

New Mexico

Section 1: Lone Mesa



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=8bNlv-0Ju40>

Bunker History:

Commissioned in private by an Old-World CEO turned US Senator, a private fallout shelter was constructed in the hills outside of ABQ, NM. Not as expensive and expansive as a Vault, it would be enough for him, his family, staff and some private security. When the bombs came, the Senator was vaporized in Washington DC.

Knowledge of the bunker was not lost however, as the Senator's son was a member of the platoon stationed at Mariposa under Roger Maxson. The location of the bunker was logged and stored in the deep archives of Lost Hills. Dug up in later years by Lost Hills Elders of the 23rd century.

The Expedition:

In 2245 an expedition to settle the bunker was organized by the Elders of Lost Hills out of truth what was fear, or rather, insecurity. They had seen the power of the Enclave, and the growing power of the Shi and NCR meant it seemed that if they did not act, they would be outpaced. They felt war was coming, and they needed to be ready. The East was untamed, undiscovered, ripe for technology. Paladin Andrea Brixley was handpicked by the Elders of Lost Hills for this expedition because of her loyalty and dedication to the cause as a member of the Circle of Steel.

She, along with her Circle deployment, were assigned a larger band of Brotherhood escort, reminded of the tenets of their codex but not given a copy - Brixley already knew it by heart, and would keep it that way.

So, they set off. With the vague mission of gathering the treasures of the Old World whether they be technology or knowledge, for the sake of the Brotherhood's own preservation. This, they were told, was vital to their survival.

As they approached their destination months later, issues began to arise. Sickness, delirium, death for seemingly no reason. A pause and investigation revealed the answer: the tinned Old World rations they had been provided with (as standard for Brotherhood) had either been improperly manufactured or were suffering from decay, either way the rations were laden with lead poisoning. Dumping their rations and incapable of living off of the land, the expedition was effectively starving by the time they reached the bunker. It took several days to crack open, and left them at the verge of death with only their dedication to their cause keeping them alive through spartan determination, thankfully the bunker was fully stocked due to its disuse, and they could rest easy. They named the bunker "Lone Mesa".



Of the first of the Brotherhood's discoveries was that of "Nexus" a tribe of star-worshippers surrounding an Old-World satellite network station. The satellites, much to their surprise, were still functional. Monitoring the orbit of the Earth and the stars for signals. The Brotherhood arrived in force, pushed the tribals aside and stripped the satellites of their vast data archives and crucial components - leaving them deadened. They had, in effect, killed the Gods of this tribe. To them, this meant nothing. The Scribes of Lone Mesa were immediately put to work cataloging and inscribing the entirety of the satellite data - a time consuming and ultimately meaningless job that nonetheless they took to with slavish devotion.

In the months following, the Brotherhood sent a deployment on a scavenging operation north, into the barren irradiated stretch that covers Cheyenne Mountain Complex to Los Alamos. Los Alamos proved largely unfruitful, the surface facility was effectively charred dust and occupied by a Ghoul colony in ramshackle housing. They had a suspicious amount of junk to trade, but not enough to raise true suspicion - The Ghouls wore rags and leathers, barely eking out their solitary existence - so they left them alone. Moving further north to Cheyenne Mountain.

What they found was a crater that would put the Great Glow to shame - even more curious was that the heavy radioactivity was not consistent with that of the Great War - it was far more recent. Establishing an outpost at safe distance, they spent weeks recovering what they could - which wasn't much. Encrypted Military communique holotapes, security protocols for the bunker. The most crucial among them however was a Department of Defense Override Protocol Holotape, effectively a magic key that would override existing security protocols on any Old-World government facility. That, and a broken prototype of CODE Mark I.



In the years that have passed, what was once scavenging with noble purpose has turned into neurotic taxonomy for the Scribes and meaningless, empty patrols for the Paladins who end up picking fights with southern tribes just to see some action and pick over any scraps of remaining pre-war junk. Useless household gizmos, pulp-fiction comic books, advertisement boards. Anything they can get the primitives to fork over for the Scribes to meaninglessly, yet still ardently, study.

