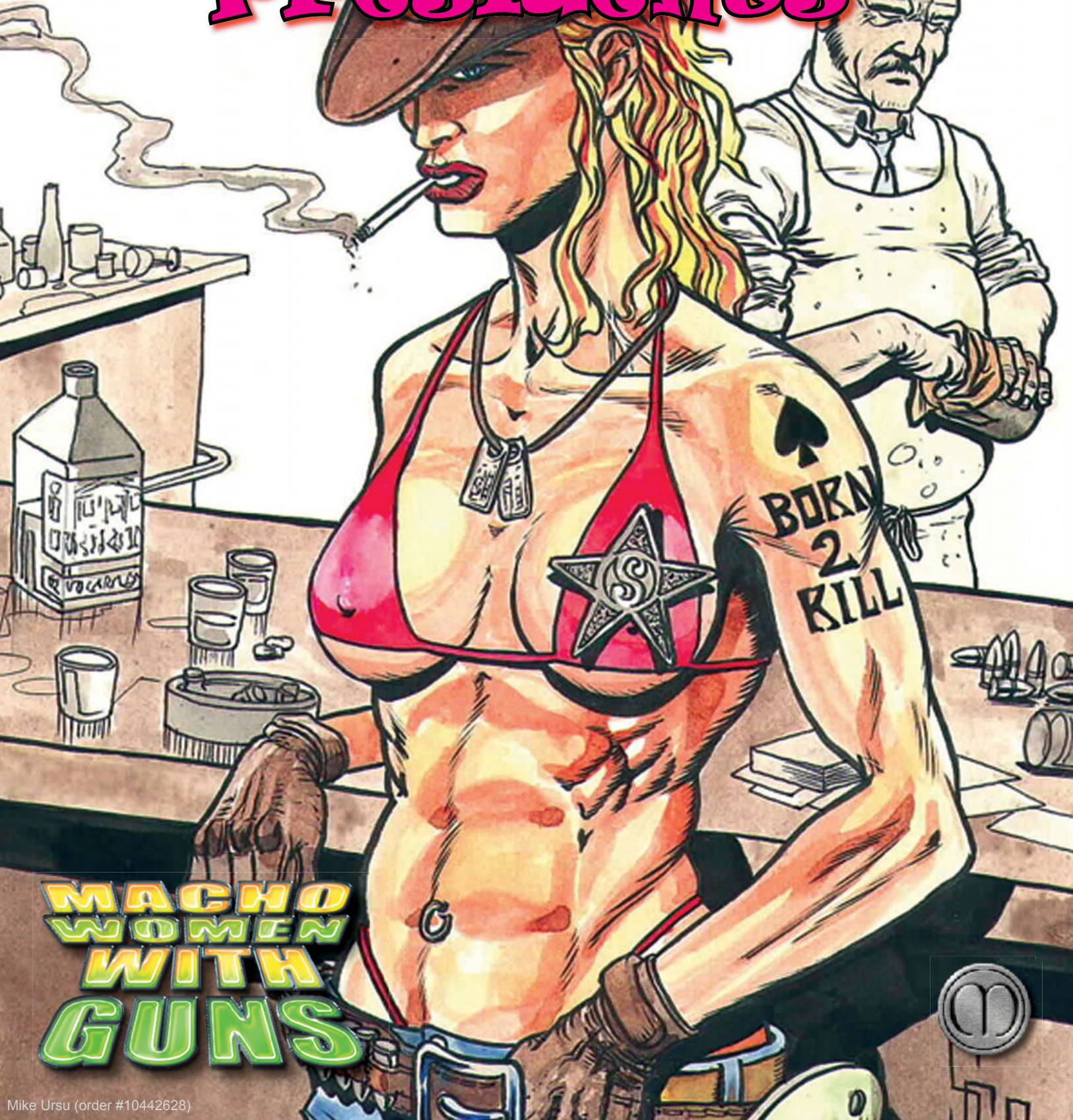


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The Sex Presidents



MACHO
WOMEN
WITH
GUNS



The Sex Presidents

A scenario for four 4th to 6th level characters for the *Macho Women with Guns* Roleplaying Game.

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THE SEX PRESIDENTS

Introduction

The characters have been hired by the Church to recover the stolen Bones of St. Liberace from a secret reliquary in New York. The adventure is suitable for a team of four characters, each around 5th level. The scenario itself should provide at least two sessions of entertainment.

The adventure starts with the group already on the trail of the most likely culprits behind the robbery, a band of high-technology thieves cloned from the greatest criminals in American History, its presidents.

The criminal team is called the 'Sex Presidents' and comprises of 'Slippery Dick' Nixon, Ron 'The Dong' Reagan, 'Big Willy' Clinton, George 'Beaver' Bush, and George 'Little Beaver' W. Bush.

The adventure takes the characters across the Texan plains towards the hideout of the gang, a face-to-face confrontation with the Sex Presidents and the criminal mastermind behind them...

The adventure is broken down into the following scenes:

1. The Town of El Coyote

The party encounters a group of redneck good ole boys, and probably beat the snot out of them. From the pint-sized mayor 'Short Pants' they are directed towards the nearby swamps, to seek help from the inbred locals who live there.

2. The Farm

Deep in the humid swamps the party meet Billy Willy Rob Bob and his darling wife/sister/whatever Jilly Milly Bob Rob. The pair agrees to guide the characters towards the secret hideout in exchange for help. A giant mutant pig has been terrorising the farm over the last few months, and the characters are just the women to take down this 'Devil Boar'.

3. The Devil Boar

The party tracks the Devil Boar to its lair and discovers the tragic tale behind this genetic freak, his sad relationship with Billy Willy. The party can

either be part of a happy family reunion, or have bacon for a month.

4. The Wilde Boys

If all goes well, the group is now led to a barren, dusty plateau with the secret hideout in the mountains ahead. They must first outwit a camp of camp road warriors, 'The Wilde Boys', who patrol the region for the Sex Presidents.

5. The Shantytown

A shantytown has developed on the outskirts of the secret hideout, filled with disgruntled contractors awaiting payment for building the complex.

The party has the chance to do some initial reconnaissance and research into the hideout prior to infiltration.

6. The Hideout

Here the characters must use all their cunning to penetrate the secret hideout, defeat the Sex Presidents, and retrieve the Sacred Bones of Saint Liberace. As the hideout is not quite completed, they must contend with a failed air conditioning system and numerous leaks, leaving them wet, hot and sweaty...

Scene One: El Coyote

The following should be read out to the players...

You've been riding hard for three days on the trail of the Sex President gang when you reach the outskirts of the small Tex-Mex border town of El Coyote.

The air is hot, the landscape dry and dusty. The rocky scenery is decorated with a few misshapen cacti, a dry gulch and several small whitewashed farm buildings.

A lone tumbleweed rolls across your path as you approach the town. Up ahead you can make out a few features, a single street lined with rundown

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wooden buildings, a hotel, a church, a store, barn and a few houses, all in need of a coat of paint and some repair.

As you ride over the cracked, dry, parched earth, your bikes kicking up clouds of yellow dirt, you pass underneath an old gallows, the rope still swaying in the dusty breeze...

The town of El Coyote should provide the party some respite from the hard riding they have had to endure over the last few days, and their first clues to the location of the Sex Presidents gang. The town itself is the classic western ghost town, once a well-visited rest stop on the Tex-Mex trail, now forgotten, abandoned and decaying. The desert is encroaching on all sides, and half the houses are boarded up and empty. Even the vultures have moved on to better pickings elsewhere.

