



EXODUS

POST-APOCALYPTIC ROLEPLAYING

TREMORS

by John Wyatt

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An Exodus OPS Campaign Adventure

Requires the *Exodus Survivor's Guide* and *Exodus OPS Campaign Manual*

The town of Cripple Creek (DS 3) is suffering from small quakes or tremors. Sheriff Bruno O'Malley is looking for a stout group of wastelanders to go and investigate the disturbances, which he believes are from the old mines of the Nevada Mountains that overshadow the town. Tremors is an Exodus OPS campaign scenario for 4 to 6 characters of 1st to 5th level.

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OPS Introduction

This is an *Exodus OPS* campaign adventure designed for the OPS setting and consumes between 3 to 5 hours of game time. This adventure can also be used outside of the OPS setting as a stand-alone home game adventure within a post-apocalyptic setting.

This adventure requires the *Exodus Survivor's Guide* and the *Exodus OPS* campaign manual. The *Exodus* campaign manual can be found at the GCG website listed above. All game mechanics are denoted by chapter/topic and book. Those not presented with an aforementioned book above are included within this scenario as a sidebar within the encounter or an appendix at the end of the adventure.

Preparation

First, you should print this scenario. This scenario supports single and double-sided printing. There is enough room along the inside margin to bind the adventure.

Read this entire scenario at least once before you run your game. Familiarize yourself with any special rules or new equipment not presented in the books listed above. Highlighting particularly important passages may help with the flow of the game mechanics.

A grid map (one-inch square) or graph paper and a representation of adventurers, NPCs, and creatures will enhance game play, along with the other necessities (scrap paper, writing materials, and a set of dice) needed to run the game.

Game Time

Have the players prepare their characters according to *Exodus OPS* campaign rulings, get them to the scenario start point, and read the scenario introduction.

There is descriptive text in this scenario that is written so that you may present it to the adventurers, while other text is for your eyes only. Text for the players is bold text. It is strongly recommended that you paraphrase player text instead of reading it aloud. Some of the text is general and needs to be adapted to the specific situation, or to the actions of the adventurers.

TREMORS

EXODUS OPS

SCENARIO 2-02

Tremors

Location: Cripple Creek, Nevada

Number of Characters: 4 to 6

Average Character Levels: 3rd

Max CEL/SC: 24

Max Purchasable Equipment Value: Cripple Creek (1500 steel)

Adventure Background

The Mutant Army has sent several survey teams out into the wasteland in search of radioactive materials for their Nuclear Facility in Los Alamos. The facility's supply is critically low and needs to be recharged with any type of radioactive ore. Underpit (his human name) and his two assistants have been assigned to the Nevada Mountains to locate any radioactive material. After finding a mine with a large drill, Underpit borrowed some slave labor from a passing caravan and put them to work. Luckily a *Ghūl* mechanic was part of the caravan, as he had the technical knowhow to operate and maintain the drill. After three weeks of drilling, and a lot of earth shaking, Sheriff O'Mauly sent a summons for help.

Adventure Summary

Cripple Creek has been suffering from Tremors for the last several months. The Steel Disciples dismiss these rumblings as nothing more than small earthquakes, which are common to the southwest. The sheriff of Cripple Creek, Bruno O'Mauly, thinks different. He has sent out his deputy, Roscoe Potrain, to hire surveyors to enter into the Nevada Mountains and explore the old mine shafts that lead towards Cripple Creek to discover the source of the Tremors.

Arriving at Cripple Creek, the characters will be briefed by Sheriff O'Mauly on the task at hand along with geographic information detailing the Nevada Mountains. Exploring other options in Cripple Creek, the characters may find an old *Ghūl*, a pre-Exodus miner, that can provide them with details of the mines and what they can expect to find (of course this information is 30 years old), the tunnel snakes.

After heading to the mines, the characters have several different mines that they can explore. Eventually the characters will come by two encounters, one with the tunnel snakes and the other with a drilling machine being operated by Trans-Genetic Mutants with a host of slave labor.

The Tunnel Driller is the cause behind the tremors. The Mutant Army has sent operatives to drill for uranium and thorium for use in operations at a nuclear facility under control of the Army. The mutants will defend the drill and will attempt to capture the characters to add them into the slave labor gang that must clear and sort through the rubble.

Introduction - Cripple Creek

While at the local watering hole, a tall, skinny, dark haired man dressed in a khaki uniform with a utility belt containing a nightstick and handgun approaches you. Speaking in nervous stutters, the man says, "Greetings kind sir or madam, I... I... I am authorized to employ you through the offices of... of Cripple Creek as a surveyor or surveyor guard for... for... for an expedition near the... the town. If you are... are interested in the employment, please see... see ... seek out Sheriff O'Mauly at Cripple Creek for more details on the job as we... we... well as pay. I also can authorize free pas... passage through a caravan route, if needed, to... to arrive at Cripple Creek."

Most likely the characters will accept the job because if they don't, the adventure will be over for them. If the characters need transportation, Deputy Potrain will arrange a caravan to take the characters to Cripple Creek, which will take three days or more to arrive from their current locale, unless they are already in Cripple Creek. Needless to say, all of the characters arrive on the same day regardless of their mode of transportation.

Cripple Creek, a once thriving pre-war mining town known as Spring Creek (as evidenced by a rusted, paint-faded billboard near the main road), sits at the barren foothills of the Nevada Mountains. The ruins of civilization surround the now small outcropping of structures that surround a small lake, presumably Cripple Lake. A nearly dried up creek bed runs from the mountain range, through the center of Cripple Creek, and ends at Cripple Lake, supplying the town with some water.

A single dirt road has been carved through the ruins entering Cripple Creek proper. At the end of the road, just before entering into town, is a guard post with a gate. Two men in combat armor stand alert at the gate with their firearms ready.

The easiest way to enter town is through the guard post, however since there are no walls around the town, characters can enter just about anywhere they desire. Should the party consist of any Dregs, *Ghūls* or Mutants, those characters will be stopped and questioned at the guard post while they are entering Cripple Creek. Should an alarm be raised, ten Steel Disciple Initiates that police the town will converge on the area and arrest the offenders or start a manhunt to capture the offending characters. If the characters are captured go to Location D: Jailhouse.

Cripple Creek

The following locale description details Cripple Creek. Some of the locales will have encounters that may aid the characters in their job as surveyors later in the adventure. The characters can explore the town fully, but first should see Sheriff O'Maully at the Jailhouse (location D). If the characters wander about, nobody will know anything about the surveyor's job and will direct the characters to the Jailhouse.

A: Guard Post

The Guard Post consists of three Steel Disciple guards: two that patrol the gate and the other in the guard post ready to alert the Steel Disciple Barracks in case of trouble, such as raiders, hostile Dregs, *Ghūls*, or Mutants.

If the party approaches the guard post from the road outside of Cripple Creek, read the following:

As you approach the guard post, the two guards take notice of your group. One guard targets a rifle in your direction from the cover of the guard post, as the other steps out with a grenade and addresses you. "Ho there, travelers, you tread in the domain of the Steel Disciples. State your business, and be quick about it." The guards await your reply, ready to respond to any violence.

If the characters mention Sheriff O'Maully, a hidden guard will emerge from the guard post and escort them to the Jailhouse (location D) by way of the road. Give the characters a description of Locations C and Ω, as they will pass both on the way to the jail. Should the characters mention the surveyor job, the Disciple guards don't have a clue as to what they are talking about.

B: Cripple Creek

Cripple Creek runs from the Nevada Mountain Range. The little water that trickles down the creek bed comes from high clouds over the mountains producing some precipitation in the region. As a result of the creek, a large area of weeds and some plant life has sprung up around the creek bed from the mountains to town.

C: Cripple Lake

Cripple Lake is the life force of Cripple Creek as it provides a natural source of water for the town. The lake is roughly 300 feet by 200 feet and is only ten feet deep at its lowest point. A variety of mutated marine life lives in the lake, providing the citizens of Cripple Creek with a monthly fish fry, and merchants with a weekly catch to sell. The water is slightly radiated, bestowing 10 RADs per 8oz. of water consumed. Signs surround the lake stating, "No Swimming" and "No Fishing without a Permit."

D: Jailhouse

The jailhouse of Cripple Creek is a large, two-story, concrete block building with one entrance off of the dirt road that leads from the guard post and around the left side of Cripple Lake. The entrance doors are propped open with concrete blocks. Inside the doors is a large room with a single polished oaken desk that glints in the sunlight. A man dressed in a khaki officer's uniform sits with his feet propped up on the desk, reading a book.

Sheriff Bruno O'Mauly is enjoying a book, and will continue to read until the characters enter into the room and speak with him, or attempt to gain access elsewhere in the jailhouse.

If the characters inquire about the Surveyor's job, the sheriff will say the following:

"Good, Deputy Potrain has found some interesting looking candidates for the surveyor's job. Here is the brief. Tremors have been happening around Cripple Creek for nearly a month. I am looking for some individuals to survey the source of these Tremors. If you're interested, then I will go into more detail and discuss pay. If not, then go about your business."

Should the characters show continued interest about the surveyor's job, the sheriff will provide more details on what exactly they need to explore and survey. Of course, the characters can go about their business and pass on the job. If the characters pass on the job, Trader Mick, a *Ghul*, will approach the characters and drop a few rumors about the mines (proceed to section E).