Eventually, such stagnation led to a less devoted group under Idella Hill advocating for the repair and experimentation of recovered technology - namely the unfinished prototype Stealth-Boys and broken CODE Prototype which had been catalogued and thoroughly studied, but left completely in disrepair.

Under growing pressure from Idella and her band of supporters, Brixley eventually reluctantly agreed upon hearing scouting reports of a Super Mutant militia to the far south. Experiments in rebuilding both took time and ardent study, with the Scribes and Knights assigned to the project spending long nights pumped on Mentats and After-Burner Gum to keep them going.



The experiments proved...interesting. The Stealth-Boy prototypes worked wonders and were given to a small Paladin strike team, who headed far south to strike at the Super-Mutant militia led under one named "Ugly John", using the Stealth-Boys and plenty of stimulant chems to perform quick, efficient special-ops whilst completely disguised by the Stealth-Boys.

Things began to go wrong when the CODE Experiments started however, utilizing it on each other, the rejigged CODE Device was used to help the Scribes and Knights perform further ardent work - if they could complete a night's worth of work with a simple flash bulb and wake up none the wiser, so be it. But the device was not repaired properly, and not fully functional in its original form - and was leaving lasting psychological damage. The turn came when Idella's group began to see their work as fruitless - pointless - neurotic, the technology they were using was affecting their minds, it was created for twisted purposes and everything they were mindlessly archiving was junk from a civilization that ended itself - was it really worth preservation?

Brixley noticed this and confiscated the CODE technology, and planned to confiscate the Stealth-Boys upon the return of the Spec-Ops team. When they did so, they were met with great objection - the Spec-Ops group felt naked without the Stealth-Boys, over sensory from their stimulant usage combined with the effects of the prototypes on the brain. They were consigned by Brixley and the Circle to return to duties as normal and the Stealth-Boy prototypes disassembled into their original, unfinished state.

They simply could not stand it. Idella held a secret rally of the disaffected, comparing their lives to that of the Watchers at Nexus - they had their technological heart ripped out by the Brotherhood yet they lived rustic lives of peace, harmony and control of their own destiny. A better life. So, they left, but they knew the Brotherhood would not allow the Spec-Ops team to leave with Power Armor and weapons in hand (which they refuse to remove lest their naked bodies be exposed and seen) nor the Scribes and Knights with their knowledge, so they acted in sabotage. They retrieved the keycards to the armory, during the midnight shift they sealed the armory and took the keycard with them - leaving the majority of the bunker unarmored, as they left for Nexus to become what the BoS call the Exiles.



When the players reach Lone Mesa, (of which they can learn the location from Isaac Gant or the Exiles. they will find the bunker entrance protected by two Power Armored sentries - who will quickly call to their attention and ask their purpose, before noticing their unique Prison-Boys, and bringing them inside for interrogation and Prison-Boy analysis. If the players are honest about their situation - they will be allowed to walk the bunker freely, as they understand the precarity of the situation and their missing Head Scribe, Isaac Gant,

is a fellow 13. Otherwise, they will be ejected from the Bunker. There are four main levels to Lone Mesa:

Level 1 Entrance:

The cliff-side entrance to the bunker, two small old world advertisement billboards border each side of the gate and bare the sigil of the Brotherhood of Steel - outside two Paladins equipped with Miniguns stand - Costello and Burnes. They're two of three Paladins with PA left.

Level 2: Archives

Home of the Scribes, who in monk-like fashion go from archive terminal to archive terminal in dim-lighting, piles of books, papers and pre-war junk litter the tables, and the walls have multiple pages of schematics and blueprints fixed to them, connected with red strings. The Scribes seem entirely focused on their work. They don't like to be bothered. This is also where former recreation rooms were located (now converted to store more archival junk)

Level 3: Maintenance

Home of the woefully understaffed Knights, where hydroponics, water pumping, mechanic repair and experimentation took place. Much like the Archives, it is absolutely littered with piles of junk navigated by the handful of Knights, who seem over-stressed and over-worked.

