



The Slaver's Ring

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An Exodus OPS Campaign Adventure

Requires the use of the *d20 Modern Core Rulebook*, published by Wizards of the Coast, Inc.

Las Vegas is a working man's town, with several attractions to catch the eye and to empty the pocket on The Strip. However, there is a darker side of Vegas: the Vegas Mafia Families. A Tribal is seeking experienced hunters to help his village out by recovering Tribal slaves that are in servitude to the Vegas Families. Do you have what it takes to free the Tribal slaves of Vegas? The Slaver's Ring is an Exodus OPS campaign scenario for 4 to 6 characters of 2nd to 5th level.

This OPS adventure is Part One of the Exodus Slaver's Storyline.

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OPS Introduction

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

This adventure requires the *Exodus Survivor's Guide*, the *d20 Modern Core Rulebook*, and the *Exodus OPS* campaign manual. The *Exodus* campaign manual can be found at the GCG website listed above.

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, NPC's, 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 the *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 this text is general and needs to be adapted to a specific situation, or to the actions of the adventurers.

The Slaver's Ring

Exodus OPS

Scenario 1-09

Gangster's Paradise

Location: Bullshead, Vegas, and Nevada

Number of Characters: 4 to 6

Average Character Levels: 3.5

Max. EL (21)

Max. Purchasable Equipment Value: Bullshead (trade up to 500 steel value); Vegas 4,500 steel

Adventure Summary

The Vegas Mafia has an underground pool of slaves that consist mostly of Tribals purchased from NEMO. Several Tribals, warriors from Bullshead, have been gathering information from the Children of the Apocalypse. However, they cannot infiltrate Vegas in order to free their brethren.

The characters have been invited to Bullshead to meet with the Ghostdancer Locomotive Breath. Locomotive Breath asks that the characters enter into a binding agreement to infiltrate the Vegas Slave Ring in exchange for future help on adventures or a trained animal.

The characters travel to Vegas and must find a way to infiltrate the Slaver's Ring in the belly of the Vegas ruins. They have several options to infiltrate the Ring, such as being sold into slavery, befriending a Mafia Family, or capturing a Vegas Slaver.

Once the characters make it to the old military Underground Railroad in the ruins of Vegas, they'll find the slaves locked in reinforced cells, separated by race and gender. Some Mafia boys and Mutant slaves guard the slaves. Once the guards are dealt with, the characters can free the slaves. One slave in particular, a one-armed man called Jon Smith, informs them that the railroad used to run from the Sierra Army base to New Mexico's military bases. Most of the tunnels have collapsed, but this might be the most discreet way to escape from Vegas.

Fleeing North, the characters must tunnel out through an old service entrance forty miles North of Vegas at an old military junction. The junction is still functional on autopilot, and alarms will sound when the characters enter into the building, causing the functional militant robots to activate. Once this encounter is completed, the characters and slaves are free.

Tribals'/Beastmasters' attitudes on *Ghūls* and Trans-Genetic Mutants

Tribals fear the presence of *Ghūls* (the walking dead) and Trans-Genetic Mutants. The presence of walking dead in Tribal territory is an omen of the coming of the Bahana (the journey to the underworld). Tribals will avoid *Ghūls* like a plague, and Beastmasters will attempt to kill the Bahana messengers to prevent the next Apocalypse.

Mutants are viewed as the spirit of the Coyote, as they are known to steal young Tribals and destroy livestock and crops. Tribals will carefully watch single mutants, and flee from groups of them. Beastmasters earn ranks of honor for killing these beasts, and wear trophies taken from the bodies.

Vegas' attitudes on *Ghūls* and Trans-Genetic Mutants

Las Vegas citizens tolerate *Ghūls* as mechanics and engineering consultants but as nothing else. A district ran by the Mario Brothers houses the *Ghūls* and slaves that maintain Vegas' streets and buildings. *Ghūls* attempting to live in the limelight of Vegas will be put in their place or six-foot under. The Vegas Families use Trans-Genetic Mutants as personal escorts and bodyguards. The Families watch free roaming Mutants closely. Citizens give Mutants a wide berth and services are closed to them, unless the merchants know them as working for a Family or have a mark of the Families. Merchants in Cripple Creek will refuse to sell goods to

both *Ghūls* and Trans-Genetic Mutants. Humans that consort with a *Ghūl* or Trans-Genetic Mutant publicly need to succeed at a Diplomacy check (DC 15) in order to purchase goods.

Introduction

A group of Tribal Warriors approaches you while you're in a local watering hole quenching your thirst. One of the Tribals speaks in broken English, while another places a stone tablet with a pictograph of a tribal ghost-man dancing around a fire. "You be chosen one. Come seek Ghost Dancer night of full moon. Nation territory, Bullshead, Old Arizona. Bring tablet." With that, the Tribals leave.

The characters can stop the Tribal Warriors and attempt to converse with them. If a character speaks Tribal, they will communicate the following: "The Ghost Dancer, Locomotive Breath, seeks experienced warriors from outside the Beastmaster Tribal Nations to undertake an important mission for the Nation. The tablet is an invitation to speak with the Ghost Dancer at Bullshead, a Tribal Trading Post, southeast of Vegas, at the next full moon during the renewal ritual." If the character doesn't speak Tribal, the warrior will repeat the text above (in the boxed description), point to the tablet, and move on.

It is up to the characters to travel to Bullshead, but if they don't, use the alternative plot hook provided below. The time that it takes to get to Bullshead from whatever locale the characters are at does not cost any Time Units.

Traveling to Bullshead

The easiest method to travel to Bullshead is by signing on with a caravan as a guard in exchange for free passage. However, characters can purchase passage with a caravan by paying one steel per 5 miles of travel as detailed in the EXS under Transportation. Characters can also travel there by foot, but they will need a lot of water and food stocks; advise the characters against this option. If the characters do travel by foot, they will each need 2 gallons of water per day of travel and 1 pound of food. In addition, each character must succeed at a Fortitude save DC 14 + numbers of day in the wasteland against the Environment (Extreme Heat). If a character fails, he suffers one point of Constitution damage. If a character is near death, Tribals will find the character and take him to Bullshead, read the second paragraph of the Alternate Plot Hook below.

Alternate Plot Hook

If a character doesn't want to undertake the adventure — traveling to Bullshead to see the Ghost Dancer — use the following hook to get the character to Bullshead.

Traveling through the wasteland on a caravan job that you had accepted turned into a disaster. The last thing you can remember is that the caravan was under attack by Slavers and Trans-Genetic Mutants. An explosion sent you flying into the darkness of unconsciousness.

You awaken in a strange place with a Tribal woman attending your wounds. Noticing that you are awake, she calls out in the Tribal tongue. A Tribal man, wearing a loincloth and many beaded necklaces with large knucklebones hanging from them, enters the tent and speaks to you in English. "The Tribal Nation has spared your life from slavers. You are the only survivor rescued from the incursion. You owe the Nation a debt. Rest. On the next full moon, you will go before Locomotive Breath to repay this debt."

The character is considered "Concussed" until seeing the Ghost Dancer. Allow the other characters to explore Bullshead, while this character remains under guard until the night of the full moon. The Ghost Dancer then summons all of the characters with tablets and all those owing debts to the Nation.

Bullshead

Bullshead is the largest trading post of the Tribal Nation, sitting on a canyon on the East side of the Colorado River. The non-Tribal communities of Reno, Steel Disciple Desert Sectors, Desert Rangers, and even some reputable personages from Vegas come to Bullshead to get tradable communities, such as cloth, leather, and meat. The Tribal Nation don't have a need for steel coin; instead, they trade on a value system that is equalvalent to the steel coin.

A wide canyon that drops nearly a hundred feet to a river below separates the Tribal Nation lands from the rest of the wasteland. The canyon heads both North and South as far as the eye can see. A man-made bridge that is over ten feet wide, made of thick rope and wooden planks, extends over the canyon leading into Bullshead, the Tribal Nation's trading center with the outside world. Two Tribal guards with six guard dogs await travelers across the expanse into the Pavilion District or Trading District of Bullshead.

The guards will inspect the characters as they cross the bridge. Humans are allowed into the Pavilion area, unless they display a Slaver's Mark. *Ghūls* and Mutants will only be allowed to enter if they display the invitation tablet, else the guards will force them back across the bridge by releasing the dogs on them.

Bullshead is made of three distinct districts:

The Pavilion District: The Pavilion District is where outsiders of the Tribal Nation are allowed to trade wares and to camp for a night. This district is next to the canyon bridge and ends at a curved stone adobe wall that separates the Pavilion and Adobe Districts.

Adobe District: The district contains the small adobe dwellings that the Tribals and Beastmasters of Bullshead live in. No outsider of the Tribal Nation is allowed here without invitation of the Ghost Dancer of Bullshead or the Big Chief.

Casino District: Three Casinos sit at the back of the Adobe District. These Casinos have been changed into training facilities for the Beastmasters and Tribal Warriors, as well as living quarters for high-ranking warriors in the Tribal Nation. The Ghost Dancer makes one of the Casino his living quarters, as well as a spiritual lodge for Tribal Shamans. The Ghost Dancer meets with outsiders here only on a full moon.

Exploring the Pavilion District

The Pavilion district is composed of twelve large pavilion tents, several smaller tents, and two long single stone buildings resembling pre-Exodus hotels with thatched hay roofs. All of the tents contain merchants trading some type of Tribal wares.

A small tent city, a pavilion, lies beyond the bridge with humans of many nationalities tending to various activities, mostly mercantile. At the left side of the pavilion sits an old pre-Exodus Strip hotel that hosts pack and herd animals with some available rooms denoted by a "vacant" sign. A sun bleached curved wall, some ten feet tall, traps the pavilion between the wall and canyon, and separates the merchants from the adobe buildings and casinos that are behind the wall. The entrance to the Adobe District is guarded by six Beastmaster Warriors and their various wasteland pets.

