



# EXODUS

POST-APOCALYPTIC ROLEPLAYING  
ADVENTURE

## CARAVAN GUARDS

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### An Exodus OPS Campaign Adventure

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

The Crimson Blood Trading Company is looking for a few good men as guards on their next voyage from the Reno to DS-5 (Eureka) route. Do you have what it takes to guard the caravan from the dangers of the Wasteland? Caravan Guards is an Exodus OPS campaign introductory adventure for 4 to 6 characters of 1<sup>st</sup> and 2<sup>nd</sup> levels.

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 within a post-apocalyptic setting.

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

## Preparation

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

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

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

## Game Time

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

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

# Caravan Guards

## Exodus OPS

### Scenario 1

#### Caravan Guards

Location: Outer Reno, Nevada

Number of Characters: 4 to 6

Average Character Levels: 2

Max EL (12)

Max Purchasable Equipment Value: 500 coins

#### Adventure Summary

The characters are treated to a brief description of Outer Reno and overhear that the Crimson Blood Trading Company is making their caravan run to DS-5 (Desert Sector 5) to trade supplies and are paying good guard rates for one-way and round trips.

The caravan leaves Reno and proceeds toward DS-5 which takes 12 days. After 4 days have passed, one caravan hauler breaks down, requiring a new axle. This can be fixed with a Repair check.

The caravan proceed 2 more days, when two of the bison become afflicted with Rad-Cow Disease and go berserk on the caravan hauler, destroying the hauler. The bison are put down, and the hauler is left with minimal supplies. The characters are asked to guard the hauler until the caravan returns 12-14 days later with repair parts and extra Brahmin to haul the vehicle back to Reno.

Left in the desert heat, the characters have to deal with heat conditions, starvation and thirst dangers for 14 days until the caravan returns with fresh supplies.

Two days before the caravan returns, Black Jack Raiders attack the characters guarding the hauler.

The caravan returns with supplies to fix the hauler and the characters return to Reno and receive payment with bonus hazard pay provided they put down the raiders.

#### Reno

**Population:** 410 citizens (95% human, 3% Mutant, 2% Ghul)

**Military:** 50 New Reno soldiers, 20 TransGenetic Mutant Commandos

**Trade Goods (Outer Reno) – Uncommon up to 1000 steel**

**Trade Goods (New Reno) – Infrequent up to 4500 steel, Rare (5%) up to 8000 steel**

**Services (Outer Reno) – Kitchen meal, Pit Fights, Prostitution (poor)**

**Services (New Reno) – Doctor, Kitchen meal, and Repair**

Reno, the twin towns, is separated into two districts by a security wall catering both to the rich and poor. While the rich enjoy luxury within their walled town of New Reno in the heart of the Reno ruins, the poor flock to the surroundings of what they cannot obtain, creating Outer Reno.

#### Reno's attitudes on Outsiders

Reno is a neutral settlement and its citizens hold no ill-will toward any particular race or organization, beyond the normal prejudices of man. Reno generally will tolerate *Ghûls* as they offer valuable services in the repair fields. Trans-Genetic Mutants are the law enforcers of Reno, but are generally not tolerated in the inner city due to their violent nature.

In Outer Reno, many caravan, merchant, and trade companies hire *Ghûls*, because they are adept in repairing haul carts and bed-haulers and general maintenance. Trans-Genetic Mutants are hired muscle for show because raiders tend not to attack caravan with Trans-Genetic Mutant guards.

*Ghûls* that wander around Outer Reno are subject to persecution. The human inhabitants of Reno will verbally abuse *ghûls* with racial epithets and physically attack a lone *ghûl* should a chance present itself.

Trans-Genetic Mutants that wander Reno will get looks of disdain and the silent treatment, unless he is a Reno enforcer (which is not an option for players). People are afraid of Trans-Genetic Mutants and will generally give them a wide berth.

## Introduction - Reno

Reno, known in the Wasteland as the twin towns, displays a segregation of the high class and the scum of the Wastes. The town has two districts, New Reno and Outer Reno, separated by a fifteen foot tall wall that surrounds New Reno and contains only one point of entry with a high-security checkpoint.

