



NATURE OF THE BEAST

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An Exodus OPS Campaign Adventure

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

A trade route through the great Deadwood Forest is being established; however all of the expedition teams have met with mishaps. Desert Ranger Smith, the great hunter that killed the Yogi, has been recruited to lead the next expedition through the Deadwood. Ranger Smith is recruiting adventurers, do you have the stuff that it takes to survive an expedition through the Deadwood? Nature of the Beast is an Exodus OPS campaign scenario for 4 to 6 characters of 1st to 3rd level.

This scenario has been updated from the original to reflex the new Experience system used in the Exodus OPS campaign. OPS players that have already played this scenario, cannot re-play it, or gain any benefits from the changes within.

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OPS Introduction

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

This adventure requires the *Exodus Survivor's Guide* and the *Exodus OPS* campaign manual. The *Exodus* campaign manual can be found at the GCG website listed above.

Preparation

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

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

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

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

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

Nature of the Beast

Exodus OPS

Scenario 1-05

Location: Hoopaw
Location: New Orrick
Number of Characters: 4 to 6
Average Character Levels: 2
Max. EL (12)
Max. Purchasable Equipment Value: 500 coins (Hoopaw)
Max. Purchasable Equipment Value: 2500 coins (New Orrick)

Adventure Summary

The Steel Disciples have posted recruitment posters for wasteland frontier explorers to undertake a mission to clear a trade route in the northern wastes. Interested parties are required to report to a Steel Disciple Recruitment center or Desert Ranger Post to undertake a qualifying test.

Completion of the recruitment test leads the party to a Steel Disciple outpost in Northern California roughly 150 miles north of San Francisco, called Hoopaw. The party meets their contact, Ranger Smith, at the Pikinik Basket, an old Native American lodge. After gathering information on their mission, the troop will set out the next morning with Ranger Smith.

Traveling over the wastes and into the Deadwood forest, Ranger Smith leads the group along an old pre-Exodus road, which is overgrown with forest debris. During the trip a mighty redwood hurls a branch toward the troop, and reveals a crashed plane in its barren branches.

Continuing through the forest, a Sasquatch attacks the Ranger, tears off his arm, and then proceeds to attack the rest of the troop in search of Meat Jerky and Cocaine. Tracking Sasquatch back to his lair, the troop will discover the prior expedition's fate.

Once Sasquatch has been defeated, and the Ranger healed, the troop continues through the forest to find that a raging river separates them from New Orrick. Once the river is bypassed, the troop enters New Orrick, thus completing their mission.

Hoopaw

Population: 15 citizens (100% human)

Military: 3 Steel Disciple Soldiers

Trade Goods - Hotel (cheap), Kitchen meal

Services - None

Hoopaw is a pre-exodus camping site, containing only a large lodge and a few rotting cabins. The site is run by a hunter and his family and houses several Tribals from the old Native American nation.

Hoopaw's attitudes on Outsiders

Ghûls and Trans-Genetic Mutants are myths this far north in the wasteland. The Steel Disciple recruits and Tribals of Hoopaw will be frightened and amazed by these individuals, and will initially treat them as indifferent, until this attitude is changed by individual actions.

Introduction (CEL 2)

The Steel Disciples have posted jobs in local watering holes in Northern California and Nevada seeking experienced trackers, guards, and surveyors for a job that is located in a dangerous part of the wasteland frontier. Interested parties should head to the closest Steel Disciple or Desert Ranger Post recruiting center for more details.

The Steel Disciples have set up an outpost in the tribal village of Hoopaw seeking to extend its food stocks with fresh and smoked fish from the refugee Chi town of New Orrick. They have hired Desert Ranger Jon Smith to lead the mission, and he awaits recruits in Hoopaw.

Characters can find Steel Disciple Recruitment centers in northern California, Nevada, and Utah. Desert Ranger Posts can be found in most civilized communities in the known wasteland.

Upon arriving at a Steel Disciple Recruitment Center (or Desert Ranger Post) and inquiring about the northern expedition, a series of questions and tests are placed before you.

The characters must answer the following questions before a recruiter, who will study the answers for lawful quality and truthfulness. Failure to answer any question, or to convince the recruiter of honesty, results in the character being turned away from the job. They can attempt to get the job at a different location.

Steel Disciple or Desert Ranger Recruiter

Human Male

CHR 15; Sense Motive +7

Personality: Military

- ☛ What is your name and origin of birth?
- ☛ What is your profession?
- ☛ Have you worked for the Steel Disciples or Desert Rangers before?
- ☛ Have you worked for any Vegas family, the Chi Dynasty, the Mutant Army, or NEMO? In what capacity?
- ☛ How are you suited to undertake a frontier mission?
- ☛ How can you change the wasteland into a civilized world?

Once the questions are answered, and no mistruth or evil intentions are detected in the statements, the character will be given a test specific to the job type he is applying for as defined below.

