



EXODUS
POST-APOCALYPTIC ROLEPLAYING
ADVENTURE

Paydirt

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An Exodus OPS Campaign Adventure

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

Reno, the twin towns, lures adventurers and mercenaries alike to jobs-a-plenty with its many Trading Companies. But, sometimes, even the simplest of jobs becomes a grand adventure. Paydirt is an Exodus OPS campaign scenario for 4 to 6 characters of 1st to 3rd level.

This scenario has been updated from the original to reflex the new Experience system used in the Exodus OPS campaign. OPS players that have already played this scenario, cannot re-play it, or gain any benefits from the changes within.

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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 set in 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.

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, NPC's, and creatures will enhance game play, as well as 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 the *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 this text is general and needs to be adapted to a specific situation, or to the actions of the adventurers.

Paydirt

Exodus OPS

Scenario 7

Paydirt

Location: Carson City, Nevada; Reno, Nevada; Underpass, California

Number of Characters: 4 to 6

Average Character Levels: 2.5

Max EL (15)

Max Purchasable Equipment Value: Tahoe City 1100; Reno 2000; Underpass 800

Adventure Summary

The characters are free to explore Outer Reno, with its new shop—Ahmed's Surplus. Rumors and job offers will bring the characters to Fresco Waters. Fresco Waters is looking for escorts to guard a caravan supply to their new outpost in Underpass, California. Underpass is a two-day trip. At the end of the first day of the journey, the caravan runs across a wrecked dune buggy, and the characters are asked to investigate the wreck. In the wreck is a dying man who tells the characters about a hidden treasure of medical supplies in the ruins of an office building located in Carson City. He also tells them about his friends and a group of raiders before dying.

The characters are drawn into a race against time to find the Dying Man's friends and locate a fortune in buried treasure. Several paths open up for the characters and their opposition—Fresco Waters and the Raider group (the Ravagers). If the characters spill the beans to the Caravan Master, Fresco Waters will be at Carson City fighting the Raiders before the characters get there. If they do not tell the Caravan Master, then two scouts employed by Fresco Waters will follow the characters.

The characters' arrival at Carson City triggers several possible scenarios, ranging from the characters stumbling into the Fresco/Raider battle to their battling the Raiders themselves. Depending on the time of the day the characters arrive, the battle with the Raiders may be either easy or difficult. If they defeat the Raiders, the characters will find members of the Cult of Unity, held there as prisoners, as well as one of the Dying Man's companions, Chris Angelies; his other companion is dead. When free and with a little persuasion, Chris will reveal the location of the medical goods as being in a sunken Pharmacy through a dry well. If the characters did not deal with the Fresco Waters scouts, they will attempt to ambush the characters when they leave the Pharmacy site. Should the characters spend the night in Carson City, they'll have to deal with Fresco Waters reinforcements the next morning. Once the goods are gathered, the characters can choose their destination from anywhere in the Wasteland, since they have no employer to report back to.

Reno

Population: 410 citizens (95% human, 3% Mutant, 2% Ghul)

Military: 50 New Reno soldiers, 20 Trans-Genetic Mutant Commandos

Trade Goods (Outer Reno) – Uncommon up to 1000 steel

Trade Goods (New Reno) – Infrequent up to 4500 steel, Rare (5%) up to 8000 steel

Services (Outer Reno) – Kitchen meal, Pit Fights, Prostitution (poor)

Services (New Reno) – Doctor, Kitchen meal, and Repair

Reno, the twin towns, is separated into two districts by a security wall catering both to the rich and poor. While the rich enjoy luxury within their walled town of New Reno in the heart of the Reno ruins, the poor flock to the surroundings of what they cannot obtain, creating Outer Reno.

Reno's attitudes on Outsiders

Reno is a neutral settlement and its citizens hold no ill-will toward any particular race or organization, beyond the normal prejudices of man.

Underpass

Population: 45 citizens (99% human, 1% Other)

Military: 20 soldiers

Trade Goods – Uncommon up to 800 steel

Services – Doctor, Kitchen meal, and Repair

Underpass is a small trading community operated by Fresco Waters. Fresco Waters uses this site to store trade goods and filter watered. The sites main purpose is to filter out radiation from a nearby water source to use on trading route.

Underpass' attitudes on Outsiders

Underpass is a neutral trading settlement and as long as non-residential people are trading and moving on, there is not a problem beyond the normal prejudices of man.

Introduction

Reno, known in the Wasteland as the twin towns, is strictly segregated between the upper classes and the lowly survivors of the Wastes. The town has two districts; New Reno and Outer Reno are separated by a fifteen-foot high wall surrounding New Reno, with only a single point of entry at a high-security checkpoint.

New Reno is all high-class living and requires a citizen license or an invitation from a high councilor or Overseer of Reno in order to enter. Several Trans-Genetic Mutant guards are on duty at all times to enforce the laws of entry into New Reno.

