



HIDDEN ALLIANCES

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An Exodus OPS Campaign Adventure

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

A merchant in Alamogordo needs help! His daughter was captured by Tribals in a caravan raid, and he'll pay top dollar to get her back. Brave the depths of Tribal territory and face off against fierce foes – will you cut a deal or will you go in guns blazing? Hidden Alliances is an Exodus OPS campaign scenario recommended for 4 to 6 characters of 3rd to 5th level.

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OPS Introduction

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

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

Preparation

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

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

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

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

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

HIDDEN ALLIANCES

EXODUS OPS

SCENARIO 2-04

Hidden Alliances

Location: Alamogordo, Bullshead, Tribal Nation, Supai

Number of Characters: 4 to 6

Average Character Levels: 4th

Max CEL: 24/SC 18

Max Purchasable Equipment Value: Alamogordo (5000 steel), Bullshead (500 steel in trade)

Adventure Summary

The Chi Dynasty is preoccupied with defense, and to this end they've set up networks of operatives throughout the Wastelands. These operatives monitor the capabilities and military potential of other organizations throughout the wastes while posing as simple Wastelanders or Chi refugees.

In Hidden Alliances, the party is approached by a member of one of these networks in Alamogordo. He poses as a simple merchant whose caravan was attacked by the Tribal Nation, resulting in the death of his wife and the kidnapping of his daughter. However, this is all a ruse and the daughter was actually a member embedded in the Tribal Nation to spy on them. Party members who are affiliated with the Chi Dynasty are told this information and sworn to secrecy.

After accepting the mission, the party travels northwards through mutant army territory, either on a Caravan to the Tribal trading town of Bullshead, or alone directly into the Tribal Nation. If they're alone, the party will come across one of two separate random encounters – NEMO slavers who can provide either a fight or directions to a Tribal settlement, or a Mutant Army scout who was carrying a map detailing the same settlements. If they head to Bullshead, they can gather information that leads them towards the Tribal settlements.

When heading into the Tribal Nation Territories, the party comes across Stone Free's Camp. Stone Free's camp is run by the Ghost Dancer, Stone Free, who has heard of the missing Chi girl, and will tell the party she's being held in Supai. If the party acts properly, he will accompany them to provide his blessing for entry. If the party acts poorly or attacks the camp, they are eventually overwhelmed, forced to reveal their mission, and the marched to Supai with Stone Free in the lead.

Traveling the Outskirts of Supai results in the party coming across Stone Free, even if they've yet to meet him. He and the Beastmasters will speak and agree that this is a matter that must be handled by Purple Haze, the local Shaman and one of the Tribal community leaders.

The meeting with Purple Haze can end the adventure if the party isn't careful, resulting in their expulsion from the Tribal Nation. If their conduct is reasonable and if they're convincing enough, Purple Haze will allow them to meet with Wind Cries Mary, the missing Chi girl, saying that they found her and believed she was a half-Tribal refugee. Here, though, the Tribals will reiterate that they do not attack caravans and point out that the girl could already speak Tribal when they found her, deepening the mystery. This adds an extra layer of confusion for the players, possibly leading to suspicion concerning the motives of this rescue.

On meeting Wind Cries Mary, the party sees a woman who is acting and speaking like a Tribal. She doesn't remember any attack, but expresses interest in meeting the man claiming to be her father. Immediately after the meeting, Stone Free will pass along the decision that Wind Cries Mary stays with the Tribals, and that the party is to leave the camp at sunrise. Either the party opts to agree to these terms, or they must escape with Mary.

The Escape can proceed in two ways – sneaking out or fighting it out. Both result in the party being pursued by a Beastmaster, who will catch the party at a different point depending on their mode of travel. The faster the vehicle, the farther from the Tribal Nation he catches the party and the more desperate his attack.

Once the Beastmaster is dealt with, the party can return Wind Cries Mary to her 'father'. The party now has a chance to eavesdrop and learn what the Chi have been doing in the wastes, nicely tying into further story arcs.

Introduction

While visiting the town of Alamogordo, a Chi spy named YaoZhu Li, posing as a merchant, makes it his business to recruit adventurers to recover another Chi spy from the Tribal Nation under an elaborate web of lies. Give any Chi Dynasty characters their secret orders.

The town of Alamogordo is busy as always. Traders and refugees from across the wastes come to this outpost to exchange goods, pick up jobs, and scratch out a living as best they can. The sun beats down on the open market sprawled around the massive steel hangers of the Alamogordo Space Museum, while merchants shout and point at their displays in the hangers behind the museum. Suddenly there's a crash, and a portly Asian man tumbles out onto the ground in front of you. A number of cans of Toxicola spill out from the man into the area, with some rolling into your feet.

The portly man will begin to gather up the cans of Toxicola, apologizing to the characters. If they don't help him up or recover his soda, he'll mumble something along the lines of "I do understand men of renown such as yourselves are occupied with grander plans than helping an old merchant, but please have pity on me. My back is not what it was." If they continue to walk away he runs to catch up, adding something like "You must be very prestigious, and this humble merchant apologizes for inconveniencing you. Wait

YaoZhu Li

Human male
Int 18, Wis 16, Cha 17
Barter +11, Bluff +18, Diplomacy +8,
Disguise +9, Knowledge (Street) +18,
Sense Motive +8

just a moment, outsiders, and I shall make it up to you." If they do stop to help him out, the man will thank them and bow. Either way, proceed to the following conversation.

"There's something about you outsiders that makes me believe that you are competent, and competence is one trait I sorely require. If you will come, I will offer you a refreshment for your trouble. If you will listen, I may have a proposition for you. Would you hear me out?"

The party has the option of choosing yes or no here. If they choose no, simply head to one of the alternate plot hooks. If they say yes, YaoZhu takes them back to a small trailer.

The trailer you're led to is small, completely stuffed with hanging paper lanterns, and lined with shelves stocked with hundreds of books and jars. The portly Chi merchant turns and bows to you. "Thank you for your just and kind decision. My name is Li, and a great tragedy has befallen my family. My daughter Chan Li has been kidnapped."

Alamogordo

Population – 500 citizens (95% human, 5% other)

Military – 200 soldiers, 100 volunteer militia

Trade Goods – Infrequent up to 3500 steel, rare (10%) up to 5000 steel.

Services – Doctor Services, Hotel Rooms, Kitchen Meal, Repair Services

Alamogordo is a technological center that draws scavengers and merchants that deal in pre-Exodus technology. The city is the main hub of the Techno-Reaper cult, housing their headquarters and the old space museum.

Techno-Reaper attitudes on Outsiders

Techno-Reapers accept anyone in their domain with the exception of Trans-Genetic mutants. Mutants are seen as a nuisance due to their association with the Mutant Army.

Laws

-Damage to a technical device is punishable by hard labor for a number of days equal to the item's repair cost value, or 1 year if the item was destroyed.

-Violence and Theft are punishable by the law of Gulag – the offender is stripped of all gear save for a metal canteen and taken out to the desert, 3 days away from civilization.

-Mutants require a daily license at a cost of 100 steel, and must forfeit their weapons for the duration of their stay. They are not permitted in the town at night, period.

YaoZhu will pause for a moment before continuing.

"My family was traveling across the wastes to the north through the Tribal territories, when our caravan was hit by a raid. My wife was killed and I barely escaped with my life. However, my daughter was taken – I saw them catch her and drag her away. Lord only knows what those barbarians may do to her. My request is for your help in recovering my daughter. Her loss would destroy me."

"I believe she is deep within the Tribal nation to the northwest. The nation extends around the Grand Canyon where I believe there are several settlements. The Tribal people are very territorial and often drive outsiders away. There is one place where they do not, though. The Tribals run a trading post at the city of Bullshead, you may find more information there. Or you could simply sneak in over the mountains. I don't really care how you do it, just help her!"

