



CHILDREN OF THE SAND

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An Exodus OPS Campaign Adventure

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

Through the Southwest wasteland, children have been disappearing from settlements. Many believe that the Mutant Army or Slavers are behind the disappearance, but one man believes different and is looking to hire a group of wasteland adventurers to explore his theory. Dare you have the guts to undertake the mission of the missing Children? Children of the Sand is an Exodus OPS campaign scenario for 4 to 6 characters of 1st to 5th level.

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OPS Introduction

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

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

Preparation

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

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

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

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

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

Children of the Sand

Exodus OPS

Scenario 2-02

Children of the Sand

Location: Reno, the Wilds of Northern California

Number of Characters: 4 to 6

Average Character Levels: 3

Max CEL/SC: 21

Max Purchasable Equipment Value: Reno (2500 steel)

Adventure Summary

Children have been going missing from Reno, several Steel Disciple DS outposts, and the Unity stronghold in Tahoe. Master Chief of New Reno believes different than Chi, Slavers, or Trans-Gen kidnappings and seeks investigators via the Serpent Pit message and bounty board to find the real reason behind the disappearances of the children.

After meeting with Master Chief, the party must hunt for clues by speaking with the various people of Reno, the hot spot of disappearances. They can speak with parents, other children, and individuals associated with Slavers Union or the Mutant Army. After gathering sufficient information, the party can not only determine that a cult called the Children of the Sands is responsible for the disappearances, but also the general location.

The party will need to travel overland towards the suspected location of the missing children. En route, they encounter a slaver caravan and have the option of bargaining, walking right by, or attacking the slavers.

With several days of travel behind them, the party finally reaches Willow Ranch. Here, they can search the grounds but eventually fall afoul of the cult's crack defense squad. As soon as that battle ends, the party is assailed by the entire cult and must either mow them all down and be branded monsters, or talk them into returning home.

Introduction – Reno

Reno is a city with two faces. The center of the city, New Reno, is a bastion of civilization in the wastes. Tall, refurbished buildings and trimmed trees rise above the security walls. New Reno is nothing less than the city on the hill, an oasis of modern living in the desert.

This sparkling New Reno, however, is behind a wall. All most people will ever see is Outer Reno, a sprawling shantytown with few permanent buildings and fewer opportunities. Here, wasteland warriors and small-time merchants gather to try for a shot at a better life behind the walls, regardless of the odds against them.

While Outer Reno is rough, it's far from lawless. The Reno Enforcers, a squad of specially trained trans-genetic mutants, police the area. If anyone wants to get into New Reno, they need to work through official channels or risk being banished to the wastes.

Getting the players into the adventure is pretty straightforward. If they're in Outer Reno, eventually they'll visit the Serpent's Pit or Ahmed Animals and Surplus.

The Serpent's Pit

The Serpent's pit is a terrible little brick building smack dab in the center of Outer Reno. Probably the only truly permanent building there, it's surrounded at all hours of the night and day by a colorful cast of characters. There's no actual door in the doorway, and it's possible to look right into the dimly lit interior from the street.

The bar's interior is cramped and reeks with the smell of cheap liquor. Tables are clustered all over the battered wooden floor, each lit by a single electric lantern. The bar itself, on the left hand side of the room, is protected by a mesh cage; the bartender opens a small hatch and passes liquor through it. The number and variety of liquor bottles behind the counter can only be referred to as 'staggering'.

There's a bulletin board on the right hand wall. There are a number of tattered, typical postings. "If you want a good time, call Angie", "Free mutated cats up for adoption", "20th century Transistor Radio! 15 steel, needs parts", "Jack Black, leader of the Black Jack raiders wanted dead or alive", and so on. One posting catches your eye however. It's much larger, glossy, and written on the office stationary, unlike the others written on torn pages from books and magazines. This posting reads:

Attention Wasteland Adventurers! Your assistance and bravery are needed. The Reno Enforcers are seeking trustworthy citizens to assist Master Chief in locating approximately 50 missing children. Over the past three weeks, children have been going missing from Reno, several Steel Disciple outposts, and the Unity stronghold. These kids need your help! 1000 steel reward for information on their location. 5000 steel reward if the children are returned safely within 1 month. For more information, seek Master Chief at the Security Checkpoint.

Ahmed's Animals and Surplus

A building from scavenged materials sits at the entrance of Outer Reno shanty town. The building sports no roof and has an animal pen behind it, and several small wasteland carts lined up in the front. A sign that swings above the open doorway states in English and Arabic, "Ahmed's Wasteland Surplus."

Ahmed's carries a range of armaments and surplus goods. The characters can purchase anything up to Infrequent scarcity and weapons and equipment from the EXS up to a 2000 steel value. Additionally, Ahmed has a variety of animals for sale and a few small haulers (See SWG for details and pricing).

Ahmed is a Techno-Reaper merchant from Alamogordo who has set up shop in Reno. He hired out to some *Ghûls* and skilled laborers to build his shop from materials he purchased from The Crimson Blood Trading Company. Ahmed buys all of his armaments and surplus, however, from Fresco Waters (from salvage sites) and repairs them himself for resale.

If the characters are looking for work, Ahmed will recommend looking for work by checking out the bulletin board at the Serpent's Pit.

Alternate Plot Hook A: While one of the characters is speaking with a merchant, the merchant seems visibly upset. After completing the transaction, he asks the party for help – his child has gone missing. He mentions the poster at the Serpent's Pit and is upset that no one has taken up the offer yet. If the party agrees to help the merchant offers a few free goods up front (approximately 150 steel value) in gratitude.

Alternate Plot Hook B: Only use this one if you really want to tug at their heartstrings. While the party is in town, they come across a little display in the center of the road. It looks like an accident memorial, with a number of small crosses surrounded by flowers and toys. A pair of women are weeping and praying over the memorial. If asked they'll say that a number of children have gone missing and they've set up a shrine. They know that the kids are as good as dead unless someone helps them, but the Reno Enforcers are too busy with community defense and haven't found anyone to assist yet and the Steel Disciples are too concerned with war. If asked about the mission, the women will direct the party either to the Master Chief at the security checkpoint.

Encounter 1 – Where have all the Children Gone? (SC 2)

The first encounter in this scenario is also potentially the longest requires the character to do a lot of investigation. After Master Chief Lopez charges the party with finding where the children of Reno and a variety of Steel Disciple outposts have been vanishing to, the scenario becomes extremely open ended. The first person the party will probably want to talk to is Lopez himself, who you can (and should) use to provide possible leads to other people the party can seek out for information. If the party begins to leave without talking to Lopez first, he will stop them, saying something along the lines of, “Just wait a moment, citizens. I have some information from our own brief investigation that may prove useful to you.”

