



ACE OF SPADES

by Neal Bailey and John Wyatt

Edited by: Aijalyn Kohler

Play Testers: Andrew Parasick, Mike Mazel

Jason Sanford, Lee Sharp, Wayne Ward

An Exodus OPS Campaign Adventure

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

Once again, the call to adventure comes to Vegas via a Poker Tournament. The Big Bordello Casino is hosting a poker tournament, and the high stakes and prizes attract the attentions of people from across the wasteland. Dare you take a chance at the poker tournament, or find other avenues of adventure in the City of Sin? Ace of Spades is an Exodus OPS campaign scenario for 4 to 6 characters of 2nd to 4th level.

Exodus, OPS®, and the GCG logo are trademarks of Glutton Creeper Games. This OPS scenario (Ace of Spades) is copyright Glutton Creeper Games ©2009 and is e-commerce and may not be redistributed after purchase without written consent from Glutton Creeper Games. Persons distributing this file without permission of Glutton Creeper Games are subject to Copyright and Piracy laws and may be prosecuted to the fullest extent of these laws.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content you are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify, and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Adobe Portable Document Format (PDF) and Adobe Reader are registered trademarks of Adobe System Inc.

Open Content Declaration:

All game mechanics presented in this text are Open Gaming Content (OGC).

Product Identity includes descriptive text, characters, proper names, and pictures or maps are closed content and may not be reproduced without written consent of Glutton Creeper Games and Author(s).

END OF LICENSE

Legal and Contact Information

OPS is a registered trademark of Glutton Creeper Games.

Exodus and the GCG Logo are trademarks of Glutton Creeper Games.

Exodus OPS: Ace of Spades is copyright ©2009 Glutton Creeper Games. This product is e-commerce and may not be redistributed after purchase without written consent from Glutton Creeper Games. Persons distributing this file without permission of Glutton Creeper Games are subject to Copyright and Piracy laws and may be prosecuted to the fullest extent of these laws.

This PDF document requires the use of Adobe Reader. Adobe Portable Document Format (PDF) and Adobe Reader are registered trademarks of Adobe System Inc.

Glutton Creeper Games

Website: www.gluttoncreeper.com

Contact: gcg@gluttoncreeper.com

Submissions: ops@gluttoncreeper.com

Adobe System Inc.

Website: www.adobe.com

Adobe Acrobat Reader: www.adobe.com/products/acrobat/readmain.html

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 within an aforementioned book above are included within this scenario as a sidebar within the encounter or as 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.

ACE OF SPADES

EXODUS OPS

SCENARIO 2-01

Ace of Spades

Location: Vegas, the Fork and Pork Roadhouse

Number of Characters: 4 to 6

Average Character Levels: 3rd

Max EL: 24

Max Purchasable Equipment Value: Vegas (4000 steel)

Adventure Summary

On the Vegas Strip, the Bordello Family hosts a Poker Tournament. News travels far and wide, attracting all manner of people willing to try their luck. The party hears of the tournament and arrives on scene. It isn't long before adventure finds them – they're approached by the Black Widows – a wild and dangerous band of outlaws, who present the party with a proposition. They want the group to cause a distraction, but don't initially let the party know why. After accepting, the Black Widows reveal that the distraction is needed to help steal the prize pot from the Bordellos while the poker tourney is underway!

Here, the party is presented with three options that lead down separate paths. If the party accepts the Black Widows' mission, they'll have to create a grand diversion at the Casino so that the Widows can nab the cash as quickly as possible. The Black Widows suggest that the party grab some disguises to make the diversion look like the work of the Khans, as the plan is to pin the crime on that Mafia family. The party heads out into Vegas to track down some Khan members, steal their colors, and use them in a distraction that shifts blame for the heist onto the Khans. During the distraction, the party has several different options as to how to proceed. They can either work as part of the distraction itself, or help crack the safe in the back while a group of Black Widows poses as Khans in the front.

If the party opts to simply refuse and not intervene in the heist, the Black Widows decide to frame them for the crime instead. The Black Widows secretly plant evidence on the party and then alert the Bordellos. After a string of hit squads attack the party, they are either captured and tortured or eventually leave Vegas. During the torture, the party has the option to fight back or give in. The adventure can end here, with the party pressed into slavery unless they choose to retrieve the pot for the Bordellos. If the party manages to avoid the torture altogether, they eventually figure out that it was the Black Widows who framed them, and head to the Fork and Pork for 'restitution'.

The third path is an off-shoot of the first; however, the party turns in the Black Widows to the Bordello family and is then tasked on getting the loot back for the Bordellos or suffering their wrath (should have left their mouths shut).

All paths eventually lead to the same road. The party must try to track down the leader of the Widows, Big Jim, and best him either through combat or negotiation in order to retrieve the pot or claim their reward. Several days of desert travel ensue. En route, the party encounters a strange man in the desert whose fascination with shape-shifting robots places everyone in serious danger. The party then dashes down the desert highway until they reach the Fork and Pork, a haven outside of Bordello influence. There they can make their claim to recover the pot for the Bordellos or to receive a reward from the Black Widows, but not before dealing with their leader Big Jim and his fascination with challenges.

Introduction

The majority of the scenario actually consists of travel, but here's a quick primer on Vegas to provide a better idea of how to run it.

- The city itself is a small settlement constructed of scrap gathered from Old Las Vegas itself. Vegas is in the center of that much larger ruin.
- The entirety of Vegas was founded on slave, weapon, and drug trades. The city is governed by a collection of Mafia families who alternately war and cooperate; at this time they're largely cooperating, despite some tension beneath the surface.
- The adventure itself has the players interacting with the Bordello family who are in charge of, essentially, city hospitality. The Bordellos are wealthy and don't always see eye to eye with the Khans. The Khans are the current 'ruling' Mafia family who seized their empire with wealth derived from the booze and drug trade.

That being said, there are a number of ways to get the party into Vegas at least.

- **Flyers:** The second most classic of all adventure lead-ins, the players can find posters, flyers, etc. This method allows for a fun visual prop (the flyer itself!), but can strain suspension of disbelief if used too often. See Players Handout A: Poker Tournament Flyer.
- **A Gambler in the Party?:** If any one of the characters has a gambling addiction and has a gamble skill modifier of +8 or higher, getting the character involved in this encounter is easy to kick off. While the character is out gambling, one of the people who he's gambling against will mention the poker tournament, with special mention of the size of the pot (32000 steel). It's also possible for a character with the gamble skill to simply hear about the tourney as soon as he enters a settlement (just have him roll a gamble check when he skips into town).
- **Friends in Low Places:** Any character that has been to Vegas before is likely to have some connections there. If they're on friendly terms with the Vegas Mafia (fame 5% or higher), word travels through various contacts that the character has an invite to the tournament.
- **Friends in Lower Places:** Similarly, if anyone in the party has any positive fame with the Black Widows, they'll be approached for help with the heist almost instantly.
- **The Caravan Method:** Roughly as classic and effective as the 'jobs posted in a bar' approach. Many caravans of supplies and visitors pass through Vegas, and this is especially true when there's a big event going on. The party could hitch a ride to Vegas as hired guards – this works much better if they have some contacts amongst other caravan guards or previous experience doing so.

Already in Vegas: If the players are in Vegas for some other reason, feel free to spring this adventure on them out of nowhere. With this approach, it's important to make the adventure very appealing by playing up the personalities of the Black Widows so that players are inclined to either love or hate them.

Vegas, City of Sin, lies on the Southern front of the ruins of pre-Exodus Vegas. The ruins of Old Vegas are majestic in appearance; several partially collapsed skyscrapers are completely surrounded by lesser structures, creating a mountain of rubble around each skyscraper. Amidst the rubble, between some of the gutted skyscrapers, emerges a green arm holding an unlit torch extending hundreds of feet into the air, as well as a golden four-pointed peak.

Vegas

Population: 980 citizens

(90% human, 5% Ghūl, 5% Mutant)

Military: 300 Mafia soldiers, 200 gang militia

Trade Goods – Infrequent up to 5000 steel, Rare (20%) up to 10000 steel, Very Rare (5%) up to 45000

Services – Any

Vegas is the largest community in the Southwest and is run by the Vegas Mafia, five families that control particular aspects of the city and city commerce. Vegas caters to businessmen and criminals with a wide range of activities and services.

Vegas' attitudes on Outsiders

Vegas has a mob mentality and generally doesn't mess with visitors unless a visitor shows disrespect to the Mafia or the inner workings of Vegas. Tribals, however, are a favorite to place into indentured servitude.

Vegas is a collection of restored and rebuilt structures ranging from one story to four stories tall contained in an area of about one-mile square. Most of these structures line an old pre-Exodus split paved road that is severely cracked from age and the elements. Small streets and other structures branch off of the main Strip in all directions, creating a maze of streets.

The buzz of electricity can be heard in the air from several glowing and flashing signs which draw your attention to the Vegas Strip. The majority of the buildings on the Strip have glowing or flashing lights attached to their fronts, and a thick black wire hangs from building to building. Off to the left of the Strip, inside a chain-link fence, is a row of motorized fusion-type vehicles sitting in front of a garage.

Hundreds of people walk the main Strip, while many others enter in and out of the side streets and the businesses that make up this oasis of civilization in the middle of the desert. Several businesses stand out with large signs denoting the type of business or the services available. You notice four in particular: Armament Nation, Big Bordello's Casino, the Culture Club, and Godiva's Brothel and Antiquities.

Vegas holds a number of attractions that can distract the characters. Only the major business locations and Mafia holdings that are relevant to the adventure are listed in this scenario.

The following locations are detailed on Overseer's Map 1. Each section details a portion of Las Vegas, including the gathering of information and side quests.

A: The Vegas Strip

The Strip is alive at all hours of the day and night with people coming and going to various venues, mostly the casino and brothel. Characters can gather the following common information from the people on the streets.

Gathering Information (General Information):

(DC / Bribe Required); Time 1d4+1 minutes

- ☛ Vegas (DC 5 / 0 steel): Vegas is a town of rebirth that has emerged from the Apocalypse to be the Mecca of the Wasteland, with hundreds of people flocking to this civilization every month.
- ☛ Vegas Businesses (DC 5 / 0 steel): The best way to see Vegas is to wander about. Most of the attraction of Vegas is on the Strip, like the brothel, casino, and gun shop, but some of the side streets hold a few oddities of note.
- ☛ Vegas Mafia (DC 10 / 1 steel): Five Vegas Mafia families created the government of Vegas. Each family handles one aspect of the law, determined by the Council of Families. The Bordellos govern over financial transactions and entertainment. The Vermillion Khan oversees weapons control and drugs. Ma Sullivan controls the slaves and laborers that break the laws of Vegas. The Gambinis govern outside resources and relations with other nations. The MacDuggins conscript and enforce the laws of Vegas, as well as the enforcers that are drawn from all of the families. All of the families employ Mutants as bodyguards and enforcers at their respective businesses.
- ☛ The Laws of Vegas (DC 10 / 1 steel): The laws of Vegas vary from day to day, depending on the attitudes of the MacDuggins and the other families. Each family is allowed to conscript a particular number of laws each month with one veto. The laws are not posted anywhere; it is all just word of mouth. Break the law and the punishment is usually imprisonment in the Slave Pit, to be followed by slave labor and possible sale at the slave auction, or even hanging.
- ☛ Poker Tournament (DC 10 / 1 steel): The poker tournament is taking place at the Big Bordello Casino. To get into the tournament, you'll need to qualify outside of the casino. The qualifier round is 100 steel. If you place then you're in the big tournament, however it'll cost you 1000 steel buy-in to get into the tournament. The grand prize is 32000 steel and a specialized 12-gauge gatling shotgun.