Pavilion Tents and Merchants

All of the Pavilion tents contain Tribal merchants that are buying and selling goods. A character can purchase Common, Uncommon, and Infrequent goods up to a 500 steel value in tradable goods from the merchants. The Tribals will not take steel, so if the characters want to buy something, they will need to trade an item.

All of the Tribal melee weapons are of a superior craftsmanship granting a +1 bonus to attack and damage. These weapons are valued at triple the listed price in the EXS and purchases can be noted in the Special area of the EXS Log.

Hotel Motel

The Tribal Nation allows merchants and travelers to room for one night at an old pre-Exodus one-story hotel free as long as they are trading goods or have been invited to see the Ghost Dancer.

Gathering Information in Bullshead:

👤 **The Tribal Nation**

The Tribal Nation is composed of four Native American Tribes that survived the Exodus in the shelters of the Grand Canyon. The tribes were combined into one nation in the Year of the Vulture (2022). Each tribe controls a village in the nation governed by the Ghost Dancers chosen by the Big Chief.

👤 **The Ghost Dancers**

The Ghost Dancers are elite male warriors or shamans of a particular tribe chosen by the Big Chief to govern a set portion of land within the Tribal Nation. Each Ghost Dancer is responsible for his tribe and lands. They must attend a pow-wow of the Nation during each eclipse of the moon to renew spiritual bonds with the other tribes. The pow-wow moves to a pre-determined village chosen by the Big Chief. A Ghost Dancer serves his position until he dies or is defeated in a Tribal Challenge.

👤 **The Big Chief**

The Big Chief is the Tribal Nation. The Chief is responsible for the Nation's welfare. He chooses four Ghost Dancers to govern his Nation through wisdom, spirituality, and fighting skills. Once a year all of the Ghost Dancers must come together in a Pow-Wow to renew spiritual bonds and to meet with the Big Chief. If a Ghost Dancer is failing in his duty to protect his lands and provide for his tribe, the Chief issues a Tribal Challenge to all qualifying warriors. If the Ghost dancer is defeated, the Chief replaces him with a new Ghost Dancer to govern the lands and tribe.

👤 **Bullshead Trading**

Bullshead is the only trading post that the Tribal Nation has with the western wasteland dwellers. The Nation has no use for steel, and does not sell items for steel. Instead the Nation trades their commodities of crafts, leather, meats, water (weak radiation), and weapons for useful objects, such as medicines, ammunition, and firearms.

The Ghost Dancer

Locomotive Breath, the Ghost Dancer of the Bullshead region of the Tribal Nation resides in the Casino district. He only will see visitors by special request of a favored Tribal Warrior or by invitation. Luckily, for the characters, they have been invited to see LB on the night of the full moon. When the invitation is presented to the guards at the Adobe District, the characters will be escorted to LB's Casino at dusk on the night of the full moon.

After displaying the invitation tablet to the guards at the Adobe District, two of the six guards motion for you to follow them. The guards lead you through a maze of tightly packed adobe structures to a large field of broken sun bleached stone. At the end of the field are three large temples, each shaped like an Aztec style pyramid. The guards lead you to the middle temple, where a sign in English hangs above the entrance stating, "The Mojave Bull Casino and Resort." The guards motion for you to enter the Casino and they stand guard at the entrance.

As the characters enter into the Casino, they will see a stage behind a row of slot machines where the Ghost Dancer performs a ceremonial dance.

Entering into the Casino, several rows of metal and plastic machines of various faded colors block any direct path towards a stage where a Tribal painted like a desiccated gray corpse, wearing a white loin cloth, dances around a fire on a raised stage. The Tribal swings his arms and stomps his feet around the fire, screaming Tribal Chants in rhythm to the sounds of an unseen drum beat.

The Tribal on the stage is the Ghost Dancer Locomotive Breath, consulting the spirits to aid in the Nation's plight to reclaim the lost Tribals through dance and the reading of the flames. The characters will have to wait until LB has concluded his spiritual dance before he'll speak with them.

After about 10 minutes of the dance, the drums stop and LB jumps from the stage to the floor near the characters. He walks up to examine the characters by looking them over and smelling the air around them. After a few minutes of this, LB speaks broken English.

“How. I’m Locomotive Breath, Ghostdancer of the Tribal Nation of the southern reaches. Dark dreams have summoned ye to the Locomotive Breath. Storms are nearing, brethren are missing. The Vegas is responsible. Ye are the Chosen Ones, summoned by the Sun God to pierce the heart of the storm and return thy brethren to the Tribe.

The Sun God say great warriors and shaman from the white man’s land will return the Nation the lost. The Nation’s great warriors are rewarded by the Deities with gifts. Prepare for thou journey, but beware the Coyote. You go North four days by sand as the crowfoot flies.”

With these words, Locomotive Breath grabs a handful of dust from a tarnished gold bowl and blows it over your group saying, “The Deities are with you.” The Ghost Dancer leaps back onto the stage, walking through the flames of the fire and disappearing.

As the Ghost Dancer leaves, a Tribal Shaman that speaks good English approached the party.

“How. I’m Aqualung, High Shaman of the Ghost Dancer. You have been chosen by the Ghost Dancer to undertake a mission of great importance to the Tribal Nation. If you are not up to the task of the Warrior and Snake, then I must ask you to leave back to the Pavilion District.”

If the all of characters are not interested in going on the mission for the Tribal Nation, then this is the end of the road for them. The mission is over; they are escorted to the Pavilion District. Read Conclusion G to the characters and reward them with the Role-Playing Experience they have earned. If a few characters are not interested in the mission, they may still have a chance to join up with the rest of the party once they leave Bullshead. If they do not, the adventure is over for them.

Should the characters accept the mission, Aqualung will continue:

“You contain the balls of the bull and have much courage, warriors. Our nation is under attack from the forces of the Coyote to the Northwest and South. The first leg of our mission is to free our brethren that are forced into slavery in the City of Sin, Vegas. Once our brothers are free, then war will come to the South.

We cannot enter into Vegas without drawing suspicion to the Nation, whereas you may be able to enter unabated. Our snakes inform us that the slavers hold our brethren in a camp somewhere in the Northern ruins of Vegas. Your task is to infiltrate Vegas, discover the location of the slaver pen, and free our brethren from their Captors.

Aqualung knows little about the location of the slaves but can answer questions on the topics below:

- ☛ **Vegas:** Vegas is full of the spirits of the Coyote. Five tribes run the city, each displaying a different aspect of the Coyote, to lure in unexpected spirits to trap into mental and physical servitude. The city is full of ruins from before the End. The southwest is inhabited by the white man and their rebuilt structures.
- ☛ **The Vegas Mafia:** These tribes call themselves the Mafia, a white man’s term for “warrior.” Each tribe has hundreds of Mafia that enforce its area of influence. The leaders of the tribes constantly war over territory and influence within the city of sin.
- ☛ **The Slaver’s Pen:** These pens are believed to be somewhere in the Northern ruins, however the Snakes have not been able to infiltrate the location without being discovered and forced into retreat.
- ☛ **The Ruins of Vegas:** These ruins are patrolled by the tribes to keep non-Mafia out. The tribes keep their secrets buried in the ruins. Many Tribal Warrior and Snakes have attempted to infiltrate them, but there are too many patrols.

Journey to Vegas

The journey from Bullshead to Las Vegas is roughly 100 miles North by Northeast. The characters may choose a variety of traveling methods to reach Vegas, from walking 3 days through the desert to purchasing passage on a caravan to Vegas. Walking through the desert, it will take the characters just over 3 days to reach the city, however the characters will suffer the environmental effects of the desert, requiring extra food and water to battle the extreme 110-120 degree temperatures during the days of travel. Travel by Caravan passage takes 8 hours of time and costs each character 20 steel. None of the caravan teams going to Vegas needs guards, so characters will need to book passage.

Las Vegas

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-point peak.

Vegas is a collection of restored and rebuilt structure ranging from one story to four stories tall contained into an area of about one-mile square. Most of these structures line an old pre-Exodus split paved road that is severally 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.

Approaching Vegas, the buzz of electricity can be heard in the air. Several glowing and flashing signs draw your attention to the 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. Several men, dressed in blue jeans and black leather jackets with an emblem of a black widow spider on the back, rev up motorcycles, while a greasy *Ghūl* adjusts the bikes.

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 and Hostel, 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. It is up to the characters, once they get to Vegas, to figure out how to gather information on the location of the Tribal Slaves.

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 type of situations.

Knowledge (Underworld):

- ❖ DC 5: The Vegas Mafia runs Vegas (see “Vegas Mafia” under *Gathering Information* below). 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.

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, like X-mart and the Punch-Out gym.
- ☛ 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.
- ☛ The Auction (DC 10 / 1 steel): The Auction is located next to the Casino/Hostel. Thrice per day, six days a week, the run-down slaves (those about to die or have no usable skills) are brought to the auction to sell. If a sale is not made, the slave is hung as entertainment at dusk. It is said that if one talks to the auction master, he can buy a group of slaves for a slightly inflated price outside of the auction.
- ☛ The Slave Pit (DC 15 / 3 steel): The Pit is located in the ruins of old Vegas. No one knows for sure, as all of the slaves are blindfolded and only the elite enforcers from the Ma Sullivan and MacDuggin families know the exact location. Thrice per day, six days a week, the run-down slaves (those about to die or who

are worthless) are brought to the auction to sell. If a sale is not made, the slave is hung as entertainment at dusk.

- ☛ Slavers (DC 20 / 5 steel): Besides pressing criminals into slave labor, it is rumored that the Vegas Mafia families purchase slaves from the Slaver Union and from NEMO to the South. The Slaver Union provides Vegas with *Ghūls* — a necessity for restoring power and for maintenance to the city. NEMO generally provides extra slave labor and women for entertainment value.

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. Two men, one sitting behind a desk just left of the door and the other standing near the armor displays (both of whom look related to each other), give you a wary eye upon your entrance.

