Fallout THE ROLEPLAYING GAME

ACCELERATE OR DEFUSE A WAR IN THE MOJAVE

QUEST BOOK

ROYAL FLUSH



sample file

Bethesda®

MODIPHIUS® ENTERTAINMENT


325
575
PLEASE S
Sample file


TAND BY
50
300
30
35
45
Sample file

Narrative Design
Jesse Heinig

Design and Development
Nathan Dowdell, Jess Gibbs, Jesse Heinig, Ben Maunder

Writing
Jesse Heinig, Jess Gibbs, Nathan Dowdell, Ben Maunder

Story Development
Robert Adducci, Jessica Marcrum, Rachel Judd, Ben Maunder, Collette Quach

Line Editing
Ben Maunder, Bryce Johnston

Graphic Design
Martin Hamilton

Art Direction
Rodrigo Vilanova

Cover Artists
Aituar Manas

Interior Artwork Artists
Wilmar Ballespí, Alessandro Belgiovine, Carlos Cabrera, Alexei Chernik, Marko (BRIM), Marko Fiedler, Chaim Garcia, Mark Graham, Vincent Laik, Jens Lindfors, Aituar Manas, Victor Maristane, André Meister, Tania Muñoa, Ariel Orea, Riccardo Piovan, Paolo Puggioni, Zac Song, Salvador Trakal, Mikita Vasilchuk

Copy Editing
Bryce Johnston

Proofreading
Charlie Knight, Robert Hebblethwaite

Project Management
Jim Johnson, Haralampos Tsakiris

Production Management
Peter Grochulski

MODIPHIUS ENTERTAINMENT

Chief Creative Officer
Chris Birch

Chief Operations Officer
Rita Birch

Managing Director
Cameron Dicks

Head of Brand
Samantha Webb

Head of Creative Services
Jon Webb

Head of Product Development
Błażej Kubacki

Head of Finance
Luc Woolfenden

Senior Creative Manager
Kieran Street

Logistics and Production Manager
Peter Grochulski

Lead Art Director and Studio Coordinator
Rocío Martín Pérez

Art Director
Ariel Orea

Photographer
Fátima Martín Pérez

Lead 3D Designer
Jonny La Trobe-Lewis

Senior 3D Designers
Joana Abbott, Domingo Díaz Fermín, Chris 'Chrispy' Peacey

Senior 3D Plastics Designer
Colin Grayson

3D Designers
Ben de Bosdari, Sean Bullough

Studio Painters
Callum France, Rosie Williams

Studio Terrain Designer
Julian Jeratsch

Lead Graphic Designer
Akha Hulzebos

Principal Graphic Designer
Michal E. Cross

Graphic Designers
Jane Robertson, Stephanie Toro, Chris Webb, Mark Whittington, Leigh Woosey

Audio and Video Producer
Steve Daldry

Senior Development and Editorial Manager
Bryce Johnston

Editorial Manager
Robert Hebblethwaite

Line Editor
Richard L Gale

Lead Writer
Ben Maunder

Games Designers
Jack Caesar, E M Moriarty

Community and Design Assistant
Dom Westerland

Scheduling and Design Assistant
Justin Talsma

2d20 Developer
Nathan Dowdell

RPG Design Assistants
Andy Douthwaite, Jess Gibbs

Senior Project and Events Manager
Daniel Lade

Senior Project and Process Manager
Gavin Dady

Project Managers
Jamie MacKenzie, Jim Johnson, Haralampos Tsakiris

Senior Operations and Logistics Manager
John Wilson

Factory Manager
Martin Jones

Senior Production Operatives
Drew Cox, Warwick Voyzey

Lead Production Operative
Jake Pink, Miles Turner

Production Operatives
Thomas Bull, Rebecca Cartwright, Louis Hartley-Edwards, Jake Skinner-Guy, Christopher Leigh

