

EXODUS
POST-APOCALYPTIC ROLEPLAYING
ADVENTURE

.44 Caliber

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An Exodus OPS Campaign Adventure

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

The village of Cripple Creek (a.k.a. DS-4) has a problem with people going missing and others turning up dead. The local Steel Disciple sheriff has petitioned volunteers for aid in tracking down and eliminating this threat. Have you the guts to answer this challenge? .44 Caliber 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 according to the *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.

.44 Caliber

Exodus OPS

Scenario 3

.44 Caliber

Location: Cripple Creek (DS-4), Nevada

Number of Characters: 4 to 6

Average Character Levels: 2

Max. EL (12)

Max. Purchasable Equipment Value: 2,000 coins

Adventure Summary

The word has spread across Nevada that Cripple Creek is being plagued by mysterious disappearances and deaths with only a single clue left at the reported crime scenes; a .44 caliber bullet casing. The sheriff of Cripple Creek has reached a dead end with his investigation and has spread the word that he is hiring investigators to solve these crimes and bring peace back to the area.

Upon entering the town of Cripple Creek the investigators are escorted to the sheriff, and asked about their business. Before the sheriff hires the investigators, they must first pass a test or (if the test is failed) persuade the sheriff with Diplomacy and/or a bribe. When the job is accepted the investigators are given the information on the murders and kidnapping.

Investigating the town of Cripple Creek presents several locales that will provide rumors that are just rumors of the wasteland with no solid evidence of the murderer. Investing the crime scenes produces no new information on the disappearances or murders, except for what the sheriff has shared with the investigators; that a struggle was made at each murder and a .44 caliber bullet was shot into the targets and each target has children that disappeared. Each site however has one common element: a sewer entrance near the crime scene.

The most recent crime scene (the crime having occurred one week before the investigators arrive) has a boot print near a sewer entrance. The sewer holds a clue (an explosive device) in a collapsed tunnel that gives the general whereabouts of the murderer's hideout. However, there are several ruined buildings in the area, and there are no tracks to follow. The investigators can either stake out the area or wait until the next murder occurs, which happens to be at dusk on the same day the investigators arrive, when a child is kidnapped and another escapes into town and tells the sheriff.

Cripple Creek's attitudes on *Ghūls* and Trans-Genetic Mutants

Cripple Creek's citizens will not tolerate the presence of *Ghūls* or Trans-Genetic Mutants in their town. *Ghūl* or Mutant characters will be viewed as a serious threat and will be met with open hostility. These characters can either attempt to use Diplomacy to change an individual's attitude (see the Diplomacy skill in the EXS) or seek out the Steel Disciples to receive a day pass (see Introduction below).

Merchants in Cripple Creek will refuse to sell goods to both *Ghūls* and Trans-Genetic Mutants. Humans that consort with a *Ghūl* or Trans-Genetic Mutant publicly need to succeed at a Diplomacy check (DC 15) in order to purchase goods.

Introduction to Cripple Creek

Posters tacked up in various watering holes in Nevada have brought your attention to the town of Cripple Creek, several days west of Wendover. The local Steel Disciple Sheriff is requesting skilled aid in tracking down a murderer and kidnapper that is eluding the law. A reward of 1,000 steel is offered to the group or individual that catches these criminals. Interested parties should seek out Sheriff Bruno O'Maully in Cripple Creek for a bounty badge and information on the job.

Cripple Creek, a once thriving pre-war mining town known as Spring Creek, as denoted by a rusted, paint-faded billboard near the main road, sits at the barren foothills of the Nevada Mountains. The ruins of civilization surround the now small outcropping of structures that surrounds a small lake (Cripple Lake). A nearly dried up creek bed runs from the mountain range, through the center of Cripple Creek, and ends at Cripple Lake, supplying the town with some water.

A single dirt road has been carved through the ruins entering Cripple Creek proper. Along the road, signs are posted: "*Ghūls* and Mutants, are not welcome and will be shot on sight!" At the end of the road, just before entering into town, is a guard post with a gate. Two men in combat armor stand alert at the gate with their firearms.

The easiest way to enter town is through the guard post, however since there are no walls around the town, characters can enter just about anywhere they desire. Should the party consist of any *Ghūls* or Mutants that do not check in at the guard post, town folk will raise an alarm unless they have a bounty badge for the correct color of the day. If an alarm is raised, the ten Steel Disciple Initiates that police the town will converge on the area and arrest the offenders, or start a manhunt to capture the characters. If the characters are captured go to Location D: Jailhouse.

Cripple Creek

This scenario is a matrix, meaning characters have several choices or paths that can be followed throughout the scenario which are all detailed in the location descriptions below. Refer to the Overseer Terrain Map for further areas that the characters may visit in Cripple Creek.

The characters are on a time limit, but they do not know it. Each roleplaying encounter should not take more than 15 minutes. Investigative encounters take at least 20 minutes or more to explore, which includes traveling time to and from the site. The time spent in the sewers, however, can be time consuming as the characters must crawl through the tunnels reducing their speed to 1/3 movement (example: a character with a 30 speed crawls 100 feet a minute through the sewers). The characters have 10 hours of time before the encounter "Kidnapping at Dusk" takes place.

A: Guard Post

The Guard Post consists of three Steel Disciple guards, two that patrol the gate, and the other one in the guard post ready to alert the Steel Disciple Barracks in case of trouble, such as raiders, *Ghūls* or Mutants.

If the party approaches the guard post from the road outside of Cripple Creek, read the following:

As you approach the guard post, the two guards take notice of your group. One guard targets a rifle in your direction from the cover of the guard post, as the other steps out with a grenade and addresses you. "Ho there, travelers, you tread in the domain of the Steel Disciples and do not bear the symbols of the order. State your business, and be quick about it." The guards await your reply, ready to respond to any violence.

If the characters produce the Steel Disciple circular or state that they are here for the bounty, a hidden guard will emerge from the guard post and escort them to the Jailhouse (location D on the Overseers Terrain Map) by way of the road. Give the characters a description of Location C and Q, as they will pass both on the way to the jail.

B: Cripple Creek (CEL -2/SC 1)

Cripple Creek runs from the Nevada Mountain Range. The little water that trickles down the creek bed comes from high clouds over the mountains producing some precipitation in the region. As a result of the creek, a large area of weeds and some plant life have sprung up around the creek bed from the mountains to town.

Characters exploring the area for salvageable plant ingredients will find three thriving Snapper Plants with a Survival (DC 15) skill check. If the plants are defeated, the characters can extract the plant roots and stem with a Survival (DC 12) skill check. Successful extraction earns the characters 3 Snapper Roots (useful in making Healing Salve) and 3 Plant Stems (useful in other chemicals). The roots can be dried to make powder.

Snapper Plant (3): Small Plant; HD 1d8+3; hp 8; Mas 16; Init +2; Spd 0ft.; Defense 15, touch 13, flat-footed 15 (+1 size, +2 Dex, +2 natural); BAB +0; Grap -4; Atk 2 tentacles +0 melee (1d4+leach) or spore +3 ranged (1d3+poison); FS: 2.5ft. by 2.5ft.; SV Fort +1, Ref +0, Will +1; Str 10, Dex 15, Con 17, Int 1, Wis 13, Cha 2.