New Reno consists of high-class living and requires an expensive citizen license in order to enter past the high-security checkpoint, along with the forfeiture of all armaments upon entry. Four Trans-Genetic Mutant guards on duty at all times enforce the laws of entry into New Reno.

Outer Reno, however, is a scum pit of the low class and destitute wasteland inhabitants attempting to get a license to move on to a better life. Many wasteland merchants and scavengers have set up shop just outside the New Reno checkpoint, creating a tent-town bazaar skirting the wall. Ramshackle housing can be found about a mile from New Reno in all directions. This housing is built from the remains of the building that once stood before the Exodus.

One brick building remains in Outer Reno that has not been scavenged. It states with faded paint on the bricks "Serpent's Pit." It is just your luck that today, you find yourselves in Reno, enjoying a fine meal at said Serpent's Pit. Dozens of scruffy or dirty looking men and woman, with an occasional ghul present, eat strange-looking green fruit, buffalo balls and chops, snake, and drinking various booze and dirt water.

Several scruffy looking men sitting at a nearby table speak loudly while downing a bottle Whisky and some Oomph soda (energy soda of the Wasteland). They talk of the Crimson Blood Trading Company paying top coin for a run to DS 5.

The men discussing the caravan job are slightly drunk from drinking Rot Gut and Oomph mixed drinks, and will open up to any potential companions wishing to join them in their next caravan endeavor. The men will offer the characters inquiring about the caravan a drink and tell them to sign up on the roster at the Crimson Blood Trading Company tent near the loading dock. The pay is based on experience and if this is their first caravan run, it'll be well worth it.

## The Crimson Blood Trading Company

Crimson Blood Trading Company is the second largest caravan company based in Reno--the largest company being the Fresco Waters Traders--a company that supplies wasteland towns with needed supplies and non-radiated water. The Crimson Blood Trading offices are located in the northwest section of Reno, just north of the Serpent's Pit. Keri Crimson owns the company through inheritance from her father who died in a raider attack two years ago. She is a shrewd dealer, and only hires the best caravan operators to run her haulers. Caravan guards are expendable, and if they die, then you don't have to worry about paying them--one of the mottos by which she lives.

Hearing the rumors that the Crimson Blood Trading Company is planning a large caravan trip to DS5 has brought you to the doors of the Crimson Caravan offices. The offices are in an old run down brick building that has been slightly restored with salvaged bricks, wood, and canvas. The gutted window frames sports makeshift shutters that are currently open, and the doorway has been fitted with a rusted steel door, with the Crimson Blood logo painted on it.

A single male guard, wearing metal armor, holding a shotgun, greets you, "Howdy chums, you looking for work? Well if you are, go inside and talk to Hank, he is one of the caravan masters and is taking care of the guard roster. If you be gawking scram losers."

Allow the characters to determine if they are interested in undertaking the job. If they enter the Crimson Blood offices, continue, else the adventure is over for them.

**Entering into a small room, a rugged old man dressed in a dusty gray suit is finishing a talk with a few young men and a ghūl that pass you on their way out the door. The man looks your direction, "Ye here for the guard duty? It pays based on yer experience in the Wasteland. This here be an interview, answer me questions honestly and ye be paid a fair rate. If yer not here for the job, best be leaving, Keri's not seeing anyone this week."**

If the characters agree to answer the questions, Hank will ask them the following, using Sense Motive to determine if they are embellishing the truth, telling tale tales, or holding back information.

What is your name and where are you from?

Who is your daddy and what does he do?

What is your favor color and sexual orientation?

What relevant skills to you have that will benefit this caravan trip?

Have you ever worked for a caravan company? If so how long and for what company?

Have you ever worked for the Fresco Waters?

**Hank Pearson (Human Male):  
WIS 16, Sense Motive +12.**

Hank will determine pay rate based on the answers that the characters provide. Of course the characters can lie, and embellish, that is why there is the Bluff skill after all, or they can be honest.