The houses line the single high street. They are wooden, but the paint is peeling off the walls, the windows are covered in dirt, and the drainpipes rusty. The main properties are;

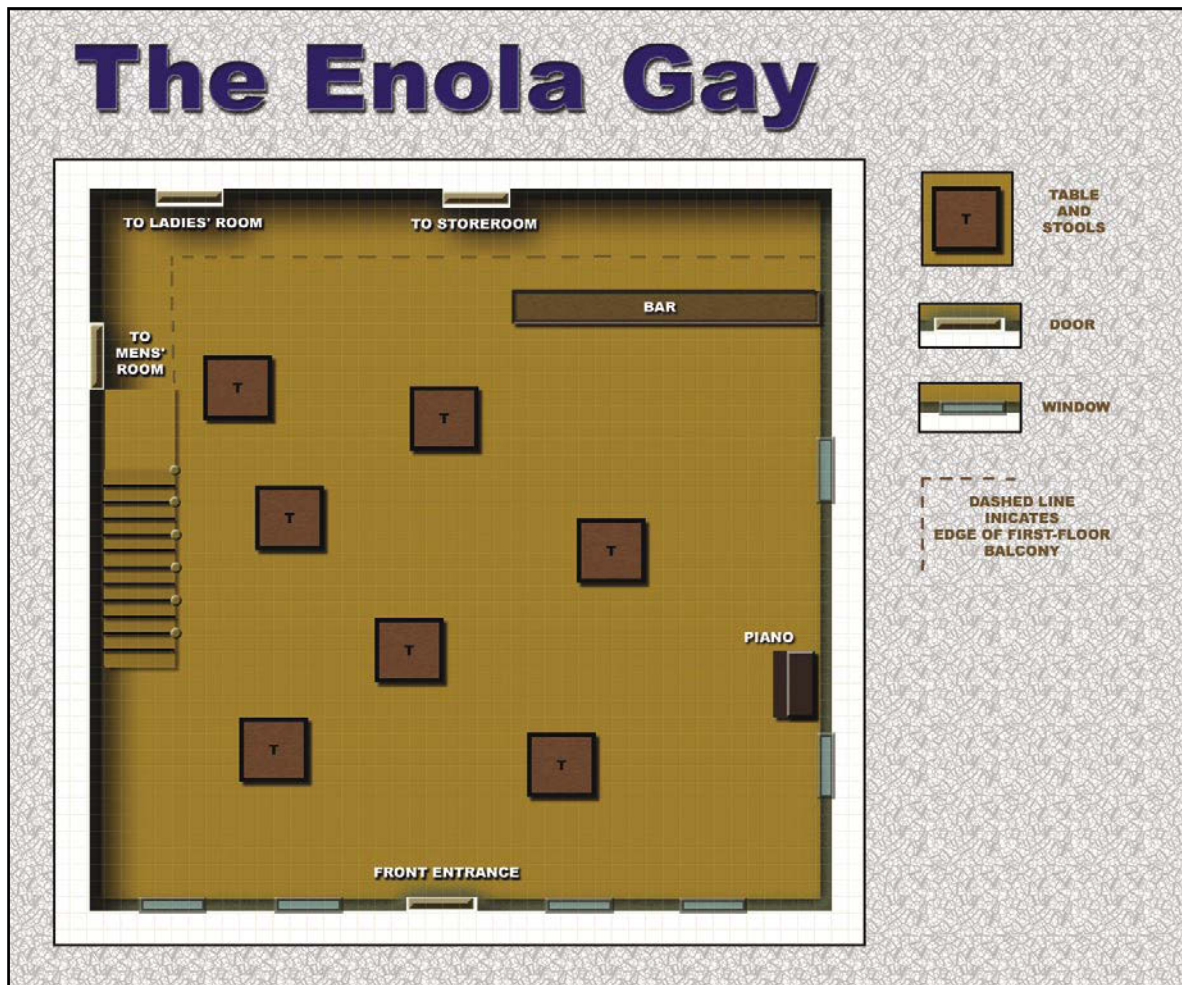
Mr. Toomes Funereal Parlour – As the party drive up the high street, a tall skinny man dressed in black raises a hat to them. His storefront has three new (and empty) coffins leaning against it, and he has a tape measure in his hands.

The General Store – The party can get basic supplies from here.

The Church – Run by Pastor O'Leary, your archetypal drunken priest. He can be found at the hotel most days.

The Barn – This has been converted into a garage. Bits of various rusty cars have been spread outside, and a plump Mexican called Miguel dressed in greasy overalls is busy fixing an engine. He has the relevant Repair and Craft (mechanical) skills, each at +10, and can carry out simple work on the characters' vehicles.

The Enola Gay Hotel – This is the most likely stopping point for the characters (detailed below). Refer to Map 1.



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As the characters head to the hotel saloon, the sign reads 'The Enola Gay' and has a faded atomic mushroom cloud painted on it. The saloon is the focal point of the town; if you want any information, this is where you will find it. The interior is dimly lit, the windows have not been cleaned in a while and the owners are trying to save on the electricity bill. The floorboards creak, the chandelier is covered in dust, the chairs and tables in need of polishing. Only the long saloon bar is well kept, and somehow the shelves behind it well stocked with whiskey, gin, vodka, absinthe, and a large number of interestingly coloured spirits.

The saloon has the following occupants:

Dave McCraw

– The barman and owner. He is well built, but age is taking its toll around his midriff. He keeps himself to himself, and minds his own business. He has a large baseball bat under the counter.

Old Sally – She has been here since before the Dang. A frail looking woman in black, she sits quietly cackling to herself, a small glass of gin in front of her.

Thomas 'Short

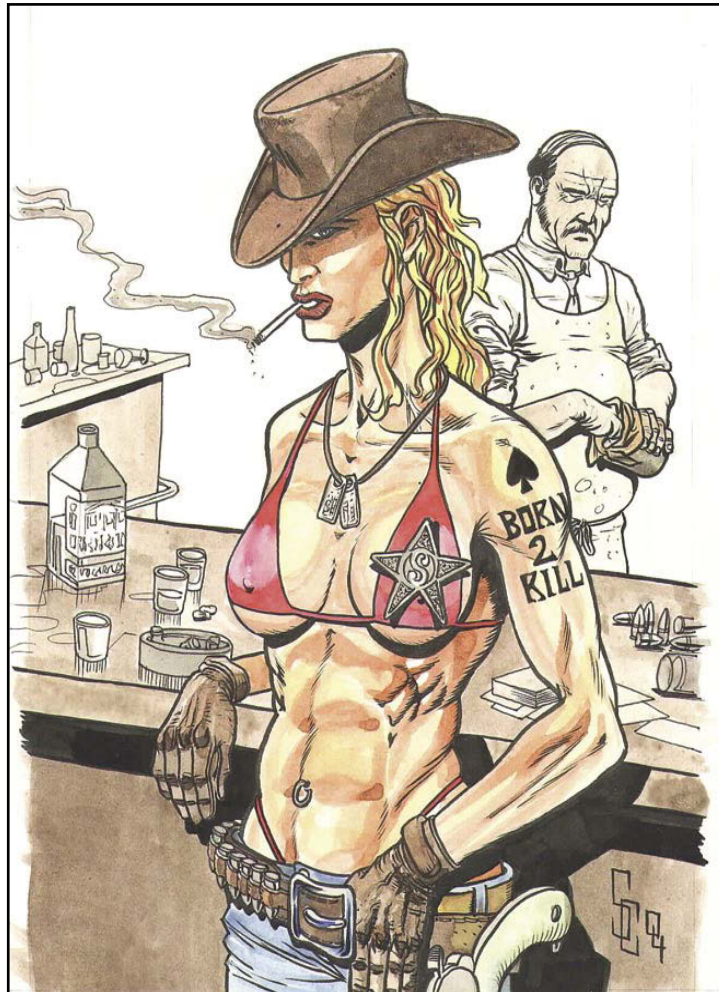
Pants' Bullen – The mayor. 4 feet of horny flesh, he was elected as a joke many years ago, but no one remembers why. He likes to impress, and will make a beeline to the sexiest looking character. His suit is worn and patched on the elbows and knees. He is full of impotent, greasy charm.

Father Pat O'Leary – The resident priest. He sits bleary eyed in a corner, mumbling into his

bottle. He has a tendency to go off in a rant, and is especially wary of nuns (he had a bad experience a while back).

Little Carlos – A ten year old orphan. He does the odd job around the hotel, running errands, spying on people, fixing clothes. He will sidle up to the characters, offering his services for a dollar. He is tricky, cunning and an altogether rogue – he will clearly go far.

