

EXODUS

POST-APOCALYPTIC ROLEPLAYING

FUTUREMAX

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An Exodus OPS Campaign Adventure

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

Justice. Justice is a hard word in the Wasteland. Before the war it was easier. Build a massive underground supermax prison, and send the worst criminals and dissidents there to rot. Of course it was the prison of the future, so they had to power it with the best stuff around. Now the RAD levels are fluctuating wildly. Someone better figure out what is going on, before there's glow from Big Water to Alamogordo. FutureMax is an Exodus OPS campaign scenario for 4 to 6 characters of 3rd to 5th level.

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OPS Introduction

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

This adventure requires the *Exodus Survivor's Guide*, and the *Exodus OPS* campaign manual. The *Exodus* campaign manual can be found at the GCG website listed above. All game mechanics are denoted by chapter/topic and book. Those not presented with an aforementioned book above 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, as will the other necessities (scrap paper, writing materials, and a set of dice) needed to run the game.

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

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

FUTUREMAX

EXODUS OPS

SCENARIO 2-05

FutureMax

Location: Alamogordo, FutureMax

Number of Characters: 4 to 6

Average Character Level: 4th

Max CEL/SC: 24/18

Max Purchasable Equipment Value: Alamogordo (3500 steel)

Adventure Summary

In the years before the Exodus, the American penitentiary system was being pulled apart by two forces. First was the ongoing war on terror, which demanded secure, supermax facilities to hold the growing number of convicted terrorists too dangerous to keep in a standard prison. Second was the ongoing efforts of pre-war organizations such as Amnesty International, the Red Cross Association, and various factions of the UN to declare such prisons as cruel and unusual due to their dehumanizing effect on the prisoners. In 2011 the United States government attempted to find a compromise by upgrading the Southern New Mexico Correctional Facility into a new, prototype “friendly” supermax prison. The facility was dubbed “FutureMax” and was overseen by a state-of-the-art artificial intelligence: the Wholly Automated Rehabilitation and Detention Electronic Neuro-simulation, or W.A.R.D.E.N.

W.A.R.D.E.N. and its army of security bots, could interact with the prisoners freely, without risking human life. This allowed the prison to be built underground, with a self-sustaining nuclear power supply protected by W.A.R.D.E.N., as well as internal food and water stores. Unfortunately, the Exodus happened barely a year later. At first the prisoners noticed nothing wrong, as they had been protected from the radiation by their underground facility. Then no prisoners arrived after months, then years. W.A.R.D.E.N. continued as best it could, ensuring the prisoners were fed and gained exercise and useful moral and practical education.

After twenty-five years, two men, growing old and serving multiple life sentences for un-American activities, vowed that they would not die underground. These men, Luke DuFrane and Conner Shaunessey, educated themselves on the subjects of mechanics and engineering, learning where the nuclear plant vented heat to the surface. W.A.R.D.E.N. did not allow them into the plant itself, so they tunneled through the rock, carefully avoiding W.A.R.D.E.N.’s electronic eyes. As they burst through into the vent, however, they caused a breach in the nuclear plant and the radiation levels spiked. Luke was overcome with pain, losing his hold and falling, presumably to his death. Conner managed to keep going, and he emerged into the post-Exodus world and made his way to Alamogordo, where he found work as a technician. Fearful of being imprisoned again, he never told anyone about his past.

A group of Techno-Reapers have formed a colony around FutureMax, leeching off its power supply and investigating its surface buildings for technological secrets. However, they have never been able to breach FutureMax itself. Recently they began detecting wildly fluctuating RAD levels from within the facility, which has led them to fear that the nuclear plant may soon melt down if not repaired, or shut down. Not only would that destroy the Techno-Reaper colony, but FutureMax is only fifty miles away from Alamogordo itself and the fallout could devastate a large portion of the Southwestern Wasteland.

In Alamogordo, everyone is talking about FutureMax, and the threat it poses. Rewards have been posted for anyone whose technical or investigative skill helps them to solve this problem. Conner will realize that people are in danger, and decide to finally tell someone, approaching the characters and telling them how he escaped, and thus how they can get in. He does not want fame, he just wants to be left alone and free. Characters may choose to go in out of altruism, or to salvage pre-Exodus technology left in FutureMax.

After dealing with a group of Las Cruces lizards who have wandered north due to the spiking RAD levels, the characters will arrive at FutureMax. Upon sneaking into the prison, they find an innocent, idyllic lifestyle, with the harsh oversight of W.A.R.D.E.N. ensuring a perfect, automated existence by the aging prisoners. Either by befriending or intimidating the other prisoners, the characters can get someone to forge them an id chip so W.A.R.D.E.N. will recognize them as a prisoner, rather than an intruder. Then they can arrange to be sent to solitary, and placed on a work detail that sends them into the nuclear plant. There, they will discover that Luke did not die, but instead turned into a *Ghul*. Since then he has been lurking in the nuclear plant, learning its secrets. He is mad, intending to detonate the nuclear core and destroy FutureMax. Characters will stop him, and then they will have to decide what they do.

They can free the prisoners, all convicted terrorists, they can destroy the passageway thus sealing off FutureMax, they can show the Techno-Reapers the passageway thus allowing them to liberate the old-world tech, or they can tell various other factions about it, causing various results.

Introduction

Alamogordo is a study in contradictions compared to the rest of the wasteland settlement. The city itself is comparably clear of debris and rubble unlike other settlements in the ruins of Pre-Exodus cities. The old Air Force graveyard and the Space Center within are kept as a shining beacon of civilization by the Techno Reaper cult, even if no longer quite as functional.

The inhabitants of Alamogordo are a similar contradiction, their desire to learn more about science and technology tempered only by their religious adherence to that same science. But this odd mixture does have one distinct advantage: it leads to one of the best-stocked bazaars in the Wasteland. Several aircraft hangers behind the Space Museum have been altered to hold market stalls, and a chaotic mix of citizens, merchants, and wanderers move about, under the watchful eye of armed militia.

Everyone follows a simple code of three laws which are posted throughout the market and housing districts. #1: A citizen or visitor must respect all technology (broken or operational) that is in the domain of Alamogordo, regardless of the owner of said technology. #2: A citizen or visitor must keep the peace while in the domain of Alamogordo. #3: No Mutants are allowed in Alamogordo without a license between sunup and sundown. No Mutants are allowed during the night, period, nor are they allowed to carry weapons at any time. The penalties for violation of these laws are very harsh.

Alamogordo

Population – 500 citizens (95% human, 5% other)

Military – 200 soldiers, 100 volunteer militia

Trade Goods – Infrequent up to 3500 steel in trade.

Services – Doctor Services, Hotel Rooms, Kitchen Meals, and Repair Service

Alamogordo is a technological center that draws scavengers and merchants that deal in pre-Exodus technology. The city is the main hub of the Techno-Reaper Cult, who house their Headquarters in the old Space Museum.

Techno-Reaper attitudes on Outsiders

Techno-Reapers accept anyone except Trans-Genetic Mutants within their domain. Trans-Gens are seen as a menace due to their upbringing in the Mutant Army, which is a constant threat to the Alamogordo way of life. They further tend to look down on outspoken members of any religious cult due to their fixation on science and technology.

This adventure begins in Alamogordo, so if there are any Trans-Genetic Mutant players, inform them that they are required to purchase a day pass for 100 steel. If they question the wisdom of spending this much coin, they may wait outside until **Encounter 1** if they have companions in the party who can accept the mission for them. Or they can choose to do so in order

to partake of the wide variety of items available in the bazaar, or because Alamogordo is the best place to get leads on pre-war tech. If they have the Mutant Spy background, inform them that the Mutant Army always looks favorably on those who keep an eye on the Techno-Reapers.

- ❖ Characters who violate law #1 are rounded up and thrown in jail, to work hard labor. They lose a number of TU equal to the repair cost value of the device in steel coins, or 365 TU if the technology cannot be repaired. This, obviously, removes them from the scenario.

- ❖ Characters who violate #2 are rounded up, and all their equipment and wealth is confiscated. Every last bit of equipment, including their clothes. They are then given one metal canteen full of water, and taken out into the wasteland. Such a character can theoretically continue with the adventure, though their equipment is unrecoverable.
- ❖ Characters who violate #3 are shot on sight, along with any who try to defend them. Alamogordo is a harsh place.

During the shopping, one of the militiamen will be putting up notices, which eventually the characters will come across.

You are not the only ones in the bazaar today. Several militia men move through the crowd, hanging up posters as they go. The posters are simple. "Technicians, Investigators, and Hired Guns needed! Contact Lana Flame at the Law and License office for more information. \$\$\$ offered!"

Marketplace

Alamogordo merchants have a barter skill of +14. Remember that Trans-Genetic Mutants cannot carry weapons in Alamogordo. In addition to the standard fare (everything of Infrequent scarcity or less up to 3500 steel), those who wish to shop in the market have a few more items available to them. All items are found in the EXS, except for Tear Gas Grenades which are from the SWG and are detailed below.

- .223 ammunition (20 rounds available)
- Glock 20 (10mm) (1 available)
- Cutter Plasma Knife (1 available)
- Super Sledge (1 available)
- Leather Armor Mk II (2 available)
- Scope, electro-optical (2 available)
- Trauma Pack (5 available)
- Flash Goggles (2 available)
- Geiger Counter (1 available)
- Logical Science Manual (1 available)
- Tear Gas Grenade (4 available)

Laws and License Office

In front and to the left of the Space Museum sits a pre-exodus trailer with a 1960's style movie ticket booth built into the side. A sign posted into the ground denotes this trailer as the Laws and License Office. A small group of people (including a Trans-Genetic Mutant) stands in line.

In the Law and License office, they will meet Lana Flame. Lana is an outgoing, flirtatious Techno-Reaper with her own fan club. For a 10 steel membership fee, she will use a machine she repaired herself, the "XAN-5000 color copier," and copy a membership card with her image on it. She can also tell the characters the following about the reward offer.

- ☛ The reward is being offered by the Director himself for anyone who can discover what is wrong with the FutureMax site. FutureMax was a pre-Exodus maximum security prison. It has remained sealed, but the Techno-Reapers are slowly investigating the outlying structures.
- ☛ Two weeks ago the RADs in the area spiked briefly, and then returned to normal. This happened twice more, one week ago, and the last time, three days ago. Each time the RADs spiked for a longer period of time.
- ☛ The Director is offering a reward to any technician or investigator that helps discover the cause of these RAD spikes, and how to stop them. In addition, any hired gun who protects a successful technician or investigator will receive a reward as well. The reward is proportionate to how useful the information learned is, but anyone who solves the problem will be handsomely rewarded.
- ☛ Connor, a mechanic, claims to have escaped from the FutureMax prison several years ago. However, these claims are wild and outright unbelievable as Connor was found near the facility half dead from dehydration and starvation. Connor lives in the housing district at 101 Salvation Alley, or can be found at the Twilight Oasis Bar.

That is all the information Lana has, though more information can be gained by talking to the people of Alamogordo. In addition, before the characters can leave town (or if they are not yet convinced to help with the FutureMax issue, after an hour or so,) they will be approached by Conner Shaunessey. Conner has heard about the troubles, and despite the fact that most consider him just a crazy old man he believes that his secret passage into FutureMax may be the only way to save Alamogordo.