The pay scale starts at 100 Coin and goes up to a maximum of 500 Coin based on the requirements below.

- If a character has the Occupation: Bison Herder, he gains a +50 bonus pay.
- If a character has the Occupation: Caravan Guard, he gains a +100 bonus pay.
- If the character is from Reno, he gains a +50 bonus pay.
- If the character has worked for the Crimson Caravan before, he gains +100 bonus pay.
- If a character lies and gets away with it, he gains bonus pay equal to the lied about question.
- Should a character lie and is caught or is suspected of withholding information, he loses -50 pay.
- If the character admits to working for Fresco Waters, he gets no bonus pay, period!
- If the character's favorite color is red, he gains +50 bonus pay.

Once the questions are answered, calculate the Coin total that the character is worth, and then make the offer to the individual character. With multiple characters being interviewed at once, there may be price differences that the players will dispute, while other players may attempt to barter up; regardless, Hank will give them the standard response, **"Prove your worth, and you'll get paid better next time."**

If the character accepts the payment, he will need to make his mark on the roster and show up to the caravan port at dawn on the marrow (which means 6am sharp). Hank will tell the characters that they are expected to defend the caravan from any danger and must bring their own equipment. Food and water will be provided from the caravan to DS 5 and back.

Any questions that the characters may have about working the caravan will be answered by Hank in the same fashion: **"Save it for the caravan master."**

## Don't Throw Me Away (CEL 2/SC 1)

The next morning, on the way to the Caravan Port, the players catch a glimpse of a several Reno inhabitants beating a ghūl (Bob the Harvester) in a side alley. If the characters wish to intervene, the Aggressors below will call them *ghūl lovers*, and will proceed to lay into the characters. If two of the Aggressors are defeated, then the other two will attempt to flee.

Bob is knocked out and can be revived with a successful Treat Injury (DC 15) skill check. He will explain that the locals attacked him for his fruit, pointing out a burlap bag. In the bag is (a number equal to the characters) green misshapen pieces of fruit. Bob will offer the fruit to the characters for saving him, and will stick a finger in each fruit and concentrate bestowing random "Way of the Fruit" benefits to each as determined in the Harvester Advanced Class in the *EXS*. Should the character not revive Bob and take the bag of fruit, it is normal fruit as described in the Equipment (Grub) Chapter of the *EXS*.

If the characters successfully run off the Aggressors, they gain the following: Reputation (Fame 1% Ghūl Collective) and (Infamy 1% Outer Reno), add to the characters' *Exodus OPS* record.

### **Bob, Frank, Jeff and Johnny (4 aggressors)**

Aggressive 1; Medium Human; HD 1d10+2; hp 12; Mas 14; Init +2; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 def bonus, +1 Dex); BAB +1; Grap +3; Atk +3 melee (unarmed 1d6+1 non-lethal); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +1, Will +1; AP 3; Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

**Background:** Urban Survivor

**Occupation:** None

**Feats:** Archaic Weapon Proficiency, Personal Firearm Proficiency, Power Attack, and Simple Weapon Proficiency.

**Languages:** English.

**Skills (8):** Climb +4, Gamble +1, Hide +3, and Spot +2.

**Traits:** None

**Talents:** Strong Attack

**Equipment:** Meat Jerky, Rotgut, and 10 copper coin each.

## The Caravan Port

**On the northern outskirts of Reno lies a destroyed warehouse that once had a large loading dock. On the broken concrete dock area a Crimson Caravan symbol is painted. The dock area has been converted into several sections: a supply offloading area with small man-pulled carts being manned by humans and ghūls, a bison stable with some Tribals shoveling manure, the caravan haulers, and the supply loading area.**

**Hank, with a few other men, are finishing loading-up the haulers; these are mostly old vehicles composed of a rear axle with large trunks, or a pickup truck bed fitted with salvaged material to harness several bison.**

Noticing the arrival of the characters, Hank will motion the group over and assign guard duty to group hauler number six and states that the caravan will be heading out shortly.

