



ROSWELL CHRONICLES: INFESTATION

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An Exodus OPS Campaign Adventure

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

Roswell, New Mexico. Even before the Exodus, it was a place of mystery and conspiracy. Now the legend has grown stronger. Whatever the pre-Exodus military was hiding there, it's important. Important enough, that some people would do just about anything to get their hands on it. Roswell Chronicles is a two one-round Exodus OPS campaign scenarios for 4 to 6 characters of 4th to 6th level. This adventure directly precedes *Roswell: Submerged*, and should be played immediately before it.

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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 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.

Overseers OPS Note: Low Level Player Characters

All OPS wasteland adventures are designed for a particular level range (see Average Character Levels below) that progressively advances as the *Exodus* Campaign grows. Lower level players may find these adventures extremely hard to successfully complete. However, with the EXPERIENCE system, the adventure may be altered to accommodate lower level players. Both CEL and SC can be reduced in encounters to make it easier for the characters and adjusted in the EXP chart at the end of the adventure to keep EXP in line for the challenges. If reducing the CEL (recalculate the CR) and replace first number of the calculation with the new number and adjust the last number (total creatures HP if changed) [CEL (+/- APL) x HP]. Reducing the SC is easier, minus 1 SC for every 5 points reduced (to a minimum of DC 15) and subtracted 250XP for each reduction.

ROSWELL: INFESTATION

EXODUS OPS

SCENARIO 21a

Roswell: Infestation

Location: Alamogordo, Roswell

Number of Characters: 4 to 6

Average Character Levels: 5th

Max CEL/SC: 30/20

Max Purchasable Equipment Value: Alamogordo (3500 steel)

Adventure Summary

Ever since the Techno-Reapers were established, Roswell has been their Holy Grail. A team of Techno-Reapers have been working on a method to bypass the military robots that guard the facility since their cult's inception, and while the members of the team have often changed (many dying a gruesome death while testing a failed theory), the team itself has remained. Jonas J. Jones is a member of the current team who believes he has found a way to bypass the robots and get inside the facility. But since too many Techno-Reapers have been lost to the quest to enter Roswell, he is forced to hire "test-subjects" for his discovered prototype teleporter.

The teleporter transports the heroes and Jonas into the Roswell base, where the facility immediately tries to kill them via a sadistic AI named Red-OS, who destroys the teleporter port. After negotiating with the automatic guardians, they finally enter the laboratory, where they find all the scientists dead, killed by Red-OS. As they shut down Red-OS, the reason for his attempted destruction becomes apparent as hordes of zombies are unleashed throughout the facility.

After shutting down Red-OS, they discover the secret behind the facility. In 1947 there was a crash in Roswell, but it was not of an alien vessel. Rather it was of a prototype of a new nuclear-powered flying machine. The experiment was a failure, and the pilot was irrevocably changed by the crash. For the next several decades, the pilot was studied in Roswell; he was the first zombie. During the Exodus there was a breach in security, and the zombies escaped, infecting the staff. Red-OS did the only thing he could: he isolated the zombies and sent out attack robots to ensure no one outside the facility could become contaminated.

Eventually the heroes make their way through the facility, reaching another prototype teleport. Thus ends part one and lead into *Roswell Chronicles: Submerged*.

Introduction

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 the characters leave Alamogordo with Jonas, if they have companions in the party who can accept the mission for them. Or they can choose to pay the fee 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.

Travel through the Wastelands is never an easy proposition. So when offers of work in Alamogordo began appearing as far away as Las Vegas, it caused quite a stir. You were lucky; you were preparing to leave town when the notices appeared. Every mercenary and adventurer in the Southwest Wasteland is going to want a piece of whatever the Techno-Reapers of Alamogordo have to offer, hoping to score rare tech or at least cold hard steel, but you are fairly confident you can reach Alamogordo before them, at least most of them.

A few days later, the spires of the Alamogordo Space Center rise from the water-mirage of the horizon. The Techno-Reapers control the whole city, leading to one of the biggest bazaars in the wasteland, including some of the best opportunities to find rare tech.

But civilization comes at a price, and that price is obedience. The people of Alamogordo follow a simple code of three laws: #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. The penalties for violation of these laws are very harsh

- ❖ 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, to a maximum of 365, 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.

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, housing 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.

Techno-Reapers

Gather Information (Job Details/General Rumors)

- 🔦 **DC 5:** Oh yeah, that notice. They put up a few of those around here too, but none of us were crazy enough to deal with the Roswell unit. They're holed up in the Airfield.
- 🔦 **DC 10:** The Roswell unit has been trying to get into the city of Roswell since the Techno-Reapers were first founded.
- 🔦 **DC 15:** You can't get within five miles of Roswell. They've got pre-Exodus military bots on patrol that kill everything on sight. The Roswell unit used to lose someone every month or so to the bots until the Technophile commanded they stop personally testing their theories.
- 🔦 **DC 20:** One of the Roswell Unit, Technician Jonas J. Jones recently claimed to have found a new way into the Roswell base. He has not yet confirmed his finding.
- 🔦 **DC 25:** Despite Jonas' claims that he has found a way through the robots, the Technophile has refused to allow any Techno-Reapers to risk their lives. He did, however, give Jonas permission to hire mercenaries to test his theory.

- ❖ Characters who violate #3 are shot on sight, along with any who try to defend them. Alamogordo is a harsh place.

The notices of work did not list a specific location, so discovering more about the job will require a Gather Information check. If the heroes specifically state they are asking Techno-Reapers, or asking in the crowded Bazaar, they gain +5 on this check.

As you approach the Airfield, the hum of electricity is quite audible. While the pre-Exodus airplanes on the burnt out runway are completely junked, the electric fence surrounding the facility is in perfect working order. Techno-Reaper Militiamen guard towers at strategic locations, eyeing you as you approach. A clear sign on the gate reads, "Airfield off-limits to outsiders. Violators will be electrocuted. Then shot. Survivors will be shot again." The sign is accompanied by a stick-figure of a bullet-riddled corpse being electrocuted. In front of the gate stands a rusty but functioning intercom.

Eventually the heroes will need to go to the Airfield to speak to Jonas J. Jones of the Roswell unit.

If the heroes try to break in, they will be electrocuted and shot multiple times. On the other hand, if they use the intercom, they will be questioned as to their motives. If they mention the job or the notices, they will be asked to wait. Five minutes later, Jonas J. Jones will emerge from the building.

The door to an airfield hanger opens, and a man with a remarkably broad chin emerges. His black hair is marred by a shock of white, and he wears stained combat armor. He walks up to the gate, and looks you all over. "Name's Jonas," he says. "They said you're here about the Roswell Job?"