Level 3: Mess Hall and Habitation:

A large mess hall, gym, kitchen and habitation quarters. Where the unarmored Paladins now live.

Level 4: Command Center and Armory:

Home to Elder Brixley's command center and the locked off armory section containing the PA. The armory door has multiple scorch marks. The third and last remaining armored Paladin, Head Paladin Deering,

stands guard in front of Elder Brixley's quarters, where she lies near-comatose from an unknown sickness.



Important Characters of Lone Mesa:

Elder Brixley: A dedicated soldier of the Circle of Steel and one of its original members. She is the heart of the Brotherhood through and through. Mission before herself and before others, always. The "mission" being extended to the mission of the Codex itself - the preservation of technology and the prevention of it getting into the wrong hands. She is, or was, aware of Head Paladin Deering's feelings for her but considered it an unnatural breach of protocol and would distract her from the focus of her duties to indulge in such nonsense. To do away with this, she issued the Reproduction Order (A decree allowing "reproductive activities" to occur after a Chapter has suitably settled and is in stable condition, with a caveat allowing the Elder to have full control at will of any matter of reproduction or relationships.) and assigned Head Paladin Deering and Knight Tamara Young to have the first child of Lone Mesa - they would test the ground for further reproduction after their first child. Now she lies near comatose in her quarters, the Brotherhood having lost its top Med-Tech in Isaac Gant, nobody is sure how this has happened or what to do about it.

Head Paladin Deering: A member of the Circle of Steel much like Brixley, though not an original. Since his days in New California operating with her, he has stuck with her like glue, making some excuse or finding some reason to stay by her side. At heart knowing she would never indulge his feelings, he still stayed with her out of his love for her - but also his respect as a member of the Brotherhood and the Circle. He believes that her state is no sickness, but a deliberate poisoning, and that there is an Exile spy in the base. Technically he should take over command position to resolve the freeze in the "Chain That Binds" but he is unwilling to do so as it would concede her incapacity, and she's been through worse.

Knight Tamara Young:

Formerly a Head Knight and weapons designer at a southern New California chapter, she was relocated to Lost Hills following an accident with an experimental weapon and demoted. She took great displeasure with the Brotherhood's decision in recent years to cease the manufacture of weapons and instead focus on preservation - most of all because her designs for an electrical based weapon, a Tesla Cannon based off of Old-World design footnotes, will never come to fruition.

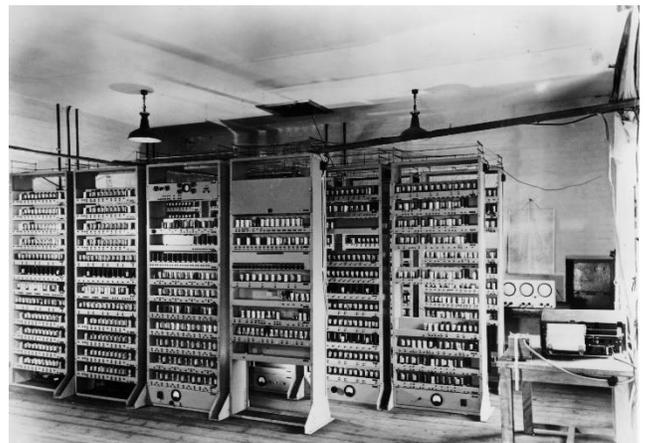
A prized gift she took with her everywhere, it was discovered by Head Paladin Deering, who reported it to Brixley and it was suitably confiscated to the archives. She is not happy about having been paired up with Deering, but now at nine months of pregnancy is looking forward to raising the future of their Chapter.

