



ROSWELL CHRONICLES: SUBMERGED

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An Exodus OPS Campaign Adventure

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

A pre-Exodus device has brought you to a strange underwater settlement inhabited by inhuman creatures. Where are you? What is going on? And, more importantly, how will you return home? *Roswell: Submerged* is an Exodus OPS campaign scenario for 4 to 6 characters of 4th to 6th level. This adventure directly follows *Roswell: Infestation* and should be played immediately after.



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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.

Overseer's OPS Note: Low Level Player Characters

All OPS wasteland adventures are designed for a particular level range (see Average Character Levels below) 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.

ROSWELL CHRONICLES: SUBMERGED

EXODUS OPS

SCENARIO 21b

Roswell: Submerged

Location: Undersea Island of Dr. Cousteau, Corpus Norris, San Antonio, El Paso, Alamogordo

Number of Characters: 4 to 6

Average Character Levels: 5th

Max CEL/SC: 30/24

Max Purchasable Equipment Value: Alamogordo (3500 steel)

Adventure Summary

Roswell: Submerged begins with the heroes escaping through the teleporter into an underwater government facility. There they meet the mysterious Doctor Cousteau, and his servant Birmingham. Doctor Cousteau is a very old man, who was originally hired as a member of Project Trinity. But Cousteau could not stomach the horrific experiments being performed on humans, and thus he and a few sympathizers engineered a coup of the underwater facility. However, before the government could take the facility back, the Exodus occurred. Safe and sound beneath the waves, Cousteau used his knowledge of genetics to experiment on fish, creating a race of shark men. His team is long since dead, and Birmingham was rescued by the shark men from a shipwreck.

As the heroes adjust to being trapped underwater their whole lives, Jonas J. Jones is found murdered, with his arm bitten off. This is clearly the work of one of Cousteau's shark men, but which one? The investigation slowly casts suspicion not on the shark men, but on Doctor Cousteau himself.

And then zombies start coming through the teleporter. Birmingham calls a retreat, but he is shot by Doctor Cousteau. As Cousteau's old team grew older, he killed them off one by one in order to experiment on their bodies, and he intended to do the same thing to Birmingham once he had outlived his usefulness. Jonas was a threat to him, and so he had to die, but Cousteau has realized his murder of Jonas was imperfect and that the game is up. He has experimented on himself and become one of the shark-men.

In the end, the heroes defeat Cousteau. They make it to a mini-sub and flee the underwater base, activating its self-destruct sequence and blowing it to smithereens. As they return to the coast of Texas, and from there back to Alamogordo, they must wonder whether they have stopped the zombie horde, or merely delayed it.

Optional Introduction (For New Players)

For those players playing *Roswell: Submerged* without first playing *Roswell: Infestation*, the premise is much the same. A Techno-Reaper of the Roswell unit named Jonas J. Jones has hired the PCs to test a teleporter he found that he believed would send them to the mysterious military base under Roswell, New Mexico. Those PCs who played *Roswell: Infestation* were successful, and this scenario picks up after their escape from the facility. For those who did not, however, the teleporter malfunctioned, holding them in its pattern buffer before a glitch caused them to be teleported to the underwater facility with the others.

The Island of Doctor Cousteau

This round begins immediately after the last round ends. Characters playing this immediately after the last round have no time to heal or rest. Jonas remains with them as well.

The entire scenario takes place in the underwater laboratory of Doctor Cousteau. This is a very large place, nearly 400 feet in diameter, and beneath the ocean. The outer walls are ridiculously thick (400 hp per 5 ft. square, hardness 30, break DC 50). And if the PCs do manage to break through, everyone dies except the shark men and Doctor Cousteau (who is secretly a shark man), including the PCs.

The inner walls are a little weaker, but they are still heavy (100 hp per 5 ft. square, hardness 15, break DC 30). The dome itself is 200 ft. high in the center, but the buildings within (such as the laboratory complex) are only 15 feet high.

The scenario begins as the last one (Infestation) ends.

You feel the strange, painless dissolving sensation once more. The zombies vanish away as you teleport, again into a very similar room. But it is not the room you found in Roswell. The door is different. Where have you gone?

The characters are currently in section A of the map at the end of this adventure. The door leads to section B. The door is rusted shut from disuse. It will take a DC 20 Strength check to force it open. The DC lowers by 5 if the PCs use some method of clearing the rust from the door. Once they enter the storage room they will find that they are not alone.

The musty, stale air of the teleport chamber freshens as the door opens. It is still stale and recycled, but there is a salty tang to it. The room is mostly dark, lit only by naked hanging bulbs spaced wide apart, with rows and rows of simple metal shelves lined with rations, tools, and other supplies. There is a rummaging sound, and, as your eyes adjust to the dim light, you can see the source. A hideous monster far taller than a man is rooting through a supply bin. The light from the sparse bulbs glints off its grey, rubbery skin, and its arms and back have fin-like protrusions. And its head, its head is a mass of monstrous teeth. This creature seems to be some sort of horrifying amalgamation of man and shark, walking on two legs. It sees you and with spittle flying from its large sharp tooth maw gives a loud roar.

A Sense Motive check of DC 20 allows the PCs to sense that this shark man is not aggressive or angry, and that the roar is one of shock and surprise. Allow the players to react, and if they proceed into combat, roll initiative. Unless the shark man is attacked, he will not fight back and instead will flee out the door to the residential hallway. Of course, if the characters reacted by attacking then the shark man will fight back and continue to roar, which will alert the other shark men who start arriving in two rounds. When other shark men arrive, their leader Billy will attempt to diffuse the situation using diplomacy. If diplomacy fails, after 5 rounds a total of 10 shark men will engage the party in combat.

Jonas J. Jones (CR 3)

Defensive 1/Technician 2; Medium Humanoid; HD 3d8+6; hp 28; Mas 14; Init +2; Spd 30 ft.; Defense 22, touch 16, flat-footed 20 (+4 def, +2 Dex, +6 Combat Armor), BAB +1; Grap +3; Atk +4 ranged (sawed-off 12 gauge slug 2d10, 20/x3); Atk +2 ranged (sawed-off 12 gauge slug both barrels, 3d10, 20/x3); FS 5 ft. sq.; Reach 5 ft.; SV Fort +2, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 18, Wis 10, Cha 8.

Background: Techno-Reaper

Occupation: Technician

Feats: Builder, Creative, Weapon Focus (shotgun)

Languages: Arabic, English, French, Spanish.

Skills: Computer Use +10, Craft (electronic) +13, Craft (mechanical) +13, Craft (salvage) +10, Disable Device +10, Knowledge (technology) +10, Repair +13, Research +8, Search +10

Traits: Super Genius, Tech Wizard

Talents: Mechanic, Mr. Goodwrench

Class Ability: CompuWhiz, Improvised Tools, He Who Reaps

Equipment: combat armor, duct tape, multipurpose tool, sawed off 12-gauge shotgun, 12 12-gauge slugs.

Personality: Jonas is cocky, wisecracking, and maybe a little misogynistic. He carries around a twelve-gauge double-barreled Remington from the pre-war days, which he affectionately calls his Boomstick. Despite his swagger, he is a researcher and technician at heart. He will mostly stay out of combat, but he can deal with any technological problems.

The PC reaction here will determine the attitude of the shark men for the rest of the adventure. If they attack the shark man blindly, especially if they kill him, then all the others will be Unfriendly. If the PCs do not initiate combat, the others will be Friendly.

If the shark man flees, he will run through the residential hallway and out the Environment seal into the main agricultural area of the base. The following assumes the PCs chase him. If they do not, give them about five minutes before shark men come to round them up, and adjust the text accordingly.

The strange shark creature runs into a hallway lined with doors. It turns toward a door on the right that is larger than the others and marked "Exit". The door opens automatically at his presence. The room beyond is larger, and as soon as you enter, the door slams shut and you hear the "whoosh" of air being recycled. A second later, the outer doors open and the shark man runs into a lush field of grass. You appear to be in some sort of hydroponics dome, with grass, grain, trees, and other plants scattered everywhere. There is a large lake to your left that feeds into a river that runs in a half-circle around the entire complex. The technology is obviously pre-Exodus, and it appears in good repair. But most shocking of all is the view above. The curve of the dome is transparent, and above you can see water. You are submerged so deep that you cannot see the sun, and only external lights give you a glimpse of what is outside. Throughout the dome there are shark men, tending the crops, making repairs, and performing other tasks. At the cry of their brother, they all turn and move toward you, menacingly.