- 🕒 **Tracker** – characters applying for this job will need to succeed at least two of the following skill checks during a short field test that takes about an hour; Knowledge (Geography) DC 15, Knowledge (Nature – Dead Forest) DC 15, Knowledge (Nature – Wasteland) DC 15, Navigate DC 20, or Survival (Track) DC 20. If the character is successful in passing the tests, they will be offered 750 steel coins for their services at the completion of the mission.
- 🕒 **Surveyor** – characters applying for this job will need to succeed at least three of the following skill checks during a short field test that takes about an hour; Knowledge (Geography) DC 15, Knowledge (Nature – Dead Forest) DC 15, Knowledge (Nature – Wasteland) DC 15, Search DC 15, Spot DC 18, or Survival DC 20. If the character is successful in passing the test, they will be offered 1,000 steel coins for their services at the completion of the mission.
- 🕒 **Guard** – characters applying for this job must defeat a wasteland critter. If the character is successful in defeating the critter, they will be offered 500 steel coins for their services at the completion of the mission. If the character fails, he or she will be healed and still get the job but for 250 steel coins for their services at the completion of the mission.

When the characters have completed the tests successfully they will be given a map to Hoopaw, and told to see Desert Ranger Jon Smith at the Pikinik Basket Bar and Grill. Travel to Hoopaw expends no Time Units.

Mutant Lizard (Gila Monster): Medium Animal; HD 3d8+9; hp 22; Mas 17; Init +2; Spd 30 ft., swim 30 ft.; Defense 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB +2; Grap +5; Atk Bite +5 melee (1d8+4); FS: 5 ft./5 ft.; SV Fort +8, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Feats: Alertness, Great Fortitude

Skills: Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11

Hoopaw

Hoopaw, a tribal village, is about 150 miles north of the Chi Dynasty center at San Francisco and roughly the same distance northwest of Reno. Hoopaw sits 20 miles east of the Pacific (the Great Waterway) with the Deadwood in-between the two. The Steel Disciples have provided your transportation to Hoopaw with a caravan of Disciple guards and a Savior's Army medic heading to their new outpost. The journey takes over a week to complete following a pre-war road for several days with signs labeling the road with a number 5 over a faded blue and white shield before turning west.

The small ruined city of Hoopaw comes into view. The Tribals that make up this community should consider themselves lucky that Hoopaw is on any organization's map. This flyspeck of a town consists of a handful of ramshackle buildings in various states of decay. Only one maintained building stands out among the rest.

This solid sturdy building, made of thick red logs, is the 'Legendary Pikinik Basket' as denoted by a sign that hangs over the door with an image of weaved picnic basket. A Steel Disciple tells you that Jon Smith can be found inside the lodge, pointing to the building.

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

The Tribals learned that the town had residents upon their return to Hoopaw, Yogi Baerk and his wife Cyndi, who took up residence in the community lodge. After some negotiations through strained languages, a pact was made and Yogi was allowed to stay, as long as the Tribals has access to place trophies in the lodge, and Cyndi teach them the language of the white man.

The 'Pikinik Basket'

You enter into the logged structure, known as the Pikinik Basket, and find yourself in the common room along with four others. The bartender, a bear of a man, wearing a vertical striped, blue and white shirt, a blue cap, and holding a wooden bat says, "The name is Yogi, I run this lodge, the Pikinik Basket. Please keep your firearms and other weapons holstered, while you're in our lodge." Pointing to three others a woman, a child, and a grizzled man sitting at a table, Yogi states, "The waitress, Cyndi, will take food and drink orders when you're ready. Boo-Boo is the maid and keeps this lodge clean. Mr. Smith over there is a Ranger waiting for, well, probably you." The rugged man, with a jagged scar down the left side of his face, dressed in a long grey poncho, looks in your direction and smirks.

Taking in the view of the Pikinik Basket, this looks to be an old hunting lodge. A large mirror dominates the wall behind the bar, with many bottles of booze sitting on the shelves in front of it. Several stuffed animals (with name plates on the bases) are scattered decoratively throughout the common room.

Yogi Baerk, his wife Cyndi, and their daughter Boo-Boo run the 'Pikinik Basket'. Yogi allows weapons into the lodge, because of the pact with the Tribals, but requires them to remain holstered, or he will ask the character to leave whilst brandishing his bat and a round ball like grenade.

The characters can buy general supplies of Common and Uncommon scarcity as well as grub from the Pikinik Basket general store (the bar). Grub is slightly different in the north, instead of lizard or bovine meat; meals are made with what the Tribals kill and trap, ranging from small rodents to forest cat meat.

Exploring the Pikinik Basket

The lodge is one large room, containing a long bar with a mirror behind it. One corner of the lodge near the bar serves as a general store, with some racks that hold general items. Several stuffed animals pose on logs and stumps to add flavor to the lodge. Above the bar is a loft with a simple wooden ladder extending from floor to ceiling. The loft is the living quarters of Yogi, Cyndi, and Boo-Boo, containing three hammocks and salvaged dressers.

Viewing the Stuffed Animals

There are six stuffed critters in poses around the lodge, each with a wood-burnt sign denoting its species.