The party has the option to agree or disagree. If they accept, YaoZhu offers a total reward of 500 steel per head (the party can bargain this up to 750) and he will provide a week's supply of Toxicola as a gesture of goodwill. If they don't agree to help, YaoZhu will give them a dejected 'thanks anyways' then suddenly brighten.

"I can offer more than just money. My family is widely connected in very powerful circles amongst the Techno Reapers and other organizations. Perhaps if you helped me, I could speak highly of your honorable contribution."

If they continue to decline Yaotzu's proposition, he bids them farewell and the adventure is a non-starter. After acceptance of the mission, you can head to **Encounter 1**.

Alternate Plot Hooks

- If the party doesn't bite at first, they can find a flier posted up with a reward for the girl that states, in bold terms "(500 steel per number of characters) reward for the recovery of a young lady, kidnapped by devilish Tribals. Refreshments available at interview. See Yaozhu Li at his shop east of the market in Alamogordo." In this case, YaoZhu can be a completely different individual, but follows the same basic interview proceedings as above.
- If there is a Chi Dynasty affiliated party member, YaoZhu will come to them at some point while they're browsing the market and take them aside. After swearing secrecy, YaoZhu will explain that the Chi have a spy placed in a Tribal camp in an attempt to gauge their potential threat. However, she is under deep cover as YaoZhu's daughter. YaoZhu asks the party member to convince his allies to assist in the girl's extraction while sticking to the story that she had been abducted by the Tribal Nation. Disagreement towards this suggestion is not taken kindly. The Chi player is at risk of losing their affiliation for refusal and YaoZhu will stress the importance of the mission to all Chi.

If the players are in town for a little while, they can hear random gossip and chatter about a missing girl and how it was strange that the Tribal nation would resort to such tactics. Any inquiry eventually leads to YaoZhu and the interview conversation above.

Encounter 1: Nationwide

YaoZhu was fairly clear about the two paths the party can choose to progress. After receiving their mission, the players need to either head to Bullshead, or travel through the mountains and past Mutant Army territory to reach the Tribal Nation. This is an extended journey that is quite difficult on foot, but a lot easier in a caravan or vehicle.

The party begins in Alamogordo, where it's a simple enough matter to catch a ride with traveling merchants all the way to Bullshead. If the party wants to look for transport to the Tribal nation, proceed to **Encounter 1A – Caravan to Bullshead**.

Alternately, the party may choose to go directly to the Tribal territories, in which case they wind up in different encounters depending on which way they journey. Due north, and they come across a Mutant Army patrol, northwest and they encounter a NEMO patrol. Proceed to **Encounter 2 – Patrols** if the party decides to travel without a caravan ride to Bullshead.

Encounter 1A: Caravan to Bullshead

Finding a group of people traveling between Alamogordo and Bullshead is not too difficult a task. Read the following if the characters are looking to join a caravan in its travels.

It is not too difficult to find a caravan heading out of Alamogordo, since the trading market attracts the majority of caravans and individual traders. Several groups look to be packing up newly traded items and preparing to leave Alamogordo into the Wasteland.

Out of the many caravans that are preparing to depart Alamogordo, three of the caravans are traveling northwest and stopping at Bullshead before continuing on their journey to other destinations. Each of the three caravans presented below have different uses for the characters.

- **The Crimson Blood Trading Company:** While they're normally limited to northern California and Nevada, the Crimson Blood has come all the way out to Alamogordo to purchase some technology and weapons for the Chi Dynasty in Barter Town. The caravan needs extra guards, and will offer 100 steel per character to Bullshead. It will take the caravan 4 days to journey from Alamogordo to Bullshead.
- **Fresco Waters:** This caravan has just completed a run to Los Cruces and is making their way back to Vegas with a bunch of the giant Los Cruces lizards in cages. These lizards are very angry and the caravan is looking for characters with animal handling abilities as well as a few extra guards. The caravan will pay the characters 200 steel each if they have 5+ ranks in Handle Animal, or 100 steel each as a guard. The caravan will drop off the characters near Bullshead, as it is on the way to Vegas. It will take the caravan 5 days to journey from Alamogordo to Bullshead.
- **Techno Reapers:** Two Techno Reapers and a *Ghul* are heading to Berkley with some technical parts in a fusion powered cargo van. The Reapers will take on passengers for 135 steel each and drop them off in Bullshead. It will take the Reapers 2 days to journey from Alamogordo to Bullshead, driving recklessly over the old highways at a high rate of Speed.

There is no negotiation on the terms of the payments by the caravans above. It is a take it or leave it situation. If the characters don't get on a caravan, proceed to **Encounter 2: Patrols**.

All three of the caravans are doing pretty interesting things, so be careful not to emphasize their missions to the players to the point that the adventure gets derailed. Just run it as background info to get the characters to Bullshead. Proceed to **Encounter 1b: Bullshead**.

Encounter 1b: Bullshead

If they opt to travel by caravan, the party will eventually reach Bullshead; read this introduction when they do.

The journey across the badlands finally ends at a great canyon that expands several hundred of feet across and even further down to a wide violent river. A dirt road skirts alongside the canyon's cliff ending at a bridge. The bridge is made of stout planks and thick rope stretching to the opposite side of the canyon where a small Tribal settlement lies. Several Tribal guards with Dobermans stand at both sides of the bridge.

At the bridge, the party will be stopped by a number of heavily armed Tribal guards. Only simple carts can travel across the bridge and the caravan haulers and animals will have to stay on this side of the bridge. The

Tribals are careful to make sure no one will cause any trouble. This means that Trans-Genetic Mutants and *Ghūls* will not be allowed across the bridge, but the other characters won't have any problems.

Bullshead is a simple place with even simpler accommodations. A small city of hide and canvas tents called the Pavilion is set aside for merchants and as a way point. Broad open tent entrances lead to stalls filled with trade goods spread over woven carpets, while other merchants spill their displays out into the courtyard itself. Dozens of people, both Tribal and outsider, mill about from stall to stall and haggle over goods. The entire area is enclosed by a rough stone wall with two main exits – a very large gate that leads back towards the bridge out of town, and a somewhat smaller, but sturdier, gate guarded by six powerful looking warriors. Large adobe dwellings rise behind this inner gateway, and three large buildings in the style of Aztec pyramids can be seen beyond.

Gathering info around the pavilion will provide leads as detailed on the Bullshead gather information chart. Even if they roll very poorly, odds are they have enough information to head to Encounter 3 or Encounter 4. If they seem to be lagging, you can provide more concrete clues or have multiple people drop the same clues to speed them on their way. The party can kick around and trade for a while if they wish to, but try to impress a sense of urgency on them so they continue on their way.

The party may seek to gain an audience with Locomotive Breath, the Ghost Dancer of this Tribal region. Locomotive Breath is a busy leader, but will grant the audience if the characters have 5% or more fame in the Tribal Nation or offer a tribute of 500 steel or more in trade goods.

Gather Information (General – 1d4 min)

DC 5: Tribals have been the target of Slavers from the south and the city to the north.

DC 10: Tribal Warriors will kill individuals with slaver tattoos on sight as well as any intruders entering into the Nation without a invitation from the Great Chief or his loyal brethren, the Ghost Dancers.

Gather Information (Chan Li – 3d10 min)

DC 15: A non-Tribal girl was found wandering in the Tribal Nation east of Bullshead. She was taken to the Ghost Dancer of Supai.

DC 20: The non-Tribal girl found in the wasteland suffers from memory loss, stolen from her by the fox.

Bullshead

Population – 210 citizens (99% tribal human, 1% other human)

Trade Goods – Uncommon up to 500 steel in trade.

Services – Kitchen Meal, Cheap Motel Room

Bullshead is a large Tribal Nation community overseen by a Ghost Dancer named Loco Motive Breath. The town is situated on a small ridge along the banks of the (greatly diminished) Colorado River, and is surrounded by a palisade. Visitors without the favor of the tribes can't go anywhere in town past the Pavilion District, an area created specifically to trade with outsiders. The characters will be spending their time in that region.