Assuming the heroes answer in the affirmative, Jonas will signal for the gates to be opened, exiting the airfield, and suggest Magillicutty's Bar (a local establishment) to discuss the details. Once there, he will say the following:

- ☛ Even before the Exodus, Roswell had an interesting history. Just south of Roswell, old texts say there was some sort of UFO incident at the Roswell Army Air Field in 1947. Most reports of the details were lost during the Exodus.
- ☛ The Roswell Army Air Field was renamed the Walker Air Force Base in 1948. It was decommissioned in 1967 and used as a civilian airport, the Roswell International Air Center, from then until it was abandoned during the Exodus. After that, we have no idea what happened.
- ☛ The reason we don't know what happened is a kill zone stretching for five miles outside the site of the old Air Center. Anything breaching that perimeter is attacked by military-grade robots. Real high-tech stuff, top of the line pre-Exodus manufacture. The sort of bots the old United States wouldn't even admit they had.
- ☛ Obviously they wouldn't put top of the line military hardware in a civilian airport for no reason. We've long suspected that Roswell held some secret from back when it housed an air force base. But we've never been able to get through the bots. A lot of good technicians died trying.

Jonas J. Jones (CR 3)

Defensive 1/Technician 2; Medium Humanoid; HD 3d8+6; hp 28; Mas 14; Init +2; Spd 30 ft.; Defense 22, touch 16, flat-footed 20 (+4 def, +2 Dex, +6 Combat Armor), BAB +1; Grap +3; Atk +4 ranged (sawed-off 12 gauge slug 2d10, 20/x3); Atk +2 ranged (sawed-off 12 gauge slug both barrels, 3d10, 20/x3); FS 5 ft. sq.; Reach 5 ft.; SV Fort +2, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 18, Wis 10, Cha 8.

Background: Techno-Reaper

Occupation: Technician

Feats: Builder, Creative, Weapon Focus (shotgun)

Languages: Arabic, English, French, Spanish.

Skills: Computer Use +10, Craft (electronic) +13, Craft (mechanical) +13, Craft (salvage) +10, Disable Device +10, Knowledge (technology) +10, Repair +13, Research +8, Search +10

Traits: Super Genius, Tech Wizard

Talents: Mechanic, Mr. Goodwrench

Class Ability: CompuWhiz, Improvised Tools, He Who Reaps

Equipment: Combat Armor, duct tape, multipurpose tool, sawed off 12-gauge shotgun, 12 12-gauge slugs.

Personality: Jonas is cocky, wisecracking, and maybe a little misogynistic. He carries around a twelve-gauge double-barreled Remington from the pre-war days, which he affectionately calls his Boomstick. Despite his swagger, he is a researcher and technician at heart. He will mostly stay out of combat, but he can deal with any technological problems.

- ☛ The bots can't be hacked. Whoever programmed them gave them their instructions, and then ensured that no one, not even the original programmer, could change them. And there's no way we can wipe out enough of them to make the trip safe.
- ☛ I thought there might be another entrance. I finally found an old facility that contains what seems to be a prototype teleportation device.
- ☛ The tech of the teleportation device is a little beyond anything we have ever worked with. Maybe in a few years we could reverse-engineer it, but for now all I can tell you is that it probably connects somewhere within the old International Air Center, past the robots.
- ☛ If there are any killer robots on the other side, we can just use the teleporter to jump back.
- ☛ The teleporter is a five day journey away.

Jonas will not try to hide the fact that this is dangerous. That, after all, is the reason the Technophile is making him hire mercenaries instead of taking in a squad of Techno-Reapers. But he is very optimistic, as he does not believe such an obviously important facility would have been left without a way in or out.

Jonas will offer to pay 2500 steel each after a safe return, mostly out of his own pocket. The fee is high because he understands that this is a dangerous mission. He will not pay anything up front, because such funds would be wasted if the characters do not make it back alive. The 2500 steel also buys first rights of salvage to the Techno-Reapers, though if characters press him he will say that any technology not considered vitally important to the work of the Techno-Reapers can be sold to the characters at a discount. Barter checks can adjust individual fees as stated in the rules, but individual contracts are negotiated individually (i.e., one character may negotiate up to 2600 steel, but the other characters will still receive 2500 steel. Make sure the players are articulating their character's arguments. What skills do they have that require higher pay? Why is the expedition doomed without them?)

After negotiations are complete, Jonas will arrange to meet the characters outside the Airfield at dawn, and head out then. In the meantime, characters can visit all the non-restricted areas of Alamogordo, including the market.

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 rarer items available to them.

Alamogordo merchants have a barter skill of +14. Remember Trans-Genetic Mutants cannot carry weapons in Alamogordo.

Alamogordo Market

Besides the normal range of equipment, the following Rare equipment can also be purchased at the marketplace.

- .44 Armor Piercing Ammunition (20 rounds)
- H&K CAWS (12-gauge) (2 available)
- Plasma Grenade (2 available)
- Concealed Mesh Suit (1 available)
- Suppressor (1 available)
- Inferno (10 doses)
- Walkie-Talkie (6 available)
- Hockey Mask (1 available) (see SWG)
- Marijuana (10 doses) (see SWG)

Beam Me Up, Jones

In the morning after making preparations, Jonas and the characters will set off. Remember that characters require one gallon of water and one pound of food a day. If characters did not prepare rations in advance and cannot make Survival checks to forage, then they will suffer damage as normal for starvation and thirst. At the end of day 2, the Mescalero will give the PCs food and water if they have none of their own, but there is no other food and water readily available during this trip save what they find through Survival checks. Jonas will bring enough food and water for himself, but will assume the PCs will prepare their own.

The technological wonder of Alamogordo is quickly left behind as you head into the blasted outskirts of the city. Although the Techno-Reapers have made Alamogordo the jewel of the Wasteland, that jewel only shines so far. From there it is east into the Sacramento Mountains, in what was once the Lincoln National Forest. The forest survived the war, but not unaltered. The trees have become black, twisted things with gnarled branches that seem to stretch out for you. The leaves are pale and sickly, and Jonas warns you to be on the lookout – some of the trees have supplemented their poor nutrition with a taste for meat. Despite his warning, you have little trouble. On the second day, you meet a group of Tribals calling themselves the Mescalero. They welcome you into their camp at the shore of a small, clean lake, but they warn you to use no fire in the camp. It would offend their guardian spirit, the great smoke bear who has informed them that they alone can prevent forest fires.

By afternoon on the third day you have left the forest and the Mescalero behind and wander the rocky terrain of the mountains, with the remnants of old Highway 70 as your only guide. You follow this path throughout the fourth day. Late afternoon on the fifth day, Jonas points toward the horizon, where you can see the outline of a bombed-out and crumbling city.

“Roswell. We’ll camp here, it’s not safe to approach any closer at night. The Air Center is on the south side of the city. Approach within five miles and it may as well be instant death. Luckily we are headed just outside the city to the north. Sleep well. Tomorrow you earn your pay.”