Assembly Team
Elaine Elizabeth Hughes, Nichola Jones, Michelle Richards

Tool Makers
Luke Gill, David Hextall, Anthony Morris

Community Managers
Lloyd Gyan, April Hill

PR Manager
Sophie May

Translations and Publishing Manager
Matt Timm

Distribution and Key Accounts Manager
Gary Moore

Sales Account Manager
Matt Vann-Hinton

Marketing Coordinator
Shaun Hocking

Marketing Manager
Shareef Dahroug

Marketing Assistant
Georgie Reeve

Customer Support Team Leader
Chris Dann

Customer Support Representative
Jagdeep Thiara

Operations Assistant
Stephanie Catala

Webstore Manager
Apinya Ramakomud

Financial Analyst
Valya Mkrtchyan

Accounts Payable Manager
Ofelya Mnatsakanyan

Accounts Receivable Specialist and Finance Co-ordinator
Hollie Shepperson

With Thanks to
All the Fallout fans and playtesters.

Special Thanks to
The Bethesda design team: Michael Kochis, David Evans, Jessica Williams, Alan Nanes, Matt Daniels, Kurt Kuhlmann, Jon Paul Duvall, Jessica Daniels and Emil Pagliarulo.

Modiphius Entertainment Ltd.
39 Harwood Rd,
London SW6 4QP,
United Kingdom
info@modiphius.com
www.modiphius.net

Modiphius Entertainment Product Number: MUH0580239
ISBN: 978-1-80281-361-6
Batch Code: 64230



© 2026 ZeniMax. ZeniMax, Bethesda Game Studios, and *Fallout* are trademarks of the ZeniMax group of companies. All rights reserved.

The 2d20 system and Modiphius Logos are copyright Modiphius Entertainment Ltd. 2026. All 2d20 system text is copyright Modiphius Entertainment Ltd. Any unauthorized use of copyrighted material is illegal. Any trademarked names are used in a fictional manner; no infringement is intended. This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

All Rights Reserved. except the Modiphius Logo which is Modiphius Entertainment Ltd.

Sample file

CONTENTS

★ *Introduction* ★
ROYAL FLUSH

What Is Royal Flush? 4
The Central Conflict 4
Assembling Your Team 5
Quest Structure 5

★ *Chapter One* ★
NEW OPTIONS, RULES, AND TOOLS

New Character Origins 10
Camping 17
Desert Wastelands 23
Traversing the Wasteland 25
Mojave Vehicles 28
The Encounter Deck 35
Designing Encounters 38
Gambling and Games of Chance 44
Settlements 48

★ *Chapter Two* ★
WELCOME TO THE MOJAVE

Running This Chapter 52
The Mojave at a Glance 56
Main Quest: Courier, Interrupted 60
Main Quest: Rattler Rumble 75
Main Quest: MIM Jagger 86
Location: Tahoe 87
Location: New Reno 98
Side Quest: Who's the Master Now? 100
Side Quest: Clown Shoes 105
Side Quest: Fool's Golden Gloves 109
Side Quest: The Devil and the Deep Blue Sea . 112
Location: Carson 114
Side Quest: The Jet Stream 115
Location: Virginia City 117
Side Quest: The Hole Deal 118

★ *Chapter Three* ★
BISHOPS, QUEENS, AND KINGS

Running This Chapter 124
Main Quest: Route 95 127
Location: Silver Springs 129
Main Quest: A Problem of Legacy 134
Location: Hawthorne 144
Side Quest: Fusilades and False Trails 150
Location: Gridlock 152
Main Quest: Route 395 153
Location: Markleeville 155
Side Quest: And Stay Out! 160
Location: MarCo 164
Location: Gateway 171
Location: Arsenal 177
Main Quest: A Gun in Every Hand, For Now . . 181