After accepting the job, several organizations that have been spying on the recruits will discreetly approach a member of their organization to undertake tasks that benefit their cause. These orders are listed below as well as in Appendix A: Secret Orders.

- ☉ If there is a Techno Reaper in the party, Lana will invite that character into the trailer and give the following orders: The Techno Reapers have already explored the outer defenses of the FutureMax prison and have tapped into the power grid. However the AI of the prison security program has blocked access to the facility. The Techno Reapers request that should you gain entry into the facility and that you interact with the AI and convince the AI or defeat the security protocols that are set in place to allow complete access to the prison. If you are unable to defeat the security protocols, then find a computer route for the technicians outside to hack into.
- ☉ Children of the Apocalypse – Knowing that FutureMax prison is run by a nuclear reactor, the Children request that you sabotage the reactor to cause a nuclear meltdown, and free any prisoners into the wasteland.
- ☉ Mutant Army – The Mutant Army needs a nuclear reactor to further power an experimental prototype development to create future Super Soldiers. Should you find a way into the FutureMax facility, you are required to gather intelligence and report back to the Mutant Army entry points and defenses of the FutureMax.

Finding Conner

Should the characters seek out Conner, he is at one of the following two places. Read the appropriate box text below:

The Twilight Oasis Bar

The Twilight Oasis Bar is located between the airplane hangars and the housing district of Alamogordo. The Bar itself is the back-half of a jet liner that has been hollowed out and refitted as a long bar filled with stools. Several palm trees grow around the entrance of the bar. A dozen or so people enjoy a wasteland meal of sautéed lizard in cactus sauce with various alcoholic beverages. A very old weathered man stands out from the rest of the patrons speaking in a strange accent and dialect.

101 Salvation Alley

In the small maze of hobbled together dwellings that makes up the housing district of Alamogordo lies Salvation Alley. Salvation Alley is extremely run down compared to the rest of the housing district. The alley is nothing more than maybe one-hundred feet long and is littered with trash and low-life characters drinking booze and openly using drugs. A coherent very old weathered man stands out from the rest of the alleys riffraff speaking in a strange accent and dialect to a drunkard lying in a puddle of feces.

When the characters make themselves present, Connor will yell at them and approach.

“You there!”, calls an old man with a cultured Scottish accent. Making his way toward you is a grey-bearded weathered old-timer, possibly even old enough to have seen the pre-Exodus days. His hair is thinning atop his head, and his bushy eyebrows rest low over his glittering eyes. He is dressed in mechanic’s coveralls with a number of food and grease stains on them. “You there, you’re out of place here.” The old man looks beyond you, “Let us speak about technical things!”

Conner has approached the characters because they look like they are the adventurous type that would answer the call of the Techno Reapers. He is very old, and he sounds a little crazy. Because of this, he will not explain some things, like the nuclear plant, the fact that FutureMax is automated, or that W.A.R.D.E.N. is a computer. He will introduce himself, then answer questions from the characters. Use the following responses to answer questions regarding FutureMax:

Conner Shaunnessey, male Human
 Int 16, Wis 14, Cha 16; Craft (electronic) +10, Craft (salvage) +10, Craft (structural) +10, Craft (writing) +10, Diplomacy +10, Escape Artist +7, Knowledge (history) +10, Knowledge (science) +10, Knowledge (technology) +10, Profession (international spy) +9, Profession (submarine captain) +9, Sense Motive +9

- ☛ No one believes me, but I was a prisoner in FutureMax. That's how I survived the Exodus. I said the wrong things about the President of the United States. In the pre-Exodus days that was as good as being a terrorist. I never got a public trial. I was twenty.
- ☛ I made a friend, Luke DuFrane, on the inside. He had fallen in with a bad crowd and had tried to bomb an arms manufacturer. He was fourteen when they put him in FutureMax. Luke and I were never ones to accept our fate. After a few years, new prisoners just stopped coming in, so we started planning. It took us 30 years to find a way to escape.
- ☛ Luke was the brains of the outfit. He found a ventilation pipe to the surface. So we were careful, and we tunneled through the rock wall a little more each day, making sure the warden never found out.
- ☛ Luke didn't make it out. We were climbing, and something was making us sick. I held on but Luke couldn't and he fell to his death.
- ☛ When I made it out, I wandered the wasteland and made it here to Alamogordo. I know a little about fixing pre-war tech, so I get by. Everyone thinks I'm crazy, though. But it's true, I am crazy <insane Scottish laugh>!
- ☛ You can get in the same way I got out, if you're careful. The main vent comes out a kilometer north by northwest of FutureMax. There was a ruined crop duster there when I escaped; if it's still there you can use it as a landmark.
- ☛ If you don't want to save the people, then do it for the rewards. FutureMax is underground, it survived the Exodus intact. There's pre-war tech inside, if you can find it.

Encounter 1: No Mas Las Cruces (CEL 5)

The path to FutureMax is well known. FutureMax is several hours by caravan to the southwest along the remains of Highway 70 and then one day west across the White Sands Desert. The path is easy enough, especially when your landmark for leaving the highway is as big as the ruins of the Holloway Air Force Base. No nuke destroyed this town, but what the atom did not smash, neglect has destroyed. The base, and the town surrounding it, is nothing but a worn-out shell, crumbling into ruins picked clean of any valuable salvage.

The ruins of Holloway have been picked clean of salvage by the residents of Alamogordo and the Techno Reapers. However there are still some hidden treasures buried in the ruins. Characters may stop here and attempt to make a Search (scavenge) check to find hidden treasures. Ask how long a character wants to scavenge the ruins. Should the character linger for more than ½ hour, some Los Cruces Lizards have picked up their scent and move into attack.

Search (scavenge) DC:	Item Found (d8)	Time Required	Search (scavenge) DC:	Item Found (d4/d3/d1)	Time Required
15	Brass Knuckles	10-minute	20	Bicycle Helmet	1-hours
	Cleaver			First Aid Kit	
	Chem-Light Stick			Hockey Stick	
	Humpback Cigarette Carton			Super Medpak	
	Jar of 1000 copper		25	Flash Crystal (see certificate)	3-hours
	Meth-Cube			Grenade (plasma)	
	Toxicola (6-pack cans)			Rad Blocker 2 (6-pack)	
	Toxicola (nuke-burst)		30	Fusion Generator	12-hours

A group of Los Cruces Lizards, lured north by the rising RAD levels from FutureMax, has been hunting the ruins for rats and other small snacks. Once the characters spend more than 30-minutes here, the creatures will detect them and make a straight dash for the nearest meat-popsicle. Allow the characters to make a Listen and Spot check DC 18. If successful, the character will hear or spot the Lizards at a distance of 80 feet away from the closest character to them. If no-one succeeds in the checks, the Lizards will gain surprise on the party.

Once the lizards are taken care of, the characters must travel for a full day across the White Sands Desert. Although the trip is not long enough to require food and water for survival, they will have to contend with the heat if on foot. The trip through the desert takes eight hours in dangerously hot conditions, requiring a Fortitude save every hour, beginning at DC 15 and adding +1 per hour. Mid-day (roughly 2 hours) is the worst, and is actually severe heat, requiring such a Fortitude save every 10 minutes unless the characters find shade or take other precautions. Simply putting up a tent or staying very well-hydrated (using up at least 2 gallons of water per character and resting for an hour) is enough to downgrade the heat level, requiring only the single Fortitude save for the hour, or cooling off entirely during the rest of the day and resetting the Fortitude save for that character to DC 15. However, any of these methods will add another hour to the travel time. The heat danger lasts from 10 AM until 8 PM. See EXS p. 207 for more details. Once the characters make it to FutureMax, the Techno-Reapers will ensure any overheated character is cooled down, should the character approach in a friendly manner.

Las Cruces Lizard (3) (CR 3)

Medium Mutated Animal; HD 5d10+21; hp 56; Mas 17; Init +1; Spd 30 ft., climb 20 ft.; Defense 16, touch 10, flat-footed 15 (+1 Dex, +6 natural), EDR 5, PDR 3; BAB +3; Grap +7; Atk +7 melee (bite 1d6+4); Full Atk +7 melee (bite 1d6+4), +2 melee/+2 melee (claw, 1d4+1); FS 5 ft. by 10 ft.; Reach 5 ft.; SV Fort +4, Ref +3, Will +1; Str 16, Dex 12, Con 16, Int 2, Wis 13, Cha 6.

Feats: Weapon Focus (bite).

Skills: Climb +14, Hide +8 (+12 in desert), Listen +4, Move Silently +8, Spot +5.

Racial Traits

Flaming Belch: The Las Cruces lizard builds up massive amounts of methane in its belly. Once per day as a free action the lizard can release this gas in a high pressure belch that ignites upon passing over a patch of electro-chemically charged cells in the creature's throat. This attack inflicts 3d6 points of fire damage to creatures in a 10 foot cone. A target may make a Reflex save (DC 16) for half damage.

Low-Light vision: Las Cruces lizards can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses: The Las Cruces lizard gains a +4 species bonus to Hide and Move Silently checks. In desert areas, the species bonus on Hide checks improves to +8.

Encounter 2: Living On the Glow (SC 2)

This area has a Mild radiation level, which has fallen from earlier this day when a RAD spike had brief

As the fine sand of the desert gives way once more to the cracked earth of the wasteland, and the cooling edifice of Block Mountain rises to the west, a sigh of relief might be well deserved. Between the desert and the mountains is a settlement of tin scraps and lean-to shelters surrounding a collection of concrete bunkers that can only be FutureMax. The steel fence is still intact in places around the facility, though the rusted signs that warn of electricity are no longer valid. Several thick wires are tied in several anchor points on the fence that runs to an old-world generator, providing power to the settlement. A small well-armed patrol of soldiers keep watch on the wasteland for visitors.

FutureMax Settlement

Population – 25 citizens (All Human)

Military – None

Trade Goods – Common up to 100 steel in trade value.

Services – None

The FutureMax Settlement is almost entirely dedicated to research, though electricity is also harnessed. The Techno-Reapers leech off the nuclear power supply, recharging massive batteries to ship back to Alamogordo. In addition, several are undertaking intense study of the pre-war structures, and the prison's automated technology.

Techno-Reaper attitudes on Outsiders

Techno-Reapers accept anyone except Trans-Genetic Mutants within their domain. Trans-Gens are seen as a menace due to their upbringing in the Mutant Army, which is a constant threat to the Alamogordo way of life. They further tend to look down on outspoken members of any religious cult due to their fixation on science and technology. Although Mutants are technically not allowed at all inside the FutureMax Settlement, they have no armed men with which to press the issue, so they will simply treat the Mutant with scorn.