The others are the piano player, and three local residents, quietly having a drink.



Both Dave and Thomas know about the Sex Presidents gang, as they have passed by the town a number of times. The best information that they have is the gang appears to be based in the mountains, three days ride from here. The bayou must be crossed first, and they would recommend the party use native guides as the safest way through the swamps. They can direct the characters to the 'Rob Bob' farm at the edge of the swamps. Carlos knows the way to the farm, and would be happy to guide characters there for a small fee.

The characters can acquire this information using

any number of social skills, Bluff (seduction), Intimidate, Nookie even! Difficulties will vary between DC 15-20, bearing in mind the Non-Player Character's particular inclination.

While the characters are gathering this information, loud engines can be heard approaching, soon followed by the yelling of 'Heehaw!' and similar

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redneck exclamations of joy. The saloon doors swing open as four, large, rotund, Stetson-wearing, red-blooded Texans wander in. Their names are Red, Ted, Jed and Ned.

They fulfil every male chauvinistic, republican, NRA membership-owning stereotype you could wish for. They will patronise and insult the locals, throw their (considerable) weight around, get drunk, leery and very horny at the sight of the busty characters.

Each is armed with a hunting rifle and a Bowie knife. They own two pick-up trunks, parked outside, complete with petrol, camping and cooking gear to last a week.

Frankly, if this does not degenerate into a fight, you are doing something wrong. Everyone else will run for cover except Dave, who will wade in with his baseball bat. The furniture can be used for cover, and any missed shots may hit the large number of highly flammable spirits lined up behind the counter. Assume any natural 1 on shooting starts a fire, which will no doubt rapidly spread!

Scene 2: The Farm

Once the party has gathered the necessary information, they will head off south towards the swamps. If they have a guide (little Carlos for example), they will reach the farm easily, otherwise they will need to Navigate (DC 15). If they fail their check, they can retry every hour.

The journey takes the party about three hours, so they reach the edge of the swamp as the sun is setting. Read out the following:

The smell of stagnant water, rotting wood and decaying foliage fills your nostrils well before the swamp comes into view. The ground begins to get marshy, the air turns humid and oppressive after the dryness of the desert. Mosquitoes buzz incessantly about you, and the croaking of the bullfrogs echo through the dimming light. You weave your way carefully through the dense, uneven undergrowth, the path now little more than a moss covered ridge with murky green pools on either side.

As the sun begins to disappear behind the distant mountain plateau, the sky turns from a mixture of fiery reds and oranges to deepening velvet blue. You spot lamp light in the distance...

The characters have reached the Bob Rob farm. The farm consists of a house, outhouse, a barn and a sty. The sty is empty, the wooden fence around it broken. The porch has a rocking chair, and a banjo rests against it. Within, the party can hear the sounds of life.

The two farmers are Billy Willy Bob Rob and his sister/wife/whatever Jilly Milly Rob Bob. They are the inbred descendants of a long line of inbred descendants.

Billy Willy is in his mid 30's, dungaree wearing, straw-hatted, chinless with a pair of eyes quite independent of each other. He is nevertheless honest and hard working, a considerate host, tender lover of swine (in all senses of the word) and expert guide through the swamp.

Jilly Milly is cut from the same cloth as Billy Willy, right down to cute little freckles on her nose. She has a naïve manner, and is easily impressed by the city slicker type the characters no doubt are.

Billy will appear at the porch, lamp in one hand, shotgun in the other. If approached openly, he will invite the characters in, and offer them food. The house is simple, clean and filled with photographs of Billy, Jilly and various pigs dressed up in clothes. There is an air of sadness in the house, of loss.

Midway through the meal, a long, drawn out, ear-piercing squeal will cut through the swamp. The squealing continues for a few minutes, and both Billy and Jilly begin to get more and more distraught. Eventually Jilly degenerates into uncontrollable sobbing as Billy storms out of the house, firing both barrels blindly into the night shouting 'Damn your evil hide, you devil boar! Damn you, you pig from Hell!'

If pressed, the couple will recount their tale of woe...

A month ago, Billy noticed new tracks in the swamp. These tracks were of a pig, but of gigantic size and weight. Billy thought nothing of it, but that night the pigs in the sty began to get agitated, squealing with fear, running around, eyes rolling madly in all directions. It was that night Billy heard



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the squeal of the Devil Boar. Soon after he noticed a giant shape moving through the undergrowth, just beyond the lamplight. He fired at it, and it fled.

Over the next few nights, the same thing happened. The demonic squealing, the massive presence just outside of the light, the petrified pigs.

The pressure was getting to everyone. Billy tracked the Devil Boar during the day back to its lair, but on seeing it whole, its black skin glistening in the morning dew and its fearsome tusks covered in gore, the remains of last night's feeding, he took fright and fled.

Then, last night, the Devil Boar attacked. He rampaged through the farm, knocking over the cart, smashing open the sty and chasing off the pigs within.

Billy and Jilly are desperate for help. They know about the Sex Presidents' secret hideout, and the easiest way to get there. Billy will help the characters reach the mountains, if they rid him of the Devil Boar.

The couple offers the characters a bed for the night, and arranges to head off at first light.

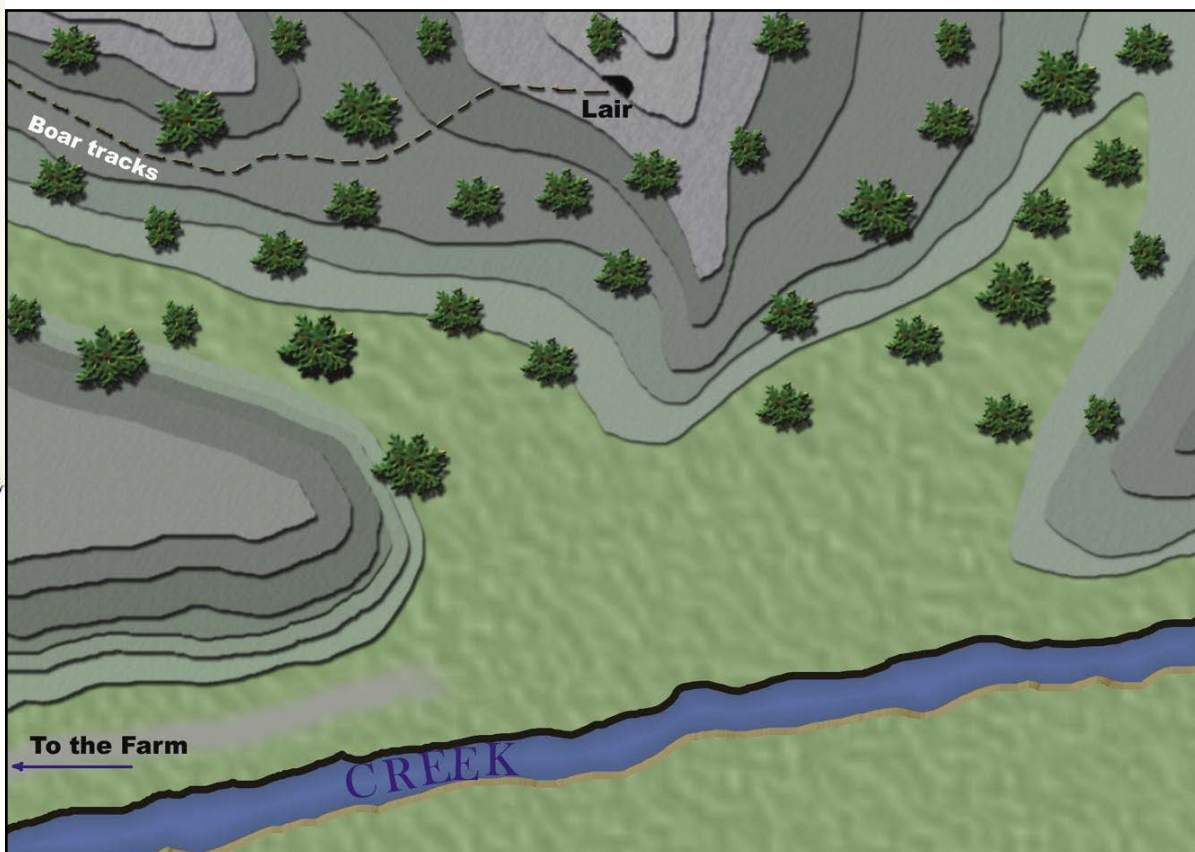
Scene 3: The Devil Boar

Billy tells the party to follow the creek back to the waterfall, where the Devil Boar has its lair. It is four or five hours away and the terrain is too rough and rocky for vehicles, so the party will have to walk. Jilly supplies them with a picnic hamper, and Billy can spare a box of shotgun cartridges if needed.

