



VOICE FROM THE BAY

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An Exodus OPS Campaign Adventure

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

A whisper. The barest of squeals beneath the ever-present static of the radios drew their attention. Now, the far-ranging eyes of Alamogordo have settled on the Rock in San Francisco. Are you prepared to sneak beneath the clutches of the Chi to investigate a mysterious transmission from an ancient prison? Voices of the Bay is an Exodus OPS campaign scenario for 4 to 6 characters of 4th to 6th 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 within an aforementioned book are included within this scenario as a sidebar within the encounter or an appendix at the end of the adventure.

Preparation

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

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

A grid map (one-inch square) or graph paper and a representation of adventurers, NPCs, and creatures will enhance game play, 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.

Overseer's OPS Note: Low Level Player Characters

All OPS wasteland adventures are designed for a particular level range (see Average Character Levels under XP) that progressively advances as the *Exodus* Campaign grows. Lower level players may find these adventures extremely hard to successfully complete. However, with the EXPERIENCE system, the adventure may be altered to accommodate lower level players. Both CEL and SC can be reduced in encounters to make it easier for the characters and adjusted in the EXP chart at the end of the adventure to keep EXP in line for the challenges. If reducing the CEL (recalculate the CR) and replace first number of the calculation with the new number and adjust the last number (total creatures' HP, if changed) [CEL (+/- APL) x HP]. Reducing the SC is easier, minus 1 SC for every 5 points reduced (to a minimum of DC 15) and subtracted 250XP for each reduction.

VOICE FROM THE BAY

EXODUS OPS

SCENARIO 20

Voice from the Bay

Location: West Coast Wasteland (Berkeley, San Francisco, and Alcatraz)

Number of Characters: 4 to 6

Average Character Levels: 5th

Max CEL/SC: 24/18

Max Purchasable Equipment Value: Berkeley (Infrequent up to 3500 steel)

Adventure Summary

During the decades prior to the rise of wide-spread nuclear power, there was a focus on renewable, green energy sources. During that time, a number of automated Wind-Power Platforms (WPP) were built along the West-Coast of the continent; these platforms were self-regulating and manned by a powerful A.I. system. Many of these platforms have been irrevocably lost, destroyed by storms, time or the ravages of nuclear fires that landed too close. However, one of these platforms remains within easy reach, and (while mostly dysfunctional), the platform does still generate power sufficient to run the A.I.

Just as there are mutant races of many types on land, so there are in the irradiated oceans of the world. The island of Alcatraz is occupied by a colony of semi-aquatic mutants who are currently unaffiliated with any group. During their recent explorations, one of these mutants attempted to force entry onto the nearby WPP, tripping a security alarm and prompting the onboard A.I. to send an emergency call to notify its one-time owners that someone was attempting to tamper with it.

These one-time owners were the U.S. Air Force. The signal is intercepted by the remains of an old Air Force listening post, causing a Techno-Reaper agent to take note and recruit the characters to investigate this phantom signal. The most reliable location the Techno-Reapers have on file as the potential source is the island of Alcatraz, housing a pre-Exodus technology center and museum built over the former ruins of a 19th Century prison.

The characters will have to travel towards Chi-controlled San Francisco and then locate a boat or other marine transport to use to reach Alcatraz. The best option, but also risky in some ways, is Berkeley. The *Ghūl* population there certainly has a number of marine craft. They will, however, demand that the characters perform some reconnaissance for them in regards to Chi activities if they are to be lent a boat (this option is not available if there is a Chi in the party, they simply will not tolerate assisting the Chi or their agents in any way). Alternatively, the characters may search along the shoreline North or South of San Francisco to find a boat or other water craft; doing so runs the risk of being found by Chi Patrols, but this is no more of a risk than taking the *Ghūl* craft through San Francisco Bay.

Once their water craft has been secured, the characters will be able to proceed towards Alcatraz Island to investigate the signal. On the way to the island, the aquatic-mutants will send several mutant sea-creatures to attack the incoming boat, fearing more patrols or investigations by the Chi. While this doesn't occur that far from Alcatraz, the characters will be forced to swim the rest of the way to the island.

Having reached the island, the characters can explore the ruins of the museum/complex, where they will encounter the aquatic-mutants. This encounter is the core of the adventure, and it offers the characters the opportunity to broker an agreement with these people. While, certainly, they will not form direct alliances, the characters could broker an agreement between them and the *Ghūl* in Berkeley for example, or with any number of other groups in the immediate San Francisco area (except the Chi, who will have nothing to do with the mutants).

The WPP will be blatantly obvious once the characters reach the island; if they should miss it, the aquatic mutants will ask the characters to investigate it anyhow, at least once the PCs have secured some sort of

understanding with the mutants. Within the WPP is a labyrinth of service passages, wind-towers and other wind-power generating effects. The A.I., abandoned for a long time and damaged by radiation, is maddened and will detect everyone as an intruder. It will make use of circuit overloads, automated defenses, and various other related devices to repel the characters. If they should make it to the A.I. core, they can power it down and recover the A.I. software and any suitable hardware as salvage to be returned to whatever faction they should choose.

Before the characters can leave, they will have to devise a means to safely leave Alcatraz, as they are now missing a boat. They can, should they desire, salvage an old raincoat raft from the museum or perhaps construct a raft using steel and metal salvage from the WPP.

The final encounter is with the Chi who will demand the characters turn over the salvage they have collected as property of the Chi Empire. If they provide the salvage, they may go about their way without further conflict. If they contest this demand, combat ensues.

The conclusion of the adventure depends on the A.I.'s final location and any arrangements reached with the aquatic mutants. There is no real major outcome change from this, but the conclusions will be written to reflect the end locations and outcomes of these two decisions.

Introduction

A chill wind blows from the north as dusk arrives over the small outpost you find yourself stopping for the night at. The few residents, mostly human scavengers, have little to trade in either information or goods. However, you are not the only traveler who has stopped for the night here. You have run into several of the other non-hostile wanderers over the past short while.

The other wanderers are primarily the other characters, so allow the characters to make introductions or, at least, provide descriptions, as they feel are necessary. Once they have done so, you should continue with the following introduction as if you were playing the following character.

A short woman dressed in scraps of body armor and swathed in a dusty-travelling robe, steps forward. "The name is June, I normally hole-up in Alamogordo if I'm anywhere nearby, but these days I'm running all over the place. Speaking of which, I've been chasing phantoms all up and down Chi Dynasty Territory and could use a hand. Would you be willing to lend a hand?"

June is a mid-ranking agent for the Techno-Reapers; and while normally they would not trust this particular mission to individuals who are outside of their regard, this situation is unusual. They have detected a phantom signal, but are unable to pinpoint its location, meaning that June must cover significant ground. To help with this, she has been recruiting small teams to undertake survey type excursions for her. Luckily for the characters, and June, the last locale that she must find someone else to investigate is deep within Chi-Territory and liable to be a little tricky to get to. But, hey, that's the life, isn't it?

Exactly what type of recompense she offers depends on the characters' individual backgrounds and affiliations.

- ☛ **Techno-Reaper Background or Techno-Reaper Fame (5% +):** Characters who are Techno-Reapers are expected to automatically accept the mission as part of their organizational obligations (without payment). Characters with 5 or more points of Techno-Reaper fame are recognized as experts by June and are offered an initial payment of 500 steel up front if they accept the mission.

Techno-Reapers

Knowledge (Street)

DC 5: The Techno-Reapers primarily salvage, repair, and trade old world pre-Exodus technology. They have outposts in most settlements, but are based in the ruins of Alamogordo, using a space museum as their headquarters.

DC 10: The Techno-Reapers are known to pay for bits of tech. It is said they pay handsomely for old books, especially technical manuals, college texts books, and reference material. Computer programs, scientific tools, and other bits of errata are highly prized as well.

DC 15: The Techno-Reapers' goals are to bring the pre-Exodus level of science and technology back to the civilized wasteland and to educate the masses and one day bring forth a new technical age of man.

- ☛ **Steel Disciple Initiate, Knight, or Scribe:** While Steel Disciples are not obligated to accept, those who do are paid 500 steel as a sign of respect for those who serve the Steel Disciples.
- ☛ **Hired Gun:** Everyone else is offered 350 steel to undertake June's task.

Who is June?

As noted above, June is a mid-level agent for the Techno-Reapers. She is also one of the higher-ranking operatives in the San Francisco area, and hence, when the transmission was intercepted, she was tasked with assembling search teams and locating the source. She is generally mild-mannered, but will not brook anyone who questions her judgment on the basis of her sex (or any other characteristic).