Knowledge (Street):

- ❖ DC 5: Vegas is built on the ruins of old Las Vegas. The new city sits on the Southern ruins of Old Vegas. Just like pre-Exodus Vegas, the new city contains a Strip, where all of the main attractions can be found, such as the Big Bordello Casino and Godiva's Brothel.
- ❖ DC 10: There are five Mafia families that rule of Vegas. Each family controls a section of the restored city and runs various businesses on and off the Strip of Vegas.
- ❖ DC 15: Slavery is legal in Vegas if you're a member of a Mafia family or in good standing with the Mafia. Many of the Mafia families employ Mutant defectors as guards for their businesses, woman, and children.
- ❖ DC 20: The Mafia families don't deal with outsiders directly. They let their street enforcers handle those types of situations.

Knowledge (Underworld):

- ❖ DC 5: The Vegas Mafia runs Vegas (see "Vegas Mafia" under *Gathering Information* above). There are five families, each consisting of over 100+ members at the street gang level and an unknown number at the family levels. No member of a family meets with an outsider who is street gang level or lower; there is a strict hierarchy of command. In order to join a family, you'll need to impress a street gang leader by doing favors.
- ❖ DC 10: Each family controls a section of the restored city and runs various businesses on and off the Strip of Vegas. Most of the businesses are run by junior members of the family that are in good standing with a Made Man of the family. Many of the Mafia family hierarchy members hang out at the Culture Club in the Velvet Rope section, which is highly guarded from intrusion.
- ❖ DC 15: The Mafia keeps strongholds in the ruins of old Vegas, as well as a collective slave pool and the prison. Two families, the Sullivans and the MacDuggins, are in charge of security of the ruins. They employ members of each family to serve at guard posts and as roaming patrols in the ruins to keep out intruders and scavengers.
- ❖ DC 20: The Mafia holds the secret of the ruins and their business as a high priority. A family member that fails to keep the family secret gets whacked.

B: Armament Nation

Armament Nation is a large building on the Strip near the ruins of old Vegas. Armament Nation is run by the Farelly Brothers. The Farellys are four brothers who are well respected by all of Vegas due to their connections with Arms Dealers (the Children of the Apocalypse and the Techno-Reapers).

This long building lies at the end of the Strip near the ruins of Old Vegas. The building is two stories tall and painted all white with a five-foot wide stripe that runs the length of the building near the roof. Painted on the front of the building, above the double glass entry doors, is the business name, "Armament Nation."

If the characters enter into the building read the following:

The inside of the building is full of hand-to-hand weapons, firearms, explosives, and armor. All of the weapons are displayed on racks or in display cases in nice, neat rows. A light haired man wearing jeans and a black t-shirt with a white blazer sits behind a desk just left of the door, holding a shotgun. The man behind the desk speaks to you. "Welcome to Armament Nation. We have a huge collection of firearms and ammunition, an assortment of explosives, hand-to-hand weapons, armor for men and women, as well as survival gear. Let me know what you're interested in."

Armament Nation carries all weapons of an Infrequent scarcity up to 5000 steel. Currently their rare scarcity selection has been bought out by poker tournament participants.

Gathering Information: If the characters are purchasing items from the Farellys, they will happily share some common details of Vegas with them. Use the Gather Information details from section A: The Vegas Strip to answer the general questions. Answers to the questions below, which don't fall under the Strip, the characters will have to buy from the Farellys.

Chris Farelly

Human male
Cautious 2/Master Trader 10;
hp 90; Wis 14, Chr 18;
Barter +23, Sense Motive +17

C: Big Bordello's Casino and Hostel

The Bordello family runs the Big Bordello Casino. This building is an old four-story hotel that once sat on the outskirts of Vegas, but now dominates the middle of the Vegas Strip.

The largest building on the Vegas Strip is the Big Bordello, a Casino Hotel. The building stands at least four stories tall and is made of multicolored bricks, with much of the work looking new. A large entrance with a rolled out red carpet and a tented canopy dominates the front of the building and extends right to the edge of the street. Two Trans-Genetic Mutants wearing tuxedos stand on either side of the entrance, opening the doors for visitors entering and leaving the Casino.

A number of folding card tables are set up on either side of the Casino entrance. Here, shady characters of all size and description are engaged in poker games while a small crowd shouts catcalls at the gamblers. An elegantly painted sign above the tables declares "Big Bordello Casino Poker Tournament Qualifying Rounds" with a notation of "100 steel entry fee".

The casino is currently closed to visitors, due to the poker tournament. Only winners of the qualifying rounds will be allowed in to register and pay the buy-in of 1000 steel and then will be told to return at 6pm when the tournament begins.

Should a character choose to enter into the qualifying round of the Poker Tournament, he or she will need to pay 100 steel. The qualifying round is simple, requiring three gambling skill check roll. The character's gambling skill is pitted against the three opponents below plus any other characters that choose to join in (max 9 players at a table). Whoever has the highest gambling roll wins the round. The character(s) or NPC(s) with the most wins after 3 rounds advances to the Poker Tournament. If there is a tie, both (or all three) gamblers advance to the Tournament. Anyone winning the qualifier can proceed into the Casino and pay the 1000 steel buy-in for the Tournament. Alternatively, the character can sell his Tournament spot to another gambler for up to 500 steel (make the character work for it).

Gambling Bonuses

Bluff 5 ranks = +2 gambling bonus
Bluff 10 ranks = +5 gambling bonus
Sleight of Hands 5 ranks = +2 gambling bonus
Sleight of Hands 10 ranks = +5 gambling bonus

Opponents:

- Sid, a pale, well-groomed man. Sid plays quite poorly and is obviously strung out and nervous (He has a gambling skill of +5). Sid vanishes after losing the first round. It's possible to get some background out of Sid (DC 13 diplomacy check). He will inform the players that the Khans are after him and that he needs the cash from the tourney to pay off his debts.
- Alice, a slender young woman with raven black hair. She's a bit better than Sid (Gambling +8), but no more composed. A DC 14 diplomacy check has her revealing her life story to the players, about how this is her last chance to work up some money to get out of Vegas and not be sold into slavery or worse.
- Mike 'the Fleece' Capelli resembles Winston Churchill with a tan and has a punishingly high gambling skill (+12). Beating him is largely impossible. A diplomacy check (DC 8) reveals that Mike himself fully expects to win the tourney – he sees everyone else here as 'amateurs'. Any talking with the crowd reveals that Mike may have been hired by the Bordellos themselves to fix the tourney.

Proceed to "Encounter 1" after the Qualifying Round or for characters that are not interested in the Poker Tournament.

D: The Culture Club

The Culture Club is the premier bar in Vegas and is owned by the Bordello family. All of the important Mafia contacts hang out in the Club in the VIP section (under a truce). The Bordellos allow the other Mafia families to use the Club as a neutral meeting ground to settle verbal agreements and disputes.

A one story brown and tan building with a multi-colored glowing sign reading “Culture Club” sits directly across from the Casino on the Strip. Guarding the entrance are two Trans-Genetic Mutants wearing white sports coats over black t-shirts with white linen pants and slip-on loafers. The Mutants stand behind a plush red rope bearing a sign stating “Closed” that blocks the entrance.

Trans-Genetic Mutants guard the Culture Club entrances, both the front and the rear. People can only enter the Culture through the front entrance. The Culture Club opens at dusk and closes at dawn. Currently the club is closed and will not be open until around 8pm. Characters can attempt to question the guards, but will only gather information detailed from section A: The Vegas Strip (answering general questions).

E: Godiva’s

Godiva’s Brothel is at the edge of the Strip close to the edge of town. This is an independent business operated by Beatrice Page. She has the respect of all the Mafia families, much like a Made Man.

The first business on the Vegas Strip is a two-story building made of brown brick. Red lights shine from several windows on the side and front of the building. A glowing neon sign of a naked woman dancing on a pole is affixed to the front of the building. A painted wooden sign over the front entrance states “Godiva’s Brothel and Museum.”

Read the following if the characters enter into the brothel:

Godiva’s interior is immaculate. Red plush carpet fills the lobby with several brightly colored velvet couches and chairs that sit strategically about the perimeter. A glistening oaken staircase ascends to the second floor. A pair of oaken double doors sits behind an elaborate desk across the lobby from the entrance. Behind the desk sits a very attractive female with long dark hair wearing a black dress suit and a clip-on nametag “Roxy.” A sign to the left of the entrance points into a small room. The sign states, “Pre-Exodus Adult Collectables Museum.”

Characters can enter into the museum or inquire with Roxy regarding which entertainment services the brothel offers. If the characters are interested in entertainment or another service, Godiva’s provides the following services as denoted on the chart.

Most of the services provided are self-explanatory. The exceptions are:

Good Night’s Rest: This is just that, except in the lap of luxury. The character gains twice his healing rate, as opposed to the normal rate.

Safehouse: If the Mafia is after the character, he can purchase the safehouse package, in which the Lady of the house hides the character for a maximum of 24 hours in a dank, dark room in the bowels of the building. After 24 hours the character is released out a secret entrance about 300 yards outside of Vegas.

Gathering Information from the ladies of Godiva will result in the general rumors as provide in Section A: The Strip. All of the ladies have been sworn to keep all of the Vegas Mafia and other important cliental secrets confidential.

Godiva’s Entertainment	
Service	Cost (in steel)
Bathing “self service”	25
Bathing “with attendants”	80
Confide with Someone	80
Good Night’s Rest	90
Massage	110
Prostitution (average)	150
Prostitution (great)	300
Prostitution (exceptional)	600
Safehouse	950

Should the character go into the museum read the following:

This small well-lit room contains glass-framed pictures on the wall of famous pin-up girls and other adult stars from pre-Exodus times. Several glass display cases dominate most of the room, leaving very little area to move about. Most of the cases contain the famous wasteland magazine “Cherry Bomb” from issue 12 to 56 with two special editions, the girls of Hawaii, and US College Girls. The few other cases that don’t contain magazines have bondage gear, sex toys, and VHS tapes with faded tags in them.

All of these cases are locked and trapped with a silent alarm that goes directly to Lady Page’s office. Bad things happen to those that attempt to steal from Godiva’s. If a character owns a copy of a Cherry Bomb magazine, the secretary has been authorized offer to purchase it for the collection at full value.

F: Mechanic Shop

On the outskirts of Vegas, just off the Strip is the Mechanic Shop. Slim Jim, a *Ghul*, runs the mechanic shop and is open only during the day. He employs three other *Ghul* mechanics to make all of the repairs on the vehicles in Vegas as well as other mechanical and electrical machines.

An old three car bay garage sits behind a large fenced in lot, just south of the Strip. Several old American Vintage and Dynamic Motors vehicles and motorcycles sit within the fenced in yard. Twelve pristine motorcycles sit within the locked yard. Each motorcycle bears an image of a Black Widow spider on the fusion tank.

The garage lot is locked and the fence is electrified (Energy Damage 3d6 per round, Reflex DC 18 for half). There is an electric buzzer at the rolling gates to get the attention of one of the garage workers. If a character pushes the button, one of *Ghuls* will come to the fence and ask what the character wants. The worker doesn’t have any information, beyond that the motorcycles belong to a biker gang called the Black Widows.

The shop can fix just about anything Mechanical or Electrical as detailed under Repairs in the EXS Chapter 4, Services.

If the character has the Motorcycle Ignition Switch from .44 Caliber, the *Ghul* will inform Slim Jim, who will offer to buy the part for 1000 steel.

Encounter 1 – The Proposition (EL 1)

After the characters have a little bit of time to wander around Vegas, picking up goods and information or just seeing the sights or when they have just finished the qualifying round of the Poker Tournament, they will be approached by an incognito member of the Black Widows. The Widow will pose as a street dealer selling old-world watches, putting on a show while making a proposition to the characters. If the characters are separated, they all will be approached by a Black Widow in a similar disguise.