★ *Chapter Four* ★
HIGH HAND

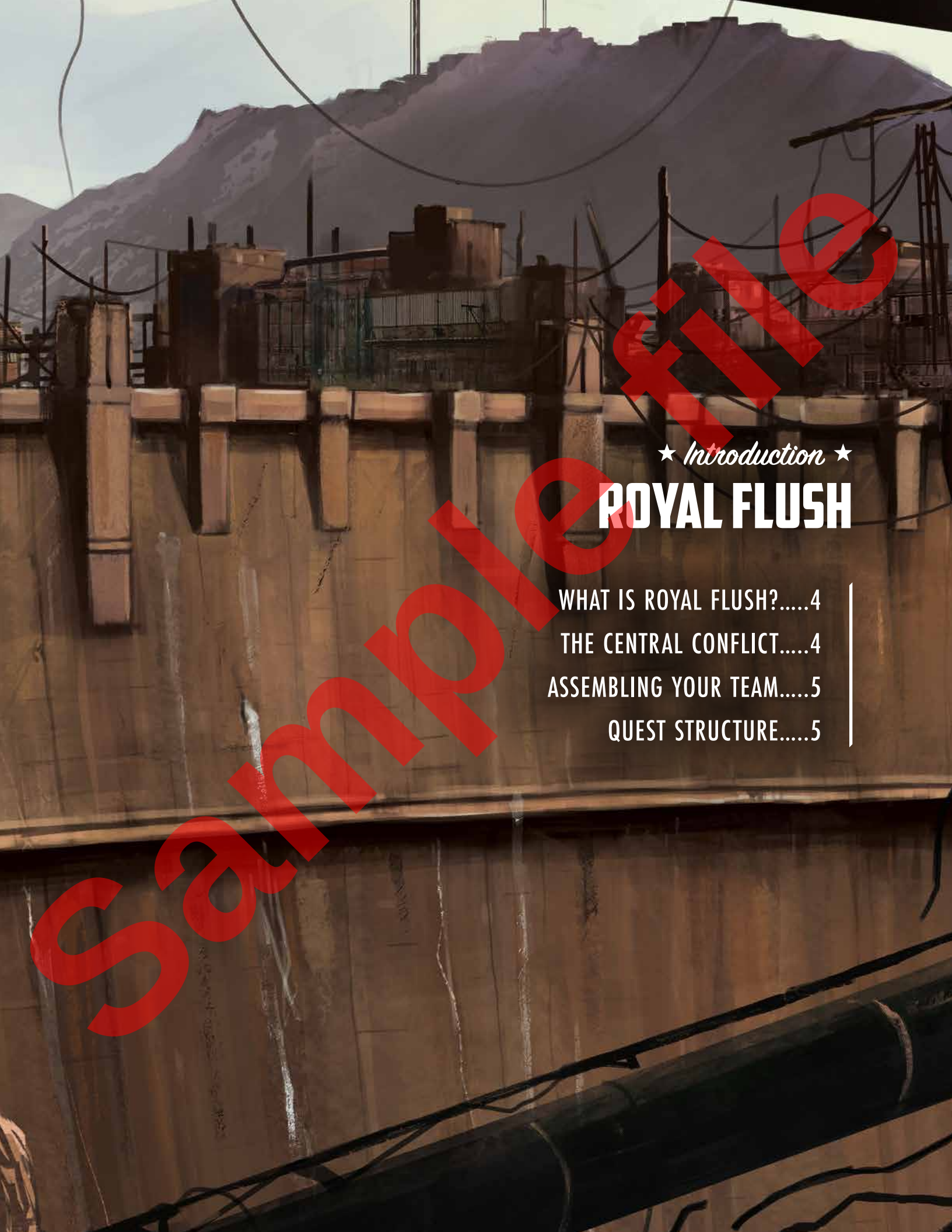
Running This Chapter 192
Players at the Table 193
Vegas, Baby! 195
Location: Beatty 196
Side Quest: War in Beatty 196
Location: Novac 199
Location: New Vegas 200
Side Quest: A Favor for the King 202
Main Quest: Monster Truck 210
Main Quest: Up the Long 15 218
Main Quest: No Boom Today, Boom Tomorrow 223
Royal Flush: The Fallout 228

★ *Chapter Five* ★
APPENDICES

Index 234
Settlement Sheets 236
Vehicle Sheets 238

Sample file


sample file



★ *Introduction* ★

ROYAL FLUSH

WHAT IS ROYAL FLUSH?.....4

THE CENTRAL CONFLICT.....4

ASSEMBLING YOUR TEAM.....5

QUEST STRUCTURE.....5

sample file

Introduction

ROYAL FLUSH

WHAT IS ROYAL FLUSH?

