a bunch of farmers against some raiders. If the players help him, he will ask their assistance in rescuing his fiancé, Marry de la Notte, from the evil Captain Damon. If the players help him, they will get the mysterious stranger perk (who is no other then... el Torro!) Note: the GM might want to play some traditional Spanish or Mexican music any time the mysterious stranger appears.

Maybe stats for El Torro?

## Election

When crossing the ruined remains of a small town, the party suddenly stumbles on a strange gathering of ghouls. Two groups, one with posters

### Democrat

You voted for the Democrats...

### Republican

You voted for the Republicans...

Any ideas on these karmic perks?

Gore-Lieberman and the second with Bush-Cheney, are shouting at each other:

"I wasn't confused!",  
"Bush for president!"  
"Gore is a loser" etc.

After a while they rush towards each other and begin to fight (bare handed). If party does nothing or persuades both sides to stop or kills both sides then nothing happens. But if party decides to help a particular side a karmic perk "Democrat" or "Republican" should be assigned to each party member.

## **Eric, the tribal**

The party encounters a group of tribals in a big canoe. On top of the canoe, there is a huge horn. The leader of the gang will climb out and ask the characters whether they know the way to a place called "Asgard". Then he will climb back and tell his men to blow "that damn horn". While the ship slowly vanishes, a small conversation is heard: "Eric, where did all the water go?" "It's in the Waterworld sourcebook, I guess."

## **Fallout Troopers**

Group comes across a platoon of Brotherhood (or Enclave) soldiers called the Roughnecks holed up in a bunker. If they stay for a while, the bunker is surrounded by thousands of GiAnts, Mantis', Roaches, and any other bugs. The leader orders his troops to "give it everything they've got", even though there isn't nearly enough ammo for all the bugs. Among the bugs is a big brainy bug. If that one is killed, all others retreat in haste.

## **Family**

The party will encounter a family of ghouls. They will be walking across the desert, with the children complaining all the time about them being lost. If the players approach, one of the kids will want its dad to ask the strangers for the directions, but he will just turn around and yell: "Shut up! I know it best, ya hear?"

From an old fifties TV show: Father knows best. They had some cereals in that show, I think captain crunch cereals referred to it in the seventies. the captain crunch whistle (a small toy in the box) was then used to illegally make free phone calls in the US. maybe some old phones might still work? this will lead to another strange encounter (the phone, see below)

"Yes, father."

"And eat up yer cereals, ya hear?"

"Yes, father."

The little ghoul drops a box of cereals while going past the party. Inside the box, there is a captain crunch whistle.

## **Forrest Gump**

The party encounters a man running through the wastes at top speed, only pausing to eat and sleep. If questioned, he says, "Mah name's Forrest Gump, people call me Forrest Gump. Ah'm a little confused about what happened to everything when ah was up there at that there galactic conferance bringing peace to the cosmos like Mama would have wanted. So ah'm running until I figure it all out. Or until ah get tired. Here, they were smashing these things at the conferance, and ah thought ah'd keep one as a souvenir. Here, you can have it."

Party ends up with an Alien Blaster.

## **G.I. Joe**

The team encounters a large force of vehicles and infantry, running and top speed. Atop a command carrier, a man wearing a blue uniform with his face concealed by a mask screams, "COBRA, RETREAT!" They are hotly pursued by another bunch in vehicles screaming, "YO JOE!" as they blast at Cobra with everything in their arsenal.

Party could help one side or the other. Maybe stats for both sides?

## **Galactus**

A spaceship the size of the moon appears. A door the size of Mt. Everest opens up and a gigantic man, in compaion of a silver man-sized figure exit. "I AM GALACTUS, DEVOURER OF WORLDS, AND THE GREAT HUNGER IS UPON ME..." pauses to look around, "BUT NO SO MUCH THAT I SHALL CONSUME JUNK FOOD IN THE STEAD OF TRUE NOURISHMENT." Shakes head "YOU PEOPLE <REALLY> NEED TO WORK ON YOUR ENVIROMENTAL PROTECTION PLANS..." He then gets back in the spaceship, muttering, "SURFER, I THOUGHT YOU SAID THIS WORLD WOULD SATE MY HUNGER!" "Sorry boss, it was looking FINE when I FOUND it..."

## Grok

Party encounters a thin, beautiful man wandering in the desert. He asks them if they grok. Answer no, nothing happens. Answer yes, and they have gained an interesting ally...