At this time the characters may ask Hank questions about the trip--use the following responses below to answer their questions:

- DS 5 (or Desert Sector 5) is a Steel Disciple outpost to the east of Reno, in the ruins of a town once known as Eureka. It takes just over 12 days by caravan to reach.
- The desert holds many dangers, from break-downs, wild animal attacks, or raiders to the elements themselves.
- The Crimson Blood Trading Company trades to the Beastmasters, Chi outposts, Steel Disciples outposts, the Union, and the Vegas Mafia. Most of the trade wares are building supplies and tools scavenged from Wasteland ruins.
- Please state your answers in the form of a question.

## Road Trip (SC 2)

After your arrival to the Crimson Blood's docking area, the caravans are loaded and ready to leave for DS-5. Each of you has been assigned to guard a single hauler, number six. Hauler six is an old Dodge N Evade medium duty pickup truck, missing the front end and rigged to a harness, pulled by two bison animals. The pickup bed contains building materials (bricks, wood, and metal) scavenged from the Wasteland. There is a 20 gallon barrel of water on the front of the hauler, and a sack of salted buffalo jerky and an ox tongue. These must be your provisions.

The caravan begins to move out into the Wasteland at a steady pace. The caravan consists of 10 haulers carrying various building supplies and tools with close to 70 workers, to include guards, bison handlers, and caravan masters.

The caravan proceed through the hot day until night and makes camp, setting sentries on the perimeter of the caravan. The sentries were chosen at random, and none of you have drawn the short straw. At dawn, the caravan breaks camp and begins another day of the 12 day journey.

Several more days pass uneventful, and the caravan makes its way east. Halfway through the day, your hauler suddenly begins to wobble violently and one of the back wheels falls off and crashes with a loud *thud* to the ground. Noticing the noise, one of the caravan masters calls the entire caravan to a halt.

The hauler needs to be repaired, before the caravan can return. The caravan lacks an expert in repairs, and was unable to contract one before the journey began. The characters can attempt to repair the hauler.

Repairing the hauler requires the materials to be unloaded and the hauler lifted to place the wheel back into position. The hauler, loaded, requires a Strength check DC 40 to lift, half loaded DC 30, and unloaded DC 20. A circumstance bonus of +4 may be granted for using leverage to lift the hauler if the players think of this solution. A circumstance bonus of up to a total of +10 may be granted for utilizing other methods to lift the hauler.

Once the hauler is lifted, a Repair check DC 15 is needed to repair the wheel into working condition. The character that repairs the wheel may also notice that the axle is bent and has stress fractures if they succeed a Craft (mechanical) DC 18, a Profession (mechanic) DC 15, or a Repair DC 20 skill check.

If no character possesses the means to repair the hauler, the caravan master will unload the hauler, except for the food and water, into other haulers. He will then order the characters to guard the hauler until the caravan returns in a week. If this is the case, skip to encounter Guard Duty.

If the hauler is repaired, then the caravan continues toward San Francisco, with a couple of hour delay.

## When Animals Attack (CEL 3)

The next couple of days pass with little problem as the caravan travels across the desert towards San Francisco. The day's heat beats down upon the caravan making travel slow. The bison must be rested under canopy tents every few hours to keep from heat exhaustion. As the day wears on, with frequent stops, the bison begin to get a little unruly. One bison in particular attached to your hauler keeps breaking the caravan train. Each time the bison breaks the train a handler comes over and shocks the beast with a cattle prod. Once again, when the beast breaks the train, the handler shocks it; however, this time the bison has had enough and gores the handler. The beast froths at the mouth, jerking to the right, and breaks free of its restraints. The hauler crashes to the ground, and the bison turns and charges the hauler. The second Brahman breaks free, and follows suite with the first. Somebody yells from behind "We got a RAD Frenzy"!

The bison will slam the hauler until it is destroyed. The hauler has 40 HP with no hardness do to age and element damage. After the hauler is destroyed the frenzied beasts will turn to attack the closest target or person. These bison have gone mad with Rad-Cow Disease and need to be put down.