Royal Flush is a road trip down east, to the Sierras and the Mojave, in the midst of the turmoil engulfing the NCR in the run-up to the Second Battle of Hoover Dam. Against the looming threat of war, your Player Characters stumble into an accelerationist plot to escalate regional tensions, become embroiled in conflicts between gangs and settlements, and have the chance to visit the famous sites of the desert communities, including both New Reno and New Vegas. For fans of *Fallout*, *Fallout 2*, and *Fallout: New Vegas* games, it's an opportunity to encounter some familiar places in an epic jaunt across parts of California and Nevada. Those unfamiliar with those classic *Fallout* installments now get to run into the aftermath of the first two games, such as the remnants of the Master's Unity and the mobs of New Reno, all the while dealing with dangerous problems that set the stage for the events of *New Vegas*.

THE CENTRAL CONFLICT

The central conflict of ***Royal Flush*** is born from its core theme, accelerationism: The deliberate stoking of hostilities and tensions with the goal of sparking a violent conflict. The principal antagonist—a former Boomer known as Major Boulanger—hopes to fire off a set of skirmishes across the region to ignite the war that her people believe is inevitable. In the process, she hopes to wipe the Mojave clear of anyone too weak to survive the conflict, leaving only the strongest to rebuild society. Of course, her goals are deeply flawed: A major explosion of hostilities may simply leave everyone dead or trigger the next war between the NCR and Caesar's Legion, leaving the partially-rebuilt remains of the world in cooling ruins.

To achieve her goal of igniting a new regional conflict, Boulanger seeds communities across the Mojave and Sierras with weapons acquired from a pre-War depot east of New Vegas. Like many governments before her, she hopes that putting guns into the hands of unhappy people will destabilize the area and lead to the collapse of local governments, creating both regime change and conflict. For her, it's not about becoming rich or even being in control; she desires the return of a great and glorious war and happily gives away tools of death in pursuit of that goal. Of course, in the Wasteland, nobody looks a gift gun in the barrel. Her deliveries of weapons are eagerly accepted by anyone and everyone, leading to constant escalation. War never changes, after all.

In every settlement across the Mojave, this escalation leads various people to make (often ill-advised) attempts to achieve their own goals through violence. Freshly armed and ready to fight, they pursue their dreams of wealth, power, and control. Boulanger doesn't care about their individual motivations so long as they contribute to increasing aggression. This escalation makes the already-dangerous settlements of the region even more hostile and violent.

Sample file

ASSEMBLING YOUR TEAM

Before you start your ***Royal Flush*** adventure, bring your players together to discuss the rough feel of the adventure and its core conflict. Ask them what type of team they would like to build to play with. A group playing Followers of the Apocalypse and former NCR settlers will have a different set of skills and priorities than a team consisting of a Super Mutant, a ghoul, an ex-gang member, and a former Enclave soldier.

As your players think about their character motivations, be sure to consider how they respond to the use of force and violent conflict spilling over onto groups that can't or don't want to fight for themselves. Do your players see their characters as heroes protecting the downtrodden or as selfish individualists willing to ruthlessly exploit the unprepared? Do they leap heedlessly into battle, or do they consider the consequences when violence spirals out of control to embroil the weak, the young, and the sick? Do they believe that it's even possible to make a better world out of the Wasteland, or have they decided that in this broken world, violence is an inevitability?

When creating their characters, it's important to help your players understand what skills may be more or less important throughout the upcoming adventure. The varied challenges in this story provide opportunities to use different skills, but your team will always benefit from the Survival skill for their lengthy journey across the desert. Other important focuses would be fighting ability, some Repair or Science skills, and someone with a focus on Speech. It's possible to fight through every encounter, but a much better solution often involves negotiation, investigation, or fixing a broken piece of critical infrastructure.

Royal Flush is designed for groups of 4–5 players. The three chapters increase in difficulty as the players' characters proceed through the story, so it is possible for characters to find themselves in over their heads or to visit a place with challenges below their current level. As a GM, your role is to present the world's problems and let the players decide what they want to tackle. Remind your players that not every problem is one that they can or should solve right away and that sometimes coming back later is a wiser solution—but the world will move on without them, and sometimes a solution will force itself, even without their involvement. Encourage them to use Action Points to gain information so that they can estimate the difficulty of the conflicts they face and make wise decisions about when to fight and when to run. PCs who strike out into the wastes without direction or preparation may face extreme challenges. No one ever accused the Wasteland of being fair!