Read the following if the characters agree to work for the Sheriff:

"Great news, I was hoping you would accept the Surveyor's job. What I need for you to explore is some of the Nevada Mines, west of town. I am looking for large structural collapses or signs of a large explosion within the mines that may have resulted in an earthquake. I will pay each of you 300 steel for the expedition and survey report. Should you find additional evidence of the cause of the continued Tremors, I will pay a bonus, based on the evidence. Additionally I have set up an account for the Surveyor Team with Merchant Minor at the Merchant tents. He'll provide you with field gear to aid in your expedition."

The sheriff will also bestow the following answers upon the characters, should they inquire about the Nevada Mines or Tremors.

- ❖ **Tremors:** Starting in the last three weeks, Cripple Creek has suffered from a mild quake, followed by a series of tremors. The Steel Disciples Knight assigned to Cripple Creek believes this to be nothing more than a small earthquake, since their records show that the southwest lays on several intersecting tectonic fault-lines. I cannot dispute their geography records; however, I do think that there is more to this than just tectonic activity. It's a gut feeling.

- ❖ **Nevada Mines:** The Nevada Mines west of town consist of several mines that were used to mine copper and other metals before the Exodus. I believe an expedition into the Mines to see what structure remains may be prudent and that is why we need surveyors. It is possible that a major mine collapse is the cause of the quake and continuing tremors. Who knows what is down in those mines? For all we know it could have been an explosion from old unstable explosives they used to mine with.

E: Merchants

Several merchants and vendors have set up shops and services in Cripple Creek, each having a different specialty as detailed below. All of the merchants, except the Savior's Army merchant, are located in these pavilion tents on the west side of Cripple Lake. Two volunteer soldiers in the Steel Disciple army of Cripple Creek patrol this area at any given time of the day or night.

Armory Merchant

Racks of weapons and armor dominate two pavilion tents in the merchant district. An old one-eyed war veteran sits in a large wooden chair, which resembles a medieval throne. He wears battle worn metal armor and leans on a chipped longsword. His eye follows your movements as you near his wares.

The armory merchant, Kron, has a variety of melee weapons and firearms and a variety of light and medium armor of common and uncommon scarcity. Kron is an angry individual and does not barter on any prices, just states the cost and uses threats to intimidate buyers that try to haggle. Kron will not answer any questions that do not pertain to the wares he carries.

Food Vender

The Food Tent hosts a variety of food stocks and liquids, including a table with fresh fish and roasted critter. A small, old Chi man barks the sales of the day in broken English. He is dressed in traditional oriental garb usually seen on the Chi from San Francisco.

Little Kong is a male Chi food vendor. He has a variety of food stocks and drinks that are detailed in the EXS. Additionally, he carries a fresh supply mud-hopper, three-eyed Pisces specials (mutant fish from Cripple Lake), and roasted critter. A mud-hopper is a fish with back legs like a toad and can jump up to five feet in a single leap. A three-eyed Pisces is a large-mouth bass with three silver eyes. Roasted Critters are small game animals caught near the creek. All are grilled to perfection, prepared on a stick for easy consumption and delicious taste.

Little Kong (Chi Merchant): Male Human; WIS 15, CHA 16; Barter: +12, Bluff +10, Sense Motive +8.

- ☛ Little Kong will offer a 10% discount to Chi characters on any purchases. If asked questions about the Chi or San Francisco, he will give the general information found in the EXS or SWG.

Mechanic

At the backside of the merchant pavilion tents is a large pile of metal parts and scrap next to a partially built Colt Switchblade. A dirty, greasy, young woman with jet black hair, wearing overalls and a once-white T-Shirt, wrenches on the motorcycle.

Beth, the mechanic, is intently working on repairing the cycle and will ignore the characters, so engrossed is she in her task. If a character interrupts her work, she will abruptly jump up and turn around wielding a very large wrench (club-sized) in a defensive stance. In a cold voice, she will ask the characters what they want.

Beth is the local mechanic of Cripple Creek and can repair armor (as well as upgrade armor to MKII), firearms, and basic mechanical repairs. She prefers to barter for scrap metal or mechanical parts over coin, but charges the price listed in the EXS under Services.

Beth (Mechanic): Female Human; INT 15, WIS 11, CHA 13; Barter: +1, Craft (mechanical) +8, Repair +15.

Beth doesn't know anything about the mines, and will point the party to Trader Mic. If the characters ask questions about the cycle, she answers with the following response:

- ☛ **Colt Switchblade?** It's the finest cycle made by American Vintage. Made in the USA with foreign and domestic parts. Zero to two hundred in six seconds, fueled by fusion cells, comes in a variety of colors, and all terrain Never Flat Tires made to withstand a nuclear holocaust. This one is nearly complete, just a few more adjustments, and it's ready for the open road. Hear Alaska is a good vacation spot, free of zombies and baby-eating mutants!

If a character has managed to revive the Cargo Truck from the Metallurgy Mine, Beth will be willing to make a straight up Trade to the character for the Motorcycle. If the characters trade the Cargo Truck, strike out that entry, and instead one of them earns the **Colt Switchblade** certificate entry.

Supply Vendor

The Supply Tent hosts a variety of field gear on several tables and green plastic bins. A Ghul wearing a dusty blue janitor's jumpsuit is moving from bin to bin under the tables pulling various electrical components from each bin and placing them next to a dissected radio receiver.

Trader Mick is the supply vendor. He has a variety of field gear (up to infrequent scarcity) that is offered in the EXS or SWG. If the characters have been authorized as the surveyor team and produce documentation to Mick, he'll provide them with the surveyor's pack (see Player Handout A).

Mick was a miner that resided in the Nevada mines when the Exodus occurred and was turned into a zombie after a large dose of radiation was released from a uranium deposit that became unearthed. His fellow miners all perished from the radiation, leaving him in the mines alone. After a mine collapse last year, he moved to the first settlement he came across, which happened to be Cripple Creek.

Trader Mick (Merchant): Male Ghul;
WIS 15, CHA 16; Barter: +12, Profession (miner) +10, Repair +10, Sense Motive +8.

If the characters ask Mick any questions about the mines, he'll give his background (above) and provide some information as detailed below:

- ☛ **Nevada Mines:** Three mining companies mined for different ores and materials before the Exodus. These companies each had dozens of mines located in the mountains. Two of the companies (Broken Steel Mine and Metallurgy Mines) mined mostly metal ores (copper, gold, iron, and silver). However, the third company (Radical Nukes Corp), which Mick worked for, mined radioactive ore (plutonium, radium, thorium, and uranium). Mick marked on the map the mines that Radical Nukes operated out of.
- ☛ **Mine Dangers:** Besides shaft and room collapses, there are radioactive and toxic dangers, as well as Tunnel Snakes and critters. A good Geiger Counter can be used to detect radioactive areas. The Tunnel Snakes, however, are a mean group of killers. They are stealthy and will sneak up on you before you know it, striking with deadly precision. Critters that frequent the mines range from bats to bears to giant rats.

Ω: Steel Disciple Barracks

After the Guard Post on the main road of Cripple Creek lies the Steel Disciple Barracks. This building hosts the volunteers of Cripple Creek recruited by the Steel Disciples upon acquisition of DS-4 in 2023. A single Knight and four Initiates are assigned from Wendover and oversee the town's defenses and volunteer recruits. The recruited soldiers (in this case twenty) fill the ranks of the volunteer army of Cripple Creek.

Should the characters stop at the barracks, and inquire about the Steel Disciples, one of the Initiates will tell them the following:

- The Steel Disciples are a group of old world scientist and military leaders that are bringing law and order to the wasteland by uniting communities of survivor's under their rule. They offer settlements protection from the wasteland dangers, such as mutants and raiders, and recruit volunteers for their army, of which most are stationed in the settlement after training. Knight Justice Crow can tell you more, however he is on patrol at this time. Check back later, if you're interested in learning more about the Steel Disciples, such as joining the order or volunteer army.

S: Savior's Army

The Savior's Army has set up medical tents in Cripple Creek to help the community with medical needs. The Savior's tents are located next to the jail and offer medical services and medical supplies (up to infrequent scarcity) as detailed in EXS.

Two large pavilion tents, draped in fine mesh netting, dominate the southern shore of Cripple Lake next to the jailhouse. A large red cross has been erected in front of the entrances of the tents, with the word "Savior" carved and burnt in black on the cross beam. A sign at each tent denotes the services offered; "Medical Supplies" or "Medical Services".

Medical Supply Tent

After entering into the medical supply tent, the characters will see a black man dressed in white robes. A wide red ornamental cloth is draped from his neck to waist, with the words "Savior" written on it in plain script. This man will introduce himself as Bernie, merchant of the Savior's Army, and will offer to sell medical supplies to interested characters. Several crates full of medical supplies lie in various positions in the tent.

Bernie will make small talk with the characters about the Savior's Army doctrine, as detailed in the SWG.

Bernie has a trauma medpak for sale if characters inquire about special deals.

Medical Service Tent

After entering into the medical service tent, the characters will see two white men, one dressed in a black suit with a white priest collar and the other dressed in scrubs wearing a blooded white rubber apron and holding a hacksaw. Several cots and a medical table fill the tent.

The priest will introduce himself as Brother Daniel Rhodes and his surgeon as Jim Duggan. Brother Daniel will offer his services to examine the characters for wasteland ailments for free, but charge them for the cure. Brother Daniel will make small talk with the characters about the Savior's Army doctrine, as detailed in SWG.

Nevada Mines

The first of the Nevada Mines is roughly a 2 hour walk from Cripple Creek. There are 4 different mines that the characters can explore out of the 12 that appear on their map. 8 of the mines' entrances are completely collapsed. Consult the Overseer's map for the mines that are passable for the characters to enter. Each of the four mines that the characters can access is detailed below.

