



EXODUS

POST-APOCALYPTIC ROLEPLAYING

THE GLOW OF DEATH

Written by Jeffrey Witthauer

Revisions by: John Wyatt

Edited by: Aijalyn Kohler

Play Testers: Melinda Reid, Scott Reid,
Jason Runyan, Jason Sanford, Wayne Ward

An Exodus OPS Campaign Adventure

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

The martial arts are well practiced by the xenophobic Chi. They have turned their bodies into living weapons through rigorous discipline and training. But for some, there is an even higher state. For some, there is a power that can only be achieved by supreme dedication to the art. A student's master is dead, and that death demands vengeance. Will the student achieve the awesome power that is the Glow? Or will he fall in disgrace? The Glow of Death is an Exodus OPS campaign scenario recommended for 4 to 6 characters of 4th to 6th 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*, *Exodus Southwest Guide* and the *Exodus OPS* campaign manual. The *Exodus* campaign manual can be found at the GCG website listed above. All game mechanics are denoted by chapter/topic and book. Those not presented with an aforementioned book above is included within this scenario as a sidebar within the encounter or an appendix at the end of the adventure.

Preparation

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

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

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

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

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

THE GLOW OF DEATH

EXODUS OPS

SCENARIO 2-06

The Glow of Death

Location: Reno, Tahoe

Number of Characters: 4 to 6

Average Character Levels: 5th

Max CEL/SC: 30/20

Max Purchasable Equipment Value: Reno (1000 steel), Tahoe (500 steel)

Adventure Summary

The life of a Chi defector is not an easy one. For Bruce Leroi, it has been a life of constant discipline. He has traveled the wastes with his master, Sho’Nuff, a fellow defector from San Francisco. In that time, Sho’Nuff has taught Bruce much of the Chicken Style of martial arts, but Bruce is not yet a master. He has but one more task to accomplish: he must find the Medallion of Rillonia, which holds the secret to unlocking the Glow and becoming a true martial arts master. They had found one piece of the medallion, inscribed with the words “SPIRIT,” “TREASURE,” and “LEDGE,” and they were asking for more information around Outer Reno when they were attacked by men wearing Unity badges. These men beat them up, stole the medallion piece, and appeared to slay Sho’Nuff. This is where the characters come in, coming across Bruce Leroi outnumbered, standing over Sho’Nuff’s body. The thugs will flee, having stolen the part of the medallion they came for.

Bruce is determined to avenge his Master. He will offer the characters his life savings if they will help him in this quest, and recover the medallion along the way. They travel to Tahoe, their only lead being the Unity badges the thugs were wearing. In Tahoe, they find everything is mysteriously quiet, and meet Smiling Bob, who is all smiles. He gives them lodging, and everything seems perfect, but Smiling Bob’s Chi butler attacks them during the night. By confronting Bob, the characters will learn that Tahoe has been taken hostage by renegade Chi, who have conquered the resort. The characters and Bruce must take back the resort.

Within the resort the characters will have to drop a group of goons. Bruce will fall down into a pit trap, but he will tell the characters to go on ahead, that he’ll find another way up. The characters will fight a succession of martial arts masters. First, Jean Claude, who kicks everything. Second, Jackie, who practices Brass Monkey style. Third, Jet, who practices Iron Butterfly style. Each opponent has one piece of the medallion. Finally the characters come face to face with the one behind the attack – Master Sho’Nuff, who had used his ability from the Chicken Style to defy death. He knew that the goody two-shoes Bruce would never allow him to use the power of the Glow for evil. Bruce reappears and challenges his Master, while the PCs have to deal with Chou Yun, a renegade Dynasty Warrior who wields the Green Karma sword and carries the fourth medallion piece. The characters can choose to keep the medallion, or give it to Bruce. If they give it to Bruce, he will gain the power of the Glow, which prompts Sho’Nuff to flee.

In the end, Sho’Nuff escapes, the power of the Glow his to wield for evil. But Bruce will wield this power for good.

Introduction – Reno

Reno, known as the duo-city, is the bastion of civilization in the wastes. Anyone who is someone has a residence in New Reno or a business in Outer Reno. New Reno lies in the center of Outer Reno surrounded by security walls, with a single entrance guarded by the New Reno Enforcers. Only New Reno citizens are allowed into the city proper.

Outer Reno, nothing more than a shanty town, provides shelter to hundreds of Wastelanders and is the main hub of activity in the northern southwest wastes. Outer Reno contains several businesses on the outskirts of town as well as merchant tents that press near the Security Check Point of New Reno and the Caravan companies that provide all of the necessities to both New and Outer Reno.

While Outer Reno is rough, it's far from lawless. The New Reno Enforcers, a squad of specially trained Trans-Genetic mutants, police the area. The Enforcers post bounties in the Serpent Pit for criminals and persons of interest who have wronged the VIPs or businesses of Reno.

Getting the players into the adventure is pretty straightforward. If exploring the new site, Sho'Nuff's Athletic Club, they will hear the sounds of a fight from nearby ruins. If the characters don't want to explore, then the encounter happens somewhere nearby enough to get their attention.

The Serpent's Pit

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

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

There's a bulletin board on the right hand wall. There are a number of tattered, typical postings. "If you want a good time, call Frankie", "Three-legged mutt needs a companion", "Fresh human flesh for cloning experiment", "Free martial arts defense class, see Bruce at Sho'Nuff's Athletic Club" and so on.

There is little going on at the Serpent's Pit, should the characters look for work. However some of the patrons can mention the new martial arts athletic club that has opened on the outskirt of Outer Reno.

Ahmed's Animals and Surplus

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

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

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

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

Sho’Nuff’s Athletic Club

The foundation of an old warehouse surrounded by scavenged timbers with white paper walls and a red tiled roof makes up a new building located on the outskirts of the Reno. A small sand ring lies to the south of the foundation with a nearby wooden sign reading “Sho’Nuff’s Athletic Club”.

The athletic club is a new attraction to Outer Reno. It serves as a training facility for individuals that are interested in learning simple martial arts combat and defense, as well as a sparring ground for trained Martial Artists and Pit Fighters.

When the characters show interest in this new attraction to Outer Reno, read the following:

It is a typical day in Reno when you hear the sounds of fighting coming from behind the Athletic Club. Fists, grunts, shuffling, thumps, and a series of high-pitched “Waaaah” sounds comes from the ruins beyond the club. Perhaps it is a training session?

One would hope that characters are curious enough, or morbid enough, to investigate. If not, see below. If they do investigate, however, they will find Bruce Leroi fighting off goons. Each wears heavy brown robes. If the PCs make any move to help, the goons will flee as soon as the characters enter the fray. If they do not, then the goons will beat Bruce and leave him bleeding and near unconsciousness on the streets. Note that one of the goons has just “stolen” the first piece of the Medallion of Rillonia from Sho’Nuff. If the characters somehow manage to take down all of the thugs before they can flee (which should not be possible,) then they will gain the first piece of the medallion at the beginning, and Chou Yun in Encounter 7 will not have a piece.

Sho’Nuff is, in fact, dead. A Treat Injury skill check DC 20 will reveal that he has been poisoned through a needle sized wound to the jugular. The power to bring himself back from the dead is a special ability of his class and is not detectable at this time (it normally would happen instantly, but the powers of the Medallion of Rillonia have expanded his ability somewhat). Very soon after the goons have fled, the following will occur.

Suddenly you hear the sound of heavy, jogging boots falling across cracked pavement.

“I heard it over here!” a deep, mutant voice calls out. “Some sort of fight!”

“New Reno Enforcers?” your companion gasps. “What are they doing here? I can’t let them delay me. Hurry!” He turns and runs into the maze of alleys, clearly expecting you to follow him.

In the meantime, however, you are left with a very dead body.