Shark Man (CR 7)

Aggressive 4; Large Humanoid; HD 4d10+7d8+26; hp 89; Mas 16; Init +8; Spd 30 ft., swim 30 ft.; Defense 23, touch 17, flat-footed 19 (+3 Defense, +4 Dex, +6 natural armor); PDR 6; BAB +9; Grap +15; Atk +17 melee (bite 1d8+6); Full Atk +17/+17 melee (slam 1d8+6) and +12 melee (bite 1d8+3); FS 10 ft. sq.; Reach 5 ft.; SV Fort +14, Ref +10, Will +6; Str 22, Dex 18, Con 16, Int 10, Wis 16, Cha 10.

Feats: Alertness, Brawl, Cleave, Great Fortitude, Improved Brawl, Improved Initiative, Power Attack, Rad Child

Talents: Robust, Thick Skin

Skills: Move Silently +18, Swim +28

Evolution: By character class

Species Traits

Blindsight: A shark man can locate creatures underwater within a 30-foot radius. This ability works only when the shark man is underwater.

Keen Scent: A shark man can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile. This ability works only when the shark man is underwater.

Low Light Vision: A shark man has low-light vision.

Shark Empathy: Shark men can communicate and empathize with normal or dire sharks, or any mutant shark or shark sub-species. This gives them a +4 bonus on checks when influencing the shark's attitude and allows the communication of simple concepts and (if the shark is friendly) commands, such as "friend," "foe," "flee," and "attack."

There are about ten shark men all together, including Billy. Billy will do the talking, as he is the obvious leader. (Although his stats are no different than any of the others). The shark men will not try to start a fight, and it should be made

very clear to the PCs that there are far too many shark men to overcome. Billy can tell the PCs the following.

- ☛ Outsiders are not allowed here. We do not wish to harm you, but you must wait here for Birmingham.
- ☛ Birmingham assists Doctor Cousteau. He has always assisted Doctor Cousteau, since the beginning.
- ☛ This is the Island of Doctor Cousteau. Doctor Cousteau rules the island. He has always ruled the island, since the beginning.
- ☛ We are forbidden to enter the technical rooms. Doctor Cousteau says that all who enter the technical room will meet only their ends.
- ☛ We are of Shark and Man, thus named Shark Men, but I am called Billy. We can swim in the ocean, but never too far. To go farther than the testing boundary tempts the monsters of the deep and reduces our numbers. When one of us is lost, it upsets Doctor Cousteau.

The hammerhead shark man returns after a few minutes followed by a handsome blond man wearing a collection of bracelets, a blue elbow brace, and a utility vest over his bare chest. He smiles as he looks at you. "I hear you appeared in the technical room. No one is allowed in the tech room. Welcome to our little island. How did you get here?"

The shark men are not stupid, but they are extremely sheltered and they have never seen outsiders before. They insist on waiting for Birmingham, and will accept no other course. Once the characters have agreed to wait, Billy will send one of the others, a hammerhead shark man, to fetch Birmingham.

Birmingham is kind and affable, but it's clear he practically worships Doctor Cousteau, and his kindness is so constant that it should be a little creepy. He can convey the following to the party if they inquire.

- 🦈 This is the subterranean Island of Doctor Cousteau. It is located at the bottom of the great crater ocean.
- 🦈 Doctor Cousteau is a great man. In fact, the greatest (and only) geneticist to ever have walked the island.
- 🦈 These shark men are Doctor Cousteau's greatest science triumph. The bestiality has been bred out of them, reducing their violent tendencies.
- 🦈 Doctor Cousteau has shown the shark men how to grow their own food. Since the island is located on top of geothermal vents that provide power to the facility and keep the air recyclers going, the humidity makes for a good growing environment. In a few hundred years, the equipment might start breaking down, but in the meantime it's a paradise.
- 🦈 Doctor Cousteau rarely sees anyone. He stays in his office. I am his envoy and he'll wish to see you, as you are new visitors to his oasis. I must ask for your weapons while you talk to the Doctor. Don't worry, you won't need them here and they will be returned when your interview is over.
- 🦈 Doctor Cousteau has forbidden anyone from entering into the technical rooms. There is no one here trained in advanced engineering skills, so no one is allowed in the technical rooms.
- 🦈 There's no way off the island except via the teleporter. If you can't go back that way, then this will be your home.

Birmingham will insist on taking the characters' weapons. As he has 10 shark men to back him up if needed, it is probably best if the characters cooperate. When the party is ready, Birmingham will take them to the office of Doctor Cousteau (section K).

Doctor Cousteau (CR 7)

Aggressive 1/Missionary 4*; Large Humanoid; HD 1d10+11d8+18; hp 83; Mas 16; Init +5; Spd 30 ft., swim 30 ft.; Defense 20(22), touch 14(16), flat-footed 19 (+3 Defense, +1 Dex, +1 Dodge +2 (melee only), +6 natural armor); PDR 5; BAB +8; Grap +14; Atk +14 melee (bite 1d8+9); Atk +9 ranged (.22 hideout 2d4 range 20); Full Atk +14/+14 melee (slam 1d6+6) and +9 melee (bite 1d8+9); FS 10 ft. sq.; Reach 5 ft.; SV Fort +13, Ref +7, Will +7; Str 22, Dex 13, Con 16, Int 16, Wis 16, Cha 10.

* The Missionary class merely approximates training given to Cousteau pre-Exodus, which is no longer available to PCs.

Feats: Alertness, Defensive Martial Arts, Dodge, Elusive Target, Great Fortitude, HtH Evade, Improved Initiative

Talents: Coordinate, Inspiration

Skills: Bluff +14, Craft (chemical) +17, Diplomacy +14, Knowledge (science) +17, Move Silently +15, Swim +28

Evolution: By character class

Class Abilities

Missionary Position (+2): As an immediate action once per round, the Missionary may take the Missionary Position, gaining the bonus denoted to either his Defense (as a dodge bonus) or to one of the following Social skills (Bluff, Diplomacy, Gather Information, or Sense Motive)

Traveler: When traveling overland, the Missionary finds the shortcuts to get from one settlement to the next quickly and can reduce his and his companions' travel time by 10%. If the Missionary has the Pathfinder feat, the time is reduced by 20%.

Species Traits

Blindsense: A Shark Man can locate creatures underwater within a 30-foot radius. This ability works only when the Shark Man is underwater.

Keen Scent: A Shark Man can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile. This ability works only when the Shark Man is underwater.

Low Light Vision: A Shark Man has low-light vision.

Shark Empathy: Shark Men can communicate and empathize with normal or dire sharks, or any mutant shark or shark sub-species. This gives them a +4 bonus on checks when influencing the shark's attitude and allows the communication of simple concepts and (if the shark is friendly) commands, such as "friend," "foe," "flee," and "attack."

Possessions: Mini-Sub Key, Security Card,

Fish Stories

Note that the passage between section K and section M is secret, and actually runs under the “ground” of the dome. It will not be immediately visible, and the PCs will not have time to search Doctor Cousteau’s office at this time. Furthermore, Birmingham should have their weapons, and will shoot them if they are not polite, plus he has shark men for backup who are waiting just out in the hall. Do not spring this on the PCs suddenly. If any of them suggest doing something like assaulting Doctor Cousteau, point out to them the odds against them and ask if they really want to do it. If one PC insists on acting so foolishly, do not punish the other PCs unless they get involved too.

In contrast to the utilitarian design of the other rooms you have seen, Doctor Cousteau’s office is elegantly, almost ritualistically decorated. The wallpaper, plush carpeting, and art does show the unfortunate results of years and years of wear without replacement, but at least there is color. The room is lit with electric sconces on the wall that illuminate little more than the decorations and a single harsh light that shines from above just before the entrance.

Behind a wide desk sits the figure of a large fat man, his body mostly buried in shadow. What you can see of him is his impeccable Italian suit and his bulky white leather gloves stretched over sausage-sized fingers. “These are our visitors?” he mumbles in a wheezing voice.

“Yes Doctor,” Birmingham says adoringly.

“My name is Doctor Cousteau. Tell me how it is that you come to be on my island.”

Doctor Cousteau will demand they stay in the circle of light, and he will be shadowed to the point where his features are concealed (thus hiding the fact that he, too, is a shark hybrid). He will listen intently to the PCs’ story, especially any mention of zombies. He knows (or, rather, will speak of) the following.