Encounters

Each hour, roll 1d6. On a roll of a 6, the party meets something from the list below.

1. **A tribe of Noblins**, living in a small village on the creek edge. They survive by fishing, scavenging and trading. They have not seen a woman in over 30 years, and are prone to over-react. They are led by the Big Nob, and he will try and buy one of the characters, offering members of his tribe in exchange. There are 20 of them (*MWWG rulebook*, pg.160).
2. **A flock of machine-gun-toting crows**, perched on a mangy mangrove tree. They do not start trouble, but will make loud comments regarding



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the character's dress sense, physical dimensions, personal odour, hair style, etc, etc. There are 10 of them (*MWWG rulebook*, pg.166).

3. **The Mariachi One Man Band.** This fast drawing killer in Cuban heels is also hot on the trail of the Sex Presidents. He is handsome, with shoulder length black hair, well dressed, and utterly lost. But in his cool Mediterranean manner, is just sitting on a log, playing his guitar, and cymbals, and harmonica, and drum. Of course he is armed to the teeth, pistol in boots, submachinegun in guitar, rocket launcher in drum, and the cymbals are razor sharp. Depending on how the party responds, he may fight them, help them, or try and shag them all. Or all three. His name is El Viagra, and if he survives this encounter, may reappear later on (see Scene Four).
4. **Large python.** The swamp is thick with branches, vines and creepers criss-crossing the path. Unfortunately one such vine turns out to be a 20' long python. Allow the character a Spot check (DC 25) to avoid being caught Flat-footed as it drops on top of her.
5. **Boar tracks.** Anyone with Tracking Feat will notice these large hoof prints in the soft mud. She can then estimate the size and weight of the creature. If they continue to follow the tracks (Search DC 20) they will make their way to the lair in half the time, and avoid any chance of being ambushed by the Devil Boar.
6. **Crocodile.** As the party is forced to cross a small muddy river, they will disturb a crocodile snoozing, half submerged, in the water. Allow the lead character a Spot check (DC 30) to avoid being Flat-footed for the first round.

There are two approaches into the lair. If the party merely follow the directions given by Billy Bob, following the creek, the Devil Boar will spot them well before they reach his lair, and he will wait to ambush them. However, if one of the party has Track (DC 15) and/or Navigate (DC 20), they will be able to sneak round the back, and hopefully take the Devil Boar by surprise. The surrounding area gives between +2 to +4 bonus to the character's Hide Skill, compared against the Devil Boar's Spot Skill.

The Story of the Devil Boar

One of the effects of the Dang is the high percentage of science-fiction type mutations. The Devil Boar

is one of these radioactive mishaps. Billy Bob and Jilly Milly are a devoted couple, but have not been blessed by offspring (given their biological relationship, this can only be a good thing), and who cannot forgive Billy Bob a moment of weakness, given the circumstances?

Sweet Pea was the couple's prize sow. The pair had brought it up and lavished all their care and attention to it, and she had given them several large litters of tasty piglets. One moonlit night, while Billy Bob was feeding the chickens, he caught sight of Sweet Pea. Perhaps it was a lust he had harboured for a long time, perhaps it was just a moment of madness, but in the soft warm hay, under the sweltering heat of the bayou air, they made love, long and tender.

The next morning, Sweet Pea was gone. Perhaps she felt guilt, shame, regret at a love that could not be named (without at least causing some gossip amongst the neighbours). She found a sheltered lair, and nine months later, gave birth to the fruit of their union.

The creature was either the best parts of either species, or the worst. He grew, and grew and grew. 8 feet tall, 420 pounds of muscle, tusk and bad attitude. He has become the terror of the swamp, destroying farms, rampaging through fields, devouring livestock, and stealing swine for his harem of loved up pigs.

A few months ago he visited the Billy Bob farm, and something stirred when he spied Billy Bob. The family resemblance or a tale from his mother perhaps. Whatever the reason, he realised he had found his father. For an already maladjusted teenager, this was the final straw.

The characters have a choice. The Devil Boar is just (*very*) misunderstood. If they are willing to parley, the Devil Boar has just enough understanding of English to explain Billy Bob is his father.

If the characters come looking for trouble, he will give it to them in spades!

The Lair

The lair is part of a cave complex overlooking the creek. The surroundings are heavily wooded, with plenty of hiding places and cover. The Devil Boar knows them all, and will use the area to his best advantage. Make sure you give him plenty stunts, hurling characters into the creek, charging out of hidden alcoves, grandstanding on top the dried bones of earlier hunters, etc.



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The lair itself is some 40 feet deep, unlit and stinking. A dozen other pigs, his harem, lie snoozing in the dark. The Devil Boar has collected miscellaneous kit from other hunters, so allow the characters access to a few spare magazines, a torch, compass, empty backpack and some camping gear.

If the characters are especially sneaky and get the Devil Boar in his lair, he loses his Charging special trait as it is too small for him to move effectively and, in this case only, counts as flat-footed (contrary to the Native Cunning special trait).

If by some chance the characters do parley and discover the Devil Boar's history, they should get as many experience points for returning him to his father and instigating a happy family reunion as they would have for blowing him away.

Scene Four: The Wilde Boys

Once the Devil Boar situation has been resolved, Billy Bob will guide the party through the swamp to the plateau. The journey takes two days, and the terrain becomes drier, more rocky and flat. Once per

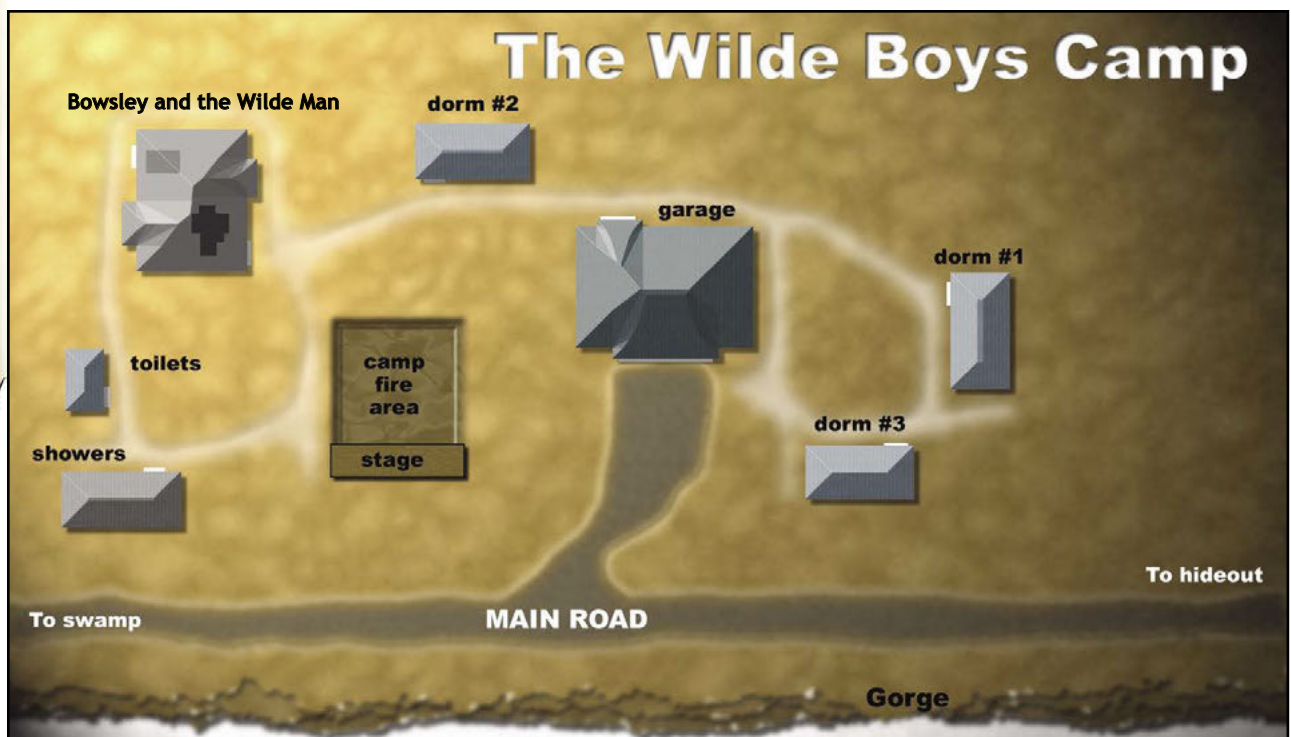
day, the party will have an encounter, selected from the table below.

