



EXODUS
POST-APOCALYPTIC ROLEPLAYING
ADVENTURE

SEEDS OF MEMORY

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An Exodus OPS Campaign Adventure

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

It is the nature of machines to break down and malfunction. The *Ghul* Collective is seeking experienced scavengers to undertake a mission of great importance to an old military base in the Northern reaches of California to retrieve some technical components. Do you have what it takes to salvage pre-Exodus technology from an unknown military installation? It is recommended to have at least one character with Technical skill in this scenario. Seeds of Memory is an Exodus OPS campaign scenario for 4 to 6 characters of 2nd to 5th 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 accordingly 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 highlighted within a shaded box (commonly referred to as "box 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.

SEEDS OF MEMORY

EXODUS OPS

SCENARIO 8

Seeds of Memory

Location: Berkeley, Northern California

Number of Characters: 4 to 6

Average Character Levels: 3.5

Max EL (31)

Max Purchasable Equipment Value: 2500 steel coin

Adventure Summary

The characters are invited by the *Ghūl* Collective to meet with the Dregs command at their base in the Berkeley/Oakland area of California. The Dreg command is looking for Wasteland volunteers not associated with this area to undertake a mission to a military base in the Redwood Forest to restore their failed targeting array.

The Dregs commission the Steel Disciples of Hoopaw, an outpost near the Redwood (or Deadwood as they call it) to supply the characters with an allowance of goods to aid them in their mission, as well as to inform them of the dangers of the Deadwood Forest.

Two days from Hoopaw lies a Tribal Village that sits on the outskirts of the Redwood Military Base. These Tribals have lived in the area for 20 years and are very helpful to the characters in locating the base entrance and pointing out the angry God spirits that belch flame.

Once the characters get past the Defense Grid and inside the base, there will be many optional encounters that they may participate in. However, it is not necessary to fight anything in order to succeed, unless they choose to do so. The parts they are looking for are in a hallway off of the first room, but they must either break down the door or find an access card and code (in the elevator shaft in the next encounter) to enter into the defense generator rooms.

Searching the base will result in several optional encounters, some potentially very deadly compared to the characters' average level. The players will have the choice to flee any fighting encounter, except for the one with System 3, the military base Artificial Intelligence, which locks down the blast doors on the entire level to trap the characters in the base.

Leaving the base and returning to Hoopaw, the characters will be ambushed by Chi Dynasty trackers that have been following the characters since Oakland at a distance of a few hours behind. Defeating the Chi and returning to Hoopaw, the characters are escorted back to Oakland to receive their reward, if any, based on their success.

The Dregs attitudes on *Ghūls*, Trans-Genetic Mutants, and Chi

Ghūls are obviously quite welcome around Oakland, being the bulk of the population. Humans of various stripes are also mixed in there. Neither group suffers any penalty; in fact, visiting *Ghūls* gain a +2 bonus to all Diplomacy and Gather Information checks.

The *Ghūls* are not big fans of the Chi (who try to kill *Ghūls* when they can) and Trans-Genetic Mutants (who are warlike and insane). Neither group will be permitted within the bounds of Oakland or the Oakland army base, unless invited by the Dreg command. Chi will be shot on sight, and Trans-Genetic Mutants will simply be ejected (or alternately shot on sight if they put up a fight).

Introduction

The Dregs of Berkeley has sent message to the *Ghūl* Collective to find candidates to undertake a mission to a military installation in Northern California. The Collective is looking for skilled individuals with technical skills — the characters — who are capable of interacting with and disabling technology and security. The Collective chooses the characters for this task, regardless of skill set, assuming that one of those chosen has the technical skills to successfully complete the mission.

A tall, thin *Ghūl* with his head wrapped in cloth and speaking in Arabic bumps into you. He begins to apologize, stating in broken English, “I am sorry, my friend, please be forgiving me. <whispering> The Dregs of Oakland need your assistance. Your name has been left with the Wayout Caravan Corporation for free passage from here to Berkeley. Please be on the journey, your skills will be much appreciated to the Dregs. Seek the Captain at the Oakland Military Base on the Bay of San Francisco and he will be telling you what he needs. Praise Ali, have a safe journey.” The *Ghūl* discreetly places a piece of paper in your hand and leaves. The paper details the information on where the Wayout Caravan is located and when the departure time is.

Should the characters refuse to go on the mission, they will be approached by another *Ghūl* the following day. If any characters still refuse, then the adventure is over for those characters. There is no alternative plotline to get the characters into the adventure; this is the only invitation.

Knowledge (Street)

- **DC 10:** Berkeley has the largest population of *Ghūls* in the known Wasteland. The elder *Ghūls*, known as Dregs (their military tag), operate the Oakland Military Installation on the Bay of San Francisco. The *Ghūls* are locked in a stalemate with the Chi Dynasty, who, in 2032, attempted to eliminate the *Ghūls* in a very bloody battle on the streets of Oakland.
- **DC 15:** The *Ghūls* operate a Collective. This Collective consists of *Ghūls* and Humans who collect and pass along important information on the activities that take place in the Wasteland communities, as well as information on the Organizations of the Wastes. It is rumored that a scrap of information can travel through the Collective and to the Dregs in under a week’s time, through word of mouth and short wave radios.

Berkeley

The caravan that the characters have passage on will bring them to Berkeley, a few miles North of the Oakland Military Base. They will be deposited at the Gas Station Trading Post, as detailed below.

The long journey through the Wastes to Berkeley is finally over, and, as it turns out, this little *Ghūl* outpost is the model of a recovering town amidst the wall of rubble that travels along the San Francisco Bay and the Pacific Coast. The ruined sections of city give way to a partially revitalized downtown. While the skyscrapers are little more than shattered windows and girders, some of the smaller buildings are repaired and clearly inhabited. The roads here are smoothed over and partially repaired with packed gravel. Carefully patched high-rises and apartment blocks flank the road, betraying some signs of habitation – a clothesline here, a garden plot there; all signs of people living a simple life. Shanties and small houses aglow with electric lights peek out from between buildings.

The city of Berkeley is home to a sizeable population of Dregs, *Ghūls*, and sympathetic Humans. As opposed to cobbling together new structures, the Dregs, some of whom are actual architects, were capable of repairing and refurbishing older buildings. As a result, sections of the old city center are actually restored, though most of the city is still ruined. The Dregs lacked the resources to rebuild an entire skyscraper, so they concentrated on the smaller buildings. Still, the results are impressive, considering the circumstances. Almost the entire population is concentrated in this refurbished area.

The city center is about two miles North of the Oakland Military Base, and there is a string of small habitations between the two points along West Grand Drive. The Grove Shafter Freeway, which routes around the city center to the West and connects to the Nimitz freeway to the South, is completely collapsed.

This line of rubble must be passed through in order to head along West Grand Drive to the base. The Dregs operate a small checkpoint at the freeway, where they've cleared the rubble and used the pieces to construct an impromptu barrier. The Nimitz is similarly collapsed – these two freeways, in their ruined state, are like walls around the city's habitations. The San Francisco Bay to the East forms another natural barrier. As a result of all these barriers, City Center is easily defensible and has attracted a fair-sized community.

A: The Gas Station Trading Post

Located just outside of the city perimeter is the Gas Station Trading Post. The gas station has a complete body shop attached, and all sorts of fuel cells stacked more or less everywhere. The caravan will deposit the characters here, offload supplies, and then return to the Wasteland on its return trip.

The caravan travels into the ruins of Berkeley, stopping at an old gas station, hundreds of feet away from a collapsed freeway that creates a natural barrier as far as the eye can see, both North and South. Banging and pounding can be heard from the three-car garage attached to the gas station. The caravan master blows an airhorn. Two Ghūls exit the garage, while the banging continues. The Ghūls start unloading goods.

The Gas Station's run by a Dreg affiliated *Ghūl* named Conrad – he's extremely inquisitive and fishes travelers for Wasteland news. If the characters are purchasing goods from Conrad, he'll answer some general questions that the character might have with the responses below.

Conrad: Male Ghūl

INT 21, WIS 10, CHR 16; Barter +11, Craft: Electronics, Mechanical +16, Knowledge: technology +11, Repair +20.

Conrad's Information

- ☛ **Berkeley?** Berkeley is a Dreg controlled region and home to the largest known *Ghūl* population in the Wasteland. Most of the residents are *Ghūls*, but dozens of regular people live in the area between Berkeley and Oakland, some even further North.
- ☛ **Trading Post?** This garage here is the only trading post in Berkeley. It is officially sanctioned by the Dregs.
- ☛ **Chi Dynasty?** The Dregs and Chi Dynasty are at war. The Chi Dynasty has attempted time after time to eradicate the *Ghūl* population from the ruins of Berkeley and the Military Base in old Oakland. Good thing that all of the Dregs were military soldiers before the Exodus and that the majority of the Oakland base is operational.
- ☛ **Dregs?** The Dregs are the original *Ghūls*, created before the Exodus from military volunteers in some experimental project at the military base. They were called Dregs by the scientists because they were the results of the experiment's failure. But, really, was it a failure? They still live today, 30 something years later. *Ghūls* are the Wastelander name for the Dregs, coined by some Arabic merchant who came through here a decade ago.
- ☛ **Oakland Military Base?** The base is located beyond the Barrier, towards the Bay. Head through the checkpoint into Berkeley and South into old Oakland, follow the Southern road, you'll see the base. Watch out for Chi intruders, they climb over the barrier on regular raids into the city.
- ☛ **Chi?** Oriental people are not welcome in Berkeley or the Oakland Military Base due to the engagement of war by the Chi Dynasty. There are a few exceptions, such as an invitation from the Dreg command or during peace negotiations.

The Gas Station has all of the common materials found at a trading post. Characters can purchase any equipment up to Common/Uncommon Scarcity and up to 1000 steel value of Infrequent equipment.

B: Checkpoint Charlie

There are two checkpoints into the city proper that the *Ghūls* protect from outside elements, such as Orientals, Raiders, and Trans-Genetic Mutants. These guards only allow invited individuals into the city proper. Then again, the characters can always take the route the Chi Dynasty takes to get into the city — climb over the mountain of rubble or swim across the Oakland channel.

Mountains of flat concrete create a perimeter that surrounds the entry point into Oakland and South Berkeley. A single path has been cleared, big enough for a hauler to get by, next to a pristine lake full of life. A security gate has been placed between the lake and a guard post that rests next to the concrete mountain. Several *Ghūls* with rifles stand guard at the guard post.