Tribal Nation attitudes on Outsiders

Tribals fear the presence of *Ghūls* (the walking dead) and Trans-Genetic Mutants. The presence of walking dead in Tribal territory is an omen of the coming of the Bahana (the journey to the underworld). Tribals will avoid *Ghūls* like a plague, and Tribal Warriors will attempt to kill the Bahana messengers to prevent the next Apocalypse.

Trans-Genetic Mutants are viewed as the spirit of the Coyote, as they are known to steal young Tribals and destroy livestock and crops. Tribals will carefully watch single mutants, and flee from groups of them. Beastmasters and Tribal Warriors earn ranks of honor for killing these beasts, and wear trophies taken from the bodies.

Bio-Genetic Mutants are looked at as oddities. The Tribals are currently neutral against this new species of the human race.

Tribal Nations Knowledge (street)

DC 5: Tribals live all throughout central and northern Arizona.

DC 10: The Tribals in Arizona are fiercely territorial and fight back against slavers who would take their people. They will kill individuals with slaver tattoos on sight. Tribals are organized into several small tribes that have overlapping territories.

DC 15: Tribals in the region mark their territories in several different ways. Many use wooden or metal poles topped with animal skulls and decorated with specific tribal feathers.

DC 20: The Tribal Nation is divided into four territories that are controlled by a Ghost Dancer. The Ghost Dancers govern their territories as they see fit, but answer to the Big Chief, who rules the entire Tribal Nation.

If an audience is granted, the party will be escorted to middle temple, an old Native American casino. The characters can state their case to the Ghost Dancer. After the Ghost Dancer hears the characters' statements, they will still need to make a Diplomacy DC 20 skill check to convince Locomotive Breath to aid them. The characters gain +1 reputation bonus for every 5% fame they have in Tribal Nation (this is a total party bonus, so add all of the character's fame together). If successful, Locomotive Breath will provide an escort for the party to Supai. Proceed to **Encounter 4: Supai**.

Encounter 2: Patrols

The players must travel northwest from Alamogordo into Tribal territory. This is hundreds of miles of travel across low foothills and desert scrub. On foot, assuming a 30 mile per day walk (not an easy nor a difficult pace), it will take almost 2 weeks. To properly plot a course requires a Navigate DC 28 check, with a +4 circumstance modifier if the players have a map and/or a +6 circumstance bonus if they follow the old highways. Make the check at the outset of the journey. If the character succeeds, the party will arrive at their destination in 12 days on foot, 6 days with herd animals, or 4 days by fusion vehicle (at Wasteland speed). If unsuccessful on the Navigate check, double the amount of days it takes to arrive at the destination.

Daily Conditions

Conditions are provided for various types of weather that the party will encounter. Each day you can choose one or roll to determine which occurs randomly. There is no need to run the party through every day that passes unless you're very much into emphasizing the difficulty of the trek through a post-apocalyptic Wasteland and providing a sense of scale. If not, you can just skip right to the appropriate encounter below (**2a** or **2b**).

- Day 1 – Very hot. Clouds come up from the south (roughly to the left), but no rain at all. At least there aren't any insects. Survival checks to find water are actually easier (+2 bonus) because large birds or other terrain appropriate small game and other animals have aggregated around the water holes to stave off the heat. Getting at this water does require dealing with the animals, of course.
- Day 2 – Very hot, and perfectly clear. No wind at all. Similar to day one, but with no bonus to finding water. If the party is not properly prepared, they risk dehydration. This is a Survival DC 15 check, or a DC 10 Fortitude save for those failing the Survival check. Anyone who becomes dehydrated takes 1 point of Constitution damage and does not recover any hit points from rest.
- Day 3 – Hot and windy. There is no weather in this part of the badlands that is not hot. At any point during the day there's a dust storm and finding shelter requires a DC 15 survival check. Attempting to press on through the storm requires a Navigation DC 35 check or else the party becomes lost immediately (add one day to the journey). The dust storms last between an hour and 4 hours.
- Day 4 – Hot, and rumblings of thunder and lightning from the mountains to the north. No particular penalty to survival checks.
- Day 5 - An overcast day accompanied by the smell of smoke. Visibility is a little bit bad, and navigation at night is very difficult. If the party decides to travel at night, have them make another DC 28 Navigation check or else they become lost.
- Day 6 – Sudden, torrential rains and a violent wind storm throughout the day. Characters who are dehydrated can recover hit points normally, and also recover 1 point of Constitution. Any plants around turn vibrant green.

Whenever you feel it is dramatically appropriate, introduce **Encounter 2a** if the party was heading more into the mountains to the northwest, or **Encounter 2b** if the party was headed more directly west through the easier terrain.

Encounter 2a: Mutant Army Patrol (CEL 4)

Proceeding more north than west eventually leads the party into an encounter with a Mutant Army scout. A Mutant Scout is out running a reconnaissance mission into Tribal lands in an attempt to test Tribal defenses. The party will encounter this scout in the early evening near a dense patch of scrub where the Mutant set up an outlook point. In order to steer them into the encounter, describe how the players are getting hungry, thirsty and tired – just generally steer them towards wanting to camp. When they decide to, allow a Survival check, and read the following.

The ground here is hard, cracked and dusty. Insects flit about in the half-light, attracted to a few nearly dried up creeks. Several patches of tawny scrub and cactus look like suitable places to camp, although the bugs will be unpleasant. There are plenty of skeletal trees around, dead from the heat years ago. They'd make suitable firewood.

Little does the party realize that the Mutant Scout is hiding in the scrub near the trees. Allow the characters a Listen DC 19 check. If successful, they hear a faint scuffling noise coming from the scrub.

If they decide to investigate at all, they'll quickly spot a camo blind set up in the scrub, and the Mutant Scout will pop out of the grass and attack. If the characters either don't bother to investigate or don't hear anything in the first place, the Mutant will observe the party.

The Mutant Scout is not at all interested in fighting the characters unless discovered and will flee using his stealth suit if he loses 50% or more of his hit points.

If there is a Mutant Spy in the party, and the proper signals are exchanged, the Scout will detail the information gathered on the Tribal Nation (below) to the Spy in private, and even give the Spy a crudely detailed map of the region.

Mutant Scout

Male Trans-Genetic Mutant

Aggressive Class 3 (CR 4)

Medium Mutated Human; HD 3d10+9; hp 26; Mas 16; Init +2; Spd 30 ft.; Defense 17 (+3 armor, +2 Def., +2 Dex), touch 14, flat-footed 15, PDR/5, EDR/1, LDR/1; BAB +3; Grap +9; Atk Brawl +6 melee (1d3+2 non-lethal) or Rifle +5 ranged (2d10); FS: 5 ft./5 ft.; SV Fort +4, Ref +3, Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Feats: Advanced Firearms Proficiency, Archaic Weapon Proficiency, Armor Proficiency (light and mutant), Brawl, Heavy Weapons, Personal Firearm Proficiency, Point Blank Shot, Track

Languages: English.

Skills: Hide +3 (+13), Move Silently +5, Spot +5, Survival +5.

Talents: Sneak Attack, Snipe

Background: Mutant Army

Occupation: Military

Traits: Physically Fit

Equipment: AK 47 Rifle, Ammunition (7.62) (50 rounds), Grenade (fragmentation) x2, H-Rations (30), RoboCore Stealth Belt 1010 (+10 to hide), Undercover Vest (mutant-sized), Water (30).