Can't remember what this referred to. – Heinlein's Stranger in a Strange Land – j.m.

## Half-Life

Around the New Mexico area you stumble upon a lone man. He is wearing an orange haz-mat suit and seems to continue mumbling something about the G-man. He will introduce himself as Gordon and ask where he is. Then, he'll mumble: "Somehow I always end up in the wrong place."

If you kill him he possesses: A crowbar, MP5, Colt 45, Glock 17, combat shotgun, Rocket launcher, plastic explosives, and a gauss rifle.

## Hole to China

Suddenly in the middle of the desert party encounters a very deep hole (a stone thrown there will not make noise at all). After a while a loud noise can be heard like some kind of machine was coming and ground becomes to shake, then a drilling machine (much like those used in mines) comes out of it followed by many special tanks and APCs (they are special because they have double caterpillars to allow them to move straight upward and are heavily thermally shielded). They stop and many Chinese soldiers swarm out of those vehicles. If party tries to resist they will probably be exterminated (Chinese soldiers are all armed with MEC Gauss Miniguns) if not they will be arrested and brought for interrogation. During interrogation it will become clear that this is a "Special Underground Attack Unit of Chinese People Democratic Republic" that was ordered to drill a hole thru the earth and attack the States... Apparently it has taken them more time than anybody could have thought. After PCs convince them that the war is over they will head back for China... Any one jumping into the hole will not survive the fall.

This is a nice one. Maybe they might give the party something from china? also, what if they can't convince them?

## Hunting preserve

During the night, while the characters are gathered around the camp fire, the air suddenly stirs and a Predator shows up. He looks down at the party, and says, "Excuse

They might guide him to some aliens if they know of any. Maybe he'll give a reward?

me, humans, but what happened to the hunting preserve?" If the characters attack, he will turn invisible and attack back (armed with a spear and a shoulder mounded plasma gun). If the party somehow manages to kill him, they will get a stealth boy. If the characters don't attack, the Predator will simply listen to their explanation and then go off, mumbling: "Great, best gaming place in the system and they nuke it..."

## **Interplay&Workers Union**

When travelling the desert party meets a ... red dragon! He lies on the ground among some killed Brotherhood Palladins, reading a book "My Contract With Interplay" and mumblin to himself: "F\*\*\*! They said kill those palladins you will be paid a lot of money but they said nothing about this radioactive shit! I thought it would be easy money, as in Baldur's Gate 2! I said I have allergy to lead but no one cares... I'll have to comply to Dragon Workers Union... LAWYER!!! I WANT MY LAWYER!!! I want my contract for Neverwinter Nights cancelled! I'm out of this shit..." Then the dragon suddenly takes out a cellular phone (that was hidden underneath him) calls a number and vanishes... Players can collect some batteries and some vindicator ammo left by Brotherhood Paladins (none of the weapons or Powered Armours are operational).

## **J.M. needs a home**

The PCs meet a man who holds a book named "Fallout Core Rules". He asks them to help him find a place to live in New York. If they (somehow) help him, he gives them his lucky set of dice. The dice will give +20 % on games skill.

## **Jeanie**

The party will come across a man in uniform. He's wearing a white air-force helmet and dragging a parachute along, all the while screaming: "Jeanie! Jeanie! You will stop this NOW!" As he meets the party, he will ask about the place, date and so on. Then, he will look shocked and mumble "I just hope this is one of them dreams again." Then he

the only things remaining will be his helmet and the parachute.

will look back at the characters and yell "JEANIE!" he will then vanish in a pop.

## **Klingon Encounter-**

Some oddly mutated tribals in dark clothes and with curved blades come out of the bushes and attack, screaming stuff like "Quap'la!" and "Death to the Federation" and so on. Killing them will give the party 3 bathlets.

stats for klingons and bathlets?

## **Knight Rider**

You basically find Kit and Michael driving through the desert. Michael would be wearing a double sleeved leather jacket, and Kit would be right behind him. You can kill Michael and if your science skill is high enough, reprogram kit to become your car. Hey, who would want to trade their Chrysalis for a talking Trans Am '82?

stats for kit?

## **Kookie**

The party will encounter a hermit with LONG hair, he will approach the players and mumble: "hey, there, I'm Kookie... could you lend me your comb?" if the players actually do have a comb for him, he will give them a cool leather jacket.

kookie is also from a show from the fifties.