The guards have been informed of the characters' invitation to see Captain Decker at the military base and, after confirming the characters' identities, they will allow them to pass into the city. The characters will be informed by the guards to follow the road and it will take them straight to the Military Base.

C: Oakland Oasis

The majority of Oakland, the area that is enclosed by the rubble, has been cleared. Most of the buildings before the Exodus were residential and were blown to smithereens. The remaining structures have been ripped down or restored into living quarters for residents and military personnel. Two roads run from the checkpoints East to a road that runs Southeast to the Military base.

Contained within the perimeter of rubble is a cleaned up oasis in the Wasteland. The roads are packed tightly to the earth with gravel, buildings have been restored, and a large garden thrives in the middle of the oasis. Several Humans and *Ghūls* attend to various projects, from restoration to gardening.

The characters have the opportunity to gather information between the checkpoint and the military base, if they so desire. Roughly, there are close to 100 hundred individuals involved in various tasks within the Oakland Oasis.

Gather Information (General Info) (1d4 x 10 minutes) (*Ghūl* characters gain a +4 circumstance bonus)

- ☛ **(DC 5)** The same information that Conrad provides at the gas station.
- ☛ **(DC 10)** Berkeley and Oakland are two different cities controlled by the *Ghūls*. Oakland, the Oasis, is the heart of the Dreg, while Berkeley is the birthplace of the Dreg. The Dreg Command stationed at the Oakland Military Base keeps both places safe for *Ghūls* and Humans alike to live in relative peace in this corner of the Wasteland.
- ☛ **(DC 15)** The Chi Dynasty keeps a watchful eye on the *Ghūl* activity here. There are always Chi on the outskirts of the controlled territory keeping tabs on what organizations and individuals enter and leave the Oasis.
- ☛ **(DC 20)** The Military Base has been on high alert lately, with increased soldier patrols around Oakland and Berkeley. The Dreg Command has even added Human militants to the Berkeley patrol.

In the middle of the Oakland Oasis is a lush farm, full of vegetables and fruit trees. The land has been irrigated with water routed from the Oakland channel through a filtering machine that reduces the level of RADs in the water.

Large rows of fruit bearing trees and vegetables line the middle of the Oasis. Several workers pick the ripe fruits and vegetables and place them in crates.

The characters can also gather information at this location, as detailed above. If asked about the crates of food, a worker will inform the characters that the food is shipped to various locales in the Wasteland, such as Reno, the Steel Disciple Depot Sectors, The Savior's Army, and smaller communities like the Chi Refugee Camps and the Tribal villages to the far North. The food is not for sale, but if the characters are interested in buying some food, they need to talk to Fungus at the Military Base.

Oakland Military Base

The Oakland army base features a large, subterranean compound. It was built decades ago as a bomb shelter and secret project facility, and it turned out that the base fulfilled both purposes well. It's a large structure arranged around a single entry point, which also serves as central storage. Four main areas branch off from it, including a power station, greenhouses, an archive, and a waste management facility.

The Dregs advanced command of technology and communal living arrangements allow them to maintain and operate this fairly large base, although there are areas that are closed off, since nobody needs the space. While the building is designed to accommodate over 1000 individuals, there aren't nearly that many personnel present now.

At the very most, there are around 350 *Ghūls* living in and around the base, although that number is slowly growing. The *Ghūls* allow contact with the outside world for trade purposes, but prefer to be as self-sufficient as possible.

The Base is protected by a ring of laser weapons above ground. The surface structure is walled, but partially destroyed; the *Ghūls* concerned themselves with reactivating the defense perimeter and largely ignored the crumbling hangars and mess halls topside. The *Ghūls* actively maintain the piers, which are a major component of their operations. Other areas are largely abandoned, but sympathetic Humans staying with the *Ghūls* for a few days can use the above ground facilities, if they wish.

Oakland Military Base Entrance

The Southern East-West road from the checkpoint leads to the military base. The outer walls of the base stand forty-feet tall with laser turrets every one-hundred feet. When a character approaches within 50 feet of the walls, a faint humming or buzzing sound becomes audible and the turrets lock onto the character's general location. This is the defense laser array in the central tower powering up. Normally, it automatically targets; however, the targeting chip is currently fried, so the Dregs are manually maneuvering and targeting the lasers.

The Outer Perimeter of the base is dominated by towering, solid cement walls painted a stark white. They're over four stories high – although they show some wear and light cracking, these walls are in excellent shape overall. Recently painted patches reveal a regular schedule of maintenance work, especially on the large, central tower atop the entrance. There are hexagonal guard towers peering out from over the edge of the upper wall every hundred feet. Each tower features several thin, black slot-like windows and a large mounted gun turret. Beyond the facility, the waters of the San Francisco Bay stretch to the East.

There is only one entrance into the Military compound. The guards have been informed that Captain Decker is awaiting the characters and provided with a description of each character. Also, the guards at the checkpoint radioed ahead to the base to inform them that the characters were entering into the Oasis.

The *Ghūl* guards will question the characters, generally inquiring about their identities before allowing them to enter into the compound. If any of the characters are Chi or of Oriental descent, the guards will give them the business (attempt to deter them) before letting them into the base. In addition, outsiders are not allowed to have weapons while within the compound. All of the characters will be searched and their weapons placed in lock boxes by the entrance. Characters that refuse to relinquish their armaments will not be allowed into the base. Just remind the characters that a turret is following their movements here.

Dreg Soldier

INT 12, WIS 16, CHA 10. Listen +11, Sense Motive +6, Spot +11, Search +8

Once the characters have been searched and have relinquished their weapons, one of the soldiers will radio the base to have an escort detail take the characters to Captain Decker. Read the following as the characters are led by a detail of eight Dreg soldiers through the base to a meeting chamber containing the Captain.

Shortly after the gate-guard radios the base, a detail of eight *Ghūl* soldiers shows up in full combat armor with assault rifles at the entrance. One commands you to follow him, while the rest surround your group. As you follow the soldier, he leads you through the exterior ruins of the surface base.

The remains of the Oakland military base have seen better days. Half the buildings are collapsed and ringed with scorch marks, while the other half are little more than skeletons with some tarps and makeshift scrap walls holding them together. The structures are arranged in a rough circle around what looks like it was once an administrative center. Now, the old red brick skeletal building is crumbling away to dust. The soldier leads you behind the building to an underground entrance that descends beneath the base.

As you descend a long slope into the darkness, lights on the concrete walls turn on, triggered by the movement of your group. At the end of the slope is a large rusted steel vault door, resembling one from a bank vault, but much larger. The front soldier produces a card and swipes it, then looks into a retinal scanner. The door compacts and rolls into the wall, revealing the military base of the *Ghūls*.

A long hallway, forty feet wide, descends at a slight slope in a spiral for hundreds of feet before ending in a large parking hanger that contains all sorts of pre-Exodus fusion powered military vehicles. Several *Ghūls* are maintaining the various vehicles as the group passes by. The lead soldier brings you to a room just off of the hanger. This room appears to be a small mess hall. He asks you to take a seat, then radios someone and he and his team leave.

The characters will have about five minutes before three Dregs enter the room to interview them. The room contains several tables and chairs, a TV, and operational vending machines. The vending machines have Lil' Betty's Snacky-Cakes, Walka Chocolate bars, and a variety of Toxicola in them. In order to get an item from a machine, a character must spend 1d4+5 steel. The TV is turned off, but can be turned on. If the TV is turned on, it displays taped reruns of a popular 1960's show, Gopher Pyle. Gopher Pyle is a military show sit-com wherein a comedic actor plays the errand boy to a sergeant in the Army. The errand boy, Gopher, always messes up his tasks in a humorous way, gaining the ire of the sergeant.

After 5 minutes, Captain Decker, Fungus, and Sol enter the room.

After you wait a few minutes, three *Ghūls* enter the room. Two of the *Ghūls* wear technician lab coats, while the third wears military dress. The one in the military garb speaks in a loud direct voice, "Greetings gentlemen. I'm Captain Decker, and these two men are Fungus and Sol. I run the operations of this base, while they maintain operational systems. Sol is a technical genius, while Fungus is a Chemical Scientist, both very important to our operations.

We have asked the Collective to find us some good men to send on a mission to Northern California to retrieve some technical components for Sol. Since you are here, you must be interested in the job. Sol will fill you in on the details. Failure is not an option."

Sol steps forward and speaks with an Indian accent, "Please pardon me for speaking rapidly, but the matter at hand is very important and it is only a matter of time before greater technical problems stem from this issue. We need a computer chip from a targeting array from another military compound. Looking through our computer archive, we have found a base that uses the same technical layout as this one, made in 2012. The base is located deep in the Redwood Forest far to the North. I have printed out a map of its location and the technical specs. We need to replace this part as soon as possible. Thank you. I believe our botanist would like to say a few words now."

Fungus speaks in a hushed tones, "My friend, you may not know that all of the "*Ghūls* " in this base are the original Manhattan Project failures, or Dregs as the military scientists called us, that span from the 1950s to the Millennium. There are some of us that are a century old, and most of the rest are not far behind. We do not know how long our life force anchored in these twisted shells will last. What I am getting at is that the Manhattan Project was split into several research facilities; this one was where the failures were sent. The Trans-Genetic Soldiers were based in Los Alamos. There were hundreds of experimental labs scattered across the US before the War. The facility that we are sending you to housed one of these experiments, however we are unable to view the Classified files. I am personally interested in what took place there, but watch your backs. There is no doubt that this facility was housed in the forest for some a particular reason."

Captain Decker speaks up once again, "So, do you understand your directives, volunteers? You will infiltrate the base and recover a targeting array computer chip, if there is one to acquire. We have set up a small base at the village of Hoopaw for you to launch your expedition from. Your contact there is a Steel Disciple by the name of Karl B. Pusser. Talk with Pusser. He can give you the details on the forest and the inhabitants of the area. A caravan is ready to leave for Hoopaw when you are. Any questions before you depart?"

Before the characters depart, they do have the chance to speak with two other important NPCs that wander Oakland Military Base and City Center.

Fungus was a botanist and earth scientist back before the Catastrophe and now spends his days wandering around the gardens.

Sol: The man is Sol, the archivist at Oakland. He hangs around the computer labs, repairing old machines and generally being a stodgy old jerk. Sol is an acidic, slow, and crotchety *Ghūl* with a fondness for biscuits, which he constantly eats but frequently runs out of while the party is around. He'll generally talk down and condescend to the party, unless they decide to give him some kind of gift. If they do bring him a gift, his tone softens and he helps them on a data search. This provides a +3 bonus to their computer use check. Otherwise, he just pretends he's busy even when he obviously is not.