If the Mutant Scout is captured and tortured (Intimidate check), or if there is a Mutant Spy character in the party, the Scout will reveal the following information:

- There are Tribal warrior camps throughout the Nation's territory. They tend to be around light scrub and dead forest areas to conceal their numbers in case of attack. The war parties appear to have few in numbers, but many warriors hide in the surroundings.
- The Tribal Nation has a number of small warrior camps in the area to protect against all outsiders' intrusion. Supai is particularly well-defended and completely surrounded by the satellite camps. It may be possible to sneak through there using several small rifts that run south along the Grand Canyon.
- Supai is a mid-sized Tribal encampment of around 100-150 Tribals. Stone Free is their leader, or Ghost Dancer, the spiritual leader for this region. He is on the vanguard of an anti-slaving Tribal effort.

Supai is to the northwest, however Stone Free is visiting some of the camps to the west. Characters with Knowledge (geography) or Knowledge (local) might know a bit about these locations; consult the sidebar for details. If the party decides to follow the map, head to **Encounter 3 – Tribal Nation** if they head to Stone Free's camp, and **Encounter 4 – Supai** if they head to Supai.

Encounter 2b: NEMO Patrol (CEL 5)

Proceeding northwest into the low foothills and desert has the party run afoul of a NEMO patrol. Once these soldiers spot the party, they want what the characters have and will move in directly for an attack.

There's a dust cloud on the horizon, shimmering under the desert sun. It seems to be getting larger as time passes, and in seconds you realize that this is a vehicle hurtling across the badlands headed in your direction.

The party has the option of trying to hide, although little cover is available. There is some light scrub and a few tufts of high grass, but they're looking at a DC 22 hide check to get out of the way and conceal themselves. If they manage to do so, they've bypassed this encounter and you can proceed to **Encounter 1a – Bullshead or 3 – Tribal Nation**. If the party does nothing to avoid the NEMO patrol, read the following if the party is on foot or using animal haulers.

A rusted pickup truck filled to the brim with armed men roars across the dust. One of the men in the pickup bed points at you and the vehicle curves around and slows to a stop around 120 feet from where you stand. Several of the men hop out guns a blazing, while the vehicle peels out to the south.

These NEMO soldiers will advance on the characters, focusing gun fire on one character at a time. They do not care if the characters live or die, they just want their equipment. Should the soldiers win, any character still alive will be sold into slavery. Proceed to **Conclusion C: Chain Gang**.

If the party succeeds in defeating the soldiers, proceed to **Encounter 1a – Bullshead or 3 – Tribal Nation**.

If the party contains a vehicle that they are using, read the following:

A rusted pickup truck filled to the brim with armed men roars across the dust. One of the men in the pickup bed points at you and the vehicle curves around towards your vehicle. Several of the men pull SMGs and the vehicle proceeds to accelerate.

These NEMO soldiers will burst fire on the character vehicle on the first pass. Use the Driving Combat rules presented in Chapter 4 of the EXS. The soldiers will wheel around their vehicle for a second pass, firing a one use rocket launcher at the vehicle. If this does not disable the characters' vehicle, the soldiers pull away heading back to Phoenix at a high rate. If the characters' vehicle is disabled, some of the soldier will jump out as detailed above. The characters will not be able to obtain the pickup truck in this encounter.

If the party succeeds in defeating the soldiers, proceed to **Encounter 1a – Bullshead or 3 – Tribal Nation**.

NEMO Soldiers (4) (CEL 5)

Male Humans

Aggressive 3

Medium Human; HD 3d10+6; hp 26; Mas 14; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+1 armor, +2 Def, +2 Dex); BAB +3; Grap +5; Atk +5 melee (pipe 1d6+2 x2) or ranged +7 (Colt 6520 2d6 or Colt 935 SMG 2d6); SV Fort +6, Ref +2, Will +0; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Feats: Advanced Firearm Proficiency, Archaic Weapon Proficiency, Armor Proficiency (light), Brawl, Burst Fire, Personal Firearm Proficiency, Simple Weapon Proficiency.

Skills: Gamble +2, Intimidate +3, Spot +6.

Talents: Gunslinger, Pistoleer

Background: NEMO (gangster)

Occupation: Soldier

Traits: Physically Fit, One Hander

Equipment (each): Ammunition (9mm – 90 rounds, 10mm – 48 rounds), Beer (2), Colt 6520 10mm, Deck of Cards, HtH Weapon (chain, pipes, crowbars), Leather Jacket, Meat Jerky (4), Metal Canteen, and 25 coin each.

Encounter 3: The Tribal Nation (SC 1)

Within a few hours of entering Tribal territory, the party comes across a small community of Tribals. While wary at first, if the party can appeal to the Tribals successfully, they will attempt to aid in finding the missing Chi girl.

Badlands and desert spread to the horizon in all directions. The ground here is riddled with narrow gullies and dried up stream beds, many of which contain heaps of debris. Stop signs, bricks, and chunks of asphalt are piled up into small mounds around the edges of the gullies. This was obviously the work of human hands – wooden poles jut up from the mounds, topped with lizard skulls, and dyed purple or red feathers.

A party with vehicles will have a difficult time attempting to bypass the gullies and debris roadblocks. Drivers will need to succeed a Drive DC 35 skill check to bypass the roadblock. Failure by 5 results in no progress; failure by 10 results in the vehicle getting stuck requiring 1d4 hours to get unstuck; failure by 15+ results in the vehicle tipping over and 1d6 points of damage per 200 lbs. to the vehicle. The roadblocks surround the entire Tribal Nation, so regardless of how far the characters drive, they will need to succeed the Drive check to bypass the roadblock or continue on foot.

Within a few more hours of travel on foot, the party will spot smoke in the distance. Following it leads to a small Tribal camp.

The smoke on the horizon leads you towards a cluster of hide tents, arranged in a circle around a blazing bonfire. A number of women and children sit around the light, roasting lizards on long sticks. Amongst them, several Tribal warriors are fletching arrows and cutting arrowheads from the metal of an old muffler. Behind them, an older Tribal wearing Bermuda shorts and a pair of brightly colored feather boas wrapped around his neck sits on a rusting folding garden chair.

In either case, the party has the option to proceed with force, or to follow the path of peace.

The Tribals are used to small groups of trespassers passing through their lands. While not hostile toward intruders, the Tribals are prepared for hostilities with a group of hidden Tribal Warriors. If the characters approach peacefully, the Tribals will have an attitude of Indifferent for purposes of Social Skill checks. Should the characters initiate an attack, a number of Tribal Warriors equal to twice the number of characters will attack them from all directions.

The old Tribal on the lawn chair is the village elder, Stepping Stone. He will be more than happy to help the characters as long as they pay him tribute with a gift of friendship (equipment or food worth a minimum of 200 steel per character). Should the characters pay the tribute, Stepping Stone will answer their questions and send an escort with them to Supai.

The party can at least gain enough information or an escort to lead them to Supai, proceed to **Encounter 4 – Supai**.

Tribal Diplomacy Chart

DC 5: The Tribals are here as a lookout against the Mutant Army, but welcome other travelers.

DC 10: Stone Free is the Ghost Dancer of this territory. He is a fierce warrior that has earned his rank by defeating many slaver bands and mutant scouting parties.

DC 15: Stone Free has only recently taken over the position of Ghost Dancer and often seeks the Tribal Shaman Purple Haze's advice.

Encounter 4: Supai

The party can arrive at Supai in several different ways. Either they went to Bullshead and negotiated a meeting with Stone Free through Locomotive Breath, gained a map off the Mutant Scout and came here directly, or encountered the Tribal camp and were provided with direction or escorted. Regardless of how it happened, the party will be confronted by a group of Tribal Warriors when arriving at Supai.

The ground here is worn with crisscrossing trails and paths running between patches of scrub and stands of cactus. Off in the distance, a number of glowing red lights are visible amongst a series of low ridges. These are dozens of campfires, sending thin plumes of smoke skyward. From the scrub, a gruff voice calls out in Tribal, "Halt!" as several Tribal Warriors appear, weapons in hand.