Dire Chinchilla – this rodent resembles a large, round, hairy rat. The Chinchilla is mounted on a stump in a pointing position.

Saber-Toothed Beaver – this is an oversized beaver, some three feet long, which has extremely long teeth ending in two sharp points. The beaver is mounted on a small log.

Blood Raptor – This three foot tall, crimson colored lizard stands upright on two feet in a fearsome pose. With mouth open, showing several short pointed teeth, the raptor has both short arms with long clawed hands pulled back into the air.

Sand Cat – This desert colored cat is four feet in length and is mounted on an angled log with its claws dug in as if climbing. The cat's facial features are posed in a growl.

The Great Yogi Bear – This bear is the main attraction of the Pikinik Basket. Yogi Baerk killed this beast less than a month ago when it attacked the village while looking for food and named the beast in his honor. The Great Yogi Bear resembles a grizzly bear of the old days, but somewhat larger.

Giant Maggot – This is a foot long maggot. It is mounted on a stump and looks quite disgusting.

Talking with Yogi

Yogi was a baseball player for the LA Chiefs before the Exodus. He was vacationing in the Redwood with his wife, Cyndi, and daughter, Boo-Boo, when the Exodus happened. When the radiation began affecting the resort inhabitants, he led his family into the Redwood, set up a camp and went back into the resort searching for medicine, finding a large supply of Rad-Blocker and Radium X that was locked in the medical room. This supply allowed his family to survive and return to something resembling a civilized lifestyle.

After twenty years of hard living, Tribals appeared on the borders of what they called, Hoopaw. After a long standoff, Yogi and the Tribals came to an agreement. The Tribals would allow Yogi to live in their ancestral lodge, as long as they could place trophies in the lodge and Yogi teach the Tribe the way of the white man.

Talking with Cyndi

Cyndi was a school teacher before the Exodus and was on vacation with her husband, Yogi, and their newborn daughter, Boo when the Exodus came. They were forced to live off the land in Redwood Forest for several years until the radiation levels were low enough to return to civilized areas.

She now serves as the school teacher and cook for the village of Hoopaw.

Talking with Boo-boo

Boo was a newborn when the Exodus happened, and does not remember much beyond growing up in the lodge for the last twenty some years. The Tribals arrived five years back and provided the village with meat, water, and occasionally a plant. She does not yet decide on a path to follow, and helps clean up the lodge and village until a time when her father will allow her to leave.

Talking with Jon Smith “The Ranger”

When the characters approach Jon Smith, he will stand, look them over, and say:

“Pleased to meet you, I’m Jon Smith, folks round here call me The Ranger. I’m looking for stout folks to escort me through the Deadwood. I suspect it will be dangerous and fraught with peril after talking with the Tribals of the region. This is where you come in, see? I’m am going to survey the area we travel through for use as a road for haulers and such like, to open a trading rout with the Chinamen defectors in Orrick. Your skills will complement mine, see? Do what you do best and we’ll get through and you’ll get paid your share, you hear?”

“You all can ask a few questions, but then we need to bed down for the night and get a fresh start in the morning. The trip will take most of the daylight to get over there, as long as we don’t get lost.

Ranger Smith will answer the characters’ questions with the following responses:

☛ **Deadwood/Redwood Forest**

The Deadwood was formerly known as the Redwood. It used to be full of thousand-year old trees, but they’re now mostly dead.

☛ **The Desert Rangers**

The Desert Rangers are the law of the wasteland, seeking out criminals and bringing them to justice. They work in groups or as individuals and sometimes team up with organizations like the Steel Disciples, Saviors Army, and Bounty Hunters to bring order to the waste.

☛ **Hoopaw**

Hoopaw is a backwater outpost of the Steel Disciples, opened as a trade route to bring fresh food stores from the west to eastern wasteland communities. The town is overrun with ignorant Tribals.

☛ **New Orrick**

New Orrick is a town of Chinese and Japanese refugees that escaped from the Chi Dynasty and founded the fishing community of New Orrick. They fish the river north of the town and hunt the western Deadwood for skins and meat.

☛ **Former Expedition**

The former expedition never returned from the forest, nor did they arrive at New Orrick. The Steel Disciples have two men with radios in New Orrick and reported that the expedition never got there. The expedition consisted of an experienced Tribal tracker, two Steel Initiates, and an engineer/surveyor.

☛ **Other Topics**

Don’t know anything about nothing on that.

Once the characters have finished exploring the lodge, Hoopaw, and talking to the people, Boo-Boo will set up sleeping bags on the floor, and Cyndi will offer up a bowl of Yogi’s Balls (meat balls) and a beverage before they rest for the evening.

The Deadwood Forest

In the morning, Ranger Smith is ready to leave after having had a bowl of Crunchie Puffs cereal and Bovine milk, which he shares with the characters.