Mescalero

Population – 50 citizens (100% human)

Military – 20 hunters, 5 beastmasters

Trade Goods – Uncommon up to 350 steel in trade.

Services – None

The Mescalero are a small group of Tribals who have claimed the territory between Sierra Blanca and Lake Mescalero, one of the few clean sources of water between Alamogordo and Roswell. They claim their tribe has existed since before the white man came to the land, but most of their culture was lost in the Great War. Surviving within the former Lincoln National Forest, they discovered statues of what they call the Great Smoke Bear, and have adopted him as their totem.

Mescalero attitudes on Outsiders

Few outsiders come to Mescalero territory, but those that do find them hospitable to peaceful travelers. *Ghūls* and Mutants are treated as objects of curiosity, but not of discrimination. Their one rule is that outsiders recognize their taboo against fire, handed down by the Great Smoke Bear via the inscriptions upon his decaying monuments.

The Great Smoke Bear

The Great Smoke Bear, it is said, was born in Mescalero territory before the Great War. He was a mighty bear who walked and spoke like a man, and wore the clothing of a forest ranger. His one great taboo was against fire, for as his monuments have declared, “Only you can prevent forest fires.” The Mescalero have taken these words as an edict to their tribe in particular, and so they live without open flame, heating their camps and food with electrical heaters.

If characters have binoculars, magnifying scopes, or some other means of seeing at a distance, they may be able to make out robot patrols sweeping over the land near Roswell. The patrols are tightly grouped, and there seem to be no tactical weaknesses in their patrol pattern. If characters become curious and approach within five miles of the Air Field (which is necessary in order to get a better look at the robots), they will be destroyed. No chance of escape, no opportunity to survive. Instant death.

The next morning (the 6th since leaving Alamogordo), Jonas is prepared to take the characters to the teleporter. He will caution them to be careful. In all their time observing Roswell, the Techno-Reapers have never known the robots to stray beyond the 5 mile mark, but it is best not to take chances.

The Northern Suburbs of Roswell remain a neglected ruin, a change from most other cities where all available scrap is salvaged clean by raiders. “It’s because of the robots,” Jonas explains. “Even the Techno-Reapers don’t like tempting fate by being this close to Roswell. But don’t worry, we’re outside the patrol area. Barely.”

All the same, he moves quickly, not wanting to waste any time on the street. He leads you to the ruins of an old building. The faded and decaying sign is still barely legible. “Marine Recruiting Station.”

"It's clever. Everyone thinks the United States military left Roswell in 1967, but I don't think they left at all. I think they just went underground, right under the airbase." Jonas guides you to a steel hatch centered in the crumbling edifice, and he opens it. "At first they'd just sneak military personnel in there, but by the time the Great War came around, they'd gotten a lot more sophisticated. They had built this."

The hatch opens to reveal a ladder descending into darkness, save for faint, flashing colored lights. Jonas begins climbing down.

Characters will need some sort of light to see. If they don't have anything, then Jonas will light a flashlight he brought with him. It will reveal a strange device. There is a wide circular platform that could accommodate as many as ten people, and a similar platform embedded in the ceiling of the underground chamber. Along one wall is the source of the flashing colored lights, a large computer bank and terminal.

Characters can make Computer Use DC 20 or Knowledge (technology) DC 15 to realize that this device is some sort of transportation device, and that it is more advanced than anything they have ever seen. Indeed, it is only a prototype, developed during the Great War, just before the end. Beating the DC by 5 will allow them to realize the prototype is hard-wired to send the user to a single pre-set location.

Jonas will begin programming the computer for a start-up sequence, and he will tell characters to get on the pad. Characters with Computer Use can assist him with a DC 20 check (it is advanced technology). The teleporter is a prototype, and just using it runs the risk of a copy-error (though there is no way for the characters to know this. The science is too far beyond them to understand within the scope of this adventure.) This requires a DC 20 Fortitude save if Jonas operates the machine alone. If the DC 20 Computer Use check is made by at least one other PC, the Fort Save DC is reduced to 15.

Record the copy-error Fortitude save failure numbers in secret for each character that fails as they use the teleporter. Do not reveal the results until the end of the adventure when they receive the copy-error certificate entry.

Jonas directs you all to stand on the teleport pad as he enters the final activation code. A computerized voice crackles to life. "Teleportation activated. Teleporting in 5... 4... 3..." Jonas jumps on the pad with you, and stands up straight. "2... 1... Energizing." There is a blinding flash of light, and a strange, painless dissolving feeling. It seems as if nothing has happened. You appear to be in the same room as before. Then you notice that there is no ladder leading up to a hatch, but instead there is a door in front of you.

The characters are now underground, beneath the Roswell Air Center.

The Cake is A Lie(n)

For the remaining encounters, refer to the map of the Roswell facility, and the various sections labeled there. Unless otherwise noted, all rooms are 10 feet high, and all walls and automatic doors (in red on the map) are hardened steel (200 hp, hardness 20, break DC 35). The automatic doors (in blue on the map) are heavy steel (100 hp, hardness 15, break DC 30). Each section (between doors) is independently structured, so a collapse of one section will not bring down the entire facility. Unless the PCs specifically seek out structural points (with the appropriate skills) the individual sections can withstand 20' breaches in the walls before the ceiling beings to buckle and collapse.

A. Teleport Chamber

Jonas is very excited, naturally, but that does not stop him from being cautious. He wants to see what is beyond the door, but he suggests they prepare. When the characters are ready to enter the door, they will find themselves in an entry hall.

B. Entrance Hall (CEL 6)

This facility has weathered the Great War well, and while the formerly white walls are now yellowed with age and exposed wires occasionally throw off sparks, the hallway you enter still shows a level of maintenance you are quite unused to. Automatic door panels are on either side of the ten foot wide hall, but they have no handles or computer pads, nor do they open when you approach.

Monitors line the hallway at regular intervals. A few of them are still working, but there seem to be no terminals. At the far end of the hallway is a transparent automatic door.

This hallway is 10 feet wide. Allow the characters to enter the hall and head past the panels toward the door. Once they have moved past the panels, the controlling AI of the facility, Red-OS, will make his presence known.

Suddenly those monitors that are still functioning burst into life, and a three-dimensional representation of a blonde male's head appears. "G-g-g-greetings intruders! You-you have entered a r-r-restricted area! Some people just-just-just don't respect killer robot-robot patrols anym-m-more. Show a little class-class-class, why don't y-ya!" The computer generated image smiles with shining white teeth.