Master Chief

Human Male, Int 15, Wis 15, Cha 17
Diplomacy +9, Knowledge (Civics) +11,
Sense Motive +7

Master Chief will provide the following information to the characters:

- The children have been going missing over the course of a few weeks from Tahoe (The Unity stronghold) first, then some Steel Disciple towns to the east, and finally Reno. From reports, it seems that all of the disappearances occur during the night. Around 20-30 children have vanished so far from these communities, and this is just an estimate, there may be more. This is a sizeable percentage of children, and there is panic from the community and parents.
- The general consensus around here is that it's the work of the Mutant Army or one of the Slave Cartels as they are both known for kidnapping children. The Mutant Army is too far to the southeast, and they generally only take infants and toddlers. The Slavers generally leave the children alone in this region, going after adults, Chi, and Tribals, however it is a possibility they have changed tactics. Slavery is not practiced in Reno, but not illegal either.

Gathering Information

There are a variety of groups or people that the party can speak with in order to gain some info about the missing children. Most of the information is freely giving, however when there is a profit to be made off of others suffering, there will be information for sale. Some of the information below will have a Bribe cost to learn the information.

Ghul Collective

Harvester Bob is the only member of the Ghul Collective in Reno and can be found wandering the streets. Bob is a Harvester Ghul and has a strange fruit plant growing off his right shoulder. Bob is quite the character and likes to talk about a bunch of useless knowledge, as his brain is full of jeopardy answers. Bob used to travel all around northern California and knows a lot of geography. He can provide the following information about the missing Children and locales.

- I hear that the children have gone missing in the northern communities, from Tahoe, Carson, Reno, Barter Town, Eureka, Cripple Creek, and Underpass. According to the collective, all of these disappearances are by choice. No sign of struggles and personal belonging were taken. It sound like someone is recruiting children.
- From the caravan report, small groups of children, number from three to five, have been seen heading north and west following old caravan routes and pre-Exodus roads. It sounds like whomever recruited these children are herding them to a location in California.

Bob has a detailed map of pre-Exodus California that he'll be willing to sell to the characters for 100 steel. If the characters purchase the map they gain the **Map of California** certificate entry.

Merchants

There are several merchants that sell general surplus near the Reno security check point. These merchants will provide information for a service fee. The characters will have to talk to various merchants, but after spending X-amount of steel, they will learn that detail of information.

- **1 steel** — Children (dozens of them) have been going missing over the course of a few weeks from northern communities. It's the work of the Slaver Union as they are known for kidnapping children.
- **5 steel** — The children that have gone missing all disappeared during the night, leaving no trace of a struggle, or disturbance of their sleeping areas. Personal items and toys, however, were reported missing.
- **10 steel** — Some strange older children not native to Reno, were seen playing in the Wasteland Park, with several of the children that had gone missing from Reno. You may want to talk to some of the children.
- **20 steel** — A group of children were seen on the Outskirts of Reno near Walmart's. Walmart is a furrier that live on the outskirt of Reno in a large wheat field.
- **30 steel** — A few merchants traveling from the Northern reaches of California and Nevada have reported bans of roaming children, skipping and singing through the wasteland. These children ranged from teens to a lot younger, but seemed to know where they were going, following a northern trade route. There isn't anything to the north except radioactive ruins and some Tribal camps.

Merchant Caravans

There are two caravans that operate out of Outer Reno, the Crimson Blood and Fresco Waters caravan companies. Both caravans travel around the northern reaches of California and Nevada and have a vast knowledge of the area.

Crimson Blood

The Crimson Blood merchant caravan consists of around 6 routes that make a wide circuit through Chi, Ghul, and tribal territory in California and Nevada. They deal mainly in salvage and supplies trading with the Chi Dynasty, the Steel Disciples, and northern Tribals. The Crimson Blood Company can provide the following information, about the missing Children and northern territories

- Don't know much about the missing children. Heard that Master Chief from Reno is hiring investigators to find the missing children. That must be you. Some of our caravans have reported sighting of feral children in the northern reach of our routes. Nothing to be concerned with since a moderate group of children are being looked for.
- Not much to speak about for terrain in Nevada, lots of mountains and desert, very few settlements. We trade with almost all of the settlement, and would have heard of a large group of children passing through. In northern California, there are lots of ruins and small lake resorts that are populated by a variety of bugs, raiders, and other nasty's.

Fresco Waters

The Fresco Waters merchant caravan consists of at least 7 routes that make a straight run between Vegas in the south and the tribal territories in the north. Fresco Waters transports mainly water from their refinery in Underpass. They deal in minor armament and surplus, usually what there receive in trade for the water. The Fresco Water Company can provide the following information, about the missing Children and northern territories for a small fee.

- **1 steel** — Don't know much about the missing children. Heard that Master Chief from Reno is hiring investigators to find the missing children. That must be you. Some of our caravans have reported sighting of feral children in the northern reach of our routes. Nothing to be concerned with since a moderate group of children are being looked for.
- **2 steel** — Not much to speak about for terrain in Nevada, lots of mountains and desert, very few settlements. We trade with almost all of the settlement, and would have heard of a large group of children passing through. In northern California, there are lots of ruins and small lake resorts that are populated by a variety of bugs, raiders, and other nasty's.

- **5 steel** — Come to think about, now that my memory is refreshed, there is a small community in northern California about one and a half day by caravan that we trade with. There are several children of various ages always present when the caravan passes through. They purchase water and food stocks from us every 3 weeks or so. I believe they said that their name was either the Walton's or Dahmers. Never seen their parents, so it is odd. Might be worth looking into for your missing children. The place is called Willow Ranch. If you need it, I can sell you a map.

Either caravan company has a detailed map of pre-Exodus California that they'll be willing to sell to the characters for 100 steel. If the characters purchase the map they gain the **Map of California** certificate entry.

New Reno Security Checkpoint

The Reno Enforcers are generally knowable about what goes on in Outer Reno, however in this case, they are stumped and can only provide the characters with the following information:

- We're fairly certain that they've been abducted at night. Whoever is doing this is doing it quickly and silently. There has never been any sign of a struggle either. The children disappeared from all over town, not just on the outskirts. The abductors must be extremely stealthy to get in and out so far beyond our perimeter without being noticed.
- Yesterday there was a disturbance relating to this – a fight between some parents and a group of people suspected to associate with slaving cartels.
- Also you might want to talk with Walmart, the Hunter. He is an unofficial look-out toward threats from the west. We're not sure if the Chi Dynasty is involved in this but if they are stealing children to help build their labor camp up, then Walmart may know about it. He's at the eastern outskirts of town, near a wheat field. You can't miss his house. It has a huge satellite dish.