The character should put these beasts down, but have an occasional handler run in and get gored should the characters be hard pressed while defeating the bison. You can describe that the other caravan guards and handlers are calming down their spooked bison and gain control of the caravan.

If the bison are stopped before the hauler is destroyed, the axle on the hauler snaps once the caravan begins to set off again. The caravan master will unload the hauler, except for the food and water, into other haulers. He will then order the characters to guard the hauler until the caravan returns in 13 days.

The characters may attempt several ideas to stay with the caravan, such as dragging the broken-down hauler for 7 days, but ultimately the characters will fail, realizing that the bison can pull 4 times their strength with ease and for a great length of time., Hank will order them to stay with the hauler after a few attempts as it will slow down the rest of the caravan.

The players can either guard the hauler or return to Reno, at which point it is the end of the scenario. If the characters abandon the hauler and return to Reno, they earn 2% infamy in the Crimson Caravan Trading Company and do not get paid, but earn XP up to this point.

#### **Bison (2 Large Animals)**

CR 2; HD 5d8+15; hp 37; Mas 16; Init +0; Spd 40ft.; Defense 13, touch 9, flat-footed 13 (-1 size, +4 natural); BAB +3; Grap +13; Atk +8 melee (gore 1d8+9); FS 10ft. by 10ft.; Reach 5 ft.; SV Fort +7, Ref +4, Will +1; AP 0; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

**Feats:** Alertness, Endurance.

**Skills (8):** Listen +7, Spot +5.

## **Guard Duty (SC 3)**

**Hank has left you in charge of guarding the hauler until the caravan makes its return trip from DS-5 in 13 days. He left you with a few days' supply of food and water and says to ration out the food and water. They'll be back. So what to do?**

This is the characters' chance to make preparations against the elements of the desert. They need to make a shelter to prevent severe sunburn and heatstroke during the 13 days until the caravan returns. Allow the character to be creative; they have their equipment, the hauler, and two dead bison to work with here.

They will also face danger of starvation and thirst before the caravan returns and will need to remedy this also. The characters have 20 gallons of water and 2 pounds of dried meat. Each character needs 1½ gallons of water each day to avoid dehydration and ¼ pound of meat to avoid starvation. (5 characters have just a little less than 3 days of water and 2 days of food).

The characters have several choices they can make here: First, they can butcher the bison for meat, no skill check here, the animals have a lot of meat, albeit it will rot in a day if they fail to harvest and either dry it out in the desert sun or cook it. Second, they will need to find water and can do so with a Survival check DC 15; multiple characters can help to locate water (see the Survival skill in the *EXS* for more details). The source of water, however, is contaminated with radiation. Characters drinking this water are subject to a maximum low level of radiation, gaining 50 RADs each day they drink the water to the maximum of 299 RAD; see radiation rules and after effects in the *Exodus Survivor's Guide*. All of the dangers listed above are covered in the *Exodus Survivor's Guide*; some of these rules have been expanded from the *d20 Modern* SRD material.

This encounter is an ongoing threat to the characters, as long as they stay in the desert or until the caravan returns in 13 days. Keep track of how the characters fare against the elements and any conditions that they suffer.

## Strange Findings (SC 2)

This encounter can take place anytime during the characters' stay with the hauler, but must take place at least one day prior to the raider attack in the next encounter.

Should the characters explore their surroundings during their stay in the desert, such as climbing a sand dune, allow the characters doing so to make a Spot check (DC 15). If successful, the character will notice a reflective glinting in the sand some distance away. The glint is a brisk mile walk in the desert environment. Should a character go and explore the glint, they will find a large circular piece of glass buried in the sand. If the characters want to excavate the glass, it will take some time, as the circular glass is 10 feet in diameter, buried 10 feet deep and weighs 200 pounds. As characters dig out the glass object, they will find pieces of cinderblocks around the circular object. When the object is finished being excavated, and up righted, it looks to be a giant round glass water pitcher, with eyes and a mouth painted on it.

Time is not a major factor in this encounter unless it is close to the raider attack. In case this happens, however, we have included a simple task force to excavate the water pitcher by hand, shovel, and improvised tools.