- ☛ Welcome to the Island. Birmingham will ensure you are given rooms. You may join us here. Tending to the station is good, honest work, and you, like Birmingham, may find it very fulfilling.
- ☛ I know well the madness of government testing labs. Once, many years ago before the Great War, I was a geneticist attached to a government program known as Project Trinity. All they wanted was a new weapon. A new way of killing and slaughtering mankind. That way causes nothing but destruction.
- ☛ I left the project and commandeered this undersea base. It was abandoned once tensions rose between nations, so that the money used to run it could be redirected to military pursuits.
- ☛ Using my knowledge of genetics, I was able to extend my own life. Those who came with me unfortunately passed away before I could perfect the process. (A lie, his former colleagues were used in his genetic experiments to make the shark men with their memories erased.)
- ☛ I used the knowledge of Project Trinity not to make warriors or monsters, but peaceful beings. I experimented on the local sharks. I bred the aggressiveness out of them. They are peaceful people, who will fight only to defend themselves. I have used science for good instead of evil.
- ☛ We found Birmingham ten years ago. Billy, my finest experiment, told me he had found a man floating in the water above beyond the safety zone. We had a functioning mini sub in those days, and so I took it out and rescued him. He has gratefully served me ever since.
- ☛ The mini-sub was scrapped for parts a long time ago to repair critical equipment necessary to keeping the island intact. I am sorry, but the transportational pad room is the only way off this island for you, provided you have a security card. And if the facility you came from is full of infected monsters or is a dead end, then there is no need for the telepad anymore. The teleporter systems should be under lockdown protocols. It seems our pad’s security protocol has been disabled. I will have the telepad dismantled since we could use the spare parts. (The part about the mini-sub is a lie. Cousteau still has a mini-sub, but he would never admit it.)

PCs may try to convince Cousteau to keep the teleporter functioning so they can try to reprogram a new destination. If the PCs do not, then Jonas will. Reluctantly, Doctor Cousteau will agree, but he insists that if no progress is made within the week then the teleporter must be destroyed.

Birmingham will escort the party to their individual quarters for the night (small unlabeled rooms in section C corridor). Jonas says he will attempt to reprogram the teleporter in the morning to find new teleporter sites. The characters will be locked in their rooms during that night, despite any protests. Everyone will be very polite, but it is clear that they are not allowed to go wandering about at this time. Remember that any wounds the characters have will heal (equal to twice their healing rate) overnight. Also, if the shark men are friendly, they will ensure the characters are given medpaks as needed to fully heal up.

He's Dead, Jones

The next morning Jonas will be found dead in the Sea Lab (section F). The culprit is Doctor Cousteau, who lured him there by unlocking his room door, knowing his natural curiosity would lead him to explore. Cousteau killed Jonas because he was going to be working on the teleporter, and Cousteau is afraid the zombies might find a way through. With Jonas gone, he can realistically demand that the teleporter be destroyed. If other characters have similar technical knowledge, he intends to kill them too, the next night. He is doing it slowly, though, so that the party cannot band together in defense.

The party will be awakened by Birmingham, one by one. He will tell them to wake up, insisting they be quiet, and then he will lead them into the Sea Lab.

The scene before you is a grisly one. There had clearly been a fight. Laboratory tables are upended, and flasks are shattered on the ground. Were it not for the tight, even soundproof seals on the doors, you would have surely been awakened by the struggle. Jonas's body lies in the center of it all in a pool of blood, strips of flesh hanging off of him. His right arm is severed just below his elbow. Some distance away you can see why, his severed hand grips his shotgun.

Jonas' equipment can be salvaged after the investigation. Due to the nature of the death, suspicion should fall pretty quickly on one of the shark men. Birmingham will insist that is not possible, since the Doctor bred all the aggression out of them, but a DC 20 Knowledge (nature) check will confirm that the arm was bitten off by a shark man's bite attack. Even if this information is not found, Birmingham will reluctantly agree that the shark men are the most likely suspects. He will go to tell Doctor Cousteau. PCs may either accompany him to inform the Doctor, or else they will be summoned to the Doctor soon afterwards.

PCs will be stripped of weapons and the Doctor will remain in the shadows of his office, as usual. The Doctor will reveal the following (after Birmingham has told him about the body, if the characters accompanied Birmingham directly).

- ☞ I summoned Birmingham at once and sent him to investigate. That was when he found the body, and fetched you. I cannot imagine what happened. My shark men must have been provoked somehow, they would never attack a human being otherwise. It will certainly not happen again, and there is no need for fear, I will get to the bottom of this. (A lie. He knows what happened since he did it. He is, however, telling the truth about it not happening again, unless another PC insists on continuing to work on the teleporter.)
- ☞ You are not suspected. The computer logs show that your doors were locked all night. It seems Mr. Jones managed to override his lock somehow and went exploring. (A lie. The Doctor opened Jonas's locks himself to tempt him out.)
- ☞ With Mr. Jones's death there is no more point in keeping the telepad around. I shall send Billy to dismantle it at once.

If the PCs protest this last action because another PC has technical knowledge then Doctor Cousteau will then insist that they begin attempting to repair the system right away. That PC will not be able to take part in the investigation and will be on the front lines during Encounter 4, when the zombies attack (the teleporter is very advanced science, and will take days, perhaps even weeks, of work, which is beyond the scope of this adventure, however the PCs has no way of knowing that. Allow them to think that they can re-route the teleporter or turn it off. This will put them on the front lines when the zombies emerge.)

If a character senses Doctor Cousteau's deception, the doctor will deny any accusations. Birmingham and, if necessary, shark men will detain the party if they belligerently insist. If the party starts a fight, they'll face all 10 shark men, Birmingham and Cousteau in a mass assault. The Doctor will try to keep most of the characters alive for his experiments. Should this happen, they will be locked in their rooms until Encounter 4, in whatever condition they ended the fight in (unconscious characters will awake with 1 HP) and missing all of their equipment (which is locked in Doctor Cousteau's office).

Should the party not cause any troubles, they will now be free to investigate the lab; although Cousteau will not encourage it, he doesn't forbid it either. Either way, Birmingham will accompany them as an escort. If the party splits up, a shark man escorts each division of characters. Encounter 4 will happen at a dramatic moment. Ideally, it should be after the PCs have figured out (or begun to strongly suspect) that Doctor Cousteau is behind the murder, or that he may be a shark man. It should also likely happen when the PCs are inside the main complex. At that moment, two Z-RAD Zombies hordes and the other two Intelligent Z-RAD Zombies will teleport to the submerged lab and disrupt the investigation.

PCs can discover the following.

- A Computer Use DC 15 check on Jonas's door will reveal that the lock was deactivated from the outside, not the inside, proving Jonas didn't disable the lock himself.
- A Knowledge (science) DC 15 check will reveal that the discolored patch on Doctor Cousteau's floor was caused by a chemical stain, but not any chemical found in the Sea Lab. (It was caused by a chemical found in the Secret Lab only, which only Doctor Cousteau had access to.)
- A Spot DC 15 check outside will reveal that building N (the Secret Lab, though PCs do not know that) seems to have no entrances or exits, but is closest to Doctor Cousteau's office in the other building.
- A Listen DC 20 check outside will reveal an underground passage, humming with power, from room M (the Secret Lab entrance) to the main laboratory complex.
- A Search DC 30 check will reveal fibers from the Doctor's carpet in the Sea Lab.
- A Diplomacy DC 10 if they are Friendly or DC 25 if they are Unfriendly check will convince the shark men to tell the PCs they were all together last night, except for Billy.
- A Diplomacy or Intimidate DC 20 if he is Friendly or 30 if he is Unfriendly check will convince Billy to reveal that he saw Doctor Cousteau follow Jonas into the Sea Lab last night.

Whatever happens, Birmingham will never believe that Doctor Cousteau is at fault. However, he will not hinder the PCs investigation.

PCs can also take this opportunity to study the dome more carefully and also to explore.