Paladin Corsetti:

A loyal career Paladin of the same New California Chapter as Young, Corsetti has been the lead on the majority of expeditions in the Wasteland and is determined to find the Malpais Army Depot for its store of weapons and now for its potential store of Power Armor. Gung-Ho a little bit too testosterone fueled, he has interrogated two Scaven Pickers (A local scavenger tribe) but was unable to get the information out of them, frustratingly, before killing them. He's very wary of outsiders, but will turn to them for help if it means securing more technology.

Scribe Hewitt:

Hewitt can be found running the Archives in place of Head Scribe Gant. Unlike Gant, Hewitt is an unimaginative sort and finds great satisfaction in the banal archivist work that the Lone Mesa Scribes perform. His work on the Archives is more rigidity and mindless than surface level guessing would assume however - and when it comes to details, he can be shockingly careless. He simply trusts in what has already been logged. This is partially because burying himself in his routine hides him from the reality that he'll never return to New California and see his family again. Taking a more active role and using his brain to problem solve would make that more real, so to speak.



Scribe Whatley

A Scribe from Lost Hills, youngest member of the bunker and a secret member of the Exiles. She lost her brother, Edward, on the journey to Lone Mesa and has held a grudge against the purpose of their mission ever since, only worsened by the long, overstretched nights and madness of the Exile meetings. She has secretly rebuilt one of the Stealth-Boys and has been using it to poison Brixley's food, hoping to direct the blame onto one of the Knights who work the kitchens. Hewitt is too focused on the banal, as are the other Scribes, to even notice her barely veiled alterations to the archive logs. She has administered just enough poison to keep Brixley barely lucid and mostly comatose, but not kill her. She is twisting Brixley's relationship with the Head Paladin to stall the Chain That Binds and give the Exile as much time as they can get. She believes she will eventually receive some kind of signal from them before she offs Brixley - but she hasn't entirely thought it through.



Quests in Lone Mesa:

Initiation: To make sure you're truly trustworthy, you must perform a mission for the Brotherhood. The party must visit the remains of Cheyenne Mountain Complex and breach the lowest level of the facility - where the remains of the Calculator lie, to download remaining computer archive information, Computer Science savvy players can decrypt information on the DoD holotape and learn of the alternate location at Los Alamos here, with a difficult check. Radiation, robots and traps await. Everyone loved The Glow, right?

Find the Poisoner: Doctor minded PCs can deduce that Brixley isn't dying of disease - she's being actively poisoned. Following the trail will reveal an ally of Idella stayed behind in the bunker - Scribe Whatley- and has been actively poisoning her food. If she and her poison are discovered, a Doctor PC or Gant can help use it to form an antidote to restore Brixley to good health.

An Academic Debate:

Upon entering the archives, Scribe Delia and Scribe Billings can be found loudly arguing over the interpretation of a Cheyenne Mountain transmission log. It's an exhaustive list of components and parts - Delia argues it's the components for a supercomputer, whilst Billings argues it's the parts for a type of generator - they are arguing to the point of near fisticuffs, and Delia will knock Billings' lights out if not stopped by the players. A Prospecting or Computer Science PC can identify it as effectively a requisition shopping list with no particular purpose, settling weeks' worth of debate.

Motherhood: A week or more after first entering the Lone Mesa bunker, when the players next return Knight Young will be in the middle of a very problematic birth. Without Gant, the Scribes are lost on what to do, as is everyone else. Doctor PCs can help the birth proceed.

Lost In Translation: Corsetti has failed to retrieve the location of Malpais Army Depot from the two Scaven Pickers - primarily because they don't speak English. They can't read and don't use maps, only passing things on through symbols or their own pidgin language. As such, Corsetti screaming in their face pointed at an annotated map didn't do much to jog their memory. Players friendly with the Scaven Pickers and familiar with their language can learn the location of the base and pass it onto Corsetti for future usage - or they can try and pierce the base themselves.