Feats: Multi-attack

Poison Spore (Ex): A Snapper Plant can expel a poison spore up to 20 ft. If a target is hit and takes damages from a poison spore, he must succeed at a Fortitude save (DC 12) or become paralyzed for 1d3 rounds. There are no secondary effects from the poison spore.

Tentacle (Ex): A Snapper Plant has two 10 foot long tentacles that it can attack with in a single round. If a tentacle hits a living target, thorns attach to the victim and begin, on the following round, to leach blood (1 point of CON damage), unless the tentacle is removed with a STR check (DC 10), or severed by dealing 3 points of damage to it. Once a tentacle is attached to a victim, the Snapper Plant cannot attack with that tentacle, and will instead shoot spores at any other dangers.

Tremor Sense (Ex): A Snapper Plant can detect any movement to the exact location on the ground up to 60 feet away.

C: Cripple Lake

Cripple Lake is the life force of Cripple Creek as it provides a natural source of water for the town. The lake is roughly 300 feet by 200 feet and is only ten feet deep at its lowest point. A variety of mutated marine life lives in the lake, providing the citizens of Cripple Creek with a monthly fish fry, and merchants with a weekly catch to sell. The water is slightly radiated, bestowing 10 RADs per 8oz. of water consumed. Signs surround the lake stating, "No Swimming" and "No Fishing without a Permit."

D: Jailhouse

The characters can make it to the jailhouse in one of three ways; being escorted from the guard post, sneaking into town with a *Ghūl* or Mutant and getting caught, or an all human party avoiding the guard post and entering into town through the ruins.

Read the following if the characters are led to the jailhouse by the gate guard or happen upon it if they are an all human party:

The jailhouse of Cripple Creek is a large, two-story, concrete block building with one entrance off the dirt road that leads from the guard post and around the left side of Cripple Lake. The entrance doors are propped open with concrete blocks. Inside the doors is a large room with a single polished oaken desk that glints in the sunlight. A man dressed in the formal attire of a Steel Disciple officer sits with his feet propped up on the desk. A deep voice resonates from within the Jailhouse, "Just don't stand out there gawking, come in or move on."

Read the following if the characters are captured and thrown in jail or have surrendered and are escorted to the jailhouse:

The jailhouse of Cripple Creek is a large, two-story, concrete block building with one entrance opposite Cripple Lake. The entrance doors are propped open with concrete blocks. Inside the doors is a large room with a single polished oaken desk that glints in the sunlight. A man dressed in the formal attire of a Steel Disciple officer sits with his feet propped up on the desk. The man points to a stairway that leads up to the jail cells on the second floor and states in a deep voice, "Put them in interrogation room one, and chain the mutants to the floor."

When the characters enter the jailhouse, or have been captured, the sheriff introduces himself as Bruno O'Mauly and will begin asking the following questions:

Who are you and what is the purpose of your travels in Cripple Creek?

Where do you hail from or what town do you call home?

What do you know about Cripple Creek and the Steel Disciples?

Do you have anything to declare?

If the characters inquire about the bounty on the Cripple Creek murders, the sheriff will say the following:

"A thousand coins is a lot to offer and many individuals have already been turned down for lack of investigative skills. If you have the skills to find these culprits you'll need to prove it to me, right here and now."

"I have placed three pieces of evidence in interrogation room 2, behind me. Find at least two of these pieces of evidence, in the next 2 minutes and present them to me. Your time starts now." Sheriff Bruno pulls out a stopwatch and clicks the timer.

Interrogation Room 2 (SC 1-4)

This is a timed encounter, the character have 20 rounds to complete the task of finding two sources of evidence. Searching an item or 5-foot square is a full-round action.

This interrogation room is 20 by 20 feet square with one entrance and a sliding hide-away door. The room is lit with a single light that dangles from a wire over the table. A large two-way mirror is on the west wall, and a medium-sized framed picture of an Omega symbol on the east wall. A rectangular table with four chairs dominates the center of the room.

The characters have several options to explore in the interrogation room and they are detailed below.

- ❖ **Door:** The door slides into the wall and can be disassembled with a Repair check DC 8 (or DC 12 with no tools) and requires 4 rounds to remove. Once the door is removed, the door wall is exposed. At the back of the door wall on the ground is a black leather glove just out of reach. To retrieve the glove, a character must have an item that is at least 3 foot long and less than 2 inches. The glove is a piece of evidence.
- ❖ **Mirror:** The mirror contains a glow in the dark message, which requires the light to be unscrewed. The message states, "At the end of all things." This is a message that relates to the Omega picture and the mirror itself. Behind the mirror is an old newspaper article, which can only be retrieved from the viewing room, or by breaking the mirror. The newspaper article is a piece of evidence. If the mirror is broken, the characters will have to pay 200 coins to have it replaced.
- ❖ **Picture:** The picture is in an oaken frame and attached to a wall by a hook. The picture is hand painted on the back of a piece of wood paneling. If removed from the frame, the picture is just that; a picture. However, the frame has a hidden peg on the inside, which was covered by the painting that fits into the chair broken support (see below). Allow a character examining the frame after the picture is removed a Search check (DC 18) to notice the removable peg.

- ❖ **Table and Chairs:** If a character explores the table and chair they will find that they are well used. One of the chairs has a broken leg support, with a hole in one side, and the broken support in the other side. A peg from the picture frame fits in the support hole that pushes a wire and causes a small trap door to open under the chair leg, causing the chair to wobble. A character can examine the peg hole and find the wire with a Search check (DC 18) and open the trap door with a Disable Device check (DC 12). The trap door can be detected with a Search check (DC 25), if the chair is lifted up and examined and can be busted open with a Strength check (DC 15) or by inflicting 6 points of damage. Inside the trap door is a thin razor. The razor is a piece of evidence.

If the characters pass the investigative test, the sheriff will lead them back to the main jailhouse and retrieve yellow-colored armbands with an “Omega” symbol from his desk. The armband is to let the citizens of Cripple Creek know that the individual is working for the Steel Disciples. The color of the armband changes from day to day based on a schedule that the Steel Disciples create.

If the characters fail the investigative test, the sheriff will allow them to take on the job with a little convincing. The characters will need to succeed a Diplomacy skill check (DC 12) or offer to do the job for free.

Information

Once the characters have taken on the job, the sheriff will relate the following information to them:

🔦 Murder Site 1

The first reported murder site was found by two scavengers, Hawk Thompson and Rufus Frank, in the ruins west of Cripple Creek three weeks ago. The site is in the midst of a large neighborhood of collapsed houses. Evidence paint was used to outline the body of the victim, several footprints (one man-sized and two children), and the spot where the bullet casing was found. Also marked is the location of the shooter and the angle of the bullet.

The victim was Kirk Monson, and was identified by his distraught wife, Mildred, who has since committed suicide. The Monson’s had two sons, Kirk Jr. and Dirk, both of whom disappeared without a trace after the murder.

🔦 Murder Site 2

The second reported murder site was found by a group of children playing in the ruins northwest of Cripple Creek two weeks ago. The site is in the midst of several destroyed businesses and warehousing. Evidence paint was used to outline the body of the victim, several footprints (one man-sized and one child), a rag with an unknown chemical on it, and a spot where the bullet casing was found. Also marked is the location of the shooter and the angle of the bullet.

The victim was Wendell Raincoat, who was identified by his brother, Joel. Joel confirms that Wendell was a scavenger and took his daughter, Wendy, into the ruins with him to teach her his trade. Joel is a trader and is currently en route to Barter Town, and will be gone for at least a month.