Collapsed Mine

There are 8 collapsed mines that the characters may encounter. Below are three different descriptions of the collapsed sites for the players' enjoyment. All of these mines have nothing of interest that can be scavenged or salvaged.

A faded sign sticks out of the ground, denoting the Mining Company that once ran this mining site. A large, rubble-strewn, concave hole sits in the earth completely filled with rusted metal barrels, boulders, and other destroyed building supplies. The entrance to this mining site has collapsed and is impassable.

A gutted brick building sits outside of a large, rubble-strewn, concave hole. The once entrance to this mine is collapsed and completely filled with tons of loose rock making this mining site impassable.

A large opening, big enough for a huge vehicle, enters into the side of the Nevada Mountains, only to be blocked by tons of boulders from a collapse just inside of the entrance. This mining site entrance is impassable.



Key

- A: Collapsed Mine
- B: Radical Nukes Corp (site 112)
- C: Metallurgy Mines
- D: Broken Steel Mine
- E: Radical Nukes Corp (site 109)

1 inch = 5 miles

Radical Nukes Corp (site 112)

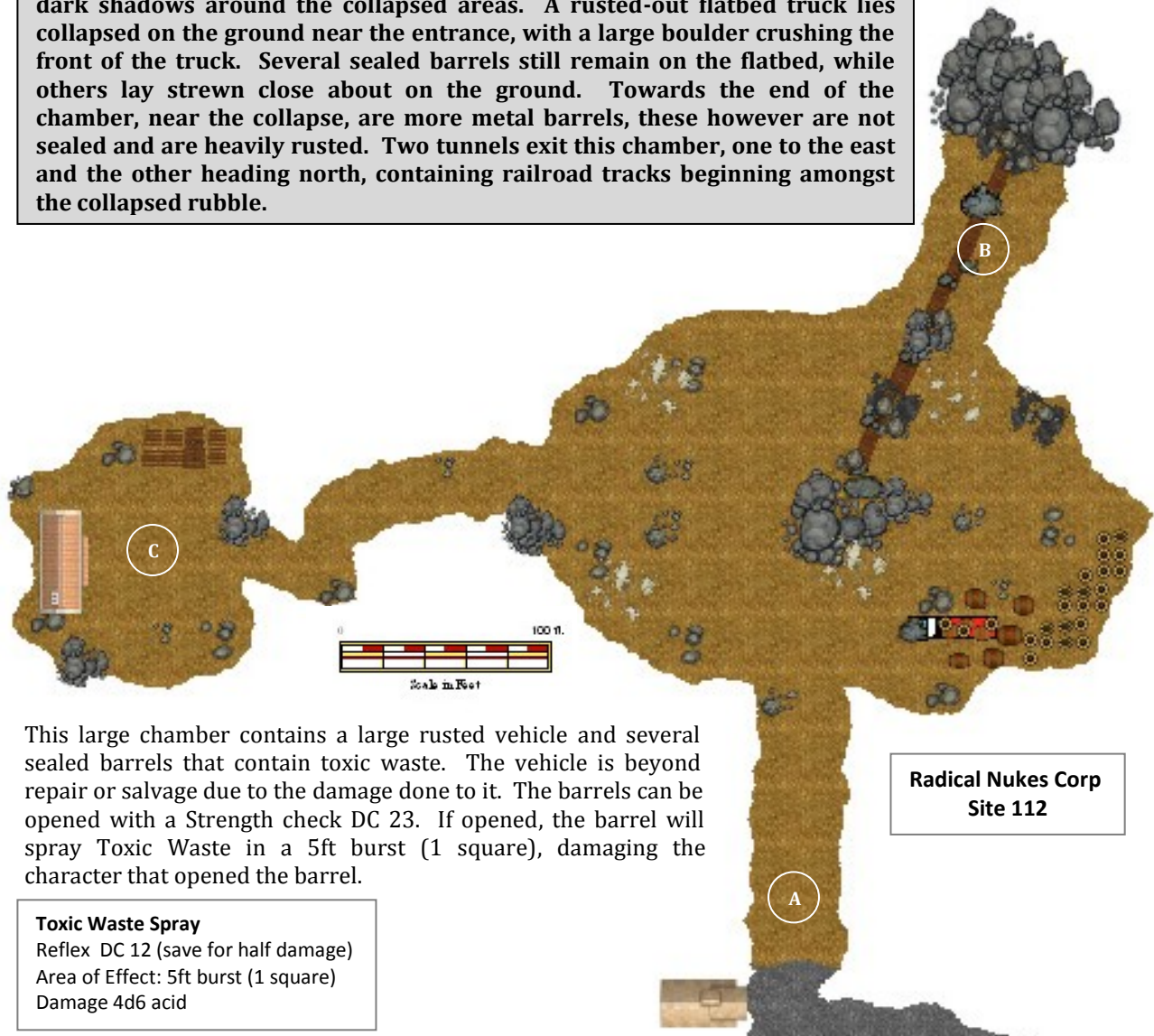
A faded sign with a biohazard symbol within a red triangle sticks out of the ground, denoting the Mining Company (Radical Nukes Corporation) that once ran this mining site. A deteriorating, rusting office sits near a large, wooden, fortified entrance into the side of the mountain.

Trailer

The trailer has been looted and will rock and shift should a character enter into it. The only thing of value the trailer has is a faded map of this mine site, which will not really aid the characters, since most of the mine is collapsed.

A: Main Chamber

The entrance tunnel descends at a steep angle into the depths of the mountain. After the descent, the tunnel levels out to reveal a large lit chamber, which has partially collapsed on the left side and towards the side opposite the entrance. Yellow flickering lights hang from the ceiling 60ft. above the floor, illuminating the chamber in soft yellow light and creating dark shadows around the collapsed areas. A rusted-out flatbed truck lies collapsed on the ground near the entrance, with a large boulder crushing the front of the truck. Several sealed barrels still remain on the flatbed, while others lay strewn close about on the ground. Towards the end of the chamber, near the collapse, are more metal barrels, these however are not sealed and are heavily rusted. Two tunnels exit this chamber, one to the east and the other heading north, containing railroad tracks beginning amongst the collapsed rubble.



This large chamber contains a large rusted vehicle and several sealed barrels that contain toxic waste. The vehicle is beyond repair or salvage due to the damage done to it. The barrels can be opened with a Strength check DC 23. If opened, the barrel will spray Toxic Waste in a 5ft burst (1 square), damaging the character that opened the barrel.

Toxic Waste Spray

Reflex DC 12 (save for half damage)
Area of Effect: 5ft burst (1 square)
Damage 4d6 acid

B: Train Tracks

Train tracks descend down this northern tunnel from the main chamber at a steeper angle than the main tunnel. The steep descent ends in front of a tunnel collapse.

If the characters search the collapsed area, they will find a mining cart with a Search DC 18 skill check. Within the cart are 20 pounds of unrefined Thorium. These rocks appear black due to oxidation. A character can identify the Thorium with a Knowledge (science) DC 20 skill check. Thorium is a main ingredient in fusion batteries and cells. If a character takes the Thorium, he will gain 5 RAD per pound per hour that he carries the rocks, up to a maximum of 600 RAD until they are disposed of. Thorium only transmits an extremely weak radioactive signal, affecting a 5 foot area (1 square).

C: Offices

The eastern tunnel remains level with the main chamber and curves around to the north ending in a large, dimly lit chamber. A modular office sits at the back of the chamber across from the entrance. Rotted skids of empty, banded barrels are stacked on the right side of the chamber.

The characters have two options, explore the office or search the barrels.

If the characters search any of the skids of barrels, a bottom skid will give out, collapsing the stacked skids. The skids fall in a 10ft line 30ft long. Any character within the affected area must make a Reflex DC 15 saving throw or take 4d6 points of physical damage and be pinned. Characters that succeed the save receive half damage and escape from being pinned. Pinned characters must succeed a Strength check DC 20 to escape the pin. All of the barrels are empty and are useless for salvage due to high levels of rust.

Collapsing Skids of Barrels

Reflex DC 15 (save to avoid)

Area of Effect: 10ft wide, 30ft long

Damage 4d6 + pinned

The office is where Trader Mick resided until the main chamber began to collapse. There is nothing of value left within the trailer itself. The trailer however is in good condition, being prefabricated and sectional. The trailer can be taken apart in six sections with a Repair DC 20 skill check. Each section of the trailer weighs 600 pounds and is 10 ft tall, 5ft wide, and 15ft. long (total 60 ft long by 15ft wide). If the characters take this back to Cripple Creek, they will be able to set up a residence (for a fee), or sell the complete unit for 3000 steel to the town (through the Steel Disciples) or to Trader Mick. If a character uses the office for a residence, mark the Cripple Creek Resident entry on the certificate log; only one character can have the permanent residence (others can share it).

Metallurgy Mines

A brick building sits outside of the mine entrance. Words painted on the building read "Metallurgy Mine". The door to this building has long been destroyed. The mine entrance is fortified with rusted steel and is large enough to pull a huge vehicle through.

This mine is radioactive. A Geiger counter will read 600 RAD outside of the entrance to the mine. It will get worse on the inside. Characters that hang around the mine will gain 10 RAD per minute (1 RAD per round) and will need to start making Radiation saves after an hour when the effects start affecting them.