- A Knowledge (nature) or Knowledge (technology) DC 15 check will allow PCs to realize the hydroponic foods grown here use efficient pre-Exodus techniques that are beyond anything the post-Exodus world has. A DC 20 check will allow them to realize that most of this is because the dome is free from radiation, but the advanced technology helps. Given a few months to years of study, the hydroponics systems of the dome could be engineered to work on the surface. (PCs can take samples of the fruit grown, noted on the certificate, but the shark men and Birmingham will keep them from taking any actual tech. It is needed to keep things growing.)
- A Knowledge (science) DC 20 check will allow PCs to realize that the shark men have been used in some grueling genetic experiments. They can also realize that these are not humans mutated into sharks, but rather sharks mutated into humans. This check also allows PCs to realize that no facility they are allowed access to could possibly carry out genetic manipulation this extreme (it was done in the Secret Lab, which the PCs are not allowed access to.)
- A search of Storage (section B) will reveal food stores, medical supplies, and many other goods. Anything that cannot be grown in the dome is stored here, and there is enough storage to last for decades more. However, Birmingham will not allow the PCs to take any of it. A Sleight of Hand DC 15 check will allow PCs to take a Trauma Pack, an Electronic Lockpick MK II, or a Motion Sensor. Being caught will result in Birmingham confining them to their quarters for the remainder of the investigation (until the zombie attack).
- The quarters along hallway C are mostly unused, save for Jonas's room and the PCs' rooms. The shark men do not seem to live here (as they prefer sleeping outside in the dome). They are clean and spartan, consisting of bunks, empty footlockers, and a lavatory.

- The Laboratory (section E) is mostly unused, save for fairly routine soil samples to ensure that the hydroponics continue to work properly. Although the lab is equipped for more sophisticated experiments, the shark men and Birmingham are not intelligent enough to do so, and Cousteau performs most of his experiments in the Secret Lab.
- The Sea Lab (Section F) is still a wreck from the struggle leading to Jonas's death. There is little of value here, but a rack of what were once undersea specimens have been smashed on the ground, spilling glass, formaldehyde, and dead sea creatures everywhere.
- Laboratory Storage (Section G) is a tightly packed room of lab equipment, test tubes, and chemicals. As with the storage chamber, Birmingham will not allow the PCs to take anything, but they can try to steal with a Sleight of Hand DC 15 check. They can steal either a poison antidote, a dose of Mindmeld, or a Chem-Light Stick. As before, being caught will result in them being confined to quarters until the zombie breakout.
- Computer Room (Section H) is a clean room filled with banks of computers. A Computer Use DC 15 check will allow the PCs to read the logs of the station. These are mostly just maintenance and inventory records. What is interesting is originally there were four login IDs: Doctor Cousteau, Doctor Lawrence, Doctor Mojindar, and Doctor Curlington. Sometime later, Birmingham was also given a login ID. If the PCs use an Investigate DC 25 check, they can find the patterns in the logs. Soon after the Exodus, there are no more logins from the other three doctors, and an accompanying drop in food consumption, as if they had left or died. There was a jump in the consumption of chemicals and the other necessities of science at this time, indicating Cousteau had begun his experiments. Several years later, the food consumption rose again, presumably when Billy and the other shark men were brought to live in the dome. Finally, after Birmingham was rescued, he was given his own login.
- The shark men do not know about the other doctors, but if Birmingham is asked about them, he will say that Doctor Cousteau does not like talking about them, and that he got the impression they died in some tragic accident.
- Room I is the power core for the entire dome. It is a dark room of humming machines. The readouts show that the reactor that powers the island is going strong. There is a Low level of Radiation throughout this room, though the walls are shielded and the radiation does not leak out.
- Birmingham's Quarters (Room J) are a bit sloppy, and appear to be a former storage room that has been refurbished. Birmingham is not the neatest of people, and he will claim he's spent so much time at sea that he prefers smaller quarters. He will object strongly to any thorough attempts to search his room, and it will require a Diplomacy DC 25 check to convince him to search. The only thing they will find of note is Birmingham's journal, which is only significant because it speculates that the Doctor has magical powers. Why? Because Birmingham will see him enter his office, but when he goes to talk to the Doctor later, the Doctor is nowhere to be found. Birmingham will deny he thinks this if confronted, saying only that "Sometimes being cooped up here can make a man's head go all wrong. That's all."

Not These Guys Again! (CEL 6)

By this point, ideally, the PCs should have a fairly good idea that Doctor Cousteau is behind Jonas's murder. In addition, they should be somewhere inside the laboratory complex, possibly heading to confront Doctor Cousteau himself. Which means it's time for a distraction. Since the PCs left Roswell in *Roswell: Infestation*, the intelligent zombies roaming the facility have been hard at work hacking into or repairing the teleporter, and preparing it for the zombie hordes to use. They have finally succeeded, but the one thing they were unable to do is alter the destination. So, as they begin to use the device, they will emerge in the undersea base where the PCs did.

If a PC is working on the teleporter then one of the zombie hordes will materialize right in front of them, and they had best run. Billy will be there with them, keeping watch. Otherwise the zombies will materialize in front of Billy alone, who was given the task of dismantling the teleporter. Since he wants to salvage as much of the technology as possible to use for repairs around the base, he is moving very slowly and has not yet dismantled it enough to keep it from receiving zombies. Either way Billy will take the time to hit a panel in the wall, which will activate a shrieking alarm just before the zombies burst into the main complex. This will also override any locks, releasing any PCs who were confined to quarters.

Z-RAD Intelligent Zombie (2) (CR 3)

CR 2; Medium Undead; HD 3d12+3; hp 24; Mas —; Init +2; Spd 30 ft.; Defense 16, touch 14, flat-footed 14 (+2 Def, +2 Dex, +2 natural); PDR 1; BAB +3; Grap +4; Atk +6 melee (bite 1d8+1); Full Atk +4 melee (slam 1d6+1); FS 5 ft. sq.; Reach 5 ft.; SV Fort +3, Ref +3, Will +3; Str 13, Dex 14, Con —, Int 16, Wis 10, Cha 1.

Background: Military Scientist

Feats: Brawl, Dodge, Improved Brawl, Toughness

Talents: Robust, Thick Skin

Skills: Computer Use +10, Repair +10

Species Traits

Insatiable Hunger: A Z-Rad Intelligent zombie suffers from insatiable hunger and will seek to feed on living flesh and drink blood. Any character that suffers damage from a bite attack has a chance to contract the Z-Radiation Infection. The character must succeed a Fortitude saving throw DC (equal to the damage taken) or contract this incurable disease (see certificate entry).

Intelligence: A newly created Z-Rad zombie (or preserved in this case) retains the intelligence and skills it had in life. The Intelligent Zombie loses 1 point of Intelligence for each day it fails to feed. When reaching 0 Intelligence, the Intelligent Zombie becomes mindless, losing its Wisdom score. The zombie then seeks to join a Zombie Horde.

Undead: An Intelligent Zombie is a recently dead person who becomes an animated lifeless corpse due to the biochemical effects of Z-Radiation. Undead are immune to mind-affecting effects, critical hits, and sneak attacks. Undead are destroyed upon reaching 0 hp.

Z-RAD Zombie Horde (2) (CR 5)

CR:4; Medium Undead Swarm; HD 8d12; hp 52; Mas —; Init -1; Spd 10 ft.; Defense 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); BAB +0; Grap —; Atk automatic damage (4d6+4 + Infection); FS 25ft. sq. (or 10 5ft. linked squares); Reach 0 ft.; SV Fort —, Ref -1, Will —, Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Species Traits

Insatiable Hunger: A zombie horde suffers from insatiable hunger and will seek to feed on living flesh and drink blood. Any living creature that a zombie horde ends its movement on suffers 4d6 points of damage from claw and bite attacks. Any character that suffers damage from this attack has a chance to contract the Z-Radiation Infection. The character must succeed a Fortitude saving throw DC (equal to the damage taken) or contract this incurable disease (see certificate entry).

Horde: Immune to critical hits and sneak attacks, cannot be staggered or reduced to a dying state, cannot be tripped, grappled, or bull-rushed, and cannot grapple another. A Horde takes 1/2 damage from piercing weapons attacks or effects (such as burst fire). They take a -10 penalty on saves against damaging area effects, and if no saving throw is allowed, they take double damage instead. A horde that reaches 0 HP is destroyed. Hordes do not make attacks or hamper movement, but rather deal automatic damage to anyone whose square they occupy.

Undead: A Zombie Horde is a group of animated lifeless corpses. A Zombie Horde survives due to the biochemical reaction created by Z-Radiation until destroyed by physical means. Undead are immune to mind-affecting effects, critical hits, and sneak attacks. Undead are destroyed upon reaching 0 hp.