The point of this scene is to get the characters away from the body, giving Sho’Nuff a chance to resurrect off stage. Players should be willing to run rather than be caught over a dead body, but if they instead want to talk to the New Reno police, they may. If the characters run, they go straight to Encounter 1. If not, they will quickly be

Kung-Fu Thugs (2nd level aggressive) (10):

Medium Humanoids; HD 2d10+6; hp 22; Mas 16; Init +1; Spd 30 ft.; Defense 15 (+1 Dex, +2 class, +1 dodge, +1 cloth armor), touch 14, flat-footed 13; BAB +2; Grap +5; Atk Unarmed +5 melee (1d6+1d4+3); FS: 5 ft./5 ft.; SV Fort +6, Ref +1, Will -1; Str 17, Dex 13, Con 16, Int 10, Wis 9, Cha 8.

Feats: Combat Martial Arts, Defensive Martial Arts, Dodge, Mobility

Skills: Jump +8, Tumble +6

Talents: Karate

Background: Chi Descendant

Occupation: Soldier

Traits: Physically Fit

Equipment: Cloth armor, Unity badge

Bruce Leroi (2nd level custom/9th level Kung Fu):

Medium Humanoid; HD 11d8+22; hp 92; Mas 14; Init +4; Spd 30 ft.; Defense 25 (+4 Dex, +9 class, +2 dodge), touch 25, flat-footed 19; BAB +8; Grap +9; Atk Unarmed +9/+9/+4 melee (2d4+1, 19-20/x2); FS: 5 ft./5 ft.; SV Fort +7, Ref +12, Will +5; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 12.

Feats: Combat Martial Arts, Combat Reflexes, Combat Throw, Defensive Martial Arts, Dodge, Dodger, Improved Combat Martial Arts, Improved Combat Throw, Mobility

Skills: Climb +15, Jump +17, Tumble +23

Talents: Karate, Living Weapon

Background: Chi Descendent

Occupation: Soldier

Traits: Extreme Personality, Flexible

Equipment: Old Hong Kong Kung-Fu movie on flash crystal.

Martial Arts Techniques (see Appendix): Cackling Crow (DC 20), Chicken Scratch Stomp, Cluck and Peck, Dance of the Dueling Cocks, Feather’s Fly, The Colonel’s Recipe

Description: Bruce Leroi is a slender Chi of average height, with curly black hair cut short. He speaks in a quiet, stilted way without contractions or an accent.

caught by the Trans-Genetic mutants. The mutants are surly, and will begin by leveling miniguns at the characters and demanding their surrender. It would be very wise for the characters to obey. They can easily explain what happened, however, and the Trans-Genetic mutants will somewhat accept their story, but a murder in Outer Reno is not their business. They are far too busy acting as bodyguard to a wealthy New Reno citizen, Mr. Red Herring, which is why they are in Outer Reno (in case the name does not give it away, Mr. Red Herring is not in any way important to this adventure). They will demand that the characters leave the premises. The Trans-Genetic mutants have the really big guns, so characters will not have much of a choice. Bruce Leroi is long gone by this point, but he will find the characters again later that night. Simply adjust Encounter 1 as necessary.

If the characters choose not to investigate the sounds of the fight at all, then Bruce Leroi will approach them for help on his own the next day (See Encounter 1).

Encounter 1: The Last Chicken

Whether they fled the scene with Bruce Leroi, or were separated and had Bruce find them again later, or never met Bruce (in which case Bruce will approach them randomly looking for assistance in his quest), eventually the characters will meet up with Bruce. It is now night in Reno, but of course Outer Reno is the city that never sleeps. Thus, while they get to know Bruce, they can also shop for equipment, or simply find a place to hole up for the night.

Bruce Leroi can tell the characters the following.

- ☛ He met Master Sho’Nuff in San Francisco. Even then, Sho’Nuff was different. He insisted that the Chi were too insular, and that knowledge and power could only be found in the Wasteland.
- ☛ Master Sho’Nuff was a powerful follower of the Chicken Style of Martial Arts, which is inspired by the quick motions and crowing bravado of a fighting cock. It is said that those who have completely mastered the Chicken Style cannot be slain.
- ☛ Neither Master Sho’Nuff nor Bruce Leroi were complete masters of the style. The final knowledge eluded them. Master Sho’Nuff discovered a piece of an ancient artifact, the Medallion of Rillonia, and divined that this medallion was the key to unlocking the final level of the Chicken Style, and learning what the ancient masters called “The Glow”.
- ☛ The Glow occurs when the martial artist has learned to completely control his chi, causing his very body to glow. Such a master is practically unbeatable.
- ☛ The medallion piece was only a fragment, but it was engraved with three words: SPIRIT, TREASURE, and LEDGE. Sho’Nuff believed these were the keys to finding other pieces of the medallion, and that the finished medallion would teach the final lesson of unlocking the Glow. The piece was stolen by the men who slew Sho’Nuff.
- ☛ Bruce Leroi now has two missions. First, he must avenge his master. Second, he must track down the rest of the Medallion of Rillonia, and honor Sho’Nuff’s memory by learning the secrets of the Glow.

Outer Reno

Trade Goods – Uncommon up to 1000 steel in trade.

Services – Kitchen Meal, Pit Fights, Prostitution (poor)

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.

Outer Reno 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.

Outer Reno

Gather Information (Chi/Thugs)

- ☛ DC 5: It’s rare to see a Chi anywhere outside of San Francisco. Oh, we get the occasional defector, but they’re rare. Very rare. The Chi are like a hive mind, they don’t split off.
- ☛ DC 10: It’s weird, one of those Unity freaks showed up to do some trading. He said there had been a lot of Chi renegades joining Unity lately.
- ☛ DC 15: A group of Chi showed up in town this morning. They all wore pilgrim robes. They were looking for a Master Sho’Nuff.
- ☛ DC 20: I talked to one of the Chi. Asked him why he wasn’t with his people in San Francisco. He said they’d come to some sort of “arrangement” with Unity near Lake Tahoe. The Chi looked real nasty when he said “arrangement,” and I didn’t push the issue.

A character may suggest that, since the thugs stole the medallion piece, seeking vengeance for Sho’Nuff might lead Bruce to the rest of the medallion. If the characters do not suggest this, Bruce will. Bruce will also ask their help, for while he is an excellent martial artist, the insular nature of his training has made him a poor detective. He has no money to offer the characters, as he believes material wealth interferes with his training, but he will offer the characters any reasonable service that is not immoral that a skilled martial artist might give, and of course since he has no need of material wealth the characters may keep whatever treasures they might find along the way, besides the Medallion of Rillonia. If this still does not sway the characters, note that there does not seem to be much work in Outer Reno at the moment. Once they make the connection that they should go to Tahoe, suggest there may be further work there.

The characters need to head to Tahoe to continue their quest. They can learn this in several ways. First, a Gather Information check will give this information (see the sidebar). Second, a Knowledge(civics) (any subset that would apply to Lake Tahoe or Unity), (history), (street) (any region that would apply to Lake Tahoe or Unity), or (theology and philosophy) check of DC 12 or higher will identify the smiley-face badge that the thugs wore as the sign of the Unity cult, which exists in a resort on the shore of Lake Tahoe. Finally, a Survival check (DC 15 each day for 2 days, add 1 to the DC for every 2 thugs or fraction thereof killed in the Introduction) will allow the characters to track the thugs to Lake Tahoe as long as at least 1 thug survived.

Tahoe is only 2 days travel from Reno. Directions can easily be gained. If characters refuse to ask for directions, however, feel free to have them make a DC 22 Navigate check to find their way (using the rules for the Navigate skill in the EXS). As it is already night, the characters should not set out until morning.

Encounter 2: The Last Resort

Eventually the characters and Bruce should arrive in Tahoe. Bruce only walks and will not ride on an animal or in any vehicle as this is a crutch to his humanity. The characters can proceed ahead of Bruce, however it will take two days for Bruce to arrive at Tahoe.

After two days of travel, you arrive at the resort of Unity, on the shores of Lake Tahoe. Compared with the squalor of most Wasteland cities, and even with wealthy enclaves like New Reno, Tahoe is a paradise. It starts on the road toward the city, where temples and shrines to the Union and the Well of Souls proudly speak of the Six Degrees of Separation, and encourage you to open yourselves up to Unity. These are no mere ramshackle structures, but are actually constructed with care, although still, by necessity, from salvaged materials.