Parents of the Missing Children

There is little sense in detailing all the various families in the community. As opposed to forcing them to go door to door, word of the investigation reaches some parents and as the character seeking them out, the parents find the characters first. Parents will convey the following to the investigators:

- We're all very upset about this right now these are young children being taken – all younger than 10. The same thing happened to all of us – we woke up in the morning and they were gone. They took kids regardless of their condition some of them were sick, one even had a broken arm. Before this, all the kids would be outside playing all the time, running around Wasteland Park. Now we can't even let them out without worrying.

Other Children

Two primary methods can be used to get into contact with the other children in the neighborhood. The easiest method is through the parents, but it is also the least productive. The children will not say anything while they're around because they've been sworn to secrecy about the location of the missing children (under pain of death!) by the cult. The other method is to track down some children and meet them away from the parents. The kids will be more likely to spill the beans to someone outside the community, but even then they won't actually tell anyone where the children are located, but they will eventually reveal the existence of the cult itself. Getting any of the information can only be achieved by speaking to at least 3 children, one of which was offered a membership to the Children of the Sand.

Finding the Kids

The kids all hang around Wasteland Park in New Reno and still play there during the day. The party can head there any time during light hours and expect to find a group of at least 5 kids running around, under the hawk-like eye of 3 or more parents. A description of Wasteland Park follows.

A large expanse of rolling dirt dotted with dead trees stretches just past a dirt road. This must be the Wasteland Park. The park is dappled with sunlight and features a sandbox, some monkey bars, and the gutted front of an armored car painted bright blue. A number of children play on the bars and around the armored car while several adults watch from a nearby bench.

Any attempt to speak to the kids results in interception by the parents. After speaking to the parents, however, they eventually relax and let the party talk with the kids. A simple request to speak with the kids and a Diplomacy DC 15 skill check to change the parent attitude from indifferent to friendly will let the party speak to some of the kids away from the parents.

Goading information out of the Reno children will require a Diplomacy skill check. The information that the characters receive is based on their success. Candy or a Toy adds a +5 circumstance bonus to the check.

- **DC 5:** You're a big poopie head! No way your going to get me to spill the beans about our friends.
- **DC 10:** Our friends have all been going away. Nobody took 'em, they wanted to go. Everyone is all upset but they don't have to worry. They went with some friends. We aren't supposed to say where they went.
- **DC 15:** It's a secret and adults are not allowed to go. They went to summer camp! Every day is summer there, no teachings, baths, or vegetables. Just marshmallows and canoes and games.
- **DC 20:** I think they're at camp on a lake or something northwest of here. Whoops I don't think I was 'sposed to say that and now they're gonna kill me for spilling the beans!

Outskirts

Walmart lives in what amounts to a small tin shack on the west edge of Outer Reno. A brief description follows.

The smallish, cluttered tents of Outer Reno give way to an open field of dust and wheat. A larger 'house' stands at the far end of the field. The entire thing looks like corrugated tin, painted in broad blue stripes. The house stands in the shadow of a massive satellite dish, dotted with holes and broken mesh; this contraption creaks and groans in the wind.

This is clearly indicated as Walmart's house. When they come to the door, they're met by a huge square-shaped man; this is Walmart himself.

Walmart is a giant of a man, built like a fridge with tufts of graying hair rising from either side of his head. He looks you over, squints, and casually spits out a stream of chaw. "You ladies need somethin' from me?"

Walmart is an unofficial guardian of Reno. He protects the eastern front of Reno from dangers that come from the west, mostly raider, but sometime Chi Dynasty perceived threats. Walmart is an excellent hunter and furrier, and sell his meat and furs to merchants entering into Reno. He rarely goes into Reno, preferring to live on the outskirts.

Should the characters question Walmart, he'll give them hunting and skinning tips along with the following information on the children.

- I don't think it was no Chi, Mutants, or Slavers. The Mutant Army don't give a damn about these brats, there are to damn old. Chi Dynasty maybe. Their building some great wall to the west, to keep non-Chi out. Slavers don't generally deal in children unless it is to sell them to mutants.
- If the Mutant Army was to come here, they'd blow the damn town up and take what they want instead of all this stealth crap. Stealth sound like the work of the Chi or Slavers. That's how they work, but there would be signs of a struggle.
- Some brats were playing out in front of my house here in the field, just last week before all this disappearing. I shot at them with my flare gun till they left, but maybe you can look round there and find some crap they dropped.

If the party does decide to search the field, they'll find the remains of a cardboard fort sit underneath a broad old dead tree in the middle of the field. A scattering of papers, trash, makeshift toy guys, and faded catalogues lay all around the area. Immediately to the next of the tree is a yield sign, driven straight into the ground. It's got hardened gunk on it, probably some kind of food. A closer inspection of the yield sign (Search DC 18 check) will reveal a map drawn on the back of the sign in crayon. It points out specific reference points (landmark and lakes) to the northwest ending in a circle marked "Willow Ranch".

Slavers Union

The slavers have absolutely nothing to do with disappearing children, but there's a possibility that the players will follow up the lead regardless. The slavers are underground in Reno. It is not illegal to own slaves in Reno, but the general population frowns on open slavery. A slaver union contact can be found in the Serpent's Pit with a Gather Information DC 18 skill check. Talking to the contact will produce little information of use. The slaver contact can produce the following information about the missing children for a price.

- **5 steel** — I know some guys who know some guys who maybe do some slaving. Not kids, at least not from the northern communities, too much of a hassle to transport them south. Slavers in this area go after the savages to the north, you know Tribals.
- **20 steel** — Some of the guys that I know, told me that a guy they know seen a group of kids on a old trade road that is not used by the trade routes anymore. There where heading to north near the California lakes region. There are a lot of ruins of old world resorts around those lake, might be their destination. If you want to know more about the region, talk to Harvester Bob, he is a member of the Ghul Collective; they know all sorts of pre-Exodus information.

Encounter 2 – Finding the Camp

After the party has done their investigation and discovered that the missing children destination is a lake resort somewhere in northern California roughly 90 miles away, they should report back to Lopez with that information. If they decide not to, you can have Lopez catch them in the middle of what they're doing and ask for a status report (basically 'checking up on them'). When the party divulges the information, Lopez will say the following:

"Thank you for the information, citizens. It seems I was correct in my suspicion that the children weren't taken by Chi, the Mutant Army, or Slavers, but we're left with few leads. There must be a hundred abandoned lodges and camps along the lakes of northern California. All we know is we're looking for an isolated camp near a lake."