Excavate Tool	1 character	additional characters	Minimum time
Hands	10 hours	-1 hour for each character digging	5 hours
Shovel	2 hours	-15 minutes for each character digging	45 minutes
Improvised	5 hours	-30 minutes for each character digging	2 hours 30 minutes

If excavated and brought back to the hauler, and not destroyed in the raider attack, Hank will offer to purchase it from the characters on the caravans return trip for 100 coin. If the characters refuse to take the offer, Hank will leave it behind instead of loading it on a hauler. If the characters take the offer they will gain a bonus karma point as denoted on the OPS log.

## Raiders (CEL 4)

<b>Several days have passed since the caravan has left you to guard the hauler and fend for yourselves. The caravan should be passing back by within the next week according to Hank's calculations.</b>
--

Some raiders have spotted the hauler and the characters, and will wait until dusk to attack the camp. Allow characters that are keeping watch to make a Spot check DC 18 to notice a reflected light from binoculars on a dune about 400 feet away. This is the only warning that the characters will get before the raiders attack at dusk.

If a character or a few characters that note the flash goes and explores the flash, the raiders will attack those characters. If successful in defeating the exploring characters, the raiders will then attack any characters that remain guarding the hauler.

If the raiders win, then game over for the players. If they lose, then the characters gain some loot, and food and drink to help survive the duration of their guard duty. Should a raider flee and escape, then the characters will receive the following Reputation: +1% infamy with NEMO.

**John (Raider A)**

Aggressive 2; Medium Human; HD 2d10+4; hp 19; Mas 14; Init +2; Spd 30 ft.; Defense 15, touch 14, flat-footed 13 (+2 def bonus, +2 Dex, +1 armor); BAB +2; Grap +4; Atk +4 melee (combat knife 1d4+2 19-20 x2) or ranged +6 (Colt 6520 10mm 2d6); SV Fort +5, Ref +2, Will +0; AP 4; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

**Background:** Survivalist

**Occupation:** Raider

**Feats:** Archaic Weapon Proficiency, Personal Firearm Proficiency, Power Attack, Simple Weapon Proficiency, and Weapon Focus (Handgun).

**Languages:** English.

**Skills (10):** Climb +3, Gamble +1, Hide +3, Intimidate +1, Jump +3, Navigate +1, Spot +1, and Survival +1.

**Traits:** Bloody Mess, One Hander

**Talents:** Gunsel

**Equipment:** Ammunition (10mm – 48 rounds), Beer (2), Binoculars, Colt 6520 10mm, Combat Knife, Leather Jacket, Meat Jerky (4), Metal Canteen, and 25 coin.

**Paul, George, and Ringo****(Raiders B, C, and D)**

Aggressive 1; Medium Human; HD 1d10+2; hp 12; Mas 14; Init +2; Spd 30 ft.; Defense 13, touch 13, flat-footed 11 (+1 def bonus, +2 Dex); BAB +2; Grap +4; Atk +3 melee (1d6+3); SV Fort +4, Ref +2, Will +0; AP 4; Str 15, Dex 15, Con 14, Int 9, Wis 10, Cha 8.

**Background:** Survivalist

**Occupation:** Raider

**Feats:** Archaic Weapon Proficiency, Personal Firearm Proficiency, Power Attack, and Simple Weapon Proficiency.

**Languages:** English.

**Skills (4):** Climb +3, Intimidate +1, and Survival +1.

**Traits:** Bloody Mess, One Hander

**Talents:** Melee Smash

**Guido's Equipment:** Baseball Bat, Beer (2), Meat Jerky (2), Metal Canteen, and 15 copper coin.

**Lenny's Equipment:** Beer (2), Crowbar, Meat Jerky (2), Metal Canteen, and 25 copper coin.

**Star's Equipment:** Ammunition (10mm – 12 rounds), Lead Pipe, Meat Jerky (4), Metal Canteen, Wine Cooler (4), and 5 copper coin.