Outer Reno is the complete opposite of New Reno. Outer Reno is a scum pit of the destitute, lower class, and Wasteland warriors attempting to get a license and move up to a better life. Many Wasteland merchants and scavengers have set up shop just outside the New Reno checkpoint, creating a tent-town bazaar skirting the wall. Pieced together from the remains of the buildings that stood here before the Exodus, ramshackle housing can be found circling New Reno in all directions for a least a mile.

Two buildings still remain in Outer Reno. The first is adorned only with faded paint on the bricks stating to those that can read it "Serpent's Pit." The Serpent's Pit is Reno's only bar, and an interesting cast of characters haunts the place no matter the hour. Charlie Daniels and his posse run The Pit and they have the finest booze and water north of Vegas. The second building is newer; built from scavenged building materials; it sports no roof and has an animal pen behind it. The sign that swings in front of it states in English and Arabic, "Ahmed's Wasteland Surplus."

This scenario does not contain a plot lure like most other Exodus OPS adventures. The characters will need to look for a job or find something to do in Outer Reno to pick up on who is hiring and make some loot.

Serpent's Pit

The Serpent's Pit contains all sorts, from laborers to mercenaries, drinking house drinks and eating roasted snake. There is a bulletin board hanging in the back posted with various job offers and announcements. Most are simple low paying jobs; however, one job should be of interest to the characters. Fresco Waters is looking for Caravan Guards, Handlers, and Mechanics to undertake routes to various locales through California and Nevada. The Serpent's Pit serves everything listed under the Grub section in Chapter 4 of the EXS.

Ahmed's Wasteland Surplus

Ahmed's carries a range of armaments and surplus goods, including wasteland animals and carts (detailed in the SWG). The characters can purchase anything up to Infrequent scarcity and weapons and equipment from the EXS or SWG up to a 2000 steel value.

Ahmed: Male Human;
CHR 15; Barter: +8.

Gathering Information

(Current Rumors and Jobs)

Time Required: 1d10 minutes

DC 5: Reno is the scum pit of southwest, drawing in all sorts of losers to suck on the tits of an emergent economy. All types, from beggars to mercenaries, have set up shop in Outer Reno, while the wealthy hide themselves away in luxuriant New Reno.

DC 10: Fresco Waters and the Crimson Blood Trading Company have been warring for Caravan supremacy. Fresco has been outbidding the Crimson Bloods by 50% or more, depending on the need for services. Fresco has also opened a permanent job recruitment office, where work begins within mere hours of hiring.

Fresco Waters

Fresco Waters Traders is a company that supplies Wasteland towns with needed supplies and non-radiated water. Based in the northeast section of Reno, they are just north of the Serpent's Pit. Frank and Daniel Fresco own the trading company along with several partners scattered throughout the Wasteland. The Fresco is always hiring workers to cover all fields—from manning the caravans to salvage jobs.

Fresco Waters' offices are in an old, run down warehouse that appears to be under construction on the northern outskirts of Reno. Several laborers, directed by two *Ghūls*, are repairing walls and installing doors to newly built offices within the compound, while many others are loading and unloading building materials and supplies into a variety of haulers and carts.

An old camper sits near the dock of the Fresco Waters' building, displaying a sign that reads "Fresco Waters Job Inquiries."

If the characters are interested in a job, they'll need to enter the camper and speak with Ahab. If they fail, they may get a second opportunity, if another player or NPC recruits them to join after being hired. If any characters fail to bite the hook the second time around, then the adventure is over for them—enjoy drinking some BM Swill at the Serpent's Pit.

Upon entering the camper, you see a rugged old man dressed in a sailor suit and chewing on a piece of jerky while smoking a cork pipe. Speaking in-between bites, he says, "Ye here for a job? It pays based on yer qualifications of job type. Answer me some questions and I be determining a fair rate."

Ahab, the recruitment officer for the Fresco Waters is a charismatic and friendly person. He is quick to offer someone a drink, a piece of jerky, or a compliment. He knows that many of the drifters who pass through town are desperate or lost, making them prime targets for his persuasive attempts to sign up new recruits. Fresco Waters suffers from a high rate of desertion and takes substantial casualties when pitted against the better-armed bandits or militant factions.

The recruiter talks a good game and is willing to promise the characters a fair rate based on their qualifications if they agree to work for Fresco.

The pay scale starts at 200 Coin and goes up to a maximum of 600 Coin based on the requirements below.

- If a character has the Occupation/Profession: Bison Herder, he gains a +50 bonus pay.
- If a character has the Occupation/Profession: Caravan Guard, he gains a +100 bonus pay.
- If a character has the Occupation/Profession: Soldier or Military, he gains a +100 bonus pay.
- If a character has the Occupation/Profession: Doctor or Technician, he gains a +100 bonus pay.
- For every rank of the following skills (Drive, Navigate, Repair, Survival, and Treat Injury), the character gains +10 bonus pay.

If the characters agree to the escort job, Ahab will inform them that they'll be working under the direction of Harold McFly and will be escorting three haulers into California to the town of Underpass, located near Lake Fresco. If they do not accept the job, they are out of luck; the adventure is over for them.