A tall, robust man wearing a motorcycle helmet, jeans, a dirty t-shirt, and a leather jacket struts out of the crowd and looks you up and down. He lifts the sleeves of his jacket revealing five watches strapped to each forearm. Smirking, the man speaks, “Hey bub, want to buy a watch, pre-Exodus solar powered, satellite-linked, pure gold.” The man shifts his eyes left and right quickly, speaking under his breath “Friend, you interested in work, my comrades are looking for some extras on a job. You look like you’ll fill the job perfectly. If so, follow me where we can speak more indiscreetly.”

Should the characters follow the Black Widow, the Widow will head to a low-traffic area. The Widow will offer a ‘business deal’. He won’t be clear on what the deal is, exactly, just informing the characters that it is adventurous and not dangerous. Nor will he state that he is a Black Widow or working with the Black Widows; this is a deduction that the character must make later. The characters can make a Sense Motive (DC 15) to note that the Widow is toying with them; (DC 20) to get a gut feeling that there will be danger involved.

Should the characters be interested in the job, the Black Widow will lay out the job and the payout.

- ❖ The main Poker Tournament starts at 5pm. At 6pm, the characters will need to enter into the Casino and cause a distraction, which will attract the guards' attention away from the Poker Tournament. The characters will need to keep the distraction going for at least 2 minutes. During the distraction, the Black Widows will infiltrate the casino and steal the stakes (32,000 steel) and exit through the hotel.
- ❖ The characters will split 20% of the stakes (6,500 steel), and will meet up with a contact by the name of Marv at the Fork and Pork roadhouse by week's end. The Fork and Pork is on the old highway several days west of Vegas.

In essence, the party either has the option of agreeing to help with the heist (in which case proceed to **Path A**), or refusing (proceed to **Path B**).

Path A – The Heist

Path A reflects the characters' choice to accept the job to create a distraction for 2 minutes (20 rounds) at the Casino during the Poker Tournament at 6pm. Continue below, unless the characters are seeking to make a double cross and inform the Bordello family of the con planned by the Black Widows. If this is the case, proceed to **Path C**.

The Black Widow is quite pleased with the characters decision and gives them the low-down on the plan. He wants them to track down some members of the Khan Mafia family and acquire Khan Gang member colors to disguise themselves with during the distraction. The characters can choose how to proceed, with options including bribery, combat, or stealth. The characters have 1 hour before the start of the Poker Tournament, giving them 2 hours to complete the mission and return to the Casino to create the distraction.

Finding the Khans (CEL 5/SC 1)

It doesn't take a lot of work to track down gang members of the Khan family since they deal in alcohol and drugs. A Gather Information DC 10 (+1d4 steel) check or a Knowledge (underworld) DC 15 check will reveal that the Khans operate a number of drug dens and bars in the west-side neighborhood ruins.

The characters may proceed how they please; the section below details a few methods of encountering the Khan Gang to give them their colors.

Khan Bar

These dives are all pretty similar – standard tiny, cramped bars with your typical low-life clientele usually in a pre-Exodus house that is in poor shape but has survived the elements.

A rickety old ranch house, one of many, stands amongst the ruins in the Khan territory of the western inhabitation zone of Vegas. Several men and women hang around on the porch of this house drinking beer and smoking. Pre-Exodus music blares from within the building. A painted sign with red words hanging from the porch states, "The Fifth Bar".

The men and women hanging out on the porch are not gangbangers, just some wastelanders having a good time.

Should characters enter the bar read the following:

Smoke wafts out of the doorway as it opens. Inside a radio blasts the heavy metal styling of Toolshed from a dented, wood-grain bar. Several old smelly couches and chairs are crammed together circling the room, sharing space under a mutual haze. Magazine covers and posters are plastered over the walls, even over windows. The entire bar is packed with drunks, junkies, and gangbangers.

It doesn't take a lot to recognize Khan Gangbangers, a Knowledge (street) DC 10 or Knowledge (underworld) DC 5 skill check will recognize them immediately. There's a group of gangbangers in the kitchen (bar) of the house.

There are a group of Khan Gangbangers near the back of the room, drinking and smoking. Each wears a prominent blue jean jacket with a white skull painted on the back, the colors for their gang under the Khan umbrella. The three men stand next to a half-open doorway that leads into a small back room. Flickering fluorescent light pours out from behind the door.

The players can proceed in several ways. A quick observation of the appearance of the Khans followed by an attempt to make a disguise that resembles them is the fastest and most likely to fail when it comes to the distraction mission (this option is noted, with the appropriate disguise check modifiers). The other option involves actually getting the gang colors from the Khans. Players can use three primary methods to get their hands on some gang colors: beat it off them, bribe them, or steal unattended jackets.

- Should the characters start a fight with the Khans, there are three in the kitchen area and three more in various locales of the house that will join the fight in the second round of combat. Non-Gangbangers will flee the bar at the end of the first round. The characters will have a total of 10 minutes to complete the fight and gather the gang colors before 4 more Gangbanger reinforcements arrive at the bar.
- Bribing the Gangbangers is the easiest option. The gangbangers can get new jackets from Vegas visitors with a little intimidation and just paint on their colors. The gangbangers will trade a jacket for 50 steel (or 100 steel of tradable goods). They are not merchants and will not barter with the characters; it is a take it or leave it deal.
- Nabbing an unattended jacket isn't all that difficult, but if the party gets caught it will be a fierce fight. The more pieces of clothing that the party can get, the more convincing they'll appear or the more evidence they could leave behind at the crime scene. A quick scan around the main room of the bar finds some Khan colors which are relatively easy to steal.

There are three jackets unattended in the bar, two on a coat rack just outside of the doorway to the back door and another one hanging from a coat hook inside the bathroom behind the door. A jacket can be nabbed with a Hide DC 18 and a Sleight of Hand DC 10 skill checks. Add +4 to the Sleight of Hand skill check for each jacket beyond one that a character attempts to conceal.

Khan Gangbangers (4)

Aggressive 2: Medium Human; HD 2d10+6; hp 17; Mas 16; Init +2; Spd 30 ft.; Defense 14 (+2 Defense, +2 Dex), touch 14, flat-footed 12; BAB +2; Grap +4; Atk: Combat Knife +5 melee (1d4+3, 19-20); FS: 5 ft./5 ft. ; SV Fort +5, Ref +2, Will +0; Str 15, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

Background: Gangster

Occupation: Criminal

Feats: Archaic Weapon Proficiency, Brawl, Dodge, Quick Draw, Armor (light) Proficiency, Personal Firearms, Weapon Focus (one-handed blade)

Languages: English.

Skills : Intimidate +4, Knowledge (underworld) +5

Talents: Melee Smash

Traits: Chemical Reliance, Expendable Goon

Equipment (each): Combat Knife, Jean Jacket, Vigoroids x2.

Gangbangers

If the characters roam around the Khan territory long enough, they'll come across a group of six Gangbangers. The characters can proceed to attempt bribing the colors from them or engage in combat, as detailed above in the Khan Bar entry. Unlike in the Bar, should the characters successfully bribe the Gangbangers, one of them will tail the group to find out what they are up to (Spot DC 16). If the gangbanger is successful in tailing the party, he will inform the Bordellos after the heist is committed that the characters were creating a distraction during the Tournament attempt to frame the Khans, which will place the suspicion on the characters. Proceed to **Path B**.

Overseer Note:

Players are an inventive bunch, and it's likely that they think of other options besides the two listed here for getting hold of gang colors. For such situations, it's generally better to err on the side of permissiveness and allow their plans a decent chance of success (as long as it doesn't stretch suspension of disbelief), both to give the players a sense of accomplishment, and to allow the plot to progress. Use the best situational result from those presented within the encounter.

The Distraction (CEL 5/SC 1)

At 6pm the characters will need to create a large distraction that will draw the Casino guards away from the Cash room, to allow the Black Widows to break in, whack the guards inside, and steal the safe with the Tournament stakes. There are several different outcomes to this encounter, read this encounter fully.

- If the characters chose not to get the Khan gang colors, and just create a distraction long enough for the Black Widow to get the loot, the distraction will be seen for what it is, a diversion. Blame will fall on the characters about 10 minutes after the heist. Proceed to **Path B**.
- The character have wrangled or created their disguises to appear like Khan gangbangers. If a character created the disguise based on appearance or known knowledge, he must succeed a Disguise DC 15 skill check for the disguise to look authentic. Should any character's disguise fail, they will be closely watched by security upon entrance and will be removed immediately should a ruckus ensue.

In this encounter, the characters' purpose is to provide cover for the Black Widows while they steal the Tournament stakes. First and foremost, everyone has to get into the Big Bordello. Like all Casinos, the Big Bordello doesn't ever really shut down. The Black Widows decide to start the heist at 6pm, one hour after the tournament starts, when the Casino will be at its busiest and the guard will be (somewhat) occupied with the spectators.

There are a lot of different ways that the party can set up a diversion – the only key element that the Black Widows insist upon is the framing of the Khan family for the crime. Below are a number of potential strategies the party may attempt.

➤ Impersonating Khan members and causing a Ruckus

This is the most direct and effective diversion method. This method has the disadvantage of putting the characters directly into harms' way by getting them into a brawl with the Bordellos' highly brutal security team. The Bordellos use Trans-genetic mutants as their muscle, and any type of physical conflict winds up with the mutants involved at some point. The party's disguises will largely determine how much blame falls on the Khans. Second, each player disguised as a Khan gangbanger must succeed a Bluff DC 10 skill check to display the right attitude to make the ruse complete. Should any character's disguise fail, they will be closely watched by security upon entrance and will be removed immediately should he start a ruckus.

Should a fight break out, a Casino Security member will intervene in the conflict and attempt to break it up. Every 2 rounds there-after, another Security team member will enter into the foray until there are 4 total. Should a Security team member drop, another will take his place, as there are endless security clones in the Casino. The Security team will attempt to remove all parties involved in the fight using non-lethal force, unless lethal damage is dealt to them, in which case they shoot to kill, which will create a large distraction. Should a gunfight break out (anyone shooting a gun, including the Security team member), 4 additional (8 total) Security team members will join the fight, which will become very deadly to the characters.

Spectators will watch the fight until it becomes deadly (someone starts shooting), at which point they will scatter in all directions for the duration of the fight. Place as many Spectators as you please in the casino to add in the distraction or for cover to be used by either side. A Spectator is a one shot, drop NPC with a Defense 12.

Casino Security

Aggressive 3: Medium Human; HD 3d10+6+3; hp 26; Mas 16; Init +0; Spd 30 ft.; Defense 16 (+2 armor, +2 defense, +2 dexterity), touch 16, flat-footed 14; BAB +3; Grap +10; Atk Brawl +8 melee 1d8+5 or Cattle Prod +2 melee (1d10+5); FS: 5 ft./5 ft; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Background: Gangster

Occupation: Soldier

Feats: Alertness, Archaic Weapon Proficiency, Armor (light) Proficiency, Brawl, Improved Brawl, Improved Grapple, Personal Firearms Proficiency, Power Attack

Languages: English.

Skills: Gamble +2, Listen +4, Sense Motive +4, Spot +8

Talents: Robust, Melee Smash.

Traits: Busier

Equipment: Cattle Prod, Heavily Starched Undershirt (+2 light armor).

In order to give the Black Widows a chance to sneak in during the confusion, the party must keep the distraction going for at least 2 minutes (it does not have to be all combat). After 2 minutes have passed, the Black Widows have entered into the Cash Room, incapacitated the guards, and stolen the safe contents, making their retreat out the back door and getting a Safe Room at Godiva's until midnight before riding out.