The man behind the desk speaks to you. "Greetings, look like you're in the market for some new armament to battle the dangers of the wastelands. We have a huge collection of operational firearms, most of them new, an assortment of explosives, some hand-to-hand weapons, armor for men and women with an assortment of cup sizes, as well as some rare finds scavenged from old military bunkers. Browse around and let me or my brother Keith know what you're interested in."

Armament Nation carries all weapons of an Infrequent scarcity up to 5000 steel. They also have some Rare items in the back room that the characters can inquire about, with a Diplomacy DC 15 skill check.

Rare Items	
Firearms	Melee
Glock 17 (9mm)	Super Sledge
SITES M9 (9mm)	Wakizashi
Bushwhacker Sniper Rifle (.223)	Armor
H&K CAWs (12 gauge)	Riot Shield
M79 Grenade Launcher	Leather Armor MK II
EM 500 Laser Pistol	Combat Vest

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.

Gathering Information: (Purchase Price)

- ☛ Tribal Slaves (20 steel): The Vegas Mafia, along with the Slaver Union and NEMO, has been gathering Tribals to create dissension amongst the Tribal Nation. If war breaks out between the four nations, then the area will open back up to allow the Mafia to infiltrate the military bases that lie within the region without too much resistance from the Tribal Nation.
- ☛ Slave Pit (50 steel): The Mafia families have an underground slave pit located in the ruins somewhere near the Golden Peak Casino ruins. We purchased a *Ghūl* slave back about 5 years ago to repair and clean our equipment and make upgrades. Apparently, the guards blindfold the slaves and lead them through a maze to get to the auction block and labor sites. His blindfold slipped down when they were heading back into the underground slave pit. He was always fearful that he would get killed for knowing the location of the pit. Too bad that an equipment malfunction blew his brainpan all over the walls.

Should the characters purchase the Slave Pit price, after they leave Armament Nation, the Farellys will contact the Sullivan family and inform them that the characters are looking into Slave Pit. Go to the Encounter "Suspicions."

C: Big Bordello's Casino and Hostel

The Bordello family runs the Big Bordello Casino and Hostel. 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 brick hotel has been restored through slave labor, salvaged building supplies from Old Vegas, and purchases from the Junkyard.

The largest building on the Vegas Strip is the Big Bordello, a Casino, and Hostel. 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 dominate the front of the building and extend 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.

The Strip entrance leads to the inside of the Casino. The Casino contains all sorts of games of chance, from Cards to Dice to Slot Machines. The Hostel is located toward the rear of the Casino and can be gotten to by passing through the casino or from a back entrance.

As you enter the Casino, two mutants wearing tuxedos open the entrance doors, saying "Welcome to the Big Bordello; good luck." Inside the Casino, rolls of slot machines dominate a large room with table games behind them. Most of the slot machines are occupied by dilapidated people shoveling steel and pulling a handle. The table games are half-full with sharp dressed men and scantily clad women, who are hooting and shouting. Several men in black suits carrying rifles and stun clubs patrol the floor. At the back of the Casino, a sign with an arrow pointing through a large archway reads "Hostel."

The Casino hosts a variety of games that the characters can attempt to win steel coin on. All of the games are rigged in the Casino's favor. To participate in a game of chance, a character must succeed a Gamble skill check based on the Games of Chance table to the right.

If a character participates in a game of chance table game, a fellow gambler will keep looking up at the character with a pissed off look on his brow. If the character wins more than three hands in a row, the gambler will accuse the character of cheating and start a ruckus. A man in black will escort the gambler from the Casino and will apologize to the character and tell him to enjoy the games. The gambler will wait around outside to start a fight with the character if he leaves within the next few hours. If the character does not leave within two hours, the gambler will lose interest in a fight and leave.

Games of Chance	Gambling Skill Check	Payout
Slot Machine (1 coin)	DC 20	2 to 1
Slot Machine (1 coin)	DC 25	5 to 1
Slot Machine (1 coin)	DC 30	10 to 1
Slot Machine (1 coin)	DC 35	25 to 1
Slot Machine (1 coin)	DC 40	50 to 1
Poker (5 card)	DC 25	3 to 1
Poker (Blackjack)	DC 20	2 to 1
Dice (Craps 2 to 1 odds)	DC 20	2 to 1
Dice (Craps 7-11)	DC 25	5 to 1
Dice (Craps single #)	DC 30	10 to 1
Rolette (2 to 1 odds)	DC 15	2 to 1
Rolette (3 to 1 odds)	DC 20	3 to 1
Rolette (single #)	DC 35	35 to 1

The Hostel is located in the back of the Casino and also has an entrance at the back of the building. A single desk sits at the bottom of stairs that ascend to the upper floors of the Hostel. An attractive, busty Italian girl (Lolita) sits behind the desk, checking in guests and visitors. She will greet the characters and offer them the special discount on rooms. Lodging for the Hostel differs from the typical listing in the EXS; use the following chart for prices.

Hostel Room	Room Rate
Efficiency (Hall Closet)	10
Single	25
Double	40
Quadruple	75
Small Suite	150
Large Suite	300

The characters can attempt to Gather Information from the patrons or Casino staff, but will only receive the same information as was provided on the Strip.

Kenny Rogers (aka the Gambler) (CR 3)

Aggressive 3/ Street Warrior 1; Medium Human; HD 4d10+8; hp 34; Mas 14; Init +3; Spd 30 ft.; Defense 18, touch 15, flat-footed 16 (+3 def, +2 Dex, +3 equip), PDR 1; BAB +4; Grap +6; Atk +8 melee (brawl 1d8+3 non-lethal or spiked knuckles 1d6+3); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +7, Ref +3, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 12.

Background: City Slicker

Occupation: Raider

Feats: Archaic Weapon Proficiency, Brawl, Improved Brawl, Personal Firearm Proficiency, Power Attack, Track.

Languages: English.

Skills: Bluff +6, Gamble +4, Knowledge (underworld) +2, Sense Motive +4

Traits: Lucky, Skilled

Talents: Evasion, Melee Smash

Class Abilities: Urban Survival

Equipment: Combat Leather Jacket, Inferno, Spiked Knuckles, Super Medpak, 40oz malt liquor, 300 steel.

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. A line of people wrap around the building from the Strip entrance. 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 that blocks the entrance and occasionally open the rope to let a few people into the club.

Trans-Genetic Mutants guard the Culture Club entrances, both the front and the rear. People can only enter the Culture through the front entrance and have to wait in line unless they are VIPs, like Made Men. A character can attempt to jump ahead in line by bribing the Mutants, who will let them into the Club for 200 steel each or a female character can attempt to use charm (Diplomacy DC 20 skill check or Charisma DC 22 check) to gain entrance into the club, else the characters will have a 4 hour wait before they are allowed entrance into the club.

If a character gains entrance into the club, read the following:

The inside of the Culture Club is filled with people that dance and mingle to a techno-rock beat, coming from two large blown speakers. A bar dominates the eastern wall of the building with bottles of liquor and beer. Two *Ghūls* behind the bar sling drinks to paying patrons. Plush red ropes cordon off the Southern portion of the Club where several Trans-Genetic Mutants standing guard at the rope's perimeter. Several well dressed and well armed men and women sit at tables behind the ropes engaging in talk and drinks.

The Culture Club is a melting pot of characters that visit or live in Vegas. The Club is also a great source of information. The characters can gather all of the information from the other locations listed on and off the Strip from the various people that frequent the club. The characters must still make a Gather Information skill check and pay the bribe required for the information.

The characters cannot gain access to the Velvet section of the Club, which contains important Mafia persons. The Mutant guards will beat the characters down and toss them out the back door into the gutter if they try. If a character is beat down and tossed from the Club, he'll loss ½ of his current Hit Points in non-lethal damage and gain +1% Infamy in the Vegas Mafia category, however a Made Man will approach the character that got tossed out.

After being beat down and tossed out with the garbage in a back alley of the Club, a tall man dressed in a grey pinstripe suit and wearing a fedora steps into the alleyway from the club's back door, patting a stun club in his hand. "You got a death wish or something? You obviously want some attention or just a beating. Why you try to talk to the Family? You got 30 seconds to tell me what you want, before I put you on the hit list. Start talking, chump."

If the characters are looking for a contact, this is the best they're going to get during this adventure. This Made Man is Vincent "Vinnie" Khan and he is very interested in why the character(s) are interested in drawing the attention of the Mafia to themselves. If the characters tell Vincent the truth about the Tribal Slave recon mission, he'll make the characters an offer they cannot refuse (because if they do, they'll be marked for death, give the characters the Special Log "Marked For Death"). If the characters attempt to mislead Vinnie, allow them a Bluff vs. Sense Motive check against Vinnie. If they succeed the Bluff check, Vinnie will let them off, and return to the club. If they fail, he will tell them to get lost and to watch their backs. The characters will earn the Special Log "Marked for Death."

Vincent Khan (Made Man)

Human Male; WIS 16, CHR 12; Bluff +16, Sense Motive +14.

If the characters agree to Vinnie's offer, he will provide the location of the Slave Pit (bypassing the guard post) and a secure route of escape (through the Northern tunnel) without pursuit. The characters will be on their own getting into the Slave Pit. The characters must agree to deliver a package to the Ghost Dancer. The package will be delivered to the characters in Bullshead (Conclusion E) before speaking with the Ghost Dancer.

E: Godiva's Brothel and Antiquities

Godiva's Brothel and Museum is at the edge of the Strip close to the edge of town. This is an independent business operated by the Lady 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 chair that sit strategically about the perimeter. An oaken staircase that glistens 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 which entertainment services the brothel has. If the characters are interested in entertainment or another service, Godiva's provides the following services as denoted on the chart below.

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, 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.

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

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.

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

On the outskirts of Vegas, just off the Strip is the Mechanic Shop. Big Jim Slim runs the mechanic shop and is open only during the day. He employs three *Ghūls* 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 North of the Strip. Several old American Vintage and Dynamic Motors vehicles and motorcycles sit within the fenced in yard. The sound of grinding and bursts of air can be heard coming from the garage.