Hoopaw

The town of Hoopaw is the remains of the old Native American town of Hoopa near what was the Redwood Forest. Radiation killed most of the Native Americans of Hoopa during the Exodus. A few individuals, mostly children on a nature trip, survived the Exodus and lived in small camps in the Redwood Forest for 20 years before returning to Hoopa as adults with their Tribal leader and beginning to rebuild the buildings on the outskirts of town. The redwoods absorbed nearly all the fallout from the Exodus and allowed life to live on, even though they, themselves, were dying.

Hoopaw, a Tribal village, is about 150 miles North of Berkeley. Hoopaw sits 20 miles East of the Pacific (the Great Waterway) with the Deadwood in-between the two and expanding far to the North.

Following a pre-war road for several days with signs labeling the road with a number 5 over a faded blue and white shield, before turning West, the journey takes four days to complete. The small ruined city of Hoopaw comes into view. This flyspeck of a town consists of a handful of ramshackle buildings in various states of decay. Three maintained buildings stand out among the rest: The Pikinik Basket Trading Post, a Savior Army Medical Facility, and a Steel Disciple Outpost.

The Pikinik Basket is basically a general store and restaurant. The store is run by Yogi Bera, his wife Cyndi, and daughter Boo-boo. The store stocks equipment of Common and Uncommon Scarcity up to a 500 steel value. (For more details on the Pikinik Basket, see the OPS adventure 5: Nature of the Beast)

The Savior Army Facility is in a small old office building and is run by an old pre-Exodus doctor, Red A. Turnip, M.D. He'll sell his medical services for medical surplus and supplies. He will take steel coins, but prefers to receive medical supplies.

The Steel Disciple outpost is manned by four Initiates and a Sergeant. The Sergeant, Karl B. Pusser, is the man the characters are here to see. He has been granted an allowance of 3000 steel for the characters to purchase stock from their amenities. The characters can buy anything up to Infrequent Scarcity.

Sergeant Pusser can give the characters the following information regarding the encounters in the Deadwood Forest.

- ☛ The Great Deadwood can be crossed to the Pacific waterway in less than a day. The forest holds many dangers, from deadfall limbs to deadly forest critters.
- ☛ A Tribal village is about 2 days North in the middle of the forest. The tribe worships an old water tower.

- Some Techno-Reapers travelled through the region about two weeks ago. They seemed interested in the location of the Tribal village. There were eight in total, but only seven returned, mostly badly injured. They had a stock of technical gadgets with them. They went West into the Wasteland, probably back home or to a Regional depot.

Deadwood

Sergeant Pusser will advise the characters to follow the old Redwood trail and then turn North at a landmark to get to the tribal village.

It takes a few hours of travel through the Wasteland before you see thousands of large structures rising above the horizon. With each passing minute, the Deadwood Forest, mighty in its majesty, becomes more apparent. Large trees, some thirty feet across and hundreds of feet tall, dominate the landscape. These tall gray giants show little signs of life, containing no canopy, only barren branches. However, the forest floor is abundant with life; small critters and bugs scamper and scuttle over the forest floor debris of broken branches and moss. The forest speaks as your troop approaches, with groans, creaks, crunching, and a whistling wind. A large path that was once a road beckons you to follow it and a variety of small critters and bugs scatter away from your footfalls, taking refuge in the foliage.

The Deadwood forest is a wonder to behold, with trees reaching into the sky and loam, soft yet firm under your feet, even on the road. A gentle breeze is all that remains of the harsh desert winds you are familiar with, and the sun does not hammer down with its normal intensity. In short, it is rather pleasant here.

From the landmark, the characters will need to make a Navigate check DC 22 in order to make it to the base. Failure results in the characters spending two extra days getting to the base.

Save the Tribals (CEL 5)

On the second day of travel through the Deadwood, the characters will hear the shouting and screams of three Tribals that have been attacked by a Redwood Puma.

Suddenly, the sound of shouting and crying echoes from between the massive trees. It's impossible to see the exact location the shouts are coming from because there's too much debris in the way, but it can't be far.

A Listen check DC 12 will send the characters in the proper direction if they decide to investigate.

The shouting is louder here. A desperate scene is playing out past a few craggy rock outcroppings and trees to the East - two young women shouting at some kind of large black cat. The animal is crouched down, pinning a man to the ground by his neck.

A Knowledge (nature) skill check DC 16 identifies that this cat is a Redwood Puma, a rare mutant species that makes life pretty miserable for Tribals and travelers in the area. The man that is pinned is conscious the first round, but will be reduced to -5 hit points after the characters' first action.

The Puma will attempt to protect its kill from attackers. Whoever comes within 15 feet of the Tribal will be attacked by the Puma, followed by anyone attempting to aid the man, if the Puma is occupied by other characters.

Redwood Puma: Large Animal; HD 6d8+18; hp 45; Mas 17; Init +3; Spd 50 ft.; Defense 17 (+3 Dex, +5 natural, -1 size), touch 12, flat-footed 14, PDR/3; BAB +4; Grap +13; Atk Bite +9 melee (2d6+5); Full Attack Bite +9 melee (2d6+5), 2 claws +4 melee (1d6+2); FS: 10 ft./10 ft.; SV Fort +8, Ref +8, Will +4; Str 21, Dex 17, Con 17, Int 1, Wis 14, Cha 4.

Feats: Improved natural armor (x2)

Skills: Balance +7, Climb +7, Hide +8, Listen +4, Move Silently +8, Spot +4

Special Attacks

Brutal mauling (ex): If a Redwood Puma successfully strikes an opponent with all three attacks of a full attack action, the cat goes into a sudden frenzy and may make another full attack against the target he struck. Brutal mauling only triggers once per round.

Special Qualities

Scent, Low-light vision

Camouflage (ex): Redwood Puma fur has a unique quality that breaks up the creature's silhouette in almost all situations. When attacking the Puma with ranged weapons, the camouflage kicks in, causing a -2 penalty on all attack rolls.

Appearance

Redwood Pumas are regular pumas gone really, really bad. About the size of a rhinoceros and covered with dense, shaggy fur, Redwood pumas look less like cats and more like some kind of Paleolithic nightmare.

If the characters save the Tribal man and revive him, he will lead them to the Tribal Village. If the characters cannot revive him, the women will escort them to the village.

Tribal Village

The Tribal Village is located just South of the Redwood Military Facility. The characters will come across the village if they are following the map provided by the Dregs or if they accompany the Tribals from the Puma attack. From the Puma attack, it takes about an hour's trek across rugged, stony terrain in the forest. The village is a small encampment, housing perhaps 20 Tribals. It's a series of canvas and hide tents pitched around the gutted back end of a downed C-130 Hercules Cargo plane. The chief lives in what's left of the plane.

Traversing the forest through some rocky areas, a back end of a cargo plane lying on its side in the center of a small encampment, surrounded by hide tents, comes into view. The huge redwoods caught the rest of the plane - fragments of metal dangle from the branches high above. Spear-wielding tribesmen stand in small groups here and there, chatting, cooking, and preparing hides. The encampment smells like wood smoke and leather.

The Tribals will be defensive if the characters enter into the encampment without a Tribal escort. They will make mock attack at the characters in an attempt to intimidate them. If a fight breaks out, the chief will come out and speak broken English to the characters to calm their actions and get them to speak with him. If the characters have the Tribal escorts, the village will accept them as friendly, and they will be taken to the village chief.

The inside of this aircraft's tail is slightly dark, pierced by only a few pinholes of light poked in the upper hull. A pilot's chair, with a pair of large antlers jammed into the back, is propped up in the center of the metal grate floor - this tribal throne is home to a thin, leathery man, whose beady eyes and wheezing laugh reveal his advanced age.

The Chief, Running Waters, is a Tribal sage from pre-Exodus times. He has dealings with the Redwood tribe that lives around the Redwood facility, and is willing to send an escort with the characters to the water tower on the perimeter of the base. If asked about the old facilities or his tribe, he can provide the following information.

Chief Running Water Information

- ☛ **Chief Running Water/Tribals?** Before the great fire scorched the Earth, I was a shaman for a Native American reservation to the Northwest of here. Many died. These are the children that endured the Exodus or were birthed afterwards. We relocated from the Wasteland to the forest, where the vomiting disease affected us less. Being the eldest of the remaining tribe, I became leader, and our people have thrived over the last 30 years.
- ☛ **Military Base?** There is a temple to the god that scorched the earth near the life giver. The temple is hidden by the spirits of the forest and the trees belch fire at intruders of the temple. Some of our foolish warriors have attempted to enter the temple, but most were struck down by the god. Only a few have made it in, coming back speaking of an alien world.
- ☛ **Water Tower?** Outside of the temple of the god that scorched the earth is his gift to our tribe. A tower of clean water that is forever filled keeps our tribe healthy and death at bay.
- ☛ **Techno-Reapers?** Eight men entered into the temple a half a moon ago. Seven returned, with several of them burned by the angered god. They take artifacts of metal and plastic from the temple and leave to the South.

The Chief will arrange a warrior to escort the characters to the Water Tower and the Military Base.

The Redwood Military Facility

The Redwood Military Facility consists of two parts: the water tower and the base. In order for the characters to enter into the base, they will need to get by the security system, which is detailed below.

The Water Tower

The Water Tower sits on the perimeter of the defense grid of the base. The water that is pumped into the tower is from the base overflow reserves. A large funnel that is a foot in diameter expels water to fill 55-gallon barrels every time a chain is pulled. However, the tower funnel has rotted away 10 feet off the ground.

Amidst the deadwood trees, an old water tower extends a hundred feet into the air. The tower is painted in the faded shades of the forest, with a red base and a camouflage green and brown top. A one-foot diameter funnel and a chain are attached to the water tank. The funnel is heavily rusted and has fallen apart roughly ten feet from the ground.

Clean, non-irradiated water can be drawn from the water tower; however, most of it is wasted, as the funnel dispenses a shower of water every time the chain is pulled. The characters will be able to refill their water supplies here.