The resort itself is beautiful. Its actual wood paneling and glass windows are cleaned and polished. It almost looks like a pre-war structure, with only small signs of damage and decay remaining as testament to a post-Exodus existence.

And then there are the people. They bask on the shores of Lake Tahoe, smiling, shaking each other’s hands, and hugging. Those who are not joining in what seems to be a near-constant throng are busy working like slaves, repairing, cleaning, and always, always smiling.

Tahoe

Trade Goods – Uncommon up to 800 steel in trade.

Services – Kitchen Meal, Hotel, Repair

Tahoe is not really a settlement, but a vacation retreat on Lake Tahoe. Unity has set up shop at a resort on Lake Tahoe that has attracted followers, creating the need of civilization. At the moment, however, a group of Chi renegades are secretly controlling the resort.

Unity’s attitudes on Outsiders

Unity members hold no ill-will toward any humankind, regardless of looks. As long as there is no violence, Unity will welcome all of God’s creatures.

Chi Dynasty’s attitudes on Outsiders

The Chi (secretly controlling Tahoe) are a xenophobic lot, but understand appearances are necessary. All non-Chi humans and Mutants are treated with disdain and receive a -2 penalty on all social skills. The Chi reserve their greatest disdain for Dregs and Ghûls (Jiang Shi), increasing this penalty to -10.

Those who make a DC 17 Spot check will notice that there are a few faces that are not smiling – those of the Chi guards who remain in the resort proper, looking out. No one except the Chi seem to be in the main resort building.

Dealing with the people of Unity should be somewhat creepy. The people are very sincere, and that sincerity should be somewhat zombie-like. These people are completely indoctrinated. They will all smile the same,

genuinely loving smile. They will randomly shake the hands of or hug the characters (such contact with strangers, making new friends, is the method of overcoming the First Degree of Separation.)

Questions about the Chi are covered in the Gather Information section. All other questions will result in the Unity members encouraging the characters to attend one of Smiling Bob's nightly sermons. Perhaps, if they are fortunate, Smiling Bob might even speak with them afterward, and he will surely answer any questions they have.

Smiling Bob's nightly "sermons" are a combination sermon and magic show. Smiling Bob is an affable con man, and he is very good at Sleight of Hand (+10). His show also contains excellent lighting effects and pyrotechnics. Characters can, of course, try to see through the illusion with an opposed Spot check, but Smiling Bob is not trying to convince anyone he can work miracles. The magic tricks are just part of his patter, and of course part of the fun is simply being amazed at the magic.

If you have time, feel free to improvise a sermon. Smiling Bob is an affable, enthusiastic preacher, and will hit the following points.

- ☛ Anger, sadness, and every negative emotion is a product of separation. Separation between mankind, and between mankind and the Union. It was this separation that caused the Great War, and the Exodus.
- ☛ There are six degrees of separation that tear each of us apart. Each degree can be overcome, and with each degree we draw closer to each other, and to Unity.
- ☛ Overcoming the first degree is simple. Realize that there are no strangers. Shake a stranger's hand, give him a brotherly or sisterly hug, and ask their name. By meeting and greeting others we draw closer to them. They are no longer strangers, but now they are friends.
- ☛ Once you have achieved the first degree and joined Unity, then the cleansing power of the Well of Souls, once referred to as Lake Tahoe, will begin to clear the elements of separation from your spirit. Your new brethren in Unity will help, and all they ask in return is that you acknowledge your place in Unity, and help support Unity as we all support Unity.
- ☛ Now we are going to pass the hat. Understand that one hundred percent of the money collected goes toward the expenses of Unity. Not a single steel coin is used selfishly, oh no. It supports the sponsoring of missionaries of the fourth degree, who go out into the Wasteland. It supports the living expenses of Unity's full time instructors. It helps make Unity a shining beacon to a ravaged world. So give generously, give to Unity as Unity gives to you.

A simple DC 10 Spot check allows characters to notice the Chi bodyguard standing behind and to the right of Smiling Bob at all times. If the character beats this check by 10 they will occasionally see Smiling Bob glance at the Chi with nervousness, as if intimidated.

After the sermon, characters can talk to Smiling Bob, who will be all smiles. Smiling Bob will re-iterate the points of his sermon, and can also tell the characters the following points about their quest.

- ☛ While I am sorry to hear of your master's death, Bruce, Unity believes in violence only for self-defense, and even that is to be avoided if possible. What cause have we for violence when we are ones with everything?
- ☛ There are an awful lot of Chi here, yes. A group of them came from San Francisco, seeking Unity. They have become model members. Many of them serve as bodyguards, protecting the resort free of charge as a show of loyalty to Unity.

Tahoe

Gather Information (Chi/Medallion)

- ☛ DC 5: Such concerns are not ours. Seek out Unity with your brethren, ascend beyond the Six Degrees of Separation that have disconnected us from the Well of Souls, and rejoin the Union.
- ☛ DC 10: Smiling Bob has always employed Raiders to protect us from other Raiders. Recently, though, he has replaced his Raider guards with Chi. But we accept our new Chi brothers as we accepted our Raider brothers before.
- ☛ DC 15: When the Chi arrived, Smiling Bob announced that, to better understand Unity, those living in the Resort would spend the next month camped in tents along the shores of Lake Tahoe. It has been a wonderful time of sharing.
- ☛ DC 20: I have heard one of the Chi mention a piece of a "medallion." I did not enquire further. It is not our place to question Unity, only to seek better congress with it.
- ☛ DC 25: The Chi follow a mysterious leader who has never left the resort. It is strange; none of the Chi seem to be partaking in Smiling Bob's camp-out. But of course, Smiling Bob knows what he is doing.

- ☛ I have decided that for the last three weeks those of us who normally stay in the resort building will be camping on the shores of the Well of Souls. This will bring us closer to Unity, and allow our staff to renovate the resort.
- ☛ Of course someone has to guard the resort itself while the rest of us are camping out on the shore. The Chi have been very self-sacrificing in volunteering for this work.

A Sense Motive check of DC 15 or higher will show that Smiling Bob is hiding quite a bit, but that he is afraid to say any more. He will not say anything in front of his Chi bodyguard (whose Intimidate check to keep Smiling Bob silent has beaten any character's Diplomacy or Intimidate check by just enough). If the characters are foolish enough to attack, then many Chi soldiers will attack from the resort, and all of the Unity cultists will try to restrain them as well. The forces will be overwhelming, but as long as no one is killed then the characters can make a rushed Diplomacy check of DC 10 to pass it off as a momentary outburst that will not happen again.

Either way, Smiling Bob has secret hopes that the characters might be able to help him, and so he offers them a room at one of the guest houses outside the main resort building free of charge. A Sense Motive check of DC 15 will reveal that his Chi bodyguard is not happy with this arrangement at all. If pressed for his reasons, Smiling Bob will express sympathy that the characters traveled all this way only to meet a dead end.

Now the nightly sermon is over, and it is time for the characters to go to sleep. Or sneak into the resort. Either one.

Encounter 3: The Last Straw

This encounter can occur in two ways. First, the characters can go to sleep. In this case, the Chi, who fear that (given their inquisitive behaviors) the characters might spoil everything, will attempt to kill them in their sleep. Refer to the map of the guest house the characters are staying in (Map #1) for details of the sleeping arrangements. Characters will need to make a Listen check DC vs. 23 to hear the assassins enter the building, with a -10 penalty on the check if the character is sleeping. If a character is out of their room keeping lookout, the Listen check DC is only 13. If the characters do not detect the assassins (or pretend they do not), then the seven assassins will split up, each taking a room and entering at the same time (each of the PCs and Bruce Leroi have their own room). Luckily for the PCs, the doors are creaky, and they will only have to make a Listen check DC vs. 10 not to notice, with a -10 penalty on the check if the character is sleeping. If the characters made the first check, they will be ready. If the characters failed the first check, but made the second, they will be awake (and not helpless), but the assassins will gain a surprise round. If the characters failed both checks, they will be surprised and helpless for the surprise round (and only the surprise round – keep in mind it is a full round action to coup de grace.) Bruce Leroi will fail both checks, but will wake up if attacked, or if a character shouts.