Now is the time to have Lopez supply a few more leads for the party. He should offer three suggestions:

- Speak with one of the Caravans companies in town. Several pass through the northern reaches of California and may have seen or heard from the Children. At least, they may know of stop off points and camps in decent condition.
- Seek out the Bob the Harvester (Ghul Collective) – Bob has travels extensively throughout Nevada and northern California.
- Try to find an intact map of Northern California at one of the Merchants.

Generally speaking, the party must complete all of these information gathering quests in order to ascertain the location of the correct camp, or at least narrow it down to a handful of resorts. Searching for more than 3 resorts will result in far too much wandering in the wilderness to be interesting for long.

Once the players have enough information to head towards a resort of their choice (hopefully Willow Ranch), proceed to **Encounter 3 – Overland Travel**.

Encounter 3 – Overland Travel (SC 3)

The players make their way from Outer Reno into Northern California. This is quite a trek, about 90 miles, in a generally northwestern direction. The majority of the journey is through sand flats and steep hills over old pre-Exodus roads. On foot, assuming a 30 mile per day walk (a standard pace of an adult human), it will take just over 3 days to make the journey. To properly plot a course requires a DC 25 navigate check, with a +4 circumstance modifier if the players have a map. Make the check at the outset of the journey. If the character succeeds, the party will arrive at their destination in 3 days. If he fails by less than 5, they still arrive but the journey takes 6 days. If he fails by more than 5, they make it halfway there, then become lost.

Becoming Lost

When the party is lost, the navigator can make another navigate check (DC 20, +4 circumstance modifier if the players have a map) to attempt to get back on course. If successful, they do find the way and may continue on to their destination (although it takes 7 days total to get there). If they fail, they wander for another half a day before a navigate check can be made again. A character can fail any number of navigate checks, each simply adds another day to the travel time.

Hopefully the party doesn't become too lost and can proceed to **Encounter 4**. If they do get lost and head back, make your way to **Conclusion D – Empty Handed**.

Encounter 4 – Slavers (CEL 5)

Around halfway through the journey towards the Children of the Sands campground, the party comes across a group of slavers heading south.

This is more or less the center of nowhere. The road pitches steadily uphill, flanked on either side by hills, sand, and scrub attempting to make a life in the wasteland. Small weed vines attempt cover the ground except around the center of the pavement, where they've been disturbed by passing caravans following the road.

Everything seems calm until, about 100 feet up the road; a group of travelers come over an incline. Three men are perch atop a rusted out military jeep drawn by oxen with four other walking behind. Two of the men have handguns at the ready. The group proceeds towards your direction at a slow pace.

Once the jeep gets closer it will become apparent that the four walking behind the vehicle are tied together, slaves. All of the slaves are Tribal, three male and one female, all young adults.

The party has three basic options for dealing with this encounter. Either they simply bypass the slavers (who will be happy to leave the party be), parley and negotiate trades for goods (including slaves), or attack the group.

Parley

The slavers begin at *unfriendly*, and act very cautiously unless their attitude shifts via diplomacy. If their attitude is brought up to indifferent or better, the Slavers can provide some for a little steel.

Bartering can be attempted with the Slavers. They have 6 boxes of .380 ammo, 4 slaves, 3 MAC Ingram 11 (.380) assault rifles, 2 Colt 6520 (10mm) pistols with no ammo, 4 weeks supply of food for 7 people, and an enormous amount of very low quality liquor that they refer to as 'snake piss'. Check the slavers' combat stats for info on their actual barter skill. The slaves they'll sell for 500 steel each (no haggling). If a character buys a slave and keeps him, he earns the **Slaver** certificate entry.

Information Exchange (Bribe 5 steel)

We're traveling southeast of here, bringing some tribal slaves into New Mexico. There are several groups of these savages to the north who are easy pickings as slaves. Hell, most of them don't even have guns.

If you need shelter on your trip, there are a number of run-down but serviceable old lodges around the lakes northwest of here. You have to be careful around some of those lodges, as there are some crazy groups of people living in them. We were attacked by a bunch of kids a day and a half ago with canoe paddles.

After a brief chat, the slavers will continue along their way southward and leave the party alone. Continue along to **Encounter 5 – Willow Ranch**.

Combat

Now we take a look at the violent potential of this encounter. The party can opt to attack and start an instantaneous dustup. The three slavers will quickly move to take cover (+4 defense) behind the jeep before the fight begins (before even a round of combat), and then:

The slavers are fierce fighters and will use the jeep for cover and initially toss their grenades if the characters are close enough. They will fight to the death, in order to keep their prize, the slaves. They will generally focus on whoever is closest to them when in ranged combat. If the party manages to close the gap against the slavers, they will when forced into melee pull out machetes. The slavers always concentrate on a single target until it drops.

Freeing the Slaves: During the fight, a player can attempt to free some slaves. The slaves are tied down by rope and can be freed if the rope is untied (full-round action) or cut (Defense 19, 2 HP, hardness 5; Break Strength check DC 20). Each slave must be freed individually from one another, at which point they shout “Freedom!” in Tribal, and runs away.

Freeing the Oxen: The two oxen are chained in more securely by a single yoke (Defense 14; 15 HP, hardness 10; Break Strength check DC 28), but releasing them is much more disruptive. If they’re freed, all the gunfire is freaking them out and they’ll stampede in the direction of least or no gun fire. After the combat is over, they can be tracked down within about 5 minutes, as they only ran a short distance out of sight.

At the end of the combat, the characters can choose to keep or release the slaves. If the character keeps a slave he earns the **Slaver** certificate entry. If the characters free the slaves (all of them) they earn the **Savior** certificate entry. Proceed to **Encounter 5 – Willow Ranch**.

Slavers (3)

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

Background: Survivalist

Occupation: Slaver

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

Languages: English.

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

Traits: One-Hander

Talents: Evasion, Gunslinger

Equipment (each): Ammunition (.38) (24 rounds), Casual Clothes, Combat Knife, Desert Eagle (.38), Grenade (fragmentation), H-Rations (2), Leather Armor, Medpak (2), Walkie Talkie (only 1), Water (bottled) (3).

Encounter 5 – Willow Ranch (CEL 3/SC 2)

Back before the catastrophe, Willow Ranch was a lakeside resort compound where horses were raised and bred. Now, it’s a partially-repaired cult camp inhabited by a number of crazed children. A description follows.

The rolling hills give way to a series of pine tree husks. Amidst these dead trees, lies a golden corn field, with a large ranch beyond overlooking a lake. The shrieks of crow echoes down from above, followed by many answering calls - a large number of the birds circle in the skies. A rusted, ruined combine stands in near the right-hand corner of the field. There are scarecrows amongst the wind-ruffled stalks of corn. A single road parts the corn, leading up to the ranch.