1. Native American camp. A collection of tepees is spread before the party. There are a dozen or so natives busy at work, cooking, washing scalps and dancing around a campfire. The chief is 'Two Dogs Being Amorous', and his wife is 'Brown Cow'. They are peaceful, and talk Hollawoodese, a particular branch of the Native American tongue involving 'How', 'White man speak with forked tongue', 'The Great Spirit Wampum' and so on. Feel free to ham it up big time. They may offer the party the peace-pipe (Fortitude save DC 20 to avoid passing out after a couple of puffs); as an option one of the characters may have a vision.

2. Waterfall. A sparkling clear waterfall appears ahead of the party. The pools beneath are cool and inviting. If the group go in, and frankly why should they not, have someone or something nick half their clothes.

3. Mexican bandits. Four bandits come galloping towards the group, and attempt to hold them up.

4. Collapsed bridge. The rickety old wooden bridge across the gorge has collapsed. The party can either detour for two days, or try and get across. There is just enough of the bridge left to try a very risky motorbike jump, or else they will have to try



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and get a rope across. The gorge is 40ft. across, and over 100ft. deep, but with numerous ledges.

5. Quicksand. One of the characters drives into quicksand. She can swim out if she keeps her nerve, Swim check (DC 25), or else must make a Strength check (DC20). Each time she fails the check, the difficulty goes up by 5. Once she has failed five checks, she has gone under.

6. Mechanical fault. One of the party's vehicles breaks down. Craft (mechanical) check (DC 20) to repair. Bear in mind if the group do not have the right tools, there is a -4 penalty on the repair rolls.

Now we return to the post apocalyptic desert landscape of the road warrior. Here they will get their first sight of the distant mountain range where the Sex Presidents have their hideout, 50 miles away. But first, they must face the band of thong-and-spike-wearing road warriors that patrol the plateau. Armed to the teeth, by day they drive souped-up cars, bikes and trucks at ridiculous speeds, with massive speakers blaring out various Wagnerian opera tunes.

But at night they retreat to their campsite, replace the leather for smoking jackets, recite poetry, enjoy amateur dramatics and the company of young upper class gentlemen.

The characters must pass by the camp, as it guards the only pass. The immediate area is very craggy, with deep gorges, sheer cliffs and white, dusty roads criss-crossing the landscape. Several of the crevasses are bridged, but invariably these bridges are in poor repair.

If a chase ensues (and frankly, it should), the Wilde Boys will first try and shoot out the characters tyres, while the Hummer and Cavalier will try and ram them. There will be lots of leaping, screaming, explosions and overturning vehicles in this one.

If the characters are captured, they will be taken back to the camp (see Map 3). They will be tied up (Escape Artist check DC30) and left in a tent. El Viagra (see Scene Three) is also here, performing. Depending on whether or not the party encountered him earlier, he may offer to help them. Alternatively, they may be released, without vehicles

and water, and will probably perish if they continue. Or they may try and escape, they could challenge the Wilde Boys to an impromptu poetry competition to the death, or wow them by performing one of Oscar Wilde's plays. If you get the chance, get a copy of Oscar Wilde's quotations, and pepper any non-character conversation with them.

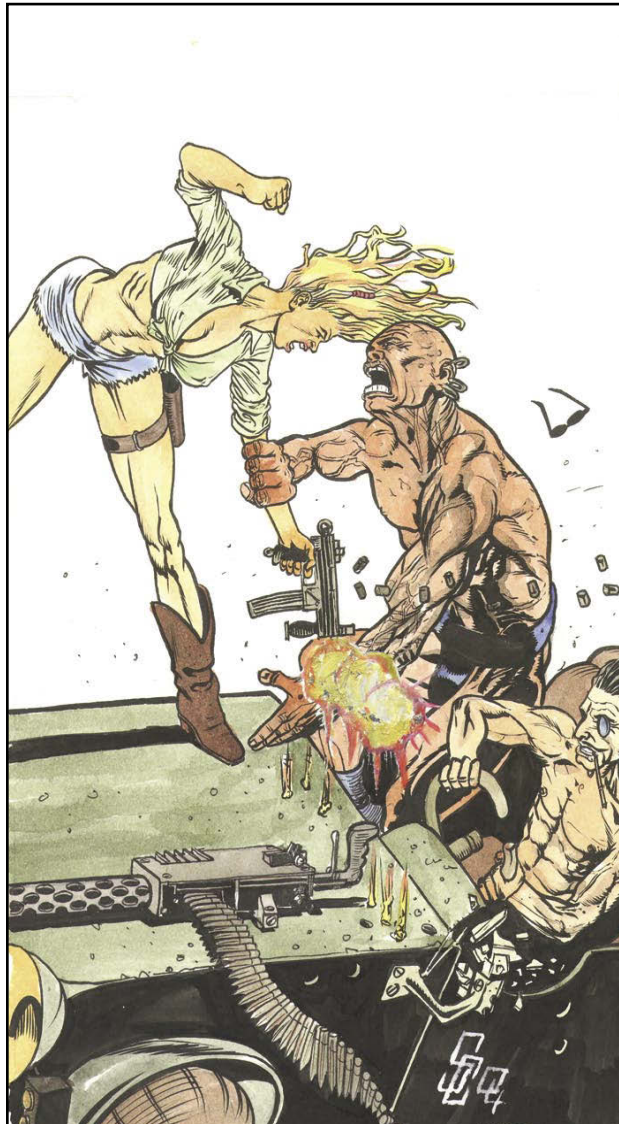
Example Wildean Quotes

'All of us are lying in the gutter, but some of us are looking at the business end of a .44 Magnum.'

'The only thing worse than being talked about, is having to do another Fortitude save for Massive Damage.'

There are 10 Wilde boys in total, six troopers, two lieutenants, Bowsley and The Wilde Man himself.

The road warriors have the following vehicles and arms:



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Four Yamaha YZ250F, ridden by the troopers. Each trooper is armed with a Mossberg shotgun (2d8 dam, Crit 20, Ballistic, 30ft. range increments). One Chevrolet Cavalier, two troopers. The roof has been removed and a massive harpoon gun mounted on it (2d10 dam, Crit 20, Piercing, 40ft. range increments, Single Rate of Fire).

One civilian Hummer, driven by Bowsley, the Wilde Man acts as gunner (vehicle mounted M2HB heavy machine gun, 2d12 dam, Crit 20, Ballistic, 110ft. range increments, Automatic, Linked).

Refer to pg.125, *d20 Modern Roleplaying Game* for the vehicle stats.

Each Wilde Boy has an axe, machete or similar bladed weapon.

Scene Five: The Shantytown

The characters are nearing the end of their adventure. Ahead of them is the mountain stronghold of the Sex Presidents gang, and the bones of St. Liberace are within.

But first...