If, on the other hand, the adventurous heroes try to sneak into the resort proper, refer to Map #2. They will meet the assassins as guards in the main foyer (labeled as Encounter 3 on the map). In this case, naturally, there will be no surprise round.

If the characters were ambushed at night, Smiling Bob will arrive soon after the fight. He will be shocked that the characters are alive, but that will give him hope. He will say the following:

Kung-Fu Thugs (2nd level aggressive/1st level Kung Fu Master) (7):

Medium Humanoids; HD 2d10+1d8+9; hp 31; Mas 16; Init +1; Spd 30 ft.; Defense 17 (+1 Dex, +4 class, +1 dodge, +1 cloth armor), touch 16, flat-footed 15; BAB +2; Grap +5; Atk Unarmed +6 melee (3d4+3); FS: 5 ft./5 ft.; SV Fort +6, Ref +3, Will -1; Str 17, Dex 13, Con 16, Int 10, Wis 9, Cha 8.

Feats: Combat Martial Arts, Defensive Martial Arts, Dodge, Mobility, Weapon Focus (Unarmed)

Skills: Jump +9, Tumble +7

Talents: Karate, Living Weapon

Background: Chi Descendant

Occupation: Soldier

Traits: Physically Fit

Equipment: Cloth armor, Unity badge

- ☛ The Chi arrived three weeks ago. They defeated the Raiders that were supposed to defend Unity in a sneak attack. They said they were renegades, cast out from San Francisco.
- ☛ The Chi threatened to harm the members of Unity unless they were granted temporary control of the main resort building. They promised to protect Unity if he agreed. Smiling Bob did not like the idea of giving in to extortion, but he saw no other way of keeping his people safe.
- ☛ The Chi insisted that they would not be here long, but it has been three weeks and Smiling Bob's patience is wearing thin.
- ☛ Attacking the characters was a violation of the peace the Chi promised. Given that the characters seem to be able to handle themselves, he wishes them to help rid Tahoe of the renegade Chi.
- ☛ They have modified the interior of the resort building. They do not use the upper floors, but they are using the basement. They also brought in some fancy Chi equipment, some of which looked dangerous.
- ☛ Smiling Bob has never seen their leader, but he knows he needs the resort as a hideout until he has mastered something called "The Glow".
- ☛ Their leader apparently arrived secretly right before the characters did. Smiling Bob heard one of the Chi mention a medallion. (Note: if the characters recovered the medallion piece in the Introduction, he will instead say that the Chi mentioned the master was angry.)
- ☛ The leader is inside the resort right now.
- ☛ If the characters insist, Smiling Bob will offer to pay the characters in steel. He will start at 200 steel coins each, but characters can use the Barter skill to get him up to 300 (Smiling Bob's barter skill is +10). He will also promise the gratitude of Unity.

At this point the characters should know they need to go into the resort and confront this leader. If they hesitate, Bruce Leroi will confirm that allowing a villain to gain the power of the Glow could be devastating to the entire Wasteland. Such a person would be practically unstoppable.

The main foyer of the resort has dining rooms to the left and right, each with its own kitchen. These are unimportant. The door ahead leads further into the resort (and Encounter 4). Bruce will insist on leading the way. As soon as he steps into the small chamber between Encounter 3 and Encounter 4 on the map, however, he will activate a trap. The floor will open up beneath his feet, and he will fall (if any character is particularly close to him, feel free to have them make a Reflex save, but, whatever their result, they will succeed.) the floor will slide closed after Bruce falls. If the characters call out, he will be able to hear them. He will inform them that he is fine, and that there are a series of vents he will use to try and get back to them. They should keep going (this neatly keeps the high level Martial Arts Master from skewing future challenge levels).

The only way forward is Encounter 4.

Encounter 4: The Last Belgian

Here the characters will face Jean Claude, who begins on a catwalk above the exit to Encounter 5. The following box text contains a monologue, because in a kung fu epic that is the way things are done. However, characters can break this monologue at any time, though to do so would be gauche.

You seem to have left the nice, but still post-Exodus resort behind. This room looks like it belongs in an underground shelter rather than Tahoe. Computer banks line the far walls, with exposed wires running up to the ceiling. Clearly Chi technology, harvested from their pre-war stockpiles. Two huge power conduits feed into a hallway that looks like the only other exit out of this room. Naked electricity arcs and crackles across that hallway. A bank of monitors, many of which are still functional, line one of the

Jean Claude (4th level aggressive) (CR 4):

Medium Humanoid; HD 4d10+15; hp 49; Mas 16; Init +2; Spd 30 ft.; Defense 16 (+2 Dex, +3 class, +1 cloth armor), touch 15, flat-footed 14; BAB +4; Grap +8; Atk Kick +10 melee (1d10+1d4+8, 19-20/x2); FS: 5 ft./5 ft.; SV Fort +4, Ref +6, Will +0; Str 18, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Feats: Brawl, Combat Martial Arts, HtH Fighter, Improved Combat Martial Arts, Power Attack, Street Fighting, Toughness

Skills: Jump +11, Tumble +9

Talents: Hammer Attack, Strong Attack

Background: Wanderer

Occupation: Athlete

Traits: Heavy Handed, Physically Fit

Equipment: Beret, Cloth armor, Medallion Piece

walls. The functional monitors all show the face of a blond man, the same man who is standing on a catwalk above the far exit. He is dressed in boots, pink and grey camouflage pants, and a blue tank top. He wears a beret atop his head.

“You will go no further,” he says in a thick European accent. “I am Jean Claude. I’m the collection agency. Your ass is six months overdue, and it’s mine.” He leaps down from the catwalk, and shows off a dizzying array of high kicks before dropping into a bobbing, weaving fighting stance.

The hallway at the far side of the room is electrified. Normally the electricity harmlessly passes from one wall to another, but if a character touches the portion of the floor marked in red on the map, it will complete the circuit, and cause 6d6 electricity damage. On the other hand, that will drain the electrical trap’s power supply and give everyone else thirty seconds to cross that portion of floor without getting shocked. The trap can also be turned off with a Computer Use check of DC 25. If the character fails by 5 or more, this will set off alarms, but that will not really make anything more difficult for them. The bad guys already know they are there. A DC 25 Disable Device check can deactivate the trap mechanism itself, powering it down for a full minute. Also, anything that overloads the power, or any significant explosion within the hallway will cause the trap to explode, dealing 6d6 electricity damage to anything within 20 feet of the hallway, then shutting down. Characters can, of course, simply jump the 15 feet necessary. Also, if anyone throws Jean Claude into the hallway, still alive, then the hallway will blow up, killing Jean Claude and deactivating the trap. Reward creativity.

For flavor purposes, Jean Claude only kicks. He does not punch, or use any other sort of unarmed attack. He only kicks.

Once Jean Claude is defeated, characters will find a piece of the Medallion of Rillonia on him. This piece contains the words “OF,” “THE,” and “KNOW.” From here there is no place to go but to encounter 5.

Encounter 5: The Last Laugh

Here the characters will face Jackie, who is leaning against the ladder in the center of the room, drinking. As before, the box text contains a monologue. As before, characters can break that monologue.

Unlike the advanced computer banks of the last room, this room seems to have debris scattered about. Rickety metal scaffolding is against the far wall. A folding table is placed haphazardly in the middle of the room. A stack of metal poles is on one side. There are even Chi dragon heads made out of paper lying on the floor. Perhaps this place is a storage area? Leaning against a freestanding ladder is a Chi with a crooked nose, short black hair, and a drunken smile on his face. He carries a jug with him, and he fairly reeks of alcohol.

“Ah, hello,” he slurs. “You are very inconvenient, not being dead yet. I suppose I’ll have to fix that. I am Jackie.” He takes a swig from his jug. “And drinking gives me Herculean strength!” He stumbles toward you, ready to fight.

Jackie will use his Brassnastics to attempt to do battle in unlikely places: atop the table, while climbing on the 10 foot tall scaffolding, atop the 10 foot tall ladder, kicking the metal poles over to create unbalancing terrain, etc. Keep the +1 higher ground bonus in mind during this fight. If things get really rough, Jackie can use pretty much anything, from the Chinese dragon heads to the metal poles, as a weapon.