If the party has an escort, then they will be taken to meet Purple Haze, a Tribal Shaman. If they don't have an escort, the Tribal Warriors will demand that they surrender, taking their weapons and then take them to Purple Haze. Proceed onward to **Encounter 4a: Purple Haze**.

If a fight breaks out, there will be a number of Tribal Warriors equal to twice the characters. Every 5 rounds a number of Tribal Warriors equal to twice the characters will join in the fight until the characters retreat or surrender. If any Tribals are killed, the characters will gain +2% Infamy in the Tribal Nation category.

Settlement Details

A dusty, difficult road leads up to the Tribal city of Supai. Several high sandstone ridges rise on either side, lit by bonfires burning in the early evening dusk. Numerous adobe houses are scattered atop these ridges; high poles topped with coyote skulls rise from their roofs. You head towards a rusted out jeep chassis, painted in white stripes and completely filled with large chunks of rubble. A thin warrior crouches atop the pile and squints down at you before waving you through. He starts to beat on a large canvas drum and in seconds, another answers in the distance.

Settlement Details

Supai does not normally deal with outsiders at all. There is no market and anyone who is not a Tribal is not tolerated unless they're accompanied by a Tribal guide. Supai's chief purpose amongst the Tribals is a training ground for Beastmasters. Any vehicles the party has must be left by the jeep chassis at the Settlement's 'gate'.

Supai

Population – 200 citizens (99% Tribal human, 1% other human)

Military – 120 troops (80 warriors, 40 Beastmasters)

Trade Goods – Tribal remedies and simple weapons only

Services – Free lodging, animal husbandry, and medical care for Tribals

Supai is an isolated Tribal town deep in the heart of the Tribal Nation. Non-Tribal individuals are not tolerated there without a guide, and will be ejected or killed depending on the judgment of Purple Haze.

Supai serves as the training ground for Beastmasters and there are quite a large number of them. It's also home to various kennels and runs for the Beastmasters' coyotes, pumas, and bald eagles.

Tribal Nation attitudes on Outsiders

Supai simply does not tolerate outsiders without the express permission and accompaniment of a Ghost Dancer or Shaman. Anyone else must make a DC 15 Diplomacy check or be killed on the spot. A successful check means the offenders are captured and brought to Purple Haze. He almost always has the trespassers sent to the south, near the edge of Tribal territory.

Any individual who attacks a Tribal citizen around the vicinity of Supai will be killed or driven off. Doing so also results in the **Killers of the Innocent** special certificate.

Tribal Warrior

Male and Female Humans

Aggressive 2/Tribal Warrior 2

Medium Human; HD 4d10+4; hp 26; Mas 12; Init +1; Spd 30 ft.; Defense 13, (+2 Def, +1 Dex) touch 13, flat-footed 11; BAB +3; Grap +5; Atk +5 melee (spear 1d6+2 x2) or ranged +4 (short bow 1d6, x3 or spear 1d6+1); SV Fort +3, Ref +6, Will +2; Str 14, Dex 12, Con 12, Int 10, Wis 13, Cha 10.

Feats: Archaic Weapon Proficiency, Brawl, Power Attack, Simple Weapon Proficiency, Track

Skills: Spot +5, Survival +9, Tumble +6.

Talents: Evasion, Remain Conscious

Background: Tribal

Occupation: Military

Traits: Physically Fit

Equipment (each): Arrows (20), Short Bow, Spear

Layout

The town is not built with a concentrated defense in mind, instead it is almost completely decentralized with small groups of houses scattered across several ridges. In the unlikely event of an attack, long distance communication is achieved by a drum relay, and several dozen Tribal Warriors and Beastmasters can be mobilized very quickly. There are a few key locations that the party can ask to visit once they arrive.

A: Beastmaster Grounds

The Beastmaster Grounds extend all along the edge of the Grand Canyon, behind most of the town's habitations. They are a wide swath of wild land where young Beastmasters train with their animal companions. At any time during the day or night, visitors could expect to see Beastmasters running alongside their coyotes, wolves, giant lizards or cougars, snagging colored scarves from various poles set up as an obstacle course. The southern end of the Beastmaster Grounds is home to a number of kennels and pens where younger or wilder animals are trained.

B: Shaman's Circle

This is effectively the center of Supai. It consists of a large circle of stones, each covered with pictograms in white paint. The circle is set inside a dried gully and high cliff faces surround it on four sides. The Shaman's Circle is used as a meeting place between Tribal shamans and Ghost Dancers when they have to decide on what pass for matters of state amongst the Tribal Nations.

C: Tribal Villas

Small clusters of four or five adobe houses, generally arranged around a small, square courtyard. Each Tribal Villa sits in the center of a primitive stretch of garden. There are a total of 8 Tribal Villas that make up the town of Supai and they house perhaps 200 people in total. Wind Cries Mary is staying at a Tribal Villa just to the east of the Shaman's Circle.

After the party has had their chance to look around at pretty much nothing, Stone Free will quickly call them to the Shaman's Circle to meet with Purple Haze.

Encounter 4a: Purple Haze (SC 1)

The party has managed to conduct a meeting with either Purple Haze or Stone Free and regardless of their method of arrival have been escorted to Supai and led to the Shaman, Purple Haze. If escorted by representatives of Stepping Stone or Locomotive Breath, the characters will be able to speak to Purple Haze without offering a tribute or making a Diplomacy check. On the other hand, if the party does not have an escort, an explanation of their purpose and a few gifts or peace offerings (equal to 1000 steel in trade goods) will go a long way towards convincing Purple Haze that they mean well along with a Diplomacy DC 15 check. If successful, they manage to convince Purple Haze of their intentions of peace. Purple Haze will speak bad broken English to the characters, mixing the words of his sentences around.

The Shaman looks you steadily in the eye, speaking in broken English. "What truth say you, strangers. Seek one as Wind Cries Mary. Not long ago here arrived. Come, speak Stone Free, shall we. Story to him we tell tale of circle at Shaman."

Proceed to Encounter 4b.

Encounter 4b: Stone Free (SC 3)

Purple Haze leads you down a trail to a Tribal Shaman's Circle. Tall cliffs and broken ground rise just beyond the edge of the path, with adobe huts overlooking from high above. After pitching downhill for a couple minutes, the pathway suddenly turns and opens into a wide gully. It's a roughly circular clearing. There's a broad ring of large stones arranged on the earthen ground, surrounding a ragged, skeletal tree in the center. The far cliff wall bears water stains as if a waterfall once ran down it and emptied into this space. As you watch, a muscular old man that is heavily tattooed, wearing cut off jeans and a Tribal headdress, carrying a glaive decorated with colorful feathers, winds his way down another jagged path leading to the circle.

The man approaching is Stone Free. So long as the party doesn't interrupt him, he'll walk to the tree in the center and begin to speak.

The old Tribal walks to the tree in the center of the stone circle and motions for you to enter. He stares at you with glassy eyes, and says in English, "Strangers, why have you come to this sacred land?"

Stone Free will listen to the party, as well as to Purple Haze's account of their behavior (which also includes any message sent from Stepping Stone). Stone Free is a very patient, slow-speaking man and will look kindly upon respectful party members, while openly chastising the louder, more glib, or aggressive types. Keep his predilections in mind and apply appropriate circumstance modifiers to the party's Diplomacy checks.

Once the truth is revealed about Chan Li being kidnapped by Tribals, Stone Free will point to the dead tree and blow some powder into the face of the most predominate speaker (the loudest or most talkative player). The powder is just for effect and does not harm the character beyond blinding him for a few rounds. When the character can once again see, Stone Free will point to the dead tree and speak:

"This tree is dead, yet it is the lifeblood of this village. It stands as a silent sentinel that guards these Tribals from spirits, yet it represents death, the old way of life. Look into the tree of sorrow and tell me, what do you see stranger?"