Every supervillain demands a secret base, usually carved out of a dormant volcano, Alpine mountain range or underwater city. Little thought is given to the logistics required to make the supervillain's dream of a home away from home a reality.

Beyond the mere facts of men, materials, finance, and planning there is the inevitable fact that you need a workforce of hundreds, if not thousands, fed, watered and accommodated while your secret hideout is being constructed.

The Sex Presidents have only now realised quite how difficult it is to manage a secret hideout. The project has been completed, but they have failed to pay their contractors, who have now gone on strike.

So, the piranhas are in quarantine, the sharks with laser beams strapped to their heads have not arrived, and the 10,000-volt electrified fence needs recharging.

The Shantytown

As the characters come into sight of the mountain, they realise that a large shantytown of porta-cabins lies between them and their target. There is a significant workforce still based at the hideout, awaiting pay. The characters, if cunning, can use the workforce to gain access to the hideout.

The purpose of this stage is to allow the characters to gain some information on the hideout before they go in. The Games Master should decide what price the party may have to pay to acquire this information, but guidelines are given with each.

The Architect - Lord Fowster

Part of the shantytown includes an array of marble porta-cabins arranged around a fountain and cultivated garden complex. The architect of the hideout, Lord Fowster, sits patiently awaiting his fees (he is too much of a gentleman to ask). He styles himself as a lord of the manor, even though he began his career as a bricklayer, and can be found sipping cocktails, dressed in a white linen suit, at 11am, 1pm and 7pm on the roof top terrace of his porta-cabin.

He has access to all the plans of the hideout, but does not know about the traps – the electrical contractor installed them.

In exchange for 'services' (his interests include performing opera arias, the works of Babara Cartland, and late 20th Century game shows) Lord Fowster can provide the party with the hideout floor plans. The characters could use a combination of Perform (singing), or Knowledge (literature, popular culture or history) to try and gain Lord Fowster's aid.

The Electrical Contractor - Sparks and Co.

The electrical contractor inhabits the only porta-cabin with a reliable electrical supply, and satellite dish. Jimmy Socket was responsible for installing the automatic trap devices in the hideout. He may be willing to give the characters the pass-codes through these traps and, if shown the floorplans, can tell the party where he installed them.

Jimmy is obsessed by two things; the size of his satellite dish, and building his fully functioning 'living doll'. Craft (electrical), Computer Use and Nookie would be handy here.

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The Mechanical Contractor - Windy Daze Ltd.

These guys installed the ventilation and air-conditioning. They have refused to complete their works until they get paid. As such the giant ventilation fans are only turned on a few hours a day. If approached and well handled, Mr. Daze himself can guide the party to the air-intake shaft, and tell the party when the fans will go off, allowing easy access into the hideout.

Windy is a fan of all things relating to motorbikes, leather and men with moustaches. The characters are not really equipped to fulfil Windy's biggest fantasies, but any keen interest in motorbikes (and the necessary Craft and Repair skills) would help develop some bond between them.

The Drainage Contractor - Wetworks

This team designed the water systems to the hideout. They know how water runs from the mountain reservoir into the hideout, and can provide the characters the necessary scuba-gear to break in via the underground canal complex. Surprisingly, they also have a set of bikinis that just happen to fit the characters...

The Wetworks boys love getting wet, lots of lather and watching girls wash cars in their underwear. Frankly, this bit is easy. The party just need to give a demonstration of handwashing, just think of lots of thick hosepipes that just keep pumping and pumping frothing water all over the girls...

Scene Six: The Hideout

The first thing to note is that the complex is hot. The air-conditioning does not work, so everyone strips down to their underwear to avoid overheating. As such an overheating penalty should be applied to anyone overdressed. If engaged in any strenuous activity, the character loses 1hp per activity for each layer of clothing, plus 1hp for any points of AC bonus.

This is clearly excessive, but its sole purpose is to convince the party to get undressed.

Secondly, half the systems have been altered since the contractors did their work. So, even if the party has visited the Electrical Contractor, the traps

are still operational 50% of the time. The same applies to the ventilation fans. Whenever the group approach any point marked 'T' on Map 4, roll 1d6 on the table below.

- 1. Pit.** The floor beneath the lead character drops open. She can make one Reflex save (DC25) to avoid dropping 30ft. into a tank of water. The tank was meant to contain piranhas, but they have not arrived. Climb check DC 25 to get out.
- 2. Blades.** A pair of blades swing out from the wall, neck height and ankle height. The lead character can make a Reflex save (DC 25) to avoid them. If she has Acrobatics ranks 10+, the save is only 20. Damage is 2d8 for the blades.
- 3. Acid Spray.** Jets of concentrated acid rain down on top of the party. Or would have if the tanks had been refilled. Instead the tanks have been filled with a chemical dye that is harmless, but glows in the dark. All Hide rolls are at -20.
- 4. Electricity.** Two electrodes pop out of the wall, electrocuting the person caught between them. The damage is 3d8, Fortitude save DC 20 to half.
- 5. Laser Beams.** The corridor is suddenly filled with dancing laser beams that start zigzagging across the area. Each round the party are trapped in there, they must make a Reflex save at DC 20. If hit, they take 2d8 points of damage.
- 6. Slabs.** The concrete wall sections either side of the character slam together, then reset. Reflex Save DC 20 or DC 15 if the character has 10+ ranks in Jump. Damage is 4d8.

Room B1 - The Water Tank Room. If the characters were able to gain information from The Wetworks, they will be taken to a nearby river, and directed to the underwater tunnels that lead into this room. The journey will require scuba gear that the Wetworks would provide. The underground swim requires the following rolls;

The journey will take about an hour. The party has airtanks with one-and-a-half hours of air supply.

Navigate (DC 20). The party must make a check every 10 minutes, total of six successful checks to make their way through the underwater labyrinth. Each time they fail, that adds 10 minutes to their journey time, and means 10 less minutes of air.



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Swim (DC10/20). While the characters have air in their tanks, all swim rolls are DC10 (again, roll every 10 minutes). Once they have run out of air, they will have to swim from air pocket to air pocket, and the difficulty is raised to 20. If they fail, they start to drown.

Room B2 – The Ventilation Shaft and Fan Room.

If advised by Windy Daze, the party will be taken to a cliff on the mountain, and directed towards a large 20ft. diameter shaft, descending 100ft. straight down. The characters must climb down this shaft, avoid the large vent fan midway. The fans have three speed settings, Off, Low, Fast. To decide the fan speed, roll 1d6. 1-2 it is off, 3-4 it is at Low speed, 5-6 it is Fast speed.

The fan can be disabled (Craft (mechanical) DC 15, or Disable Device DC 20), but will alert 1d6 guards in doing so. Or they can try and time their descent between the fan propellers, involving a Reflex save DC 20 (Low Speed) or DC 30 (Fast Speed).

Room B3 – The Guard Dormitories. There will be 2d6 guards in here at any one time. The room contains bunkbeds, lockers and various uniforms, but no weapons.

Room B4 – The Captain's Room. It is locked (Disable Device DC 25 to open). Better furnished than the dormitories, this single room has a bed, wardrobe, en-suite and television. The wardrobe contains a smart captain's uniform, and 200 dollars'

worth of miscellaneous jewellery (watch, gold cufflinks, tiepin).

Room B5 – Washrooms. There will be 1d3 naked men in here at any particular time.

Room G1 – The Entrance. This is monitored by two guards. They have a panic button, and hitting it will summon six more guards in 2d6 rounds. The guards check that the workers entering in the morning all have valid identification tags. If the characters have got some tags, they can use Bluff (DC 25), Disguise (DC 20), or Forgery (DC 20) to get past the guards with them. Bear in mind from this point on, everyone is in their underwear due to overheating problems, and the characters may have to explain why they are carrying machine guns.

Room G2 – The Communication Room. The room is locked (DC 30 to unlock). Two guards operate the telecommunication systems from here. It also controls all the security cameras to the hideout EXCEPT for Levels 1 onwards (the presidential suites). The guards here will also hit a panic button if they see any trouble, bringing 1d6 guards to the party in 2d6 rounds.