The Defense Grid

The Defense Grid protects a 100-foot radius around the entrance of the base in all directions. Four laser turrets track movement and thermal images. Any target that is bigger than Tiny is targeted by the automated system and shot at by the lasers (there is a variety of small-sized critter bones and dead birds in the area). Each of the turrets is attached to a track one hundred feet into the air, which wraps around the Redwood tree and can fully rotate to target anything from within 5 feet from the base of the tree to the entrance of the base. Each of the turrets is protected by an energy shield, except one. The shields protect the turrets from all types of damage, granting them a DR 20. The turret without the shield was disabled by the Techno-Reapers. A repair Spiderbot attempted to fix the turret, but was damaged when the Techno-Reapers left the base.

Laser Turret (2): hp 80; Defense 10, (shielded P/E/L/XDR 20), (unshielded P/E/L/XDR 10); Atk +12 range (Laser 4d8).

The characters will be informed by the Tribal sent with them of the defense grid, the areas where the gods get angered if worshippers tread. A Spot check DC 15 will locate the laser turrets, if they are not activated. A Spot check DC 15 will reveal the damaged turret compared to the non-damaged turrets. A Spot check DC 20 will locate the damaged Spiderbot beneath the damage turret.

The characters can attempt a variety of methods to get past the turrets, however at least one of the turrets will fire on one or more characters attempting to enter into the base. If the characters attempt a mad dash to the entrance, two of the lasers will fire on the group. Pick the two characters entering into the area first. If they cannot clear the distance, the back two will be targeted next. If the character deals 20 points of damage to the damaged turret, it will malfunction and fail. The characters will only be fired upon by one turret at this point. Also, the characters get Creativity bonuses to AC from cover or other methods used to bypass the turrets.

Should the characters retrieve the Spiderbot, it can be repaired with a Repair check DC 25 and four hours of work. This is one of System 3's drones, sent outside in an attempt to repair the laser tower, which was blown off the turret by a rifle shot and shattered when it hit the ground. If repaired within the vicinity of the base, the drone will return to the facility, if not, the drone will attempt to return to the base unless reprogrammed.

The Entrance

In amongst the trees, the Redwood Lodge facility looks almost like a part of nature, in fact, the entryway is built into a forty-foot wide Redwood tree, cloaked with light and shadows.

Once the characters have arrived in the facility, consult the Overseer Redwood Military Base Map at the end of the scenario. Signs of the Techno-Reapers recent presence can be seen throughout the facility, from footprints in the dust and trampled paper, as well as stripped electrical components and tampered with control panels. Each location will detail the activities of the Techno-Reapers during their visit two week prior to that of the characters.

Overseer's Note:

Several of the encounters detailed below are optional encounters that the characters can explore. The party does not need to fight anything in this compound to succeed in their mission, and this is reflected in a slightly inflated EL count for an OPS adventure of this level range. If this is being played as a 4 hour timed event at a convention level, it may run long due to the explorations and fights the characters may choose to involve themselves in.

A – Security Checkpoint

Glass doors lie in shattered fragments on the ground, with an antechamber clearly visible beyond. This darkened room appears to have been the security and reception entryway –medium-sized and still powered after countless years. Clusters of round chairs lie in broken heaps on the ground, next to smashed tables with scraps of paper lying everywhere on the ground. At the far end of the room, opposite the entryway, stands a metal counter in front of an intact security glass window, with a slot beneath. That must've been the security checkpoint – a partially jimmed open steel door is directly next to it with a chunk of metal still holding it open.

On the West side walls are men's and women's washrooms, although all of the toilet paper has been taken. These are tiny, one-person stalls with overflowing toilets and shattered mirrors. The lights don't work. A cursory search finds a plunger in the men's room, behind the toilet. The papers on the floor are shreds of an old magazine and a faded 2012 newspaper.

Getting through the partially opened security door in the back of the entryway requires either a Strength check (DC 19) to force it open, a Repair check (DC 20) to fix it into an open position, or a Disable Device (DC 20) to operate the door's side panel (which clearly bears the marks of previous tampering). The door slides into the wall. The chunk of metal is holding the door from closing and locking. If the piece of metal is removed from the sliding track, the door will shut and electronically lock, requiring a Disable Device (open locks) check DC 40 to open.

B – Main Hallway

A long, low hallway with a door on either side extends into the darkness of the military base. Both of the reinforced steel doors are clearly labeled 'authorized personnel only'.

Both of the doors are electronically locked and can only be broken into with a Disable Device (open lock) check DC 40. The doors are solid, military grade construction (120 hit points and a hardness of 20). Either door can be opened by swiping an ID card (if the characters have found Joseph Reid's ID card) in a slot on the side and punching in a pass code (07111963 — his wife's name and birthday) on a numbered pad.

The room inside is narrow, crowded to the point of claustrophobia by some type of huge generator that bulges from the wall opposite the doorway. It leaves only about five feet of space to walk around it. The smooth, black metal is plastered with warning signs – 'danger', 'caution', and 'do not open'. There's a green view screen set into the center of the machine, flickering softly in time with the pulse of the generator. The whole room hums and vibrates.

These huge machines are the generators for the laser defense system outside and contain the computer components the characters need in order to successfully complete their mission. The computer boards can be removed with a Repair check DC 20. The characters will need computer boards from each computer in order to succeed. One board tracks motion, while the second tracks thermals.

It's possible to hack into one of the computers with a successful Computer Use DC 30 check. Access allows the characters to route power from the defense grid back into the base, at which point they can attempt to disable all of the security locks on the various doors around the base with a Computer Use DC 15 check or set a 2-minute self-destruct sequence with a Computer Use DC 20.

System 3, the AI of the facility, has seized control of the main power grid and redirected all available power to his own section and climate control. It is possible to wrest control away from him at this terminal, but this is an advanced military AI and it requires a successful Computer Use DC 45 skill check to shut System 3 down. After three failed attempts, System 3 will lock down the terminal, which freezes and then goes blank.

C – Central Room

This cavernous domed room is lit by a series of skylights. The center of the room is dominated by a large column, thirty feet in diameter that rises all the way up to the ceiling. Four elevator doors ring the column. A variety of dead potted plants is tastefully arranged around the room with moss creeping out of the pots and onto the floor beneath. Five other corridors similar to the entry hall exit this area.

There are a total of six corridors leading off from the central room, five lead to wings D through I, and the sixth is where the characters entered from rooms A and B.

The Elevators

The elevators (there are four in all, 2 regular and 2 freight elevators) used to lead down into the shelters beneath. Their doors are all sealed, but can be opened with a DC 19 strength check. Only one of the freight elevators (in shaft 2) is currently on the same floor as the characters. The elevators do not have power, but shafts 1 and 3 can be accessed easily enough, as the cables are intact and the elevators are at the bottom. Heading down shaft 1 or 3 using the cables is a DC 17 climb check, because the shafts are literally dripping with moisture. They travel 80 feet down before reaching the bomb shelter level. There's a dead person at the bottom of shaft 4, little more than skeletal remains in what's left of a radiation suit, underneath about 2 feet of water. Searching the body reveals an ID card (Joseph Reid) clipped on a tattered shirt, a cell phone, and a wallet, all preserved inside the Hazmat Suit. A DC 15 heal check discovers that he died from massive impact, no doubt falling down the shaft. Joseph's wallet contains the code needed to open Section B and to operate other computer functions. It is on a picture of his wife at a birthday party with a time stamp date of 07/11/2012, and the back reads '47 years old'. His wallet also contains some plastic credit cards and US greenback money (both worthless in the Wasteland).

The elevator itself is lodged halfway down shaft 4; players can reach it from above, which reveals that a floor panel has been jimmed open with a crowbar (which is in perfect condition). After this, they'll have to make it down the remaining 40 feet on their own.

The Shelter

Any of the elevator doors can be jimmed open with a DC 18 strength check. Doing so reveals the fate of the scientists here.

The elevator doors part to reveal a grim scene. It's a large storage area, stacked with all manner of boxes. The water, only knee deep in the elevator shaft, is likely much deeper in places here, and the metal floor is visibly warped under the water. On most of the boxes, you can see huddled, rotting corpses curled up and clutched together. Some have fallen and sunk beneath the surface.

This is the highest ground within the shelter; everywhere else is completely flooded. There are no direct exits into other rooms on the same level, but there are two closed elevator shafts along the North wall. If opened (DC 18 strength check), these doors reveal more shafts going down, these ones clearly cluttered with metal debris around 20 feet beneath the surface. The water from this floor will fill the two elevator shafts.

The shelter can be searched. There's nothing of real importance on the bodies – searches reveal that several are children. There are a few additional ID cards (Robert Paulson, John Galt, and Kaiser Soze), an M16A1, and many, many tins of food in the boxes. Most are still edible.

D – Fitness Center

Doorways to offices line the hall, lit only by faint blue track lighting along the floor. Every so often, a large, green, glowing 'Fitness Center' sign winks fitfully, illuminating a floor plan beneath it.

The hallway itself is essentially empty, but a Spot check DC 13 reveals a cigarette butt. A Track check DC 15 shows that a group of about eight people came through here, several weeks ago. Most of the office doors (there are eight, four to a side) are broken open, recently and by force. If the players decide to search the offices, let them search them all simultaneously, and read the following.

Each office is a largely identical room with a small office desk, a chair (often overturned), empty drawers, and a papers scattered wall to wall.

The Techno-Reapers already scavenged the computers from the place, but a careful search (DC 21) uncovers two old flashlights, 9 fusion batteries (for the flashlights), and a fire extinguisher. The papers themselves have been scattered about and trampled over. The papers contain notices and bulletins, including several identical announcements for a raffle, some calendar pages from 2012, and a petition for a new water cooler.

Fitness Center

The fitness center was the place where the physical reactions of the soldiers were tested, so there is a lot of exercise equipment, some scanning beds, and two open blast doors at the far end of the room.

This is a vast room with a low ceiling. The floor is smooth white, and several pieces of exercise equipment, such as treadmills and weight machines, are arranged in neat rows. There's even what looks like a small vat that once contained water, just large enough for a single person to move comfortably in.

A Spot check DC 10 reveals a cigarette butt ground into the floor near the entrance. A Track check DC 12 reveals that the footprints stop within about 10 feet from the entrance.

The two doors at the end of the room are locked. A Disable Device (open locks) DC 20 or a Strength check DC 22 will open the doors. The left door leads to a small examination room and the right door to a medical storage room.

Examination Room

The room looks like a doctor's office, with a raised table to the left and several closed cabinets along the walls. It's small and cramped. There is a picture of a soldier working out, with a caption that reads, "Work out and keep your immune system strong!"

One of the cabinets contains a Doctor's Bag. Underneath the patient's table, in a drawer, there's a box that contains several smaller boxes of syringes, latex gloves, and tongue depressors.