What She Knows

June has done her homework, as they say, and knows a good deal about the area that she wants to send the characters to. The following points detail what she knows (and is willing to reveal; anything not detailed here that is not common knowledge should be considered secret information that the characters will not be privy to).

- **The Phantom Signal:** The signal is transmitting in intermittent bursts: the typical distress or safety-related transmission scheme that was popular before the war. It may also indicate a different type of transmission being sent by an under-powered source, but that is considered to be unlikely (as that offers no explanation for why the signal has been only recently activated). Potential sources are believed to be abandoned, or unclaimed, and possibly derelict civilian facilities along the coastline near San Francisco.
- **The Source Area:** June believes that she has isolated the source to within the San Francisco Bay, a dangerous proposition as that is Chi-held Territory. To placate others, and the Techno-Reaper devotion to searching out all possibilities, she has dispatched other teams to scour the areas immediately north and south of the city, but remains convinced the source is within the Bay itself. Of all of the potential sources in that area, Alcatraz Island is the most likely, although rumors from Barter Town indicate that there is a chance of a heavy Chi presence on the island, (although she is not fully trusting of that, but, hey, always plan for the worst).
- **Pinpointing the Source:** June will loan the characters a pinger, which is basically a small device that emits bleeps whenever the transmission is occurring. The closer the PCs are to the transmission, the louder the bleeps will get. (Note: This is actually a real device used by scientists to test for activity from remote-drones that communicate by satellite. They do not require batteries, drawing the energy to power the small speaker they contain from the radio waves they are tuned to 'hear').
- **Transport Issues:** If the source is on Alcatraz Island, the characters will need a means to get there. The most reliable, and potentially friendly, source of a watercraft in the area would be the Dreg. They have a dual-stronghold of Berkeley and the old Oakland Military Base. June cannot make contact on behalf of the characters, and so does not know what the Dreg may ask in return for the use of a watercraft.
- **What the Techno-Reapers Want:** The Techno-Reapers, via June, would like the characters to return the source of the transmission, if portable. If it is not portable, they would like the characters to document their findings, secure the transmission source as best they can, and return with the above information.

San Francisco

Knowledge (Civics) [Chi characters gain +10 circumstance bonus to this skill check]

- ☛ **DC 10:** San Francisco is ruled absolutely by the Chi. The surrounding areas are more loosely controlled, but still under Chi control.
- ☛ **DC 15:** While the streets of San Francisco are under heavy patrol, the vast shoreline in the area is less heavily patrolled, mostly due to the large distances and the challenges of patrolling the ragged and rough coastline.
- ☛ **DC 20:** The Chi are known to deal harshly with intruders into their territory. This often results in the intruders' deaths or banishment deep into the desert with none of their possessions.

Knowledge (Street)

- ☛ **DC 20:** The Chi have been increasing their offensive activities against the Dreg recently. Word is, without any marked increase in success.
- ☛ **DC 25:** Alcatraz Island is rumored to have a strong Chi presence; however, no one has ever been able to verify this presence.
- ☛ **DC 35:** While the Chi did restore a bunker on Alcatraz for some potential future use, they have not maintained any active presence there for the past few months.

Berkeley / Oakland Military Base

Knowledge (Civics or Street)

- ☛ **DC 10:** Chi and Trans-Genetic Mutants are not welcome in Berkeley or Oakland without an invitation from the Dreg command. (They will not have one of those).

While she will not make offers beyond what is detailed above, June will promise to reward those who go out of their way to ensure that the source ends up in Techno-Reaper hands.

From here, there is really only one thing for the characters to do, assuming they accept the mission (if they don't, then, well, there's not much left to do in this adventure), and that is to get a watercraft and start searching Alcatraz Island for the signal source. As noted before, there are two different ways to go about doing this, one is to travel to Berkeley/Oakland (both are covered in the same encounter) and negotiate with the Dreg (this is *Encounter 1A*); the other potential means of locating a usable watercraft is to scour the shoreline north or south of San Francisco for an abandoned watercraft (this is *Encounter 1B*). Only one of these should typically be used.

Encounter 1a: A Boat from Berkeley

This is one part of the first encounter; you should use this part if the characters elect to find a watercraft by negotiating with the Dreg at Berkeley. **Note:** there is nothing that would prevent the characters from attempting to negotiate with the Dreg, and then failing and attempting to scavenge the coast. Ultimately, this encounter is simply a gateway to Alcatraz and should not be used to unduly stymie the characters. This encounter starts as the characters approach a listening/observation post maintained by the Dreg.

Having just crested a small hill, you easily see a small, fortified tower ahead of you. It is obviously occupied, as a number of people patrol its top, and at least one of those people seems to have noted your presence, as someone can be seen gesturing in your direction.

This particular structure is along the path you have been taking towards Berkeley and the Dreg.

This particular structure is a refurbished tower. It was once a broadcast tower for a local television station, but the Dreg have refurbished it to serve as a watch-post. The Dreg posted here will have seen the characters; their watch-post is situated such that it grants them a clear, nearly perfect view of the surroundings.

When the characters draw near, one of the Dreg will hail them; should the characters attempt to avoid the watch-tower and enter Berkeley via another route, a group patrol will stop them instead.

"Hold. State your business with the Dreg or depart," yells out a voice from atop the tower nearby.

If the characters do anything stupid, including ignoring the statement from the guards, they will be shot at. Do not allow this to enter a protracted fire-fight, the Dreg are not stupid, and, while they wish to stop interlopers, they will fire warning shots and re-issue their demand before shooting to kill. If the characters continue to ignore them, start killing them (use the Dreg Soldier stats and Turret MK-4 in the sidebar). One does not simply wander into the stronghold of an organization on a whim.

Assuming they answer, and indicate why they wish to enter Berkeley, the guards will relay the request and ask the characters to wait while someone is made available to negotiate with them. The characters may choose to depart before then, but they will not be allowed to make their way towards Berkeley. If they leave, proceed to one of the other versions of Encounter 1; otherwise, continue below.

Berkeley/Oakland Military Base

Trade Goods – Uncommon up to 2,500 steel.

Services – Residences, Laboratories, Military and Technological Goods and Services.

Berkeley is home to a sizable population of Dregs, *Ghûls* and sympathetic humans. Most of the city is still ruined; however, the occupied areas have been restored (rather than rebuilt), due to the understanding of architecture that several of the Dreg have. Two miles south of the city center is the Oakland Military Base, with a small string of habitations between these. The military base is the main research and fortified area that the Dreg maintain.

Dreg (of Berkeley) attitudes on Outsiders

The Dreg are friendly towards any visiting *Ghûl*, who will receive a +2 bonus to all Diplomacy and Gather Information checks in the city. All sympathetic visitors, regardless of race, are tolerated and are generally met with indifference until such time as they prove themselves friends of the Dreg.

Trans-Genetic Mutants and Chi (who regularly attempt to exterminate Dregs and *Ghûls*) are not permitted within the environs of Berkeley or Oakland without an invitation from the Dreg command. Chi who violate this are shot on sight; Trans-Genetic Mutants are simply ejected; although they are shot if they resist.

An hour passes, as the chill in the air is slowly burned away by the sun, and eventually a small party of travelers crests a distant hill and continues to draw closer. A short while later, they are clearly in view – a collection of Dreg and *Ghūl*, some un-armored, but all are carrying rifles of one type or another. One of the Dreg, wearing fine clothing, if dusty, steps to the front. “Our watchers indicated you wish to negotiate for a boat? Why, in Einstein’s name, would you lot need a boat; especially here, where the waters are for the most part owned by the Chi? Well?”

This is the characters’ opportunity to convince Dreyfus, a former administrator of the University of California at Berkeley, that they really do deserve to be lent a boat (if they ask, he will offer his name). If they mention any of the following, his interest will be piqued and, thus, he will be willing to actually negotiate.

- The phantom signal
- Striking a blow against the Chi
- Simple curiosity and a desire to explore (he *is* a scientist, after all)

Once the negotiation begins, Dreyfus will offer the use of a Dreg-refurbished Trawl Fisher in return for one of the following; however, he initially only offers the first item on the list as payment. If the characters refuse that, he will instead offer the second, and so forth. If they do not accept at least one item on this list, he will refuse them use of the Dreg Trawl Fisher and tell them to be on their way.

1. Return with something that will further the Dreg cause. What exactly this is, he will not specify as he does not know what they will find.
2. Return with information about Chi movements, bases, or resources.
3. Return with information about other non-Chi forces in the area.