Room G3 – Kitchen and Dining Room. There will be three staff in here, preparing food for the guards and the Sex Presidents. There are various basic foodstuffs stored here.

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The Presidential Suites

Once the party has bypassed the main security measures, they will reach the upper levels of the complex. Their goal (in traditional kung-fu fashion) is to defeat the guardians of each level, and the Bones of St. Liberace are theirs.

Level 1 – One Bush In the Hand is Worth Two in a Bird

Read the following to the party;

The first level has been decorated in the manner of a Texan ranch. Steer horns hang from the walls, a mechanical bucking bronco sits in a corner and a large electric chair has pride of place in the centre of the room. Two men wait within the chamber, dressed in cowboy outfits, packing six-shooters. They bear a family resemblance.

This floor is guarded by Bush senior and Bush junior (DC 15 on Knowledge (history) to recognise them). They lack any real tactical ability, so will resort to combat almost instantly. They have one special ability:

Confusication: Instead of attacking, a Bush may make a Bluff check. The result is his Defence for that round.

Level 2 – Slippery When Wet

Read the following out loud;

The chamber is made out of marble, in the fashion of a public baths. The central floor area is a large shallow, mud-filled pool, stretching the entire width of the chamber. There is an exit on the other side, but you must wade through the mud to reach it.

The Richard Nixon clone (DC 15 on Knowledge (history) to recognise him) occupies this level. The chamber comprises of a large tank of 2' deep mud, and within it lurches the Nixon clone. He will engage one character in a mud-fight, and the loser will be so demoralised that they will not be able to continue, and must remain at this level.

Level 3 – Bedtime For Bozo

Read the following to the party;

This penultimate floor is decked out like a film set. Huge spotlights hang from the ceiling, film cameras whirl on automatic, and all the furniture is made out of balsa wood. The set itself is of a conventional 1950's suburban home. The set includes a kitchen, living room and bedroom. A dark haired man sits in the kitchen, reading a paper.

In actuality, it is a highly developed Virtual Reality set. As the characters enter, their costumes transform into the wide skirts and tight blouses of a housewife from that period. The Reagan clone (DC 15 on Knowledge (history) to recognise him) appears as the patriarch of the household, and each character must make a Will save (DC 15) to avoid transforming into a simpering housewife. If she fails the save, she will not be able to attack the Reagan clone, but instead just do as he says. However, as a housewife, she can only perform domestic chores, Reagan cannot get her to react violently, any fighting will reduce her to hysterical screaming. The access to the next level is hidden within the fridge.

Once out of this level, any characters that failed the housewife test revert to their original state, but have a –2 circumstance penalty for the rest of the adventure, due to the traumatic experience they have just suffered.

Level Four – WMD (Willy of Massive Dimensions)

Read out this description to the players;

The sweet smell of incense hangs heavy in the air. A Barry White love song carries softly towards you. This chamber is decorated like the harem of a sultan, thick rugs, satin cushions and silken sheets hanging from the ceiling. The entire atmosphere is charged with eroticism. Deep within this temple of love you can see a man, lounging beside a small fountain. He is dressed in a pale, semi-transparent caftan.

Within this lair lurks the Bill Clinton clone (DC 15 on Knowledge (history) to recognise him), perhaps



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the most fearsome foe the party will face. They should be fairly battered by now, so while they will outnumber Bill, he has a few tricks up his sleeve, and one very big one in his Y-fronts.

The Bones of St. Liberace are hidden beyond a secret door within the chamber, and Bill has the key for it tucked in his pants. He will try and engage the characters in conversation, and then try and stun them with his sexual magnetism.

Bill Clinton has the following special abilities:

Gratuitous Y-front Shot: As per Gratuitous Panty Shot, pg. 27, *MWWG Rulebook*.

The Serpent of Doom: Any female reaching into Bill's pants must make a Will save (DC 25) or fall into a swoon for 1d6 rounds.

Kinky Games: Bill has a lot of accessories in his bordello, especially handcuffs, silk ropes and scarves. If he succeeds in a Seduction check against a character, he may perform a Coup de Grace, and if successful, the character has been bound and (optionally) gagged. DC 35 to escape (Escape Artist).

Light My Fire: Bill's cigar gives off a subtle toxin that makes females -2 on all rolls against him (Fortitude save DC 20 to avoid).

The Bones of St. Liberace

Once the characters have the key, and open the door, a blinding white light will dazzle them. Read out the following;

Unable to look into the blinding light, you feel a moment of disorientation, and then, just as suddenly, the light dims.

You find yourselves in a circular room, filled with TV screens. The screens play hundreds of scenes from your recent adventure; your arrival in El Coyote, the encounter with the Devil Boar, the meeting with the Wilde Boys amongst the many others.

A large black armchair faces you, and sitting in it is a middle-aged woman dressed in a white suit. She looks at you in a patronising manner, fingers steepled in front of her.

The party has now come face to face with the criminal mastermind behind the Sex Presidents, Monica Lewinsky (DC 15 Knowledge (history) to recognise her). She will take the characters' momentary confusion to explain the following (and remember, it does not have to make sense): Liberace was the One. His destiny was to recreate a new world, post-Dang, of perfect in its mathematical symmetry. However, he died prematurely creating an anomaly, the systemic fault within society reached a critical configuration, and the Dang went ahead.

While an intern at the White House, Monica gained access to secret government files on cloning technology. Subsequently she took this information and established her empire, using the Sex President clones.

She hopes to use her cloning expertise to recreate Liberace and, when fully developed, use the code programmed into his DNA to create this analogue utopia.

The characters have a choice. The door on the left takes them to the Bones, kept in a white wooden box, but means things will continue without the messianic hopes of a resurrected Liberace, or they can take the right door, and return back home without the Bones, and Monica's scheme continues towards a (hopefully) brighter future.

Or all of this could be complete crap. Drill her and just grab the stuff, all right? The best solution would be to open both doors, grab the Bones, then return back to their place of origin for their reward.

Non-Player Characters

Scene One: El Coyote

The Rednecks (Low-Level Thugs for three of them, Mid-Level Thug for the leader Ned) pg. 273, d20 *Modern Roleplaying Game*.

The Mayor (Smart Ordinary 3/Charismatic Ordinary 3), pg.282, d20 *Modern Roleplaying Game*.

Barman (Strong Ordinary 3/Smart Ordinary 3), pg.274, d20 *Modern Roleplaying Game*.

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Scene Two: The Farm

Billy Bob and Jilly Milly (Strong Ordinary 1/Tough Ordinary 1), pg.273, core rulebook.

Scene Three: The Devil Boar

Python- Use statistics for the Constrictor snake, pg.257, *d20 Modern Roleplaying Game*.

Crocodile - pg.232, *d20 Modern Roleplaying Game*.

El Viagra (Strong Ordinary 3/Fast Ordinary 3), pg.273, *d20 Modern Roleplaying Game*. Replace Profession with Perform (one man band).

Native Americans (Tough Ordinary 1/Dedicated Ordinary 1), pg.280 *d20 Modern Roleplaying Game*.

Mexican Bandits (Strong Ordinary 1/Tough Ordinary 1), pg.273, *d20 Modern Roleplaying Game*.

The Devil Boar

CR 7; Large monstrous humanoid; hp 90; Mas 15; Init +0; Spd 30 ft.; Defence 16, touch 11, flat-footed 16; BAB +10; Grapple +18, Attack +8 Melee (1d8+4, gore); FS 10ft. by 10ft.; Reach 10 ft; SQ Charge 4d6+7, scent, natural cunning, darkvision 60 ft; SV Fort +8, Ref +6, Will +6, AP1; Rep +0, Str 20 (+5), Dex 10, Con 15 (+2), Int 7 (-3), Wis 10, Cha 8 (-2).

Skills: Intimidate +5, Jump +8, Knowledge (swamp) +3, Listen +8, Search +6, Speak English, Spot +8.

Feats: Combat Reflexes, Great Fortitude, Power Attack, Simple weapon Proficiency.

Talent (Strong Hero): Melee Smash, Imp. Melee Smash.