The garage lot is locked and the fence is electrified (Energy Damage 3d6 per round, Reflex DC 18 for half). There is a push button at the rolling gates to get the attention of one of the garage workers. If a character pushes the button, one of *Ghūls* will come to the fence and ask what the character wants. The worker doesn't have any information that is useful to the characters, but can fix just about anything Mechanical or Electrical as detailed under Repairs in Chapter 4, Services.

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

G: X-Mart

X-Mart was a pre-Exodus bargain discount store that carried just about everything one needed to survive during that era. The store now functions as a wasteland supply store, ran by a group of Survivalist.

Next to the garage, behind the brothel, is a large deep rectangular building made of cinderblocks. The building look recently repaired in several spots denoted by a different color of block. A faded sign attached to the top of the building states, "X-Mart" in weather-bleached red. Next to the entrance is a painted sign stating "Wasteland Survival Gear, Medical Supplies, and Dried Food Stocks"

X-Mart carries all of the Infrequent scarcity chemicals, gear, grub, and medicine listed in the EXS at a discounted price of +10% above listed cost (well discounted for this area of the wasteland). Additionally X-Mart carries a few rare items that can be purchased.

If information Gathering is used at this locale, the old men will regale the characters with wasteland rumors that have nothing to do with Tribal Slaves.

☛ "Just after the bombs fell, these old coots and I wander the wastelands in search for the perfect woman. Figured if we survived so did the fairer sexes. Man all we found was wilder beast looking woman. Hell, Frank even married one and has some ugly looking children. Never did find that perfect woman, had to settle like Frank, with some pig-face girl. Yup, had some ugly children too. Hope you learned something sonny, don't marry a butt-ugly woman even if they can cook."

- ☛ “Once while searching for survivors in the ruins of some wasteland city with Gilbert and Frank, we came across the shed skin of a large reptile. Gilbert there is an expert skinner, so he proceeded to make us some snake skin leather dusters and boots. Hell, there was enough even to make a tent afterwards. Sold the rest and bought this dump. Moral of the story, sonny, you never know what gifts the wasteland will give you.”
- ☛ “Not too long ago, some fancy cult came a calling. Called themselves the Unity. Hell, we joined up and went to some Casino resort in Tahoe. They put us all in this big room to watch a picture show of a guy named ‘Smiling Bob’ going about meeting people, making that connection, especially with the women. Woo-hoo, that Smiling Bob was the man, sure enough. Just a few minutes in the backroom room with one of Bob’s beauties and Wooooo-hooooo, spin that wheel. Anyway, where was I? Oh yeah. After the movie, they explained to us that the first degree of separation is to meet new people, shake their hands, and get friendly and stuff, just like Bob. Then they took us out to the lake and sprinkled water over our heads. It was a hot day, so the water was quite refreshing.”
- ☛ “There is this old timer that hangs out at the liquor store that we used to party with back in the days when we scavenged for a living, before we met some ugly women. His name be Lemmy, you know, like that singer from that band before the Exodus. What was that band called...? Oh yeah, Mofthead. Hell Frank, wasn’t he the one that set you up with that ugly woman of yours? Where was I? Oh yeah, he was the original scavenger of Vegas, taught us everything we know about scavenging, selling, and surviving the wasteland. So respect you elders, Sonny, never know what useful skills they possess.”

H: Auction Block

The Auction block is to East of the Casino on a raised stage. Three times per day, Ma’s boys will put up a half dozen slaves from all creeds, walks of life, and backgrounds for sale.

A large raised stage sits to the East of the Casino. A sign states, “Slave Auctions every day but Sunday at Noon, 3PM, and 7PM. Hangings at 9PM.” Behind the stage is a small pigpen with two huge pigs.

If the characters return at a scheduled Auction Time read the following:

A crowd begins to gather around the Auction stage. After a few minutes, a Greek man dressed in a white suit wearing a fedora walks up on stage. The sound of chains is heard rattling behind the stage. The Greek man speaks into a bullhorn, “Ha ha, listen to me. I, Guido, will now start the auction with our first slave, straight from the pits to your home. Bid often, bid high.” With that, a muscular man wearing scraps of clothing and bound by chains is led to the stage by two Trans-Genetic Mutants wearing bondage gear. Various people in the crowd around the stage start shouting out bids for the slave.

Each slave in the group is brought on stage one at a time. If a bid on a slave does not equal the slave’s worth, the slave is taken back to the Pit to await hanging at dark. The characters may bid on the slaves; each slave’s starting bid is 500 + 1d6x100 steel coins. Once a slave is purchased, the characters may do as they please with their slave. If a character keeps the slave, he’ll need to contact the campaign staff for information on the slave (see log entry). As Overseer, use Appendix A to detail the slaves that are up for auction.

The characters have two other options that they might wish to attempt. First, the characters can talk to Guido after one of the auctions ends and attempt to purchase all of the Tribals in the Slave Pit. Guido will be willing to sell eight out of the 24 Tribals to the characters if they succeed a Diplomacy DC 20 check with the condition that they owe him a favor in the future. He will sell four Tribals for 1500 steel coins each to the characters if they do not wish to owe him a favor. If the characters buy some Tribal slaves, they can partially succeed and receive Conclusion C or Conclusion D. They may continue to try to liberate other Tribal slaves to get a different Conclusion.

Second, the characters can attempt to follow the slaves back to the Slave Pits in the ruins of Vegas. If the characters take this path, proceed to the encounter “Urban Trackers”.

I: The Pusher Man

In a few locations around the back streets of Vegas, the characters can find drug dealers. The characters can purchase any of the drugs listed in the EXS at +20% cost. The drug supply, however, is limited. Each of the four dealers only has three of each type of drug. The most the characters will be able to buy is 12 total of a particular drug.

J: Liquor Store

The liquor store is a building that sits down one of the side streets of Vegas and is run by the Gambini family. Usually the junior members of the family are assigned to run the store.

A small sun bleached store sits in the middle of the street surrounded by other dilapidated buildings. A partial plastic sign reading "Liquor and Lottery" hangs on the front of the building. An old weatherworn man hangs around the front of the store, nursing a fifth of booze.

The liquor store has a variety of liquor, as detailed in Chapter 4 under Grub of the EXS. The Gambinis charge +10% tax on all sales. The Gambini running the store will not provide the characters with any information.

The man outside is Lemmy, an old retired Scavenger. He is a native of Vegas who survived the Exodus living in the ruins of Vegas, until the Mafia showed up and forced him into retirement. He now occasionally oversees Salvage operations for the Gambini family for some money, which he spends on liquor. If the characters buy him some booze, he'll be open to some questions.

- ☛ Lemmy: "Me, I'm Lemmy, as old as dirt and pickled like dried jerky. Been here since before the Exodus, was a car porter at the Grand Casino, long buried beneath the rubble. Got lucky, was in a vehicle, in an underground garage when the bombs fell. Took me two weeks to get out. I got sick, but found some pills, took them 'til I got better. Started scavenging the ruins for supplies and selling them to passerbys. Then the Mafia came along and took over. They used me for a guide for a while and then booted me to the gutters."
- ☛ Scavenging: "Used to be the best scavenger in Vegas, because I was the only scavenger in Vegas. Then the Mafia came along and took over the business. Cut out the middleman — me! Been on skid row ever since."
- ☛ Vegas Mafia: "There were about 10 gangs that congregated here around 2020 to 2025. Then the fighting started and a few of the gangs merged, creating large families calling themselves the Mafia. By 2030, five families warred over Vegas, but the Irish created an uneasy truce between the other families. The last few years Vegas has started to grow."
- ☛ Vegas Ruins (Another Bottle of Liquor): "Not that I should be telling you this, but I stumbled across some guard posts a few years ago when I was illegally scavenging. The Mafia set up several outposts in the ruins to prevent illegal scavenging."
- ☛ Slaves (Yet Another Bottle of Liquor): "While doing some scouting for the Gambini family, I seen some Mafia guards hiding just inside the entrance of an underground garage near the old Casinos. See that peak (points to the tip of the pyramid that emerges from the ruins), it is near there, but I don't remember a garage there, cobwebs, you know, it has been twenty years. There were a lot of tracks going in and out of an excavated tunnel. I was curious and watched from a distance for a few days and noticed them leading in chained prisoners. Figure this must be the jail, so I got out of there, not wanting to get caught."

If the characters attempt to convince Lemmy to lead them to the location, he'll refuse, stating he's too old and too drunk to remember the way. If the characters attempt to Intimidate or Blackmail Lemmy into helping, Lemmy will carry on something awful and two of the Gambinis in the store will come to his aid, while a third radios for help. Help will arrive in 10 rounds. If the characters start trouble here, they will receive +1% infamy in the Mafia: Gambini Family.

Getting Lemmy to reveal the general location of the garage is a great break for the characters. Should they investigate this option, go to the encounter "Urban Trackers."

K: Food Court

The Food Court is the poor man's kitchen. Most of Vegas comes here to eat.

A large yard with smoke pouring into the sky and surrounded by a wooden privacy fence emits a smell of roasted lizard meats, desert peppers, fried cactus, and several other delicious smelling wasteland food aromas. Inside the yard are several *Ghūls* barbecuing a variety of foods on makeshift grills made of drum barrels cut in half. A line of tables filled with people dominates half of the yard, while the other half is the cordoned off by posts and ropes for the cooks. An old human wearing a somewhat white apron stands at a counter by the cooks. As they prepare the orders, he hands people their dishes.

The characters will be able to buy a Kitchen Meal here at normal price as listed in the EXS.

L: Merchant Pavilion

This old warehouse contains the Merchants' Open Market Pavilion.

An old warehouse (minus the roof) contains an open marketplace. Merchants have set up in various locations within this warehouse and call out the types of wares they are selling.

The characters can purchase any equipment that is of Infrequent Scarcity up to a value of 1200 steel that is listed in the EXS.