Finally, even once the characters have accepted one of Dreyfus’ conditions, he will still demand collateral to the tune of 2000 steel worth of goods, weapons, armor, or coin (or any combination therein) from the characters. A Trawl Fisher, especially a refurbished one, is not a worthless item after all.

Should the party also attempt to barter for a boat pilot, the Dreg Command will deny such an occurrence as it could be perceived by the Chi Dynasty as a scouting boat preparing for an attack. The characters will have to pilot the boat themselves, regardless of their skills.

Assuming all of Dreyfus’ demands are met, he will lead them onwards to one of the Dreg’s small boat-launches, where the Trawl Fisher is waiting. Continue below.

“Hmm, yes, that will suffice to meet our needs. Come, we have a ways to travel to reach the Trawl Fisher.”

For an hour, you walk with Dreyfus and his escort, winding your way closer to the bay along Chi-town, before he stops at a small, ramshackle hut. Producing a key, he unlocks the door, makes several motions inside, and then gestures for you to follow.

Within the hut, it is clean and obvious that what appeared to be a ramshackle hut is in fact, built of steel and quite sturdy. Tied at the small dock within is a Trawl Fisher.

“Here you are. I’ll leave some of my people here; bring the Trawl Fisher back here when you return, if you please. And good luck.”

When the characters are prepared to depart on their ocean-bound bay voyage, proceed to **Encounter 2**.

Encounter 1b: Boat Scavengers (SC 2-4)

This is the second part of the first Encounter. Some characters may have come directly to this encounter, where others may have first attempted to negotiate with the Dreg. The only real difference is any sense of urgency that a group (who has either failed at negotiation with the Dreg or chosen another route) may or may not have.

The coastal beach area of the San Francisco Bay is littered with ramshackle remains of structures and salt-coated rubbish. Approaching the waterline, the horizon is enveloped by the rolling surf while a cold wind blows over the dusty sand hills, carrying the briny odor of the great ocean to you. The raucous cries of the flocks of scavenger birds float over those same hills. A particularly large flock of seagulls seems to be attacking what appears to be white sack of some sort with a red M emblem on it.

These ramshackle structures are a combination of beach houses and boat-sheds, mostly rotted, unusable wood. It is a time-consuming process, but not overly involved, to actually locate a number of potentially suitable watercraft or materials to build a raft. The better question is whether any watercraft the PCs find are actually, well, going to stay afloat.

Locating a watercraft requires a Search (scavenge) check, the base DC is 20 to locate a potentially useful Rowboat; to locate a Trawl Fisher is a DC 30. The party cannot 'take 20' on Search (scavenge) check.

If the characters elect to search for more than one craft to scavenge parts from, each additional hour spent scavenging (and making another DC 20 Scavenge check or a DC 25 Search check) grants a cumulative +2 bonus to the Repair check, to a maximum of +6.

To produce a working watercraft will require a DC 25 Repair check for a Rowboat, or DC 35 Repair check for a Trawl Fisher. Failure on this check requires the characters to scavenge for more spare parts (as detailed above), but this scavenging does not grant the detailed bonus; instead, it allows the characters another attempt at repairing the craft.

If the characters fail to find or repair a boat, they can attempt to make a raft using driftwood and parts of the houses or sheds. Crafting a raft requires a successful Craft (structure) DC 10 and Repair DC 15 skill checks. This should be the simplest of options and the characters' last resort.

Should the characters spend more than four hours combing the Beach for salvage to build or repair the boat, they will be spotted by a Chi Dynasty Bay patrol and will be targeted by the Chi Patrol in Encounter 2 regardless of time of day.

Once the characters either have a working watercraft or elect to speak with the Dreg (potentially for a second time), proceed either to *Encounter 2* or *Encounter 1A*.

Encounter 2: Slow Boat to Alcatraz (CEL 8 / SC 2-3)

Taking a boat through the San Francisco harbor when it is not a boat owned or piloted by the Chi is, well, dangerous. Allow the characters to make whatever preparations they deem wise, and, unless the players state otherwise, assume it is late afternoon when they are traversing the Bay.

Alcatraz Island is roughly 5 miles southwest of Oakland Military Base or the east Bay shoreline toward San Francisco. By fusion-powered boat, it will take the party roughly 1 to 2 hours to navigate to the island, depending on speed. If by raft, it will take the party 4 to 5 hours to reach the island.

The players must select a character that is responsible for controlling the refurbished Trawl Fisher or their crafted/salvaged boat. The character piloting the watercraft must make a Drive check DC 20 to navigate to Alcatraz; remember the character piloting the Trawl Fisher will also need the Surface Vehicle Operation (boats) feat, otherwise they suffer a -4 penalty to their Drive check.

The Chi Dynasty operates regular patrols of the Bay. If the characters are on the Bay during the daytime, they will see patrols off in the distance. The characters will need to succeed a Drive DC 25 skill check to avoid being seen by the Chi patrol. If it is nighttime, a Chi patrol will come close to the characters' watercraft; allow them a Listen DC 18 check to hear the approaching Chi watercraft. Should any light source be present at nighttime, the Chi will automatically detect the party and full speed ram their craft. If the characters succeed on the Listen check, they will notice the Chi Patrol before they are detected; otherwise, they are spotted first.

If the party is detected, the Chi patrol will ram the characters' watercraft (see Collisions and Ramming) and then proceed to enter into vehicle combat as detailed in the EXS. For all vehicle combat refer to Chapter 4: Equipment (Vehicles) in the EXS.

The Chi Pilot is not afraid to ram the characters' boat, side-swipe it, or otherwise make use of the normal vehicle combat rules. Because the Pilot has Drive-By Attack, he does not suffer speed penalties to his attacks (unlike his goons), and may take his attack anytime during the vehicle's movement.

When combat is resolved, proceed to *Encounter 3*.

Chi Pilot (1) (CR 4)

Defensive 4; Medium Human; HD 4d8+8; hp 26; Mas 14; Init +3; Spd 25 ft.; Defense 19 (+3 dodge vs. melee), touch 13 (+3 dodge vs. melee), flat-footed 16 (+4 def, +3 Dex, +2 armor) [+1 Dodge feat], EDR 0, LDR 0, PDR 1, XDR 0; BAB +2; Grap +7; Atk +3 melee (unarmed 1d6+1) or +5 ranged (Beretta, 2d6, 40 range); Full Atk +3 melee (unarmed 1d6+1) or +5 ranged (Beretta, 2d6, 40 range); FS 5 ft. sq.; Reach 5 ft.; SV Fort +3, Ref +4, Will +3; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 10.

Background: Chi Descendant.

Occupation: Soldier.

Feats: Combat Martial Arts, Defensive Martial Arts, Dodge, Drive-By Attack, HtH Evade, Light Armor Proficiency, Personal Firearm Proficiency, Simple Weapon Proficiency, Surface Vehicle Operation (Boats).

Languages: Chinese, English, Spanish.

Skills: Balance +9, Drive +12, Escape Artist +13, Hide +5, Jump +5, Navigate +9, Swim +9, Tumble +9.

Traits: Small Frame

Talents: Karate, Judo

Equipment: Beretta 92F, 40 9mm rounds, Leather Armor, 20 ft. Rope, Water Skin, Medpak.

Chi Goon (4) (CR 4)

Aggressive 2/Dynasty Bowman 2; Medium Human; HD 2d10+2d6+8; hp 26; Mas 14; Init +4; Spd 30 ft.; Defense 22, touch 18, flat-footed 18 (+4 def, +4 Dex, +4 armor), EDR 0, LDR 0, PDR 1, XDR 0; BAB +3; Grap +3; Atk +10 ranged (composite bow, 1d8, 20/x3, 40 range) or +3 melee (bow 1d4); Full Atk +10 or +8/+8 ranged (composite bow, 1d8, 20/x3, 40 range) or +3 melee (bow 1d4); FS 5 ft. sq.; Reach 5 ft.; SV Fort +5, Ref +6, Will +3; Str 11, Dex 18, Con 14, Int 12, Wis 12, Cha 10.

Background: Chi Descendant.

Occupation: Soldier.

Feats: Archaic Weapon Proficiency, Dodge, Point Blank Shot, Precise Shot, Weapon Focus (bows).

Languages: Chinese, English, Spanish.

Skills: Balance +9, Climb +1, Hide +9, Knowledge (tactics) +8, Move Silently +9, Spot +8, Tumble +8.

Traits: Chemical Reliance, Flexible

Talents: Evasion.