Building

The building was the office for this mine. It contains four rooms and some cubicles. The building has been looted, leaving very little to find. However, a Search DC 25 skill check will find a hidden floor safe. Inside the safe are some business documents (worthless), a large gold nugget (worth 300 steel), a RoboCore 2000 PDA, and a Colt M1911 handgun.

Floor Safe

HP: 60; Hardness 10

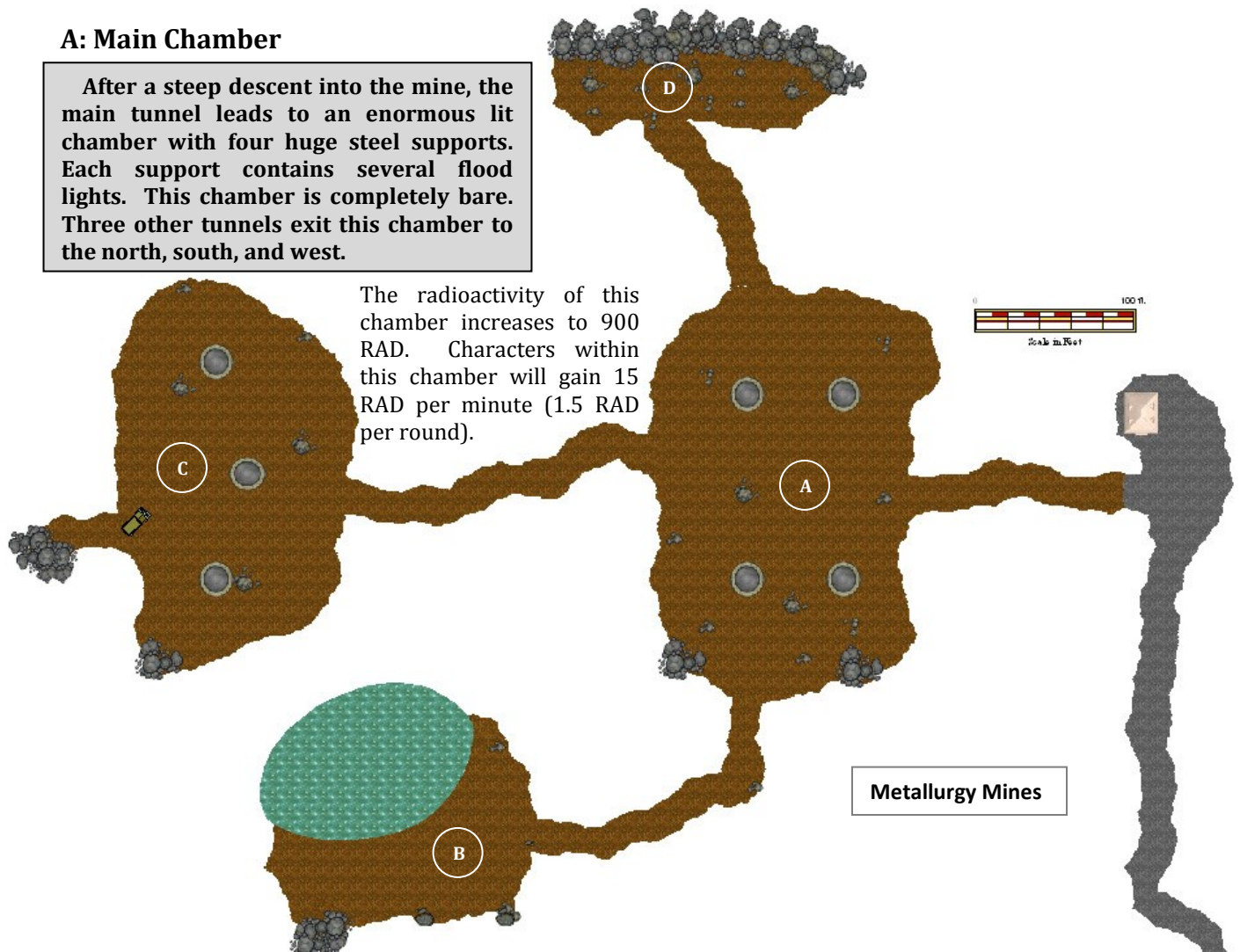
Disable Device (open locks) DC 25

Burst Open: STR DC 40 check

A: Main Chamber

After a steep descent into the mine, the main tunnel leads to an enormous lit chamber with four huge steel supports. Each support contains several flood lights. This chamber is completely bare. Three other tunnels exit this chamber to the north, south, and west.

The radioactivity of this chamber increases to 900 RAD. Characters within this chamber will gain 15 RAD per minute (1.5 RAD per round).



B: South Chamber

Heading south from the main chamber, the tunnel descends down a gradual slope to a large chamber. The chamber has a mist that is rising from a green bubbling lake which dominates a third of the chamber to the right of the tunnel. At the far end of the chamber, another tunnel heads south, but appears to have collapsed.

The radioactivity of this chamber is extremely high at 1800 RAD. Characters within this chamber will gain 30 RAD per minute (3 RAD per round). Additionally the mist that is permeating from the Toxic Pool is poisonous. All characters that enter into the chamber will need to make a successful Fortitude saving throw or suffer the effects of the Toxic Mist.

Toxic Mist

Fortitude Save DC 18 (save negatives)
Damage: Initial 1d4 Con
Secondary (1 min.) 1d4 Con

Should a character explore the toxic pool, a mutant critter resembling a fish-man will emerge from the surface of the pool and look around. This black and green scaled fish-man will observe the characters until threatened and then will submerge to safety. Allow the characters exploring the toxic pool area a Spot check DC 18 to notice the fish-man surfacing. All other characters need to succeed a Spot check DC 23 to notice the fish-man. Anyone touching the toxic pool takes 1d6 point of acid damage per round of contact; if submerged, they take 6d6 points of acid damage per round.

C: West Chamber

Following the west tunnel leads to another immense, lit chamber with three huge steel supports. Each support contains several flood lights. The back half of this rectangular chamber has completely collapsed. A rusted transport vehicle sits near the only other exit from the chamber, a tunnel heading west.

The radioactivity of this chamber is 600 RAD. Characters within this chamber will gain 10 RAD per minute (1 RAD per round). The tunnel heading west from the chamber has collapsed a hundred yards or so down. The transport is a repairable vehicle but needs some work and fusion cells to get operational.

Examining the truck reveals that beyond some heavy rust, this vehicle is completely intact and can be repaired with a tune-up and some fusion cells. To get the truck operational, a Repair DC 15 skill check and 1 hour of work is needed to tune up the 30+ year old engine. Additionally, the vehicle has no keys and will need to be hotwired. A Disable Device DC 20 skill check is needed to hotwire the transport. Finally, the transport's fusion cells are depleted and need to be replaced. The characters can buy fusion cells from Cripple Creek and return later for the vehicle, but need to do so at the end of this scenario or they forfeit the vehicle. If the characters obtain the vehicle (see Army Transport in the SWG), they earn the Cargo Transport entry on their OPS certificate. Only one character can earn this entry.

D: North Tunnel

Heading north from the main chamber, the tunnel descends down a gradual slope to what appears to have been a large chamber. An enormous collapse has sealed whatever was in this chamber from the rest of the world.

There is nothing here for the characters to explore; the chamber has collapsed 2/3rds of the way.

Broken Steel Mine

The outside of this mine entrance has nothing marking it as a mining site except for two rotted wooden posts. The inside of the mine entrance looms, disappearing into a large dark chamber.

When the characters enter into the mine chamber, a large quake will send them sprawling to the ground unless a Balance DC 18 check is successful. Additionally if the characters do not have a light source, they will be in the dark, running the risk of falling down the elevator shaft.

Read the following if the characters have sources of light:

Your lights reveal a gigantic chamber that stretches beyond the reach of light. In the center of the chamber a large, rusted, raised metal platform dominates your view. Dust slowly rises from the platform towards the ceiling. Four sets of thick metal cables emerge from the clearing dust, each thirty feet apart from the others, creating a square pattern, reaching towards ceiling pulleys from the middle of the platform. A large generator box, which occasionally sparks and crackles, sits on the edge of the platform closest to the mine entrance.

There are no other exits from this chamber except down through the elevator shaft. The platform contains a 30 foot square elevator shaft. The elevator lift is currently at the bottom of the shaft, 500 feet beneath the platform. If the characters wish to descend the shaft, they can either attempt to repair the malfunctioning elevator generator or climb down the support ladders from the platform.