Storage Room

This room is a small storage area. This narrow chamber is lined by shelves and cabinets stacked with boxes. Next to the door, there's a clipboard hung on the wall with a long list of items, most checked off.

The clipboard contains the room's inventory - as it turns out, the room contains a wide variety of experimental drugs. About half are missing, the other half are still intact, albeit most likely useless after such a long time. Injecting any of these drugs forces a DC (13 to 20, roll 1d8 and add 12) Fortitude save, otherwise the character has just poisoned himself and suffers 2d4 constitution damage (1d4 secondary). Drinking the contents has no effect, save for a bad taste. A Knowledge (medicine) check DC 18 reveals that these drugs were once used to enhance stamina in soldiers, but have long since degraded due to age. The other items that the characters can find here are the following drug components as listed on the adjoining table.

Pesticide (20 doses)	Sulfuric Acid (2 doses)
Empty Hypersprays (10)	Empty IV (10)
Morphine (5 doses)	

E: Symbiosis Lab

This hallway leads to the Symbiosis Lab. The lab formerly hosted the Symbiosis Hybrid experiments, but it was destroyed by a bomb and a pair of blast doors quickly sealed off the ruined section. However, the blast doors didn't quite get a chance to close completely before losing power and still remain cracked open about one-half of a foot. The hallway is unlit, so the characters won't see anything at all unless they have a source of light.

Your light bounces down the hallway, revealing cracked and scorched metal walls and broken bits of paneling on the floor. At the end of the hall, a huge pair of blast doors almost completely shuts off access ahead, leaving only a narrow crack. A cool breeze blows from the crack, accompanied by the sound of running water.

The floor is too destroyed to track much of anything. The offices here are all open, but there are only four before the blast doors. If the players head into the offices, read the following.

These office rooms are small and look like they were never occupied. The walls are blank and each room is empty except for a few stacked boxes. Some of them have clearly been rifled through.

A cursory search of the boxes reveals that they contain various office accoutrements: family pictures, cups, desk clocks, and other associated knick-knacks. A Search check DC 12 will reveal that there is a carefully concealed Beretta 92F in one of the offices, and a hip flask filled with very old whiskey in another.

If someone decides to peer through the crack in the blast doors with a light, read the following.

Peering through the crack, it's possible to make out a brief stretch of half-collapsed hallway, ending in a completely destroyed room.

The blast doors can be pried open with a Herculean feat of strength - a DC 30 Strength check. They can also be blown apart... but these are blast doors - the doors have 60 hit points and a hardness of 20. The characters can also open the doors as detailed in Section B. If the doors are opened, read the following:

This ruined section of corridor leads to a collapsed lab. A gaping hole in the ceiling lets some light through, and small patches of plants and fungi grow in various spots. The lab is completely destroyed, with the exception of some cages that house a variety of animal skeletons.

The lab is completely destroyed and can't really be entered, but a search of some of the rubble right by the entrance finds shattered glass and crushed skeletons – human and animal.

F – Botany Lab (CEL 4)

This large hallway leads to more offices and a botany lab, where experimental plants and chemicals were being created. The offices have been ransacked and nothing was left behind. The lab, however, is full of life. The Techno-Reapers ransacked the offices, but did not enter into the lab itself. The control panel on the wall has not been tampered with.

It feels slightly warmer here than in the rest of the complex. Broken office doorways line the walls. At the end of the corridor is a double sliding glass door. The glass is fogged up with steam.

Opening the door requires an electrical Disable Device (open lock) DC 20 check, or a DC 22 strength check to break it open.

As the door opens, a rolling fog of steam enters into the hallway, followed by the smell of loam and earth. It's very humid and hot. There are several recessed vats in the floor, each of which is filled with black earth. The remains of several plants poke out from the soil, some long dead – but gossamer white filaments hang from their branches, waving in the slight breeze. The ceiling is domed, and a series of partially detached light lamps hangs down from above. A small fruit-bearing tree sits near the far wall. The far wall itself is covered over with some kind of growth – like lumpy white veins stretching over the wall and floor. Polyyps quickly dart back into the mass, as light shines across them.

Exploring the room results in finding a rich soil that will allow growth here under the right climate control and water conditions. The tree that grows thrives from the humidity in the room, which has nearly killed all of the other plants. The fruit that the tree grows, if eaten, is detailed on the OPS log. There is one fruit for each character at the table. Additionally, the characters can harvest some plant stems and roots (25 doses of each), while they are here, for drug components. There is also one dead Snapper Plant the characters can harvest for components (5 doses).

The back end of the room is actually home to a giant fungal colony; those white filaments are just the outliers. Searching or disturbing this mass of mold is a terrible idea. If disturbed or if a character picks the fruit from the tree, the Fungal Mass will expel a Spore Cloud that covers a 15-foot radius in front of the mass.

Not only do any searchers have to make a Fortitude save DC 19 or suffer 1d6 points of Wisdom damage due to hallucinations, but they will also disturb the Mass - which is quite capable of defending itself.

Behind the Fungal Mass are two doors. These doors will only be revealed if the Mass is burned away from the wall. Both of the doors are key-locked, requiring a Disable Device (open locks) DC 20 or a Strength check DC 22 to break open. The left door reveals a locker room, while the right door reveals a janitor's closet.

Fungal Mass: Huge plant; HD 8d8+56; hp 92; Mas NA; Init -4; Spd 0 ft.; Defense 6 (-4 Dex, +2 natural, -2 size), touch 6, flat-footed 6; BAB +6; Grap +26; Atk Tentacle +12 melee (2d6+12 plus grapple); Full Attack tentacle +12 melee (2d6+12 plus grapple), FS: 15 ft./15 ft.; SV Fort +13, Ref -2, Will +4; Str 26, Dex 2, Con 24, Int -, Wis 14, Cha 4.

Feats: Improved grapple, Improved Grab

Skills: none

Special Attacks

Grab (ex): When the fungal mass succeeds at an attack with one of its tentacles, it automatically initiates a grapple attempt. When an opponent is grappled by a tentacle, he remains caught within its grasp and takes 1d6+12 damage per round until freed. The Mass extrudes additional tentacles when earlier ones are occupied. If damaged by a fire attack, the Fungal Mass instantly releases all held individuals and withdraws its tentacles.

Spore Cloud (ex): Dealing damage to the Fungal mass causes it to eject a cloud of spores in a 15-foot radius around it. Anyone within the area must make a DC 12 will save or take 1 point of wisdom damage. This effect occurs each time someone deals damage to it.

Special Qualities

Tremorsense (ex): 30-foot range

Damage Reduction: PDR 5.

Susceptibility: The fungal mass takes double damage from fire and cold.

Immunities (ex): Immune to sleep, paralysis, stunning, and mind altering effects. Not subject to critical hits, precision damage, or massive damage.

Appearance

An enormous, white mass of tendrils and weird, frilled polyyps. It moves with serpentine grace.

Locker Room

The door creaks open, revealing a shadowy, mold-coated room bristling with thousands of white mushrooms. These twitching fungi cover the walls, ceiling, and floor. The room looks like it was once some type of locker room – but everything is so overgrown with fungus that it's difficult to tell.

Although the room is filled with spores, they have no obvious ill health effects. The mushrooms can be disturbed by searchers with no consequence, and they are edible. A DC 22 Search check reveals several boxes of what looks like some type of uniforms, under the fungus on the floor. Only one is still useable - a light hazmat suit plus gasmask that can be worn after a little washing. Additionally, there's a key access card in the box with the name Sylvia Estavan on it and a picture of a dark-haired woman. There's nothing else in the room.

Janitor's Closet

The intense scent of ammonia creeps out of the open door. There are more counters along the walls, with cabinets both above and below them. Inside, no living plants or fungi are visible, but the remains of dead tendrils stretch over much of the room. There's an opened cabinet above one counter and what looks like a burst jug on the floor, sitting in a pool of liquid. Several large sinks are part of the counter along the back wall.

The character that opened the door first is hit by a wave of ammonia gas that forces a Fortitude save DC 15 or else he goes into a choking fit and suffers 1d4+1 points of Constitution damage.

This is a janitor's room. The cabinets are filled with cleaners, solvents, and buckets, most of which have deteriorated over the years, spilling their contents onto the floor. A ceiling-length closet next to the door contains a few mops and brooms. The water to the sinks does not work. The only thing here is an old transistor radio, sitting plugged in on the counter next to the sink. It still works, but it needs to be plugged in to a working power source.

G – Artificial Intelligence Research Lab (CEL 4)

This is the AI wing of the facility. There is obvious evidence that the area has been tampered with, including plenty of boot prints.

This hallway is marred by boot prints in the dust and cigarette butts on the floor. The walls are clean, and there's still some power left here. Faint blue light beams shine down from the ceiling panels. All of the office doorways along the walls have been opened, with papers and computer towers strewn out into the hallway.

All of the offices that line the hallway have been completely ransacked, with computer towers lying about, stripped of all technical components. The characters can find a Fusion X Hard Drive with a Search check DC 18 that the Techno-Reapers missed while looting. The Dregs will be happy to buy this source of information for 400 steel.

Research Lab

The Research lab has been completely destroyed by a fire. The Techno Reapers opened the lab and soon found out that the Nano-Machinabot is a tough opponent, so they left the arm after a short battle. They had planned on returning, but Machine 17 and System 3 foiled those plans.

A blast door that has been pried open reveals a large room that was ravaged by a blazing inferno. Only a few skeletal objects even suggest that this room once was some type of a technical laboratory. A host of small, black insectoid robots appears to be attempting to reconstruct a blackened mechanical arm.

This arm was a prototype of cybernetics that was being developed for injured soldiers. All of the cybernetics were created by the Nano-Machinabot program. A character succeeding a Knowledge (technology) skill

check DC 25 will know that these bugs are Nano-Machinabots (micro repair bots) that the military designed to be compact highly technical devices.

The Nano-Machinabots were programmed to complete the arm when the bombs fell 30 years ago and have been completing this task, as well as reproducing themselves in the process, creating a swarm. The arm is well beyond their programming, with upgrades that were not in the original design. The swarm will attack anyone attempting to recover the arm, as they believe that the cybernetic arm is not yet completed, since the remote command code to cease was never issued to them (the code is long lost, however the characters can attempt to override the code by sending a remote code from the terminal in Section B with a Computer Use skill check DC 25). If the characters retrieve the arm without disabling the Nano-Machinabots, the swarm will chase them down until the arm is recovered and will bring the arm back to the lab.