Abilities: Archery Master, Rapid Archery, Close Combat (may use bow as melee weapon, deals 1d4; may fire at adjacent targets without AoO)

Equipment: Compound Bow, 60 arrows, Combat Leather Jacket, Waterskin, healing salve x2, 2 goons have 1 dose of Voodoo, 2 goons have 1 dose of Inferno.

Encounter 3: Menace from Below

This encounter may seem heavy-handed, but it is also true to the reclusive and self-defensive tendencies of the Sea Serpent.

The rough waters of the Bay have tossed your watercraft about with impunity as you made your way towards Alcatraz Island. As the swells grow larger, it becomes increasingly more difficult to control the craft; the fiercely swirling currents of the tides rip and tear at the rudder as if they were trying to consume it.

With a sudden lurch, the craft flies out of control, lifting upwards on a giant swell. A hazy image of giant teeth outline either side of the craft as it begins to buckle and splinter. With a shudder and a loud crunching sound, the hull of your craft is rent in two. Sea-water gushes into the remains of the watercraft and the craft begins descending into the Bay. Alcatraz is not far and may be your only hope, as the currents of the San Francisco Bay work quickly to claim the remains of your watercraft.

The San Francisco Bay has a strong current requiring the characters to make Swim DC 20 skill checks to stay afloat and make headway to Alcatraz. The characters are now stranded, adrift in the waters near Alcatraz. The prison island is much closer than the mainland (something which is obvious to all characters). There is

enough floatable debris left from the watercraft for characters to cling to. Using debris grants the characters a +5 circumstance bonus to their Swim checks. The characters must succeed 3 Swim checks to make it to the old docks on Alcatraz Island. Failure by 10 or more results in the character starting to drown (see Drowning rules in the EXS). Failure by 5 or more results in the character becoming Fatigued for 1d4 hours. Additionally, anyone attempting to aid a character that is drowning may find it difficult, since the current will push the character 10 feet per round towards the north.

If a character decides to check below the surface to see what attacked the watercraft, a Spot DC 20 check will reveal a rapidly receding beast resembling an eel or snake with long flowing fins the length of its body, both on the top and bottom of the creature, leading towards a dragon or lizard shaped head.

Proceed to *Encounter 4*.

Encounter 4: Ruins on the Rock

Note: This encounter covers the exploration sub-encounters on the prison island of Alcatraz (colloquially, the Rock). Refer to *Adventure Map #1 - Island of Alcatraz* for the relative positioning of these areas. The descriptions given below are less detailed in some areas than in others; this is because some of these areas are only included because they are obvious physical structures or areas on the island that are liable to be visited by the characters during their exploration. The interaction encounters that take place on the Island are covered by *Encounter 5* and *Encounter 6*.

Salvage: Unless explicitly stated in the encounters below, there are no salvageable goods anywhere on the Island of Alcatraz.

When the characters first make landfall onto the island (or rather, drag themselves out of the ocean onto the island), it is near the Docks. Read or paraphrase the following to give a description of the Island and the visible structures.

In the shadow of the great city of San Francisco lies the small island known in pre-Exodus times as the 'Rock'. The island sits only a few miles from the coastline of the Chi Dynasty controlled city. Luckily, if anyone is watching, you'll appear as ants from the distance. On the island, a stiff breeze brings a chill from the already cold water that clings to your drenched clothing. The ragged slope of Alcatraz is broken by rusting remains of ancient fences and untamed growth that rises up to the crest of the prison. On the crest of the island are the slowly decaying remains of several old building complexes.

Rotting docks extend from the shore to your left, while the perimeter of the island on both sides is dotted with the fallen remains of watch-towers.

A - Cellblock

This large structure is the remains of the prison proper. The interior is composed of several banks of cells, the walkways between them, a dining area, showers and administrative offices. The vast majority of this structure is crumbling; the aged concrete and iron of the building simply cannot withstand the elements any longer.

A musty, cloying smell permeates the damp, crumbling halls. The remains of the cell-block doors and catwalks inside are slowly rusting away to nothing, and a thin-film of some slimy substance covers much of the concrete floor in this place.

The rooms are all similar. Describe them as needed, but no specific internal map of the Cellblocks is provided, as there is little to nothing of interest in this structure.

a - Recreation Yard

The recreation yard is just an empty dusty field these days. The remains of fences and watchtowers surround it, and the ground is still partially paved; but time and weather have had their way on it.

There are tracks here. A Survival (Track) DC 24 check will allow the characters to find them. Read or paraphrase the following description.

Strange tracks are scattered here and there across the dusty field. They're small and have splayed toes. Faint traces of what might be webbing are just barely visible between them.

The tracks are too scattered, and the ground too broken and patchy with asphalt, for the tracks to be followed anywhere in specific. What is obvious is that they do not enter the Cellblock itself.

B - Museum Complex

This area is detailed as part of *Encounter 5*.

b - Research Laboratory

This area is detailed as part of *Encounter 5*.

C - Prison Apartments

These apartments were the main residence for the prison staff and wardens. The lower floors have smaller apartments, while the upper floors have larger apartments.

Peeling paint, the dank smell of mildew and the earthy odor of moss permeate this structure. Detritus lies scattered in the corners, but otherwise the structure is vacant.

There are a few things that can be scavenged here.

Scavenge (DC 20): A box of .44 ammunition (containing 11 rounds).

Scavenge (DC 24): A rusting Revolver DA is hidden amongst the debris in one of the upper rooms. It requires a DC 20 Repair check to be usable.

D - Docks

The docks are fashioned from concrete, and are weathered like much of the rest of this place. They are not as badly weathered as most of the structures, as they were rebuilt during the time that Alcatraz was operating as a museum/park. The remains of some of the old guide-signs from that time still stand on the docks.

The pitted surface of the docks is easy to walk on, despite the coating of seagull droppings and other detritus. At the landward end of the docks stands a small hut with several signboards inside it.

If the characters investigate the hut, they find that the signboards are all bare, the paper and printed coverings on them long-since having disappeared. However, there are also the remains of several old vending machines that the characters can attempt to scavenge.

Scavenge (DC 15): Two bottles of Toxicola (Electric Orange).

Scavenge (DC 20): An old tourist map of Alcatraz.

If they locate the tourist map, allow them to see Adventure Map #1. You may also tell them the broad-category names assigned here with each of the letter codes.

E - WPP4 Complex

This area is detailed in *Encounter 6*.

Encounter 5: Children of the Sea

Note: This encounter details both the ruins of the Museum and the Research Laboratory that was established on the Island for a period of time.

Museum Complex

This structure was once part of the prison, but was converted to serve as a museum once the island became a tourist attraction. It is in better repair than the rest of the complex and still contains furniture and objects, due to its much more recent occupation.

There are many rooms, most are obviously old and weathered displays about the history of the island, the prison, and (to a lesser extent) the research facility. Detailed descriptions of these rooms are not included because, while potentially interesting, there are a great many of them. Featured display objects might include:

- Manacles (prison artifact)
- Guard Uniform (prison artifact)
- Prison Menu (prison artifact)
- Geological Map (nature of the island)
- Aquatic Life (nature of the island)
- Flora and Fauna (nature of the island; mostly shrubs and sea birds)
- Collective Intelligence Paper (research facility; prelude to the facility)

There is one room of particular note that is worth detailing: the remains of the display about Modern AIs in the research facility section.

Steel plating adorns the walls of this room, engraved with a scrawling pattern of lines and symbols. Hanging from the ceiling are a few glass panels, and the evidence that there used to be more lies shattered on the ground in places.

When someone approaches one of the hanging panels, a light will flicker to life within it, displaying a moving image. There are three such panels. Two of the panels feature scientists talking about research goals and principles. They are discussing the evolution of early AI research as it morphed into Collective Intelligence research, and then into Effective Intelligence (EI) research.

The third panel shows an animation of the assembly of an AI core. Any character who studies this animation will receive a bonus when dealing with the AI core in *Encounter 6*.

Finally, there are some scavenger opportunities here, as detailed below.

Scavenge: DC 15: 1 bottle of Toxicola (Grape Avalanche)

Scavenge: DC 23: 1 Super-Med Kit

Scavenge: DC 32: 1 Flash Crystal (contains a technical dictionary)

Research Laboratory

The original structure here is an old building from the prison days; however, within that shell was built a newer, stronger, technology research laboratory. At a time when research into Artificial Intelligence was peaking, so were concerns about what might occur should an AI (or its later cousins) become rogue, so research facilities devoted to such research were inevitably consigned to remote, inaccessible locations.