The road is a direct path to the compound through the corn field. As long as the characters do not disturb the scarecrows, the Murder of Crow will not attack them. Should the character scout out the area with binoculars, they will spot the 4 girl guides (as detailed in Encounter 6) sitting on a park bench at the end of the road. If the Crows are rustled up, the girls will go into stealth mode and spring a surprise attack on the party.

A closer exam on the scarecrows reveals with that they are recently dead adults, which have been hung on crosses and stuffed with hay. A Treat Injury DC 20 check reveals that these adults have been dead about two weeks. A Search DC 15 check on and around the scarecrows will discover a small golden wedding band

(worth 150 steel), a rusty machete (worthless), and a pitchfork (1d8 damage, crits on a 20, 4 pound weight, value 12 steel). However, if the character touch (treat injury or search) the scarecrows will bring the wrath of the Murder of Crows on the party.

The combine is a rusted out broke down machine that has is close to disintegration. A Search of the cab reveals a few rolled up magazines and a book inside the cab (pre-catastrophe video game magazines) and a slingshot. The book is titled **“Guide to Dumpster Diving”**; see certificate entry.

Should the characters Search through the corn sheaves they may stumble upon a misplaced “Yellow Kitty” backpack with a Spot or Search DC 18 check. The backpack contains a paper kite tied to the back, a canteen, a bedroll, a roll of kite string, a ragdoll, and a container of bubble solution with a wand.

Searching the area for more than half an hour will pit the party against the Active Duty Combat Troops from **Encounter 6** – they automatically gain surprise and attack. Otherwise proceed to Encounter 6 as per normal.

Murder of Crows

CR 3; Tiny Animal Swarm; HD 5d8; hp 22; Mas —; Init +2; Spd fly 40 ft.; Defense 13 (+3 Dex, –2 size), touch 11, flat-footed 10; BAB —; Grap —; Atk Swarm (2d8); FS 15 ft. sq./0; SV Fort +3, Ref +6, Will +2; Str 7, Dex 16, Con 10, Int 2, Wis 13, Cha 6.

Skills: Listen +6, Spot +6.

Swarm: In order to attack, a single swarm moves into the opponents’ spaces, provoking an attack of opportunity. It can occupy the same space as a creature of any size, since it can fly and land all over its prey, but remains a creature with a 15-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity. Unlike other creatures with spacing, a swarm is shapeable. A Murder of Crows can occupy any eighteen contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures. Like any swarm, a Murder of Crows seeks to surround and attack any living prey it encounters. A murder deals 2d8 points of damage to any creature whose space it occupies at the end of its move.

Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any effect that targets an individual of creature. A swarm takes half again as much damage (+50%) from burst effects that affect an area, such as explosives and splash weapons. Swarms made up of Diminutive or Fine creatures are susceptible to high winds. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm don’t make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm’s statistics block has “swarm” in the Attack entry, with no attack bonus given.

Physical Damage Reduction (PDR) sufficient enough to reduce a swarm attack’s damage to 0, usually gives a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Encounter 6 – Buy Some F’Ning Cookies (CEL 5)

This is a combat-based encounter. The party has drawn the attentions of the Children of the Sands, specifically their crack squad of black ops combat troops, the Girl Guides. If the party reached this encounter normally, read the following:

At the end of dirt path that proceeds through the cornfield, a small group of young girls sit on a park bench. They’re wearing tan and brown girl uniform outfits with a sash. Each has a magazine and carrying little metal lunch boxes with them. One of them looks and points in your direction, and suddenly they’re all up and running. They’re coming right for you!

The girls have 2 attack patterns that they use for combat, and a special method for handling surprise rounds. Note that on any round, one of the girls will try to render opponents flat-footed with their cookies so that the others gain the benefit of sneak attacks.

Surprise Round: If the girls have a surprise round, they all start pelting a single target with their slingshot Spiked Doll Heads, while at the same time attempting to stay hidden. Have each girl make a hide check after firing with a – 20 penalty.

Attack pattern 1: When the combat is ranged, the girls will attempt to keep as much range between their foes and themselves as possible, moving in circles around the edge of the combat area. They will dart between places where they have cover. All the while, the girls will be shouting Taunts (See Talent) at the party (each girl shouts their own insult as a free action every round). They say humiliating or incriminating things akin to “God, you’re gross. Don’t you even *shave?*” or “We saw you looking at us like that you creeper!”

Attack pattern 2: If someone tries to close on the girls in melee, they shriek and cower a bit. Don’t be fooled! As soon as anyone actually gets within melee range, they’re getting pepper sprayed and kicked in the groin (counts as a single attack. Has a +8 circumstance bonus to hit, deals 1 damage and *nauseates* the target for 1 round, then blinds them for three). The girls will pepper spray and crotch-kick as many people in melee as they can because they’re just mean that way.

Once half of the Unicorn Squad is defeated (either killed or incapacitated) or the *party* is incapacitated, one of the girls blows on a whistle and a massive pack of children descends upon the area. Proceed to **Encounter 7 – The Prodigal Son.**

Attack Squad Alpha AKA the Unicorn Patrol

Bethany, Caitlin, Allison and the Ugly Betty,

Aggressive 2; Small Humans; HD 2d10+4; hp 15; Mas 14; Init +7; Spd 20 ft.; Defense 17 (+1 armor, +2 def., +3 Dex, +1 size), touch 16, flat-footed 14; BAB +2; Grap –6; Atk: Slingshot +7 ranged (1d4 damage plus sneak attack), or Pepper Spray; FS: 5 ft./5 ft.; SV Fort +5, Ref +3, Will +1; Str 7, Dex 18, Con 14, Int 10, Wis 12, Cha 17.

Background: Cultist (Children of the Sand)

Occupation: Military

Feats: Combat Martial Arts, Harmless, Improved Initiative, Point Blank Shot, Weapon Focus (slingshot)

Languages: English.

Skills: Hide +16, Move Silently +12

Traits: Flexible

Talents: Sneak Attack, Snipe

Special Attacks

Girl Guide Cookies: Every Girl Guide worth her salt carries a trusty box of cookies. These cookies are so delicious that even a grown man will fall to his knees to sample them. Whenever a box of Girl Guide Cookies is opened, any adult (age 16+) within 30 feet (60 ft if has scent) of the box must succeed a Will save DC 20 or be overcome with ravenous hunger and will be compelled to devour the box of cookies. Characters failing the save spend 1d4 rounds devouring cookies and are considered Dazed during this time. Characters immune to smell are immune to the cookies effect. Character from pre-Exodus times (age 40+) receive a –4 penalty to their Will save. Characters that succeed their save are immune to the cookies effect for 4 hours.