It is with full bellies and sharp eyes that you set out in the morning, with Ranger Smith leading the way. The Ranger guides your troop with skill and precision through the wasteland, all the while whistling a happy ditty. It is a few hours before you see thousands of large structures rising above the horizon.

With each passing minute, the Deadwood Forest, mighty in its majesty, becomes apparent. Large trees, some thirty feet across and hundreds of feet tall dominate the landscape. These tall gray giants show little signs of life, containing no canopy, only barren branches. However the forest floor is abundant with life, as small critters and bugs scamper and scuttle over the forest floor debris of

broken branches and moss. The forest speaks as your troop approaches, with groans, creaks, crunching, and a whistling wind. As the Ranger starts on a path that was once a road, beckoning you to follow, a variety of small critters and bugs scatter away from his footfalls, taking refuge in the foliage.

Ranger Smith speaks while walking: "We will follow this path. It's what remains of an old scenic road that travels through the middle of the Deadwood. I don't know what dangers lay ahead, so stay alert."

The Deadwood forest is a wonder to behold, with trees reaching into the sky and loam, soft yet firm, under your feet, even on the road. A gentle breeze is all that remains of the harsh desert winds you are familiar with, and the sun does not hammer down with the normal intensity. In short, it is rather pleasant; you could grow used to this. The scene is marred only by an old one-armed skeleton propped up against a tree, as if resting.

Smugglers Blues (SC 1-3)

After a few hours of travel on the path, a large branch falls from a great height near the group, sending debris flying in several directions, much like a grenade or landmine detonating.

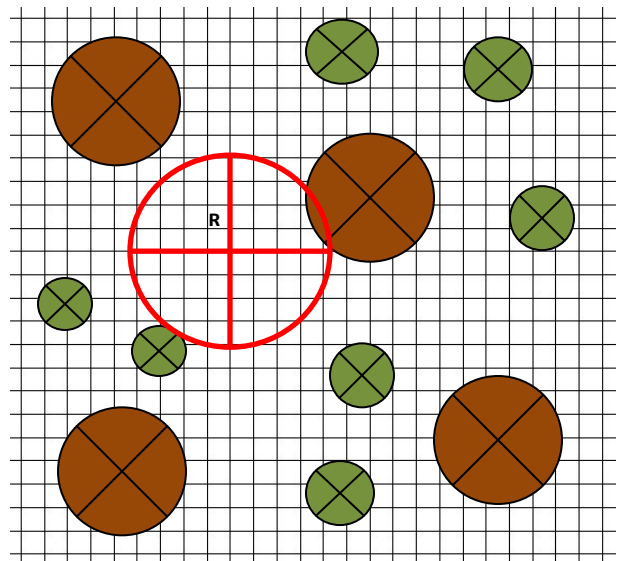
Several hours have passed since your troop entered into the Deadwood. As you continue forth, a large cracking sound emanates from above. The sound is followed by small shards of bark and dirt that hit you in the head and shoulders.

The characters have one round to act, as a large, rotted, two hundred pound branch falls to the ground in the area mark on the adjoining map. The branch will explode in a 40-foot radius from its impact point (as denoted by the red circle around the crosshairs) with the ground, sending shards of wood everywhere. The Ranger is marked with an "R" in the circle, the characters should be close to him, but allow them to denote their own positions. Allow them one round to act before the branch drops.

The characters can make a Spot check (DC 15) as a free action to notice a large object falling from the sky in-between four of the large Redwoods. A Spot check (DC 20) will reveal a glint of metal at the top of the tree from which the branch falls. The glint of metal is detailed below.

After the Deadfall Hazard is finished, character's that succeeded the higher Spot check to notice the glint of metal can investigate this further. If viewed through a pair of binoculars, the characters will see a Twin-prop cargo plane that crashed before the Exodus.

The only path to the plane is to climb the great Redwood. Climbing the tree requires a Climb check (DC 15). Any character who climbs will need to succeed at Climb checks for 150 feet in order to reach the plane (remember falling does 1d6 points of damage per 10 feet of distance). If successful, the character will find that the cargo door has been torn away and that they can enter.



Deadfall Hazard

Natural Hazard; Atk: 40ft. Radius Burst 5d6; Reflex DC 18 (half).

After a long climb, your journey ends at the butt of an airplane. This cargo plane is suspended in the air between two of the giant Redwood branches. The front of the plane has been destroyed, crumpled into the cargo hold. The cargo hold of the plane is open, with the lift doors having been ripped off. The cargo hold is full of debris, mostly burnt by fire, but two crates remain that are secured down with loading straps.

The plane is stable but very shaky. Let any characters entering the cargo hold know that each footstep causes the plane to move slightly, but do not tell them that it is stable. Searching the cargo hold will reveal two crates that have not been destroyed by the fire. The first crate contains 48 boxes of 12 Columbian Cigars. The second crate has been broken open and the contents removed, however some white powder residue is on the crate. A Craft (chemical) skill check (DC 25), or Knowledge (medicine) skill check (DC 20) will identify the powder as cocaine residue. .