The research facility itself extends several stories underground, and, since the time it was built, the sea-facing walls have corroded and portions of the lower levels are thoroughly flooded. As with the other structures on the island, there is no specific map of this facility. There are a great many rooms within it; however, as it is occupied by the Children of the Sea (a race of semi-aquatic mutants who have taken to occupying the laboratory), the characters will not really have the opportunity to explore the structure.

Continue with the following when the characters approach the exterior of the facility.

The ancient shell of a building rises around a sleek, newer building made of steel and concrete under it (albeit still showing age). Heavy doors stand closed and the windows remain intact.

As you approach, the doors crack open, and a harsh guttural voice cries out, "Excht! Gurleng ut shreinfur."

The creature speaking is one of the Children of the Sea, and despite calling out in its own tongue, it does understand a modicum of English and Chinese, sufficient to communicate with the characters if needed. Characters will need to speak both English and Chinese to decipher and understand this Symbiotic Mutant.

The Children of the Sea are an amphibious race of mutants, born originally at a genetics research lab in Oregon. Since then, they have slowly spread along the coastal areas, claiming remote islands and shoals as homes. As luck would have it, the characters have a chance to meet and become friendly with a group of them based on the Island of Alcatraz.

If the characters can convince the creature of their non-hostile intentions, or at least that they will not harm it for the time being, then one of the Children will exit the building to speak with them (provided the characters can understand the creature). The Children of the Sea understand both English and Chinese, but only can vocalize the cross-breeding of the languages.

Stepping out from the building is a creature, about human-height and with obvious human heritage, but its skin shimmers in the sunlight, and its hands and feet are webbed.

"We can talk. What business do you have here, on our island?"

Allow the characters to explain. They may also have questions they wish to ask; use the following as a guideline for answering them.

What are you?

We are the Children of the Sea. We were born in the sea and we guard those sites we claim using our brethren from the oceans.

What is your name?

You may call me Sam'ueel.

How do you claim to own the island?

Few are those who can reach this place without their watercraft. Those who do and who prove themselves to not be our friends, they do not survive long on this place.

What do you know of the Chi?

Pah. They are no friends of ours. They seek, always, to reclaim this island from us. But so far, they have failed.

Would you consider an alliance with another group?

We might, but we are not like others and do not live like others. What could they offer to us that we could make use of? And what would we have that they might make use of?

What about an alliance to defend against the Chi with those who live at the far end of the Bay?

That has the sound of promise.

What do you have for trade?

We do not trade with outsiders at this time. Perhaps if you prove yourself we will.

How could we do that?

The towers, they are ruled by a creature that kills us and our brothers whenever we stray too close. You might reason with it such that it does not do so anymore.

Do you have any means for us to get back to the mainland?

We might, but again, why should we help you?

The Children of the Sea do not know about the signal, but if asked about the structure in the water, they refer to it as “the towers”. They are also rightfully scared of it, as the *EI* vigorously defends the structure against intrusion, and several Children of the Sea have been slain by it. If the characters want to prove themselves, either to trade or gain an alliance opportunity, they will have to enter this structure and find a way to make the AI friendly to the Children (in this case, the solution is to just take it). If they wish to, the Children will help them get to the entry ladder to the structure, as detailed in *Encounter Six*.

Encounter 6: Ghost of the Wind

Note: This encounter is large, containing a number of smaller encounters set within the confines of the Wind Power Plant. There is a map for this encounter: *Adventure Map #2 - WPP4*.

Getting There (SC 2-3)

If the characters have the assistance of the Children of the Sea to reach the towers, then this is simple. Several of their companion creatures will carry the characters out to where the dock entrance to the structure once was. (These companion creatures are a variant of mutant dolphin.)

If they do not have the assistance of the Children of the Sea, then they must swim to the towers. This is no simple task, requiring five successful Swim DC 20 checks. Failure by 10 or more results in the character starting to drown (see Drowning rules in the EXS). Failure by 5 or more results in the character becoming Fatigued for 1d4 hours.

It is not possible to walk across the bottom to reach the towers; the entry points for the towers are right around the water-line, or 50 feet up the towers. There are no entrances below the water line.

Once they reach the towers, read the following.

Three tall towers connected by catwalks rise from the water’s surface. The towers’ rusted bulk drives straight up for at least one hundred feet before being capped by massive turbine blades. Of the three turbines, only one is still moving, and one of the others is missing some of its blades.

The towers are badly rusted, and one of the lower catwalks has rusted away in the center, the remainder of it sloping down toward the waves. On the side of the south tower is a ladder emerging a short distance to a metal door set into the side of the tower. This appears to be the only viable means of entry.

The door at the top is locked and, being rusted, may be opened either with a DC 18 Disable Device (Open Locks) skill check or can be burst open with DC 22 Strength ability check.

Room 1 - Wetroom 1

Most facilities like this had rooms designed for people to put on and take off outside gear. This is one of those rooms. There are hooks on the walls, and what amount to lockers around the edges of the room. There are no leftover items in here that may be scavenged, and this is one of the few safe rooms in the structure, as the *EI* has no monitoring or repair operations in this room (or the other wetroom).

Room 2 - Tower Access (SC 3)

This room extends upwards 50 feet to the grated floor of the room above. As the catwalk that leads to the third tower is not serviceable, the characters will have to climb through this tower and cross the second tier of catwalks.

However, this chamber is also the first line of protection controlled by the AI that runs this facility. Beginning forty feet up, the ladder is broken into distinct sections by pairs of small insulating bands between the rungs. These sections are electrified. A **DC 24 Search** check allows an attentive character to notice this; while a **DC 24 Disable Device** check is capable of disabling the electrical charge device.

If the device is not disabled, the first character to reach that point suffers 6d6 electrical damage (**DC 18 Fortitude** save for half damage). Characters who suffer this damage must make a **DC 10 Climb** check or fall, suffering 4d6 falling damage. The electrical charge takes 2d4 rounds to recharge each time it discharges.

Room 3 - Turbine Head 2

This room is silent, except for the wind blowing past the tower. The walls of the chamber are plain, undecorated steel, except for sets of parallel rails that run up the walls thirty feet to where the silent turbine sits. The characters may search this room, whether for devices and traps or for scavenge opportunities. Any character who does so quickly realizes that there is faint evidence that stacks of supplies once covered the floor in this chamber except for a thin path running across the room from the two catwalk doors.

There is no salvage or other equipment to be garnered from this room.

Room 4 - Turbine Head 1

This room is blackened, and the wind gusts through the gashes rent in the walls. Lying in a mangled heap on the floor is the remains of the turbine, which is partially embedded in the floor.

It is not possible to salvage this turbine as anything workable, but it can be salvaged as scrap metal with a successful Craft (salvage) DC 20 skill check. This turbine easily weighs several tons and provided the time given, anyone attempting to salvage it will only be able to acquire roughly 200 lbs. of scrap metal in pieces worth 120 steel total.

Room 5 - Turbine Head 3 (CEL 4)

The turbine in this room is still operational, as is the ape-shaped automated repair drone that clings to the rails on the walls of the chamber. This drone is controlled by EI and will launch an assault against the intrusive characters. The drone is able to move up and down the walls like a simian climbing, as well as being capable of detaching itself from the rails. The ape-like repair drone will throw defective parts (like barrel-shaped cylinders) down at the characters first and, when it runs out of those, will descend from the turbine to engage the characters directly.

Room 6 - Wetroom 2

This room is similar to Room 1, except that it does have one set of gear still hanging on a peg on the wall. This suit provides the defenses of a suit of Leather Armor. It was, however, designed specifically to protect its wearer against electrical shock. Thus, it also grants EDR 4.

This room is vacant, and filled with hooks and lockers, just like the first room you entered in this place. However, unlike in that room, there is still a leathery suit hanging on one of the hooks. Several silvery mesh strips line the outside of this leather suit.

Room 7 - Machine Shop

The edges of this room are occupied with work-benches in which are set various machining tools (die-cutters, grinders, and drill presses). These tools can be scavenged, provided the characters have a watercraft to carry them in and the time to disassemble them. However, when the characters enter the room, continue with the following.

Kong Repair Drone (CR 4)

Medium construct; HD 7d10+10; hp 48; Mas —; Init +1; Spd 30 ft., climb 30 ft.; Defense 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); BAB +5; Grap +9; Atk +9 melee (grappler, 1d4+4) or +8 ranged [thrown] (metal cylinder 1d6+2); Full Atk +9/+9 melee (grapplers, 1d4+4) and +4 melee (welding torch, 2d6+6 electricity); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Darkvision, natural climber, stability, effective intelligence; SV Fort +2, Ref +5, Will +3; Str 18, Dex 17, Con —, Int — (12), Wis 12, Cha 6.