## **Melvis**

The party encounters a ghoul, all dressed up in white, driving a Cadillac and looking around nervously. He will ask for something to eat and give them a small energy cell in exchange if they promise not to tell anyone that he is alive.

if the group by any chance has a picture of "melvis", he'll try to buy it (4 small energy cells)

## **Mr. Death**

!!! - in this encounter only the "chosen" player is able to see Mr. Death, it should also be played in a way that only "the chosen one" can hear what Mr. Death is saying, the rest should know only what their characters can see, which is not much... In the middle of nowhere a dark robed figure with a scythe appears a few meters in front of players. It puts his scythe aside, pulls out a bundle of papers and browses thru it then selects one and

this is more like a small adventure. GM might try splitting it or leave it as is. maybe the players have eaten some "fruits" before this?

heads towards one of the players with words "Sing it". He gives it to player (the rest of players might be surprised why the chosen player is doing as they cannot hear or see him nor the paper he gave). Player can read:

Death Certificate No.

100.000.000.000.000.000.000.000.000

On 1st April, .... (give a year) ..... (give players name) has died of unexpected heart attack. Because of anniversary death number a special messenger has been dispatched to bring him for the Final Judgment. Please sing this for your own convenience (our representatives are authorized to use force).

Yours faithfully,  
God Inc.

PS. Everyone that sings by his own will take part in lottery with second chance on Earth as main prize!

Mr. Death (as he is the Dark Robed figure) cares little about players actions or words, he just responds "Sing it! I still have much work to do!" (bullets simply pass through him). When player finally sings (if he opposes Mr. Death simply knocks him/her out, and forgets the singing, saying: "I knew it's going to end like that") he suddenly falls down and dies of "unexpected heart attack" and Mr. Death vanishes - but the rest of players discovers that there is a war scythe laying near their fallen companion with some runic inscriptions (it look valuable and deadly). Players can take it (Dmg: d100, Range: 2 Weight: 10 AP S: 6 T:N/A B:N/A, can only be used once, vanishes afterwards). And what about the player that has died? Well after the employees of God Inc. discover that Death has lost his work tool, they give him a terrible row and say that he must get his scythe back. Mr. Death offers "dead" player that if he will bring him his scythe back his death certificate will be lost somewhere in the bureaucracy of Heaven (making it plain: he can return back to life).

But there is one problem - the Scythe may not be taken by force as it will lose all of it's power (this is just in case somebody taken it by force from Mr. Death). Player is reincarnated with the same mind and abilities but in different body (of the same race) and maybe even different sex? :) He must somehow convince his companions that it's

really HIM/HER, and that he needs that scythe...  
:)

This encounter is advised for advanced players only because of high role play skills required in the ending phase (players shouldn't believe someone who wants to steal the most powerful weapon they have ever seen! Besides their friend is dead - they saw it so what does this loser want?)  
The reincarnated character gets the perk:

Reincarnated

You have been reincarnated! Your karma has been set back to zero. You can start a new life now.

## **Mr. Yelles**

The party encounters a man standing in front of a big mechanical sledge looking thingie, mumbling: "damn accelerator, shouldn't have fastforwarded past that nuke." When he notices the party, he will raise his arms, politely asking the party not to kill him. Then he will politely introduce himself as Mr. J.I. Yelles and ask for their assistance in pulling that "damn thing out of the ditch." If they help him, he will give them a science book and step into the machine, vanishing in a twirl.

## **My name is...**

The party enters the scarcely inhabited ruins of a city and see a man dressed in a smart black suit (with a beautiful girl next to him) going into a bar that players were just passing by. After a moment some noises can be heard: gunshots, some burst from automatic weapons, explosions, noise of broken furniture and glass... Then everything stops and the same guy in suit (no evidence of what have happened inside can be seen on him) comes out of the building with a different beautiful girl. When he is passing near surprised player he says to the girl:

"Forgive me my lack of manners, I forgot to introduce myslef. My name is Bond, James Bond".

## **New enemy**

The team encounters a new kind of enemy. Depending on player's reactions to this new bunch, they could just be a one shot deal...or they

one might also try to offer this as a hook. group might encounter members of a cult who just happen to control a nearby town.

could be the first in a new wave of baddies assaulting all that remains of goodness. Not so much humorous, as a way to test out new ideas.

## **Omega Kid**

mixing Omega Man with Home Alone?? Hestons' house with Mcauleys booby traps...

great way to try out loots of traps. intended as a comic relief.