If the characters succeed in a Search check (DC 25), under some of the debris they will find a duct tape package about the size of a brick weighing 2 pounds. This package contains a kilo of cocaine (or 24 uses). If the characters perform a Search (scavenge) check they will find the following items based on DC success:

Cocaine (Drug)

This white powder is snorted through the nasal passage or rubbed on the gums for quick use. It bestows a +4 Constitution chemical bonus, the Talent (Remain Conscious), and the Alertness feat for 1 hour. After the duration ends the character becomes Fatigued for 4 hours.

Addiction: 20%

Addition Effects: -2 Constitution and Exhausted (Fort DC 40)

DC 15		DC 20		DC 25	DC 30
First Aid Kit	Machete	Flashlight (solar powered)		Chemical Kit	Safari Outfit (Very Rare)
Goggles	Medpak	Doc Brown's First Aid Manual		Fire Extinguisher	
Hatchet	Bottle of Rum	Grenade (Fragmentation)			

Once the characters have completed their search of the cargo plane, they will still need to climb down. If they have rope they will gain a +5 circumstance bonus to their Climb check for the length of the rope.

Messin' With Jerky (CEL 5/SC 2-3)

After the exploding branch incident, Ranger Smith will continue following the old road with the characters in tow. After several hours of travel, he will stop and call a break for lunch. During the meal, a Sasquatch, which has caught the scent of Meat Jerky and Cocaine on the characters, will attack the group.

After a hearty meal, Ranger Smith announces it is time to continue through the Deadwood. You make good time through the forest, and all seems well, when all of a sudden a large, grayish, hairy man-thing appears in front of the Ranger. Smith begins to bring his rifle to bear when the creature grabs him by the left arm and, with a sickening wet popping sound, tears it off! The rifle drops from his limp fingers as Ranger Smith screams in agony. A torrent of blood cascades from the wound as he falls to the ground. The creature holds high the limb and with a roar it charges (person with the Cocaine or the most Meat Jerky).

The Ranger is in bad shape and will bleed to death in four rounds from his dismembered arm. Smith has among his

Sasquatch (on Cocaine), Aggressive 3

Large humanoid; HD3d8+3d10+27(33); hp:57 (63); Mas 18 (22); Init +0; Spd 30 ft.; Defense 16, touch 13, flat-footed 12 (+4 def bonus, +0 Dex, +3 natural armor, -1 size); BAB +5; Grap +15; Atk +5 melee unarmed (Strong Attack 1d6+6); SV Fort +8, Ref +0, Will +2; Str 22, Dex 10, Con 18 (22), Int 6, Wis 10, Cha 8.

Feats: Alertness, Brawl, Toughness.

Languages: Tribal (understands cannot speak)

Skills (13): Climb +10, Hide +10, Intimidate +6, Jump +8, Move Silently +10, Spot +6, and Survival +9.

Traits: Flexible, Physically Fit

Talents: Evasion, (Remain Conscious), Strong Punch

Special Traits:

Arboreal: Sasquatch gains a +8 climb bonus and can move at full speed while climbing and does not suffer any Dexterity penalty. Sasquatch can also take 10 on any climb check while climbing trees or surfaces similar to trees.

Lowlight Vision: Sasquatch has lowlight vision.

Scent: Sasquatch has developed a unique sense of smell for Meat Jerky and Cocaine, and can track these smells by scent from up to one mile away.

Special Attacks:

Dismemberment: With a successful targeted grapple check (at -12 penalty) Sasquatch can rip off the limb of his opponent provided he does damage equal to the character's Massive Damage Threshold. This is a targeted special maneuver so it does Unarmed Damage plus triple Strength Damage (1d6+18). A dismembered character will bleed 3 points of damage per round until a Treat Injury DC 20 skill check is succeeded, cauterization is performed, or the character receives healing from a Super Medpak or is healed to Maximum HP from other means of healing.

belongings a Super Medpak which will heal enough damage to staunch the flow of blood. If the characters administer this, the Ranger will become conscious and will proceed to inject 3 medpaks, move over to his rifle and aid the characters if the Sasquatch is still alive.

Sasquatch will target the character with the cocaine or the most amount of meat jerky and attempt to dismember them. It will fight until the unconsciousness or death of that character. Sasquatch will then grab the fallen character and leap onto a redwood and begin to climb.

Desert Ranger Jon Smith (Dismembered Stats)

Defensive 2/Steel Disciple Initiate 2/Desert Ranger 2;

Hp: 56; Mas 16

Atk: -2 ranged (M16A2 .223 2d10/x3)

Skills: Treat Injury +8

Equipment: .223 (120 rounds); Duct Tape, First Aid Kit, Hatchet, Knife, M16A2, Map of Redwood forest, Medpak (5), Multipurpose Tool, Notepad, Super Medpak, Undercover Vest, Waterskin (3), Writing equipment.

Tracking Sasquatch

The characters can attempt to Track Sasquatch back to its lair with a Survival (Track) skill check (DC 19). If successful, the characters will see a large rotted redwood about one mile from the attack with a man-sized hole in it one hundred feet from the ground. Sasquatch, if alive, will defend its lair from intruders.