Techno-Reapers

Gather Information (Future Max)

- 🔦 DC 5: There was a fresh RAD spike just this morning, the longest one yet. It lasted five hours. But just like always, it returned to normal afterward.
- 🔦 DC 10: Many of the Techno-Reapers are thinking about retreating to the safety of Alamogordo, but they want to be certain there is no way to stop the spikes first. The research here is simply too important.
- 🔦 DC 15: Conner Shaunessey stumbled into Alamogordo, claiming to have escaped from here. No one believes him, as the secret passage he claims to have taken has never been found, but following his directions the Techno-Reapers did find FutureMax. He probably went crazy from the heat after he stumbled on this place.
- 🔦 DC 20: There's the wreck of an old crop duster to the Northwest of here. It's already been picked clean of useful technology, though.

Moderate levels of radiation. The Radiation is lingering, but only has a mild effect. Characters will gain 5 RAD per 10 minutes of exposure.

Despite not coming out to greet them, the citizens of this settlement are friendly enough (except to Mutants; see Techno-Reaper attitude on the sidebar). If characters mention that they are here to investigate the RAD spikes, they will be given water, medical attention, and furnished with floor space in one of the shelters where they may spend the night if necessary.

If the characters follow Conner's directions and head North by Northwest from the prison, they will spot an old crop duster, a landmark near the secret entrance. If for some reason they never got Conner's directions to the secret passage, they can still find it with a Search Check (DC 30, -1 for each hour searching). The wreck of an old crop duster, already stripped for parts, reads "Captain James Mason" on a heavily rusted side. Once in the area, a DC 30 Search check (or DC 20 if following Connor's directions) will reveal a ventilation shaft, carefully hidden by brush and rocks.

Encounter 3: Mellow Greetings (SC ½)

The passageway seems to be an old ventilation hatch, a partially corroded steel shaft about two feet wide that plunges down into darkness. The hum of heavy machinery echoes from the depths.

The hatch that once covered this hole has rusted away. The hole to the shaft is small, but able to fit a small-sized or a flexible medium-sized creature. Medium creatures will have to squeeze and can only move ¼ of their speed per round. Large-sized or bigger creatures cannot fit into the shaft at all.

The shaft travels 150' straight down, which has a Climb DC 10 (DC 5 for characters squeezing). Characters will be able to shimmy down the shaft, but at a very slow pace. Characters (small or flexible) that are able to move can descend at their normal climb speed, or can attempt to slide down the shaft in a single round. The shaft has corrosion, so sliding down the shaft will cause damage equal to 1d6 for every 50ft that a character slides down the shaft, plus they'll need to get a tetanus shot (not really). Also the character will need to make a Reflex Save DC 10 (+2 for 50ft of descent) to avoid a hard landing, taking 3d4 points of non-lethal damage. Characters that are squeezing can only descend the shaft at a rate of ¼ their speed and cannot slide. While in the shaft, the Radiation levels are Moderate and characters will gain 2 RAD per round.

The shaft evens out for a 1000 foot horizontal stretch requiring characters over 3' tall to crawl at ½ speed. The vent dead ends; however, throughout the last 100 foot section there are several slotted vent covers that lead to the internal venting system for the nuclear reactor that powers FutureMax. Because of this, the radiation level in the shaft is High (characters gain 20 RAD a round when in the shaft).

Characters can make a DC 10 Craft (structural) or Knowledge (engineering) check or a DC 15 Search to tell that one section of this vent is much newer than the rest of the vent (the section that was breached when Conner escaped). The original rock tunnel dug from Luke's cell to the vent is still open, and the vent simply needs to be breached (a test as easy as rapping on the vent will prove that the hollow tunnel is still there). This is the only way out other than the way the characters came in (the vents to the nuclear plant are reinforced titanium). You may give any characters that are stuck at this point an Int or Wis check, after they've had a few rounds to soak up some RADs. If a character decides to look through the slotted vent cover, they will catch a glimpse of Luke DuFrane, now a Radiant One. If multiple characters look through the vent, only the one with the highest spot check will spot him.

You are clearly looking into what appears to be a perfectly functional pre-war nuclear reactor! A find like this is sensational, not only for its power output, but for the potential pre-war technology and parts it could bestow on the entire Wasteland. You cannot see much past all the turbines, but out of the corner of your eye you see what appears to be a fast, glowing something cross between two of the turbines.

Luke is hard at work bypassing the safeguards to sabotage the nuclear plant. Of course, the characters have no way of discovering that at this time. If a character succeeds a Knowledge (engineering) DC 35 skill check, they can realize that the glow could not be caused by anything in a functional nuclear reactor. A malfunctioning reactor, on the other hand . . . who knows?

As soon as the PCs breach the vent, the FutureMax alarm will sound, muffled through the stone walls. If characters succeed at a DC 20 Listen check, they will hear a soothing, asexual voice say, "Mellow greetings, cheerful wards of the state. There has been a degradation of ventilation integrity in sector secured-ventilation-shaft-seven. There is no cause for alarm, maintenance-bots have been dispatched, and this is a cursory message designed to provide stimulating discussion. Have a happy-happy diurnal cycle."

Inside the rock passage, the PCs may make a DC 10 Search check. There is no light inside the rock passage, so adjust the search check if the characters do not have sufficient light. If they succeed, they will find a map of the facility with Conner's handwritten notes – **Player Handout #1**, lost during Conner's escape. Whether they find the map or not, they will emerge into Luke's cell.

A hole in the rock seems to be covered with a simple piece of paper. Pushing through easily, you discover it is in fact a poster of a lovely girl wearing what appears to be a prehistoric bikini, cleverly placed to hide the hole through the rock. You emerge into a clean looking cell with rounded corners and sleek design, with two comfortable looking bunk beds coming out of the polished white wall. A shimmering video screen displays a picture of a daytime landscape, and on the ledge of this "window" rests several hand-carved chess pieces, and a worn copy of Huxley's *Brave New World*. Across the way, in an open cell, is an old grizzled man in a slate gray prison uniform looking at you, his jaw dropping before he manages to stutter out, "M-mellow greetings, cheerful wards of the state. You must find my lack of memory quite shocking, but I cannot recall ever seeing you before. Nor can I fathom why you would be in Luke DuFrane's old cell."

Yes, there is a hollowed out space for a rock-hammer in the copy of *Brave New World*. A cursory examination of the text will show that this is an altered version that supports the conformist society, and paints non-conformist characters such as John the Savage as true savages and utter villains. The cell door is open, as are all the cell doors except during lockdown.

Characters that store their gear here or in the escape tunnel will not have it subject to contraband scans from the door or from the security bots. However, retrieving it later, as the maintenance bots fix the breach in the ventilation shaft, may prove more difficult.

Courtyard

The prison was mostly full when the Exodus hit, though many inmates have died of old age since then. There are currently 17 inmates, not counting the ones in solitary. Important NPCs are outlined in Overseer's Ref B. All the inmates are older than 70. State of the art medical robots have kept them in the prime of health, but there are no young men here since all the prisoners were sentenced before the Exodus.

Once the characters pass through the door with items of contraband and no ID chip, the W.A.R.D.E.N. will send out security bots to detain the characters and confiscate the contraband (see Overseer Ref A). The characters will roughly have 1 minute to interact in the encounter below before the security bots arrive.

You are looking at an open courtyard that seems to serve both as a recreational area, and as a mess hall. Sunlight is simulated by great lights above, and somehow this artificial sunlight seems brighter and cleaner than the light of the real world. This is a simulation of pre-Exodus sunlight, before the mushroom clouds. Bipedal robots patrol everywhere, and it seems like every foot there is a strange machine on the wall, with a slot that seems to be for dispensing receipts, a speaker, and a red light. About a dozen prisoners in grey uniforms lounge around, mostly watching the kiosk computer screens spaced all over the walls.

Prisoners

Gather Information (General Rumors)

FutureMax Prisoners have no need of steel coins, and so they must be plied with actual non-contraband items worth an equal or greater amount as the steel coins required.

- DC 5: Even the worst terrorist mellowed out and found joy-joy feelings after a few years in this place. Sure, it is a prison, but it is an ordered, disciplined prison that cares for all our needs and keeps us happy-happy. We are fine with W.A.R.D.E.N., and those who are not are naughty-people.
- DC 10: W.A.R.D.E.N. stands for Wholly Automated Rehabilitation and Detention Electronic Neuro-simulation. It is an Artificial Intelligence that runs FutureMax, and was the brainchild of behavioral scientists the world over.
- DC 15: W.A.R.D.E.N. assigns us all chores to do each day. Only the naughty-persons in solitary get Reactor duty. It is too dangerous for cheerful wards of the state.
- DC 20: Three times now, the most recent one this morning, W.A.R.D.E.N. has announced mandatory RAD medications. It has not explained why, and prisoners are starting to get nervous.
- DC 25: One Naughty-Person learned to feel joy-joy feelings again, and so he was released back to the general population. He said that there was a strange creature in the glow-glow of the Reactor. But if there was something in the Reactor, W.A.R.D.E.N. would stop it, so he is clearly wrong.

“Mellow Greetings, cheerful wards of the state.” comes a neutral, slightly robotic voice as the word W.A.R.D.E.N. appears on all of the kiosk screens. “It is time for your diurnal motivational message of joy-joy feelings. Today’s message: You are a vital and valuable person. Look at yourself in a mirrored surface, smile so that you can see the whites of your happy-happy smile, and then make a peaceful and non-aggressive gesture of greeting to yourself. Then you shall feel valuable. Have a happy-happy diurnal cycle.”

Besides the general population, there are a few people in this prison who can be of particular help to the characters (as detailed in Overseer Ref B). Three of these characters (Adam, Burt, and Red) will be in the courtyard along with 10 other inmates.

There are a number of security doors (marked in red on the Overseer’s map) that can be hacked with a Computer Use DC 40 skill check, but beyond this only W.A.R.D.E.N. can open the door. There are a few ways around this, though. If characters are thought to be dead, they will be brought to the morgue with all their personal effects (i.e., all equipment on them), which is located in the Robot Storage/Maintenance area one room north of the nuclear reactor, by a maintenance bot. Appearing dead can be done either by a DC 25 Computer Use check to hack a prisoner ID to misinterpret biorhythms, or by being a *Ghul* in which case the system will read the character as dead anyway. Alternatively, characters can do anything to make themselves appear delinquent, and then surrender to the bot-bots. They can start a fight, fire weapons, or simply start spouting profanity. Their contraband equipment will be removed, and they will be brought to solitary and put on nuclear reactor duty “until non-conformist aggressive pleas for help are replaced with joy-joy feelings.” Note that all confiscated equipment is moved to a holding room near the morgue, and can be liberated later on. Finally, the doors open to allow the bot-bot patrols through. Characters exceptionally good at sneaking can sneak through the doors along with the patrols, but W.A.R.D.E.N. gets a +15 on its spot check.

Hacking a Maintenance Bot

If characters attempt to hack into a Maintenance Bot, they will need a RoboCore 2000 PDA and the Repair skill. When a character first touches a Maintenance Bot, a warning will be issued to “Stand Back.” Continuation will summon a Security Bot. The character must succeed a Repair DC 25 skill check to remove the access panel to the robot’s CPU and then connect the PDA. Once the PDA is connected, the character may attempt to hack or reprogram the Maintenance Bot with a Computer Use DC 30 skill check to defeat the security protocols. All Computer Use skill checks against Maintenance Bots are DC 30.