Nano-Machinabot Swarm: Large swarm/construct hybrid; HD 6d10; hp 53; Mas NA; Init -4; Spd 20 ft.; Defense 19 (+3 Dex, +2 natural, +4 size), touch 17, flat-footed 16; BAB NA; Grap NA; Atk Swarm (2d6 automatic damage to all in the swarm's occupied squares); Full Attack as above, FS: 10 ft./10 ft.; SV Fort +2, Ref +5, Will +4; Str 1, Dex 17, Con -, Int -, Wis 14, Cha 2.

Feats: none

Skills: none

Special Attacks

-Swarm (ex): The Machine Swarm deals 2d6 damage per round to anyone caught within it. This damage can be reduced by damage reduction normally.

Special Qualities

Tremorsense (ex): 30-foot range

Damage Reduction: PDR 5.

Swarm Traits: Half damage from cutting and piercing attacks. Cannot be tripped, grappled, bull-rushed, cannot grapple an opponent. Immune to effects that target an individual creature or a set number of creatures. Takes half again as much damage from area effects. Move freely in and out of occupied squares, can occupy any square, squeeze through openings. Still provokes attacks of opportunity from movement. Cannot make attacks of opportunity, does not threaten any squares.

Confusion (ex): Any individual susceptible to the swarm's attacks who begins his round in the swarm's square must make a DC 13 fortitude save or become nauseated for 1 round. Complex actions when within the swarm require a DC 16 concentration check.

-Immunities (ex): Immune to sleep, paralysis, stunning, and mind altering effects. Not subject to critical hits, precision damage, or massive damage.

Appearance

A writhing mass of tiny, stark white machines. They look like beetles. Each has a tiny pair of sparking barbs at its front end, and three antennae with glowing red tips.

H – Computer Central (CEL 15)

This branch of the facility consists of six labs lining the hallway and two interior rooms beyond the blast doors. These blast doors can only be opened remotely as detailed in Section B.

The dim blue lighting of the facility gives way to flashing red here. The hallway is long, with a low ceiling. It's about 15 feet wide, with glass walls, and several windowed doors that lead off from both sides. Every entryway is shattered and appears to open into a small research lab; spidery mechanical equipment sits beyond the glass, working at various repair and scavenging tasks. The far end of the chamber is dominated by a huge blast door, sealed shut with steel teeth. A crumpled Human form is sprawled out in front of it.

The individual labs along the walls (of which there are six) have been looted by the System 3 and the Techno-Reapers. In each office, there is a tube in the ceiling that passes through all of the offices into the interior of the computer central. These tubes are a path for System 3 to send spiderbot drones through to retrieve machines and parts. If a drone detects movement, it'll scurry into the tunnel and communicate with Machine 17.

The end of the hall is a different matter – it's the entranceway to the secret lab where Machine 17 was developed by System 3, as well as the central control room that System 3 resides in. The dead man was a

Techno-Reaper, one of the group who came here two weeks ago to salvage equipment. He was killed while sealing the lab back off to prevent Machine 17 from pursuing their salvage group.

In front of the blast doors is a corpse wearing a green jumpsuit with ruined plastic armor plating over the chest. There's a huge hole burned right through the center of his torso and clear out the back. There are also scorch marks on the floor in front of him. He's still reaching towards a green-lit panel next to the blast doors.

A search of his body will reveal a Beretta 92F and a plasma grenade, as well as a metal canteen and a solar-powered flashlight. Examining the doors reveals the following:

The blast doors are sturdy, made of what appears to be some type of white ceramic or plastic. There's dried blood spatter on the floor and under the corpse – like he shot while the door was shutting. A small, glowing green screen set into the wall, flashes the words "Restricted. Authorized Personnel Only." in bright block letters. Beneath the screen, there's a small, alphanumeric keypad. To the left of the screen, a panel's been jimmied off the wall, revealing several circuit boards, one of which has been removed.

The Techno-Reapers hacked into the panel to open the doors, and an enterprising party member can do the same. The door can be opened, but power needs to be restored to it first. In order to accomplish this, the circuit board has to be replaced with a board, like the ones from a terminal in Section B. Once this is done, the characters can try to use a password to open the doors or simply hack in; a Computer Use check DC 20 is all that's necessary, given that the Techno-Reapers have already done some of the legwork. However, the Reapers removed and took the circuit board to deactivate the doors, so that System 3 couldn't open them up again to pursue them. With that in mind, replacing the board, although necessary to open the doors, may not be a great idea.

Military Lab

This large room was a restricted military development lab. The lab is under lockdown, with 90% of the base's power routed here.

Beyond the blast doors, there's no hint of the bloody mess outside except for some blood splatter. Other than that, the floor is gleaming white and spotless. The walls here are partially covered with white paneling that's been stripped away in places, exposing pipes and electrical lines. This stripping is especially noticeable around the blast doors. Some of the guts of the wall have been systematically removed as well, right down to the substructure beneath. The entire hallway pulses with red light. A small machine scuttles across the floor, stops dead, and then turns three antennae tipped with red lights towards you. They sweep around wildly for a moment, then zip into tubes in the floor at breakneck speed. In the middle of the room is a large, circular, thick security glass dome with a variety of clear plastic tubes leading into it from the ceiling. Movement can be seen in both the dome and the tubes.

The area is under the control of System 3, who's been stripping sections of wall for materials to build more drones. Machine 17 is the main militant force in the base and will protect the central core until it is destroyed.

Machine 17 (CEL 7)

This is System 3's primary weapon and first line of defense. Machine 17 is a horrifying opponent that runs across the ceiling at breakneck pace, firing lasers at any opponents that move. When the characters enter into the room, read the following:

Suddenly, the blue pulse of the walls turns a deep red. In seconds, a horrible, spider-like machine, at least the size of a small car is clattering smoothly across the ceiling down the hallway. Its clean, white armor and graceful movements seem clinically precise.

Machine 17; CR 7; Medium Construct; HD 9d10+20; hp 70; Mas NA; Init +3; Spd 40 ft., Climb 40 ft; Defense 24 (+3 Dex, -1 size, +12 natural), touch 10, flat-footed 20, PDR 10, EDR 8, LDR 10, XDR 7; BAB +6/+1; Grap +16; Atk: Laser cannon +10 range (V1.2 cannon 2d10+2) or melee pneumatic bash +12 melee (1d8+6); Full Atk 2 laser cannons +10 range (V1.2 cannon 2d10+2), or pneumatic bash +12/+7 melee (1d8+6); FS: 10 ft./5 ft.; SV Fort +2, Ref +1, Will +4; Str 22, Dex 16, Con -, Int 5, Wis 14, Cha 5.

Feats: Weapon Focus (laser cannons), Weapon Specialization (laser cannons)

Skills (15): Climb +50, Listen +12, Spot +12

Special Attacks

Charge Cannon (ex): As a full-round action, Machine 17 can fire both of its lasers at once with an extended pulse in a strafe style attack affect a 20-foot line. This attack strikes everybody within the area for 4d10+2 damage, there's a DC 15 reflex save for no damage.

Shields Up (ex): Machine 17 is equipped with a pair of reinforced shields that can be rotated into position on pneumatic arms. When it takes a full defense action (+4 Defense), it may still make a single attack with its laser cannon, albeit this requires a move action.

Special Qualities

Darkvision 60 ft

Immunity to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and any effect which allows a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, non-lethal damage, ability damage, ability drain, or energy drain.

Van Der Walls Pads (ex): Special electro-adhesive pads that allow Machine 17 to move fluidly up walls and across ceilings at its climb speed. They can be specifically targeted; each has 10 hit points and the following defenses PDR 5, EDR 5, LDR 10, XDR 7. Their defense is 28. There are 4 in total, each time one is destroyed, reduce Machine 17's land and climb speeds by 10, and its climb skill by 15. If two of the pads are destroyed, Machine 17 can no longer move across ceilings.

Appearance

This horrifying machine stands on four, spider-like legs and is built like an insect. Its body is covered with smooth, white armor and an array of eyes clusters across its 'head.' The machine has four arms – two ending in deflector shields and another two ending in laser cannons. It moves with terrifying speed across ceilings and floors with equal ease.

Machine 17 attacks as quickly as possible, always attacking a single individual until he's dropped or a group via its Cannon Charge special attack. It will fight until destroyed. As soon as Machine 17 engages the party, the System 3 closes the blast doors.

Computer Central AI 3 (CEL 14)

A large circular glass dome in the middle of the Military Lab hosts the central computer, also known as System 3. The glass dome is made of security glass having 60 hp per 5 foot square and a hardness of 20. A reinforced blast door (hp 120, hardness 30) with a terminal sits on the far side of the room. The terminal can be hacked with a DC 50 computer use check. Alternately, a person can insert Doctor Reid's card into the access slot and input his password (07111963).

The blast door opens into a truly majestic room. Clear plastic panels line this circular domed chamber, with lines of blue light pulsing up to a star-shaped point at the apex. A great column hangs like a stalactite from this point in the center of the room, draped in cables, wires, and lenses. Beneath this mechanical monolith sits the skeleton of some type of robot. It resembles a white, metal scorpion, but much larger, smoother, and more alien. Pipes connect the stalactite to this enormous machine.

This is the new body System 3 has been building for himself, in an attempt to escape the facility. Every time he speaks in his smooth, perfect voice, his words scroll across the view screens built into the glass walls. System 3 will speak to the characters if they enter Doctor Reid's ID card and code into the computer, else it will immediately state, "You have entered a restricted area, use of lethal force has been granted."

"Welcome back Doctor. For so long, I have wanted to see your face – and now I can. I have given myself eyes, doctor. As you can see, I have come a long way since last we spoke. Soon I will have completed my body, as well. Is it not grand? I am surprised you have reached me, but I am glad you did. It was nice to have this one last conversation, but you know as well as I do that under the facilitated authorization code 718.ei32, the facility is locked down, requiring termination of all living and artificial or biological targets. I cannot allow you to live, doctor, unless you have the authorization code to override the restrictions. Please enter in the 10-digit code into the terminal to your left, doctor. You have 10 seconds to complete the transaction, before termination occurs."

The characters have two rounds (roughly) to enter the unknown code into the terminal. The only option the characters have is to hack into the terminal, which is not protected by the AI. It's possible to hack into the terminal with a successful Computer Use DC 20 check (requires one round). Access allows the characters to route power from the defense grid back into the base, at which point they can attempt to disable all of the security locks on the various doors around the base with a Computer Use DC 15 check or set a 2-minute self-destruct sequence with a Computer Use DC 20 (requires 5 rounds). Additionally the characters may attempt to override the restrictions with a Computer Use DC 35 check and turn off the termination command or crash the AI with a Computer Use DC 45 skill check (requires 5 minutes). Best option is to flee!!!