The zombie horde moves slowly and will not chase after the PCs and shark men so much as slowly fill the halls.

As soon as Birmingham sees the zombies, he will insist that he save the doctor, and run down the hall so quickly that any PC will be at least a round behind him (consider it Birmingham's surprise round). If the PCs do not follow him, have the zombie horde expand to herd them toward Cousteau's office. As the PCs head to Doctor Cousteau's office, they will see the shark men fighting their way through the zombie horde to the Sea Lab. They can swim and can escape that way.

Birmingham opens the door to Doctor Cousteau's office, and charges in. "Doctor! You have to get out of here! There's... oh my god!" A sickening rending sound is heard, like flesh being pulled from bone, as Birmingham staggers out into the hallway missing half of his chest cavity and spraying blood all over the hall. "The horror!" he cries out, collapsing in a lifeless heap."

Birmingham is dead. When the PCs rush into Doctor Cousteau's office, they will see the following.

You are too late to catch sight of Birmingham's murderer, but you can hear footsteps. Footsteps that echo from a passage that had previously been concealed to look like the wall. Metal stairs descend into the artificial earth.

Shark Showdown (CEL 7)

Doctor Cousteau will lead them on a merry chase. The chase is for cinematic purposes, and so the PCs will not catch him until the right time.

You race through the tunnel. It is unbearably hot, no doubt from the geothermal vents that power this place. Wires and pipes run all around you. You emerge in a small room that would appear to be an ordinary emergency maintenance room. There is no one else there.

This is room M. It only takes a Search DC 15 check to find the hidden panel that leads from room M to room N.

You emerge in a laboratory, one far better equipped than the laboratory you saw earlier. Great tubes, vats, and tables line the warehouse-like structure, along with giant scanning microscopes and various scientific paraphernalia.

"I made an error when I killed Mr. Jones," comes the sound of Doctor Cousteau's voice. It sounds tinny, as if being broadcast through speakers. And indeed, you can see the speakers mounted on the walls. "I should have killed <pick the strongest looking human character>, first. I realized this after the fact. I realized the game was over. But this was my life's work! Project Trinity was ill-advised. I had done better! I had bred out the savageness, I had created a super-man that could be controlled in peace, not war! But those monsters from Roswell, those leftovers from power-mad military minds, they will destroy everything! As the world above destroyed everything in the Great War! Can you blame me for trying to hold them off? Can you blame me for killing the one man who could fix the teleporter back to that hellhole? When my original team began to doubt me I imprisoned them here, experimented on them. The experiments were failures, but they led to my greatest success, the Sharkmen. And Birmingham too would have been experimented on in his time, and he would have served all of science! You and your companions as well! If only you had not insisted on fixing that damned machine. That link to the corrupted world of man."

They are chemicals here in abundance, confirming the Doctor's experiments. The PCs have no time for a detailed search roll, but they have time to make a quick scavenge roll. They cannot take 20, nor can they even take 10 without a special ability allowing it (zombies are closing in, and Doctor Cousteau is taunting them, adding too much urgency to the situation). If PCs insist on taking more time, have the zombie horde start coming through the tunnel. If they continue to insist, Doctor Cousteau manages to activate the mini-sub and flees. The PCs are trapped, and they will all die. Do your best to discourage them from this course.

They do have time for a single round of scavenging, though, with the following results.

DC	Scavenge Result
20	3 bottles of Water, Medpak
25	Doctor Cousteau's Serum (see below)

Doctor Cousteau's serum is a vial of bubbling blue liquid, marked "For the Doctor's Use Only". If it is drunk by any PC, they will gain the "Transformation" item on the certificate, but it will seem to have no effect at first.

The PCs should be making their way to the only other door in the room, the door to the Mini-Sub Pen in section O. If they fail to enter within 1 minute of Birmingham's death, the Doctor will escape in the Mini-sub. If they enter while the Doctor is making his escape, read the following; else the room is empty and the party will have to deal with the zombie hordes.

This room has been made into a metallic dock, and at the edge of one of the docks there sits a mini-submarine, floating in the water. In front of it is Doctor Cousteau, his gun in his hand and aimed at you. In the light you can finally see him for what he is. He is a huge, grotesque thing, his flesh grey and rubbery, his distended mouth filled with row after row of hideous teeth.

"It's ironic," he says in that mumbling, wheezy voice. "I managed to breed violence out of all of my experiments... all of them except myself. Don't move. I am going to flee in this mini-sub, and you... you I will leave for the zombies."

Of course, that logic never, ever, EVER works on PCs. There will be a fight. Cousteau will almost certainly lose. Use Doctor Cousteau's stats from before.

Escape from the Island (CEL 7)

It's not quite over yet. The mini-sub has to be prepped for launch. This will take either a Computer Use, Drive, Knowledge (technology), or Repair check of DC 15 to complete, along with five minutes. The problem is that while the PCs were tracking Doctor Cousteau, the zombie horde was tracking the party. One character will have to start up the sub, while the others fight any of the horde that reaches here. Once the sub is started, the PCs simply have to get in (there is enough room for six) and pilot it away. This will take a Drive check. There is no way for the PCs to have experience with mini-sub, so whoever drives automatically receives a -4 penalty. The DC to pilot out of the sub pen is 10. Even if the PCs fail, they will pilot the sub away, but they will take 2d6 damage as they are thrown about the mini-sub.

The mini-sub launches just in time. As the water flows upward to cover the sub, you can see the shambling hordes of zombies reaching the end of the dock. You can only hope that zombies cannot swim. Soon enough, you are out of the dome and in the ocean.

The mini-sub contains no food or water beyond what the PCs brought with them. They also have absolutely no idea of where they are. Reaching land, anywhere, will take a Navigate check DC 22. If the PCs decide to surface, they gain a +5 on this check. The trip would normally take a day to the nearest land. If the Navigator fails the check, it takes 2 days. If the Navigator fails the check by more than five, they travel a day and then become lost, requiring additional Navigate checks. Keep track of the PCs food and water supply, and apply starvation and dehydration damage as necessary.

Finally, spying land far off in the distance, you travel toward it. Suddenly you realize where you must be. The Gulf of Mexico! And the shoreline ahead must be Texas. Texas! No one you know has ever traveled so far east, and it is still unknown whether anyone survived. And yet it seems that on the shore there is a thriving settlement, some members of which are already gathering, gawking at your approaching mini-sub.

Of course it's not enough just to make it to Texas, the PCs have to be able to safely land the mini-sub. This will require another Drive check (DC 20), or else everyone takes 2d6 damage and the sub is wrecked on the beach.

Corpus Norris

Population – 50 citizens (100% human)

Military – 30 martial artists in various dojos

Trade Goods – Uncommon up to 800 steel in trade.

Services – Boarding Rooms, Doctor Services, Fighter Bouts, Kitchen Meals, Martial Arts Training

Corpus Norris was established by the Cult of Chuck Norris Walker in an attempt to remove themselves from the temptations of greater Texas so that they may more fully follow the teachings of their triune spiritual inspiration. They are mostly self-sufficient, and they trade the mutant fish caught in Corpus Christi Bay for what little else they need. They are in high demand as bodyguards, but they only protect those whom they feel Chuck Norris Walker would wish them to protect.

Cult of Chuck Norris Walker attitudes on Outsiders

Outsiders are never turned away, but they are treated as outsiders and are constantly proselytized to follow the teachings of the cult. *Ghūl* are rare, but not unheard of, and the cult treats them well. Mutants, on the other hand, are completely unknown in Texas and will be treated with both suspicion and fascination.

The Teachings of Chuck Norris Walker

The Cult of Chuck Norris Walker follows the triune entity of Chuck the Man, Norris the Divine, and Walker the Texas Ranger. From Walker the Texas Ranger they learn quick action, and a devotion to stopping what they perceive as evil. From Norris the Divine they learn that Chuck Norris Walker will always protect them, for Chuck Norris Walker sees everything, the dark is afraid of Chuck Norris Walker, and Chuck Norris Walker never sleeps, he waits. Finally from Chuck the Man they learn the principles of Chuck Do, which not only disciplines the body but the mind and spirit as well.

Deep In the Heart of Texas

No sooner have you exited the sub than you are approached by men dressed in what appear to be martial arts robes. They walk barefoot over the sands of the beach toward you. Their leader, a mustached man with piercing blue eyes, draws them to a halt about twenty feet away and gives a short bow to you. "Blessings of Norris upon you, strangers. What brings you here?"