If the heist is successful, the characters will still need to retreat, which is easily done if they use non-lethal damage in the fight. They'll be thrown out of the casino. If lethal damage is used, the characters will have to fight their way out of the casino and make a run for it. The security team will not pursue, but will put the word on the streets for gangbangers about the characters (proceed to **Path B**, unless the characters lose their disguises or leave Vegas). If a character failed his disguise check, they will also earn the **Banned from the Big Bordello** certificate entry.

If the characters fail to create a distraction long enough, the Black Widows will abort the heist and fight their way out of the Casino. One will be captured and name the characters as accomplices. Proceed to **Path B**.

➤ **Distracting the Guards in a Non-Violent Way**

This is another option – simply embroiling the guards in some other event while the heist goes down. In this case, the players may opt to hand the Khan Gang colors over to the Black Widows, who will plant them as evidence. There are a number of different ways the party can distract the guards while the Widows finish their heist, and it's impossible to track every plan a group of creative people can come up with. However, some of the more likely options are gone over here.

- Feigning illness aka 'the old sick trick'. A character might pretend to be violently ill in such a way as to attract the attention of the guards (such as blowing chunks all over a Tournament table). This is a dumb cliché that would regularly have a pretty low chance of success... but really you have to give them credit for honoring a classic. This is a Bluff DC 15 check for a convincing fake illness (modify depending on character's performance). This type of distraction lasts for 5 rounds +1 round for every point above DC 15.
- Loud, Disruptive Argument: A good, staged argument can go a long way towards distracting even the busiest gambling hall. Given the setting, accusations of cheating may seem like the best way to go, although this could get the accused into some hot water. Both characters should make a Bluff DC 15 check to have a convincing argument (bonuses for acting can apply). This type of distraction lasts for 5, until security removes the arguing characters.
- Really irritating Tourist: An extremely inquisitive visitor could easily take up a lot of the guards' time. Pretending to be wealthy and important is the best way to get the most attention, but a sufficiently clingy and demanding guest could also do the trick. This would require a Diplomacy DC 20 check. Again, be sure to give bonuses based on the player's acting.

While those are the three most likely non-violent distractions, there are a few universals behind all of them. Any distraction made will likely involve either bluff, intimidate, or diplomacy. Note that there is a particular type of player who likes to think outside the box, and this is exactly the type of encounter that rewards such behavior. So if someone comes up with an off-the-wall solution to this problem, go with it and play it up; you'll make that player very happy. You should certainly reward player participation in this one. Finally, you have to play the guards properly – the interactions are what will bring life to this encounter.

If the players manage to distract the guards for the full 20 rounds, the Black Widows get in, nab the stakes, plant the evidence, and leave. If the characters fail to create a distraction long enough, the Black Widows will abort the heist and fight their way out of the Casino. One will be captured and name the characters as accomplices. Proceed to **Path B**.

Path B – Caught in the Act (CEL 10/SC 2)

There are several ways to make it to Path B, from refusing the initial job, to getting caught in the act during Path A. Either case brings down the wrath of the Bordello Mafia on the characters.

Should the characters refuse to help the Black Widows with the heist, they will earn the wrath of the Widows who succeed in pulling off the heist anyway. The Widows will leave a strong suggestion, as well as planted evidence from the cash room on a character, with the Bordello Family that the characters were behind the heist. The character will not know the evidence is there; a popular tactic of Vegas gang members is to bump into a person and not steal or plant anything initially, but to keep doing it over the course of time. After all, Vegas is a crowded city with lots of people on the streets and even the most paranoid person will not check his pockets every single time. A gold-plated stopwatch will be planted (sorry, no opposed skill check) on the character with the lowest Charisma.

If the characters failed somewhere on Path A, then proceed from this point, as the Bordellos are looking for them (or someone that looks like them) based on the casino video footage.

The Bordellos quickly act upon information that leads them to their prime suspects in the great poker heist – the characters. Should the characters be clueless about being framed or failing somewhere on Path A, they will be surprised when attempting to leave town or in the midst of completing some minor transaction (buying goods, eating, chatting with the locals, etc.).

Nearby the sound of a humming can be heard. Then a sudden screech of tires on pavement, followed by doors slamming. Within seconds, a group of very well-armed Mafia Goons bursts into view. One points a silver handgun towards you and shouts, “You punks have some unfinished dealings with the Bordellos. You’re coming with us, mostly dead or alive. Now drop your weapons and kick them over here or say your prayers.”

A Knowledge (underworld) DC 10 skill check will recognize the man talking as the Made Man Jimmy Tulipia. Jimmy is known for killing over 100 men and women and leaving a desert cactus flower on their corpses.

If they decide to surrender, proceed below to **Interrogation**. Any attempt to flee or engage in combat results in the Mafia goons opening fire.

Negotiating with the Mafia Goons

In the event that the party has been framed by the Black Widows, they will probably be a bit curious as to why the Mafia goons are attacking them. They may attempt to talk to Jimmy and get some answers. This requires a Diplomacy DC 20 skill check.

If successful, Jimmy will explain that the characters are wanted for questioning in the heist of the Casino Poker Tournament stakes. It is believed that the characters planned and are behind the theft or participated behind the scenes. It would be best for them to come peacefully and speak with the Bordellos.

Combat Tactics

The Made Man and his goons don’t want to kill the entire party. Their chief goal is to get their stolen money back, so the goons will attempt to capture at least a third of the group alive for interrogation (and eventual enslavement). Their first action is to surround the area to prevent easy escape. The encounter should be set up in a fairly open area (such as a street or courtyard) with at least 3 exits (most likely alleyways). The Mafia goons begin at one exit, with the party in the center of the map.

Jimmy Tulipia (6th level) Aggressive 5/Made Man 1; Medium Human; HD 5d10+1d8+12+6; hp 50; Mas 14; Init +3; Spd 30 ft.; Defense 19 (+3 armor, +3 defense, +3 Dex), touch 16, flat-footed 16, PDR/2, EDR/1, LDR/1; BAB +5; Grap +7; Atk: Thompson M1928 SMG +8 ranged (2d6); FS: 5 ft./5 ft.; SV Fort +5, Ref +2, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 12. Background: Gangster Occupation: Soldier Feats: Alertness, Archaic Weapon Proficiency, Armor (light) Proficiency, Burst Fire, Combat Martial Arts, Personal Firearms Proficiency, Advanced Firearms Proficiency, Point Blank Shot, Presence, Strafe. Skills: Intimidate +5, Knowledge (street) +3, Knowledge (underworld) +3, Listen +5, Sense Motive +4, Spot +6 Talents: Evasion, Remain Conscious, Robust Traits: Bloody Mess Equipment: Ammunition (.45) (100 rounds), Fedora, Grenade (chemical – knockout gas), Pinstriped Suit, Super Medpak, Thompson M1928 SMG, Whiskey (bottle).	Elite Gangster Goons (6) Aggressive 3; Medium Human; HD 3d10+6; hp 27; Mas 17; Init +2; Spd 30 ft.; Defense 18, touch 14, flat-footed 16 (+2 def, +2 Dex, +4 equip), PDR 1; BAB +3; Grap +4; Atk +4 melee (combat knife 1d4+1, 19-20) or +6 range (desert eagle (.44) 2d8); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +3, Ref +5, Will +2; Str 13, Dex 14, Con 14, Int 12, Wis 13, Cha 10. Background: Gangster Occupation: Military Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Burst Fire, Brawl, Personal Firearm Proficiency, Point Blank Range, Precise Shot, Strafe. Languages: English. Skills: Bluff +4, Gamble +4, Gather Information +3, Intimidate +3, Knowledge (tactics) +4, Knowledge (underworld) +2, Listen +6, Navigate +3, Sense Motive +4, Spot +6. Traits: Bloody Mess Talents: Evasion, Gunslinger Equipment (each): Ammunition (.45) (60 rounds), Casual Clothes, Combat Knife, Combat Leather Jacket, Grenade (flash), H-Rations (2), MAG Ingram 10 SMG, Medpak (2), Water (bottled) (3).
--	--

Round 1: There are a total of 6 goons. Two stay at the exit that they arrived at, while the other four split into two groups of two and head for the other exits under covering fire from the first two. Each will be as evasive as possible for the first round until they've taken up their positions. Jimmy will lob his knockout gas grenade at the largest area of characters.

Round 2-4: All 6 goons will concentrate burst fire on the party, prioritizing based on who seems most likely to escape. All the goons will be aiming specifically to stop, not kill, the party – this means they're trying to shoot out the characters' legs. Shooting out a persons' legs carries a –2 penalty to the attack roll, but if successful deals normal damage and causes *crippled* status on a critical hit– movement speed is halved (round final value up), the target cannot run, and dexterity checks involving both legs are at a –4 penalty. The crippled effect can be removed with a *Treat Injury* skill check (DC 30) that can be attempted once per week.

Round 5: On the 5th round of combat, the goons will demand the characters' surrender yet again. If no surrender is forthcoming, one of the goons shouts "Fire in the hole!" and tosses a flash grenade towards the largest concentration of party members. All individuals within a 15 foot diameter burst must make a Reflex save DC 18 or be *blinded* 1d6 rounds. Any goons within the radius have a +3 bonus to the save as they know to protect themselves when their ally calls out.

If the party hasn't surrendered or managed to flee by round 5, the Mafia goons will continue to attack as per rounds 2-4 until all the characters are incapacitated, at which point proceed to **Interrogation**. If the Mafia goons are reduced to 2 or fewer in number, they will flee. When the goons flee, are defeated, or the party escapes, the party has 2 hours before another group of 6 arrive on scene and start another fight. This continues until the party is captured or leaves Vegas.

If the party manages to escape and did not take the job, they'll have no clue who was behind the theft. This will require a little investigation. Proceed to **Path C**. If they should have a clear idea where to go after failing the distraction, proceed to **Encounter 2**.

Interrogation (CEL 4/SC 3)

The Bordellos captured the party or the characters surrendered and they are brought to an interrogation chamber (an old pole barn) south of Vegas. The Bordellos are very interested in who is behind the theft of the Poker stakes and believe the party has information about it.

Read the following text if the characters were captured.

The Bordello goons mopped the floor with you and wasted no time gathering everyone together. You're only half conscious when they drag you into a partially gutted and re-fitted pick-up truck and then drive for at least half an hour to an 'undisclosed location' somewhere out in the desert. The driver shuts off the ignition and leans over the seat. "So no one can hear you," he snickers, gesturing towards a wooden barn standing amongst the desert scrub. Two mutants grab your hog-tied bodies and proceed into the barn.

There are a total of 2 bordello mutants here. The party's gear is removed and left in a small footlocker just outside of the barn, while the truck drives away with orders to return when called. The real challenge of this encounter is facing the 'doctor'.

If the characters surrendered, they will be stripped of their equipment and blind-folded, then taken to the barn, about 30 minutes south of Vegas.

Having surrendered, the Bordello goons take your equipment and place it in a footlocker in the back of a pickup truck. Your arms are bound and you're blind-folded and then tied to a railing in the truck bed. The truck drives for at least a half an hour over extremely rough terrain. You are untied from the truck bed and your blind-folds are removed. The truck leaves you and two mutant goons at an old-wooden pole barn which stands in the middle of the desert, defying the wasteland. The mutant goons lead you into the barn.

The characters can attempt to make a break for it here by bursting or escaping their bonds. To burst the ropes, the character must succeed a Strength DC 23 check. To escape out of the bonds, a character must succeed an Escape Artist DC 20 skill check.

The doctor is a professional interrogator that the various Mafia families make use of 'when they really mean business'. He's a soft-spoken *Ghul* who was a doctor in his past life - since then, his talents have proven useful in other ways. His intro blurb follows.