🔦 Murder Site 3

The third reported murder site was found by a tribal scavenger, Red Bull, in the ruins southwest of Cripple Creek, one week ago. The site is in the midst of a huge neighborhood of collapsed houses and businesses. Evidence paint was used to outline the body of the victim, several footprints (one man-sized and a child), and a spot where the bullet casing was found. Also marked is the location of the shooter and the angle of the bullet.

The victim, Bruce, was a visitor looking for a place to settle with his son, David. The sheriff met both of them when they first came into town and got them connected to the Housing Commission of the Steel Disciples.

🔦 Kidnapping Site

The kidnapping of Irina Koffman was reported by her boyfriend, Tom Hudson, who was pistol whipped and knocked unconscious just south of the southern residential dwellings in the ruins ten days ago. The site is in the midst of a huge neighborhood of collapsed houses and businesses. The sheriff did not investigate this site or the kidnapping, due to the prior accounts of public disturbance by the couple. The two loved to get into violent arguments and most likely Irina bashed Tom in the head and left town.

🔦 Cripple Creek

Cripple Creek is a Steel Disciple community, governed by the Steel Disciples through appointed proxies. Cripple Creek has over two-hundred citizens most of which scavenge the ruins of Spring Creek and sell their finds to traveling merchants or Steel Disciples. All of the dwellings of Cripple Creek are made from materials found in the ruins of Spring Creek. It is illegal to salvage building material from the ruins of Spring Creek.

In order to fish, scavenge, or to collect bounties in Cripple Creek, a citizen or visitor must buy a Steel Disciple badge of employment through a Steel Disciple representative. A scavenger badge costs 200 coins per week, a fishing license 200 coins per day, and a bounty license by invitation only.

🔦 Steel Disciples

The Steel Disciples are a group of old world scientists and military leaders that are bringing law and order to the wasteland by uniting communities of survivor's under their rule. They offer settlements protection from the wasteland dangers, such as mutants and raiders, and recruit volunteers in the Steel Disciple's army, of which most are stationed in the settlement after training. Want to learn more, see Knight Justice Crow at the Steel Disciple Barracks or travel to Wendover.

🔦 Other Questions

When asked anything else the sheriff will state that the questions do not pertain to information that is relevant in this case, and will suggest the characters get to the investigation at hand.

E: Merchants

Several merchants and vendors have set up shops or services in Cripple Creek, each having a different specialty as detailed below. All of the merchants, except the Savior's Army merchant, are located in these pavilion tents on the west side of Cripple Lake. Two volunteer soldiers in the Steel Disciple army of Cripple Creek patrol this area at any given time of the day or night.

Armory Merchant

Racks of weapons and armor dominate two pavilion tents in the merchant district. An old war veteran sits in a large wooden chair, which resembles a medieval throne. He wears battle worn metal armor and leans on a chipped longsword. While you are looking over his wears, he keeps an eye on your movements.

The armory merchant, Kron, has a variety of melee weapons and firearms and a variety of light and medium armor of common and uncommon scarcity. Kron is an angry individual and does not barter on any prices, just states the cost and uses threats to intimidate buyers that try to haggle. Kron will not answer any questions that do not pertain to the wears he carries.

Food Vender and Supply Merchant

The Food Tent hosts a variety of food stocks and liquids, including a table with fresh fish. Conjoined to the Food tent is the Supply Tent overstocked with wasteland gear and daily supplies. A small, old Chi man barks the sales of the day in broken English. He is dressed in traditional oriental garb usually seen on the Chi from San Francisco.

Little Kong is a male Chi food vendor and supply merchant, who runs two conjoined pavilion tents. He has a variety of food stocks and drinks that is offered in the EXS as well as Clothing and Field Gear (up to infrequent scarcity). Additionally he has mud-hopper and three-eyed Pisces specials (mutant fish from Cripple Lake). A mud-hopper is a fish with back legs like a toad and can jump up to five feet in a single leap. A three-eyed Pisces is a large-mouth bass with three silver eyes. Both are grilled to perfection, prepared on a stick for easy consumption and taste delicious.

Little Kong (Chi Merchant): Male Human; WIS 15, CHA 16; Barter: +12, Bluff +10, Sense Motive +8.

Little Kong will offer a 10% discount to Chi characters on any purchases. If asked questions about the Chi or San Francisco, he will give the general information found in Chapter 7 of the EXS. If ask about the murders and kidnappings he respond with the following:

- ☞ Ah, yes, the murders. It appears that Creek of Cripple has trained assassin, studied in arts of the Chi Dusk Warrior, sneaking about in the shadows eliminating marks. Offer no advice, I can. You on your own Charlie.
- ☞ Ah-ha, yes, kidnappings of the children and young lady is to convert them against teachings of the wrong and to integrate them into rightful order of the Chi.

Mechanic

At the backside of the merchant pavilion tents, is a large pile of metal parts and scrap. A gutted Colt Switchblade motorcycle and some open books sit next to the pile of parts. A dirty, greasy young woman with jet black hair, wearing overalls and a once-white T-Shirt, works on the gutted cycle while referring to the open books with an occasional rude gesture.

Beth, the mechanic, is intently working on repairing the cycle and will ignore the characters, so engrossed is she in her task. If a character interrupts her work, she will nimbly jump up and turn around wielding a large wrench in a defensive stance. In a cold voice, she will ask the characters what they want.

Beth is the local mechanic of Cripple Creek and can repair armor (as well as upgrade armor to MKII), firearms, and basic mechanical repairs. She prefers to barter for scrap metal or mechanical parts over coin, but charges the price listed in the EXS under Services.

Beth (Mechanic): Female Human; INT 15, WIS 11, CHA 13; Barter: +1, Craft (mechanical) +8, Repair +15.

If the characters ask questions about the cycle or books she will lower her defenses and become more approachable. However, questions about the murders will enrage her. She answers questions with the following responses:

- ☞ What do you know about the Colt Switchblade? It's the finest cycle made by American Vintage, made in the USA with foreign and domestic parts. Zero to two hundred in six seconds, fueled by fusion cells, comes in a variety of colors, and all terrain tires made to withstand a nuclear holocaust. This one has seen better days and it's my ticket out of here. The open road with the wind blowing in my hair.
- ☞ Books? These old things, I would gladly trade them in for a RoboCo PA 2 and a library-net geo. Reading a book is so last year, when forgotten tech is out there where you can get the information in the blink of an eye, with the sound of your voice and the right flash crystals. Logical Science indeed, it's a pain in the ass to search through these books to find the info you need.

☛ Murders? Yeah I have heard about the murders. Haven't you heard, it's slavers, they're after young woman and children to sell on the Vegas market as sex slaves and laborers in desert salvage camps. Look at the murders, a man or woman has been killed, and their children have been taken in the chaos of the attack, never to be seen again. There is no other explanation. They're probably watching us now.

☛ The kidnapping was a young woman, almost my age, pisses me off that those slavers got her. Who's next? They come after me and I'll give them an explosive enema.

Beth will offer to trade her books "Logical Science" to a character in exchange for the salvaged Colt Switchblade ignition switch that is found on the destroyed motorcycle in the sewers or the flash crystal found in the ruins.