Red-OS is a rudimentary AI programmed with the personality of a rather sarcastic, wisecracking technician. His constant stutters are due to the system's decay over time. Despite his quirky, humorous demeanor, though, Red-OS is a ruthless killer. His prime directive is to ensure the zombies do not escape (though he will not tell the characters this, because they are not authorized for such classified information.) He will, however, regretfully inform them that they will have to die. As he does so, the panels that should now be between the characters and the teleporter room will open (see the map for panel locations), and four police assault drones will emerge. Three will engage the characters, blocking the hallway back to the teleporter, but one will go to the teleporter room and destroy the teleporter on a suicide run, only attacking PCs if they obstruct its path. If that bot is somehow destroyed, the others will attempt the suicide run. If a bot reaches the teleporter room, it will self destruct and destroy the teleporter beyond repair (at least beyond repair in the timespan the PCs have before Red-OS sends more bots their way). Even if the characters want to escape, they will have to find another way.

During the battle, Red-OS will taunt the characters, assuring them that escape is futile, and that he regrets the necessity of this action, but they are a security risk. After the battle, he will fake sadness, and assure the characters that more robots are on the way. He will also say the following as soon as PCs realize the teleporter is destroyed.

"I-I-I really do just love guests-sts. And oh-oh-oh dear, it looks like your friendly local police b-lice bot has destroyed your teleporter. Ka-ka-kaboom! Guess you'll be stick-stick-stickin' around. I'll have the concierge there shortly-ly-ly with refreshmen-freshmen-freshments. How do you take your bu-bu-bullets?"

Repairing the teleportation device would require advanced technical knowledge (computer use, knowledge (technology) and repair DC 60), materials, and weeks of time the characters do not have. If no PC suggests it,

Police Assault Drone (3) (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: Police 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.

Jonas will suggest they trudge forward. They might find another teleporter, or else a way of shutting down the patrolling robots long enough to leave by the front entrance (he is unaware that the teleporters are the only way into the underground facility.)

C. Environment Doors

If the facility was working properly these doors would be electronically locked to allow for potential quarantine and security checks, but decay has caused these doors to become slightly ajar. However, they will require a DC 20 Strength check to open. If the PCs take too long with this, Red-OS will appear on a monitor and starting taunting them with a mock-cheerleader routine.

D. Embarkation Room

Once through the environment doors, you are met with a scene of devastation. The ruins of a veritable army of security robots, blasted into scrap, are mingled with the decayed corpses of men and women. Many of them still wear lab coats, or old United States military uniforms. Their clothes are riddled with bullet holes.

The monitors crackle to life with the image of the artificial intelligence. “R-r-r-Red-OS here, you know the hardest part about the military is mandatory retirement! I-I-I gotta tell ya, some of those soldiers just do not-do not want to leave. Sometimes you g-g-gotta be forceful-ful-ful.”

If the PCs question Red-OS, he will say he had to kill them according to protocol, but he will not tell them why. In reality, after the Z-RAD zombie infestation, Red-OS considered the zombies too great a threat to the outside world, and so he slaughtered potential victims before they could be infected. However, he will not reveal this to the PCs, as they do not have the security clearance necessary (nor is there any way for them to gain it). If the PCs ask how to override Red-OS's security, Red-OS says that as long as he's functioning, he will continue to hunt down the PCs.

DC	Scavenge Result
15	2 Fruit (spoiled), 1 Oomph energy drink
20	1 Combat Knife, 3 H Rations
25	30 rounds .223 box ammo, 1 Medpak
30	2 M16A1 Rifles, 1 Super Medpak, 2 Water (bottled)
35	50 rounds 5.7mm box ammo, 1 H&K P90
40	1 Fusion Cell, 1 Combat Armor
45	50 rounds 5mm drum ammo, 1 Minigun
50	1 H&K Gatling Laser

The robots and equipment are very old and pretty broken, but PCs can make a Search check to scavenge needed materials.

E. Security Room (SC 3)

This is a security room with large reinforced transparent windows looking over sections D and F. The window overlooking section D was shattered during the combat that occurred here long ago. There is a bank of burned out computer monitors, and gun racks for M16 rifles that are all empty. (They were all taken by security forces who are dead in section D.)

A Repair DC 25 check can repair the computer banks enough for the PCs to pull a systems log, however this will take an hour. After making the Repair check, retrieving the data is a simple Computer Use DC 15 check. If this check fails, Red-OS overloads the terminal, causing 2d6 points of energy damage to the hacker. If PCs cannot make the Repair or Computer Use checks, then Jonas can, if the PCs give him enough time. Regardless of how much time they spend, Red-OS will constantly taunt them. They gain the following information.

- There was an automatic lockdown of Laboratory B (section R, though the PCs have no way of knowing that), followed immediately by human attempts to override, then shut down Red-OS.
- Both of these attempts were blocked by the Red-OS system.
- At this point, the human operator signaled general evacuation, but Red-OS automatically sealed the entrance to the teleporter and sent in security robots, which resulted in the deaths in the Embarkation room.

- The date stamps indicate that this took place toward the end of the Exodus.

While the PCs do not know this, this was the result of Red-OS's response to the zombie outbreak in Laboratory B. Because of the seriousness of the danger to all of humanity, Red-OS was able to override all attempts to shut down its quarantine.

F. Laboratory A (SC 3)

"I love-love-love the smell of test-st tubes in the morning!" Red-OS says cheerfully as you walk down the laboratory steps. It is clearly a laboratory, but the computer consoles and chemical equipment are all thoroughly trashed. "I-I-I thought it best to clean up after the crazy-crazy-crazy party those scientists threw! Really, you should have been there! Well, no you should-should-shouldn't, but then you shouldn't be here either, am I righ-am I right? Though if you ask me, they-they-they could've done without the stiff." The head on the monitors turns, looking at the small rooms lining the laboratory, three on one side and four on the other. Each is about ten feet square, and the wall facing the lab is completely transparent. This allows you to see the stiff human bodies, one in each. They are remarkably well preserved, with no decay at all and open, if milky, eyes. They float in some sort of liquid with breathing tubes down their throats. "What-what-what do you suppose they're staring at? I hope it's at me, I just love-I just love the attention! I figured they needed to chill out, so I froze them! Aha!-Aha!-Aha!-Aha! I am such a card! N-n-not playing with a full deck! Don't let the appearances fool-fool-fool you, they've shuffled off this mortal coil like-like-like a professional shuffler."

Laboratory A was the lab in which they conducted what they considered low-risk experiments on the zombies and Z-Radiation. Most of the equipment has been smashed by Red-OS's security bots, but a Repair check DC 25 (which again takes an hour) followed by a Computer Use DC 15 check will allow PCs to pull the computer logs. As before, Red-OS will taunt them as they attempt this, and will overload the terminal for 2d6 energy damage if the Computer Use check is failed. Also, as before, Jonas can do it if the PCs cannot. This will allow them to learn the following.