The caravan that the characters will be assigned to leaves within the hour and Ahab will inform them of this fact (this will be the second chance for other characters to get involved). Payment will be made when the caravan reaches its destination of Underpass. Go to the encounter "The Dying Man."

The Dying Man

As the adventure begins, the players might perceive it as just another “hired to do a job” scenario. What they do not know is that a simple convoy escort soon turns into a three way race between heavily armed and dangerous factions, each intent on getting the goods for themselves.

The Fresco Waters’ caravan (consisting of three haulers, each with two Bison, and a dozen men and women, plus yourself), has traveled over a day west of Reno without incident. It is nearly sunset, and, as the merchant caravan rolls slowly along some fractured asphalt, the caravan captain Harold McFly orders a complete stop, pointing to something that is reflecting off a ridge not far ahead. The captain points to you and motions towards the reflecting object. “Go check it out. Make sure it is not an ambush and report back.”

Allow the characters to decide their courses of action and then continue with the following text when they’re ready:

Nearing the ridge, you notice a wrecked dune buggy, its front axle broken and useless. The dune buggy has been modified to make use of solar panels. These broken panels are producing the blinding glare that caught McFly’s eye. Inside the vehicle, you see the wheezing form of a bony old man.

The scavenger is mortally wounded. A large pipe, broken off from the dune buggy, impales his chest and he is clearly near death. When the characters approach, he leans against the steering wheel of his modified dune buggy, violently coughing and hacking up blood. In a shaky voice, he whispers the following before breathing his last:

“Paydirt... don’t let the Ravagers get the goods. I was with a survey team, Chris Angelies and Tuccos Bill — Carson (he coughs violently, spitting up blood)... medical supplies in the old pharmacy. I’m done for this world; the light is fading. Take the survey maps. Damn Ravagers got me. Elizabeth, I’m coming to join you... (He gives a low groan and then expires).”

Inside of the battered old buggy is a box full of equally old maps. The maps are worn and faded, their surfaces covered with handwritten notes. One map, in particular, has a circle drawn over a section of Carson City, Nevada. Scribbled beside this mark is the word “Paydirt.” Additionally, an axe, a crowbar, and a MAB P15 9mm pistol with no ammunition can be found here.

The dune buggy itself has suffered explosive damage to the frame and is riddled with bullet holes. A Repair check DC 50 is needed to fix the buggy, along with 2000 steel worth of salvage parts and metal. A Repair check DC 30 is needed to get the buggy rolling so it can be towed.

At this point, the characters have a decision to make. How they react to this NPC will likely shape the rest of the adventure. Do they tell the caravan master? Do they desert their posts and ride out on their own? Do they finish the job and then go to Carson City?

After they report back to the Harold, he’ll take a look at the area himself and claim salvage rights in the name of Fresco Waters over the vehicle and any of its cargo that the characters did not take and conceal. The dune buggy will be repaired enough to be towed to Underpass. If the characters look suspicious, Harold will search them. If he finds anything that has been concealed, he’ll claim it and fire all of the characters, leaving them 40 miles out from Reno. It will take the characters two days to walk back to Reno using 6 units of water each and 3 units of food to avoid suffering the effects of dehydration and starvation.

Harold (Recruiter): Male Human; INT 14, WIS 13, CHR 11; Search +8, Sense Motive +9, Spot +6.

If the characters do return to Reno, Harold has radioed Ahab, who has men on the lookout for the characters. They will follow their movements and keep Ahab informed, including following them to Carson City.

Underpass

The Fresco Waters caravan will continue to head to Underpass with or without the characters, along with the Dune Buggy and its contents, including the dead driver. The caravan will reach Underpass in the evening of the same day that the characters encountered "the Dying Man."

Underpass is a small frontier town built under the intersections of two great concrete bridges, most likely part of the ancient system of highways that once stretched across the California. Ten-foot tall chain-linked fences topped with razor wire surround the town. There are two entry points into town, both wide enough to get a hauler through and they're both heavily guarded by Fresco soldiers. A large lake sits no more than a couple hundred yards away from town, where dozens of people are engaged in some type of work around a small pre-Exodus tanker truck.

The town is owned and operated by the Fresco Waters Trading Company. There are several shops and make shift booths inside the settlement that are operated by a Fresco merchant. The town serves as an operational outpost for the trading company. Characters can buy weapons and equipment of a Common and Uncommon Scarcity up to 800 steel from the merchants here, as well as clean, non-radiated water.

The lake is Fresco Lake, and it is radiated (Low Radiation, +50 RAD for every 8oz. drunk to a maximum of 600 RAD). Fresco Waters is pumping out radiated water through an old military grade tanker sporting a faded picture of a smiling face with the logo, "Sterile Springs." They are making clean water to sell. The clean water is put into a small fusion operated tanker truck, which is heavily guarded by Fresco Soldiers.

If the characters have completed the escort job, Harold will pay them what they are due, and let them be on their merry way. If the characters are looking for a ride back to Reno, Harold will hire them for the trip back at half their previous wage, since they are only returning with twelve barrels of water. If the characters refuse the offer, they can book passage for 40 steel each or walk. Walking will take the characters 4 days to return to Reno, and they will consume 12 units of water and 6 units of food. Additionally, if Harold has the maps or if the characters told Harold about the Dying Man's story, Fresco Waters will already be in Carson City looking for the Pharmacy.