No one answer is correct, but there are several answers or statements that can be made that will satisfy Stone Free. As long as the character conveys a convoluted statement reflecting both life and death, this will be satisfactory to Stone Free. If the character fails to satisfy Stone Free, the characters must then succeed a Diplomacy DC 25 check, to convince Stone Free to allow them to see Wind Cries Mary.

If the characters succeed, read the following; else they are escorted out of the Tribal Nation as detailed below.

"I believe what you say is true, strangers. The one known as Wind Cries Mary is amongst us, but it is not how you said. We did not kidnap her. We do not raid caravans or kill innocents. She came to us delirious from wandering in the desert and we took her in. If you know of her family, please speak with her, perhaps you can calm her mind."

The party can now proceed to **Encounter 4c - Meeting with Mary**.

On the other hand, if the party refuses to reveal their mission, tries to start a fight, or fails the Diplomacy check, Stone Free takes a much dimmer view of them.

"Outsiders, you hide your true intentions from us. The Tribal Nation cannot tolerate your presence. We do not believe you are men of peace. You will be taken from our lands and left to the wastes, as is our way. Do not return."

With this, the party is escorted away from Supai by a large number of Tribal Warriors (4 times the party) and released at a random location in the Wasteland to the south. Without any knowledge of where Wind Cries Mary actually is in Supai, that's the end of the scenario - head to **Conclusion B - Didn't return with the Girl**.

Encounter 4c: Meeting with Mary

The party managed to score a meeting with Wind Cries Mary. She's staying at a Tribal villa just to the east of the Shaman's circle. The party will be taken to where she is but allowed to speak with her in relative privacy. A brief description of the villa and Mary herself follows.

Much of Supai consists of groups of small adobe houses, clustered together around central yards. Purple Haze escorts you to one of these clusters and quietly informs you that Wind Cries Mary is staying inside, before backing to a respectful distance to allow you to speak with her. The door is partially open, and a young girl of about 15 looks up at you. She's dressed in a Tribal garb but is very clearly of Chi birth.

Wind Cries Mary will feign amnesia. She acts like any other young, soft-spoken Tribal woman and only speaks in the Tribal language. However, she listens to the party's story, if they can speak Tribal (Purple Haze can translate, albeit poorly) and will express interest in meeting with the man who claims to be her father. She will, of course, speak highly of the Tribal Nation and reinforce the fact that the Nation didn't attack any caravan or kidnap her. She'll openly provide the following information.

Wind Cries Mary

Female Asian Human
Cautious 5 / Infiltrator 7
Bluff +21, Hide +17, Move Silently +17, Sense Motive +14

- She's been living with the Tribals for about a month.
- She's always been able to speak the Tribal language.
- She doesn't remember anything from farther than a month back.
- She'll hint that she would come along if the party could secure her passage to go meet the man who says he's her father.

It is possible that the party can pick up on her feigned amnesia with a Sense Motive DC 30 skill check; bringing attention to this results in her continuing to play ignorant, but slightly more desperately.

After the party is finished speaking with Wind Cries Mary, Stone Free will come to them. He refuses any suggestion that Mary be taken from Supai, and decides that the party must leave by morning the next day. This means the party gets to stay the night in the town, and they have several options to complete their mission.

Should the party plan to rescue Chan Li, the most obvious is an escape attempt, if they decide to do that, proceed to **Encounter 5 – The Great Escape**. If they don't even bother, Chan Li will sneak into their tent at night, and insist that they take her to her father. If they still refuse to take her, then she will explain to them that she is a Techno-Reaper spy that has infiltrated the Tribal Nation in order to locate several locations of interest and that she had to put up this ruse when discovered by the Nation. Of course this is a lie, and the characters can request a Sense Motive DC 25 skill check to detect the deception, as the stories don't connect between her and YaoZhu Li. If the characters catch on to the deception, she will insist that she is a Techno-Reaper and will not reveal she is a Chi spy. Should the characters still not attempt the escape, she will sneak off at night, leaving some evidence at the characters' tent or vehicle (if they managed to make it here with one), which will push the blame towards them; if this is the case, proceed to **Conclusion D: Missing in Action**.

Encounter 5: The Great Escape (CEL 4/SC 1)

After speaking to Chan Li, the characters may formulate a plan to kidnap or help Chan Li escape from the Tribal Nation. Since the characters have been given a tent to rest in overnight, this is their best option to get Chan Li and escape under the cover of darkness. Should they attempt this earlier when it is still daylight, then they will have to face a number of Tribal Warriors (4 times the characters) in order to get out of Supai and Chan Li will put on an act like she is being kidnapped (just for show).

The party or even a single character can sneak into Wind Cries Mary's house and extract her in the middle of the night. So long as they're stealthy, there will be a good chance of them getting out without any type of altercation. Set the scene as follows.

It's almost pitch black in Supai in the middle of the night. The only sources of light are a few bonfires kept burning as markers, and the central fires in amongst the Tribal villas. Wind Cries Mary's villa is one of the better lit places; orange firelight reaches out from between the houses and along the paths leading into the courtyard. Cricket song and the crackle of fire is the only noise you can hear. A single Tribal warrior dozes by the courtyard's bonfire.

There is only one Tribal warrior nearby, and he is napping on the job. Getting past him just requires a Move Silently DC 15 skill check. Success means the character can extract Chan Li without alerting the guard. Failure on the Move Silently check results in the guard awakening, but he does not immediately spot the character; the character can make a Hide DC 12 check to quickly hide.

If the guard is alerted of the characters' actions, he will fire a screaming arrow into the air, alerting the other guards of Supai. An additional Tribal Warrior will join in the hunt or fight every 3rd round of combat and a Beastmaster every 5th round of combat. Should the characters be able to dispatch a warrior before another joins the combat, they have a chance to get out of Supai, by making a Hide DC 15 skill check (if they have a source of light active add +5 to the DC).

Once in the villa, Chan Li will go quietly with the character. However, unless the guard is subdued, the character will have to sneak by him again, but Chan Li will automatically succeed. The party can get out of Supai, by making a Moving Silent and Hide DC 12 skill checks (if they have a source of light active add +5 to the Hide DC). Proceed to **Encounter 6 - The Return**.

Encounter 6: The Return (CEL 7 / SC 1)

If the characters successfully extract Chan Li from the Supai at night, the Tribal Nation will not be alerted until shortly after sunrise. The characters should have a pretty large head start if they are on foot, on animals, or in a pulled hauler. If the characters have a vehicle, then they are able to bypass this encounter by driving faster than Wasteland speed (Drive check required; if failed, consult slow moving vehicle), unless their vehicle was left at the Nation's border (due to a failed Drive check), at which point they are considered on foot for this encounter.

If the Party is on Foot

When on foot, a Beastmaster catches up to the party relatively quickly, just on the outskirts of the Nation. Allow a DC 22 Spot check for each character. If nobody spotted the Beastmaster, he gains a surprise attack, and will use a flash grenade. His main goal is to recapture Chan Li and return her to the Tribal Nation. The Beastmaster and his animal companions will target one character at a time in melee combat until they are disabled, then move to the next. If the Beastmaster loses his companions or is reduced to ¼ his HP, he'll retreat or will surrender if unable to retreat.

If the Party has pulled Haulers, Mounts, or a slow-moving Vehicle

The Beastmaster takes a while longer to catch up to the party, but manages to track them down in the mountains just to the north of Alamogordo, learns their path and sets up some land mines up the road. The characters can spot the landmines with a Spot DC 15 skill check. More than likely, they will spot the mines, and move out to retrieve them, in which case the hidden Beastmaster will throw a flash grenade at the characters. Should the characters attempt to bypass or set off the mines (Chan Li evades damage), the Beastmaster will toss a flash grenade at the characters. His main goal is to recapture Chan Li and return her to the Tribal Nation. The Beastmaster and his animal companions will target one character at a time in melee combat until they are disabled, then move to the next. If the

Landmines (2)
Burst (20 ft radius)
Damage: 4d12 (explosive)
Reflex DC 20 (save for half)
Disarm: Spot DC 15,
Demolitions DC 12

Beastmaster loses his companions or is reduced to $\frac{1}{4}$ his HP, she'll retreat or will surrender if unable to retreat.