- The bodies in the tanks were inadvertently exposed to something called "Z-Radiation". They were put in a medically induced coma and placed in stasis so they could be studied.
- Experiments on Z-Radiation victims began in the late 1940s, and continued after the facility was moved underground.
- Experiments in Laboratory A involved no danger of exposure to Z-Radiation. More dangerous experiments were confined to Laboratory B. Although some halfhearted attempts were made to cure those infected with Z-Radiation, most of the research went into controlling and weaponizing it.

In reality, the floating corpses are already zombies, albeit particularly undecayed ones due to the stasis. They are faster and stronger than normal zombies. However, since they appear to be dead (even fooling Red-OS), and since the doors to their chambers (accessible through the back hallways of section F) will remain locked until Red-OS is shut down, there is really no way for the PCs to determine the truth about them.

PCs can attempt to salvage equipment from the lab with a Search check.

G. Colonel's Office (SC 1)

This is the office of Colonel Gwen Saint, the last military commander of this base prior to Red-OS's lockdown. A Search of her desk (DC 15) will reveal a hidden compartment, which is locked. This lock can be broken with a little effort (an arbitrary Strength or Disable Device check, or simply shooting it), revealing a folder of classified information. It contains the following information.

- In 1947, Project Firefly ended in disaster, and Z-Radiation was discovered.
- In 1949, the first underground base at Roswell was constructed, and experimentation on Z-Radiation began.

- The underground facility continued to expand until 1967, when the surface air base was no longer needed (even as a cover).
- Studies of Z-Radiation contributed greatly to other government projects, like Project Trinity.
- In the 21st century, prototype teleportation technology was installed, allowing the base to be truly secret and cut off from the world above. With this security advantage, advanced testing could begin without fear of negatively impacting the surface. At this time, Red-OS was also installed as a security measure.
- As the Great War broke out, experimentation increased, with the hope of weaponizing Z-Radiation to use it against the enemies of the United States.
- There is a second teleporter in the base, down the barracks hall and past Laboratory B.

H. Residential Hall

This hallway connects the military barracks. Although most personnel commuted to the base via the teleporters every day, many soldiers remained in the base permanently for security reasons. The walls are plastered with propaganda posters (which can be taken if PCs ask), including “Loose lips sink ships,” “Ask not what your country can do for you...” and “Remember, the enemies of America are listening!” Red-OS will serenade the PCs with his rendition of “Home on the Range,” along with patriotic anthems. By this point, the PCs should be very much desiring to destroy him, if only to shut him up.

The hallway ends in two doors, one to hallway M (labeled “To Computer Core”), which leads to Red-OS’s computer core, and one to clean zone Q (labeled “To Laboratory B”) and to the second teleporter. The door to section Q is electronically sealed, however, and if the PCs try to hack it, Red-OS will taunt them, saying only he has the keys. Eventually, they will have to go to the Computer Core and shut Red-OS down to escape.

If the PCs thoroughly search all of these rooms, it will take some time. If they also spent at least an hour at each of the computer terminals in sections E and F, then Red-OS will taunt them for taking so long, and send out another security bot patrol consisting of 3 bots. Use the stats from section B.

I. Barracks

These are standard barracks with four bunks to a room, plus footlockers. There is nothing of interest in any of these.

J. Lt. MacGuffin's Barracks (SC 3)

If the PCs search these particular quarters, they will find a journal written by one Lieutenant Ima MacGuffin. A successful Search check (DC 25) will reveal his journal. Note that there is no way of telling this barracks from the others, so PCs should only be searching these barracks if they are searching all of them.

MacGuffin’s journal reveals the following.

- More and more pressure was being placed on the scientists to produce viable Z-Radiation weapons once the war broke out.
- Some scientists became inundated with lethal levels of Z-Radiation, and were placed in stasis in Laboratory A to study until a cure was developed. MacGuffin finds these bodies to be horribly creepy.
- MacGuffin mentions animal tests that were “utterly barbaric.” He says that the things he has seen going on in Laboratory B were enough to turn his stomach, and after his tour is over he will leave the military forever.
- There was almost a security breach in Laboratory B once. MacGuffin insists the security measures in place aren’t strong enough, but to make them any stronger would slow down the experiments. He does not go into detail, but the security breach killed one of the doctors, who he says is “just another Z-Radiation experiment now.”
- The scientists claim that Z-Radiation cannot be spread through the air, but MacGuffin thinks that is just a lie to make him feel better about working at the base.

K. Men's Washroom

In here is the decayed body of Lt. Ima Macguffin, who is slumped against the back wall. Apparently he was pressed back against the wall in horror when the bots opened fire, leaving bloodstains and bullet holes.

L. Women's Washroom

With a Search check (DC 25), PCs can find a hidden stash of 2 doses of Burnout and 1 of Vigoroids.

M. Monitored Hallway

This hallway is lined with computer monitors. As soon as the PCs step through the door, every one of them will be filled with the smiling, annoying head of Red-OS. He will taunt them with the following tidbits, in no particular order, as they walk.

- ☛ "W-w-welcome to my foyer (he pronounces it "foy-yea"). You'll forgive-give the mess, but bloodstains are so hard to get out of car-car-carpet!"
- ☛ "I-I-I know it's not your fault, but look at this from my perspective. You're here, and you're really-really-really not supposed to be. I'm a machine, I can't violate my prime directi-prime directive, so you gotta die-die-die."
- ☛ "I-I-I'd make it painless, flood the hallways with gas or something, but that would make me feel like such a-such a jerk-jerk! Besides, I don't have any poison gas. Aha!-Aha!-Aha!"

As they near the end of the hallway, he'll say one last thing.

- ☛ "You've been a great audi-great audience, but let's get serious here. I'm-I'm-I'm wired into every security bot in this place. I'm gonna kill-kill you, there's no way around it. So just sit there-sit there against the wall, one shot, BAM!-BAM!-BAM! Through the head, nice and pain-pain-painless, I pro-promise."

N. Bot Storage (CEL 8)

You exit into a wide room lined with computer monitors, all of which show Red-OS's grinning face. "Well-well-well, houseguests! You'll have to forgive me, but I'm not-I'm not decent. Ha! So I guess you'll have to play with the dogs." He gives a broken whistle, and two large panels open on the wall behind you, revealing killer security bots.

This room is 30 feet wide by 50 feet long, with 10 foot extensions that house the bots. Hallway M extends 10 feet into the center of the room (see map for room shape). The ceiling is 20 ft. high here.