Mongrels (CEL 1)

As the characters make their way towards Carson City, they run afoul of a pack of *Ghūl* dogs. Unlike normal human *Ghūls*, these unsightly canines have gone insane over the course of their long and miserable lives. The pack that patrols these hills is comprised of three large fighting dogs and a host of small scavenger dogs that growl and snap, but do not enter combat. The scavenger dogs only want a few quick bites after the prey's been taken down.

Ghūl Dog (3): Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 30ft.; Defense 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +2; Atk bite +2 melee (1d6+2); Full attack; bite +2 melee (1d6+2); FS: 5ft. by 5ft.; SV Fort +7, Ref +5, Will +4; Str 13, Dex 15, Con 15, Int 2, Wis 14, Cha 6.

Skills: Jump +5, Listen +4, Spot +4, Survival +3, Swim +2.

Diseased Bite (Ex): A *Ghūl* dog's mouth is a filthy thing: the perfect breeding ground for bacteria. Anyone that takes damage from a *Ghūl* dog's bite must succeed on a Fortitude save (DC 12) or contract a nasty blood infection (Incubation period 1 day; 1d4 temporary Constitution).

The dogs will fall upon the characters and immediately begin attacking. The smaller scavenger dogs will circle the fray and make a loud racket. Gunfire or explosions will scatter the small yappers, but the big fighting dogs will lash out at the characters undeterred.

Carson City (CEL 3 or 5/SC 2)

Carson City is 30 miles south of Reno and 20 miles east of Lake Tahoe (40 miles from Tahoe City—home of the Union or Unity). Getting to Carson City should not be a big deal for the characters; it is a day to a day and a half's walk at worst. If the characters leave Reno at daybreak, they'll arrive at Carson City near dusk (if they have an average of 30 speed).

The remains of an old city, marked on the Dying Man's map as Carson City, lie spread out before you. Like the other ruins of civilization that dot the Wasteland, it seems long ago picked cleaned by scavengers. Several dilapidated, crumbling buildings still stand around a blighted statue of a gunfighter in the center of this ruined city.

Although Carson City is not an inhabited city, it has seen plenty of scavengers and salvage teams from both Reno and the Unity pilgrims. Currently, a group of raiders, known as the Ravagers, has set up shop in a rundown building. They've taken several Unity Pilgrims and the survey team that the dying man mentioned as captives.

Several possibilities for the future exist here, depending on the path the characters have taken to get to this point. If the characters informed Fresco Waters about the Dying Man's survey team or if Fresco Waters has the Paydirt map, a team of five Fresco Waters soldiers (statistics below in "Fresco Soldiers" encounter) will already be here, fighting the Ravagers. The soldiers have been ordered to defeat any opposition (which includes the characters) and claim stake to the Paydirt. If the characters engage in the fight, the Fresco Soldiers will continue attacking the Ravagers. If the characters help defeat the Ravagers, then award the CEL 5 experience reward for defeating the Ravagers, instead of 6. Once the Ravagers are defeated, the remaining Fresco Soldiers (2) will turn on the characters; consult the "Fresco Soldiers" encounter below, with the exception that no reinforcements will be coming the next morning.

If the characters managed to keep the Paydirt a secret, then two Fresco Waters soldiers will be tracking the characters, since Harold was suspicious about the characters' actions at the "Dying Man" encounter. These two soldiers will be about 20 minutes behind the characters getting to Carson City, so as not to blow their cover. The soldiers will watch the characters' actions from a distance once in Carson City, until they determine the location of the Paydirt. They will then call for backup, which will arrive 8 hours later. If the characters attempt to leave the area, the soldiers will continue to follow the characters at a distance until the backup arrives. Allow the characters to make a Spot check DC 22 to notice that they're being tailed or watched from a distance with binoculars. If needed, use the statistic block from the "Fresco Soldiers" encounter below.

If the characters arrive in Carson City before noon, the Ravagers will be sleeping, except for a few guards. If it is between noon and evening, more than half of the Ravagers are out patrolling the Wasteland, looking for the evening's entertainment. At dusk, the Ravagers will return to their hideout in the middle of the city.

The Ravagers' Hideout (CEL 6)

The Ravagers' hideout is in an old office building in the center of Carson City. The building has been slightly repaired with rusted scraps, to provide both cover and shade. Use the Overseers' Map for location details.

X - Parking Lot

A square of worn asphalt sits next to the hideout.

A small fire burns in the corner of an empty parking lot. The decrepit blacktop is cracked and uneven, but surprisingly free of debris.

A – Main Doors (SC 0)

A heavily rusted steel door leads into the building proper. This door looks to have been recently reinforced; scraps of metal are screwed into the rusted out areas, acting as make-shift patches.

There are two primary entrances to the hideout. Both of the doors are not locked, swinging into the building, but they are rigged up with plastic explosives via a trip wire that the motion of the door sets off. A person on the inside can deactivate the bombs and open the doors very quickly.