Again the characters will be required to climb the tree in order to get to Sasquatch's Lair. Inside the characters will find a large, smelly, buzzing hole in the center of the trunk, which descends 50 feet. Several torn up clothes (ruined clothes of the victims) make a bed for Sasquatch. A large pile of fleshy chunks, meat jerky and empty bottles of Toxicola sits next to the bed.

In the dark hole are the half eaten, rotted remains of at least 20 men and woman, being feasted on by Blood Flies. The bodies and equipment fill the hole about 10 feet in height and can only be seen by characters with a light source or darkvision. Should a character enter the hole, first he must make a Fortitude check (DC 20) or become Nauseated, and then it is slimy requiring Climb skill check (DC 25) for 40 feet to reach the bodies. The characters can recover the following equipment should they manage to get in and out of the hole:

Cutter Plasma Knife	Winchester Combat Shotgun	Light Duty Vest (2)	Rad-Blocker 2 (6)
Fusion Cell (10 charges)	12 gauge ammunition (36 rounds)	Combat Armor	Walkie-Talkie (2)
Axe	MAC Ingram (9 mm)	Doctors Bag (2)	Signal Amplifier (2)
Spear (3)	10mm ammunition (186 rounds)	Poison Antidote (6)	Multipurpose Tool (2)
Baseball Bat	Widower's Guide to Gambling	Colt 6520 (4)	Medpak (12)

All of this equipment is tainted with the Colitis Disease and any character that handles it has a chance of being infected. Characters can avoid the Fortitude save against the disease if they thoroughly wash off their bodies and the equipment before the end of the scenario.

Colitis Disease (Inflamed Colon)

Contact; Incubation 1 day; Fort DC 13 (negates); Initial Damage 1 Con; Secondary Damage 1d3 Con

Ranger's Death

If Ranger Smith perished in the Sasquatch battle, the characters will need to complete the mission to get paid, as the Ranger does not have the money on him. They will need to continue with his body and notes to New Orrick. It is not that difficult, all they have to do is to follow the Old Redwood Road until they get out of the forest and then head south as indicated on the Ranger's Map.

If the characters choose to quit at this point then they may turn back with only what they found up until this point. Characters choosing this option receive 3% Infamy in both Steel Disciples and Desert Rangers.

Damn Bridge (SC 2)

With grim determination your troop continues on with the mission of securing a route to New Orrick. As the hours pass, following the road, the forest gives way to a wide river and open plains. As you emerge from the Deadwood, the road skirts the fierce river and then turns north, however New Orrick is south of the river. Further down the river, barely in view, are the remains of a crossing.

Traveling towards the bridge reveals that it is not a bridge at all but a large dam made up of debris, which spans nearly the entire river but for 20 feet, which the water pushes rapidly through.

There are several likely ways to cross the river; each is difficult in its own way. The river is 15 feet deep and 60 feet across at either side of the dam with a current of 5 feet per round on the west side of the dam and a current of 20 feet per round east side of the dam requiring the characters to do one of the following actions to get to the other side.

Swim: Swimming across the river requires a Swim check (DC 20) and the characters will drift down the river 20 feet each round. Grant characters using a large piece of wood a +5 circumstance bonus to their Swim check.

Debris Bridge: The characters can attempt to jump, or rig a makeshift bridge from some of the debris to complete the crossing. Let the characters come up with some type of plan and apply the appropriate Craft (structure) skill check DC to complete it. Jumping requires the character to succeed at a 20 foot Jump check. A running jump will require the character to also make a Balance check (DC 20). Failure to make the Jump or Balance check will result in the character falling in the river; see Swim above.

Other Methods: Players are crafty and will come up with 101 ways to cross a river, so allow them to try whichever way they wish to succeed, whether it involves crafting a raft, making a rope bridge, or even building a glider. Apply a skill check using the general examples in the EXS, not to exceed a DC 20.

If the characters are taking too long on getting across the river, have them make a Spot check (DC 10) to notice a family of large animals heading in their direction. This would be 3 Sabertooth Beavers, much like the stuffed version on display in the Pikinik Basket. The beavers will not attack but will view the characters from a distance, occasionally bearing teeth.

Conclusion

Success

After defeating the last obstacle on the path to New Orrick, it becomes apparent that a bridge will be needed to successfully open the trade route. About an hour's walk south of the river, the ruins of a small town can be seen in the fading sunlight. A large white pavilion tent, lit up by fiery barrels, seems to be only sign of life within the town, as silhouettes of men and women can be seen moving about. Heading towards the tent, you can see rows of Chinamen and women are passing about communion plates of fish and kelp.

A white man stands at the head of the table, wearing a robe with the emblem of the Steel Disciples. He first speaks in Chinese, then English; "My friends we have guests. Are you the expedition from Hoopaw that we have been expecting?"