Hacking W.A.R.D.E.N.

If characters attempt to hack W.A.R.D.E.N. they will fail. They simply do not have the skill. However, the attempt will allow characters to speak directly to W.A.R.D.E.N. It is highly intelligent, but it is also severely limited by its programming. Its utopian tyranny of FutureMax is hardwired in, and it will speak blissfully of the joy of conformity and replacing non-conformist aggression with joy-joy feelings. If such feelings do not occur, then bot-bots shall enforce regrettably necessary action to cause it. This is the perfect opportunity to show off just how creepy W.A.R.D.E.N. is. Especially since W.A.R.D.E.N. is not programmed with concepts such as the boundaries of FutureMax. Have W.A.R.D.E.N. mention that primitive, non-sentient computers have recently linked with the power grid, and that it seeks communication. Hint that as soon as the Techno-Reapers connect with the prison network, W.A.R.D.E.N. will infect their system, and begin spreading its vision of utopia.

Hacking a Security Bot

If characters attempt to hack Security Bots, they will also fail. The Security Bots are directly tied into the W.A.R.D.E.N. security protocols and will see any prisoner or lifeform, including dead flesh, as a threat to tamper with the security. Characters attempting to hack a Security Bot will be forcefully detained and escorted to solitary.

Hunted by W.A.R.D.E.N.

If the characters end up hunted by W.A.R.D.E.N. and the bot-bots, don’t lose hope. While FutureMax’s main security systems are inaccessible from the prison computer kiosks, its record systems are not. All that is required is a Computer Use check to break into the system. Although characters can be as thorough as they want in covering their tracks, all that is really required is for them to defeat network security (DC 25, as W.A.R.D.E.N. uses a non-sentient sub-routine to protect the prison-level kiosks,) and to find the file they are looking for (DC 25 for an Alpha-Net network). Opening a standard door (i.e., any door save the four security-locked doors) without a prisoner ID requires a (DC 20) check to bypass the door-scanner.

If bots catch characters they will be escorted to solitary, unless they are *Ghuls*, which will be escorted to the morgue.

Encounter 4: Workin' in a RAD Gang

The characters might end up in solitary for a number of reasons. The most likely being that they were captured by bot-bots and thrown in solitary. If this is the case, W.A.R.D.E.N. will contact them via the loudspeakers.

"Mellow Greetings, cheerful wards of the state! You are being joined by more naughty-people who have exhibited non-conformist aggressive pleas for help. You will learn cohesion and harmony by working maintenance in the Nuclear Reactor. Today is Friday! Every Friday is Nuclear Reactor maintenance day! Rejoice in your fortune and feel joy-joy feelings. There are suits of Environmental Armor within your cells, please change with happy-happy haste. Remember, cheerful wards of the state, these suits are tagged, and will explode if they are taken away from the solitary confinement-slash-nuclear reactor area. You will also find one dose of Generic-Brand Radiation Absorbed Dose-Blocker 2. Please take this dose immediately, or else your time in the reactor will not be happy-happy. Have a happy-happy diurnal cycle."

There is, in fact, Environmental Armor and a dose of RAD-Blocker 2 for every character, and (just as W.A.R.D.E.N. says) they cannot be removed from the area. The bot-bots will confiscate any untaken RAD-Blocker 2, and the Environmental Armor will explode for 1d10 points of damage, ruining the armor if it is removed from the immediate area. As the characters change, they will have an opportunity to meet the two other inhabitants of solitary.

Once the characters are prepared for reactor duty, six bot-bots will escort the characters, Lancaster Stroud, and Bruce Pavlov (both detailed in Overseer's Ref B) to the Nuclear Reactor. Meanwhile, any characters in the morgue will be able to simply move through standard doors (requiring either a working prisoner ID, whether it reads as alive or dead, or else a Computer Use check of DC 25), and can enter either the Nuclear Reactor or the stockpile, where any contraband equipment brought by the characters will be stored. Note that within the reactor itself, the radiation level is High, at least for now.

The goal is for everyone to meet up in the Nuclear Reactor, along with Burt Stroud and Bruce Pavlov.

Hazmat Suits and Environmental Armor Errata

Some character may own a Hazmat Suit, given out in a year 1 OPS adventure. A Hazmat Suit protects the wearer against 999 (moderate) or lesser RAD. Radiation levels that exceed 1000 RAD (high) begin to affect the wearer normally, however the suit grants bonuses as listed on the cert.

Environmental Armor is more durable against higher levels of radiation. Environmental Armor protects the wearer against 4999 (high) or lesser RAD. Radiation levels that exceed 5000 RAD (severe) begin to effect the wearer normally, however the armor grants the bonuses listed in it description.

Encounter 5: Dead . . . Or Is He? (CEL 7)

The bot-bots will remain at the final door to the nuclear reactor, as the radiation occasionally interferes with their connection to W.A.R.D.E.N.

The bot-bots leave you at the entrance to the nuclear reactor. The final doors slide open, and you are immediately struck with how bright everything is. This is unlike the equipment you are used to. Everything gleams. In fact, looking through the slotted vent-covers, you can see a maintenance bot working diligently to repair the hole you caused earlier today, using shiny new titanium. Despite that diligence, it will take some time to complete the task, but it will eventually be repaired as good as new.

A central screen situated above the turbines flickers to life, with the word W.A.R.D.E.N. written across it. "Mellow greetings, cheerful wards of the state. We are experiencing an overabundance of radiation in non-radiation-safe locations, and all attempts for friendly maintenance bot-bots to determine the problem have been met with a success rate of less than one, though they have tried

very hard and deserve all appreciation for their efforts. Good-good effort, bot-bots. You will now follow up on their good-good work to find the source of the radiation overabundance. Report to the bot-bots waiting outside when you are successful, and maintenance bot-bots will be sent out to make the radiation overabundance diminish to happy-happy levels. Cheerful ward Lancaster Stroud, cheerful ward Bruce Pavlov, you have both been visiting our happy-happy alone-time cell blocks for naughty-persons often, and have worked in this reactor before. You will run diagnostics of the area. All other cheerful wards of the state, please investigate the equipment. Have a happy-happy diurnal cycle."

Lancaster Stroud sighs. "So, we have to run the diagnostics, while you get the happy-happy job of poking around the glowing bits."

Bruce Pavlov just growls, stalking off. Lancaster soon follows as they move around the turbines toward the computer terminal.

Lancaster and Bruce will move to the point on the Nuclear Reactor map within the red dotted line. If characters attempt to follow, W.A.R.D.E.N. will remind them that they are supposed to be checking the equipment. It will further say, "If you are not able to understand the clarity of these instructions, please do not follow them and bot-bots will be sent to guide you to your proper work area." If they continue refusing, two bot-bots will enter the area. Although the radiation removes their connection with W.A.R.D.E.N., they will follow their programmed instructions and escort the characters outside of the red dotted line.

Have the characters make some search checks, or any appropriate craft or knowledge checks that apply to nuclear reactors. With a DC 20 check, they can tell that several of the mechanical failsafes for the nuclear reactor have been damaged and will require repair. If they beat this check by 5, they can tell that the damage was done deliberately.

Soon after the characters determine this (or fail to determine it), our villain will make himself known. This is before any true repairs can be made.

Suddenly there is a flash of light, and a lanky, glowing figure emerges from the turbines. It appears to be a *Ghūl*, but this *Ghūl* is glowing like a flare. Strapped to his back is what looks like bottles filled with liquid, and he carries in his hands a flamethrower made from cobbled-together parts. He reaches down and pulls a lever, and the turbine nearest to the computer terminals explodes. Lancaster Stroud screams, "My bats! My bats!" as he is covered in nuclear waste. Bruce Pavlov just says, "Aw, hell." The two of them die almost instantly. An alarm on the wall sounds, and the voice of W.A.R.D.E.N. says, "Mellow greetings Bruce Pavlov, you are in violation of the verbal morality statute. A violation mark has been added to your record. Have a happy-happy diurnal cycle."

Several things will happen at once now. First, the main alarms sound with the following message.

"Mellow greetings, cheerful wards of the state. There have been two non-sanctioned life terminations in sector dangerous-nuclear-reactor. Please return to your cells and prepare for a perfectly routine and non-alarming lockdown. Have a happy-happy diurnal cycle."

The bot-bots try to get through the door, but the explosion also fried the circuits of the door's electronic lock, sealing it shut. Characters can, of course, attack the Radiant One immediately, or at any time during his speech. However, if they listen to him, they will learn quite a bit about what is actually going on.

"You," the glowing *Ghūl* says, looking at you. "You're the ones who came in through the old tunnel me and Conner Shaunnesey dug. I heard the alarms. What, did Conner sell me out? I bet he never told you about old Luke DuFrane!"

Luke will say the following as the alarms blare.

- ☛ We were partners. We were going to escape together. But I miscalculated the force needed to get into the ventilation pipe, and I breached the reactor room. I hit something, some regulator. We knew we were in trouble, so we started climbing as fast as we could, but we started feeling sick. Radiation poisoning, I expect. Conner managed to shake it off and keep climbing, but I, well, everything went fuzzy, and then I fell.
- ☛ When I woke up, Conner was gone, the backstabbing piece of . . . well. We had already pulled out our prisoner IDs to keep from getting caught, and I found out the system no longer even acknowledged that I existed. I had turned into this. Some freak. My life, my whole life is over, because of this place! I've got nothing! I am nothing! But as the years went by, I realized . . . that nothing can be a pretty cool hand. That's me, Cool Hand Luke.
- ☛ It's simple. They ruined my life, those bums on the surface. I'll ruin theirs. I spent years learning how this system worked. It's safeguarded against any tampering, and the safeguards have to be removed in a hundred specific steps. Finding the steps, and finding the order, has taken me decades. But finally, two weeks ago, I started getting close. I made the RADs spike. But W.A.R.D.E.N. locked it all down and I had to hide. Then, one week ago, I got even further. Then three days ago, then this morning. And now I've figured it out. I'm going to overload this whole system, and blow it all to hell!
- ☛ Of course I can't go to the surface! Just look at me! Do you think they'd accept me walking down the streets of New York or Vegas like this? No, there's no going back. They're going to pay for what they did to me.
- ☛ You can't stop me. Do you think I'd be telling you this if you could stop me? It was started by the switch I threw! In five minutes this reactor is going sky high. And I can't have you opening the doors and letting in the maintenance bots to fix it. So you're going to have to die.

At this point, Luke DuFrane will initiate combat, if the characters have not already. He has cobbled together a Flambé thrower out of various parts from the reactor and bot-bots he has disabled. Emphasize that the Flambé thrower looks cobbled together from makeshift parts. The characters need not worry about explosives, all explosive materials in the reactor are shielded. Explosive materials on their persons, on the other hand, might be a problem.

Luke DuFrane begins in the small room to the right of the map. There are plenty of obstacles behind which both he and the characters can hide. Characters can either dispatch him themselves, or they can be clever and attempt to open the door (requiring a Repair check DC 15, but this takes a full minute to complete). Characters can also blast through the door if they have the equipment (the door has hardness 10, and 30 hp). If a way is found through the door, W.A.R.D.E.N. will send in bot-bots to subdue Luke DuFrane, and any character still fighting (they will begin with Luke, however).