M: Church

This small marital chapel was restored from pre-Exodus times and still serves in the capacity of a marriage chapel for those Mafia shotgun weddings.

A small white chapel sits at the end of First Street. The chapel is surrounded by a white picket fence with strange looking red, white, and yellow flowers growing in garden bed that lines the walkway to the chapel's entrance. The chapel has a glowing sign hanging on the front of the building stating, "Marriages in 1-hour, no license needed; Quick Divorces; Communions; Detox; and Life Counseling."

This quickie chapel is run by Father Nelson, an ordained minister from pre-Exodus times, and three orphan boys that are being instructed in the arts of Catholic religion. The Father performs all of the spiritual services required by the Mafia Families.

Gathering Information: (DC / Donation 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 Mafia (DC 10 / 1 steel): Five 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 Vermillions oversee weapons control. 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, along with the enforcers that are drawn from all of the Five Families.
- ☛ 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 possibly sale at the slave auction, or hanging.

- ☛ The Auction (DC 10 / 1 steel): The Auction is located next to the Casino/Hostel. Thrice per day, six days a week, the run-down slaves — those about to die or who are worthless and have no usable skills — are brought to the auction to sell. If a sale is not made, the slave is hung as entertainment at dusk. It is said that if one talks to the auction master, he can buy a group of slaves for a slightly inflated price outside of the auction.
- ☛ The Slave Pit (DC 15 / 2 steel): The Pit is located in the ruins of old Vegas. No one knows for sure, as all of the slaves are blindfolded and only the elite enforcers from the Ma Sullivan and MacDuggin families know the exact location. Thrice per day, six days a week, the run-down slaves — those about to die or who are worthless — are brought to the auction to sell. If a sale is not made, the slave is hung as entertainment at dusk. (Note: If the characters ask Father Nelson about the Slave Pit, he will inform the Mafia of the characters' inquiry, see the encounter "Suspicion" below.)

N: Punch-Out GYM

The Punch-Out Gym is located North of the Strip, down some side streets. The Gym is owed by the MacDuggin Family and employee fighters and trainers that engage in weekly bouts for money as well as fight throughout the tournaments in the wasteland.

A two story white washed building sits at the end of the street. On the side of the building, a boxer has been painted in a boxing pose.

Should the characters enter the building read the following:

Inside the building, a boxing ring dominates the middle of a large room. Bleachers surround three sides of the boxing ring. Behind the boxing ring are two offices, men's and women's locker rooms, and a variety of workout equipment. Currently one old skinny guy wearing casual clothes sits on the bleachers near the ring reading a book, while a huge muscular man in shiny shorts punches a heavy bag in the workout area.

The guy sitting on the bench reading a Gaelic book is Frankie Dunn (aka the Boss). Boss is a promoter and manager for the Punch-Out Gym. If the characters are interested in a fight, Boss will set up a sparring match with Killer MacDuggin — the guy working out in the back. If the interested character can survive a 10-round (one-minute) bout with Killer, Ralph will offer to manage the character.

The rules of the sparring match are simple; the character must use non-lethal damage. If lethal damage is used or the character cheats, he or she is disqualified and loses the bout.

If the character wins, Boss will offer to manage the character's fighting bouts across the wasteland and in Vegas. The character will be able to spend Time Units during downtime for the Occupation of Athlete. However instead of gaining the normal amount of steel (100 coin) provided by the Occupation, the character gains (1d6 x 100), as Boss promotes the character and draws in a larger crowd. Give the character the Special Log Sheet with "Athletic Manager Acquired."

Killer MacDuggin (CR 5)

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, Hand to Hand 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: Melee Smash, Improved Melee Smash, Advanced Melee Smash.

Suspicion

Breaking the Law

If the characters are stumped or just insane, they may attempt to break some laws to get captured by the Vegas Mafia enforcers and thrown in the Slave Pit. This option will work, but the characters will be stripped of all of their equipment, which they will not be able to recover. If the characters are arrested, go to the encounter "The Slave Pits." If the characters want to go down with a fight, use the statistic blocks for the guards in "Urban Trackers."

Asking Too Many Questions About the Slave Pit and Tribal Slaves

If the characters inquire too much about the Tribal Slaves or inquire with the wrong individuals, it will draw suspicion from the Vegas Enforcers (use stats from the Guard Post below). Three guards will shadow the characters' activities. If it looks like they will attempt to infiltrate the ruins, then the guards will call for back-up and attempt to arrest the characters. The guards travel in threes and will begin to show up every five rounds until the characters escape from Vegas or are subdued. If the characters are captured, they will be drugged and imprisoned in the Slave Pits and then sold into slavery as detailed in Conclusion F. If the characters escape the Guard, they will earn 1% infamy in Vegas Mafia and earn Conclusion G.

Too Many Inquiries About the Mafia

Should the characters actively seek the Mafia, they will be arrested as detailed above. After they are arrested, the Made Man Vincent "Vinnie" Khan will be very interested in why the character(s) are interested in drawing the attention of the Mafia to themselves. If the characters tell Vincent the truth about the Tribal Slave recon mission, he'll make the characters an offer they cannot refuse (because if they do, they'll be marked for death; give the characters the Special Log "Marked For Death"). If the characters attempt to mislead Vinnie, allow them a Bluff vs. Sense Motive check against Vinnie. If they succeed the Bluff check, Vinnie will let them off and return to the club. If they fail, he will tell them to get lost and to watch their backs. The characters will earn the Special Log "Marked for Death."

Vincent Khan (Made Man)

Human Male; WIS 16, CHR 12; Bluff +16, Sense Motive +14.

If the characters agree to Vinnie's offer, he will provide the location to the Slave Pits (bypassing the guard post) and a secure route of escape (through the Northern tunnel) without pursuit. The characters will be on their own getting into the Slave Pit. The characters must agree to deliver a package to the Ghost Dancer. The package will be delivered to the characters in Bullshead (Conclusion E) before speaking with the Ghost Dancer.

Urban Trackers

The characters have decided to attempt to follow the slave trail, via one of the routes of intelligence gathered, into the ruins of Old Vegas.

In order for the characters to succeed, they'll need to indicate a starting point in the ruins. Certain starting points will give the characters a different Track DC to locate the slave trail. Use the chart provided here to determine the initial Track DC to find the trail.

Starting Location	Track DC
No Location, just searching the Ruins	40
From Auction Stage	21
Directions from Lemmy at the Liquor Store	15
Directions from Vinnie (skip Guard Post)	10
*If searching at night add +6 to existing DC	

Wise characters will attempt to follow the tracks that the slaves are making as they are brought to the Auction Block to be sold. This, however, is not an easy route, as there are guards around the stage area until nightfall, which makes tracking harder. If the trail is found, characters can navigate it easily, but they move at ½ speed due to the rubble. The trail has many splits and cross sections, so the characters are required to make three Track checks at DC 15 (if using a light) or DC 21 (if a light source is not used) in order to reach the outer Slave Pit Guard Post. There are three security checkpoints on various routes to get to the underground railroad station (or the Slave Pit). All of the starting locations will lead to a Guard Post except for "Directions from Vinnie" which will lead the characters straight to the Slave Pit entrance.

Guard Post

Each of the Guard Posts is manned by three guards drawn from the Sullivan and MacDuggin families. No activities beyond those of these two families are allowed (period) on the Slave Trail, so all Bluff and Diplomacy checks will fail. The characters will need to either dispose of these guards or sneak by them.

If a fight breaks out, one of the guards will use a walkie-talkie to call for help, while another will shoot a flare up onto a mountain of junk to illuminate the area. The last one will toss a grenade at the largest group of people, and then the guns will come out. Help will arrive from the hidden guard posts throughout the ruins of Vegas in 10 rounds, as it will take them some time to move through the rumble. If the fight is not over within 10 rounds, another three guards show up at that time, followed by three more 10 rounds later.

Sneaking by the Guards requires some simple opposed checks, Move Silently vs. Listen and Hide vs. Spot. Remember that the characters are already moving at half speed, so sneaking will reduce their speed to $\frac{1}{4}$, which will require them to make at least three checks to cover the 30-foot area that makes up the guard post.

Either the characters will need to sneak past the guards or fight through them to get to the next encounter "The Slave Pit." If any guards have alerted the other guard posts in the ruins, the characters will have a whole heap of trouble coming their way. Patrols of three Mafia guards will start sweeping over the ruins. The characters will encounter a group of three guards every 5 minutes (50 rounds) from the alert time.

The Slave Pit

The Slave Pit is located in an old buried railroad tunnel 60 feet beneath Vegas. This railroad tunnel was a military express rail that only top ranking military leaders knew about. The line ran from the Sierra Army Base in Nevada to Los Alamos, New Mexico. The tunnel, however, has collapsed in several locations along its hundreds of miles. The Southern portion of the tunnel is collapsed South of Vegas, while the Northern tunnel heads about twenty miles North to a hidden transfer station in the desert. This portion of the tunnel has been boarded up.

The entrance of the tunnel has been dug out from a small, old access ventilation shaft. Just inside the entrance, a 15ft wide by 10ft deep room has been created to house two elite guards. These guards

Gangster Guards (3) (CR 4)

Aggressive 3; Medium Human; HD 3d10+6; hp 27; Mas 17; Init +2; Spd 30 ft.; Defense 16, touch 14, flat-footed 14 (+2 def, +2 Dex, +2 equip), PDR 1; BAB +3; Grap +4; Atk +5 melee (combat knife 1d4+2, 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 14, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Background: Gangster

Occupation: Military

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Brawl, Double Tap, Personal Firearm Proficiency, Point Blank Range, Precise Shot, Skip Shot.

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: Fast Shot

Talents: Evasion, Gunslinger

Equipment (each): Ammunition (.44) (24 rounds), Casual Clothes, Combat Knife, Desert Eagle (.44), Grenade (fragmentation), H-Rations (2), Leather Armor, Medpak (2), Water (bottled) (3).