QUEST STRUCTURE

The three narrative chapters of this book—'Sidewinder', *'Bishops, Kings, and Queens'*, and *'The Flop'*—each cover a Main Quest, or quest chain, alongside several Side Quests. Main Quests represent places where the Player Characters drive the story forward: By engaging with them, the PCs learn more about the increasing regional instability and the ruthless aggressor spreading weapons across the Mojave. Side Quests provide additional opportunities to engage with various locations, or to fill out the story, and a means to gather additional experience and gear.

Each quest explains the nature of the problem that the PCs can encounter, some ideas for its resolution, and its fallout: the after-effects of dealing with the Quest. Of course, players are clever and may come up with their own unusual solutions. Don't consider the Quest recommendations as the *only* way to settle a quest. If your players have good ideas and practical resources to solve a problem, reward their creativity.

Sample file

NONLINEAR QUESTING

While the various quests in this adventure provide suggestions about when they become available, it's always possible for players to get ahead of the ball—nothing stops them from picking a direction and heading out to look for trouble. PCs who get in over their heads on the Main Quest should be encouraged to retreat and regroup. Don't be afraid to bloody their noses a bit, but remind them that the wastes are dangerous and if they try to tackle a problem above their level of competence, they could get killed. Worse still, they might screw things up for the region, too!

Some of the Main Quests include some ideas on how to steer the PCs if they arrive before they really should. If in doubt, you can always be heavy-handed and simply create an excuse for why the PCs can't get to a specific area—put demands on their time by offering them lucrative side jobs, rumors of ruins rich in salvage, or other opportunities that make them want to divert and do a little bit of side-questing before coming back onto the adventure's path.

The Mojave and Sierra regions presented in this adventure are a sort of "guided tour", neither forcing the PCs down a pre-ordained path nor giving them an open range with no plot and no guidance. The principal antagonist has an agenda, and there's a hidden timer ticking as the Second Battle of Hoover Dam looms in the background just a year away. While nobody knows exactly when that will kick off, it becomes clear that a bloody border battle is coming soon. The PCs will certainly hear about this from the other characters with whom they interact, as everyone's concerned about the fighting and the outcome.

TIMES AND DEADLINES

The hard deadline for the events of ***Royal Flush*** is the Second Battle of Hoover Dam in 2281. Once that happens, all hell breaks loose in the Mojave. If Boulanger hasn't been defeated by then, her agents of chaos spread out to take advantage of the regional war. Multiple settlements across the Mojave and the Sierras will be attacked. Large cities like New Vegas will survive with nary a scratch, but some of the other settlements, like Carson City, are not so lucky.

If they aren't defeated, Jaggers and other gangs spread out with their weapons to seize control of various towns, turning the NCR's border into a hodgepodge of military states and burned-out wreckage. Though the Legion is unable to take the territory—NCR forces at the border manage to hold them off—the end result is a stalemate in which both sides are exhausted, and casualties are immense.

This is the principal hard timer in ***Royal Flush***, but you might decide to light a fire under your players by giving them other short deadlines. Patrons may ask them to investigate a problem and come back with information within a week, or they may hear that there's an opportunity in another town, but only if they get there in the same month. In general, a deadline adds pressure, but you should consider these guidelines:

- Don't run multiple deadlines at the same time unless your goal is to *force* the players to choose between priorities. This can cause arguments at the table and lead to bad feelings of missing out on part of the adventure.
- If a deadline makes a mission *un-completable* if it's missed, message both that and the deadline to the players explicitly. Don't give the players a critical goal only to tell them that they failed it later because of a deadline that they didn't know about.
- Avoid putting deadlines back-to-back. For pacing, it's useful to give the PCs a breather when they finish a task with a deadline. Give them a little while to stretch their legs and follow up on personal interests before turning on the clock again.

Sample file