Scene Four: The Wilde Boys

Trooper (Strong Ordinary 1/Fast Ordinary 1), pg.272, *d20 Modern Roleplaying Game* except replace Armour Proficiency (light) with Vehicle Expert.

Bowsley (Fast Ordinary 3/Charismatic Ordinary 3), pg.279, *d20 Modern Roleplaying Game* except replace Renown with Vehicle Expert.

The Wilde Man (Strong 5/Daredevil 5): CR 10; medium sized humanoid; Hit Dice 4d8+8+5+5d10+5, hp. 80, Mas 15; Init +2; Spd 30 ft.; Defence 21, touch 21, flat-footed 19; BAB +7; Grapple +10, Attack +11, Melee (1d8+6, axe), +9 Ranged; FS 10ft. by 10ft.; Reach 10 ft; SV Fort +9, Ref +4, Will +3, AP6; Rep +2, Str 16 (+3), Dex 14 (+2), Con 15 (+2), Int 10, Wis 13 (+1), Cha 12 (+1).

Military Starting Occupation (Drive and Survival class skills).

Skills: Drive +8, Concentration +8, Survival +5, Climb +8, Balance +7, Jump +10, Tumble +7, Intimidate +6.

Feats: Simple weapon Proficiency, Brawl, Personal Firearms Proficiency, Track, Weapon Focus (axe), Power Attack, Drive-By Attack, Acrobatic, Exotic Weapon Proficiency, Burst Fire.

Talent and Special Abilities: Smash, Imp. Melee Smash, Adv. Melee Smash, Fearless, Nip Up, Action Boost, Adrenaline Rush.

Scene Five: The Shanty Town

Lord Fowster (Smart Ordinary 5/Charismatic Ordinary 5), pg.282, *d20 Modern Roleplaying Game*.

Jimmy Sparks, Windy Daze, Networks Boys (Smart Ordinary 3/Dedicated Ordinary 3), pg.281, *d20 Modern Roleplaying Game*.

Scene Six: The Hideout

Guards (Strong Ordinary 1/Tough Ordinary 1), pg.273, *d20 Modern Roleplaying Game*.

Guard Captain (Strong Ordinary 5/Tough Ordinary 5), pg.274, *d20 Modern Roleplaying Game*.

Richard Nixon (Smart 5/Fast 5); CR 10; Str 10, Dex 13 (+1), Con 12 (+1), Int 16 (+3), Wis 10, Cha 15 (+2); Sv Fort +3, Ref +5, Will +6; Init +5; BAB +5; Defence 17; Grapple +5; hp 45.

Skills: Balance +9, Escape Artist +9, Sleight of Hand +9, Knowledge (politics) +11, Hide +9, Move Silently +9, Tumble +11, Craft (mechanical) +11, Computer Use +11, Disable device +16 (Savant), Forgery +11, Profession +8, Knowledge (business) +11, Repair +8.

Feats: Simple Weapons Proficiency, Trustworthy, Improved Initiative, Elusive Target, Defensive Martial Arts, Iron Will, Combat Expertise, Improved Trip, Combat throw, Acrobatic.

Talents: Evasion, Opportunist, Uncanny Dodge 1, Exploit Weakness, Plan, Savant.

Ronald Reagan (Tough 6/Personality 5); CR 11; Str 15 (+2), Dex 11, Con 13 (+1), Int 11, Wis 10, Cha 16 (+3); Sv Fort +7, Ref +5, Will +3; Init +0; BAB +6; Defence 15; Grapple +8; hp 69.

Skills: Bluff +6, Move Silently +4, Perform (act) +8, Diplomacy +6, Knowledge (popular culture) +5, Profession +5, Intimidate +11, Ride +9, Climb +5.

Feats: Simple Weapons Proficiency, Renown, Brawl, Improved Brawl, Toughness, Knockout Punch, Personal Firearms Proficiency, Power Attack, Streetfighting, Defensive Martial Arts.



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Talents: Damage Reduction 1, 2, 3, Unlimited Access, Royalty, Winning Smile, Bonus Class Skill (Move Silently).

George Bush Senior (Fast 5/Dedicated 2); CR 7; Str 11, Dex 12 (+1), Con 13 (+1), Int 15 (+2), Wis 12 (+1), Cha 13 (+1); Sv Fort +4, Ref +4, Will +4; Init +1; BAB +4; Defence 17; Grapple +4, Colt +6 (2d6 dam, 40 ft. range increments); hp 44.

Skills: Investigate +7, Sense Motive +9, Profession +5, Balance +9, Hide +11, Move Silently +11, Craft (mechanical) +10, Pilot +9, Tumble +9, Knowledge (current affairs) +10.

Feats: Simple Weapons Proficiency, Personal Firearms Proficiency, Point Blank Shot, Double Tap, Aircraft Operation, Elusive Target, Stealthy, Weapon Focus (colt).

Talents: Evasion, Increased Speed, Uncanny Dodge, Skill Emphasis (Sense Motive).

George W. Bush (Charismatic 5); CR 5; Str 13 (+1), Dex 13 (+1), Con 13 (+1), Int 9 (-1), Wis 10, Cha 13 (+1); Sv Fort +4, Ref +4, Will +1; Init +1; BAB +2; Defence 14 (Dodge); Grapple +4, Colt +3 (2d6 dam, 40 ft. range increments); hp 25.

Skills: Bluff +9, Handle Animal +9, Intimidate +9, Disguise +9, Profession +8, Knowledge (popular culture) +7.

Feats: Simple Weapons Proficiency, Personal Firearms Proficiency, Dodge, Run.

Talents: Fast Talk, Charm (republicans), Dazzle.

Bill Clinton (Charismatic 8/Personality 5); CR 13; Str 11, Dex 11, Con 13 (+1), Int 16 (+3), Wis 13 (+1), Cha 17 (+3); Sv Fort +8, Ref +9, Will +6; Init +0; BAB +6; Defence 18 (Defensive MA); Grapple +6; Sex Toy (acts as club) +6 (1d4 damage); hp 61.

Skills: Bluff +23, Nookie +23, Profession +9, Diplomacy +21, Investigate +11, Gather Information +13, Intimidate +13, Handle animal +13, Hide +5, Move Silently +5, Drive +5, Perform (sexy dance) +13, Craft (writing) +13, Knowledge (popular culture) +13.

Feats: Simple Weapons Proficiency, Iron Will, Lightning Reflexes, Deceptive, Creative (applies to Nookie in this case), Blow Your Way to the Top, Dodge Responsibility, Promiscuous, Teflon Skin, defensive Martial arts, Frightful Presence (in his underpants).

Talents: Fast Talk, Charm (girls), Dazzle, Taunt, Unlimited Access, Bonus Class skill (Investigate), Deceptive, Royalty.

Monica Lewinsky (Smart 4/Criminal Mastermind 10); CR 14; Str 9 (-1), Dex 13 (+1), Con 10, Int 18 (+4), Wis 16 (+3), Cha 14 (+2); Sv Fort +4, Ref +7, Will +11; Init +1; BAB +5; Defence 14; Grapple +4; Ranged +6 (Luger, 2d6, 30 ft. range increments); hp 55.

Skills: Bluff +19, Diplomacy +15, Forgery +26, Intimidate +17, Profession +23, Research +24, Sense Motive +16, Gather Information +7, Investigate +16, Listen +7, Computer Use +11, Craft (chemical) +11, Craft (pharmaceutical) +11, Decipher Script +11, Demolition +13, Knowledge (technology) +11, Knowledge (tactics) +11, Knowledge (arcane lore) +11, Nookie +8.

Feats: Backstabbing Bitch, Deceptive, Lightning Reflexes, Meticulous, Me, me, me, Scriptwriting Stooze, Frightful Presence (the white suit), Personal Firearms Proficiency, Extra Life, Confident, Cautious.

Talents: Exploit Weakness, Plan, Infallible Scheme, Mooks, Backup Plan, Thugs, Mind like a steel trap, Sidekicks, Fortress of Doom.

The Sex Presidents

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