Retrieve the Armory Key: The "Unseen Brothers" and their luddite brethren under Idella at Nexus hold the key to the armory. They need it to restore their weapons and armor, so that they can besiege New Mariposa. Force is preferred.

Besiege New Mariposa: A band of Super Mutant Unity remnants have overtaken the town of Underpass and established a ZEUS fence which destabilizes Power Armor. Not only is the technology in the hands of dangerous mutants, but their spy there, Isaac Gant, was discovered and is now being held prisoner. They need non-power armored individuals to infiltrate and shut down the fence. If this is done, they will strip the town of all technology, leaving Underpass in a primitive state. They will then leave.



If the players assist Brixley and restore her to good health, she will authorize a mission to siege the Boulder Dome for its stock and abuse of technology. Reported thanks to Isaac Gant's travels. This will occur within one month of Brixley resuming health and the Brotherhood having access to Power Armor once more (either through Malpais Army Depot or unlocking their armory). The takeover will be mostly bloodless but absolute. The population of Boulder Dome will be displaced barring the Dreamers and surrendered Dome Authority, who will be enlisted as new Scribes and Knights. If New Plague is not resolved, then the Brotherhood will perform the flamer-purge themselves of the QZ. ZAX, if restored, will be enlisted in service of the Brotherhood's purposes. Namely archiving and design processing.

If Brixley dies, Head Paladin Deering will take over as Elder and will keep the Brotherhood at Lone Mesa.

If the players assist the Brotherhood at Malpais or with the armory key, they will deploy a Crack Paladin Assault Team and equip the players with Power Armor upon the siege of Van Buren, but will ultimately demand that the player not meltdown COLOSSUS and instead allow the Brotherhood to take the facility over instead. If they refuse, they will fight the players.



Section 2: The Nexus



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=lphTbVpGv2s&t=748s>

Pre-War History:

Prior to the Great War, America experienced something of a mid-21st century space age. For the first time in a long time - Americans were looking to the stars. Along with this came waves of pop-culture fixated on stories of alien contact - stories of advanced sciences and peaceful overlords - and so interest grew in the search for alien life.

Purely academic delves into this matter struggled for funding - until the Church of Hubology stepped in. Funding the Search for Cosmic Life (SCL) facility in the New Mexico desert was initiated. Both to listen out for any life out in the vast cosmos, to find the mythical Quetzal but to also teach the intrepid youth in the ways of the Great Wheel and The Hub. An educational center was founded amongst the satellite stations - a battled compromise between astronomer academics and Hubologist kooks, whilst it did have large amounts of information about the stars and space, the money won out and plenty of Hubologist mythology was begrudgingly incorporated.

As the Resource Wars dawned its head, the US Government provided a stimulating injection to the small facility - vastly expanding the technology and number of dishes. As always, this had dual purpose. The dishes would listen for signals of cosmic civilization, but also listen and track the cosmic efforts of the Communist Chinese - satellites, space stations - and feed the data through a separate encrypted feed to nearby military installations.

Post-War History:



In 2253, the ruins of the facility are home to an agricultural star-worshipping tribe who call themselves the Watchers. Descended from surviving astronomers, Hubologists and tourists.

Once visited by Ghoul traders from the Rebirth, they exchanged all their firearms (of which they did not know how to use) and random satellite components for chemically infused fertilizer (itself modified from super-science fertilizer taken from Greenway Hydroponics HQ in the ruins of ABQ). It provided great boon, their maize grew stronger and in greater number and a new food began to grow - a strange thing the packaging called "potatoes". Occasionally the tribe will be visited by the Scorpion's Bite to collect tithe, but they are mostly left alone.

Their beliefs are a devolution of Hubology - they believe that Quetzal and its peaceful Overlord the Hub are just one of many grand civilizations out there, mixing the mythology of Hubology with pulp-fiction comics in the visitor's center. They believe the stars are the spokes of the great wheel - lines that connect the civilizations of the stars both literally and spiritually. The signal-readouts of the satellites are holy scripture, a long trail with messages eventually from the stars.