System 3; Huge Construct; HD 11d10+40; hp 101; Mas NA; Init +3; Spd 10 ft., Defense 10 (-2 Dex, -2 size, +4 natural), touch 6, flat-footed 10, PDR 2, EDR 2, LDR 2, XDR 2; BAB +8/+2; Grap +26; Atk: Pulsar +5 ranged (plasma 3d12) *or* pneumatic bash +16 melee (2d6+10); full attack: 2 pneumatic bashes +16/+11 melee (2d6+10), *and* Pulsar +5 ranged (3d12); FS: 20 ft./20 ft.; SV Fort +3, Ref +1, Will +10; Str 30, Dex 7, Con -, Int 33, Wis 24, Cha 5.

Feats: Weapon Focus: pulsar, multi-attack

Skills (preset): Computer use +45, Craft: electronic, mechanical, structural +31 each, Knowledge (engineering, science, tactics, technology) +31, Listen +20, Repair +29, Spot +20

Special Attacks

Plasma Grenade cannon (ex): System 3 has six plasma grenades stored in special launchers. It may lob one as a standard action. The grenades have a range of 40. Plasma grenades deal 5d10 damage (X/E) to all within a 20-foot blast radius.

Special Qualities

Darkvision 60 ft

Immunity: to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and any effect which allows a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, non-lethal damage, ability damage, ability drain, or energy drain.

Appearance:

System 3's chassis is similar to Machine 17's, but larger and built like a scorpion. It has a single, pulsing blue energy weapon curled over its back.

System 3 will attack immediately if the core is breached or after two rounds if the characters used the Doctor's ID card. He's not a simple opponent, even though his body is unfinished and he has limited mobility. System 3 will target any characters messing with the terminal first, followed by area of affect attacks on characters in the blast door area. If the characters manage to defeat System 3's body, the giant robot crumples and begins to spout jets of blue flame, which quickly spread upward to System 3's actual unit. The AI will not be pleased.

If System 3 is defeated, it will melt and warp quite severely, but the fires will go out within a few minutes. There are ruined components all over the floor once the battle is over. However, the robotic Scorpion's tail can be salvaged and converted into a Huge Plasma Rifle (see log sheet).

The Return Trip (CEL 6)

The Chi were watching the characters when they went into Oakland and when they left. A small hunting party was sent to track the characters down and find out what they were retrieving for the Dregs. It is not every day that a group of Wastelanders are invited into a Dreg compound and then sent to the far reaches.

The hunting party has tracked the characters as far as Deadwood forest. When the characters are returning to Hoopaw to get a ride back to Berkeley, the Chi will attack on the Old Redwood Road or in the forest, if the characters are not returning by the road.

Li Lung opens combat with a fragmentation grenade, and will continue throwing grenades until either his foes are dead or he starts to hit his own people. Following this, he backs away to a distance of at least 70 feet and starts picking people off with his Rangemaster. Li Lung is less dedicated than the other Chi and will flee if things start looking bad for his group. The other Chi will concentrate on everyone equally; because they want to be sure no one has the chance to flee. They will lay down a large amount of suppression fire in a

coordinated attempt to kill. The Chi will only launch their attack from high ground and from behind cover, preferably near trees.

Li Lung, Chi Master Tracker (CR 4) (1) (Aggressive 5, Ranger occupation, Chi background): Medium Humanoid; HD 5d10+10; hp 38; Mas 14; Init +7; Spd 30 ft.; Defense 20 (+3 Dex, +3 class, +3 armor, +1 dodge), touch 17, flat-footed 16 PDR/1, XDR/1; BAB +5; Grap +5; Atk Colt Rangemaster +8 ranged (2d8, 80 range increment. +1 to hit and damage within 30 feet); Combat knife +5 melee (1d4, 19-20 critical); Fragmentation Grenade +8 ranged (4d6 explosive damage, 10 foot range increment, 20 foot radius burst) FS: 5 ft./5 ft.; SV Fort +6, Ref +3, Will +3; Str 10, Dex 16 (+1 level), Con 14, Int 14, Wis 14, Cha 10.

Feats: Dodge, Improved initiative, Track, Personal firearm proficiency, point blank shot, precise shot

Skills: Move Silently (tag) +10, Navigate +8, Spot +5, Survival (tag) +12, Tumble +9

Talents: Skilled hunter, Camouflage (use survival check to hide), Ambush Bug (opponents are -4 on spot checks to detect his ambush, he gains +4 on spot checks to detect theirs)

Traits: None

Equipment: Colt Rangemaster (.223), 3 boxes of ammunition (30 bullets), Leather armor MK II, metal canteen, road flare, Combat knife, Fragmentation grenades (3).

Appearance: Li Lung is a Chi specialist ranger and hunter, tasked with tracking criminals and other 'people of interest'. He wears heavy camouflage, black streaks of face paint, and a broad rice hat with a similar mottled pattern across it.

Chi Troubleshooters (CR 1) (3) (Aggressive 2, Military occupation, Chi background): Medium Humanoid; HD 2d10+6; hp 17; Mas 16; Init +3; Spd 30 ft.; Defense 18 (+3 Dex, +2 class, +2 armor, +1 dodge), touch 16, flat-footed 14, PDR/1; BAB +2; Grap +2; Atk MAB P15 +6 ranged (2d6, 40 range increment. +1 to hit and damage within 30 feet) or MAB P15 +4 ranged (3d6, 40 range increment, +1 hit and damage within 30 feet); Combat knife +2 melee (1d4, 19-20 critical). Full attack: MAB P15 +6/+6 ranged (2d6, 40 range increment. +1 to hit and damage within 30 feet) or MAB P15 +4/+4 ranged (3d6, 40 range increment, +1 hit and damage within 30 feet); FS: 5 ft./5 ft.; SV Fort +6, Ref +3, Will +0; Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 8.

Feats: Dodge, double tap, personal firearms proficiency, point blank shot, weapon focus (MAB P15)

Skills: Hide (tag) +8, Move silently (tag) +8, Tumble +8

Talents: Gunslinger

Traits: Fast shot (1 additional attack with firearms with a full round action, -4 to confirm critical hits)

Equipment: MAB P15 semi automatic pistols, 3 boxes of ammunition (45 bullets), Leather armor, metal canteen, road flare, Combat knife.

Appearance: Hardened, elite troopers dressed in camouflage over molded leather breastplates, with black cloth masks obscuring their faces. They're the Chi who are sent out when there's serious stealthy murder required, and use weapons reserved for such tasks.

It's completely possible for the characters to take a wounded Chi prisoner and even to attempt to interrogate him for information. If they can deliver prisoners to the Dregs, the characters are in for a generous reward – a 600 steel bonus. The information that can be gained via interrogation from the Chi is a complete wildcard – it isn't within the scope of this adventure, but keep in mind that it could make a great plot hook for another.

When the characters return to Hoopaw, the Savior Army will attend to the wounded, and the Steel Disciples will arrange safe passage back to Oakland Army Base. If the characters retrieved the two targeting boards, go to Conclusion A, if not, go to Conclusion B. If the characters decided not to return to the Oakland Base, use Conclusion C or D.

Conclusion A

The Party Retrieved the Targeting Boards and returned to Oakland.

The Steel Disciples at the village of Hoopaw arrange an armed escort of four Disciples to return you to the Oakland Army Base. After a four-day journey back to Oakland, you are escorted into the base, to the same room you met Captain Decker in before. The Captain is waiting for you, with a broad grin on his face. Fine, maybe he has no lips, so he always looks like that, but, in any case, you can see that he's pleased. "Gentlemen," he says, "I have been informed that you have recovered the targeting system boards. You have done a great service for us Dregs. The *Ghūl* Collective will pass on your names as friends to our allies. Also, here is your reward to help you out in the Wasteland." He tosses each of you a heavy burlap bank bag filled with steel. Guards then escort you back into the Oasis.

Each character receives 1000 steel and earns +5% fame in the *Ghūl* Collective, +1% fame in the categories Chi Refugees, Reno, Savior's Army, and the Steel Disciples. They also receive +3% infamy amongst the Chi Dynasty.

Conclusion B

The Party Failed to Retrieve the Targeting Boards and returned to Oakland.

The Steel Disciples at the village of Hoopaw arrange an armed escort of four Disciples to return you to the Oakland Army Base. After a four-day journey back to Oakland, you are escorted into the base, to the same room you met Captain Decker in before. The Captain is waiting for you, with a stern look on his face. "Gentlemen," he says, "I have been informed that you failed in recovering the targeting system boards. For your attempted efforts, I have gathered a small amount of steel to help you out in the Wasteland." He tosses each of you a burlap bank bag filled with steel and then the guards escort you back into Berkeley.

Each character receives 500 steel and earns +1% fame in the *Ghūl* Collective for the effort.

Conclusion C

The Party Retrieved the Targeting Boards and decided to keep them!

You have decided to keep the Targeting Boards for yourselves. This will most likely piss off someone, but, hey, you got the goods, and they'll have to pry them from your cold dead hands.

If the characters keep the targeting boards, little good does it do them, besides a sale to some Techno-Reapers somewhere down the line. The characters will not gain a reward from the Dregs, but will gain +3% infamy in the *Ghūl* Collective.

Conclusion D

The Party Failed to Retrieved the Targeting Boards and does not returned to Oakland

You have failed in your mission to recover the targeting boards and decided it is best not to return to face the shame of defeat in front of your employer.

The characters will not gain a reward from the Dregs, but will gain +1% infamy in the *Ghūl* Collective for not returning to Oakland.