Jackie (2nd level custom/3rd level Kung Fu Master)(CR 5):

Medium Humanoid; HD 5d8+13; hp 47; Mas 14; Init +4; Spd 30 ft.; Defense 25 (+4 Dex, +6 class, +2 dodge, +2 HtH evade, +1 cloth armor), touch 24, flat-footed 19; BAB +4; Grap +5; Atk Unarmed +5 melee (1d6+1, 20/x2), ; FS: 5 ft./5 ft.; SV Fort +5, Ref +9, Will +2; Str 12, Dex 18, Con 14, Int 10, Wis 8, Cha 15.

Feats: Combat Martial Arts, Defensive Martial Arts, Toughness, Dodge, Dodger, HtH Evade, Mobility

Skills: Climb +9, Tumble +14

Talents: Improvised Weapon, Living Weapon

Background: Chi Descendent, Wanderer

Occupation: Soldier

Traits: Flexible, Diverse Background

Equipment: Cloth Armor, Medallion Piece, Sake

Martial Arts Techniques (see Appendix): Brassnastics, Funky Monkey Brass Junky (DC 15)

Jackie carries yet another medallion piece, this one bearing the words “ONLY,” “THE” and “PURE.” If a character attempts to put the two pieces of the medallion together, they will be able to see how they might fit, but they will be unable to actually bring the pieces together. The pieces will repel each other. They will instinctively sense that only a true Kung Fu master (at level 9 in the prestige class) can assemble the Medallion of Rillonia.

There are no more death traps, the characters need only proceed through the door to reach Encounter 6, and their next challenge.

Encounter 6: The Last Hero

Here the characters will face Jet, who is waiting patiently for them in the center of the lower right portion of the room.

Unlike the previous rooms, this room is completely bare. The only decoration is a large circle drawn on the ground, as if defining a battlefield. In the center of this circle stands a Chi dressed in black monk robes. His hair is worn in a topknot and he looks at you calmly.

“I am Jet. After this, there will be only one.” He extends his arm and beckons to you.

Jet is already in Iron Cocoon Stance (he assumed it before battle began.) His first action will be to use his Inagodadavida Baby! power, and then, if possible, remain in one place (in Iron Cocoon Stance) as he takes out the characters.

Jet has the third piece of the Medallion of Rillonia. The words on the third piece are “WILL,” “FIND,” and “OF.” At this point, it is possible for characters to know about all four pieces. They can puzzle out how the words fit together themselves. The correct answer is “ONLY THE PURE OF SPIRIT WILL FIND THE TREASURE OF KNOWLEDGE.” Again, only a 9th level Kung Fu Master can actually put together the Medallion of Rillonia. Characters can only hold on to the pieces. At this point, characters can enter the north door, to find that the floor has become metal, and they are in a small room dominated by what looks like a retrofitted shelter elevator. The elevator is operational, and leads down to the basement and Encounter 7.

Jet (2nd level custom/4th level Kung Fu Master)(CR 6):

Medium Humanoid; HD 6d8+27; hp 67; Mas 18; Init +4; Spd 30 ft.; Defense 26(32) (+4 Dex, +7 class, +2 dodge, +2 HtH evade, +1 cloth armor)(+6 Iron Cocoon Stance), touch 25(31), flat-footed 20(26); BAB +5; Grap +5; Atk Unarmed +5 melee (1d8, 20/x2), ; FS: 5 ft./5 ft.; SV Fort +5, Ref +10, Will +3; Str 10, Dex 18, Con 18, Int 8, Wis 8, Cha 8.

Feats: Agile Riposte, Combat Martial Arts, Defensive Martial Arts, Elusive Target, Toughness, Dodge, Dodger, HtH Evade, Mobility

Skills: Tumble +15

Talents: Karate, Living Weapon

Background: Chi Descendent, Wanderer

Occupation: Soldier

Traits: Flexible, Diverse Background

Equipment: Cloth Armor, Medallion Piece

Martial Arts Techniques (see Appendix): Iron Cocoon Stance, Inagodadavida Baby!

Encounter 7: The Last Dragon (Except For All The Others)

This is the final encounter, which begins once the characters have entered the main room. It operates on two levels. First, characters will be facing Chou Yun, a dynasty warrior who holds the last piece of the medallion. This will occur in the main room of Map #3. The left side of the main room is a raised balcony. It is 20 feet high, and the sides are smooth and polished, giving no method of climbing.

You enter a massive room with a high, vaulted ceiling. The back half of the room is raised twenty feet off the floor, with no visible method of ascension. Standing in the center of the room is a bald-headed Chi dressed in simple robes, and wielding a beautiful sword of green metal in his hand.

"Good night to you," he says in precise, over-enunciated English. "My name is Chou Yun. I fear you have become quite the annoyance. The Master does not care for annoyances. But where is your companion?"

At that moment, there is a clatter as a ventilation cover drops, and then Bruce Leroy falls gracefully onto the balcony, high above. He looks down at you. "Is everything all right?"

Characters will no doubt want to fight Chou Yun. Have Chou Yun hold up his hand to forestall them.

"You have fought long and hard. Before I kill you, would you not at least like to know who has orchestrated this?"

Characters are not obligated to listen, of course. If they start combat right away, Sho'Nuff will simply make his entrance while they are fighting, Bruce will be shocked, and then their fight will occur right away. If, on the other hand, they express curiosity, continue.

"Who's the master? Sho'Nuff." A doorway atop the balcony opens, and a tall Chi steps out. His hair is wild, and he bears a sinister close-cropped mustache. You can easily recognize the body of Bruce's fallen master. Bruce gasps in horror. "Master Sho'Nuff? But how? Why?"

"Did I not tell you that the final step of the Chicken Style is to defy death itself? My death was a ruse to get the medallion away from you, where I could study it on my own."

"But why, Master? Have I not always been a faithful student?"

"Faithful, idealistic, and pure of heart. Do you know what I sacrificed on this quest? The gates of San Francisco are closed to me, forever. I am a renegade Chi. Perhaps that means nothing to you, but I shall never see my wife, my children, and my family again. Why should I turn around and use the power of the Medallion to help those who have spurned me?"

"Because that is what is right!" Bruce insists.

"And that is why I had to get the Medallion away from you. Your insistence on righteousness was too much for your master."

Bruce frowns. "It will all come to nothing. My friends and I are here, and we will stop you from gaining the power of the Medallion."

Sho'Nuff laughs. "Foolish boy! I found the pieces of the medallion on our travels, and hid them from you." He holds up his hands, and what appears to be a red glow emanates from them. "I have already mastered the Glow. Now you will feel its power."

Chou Yun looks at you apologetically. "The master has decided that his fight with his former student will be private. I am to keep you busy." He holds up his sword. "Fatally busy."

Chou Yun (2nd level aggressive/5th level Dynasty Warrior) (CR 7):

Medium Humanoid; HD 7d10+24; hp 77; Mas 16; Init +2; Spd 25 ft.; Defense 27 (+2 Dex, +2 class, +2 dodge, +6 combat armor, +5 superior defense), touch 19, flat-footed 23; PDR 4, EDR 3, LDR 4, XDR 3; BAB +7; Grap +11; Atk Wakizashi +13/+8 melee (1d10+2d6+1d4+11, 18-20/x2); FS: 5 ft./5 ft.; SV Fort +6, Ref +1, Will -1; Str 18, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Feats: Combat Reflexes, Defensive Martial Arts, Dodge, Dodger, Elusive Target, Medium Armor Proficiency, Mobility, Power Attack, Sunder, Toughness, Weapon Focus (sword)

Skills: Tumble +12

Talents: Blades, Deflect Projectile, Melee Deflection, Signature Weapon (Wakizashi), Skirmisher, Superior Defense, Weapon Mastery, Weapon Specialization

Background: Chi Descendant, Gypsy

Occupation: Outcast

Traits: Diverse Background, Physically Fit

Equipment: Combat Armor, Wakizashi

Deflect Projectile: The Dynasty Warrior can deflect a ranged or thrown projectile that targets him with his melee weapon or unarmed if wearing bracers, gloves, or other protection that covers the hands. In order to use this ability, the Warrior must spend a Karma Point and have a melee weapon in hand. This ability can be used as often as the Warrior needs, as long as he has Karma points remaining. Area of effect projectiles cannot be deflected as they do not target the Warrior. All deflected projectiles fall to the Warrior's feet.