They believe Earth is the center of the great wheel, and furthermore that their tribe is the center of the universe. The final link in the chain of communication that when found, will link all of eternity in spiritual nirvana. The Great War set us back, cut our signal short and the billions of neodynes that cloud the psychosphere are further scrambling interference. So, all they can do is watch the stars, dream of the civilizations above and wait in good hope for contact.

Each tribesman is named after a star listed in the sacred center where the Elder, who always takes the name Quetzal, resides. The Elder will consult the charts and pick a name for each child. This includes mixes of real stars and those conjured by the pulp mythology of the Hubologists. Most tribesmen are covered in constellation tattoos.

They have lived in peace for most of their existence, that was until the men in chrome armor arrived.

The Brotherhood Exiles



The Brotherhood breakaways and the Spec-Ops team now referring to themselves as the "Unseen Brothers" approached Nexus with the intention of joining the tribe, but the Watchers cowered once again in the visitors' center in hiding. The Unseen Brothers disliked greatly being in daylight, and so themselves hid inside the satellite facility, leaving Idella and her luddite band alone in the village. Poorly tending to the animals and the fields, eventually the Watchers approached them and they began to intermingle, Idella expressing her wish to join them and their tribe.

So, they began to mix, over a course of weeks adopting their tribal culture in superficial ways and learning how to tend to the land. The Unseen Brothers painted many eyes across their Power Armor, and acted as sentries for the tribe by night. They awaited reprisal from Lone Mesa, but it never came. Perhaps, then, their plan of internal sabotage had worked. They had stalled "The Chain That Binds" by putting Brixley in a state of neither life nor death by using one of their own to poison her from the inside of the bunker.

One day, strangers from the West came. A woman in strange robes followed by armed men wearing tri-pointed crowns. A Daughter of Hecate and her Sons. They approached the tribe in peace and brought many gifts of food and toys for the children, and learnt of the Watchers religion. They claimed they were mistaken, and that their Goddess Hecate was the center of the Great Wheel - they simply needed to show them. What interrupted a normal recruitment of a tribe by the Daughter, Mia, was the arrival of the Unseen Brothers. This was unexpected. Highly unexpected. Mia performed the tricks of Hecate, psychedelic infused food, colored flames and carefully wound stories to encourage visions. Idella claimed to see the Goddess, in truth see saw a version of herself as a tribal queen. Idella and the Unseen Brothers explained their situation, how they had seen the evils of technology through the Stealth-Boys and CODE, and knew it must be destroyed.

Mia, elated at the thought of getting their hands on such "magic" that could win the war against Caesar, agreed, but claimed that such technology must be purified by Hecate herself. So, now Idella and the Unseen Brothers must get their hands on the Stealth-Boys and the CODE technology again. What Idella doesn't know is that upon getting the Stealth-Boys, the Unseen Brothers will abandon the tribe completely.

To help, the players must find a way to retrieve the CODE technology and the Stealth-Boys from Lone Mesa. Whether by force or by negotiation in exchange for the armory key.

Important Characters of Nexus:



Quetzel: The tribe's leader and keeper of the Moon Stones, moon rocks kept in storage at the visitor's center which they revere as holy artefacts. He believes in Mia's interpretation of the Nexus religion - he's old enough to have waited a long time with nothing to come of it, and the visions he saw with her are the first instance of 'magic' he's ever seen. Endless years of star-gazing stretched before him and contorted to a center: the Goddess Hecate. His mid-life crisis of doubt and weariness has been totally manipulated.