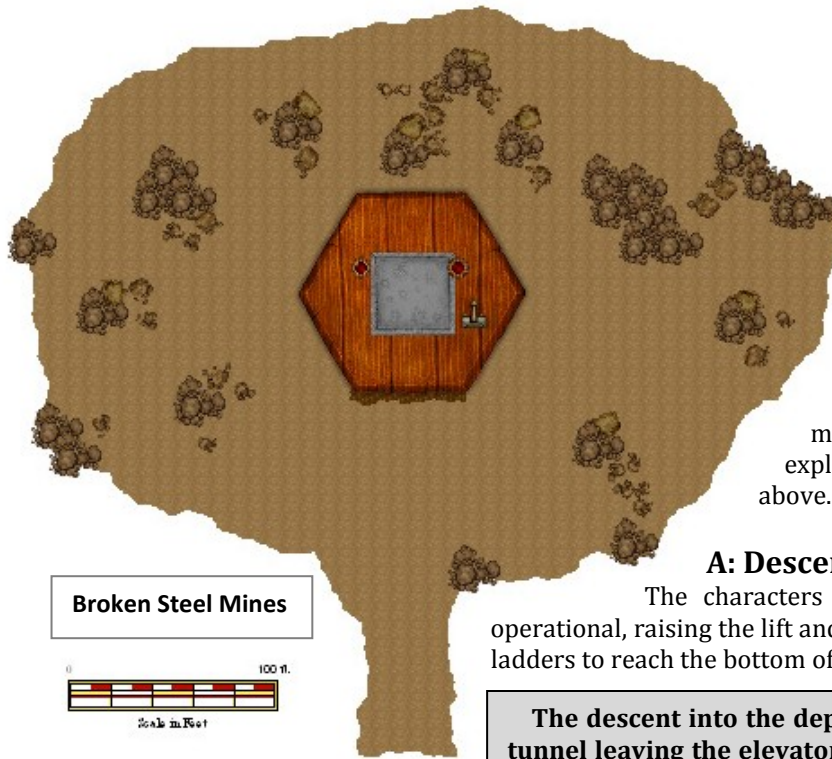
The platform was designed for cargo trucks to be lifted into and out of the mining shaft deep below the surface of the mine. A large 30 x 30 foot hole in the middle of the platform is the elevator shaft that descends into the Broken Steel Mine. The elevator generator has shorted out, and the lift is stuck at the bottom. Pushing the elevator button on the platform does nothing until the elevator generator is fixed (see below).

If the platform is searched, a character will find two emergency hatch covers screwed into the floor. The hatches can be removed with a Repair DC 10 check or with a Strength check DC 12. Beneath the hatch covers are rusty ladders that skirt the elevator shaft.

The right ladder, albeit heavily rusted, is safe and can support the characters' weight. The left ladder, however, is extremely loose and can only support 200 lbs. If a character or combination of characters weighs more than 200 lbs., the ladder will bust free, and the character will need to succeed a Reflex DC 20 to grab onto an elevator shaft support crossbeam. If the character fails the save, he falls to his death (20d6 points of damage).

Fixing the Elevator Generator:

In order for a character to repair the generator to get the elevator lift operational again, he will need to approach the arcing generator. If a character approaches within 5ft of the generator, an electrical arc will jump from the generator to the character, dealing energy (electrical) damage. The damage will arc to multiple characters that are within 5ft of each other also, dealing one-half damage. The only way to stop the energy arc is to pull the circuit breaker while being electrocuted, which causes a burst of electrical energy in a 20 foot radius before dissipating.



Elevator Generator
 Damage: 3d6 Energy (electric)
 Burst (20 ft radius) 2d4 Energy (electric)
 Reflex DC 18 (save for half)

Once the electricity has been turned off, a character can attempt to rewire the generator to function properly and activate the lift. Rewiring the generator requires a Repair DC 25 skill check. If successful, the lift can be operated normally. If the character fails by 10 or more, he shorts out the generator, and it explodes and deals burst damage as listed above.

A: Descent into Darkness

The characters must either get the elevator generator operational, raising the lift and then descending it or descend the service ladders to reach the bottom of the elevator shaft.

The descent into the depths of this mine reveals a large eastern tunnel leaving the elevator lift. Large rusted metal tracks, 15 feet apart, head down the eastern tunnel disappearing into the darkness of the mine shaft.

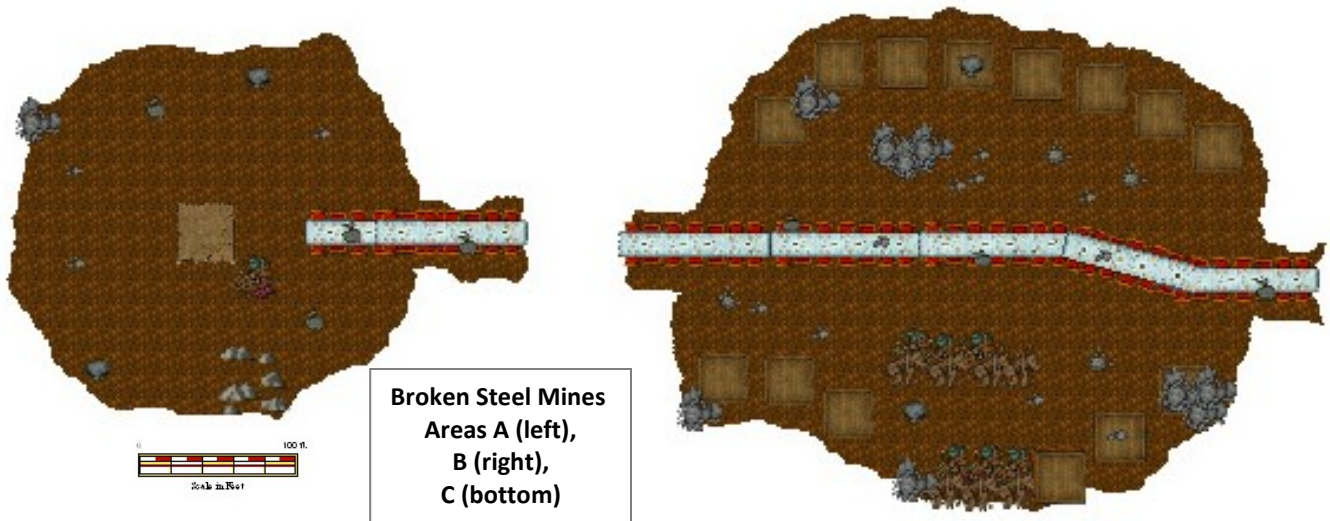
The tunnel is the only exit from this chamber. The tracks are for the giant drill that is in Area C. If the characters search for tracks, a successful Survival (track) DC 25 skill check reveals that a group of people (6-8) have moved through this area within the last 2 weeks.

B: Staging Area

The tunnel from the elevator enters into a large cargo chamber after a mile of travel to the east.

A huge bedrock chamber emerges from the tunnel. By the looks of this chamber, it was a staging area used to sort materials and load cargo or dump trucks. Several containers still contain various unrefined stone types. A pile of drill bits of various sizes sits near the southern bins next to a collapsed metal rack. The metal tracks continue through the chamber to the east.

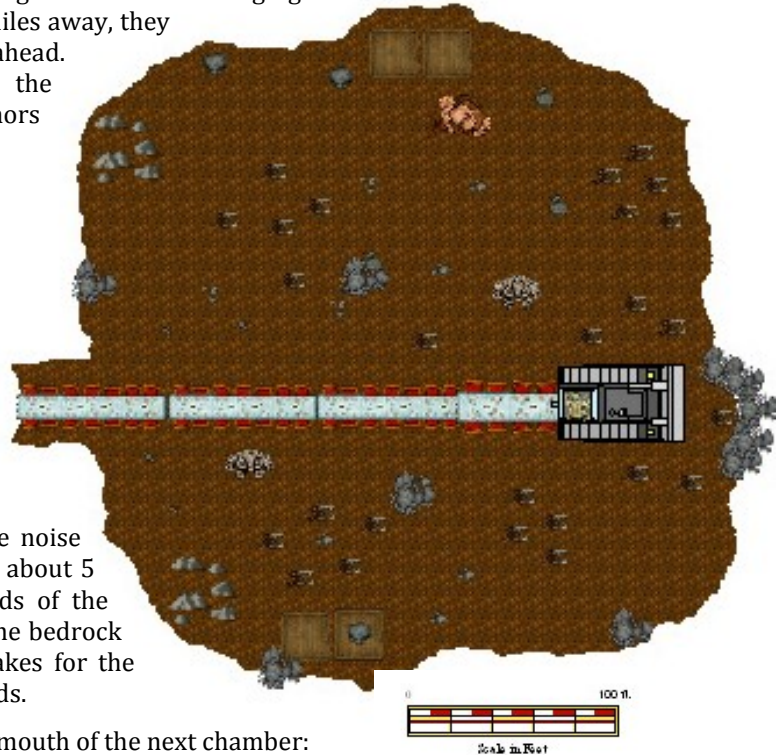
There is little of interest here, unless the characters are avid rock collectors. The drill bits used to be on the rack that has rotted and collapsed. The drill bits range from fist-sized to 3 feet in diameter, with varying weights. Most of the bits are worn or rusted beyond repair. The pile has been gone through by the mutants down the eastern tunnel and the disturbance can be noticed with a Spot DC 12 skill check.



C: Slave Lords of the Underpit (CEL 5/SC 3)

This tunnel travels four miles before emerging into another staging chamber. When the characters are roughly two miles away, they will hear a rumbling and grinding coming from ahead. The noise becomes louder and louder as the characters get closer and is accompanied by tremors

This large eastern tunnel seems endless as you transverse the one-way passage. After several miles of walking, you can hear a small hum coming from the looming darkness ahead. As you progress forward, the hum becomes a grinding, and the ground begins to tremble. The grinding and rumbling continues to increase as you progress forth, and then... suddenly stops.



within the ground.

As the characters progress towards the drill, the noise will continue to increase, until the characters are about 5 minutes away. During this time, the Slave Lords of the Underpit will be instructing their slaves to pack the bedrock with dynamite. This will take the duration it takes for the characters to close the distance with the Slave Lords.

Read the following when the characters reach the mouth of the next chamber:

Continuing down the tunnel eventually brings forth light from the darkness. Emerging from the tunnel's mouth is a colossal chamber of epic proportions that sparkles with glints of precious metals and crystals. Two large spotlights illuminate the chamber, reflecting off of the surface of the crystals and creating additional light throughout the chamber. A large truck-like machine sits on the rail tracks. The front of the truck is pointed with hundreds of drill heads emerging from the conical bore. The truck itself is currently stationary and is steaming heavily from a controller box, where a *Ghul* sits pulling levers and shouting out instructions towards the front of this toothed beast.