Skills: Climb +12, Repair +8

Traits:

Darkvision (Ex): Repair drones have 120 ft. Darkvision.

Effective Intelligence (Ex): Kong Repair Drones are controlled by an Effective Intelligence, granting them an Intelligence score equal to one-half that of the Effective Intelligence that controls them.

Stability: Due to its robotic grapplers, a repair drone has a +8 bonus to trip checks made to prevent being knocked prone.

Skill Bonuses: Kong drones receive a +8 bonus on Climb checks and may climb at normal movement, instead of ½ movement. Additionally, the Kong Drone may always 'take 10' on their climb check regardless of any situation that may prevent them from doing so. Kong Drones receive a bonus to Repair checks equal to their Hit Dice.

The scent of oiled metal permeates this workshop. The outside of the room is occupied by workbenches, each with one or more tools designed to work with metal set into the surface. As you are examining the tools, a dry, tinny masculine voice echoes through the room from a ceiling speaker.

"This is a restricted zone, and you lack the authorization to enter this space. You have one minute to remove yourself before chamber flushing is undertaken."

The characters do indeed have one minute; ask them what they want to do. If they retreat from the room, it will remain un-flooded, but this same proclamation occurs each time the characters enter the room anew. A DC 18 Spot check reveals a series of closed irises along the floor level of this chamber, and unlike the chambers above, the floor of this room is solid.

If the characters elect to continue forward instead, and *remember to close the door behind them*, then the chamber will become flooded, but will also later drain. If they forget to close the door, the passageway beyond will start to flood as well; at which point, it requires a DC 14 Strength check to force the door closed against the water that is rapidly flooding the chamber. It takes two minutes to completely flood the chamber.

Room 8 - Enclosed Service Tunnel 1 (SC 1)

This tunnel and its companion tunnel on the far side of the generator room are self-sealed service tunnels. They serve to provide a safe means to reach these otherwise inaccessible chambers. There is nothing of interest in this service tunnel.

Opening the door between the service tunnel and the generator room is difficult (see the next room for the reason why); it requires a DC 18 Strength check to open. Furthermore, anyone who touches the door with bare flesh feels a light tingling.

Room 9 - Generator Room (SC 3)

Four massive generator plants occupy this room. The main drive-shafts of each of the three towers meet here and enter various mechanical transmissions that route their drive-force into the generators. However, only one generator is nominally functional, and two of the others have degraded to the extent that they have electrified the better part of the room (these are the two generators on the far side of the room from where the characters enter).

Because this room was designed to house the generators, the inner room is correctly shielded from the remainder of the structure, preventing the electricity from shorting out into the ocean water.

Finally, this electrical field has magnetized the room, making it difficult to open the doors leading out of the room. Opening the doors requires a DC 18 Strength check (whether the field is active or not); however, if the field is active it is not possible to 'take 10' on this check.

Electrified Field

Automatic Damage: 2d6 electrical per round of exposure (no save)

Temporarily Dampening the Field: A Repair DC 19 check reduces the field's automatic damage to 1d6 damage per round for 2d3 rounds. Making this check requires being adjacent to one of the malfunctioning generators and is a full-round action.

Shutting Down the Field: It requires five Repair DC 24 checks to successfully shut down the field. Each of these Repair attempts must be made adjacent to one of the malfunctioning generators. Furthermore, each of these checks takes two full-round actions to complete. Finally, the individual who is performing the repairs is, by necessity, deeply involved with a damaged generator, and thus suffers 1d4 damage over the course of each of these Repair checks (whether they succeed or not).

Room 10 - Enclosed Service Tunnel 2 (SC 3)

Like service tunnel #1, this tunnel serves a functional purpose. However, unlike tunnel #1, it is not empty. A corpse lies against the far door when the characters enter the tunnel.

Lying against the door at the far end of this tunnel is slumped a body. It appears desiccated, as if it perished a long time ago.

This body has been here since shortly after the war that led to the Exodus. A brief examination of the body will be unable to determine a cause of death (no obvious wounds). Its clothing suggests a scientist of some

sort. The only salvageable goods on the corpse are as follows (half-pack of humpback cigarettes, fuel-lighter, a fuel-cell flashlight, and an unreadable ID name tag).

Opening the door into the final room is not easy. It is protected by both a physical lock and an electronic lock. To unlock and open the door requires both a DC 24 Disable Device (open locks) check and a DC 24 Computer Use check to be made within 1 round of each other. (This requirement prevents people from 'taking 20' on these checks).

Room 11 - EI Control Chamber (SC 4)

The EI is contained in the cell-computer located in this room, and once the characters have found a means to communicate with it, the reason for its broadcast will become evident. When the latest generator failure occurred, the power-levels supplied by the WPP dropped below critical thresholds, causing the EI to divert sufficient power to send the notification broadcast.

Characters with the appropriate skills will be able to correctly shut down the EI. Those without the correct skills can still recover the EI; however, use of an incorrect shut-down procedure will damage it.

The walls, floor and ceiling of this chamber shine in the stark light that bathes the room. The walls by the door are covered in banks of dials, many lodged in red sections. A console sits in the center of the room, butting up against a glass wall that runs across the center of the room. On the far side, a single tower rises in the middle of the cordoned off area, cables streaming from it towards panels covering the far wall, all lit by the steady glow of lights from within the tower.

Monitoring Banks

The monitoring banks on the nearby walls are designed to show a human observer the state of the WPP; most are in the red because so many of the systems of the facility have failed. Nothing can be done with these dials, however, any character who studies them and understands them (a DC 14 Intelligence check) gains a +2 bonus on any Computer Use check made to interact or operate on the EI.

Isolation Wall

The glass wall that bisects the room has no door in it; breaking the wall down requires either a DC 16 Strength check or 30 points of damage to it. If the wall is broken, the EI enters an emergency shutdown (this is not a safe shutdown mode).

Control Console

The control console uses a combination of VR projectors and touch surfaces to offer an interface with the EI itself. A Computer Use DC 20 check is required to activate the console. When this occurs, continue with the following.

As the console comes to life, a swirl of glowing lights coalesces above it into an androgynous face. "Greetings Controller, the year is 2044. The current time is <insert time of day>. The current wind speed is 23 miles per hour. It has been 32 years since the last scheduled maintenance. Maintenance level Omega. Two towers are non-operable. Two generators have breached. Power at 35%, core breach and complete Effective Intelligence structural failure estimated in 185 days.

"Please state your San Francisco Solar and Wind user ID and passcode to further access the Effective Intelligence. <pause for response> Voice pattern not recognized in system. Please type your ID and passcode on console A for confirmation.

The EI does not understand or know anything about outside of the WPP; trying to explain the Exodus to it is as effective as trying to explain it to a fish. The PCs can certainly introduce themselves, but talking about the clearance is more difficult. Trying to bluff their way through is possible; knowing what the old clearance levels were requires a Knowledge (History) DC 22 check. Once they know what the old clearance levels were, they must make a Bluff or Computer Use check, opposed by the EI's Sense Motive.

If successful, they are then given access to the diagnostics panel, which includes the ability to cleanly power down the EI. However, attempting the power down is not as straight forward as they may wish, see below.

If the characters do not want to talk with the EI, they can attempt to hack their way into its programming; doing so requires a Computer Use check, opposed by the defensive Computer Use check of the EI. Each time they attempt this and fail, the EI gains a cumulative +1 bonus to its Computer Use skill against such attacks for a 24-hour period. If successful, they gain access to the diagnostics panel, as noted above.

The diagnostics panel indicates that the EI has been broadcasting periodic service interruption notices; an automated task that occurs when the facility's operations capacity is threatened.

Powering Down the EI

As noted above, this is not as simple as just hitting a switch. The characters must succeed on four Computer Use checks that are opposed by the EI. However, the EI must alternate using its Computer Use and Sense Motive skills. It does not gain a bonus for failures by the characters; instead, each success the characters have imposes a cumulative -2 penalty on all skills that the EI has for a 24-hour period.

Each check that the characters fail deals their result as damage to the EI. If the characters succeed on their four checks before the EI runs out of hp, they have successfully powered it down. If they do not, then it triggers an emergency shutdown.

EI Core

Use the following as statistics in the sidebar for the EI while it is active.