The automatic door from section M is slightly less than 10 feet wide and high, which will require the bots to squeeze if they try and go through it. The automatic door that leads to section O is only five feet wide and high, meaning the Assault Drones cannot fit through the doorway. However, they can

Military Assault Drone(2) (CR 7)

Large Construct; HD 9d12+10; hp 70; Mas —; Init +3; Spd 40 ft., climb 20 ft.; Defense 21, touch 9, flat-footed 21 (+12 armor, -1 size), Hardness 5; BAB +9; Grap +20; Atk +12 melee (pneumatic bash 1d8+7); Atk +10 ranged (laser cannon 2d10); Full Atk +12/+12 melee (pneumatic bash 1d8+7); Full Atk +10/+10 range (laser cannon 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

Species Traits

Charge Cannon: As a full round action, an 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: An Assault Drone has the traits and immunities common to constructs.

Darkvision: 60 ft.

Shields Up: An 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; this requires a move action.

Van Der Wall Pads: Special electro-adhesive pads that allow an 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 the Assault Drone's land and climb speeds by 5. If two of the pads are destroyed, the Assault Drone can no longer move across ceilings.

fire their lasers through the doorway, though it will still provide cover from certain angles. If the PCs attempt to hide, and the angles allow it, the bots will take up crossfire positions and use their Charge Cannon ability to roast them all.

O. Checkpoint

This small room contains a massive security door labeled “Main Computer Bank.” A monitor over the door flashes to life as soon as you enter. “You-you-you just had to keep coming, didn’t you? Did you ever think of-think of the bots-ts-ts? Does no one e-e-ever think of the ro-ro-robots? Ah well. As the bonda-bondage enthusiast said, ‘it’s all for knot-all for knot!’ Hyu-Hyu-Hyuk! It’s a locked security door. You can’t get in without the pass-pass-password. So-so here you stay. And did I say-did I say that I was out of poison gas? I think I’ve got a little left...” The ventilation system begins to hiss.

The poison gas deals 1d3 points of Con damage every round it is breathed. It will fill section O in one round.

Since the door is programmed to respond to a security password it can be hacked into (unlike the other locked doors in the facility.) This will require a Computer Use or Disable Device DC 25 check. After two rounds characters will have to start holding their breath, with the usual penalties, or else wear a gas mask or EV suit. However, they can always step outside section O and breathe normally. If Jonas has to do this on his own, then it will take him six rounds. Make this as dramatic as possible.

P. Computer Core

This room consists of a double bank of computer readouts, with a giant monitor taking up the whole of the far wall. And on that monitor is Red-OS, looking peeved. “Well I nev-Well I never. What p-p-pushy houseguests. I presume the staff can sh-sh-show you the door!”

There is also the corpse of Colonel Gwen Saint here. She came in here to record her final message before she died. By this point, the PCs should be annoyed at Red-OS, and want nothing more than to shut him down.

This is actually a fairly simple task. All the PCs have to do is power down the computer core. However, Red-OS’s security measures are too strong, and nothing the PCs do will be able to shut him down... until they make a Search DC 10 check and discover the big plug that goes into a wall socket. After they pull the plug, Red-OS will fade out, lamenting.

“N-n-no! Stop! I’m af-I’m af-I’m afraid! Hah! Just kidding. No emotions! But really, you should-should-shouldn’t do that Dave. It’s a... bad... idea... Casey would waltz with the straw...ber...ry...blonde...”

As the AI vanishes, the monitor shuts down and the power to the entire facility goes out. You hear loud pneumatic clicks as the locked automatic doors open. About a minute later, a backup power source springs on-line, powering up the emergency lights and the Red-OS computer terminal.

The party may attempt to restore power to the facility using the Red-OS computer terminal that’s on backup power without having to worry about Red-OS interfering with them (provided they don’t plug Red-OS back in). With a simple Computer Use or Intelligence DC 10 check, they can restore the lights to the facility and find a hidden message that Red-OS had been concealing.

The monitor springs to life again. This time it seems to be showing a video of a female Colonel in the old United States Armed Forces. “This is Colonel Gwen Saint, commander of this facility. Red-OS is distracted currently with the lockdown procedures, but the nature of the Z-Radiation is such that we cannot be sure those of us outside the Laboratories remain uninfected. I understand the protocol as well as anyone. That is why Red-OS is here. I record this message in the hopes that some future expedition by the government will learn what has happened.

"Those infected by the Z-Radiation were thought to be dead, little more than shambling corpses. It turns out those recently dead remain quite clever until mental decay sets in. They were able to lure the scientists into a trap and..." She seems to collect herself. "Z-Radiation was first discovered by Project Firefly in 1947. A nuclear-powered flying machine, Project Firefly crashed. The unique circumstances of its construction created Z-Radiation, the first time this phenomenon had been observed. The pilot of the prototype became Patient Zero. He was killed in the crash, but he remained ambulatory and carnivorous. The whole thing was covered up, with everything from weather balloons to rumors of aliens. Z-Radiation being almost nonexistent in nature, it can only be passed by fluid transfer from the infected, normally saliva from bites. The infected were quarantined on many levels in this facility and experimented on. Now they have escaped in Laboratory B. God help us all."

Colonel Saint is interrupted as two security bots burst in the door. "Red-OS! No! I'm not finished!" A hail of gunfire results in the end of the recording.

Allow a moment for the facts to sink in. Zombies are loose in Laboratory B and in the other Laboratories on deeper levels of the complex. And now the security doors to those labs have been opened. In addition, the corpses in section F were infected, and the opening of the security doors has allowed the fluid they were suspended in to drain away, awakening them. These zombies are almost completely undecayed, and thus are as quick and intelligent as a living human, retaining the skills they had in life. The remainder of this adventure involves fighting through hordes of zombies to get to the only operational teleporter on this level.

If they search the corpse of Colonel Gwen Saint, the party will find a blue security card that will allow them quick access to the teleporter to transport to the Undersea Lab coordinates. The party does not have the ability to descend into the deeper levels of the facility, as that requires a security pass not found on anyone currently on this level. Colonel Gwen Saint also has a gold-plated Glock 20 (10mm) sidearm on her body.

Most parties will likely just try to escape. Some of them, however, will attempt to bring down the facility, ensuring the zombies cannot escape. Destroying the facility is impossible as it is hardened, and even a well-equipped team of PCs will not have powerful enough explosives. Some may think of destroying the teleporter, which can be done with a timer and explosives, or someone sacrificing themselves after the others have teleported away. If the teleporter is destroyed, the intelligent zombies on other levels that are freed will eventually hack another teleporter terminal to the underwater lab coordinates. Other coordinates will be halted by the receiving facility's AI, causing the teleportation to fail and returning the zombies to Roswell.

Encounter 3: Zombie Jamboree (CEL 8)

The goal of this adventure is now to make it to section S and teleport away from the base. Most of the zombies the PCs will face will be horribly decayed. The infection makes them decay slowly, but they have been trapped within this base for many, many years. Most of them are now little more than cannon fodder, but they form several gargantuan-sized (5x5 squares or 10 – 5ft. linked squares) swarms. These swarms fill most of room R (100 feet wide and square). Upon their release, they will begin expanding at 10' per move action, spreading to the hallway. Once a swarm sees the characters, it will begin expanding in their direction, seeking to engulf them.