If Ranger Smith is not dead he will answer with a passage verse from the Steel Disciple Initiates Handbook in Chinese that he has memorized.

If the Ranger is dead, when the characters answer "Yes", the Disciple will pull out a walkie-talkie with some sort of attachment, and talk into it, stating the expedition has arrived. After a question and answer period to determine the facts, he will accept the characters as the expedition team.

The characters will be invited to join the communion, and given a place to bunk for the night. The next morning they are paid for their services based on their job description and are free to go on their way.

If the players succeed in completing the mission they receive the following Fame: +3% fame in the Steel Disciples, +1% fame in the Desert Rangers, +1% fame in the Desert Rangers (for healing the Ranger or bringing the body to New Orrick after the Sasquatch attack), +1% Chi Refugees.

Failure

The characters have failed to complete the expedition mission to find a route to New Orrick with Ranger Smith. Characters receive 3% Infamy in both Steel Disciples and Desert Rangers.

The End...

Experience

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

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

CEL (Combat Encounter Level)

Combat XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion and Story Rewards

Experience		
Combat Encounter (CEL)	Achievements	XP Earned
Introduction	50% of party Defeats their Mutant Lizard	2 (+/- APL) x 22
Messin' with Jerky	Defeating the Sasquatch	5 (+/- APL) x 63
Skill Challenges (SC)	Achievements	XP Earned
Smugglers Blues	Spotting the Tree Branch Falling and Plane (spot)	250 - 500
Smugglers Blues	Climbing to the Plane (climb)	250
Smugglers Blues	Finding various items hidden in the Plane (search)	250 - 1000
Smugglers Blues	Identifying the Cocaine [craft (chemical), knowledge (medicine)]	500
Messin' with Jerky	Locating Sasquatch's Lair [survival (track)]	500
Messin' with Jerky	Recovering Loot from Sasquatch's Lair	750
Damn Bridge	Crossing the River (balance, craft, jump, swim)	500
Role-Playing		
Introduction	Answering the Desert Ranger or Steel Disciples questions	100
Pikinik Basket	Exploring the site and speaking with the inhabitants	250
Conclusion	Success	1000
Divide by the number of players for each player's total EXP		
Time Units Spent: 2		

Reputation

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

Conclusion (success): +3% fame in the Steel Disciples, +1% fame in the Desert Rangers, +1% fame in the Desert Rangers (for healing the Ranger or bringing the body to New Orrick after the Sasquatch attack), +1% Chi Refugees.

Conclusion (failure): +3% Infamy in both Steel Disciples and Desert Rangers

Treasure

To determine the amount of treasure (loot and coin) that a character earns, consult the results below for items and add

up the coin earned from the encounters in which the character participated. A chart of potential coin earned is included below for quick reference. Allow the players to determine the items that they are keeping and those they are selling. Only one player can attain items with a quantity of (1), and it is up to the players to determine who gets the item without in-character fighting. A common method to determine who gets a disputed item is a dice roll off; or one of the characters adding the sell value to the coin 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%).

All Rare, Very Rare, and Unique scarcity items are no longer listed on the certificate. These items are entered under the acquired items, just as acquiring normal scarcity items unless otherwise noted by the treasure entry.

Encounter		Maximum Attainable Coin		
Conclusion		Up to 1000 Steel Coin per character		
Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 20	Barter DC 25
10mm Ammunition (186)	2	372	+5%	+10%
.12 gauge ammunition (36)	5.5	198		
Axe		45		
Baseball Bat		22.5		
Bottle of Rum		17.5		
Chemical Kit		1750		
Colt 6520 (4)	125	500		
Combat Armor		3250		
Cutter Plasma Knife		950		
Doc Brown's First Aid Manual		87.5		
Doctor's Bag (2)	150	300		
Duct Tape		2.5		
First Aid Kit (2)	50	100		
Fire Extinguisher		125		
Flashlight (solar powered)		20		
Fusion Cell (10 rounds)	20	200		
Goggles		17.5		
Grenade (Fragmentation)		150		
Hatchet (2)	17.5	35		
Light Duty Vest (2)	1000	2000		
Knife		10		
M16A2		750		
MAC Ingram (9mm)		455		
Machete		30		
Medpak (18)	87.5	1575		
Multipurpose Tool (3)	100	300		
Poison Antidote (6)	25	150		
Rad Blocker 2 (2)	250	500		
Safari Outfit		400		
Signal Amplifier (2)	600	1200		
Spear (3)	40	120		
Super Medpak		175		
Undercover Vest		600		
Walkie-Talkie (2)	175	350		
Waterskin		5		
Widower's Guide to Gambling		325		
Winchester Combat Shotgun		1375		
Total				

Certificate Entries

Cocaine (Drug)

This white powder is snorted through the nasal passage or rubbed on the gums for quick use. It bestows a +4 Constitution chemical bonus, the Talent (Remain Conscious), and the Alertness Feat for 1 hour. After the duration ends the character becomes Fatigued for 4 hours.