## **PCs From Older Campaign**

Have the players meet their older characters from an older rpg they played (like D&D). Note the armor and weapons they have (plate armor, long swords) and any special characteristics (eg. one has pointy ears). They ask the PCs information about a quest they are on. This quest is, of course, one that the players completed when they played with that characters. If the players understand that these are their old characters and reveal crucial information about that quest (after all, they have completed it) they will gain some XP. If they decide to attack them ("Hey, I wonder if I can get the griddle of giant strength from my warrior") tell them that "The uncompatibility of the two rule systems has torn the gaming universe and they are sucked back to where they came from"

difficult if GM doesn't know the group. one might try varieties, such as meeting the X-men.

## **The Phone**

The group will find an old phone booth right in the middle of the desert. It still seems intact, so someone with a high science skill might be able to figure a way out. Maybe someone has a coin or a captain crunch whistle? If used, the phone will connect to the east coast.

## **R U the Chosen One?**

The (low level) team meets up with a continual array of people helped or hindered by the Chosen One and his/her band of ragtag heroes. In the ensuing battles and quests to aid, they are perpetually compared to the Chosen One. Each time, they come within a hair's breadth of meeting the CO, but always just miss. Finally, at high levels, they meet the CO, to aid them in a climactic battle, or battle them in an apocalyptic duel worse than the showdown with Horrigan (after all, the CO BEAT Horrigan...), depending on everyone's Karmic

ratings.

## Ranger

This looks like a slaver attack at first, but the players will suddenly receive help from... the lone ranger! A single NCR ranger on a white motorbike will approach, kill every slaver and then yell "Hi- ho, Silver!" then he will ride away, all the while accompanied by some strange music coming out of nowhere. The players may pick up the equipment from the slavers (some cheap weapons, nothing special).

again: stats stats stats. sorry, been to lazy myself

## Robocop

Occurs around Detroit map area, you find a secret lab housing a Crime Protection Unit of an old era. It turns out to be Robocop! Basically you would get Robocop's cool black gun that reverberating sound with that HUGE muzzle flash. You could also fight a half dozen ED-209's in the backdrop of a failed OCP vault. Then you could access files about Robocop, his last days on the planet (probably containing riots in Detroit), and how in some ways he was the precursor to Power Armor.

## Robot Checkpoint

The party encounters a group of Brotherhood (or Enclave) soldiers questioning two men and two robots in an Highwayman cabrio.

Soldier: We have to check those.

Old Man: These aren't the robots you are looking for.

Soldier: These aren't the robots we are looking for.

Old Man: We may pass.

Soldier: You may pass... uh, pass along.

The Soldiers will be so dizzy, the characters may pass them without any problems.

might try catching up with the old man and having him teach you the jedi perk. but that would be something for another encounter...

## Starbuck

The party encounters a figure in a strange kind of power armor with a blinking red eye, making strange surring sounds. He will stop before the party to ask them if they have seen his friend "Starbuck" then he will go away, mumbling: "Star-buck. Star-buck. Have to find him."

## The black trooper

A soldier in a black charred power armor will block the way of the party. He will introduce himself as the black Paladin and demand them to fight him for a passage. Although he looks very tough (with his power armor and submachine gun), he is a very poor shot and the party can triumph over him if they make called attacks and have criticals, so that he loses an arm or two. That won't stop him though, he will get more cocky instead and tell them to go on. After only his torso is left, he will call it a day and say that it is a match. The party may take his gun and go away, but he will call them cowards and demand them to come back and fight like men.

remember monthly python? stats needed...

## The caped Mutant

Larry is not much of a brightie, he has been dipped a bit too long and his intellect is.. shall we say... underdeveloped? Even the master threw him out (!) because he was too stupid (and far too gentle). After stumbling upon a small grocery store, he found some old superman comics... and loved them. so he became... (tam-ta-tam-taaa..) THE CAPED MUTANT! he will run past the party, yelling "up up and away..." if the party confronts him with some radioactive goo (the green stuff), he will yell: "oh, no... kryptonite!" and then die out of a heart attack. his cape is actually a red environmental armour.

stats?

## The cross

The party encounters a muscular, dark skinned man in antique robes nailed to a wooden cross, muttering to himself, "This is getting monotonous... Come back to usher in a world of peace, Dad's creation is in ruins, and the locals take one look at me and stick me back ON the cross..." Depending on your actions, you could come out of this with either a robe like that worn by the bridgekeeper and a karmic perk as "anti-Christ- all good people hate and fear you, but nasty people take a shine to you;" or profuse thanks, blessings, and "Holy Champion" karmic perks-Tag skills receive bonuses, the better to

perform great deeds.