This simple trap is comprised of a detonator and explosives package rigged to a trip wire. Finding the trigger mechanism requires a Search check (DC 10). Opening the door without first deactivating the bomb will tug the tripwire and set off the trap.

Door Trap

Plastic Explosive (trip wire detonator): damage 5d8; Radius 10ft.; Reflex DC 18 (half); Disarm (Demolition DC 10).

B – Torture Chamber (SC 1)

A small room lies before you. In the corner to your right, you see a small round cage that contains the remains of a human being. Directly in front of you is a wooden chair with a bloodied human man strapped into it, sitting in the middle of a large bloodstain on the floor. Straps and chains encircle the chair and a nearby table displays knives, hammers, pliers and other tools—also stained with blood.

This small storeroom has been converted into an interrogation room, complete with crude implements of torture. The man in the chair is Chris Angelies; he is unconscious at –6 hit points, but stable. The Ravagers tortured him and Tuccos Bill, the dead man in the cage, for information. If Chris is healed up to consciousness, the characters will have to earn his confidence with a Diplomacy check DC 20; grant a +2 circumstance bonus (or bonuses) if the characters mention the Dying Man, release Chris, and/or heal Chris to maximum HP (16). If the characters gain Chris' confidence and agree to get him out of here, he'll disclose the location of the Paydirt in exchange.

C – Barracks

This room is long, narrow, and poorly lit. A hammock hangs in one corner. The floor is lined with sleeping bags and floor mats.

This long rectangular room serves as a makeshift barracks for the bandits who aren't currently on guard duty or engaged in other chores. If it is before noon, the Ravagers are sleeping here.

D – Prisoners

The room before you is small and cramped. The only furniture is a battered wooden table with leather straps nailed to its surface. On the floor around your feet, you see scraps of bloodied clothing, mostly feminine.

These four small rooms were probably supply closets at one point. They now serve as a place to keep prisoners for the sick amusement of the Ravagers. Currently, two of the rooms house four Unity Pilgrims that were completing the First Degree of Union: to go forth and meet new people, shake hands, and enjoy their company. The other two rooms contain two dead naked woman, broken and defiled, and three dead Unity Pilgrims that were tortured to death. If rescued, the pilgrims will continue with their First Degree of Union and enjoy the company of the characters until reaching Reno. The pilgrims are a zealous lot, not disturbed by the fact that several of their brethren lie dead in the adjoining rooms.

E – Conference Rooms

These two rooms were conference rooms, but now are private entertainment rooms for the Ravagers.

F – Common Room

A large room lies before you with crates and steel drums stacked haphazardly about the floor. A wood burning stove sits in a soot-stained corner and a rickety table is set up nearby. On the opposite wall there are several flimsy partitions linked together to create privacy for a makeshift bathroom.

This large area was once a meeting room. Now it serves as a kitchen and recreation room for the bandits who aren't otherwise occupied. If the characters arrive during the evening, most of the Ravagers will be here living it up.

These raiders are not extremely tough, but they have numbers working for them...depending on when the characters arrive. They will focus on dangerous looking characters and those using blast effects first. Only two Ravagers (A and B) are on guard from Noon to Dusk; at all other times, all of the Ravagers are present.

Ravager A (4) — Jake, James, Joey, and Jonnie (Melee Force)

Aggressive 2; Medium Human; HD 2d10+4; hp 19; Mas 14; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 def bonus, +2 Dex, +1 armor); BAB +2; Grap +4; Atk +6 melee (combat knife 1d4+3 19-20 x2); SV Fort +5, Ref +2, Will +0; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Background: Survivalist

Occupation: Raider

Feats: Archaic Weapon Proficiency, Personal Firearm Proficiency, Power Attack, Simple Weapon Proficiency, Track, and Weapon Focus (Blades).

Languages: English.

Skills: Climb +3, Hide +3, Jump +3, Navigate +1, Spot +2, and Survival +2.

Traits: Bloody Mess, One Hander

Talents: Melee Smash

Equipment: Beer (2), Combat Knife, Leather Jacket, Meat Jerky (4), Metal Canteen, Molotov Cocktail, and 25 steel each.

Ravager B (3) — Bart, Billy, and Bobby (Gunfighters)

Aggressive 2; Medium Human; HD 2d10+4; hp 19; Mas 14; Init +2; Spd 30 ft.; Defense 16, touch 13, flat-footed 13 (+2 def bonus, +3 Dex, +1 armor); BAB +2; Grap +4; Atk +3 melee (combat knife 1d4+2 19-20 x2) or ranged +6 (Colt Rangemaster .223 2d8); SV Fort +2, Ref +6, Will +0; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Background: Wanderer

Occupation: Raider

Feats: Archaic Weapon Proficiency, Armor Proficiency (light and medium), Personal Firearm Proficiency, Point Blank Shot, Simple Weapon Proficiency, and Weapon Focus (Rifles).

Languages: English.

Skills: Climb +3, Hide +2, Navigate +4, Spot +4, and Survival +1.