Dust kicks up off the ground as the shack's door swings open. The inside of the room is dirty, cluttered with shelving, and distinctly reeks of turpentine. A wide variety of power tools cover every available surface - including several electric saws buzzing mechanically on a cluster of stools and worktables. An emaciated, bespectacled man resembling meat jerky sits folded up atop a swiveling chair, deeply concentrating on repairing a small pocket watch. He waves distractedly as the mutant goons enter.

"Nice to meet you, gentlemen. I'm Doc Hollywood, I'll be your doctor today, and you can trust that I will be nothing other than professional in our dealings. I do enjoy an entertaining story, and I'm sure that you all have quite the tale to tell. A tale that my employers are interested in - so please let us begin as only truth can be brought forth by suffering."

The mutants will place the character with the highest Charisma in a sitting chair and tie his feet to the chair legs and tie his arms (which are already tied) to the back of the chair. The character's eyelids will be taped open. The other characters will be tied to a hook on the wall and forced to watch the ensuing torture. Again, at any point, a character can attempt to break free as detailed above.

When the torture begins, the doctor absentmindedly picks up a random power tool and takes it to the character in the chair. His method is mechanical and dispassionate in a really unnerving way (be sure to play this element up for the players - loss of character control is never fun so this has to be entertaining). The characters have several options presented herein, but crafty players may come up with something different.

All the characters that view the torture must make a Will save DC 15 or suffer a -2 morale penalty to their opposed roll when it is their turn to be tortured.

Doc Hollywood

Male Ghūl

HP: 19; INT 17, WIS 17, CHA 17.

Diplomacy +9, Intimidation +17,
Sense motive +12, Treat Injury +14

Languages: Arabic, English, Slavic,
and Tribal.

The doctor walks around the chair taking his time and 'operates' on the character with his selection of power tools. Each session is detailed below.

The character gains an opposed torture check (1d20 + character level + fear save modifiers) to attempt to resist giving out information (the character can volunteer to fail the check).

- Whipping with electrical cables. Fort DC 12 (save for half) Damage: 1d3 and 1d4 Charisma. Make secondary save and if the save is failed then the CHA damage is permanent.
- Pliers interacting with fingers in unpleasant ways. Fort DC 12 (save for half) Damage: 2d4. If save is failed, hand is crippled.
- The Hammer. The good doctor hammers kneecaps, wrists, ankles, and elbows. Fort DC 18 (save for half) Damage: 3d4. If save is failed, a limb is crippled.
- The Drill. Nobody likes power drills in their sinuses, but that's just what the doctor ordered. Fort DC 23 (save for half) Damage: 2d6 and 1d4 Charisma. Make secondary save and if the save is failed the CHA damage is permanent. The character earns the **Tortured** certificate entry.
- The Power Saw. Most people freak out just from seeing the power saw fired up. Damage: 4d6 and Severed Limb. The character earns the **Severed Limb** certificate entry.

☛ Talk

The character can explain what has transpired up to this point. If they know it was the Black Widows behind the heist, they'll need to make a Diplomacy check DC 25 in order to convince Doc that they're not the right guys. And then the torture will end. Doc will make a call on his walkie-talkie, and will thank them, shake their hands, and then simply state, "Big Bordello states you have one week to recover the stakes of 32000 steel, or else!"

If the characters don't know who was behind the heist, they'll need to make a Diplomacy check DC 25 in order to convince Doc that they are not the guys. If this is the case, Doc will make a call on his walkie-talkie, and will thank them, shake their hands, and then simply state, "Big Bordello states you have one week to find out who is behind the heist, or else!" Consult **Path C** for direction.

For each session of torture, the character being tortured gains a +2 to his Diplomacy check. Regardless of checks, after the power saw, the Doc will believe the character.

If any character rats out the Widows, they gain **You Dirty Rats** certificate entry. Proceed to **Encounter 2**.

If the party arrived here from an unsuccessful heist attempt and the stakes weren't actually stolen, the characters are tortured until confessing and then sent into slavery, proceed to **Conclusion E: Slave like Us**.

☛ Remaining Silent

In order to maintain silence, a party member must make successively more difficult Will Saving Throws. The torture continues for however long it takes until the character spills the beans or passes out from the torture (see Intimidate (torture) skill in the EXS).

Mutant Bodyguard (2) CR 4

Aggressive Class 2

Medium Mutant Humans; HD 2d10+10; hp 26; Mas 20; Init +0; Spd 30 ft.; Defense 12 (+0 Dex, +1 Class, +1 armor), touch 10, flat-footed 11, PDR/3; BAB +2; Grap +10; Atk Baseball bat +7 melee (1d6+6); FS: 5 ft./5 ft.; SV Fort +8, Ref +0, Will +0; Str 18, Dex 10, Con 20, Int 10, Wis 10, Cha 6.

Background: Gangster

Occupation: Military

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Brawl, Personal Firearm Proficiency, Cleave, Power Attack, Weapon Focus (Archaic)

Languages: English.

Skills: Hide +5 (+7), Survival +5

Talents: Melee Smash

Traits: Physically Fit

Equipment: Baseball bat, improvised armor, meat jerky (2), metal canteen (2).

🔦 Making Up a Story

The doctor isn't the easiest person in the world to fool, but he enjoys a good lie, the more ridiculous the better. Aside from regular Bluff checks, a player can try to make up a preposterous story in an attempt to win the Doctor over. Fooling Doc is a Bluff DC 22 check (assuming the doctor takes 10), modified by how convincing the story is. If Doc is convinced, he'll make a call on his walkie-talkie, and will thank them, shake their hands, and then simply state, "Big Bordello states you have one week to find out who is behind the heist, or else!" Consult **Path C** for direction.

Should a fight break out, Doc will flee as quickly as possible (which is not very fast for a *Ghūl*). If he is captured, he will swallow a cyanide pill. Given these conditions, the party has either killed him or let him escape. The party is free to recover their gear (as mentioned above, it's just outside the barn in a footlocker that is not even locked.) Proceed to **Encounter 2**.

Path C – Who That? (sc 2)

Path C covers the alternate angle that the characters turn in the Black Widows to the Bordello Mafia or don't have a clue from Path B. In either case, the Black Widows never mentioned to the characters who they were. The characters will need to do some investigative work around Vegas in order to find out who performed the heist.

Read the following if the characters approached the Bordello family attempting to double cross the Black Widows:

After accepting the job from your unknown employer, you have decided it is in your best interest to let the Bordello family know that there will be a heist on the Poker Tournament stakes at 6pm. Finding a Bordello security officer was easy. However the heist never took place, placing suspicion on your group. A Made Man by the name Jimmy Tulipia, sits you down and explains it would be in your best interest to find those that planned the heist and give him a name.

In this scenario, the characters know where to go to collect their share of the booty, should the heist have gone off as planned. However the characters may wish to gather information in Vegas before heading out to the Fork and Pork Roadhouse. Use the information below to fill in inquiring minds, and then proceed to **Encounter 2**.

Read the following if the character came from **Path B (Interrogation)**:

After your encounter at the Barn, you have been returned to the streets of Vegas. The lasting words of the Doc: "Big Bordello states you have one week to find out who is behind the heist...or else!" ring loudly in your ears.

The characters have no clue who framed them. Their only lead is the drifter that approached them with the initial offer of a job. The characters can go about to various locales or question people on the street to attempt to Gather Information on the people they seek. Use the Gather Information chart below by location to dish out the gossip.

Should the characters come to a conclusion that the Black Widows were behind the heist, they'll still need proof to present to the Bordellos. This will require the group to head to the Fork and Pork Roadhouse. Proceed to **Encounter 2**.

If the characters just skip town, proceed to **Conclusion F: Bye-bye Vegas!**

Gather Information (The Heist – time required 1 hour each) (DC/Bribe)

The Vegas Strip

- ❖ DC 5/0 steel: Sorry, didn't hear anything about a Poker Tournament.
- ❖ DC 10/1 steel: Vegas contains five factions (the Mafia families), and anyone of them could be up to no good.
- ❖ DC 15/2 steel: The Mafia hires out to gangbangers and other lowlifes for simple jobs. Someone planning a casino heist would have to be a professional to infiltrate the casino and crack a safe. The casino has pre-Exodus video surveillance on the inside, so this would be a difficult task. I am sure whoever was casing the joint was incognito.

Big Bordello Casino

- ❖ DC 10/5 steel: There were no disturbances during the Poker Tournament, beside a few small brawls.
- ❖ DC 15/10 steel: The casino is under video surveillance; whoever was planning (pulled off) the heist was well disguised as a typical wastelander.

Godiva's

- ❖ DC 20/50 steel: A group of bikers paid for a "Safe Room" experience, but never showed up.

The Mechanic Shop

- ❖ DC 20/5 steel: The Black Widow biker gang left out of the shop in a big hurry around 7pm. They normally hang out at the Fork and Pork roadhouse out on the western highway. A few other biker gangs hang out there also. The place is run by the Khan family, with Chauka Khan in charge.

The Black Widows

- ❖ DC 15/5 steel: The Black Widows are the biggest biker gang (about 50 of them) in the southwest. They normally hang out at the Fork and Pork roadhouse out on the western highway. The leader of the gang goes by the name Big Jim. Rumors have it he is over 7-foot tall and is as big as an outhouse, tooling around with a mini-gun.

The Fork and Pork Roadhouse

- ❖ DC 10/1 steel: The Fork and Pork roadhouse is out on the western highway about 2 days by caravan. They are a stopping point between Vegas and the Junkyard. They specialize in shredded pork sandwiches and prostitutes. The place is run by the Khan family, with Chauka Khan in charge. It is also a favorite of several biker gangs in the wasteland.

Encounter 2 – Welcome to the Wasteland (CEL 6/SC 2)

While en-route to the Fork and Pork, the characters come across an unusual scene. An ancient *Ghūl* named Spike has set up a cluster of tents where he's working on an unusual project – a semi truck that can transform into a deadly combat robot. The only problem is that the machine is homicidal and Spike is completely insane. This encounter is obviously not serious and should be presented in true, ridiculous form. The most important part of running this section is your presentation of Spike - following are a few of Spike's defining qualities:

Spike

Crazed *Ghūl* Roboticist

HP: 19; INT 20, WIS 9, CHA 11.

Craft (electronic) +17, Craft (mechanical) +20,
Knowledge (engineering, science, technology) +14

- He's one Paranoid dude. Spike is concerned that people are trying to steal his 'top secret project'. Yet strangely, he trusts the party instantly and confides all of his obviously delusional and/or fabricated secrets to them.
- He has a tic. Be creative here – the classic twitching eye, a more spastic jerking head, an erratically chomping jaw – go wild here.

- He is desperately working on getting his invention, Optimal Prime, working. He's also just about to succeed, much to everyone's horror.
- He has a potentially imaginary rivalry with Arkevil, another *Ghūl* who Spike describes as 'a real right bastard who lives over them there hills.' If asked to point out which hills those are (there are none in sight) he will wave vaguely in a different direction each time. Arkevil, according to Spike, is building his own machine, a gun that transforms into a robot. It's called MegaGun. (Note: players should be pretty well aware (DC 9 sense motive) that Arkevil either does not exist or really has nothing to do with anything Spike has been doing. Try to dissuade them from tracking down Arkevil or becoming involved in any broadening of this encounter if necessary by suggesting that it seems that Arkevil is most likely some type of hallucination).
- He talks to himself in the middle of conversations with other people.

So here, when the encounter actually begins, we have a description of the hook.

A small cluster of low, patchwork tents comes into view a ways off the highway. It looks as if some type of heavy machinery is amongst the tents, covered over with a thick, brown tarp. You can clearly hear the sound of metal banging on metal - even from this distance.