## **The Lost NATO Troops**

The PCs meet a NATO convoy. A soldier asks them directions to Kosovo... Well, unless the gaming world is based on Europe, that would be difficult.

## **The slayer**

The party encounters a tall man in brown robes. He will give them a grim look and ask them with a strong Austrian accent whether they have met a guy named Tulsa. If they say no, he will sigh and take off his robe, revealing a very muscular body and mumbling: "Guess he's dead after all." Then he will wander off.

Slayers Robes: +10% unarmed +20% melee +5 AC +10% damage resistance to all

## **The soldiers who say "π"**

A small group of enclave soldiers will stand around a circle in the sand and yell "pi" "pi" "pi" to whomever comes close to them. If they are attacked, they will yell even louder and then leave, leaving the party dizzy. Otherwise they will tell the party to give them a rubbery. If they give them a rubbery, party will gain the PI perk.

PI Perk: you know the terrible word of pi. If you say this word at the beginning of a round, you will may make a luck roll to be able to attack first.

again, Monty Python reference.  
stats for soldiers needed.

## **Thundercave**

The party encounters a group of tribals, standing in front of a huge dome shaped cave entrance.

Two of them are going in while the others are yelling: "two go in- one comes out."

One DOES indeed come out after a while, but it is not one of the tribals, but a huge deathclaw. The tribals scramble away in fear as they see him. The deathclaw throws the corpses of the two tribals out and returns to his cave. Each of the corpses has one pack of healing powder.

## Two heads?

The party will encounter a herd of brahmins being led by a two-headed human with three arms. He will grin at the party, saying: "Great cows, huh? Suits us well, I think." You are right, as always." Says the other head. Then they wander off. A beautiful woman follows them, passes the party and says: "Please. Don't ask."

they might ask for Arthur (from another encounter).

## Two ghouls

The party encounters two ghouls with fishing poles, walking down the road. One of them is whistling a comic tune, while the other asks: "Y'know, Andy... ya think that fishin pond is still there?" The first shrugs, then looks at the players and goes: "well, howdy, I reckon you haven't seen a good ol fishin pond out here?" if the characters explain to them that there are "none fishin ponds out here", they'll get two fishing poles. Otherwise the two just shrug and go along, whistling that tune.

## Vampire

During nighttime party encounters a lone man sitting in the middle of the desert. He is crying. He wears gothic style black&red clothes (with robe). He seems not to notice the party at all unless somebody speak to him. Soon the players will learn that the guy is a vampire with one big problem - after the bombs fell there are no more dentists and he has a terrible toothache... If party gives him toothpaste (or maybe someone is a dentist?) then the party gains a powerful ally that wishes to pay off his debt, otherwise he just stays there still crying. Vampire is a powerful ally indeed as he cannot wounded by any weapon (the only thing that harms him is holy water) but his help is available only once (and only during night) as then he says that he has paid off his debt and leaves the party.

## X-Com

You stumble upon a hidden hangar, and walk in. Inside the base is a plethora of Power Armor, Laser and Plasma weaponry. These weapons and Power Armor seem to be of a different

type from the standard U.S. issue. . In one storage room you find a strange weapon...the blaster launcher.

Remember in X-Com UFO Defense, the ability to set up a base anywhere in the world? And how when Aliens attacked your base you actually got to fight in it? Basically the base layout would resemble that map, but of course more advanced. You could spot old wreckage of Avengers and Firestorms, and maybe even find some remains in the alien storage center. About the blaster launcher: it would be the only one in the game with 5 rounds to work with. The base will already be filled with (non-functional) laser and plasma weaponry. And the Blaster Launcher in X-Com was a weapon that was basically a waypoint explosive round that could hit ANYTHING!

## **Yes, pa.**

The players will encounter a brahmin ride. There will be four guards leading the ride, the oldest one giving orders such as "move the brahmin to the west side... move them to the east side." and so on. His boys will only reply "yes, pa" and do as they are told. when "pa" walks away, the little boy will tell the big boy: "Hoss, we shoulda kicked him off the ranch years ago." then the middle boy (all dressed up in black) grumbles: shut up and move, you two... it's still a long way to pond rosa.