F: Residential Dwellings

Ramshackle housing makes up the dwellings of the two hundred citizens of Cripple Creek in two districts. These dwellings are made up of salvaged materials, mostly wood and cement blocks, pulled from the rubble of Spring Creek and constructed on a community level directed by a Steel Disciple with structural building knowledge.

Asking a male citizen about the murders or kidnappings will strike rage in the individual, followed by a rant on what they will do to the murderer if they catch him down a dark alley. Female citizens are afraid of the murderer and the crimes that have been committed and will either offer no comment or weep about the loss of a member of the community.

Talking with the Scavengers

Hawk Thompson and Rufus Frank, a couple of good ol' boys, found the first murder victim three weeks ago. They remember little about the crime scene beyond looking for salvage goods and stumbling across the body. They proceeded to inform the sheriff immediately, leaving the area alone until they returned with the sheriff.

Red Bull understands but only speaks a few words of English (the important words like insults and alcoholic beverages), however in Tribal he will talk up a storm about the murder and give his expert opinion on the murderer being a slaver lord working from the desert, sneaking into town once a week to kidnap children. Red Bull remembers a time in his tribal village where Slavers attempted to sneak in several times to steal his women and children, much like the lone wolf.

Talking with Tom Hudson

Tom Hudson will tell his tale of loss, in which his beloved Irina and himself went to have relations in seclusion away from the resident's district, as many young couples do. The walls are thin and people are nosy in Cripple Creek. It was dusk when they entered into the ruins and proceeded about 50 feet to a location they had visited many times before. As relations began, something large plummeted onto the top of Tom's head, knocking him out. He woke up several hours later and looked for Irina, but failed to find her anywhere, at which point he informed the sheriff of the attack and kidnapping of his beloved.

H: Ruins (SC 1-4)

Ruins surround Cripple Creek on all sides. Most of the rubble has been picked clean to make the town dwellings around Cripple Lake. Just rotted shells of dilapidated buildings and rubble piles dominate these areas. A character can scavenge these areas with a Search (scavenge) check and find one of the following items with an appropriate result as defined below:

Search (scavenge) DC:	Item Found	Time Required	Search (scavenge) DC:	Item Found	Time Required
15	Brass Knuckles	1-minute	20	First Aid Kit	10-minutes
	Cleaver			Scrubs	
	Jar of 1000 copper			Gas Mask	
	Wrench			Super Medpak	
	Chem-Light Stick		25	Mac Ingram 10 (.45)	1-hour
	Lighter			Rad Blocker 2	
	Toxicola			Firepower and Ammunition	
	Toxicola (ground zero)		30	Flash Crystal (blank)	3-hours

As long as the characters continue to salvage the ruins they can eventually find all of the items listed on the chart above, with the appropriate time spent and DC's made in order to find the items.

I: Murder Site 1 (SC 1)

The first reported murder site was found by two scavengers, Hawk Thompson and Rufus Frank, in the ruins west of Cripple Creek three weeks ago. The find was reported to the sheriff and the site was sectioned off with crime tape. The site is in the midst of a large neighborhood of collapsed houses. The sectioned off area has been searched by the sheriff and his investigators and specific evidence marked with paint.

The paint evidence is in two colors. Yellow paint outlines the body of the victim, several footprints (one man-sized and two children), and a spot where the bullet casing was found. Red paint denotes the angle of where the bullet came from and where the suspected attacker made the killing shot.

The sheriff did miss a sewer grate just outside of the sectioned off area, behind some rubble. If the characters search the perimeter of this area, allow them a Spot check (DC 18) to notice a round sewer grate. The sewer grate can be explored and it leads into the Sewers (area B) detailed below and on the Sewer Map.

J: Murder Site 2 (SC 1)

The second reported murder site was found by a group of children playing in the ruins northwest of Cripple Creek two weeks ago. The find was reported to the sheriff and the site sectioned off with crime tape. The site is in the midst of several destroyed businesses and warehousing. The sectioned off area has been searched by the sheriff and his investigators and specific evidence marked with paint.

The paint evidence is in two colors. Yellow paint outlines the body of the victim, several footprints (one man-sized and one child), and a spot where the bullet casing was found. Red paint denotes the angle of where the bullet came from and where the suspected attacker made the killing shot.

The sheriff did miss a sewer grate just outside of the sectioned off area, behind some rubble. If the characters search the perimeter of the sectioned off area, allow them a Spot check (DC 18) to notice the round sewer grate. The sewer grate can be explored and it leads into the Sewers (area C) detailed below and on the Sewer Map.

K: Kidnapping Site 1

The kidnapping of Irina Koffman was reported by her boyfriend, Tom Hudson, who was pistol whipped and knocked unconscious just south of the southern residential dwellings in the ruins ten days ago. The incident was reported to the sheriff. The site is in the midst of a huge neighborhood of collapsed houses and businesses.

The sheriff did not investigate the site. However his investigators searched the ruins for signs of Irina and turned up empty. Irina is in fact in league with the .44 caliber killer, and has been staying at the Hideout since her kidnapping.

L: Murder Site 3 (SC 2)

The third reported murder site was found by a tribal scavenger, Red Bull, in the ruins southwest of Cripple Creek one week ago. The find was reported to the sheriff and the site was sectioned off with crime tape. The site is in the midst of a huge neighborhood of collapsed houses and businesses. The sectioned off area has been searched by the sheriff and his investigators and specific evidence marked with paint.

The paint evidence is in two colors. Yellow paint outlines the body of the victim, several footprints (one man-sized and a child), and a spot where the bullet casing was found. Red paint denotes the angle of where bullet came from and from where the suspected attacker made the killing shot.

The sheriff did miss a sewer grate just outside of the sectioned off area, behind some rubble. If the characters search the perimeter of the quartered area, allow them a Spot check (DC 18) to notice the round sewer grate. A Spot check (DC 20) will reveal a dusty boot print on a piece of concrete next to the sewer grate. The sewer grate can be explored and it leads into the Sewers (area D) detailed below and on the Sewer Map.

M: Mountains

These are the mountains that overshadow Cripple Creek. These mountains once served the town as a source of commerce through mining operations. However, the mines now serve as a danger to anyone that enters them. Most of the mines are collapsed, with others being inhabited by dangerous wasteland animals or hazardous materials that have rotted through their containers in the past three decades.

Ω: Steel Disciple Barracks

After the Guard Post on the main road of Cripple Creek lies the Steel Disciple Barracks. This building hosts the volunteers of Cripple Creek recruited by the Steel Disciples upon acquisition of DS-4 in 2023. A single Knight and four Initiates are assigned from Wendover and oversee the town's defenses and volunteer recruits. The recruited soldiers (in this case twenty) fill the ranks of the volunteer army of Cripple Creek.

Should the characters stop at the barracks, and inquire about the Steel Disciples, one of the Initiates will tell them the following:

- ☛ The Steel Disciples are a group of old world scientist and military leaders that are bringing law and order to the wasteland by uniting communities of survivor's under their rule. They offer settlements protection from the wasteland dangers, such as mutants and raiders, and recruit volunteers for their army, of which most are stationed in the settlement after training.

Knight Justice Crow can tell you more, however he is on patrol at this time. Check back later, if you're interested in learning more about the Steel Disciples, such as joining the order or volunteer army.

S: Savior's Army

The Savior's Army has set up medical tents in Cripple Creek to help the community with medical needs. The Savior's tents are located next to the jail and offer medical services and medical supplies (up to infrequent scarcity) as detailed in EXS.