Melee Deflection: The Dynasty Warrior can deflect a melee attack or grapple attempt as a readied move action. Once per round, the Dynasty Swordsman can attempt to deflect his attacker's melee attack with a melee weapon or unarmed by using a readied move action to deflect an opponent's attack or grapple. To deflect the melee attack or grapple, the Warrior must make an opposed attack roll against the opponent's attack or grapple roll. If the Warrior's opposed roll beats his opponent's attack or grapple roll, the melee attack is deflected, dealing no damage or preventing the grapple attempt.

While the characters fight Chou Yun, Bruce Leroi will fight (and begin to lose to) Sho’Nuff. You do not need to roll dice for this fight, just describe what is going on every round. They are closely matched, but Sho’Nuff has the Glow, and thus the edge. Describe Bruce getting knocked around. Characters may try to attack Sho’Nuff, but he has only just received the Glow, and its power is overwhelming within him. No attacks on him will be effective. The only way to stop him is to get all four pieces of the medallion to Bruce Leroi. Unless the characters defeated all the thugs in the Introduction, Chou Yun has the final piece of the medallion. If the characters get the medallion to Bruce, the following will occur.

You toss the four pieces of the medallion to the bloody and battered Bruce Leroi. He takes them, and (as if acting on instinct) he fits them together. He looks down and reads, “Only the pure of spirit will find the treasure of knowledge.”

“No!” Sho’Nuff calls, but he is paralyzed as a bright golden light flows from the medallion, bathing over Bruce. Bruce Leroi breathes in, and the glow covers him from head to toe, causing his body to shine.

“I understand now. I understand the power of the Glow.” Then he looks at Sho’Nuff, and he attacks.

The battle is dizzying, punches and kicks flying faster than the eye can follow. Sho’Nuff is still a master, but the Glow has given the edge back to Bruce Leroi. Slowly, but surely, the master is forced to give up ground. Finally a solid kick causes him to stagger against the wall.

“No! It won’t end this way!” he insists, stumbling through the doorway. Bruce tries to follow, but as he moves forward, an explosion is triggered, filling the doorway with rubble.

If, on the other hand, the characters make it clear that they will not give the medallion to Bruce Leroi, the following occurs.

Bruce Leroi is a powerful martial artist, but he is no match for the power of the Glow. He is beaten back, and finally he collapses in a bloody heap on the balcony. Master Sho’Nuff looks down at him, and then deliberately he stomps down, crushing his skull. Then he looks at you.

“You tried to stop me. But you failed. Let that be a lesson to you. Who’s the master? Sho’Nuff!” He turns and walks out the balcony door. Seconds later, a small explosion fills the doorway with rubble, making any attempt to follow him impossible.

Whatever the result, the characters (and Bruce Leroi if he lived) will have to return the way they came.

Conclusions

The party may have several conclusions based on the actions they took during the adventure. Read all of the conclusions that apply to the party’s actions or each individual’s actions.

Conclusion A

Bruce Leroi gets the Glow

The party gave Bruce Leroi the medallion, causing him to defeat Sho’Nuff and gain the power of the Glow.

One would think, given that Sho’Nuff escaped, that Bruce Leroi would be upset. This is not the case. The young martial artist is ecstatic.

“I have mastered the Glow, at long last,” he gushes. “I am at the pinnacle of martial arts understanding.”

In gratitude, he promises that he will pay you back someday, somehow. However, he insists that he cannot stay.

“Though I have mastered the Glow, my former master also has this great power at his disposal, and I cannot help but think that he means to use it for evil. And so I will go out into the Wasteland, following his trail. If he strikes, I will be there to stop him.”

The people of Unity seem relieved that the Chi are gone, and slowly they begin filtering back to the resort. Of course, it is hard to tell whether or not they are grateful since they always smile, but perhaps their smiles are a little more genuine now.

The party has succeeded in freeing Tahoe from the Chi and giving Bruce Leroi the Glow. Characters gain a +3% fame to Unity, and Bruce Leroi's Debt. Characters also gain 3% Infamy with the Chi Dynasty (except for Chi Dynasty members) for helping a Chi Renegade gain the power of the Glow.

Conclusion B

Bruce Leroi is Slain

The party did not give Bruce Leroi the medallion, and he was slain by Sho'Nuff.

The surviving Chi quickly leave Tahoe, traveling into the Wasteland after their master. Sho'Nuff is not seen leaving town, and it is unknown where he is headed to next, or just how powerful he might become. The people of Unity give Bruce Leroi a proper funeral, presided over by Smiling Bob himself, complete with card tricks and a fireworks display. Perhaps it is not the funeral that Bruce would have wanted, but, as a Chi renegade, he could not go back to his own people.

Although you really did nothing to drive out the Chi renegades, they did leave soon after you tried to do something, and for many of the people of Unity that is enough. They smile, as always, but perhaps their smiles are a little more genuine now.

The party has failed to help Bruce Leroi achieve the Glow, but they have succeeded in freeing Tahoe from the Chi. Characters gain a +1% fame in Unity, and +3% infamy in Chi Dynasty (except for Chi Dynasty members).

Conclusion C

A Deal with Smiling Bob

The party spoke with Smiling Bob before entering the resort, and thus they have placed him in their debt. Whether Bruce Leroi gained the Glow or not, the Chi left afterwards, and that's good enough for Bob.

If the party made a deal with Bob for steel coin, they gain that much steel coin. If they did not bring up money or refused the reward afterwards, they gain +3% fame in Unity and the **Unity** certificate entry. This is in addition to any fame gained in Conclusions A or B.

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 = 250 times SC

RP (Role-Playing)

Conclusion and Story Rewards

Experience		XP Earned
Combat Encounter (CEL)	Achievements	
Guest House/Resort Foyer	Defeat Assassins (w/ Bruce Leroi's Help)	9 (+/- APL) x 217
Resort Encounter 4	Defeat Jean Claude	4 (+/- APL) x 49
Resort Encounter 5	Defeat Jackie	5 (+/- APL) x 47
Resort Encounter 6	Defeat Jet	6 (+/- APL) x 67
Resort Basement	Defeat Chou Yun	7 (+/- APL) x 77
Skill Challenges (SC)	Achievements	XP Earned
Reno	Learn about Tahoe (gather information) OR	500
	Track thugs to Tahoe (survival) OR	375
	Identify the Unity Symbol (knowledge)	300
Resort Encounter 4	Disabling the Lightning Hall (computer use/disable device)	625
Role-Playing (RP)	Achievements	XP Earned
Bruce Leroi	Driving off the Chi thugs in Outer Reno	50
Smiling Bob	Attending Smiling Bob's Sermon	50
Smiling Bob	Learning about the Chi takeover after the Assassin Attack	50
Conclusion A		1000
Conclusion B		500
Conclusion D		250
Divide by the number of players for each player's total EXP		
Time Units Spent: 3		

Reputation

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

Helping Bruce achieve the Glow without reporting to the Chi: +2% fame Unity, -2% infamy Chi

Helping Bruce achieve the Glow and reporting to the Chi: +2% fame Unity

Failing Bruce without reporting to the Chi: +1% fame Unity

Failing Bruce and reporting to the Chi: +1% fame Unity, +3% fame Chi

Speaking with Smiling Bob but refusing any reward: +5% fame Unity

Treasure

To determine the amount of treasure (loot and coin) that a character earns, consult the results below for items, and then 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 C	Up to 300 steel each

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 25	Barter DC 30
Outer Reno			+5%	+10%
Cloth Armor (10)	75	750		
Tahoe				
Cloth Armor (10)	75	750		
Sake	17.5	17.5		
Combat Armor	3250	3250		
Total	---	4767.5	5005.88	5244.25