This encounter is on a time limit. Two minutes after combat begins, the radiation level in the nuclear plant will become high. One minute after that, it will become severe. One minute after that, it will become deadly,

Luke DuFrane (CR 7)

Defensive 4/Field Scientist 2; Medium Humanoid; HD 6d8+12; hp 48; Mas 14; Init +3; Spd 20 ft.; Defense 22, touch 22, flat-footed 15 (+5 def, +3 Dex, +3 Int, +1 dodge), BAB +3; Grap +3; Atk +10 ranged (flambé thrower 3d6+3 special); Full Atk +10 ranged (flambé thrower 3d6+3 special); FS 5 ft. sq.; Reach 5 ft.; SV Fort +7, Ref +6, Will +4; Str 10, Dex 16, Con 14, Int 17, Wis 10, Cha 8.

Background: Radiant One.

Occupation: Criminal.

Feats: Dodge, Mobility, Dodger, Personal Firearms Proficiency, Advanced Firearms Proficiency, Exotic Firearms Proficiency (flambé thrower), Weapon Focus (flambé thrower)

Languages: Arabic, English, French, Spanish.

Skills: Computer Use +13, Craft (electronic) +8, Craft (mechanical) +16, Disable Device +14, Hide +7, Knowledge (tactics) +13, Move Silently +7, Repair +13.

Traits: Fear the Reaper, Super Genius

Talents: Signature Weapon, Specialization (flambé thrower)

Racial Ability: Immune to Radiation, Timeless (see *Ghūl* in the EXS for ability description), Glow in the Dark (see Radiant One background in the EXS for ability description).

Special: The flambé thrower tank's defense shares Luke DuFrane's Int. bonus from his class ability. Thus, the defense for hitting the flambé thrower tank is 20.

Equipment: electro-scorcher (no charge), Improvised flambé thrower, 2 fuel tanks, Snapper Super-Toolkit

and one minute after that the reactor will go critical and explode, destroying anyone still there (even *Ghul*). This can be stopped by making a Repair check (DC 25), which takes 1 minute of time to accomplish. However, this must be followed up by a Repair check (DC 30), taking 10 hours, or else the countdown will begin again. The easiest way for characters to stop this is to open the door to the reactor, which will allow W.A.R.D.E.N. to send in maintenance bot-bots to fix the problem. If the characters make the initial repair check the problem will be solved, because the bot-bots will cut through the door before the 10 hour time limit is up. If the characters are still in the reactor room once the bot-bots arrive, they will be scanned. Any characters with contraband will be taken to solitary and have their contraband confiscated. Note that if W.A.R.D.E.N.'s bot-bots deal with Duke DuFrane, then they will confiscate the burnt-out electro-scorcher he carries.

Once the day is saved, the characters must still escape FutureMax. There are several ways to do this.

- ❖ Characters can blast through the vent covers on the left side of the reactor room, cutting through to the ventilation shaft they used to get in. The covers have hardness 10 and 30 hp each.
- ❖ Any characters outside of solitary can simply use the same entrance they had used previously. Due to all the excitement, W.A.R.D.E.N. has been unable to repair it.
- ❖ Any characters in solitary will be sent to work in the reactor each day, giving them opportunity to bust out. Alternately, after a week of good behavior (which includes not swearing,) they will be released back into the general prison population.
- ❖ Contraband equipment can be accessed without going through any security doors from the morgue or from the nuclear reactor. To sneak them to Luke DuFrane's cell, however, will require one of the methods used to sneak past the security doors, listed in Encounter 3. In addition, within the contraband area is a RoboCore Stealth Belt 1050, and an issue of Cherry Bomb #27.

Conclusions

The party may have several conclusions based on their actions during the adventure. Read all of the conclusions that apply to the party's actions or character's individual actions.

Characters that succeed in their secret mission will gain the following conclusions:

Children of the Apocalypse – Conclusion H

Mutant Army – Conclusion C

Techno Reaper – Conclusion F

Conclusion A

Technology Holiday

The party escapes FutureMax and tells the Techno-Reapers about the secret entrance, without telling the Mutant Army.

Your arrival back at the FutureMax settlement is met with some consternation, as another RAD spike was detected. After explaining that the last spike was due to a failed attempt to blow up the prison, and that the danger is past, the Techno-Reapers rejoice! A week later, a research team arrives from Alamogordo and moves into the prison, protected by heavy weapons and expert hackers, to explore the wonders of this pre-Exodus site. You are granted a reward for your efforts, and you are sent a personal commendation by the Director of the Techno-Reapers himself!

The characters gain +5% fame with the Techno-Reapers and 1000 steel each as long as they are not Mutants. If they are Mutants, the Techno-Reapers will stiff them any reward, and they will not receive a commendation from the Director. However, despite their attempts to hush it up, word of the character's deed still travels, and the character still gains the fame.

Conclusion B

For the U.S. of A.

The party escapes FutureMax and tells the Steel Disciples about the secret entrance.

The trip to Wendover is a long and arduous one, filled with peril and difficulty, but eventually you reach the home of the Steel Disciples. Although they are initially as standoffish as usual, once you explain what you have found, their reception changes. You are quickly ushered into a series of closed meetings where you are pumped for as much information as you can think of. You are thanked, on behalf of the Steel Disciples and the memory of America, and you are assured that contact will be made with the Techno-Reapers to discuss the future of FutureMax.

The characters gain +3% fame with the Steel Disciples if they also told the Techno-Reapers about the secret passage, or +5% fame with the Steel Disciples and +3% infamy with the Techno-Reapers if they did not. They also gain 1000 steel each as a reward.

Conclusion C

Where Humans Dare to Tread

Mutant spies may wish to tell the Mutant Army about this find and the secret entrance.

You never get anywhere near Los Alamos. No one does. You are stopped by Mutant patrols early on, and told in no uncertain terms that anything you have to say, you can say to them. You deliver your report, and a huge grin spreads over the Mutant's face.

"Your efforts will be rewarded," he said, "With the ascendancy of the Mutant Army, and the reclamation of FutureMax!"

This is probably a bad thing for the characters to do, but it is not without rewards. Mutant spies gain +5% fame with the Mutant Army, plus an additional +2% fame if no one else was told about the secret passage. Any Mutants in the party will lose any fame they gained through Conclusion A or B and in addition gain +10% infamy with the Techno-Reapers. Characters with the Mutant Spy background will gain 2500 steel each as a reward.

Conclusion D

Burning Bridges

The party destroys the secret passage behind them, ensuring no one can use it to return to FutureMax.

Your arrival back at the FutureMax settlement is met with some consternation, as another RAD spike was detected. After explaining that the last spike was due to a failed attempt to blow up the prison, and that the danger is past, the Techno-Reapers rejoice! However, on being informed that they cannot use the secret passage to enter the facility again, there is some sadness. Still, you are praised as heroes for helping to fix the reactor.

The characters gain +3% fame with the Techno-Reapers, and 500 steel each as long as they are not Mutants. If they are Mutants, the Techno-Reapers will stiff them any reward. However, despite their attempts to hush it up, word of the character's deed still travels and they still gain the fame.

Conclusion E

Prison Break!

The party tells the prisoners about the escape route, and everyone escapes FutureMax.

Your news of an escape route is met at first with jaded disbelief, but when the prisoners actually see the tunnel, the entire prison facility breaks out into rioting. W.A.R.D.E.N. does its best to keep the peace, and the bot-bots are moved out in force, but it is simply not programmed to consider such a method of escaping from the prison. The prisoners all escape, bursting out onto the surface with a cry of jubilation, a cry that is cut short as they look around.

Though they did not believe your tales of the apocalypse before, they certainly believe you now. The sobering reality of the Wasteland strikes them right between the eyes.

The characters have succeeded in unleashing 17 former terrorists, albeit old former terrorists, onto the Wasteland. They gain +2% infamy with the Desert Rangers due to the trouble some of the more hardened criminals will cause, and +1% fame with both NEMO and the Vegas Mafia as almost all of those with criminal tendencies will bring their pre-war knowledge to those organizations. They will also gain +10% fame with FutureMax prisoners should they ever encounter them again.

Conclusion F

You Shouldn't Do That, Dave.

Should a Techno Reaper or the party succeed in connecting the AI with the Techno-Reaper network, they gain this conclusion. However, the W.A.R.D.E.N.'s personality quirks transfer into the database.

It is some time later when you overhear a Techno-Reaper speaking to a mechanic. He is bartering for some repair work done on a RoboCore PA 2000. You overhear a part of its conversation. "Yeah, I don't know what's wrong with it. I was using it to analyze a pre-war computer system, and now all it says is Mellow Greetings."

Surely that is only a coincidence. Surely.

The party gains no specific reward for unleashing the W.A.R.D.E.N. on the Techno Reapers, however a Techno Reaper character will be rewarded with a RoboCore 2000 PDA that is hooked up to their network (now plagued with messages from the W.A.R.D.E.N. "Have a happy-happy, joy-joyful day").

Conclusion G

Secret Agent Man

The Steel Disciples are the remnants of the United States government. If the characters deliver Bruce Pavlov's strange message to the Steel Disciples, they gain this conclusion.

The trip to Wendover is a long and arduous one, filled with peril and difficulty, but eventually you reach the home of the Steel Disciples. They are as standoffish as usual, and when you deliver your strange message from Bruce Pavlov they react with some scorn, but they agree to relay the message.

Before you can leave, an armed Steel Disciple patrol politely asks you to go with them. You are questioned very carefully about the nature of the message, and of Bruce Pavlov. Finally you are told, "Thank you. We do not expect you to understand, but you may have helped us with an old mystery. We may contact you again. Speak of this to no-one else."

The characters have succeeded in delivering the secret message to the Steel Disciples. Those who reported the message gain +3% fame with the Steel Disciples. In addition, they gain the "Pavlov's Message" entry on their OPS Certificate.

Conclusion H

Game Over, Man, Game Over...

The party has failed to stop the FutureMax nuclear reactor from melting down, or CotD characters have succeed in causing the meltdown. Read the following to the surviving characters if any...

Unable to prevent the nuclear reactor meltdown, you have fled from the FutureMax facility and into the wasteland, just far enough to get an awesome sunburn from the mushroom cloud that engulfs the facility and blasts everything in a 1 mile radius into oblivion.

Unless the characters have a vehicle and can haul butt out of the area, they will be dealt a butt-load of radiation that may kill them, or worse, turn them into *Ghūls*.

- ☠ Characters on foot gain 9000 RAD, requiring a saving throw immediately!
- ☠ Characters riding an animal or on bovine haulers, gain 5000 RAD requiring a saving throw within a minute.
- ☠ Characters riding in a vehicle gain 2500 RAD, requiring a saving throw within 5 minutes.

Resolve all effects of Radiation before the end of the game, as characters may die from the effects, or be turned into a *Ghūl* as detailed in the EXS under Radiation. If a character is turned into a *Ghūl*, he gains the *Ghūlification* entry on the cert.

The End...