Equipment (group): Flashlight (solar powered), Flare Gun,

Elite Gangster Guards (2) (CR 3)

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: Fast Shot

Talents: Evasion, Gunslinger

Equipment (each): Ammunition (.45) (60 rounds), Casual Clothes, Combat Knife, Combat Leather Jacket, Grenade (fragmentation), H-Rations (2), M31A submachine gun, Medpak (2), Water (bottled) (3).

Equipment (group): Flashlight (solar powered), Flare Gun, Walkie-Talkie.

protect the entrance and serve as a security checkpoint for the Slave Pit. If the guards have been alerted, they gain a +4 Spot bonus to see the characters on their approach. If the characters have been stealthy until this point and these guards radio for help, the characters will have 10 rounds to act before the hordes of Mafia descend on the location. After 10 rounds, three Mafia guards will show up at the Slave Pit, followed by three more every 10 rounds, until a cease-fire is announced by Killigan MacDuggin or Ma Sullivan.

If the characters purposely get themselves caught and sold into slavery, still read the text below, but note that the characters are shackled and will be placed in the cages. Allow them to follow whatever course they had planned, but if they cannot escape, go to Conclusion F.

Read the following when the characters descend into the tunnel:

Descending a long flight of manmade, salvaged brick stairs, you emerge on a large platform. A huge tunnel that is nearly twenty feet tall heads from the platform in a Northern and Southern direction. Several large cages sit on the platform closest to the Southern tunnel. Each cage holds four people. Chained next to the cages is one of the biggest feral looking Trans-Genetic Mutants you've ever seen. This huge Mutant holds a railroad beam in one hand and feasts on a handful of roasted chicken.

This Mutant Behemoth guards the slaves, but is also a slave himself. This simple-minded Mutant has the intelligence of an animal and behaves like a guard dog. He will protect the slaves from intruders and stop any slaves from escaping. The Mutant is on a 50-foot chains and have a 10 foot reach, meaning they can reach any character within 60 feet of them. The Mutant can break the chains with a Strength check DC 20 if the characters remain out of reach for more than a round. If a Mutant charges a character that is outside of the chain limit, the Mutant gains a +4 circumstance bonus (due to his weight) to break the chain.

After defeating the Mutant, the characters will have to deal with the slave cages (10 in total), which all have keyed padlocks on them. There is a total of 33 slaves (minus any that the characters purchased at the Auction) locked in ten cages. The majority of the cages have Tribal slaves (24 or less) in them. Any characters who have played "Nature of the Beast" will notice a one-armed man in a cage by himself, the Desert Ranger Jon Smith. He is very haggard looking and pissed-off because he hasn't had any booze in days.

Pad Lock: HP 20; hardness 10; break DC 22;
Disable Device (open locks) DC 20.

Remember the characters might also have to deal with Mafia guards coming down the stairs if they have been alerted to the characters' presence during this encounter.

The characters best chance of getting out of the Slave Pit with a troupe of slaves in tow is to try to find an exit through the tunnels. If the characters are working for Vinnie, having accepted his deal, he will call off the attack by creating a diversion that will make everyone think the characters are escaping in the ruins of old Vegas. This should give the characters enough time to free the slaves and escape out through the Northern tunnel.

The entrance tunnel into the slave pits can be collapsed by dealing 20 points of radius damage to a 5 ft. by 5 ft. area.

Mutant Behemoth (CR 5)

Aggressive 3; Large Human; HD 5d12+31+9; hp 78; Mas 28; Init -1; Spd 25 ft.; Defense 10, touch 8, flat-footed 8 (+2 def, -1 Dex, -1 size), PDR 5; BAB +4; Grap +21; Atk +12 melee (3d4+9); FS 5 ft. by 5 ft.; Reach 10 ft.; SV Fort +13, Ref +0, Will +0; Str 28, Dex 9, Con 22, Int 4, Wis 8, Cha 6.

Background: None.

Occupation: None.

Feats: Blind Fight, Exotic Weapon Proficiency (railroad tie), Improved Threshold (x2), Power Attack, Toughness (x2).

Languages: None.

Skills: Tumble +3.

Traits: Big and Dumb, Physically Fit

Talents: Damage Reduction, Improved Damage Reduction, Remain Conscious.

Racial Ability: Powerful Build

If the characters attempt to leave the way they came in with the slaves, they and the slaves will be attacked by the guards (in Urban Trackers) after 1 minute (10 rounds) in the ruins of Vegas. More guards will continue to join the fight after 10 rounds have passed. If the characters attempt to make a stand in the Slave Pit after 2 minutes, a Made Man will toss a biological nerve gas grenade into the Pit. All of the characters need to succeed a Fortitude save DC 20, with another saving throw every round for 20 rounds at a progressive +1 to the DC. If a character fails, he becomes paralyzed. If the characters attempt to flee back up into the tunnel, the guard

will gun them down. Eventually the characters and slaves will be killed or captured. Go to Conclusion F for the characters that surrender, stabilize, or are incapacitated.

Exiting through the Tunnels: The South tunnel is collapsed, and the North tunnel is collapsed, but a breeze can be felt coming through it. The characters can make an opening in the northern tunnel by dealing 20 points of damage to a 5 ft. by 5 ft. area at the top of the rubble (the rubble has a hardness of 5). Once an opening is made, the characters can take the slaves North through the tunnel. The tunnel extends 15 miles North following railroad tracks, which are intact, except by the Slave Pit, until ending at a collapse and a metal ladder the goes into a service station.

However, if the characters are being pursued with slaves in tow, the guards will begin mowing down the slaves. One slave is killed per round of fighting. The best way for the characters to escape is to deal with the guards and collapse the entrance tunnel. Allow a character with Knowledge (engineering) to determine this as the best option for escape.

The service station is a small 20ft. by 20ft. room that has been stripped of all electrical equipment. A ladder against one wall extends into a small exit tunnel that ascends 20 foot to a manhole cover. Removing the cover reveals the wasteland, North of Vegas. If the characters have gone unnoticed or are getting aid from Vinnie, they can backtrack and circumvent Vegas to get back to Bullshead, which can be done in 4 days. The characters will have to deal with the number of slaves they have and the environmental dangers. The main concern would be food and water. However, if the characters went out in a blaze of glory, either collapsing the entrance to the tunnel or fighting their way to the service station, a host of gang members and Made Men will be awaiting the characters' exit from the station. Don't worry about fighting; allow the characters to surrender or off themselves and go to Conclusion F.

Conclusion A

Freeing the Tribal Slaves

The party has freed at least 16 of the Tribal Slaves and escaped from the ruins of Vegas without immediate notice.

With slaves in tow, you manage to overcome the dangers of the wasteland and make it back to Bullshead, but with many slaves several pounds lighter. Upon your approaching the rope bridge to Bullshead, a Tribal guard spots your group and blows a horn. The sound of the horn is followed by more distant horns. Tribal Warriors, Shaman, and Women emerge from the Pavilion District of Bullshead within moments to assist the slaves from the wasteland into Bullshead.

While the slaves are attended to, you are taken once again into the Aztec Temple Casino, where Locomotive Breath awaits your arrive. The Ghost Dancer stands on stage with a huge smile on his face. He jumps from the stage to the floor and grasps each of your arms, and then speaks. "The visions from the ancestors spoke true. You have brought hope to the Nation by restoring some of its warriors this day. The spirits speak and from this day forth thou shall be known in the Tribal Nation. Pick a Tribal Name and it will be respected by the entire Nation."

After Locomotive Breath says his piece, Aqualung presents you with a gift of a Tribal Weapon of your choice. You are led back to the Pavilion District to go back to your daily lives.

The party has succeeded in freeing 16 or more Tribal slaves and has earned a great honor within the Nation. By choosing a Tribal name the character gains a +5% fame to all Tribal interactions that they engage in using that name. Tribal names should be based on animals, elements, or song titles. Examples: Bighorn Jim, Flowing River, or Freak on a Leash.

Conclusion B

Freeing the Tribal Slaves

The party has freed at least 16 of the Tribal Slaves and escaped from the ruins of Vegas, but not without pursuers.

With slaves in tow, you manage to overcome the dangers of the wasteland and make it back to Bullshead, but with many slaves several pounds lighter. Upon your approaching the rope bridge to Bullshead, a Tribal guard spots your group and blows a horn. The sound of the horn is followed by more distant horns. Tribal Warriors, Shaman, and Women emerge from the Pavilion District of Bullshead within moments to assist the slaves from the wasteland into Bullshead.

While the slaves are attended to, you are taken once again into the Aztec Temple Casino, where Locomotive Breath awaits your arrive. The Ghost Dancer stands on stage with a huge smile on his face. He jumps from the stage to the floor, grasps each of your arms, and then speaks. "The visions from the ancestors spoke true. You have brought hope to the Nation by restoring some of its warriors this day. The spirits speak and from this day forth thou shall be known in the Tribal Nation. Pick a Tribal Name and it will be respected by the entire Nation."

After Locomotive Breath says his piece, Aqualung presents you with a gift of a Tribal Weapon of your choice. You are led back to the Pavilion District to go back to your daily lives.

The characters have succeeded in freeing 16 or more Tribal slaves and have earned a great honor within the Nation. By choosing a Tribal name the character gains a +5% fame to all Tribal interactions that they engage in using that name. Tribal names should be based on animals, elements, or song titles. Examples: Bighorn Jim, Flowing River, or Freak on a Leash.

Since the characters didn't escape with the slaves unnoticed, the Vegas Mafia is on the lookout for them. Each character earns +5% infamy to the Vegas Mafia category and sub-categories.

Conclusion C

Purchasing some of the Tribal Slaves

The party has purchased some Tribal slaves from the Auction in Vegas and was unable to learn the location of the rest.