Beastmaster (CR 7) Aggressive 1/ Beastmaster 6 Female Human Medium Human; HD 1d10+6d8+14; hp 46; Mas 14; Init +2; Spd 25 ft.; Defense 18, (+2 Armor, +3 Def, +3 Dex) touch 16, flat-footed 15, PDR/1; BAB +5; Grap +7; Atk +8 melee (machete 1d6+2, 19-20/x2) or ranged +8 (compound bow 1d8+2, x3); SV Fort +5, Ref +7, Will +4; Str 14, Dex 16, Con 14, Int 12, Wis 13, Cha 12. Feats: Animal Affinity, Animal Friend, Archaic Weapon Proficiency, Armor Proficiency (light), Point Blank Shot, Precise Shot, Simple Weapon Proficiency, Track. Skills: Balance +8, Climb +8, Handle Animal +10, Hide+10, Move Silently+10, Ride +8, Search+6, Sense Motive +5, Spot +8, Survival +8. Talents: Evasion, Tag Team Background: Tribal Occupation: Adventurer Traits: Flexible, Small Frame Equipment: Arrows (20), Athletic Sport Pads, Compound Bow, Flash Grenade, Hockey Mask, Machete, Meth Cube x4, Morphine.	Animal Companion #1 Tiger, Evolved (+1 CR) Large Animal; HD 8d8+10; hp 89; Mas 20; Init +2; Spd 40 ft.; Defense 14, (+2 Dex, +3 natural, –1 size) touch 11, flat-footed 12; BAB +6; Grap +17; Atk Bite +13 melee (1d8+7); Full Atk Bite +13 melee (1d8+7), Claw +8 melee (1d6+3), Claw +8 melee (1d6+3), FS/ R 10 ft. sq. / 5ft, ST: Improved Grab, Low-Light Vision, Pounce, Rake (2d8+6), Scent; Fort +9, Ref +8, Will +3; Str 24, Dex 16, Con 20, Int 2, Wis 14, Cha 6. Feats: Alertness, Endurance, Stealthy, Weapon Focus (bite) Skills: Balance +11, Hide +9, Listen +7, Move Silently +9, Spot +7, Swim +10 Talents: Tag Team
Animal Companion #2 Tiger Large Animal; HD 6d8+30; hp 71; Mas 20; Init +2; Spd 40 ft.; Defense 14, (+2 Dex, +3 natural, –1 size) touch 11, flat-footed 12; BAB +4; Grap +15; Atk Bite +11 melee (1d8+7); Full Atk Bite +11 melee (1d8+7), Claw +6 melee (1d6+3), Claw +6 melee (1d6+3), FS/ R 10 ft. sq. / 5ft, ST: Improved Grab, Low-Light Vision, Pounce, Rake (2d8+6), Scent; Fort +8, Ref +7, Will +3; Str 24, Dex 16, Con 20, Int 2, Wis 14, Cha 6. Feats: Alertness, Endurance, Stealthy, Weapon Focus (bite) Skills: Balance +11, Hide +5, Listen +7, Move Silently +9, Spot +7, Swim +10	Animal Companion's Species Traits Improved Grab: If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight. Low-Light Vision: A creature with low-light vision can see twice as far as a human in lamplight, moonlight, starlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions. Pounce: When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.
Animal Companion #3 Cougar, Evolved Medium Animal; HD 7d8+21; hp 52; Mas 19; Init +8; Spd 40 ft., Climb 20ft.; Defense 15, (+4 Dex, +1 natural) touch 15, flat-footed 11; BAB +5; Grap +7; Atk Claw +9 melee (1d4+2); Full Atk Bite +9 melee (1d6+2), Claw +4 melee (1d4+1), Claw +4 melee (1d4+1); ST: Improved Grab, Low-Light Vision, Pounce, Scent; Fort +7, Ref +8, Will +3; Str 14, Dex 18, Con 16, Int 2, Wis 12, Cha 6. Feats: Alertness, Improved Damage Threshold, Improved Initiative, Weapon Focus (bite, claw) Skills: Balance +12, Climb +14, Hide +10, Jump +10, Listen +5, Move Silently +10, Spot +5 Talents: Tag Team	

Conclusion A

Once the party dispatches or escapes the Beastmaster, they are free to head into Alamogordo to reunite Chan Li with YaoZhu. YaoZhu waits in his trailer for the party to return, and when they arrive with his 'daughter', a suitably melodramatic scene unfolds.

Alamogordo is busy as normal. Merchants, mutants, and visitors create a suitable background noise as you approach YaoZhu's residence. Arriving at YaoZhu's trailer, you see the portly merchant peering out a small window, spotting Chan Li, and smiling broadly.

Chan Li continues to feign amnesia if not discovered, but pretends to show signs of recovery. A Sense Motive DC 22 check will reveal that something seems a little off between the two of them, but not precisely what it is. At this point, the party receives their payment and is free to go on their way.

However, if they've become suspicious of YaoZhu and Chan Li, or have been told by Chan Li that they're Techno-Reaper spies, they can follow the pair, with a Hide DC 15 skill check, to a house on the outskirts of the Alamogordo housing district where another scene plays out.

After about an hour passes, YaoZhu and Chan Li head out into the maze of streets in the housing district and travel to a small house at the edges of Alamogordo.

If listening at the door, a successful Listen DC 18 skill check will reveal the following conversation in Chinese:

Chan Li says, "It's a good thing they came along when they did. I would never have made it out of there on my own without aid. Those Tribals are barbaric and have little capabilities beyond sticks and stones to defend themselves, but are skilled hunters. I believe phase two of the plan should go under way. Report back to the Chi Dynasty, and I will travel to Phoenix and Vegas to contact the Slavers Union and set up the trap." YaoZhu responds, "Good, when the plan finally unfolds, the Southwest will be under the thumb of the Chi Dynasty and the Children of the Apocalypse will be eradicated, with the inferior races slaves to the Dynasty."

Obviously, hearing this, the characters may attempt to intervene and capture the spies. However, once they attempt to get into the house, the spies will have escaped through a secret tunnel and flee from Alamogordo on a Ninja Catapult Motorcycle. The same will happen if the characters wait for them to exit the house. The house itself is empty, requiring a Disable Device (open lock) DC 25 check to open the door, and a Search DC 28 to find the secret passage under the house.

The party is presented with a choice of who to tell. Characters gain +3% fame to one of the following organizations: (Children of the Apocalypse, Desert Rangers, *Ghūl* Collective, NEMO, Steel Disciples, Techno Reapers, Tribal Nation, or the Vegas Mafia). If they approach a second organization, they will not gain any additional fame, as that organization has already heard the information.

Conclusion B

Didn't Return with the Girl

The party failed at their mission and didn't return with Chan Li. Either the Tribal Nation drove them off or they simply couldn't find her.

Conclusion C

Working on the Chain Gang

The characters have been subdued by NEMO and sold into slavery.

NEMO soldiers have captured you. All of your equipment has been stripped from you and you have been sold into slavery.

All of the characters that have been captured are sold into slavery as detailed by gender and race below. All of the characters will earn a slavery mark — a brand or a tattoo on a visible spot on the character — to denote what faction owns the slave. Allow each character to make up a slaver tattoo, along with the name of the slaver, and note it in the Log.