Pepper Spray: This small metal spray veil spray a cloud of chemical pepper gas into a 5ft sq. that does not provoke an attack of opportunity, and lingers in the square for 5 rounds. Anyone occupying or that enters into the square must succeed a Fortitude save DC 20 or become Blind for 1d6 minutes and Nauseated for 1d6 rounds. A pepper spray veil hold 3 uses, before being depleted.

Equipment (each): Backpack (Yellow Kitty), Girl Guide Mint Cookies (box), Girl Guide Uniform, Pepper Spray, Slingshot, Spiked Doll Heads (20).

Encounter 7 – The Prodigal Son (CEL 4 / SC 3)

Once the party has been spotted, or the Girl Guides call for reinforcements, the entire cult will quickly arrive at the party's location. The cult leader, Malachi, will step out from the mass of children and speak with the character.

A mass of children suddenly appears from the buildings of the compound, moving to flanking positions around you, leaving only the way you came from as a point of retreat. The children are dirty and wear torn clothing. All of them have pointed sticks and rocks, and begin shout threats and childish insults. An older child, perhaps 13, steps out from the group and faces you. "I am Malachi leader of the Children of the Sand. None with the taint of old age can remain here and live! Turn back now and forget this place, or you'll regret your choice visit to the Children of the Sand!"

Malachi is extremely ridiculous cult leader. He makes large exaggerated movements with his arms and constantly speaks with misconstrued words. He'll attempt to keep the kids at the compound with overblown declarations of the evil of adult society, while the party works to sway them back to civilization.

The party has a few options in dealing with this situation, Diplomacy, Force, or Retreat.

Diplomacy

This is the more difficult but most appropriate course of action, especially given that the other options are retreat or the wholesale beatdown or slaughter of young children. The children begin with a *hostile* attitude and thus require a Diplomacy DC 25 skill check to reach *indifferent* attitude to reach a conversational level. There are several adjustments for this first diplomacy check, as seen in the adjoining sidebar to the right.

If the party manages to shift the cult's reaction to indifferent or friendly, they have a chance to convince the kids to return home. Malachi will attempt to keep the cult's reaction at Hostile. In order to keep the children from siding with Malachi, they will have to make another Diplomacy DC 15 check, however Malachi add a +10 morale penalty to the party's DC, making the Diplomacy check DC 25 instead.

If the party is successful on their Diplomacy check, they convince the 20 children to return with them back to Reno. The others side with Malachi choosing to stay at the ranch. When the party decides to leave and head back to Reno, proceed to **Conclusion A**.

If the party fails their Diplomacy check, but succeeds a Diplomacy DC 15 check, they manage to convince 10 children to return with them back to Reno. The others side with Malachi choosing to stay at the ranch. When the party decides to leave and head back to Reno, proceed to **Conclusion B**.

If the party fails their Diplomacy check, by more than 10 the cult's reaction returns to Hostile and they party will either need to use Force or Retreat. Should the party retreat and return to Reno reporting the children location, proceed to **Conclusion C**.

Combat

If everything goes terribly wrong, the party could wind up in a fight against the children. This is very bad not only because there are just so many of them, but also because killing children is frowned upon by a large number of the organizations in the wasteland.

There is a potential upside, however. Incapacitating 20 children causes the rest to run away in random directions, and the ones that the party has knocked senseless will grudgingly return with the party to Reno.

Should a fight break out, Malachi will order the children to swarm the characters en masse. This mass of children is treated as a colossal swarm (5 x 5 squares) and will engage the characters as a swarm. When the swarm HP is diminished to 0hp, the remaining children scatter in all directions fleeing the characters. For every 2 HP of damage dealt to the swarm the characters KO (if non-lethal) or Kill (if lethal) a child (that is 21 children).

Malachi will stand back and watch his cultist attack the characters. He will only get involved in the combat, should a character attack him with a ranged weapon or attempt to close on his location, at which point Malachi will toss his chemical (nerve gas) grenade at the character(s), then draw a combat knife laced with poison. Should a character

Diplomacy check Modifiers

Killing any of the Unicorn Patrol: -5 penalty

Offers of candy: +2 bonus

Gifts of Toys: +2 bonus

Party drops their weapons or otherwise shows that they are non-hostile: +2 bonus

Party includes a child or young teenager: +5 bonus

Party appeals to the sympathy of homesick Children using phrases like "Your Mommy misses you": +1 to +5 bonus.

fail his save, Malachi will proceed to attempt to Coup-de-Grace the character, while chanting the dogma of the Children of the Apocalypse in Russian (Slavic). Characters that understand Slavic, may attempt a Knowledge (street) DC 20 skill check to recognize the dogma. If they are successful, they can deduce that Malachi is a member of the Children of the Apocalypse and this is a training facility.

If the party manages to kill any children, they get the **Child Killer** certificate entry. If at the end of the encounter they manage to bring back more than 15 kids proceed to **Conclusion A**. If they got between 1 and 14 kids they still did fairly well proceed to **Conclusion B**. If they got no kids at all, head to **Conclusion C**.

Children of the Sand

CR 3; Small Human Swarm; HD 12d6; hp 42; Mas —; Init +3; Spd 20 ft.; Defense 10 (+4 Dex, –4 size), touch 10, flat-footed 6; BAB —; Grap —; Atk Swarm (2d6); FS 25 ft. sq./0; SV Fort +2, Ref +10, Will +3; Str 9, Dex 18, Con 10, Int 10, Wis 12, Cha 12.

Skills: Listen +6, Spot +6.

Swarm: In order to attack, a single swarm moves into the opponents' spaces, provoking an attack of opportunity. It can occupy the same space as a creature of any size, since it can fly and land all over its prey, but remains a creature with a 25-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity. Unlike other creatures with spacing, a swarm is shapeable. A Murder of Crows can occupy any twenty-five contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures. Like any swarm, the Children of the Sand seeks to surround and attack any living prey it encounters. The Children deals 2d6 points of physical damage to any creature whose space it occupies at the end of its move.

Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any effect that targets an individual of creature. A swarm takes half again as much damage (+50%) from burst effects that affect an area, such as explosives and splash weapons. Swarms made up of Diminutive or Fine creatures are susceptible to high winds. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack entry, with no attack bonus given.

Physical Damage Reduction (PDR) sufficient enough to reduce a swarm attack's damage to 0, usually gives a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Malachi, Leader of the Children of the Sand

Cautious 3; Medium Human; HD 3d8+6; hp 20; Mas 14; Init +3; Spd 30 ft.; Defense 13 (+3 Dex), touch 13, flat-footed 10; BAB +2; Grap –6; Atk: Slingshot +7 ranged (1d4 damage plus sneak attack), or Pepper Spray; FS: 5 ft./5 ft.; SV Fort +4, Ref +5, Will +2; Str 8, Dex 16, Con 14, Int 12, Wis 12, Cha 17.

