

# SAVAGED FALLOUT



**One Sheet**

**The Mines of Spindle Point**

**The lowdown:** Miners have reopened an abandoned mine in the hopes of tapping a new uranium vein, when several of them suddenly go missing. The party is hired to investigate.

**Hired:** Two miners will appear in whichever town the party happens to be at. They will try and hire the party to investigate the disappearance of several of their friends in the newly opened mines at Spindle Point. The mine is located in the central Sierra Nevada, halfway between Junktown and New Reno. Payment will be handled in caps. The journey itself can be rather dangerous, as the mines are situated in a no man's land where raiders, critters and possibly Super Mutants roam.

**The town:** The party arrives at Henderson, the fledgling town being built around the mines. Named after the miner to discover the deposits and now self-proclaimed sheriff and mayor, the grizzled miner Gus Henderson, the town is little more than a tent camp with a few stone buildings being raised. Henderson is situated next to a little stream coming down from the mountains. The largest of the tents is home to the improvised saloon The Dusty Gullet, ran by the burly and jovial Fred Malloy, where most of the action during the evenings and nights takes place. The entrepreneurial brothers Jake and John Dilbrook out of Dayglow have started a hardware shop in a tent not too far away, and the fresh-faced young doctor Ned "Newt" Saunderton tends to the hundred-odd townfolk: miners, traders, prostitutes and less reputable elements: two escaped convicts on the run from the law are laying low at the edge of town. After the workday most of the miners can be found drinking, whoring and gambling at the Gullet, and as quite a few of them have a rather short fuse and a rampant chem addition, it is an excellent place for a bar fight.

**The job:** When the party arrives and goes to talk to Gus Henderson for the details, he'll inform them the cause of the disappearances has already been found: horrifying mutated creatures with razorsharp teeth have made their lair in the lower levels of the mines. Breaking through a cavern wall, a few miners discovered their nest, spotting dozens of eggs and a large, grey monstrosity protecting them. Henderson wants the head of this creature and the eggs destroyed. As trade hasn't taken off yet, he can offer little in the way of caps or dollars, but will gladly pay them in unrefined ore nuggets, which they can have refined in Gecko if so inclined. The ore is worth much more than the cash reward.

**The mines:** The entrance and upper levels of the mines are trouble free, with miners clearing out tunnels and some armed patrols on the lookout for danger. The miners can point them down the right shaft where the critters make their lair. As the party delves deeper, the tunnels become dark, narrow and low and increasingly more difficult to navigate. At one point they emerge into a larger cavernous room. A Notice check at -2 (+ lighting modifiers) reveals the imminent danger as two of the creatures (**Stats:** Wanamingo) are nestled on the ceiling, dropping down on the unsuspecting party when they enter. From here on out the Overseer can put as much/little resistance in the party's way as wished, before they reach the Queen's (**Stats:** Wanamingo Queen) lair and the Wanamingo's breeding ground. The Queen is accompanied by 1D4 broodguards. An ancient, defunct excavating machine around which the egg clusters are located, can be rigged to explode with an Explosives check at -2, engulfing the entire area in flame before bringing down the ceiling.

**The reward:** If the party returns with the critter's head, they'll find an extremely grateful mayor, rewarding them with the promised ore or cash. If the party triggered the explosion and has no proof to show for their heroic deed, the reward will be less sizeable.

**Aftermath:**

*Killed the Queen:* By ridding Henderson of the Wanamingo infestation, the party ensured the town's viability, and before long it becomes a prosperous stopping point for caravans going and coming from all directions.

*Failed/Neglected to kill the Queen:* the town slowly dwindles as the miners are unable to combat the creatures, and mining becomes too dangerous. Without the valuable uranium ore, Henderson has little going for it, and eventually fades from existence, as so many towns have before it.