- Human Male characters are sold into a slave labor camp, excavating ruins in the Wasteland, and are under watch at all times.
- Human Female characters are sold to a brothel somewhere in northern Mexico.
- *Ghūl* characters are sold to the Vegas Mafia and put to work in Vegas, as their skill set best fits them.
- Trans-Genetic Mutants are put to work in heavy labor camps in the Junkyard.

The characters can escape from slavery by spending 60 Time Units. Record this on the Scenario Log.

Conclusion D

Missing in Action!

If the characters refused to aid Chan Li in escaping the Tribal Nation, she has planted evidence on or near the characters in an attempt to frame them for her disappearance into the night. The Tribal Nation will condemn the characters for the disappearance of Wind Cries Mary, regardless of evidence, as a bad omen and expel the characters from the Tribal Nation.

You've done a good deed today – returned an innocent girl to her father. With any luck, the Tribals will think twice before capturing anyone else who's just trying to make a living out on the wastes.

The characters will each gain +1% infamy in the Tribal Nation for being associated with the disappearance of Wind Cries Mary.

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 or minus the difference of APL) times total HP of the creatures or NPCs. If the APL is under the CEL add the difference to determine the adjusted CEL. If the APL is over the CEL subtract the difference to the CEL to determine the adjusted CEL.

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion and Story Rewards

Experience		
Combat Encounter (CEL)	Achievements	XP Earned
Mutant Patrol	Defeat the Mutant Army scout	4 (+/- APL) x 26
NEMO Patrol	Defeat NEMO soldiers or the slavers	5 (+/- APL) x 104
Tribal Warband	Escape with Wind Cries Mary	4+ (+/- APL) x 26+
Beastmaster	Defeat the Beastmaster and Animal Companions	7 (+/- APL) x 258
Skill Challenges (SC)	Achievements	XP Earned
Patrols	Successfully Navigate through the Wastes (Navigation)	250
	Survive the journey (Survival)	250
Bullshead or Tribal Nation	Convince Locomotive Breath or Stepping Stone to escort them to Supai (Diplomacy)	250 or 125
Supai	Convince Stone Free to allow you see Wind Cries Mary (Diplomacy)	375
Supai	Detect Wind Cries Mary deceitfulness (Sense Motive)	375
The Great Escape	Sneak past the Guard to Extract Mary (Move Silently)	125
	Escape from Supai (Move Silently)	125
The Return	Bypass or Disarm Landmines	125
Role-Playing (RP)	Achievements	XP Earned
Various Encounters	Gather Information on Supai from any source	125
Supai	Interact with Stone Free and Purple Haze	50
Supai	Interact with Wind Cries Mary	50
Conclusion A		1000
Conclusion A	Discovering YaoZhu and Chan Li are Chi Dynasty spies	125
Divide by the number of players for each player's total EXP		
Time Units Spent: number of days spent in adventure (min. 6 TU)		

Reputation

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

Various Encounters (killing tribals): +2% infamy Tribal Nation

Conclusion A (discovering the Chi spies): +3% fame to one of the following organizations: (Children of the Apocalypse, Desert Rangers, Ghul Collective, NEMO, Steel Disciples, Techno Reapers, Tribal Nation, or the Vegas Mafia)

Secret Orders: +3% fame Chi Dynasty

Treasure

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

Encounter	Maximum Attainable Coin
Encounter 1: Caravan to Bullshead	
Crimson Blood	100 steel each
Fresco Waters	100 or 200 steel each
Encounter 2a: NEMO Patrol	100 steel (25 each)
Conclusion A	500 to 750 steel each

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 20	Barter DC 25	Barter DC 30
Encounter 2a: Mutant Scout			+5%	+10%	+15%
AK 47 Rifle	650				
Ammunition (7.62) (50 rounds)	4				
Grenade (fragmentation) (2)	150				
H-Rations (30)	5				
RoboCore Stealth Belt 1010	500				
Undercover Vest (mutant-sized)	600				
Water (bottled) (30)	20				
Encounter 2b: NEMO Patrol					
Ammunition (9mm) (360 rounds)	2.5				
Ammunition (10mm) (192 rounds)	2				
Beer (8)	.5				
Colt 6520 10mm Handgun (4)	125				
Deck of Cards (4)	.5				
HtH Weapon (chain, pipes, crowbars) (4)	15				
Leather Jacket (4)	125				
Meat Jerky (16)	2.5				
Metal Canteen (4)	12.5				
Encounter 3 – 5: Tribal Nation					
Arrows (20+)	.25				
Short Bow (1+)	150				
Spear (1+)	40				
Encounter 6: The Return					
Arrows (20)	.25				
Athletic Sport Pads	75				
Compound Bow	250				
Grenade (Flash)	175				
Hockey Mask	250				
Machete	30				
Meth Cube x4	100				
Morphine	225				
Total					

Certificate Entries

RoboCore Stealth Belt 1010: This belt by RoboCore was their first released personal stealth device. Much like their 1050 model, when worn it generates a modulating field that transmits the reflected light from one side of an object to the other, however the 1010 grants only a +10 Hide skill bonus.

Rules

Talents

Tag Team

Whenever an ally and you threaten an opponent in melee combat, you (not your ally) gain the bonus of flanking, even if you are not in a flanking position. Should you enter into a flanking position, you gain an additional +1 tactical bonus (+3 total) to your attack rolls. Should multiple allies possessing this talent engage in melee combat against a single target, the Tag Team ability stacks with each character, granting an additional +1 tactical bonus for each qualifying character involved in the combat.

Equipment

Grenade, Flash

Flash grenades explode in a bright explosion of light blinding anyone in the burst area that fail to make a Reflex save DC 18. Targets that fail their Reflex save are blinded for 1d6 rounds. Targets that are wearing sunglasses or other headgear that shade or protect the eyes gain a +2 equipment bonus to their Reflex save.

Athletic Sports Pads

Before the Exodus, several sports reigned as the king of entertainment. Athletes from football and hockey leagues wore Athletic Sport Pads to protect themselves from impact injuries. Athletic Pads range from Football shoulder pads to Hockey goalies or players pads.

Hockey Mask

A Hockey Mask is part of a goalie's pads to protect the face and head from damage. These masks protect the head against impact damage granting a +5 PDR to Targeted "Head and Eye" attacks.

Meth Cube

Resembling a Sugar Cube, the Meth Cube is a drug that is added to a drink creating a euphoric reaction. When this drug dissolves and is drunk it bestows increased awareness, speed, and reflexes. The user gains +2 Wisdom, +5 Speed, and a +2 Reflex Save for 2 hours, but suffers from tunnel vision. The character only has line of sight vision in a single direction that is 15 foot wide. Anything outside of the 15 foot range is blurred beyond comprehension granting targets full cover from the user. After the drug wears off the character suffers from Hallucinations for 2 hours.

Addiction: 40%; Addiction Effects: Hallucinations (Fort DC 45)

Morphine

Morphine comes in medical vials scavenged from Military Facilities and Hospitals after the Exodus. Morphine is a pain-reducing drug that numbs the brain, reducing the pain reception of the body. When Morphine is injected into the blood stream, it allows the user to ignore pain for 2 hours, doubling his Massive Damage Threshold. The user however suffers a -2 Dexterity, Intelligence, and Wisdom penalty due to the mind-numbing effects of the drug. If used during a surgery upon a character, the doctor gains a +4 bonus to his Treat Injury (Surgery) skill check and doubles the amount of Hit Points regained from the Surgery if successful. However the treated character gains and suffers the use effect above.

Addiction: 30%; Addiction Effects: -2 Dexterity, Intelligence, and Wisdom (Fort DC 40)

Secret Orders

Chi Dynasty

The Chi Dynasty has secret operatives located in the Alamogordo and the Tribal Nation. Seek out the operative YaoTzu to learn the location of Chan Li. Retrieve Chan Li from the Tribal Nation at any cost and return her to Alamogordo to YaoTzu for debriefing.

Overseer's Land Map