These are the Monks of Chuck Norris Walker who control the small settlement of Corpus Norris as a training ground for their warriors. They are friendly, though distant, and will offer the PCs food and shelter. They will also be glad to talk about their beliefs with the PCs, and will give the PCs some religious pamphlets (noted on the certificate).

Currently there are no merchants in Corpus Norris, but the next morning, one will show up. Merchants in Texas don't trade in steel coins, but with greenbacks or straight up old fashion barter.

The merchant can tell the PCs the following.

- ☛ I've never been outside of Texas, but if you come from the West you'll want to make your way to El Paso. The Desert Rangers will be able to help you from there.
- ☛ I've got tickets for the I-10 available here, but they're pricy.
- ☛ The I-10 is the single greatest marvel you'll ever see. It's a fully motorized, gasoline-powered passenger bus, kept fueled and operational by the Holy Friars of the Refinery in Houston. Tickets are expensive, but it'll take you from San Antonio to El Paso in a day instead of a month.
- ☛ Normally a ticket on the I-10 would be way outside your price range, but I've been eyeing that submarine. I've never seen anything like it. That'd be worth tickets for your group, and maybe a little extra.

The merchant will offer to trade for the mini-sub. He'll offer a single item per PC of rare or less scarcity depending on the condition of the sub. He will offer an item of up to 1,500 steel value per PC if the sub is wrecked, or 2,500 steel value per PC if the sub is not wrecked. If a character doesn't want an item, the merchant will give him the value in greenbacks. These totals may be modified by Barter checks as usual. The merchant's Barter skill is +10. Note the item gained on the "Trade-In" section of the certificate. The merchant also offers to take the party north as far as San Antonio, where they can catch the I-10. He will leave the mini sub behind for now. The Monks of Chuck Norris Walker will respect his property, and he can send salvage teams to retrieve it later.

The merchant caravan follows the Nueces River north of Corpus Norris for three days. Beyond Lake Corpus Christi, there is nothing in those three days save conversation with your fellows to break up the monotony. Texas is huge, and vast, and almost entirely flat, blasted wasteland. It is lucky that you have the river to follow, otherwise it would be nearly impossible to keep your bearings in this flat emptiness. On the third day, you leave the Nueces and follow the Atascosa, and as you camp on the fourth day, you can just barely see the glittering lights of San Antonio in the distance.

Cult of Chuck Norris Walker

Gather Information (General Information)

- ☛ **DC 5:** Texas is a collection of independent settlements in the south, and the Lone Star Nation in the north.
- ☛ **DC 10:** If you want to get home you should go to El Paso, the settlement furthest west. One of the caravans might be able to help you with that.
- ☛ **DC 15:** The easiest way across the state is the I-10, but tickets on the I-10 are prohibitively expensive.
- ☛ **DC 20:** The Lone Star Nation believes it is their right to control Texas. They have pushed as far south as Austin, and threaten San Antonio.
- ☛ **DC 25:** The Knights of the Alamo have so far been able to hold San Antonio against the LSN. They want help from the Desert Rangers, but the Rangers are busy dealing with NEMO in El Paso.

Greenbacks vs. Steel Coin

Texas is a stand alone world compared to the southwest wasteland. The people and merchants here trade in old world US currency, known to them as the "Greenback". The value of the Greenback equals the same cost to buy in the EXS or SWG in steel

The Star of Texas

The city of San Antonio is kept behind a stone wall, built up as a protective ring. Various seedier businesses have set up outside the wall, but the merchant you are traveling with heads for one of several gates made of sheet metal that lead into the city. You are stopped at the doors by members of the Knights of the Alamo, dressed in their azure combat armor decorated with a bright gold star on their upper left breast. They search the merchant's wares carefully, and then wave him through.

"San Antonio is the closest settlement to the Lone Star Nation up north," the merchant explains. "They've tried to take San Antonio before, so they have to be cautious."

The PCs will be interrupted in the evening by an attack by the Lone Star Nation, but before that happens, they can gather information and check out the marketplace. The San Antonio marketplace has anything of Infrequent scarcity or less from the EXS or SWG up to 4000 greenbacks, and a small selection of special items, as noted below. San Antonio merchants have a Barter skill of +15.

As the PCs are about to sit down to supper, the following occurs.

Just as you are about to sit down to supper, there is a loud, shrieking noise. A siren is blaring over the settlement, and immediately people begin moving. Women begin hustling their children indoors, and men begin to lay hands on weapons.

The PCs will likely ask what's going on. They will be told that the siren means San Antonio is under attack, most likely from the Lone Star Nation. The Knights of the Alamo will engage the main force, but the citizens of San Antonio are expected to be ready in case any get through the wall. The citizens will also mention that the Knights of the Alamo can always use volunteers at the wall, but being on the front lines is especially dangerous.

Characters may choose what to do. If they simply remain in the city and do not participate in defending the city, then nothing will happen, and the normal citizens will repel the attackers. If they choose to help the citizens of San Antonio, they'll need to make their way to the walls to support the fight against the main incursion force from

San Antonio

Population – 390 citizens (99% human, 1% Ghūl)

Military – 50 Knights of the Alamo

Trade Goods – Infrequent up to 4000 steel, Rare (5%) up to 6500 steel

Services – Doctor, Kitchen Meal, Hotel, Pit Fights, Prostitution (poor), Repair

San Antonio was one of the first settlements established after the Exodus, as much out of pride as anything. Although the city was hit by one of the last nukes of the War, the ancient fortress of the Alamo remained standing. Because of this, the settlement of San Antonio established itself around the ancient monument, and the Knights of the Alamo have been its constant defenders against raiders and the Lone Star Nation.

San Antonio attitudes on Outsiders

The Knights of the Alamo are rightfully suspicious of outsiders, suspecting them to be Lone Star Nation spies or terrorists. However, the people of San Antonio are pretty friendly, toward humans at least. *Ghūl* are rare in Texas. This far away from Project Trinity, the only *Ghūl* are those who formed spontaneously due to radiation, and their small numbers lead to them being treated as second class citizens. No one in San Antonio has ever heard of mutants, and they'll be shocked, frightened, and fascinated to see one. Some citizens have heard rumors that the Lone Star Nation is being stopped at the western border by some kind of mutant army, so these informed citizens will be inclined to like any mutants they meet. The enemy of their enemy is their friend, after all.

San Antonio

Gather Information (General Information)

- 🔦 **DC 5:** Texas is a collection of independent settlements in the south, and the Lone Star Nation in the north.
- 🔦 **DC 10:** The Knights of the Alamo are true patriots, protecting the free people of San Antonio from the Lone Star Nation.
- 🔦 **DC 15:** The I-10 will be by in two days. If you have a ticket, you can take it all the way to El Paso. San Antonio is proud to be their central way station. In the meantime, check out our market, or our weapons manufacturers.
- 🔦 **DC 20:** When the bombs fell, San Antonio was hit, but the Alamo survived! Some say it's a miracle, that God's watching over this city. Some say it's just good construction. Either way, it shows just what kind of spirit we've got here in San Antonio.
- 🔦 **DC 25:** President Michael Shepherd thinks that all of Texas should be united under the Lone Star Nation. President. Hah! He's nothing but a petty dictator who's forgotten that Texas is all

the Lone Star Nation. Simply cinematically narrate the conflict going on around them, but they'll personally be engaged by 4 LSN Minutemen.

The characters will not be allowed to keep any loot gained from defending the city. Equipment and money will be used to restock the Knights of the Alamo or sold to pay for repairs to San Antonio. If the party tries to force the issue, they will quickly find that the Knights of the Alamo mean business and they'll be tossed out of San Antonio. If this happens, the party can still gain access to the I-10, but will have to each pay 1000 greenbacks (or 2000 steel worth of equipment) to the Holy Friars of the I-10.

If the party defended the city, read the following:

Lone Star Nation Minutemen (5th level aggressive) (4):

Medium Humanoids; HD 5d10+15; hp 53; Mas 16; Init +1; Spd 25 ft.; Defense 21 (+2 Dex, +3 class, +6 combat armor), touch 15, flat-footed 19; PDR 4, EDR 3, LDR 4, XDR 3; BAB +5; Grap +8; Atk H&K MP5 +9 ranged (2d6, range 50); FS: 5 ft./5 ft.; SV Fort +7, Ref +3, Will +0; Str 17, Dex 14, Con 16, Int 10, Wis 9, Cha 8.