Traits: None

Talents: Remain Conscious

Equipment: Ammunition (.223 – 30 rounds), Beer (2), Colt Rangemaster, Combat Knife, Leather Jacket, Meat Jerky (4), Metal Canteen, and 5 steel.

Ravager C (1) — Mid-Boss (the Leader Man, yeah!)

Aggressive 3; Medium Human; HD 3d10+6; hp 27; Mas 14; Init +2; Spd 20 ft.; Defense 17, touch 12, flat-footed 17 (+2 def bonus, +5 armor), PDR/2, EDR/2, LDR/4, XDR/2; BAB +3; Grap +4; Atk +6 melee (baseball bat 1d6+2) or ranged +8 (Glock 17, 2d6, 19-20 x2); SV Fort +6, Ref +3, Will +1; Str 14, Dex 15, Con 14, Int 10, Wis 8, Cha 12.

Background: Wanderer

Occupation: Raider

Feats: Archaic Weapon Proficiency, Armor Proficiency (light and medium), Double Tap, Personal Firearm Proficiency, Point Blank Shot, Precise Shot, Simple Weapon Proficiency, and Weapon Focus (Handgun).

Languages: English.

Skills: Demolitions +8, Navigate +3, Spot +4, and Survival +5.

Traits: Kamikaze, One handed

Talents: Evasion, Gunslinger

Equipment: Ammunition (9mm AP – 34 rounds), Glock 17, Grenade (fragmentation) (2), Meat Jerky (4), Metal Armor Mk II, Metal Canteen, and 115 steel.

Paydirt (SC 1-5)

If the characters befriended Chris, he'll disclose the location of the Paydirt, which is hidden in Carson City. If they did not befriend Chris, then finding the pharmacy will require a Search or Track check DC 40 to find the well that has been excavated into a sinkhole that buried the pharmacy. Getting into the structure requires a Climb check (DC 15). Anyone who fails this check falls 30 feet and takes 3d6 points of damage. The darkened ruins are creepy and difficult to navigate, but no real dangers await the PCs as they explore the area. The items that can be easily removed from the pharmacy are listed below, along with the relevant Search (scavenge) DC. Anyone without access to a light source takes a -4 penalty to the Search (scavenge) check.

- (DC 10): The cash register contains 1000 steel coins and 100 copper coins. A grocery section holds three unbroken bottles of rum (those damn rats got all of the edible food). The general merchandise area contains two flashlights (fusion battery powered) and fusion batteries (10 units); the rats made nests out of everything else.
- (DC 15): The storage rooms yield a bounty of unspoiled chemicals, including 10 doses of RAD Blocker 2, 10 doses of Radium X, 5 First Aid Kits, 10 doses of Poison Antidote, 2 Paramedics bags, 10 Medpaks, 2 Super Medpak, and 1 Trauma Pak.
- (DC 15): A bookshelf holds nothing of interest except a copy of Doc Brown's First Aid Guide.
- (DC 20): A hidden safe is found. The safe can be opened with a Disable Device (open locks) DC 30 skill check or by dealing it 60 points of damage (10 points of hardness). The safe is built into the floor and requires 60 points of damage (5 points of hardness) to free it from the floor; the safe weighs 300 pounds. Inside the safe are 5000 steel coins, 1000 copper coins, and a butt-load (\$2000) of greenbacks, which are worthless unless sold to a collector (see Exodus Log).

After the characters have rooted through the ruins for 10 minutes, the area experiences violent shaking, as the pharmacy sinks lower into the ground. The roof starts to collapse and sand pours in through the cracks. Moving through the rapidly shifting structure requires a Balance check (DC 10). Failing this skill check means that the character falls prone and must spend a move action getting back on his feet. If the characters do not make it out of the pharmacy within 10 rounds after the shaking starts, they will be trapped inside and have to dig their way out.

Fresco Soldiers (CEL 4)

If the characters did not deal with the Fresco Soldiers that were following them, then they will ambush the characters that emerge from the pharmacy well. A Spot check DC 12 gives a character a glimpse of the soldiers. If the characters spent the night, then a group of five soldiers is setting up a perimeter around the Ravagers' hideout or characters' camp.

These soldiers do not bear the mark of Fresco Waters and, if captured, will deny any association with any group.

Fresco Soldiers (2)

Aggressive 3; Medium Human; HD 3d10+6; hp 27; Mas 17; Init +2; Spd 30 ft.; Defense 16, touch 14, flat-footed 14 (+2 def, +2 Dex, +2 equip), PDR 1; BAB +3; Grap +4; Atk +6 melee (combat knife 1d4+2, 19-20) or +7 range (desert eagle (.38) 2d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +3, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Background: Survivalist

Occupation: Military

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Brawl, Double Tap, Personal Firearm Proficiency, Point Blank Range, Precise Shot, Skip Shot, Track.

Languages: English.

Skills: Bluff +4, Gamble +4, Gather Information +3, Intimidate +3, Knowledge (tactics) +4, Knowledge (underworld) +2, Listen +6, Navigate +3, Sense Motive +4, Spot +6.