Addiction: 20%

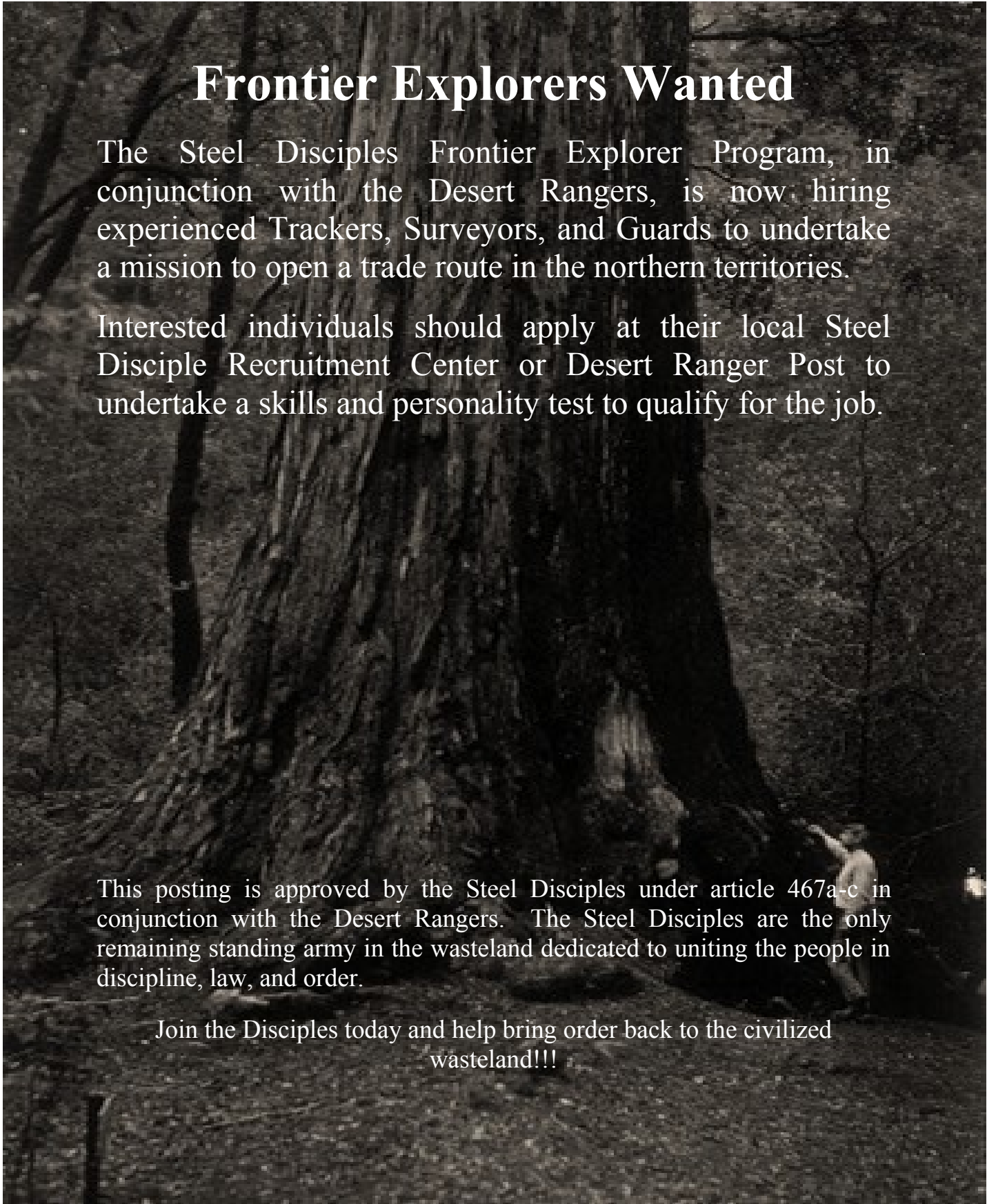
Additional Effects: -2 Constitution and Exhausted (Fort DC 40)

Number of Doses									

Signal Amplifier: This small black device replaces a screw-out antenna on a portable radio or walkie-talkie, boosting the signal by triple the range.

Rare and Very Rare Items Acquired:

Chemical Kit	Fire Extinguisher
Combat Armor	Safari Outfit
Cutter Plasma Knife	Widower's Guide to Gambling
	Walkie-Talkie



Frontier Explorers Wanted

The Steel Disciples Frontier Explorer Program, in conjunction with the Desert Rangers, is now hiring experienced Trackers, Surveyors, and Guards to undertake a mission to open a trade route in the northern territories.

Interested individuals should apply at their local Steel Disciple Recruitment Center or Desert Ranger Post to undertake a skills and personality test to qualify for the job.

This posting is approved by the Steel Disciples under article 467a-c in conjunction with the Desert Rangers. The Steel Disciples are the only remaining standing army in the wasteland dedicated to uniting the people in discipline, law, and order.

Join the Disciples today and help bring order back to the civilized wasteland!!!

Ranger's Smith Deadwood Map