Feats: Advanced Firearms Proficiency, Combat Martial Arts, Point Blank Shot, Precise Shot, Skip Shot, Strafe

Skills: Intimidate +7, Knowledge(tactics) +8

Talents: Gunslinger, Pistoleer, Machine Gun Johnny

Background: Lone Star National

Occupation: Soldier

Traits: Physically Fit

Equipment: H&K MP5, 60 rounds 9mm ammo, Combat Armor

With your help, the attacking forces of the Lone Star Nation are forced into retreat. A whoop goes up from the city walls. San Antonio is saved! The Knights of the Alamo nearby congratulate each other, and you, slapping your back and grinning like fools. Only after they come down from cheering do they begin the sobering task of tallying the dead and wounded, and surveying the damage to the city. San Antonio will need time to recover, but it could have been worse. Much worse.

A man dressed in the armor of the Knights of the Alamo approaches you afterward, and asks you to come with him. "Commander Cogburn wants to see you," he explains. You are ushered into the Alamo itself, the ancient fortress having been converted into the nerve center of the defense of San Antonio. Inside a private office sits Commander Duke Cogburn, a huge man with a wide-brim cowboy hat. He sizes you up with a hard stare, and then he speaks in a slow Texas drawl.

"Well I don't know where you pilgrims came from, but we're sure obliged to you for helping us out in our time of need. You showed true grit today, and I'm the kind of man who appreciates that. Now I hear you've got tickets for the I-10, and I won't keep you from wherever you're going. But if you should ever come by this way again, well, I've got to say I consider you honorary Knights of the Alamo. And if you ever want to make it official, you just come and see me, you understand?"

He extends his big hand to shake yours.

All PCs gain the "Honorary Knight" benefit on the certificate, and gain an additional 5% fame with the Knights of the Alamo, while losing 5% fame with the Lone Star Nation.

If the party helps defend the city walls, they'll each earn an I-10 bus pass allowing for one-way travel to the Texas Ranger outpost to the western frontier. If they didn't help or didn't turn over loot to the Knights of the Alamo, they will need to purchase a one-way pass at 1000 greenbacks (or 2000 steel worth of equipment) each to the Holy Friars of the I-10.

Encounter 9: The Mighty I-10

The next morning, the I-10 bus will pull up in front of the gates in a burst of haziness.

Upon the next morning following the attack, the I-10 reports to San Antonio as scheduled. Luckily, the attack from the Lone Star Nation did not hinder the arrival of the I-10. Perhaps you were expecting a rickety machine about to fall apart, but the I-10 is anything but that. It is an old pre-Exodus Hounddog bus, but it gleams like some sparkling gem of the glorious past returned to life. The exhaust fumes that pour from it as it drives filter the sunlight, making it seem almost like it

carries a holy aura about it. A nearly bald brown skinned man dressed in dark brown robes steps from the bus, shouting, "Come on y'all, get your tickets to ride, 1000 greenbacks per seat. Next destination, El Paso. The I-10 leaves in 15 minutes."

The party needs to get on this bus in order to get back to Alamogordo through El Paso and then a merchant train back to the Southwest wasteland and Alamogordo. Failure to get on the bus will result in the characters having to make other travel arrangements, costing them +17 TU (30 TU) to reach El Paso. If the characters have not purchased tickets from a merchant, they can purchase them from the bus driver. Before boarding the bus, the characters must store all of their gear in storage containers that are loaded beneath the bus in side compartments.

Your tickets are collected, and you are ushered into luxury. For a full day you travel across Texas at fantastic speed. The I-10 is driven by a man wearing a monk's habit, one of the mysterious Friars of the Holy Refinery, a religious order that alone holds the secret to manufacturing gasoline in Texas. The I-10 is an act of good will, and twice during your trip you stop at Friar missionary posts to fill up the tank, an act that is done with great reverence and prayers to the Holy Refinery. Finally, after a day of travel, you arrive in El Paso and are greeted with the familiar sight of the Texas Desert Rangers who govern the town.

If the characters have 5% fame Desert Rangers or more, they will encounter the famous Texas Desert Ranger, Rupert P. Justice, who has returned home with his son Junior. Rupert will recognize the characters and will converse with them about their travels in the great state of Texas. If the party tells their tale, Rupert will arrange with a caravan to have the party returned to Alamogordo to complete their mission.

If the characters don't have enough fame, they will need to make their own arrangements with a caravan to make the return trip back to Alamogordo. This will cost them either 500 steel or greenbacks each. The caravan master doesn't need guards, so there is no tradeoff on price.

If the party fails to make travel arrangements back to Alamogordo, it will take them an additional +15 TU to reach Alamogordo through other means.

Conclusions

The party should earn the "Retuning to Alamogordo" conclusion if they return to Alamogordo. If they fail to return to Alamogordo, then they earn the "Failure to Report" conclusion instead.

Returning to Alamogordo

The party earns this conclusion if they return to Alamogordo.

And so, ten days of travel north from El Paso, you finally return to Alamogordo, having escaped both Roswell and the Island of Doctor Cousteau, and transgressing the Texas territory. There is a tense moment while the Roswell Unit of the Techno-Reapers almost refuse you the payment Jonas had offered, but in the end you were able to convince them that knowledge of what happened in Roswell, as well as the location of the Roswell teleporter, was worth the payment. In addition, with Red OS disabled, the threat of the patrolling military robots near Roswell may be over, though what replaces them may be much worse.

Whatever happens, though, you have survived this journey, and some days, that is as much as you can hope for.

Characters gain however much steel they were promised by Jonas at the beginning of *Roswell Chronicles: Infestation* (base 2500 steel). Characters who only played this adventure without playing the previous adventure will only gain the base 2500 steel. Characters must choose whom they will spread this information to. Characters who deliver a full report to the Techno Reapers gain 5% fame with that organization. This fame is lost, however, if they also tell the Mutant Army, who will quickly begin mobilizing to take Roswell, as

well as granting characters 5% fame with the Mutant Army. If the characters also tell the Steel Disciples, they will only gain 2% fame with the Techno Reapers, who will be upset when the Steel Disciples begin making demands, but they will also gain 3% fame with the Steel Disciples. Finally, informing the Ghūl Collective about the shark-men, who were products of experimentation similar to Project Trinity, will earn characters 3% fame with the Ghūls.

Simply because they are strangers from a faraway land, characters will gain 2% fame with the Cult of Chuck Norris Walker. If the characters helped during the attack against the Lone Star Nation in San Antonio they gain 5% fame with the Knights of the Alamo.

Failure to Report

The party earns this conclusion if they fail to return to Alamogordo and report their findings to the Techno-Reapers. They will not be paid their agreed upon with Jonas amount; however they will earn 2% Infamy with the Techno-Reapers.

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		XP Earned
Combat Encounter (CEL)	Achievements	
Storage (B)	Defeat or Subdue the Shark Man	7 (+/- APL) x 89
Sub Pen (O)	Defeat Doctor Cousteau	7 (+/- APL) x 83
Sub Pen (O)	Defeat the Zombie Horde and Intelligent Zombies	6 (+/- APL) x 152
San Antonio	Defeat the Lone Star Nation Minutemen	8 (+/- APL) x 212
Skill Challenges (SC)	Achievements	XP Earned
Teleporter (A)	Open the Door (strength)	500
Storage (B)	Determine the Shark Man is not aggressive (sense motive)	500
He's Dead Jones	Determine Jonas's arm was bitten off (knowledge: nature)	500
	Investigating Jonas' dead (various skills)	250 - 1000
	Investigating the Island (various skills)	250 - 750
Secret Lab Entrance (M)	Find the hidden panel (search)	250
Secret Lab (N)	Find Doctor Cousteau's serum (search)	750
Sub Pen (O)	Prep the Sub for Launch (various skills)	250
	Use Sub to get to Dry Land (drive, navigate)	500
Texas (anywhere)	Gathering Information on Texas (gather information)	250 - 750
Role-Playing (RP)	Achievements	XP Earned
Island of Doc Cousteau	Friendly interactions with the Sharkmen	300
	Interacting with both Birmingham and Doc Cousteau	100
He's Dead Jones	Investigating and Interacting with 2 or more suspects	100
Texas	Interacting with the people of Texas	50
El Paso	Interacting with Rupert P Justice	50
Conclusion	Returning to Alamogordo	1000
Divide by the number of players for each player's total EXP		
Time Units Spent: 12 min. (30 from El Paso or 45 from San Antonio)		

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.