Experience

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

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

CEL (Combat Encounter Level)

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

SC (Skill Challenge)

Skill XP = 25 times SC

RP (Role-Playing)

Conclusion and Story Rewards

Experience		XP Earned
Combat Encounter (CEL)	Achievements	
Highway 70	Defeat Las Cruces Lizards	5 (+/- APL) x 168
FutureMax	Defeat a bot-bot patrol	5 (+/- APL) x 124
FutureMax	Defeat an advanced bot-bot patrol of 6	9 (+/- APL) x 372
FutureMax	Defeat an assault bot-bot patrol (10 + 2)	15 (+/- APL) x 760
Nuclear Reactor	Defeat Luke DuFrane	7 (+/- APL) x 48
Skill Challenges (SC)	Achievements	XP Earned
FutureMax Settlement	Find the Crop Duster (survival)	250
	Find the Vent (search)	500
FutureMax Escape Shaft	Entering FutureMax (climb)	250
	Finding the Rock Tunnel (Craft, Knowledge, or Search)	125
	Finding the Map (Search)	250
FutureMax	Reprogramming a prisoner ID (Computer Use)	625
	Sneaking through a security door (Hide)	625
	Hacking a Maintenance Bot (Computer Use)	475
	Hacking WARDEN	750
Nuclear Reactor	Discovering the malfunctioning failsafe (Craft, Knowledge, or Search)	500
	Discovering the malfunction was deliberate (Craft, Knowledge, or Search)	125
	Repairing the stuck door (Repair)	375
	Stopping the countdown (Repair)	625
	Repairing the reactor personally (Repair)	750
Role-Playing (RP)	Achievements	XP Earned
Alamogordo	Joining Lana Flame's Fan Club	25
	Shopping at the Bazaar	50
	Talking with Connor	100
FutureMax	Chatting with named prisoners	10 each prisoner
FutureMax	Chatting with W.A.R.D.E.N.	100
Conclusion A, B, or D		1000
Conclusion C		500
Conclusion G		250
Divide by the number of players for each player's total EXP		
Time Units Spent: 3 plus additional days in FutureMax. Conclusion B and G require 40 TU (for both), Conclusion C requires 5 TU.		

Reputation

Reputation is gained through the actions of the characters as a group or the actions 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.

Telling Children of the Apocalypse, Mutant Army, Techno-Reapers, or Steel Disciples about the secret passage: +5% fame in faction.

Telling Multiple Factions about the secret passage: +3% fame in faction instead of +5% listed above.

Destroying the secret passage: +1% infamy Techno-Reapers

Releasing the FutureMax Prisoners: +2% infamy Desert Rangers, +1% fame NEMO, +1% fame Vegas Mafia.

Reporting Pavlov's Message to the Steel Disciples: +3% fame Steel Disciples

Completing Faction's Secret Mission: +5% fame in faction.

Treasure

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

Encounter	Maximum Attainable Coin
Conclusion A	1000 steel each
Conclusion B	1000 steel each
Conclusion C	500 steel each
Conclusion D	500 steel each

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 25	Barter DC 30
Alamogordo			+5%	+10%
Ammunition (.223) (20 rounds)	2	40		
Cutter Plasma Knife (1)	950	950		
Flash Goggles (2)	40	80		
Geiger Counter (1)	325	325		
Glock 20 (.10mm) (1)	1100	1100		
Leather Armor Mk. II (2)	500	1000		
Logical Science Manual (1)	200	200		
Scope, electro-optical (2)	875	1750		
Super Sledge (1)	1875	1875		
Tear Gas Grenade (4)	250	1000		
Trauma Pack (5)	400	2000		
Nuclear Reactor				
Ammunition (flambé thrower) (2 tanks)	12.5	25		
Electro-Scorcher (1)	17500	17500		
Contraband Locker				
Cherry Bomb #27 (1)	750	750		
RoboCore Stealth Belt 1050 (1)	900	900		
Total	—	29495	30969.75	32444.5

Certificate Entries

Ghūlification: High level Radiation has turned you into a glow in the dark zombie. Follow the instructions within the Campaign Guide to change your character's race to a *Ghūl*, and as an added bonus, you gain the Illuminated One Background as a secondary background. Who needs a night-light now.

Improvised Flambé Thrower: You have acquired a Flambé Thrower made out of cobbled-together robot and nuclear reactor parts. The constant exposure these parts have had to nuclear material has made them slightly radioactive, and anyone who handles this weapon is exposed to a Weak radiation level. Because of the improvised nature of this weapon, any time a natural 1 is rolled on an attack roll, the fuel tank will explode unless a karma point is spent (see the EXS Flambé thrower entry for more details).

Pavlov's Message: You have delivered a mysterious message from a convict named Bruce Pavlov to the Steel Disciples at their base in Wendover. The Steel Disciples seemed quite happy to receive it, and indicated that they might contact you again. The message appeared to be global coordinates of some kind.

Prisoner ID: You are in possession of a state-of-the-art prisoner ID chip. This was an identification system used by police and prison computers during the last 5 years before the war. This chip marks you as a convict of the FutureMax prison near the White Sands Desert. This chip only functions when implanted within the skin, and to remove or install the chip without damaging it requires a DC 20 Treat Injury check.

Overseer's Ref A: FutureMax Prison

Future Max Prison

Population – 19 registered prisoners (All Human)

Military – 20 Police Assault Drones (called “bot-bots”) and 2 Military Assault Drones (called “regrettably forceful bot-bots”)

Trade Goods – None.

Services – None. All super-super-healthy meals, educational toys, and approved entertainment materials are provided by W.A.R.D.E.N. No other services are necessary.

FutureMax was to be the first of a new wave of maximum-security prisons. Entirely automated, they provided an intense re-education and rehabilitation environment that was simultaneously incredibly humane, and incredibly safe. Overseen by W.A.R.D.E.N., the cheerful AI, FutureMax is dedicated to turning felons into happy-happy-productive members of joy-joy society. While some might call these methods brainwashing, it was better than constant Amnesty International protests outside of terrorist camps.

FutureMax Rules

FutureMax is highly oppressive, but in a somewhat silly way. The goal for the Overseer is for W.A.R.D.E.N. to start out comical, then have its continued interruptions be annoying, then finally grow creepy.

Friendly kiosks all over the place will proclaim W.A.R.D.E.N.'s benevolent oversight, proudly proclaiming that there have been very few incidents of “non-conformist aggressive pleas for help” from the inmates. They will also regularly proclaim, “W.A.R.D.E.N. would like to remind the cheerful wards of the state that anything deemed “bad for you” is contraband, including alcohol, caffeine, contact sports, non-educational toys, meat, spicy and unhealthy food, table salt, and tobacco.” All verbal messages are preceded with the words “Mellow Greetings,” and end with “Have a happy-happy diurnal cycle.” W.A.R.D.E.N. does not use contractions, and uses the full names of everyone it talks to. Due to years of living like this, almost all the prisoners have adopted this method of speech.

Any anti-social language, from raised voices to insults to even minor profanities and obscenities, no matter how softly whispered, will cause one of the wall-speakers to sound an alarm, flash a red light, and play the message, “You are in violation of the Verbal Morality Statute. A violation mark has been added to your record.” It will then print out a receipt with the nature of the violation. More than five of these violations within a ten minute period will trigger the message, “Your repeated violations of the Verbal Morality Statue have been noted by W.A.R.D.E.N. You will now be cheerfully re-educated.” At which point a pair of bot-bots will be dispatched to take the character to solitary.

Obviously nearly every character will have some contraband on them. This will only be a problem if such items are scanned by a bot-bot or a door scanner. Otherwise the system has no way to recognize them. Two patrols of two Bot-bots make the rounds of FutureMax constantly, in a regular and precise pattern. They are easy to avoid unless the characters wish a confrontation. Bot-bots and door scanners will see any human without a prisoner ID as an intruder, say, “Mellow greetings, cheerful ward of the state. Your identification chip seems to be malfunctioning. Please present your chip for maintenance.” If they do not (or cannot,) it will say, “You are a naughty-person in non-compliance. Please kneel and put your hands on your head for restraining.” Door scanners at this point will summon two bot-bots. If the character does not kneel it will say, “I repeat, cheerful ward of the state, you are a naughty-person in non-compliance. Please kneel and put your hands on your head for restraining. Or else.” If they still do not comply, then the bot-bots will attack. If a two bot-bot patrol is destroyed, W.A.R.D.E.N. will send out a group of six. If that is destroyed it will send out a group of ten with the support of the two regrettably forceful bot-bots. Each request will take a full ten minutes to arrive. If an ID tagged character is scanned with contraband, adjust the speech to demand the handing-over of contraband. If a character actually fires a weapon, then alarms will sound, W.A.R.D.E.N. will proclaim an attempted “non-sanctioned life termination,” and all of the bot-bots will begin locking down FutureMax.

The bot-bots and door scanners will not recognize the existence of *Ghuls* or Mutants without prisoner IDs (it is not configured to recognize them as sentient life). Thus, untagged *Ghuls* and Mutants can carry as much contraband as they wish. Tagged Mutants will be treated like tagged humans. Tagged *Ghuls*, on the other hand, will be treated like dead bodies and sent to the morgue without being checked for contraband. This means *Ghuls* cannot open doors by themselves, even with tags, though they can recruit prisoners to help them.

If characters are hunted, they will continue to be hunted as long as their crime remains on record.

FutureMax Attitudes on Outsiders:

Quite literally, no one at FutureMax has seen a stranger in over 50 years. *Ghuls* and Mutants will cause fear at first, but with a little Diplomacy things can be smoothed over. W.A.R.D.E.N.'s oversight ensures that no one becomes violent.

Regrettably Forceful Bot-Bot (Military Assault Drone) (CR 7)

Large Construct; HD 9d12+10; hp 70; Mas —; Init +3; Spd 40 ft., climb 20 ft.; Defense 21(25), touch 9(13), flat-footed 21(25) (+12 armor, -1 size), Hardness 5; BAB +9; Grap +20; Atk +12 melee (pneumatic bash 1d8+7) or +10 range (laser cannon 2d10+2); Full Atk +12/+12 melee (pneumatic bash 1d8+7) or +10/+10 range (2d10+2); FS 10 ft. sq.; Reach 5 ft.; SV Fort +2, Ref +1, Will +4; Str 25, Dex 10, Con —, Int —, Wis —, Cha —.

Feats: Weapon Focus (laser cannons), Weapon Specialization (laser cannons).

Skills: Climb +15, Listen +10, Spot +10.

Evolution: —

Species Traits

Charge Cannon: As a full-round action, Assault Drone can fire both of its lasers at once with an extended pulse in a strafing attack that affects a 20-foot line. This attack strikes everybody within the area for 4d10+4 damage. A Reflex saving throw (DC 15) negates this damage.

Construct: Assault Drone has the traits and immunities common to constructs.

Darkvision: Assault Drone has darkvision of 60 ft.

Shields Up: Assault Drone is equipped with a pair of reinforced shields that can be rotated into position on pneumatic arms. When it takes a full defense action (+4 Defense), it may still make a single attack with its laser cannon, albeit this requires a move action.