Traits: One-Handed

Talents: Evasion, Gunslinger

Equipment (each): Ammunition (.44) (24 rounds), Casual Clothes, Combat Knife, Desert Eagle (.44), Grenade (fragmentation), H-Rations (2), Leather Armor, Medpak (2), Walkie Talkie (only 1 per squad), Water (bottled) (3).

Returning to Reno or Tahoe

The characters are either going to return to Reno or lead the Unity Pilgrims back to Tahoe City. In either case, the characters do not have an employer to report back to and only need to wrap up loose ends. If the characters have Chris and the Pilgrims, they just need to get back to any civilized town. If successful, the characters will earn Chris's favor and +2% fame in Unity.

Conclusion A

Found Paydirt

The party found the pharmacy and defeated all obstacles in their path.

Despite the perils and hardships you've faced, at the end of the day, you found the hidden treasure that the Exodus buried beneath the Wasteland. Sometimes, even the smallest jobs lead to Paydirt.

Conclusion B

Didn't Find Paydirt

The party was unable to find the sunken pharmacy.

After facing peril and hardship, your wild treasure hunt to find Paydirt has led you to a dead-end. Oh well, maybe your next treasure hunt will go better.

If the characters escape from battle without defeating the raiders, they earn +1% infamy with NEMO and Vegas Mafia.

Conclusion C

Turned Down the Opportunity to Find Paydirt

The party decided to pass up the opportunity to go on a treasure hunt and missed out on finding Paydirt.

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 divided 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 divide by the number of characters, assisting creatures, and NPC to determine the APL of the group. APL plays a factor in the number of Creature 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. If the APL is under the CEL add the difference to the CEL then times the total HP to determine EXP earned. If the APL is over the CEL subtract the difference to the CEL then times the total HP to determine EXP earned.

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion Reward

Experience		EXP Earned
Combat (CEL)	Achievements	
Mongrels	Defeat the dogs	1 (+/- APL) x39
Ravagers' Hideout	Defeat the Ravagers	6 (+/- APL) x160
Defeat the Fresco Soldiers	Defeat two or more Fresco Soldiers	4 (+/- APL) x54
Carson City	Spot the Fresco Soldiers (spot)	500
Torture Chamber	Heal Chris' wounds (treat injury)	250
Torture Chamber	Learn the location of the Pharmacy (diplomacy)	500
Paydirt	Locate pharmacy if Chris doesn't reveal location (search)	1500
Paydirt	Scavenge the pharmacy (search)	500
Paydirt	Unlock Hidden Safe (disable device)	1000
Introduction and Underpass	Gather Information (general)	50
Fresco Waters	Getting a Job with Fresco Waters	100
Prisoners	Free the Unity Pilgrims	100
Conclusion A		1000
Conclusion B		500
Divide by the number of players for each player's total EXP		
Time Units Spent: The # of day spent in the adventure (min. 3)		

Reputation

Reputation is gained through the actions of the characters a group or 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.

Disclosing the Paydirt Information to Fresco Waters: +2% fame Reno

Not Disclosing the Paydirt Information to Fresco Waters: +1% infamy Reno

Freeing the Unity Pilgrims: +2% fame Unity

Conclusion B: +1% infamy NEMO and Vegas Mafia

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 what they are selling. Items with a quantity of (1) only one player can attain, 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
Fresco Waters	Up to 600 Steel
Ravagers' Hideout	230 Steel
Paydirt	6000 Steel, 1100 Copper

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 20	Barter DC 25
The Dying Man				
Axe		45		
Crowbar		10		
MAB P15 9mm Pistol		112.5		
Maps of California and Nevada		250		
Ravagers' Hideout				
Ammunition (.223) 90 rounds	2	180		
Ammunition (9mm AP) 34 rounds	6	204		
Beer (14)	.5	7		
Colt Rangemaster Rifle (3)	500	1500		
Combat Knife (7)	82.5	577.5		
Detonator (Trap Wire) (2)	40	80		
Glock 17 Pistol		850		
Grenade (fragmentation)		150		
Leather Jacket (7)	125	875		
Meat Jerky (32)	2.5	80		
Metal Armor MK II		950		
Metal Canteen (8)	12.5	100		
Molotov Cocktail (4)	15	60		
Plastic Explosives (2)	300	600		
Paydirt				
Doc Brown's First Aid Guide		87.5	+5%	+10%
First Aid Kit (5)	50	250		
Flashlight (battery) (2)	20	40		
Fusion Battery (10)	5	50		
Medpaks (10)	87.5	875		
Paramedics Bag (2)	250	500		
Poison Antidote (10)	25	250		
RAD Blocker 2 (5)	250	1250		
Radium X (5)	150	750		
Super Medpak (2)	175	300		
Trauma Pak		400		
Fresco Soldiers				
Ammunition (.38) 48 rounds	1.5	72		
Combat Knife (2)	82.5	165		
Desert Eagle .38 Pistol (2)	400	800		
Grenade (fragmentation) (2)	150	300		
H-Rations (2)	5	10		
Leather Armor (2)	350	700		
Medpak (4)	87.5	350		
Walkie Talkie		175		
Water (bottled) (6)	20	120		
Total	—			