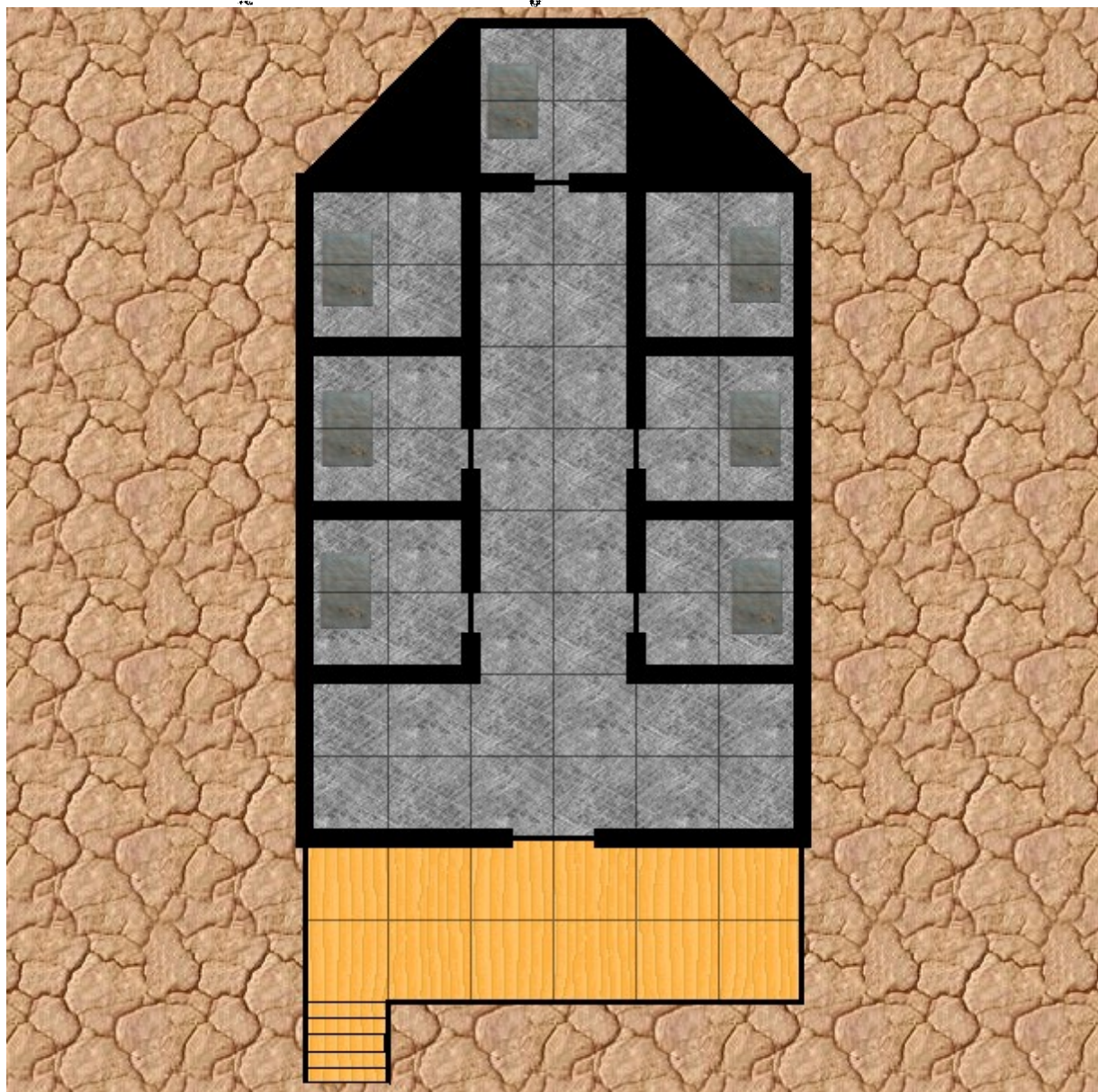
Certificate Entries

Bruce Leroi's Debt: Bruce Leroi has become a master of the Chicken style of martial arts thanks to you. Although he has no coin with which to pay you, you have earned the debt of a wandering martial arts master. If you ever perish in the Wastelands, outside of any city, settlement, or base, Bruce Leroi's karma will lead him to you just in time to pull you back from the edge. You will awaken several days later, after the conclusion of the adventure, with whatever gear you had on your person at the time of your near-death. Bruce Leroi will do this once for you, after which his debt is paid and you should strike through this paragraph.

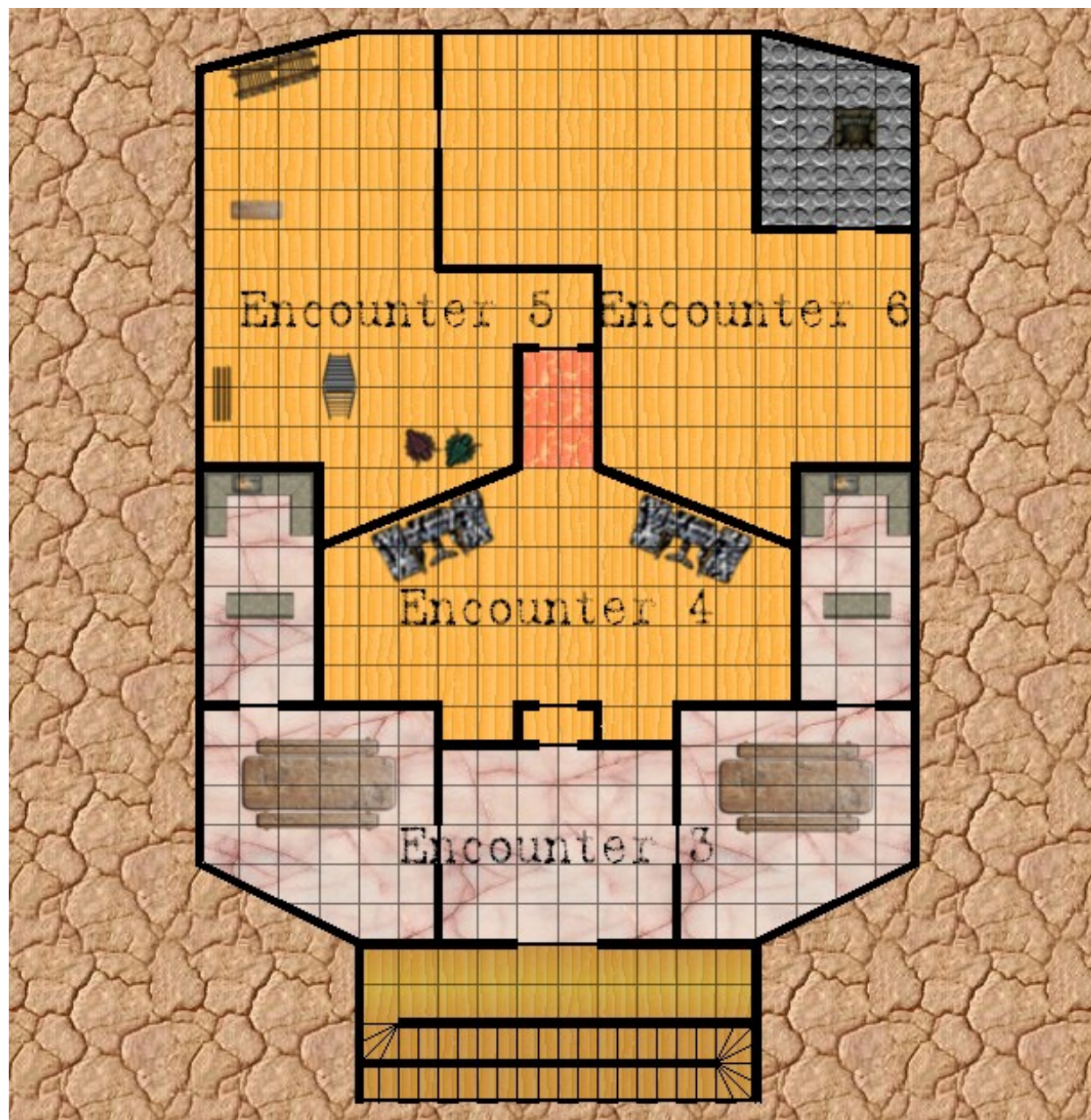
The Green Karma: This Wakizashi bears an inscription in Chi that reads "Presented to Emperor Wu Lung, may it remain with him always." In addition to acting as a normal Wakizashi, the Green Karma is a lucky sword. When wielded, the bearer has an extra point of karma. However, if the wielder ever spends their last karma point, they must make a roll on a percentile dice. If the roll is below 50%, the sword shatters beyond repair.