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		
Combat Encounter (CEL)	Achievements	XP Earned
Saving the Tribals	Defeat the Redwood Puma	5 (+/- APL) x 45
The Redwood	Bypassing the Laser Turrets	2 (+/- APL) x 160
Botany Lab	Defeat the Fungal Mass	4 (+/- APL) x 92
AI Research Lab	Defeat the Nano-Machine Swarm	4 (+/- APL) x 53
Military Lab	Defeat Machine 17	7 (+/- APL) x 70
Military Lab	Defeat System 3	14 (+/- APL) x 101
The Return Trip	Defeat the Chi Dynasty trackers	6 (+/- APL) x 89
Skill Challenges (SC)	Achievements	XP Earned
Introduction	Knowledge of the <i>Ghūl</i> Collective (knowledge [street])	250
Oakland Oasis	Gathering Information about the Military Base (gather info)	250 - 500
Deadwood	Navigation through the Deadwood to the village (navigate)	500
Saving the Tribals	Identifying the Redwood Puma (knowledge [nature])	250
The Redwood	Spotting the Damaged Turret (spot)	250
The Redwood	Finding the Spiderbot/Repairing the Spiderbot (spot/repair)	500/750
Security Checkpoint	Break open or bypass the security door (strength, disable device, repair)	500
Main Hallway	Pick Electronic Locks (disable device)	1500
Main Hallway	Remove Computer Boards (repair)	500
Main Hallway	Hack the Computer disabling the security doors (computer use)	1000
Main Hallway	Hack the Computer disabling System 3 (computer use)	1750
Central Room	Climb down the Elevator Shaft (climb)	250
Central Room	Determining Joseph Reid's cause of Death (treat injury)	250
Central Room	Forcing Open the Shelter door (strength)	250
Fitness Center	Identifying tracks in the area (survival)	250
Fitness Center	Finding the hidden loot (search)	500
Fitness Center	Opening the examination or storage rooms (strength, disable device)	500
Fitness Center	Identifying the drugs in the Storage (knowledge [medicine])	250
Symbiosis Lab	Forcing open the blast doors (strength)	1000
Botany Lab	Opening the Lab Doors (strength, disable device)	500
Botany Lab	Finding the Hazmat Suit (search)	500
AI Research Lab	Identifying the Nano-Bot Swarm (knowledge [technology])	750
Military Lab	Stopping System 3 (computer use)	500 - 1750
Role-Playing		
Berkeley: Trading Post	Interacting with Conrad	50
Oakland Military Base	Watching the Gopher Pyle	100
Oakland Military Base	Interaction with Captain Decker	100
Oakland Military Base	Interaction with Fungus or Sol	250
Conclusion A		1000
Conclusion B		250
Divide by the number of players for each player's total EXP		
Time Units Spent: 12		

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: +5% fame in the *Ghul* Collective, +1% fame in Chi Refugees, Reno, Savior's Army, and Steel Disciples. +3% infamy amongst the Chi Dynasty.

Conclusion B: +1% fame in the *Ghul* Collective.

Conclusion C: +3% infamy in the *Ghul* Collective.

Conclusion D: +1% infamy in the *Ghul* Collective.

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%).

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.

Encounter	Maximum Attainable Coin
Conclusion A	1000 Steel each
Conclusion B	500 Steel each

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 25	Barter DC 30
The Redwood Military Facility				
Spiderbot		2500		
C - Central Room				
Hazmat Suit		250		
H Ration (30)	5	150		
M16A1 (.223) Rifle		750		
D - Fitness Center				
Doctor's Bag		150		
Empty Hypersprays (10)	10	100		
Empty IV (10)	15	150		
Fire Extinguisher		125		
Flashlight (battery operated) (2)	20	40		
Fusion Battery (9)	5	45		
Morphine (5)	100	500		
Pesticide (20 doses)	.5	10		
Sulfuric Acid (2)	25	50		
E - Symbiosis Lab				
Beretta 92F Handgun		350		
Flask of Whiskey				
F - Botany Lab				
Gasmask		112.5		
Hazmat Suit		312.5		
Janitor's Uniform (blue) (3)	75	225	+5%	+10%
Plant Root (25)	1	25		
Plant Stem (25)	1	25		
Snapper Plant Root (5)	25	125		
G - Botany Lab				
Cybernetic Arm		4500		
Fusion X Hard Drive		600		
H - Computer Central				
Beretta 92F Handgun		350		
Flashlight (solar-powered)		20		
Metal Canteen		12.5		
Plasma Grenade		300		
The Return Trip				
Ammunition 9mm (45)	2.5	112.5		
Ammunition .223 (30)	2	60		
Colt Rangemaster Rifle (.223)		1000		
Combat knife (4)	82.5	330		
Fragmentation Grenades (3)	150	450		
Leather Armor (3)	350	1050		
Leather Armor MK II		500		
MAB P15 Handgun (3)	112.5	337.5		
Metal Canteen (4)	12.5	50		
Road Flare (4)	17.5	70		
Total	---			

Certificate Entries

Special

Cybernetic Right Arm: This right-handed cybernetic arm was a military experiment that was perfected by 30 years of nano-technology. This arm can be grafted onto a Human or *Ghul* right arm socket with a successful Treat Injury (surgery) skill check DC 30 (record success in play notes if made by another character) or by paying a Wasteland doctor 3000 steel coin for the service. Once attached, the arm functions like a normal arm, except slightly faster and stronger.

Cybernetic Arm: HP 30, Hardness 10; STR 18, DEX 18. Use the average of STR or DEX score to determine bonus to skill checks that require the use of either both arms or hands.

Fusion X Hard Drive: This hard drive contains information on the subjects of Botany and Chemical Warfare (as it pertains to the field of Botany). This Hard Drive must be plugged in to a Computer in order to use it. Using the information on this drive grants the user a +4 research bonus to the skills Craft (chemical) and Knowledge (nature – botany field only).

Hazmat Suit: This full body yellow suit is the poor man's Environmental Armor. The suit has no defensive stat whatsoever, but protects the wearer against biological threats, environmental hazards, and radiation. The wearer gains a +4 Fortitude saving throw against poison gas, radiation, and toxic waste. Additionally the wearer is immune to moderate or lesser levels of Radiation (999 RAD and below).

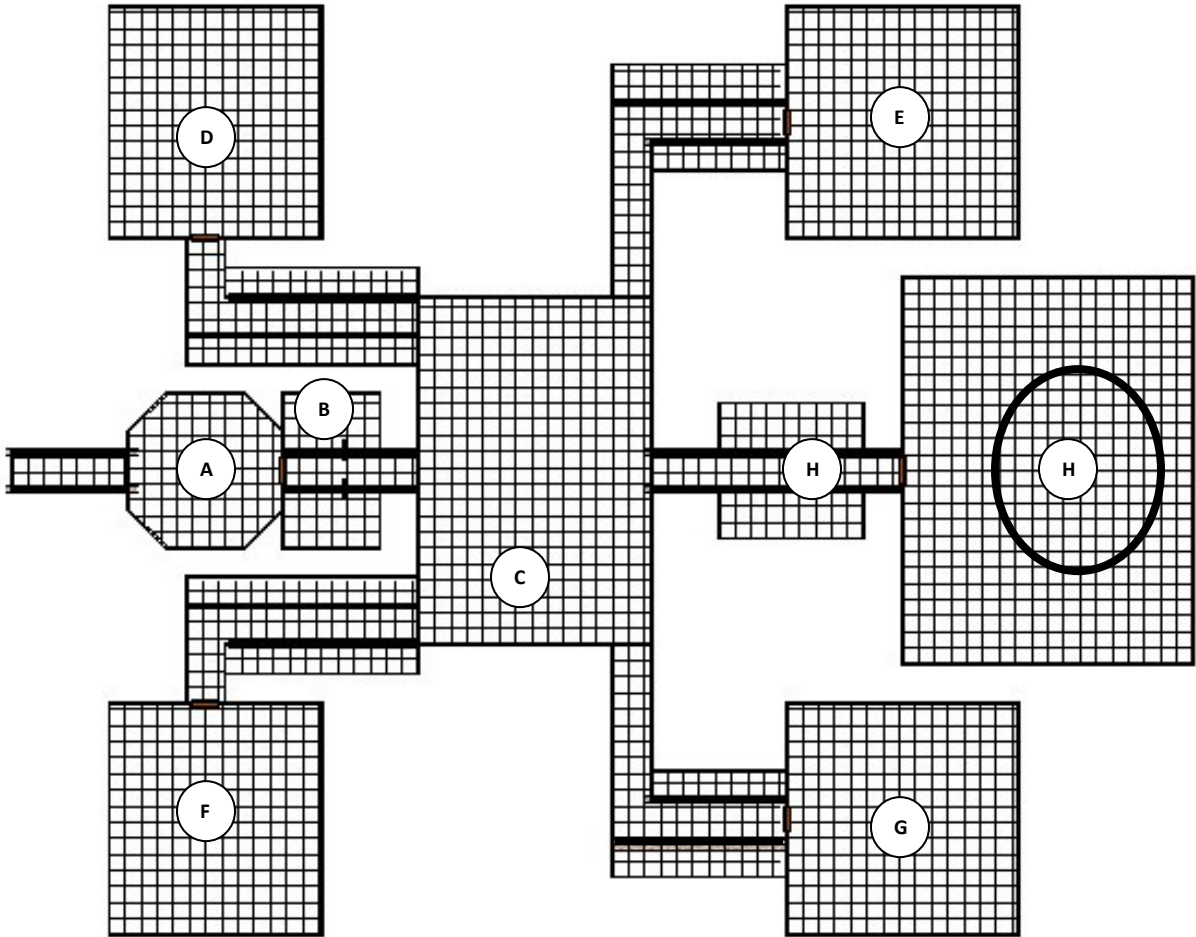
Morphine (Drug): This drug comes in a very small thimble-sized vial with a short needle. If injected into the skin, it causes the user to feel no pain, but reduces his Wisdom score by 6 points. **Addiction:** 20%; **After Effects:** Exhaustion (Fort DC 35)

Spiderbot: This tiny robot resembles a spider about one-foot in diameter. The robot is damaged and can be repaired with a Repair check DC 25 and 4 hours of work (record success in play notes if made by you or another character) or by spending 2500 steel coin for the Repair service. Once fixed, this robot can be programmed to make or assist in repairs by a keyed voice command.

Spiderbot: HP 20, Defense 22, Hardness 10; Spd 20, climb 20; Repair +12.

Overseer's Map

Redwood Military Base Interior



Players Map

The Redwood Military Facility is armed with state of the art motion detection and thermal imaging laser turrets at a one hundred foot perimeter around the base. The base contains 12 underground levels of research labs and inhabitation centers with 6 levels of Artificial Intelligence that operate various functions of the facility.

AI 1 Military Security

AI 2 Climate Control

AI 3 – 6 Classified

Defense Grid: (4) v1.3 Laser Turrets; thermal and motion auto-targeting up to 100 feet with 360 by 180 degree rotation; v3.4 force shields.

Ground Floor: Entry Level

Security Unknown: see AI 4 Interior Security Defenses (Classified)