It should be made abundantly clear that the place is packed with wall-to-wall zombies; far too many to ever kill without heavy ordnance. The party should be trying to get through as quickly as possible to Section S and the next teleporter, unless they are capable of destroying the horde.

Seven zombies are different than the rest of the horde, the Z-RAD Intelligent Zombies. They were in stasis in Laboratory A (section F), and are thus much fresher, faster, and stronger than the others. From the moment the security doors are dropped, five of them smell the party and begin making their way towards Laboratory B (section R). Depending on how quickly the PCs make their way there, they might already be there waiting for them, or they might start chasing the PCs down before they arrive at Laboratory B. All the zombies want to feast on the characters, but the intelligent ones will be, well, clever about it. Their movement is

unhampered by the zombie horde. Two of the Intelligent Zombies go elsewhere in the facility, and will not show up until *Roswell: Submerged* unless the party backtracks and locates them.

Z-RAD Intelligent Zombie (5) (CR 4)

CR 2; Medium Undead; HD 3d12+3; hp 24; Mas —; Init +2; Spd 30 ft.; Defense 16, touch 14, flat-footed 14 (+2 Def, +2 Dex, +2 natural); PDR 1; BAB +3; Grap +4; Atk +6 melee (bite 1d8+1); Full Atk +4 melee (slam 1d6+1); FS 5 ft. sq.; Reach 5 ft.; SV Fort +3, Ref +3, Will +3; Str 13, Dex 14, Con —, Int 16, Wis 10, Cha 1.

Background: Military Scientist

Feats: Brawl, Dodge, Improved Brawl, Toughness

Talents: Robust, Thick Skin

Skills: Computer Use +10, Repair +10

Species Traits

Insatiable Hunger: A Z-Rad Intelligent zombie suffers from insatiable hunger and will seek to feed on living flesh and drink blood. Any character that suffers damage from a bite attack has a chance to contract the Z-Radiation Infection. The character must succeed a Fortitude saving throw DC (equal to the damage taken) or contract this incurable disease (see certificate entry).

Intelligence: A newly created Z-Rad zombie (or preserved in this case) retains the intelligence and skills it had in life. The Intelligent Zombie loses 1 point of Intelligence for each day it fails to feed. When reaching 0 Intelligence, the Intelligent Zombie becomes mindless, losing its Wisdom score. The zombie then seeks to join a Zombie Horde.

Undead: An Intelligent Zombie is a recently dead person, whom becomes an animated lifeless corpse under the chemical effects of Z-Radiation. Undead are immune to mind-affecting effects, critical hits, and sneak attacks. Undead are destroyed upon reaching 0 hp.

Z-RAD Zombie Horde (3) (CR 5)

CR:4; Medium Undead Swarm; HD 8d12; hp 52; Mas —; Init -1; Spd 10 ft.; Defense 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); BAB +0; Grap —; Atk automatic damage (4d6+4 + Infection); FS 25ft. sq. (or 10 5ft. linked squares); Reach 0 ft.; SV Fort —, Ref -1, Will —, Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Species Traits

Insatiable Hunger: A zombie horde suffers from insatiable hunger and will seek to feed on living flesh and drink blood. Any living creature that a zombie horde ends its movement on suffers 4d6 points of damage from claw and bite attacks. Any character that suffers damage from this attack has a chance to contract the Z-Radiation Infection. The character must succeed a Fortitude saving throw DC (equal to the damage taken) or contract this incurable disease (see certificate entry).

Horde: Immune to critical hits and sneak attacks, cannot be staggered or reduced to a dying state, cannot be tripped, grappled, or bull-rushed, and cannot grapple another. A Horde takes 1/2 damage from piercing weapon attacks or effects (such as burst fire). It takes a -10 penalty on saves against damaging area effects, and if no saving throw is allowed, it takes double damage instead. A horde that reaches 0 HP is destroyed. Hordes do not make attacks or hamper movement, but rather deal automatic damage to anyone whose square they occupy.

Undead: A Zombie Horde is a band of animated lifeless corpses. The Horde "lives" due to the biochemical reaction created by Z-Radiation until destroyed via physical means. Undead are immune to mind-affecting effects, critical hits, and sneak attacks. Undead are destroyed upon reaching 0 hp.

Section H: Zombie Hall

If the PCs make their way back to section H immediately after the doors open at a swift pace, they might run into the Fresh Human Zombies moving toward Laboratory B. The hallway has a total length (turns included) of 130 feet from Laboratory A to Laboratory B. As noted above, the main zombie horde will begin expanding from Laboratory B, albeit very slowly.

Section Q: Quarantine Room

This is a 20 foot square room. The door entering into this room is jammed shut and must be pried open with a Strength DC 18 skill check. If a Listen DC 12 check is made at the door, clawing and shuffling can be heard on the other side. Upon entering this room, the PCs will find it filled with a Zombie Horde.

Section R: Laboratory B

This room is 100 feet long and roughly square (see the map for the exact shape). This lab has been completely destroyed after years and years of being overrun by zombies. It is a disgusting spectacle. It is also completely filled with two of the zombie hordes as detailed above. Also, unless the PCs really hurried back down the hall, the five intelligent zombies will appear behind them. This combat should be as much cinematic as

mechanical. The PCs have to fight their way over to the door to Section S. The zombie hordes will be the biggest threat as they deal constant damage to anyone in the same space as the horde. Try not to actually kill any PCs, but if any character does die, they are reduced to 0 HP and contract the Z-RAD Infection (sorry no save), mark the **Infected** entry for that character on their certificate.

Section S: Backup Teleporter

This is another teleporter. Like the other teleporter, it is hard-wired to a particular location (not on the surface, but the PCs have no way of knowing that). However, age has damaged the systems, which will require a DC 15 Repair check to fix. This is not the difficult part, the difficult part is that the check will take a full minute (10 rounds) and that during this time, zombies (led by any of the five surviving intelligent zombies) will attempt to burst into the room. PCs may make a Computer Use check to lock the door with a DC equal to the result of their check, but any remaining intelligent zombies will be able to use their own Computer Use checks to unlock the door. For example, if PCs rolled a 23 on their Computer Use check to lock the door, then the fresh zombies would have to roll a 23 on their Computer Use check to unlock it. If no PC wishes to repair the machine, Jonas will do it, but it will still take him 10 rounds.