Unity: For your deeds while at the Union, Smiling Bob has made you an honorary member of Unity. You have gained the rank of the Second Degree of Separation, which allows you to traverse the Wasteland spreading togetherness and the word of Unity. When dealing with members of the Unity, you gain +4 morale bonus to all Charisma-based social skills.

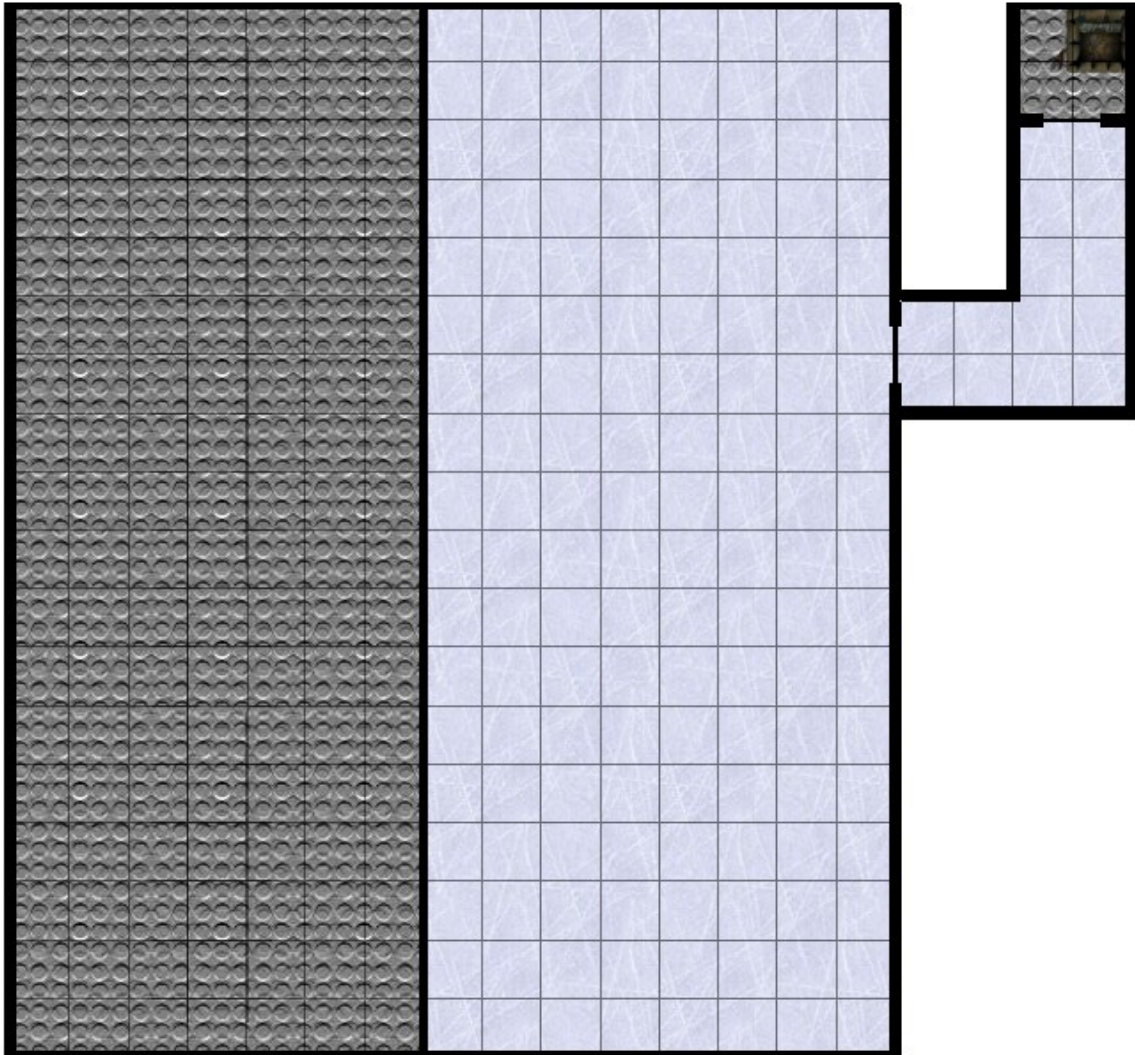
Map 1: Unity Guest House



Map 2: Resort Ground Floor



Map 3: Resort Basement



Appendix: Martial Arts Techniques

This is a list of all Martial Arts Techniques from the Kung Fu Master advanced class used in this adventure. Reprinted from the SWG.

Ain't Found a Way to Kill Me Yet: No you're not going to die, well not until your luck runs out. By spending a Karma Point, you can stave off the Grim Reaper. Whenever an attack would drop you to -10 hit points or below killing you, you can expend a Karma Point to remain alive, instead being reduced to 1 hit point.

Brassnastics: You are swift and agile, able to fight while balancing, climbing, or hanging upside down. You never take an attack penalty for fighting under these unusual circumstances.

Cackling Crow: As a standard action, once per encounter, you can make a loud and very unsettling cackling crow in an attempt to distract or disturb your opponents. All opponents within a range of 120 feet of you must succeed a Will save (DC 10 + Kung Fu Master Levels + CHR modifier) or become shaken for a number of rounds equal to one-half of your Kung Fu Master levels.

Funky Monkey Brass Junky: You have learned the ancient technique of the mad rhyming skill. Using these humorous taunts as a standard action can distract an opponent in battle. Your opponent must succeed a Will save DC (10 + Kung Fu Master Level + CHR modifier) to be unaffected by your rhymes. Should he fail, you gain your Charisma modifier (or +1) to Defense against him as a dodge bonus for a number of rounds equal to your Charisma modifier +1.

Chicken Scratch Stomp: By watching the movements of chickens, you have mastered a powerful stomp attack. A stomp attack targets the foot or feet of an opponent, at no penalty, and deals your normal unarmed damage but reduces your opponent's speed by one-half if he fails a Dexterity check (DC = damage dealt). This speed penalty lasts a number of rounds equal to one-half of your Kung Fu Master Levels + STR modifier.

Cluck and Peck: You circle around your opponent, darting in and out with quick blows. By spending a Karma Point, you can unleash a furious barrage of strikes, making a number of attacks equal to your Dexterity modifier in addition to your normal attacks. These bonus attacks are made at your highest base attack value.

Dance of the Dueling Cocks: You have become one with the rooster. You can flawlessly imitate the brutality and lightning speed of a fighting cock. As part of a full round attack action, you may make an additional unarmed attack at your highest attack value.

Feathers Fly: You revel in fast and furious combat. For every consecutive round that you do nothing but a full-round attack action, you receive a +1 cumulative attack bonus (to a maximum of +10) on all of your unarmed attacks.

Iron Cocoon Stance: By assuming the Iron Cocoon Stance as a move equivalent action, you gain a Defense bonus equal to your Constitution modifier plus one-half of your Kung Fu Master levels. This bonus lasts until you move from your stance position.

Inagodadavida Baby!: This unpronounceable mantra helps a warrior focus his energies before or during combat. By attempting to pronounce "That Which Cannot Be Said," you can clear your mind of troubling thoughts. Chanting the mantra as a full-round action grants a +4 insight bonus to attack and defense for a number of rounds equal to one-half your Kung Fu Master levels. This ability may only be used once per day.

The Colonel's Recipe: Following the Colonel's lifestyle blend of secret herbs and spices has made you a master of stealth and deception. You receive a +3 competence bonus to Balance, Bluff, Hide, Move Silently, and Tumble skill checks.