Orion: Quetzel's youngest son, covered in tattoos with Orion's Belt proudly across his chest. He is convinced that Mia and her Goddess are evil. He saw visions of fire, death and gore. Effectively, he had a bad trip. He wishes to rid the Brotherhood Exiles and those he believes they attracted. He believes it is his duty to protect the future of the tribe. He believes that the Red Okies could be of assistance, since they are enemies of both the Scorpion's Bite, Hecate and would leave the Watchers alone.

Idella: Idella Hill, recruited into the Brotherhood at a young age when she had the foresight to bring a nearby chapter unique technology she had discovered. She comes from a tribal background. Once she, believed the Brotherhood saved her from that life, now she believes they took it from her. She believes Hecate is the way forward and that once the negotiation takes place, they can leave the Brotherhood to rot behind them.

Brother Devon: Leader of the Unseen Brothers and the only one who comes out in daylight. Behind his hulking power armor, his voice is sharp, brief and jittery. He believes that the Brotherhood don't just need to be abandoned, they must be destroyed. He's not as naive as Idella and knows the Brotherhood upon getting the armory key would simply hunt them down to the last. He just wants the Stealth-Boys first.

Mia: Daughter of Hecate from Ouroboros. Sent out into the fringes for her more uncouth matter of dealing with things, she's aware of the potential power that these former Brotherhood could hold in the war effort against the Son of Mars. She has dug her fangs into Nexus, and will not let go. Even if it means by force.

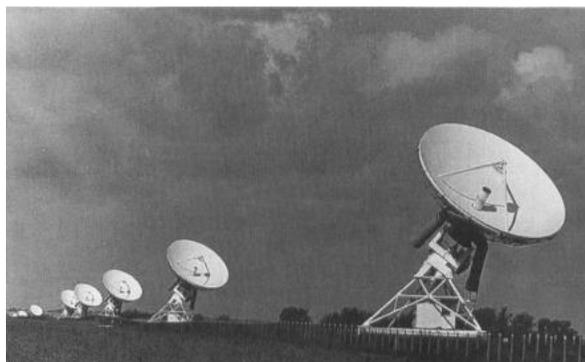
Quests at Nexus:

Establishing Connection: Negotiating the deal between the Lone Mesa Brotherhood and the Exiles in the exchange of the Armory Key for the Stealth-Boys and the CODE technology.

Network Formation: Before leaving with the technology, Mia imposes a restriction on the trade - beforehand, they must first gather as much tribal force as possible from New Mexico to return to Arizona. She will task the party with speaking to another Daughter, Branwen, at Scorpion's Bite.

Scrambling: Ridding Nexus of the Exiles and Hecate requires two things: The first, getting rid of the Unseen Brothers. This can be done through direct force or by providing them with Stealth-Boys from Malpais Army Depot. The second, ridding the luddites, the Daughter of Hecate, and her accompanying Sons. Again, this can be done through direct force, or Orion will suggest an idea. He knows that the Scorpion's Bite had searched the area on their last tithe for "space rocks" which they had kept just about hidden - they need them in some sort of rivalry with the Red Okies. If the Red Okies like these Space Rocks, they can be traded and their hatred of Hecate's Daughters and the Scorpion's Bite leveraged.

Killing the Frequency: The Unseen Brother, Devon, knows that Elder Brixley and Head Paladin Deering will carry with them authorization keys to overload the generator of their bunker - standard protocol for all Brotherhood Chapters in the face of total defeat. It's simply a matter of using them. This will ensure that the Brotherhood don't follow them up. If this is done and they are given Stealth-Boys, they will provide the party with a radio to signal them should they need help, and they can turn up at the Siege of Van Buren.