With slaves in tow, you manage to overcome the dangers of the wasteland and make it back to Bullshead, but with many slaves several pounds lighter. Upon your approaching the rope bridge to Bullshead, a Tribal guard spots your group and blows a horn. The sound of the horn is followed by more distant horns. Tribal Warriors, Shaman, and Women emerge from the Pavilion District of Bullshead within moments to assist the slaves from the wasteland into Bullshead.

While the slaves are attended to, you are taken once again into the Aztec Temple Casino, where Locomotive Breath awaits your arrive. The Ghost Dancer stands on stage and stares through to your very souls. He jumps from the stage to the floor and grasps each of your arms, staring into your eyes, "The visions from the ancestors spoke clouded truths. You have returned with so few, but you did return. Your name shall be known in the Nation through the stories of the Ghost Dancer."

After Locomotive Breath says his piece, Aqualung presents you with a gift of a Tribal Weapon of your choice. You are led back to the Pavilion District to go back to your daily lives.

The characters have succeeded in freeing some of the Tribal slaves and have earned an honor of mention in a story within the Nation. The character gains a +3% fame to the Tribal Nation category.

Conclusion D

Cutting a Deal with the Guido of the Vegas Mafia

The party has cut a deal to perform a favor for Guido in the future in exchange for 8 Tribal slaves from the Slave Pits.

With slaves in tow, you manage to overcome the dangers of the wasteland and make it back to Bullshead, but with many slaves several pounds lighter. Upon your approaching the rope bridge to Bullshead, a Tribal guard spots your group and blows a horn. The sound of the horn is followed by more distant horns. Tribal Warriors, Shaman, and Women emerge from the Pavilion District of Bullshead within moments to assist the slaves from the wasteland into Bullshead.

While the slaves are attended to, you are taken once again into the Aztec Temple Casino, where Locomotive Breath awaits your arrive. The Ghost Dancer stands on stage and stares through to your very soul. He jumps from the stage to the floor and grasps each of your arms, staring into your eyes. "The visions from the ancestors spoke clouded truths. You have returned with so few, but you did return. Your name shall be known in the Nation through the stories of the Ghost Dancer."

After Locomotive Breath says his piece, Aqualung presents you with a gift of a Tribal Weapon of your choice. You are led back to the Pavilion District to go back to your daily lives.

The characters have succeeded in freeing some of the Tribal slaves and have earned an honor of mention in story within the Nation. The character gains a +3% fame to the Tribal Nation category.

Conclusion E

Cutting a Deal with the Vinnie of the Vegas Mafia

The party has freed at least 16 of the Tribal Slaves and escaped from the ruins of Vegas without immediate notice.

With slaves in tow, you manage to overcome the dangers of the wasteland and make it back to Bullshead, but with many slaves several pounds lighter. Upon your approaching the rope bridge to Bullshead, a Tribal guard spots your group and blows a horn. The sound of the horn is followed by more distant horns. Tribal Warriors, Shaman, and Women emerge from the Pavilion District of Bullshead within moments to assist the slaves from the wasteland into Bullshead.

While the slaves are attended to, you are taken once again into the Pavilion District of Bullshead. While you wait to be escorted to the Aztec Temple Casino, where Locomotive Breath awaits your arrival, a merchant hands you a package wrapped in brown paper. The merchant says, "A gift from Vinnie for someone special."

The characters have two minutes to investigate the package if they want to. Several spies are carefully watching them, so if they tamper with or discard the package, they will earn the "Marked for Death" Log entry as well as +3% infamy in Khan family and Vegas Mafia categories. The package contains plastic explosives and will explode if opened. If it explodes while in the characters' possession, the Tribals will think it is the Slavers' retaliation against the characters for freeing the Tribal slaves. Otherwise, continue with both series of boxed text below.

Plastic Explosive (timer 2-hours and trap wire):
Damage 10d8, Radius 20, Reflex DC 18 (half);
Demolitions (Disarm Explosive Device) DC 22.

Moments later, after the merchant leaves, you are escorted to the Casino. The Ghost Dancer stands on stage with a huge smile upon his face. He jumps from the stage to the floor and grasps each of your arms, and then he speaks. "The visions from the ancestors spoke true. You have brought hope to the Nation by restoring some of its warriors this day."

If the characters gift the Ghost Dancer with the package, he'll jump up on stage and open the package, causing it to explode and kill him. The characters will be surrounded by Tribals and will be thrown into a pit prison until the Big Chief makes a ruling on their lives. The Big Chief will allow the characters to leave the Nation, never to return, after 30 Time Units have passed (the characters earn Banished from the Tribal Nation). The

Big Chief understands that the Coyote Spirit had tricked the characters into this action. The characters will receive +5% fame in Khan family and Vegas Mafia categories.

Should the characters set the package down in the casino, it will explode shortly after the characters leave and return to the Pavilion District. Read the following box text. However, after the explosion, the Ghost Dancer will revoke the characters' Tribal Names and reclaim the Weapons, casting the characters out of Bullshead.

“The spirits speak and from this day forth thou shall be known in the Tribal Nation. Pick a Tribal Name and it will be respected by the entire Nation.”

After Locomotive Breath says his piece, Aqualung presents you with a gift of a Tribal Weapon of your choice. You are led back to the Pavilion District to go back to your daily lives.

If the Package was not delivered to the Ghost Dancer, and the party has succeeded in freeing 16 or more Tribal slaves, and the characters have earned a great honor within the Nation. By choosing a Tribal name, a character gains a +5% fame to all Tribal interactions that they engage in using that name. Tribal names should be based on animals, elements, or song titles. Examples: Bighorn Jim, Flowing River, or Freak on a Leash.

Conclusion F

Captured by the Vegas Mafia

The party has been captured by the Vegas Mafia while attempting to free the Tribal slaves.

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 +2% infamy to the Vegas Mafia category and sub-categories. Additionally, all of the characters will earn a slavery 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 Male characters are sold into a slave labor camp, excavating ruins in the wasteland, and are under watch at all times.
- Human Female characters are sold to a brothel somewhere in northern Mexico.
- *Ghul* characters are put to work in Vegas, as their skill set best fits them.
- Trans-Genetic Mutants are put to work in heavy labor camps in the Junkyard.

The characters can escape from slavery by spending 60 Time Units. Record this on the Scenario Log.

Conclusion G

Failure to free the Tribal Slaves

The party has failed to either find or free the Tribal slaves.

The secret of Vegas is beyond your abilities to crack. Wherever the Tribals are being held is unknown to you. You have failed in the Ghost Dancer's mission to restore the Nation's warriors from the ranks of the Slavers.

There is no reward for failure beyond the experience and some bad reputation gained. If the characters return to Bullshead, they will gain +3% infamy in the Nation category for complete failure. If they do not return to Bullshead, they will only gain +1% infamy in the Nation category.

The End...

Experience

To determine experience, total up the amount of achieved experience by the character level listed in the table below and divide by the number of characters. Assign the earned experience to each character by experience level. If a character exceeds the character level range for the scenario, he earns $\frac{1}{4}$ of the earned experience for the highest level presented in the character level columns below. If a character is below the character level range for the scenario, he earns $\frac{1}{2}$ of earned experience for the lowest level presented in the character level columns below. *Ghūls* characters count as one level higher and Tran-Genectic Mutants characters count as two level higher for determining Experience earned.

Encounter	Experience Achievements	Character Level		
		1 st – 3 rd	4 th	5 th
Vegas (EL 1)	Gathering information from at least three different locations.	450	425	375
Big Bordello's Casino (EL 2)	Defeat the Gambler.	650	600	525
Punch Out Gym (EL 5)	(Individual Award) Last 10 rounds or defeat Kruger.*	650	600	525
Guard Post (EL 4)	Defeat or Bypass the Guards. (May gain XP for this encounter only once)	1275	1200	1050
Slave Pits (EL 3)	Defeat the Elite Guard	900	850	750
Slave Pits (EL 5)	Defeat the Mutant Behemoth	1800	1700	1500
Conclusion A or B	Keeping the Slaves alive	1275	1200	1050
Conclusion C or D	Bartering for Slaves	900	850	750
Roleplaying	Discretionary Award* ¹	50 per player	50 per player	50 per player
Total (divide by number of players) (*not included in this total)		6350	5975	5250
^(¹ included in this total)		Maximum XP Attainable per character		
4 players		1638	1544	1363
5 players		1320	1245	1100
6 players		1108	1046	925
Time Units Spent: 5 or the number of day spent in the adventure. 30 or 60 if imprisoned or 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.

Defeating Killing MacDuggin: +1% fame Vegas Mafia

Rescuing the Tribal Slaves: +3% or +5% fame Tribal Nation

Rescuing Desert Ranger Jon Smith: +1% fame Desert Rangers

Vegas Mafia knows You Freed the Slaves: +3% Infamy Vegas Mafia

Failure to Free the Slaves: +1% or +3% Infamy Tribal Nation

Captured by the Mafia: +2% Infamy Vegas Mafia

Delivering the Package to Locomotive Breath: +3% Infamy Vegas Mafia or +5% Fame Vegas Mafia and +3 Infamy in Tribal Nation.

Treasure

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

Equipment	Sell Value (individual)	Sell Value (total)	Barter DC 25	Barter DC 30
Guard Post			+5%	+10%
Ammunition (.44) (72 rounds)	1.5	108		
Combat Knife (3)	82.5	247.5		
Desert Eagle (.44) (3)	400	1200		
Flashlight (solar powered)		20		
Flare Gun		200		
Grenade (fragmentation) (3)	150	450		
H-Rations (6)	5	30		
Leather Armor (3)	350	1050		
Medpak (6)	87.5	525		
Walkie-Talkie		175		
Water (bottled) (9)	20	180		
Slave Pit				
Ammunition (.45) (120 rounds)	4	480		
Combat Knife (2)	82.5	165		
Combat Leather Jacket (2)	500	1000		
Flashlight (solar powered),		20		
Flare Gun		200		
Grenade (fragmentation) (2)	150	300		
H-Rations (4)	5	20		
M31A submachine gun (2)	875	1750		
Medpak (4)	87.5	350		
Walkie-Talkie		175		
Water (bottled) (6)	20	120		
Total	—	7570.5	7949.02	8327.55

Special

Banished from the Tribal Lands: For betraying the Ghost Dancer, you have been Banished from the Tribal Nation Lands. A tattoo has been placed on the top of your hands to denote your Banishment to all Tribals. Tribals will not have any dealings with you if this tattoo is exposed.