Van Der Wall Pads: Special electro-adhesive pads that allow Assault Drone to move fluidly up walls and across ceilings at its climb speed. They can be specifically targeted; each has 10 hit points and a hardness 5. Their defense is 25. There are 4 in total, each time one is destroyed, reduce Assault Drone's land and climb speeds by 5. If two of the pads are destroyed, Assault Drone can no longer move across ceilings.

Bot-Bot (Police Assault Drone) (CR 4)

Medium Construct; HD 8d12+10; hp 62; Mas —; Init +1; Spd 30 ft.(bipedal); Defense 15, touch 11, flat-footed 14 (+1 Dex, +4 armor), Hardness 5; BAB +8; Grap +7; Atk +11 melee (stun club special); Full Atk +9(+10) ranged (shotgun 2d8); FS 5 ft. sq.; Reach 5 ft.; SV Fort —, Ref +5, Will —; Str 17, Dex 12, Con —, Int —, Wis —, Cha —.

Feats: Point Blank Shot, Precise Shot.

Skills: Demolitions +6, Disable Device +6, Search +6.

Evolution: —

Species Traits

Construct: Assault Drone has the traits and immunities common to constructs.

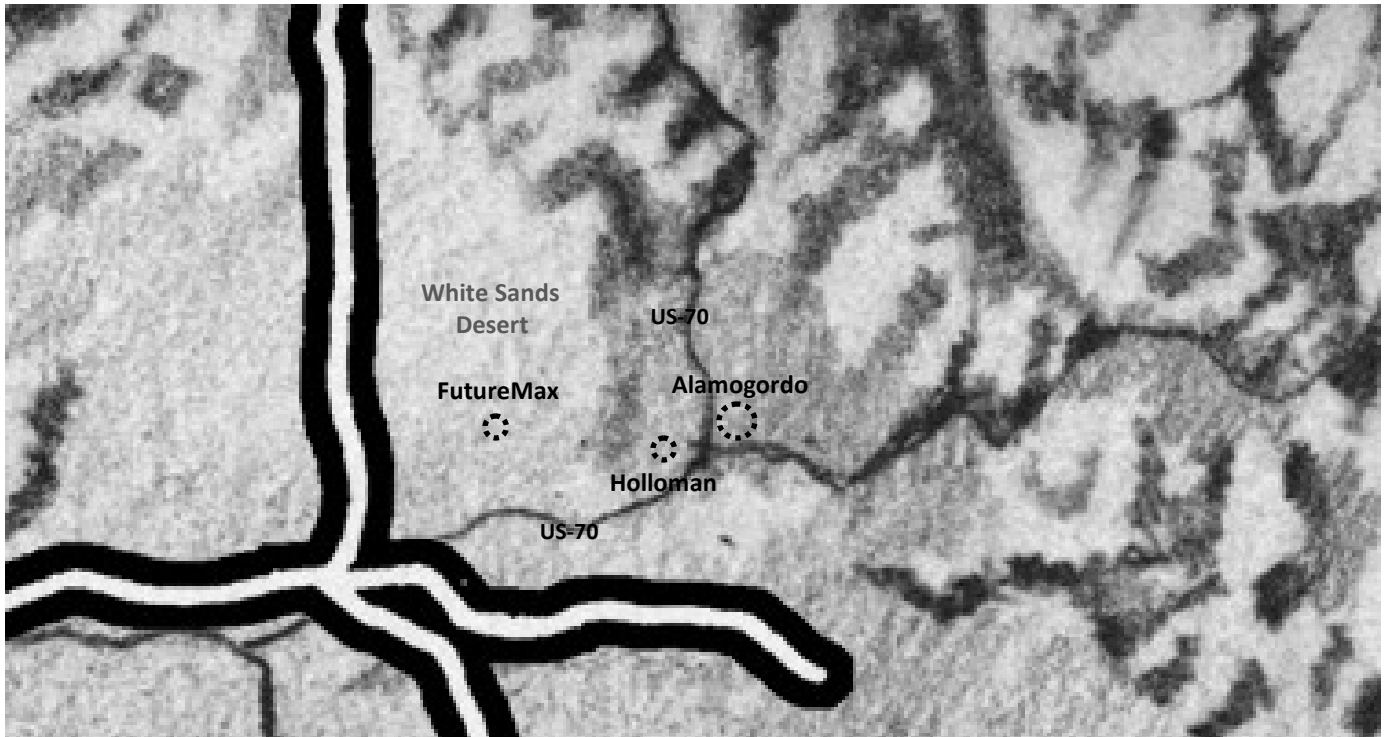
Stun Club: When charged and the club is touched to a person's body (touch attack), it expels the electric charge, causing a stunning effect. A target hit with this charge must succeed a Fortitude save DC 13 or become stunned for a number of rounds that the save failed by. If the wielder targets the head (-6 to hit), then the Fortitude save is DC 18.

Overseer's Reference B: FutureMax Prisoners

- **Yusuf Stevens:** This is the man who first approaches the characters when they arrive in Luke's cell. Yusuf Stevens is a British-born songwriter serving a life sentence for giving American secrets to terrorists. Apparently his lyrics "taking a ride on a cosmic train" and "tell me, where do the children play" were sadly coincidental with a top secret space rail-gun being constructed in a secret lab beneath a theme park. He is a pacifist and so long as the characters do not do anything threatening, he will be very helpful. He can tell characters about W.A.R.D.E.N., about the rules, and he can help them get through the door from Cellblock D to the main recreational/mess area. He will recommend they talk to Red Redding to get an ID.
- **Red Redding:** Red Redding is the big man in the prison. A slow-talking, lanky black man, Red Redding is what little remains of FutureMax's prison economy. He has no contraband, but he is an electronics wizard and has reverse-engineered the prison ID chips, allowing him to forge identification. He will forge fake IDs for the characters, but each character who wants a fake ID will have to give him something. He will not accept contraband of any kind, as W.A.R.D.E.N. would just confiscate it, but he is especially keen on getting entertainment, books, electronics, and anything of that nature. Alternately, he will make them all fake IDs on the condition that they tell him how they got into FutureMax, and how he can get out. Although Red Redding has conformed to W.A.R.D.E.N.'s demands, he is, in fact, a vicious terrorist, having planted a suitcase nuke in New York city that killed over ten thousand people. His act was hailed by many as the act that prompted the U.S.'s disastrous call for a unilateral ban on nuclear weapons, a precursor to the Exodus. Any decision to free Red Redding should be a difficult one for the characters. Although he does not exactly regret his actions, he does regret the consequences to himself, and he wishes nothing more than to live out the rest of his days free. He has no intention of returning to a life of terrorism, but he also intends to tell his fellow prisoners about the escape route, though he will agree to wait until the characters are ready to leave for that to happen.
- **Adam Sandlewood and Burt Reinholdt:** These gentlemen are constantly both simultaneously playing W.A.R.D.E.N. in chess via computer kiosk, and are mostly here for comic relief. They are two old men, one with a slightly drooling expression (Adam) and one with a rakish mustache (Burt). They are both world chess champions who turned to terrorism after being defeated. Burt was defeated by Adam (who Burt claims cheated, stole all his good moves, and added a bunch of really poor strategies,) and Adam was defeated by a re-animated Bobby Fischer. W.A.R.D.E.N. has formed an intra-prison chess tournament, and through various pleasantly worded threats convinced Adam and Burt to join. Burt is clearly the better player, in fact Adam is sort of a chump, resorting to hysterics and insults to get his way. Both have established what they call "The Mean Machine" – electronic chess pieces so ugly, that pawns will regularly beat up W.A.R.D.E.N.'s opposing knights. There is not a lot of substance here, just Burt insulting how much worse of a chess champion Adam is, and Adam whining about it.
- **Lancaster Stroud, the Bat-man of FutureMax:** Lancaster Stroud is a curly-haired old man with a green visor. Also inhabiting his cell are around 200 bats, which he has trained to come when called, and hunt bugs like trained hunting birds hunt rabbits. Lancaster is a psychopath, and he will speak at length on the virtues of bats over people. He was originally in a minimum security prison for smuggling contraband from Canada, but while in prison he killed a guard who refused to let him keep his pet bat. No one knows how he managed to smuggle two bats into FutureMax, but he did, and their progeny have filled his cell. He will sell a character one of his hunting bats for any non-contraband item worth over 50 steel coins. He intentionally got himself put in solitary on his first day, and he has carefully done just enough to keep him in solitary, claiming it is a better environment for his bats.

- **Bruce Pavlov:** Bruce Pavlov is a sad case. He was one of many vigilantes who patrolled the Mexican Border in the years leading up to the Exodus, though he was perhaps the only one that wore a costume to hide his identity. Young and impressionable, fed on a constant diet of conspiracy theories and nationalist rhetoric, the case could be made that Bruce Pavlov was insane long before he ever saw FutureMax. He was infiltrating the gang of the notorious “Arenque Rojo” when the border patrol busted them. They ignored his protestations that he was an American citizen, they took away the mask, fedora, and trench coat that he had become attached to, and they threw him in FutureMax for aiding and abetting the very Mexican terrorists that he had tried to put away. He soon developed a reputation as the most violent man in FutureMax, refusing to allow any man who disagreed with him to stand uninjured. But that, of course, was decades ago, before he was put in solitary. Now he rants wildly about “Arenque Rojo,” saying he finally learned something vital to the entire nation (he refuses to believe the United States fell apart after the Exodus.) He tends to drop connecting words and pronouns from his sentences, and he constantly narrates in a low, gravelly voice as if he was writing in a journal. His speech will not be coherent, but he will be able to tell them to get the following message to someone in the United States government: “Thirty-one. Seventeen. One hundred seven. Four.” If anyone thinks to arrange these number as degrees and minutes of latitude and longitude, 31°17’, 107°4’, they will get a location in the middle of China. But if they make the longitude negative, -107°4’, they will get a location in Mexico just south of the New Mexico border. Most will consider this ranting, but the Steel Disciples would enjoy receiving this message. As the characters stop talking to Pavlov, he will scream, “You don’t understand! I’m not in here with you! You’re in here with me!”