Two large pavilion tents, draped in fine mesh netting, dominate the southern shore of Cripple Lake next to the jailhouse. A large red cross has been erected in front of the entrances of the tents, with the word "Savior" carved and burnt in black on the cross beam. A sign at each tent denotes the services offered; "Medical Supplies" or "Medical Services".

Medical Supply Tent

After entering into the medical supply tent, the characters will see a black man dressed in white robes. A wide red ornamental cloth is draped from his neck to waist, with the words "Savior" written on it in plain script. This man will introduce himself as Bernie, merchant of the Savior's Army, and will offer to sell medical supplies to interested characters. Several crates full of medical supplies lie in various positions in the tent.

Bernie will make small talk with the characters about the Savior's Army doctrine, as detailed in Chapter 7 of the EXS and will make general comments on the murders and kidnappings as follows:

- ☛ These murders cannot be helped brothers, as man's nature is to destroy life. Someone has entered this peaceful town to exact man's nature on innocent victims so that suffering can be felt. The Savior's Army cannot aid a dead individual, only the sick and dying.
- ☛ The kidnapping of children is a horrendous act of cowardice, but it is all too common in the wasteland, with slavers and other, more dangerous, terrors. These young souls have not had the chance to live and experience life in this world.
- ☛ Talk to the Sheriff for more information.

Bernie has a trauma pak for sale if characters inquire about special deals.

Medical Service Tent

After entering into the medical service tent, the characters will see two white men, one dressed in a black suit with a white priest collar and the other dressed in scrubs wearing a blooded white rubber apron and holding a hacksaw. Several cots and a medical table fill the tent.

The priest will introduce himself as Brother Daniel Rhodes and his surgeon as Jim Duggan. Brother Daniel will offer his services to examine the characters for wasteland ailments for free, but charge them for the cure.

Brother Daniel will make small talk with the characters about the Savior's Army doctrine, as detailed in Chapter 7 of the EXS, and will make general comments on the examination of the murders as followed:

- ☛ We have examined the bodies of the three murdered individuals and have found that each received a lethal wound to his or her cranium at short range, causing instant dead. The cause of the wound is a single .44 caliber bullet, which can be purchased at just about any trading post. We found no signs of a struggle or other signs that contributed to the death of these individuals. This most likely is the work of a trained assassin.

Into the Sewer

Cripple Creek has several entrances into the sewers, with plenty around the murder sites. The sewer tunnels are old pre-war standard, made of concrete, and connected to sub-pumping stations to move water and waste. The sewer tunnels are 3 foot in diameter, meaning medium-sized characters and creatures have to squeeze and crawl through the tunnels. Characters with the Flexible Trait can move normally through the sewer tunnels. The substations are built to man-size with eight-foot ceilings.

Refer to the Sewer Map for the locations detailed below.

A - D Sewer Entrance/Exit

Several sewer entrances and exits can be found on the surface. Some of these are linked to Murder sites, while others are hidden in the ruins of Cripple Creek and can only be found from within the tunnels.

E - Cave-In

Throughout the sewer tunnels are cave-ins and collapses. These cannot be cleared.

F – Cave-In (removable rubble) (SC 2)

This cave-in is a staged pile of concrete that has been carefully stacked in the tunnel and can be removed, however it is trapped. Pushing the concrete pile forward will set off the tripwire causing an explosive to detonate dealing damage to all characters in the blast radius. Removing the concrete by passing it towards the characters (and away from the tripwire) will allow the lead character an opportunity to make a Spot check (DC 18) to notice the plastic explosive attached to the side of the tunnel.

Trap

Plastic Explosive (tripwire detonator): Damage 5d8 plus collapse; Radius 10ft.; Reflex DC 18 (half); Disarm (Demolition DC 10).

Structural Collapse (tunnel): Damage 5d6; Reflex DC 20 (half).

When on the other side of the concrete, it is evident that the pile has been shifted several times.

G – Water (Mutant Gator) (CEL 3)

In this substation lies a pool of fresh water that is 5 to 10 feet deep, 40 feet wide, and 40 feet long, which has leaked in from Cripple Lake. In the pool of water lives a mutated gator, which has survived on the rats and other critters that dwell in the sewers. The gator has outgrown its environment and cannot leave the substation due to its large size. The gator lies submerged in the pool of water awaiting its next meal. When a character moves towards the water, the gator will lunge to attack. Allow the characters in the substation a Spot check (DC 17) to notice a large shape in the water.

If defeated, the gator's remains can be sold to Lil Kong for 500 steel coins and a gator skin garment or accessory.

H – Destroyed Motorcycle (SC 0)

This substation has a sewer exit that leads into a destroyed garage. Unstable rubble lies around a 5 foot radius of the sewer entrance. Attempting to remove the rubble will cause a structural collapse of the remaining building. Under a portion of the rubble the front of a motorcycle is exposed. The frame is useless and crushed, however an ignition switch for a fusion battery is salvageable. Removing the switch requires a Craft (salvage) check (DC 10) and a multipurpose tool (+8 to DC for no tool, +4 to DC for improvised tool). Failure by 5 or more results in the ignition switch being destroyed, as does a structural collapse.

Structural Collapse (1/4 building):
Damage 5d6; Reflex DC 20 (half).

Mutant Gator: Large Animal; HD 4d8+12; hp 33; Mas 17; Init +2; Spd 20ft., swim 20 ft.; Defense 15, touch 11, flat-footed 14 (-1 size, +1 Dex, +5 natural) PDR/2; BAB +2; Grap +11; Atk bite +7 melee (1d8+7); FS: 10ft. by 10ft.; SV Fort +6, Ref +4, Will +2; Str 20, Dex 12, Con 17, Int 1, Wis 12, Cha 2.

Skills: Hide +7*, Listen +4, Spot +4, Swim +12.

Feats: Alertness, Skill Focus (Hide), Weapon Focus (Bite)

Improved Grab (Ex): To use this ability, a gator must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the gator establishes a hold and can try to swallow its foe the following round.

Swallow Whole (Ex): A gator can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. It takes a gator four successful grapple checks to swallow a medium creature (2 for a flexible trait creature). The swallowed creature takes 2d6+5 points of bludgeoning damage and 4 points of acid damage per round from the gator's gizzard. A swallowed creature can cut its way out by using a light bladed weapon to deal 8 points of damage to the gizzard (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Large gator's gizzard can hold 1 Medium (2 Flexible), 4 Small, 8 Tiny, or 64 Diminutive or smaller opponents.

Hold Breath (Ex): A gator can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A gator has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A gator gains a +4 racial bonus on Hide checks when in the water. Further, a gator can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

X – Exit to the Hideout

Beyond the rubble and the trap at sewer area F, lies an exit to the southernmost surface of Cripple Creek in the southwest ruins. Within this area of collapsed buildings is the Hideout of the .44 caliber killer, which is detailed below.