Chaos seems to be the theme of this chamber, as dozens of dirty men and woman wearing naught but ragged cloth and sandals scurry about like a colony of ants completing various tasks within the chamber, from replacing drill heads on the machine to carrying sticks of dynamite to others who stuff them in the far wall, to taking buckets of water to the slave masters.

Two Trans-Gen Mutants target heavy weapons while walking amidst the chaos of workers. A third sits back in a lounge chair wearing sunglasses, combat pants, and a Bermuda shirt that is stretched to the breaking point, sipping on an Ikes Hard Lemonade (Ike's Hard Lemonade packs a punch, just ask Tina!).

When the characters arrive, the Slave Lords of the Underpit are getting ready to blow the dynamite that has been placed into various holes throughout the eastern wall. This has been the source of the tremors felt in Cripple Creek. Underpit has been working in this mine for the last month searching for radioactive material, but only finding crystals and precious metals instead. He is determined to keep pushing forth until the rest of his slaves are worked to death or he has found radioactive material.

The characters have several choices when engaging this encounter:

- Kill the Mutants (free or capture the slaves)
- Negotiate with the Mutants (buy/earn some slaves)
- Leave and let Cripple Creek or the Steel Disciples handle the problem

Besides the giant drill, which is Jury-Rigged by Grease Spot, the mine itself has several tons of different types of crystal and metallic ore that has been cleared from the tracks. Thousands of yards of rail tracks are stacked on the south side of the chamber, along with hundreds of railroad ties and barrels of railroad spikes. The new drill spot appears to only have proceeded to the end of the pre-Exodus tracks. Loose tracks support the front wheels of the large drill.

Killing the Mutants

Should the characters engage in combat with the Mutants, the characters will gain surprise (a standard action) and will then be surprised when the dynamite explodes from the eastern wall as Underpit releases his grip on the remote device, detonating the dynamite. This will kill about 10 of the 25 remaining slaves that were in the vicinity of the blast and injure 10 more. The blast itself will rain down hundreds of pounds of rocks throughout the chamber, affecting everyone not under cover (just Grease Spot and a few slaves near the back of the drill, with the addition of any character sneaking onto the drill), including all of the Mutants.

Dynamite Burst (raining rocks)

Damage: 4d10 Physical
Reflex DC 15 (save for half)
Failure: Prone and Pinned
Break Pin: Strength DC 20

Underpit and his two fellow Mutants will proceed to rain lead and other nasty weapons of destruction on the party until one side or the other is dead (or incapacitated). Underpit will shoot a rocket launcher at the party, following with frag grenades, then if he runs out, he will pull out a special handgun made just for him (Midnight Special, see certificate entry). The other two Mutants will autofire or burst fire at the party.

Negotiating with Underpit

The party may attempt to negotiate with Underpit to stop mining at this location as it clearly doesn't contain radioactive material. Of course the characters do not know this yet, but if they can change Underpit's attitude from Unfriendly to Indifferent or better with a Diplomacy skill check, then Underpit will explain that he is looking for radioactive material (plutonium, radium, thorium, or uranium) to aid in the re-powering of a nuclear facility to the southeast. After learning why Underpit is mining in this location, the characters can make a Knowledge (science) DC 20 skill check to notice that this mine is on a huge mineral deposit of non-radioactive materials.

The characters will need to convince Underpit to move his operations in order for the tremors caused by the giant drill and dynamite blasts to stop. In order to convince Underpit, the characters need to succeed a Diplomacy DC 25 skill check. The characters can suggest, if they have been to Metallurgy Mine, that Underpit takes his operation there, since radioactivity is high in that mine and will gain +10 circumstance bonus to the Diplomacy check if they prove they are radioactive from the site. Additionally, the characters can gain a +5

circumstance bonus to the Diplomacy check if they show any other mine location on their map to Underpit. If the Diplomacy skill check is successful, Underpit will move his operation elsewhere. Failure and Underpit cannot be convinced to leave and will ask that the party leave him to his business. Should the party fail to leave, Underpit will ignore them and go about his business until the party leaves or engages in violence.

If the characters attempt to free the slaves, they may negotiate a trade of the location of the Metallurgy Mine for a number of slaves equal to the characters. Underpit needs slave labor to help mine and recover the material he needs regardless of dangers (after all they're only slaves). Alternatively, Underpit will be willing to sell a number of slaves equal to the characters for 250 steel each (this is really cheap!). Any character buying slaves earns the **Slaver** certificate entry.

<p>Underpit, Male Trans-Genetic Mutant Aggressive Class 3</p> <p>Medium Mutated Human; HD 3d10+9; hp 26; Mas 16; Init +1; Spd 30 ft.; Defense 15 (+3 armor, +2 Def.), touch 13, flat-footed 12, PDR/5, EDR/1, LDR/1; BAB +3; Grap +11; Atk Desert Eagle +6 range (2d8+1) or burst fire (4d8+1); FS: 5 ft./5 ft.; SV Fort +4, Ref +3, Will +2; Str 18, Dex 10, Con 16, Int 10, Wis 13, Cha 9.</p> <p>Feats: Advanced Firearms Proficiency, Archaic Weapon Proficiency, Armor Proficiency (light and mutant), Brawl, Burst Fire, Heavy Weapons, Personal Firearm Proficiency, Track</p> <p>Languages: English.</p> <p>Skills: Knowledge (tactics) +3, Spot +4, Sense Motive +4, Survival +4.</p> <p>Talents: Gunslinger, Signature Weapon</p> <p>Background: Mutant Army</p> <p>Occupation: Military</p> <p>Traits: Physically Fit</p> <p>Equipment: Ammunition (.44) (50 rounds), Backpack, Grenade (fragmentation) x4, H-Rations (30), Midnight Special, Rocket Launcher (M72A3 LAW), Undercover Vest (mutant-sized), Water (30).</p> <p>Origins Special: (replaces Midnight Special): Night Train w/6 37 mm shells (see certificate entry).</p>	<p>Zero 'Belch' Omega and Delta 'Force' One Alpha (2) Male Trans-Genetic Mutants Aggressive Class 1</p> <p>Medium Mutated Human; HD 1d10+3; hp 10; Mas 16; Init +3; Spd 40 ft.; Defense 16 (+4 armor, +1 Def., +1 Dex.), touch 12, flat-footed 15, PDR/5, EDR/2, LDR/2, XDR/2; BAB +1; Grap +11; Atk M60 LMG 7.62 +6 ranged full auto (2d8); FS: 5 ft./5 ft.; SV Fort +5, Ref +1, Will +0; Str 22, Dex 13, Con 16, Int 8, Wis 11, Cha 7.</p> <p>Feats: Alertness, Advanced Firearms Proficiency, Archaic Weapon Proficiency, Armor Proficiency (mutant), Brawl, Heavy Weapons, Personal Firearm Proficiency.</p> <p>Language: English</p> <p>Skills: Listen +4, Spot +4</p> <p>Talents: Robust</p> <p>Background: Mutant Army</p> <p>Occupation: Military</p> <p>Traits: Angry, Big and Dumb</p> <p>Equipment (each): Ammunition 7.62 (200 rounds), Combat Knife, H-Rations (20), M60 LMG 7.62, Trans-Genetic Mutant Armor, Water (20).</p>
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Reporting back to Cripple Creek

If the party leaves and heads back to Cripple Creek and reports their findings to Sheriff O'Maully, the Sheriff will thank the party for their surveying and pay them their fee. Proceed to **Conclusion B**.

If the characters defeated Underpit, or successfully convinced him to mine elsewhere, they are free to scavenge the mine. They will be able to mine and salvage an amount of metal ore and parts from the drill based upon TUs spent before the elevator shaft collapses a few days later. Characters that mine or salvage earn steel equal to the amount listed on the adjoining table, by selling it to Cripple Creek, the Steel Disciples, or various merchants passing through.

TU Spent	Steel Earned
1	250
2	600
3	950
4	1500

Mine D: Radical Nukes Corp (site 109)

This mining site was the barracks and offices of the Radical Nuke Corporation mining operation in the area. After the site turned up nothing of interest to the company, they converted the two chambers into their district offices and barracks for the workers during the 3 weeks at a time they spent here.

This mine site enters into a steep mountainside. A large rusted rectangular metal sign, still supported by a single chain, hangs at a skewed angle tapping against the stone above the steel and wood fortified entrance. The entrance of the mine is lit with flickering lights that hang from the ceiling. A hundred feet or so down the entrance tunnel, the tunnel splits into two paths, one north and the other east.

A: Corporate (CEL 3)

The eastern tunnel is short and wraps toward the north after a sharp turn. The end of the tunnel reveals a small lit chamber, with one two story module building at the north end. The building has since collapsed in upon itself, leaving wreckage strewn about.

The characters will find little of interest here. If they proceed to search, they will disturb two Tunnel Snakes nesting nearby, which will go on the offensive. See the next encounter for Statistics on the Tunnel Snakes.

B: Barracks and Restrooms (CEL 3)

The northern tunnel is short, ending in a large chamber that once housed module buildings. These buildings have since rotted and are nothing more than giant piles of debris. A stone cinderblock structure, however, still remains across from the barracks. A faded sign by one of the open entrances reads "Women".

The debris contains two Tunnel Snakes, which will more than happily attack a character that is investigating the lair. The snakes will remain hidden in the debris until a character approaches within 10 feet or enters into the restroom, at which point it moves in for the kill (because meat-snacks are tasty).