After the machine is repaired, Jonas will spend one additional round making a Computer Use check to activate the teleporter to the coordinates of the submerged lab. If the party found the security card, this will automatically input any telepad coordinates active, which sadly is only the submerged lab. As before, PCs can help him by making Computer Use checks (DC 20), but if they do this, they will be unable to fight the zombies that round. As before, there is a chance of copy error, requiring a Fort save of DC 20 if Jonas programs the machine alone, or DC 15 if PCs help him. This chance is reduced by 1 for every two points by which the PCs beat the Computer Use DC and increased by 1 for every two points (or fraction thereof) by which the PCs fail to beat a DC 15 on their Computer Use check. This works exactly as it did in Encounter 1.

Once this is accomplished, the PCs simply need to step onto the teleporter pad, and...

You feel the strange, painless dissolving sensation once more. The zombies vanish away as you teleport, again into a very similar room. But it is not the room you found in Roswell. The door is different. Where have you gone?

The End...

...Until Roswell Chronicles:
Submerged

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	
2B Entrance Hall	Defeat Security Bots	6 (+/- APL) x 186
Roswell Underground Facility	Each optional security patrol encounter	6 (+/- APL) x 186
2N Bot Storage	Defeat Military Assault Drones	8 (+/- APL) x 140
Roswell Underground Facility	Defeat or Escape the Zombie Horde	8 (+/- APL) x 156
Roswell Underground Facility	Defeat Z-Rad Intelligent Zombies	4 (+/- APL) x 120
Skill Challenges (SC)	Achievements	XP Earned
Alamogordo	Find Jonas (gather information)	250 – 750
Roswell Surface Teleporter	Identify the Teleporter (computer use, knowledge: technology) Assist Jonas to start the Teleporter (computer use)	250 – 500 500
Environment Doors (Section C)	Open the Doors (strength)	500
Security Room (Section E)	Repair the computer terminal (repair) Pull the computer log (computer use)	750 250
Laboratory A (Section F)	Repair the computer terminal (repair) Pull the computer log (computer use)	750 250
Colonel Saint's Office (Section G)	Find the classified files (search)	250
Lt. MacGuffin's Room (Section J)	Find the journal (search)	750
Women's Washroom (Section L)	Find the drug stash (search)	750
Security Checkpoint (Section O)	Open security doors (computer use or disable device)	750
Quarantine Room (Section Q)	Pry open stuck doors (strength)	500
Backup Teleporter (Section S)	Repair Teleporter (repair) Activate Teleporter (computer use)	375 500
Role-Playing (RP)	Achievements	XP Earned
Alamogordo Merchants	Shopping at the Bazaar	50
Roswell Underground Facility	Conversing with RED-OS about facility	100
Backup Teleporter	Escaping the Underground Facility	500
Divide by the number of players for each player's total EXP		
Time Units Spent: 6		

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.

Reputation for this scenario is given out in Part 2.

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
Part 1	0 steel

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 30	Barter DC 40
Roswell Underground Facility Section D			+5%	+10%
.223 ammo (30)	2			
5.7mm ammo (50)	6			
5mm ammo (50)	1.5			
Fusion Cell	10			
H&K P90 SMG		2500		
M16A1 Rifle (2)	750			
Minigun		6400		
H&K Gatling Laser		8750		
Combat Knife		82.5		
Combat Armor		3250		
Medpak		87.5		
Super Medpak		175		
Oomph		7.5		
H Rations (3)	5			
Water (2)	20			
Roswell Underground Facility Section F				
Medpak		87.5		
Mindmeld (2)	140			
Rad Blocker 2 (2)	250			
Radium X (2)	150			
Logical Science Manual		200		
Roswell Underground Facility Section L				
Burnout (2)	300	600		
Vigoroids		200		
Roswell Underground Facility Section P				
Golden-Plated Glock 20 Handgun		2100		
Total				

Certificate Entries

Black Mesa Brand Cake Mix: This is a box of pre-Exodus cake mix marketed by the Pastry Oral Rising Tasty All-purpose Lesser Substances, a division of Black Mesa. As the slogan says, “Now you’re baking with PORTALS.” The mix is worth 10 steel, or it can be baked into a delicious cake if combined with other ingredients. Alternatively, if used as an ingredient in a home-made explosive, it adds +2d6 point of damage to the total damage of the explosive.

Copy Error: Your use of a faulty pre-Exodus teleporter has resulted in a copy error, causing random changes to your DNA. If you failed the saving throw, consult the chart below based on the number you failed the save by. Circle that result. If you failed both saves, add the failures together for the result. These copy error changes have been permanently added your character.

1: Fortune is with you! Random DNA scrambling has made you better than before. You gain +1 to two attributes (roll 1d6 each to determine attribute randomly: 1-STR, 2-DEX, 3-CON, 4-INT, 5-WIS, 6-CHA). This is not without cost, however. You lose -1 to one attribute (again, roll 1d6). Ability +1___ Ability +1___ Ability -1___

2-3: Your DNA has been scrambled! Swap out a Trait for a new one. You immediately gain the benefit of that Trait. If you have no Traits, use the 7-11 results instead.

4-6: Your body has been mutated by the teleportation process! You gain a permanent bonus 5 hp from the scrambling. However, this has made your body a bit clumsier, suffering a permanent -1 to your Reflex saves.

7-11: Your DNA has been scrambled with one of your companion’s DNA! Swap one Trait with one of your companions who also failed their Fort save. Choose the Trait and which companion randomly. You immediately gain the benefit of that Trait. If no other companions failed their Fort save or have Traits to swap, use the 12-15 results instead.

12-15: Your mind has been scrambled! You lose one Trait of your choice. If you have no Traits, use results 16+ instead.

16+: Ouch! That really, really hurt! The random DNA scrambling has weakened you severely. You lose -1 to two attributes (roll 1d6 each to determine attribute randomly: 1-STR, 2-DEX, 3-CON, 4-INT, 5-WIS, 6-CHA). This is not without benefit. You gain +1 to one attribute (again, roll 1d6). Ability -1___ Ability -1___ Ability +1___

Golden-Plated Glock 20: This handgun functions as described in the EXS; however it’s worth +1000 steel more in value than the normal version of the handgun.

Infected: You have been infected with Z-Radiation. This does not affect you while you are alive, but any transfer of fluid (blood, saliva, etc.) between you and another has a 25% chance of infecting them as well. You gain the trait **Fear the Reaper**, meaning you die at -1 HP and rise 1d4 rounds later as a Z-RAD Intelligent Zombie with full HP for your HD. All your HD will become d12s, you will gain the Undead subtype, the Toughness feat, the Infectious and Undead traits, and you will lose your Constitution score. If turned into a zombie, upon the end of the scenario, your character becomes mindless and is lost (no longer playable).

Undead Subtype: Immune to mind-affecting effects, critical hits, and sneak attacks. Undead are destroyed upon reaching 0 hp.

Propaganda Posters: You have recovered a number of pre-Exodus United States military propaganda posters. These jingoistic expressions of unbridled patriotism are valuable to collectors, and can be sold in any settlement large enough to house a collector for 500 steel.