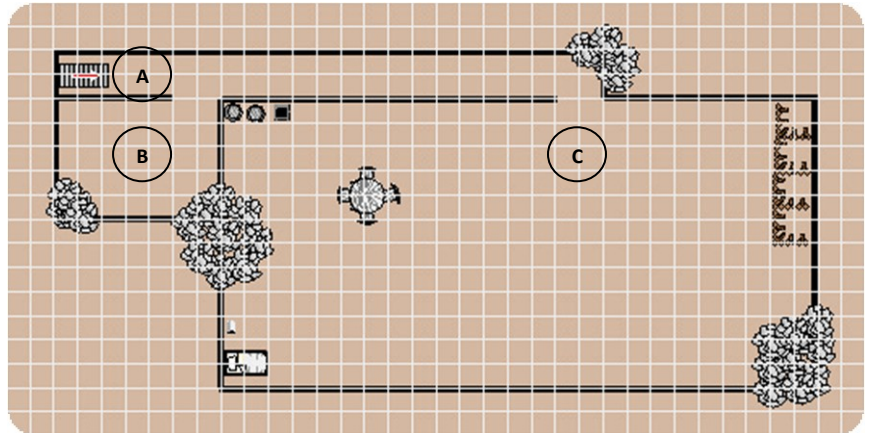
Kidnapping at Dusk (SC 3)

At dusk on the day the characters begin their investigation, the .44 caliber killer kidnaps a child who is playing near the ruins by the southern residential dwellings. Two other children raise the alarm and the killer heads into the ruins, instead of using his normal trek through the sewers. The sheriff and Steel Disciples begin to fan out in the ruins, but cannot find any signs of the kidnapper because of his "Leave No Trace" ability. If the characters are in the vicinity and hear the alarm, with a successful Listen check (DC 15, 25 in the sewers), they can respond to the broadcasting of the kidnap and join the search in the southern ruins. To find the trail of the kidnapper requires a Track check, one more to follow it to the hideout location, and a third one to find the concealed path (DC 23 each).

X: Hideout (SC 3)

The .44 caliber killer's hideout is in the southwest ruins of Cripple Creek in a part of the old business district. The hideout is well hidden from the view of citizens of Cripple Creek and the Steel Disciples, and the killer covers his tracks every time he enters or leaves the area.

The .44 caliber killer's hideout is in the basement of one of the old collapsed office buildings. The top two floors have collapsed into the first floor, however a concealed path through the rubble allows entrance into the basement of the building where the killer runs his slaver operations.



To find the hideout amongst the ruins, characters has several options, such as staking out the area (at which time the killer emerges from a building at dusk and has a chance of seeing the characters), or combing the area (which takes several hours of searching). If the characters comb the ruins, they must succeed at a Search check (DC 40) to find the concealed path into the basement. The characters can aid one another in the search to gain bonuses to the Search check. In addition, each hour that the characters comb the ruins reduces the DC by 1 point.

If the characters follow the killer's tracks after the "Kidnapping at Dusk" encounter, they can detect the concealed path with a Search check (DC 23).

If the characters enter into the basement, use the map above as a key for the encounters.

A - Staircase

This is the staircase that enters into the killer's hideout. Unless the characters have a source of light, or darkvision, they will be unable to see 10 feet past the stairs and will effectively be blind while in the basement.

Read the following for characters who can see, or if a light source is sparked.

A long hall travels away from the stairs, with two exits both to the right, one close to the staircase, and the other at the far end of the hallway.

B - Supply Room (SC 1-3)

This room was an old storage supply room, however now it is empty, with the exception of Irina, who is tied up and gagged in a corner.

This medium-sized room contains old rotted supply shelves and a lot of loose rubble. The two far corners of the room have suffered damages from the collapse of the building and lie in ruin. In another corner, adjacent to the stairwell, lies a woman tied up and gagged.

Irina was supplying information about the children of Cripple Creek to Sonof, both for money, and an escort to Vegas. However he turned on her in the last few days and has tied her up, threatening to sell her as a slave.

She will willingly give the characters the following information as long as they untie her and let her leave the area. If not then a Diplomacy or Intimidation check (DC 15) is required to gain the information.

- ☛ Sonof is a professional bounty hunter working for the slavers of the south. He has been collecting children, a few at a time, and selling them to a Mutant that meets in the desert somewhere. He contacts the Mutant with his walkie talkie on a random basis, sets up a meeting, and then leaves at night for several days, with the children in tow, before returning and starting his routine over.
- ☛ (Diplomacy check DC 20) I was forced to help Sonof as he threatened to kill my lover Tom and sell me as a slave. I gave him information on scavengers and their children.
- ☛ (Intimidation check DC 25) I helped Sonof by giving him the information he wanted so I could get a new start, he promised me money and an escort to Vegas.

C – Storage Room (CEL 6)

This large area was a storage room for large equipment and files. Sonof has used the files to create and maintain a small fire which illuminates the room in the southwest corner where he beds and cooks his food. On the east wall he has crafted crude cells from the heavy metal file cabinets to keep his captured children in. Currently these cells are all empty, unless the characters track him here from the “Kidnapping at Dusk” encounter, in which case one child will be in the crude cell.

Sonof can be found here during the day, sleeping in the morning hours, and plotting at his table the rest of the day until dusk, at which time he surveys the ruins for scavengers with children.

A large room lies before you with several collapsed outer walls creating large piles of debris. At the far corner of the room is a dim source of flickering light illuminating a bed and table. In the middle of the room is a larger table with piles of paper stacked on it. Four chairs surround the table. To the left of the doorway are several filing cabinets pushed together to form small cubed enclosures.

Sonof will be in the room when the characters enter, confident that he cannot be tracked. Depending on the time of the encounter, Sonof will be acting as detailed above.

Should the characters make enough noise (such as having a conversation with Irina) or have a light source upon entering the compound, Sonof will proceed to hide behind the cabinets, requiring the characters to succeed a Spot check (DC 21, 10 + 5 ranks + 6 distance) to spot him. If the characters fail to spot Sonof hiding, he will ready a targeted attack (head) to shoot the first target to come within 30 feet of his hiding spot.

When combat ensues, Sonof will use targeted attack (head) against the first target that closes with him. After that he will use double tap. If he drops more than half of the characters, he will attempt to flee the hideout and head into the desert

Sonof Samuel (.44 Caliber Killer)

Aggressive 2 / Bounty Hunter 4; Medium Human; HD 2d10 + 4d8 +12; hp 45; Mas 14; Init +3; Spd 30 ft.; Defense 21, touch 18, flat-footed 18 (+5 def bonus, +3 armor, +3 Dex), PDR/2, EDR/1, LDR/1; BAB +5; Grap +6; Atk +6 melee (brawl 1d4+1 lethal/non-lethal) or +10 ranged (Desert Eagle .44, 2d8, 19-20/x2); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +5, Will +2; Str 12, Dex 17, Con 14, Int 14, Wis 12, Cha 8.

Background: Gangster

Occupation: Investigative

Feats: Archaic Weapon Proficiency, Armor (light) Proficiency, Bonus Ranged damage, Brawl, Dead Aim, Double Tap, Personal Firearm Proficiency, Point Blank Shot, Precise Shot, Simple Weapon Proficiency, Track.

Languages: Arabic and English.

Skills: Bluff +4, Demolition +4, Hide +5, Investigate +8, Knowledge (street) +4, Knowledge (underworld) +5, Sense Motive +7, Survival +5, Tumble +6

Traits: Finesse, One Hander

Talents: Gunslinger

Class Abilities: Target (+2), Swift Track, No Trace

Equipment: .44 Ammo (37 rounds), Black Sunshine (3), Desert Eagle (.44), Fatigues, Fusion Cell (3 uses left), Stun Club, Steel Handcuffs, Super Medpak, Undercover Vest, Walkie-Talkie.

making his escape. If someone grapples him, he will pull out his stun club (a light weapon) and attempt to stun the grappler as outlined in the weapon description.