The restrooms contain some items of interest. The first thing the characters will notice is a large pile of bones in each restroom (the puked up bones of past Tunnel Snake victims). Other items of interest are the medicine cabinets and janitor supply closet. The cabinets each contain a First Aid Kit, 2 Medpaks, 2 Poison Antidotes, and 2 doses of Morphine. The Janitors closet contains 2 Janitor Jumpsuits and some janitor cleaning supplies.

Tunnel Snakes (2)

CR 2; Large Animal; HD 6d8+30; hp 57; Mas 16; Init +3; Spd 20 ft., climb 20 ft.; Defense 15 (+3 Dex, +3 natural, -1 size), touch 12, flat-footed 12; BAB +4; Grap +14; Atk Bite +11 melee (1d8+9); FS: 10 ft./10 ft.; SV Fort +8, Ref +6, Will +3; Str 22, Dex 16, Con 20, Int 2, Wis 13, Cha 2.

Feats: Weapon Focus (bite)

Skills: Balance +13, Climb +13, Hide +9, Listen +7, Spot +7.

Species Traits

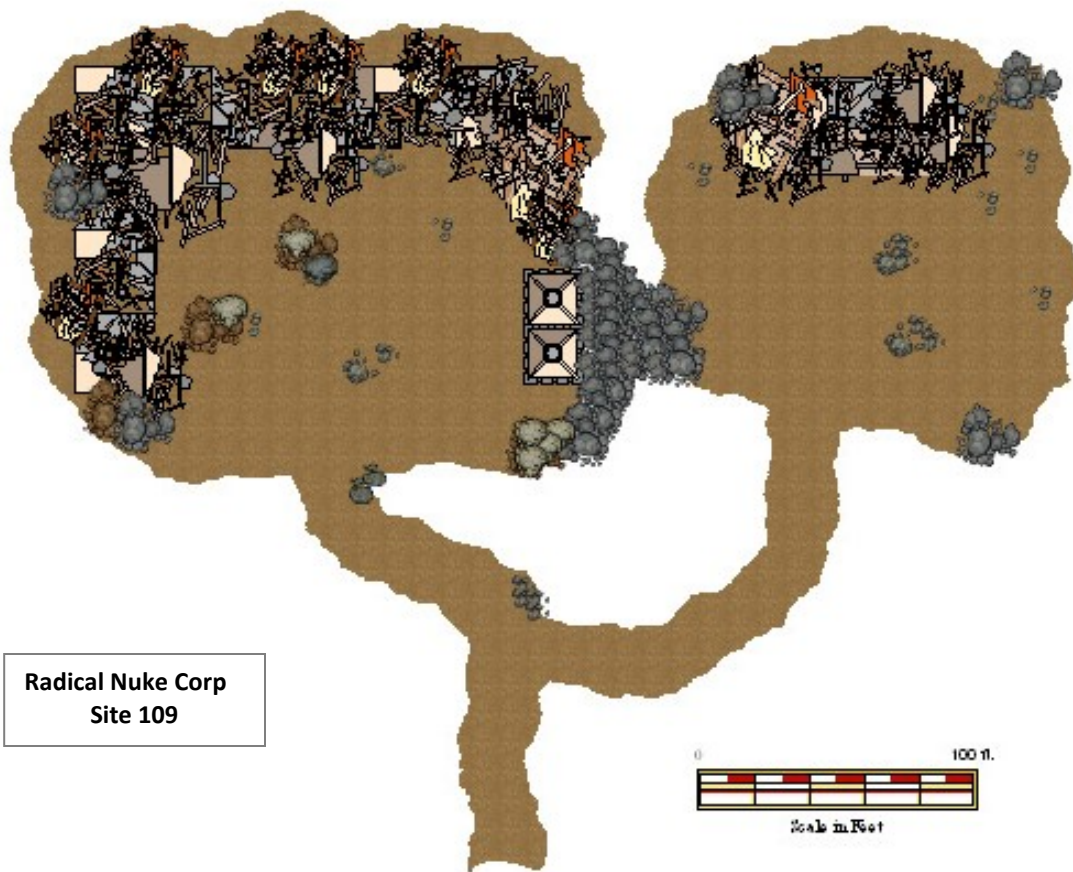
Constrict: With a successful grapple check against a creature of its size or smaller, a tunnel snake deals damage equal to double its bite damage.

Darkvision: A tunnel snake has darkvision 60ft.

Improved Grab: To use this ability, a tunnel snake must hit with its bite attack. If it gets a hold, it can constrict.

Scent: This ability allows a tunnel snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Tunnel snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.



Conclusions

A: Stopped the Tremors

The party has stopped Underpit's mining operation (either by killing him or convincing him to go elsewhere) and shut down the drill.

Reporting back to Sheriff O'Maully in Cripple Creek and explaining your findings to him has pleased him. Now that he knows that the tremors were caused by a man-made machine and dynamite, it brings relief to the town of Cripple Creek. In honor of your discovery, and your putting an end to the tremors, Sheriff O'Maully insists that all of you enjoy a celebratory fish fry dinner this evening.

Cripple Creek knows how to have a fish fry. Half of the town has shown up to honor your achievements for aiding their small community. A fruitful evening of drink, mutated fried fish, and some recreational drugs, dancing, and fireworks ends your obligations.

The next morning or afternoon, when you awaken from the party, Sheriff O'Maully hands you your reward of 300 steel each and also hands you a silver badge in the shape of a star. Sheriff O'Maully states, "This here badge is your bonus and allows you full access to Cripple Creek, as if you are a citizen. You'll receive a 10% merchant discount when purchasing armaments, equipment, or services while in Cripple Creek. You have earned it. Now get out of my Jailhouse."

The characters earn 300 steel each and the **Cripple Creek Badge** certificate entry. Additionally, the characters earn +3% Steel Disciple fame.

B: Reported the Source of the Tremors

The party has found Underpit's mining operation and returned to Cripple Creek to report the finding.

Reporting back to Sheriff O'Maully in Cripple Creek, and explaining your findings to him has pleased him. Now that he knows that the tremors were caused by a man-made machine and dynamite, it brings relief to the town of Cripple Creek.

After the Steel Disciples have been mobilized and defeated the mutants, putting an end to the tremors, Sheriff O'Maully insists that all of you enjoy a celebratory fish fry dinner this evening.

Cripple Creek knows how to have a fish fry. Half of the town has shown up to honor your discovery and getting the Steel Disciples to neutralize the threat. A fruitful evening of drink, mutated fried fish, and some recreational drugs, dancing, and fireworks ends your obligations.

The next morning or afternoon, when you awaken from the party, Sheriff O'Maully hands you your reward of 300 steel each. Sheriff O'Maully states, "Job well done, I hope we will have endeavors together that will benefit Cripple Creek and the Steel Disciples in the future. Now get out of my Jailhouse, before I have you arrested for loitering."

The characters earn 300 steel each. Additionally, the characters earn +1% Steel Disciple fame.

C: Failed in Locating the Source of the Tremors

The party has failed to locate the source of the Tremors and has returned to Cripple Creek defeated.

Reporting back to Sheriff O'Maully in Cripple Creek and explaining to him that you failed to find the source of the tremors has disappointed him greatly. Sheriff O'Maully states angrily, "I am disappointed in your abilities. Now get out of my Jailhouse, and Cripple Creek, before I have you arrested for loitering."

Sorry, no reward for failure, except the experience.

The End...

Experience

Experience is divided into three categories: combat, skill, and role-playing, as denoted below. First, determine the character's APL as it will be important to calculate Combat XP. Second, add all XP earned together and divide by the number of characters to get each character's earned XP. Record their earned XP upon their OPS Certificate Log.

Average Party Level (APL): To determine APL, add together all of the player character levels, including any animal's CR (that is not an Advanced Class feature) or NPCs that are aiding the characters and then divide by the number of characters, assisting creatures, and NPCs to determine the APL of the group. APL plays a factor in the amount of Combat XP earned and represents the challenge presented by the group.

CEL (Combat Encounter Level)

Combat XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion and Story Rewards

Experience		XP Earned
Combat Encounter (CEL)	Achievements	XP Earned
Broken Steel Mine C	Defeat Underpit	5 (+/- APL) x 46
Radical Nukes Corp site 109 A	Defeat the Tunnel Snakes	3 (+/- APL) x 114
Radical Nukes Corp site 109 B	Defeat the Tunnel Snakes	3 (+/- APL) x 114
Skill Challenges (SC)	Achievements	XP Earned
Radical Nukes Corp site 112 B	Find Thorium (search)	250
	Identify Thorium (knowledge: science)	500
Radical Nukes Corp site 112 C	Disassemble Trailer (repair)	250
	Haul Trailer out of Mine to Cripple Creek (Strength)	250
Metallurgy Mine Building	Finding and opening Floor Safe (disable device/search)	750
Metallurgy Mine C	Repairing Truck (repair)	250
	Hotwiring Truck (disable device)	500
Broken Steel Mine A	Fixing the Elevator Generator (repair)	750
	Climbing down the Shaft (climb)	125
	Detecting Tracks (survival)	750
Broken Steel Mine C	Convincing Underpit to move his operations (diplomacy)	750
Role-Playing (RP)	Achievements	XP Earned
Merchant (Any)	Interaction with 3 or more merchants	50
Merchant (Supply Vendor)	Interaction learning of Mines and Mine Dangers	50
Conclusion A or B		1000
Conclusion C		250
Divide by the number of players for each player's total EXP		
Time Units Spent: The number of days spent in the adventure plus mining.		