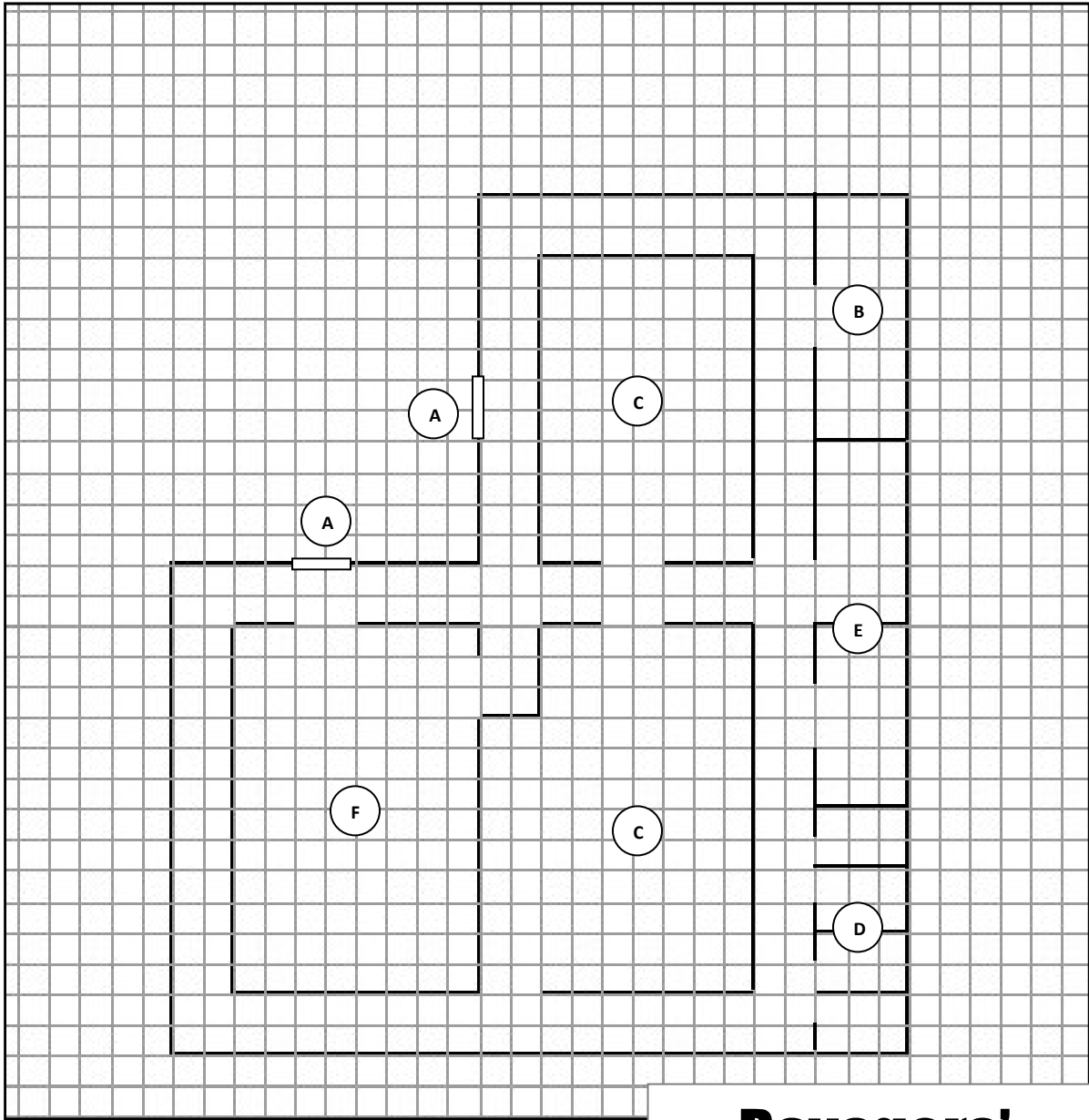
Certificate Entries

Chris Angelies' Favor: As a reward for rescuing Chris from the clutches of the Raiders, he has promised to aid you in the future. The effect of this favor will be presented in future scenarios and has no beneficial gain at this time.

Greenbacks: You have acquired old United States paper currency (greenbacks) in the sum of \$_____. While this has no value in Wasteland cities, it may have value to a pre-Exodus item collector.

Map of California and Nevada: You have acquired maps of California and Nevada that detail the Exodus landscape. These maps are current up to the year 2042 and detail all settlements, trade routes, raider territories, and hidden pathways. When consulting these maps, a character gains a +5 circumstance bonus to Navigate skill checks while in California and Nevada and to Knowledge (geography) skill checks that pertain to these areas.

Overseers Map



- A - Entrance
- B - Torture Room
- C - Bunkhouse
- D - Prisoner's Rooms
- E - Conference Rooms
- F - Recreation Room

Ravagers' Hideout