Exploring the room after the combat is over will reveal that the filing cabinets are make-shift cells, which may contain one child (from the "Kidnapping at Dusk" encounter). The table has papers from the filing cabinets that were being used to maintain the small fire. The bed and small table contain nothing of interest.

Conclusion A

Capturing or Killing the .44 Caliber Killer with Proof

The party has captured or killed Sanof and has proof of the capture, either the child from the "Kidnapping at Dusk" encounter and/or Irina as a character witness.

Returning to Sheriff O'Maully with proof (captured or death) of the .44 caliber killer has brought relief to the town of Cripple Creek. The sheriff congratulates you on your success and gives you the agreed bounty amount and free medical care at the Savior's Army medical tent after collecting the bounty badges. The town puts you up in a private residence for the night and hosts a fish fry on the following afternoon. After the fish fry, a Steel Disciple Knight approaches, introducing himself as Knight Justice Crow. Crow congratulates the lot of you on a job well done on the (capture or death) of the murderer/kidnapper and tells you that this deed has earned you consideration for acceptance in the Steel Disciples, and that he will sponsor your initiation.

The party has earned +3% (fame) reputation in the Steel Disciples and has earned the Quest Requirement to join the Steel Disciples in the Special Reward area on their Exodus OPS Log.

Conclusion B

The .44 Caliber Killer Escapes or is not Found

The party has let Sanof escape or cannot find his hideout.

The .44 caliber killer has eluded your efforts in hunting him down and bringing him to justice. After 24 hours have past, you are summoned to Sheriff O'Maully. He thanks you for your efforts and reclaims the bounty badges.

If Sonof escapes from battle, the characters earn +1% (infamy) in the Mutant Army and Slaver's Union.

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
B: Cripple Creek	Defeating the Snapper Plants	-2 (+/- APL) x 24
Into the Sewers (G: Water)	Defeating the Mutant Gator	3 (+/- APL) x 33
X: The Hideout (C: Storage Room)	Defeating Sonof Samuel	6 (+/- APL) x 45
Skill Challenges (SC)	Achievements	XP Earned
B: Cripple Creek	Identifying Plant and Harvesting the Root (survival)	250
D: Jailhouse (Interrogation Room)	Find 2 pieces of evidence (various skills)	250 - 750
H: The Ruins	Scavenging Goods (search -scavenge)	250 - 1000
I or J: Murder Site 1 or 2	Finding Sewer Grate (spot)	250
L: Murder Site 3	Finding Sewer Gate and Footprint (spot)	500
Into the Sewers (F: Cave-in)	Disarming the Trap (demolitions)	500
Kidnapping at Dusk	Finding Samuel's Tracks (survival)	750
X: The Hideout (B: Supply Room)	Interrogating Irina to learn personal information on Samuel (diplomacy or intimidate)	500-750
Cripple Creek	Gathering information from three or more location on the murders and kidnapping	500
D: Jailhouse	Accepting the Job	100
Conclusion A	Successfully defeating the .44 Caliber Killer	1000
Divide by the number of players for each player's total EXP		
Time Units Spent: 1		

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 A: +3% Fame with the Steel Disciples

Conclusion B: +1% Infamy with the Mutant Army and Slavers' Union

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 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%).

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
Cripple Creek (area H)	1000 Copper
Sewer (area G)	500 Steel (sell of Gator)
Conclusion A	1000 Steel

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 20	Barter DC 25
.44 Ammo (37 rounds)	1.5	55.5	+5%	+10%
Black Sunshine (3)	175	525		
Brass Knuckles		20		
Cleaver		10		
Chem-Light Stick		32.5		
Colt Switchblade Ignition Switch		450		
Desert Eagle (.44)		400		
Detonator (Trip Wire)		40		
Fatigues		250		
First Aid Kit		50		
Firepower and Ammunition		212.5		
Flash Crystal		750		
Fusion Cell (3 rounds)	10	30		
Gas Mask		112.5		
Lighter		10		
Logical Science		200		
MAC Ingram 10 (.45)		487.5		
Plastic Explosives		300		
Rad Blocker 2		250		
Scrubs		150		
Steel Handcuffs		17.5		
Stun Club		2050		
Super Medpak (2)	175	350		
Toxicola		5		
Toxicola (ground zero)		5		
Undercover Vest		600		
Walkie-Talkie		175		
Wrench		32.5		
Total	—	7570.5	7949.02	8327.55

Certificate Entries

Steel Disciple Initiate “Quest Requirement”: For helping out the town of Cripple Creek in solving the .44 caliber murders, Knight Justice Crow has offered to sponsor your Initiation into the Steel Disciples. By using this Reward, you meet the “quest requirements” of the Steel Disciple Initiate advanced class, and must travel to Wendover, Nevada and spend 60 time units reflecting upon your training after taking your first level in this advanced class.

Colt Switchblade’s Ignition Switch: This is the ignition switch to a fusion powered motorcycle; however it may be fitted to a variety of fusion powered devices with the proper knowledge (technology) and repair checks.

Flash Crystal: This small device plugs into a computer flash port or a RoboCore PA device. This crystal contains a library base of knowledge of US history pre-Exodus from 1939 to 2010. Using this device as a reference grants a +10 competence bonus to Knowledge (history) and Research (historical) skill checks.

Rare and Very Rare Items Acquired:

Black Sunshine	Firepower and Ammunition	Stun Club
Black Sunshine	Logical Science	Trauma Pak
Black Sunshine	Plastic Explosives	
Detonator (Trip Wire)	Scrubs	

Cripple Creek (DS 4)

By Order of the Steel Disciples of Cripple Creek, Sheriff Bruno O'Maully has been granted authorization to seek experienced aid in the apprehension of an individual or group of murderers and kidnappers.