Once the EI is shutdown (safely or otherwise), the characters may break into the rack area. Knowing which components to remove to take the EI with them requires a DC 20 Computer Use or DC 20 Knowledge (technology) check.

The other sundry components here may be salvaged using either a DC 15 Salvage check or a DC 18 Computer Use check.

Emergency Shutdown

If the EI enter into an emergency shutdown mode, the EI cores will overheat and be fried beyond repair. At this point, the EI cores are pretty much useless; however, someone with a powerful technological center may be able to recover some of the data stored in the EI cores.

Ending the Encounter

When the EI is shutdown, it also shuts down 20% of San Francisco's power that is gained by alternative energy sources still in effect from pre-Exodus days. The Chi Dynasty will figure out their power loss in less than 2 hours and send out a patrol to the wind turbines to determine the problem. If the party is still within the facility or on Alcatraz Island, they will be assaulted by a group of Chi Dynasty from a boat patrol, whom they may potentially be able to get a powerboat from. If the party is leaving the facility, they will encounter a Chi Dynasty boat patrol as detailed in Encounter 3.

If they return to the Children of the Sea, proceed first to *Ending: Ally of the Sea*; otherwise, first ask the characters how they intend to get away off Alcatraz. (The easiest way is to return to the Children of the Sea).

If they return to the *Ghūl* at Berkeley, proceed first to *Ending: Science Foundations*.

If they decide to give the EI to the Chi Dynasty, proceed to *Conclusion: Dynasty Empowered*.

If they return to the Techno-Reapers, proceed to *Conclusion: Reap the Rewards*.

Effective Intelligence

Digital Intellect; HD 10d10+50; hp 105 (hardness 5); Init +3; SQ Digital Entity; SV Fort —, Ref —, Will —; Str —, Dex —, Con —, Int 24, Wis 18, Cha 22.

Skills: Computer Use +20, Concentration +17, Gather Information +19, Knowledge (Engineering) +20, Knowledge (Nature: Ocean) +20, Knowledge (Science) +20, Knowledge (Technology) +20, Repair +20, Sense Motive +17

Traits:

Digital Entity: Digital entities have no physical attributes and are not affected by any effect that requires a physical attribute. They cannot use skills that require a physical body to function. Anytime they need a physical attribute modifier, they should instead use one-half their Intelligence modifier, rounded down. Their Hit Dice represent the resilience of their neural network and how much damage it can suffer to that network before it must trigger an emergency shutdown. The Hit Dice also represent the maximum skill modifier that the EI may have.

Endings & Conclusions

The party may have several conclusions based on the actions they took during the adventure. Read all of the conclusions that apply to the party's actions or the individual character's actions.

Ending: Ally of the Sea

Returned to the Children of the Sea

The characters return, having resolved the danger of the towers.

Returning to Alcatraz Island with aid from the Children of the Sea, Sam'ueel meets you outside the research building that these strange creatures live in. Speaking in his hybrid language, he asks "Have you made the towers safe?"

Assuming they have...

"Good. We offer friendship. As friends, we will get you back to land. There are no boats here on the island, but on the bottom of the Bay is plenty of watercraft that only need little repair to be operable."

Sam'ueel is good to his word and will get a sunken boat and bring it to the surface. The characters will need to make a Repair check DC 10 to patch the breaches. Sam'ueel will have a mutant baby whale pull the craft to the other side of the Bay near Berkeley on the beach. Furthermore, friendship with the Children of the Sea, while not of an immediate benefit, does mean that the Children will also treat other, non-Chi factions with more tolerance. Perhaps even becoming allied with one in the future.

Once the characters have returned to the mainland, there are several more options.

If they return to the *Ghūl* at Berkeley, proceed first to *Ending: Science Foundations*.

If they decide to give the EI to the Chi, proceed to *Conclusion: Dynasty Empowered*.

If they return to the Techno-Reapers, proceed to *Conclusion: Reap the Rewards*.

Ending: Science Foundation

Returning to the *Ghūl* of Berkeley

The characters are easily granted another interview with Dreyfus.

Returning to Berkeley and seeking out Dreyfus at the Oakland military base, he states, "I see you have returned without our Trawl Fisher. I trust you found something to make its loss worthwhile?"

There are several things the characters may have that will satisfy Dreyfus. The EI core, knowledge about the Children of the Sea, or a Chi Dynasty powerboat. He does not care whether an alliance was immediately reached or not, simply knowing they are there allows the *Ghūl* to begin the process of courting the Children as allies. Once the characters have satisfied Dreyfus, he will return the 2000 steel collateral for either the EI or a Chi Dynasty powerboat.

If the characters give the EI core to Dreyfus, they gain +3% fame with the *Ghūl Collective*. However, they also gain +1% infamy with the Techno-Reapers. This is the end of the adventure.

If they did not give the EI core to Dreyfus, then they still have more options.

If they decide to give the EI to the Chi, proceed to *Conclusion: Dynasty Empowered*.

If they return to the Techno-Reapers, proceed to *Conclusion: Reap the Rewards*.

Conclusion: Dynasty Empowered

Giving the EI to the Chi Dynasty

This is not a likely result, however, if the party may consist of characters from the Chi Dynasty seeking to gain favor. If the characters do give the EI to the Chi Dynasty, the following benefits are gained.

+5% fame with the Chi Dynasty.

+3% infamy with the Techno-Reapers.

+5% infamy with the *Ghūl Collective*.

1000 steel reward per character.

Conclusion: Reap the Rewards

Returning to the Techno-Reapers

The party has made its way back to a Techno-Reaper base where they can meet with June, the Techno-Reaper who initially sent them on the phantom signal chase.

Returning to June at a Techno-Reaper outpost near Berkley, she states, "Welcome back, comrades. I am pleased to see you have returned in one piece. What news of the signal?"

Allow the characters to talk about what they discovered. Ultimately, if they have returned with the EI core, June will be more than pleased. Regardless of the state of the core, the characters receive +3% fame with the Techno-Reapers.

Returning with the core after it underwent an emergency shutdown grants the following:

- ☛ **Techno-Reaper Background or Techno-Reaper Fame (5% +):** Characters who are Techno-Reapers, but with less than 5 points of Techno-Reaper fame receive 100 steel. Characters with 5 or more points of Techno-Reaper fame receive 500 steel.
- ☛ **Steel Disciple Initiate:** Steel Disciples are paid 300 steel (as a mark of respect).
- ☛ **Hired Gun:** Everyone else is paid 200 steel.

If the characters managed to retrieve the core while triggering a proper shutdown, they receive a bonus 500 steel each and an additional +2% fame.

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 when calculating 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 less than the CEL, add the difference to determine the adjusted CEL. If the APL is greater than the CEL, subtract the difference from 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
Slow Boat to Alcatraz	Defeat Chi Dynasty boat patrol	8 (+/- APL) x 130
Room 5: Turbine Head	Defeat Kong Repair Drone	4 (+/- APL) x 48
Room 11: Ending Encounter	Defeat Chi Dynasty patrol	8 (+/- APL) x 130
Skill Challenges (SC)	Achievements	XP Earned
Boat Scavengers	Scavenge and Repair a boat (repair, search)	750, 1000, or 1250
Slow Boat to Alcatraz	Successfully Navigate to Alcatraz (drive)	500
	Avoid Chi Dynasty Patrol	750
Menace from Below	Swim to Alcatraz (swim)	500
Ruins on the Rock	Locate Children of the Sea tracks (survival)	625
Ghost of the Wind	Swim to Wind Power Plant (swim)	500
	Gain Entrance to Tower (disable device or Strength)	
Room 2: Tower Access	Disable Electrical Trap (search and disable device)	625
Room 8: Service Tunnel	Pry open Door (Strength)	375
Room 9: Generator Room	Dampening or Disabling Electrified Field (repair)	375 or 625
Room 10: Service Tunnel 2	Opening Door to EI (computer use and disable device)	625
Room 11: EI Control Chamber	Interfacing with EI (computer use)	500
	Safely Shutting Down EI (computer use)	500
	Removing EI core (computer use or knowledge: technology)	500
Role-Playing (RP)	Achievements	XP Earned
Introduction	Interacting with June and accepting job	100
Boat from Berkeley	Interacting with Dreyfus and gaining access to Trawl Fisher	100
Children of the Sea	Interacting with Sam'ueel and learning of the Wind Towers	100
Ending: Ally of the Sea		250
Ending: Science Foundation		250
Conclusion: Dynasty Empowered		500
Conclusion: Reap the Rewards		1000
Divide by the number of players for each player's total EXP		
Time Units Spent: 2		

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.