If the party decides to get closer:

There are at least half a dozen tents staked out in a small clearing. They're arranged in a scattered ring around a massive, tarp-covered machine. Judging by the shape of the concealed machine, it's some kind of semi trailer or large truck, but one half is partially gutted and surrounded by mechanical parts of all sizes and descriptions. In amongst these parts, an impossibly emaciated man tosses mechanical components in all directions and swears like a pirate.

Since Spike is so distracted, he doesn't even get a spot or listen check to detect the players. At this point, allow everyone in the party a DC 13 wisdom check to get a gut feeling that something terrible is about to happen.

There are three ways the party can deal with the encounter.

Option 1: Talking with Spike. The party can try to gather some information from Spike, but he only talks about how awesome his project is. If questioned about it, he goes over the extensive weaponry that Optimal Prime has, about how Optimal Prime is capable of reducing an entire orphanage into a thin coating of sludge in under 10 minutes, and so on. If the party doesn't actively try to talk him out of completing Optimal Prime, head down to

Option 2. If they try to stop Spike, it isn't all that difficult to talk him out of completing his project. Players attempting to do so make a DC 20 diplomacy check (modify this according to roleplaying). Spike will be more friendly towards the party if they've listened to his spiel and asked questions about Optimal Prime (+3 diplomacy check bonuses for each). If the diplomacy check is successful, Spike agrees that maybe the whole giant robot thing was ill-thought out. He says:

'Actually this whole giant robot thing may be a bad idea. All he's programmed to do is knock cacti over and kill all humans in the event of a security crisis, which I guess could be dangerous...especially seeing as I haven't decided what a security crisis even is. Good thing you folks stopped me or else we would be totally screwed! Thanks guys!'

If Spike gives up his quest to complete Optimal Prime, he'll ask the players if they want to help him detonate the project. ("Hey, all my projects end with explosions. It's a tradition! Now let's blow this bastard up.") If so, everyone is given a few sticks of dynamite and expected to help create Prime's funeral candescence.

Option 2: If the players just decide to observe, Spike will grow increasingly agitated for 5 minutes before suddenly shouting:

“Eureka! Take that Arkevil, you bunghole, heh-heh, heh-heh!” The brittle man pulls a rubber band out of his pocket and jams it somewhere into the machine. Almost instantly, a deep rumble emanates from the device and it begins to stir to life with a series of piercing metal squeals. “Optimal Prime! You’re fantastic! The chess club will never laugh at me again after seeing you! Not that they could anyway because they’re dead but I suppose that’s just semantics. Point is, you’re awesome and thus I am awesome by extension. Hahaha!”

The machine, Optimal Prime, will quietly hum for another 5 rounds before important things begin to happen. During this time the party can speak to Spike (he doesn’t get spot or listen checks to detect them at this point either, as he’s too busy basking in the glow of his achievement), but he’ll just go on and on about how great Optimal Prime is until:

Suddenly, the machine lurches sideways and an arm reaches out from beneath the tarp. There’s a strange, mechanical sound as the semi unfolds, then rearranges itself into a towering humanoid draped in a tattered burlap cloak. A deep, rumbling voice calls “Security Parameters critical. The enemies are at the gates. Engage DEFCON 1, War on Terror. Kill all commie foreigners”.

Spike used a military AI computer for Optimal Prime’s brain. The computer is set to kill all foreigners (non-Americans, *Ghūl*, and Mutants) without prejudice. Check it out, it’s a battle!

Optimal Prime; CR 6; Large Construct; HD 8d12+20; hp 72; Mas NA; Init -1; Spd 10 ft., Defense 19 (size, +11 natural), touch 8, flat-footed 19, PDR/5, EDR/5; BAB +8; Grap +18; Atk: Energy Axe +16 melee (2d6+12, 20/x3, plasma) or giant laser blaster +8 ranged (3d6 energy); Full Atk: Energy Axe +16/+11 melee (2d6+8, 20/x3, plasma) or Laser Blaster +8/+3 ranged (3d6 energy); FS: 10 ft./10 ft.; SV Fort +3, Ref +2, Will +2; Str 26, Dex 10, Con –, Int –, Wis –, Cha –.

Feats: None

Skills: None

Special Attacks

Exhaust Blast: As a standard attack action, Optimal Prime can belch a cloud of scalding exhaust fumes around himself in a 20 foot radius. This attack strikes all adjacent foes for 1d6 points of energy (fire) damage and obscure all the area for 1d4 rounds. Melee attacks on Optimal Prime have a 20% miss chance and ranged attacks a 50% miss chance.

Transform: As a full round action, Prime can make a crazy electronic noise and quickly turn into a semi truck. As a semi he would regularly adopt all the characteristics of a large vehicle, but unfortunately his transformation hasn’t quite been perfected so really it just increases his speed to 60 and allows him to ram people for 6d6 physical damage (He gains a +8 to bull rush attempts when in semi form). Since he isn’t exactly great at steering, Prime cannot apply his strength to hit rolls while ramming people; use only his BAB.

Species Traits

Optimal Prime has a +20 racial bonus to disguise checks. However, he may only disguise himself as a truck.

Darkvision 60 ft.

Immunity to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and any effect which allows a fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, non-lethal damage, ability damage, ability drain, or energy drain.

More than Meets the Eye: Optimal Prime emits powerful waves of nostalgia that prevent people from seeing him without remembering how cool he was when they were a kid. As a result, all male characters over the age of 40 suffer a continuous –2 to attack rolls against Prime at all times unless a Will save DC 20 is succeeded. This effect does not apply to women unless they’re a geek-girl.

Appearance

A giant robot who can transform into a semi truck. Please note that the official Optimal Prime action figure will probably look nothing like Prime himself, and you’ll never be able to do the voice.

OPTIMAL PRIME Tactics

Round 1: Optimal Prime is still covered with a tarp and can't move properly. Spike will throw himself between the party and Optimal Prime, imploring that his creation is not only brilliant, but really a nice robot as long as he knows you, and he's really good with kids. Spike's constant cover provides a -2 penalty to hit Optimal Prime with targeted ranged attacks to the legs.

Overseer Note:

If Optimal Prime is defeated, his lifespark will detonate consuming him and his equipment in a puddle of liquid metal. None of the characters will be harmed.

Round 2: Optimal Prime rips the remains of the tarp off and activates his purple energy axe, taking a swing at Spike first. Spike evades and runs and hides behind the party, shouting at Optimal Prime while crying phrases like "I tried to raise him right, I really did!" and "Optimal Prime! Why are you doing this to yourself? Why are you doing this to us?" Optimal Prime only responds with "Kill all foreigners", although sometimes he says it in Arabic, Russian, or Spanish.

Round 3: Optimal Prime pulls out a blaster with his other hand and sprays any non-American, *Ghūl*, and Mutant ranged foes, while attacking closer opponents with his axe. Spike is shuffling through a few wooden crates. If questioned, he will say "I'm looking for the dynamite!"

Round 4: The fight starts in earnest. Spike will toss a bundle of dynamite to the players. The dynamite has a 20 foot blast radius and deals 4d10 explosive damage after the fuse burns away (requires 1 round). There are a total of 6 dynamite bundles available. Meanwhile, Optimal Prime charges into the largest concentration of opponents and sears them with exhaust (4d6 fire damage, DC 18 reflex save for half, affects all individuals adjacent to Optimal Prime).

Round 5: Optimal Prime will jump onto the old freeway and transform into a Semi-truck, stating "Military-bots roll out".

Round 6: Optimal Prime peels out towards Vegas.

Option 3: Dusting Spike. Of course, Spike is just a spindly *Ghūl* and the characters are free to shoot him in the back while he waxes poetic on the power of his creation. Spike will crumple to the ground after one hit and the players will be left with an incomplete Optimal Prime. Incomplete Optimal Prime can be completed with a DC 21 mechanics check and about 10 minutes of work. Unfortunately, once Optimal Prime is active he starts to function as per Option 2, which is likely unpleasant for the party, especially since Spike is dead and can't help them. The fight proceeds without any special round-by-round action until Optimal Prime is eventually destroyed or rolls out.

If the characters do not fix the semi, instead salvaging the site, they can gather together 1000 steel in various parts and material. Additionally, if the characters haul the semi away, at the end of the adventure they must decide to either fix or sell the semi-truck. If a mechanic is hired to fix the vehicle, proceed to Option 2 above. If the semi is sold, the characters can sell it for 62,500 steel; however, they gain the More than Meets the Eye entry on their certificate.

Desert Survival

With the party successfully en-route to the Fork and Pork, they can expect 2 days' ride out of Vegas or 6 days on foot. The party would have to be fairly clueless to get lost along the way, given that it is directly on the old highway. The characters, if not properly prepared, will face the dangers of starvation and thirst before reaching the roadhouse. Each character needs 1½ gallons of water each day to avoid dehydration and ¼ pound of meat to avoid starvation.

The characters can use their survival skills to hunt small desert game (lizards) and to find water with a Survival check DC 15; multiple characters can help to locate water. The source of water, however, is contaminated with radiation. Characters drinking this water are subject to a maximum low level of radiation, gaining 25 RADs each day they drink the water to the maximum of 299 RAD; see radiation rules and after effects in the *Exodus Survivor's Guide*.

Encounter 3 – The Fork and Pork (CEL 6/SC 4)

Several paths lead to this final encounter where the characters encounter the Black Widows at the Fork and Pork Roadhouse. The characters should know why they are here, whether it is to collect funds for participating in the heist, to get the stakes back for the Bordellos, or to find out who was behind the heist.

Read the following as the party approaches the roadhouse:

Following the old cracked highway from Vegas for several days has led you to a desert oasis. A double story wooden structure in the style of a ranch house appears by the side of the highway. A rotating sign with an image of a fork sticking into a hog reads “Fork and Pork Roadhouse”. The familiar smell of herd-animal waste emanates from behind the roadhouse, where squeals and snorts can be heard.

Several haulers and herd animals are parked in front of the Roadhouse, as well as twenty-some-odd motorcycles. Most of the motorcycles have a Black Widow design painted on the frame or fusion tank. A wooden sign swings in the dry dusty breeze from the roadhouse porch: “Vehicular Protection.” Two good ole boys sit on the porch, each with a street sweeper (Mossburg Shotgun).

Rowdiness, catcalls, and music can be heard coming from the inside of the roadhouse.

Outside the Fork and Pork

Outside the Fork and Pork are several haulers and twenty four motorcycles, most of them belonging to the Black Widow's biker gang. Also, there is the pigpen behind the roadhouse; the source of the smell and the squeals.

Most of the motorcycles are Voltage Crossbolts, a popular model for bikers before the Exodus, and display the symbol of a Black Widow on the fusion tank.

The two guards on the porch are guarding the vehicles in the parking lot; however, a video surveillance system is also attached to two turrets on the front two corners of the roof. Should a character attempt to mess with a vehicle, the guard will give a warning, and then the turrets will train on the character closest to the vehicle. If the characters fail to heed the warning, the guard will take cover and the turret will fire a burst in a 20x20 ft. area doing 5d10 points of damage. If the Turret comes under attack, it will fire on the source.

The Pigpen in the back contains 30 hogs fenced in a 60x30 ft. pen behind the Roadhouse. A door from the Roadhouse enters into the pen as well as a gate on the outside of the pen. The gate is chained shut with a lock (Disable Device (open locks) DC 18 to open the lock). The hogs are feasting on two naked male bodies, both riddled with bullet holes.

Inside the Fork and Pork

The Fork and Pork Roadhouse is a bar, eatery, and brothel. Women line the staircase going to the second floor, while the first floor contains the bar and restaurant. Everything is fine unless the characters start trouble by talking to the Black Widows, in which case a fight breaks out between the Black Widows and the characters.