## Return to Reno

After several more days of waiting, sand clouds signal that a caravan is heading in your direction. After an hour, the Crimson Blood caravan returns with fresh supplies and parts to fix the hauler, and return to Reno. Hank thanks you for your excellent duty in protecting the hauler from further damages, and defeating the raiders.

After fixing the hauler, the caravan makes the return trip to Reno. During the journey back, a small caravan is spotted that was heading to DS-5 that had apparently fell foul to the creatures of the Wasteland. Heavy damage from explosives and multi-round bullets have destroyed the small caravan; all valuable supplies have been taken, leaving only another husk of ruins and dead bodies to be claimed by the Wastelands.

Upon returning to Reno, Hank pays all of the caravan guard their rates, including you with the agreed rates. Hank also gives you a bonus of 100 coin for hazard duty above and beyond the normal required duties of a caravan guard.

Each character earns 1% fame with Outer Reno.

If the characters sold the giant water pitcher to Hank, they will see a few days later that the glass pitcher is on a cinderblock base outside of the Crimson Blood Trading Companies office. The pitcher is full of red-colored water and as the characters pass by the pitcher, the face animates and emits a loud computerized voice stating "HELL YEAH!" and the water swishes side to side.

## 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
Don't Throw Me Away	Defeat Aggressors	2 (+/- APL) x 48
When Animals Attack	Defeat the Bison	3 (+/- APL) x 74
Raiders	Defeat the Raiders	4 (+/- APL) x 55
Skill Challenges (SC)	Achievements	XP Earned
Don't Throw Me Away	Revive Bob the Harvester (treat injury)	250
Road Trip	Fix the Hauler (Strength and repair)	500
Guard Duty	Survive the Desert Elements (survival)	750
Strange Finding	Excavate Khul-Aide (Spot and Time Spent excavating)	500
Role-Playing (RP)	Achievements	XP Earned
Introduction (Reno)	Interacting with Bar patrons about Caravan Jobs	50
Don't Throw Me Away	Conversing with Bob the Harvester	50
Crimson Caravan Company	Conversing with Hank	100
Caravan Port	Questioning Hank	100
Divide by the number of players for each player's total EXP		
Time Units Spent: 28		

# 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.

**Raiders:** +1% infamy with NEMO

**Conclusion:** +1% fame with Outer Reno

# 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
Don't Throw Me Away	40 Copper
Strange Findings	100 Steel
Raiders	25 Steel, 45 Copper
Return to Reno	Up to 600 Steel per character

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 20	Barter DC 25
Don't Throw Me Away			+5%	+10%
Meat Jerky (4)	.5	10		
Rotgut (4)	10	40		
Raiders				
Ammunition (10mm – 60 rounds)	2	120		
Baseball Bat (1)		22.5		
Beer (6)	.5	3		
Binoculars (1)		200		
Colt 6520 10mm (1)		125		
Combat Knife (1)		82.5		
Crowbar (1)		32.5		
Leather Jacket (1)		125		
Lead Pipe (1)		12.5		
Meat Jerky (16)	.5	10		
Metal Canteen (4)	12.5	50		
Wine Cooler (4)	2.5	10		
Total	---			