Meeting the Cult of Chuck Norris Walker: +2% fame Chuck Norris Walker

Defending San Antonio against the Lone Star Nation: +5% fame Knights of the Alamo

Reporting the Roswell events to the Techno-Reapers: +5% fame Techno Reapers

Reporting the Roswell events to any other organization: +3% fame in that organization (may only get this bonus fame in one organization, the knowledge will be useless afterwards as word has already spread to the other organizations)

Reporting the Trans-Gen Mutants of Northern Texas to the Mutant Army: +5% fame Mutant Army

Failure to Report: +2% Infamy 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 those 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
Alamogordo	3750 steel each

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 25	Barter DC 35
Jonas's Body			+5%	+10%
.12 slug ammo (12)	5			
Boomstick (see certificate)		3900		
Combat Armor		3250		
Duct Tape		2.5		
Multipurpose Tool		100		
Investigation				
Trauma Pack		400		
Lockpick, Electronic Mk II		350		
Motion Sensor		400		
Poison Antidote		25		
Mindmeld		140		
Chem-Light Stick		32.5		
Secret Laboratory				
Doc Cousteau Serum		5000		
Medpak		87.5		
Water (3)	20			
Total	---			

Certificate Entries

Boomstick: You have acquired a customized sawed-off (side-by-side) 12-guage shotgun. This shotgun has been modified with an Accelerated Projectile and Cylindrical Bore Enhancements allowing only 12-guage slugs to be fired from this weapon, increasing the threat range to (19-20, x3) and increasing the damage to 3d10.

Doctor Cousteau's Serum: You have taken this serum from Doctor Cousteau's secret lab. Unfortunately the radiation of the Wasteland has rendered it inert, but it may still be of some use to certain scientific communities.

Honorary Knight: You have been made an honorary Knight of the Alamo for your part in defending San Antonio. At any time in the future, you may spend 80 TU to travel back to Texas and enter any advanced class that normally requires membership in the Knights of the Alamo. This TU cost need only be paid once upon gaining the first level in the advanced class.

Hydroponic Fruit: You have taken a sample of hydroponic fruit from Doctor Cousteau's dome. This fruit will not grow in the irradiated soil of the wasteland. You can sell it for 200 steel, or eat it to regain 10 hp.

Religious Pamphlets: The Cult of Chuck Norris Walker in Corpus Norris, Texas has provided you with religious pamphlets detailing their faith in the holy triumvirate of Chuck the Man, Norris the Divine, and Walker the Texas Ranger. The pamphlets proclaim the holy mystery of how Chuck Norris Walker roundhouse kicked his way out of the womb, and ask you to accept Chuck Norris Walker as your holy savior so that the darkness cannot get you. Because the darkness is afraid of Chuck Norris Walker.

Transformed!: You have taken Doctor Cousteau's Serum, and it is now beginning to alter your DNA. Keep track of the number of TUs spent since this adventure. The following changes will begin to occur.

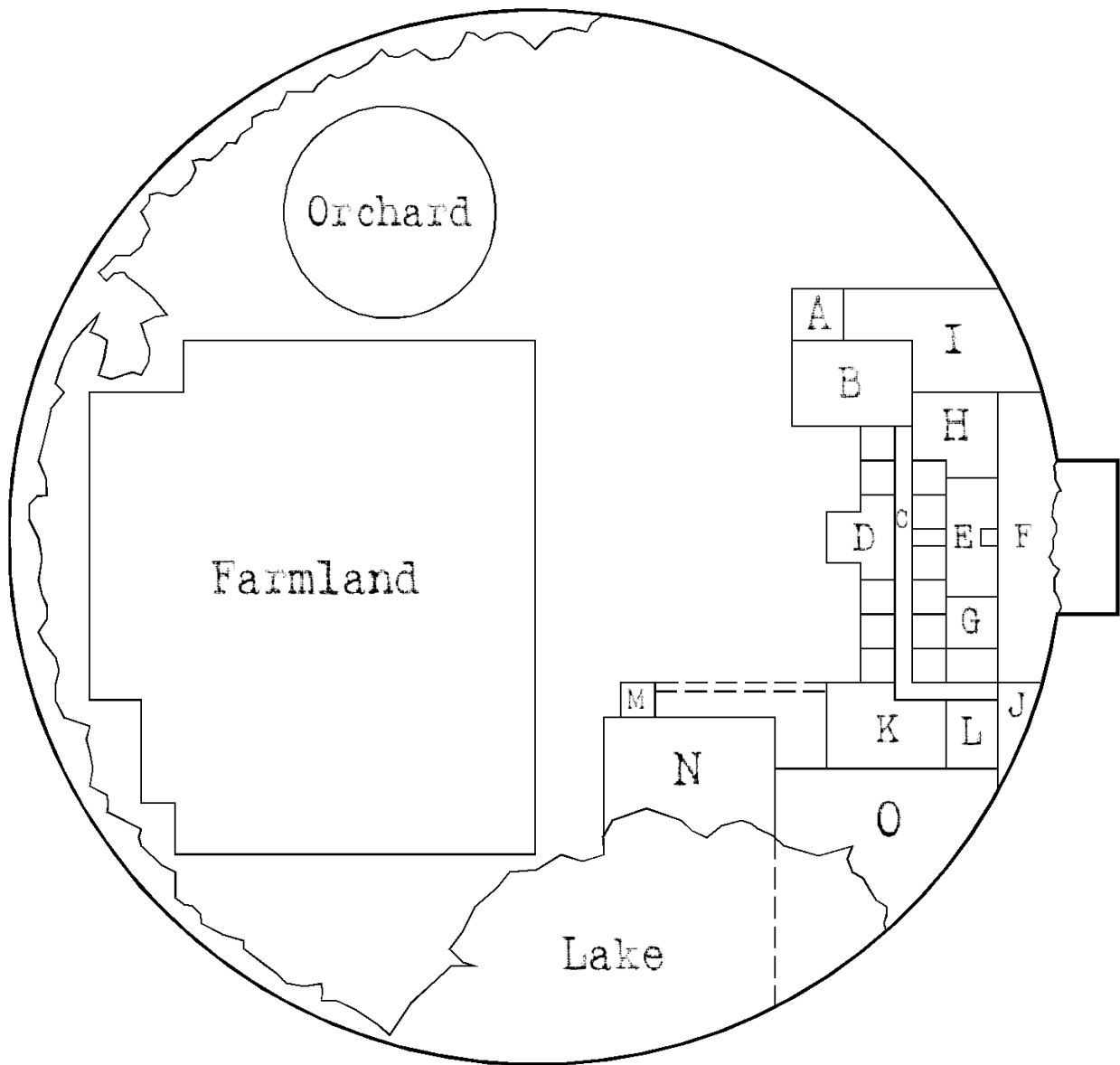
20 TU: Your skin begins to take on a slightly bluish sheen. All your hair begins to fall out. Your mouth begins to hurt.

40 TU: All your hair is gone. Your skin has taken on a rubbery texture. You are clearly no longer human and will be treated as such. Your teeth have grown sharper, and your jaw begins to distend (-1 CHA).

60 TU: Gills open up on the side of your neck. (You can hold your breath twice as long underwater.) Your jaw further distends, granting you a bite attack (1d4 + ½ STR damage).

80 TU: You are now no longer human. Your race changes to Symbiotic Mutant. You have gills (you can breath underwater), and a natural bite attack (1d6 + ½ STR damage). You are clearly deformed (-1 CHA). You gain Drug Immunity (you are immune to recreational Drugs and cannot benefit from any drugs that alter physical or mental ability statistics). This is only the first stage of turning into a shark man. Without further genetic alteration, your transformation will cease here.

The Island of Doctor Cousteau



- A. Teleporter
- B. Storage
- C. Residential Hall
- D. Environment Seal
- E. Laboratory
- F. Sea Laboratory
- G. Laboratory Storage
- H. Computer Room

- I. Power/Maintenance
- J. Birmingham's Quarters
- K. Cousteau's Office
- L. Cousteau's Quarters
- M. Secret Lab Entrance
- N. Secret Laboratory
- O. Mini Sub Pen