Entering the Fork and Pork Roadhouse reveals an energetic atmosphere. The inside of the Fork and Pork is cramped and filled to the brim with old highway memorabilia – road signs, hubcaps, and yellowed pictures of cars and bikes occupy the entire back wall. In the common room sit twenty small tables with a variety of men and women living it up. A very well-stocked bar dominates the back wall and sits under a balcony which a staircase leads to. Sitting at the bar and tables are several men, all dressed in leather jackets with a black spider embroidered on the back. One of these men is much larger than the others, with a punisher mini-gun within reach.

On the staircase leading to the second floor of the roadhouse is a line of scantily dressed woman, displaying their wares. A Mutant dressed in a suit stands at the bottom of the staircase. Behind the bar, a *Ghul* slings drinks and food to waitresses who serve the paying customers at the bar and the tables in the common room.

Characters may have several goals, based on their sponsor, which can be accomplished here. They may also grab some grub (Kitchen Meal: Shredded Pork Sandwich with Cactus Pickle) and some quickie entertainment from the ladies.

The Mutant, Giorgio “George”, is hired muscle to collect money for visitation rights to see the ladies (See Entertainment in the EXS) and acts as their personal protector. George is also a representative for packages and messages for the Mafia families.

If a character inquires with the Bartender, Barf, he will direct the character to the party he is looking for.

There are several different reasons why the party could have arrived at the Fork and Pork, but all deal with the Black Widows in some way. This is the final proper encounter of the scenario and should be used to wrap up the adventure as well as possible and provide a good closing note. Since there are various reasons the party could have arrived, each is covered in full below.

The Party Helped the Black Widows with the Heist

If the party helped the Widows out and managed to evade the Bordellos, then they are here to collect their cut from Big Jim. The party will need to talk to Big Jim, a jovial man, to get their cut. If they attempt to barter or negotiate with Big Jim, he won’t be impressed and will dismiss them as hog waste. However, if they attempt to impress Big Jim by showing they’ve got balls, they will gain his respect, but still no bonus. Proceed to **Conclusion A – A Successful Heist**.

The Widows framed the party for the Heist

Also known as the ‘screw the party’ scenario. Everyone in this chain of events is mistreating the party and using them for their own gain even though they didn’t do anything wrong. As this may have frustrated a few players, this is the least harsh option and Big Jim should be presented as hardcore, with a sense of recompense. When playing Big Jim for this particular outcome, there are several points you should stress.

- The Black Widows thought the characters were perfect for the job (whatever the case was), but coming here showed they had some big balls.
- The Bordellos have a lot of gall to send people outside the family to deal with this. A chorus of jeers from the other bikers reinforces a shared hatred of the Mafia.
- Big Jim doesn’t like to be a target in the eyes of the Mafia, but neither will he back down from them, and will look to make a compromise.

If the characters came here to collect for the Bordellos from Big Jim, he will offer challenge to the party by taking part in a variety of games. These include riding a dangerously haywire mechanical bull, shooting cans off of their comrades heads, a bar fight, and a standard drinking contest. For each contest the characters win, Big Jim will return ¼ of the heist money in their name to the Bordello family via a proxy (the Mutant Giorgio) above. Proceed to **Conclusion B** or **Conclusion C** depending on how much money the Black Widows return to the Bordellos.

Rules of the challenge: only one party member may attempt a contest, then that member cannot participate in any of the other contests.

The Black Widows (20+ Bikers)

Aggressive 3; Medium Human; HD 3d10+6; hp 26; Mas 14; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 def bonus, +2 Dex, +1 armor); BAB +3; Grap +5; Atk +5 melee (combat knife 1d4+2 19-20 x2) or ranged +7 (Colt 6520 10mm 2d6); SV Fort +6, Ref +2, Will +0; AP 4; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Background: Survivalist

Occupation: Raider

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

Languages: English.

Skills: Climb +4, Gamble +1, Hide +3, Intimidate +2, Jump +4, Navigate +2, Spot +2, and Survival +2.

Traits: One Hander

Talents: Gunslinger, Melee Smash

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

1. **Mechanical Bull Riding:** Have fun with this one. It requires 3 consecutive successful Balance DC 20 checks. If someone fails any balance check, they're thrown - taking non-lethal damage equal to the value they missed the DC. The bull can support weight up to 300 lbs., characters weighing over this gain a +2 circumstance bonus (up to +10 max.) for every 50 lbs. over 300 (the character weight must be noted on their character sheet to get this bonus).
2. **Shooting cans off a Comrade's Head:** Big Jim is more than willing to have the characters lay it on the line and be potentially shot in the face in the name of good fun. Anyone undertaking this challenge is handed a silver pistol, and the comrade of their choice sits on a bar stool and carefully balances a beer can on his head. The can has a defense of 14 and must be targeted (-6 to attack roll). A missed shot that would hit a 14-19 Defense will graze the character's head dealing 2d4 points of damage (makes for a nice scar).
3. **Drinking Contest:** Drinking a bunch of bikers under the table is a staple for any rough and tumble adventure session, and so here it is. A lot of the players' success depends on their bluster here. A series of Fortitude saves (starting at DC 10 and increasing by 2 each time) are the core element of the challenge. The opposing biker has a Fortitude save of +8.
4. **Bar Fight:** A single player can attempt to take on Rosco in a contest of fisticuffs! Check out 'Getting Violent' below for details on defeating Rosco. If they decide to beat him as part of this challenge, they only have to reduce him to 10 hit points before he nods, yields, and surrenders.

Rosco (CR 6)

Aggressive 6; Medium Human; HD 6d10+18+3; hp 58; Mas 16; Init +0; Spd 30 ft.; Defense 13 (+3 def), touch 10, flat-footed 13; BAB +6/+1; Grap +10; Atk Punch +12 melee (brawl 1d8+8, 19-20); Full attack Punch +10/+5 melee (brawl 1d8+8/1d8+8, 19-20) FS: 5 ft./5 ft.; SV Fort +8, Ref +2, Will +1; Str 19, Dex 10, Con 16, Int 10, Wis 8, Cha 8.

Background: Gangster

Occupation: Athlete

Feats: Brawl, Combat Martial Arts, HtH Fighter, Improved Brawl, Improved Combat Martial Arts, Power attack, Street Fighting, Toughness, Weapon Focus (unarmed)

Languages: English.

Skills: Bluff +8, Knowledge (tactics) +9,

Traits: Physically Fit

Talents: Advanced Melee Smash. Improved Melee Smash, Melee Smash, Serious*

Equipment: Bowler Hat, Pants, and Suspenders.

Getting Violent

Some people will choose force as an option regardless of how outnumbered and outgunned they are. Even after seeing there are around 20+ bikers at the Fork and Pork, there's always the chance that someone will go in fists a swingin' and try to extract the pot from the Black Widows. This is fine, because here we have an opportunity for a good, old-fashioned dust-up. As soon as the players start to get violent, read the following.

Big Jim snaps his fingers, and a chorus of sharp metallic clicks answer in kind. In seconds, almost everyone at the bar has a gun pointed in your direction. Jim grins. "If you want a fight, you've come to the right place. But let's do this like men. If one of you can beat Rosco down in a fistfight, we'll listen to what you have to say. If you want a shootout instead, give me your mothers' names. I'll have to send a corsage."

Obviously, if the party continues to fight here, they'll be killed. Challenging Rosco is a lot more sensible. Rosco is a giant of a man with a handlebar moustache, a leather cap, suspenders, and a tattered scarf. He fights bare-knuckled and bare-chested. He isn't easy to defeat, and if a character actually pulls it off, the Black Widows are duly impressed and will listen to what the party has to say. If the players are defeated, they're beaten and shipped off back to Vegas, where the bikers dump them in a pile just outside the Bordellos'. This earns them **Conclusion E – Slaves Like Us**. If the party defeats Rosco, then Big Jim will consider putting a word in to the Bordellos to get them off of the hook, temporarily. Proceed to **Conclusion D: How do you Spell Relief**.

Conclusion A

A Successful Heist

The party managed to pull off the heist and helped the Black Widows with their mission. They've earned their reward and fame with the Black Widows.

Collecting your reward from Big Jim of the Black Widows is very rewarding, as cheers from the other Black Widows drown out the music of the Roadhouse. Big Jim seems pleased by your performance and offers you not only his hospitality, but a future reward for your services. Big Jim tells the bartender to get you some alcoholic refreshments and keep them coming (he insists that you drink with him).

After a night of partying with the Black Widows, you awaken in an upstairs room with some companions and a headache. Returning to the main floor of the Roadhouse, you find a mess and no signs of the bikers. A human bartender greets you, saying "Big Jim left a message. He says the rooms are on the house and he'll see you in the near future."

The characters earn 6400 steel to split among themselves. Additionally, the characters have earned the Black Widows favor certificate entry. The party gains +5% fame with the Black Widows biker gang. If the party attempted to barter with Big Jim, the fame is reduced by 2%.

Conclusion B

Returning the Stakes to the Bordellos

The party managed to recover the stakes for the Bordellos, through a proxy that delivered the cash.

Big Jim is a man of his word and has sent the Poker Tournament stakes back to the Bordellos through a Mafia contact at the Fork and Pork. For now, you have averted the wrath of the Bordello family, but word on the street is that they are keeping an eye on the Black Widows and yourselves.

The characters earn +3% fame in Vegas Mafia for upholding their part of the bargain by returning the Poker Tournament stakes.

Conclusion C

Returning some of the Stakes to the Bordellos

The party managed to recover part of the stakes for the Bordellos, through a proxy that delivered the cash.

Big Jim is a man of his word and has sent a portion of the Poker Tournament stakes back to the Bordellos through a Mafia contact at the Fork and Pork. Word on the street is that the Bordello family is looking for you.

The Bordello family is not very happy with only receiving some of the Poker Stakes. Word will reach the characters that the Bordello family wants retribution for the remaining stake. Unless a character turns himself over to the Vegas Mafia, he earns the certificate entry **Marked for Death**. Should a character turn himself over to the Mafia, he'll have to work off his debt in a labor camp (or brothel) by paying 20 TU for each portion of the stakes not returned by the Black Widows (up to 60 TU total). Alternately, if they dusted Spike and sold Optimal Prime, they can use the money to buy their freedom, but gain the certificate entry **More than Meets the Eye** and must pick Vegas Mafia.

Conclusion D

How do you Spell Relief?

The characters have convinced Big Jim of the Black Widows to intervene with the Bordello family.

Big Jim speaks on your behalf to the Vegas Mafia to gain a stay of execution. The Bordello family agrees to not put a Marked for Death sentence on your head in exchange for your indentured service in the near future.

The characters gain the **Indentured Service** certificate entry. However, the characters can instead turn themselves over to the Bordello family and work off their service at a labor camp (or brothel) for 80TU working off their debt.

Conclusion E

Slaves like Us

The party has been captured by the Vegas Mafia for the heist of the Poker Tournament.

The Vegas Mafia enforcers have captured you. All of your equipment has been stripped from you and you have been sold into slavery.

All of the characters that have been captured are sold into slavery as detailed by gender and race. Each character earns +5% infamy to the Vegas Mafia category. Additionally, all of the characters will earn a slaver's mark — a tattoo on a visible spot on the character — to denote what faction owns the slave. Allow each character to make up a slaver tattoo, along with the name of the slaver, and note it in on the Log.

- Human and Symbiotic Male characters are sold into a slave labor camp, excavating ruins in the wasteland, and are under watch at all times.
- Human and Symbiotic Female characters are sold to a brothel somewhere in the Vegas or NEMO territories.
- Dregs and *Ghūl* characters are put to work in Vegas, as their skill set best fits them.
- Trans-Genetic Mutants and Bio-Mutants are put to work in heavy labor camps in the Junkyard.

The characters earn the **Sold into Slavery** certificate entry.

Conclusion F

Bye-Bye Vegas

The party has skipped town...