Debt to Guido: You have agreed to undertake a task from Guido of the Gambini Mafia sometime in the future in exchange for his services while in Vegas. What Guido tasks you with will be detailed in other scenarios in the future.

Mafia Contact: By performing a service for the Khans, you have gained recognition in the Khan Vegas Mafia Family. You are now known to the Khan Mafia, and receive a +4 circumstance bonus to Knowledge (Underworld) skill checks when consulting with a member of the Khan family. The character has earned 10% fame recognition towards the Made Man requirement in this family.

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 forearm or face.

Tribal Superior Weapon: For completion of your mission, the Shaman, Aqualung, has gifted you with a superior melee weapon of Tribal make. The melee weapon must be chosen from the following: Hatchet, Machete, or Spear. Due to the craftsmanship of this weapon, the wielder gains a +1 bonus to attack and damage rolls.

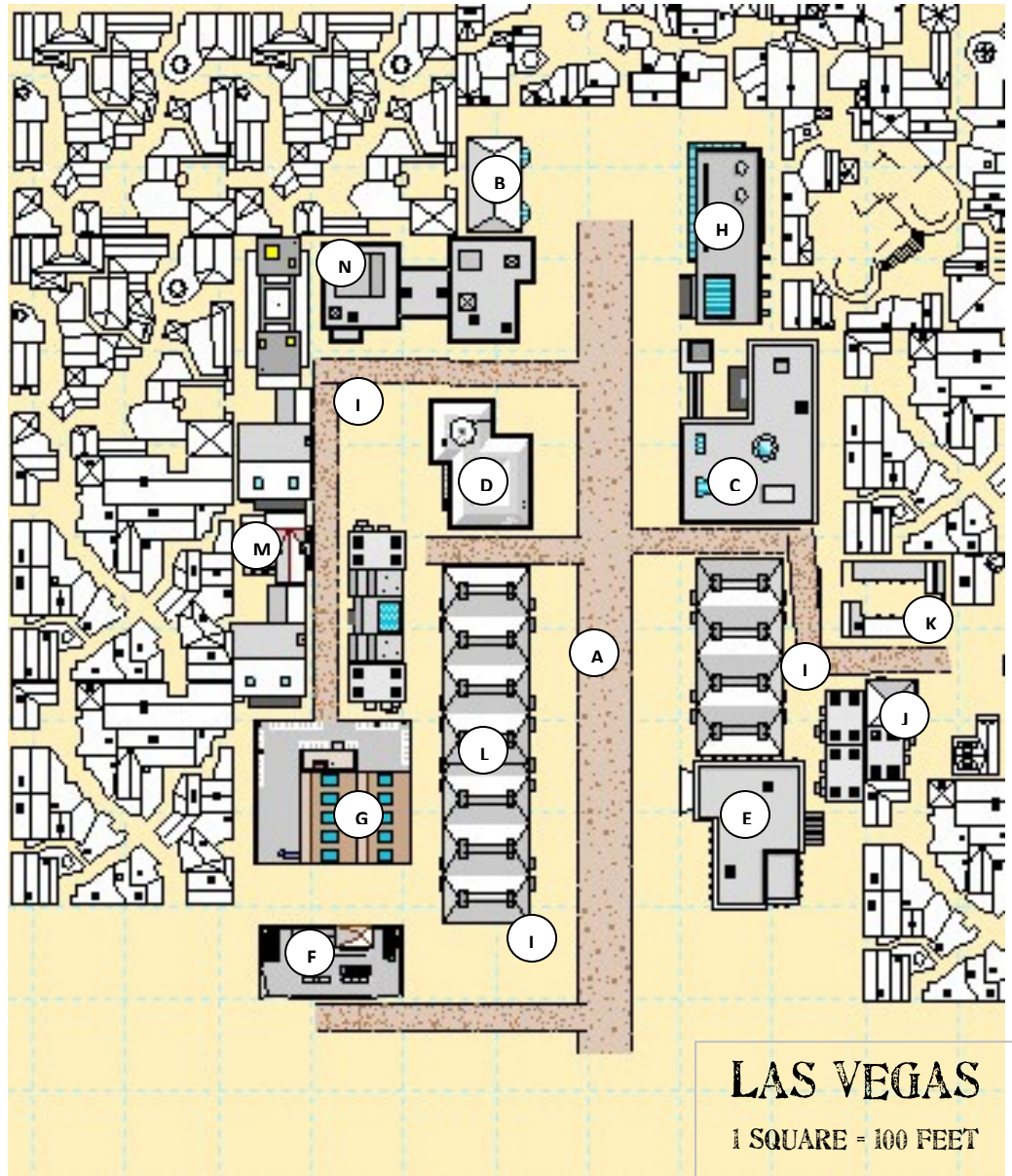
Tribal Name: For complete success of your mission, the Ghost Dancer, Locomotive Breath, has gifted you with the great honor of a Tribal Name. By choosing a Tribal name the character gains a +5% fame to all Tribal interactions that they engage in using this name. _____

Athletic Manager Acquired: For displaying your fighting skills at the Punch-Out Gym in Vegas, you have acquired athletics manager and promoter. When spending Time Units during downtime for the Occupation (Athlete), instead of gaining the normal amount of steel earned by the Occupation, you instead gain (1d6 x 100) as the promoter draws in a larger crowd.

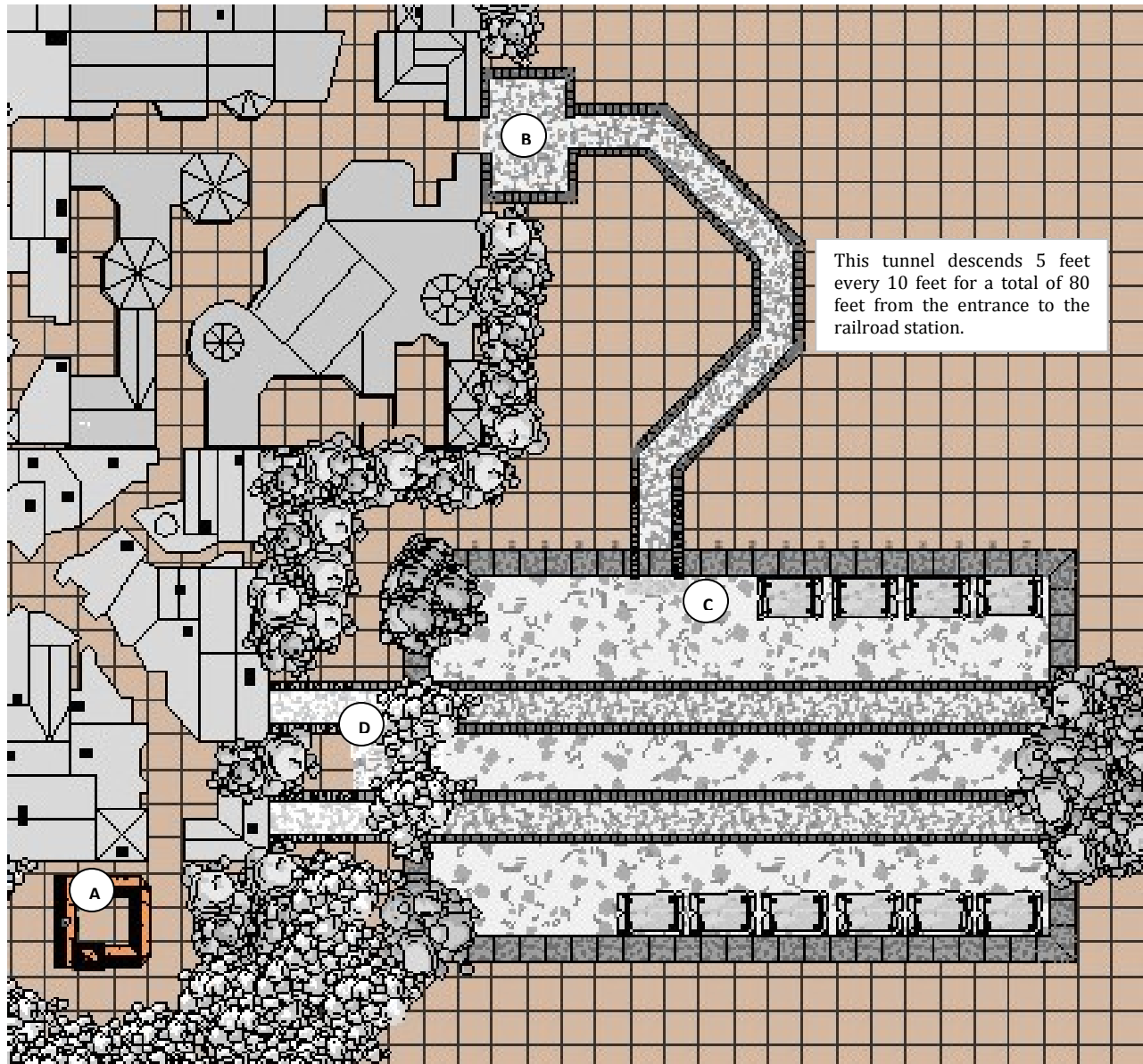
Overseer's Map

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
- G: X-Mart
- H: Auction Block
- I: Pusher Man
- J: Liquor Store
- K: Food Court
- L: Merchant Pavilion
- M: Church
- N: Punch-Out Gym



Overseer's Map (The Slave Pit)



Key

- A - Urban Trackers (Guard Post)
- B - The Slave Pit (Guard Post)
- C - The Slave Pit
- D - Northern Tunnel (Escape Route)

Players's Map