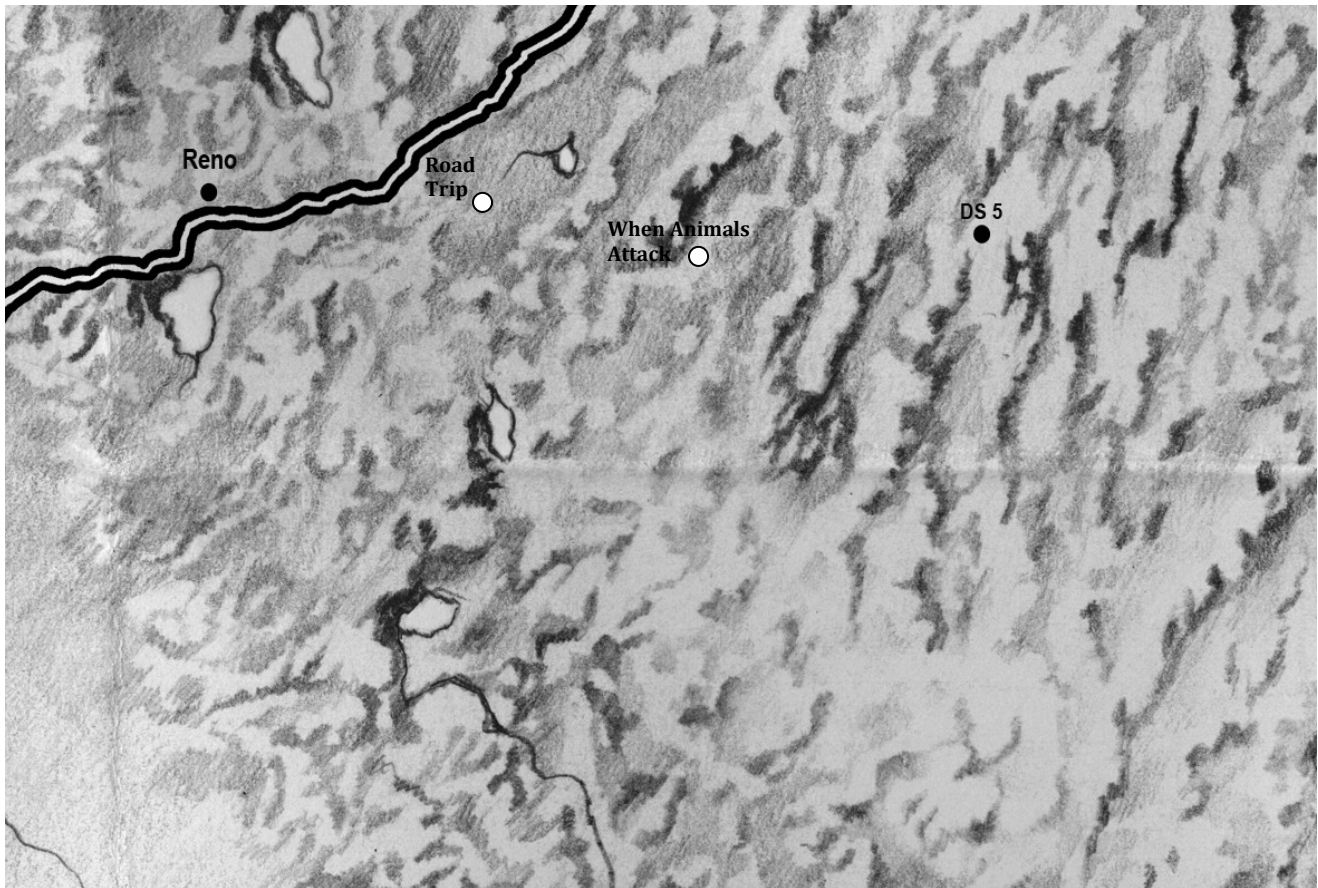
## Certificate Entries

**Ghul Harvester Fruit:** For helping out Bob the Harvester, he has given you a piece of his home grown fruit. He tells you that this fruit is special and will bestow mystical properties on you when consumed, but is only good for a few weeks. This lumpy green fruit is a *one use item* and must be consumed within the end of 2 *Exodus OPS* scenarios logs from this OPS Log. Failure to consume the fruit results in the fruit spoiling and rotting away. If the fruit is consumed during the specified timeframe, it bestows a random property from the Way of the Fruit table in the Harvester Advanced Class detailed in the *EXS*.

**Bonus Karma:** For liberating *Khul Aide*, you have earned a bonus Karma Point (+1 KP). This Karma Point must be used before you gain your next level or it is lost.

# Overseer Map 1

## Reno to DS 5 Map



Reno to Eureka (DS 5) = 13 days  
Reno to Road Trip = 4 days  
Road Trip to When Animals Attack = 2 days



## Overseer Map 2 Don't Throw Me Away



A – Aggressors and Harvester Bob Combat