If the Bordellos know who the characters are, they'll earn the certificate entry **Marked for Death** for getting the hell out of Vegas without attempting to return the Tournament stakes. If the Bordellos have no clue who the characters are, then they are free and clear, at least for now.

The End...

Experience

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

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

CEL (Combat Encounter Level)

Combat XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion and Story Rewards

Experience		XP Earned
Combat Encounter (CEL)	Achievements	
Encounter 1: Path A Finding the Khans	Defeating the Khan Gangbangers	5 (+/- APL) x 102
Encounter 1: Path A The Distraction	Keep Casino Security engaged in combat for 2 minutes	5 (+/- APL) x 104
Encounter 1: Path B Caught in the Act	Defeat Jimmy and his Goons	10 (+/- APL) x 212
Encounter 1: Path B Interrogation	Defeat Doc Hollywood and his Mutant Guards	4 (+/- APL) x 52
Encounter 2: Welcome to the Wasteland	Defeat the Optimal Prime	6 (+/- APL) x 72
Encounter 3: Fork and Pork	Defeat Rosco	6 (+/- APL) x 58
Skill Challenges (SC)	Achievements	XP Earned
Encounter 1: Path A Finding the Khans	Identifying Khan Colors (gather info or underworld) Stealing Khan Colors (hide and sleight of hand)	250 each
Encounter 1: Path A The Distraction	Distracting the Guards for 2 minutes (various skills)	500
Encounter 1: Path B Caught in the Act	Negotiating with the Goons (diplomacy)	500
Encounter 1: Path B Interrogation	Convincing Doc Hollywood (bluff or diplomacy)	750
Encounter 1: Path C Who That?	Gathering Information on the Heist (gather info)	500
Encounter 2: Welcome to the Wasteland	Talking Spike out of finishing Optimal Prime (diplomacy)	500
Encounter 3: Fork and Pork (framed)	Complete Contests 1-3 (various checks and skills)	250 each
Role-Playing (RP)	Achievements	XP Earned
The Vegas Strip	Gathering Information on the Poker Tournament	50
Big Bordello's Casino	Participating in the Poker Tournament	50
Encounter 1: Path A The Distraction	Creative Distraction	50
Encounter 2: Welcome to the Wasteland	Interacting (talking) with Spike	50
Conclusion	A, B, or C	300
Conclusion	D, E, or F	100
Divide by the number of players for each player's total EXP		
Time Units Spent: The number of day spent in the adventure. 60 or 80 if sold into slavery.		

Reputation

Reputation is gained through the actions of the characters a group or a single character during the scenario. Each character earns either fame or infamy in the Reputation category as defined by the actions listed below. Record all of the results on the Scenario Log.

Conclusion A: +3% or +5% fame with the Black Widows biker gang

Conclusion B: +3% fame with Vegas Mafia

Conclusion E: +5% infamy with Vegas Mafia

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 earn 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%).

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 25	Barter DC 30
Path A: Finding the Khans			+5%	+10%
Combat Knife (4)	82.5	330		
Jean Jacket (skull on back) (8)	5	40		
Vigoroids (8)	100	800		
Path B: Caught in the Act				
Ammunition (.45) (300 rounds)	4	1200		
Combat Knife (6)	82.5	165		
Combat Leather Jacket (6)	500	3000		
Fedora		5		
Grenade (Chemical – Knockout Gas)		500		
Grenade (flash) (6)	175	1050		
H-Rations (12)	5	60		
MAC Ingram 10 SMG (6)	450	2700		
Medpak (12)	87.5	1050		
Suit, Pinstriped		250		
Super Medpak		175		
Thompson M1928 SMG		600		
Water (bottled) (6)	20	120		
Whiskey (bottle)		10		
Path B: Caught in the Act				
Baseball Bat (2)	22.5	45		
Meat Jerky (4)	2.5	10		
Metal Canteen (4)	12.5	50		
Miscellaneous Tools		200		
Encounter 2: Welcome to the Wasteland				
Salvage		1000		
Optimal Prime		62500		
Total	---			

Certificate Entries

Banned from the Bordello: You have been Banned for the Big Bordello Casino. If you ever attempt to enter without an invitation, you'll gain the Marked for Death entry, as below.

Indentured Service: You have entered into indentured service with the Bordello family in Vegas and will be required in the future to fulfill this service. You can instead turn yourself over to the Bordello family and work off your service at a labor camp (or brothel) for 80TU.

Marked for Death: You have been Marked for Death by the Vegas Mafia. This certificate entry will be detailed for the Overseer in future Exodus OPS adventures.

More than Meets the Eye: A vehicle that you have sold has turned out to be a homicidal robot that has gone on a killing spree, in attempts to wipe out the forces of Mega-Gun. For releasing this terror, you gain +5% Infamy to any one of the following organizations of the wasteland. (Circle One) Children of the Apocalypse, NEMO, Tribal Nation, or Vegas Mafia

Severed Limb: Severe torture has resulted in the loss of a left or right (circle one) hand or foot (circle one). A loss of a hand results in a -2 penalty to Dexterity checks and skill requiring both hands, additionally you cannot wield two-handed melee weapons, and suffer a -4 penalty to firearms requiring two hands. The loss of a foot results in a -10 speed penalty and the character cannot perform a run action.

Sold into Slavery: You have been sold into slavery by the Vegas Mafia; however, after 60 days of slaving, you managed to escape to freedom. You have no equipment or money and cannot spend TU to earn money until at least one scenario is played. Additionally, you have been branded with a slavery mark (a brand or tattoo) either on your face, forearm, hand, or leg.

Tortured: You have gained torture scars over 50% of your body. If your scars are visible, you gain a -4 penalty on to your Barter, Diplomacy, and Gather Information skill checks, but gain a +6 bonus to Intimidate skill checks.

You Dirty Rat: You have named the Black Widows as the group behind the Vegas Poker Tournament heist. You have disrespected the Black Widows and cannot gain fame or favors from Big Jim or The Black Widows.

Appendix A: New Stuff

NPC Traits:

Expendable Goon: Expendable goons drop like ninjas in a bad kung fu movie. Any critical hit (not a threat) on an expendable goon causes them to die with a graphic scream, regardless of damage dealt.

Serious: As a full round action if reduced to below 50% of current starting hit points for the encounter, the NPC can get serious. The NPC gains a +2 to attack and damage rolls and gains 10 temporary hit points. Generally a show of seriousness, such as a furrowed brow, mashing palms together, or turning a baseball hat around, is required to get Serious.

New Explosives

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or various devices to set them off.

Explosives require nothing special to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the -4 non-proficiency penalty.

Explosives and Grenades	DMG ¹	CRIT	TYPE	RNG	RADIUS	REF	SIZE	WT	SCRC	COST
Grenade, Chemical	Special	—	X	5	15	15	Tiny	1	R	Special
Grenade, Flash	Special	—	X	5	15	18	Tiny	1	I	350

¹ See item Descriptions or Combat Rules for special information on this weapon.

Grenade, Chemical

Chemical grenades hold deadly chemicals or airborne toxins that are released in gas form delivering a chemical attack upon anyone within the burst radius. Chemical grenades come in a variety of types as denoted on the sidebar.

Chemical	Cost	Fort	Effects
Knockout Gas	1000	18	1d3DEX /Unconsciousness for 1d3 hours

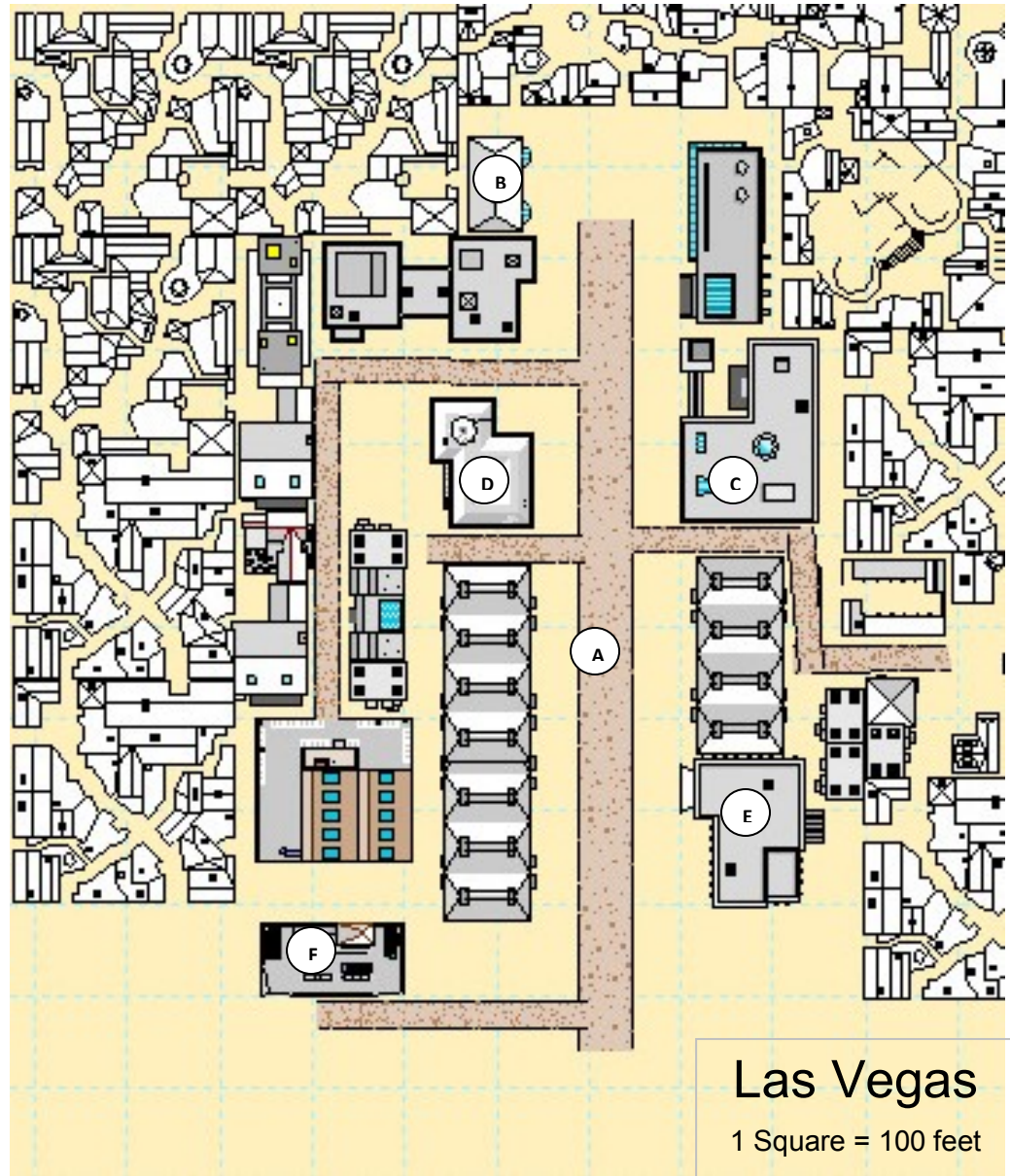
Grenade, Flash

Flash grenades explode in a bright explosion of light blinding anyone in the burst area that fail to make a Reflex save DC 18. Targets that fail their Reflex save are blinded for 1d6 rounds. Targets that are wearing sunglasses or other headgear that shade or protect the eyes gain a +2 equipment bonus to their Reflex save.

Overseer's Map

Key

- A: Vegas Strip
- B: Armament Nation
- C: Big Bordello's Casino and Hotel
- D: The Culture Club
- E: Godiva's Brothel and Museum
- F: Mechanic Garage



- * **Fork and Pork Roadhouse**
80 miles southwest of Vegas

Players's Map