Background: Cultist (Children of the Sand)

Occupation: Cult Leader

Feats: Combat Martial Arts, Harmless, Weapon Focus (combat knife)

Languages: Arabic, English

Skills: Bluff +2, Diplomacy +2, Sense Motive +2

Traits: Extreme Personality, Super Model

Talents: Coordinate, Inspiration

Equipment (each):

Conclusion A

Returning to Reno with the Kids (15+)

The party returned with 15 or more of the missing children to Master Chief.

After an extremely long, whiny trek back to Reno, you finally arrive at civilization and hand the children over to Master Chief. A number of parents and other citizens gather around the Security Checkpoint when your little convoy appears, cheering. Master Chief comes outside to greet you and discusses your tale of the Children of the Sand.

Master Chief shakes each of your hands while speaking, "I can't tell you how much you've done for our community. This is truly a great service and we thank you, citizen. Now I believe the reward was 5000 steel for the return of this many children and the discovery of the Children of the Sand. After a long discussion with the New Reno council, I can instead offer you citizenship and a residence in New Reno for a period of 1 year. This residence will be a co-op apartment, which you will be sharing with 5 others for the duration of your stay. After the expiration of your citizenship and residence, you'll have the option to renew your citizenship for a mere 5000 per year. So do you want citizenship or the steel? This is not a package deal and can be split anyway you what."

After accepting your reward, several parents and other concerned citizens give you an impromptu party back at the Serpent's pit. Your drinks are on the house tonight.

The party has done a great service for Reno, and has earned the favor of the Reno Council. The characters can either choose to gain citizenship to New Reno or take a cut (5000/# of players) in steel. If a character takes the citizenship, he earns the **New Reno Citizen** certificate entry. If the character declines he gains the **Reno Residency** certificate entry and his cut of the steel. Additionally each character earns +5% fame in both Outer and New Reno, Steel Disciples, and Unity.

Conclusion B

Returning to Reno with the Kids (14 or less)

Master Chief is slightly less pleased with the return of less than half the children missing from Reno and Disciple territories, but the party still gets partial credit.

After an extremely long, whiny trek back to Reno, you finally arrive at civilization and hand the children over to Master Chief. A number of parents and other citizens gather around the Security Checkpoint when your little convoy appears, cheering. Master Chief comes outside to greet you and discusses your tale of the Children of the Sand.

Master Chief shakes each of your hands while speaking, "I can't tell you how much you've done for our community. This is truly a great service and we thank you, citizen. Now I believe the reward was 5000 steel for the return of this many children and the discovery of the Children of the Sand. After a long discussion with the New Reno council, I can instead offer you a residence in Reno. This residence will be a co-op apartment, which you will be sharing with 5 others. Since it will be outside of New Reno, you'll have to pay protection on the building to keep it from looters. So do you want residency or the steel? This is not a package deal and can be split anyway you what."

After accepting your reward, several parents and other concerned citizens give you an impromptu party back at the Serpent's pit. Your drinks are on the house tonight.

The party has done a great service for Reno, and has earned the favor of the Reno Council. The characters can either choose to gain residency in Outer Reno or take a cut (5000/# of players) in steel. If a character takes the residency, he earns the **Reno Residency** certificate entry. If the character declines he gains his cut of the steel. Additionally each character earns +3% fame in both Outer and New Reno, Steel Disciples, and Unity.

Conclusion C

Found but not Returned

While the party did manage to locate the children, they didn't actually manage to recover any of them. Lopez rewards them appropriately and immediately begins to plan another rescue mission.

After an extremely long, whiny trek back to Reno, you finally arrive at civilization and speak with Master Chief. Master Chief shakes each of your hands while speaking, "I can't tell you how much you've done for our community. This is truly a great service and we thank you, citizen. Now, we can recover the children from this outpost and return them home. I believe the reward was 1000 steel for the location of the children was the reward. After accepting your reward, several parents and other concerned citizens give you an impromptu party back at the Serpent's pit. Your drinks are on the house tonight.

Each character earns +1% fame in both Outer and New Reno, Steel Disciples, and Unity.

Conclusion D

Empty Handed

If the party neither found any information nor brought back any children within the 4 week mission limit, they're considered to have failed.

After several weeks have passed, your continued search of the missing children has produced no leads. Word comes to your ear from a passing Caravan that the search for the missing children has been called off. Whichever faction kidnapped these children has escaped justice.

The End...

Experience

Experience is divided into three categories, combat, skill, and role-playing as denoted below. First determine the character's APL as it will be important to calculate Combat XP. Second add all XP earned together and divided by the number of characters to get each character's earned XP. Record their earned XP upon their OPS Certificate Log.

Average Party Level (APL): To determine APL, add together all of the player character levels including any animal's CR (that is not an Advanced Class feature) or NPCs that are aiding the characters, and divide by the number of characters, assisting creatures, and NPC to determine the APL of the group. APL plays a factor in the number of Creature XP earned, and represents the challenge presented by the group.

CEL (Combat Encounter Level)

Combat XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs. If the APL is under the CEL add the difference to the CEL then times the total HP to determine EXP earned. If the APL is over the CEL subtract the difference to the CEL then times the total HP to determine EXP earned.

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion Reward

Experience		EXP Earned
Combat (CEL)	Achievements	
Slavers	Defeating the Slavers	5 (+/- APL) x81
Willow Ranch	Defeating the Crows	3 (+/- APL) x22
Buy some F'Ning Cookies	Defeating the Unicorn Patrol	5 (+/- APL) x60
The Prodigal Son	Defeat Malachi and the Children of the Sand	4 (+/- APL) x62
Skill Challenge (SC)		
Where have all the Children Gone	Uncovering the existence of the Children of the Sand (various skills)	500
Overland Travel	Successful Travel to Willow Ranch (navigate)	750
Willow Ranch	Finding Clues of the children (various skills)	500
The Prodigal Son	Convince 15+ children to return home (diplomacy)	750
The Prodigal Son	Convince under 15 children to return home (diplomacy)	500
Role Playing (RP)		
Where have all the Children Gone	Interacting with NPCs or locations in at least 3 location in Reno to find clues on the missing children	250
Slavers	Learning about the children from the Slavers	100
Conclusion A		1000
Conclusion B		500
Divide by the number of players for each player's total EXP		
Time Units Spent: The # of day spent in the adventure (min. 3 / max. 30)		

Reputation

Reputation is gained through the actions of the characters a group or a single character during the scenario. Each character earns either fame or infamy in the Reputation category as defined by the actions listed below. Record all of the results on the Scenario Log.