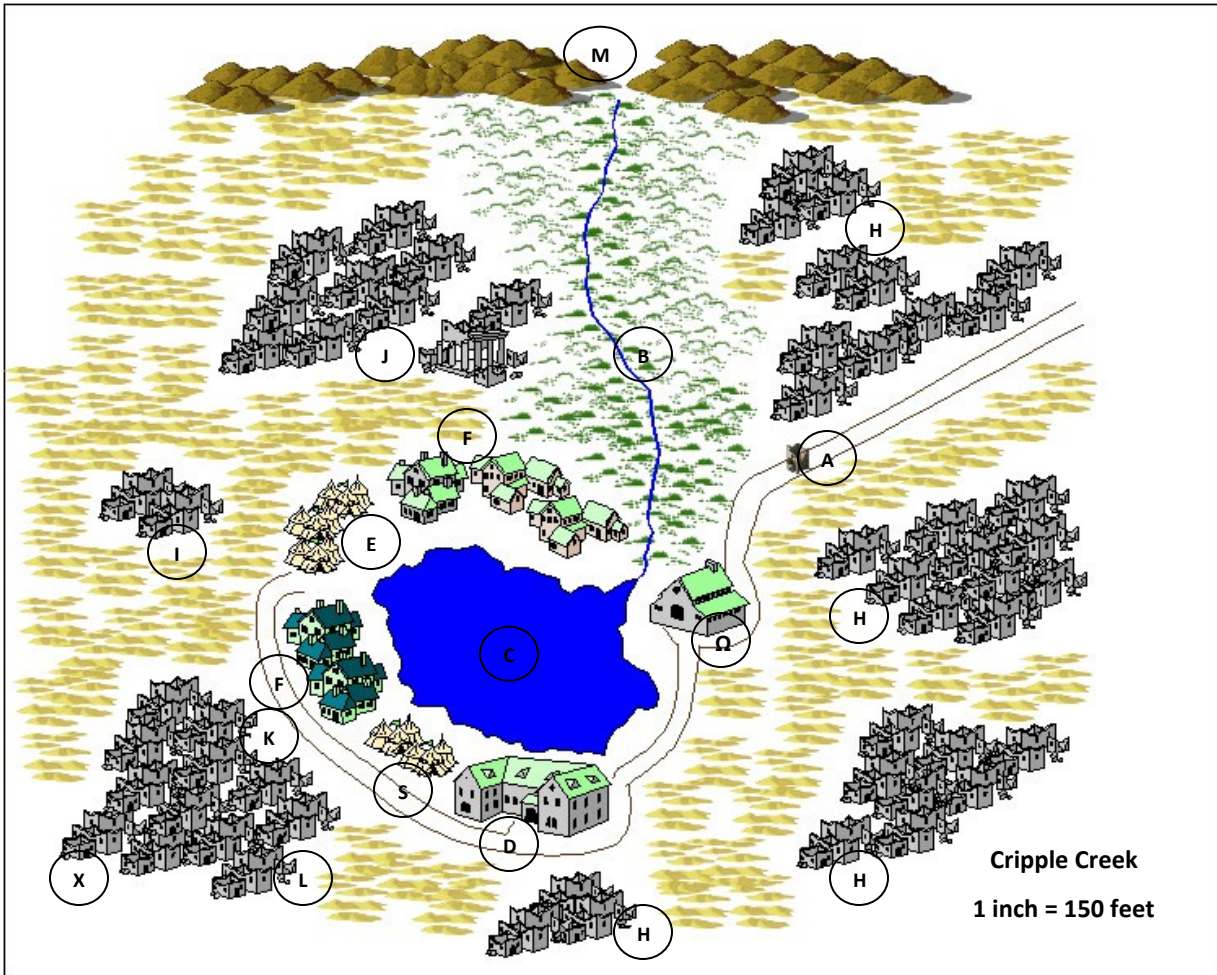
A \$1,000 Steel Coin Bounty is offered to any individual or group that brings this (or these) criminal/s to justice, with proof of the criminal activities.

Seek out Sheriff O'Maully in Cripple Creek for more details and Bounty Badges.

This posting is approved by the Steel Disciples under article 467a. The Steel Disciples are 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!!!

Overseer's Terrain Map



Terrain KEY

A: Guard Post

B: Cripple Creek

C: Cripple Lake

D: Jail

E: Merchant

F: Private Dwelling

H: Ruins

I: Encounter (Murder site 1)

J: Encounter (Murder site 2)

K: Encounter (Kidnapping site 1)

L: Encounter (Murder site 3)

M: Nevada Mountains

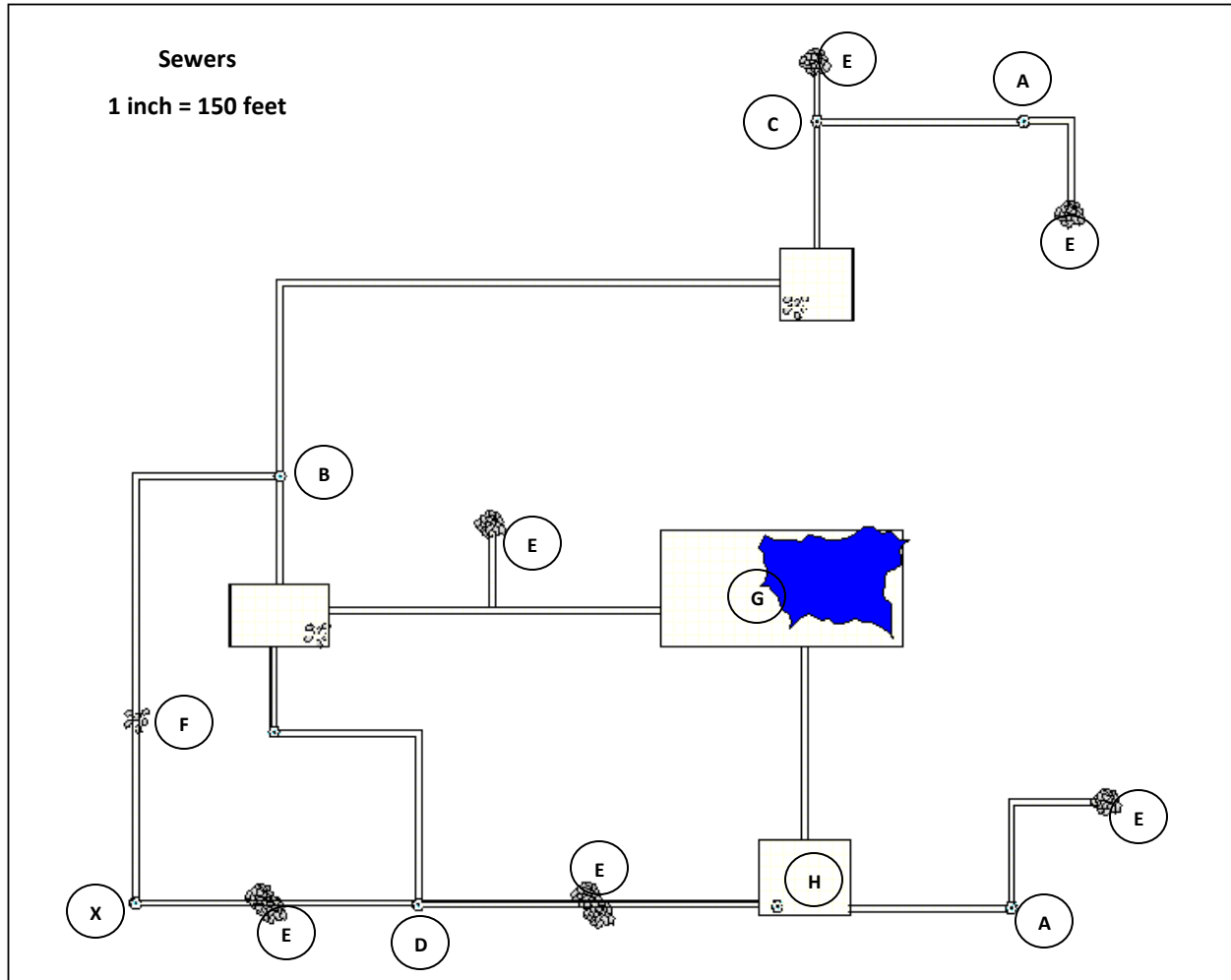
S: Savior's Army

Q: Steel Disciple Barracks

X: Final Encounter

Cripple Creek
1 inch = 150 feet

Sewer Map



Sewer Key

- A – Sewer Entrance
- B – Sewer Entrance (Murder Site 1)
- C – Sewer Entrance (Murder Site 2)
- D – Sewer Entrance (Murder Site 3)
- E – Cave-In
- F – Cave-In (removable rubble)
- G – Water (Mutant Gator)
- H – Destroyed Motorcycle
- X – Hideout

Player's Map