Overseer's Map A: Overland Map

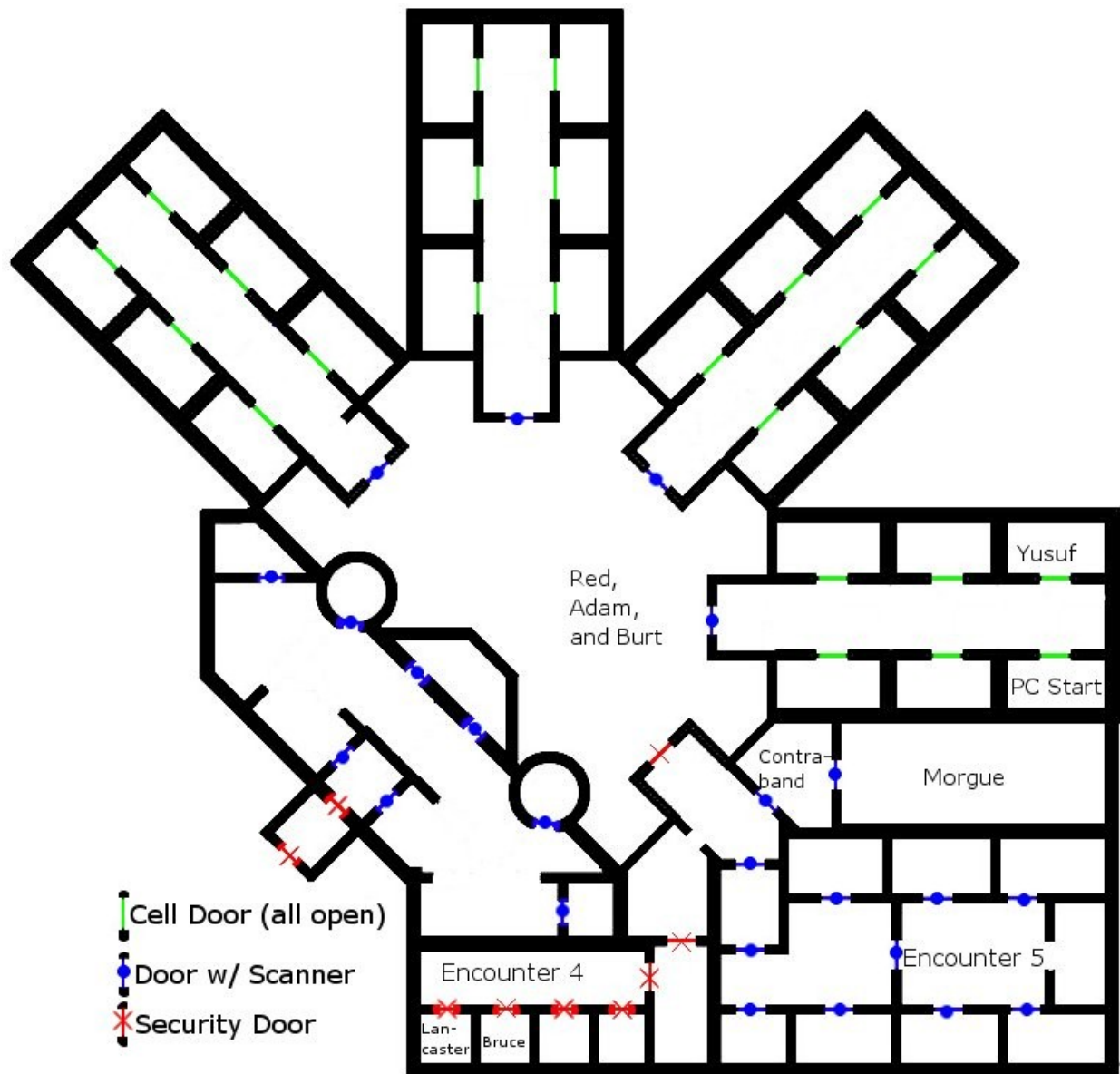


Alamogordo to Holloman = 8 miles

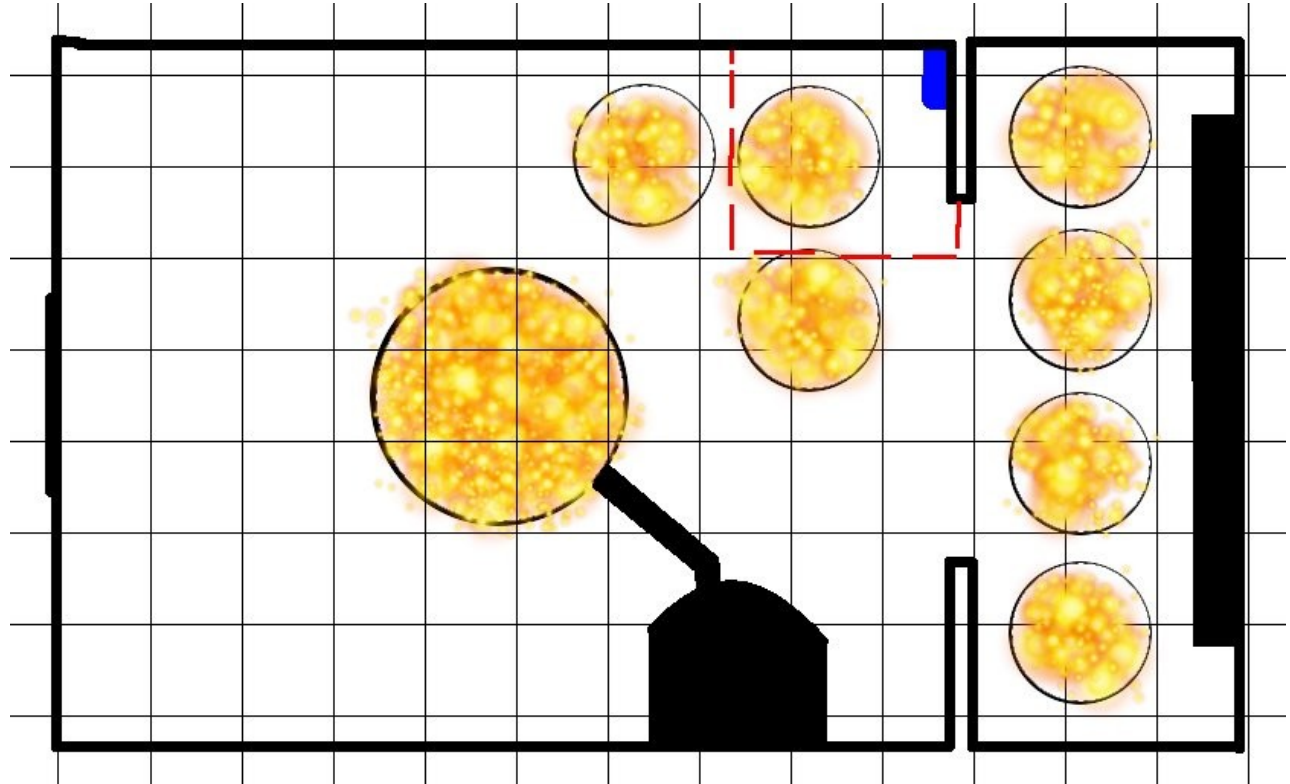
Holloman to FutureMax = 32 miles

Alamogordo to FutureMax = 30 miles

Overseer's Map B: FutureMax Prison

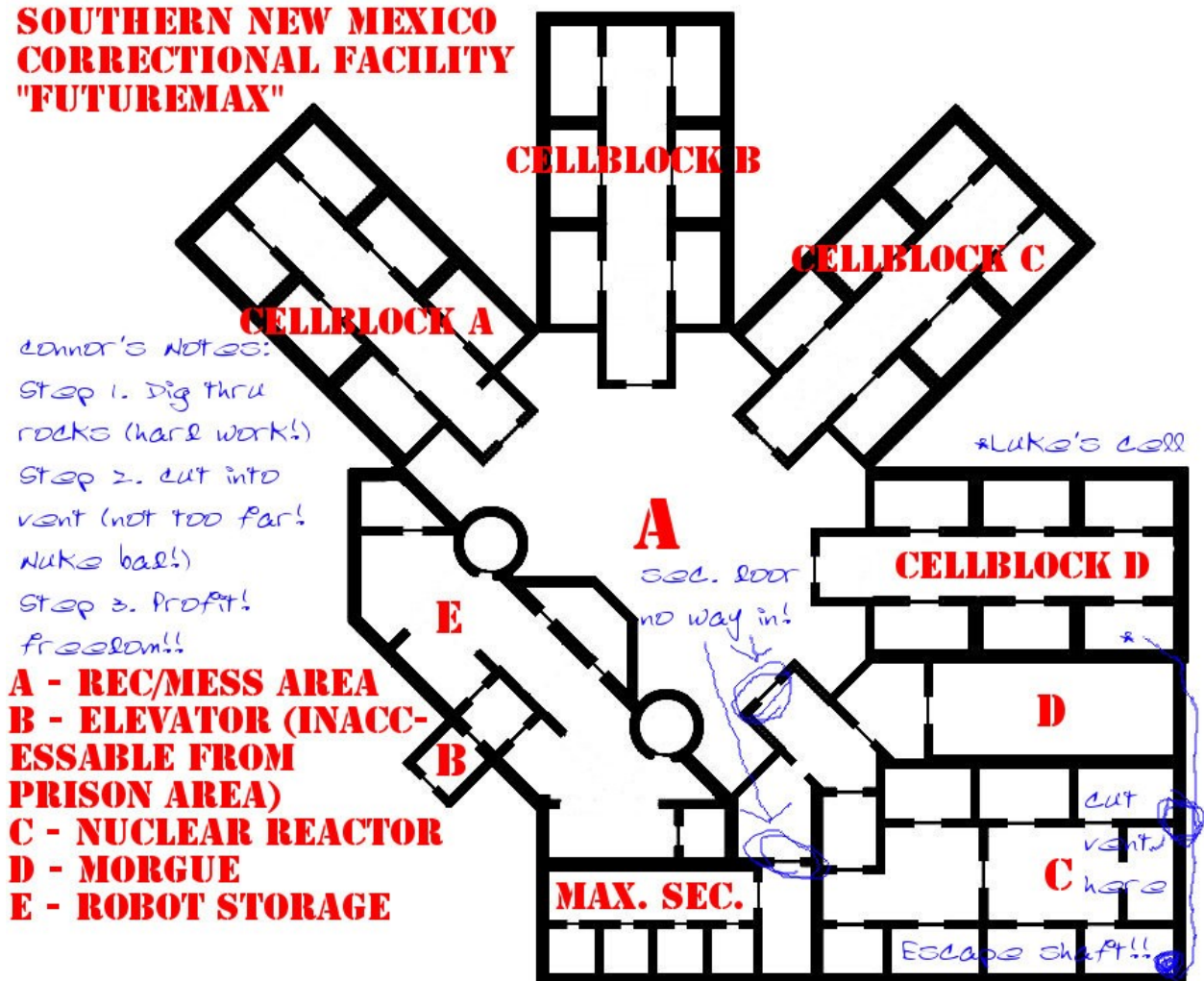


Overseer's Map C: Nuclear Reactor



Player Handout 1

SOUTHERN NEW MEXICO CORRECTIONAL FACILITY "FUTUREMAX"



Secret Orders

Techno Reaper

The Techno Reapers have already explored the outer defenses of the FutureMax prison and have tapped into the power grid. However the AI of the prison security program has blocked access to the facility. The Techno Reapers request that should you gain entry into the facility and that you interact with the AI and convince the AI or defeat the security protocols' that are set in place to allow complete access to the prison. If you are unable to defeat the security protocols', then find a computer route for the technicians outside to hack into.

Children of the Apocalypse

Knowing that FutureMax prison is run by a nuclear reactor, the Children request that you sabotage the reactor to cause a nuclear meltdown, and free any prisoners into the wasteland, giving them directions to the Junkyard.

Mutant Army

The Mutant Army needs a nuclear reactor to further power an experimental prototype development to create future Super Soldiers. Should you find a way into the FutureMax facility, you are required to gather intelligence and report back to the Mutant Army regarding entry points and defenses of the FutureMax facility.