Give EI core to the *Ghul Collective*: +3% fame *Ghul Collective*; +1% infamy Techno-Reapers.

Give EI core to Chi Dynasty: +5% fame Chi Dynasty; +3% infamy Techno-Reapers;
+5% infamy *Ghul Collective*.

Give EI core (emergency shutdown) to Techno-Reapers: +3% fame Techno-Reapers

Give EI core (clean shutdown) to Techno-Reapers: +5% fame Techno-Reapers

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 earn 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
Introduction	350 or 500 steel
Dynasty Empowered	1000 steel
Reap the Rewards	100 to 500 steel

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 20	Barter DC 30
Slow Boat to Alcatraz			+5%	+10%
Ammunition 9mm (40 rounds)	2.5			
Arrows (240)	1			
Beretta 92F Handgun		350		
Combat Leather Jacket		500		
Compound Bow (4)	250			
Healing Salve (8)	10			
Inferno (2)	200			
Leather Armor (4)	350			
Medpak		87.5		
Rope (20 ft.)		12.5		
Voodoo (2)	200			
Waterskin		5		
Ruins on the Rock				
Ammunition .44 (11 rounds)	1.5			
Revolver DA .44 Handgun (if repaired)		300		
Toxicola (Electric Orange) (2)	5			
Tourist Map of Alcatraz		5		
Children of the Sea				
Alcatraz Artifacts		250		
Toxicola (Grape Avalanche)		5		
Super-Med Kit		175		
Flash Crystal (see cert entry)		1000		
Ghost of the Wind				
Flashlight (fusion battery)		20		
Humpback Cigarettes (1 pack)		12.5		
Leather Suit (see cert entry)		2500		
Lighter Fluid		1		
Machine Shop (see cert entry)		3500		
Turbine Salvage Scrap		120		
Endings (On Alcatraz or in Towers more than 2 hours)				
Same loot as Slow Boat above				
Powerboat (see cert entry)		31250		
Total	— —			

Certificate Entries

Flash Crystal: This Flash Crystal contains a Technical Dictionary with schematics from pre-Exodus times. When used in conjunction with an operational Computer or Robo-Core PA 2000, the character can access technical definitions and technical schematics of complex or lower DCs under the Craft (chemical, electrical, mechanical, and structural) skill.

Leather Suit: This leather suit adorned with strips of mesh functions as a suit of concealed mesh as detailed in the EXS, with the exception that it is not concealed and it grants 4 EDR against electricity elements.

Machine Shop: You have liberated a die-cutter, drill press, and grinder from pre-Exodus ruins. In order to use these machines, the character needs either a Fusion Generator (as detailed in the SWG) or a residence with power. When using the machine shop, the character reduces the time by one-half it takes to craft any physical items of structure.

Chi Dynasty Powerboat: You have acquired a powerboat (as detailed in the SWG) from the Chi Dynasty. While this watercraft is very rare, it still requires a port of call and upkeep costs. The character may port this watercraft at Orrick, Berkeley, or the Junkyard for 250 steel per adventure upkeep. If the character has the Chi Descendant background or is a member of the Chi Dynasty organization, he may port the watercraft at San Francisco for 100 steel per adventure upkeep. Failure to pay upkeep on the powerboat results in the boat being stolen or destroyed beyond repair during downtime.

Appendix A: Watercraft Vehicles

Vehicle	Crew	Pass	Cargo	Init	Man	Speed	DEF	Hard	HP	Size	SCRC	Cost
Powerboat	1	5	400	+1	+1	270 (27)	8	5	150	Huge	VR	125000
Raft	1	5	100	-4	-4	20 (2)	4	2	10	Large	C	250
Rowboat	1	2	250	-4	-4	30 (3)	10	2	20	Medium	I	1500
Trawl Fisher	1	5	400	+0	+0	120 (12)	6	5	100	Huge	R	7500

Powerboat

Miami Dice Powerboats were a luxury of the corrupt and the rich. These fusion-powered boats were used for both drug running and recreation before the Exodus.

Raft

Rafts are the poor man's rowboat. Rafts were use typically in pre-Exodus recreational lakes as anchored staging points for swimmers and partiers'. These types of rafts were made of aluminum floating on pontoons or made of multiple layers of wood.

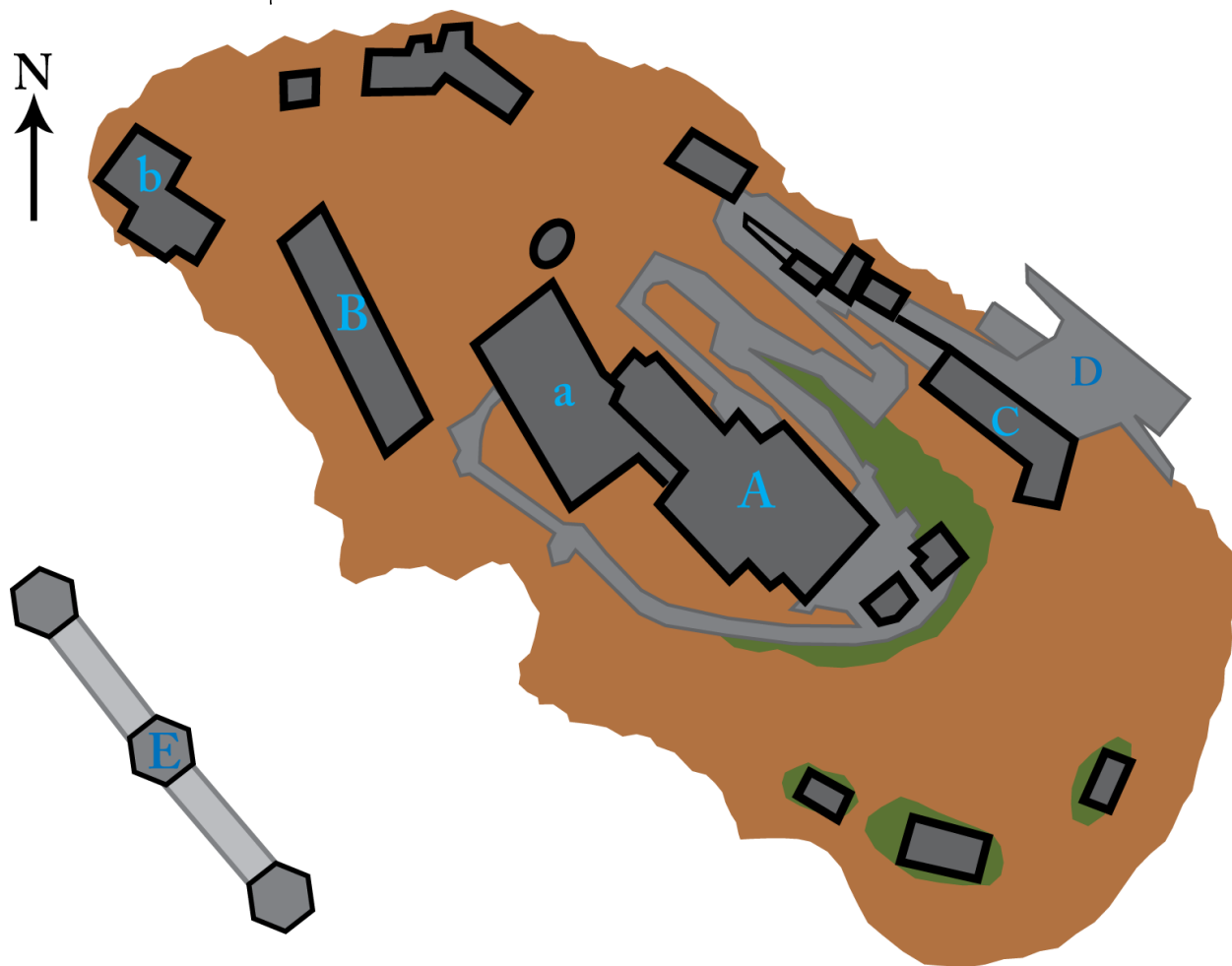
Rowboat

A favorite of the fisherman, these small rowboat were made by the Catch and Release Redneck Company. The CRRC comes in aluminum, fiberglass, or wood.

Trawl Fisher

The Trawl Fisher was a popular recreational small lakes fishing boat made by Crawl Daddy Fishers, a subsidiary of the Catch and Release Redneck Company. The Trawl comes in aluminum and fiberglass.

Adventure Map #1 - Island of Alcatraz



Adventure Map #2 - WPP4