Reputation

Reputation is gained through the actions of the characters as a group or those of a single character during the scenario. Each character earns either fame or infamy in the Reputation category as defined by the actions listed below. Record all of the results on the Scenario Log.

Conclusion A: +3% fame with Steel Disciples

Conclusion B: +1% fame with Steel Disciples

Treasure

To determine the amount of treasure (loot and coin) that a character earns, consult the results below for items and add up the coin earned from the encounters in which the character participated. A chart of potential coin earned is included below for quick reference. Allow the players to determine the items that they are keeping and those they are selling. Only one player can attain items with a quantity of (1), and it is up to the players to determine who gets the item without in-character fighting. A common method to determine who gets a disputed item is a dice roll off; or one of the characters adding the sell value to the coin earned that is split amongst the other characters. Selling items is broken up into three categories below with a base sell price (1/2 cost) and two barter categories (5% and 10%).

Encounter	Maximum Attainable Coin
Broken Steel C	250, 600, 900, or 1500 per character
Conclusion A or B	300 steel each character

All Rare, Very Rare, and Unique scarcity items are no longer listed on the certificate. These items are entered under the acquired items, just as acquiring normal scarcity items unless otherwise noted by the treasure entry.

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 25	Barter DC 30
Radical Nukes Corp site 112				
Thorium (20 lbs)		500		
Trailer (see Resident cert entry)		3000		
Metallurgy Mine				
Cargo Transport (very rare - origins special)		250000		
Colt M1911 (.45)		205		
Gold Nugget		300		
RoboCore 2000 PDA (rare)		2500		
Broken Steel Mine				
Ammunition (.44) (50 rounds)	1.5	75		
Ammunition 7.62 (400 rounds)	4	1600		
Backpack		50		
Combat Knife (2)	82.5	165		
Grenade (fragmentation) (4)	150	600		
H-Rations (30)	5	150	+5%	+10%
M60 LMG 7.62 (2)	2250	4500		
Midnight Special (see certificate)		1650		
Night Train (see certificate - origins special)		4250		
Rocket Launcher (M72A3 LAW)		2250		
Undercover Vest (mutant-sized)		600		
Salvage		500		
Trans-Genetic Mutant Armor (2)	500	1000		
Water (70)	20	1400		
Radical Nukes Corp site 109				
First Aid Kit (2)	100	200		
Janitor Jumpsuits (2)	75	150		
Medpaks (4)	87.5	350		
Morphine (4)	225	900		
Poison Antidotes (4)	25	100		
Total	---			

Certificate Entries

Cargo Truck: You have liberated and repaired a Cargo Truck. Use the Army Transport statistics listed in the SWG. You must pay a 250 steel upkeep on this truck at the end of each scenario, or else the truck is stolen during downtime.

Colt Switchblade: You have brokered a deal for a Colt Switchblade Motorcycle (see EXS for statistics). You must pay a 50 steel upkeep on this motorcycle at the end of each scenario, or else it is stolen during downtime.

Cripple Creek Badge: You have acquired a Silver Star badge with a Steel Disciple logo in the middle and the words "Cripple Creek" under the logo. This allows you to purchase Infrequent armaments, equipment, and services up to 3000 steel while in Cripple Creek at a 10% discount.

Cripple Creek Resident: You have acquired a permanent residence in the Steel Disciple town of Cripple Creek near the Nevada Mountains. You must pay the town a tax of 25 steel per OPS adventure for upkeep and protection on your residence.

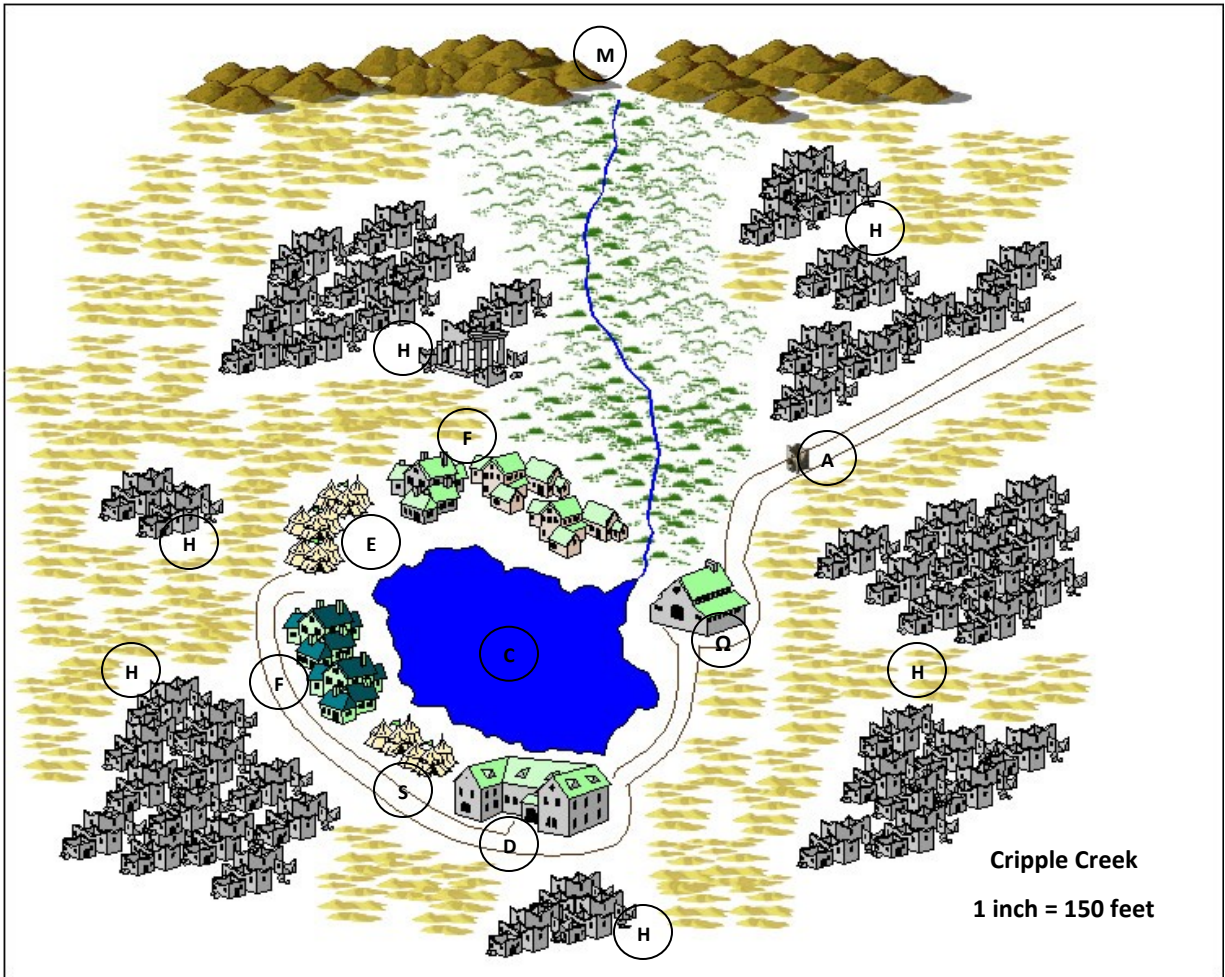
Midnight Special: This black and silver Desert Eagle .44 has been modified and retrofitted to fit in the hands of a Trans-Genetic Mutant. A Trans-Gen using this handgun does not suffer the normal -4 weapon size penalty when using this handgun. Additionally due to the quality of the retrofit, a Trans-Gen gains a +1 Competence bonus to attack rolls with the Midnight Special. Non-Trans-Genetic Mutants have a difficult time firing this handgun and take a -2 circumstance penalty to attack rolls and cannot use the burst function of the gun.

Night Train (Origins Special): This black and silver large bore handgun fires a 37mm shell. It has been crafted for the hands of a large-sized person and requires both the Heavy Weapons and Personal Firearm Proficiency to properly fire. Medium-sized and smaller shooters have a difficult time firing this handgun and take a -6 circumstance penalty to attack rolls. Reloading this firearm takes a full-round action.

Handgun & Ammo	DMG	CRIT	RNG	ROF	MAG	SIZE	WT	STR	SCRC	COST
Night Train	3d12	x 4	40	S	1 shot	Huge	20	20	UQ	8500
37 mm shell	3d12	—	—	—	—	—	1	—	R	75

Slaver: You have acquired a human adult slave. This slave may be of either gender and of any race, color, or creed. The slave uses a 22 point-buy method to determine Ability scores. The slave may have 1 trait (from either the EXS or SWG), and has any human background and no occupation. A slave's level is equal to ¼ your character level in Defensive Class levels.

Overseer's Terrain Map



Terrain KEY

A: Guard Post
 B: Cripple Creek
 C: Cripple Lake
 D: Jail

E: Merchant
 F: Private Dwelling
 H: Ruins
 M: Nevada Mountains

S: Savior's Army
 Ω: Steel Disciple Barracks

Players Handout A

Nevada Mountain's Terrain Map



1 inch = 5 miles

Trader Mick's Mining Supplies

- Bag, Burlap
- Bolt Cutters
- Climbing Gear
- Duct Tape
- Field Medic Kit
- Flashlight (Solar Powered) (2)
- Medpak (2)
- Multipurpose Tool
- Rope (100 feet)
- Road Flare (4)
- Humpback Cigarettes (20 cigarettes)