Freeing the Slaves: +1% fame with Tribal Nation

Returning the Children (15+): +3% fame with Reno, Steel Disciples, and Unity

Conclusion A: +5% fame Outer Reno and New Reno, Steel Disciples, and Unity

Conclusion B: +3% fame Outer Reno and New Reno, Steel Disciples, and Unity

Conclusion C: +1% fame Outer Reno and New Reno, Steel Disciples, and Unity

Treasure

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

Encounter	Maximum Attainable Coin
Conclusion A or B	5000 steel
Conclusion C	1000 steel

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 20	Barter DC 25
Encounter 4: Slavers			+5%	+10%
Ammunition (.38) (72 rounds)	1.5	108		
Bovine (2)	750	1500		
Casual Clothes (3)	10	30		
Combat Knife (3)	82.5	247.5		
Desert Eagle (.38) (3)	400	1200		
Grenade (fragmentation) (3)	150	450		
Hauler		6000		
H-Rations (6)	5	30		
Leather Armor (3)	350	1050		
Medpak (6)	87.5	525		
Slaves (4)	250	1000		
Walkie Talkie		175		
Water (bottled) (9)	20	180		
Encounter 5: Willow Ranch				
Backpack "Yellow Kitty"		50		
Bedroll		10		
Golden Ring		150		
Guide to Dumpster Diving		1250		
Metal Canteen		12.5		
Pitchfork		6		
Various Toys		5		
Encounter 6: Buy Some F'Ning Cookies				
Backpack (Yellow Kitty) (4)	50	200		
Girl Guide Mint Cookies (box) (4)		priceless		
Girl Guide Uniform (4)	250	1000		
Pepper Spray (4)	250			
Slingshot (4)	5	20		
Spiked Doll Heads (80)	.1	8		
Encounter 7: The Prodigal Son				
Casual Clothes		10		
Chemical Grenade (nerve gas)		1250		
Combat Knife		82.5		
Total	—			

Certificate Entries

Child Killer: Word has reached the ears of merchants and the *Ghul* Collective about your vile act of child killing! The reputation of Child Killer grants you +10% infamy in the Desert Rangers, Savior's Army, Steel Disciples, Techno-Reapers, and Unity organizations. Initial Reactions with these groups always start unfriendly or hostile.

Girl Guide Cookies: Every Girl Guide worth her salt carries a trusty box of cookies. These cookies are so delicious that even a grown man will fall to his knees to sample them. Whenever a box of Girl Guide Cookies is opened, any adult (age 16+) within 30 feet (60 ft if has scent) of the box must succeed a Will save DC 20 or be overcome with ravenous hunger and will be compelled to devour the box of cookies. Characters failing the save spend 1d4 rounds devouring cookies and are considered Dazed during this time. Characters immune to smell are immune to the cookies effect. Character from pre-Exodus times (age 40+) receive a -4 penalty to their Will save. Characters that succeed their save are immune to the cookies effect for 4 hours.

Guide to Dumpster Diving: This book is the famed Lesman Stroud's Guide to Dumpster Diving and is fully detailed in the SWG.

Map of California: This detailed pre-Exodus folding road map of California is in excellent condition. Consulting this road map grants the reader a +4 circumstance bonus to Navigate skill check when in California.

New Reno Citizen: Undertaking a great task for New Reno has earned you a 1-year citizen license (from the date of this certificate) and residency in a co-op apartment in New Reno. This license is in the form of a small plastic rectangular card stating "Reno Citizen". A black strip is on the back of the card, which allows you to swipe through a card reader to get into New Reno at the Security Checkpoint and into any New Reno Public buildings. New Reno citizenship offers many benefits as it is an oasis in the wasteland. Citizens receive a 10% discount on all equipment purchases up to Infrequent scarcity and may purchase Rare scarcity Weapons, Armor, and Field Gear (up to 7500 steel) from the EXS or SWG through the Reno Amenities Locker. Additionally, citizens have a huge source of resources they can draw upon from Reno Library and other citizens. By spending 1d4 hours in New Reno utilizing resources, a citizen can receive a +4 competence bonus for 24 hours to any one of the following skills: Computer Use, Craft (any), Decipher Script, Disable Device, Gather Information, Investigate, Knowledge (any), Perform (any), Navigate, Repair, Research, Sense Motive, or Survival. A character can renew his citizenship in New Reno after expiration by spending 5000 steel in the next OPS adventure after his citizenship expires. Failure to purchase the license in that adventure results in the permanent loss of his Reno Citizenship.

Reno Residency: Undertaking a great task for Reno has earned you a permanent residency in Outer Reno. A small co-op house (share by you and other heroes of Reno) has been commissioned by the New Reno council, built from salvaged material. This house fits six individuals comfortably. You must pay the Reno Enforcers a protection tax of 10 steel per OPS adventure for upkeep and protection on your residence.

Pepper Spray: This small metal spray veil spray a cloud of chemical pepper gas into a 5ft sq. that does not provoke an attack of opportunity, and lingers in the square for 5 rounds. Anyone occupying or that enters into the square must succeed a Fortitude save DC 20 or become Blind for 1d6 minutes and Nauseated for 1d6 rounds. A pepper spray veil holds 3 uses, before being depleted.

Savoir: You have freed some slaves! You gain a +1 morale bonus to Diplomacy and Gather Information checks with any NPC with a Freed Slave background. You lose this bonus, should you ever acquire a slave.

Slaver: You have acquired a human adult slave. This slave may be of either gender and is a Tribal. The slave uses a 25 point-buy method to determine Ability scores. The slave may have 1 trait (from either the EXS or SWG), and has the Tribal background and no occupation. A slave's level equal ¼ your character level in Defensive Class levels.

Appendix A: New Stuff

Explosives and Grenades	DMG ¹	CRIT	TYPE	RNG	RADIUS	REF	SIZE	WT	SCRC	COST
Grenade, Chemical	Special	—	X	5	15	15	Tiny	1	R	Special
Grenade, Flash	Special	—	X	5	15	18	Tiny	1	I	350
Grenade, Smoke	Special	—	X	5	40	—	Tiny	1	I	350

¹ See item Descriptions or Combat Rules for special information on this weapon.

Grenade, Chemical

Chemical grenades hold deadly chemicals or airborne toxins that are released in gas form delivering a chemical attack upon anyone within the burst radius. Chemical grenades come in a variety of types as denoted on the sidebar.

Chemical	Cost	Fort	Effects
Knockout Gas	1000	18	1d3DEX /Unconsciousness for 1d3 hours
Mustard Gas	750	17	1d4/2d4 CON
Nerve Gas	2500	22	Paralyzed/1d6 CON
Tear Gas	500	15	Nauseated 1d6 rounds

Overseers Map



Players Map (California)