Section 3: Malpais Army Depot



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=GZcrLDvLPiQ&t=2s>

Pre-War History:

Malpais Army Depot was a middling Army base constructed in 2022. That was until 2050 - when along with other facilities such as Sierra Army Depot in California - it received a major investment and reinvigoration. A whole new war effort had begun. It took on the manufacturing and storage of state-of-the-art weaponry and armor. By the 2070s, with the destruction of Douglas Air Force Base it was working in conjunction with the air-force to test and develop better air-craft for heavy-load military equipment, in addition to being the home of a new iteration of what was dubbed Project Darwin: Utilizing animals to undermine Red China. The new iteration after the heavily redacted failure of the previous was to utilize mosquitos as delivery methods for biological weapons. MAD requisitioned a ZAX Unit as was standard for bases taking on such heavy research projects, but they were curiously denied and instead told to use human staff only.

To compensate for the whole new stresses on the base, the MAD's CO General Barnes requisitioned an additional project for the sake of himself and the staff: cryogenics from the Boulder Dome up north in Colorado. The idea was that if the "Big One" ever occurred, he and his boys could lie dormant and protect the base in the post-nuclear collapse upon awakening. This was granted, despite warnings from the Boulder Dome science team that post-cryonic syndrome still did not have a resolution, with the simple response of "You eggheads will figure it out."

By the time the "Big One" finally came, they had not. But General Barnes and his men took to the cryogenic chambers regardless.

Post-War History:



As the Wasteland has taught us: wildlife and radiation don't mix well. Wildlife infused with biological toxins created in a lab and radiation, well, that's even worse. The mosquitoes in the lab have mutated along with the toxins, now spilt into bubbling pools across the research level floors, becoming monstrous dog-sized "Mozzies" (as they're referred to by the Scaven Pickers). These Mozzies fix themselves to the back of a host animal (they seem to prefer humans) and connect their proboscis to the brain stem, pumping the body full of the neuro-toxic chemicals. The host, now a symbiotic "Mozzombie" becomes full of the stuff, replacing most of their blood with a luminescent orange fluid as the Mozzie has created a flesh-farm to produce nutrients for itself. In the meantime, the host will retain some higher brain functions - enough to go on the aggressive and defend itself, even using weaponry it once used in its past-life.

This has now become the fate of various Scaven Pickers on the surface as well as General Barnes and his men below. The Mozzies slowly cracked open the cryopods and used them as bio-nesting grounds for their eggs, transforming the frozen soldiers into icy Mozzombies, who now patrol the base in full armored gear, shambling with rifles in hand on their old patrol routes as the Mozzies continue to feed.

The base itself is still flushed with weaponry, largely untouched however due to its robust automated defense systems. On the surface, a small airfield lies adjacent to the base where parts for an experimental aircraft can be found.

Section 4: New Mariposa (Formerly Underpass)



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=yo2VOEP-XoE&t=339s>

Built in an underpass next to the remains of Las Vegas, New Mexico, Underpass is something of a marketplace and town in northern New Mexico. Underpass was an up-and-coming trade hub, supporting the non-tribal ghost towns of New Mexico with medical aid and technology. With both the Cain Medical Center and the former Wattz Energy Weapons factory (Of which they could not restore to working condition, but had access to its great stockpile of weapons) providing it with a strong start, the town was growing rapidly.

There're a few points of interest in Underpass:

- Underpass Emporium - The Main Market, directly underneath the underpass
- Cain Emergency Medical - a major Med-Center where Dr. Quack does his best to educate protégés with Physician Today magazines and medical textbooks
- Stagecoach Inn - A hotel and place to play poker, ran by Laurie
- Scott's Bar - Self-Explanatory, a place to get boozed up, ran by Scott

Recently, however, Underpass has come over the control of Super Mutants - Ugly John and his band (15) of Unity Remnants who have been wandering the East since the destruction of the Unity, which they haven't quite got over. They're well-armed and well-armored, carrying high-end Energy Weapons and Miniguns. They brought with them heavy-duty Brahmin Caravans from the south - carrying a "ZEUS Fence" a

Poseidon Energy project that establishes an electrified forcefield that effectively acts as a human bug zapper.

They weren't equipped with the knowledge nor the fine dexterity to get it working - so they needed a human population to build it for them. The fence destabilizes power armor and acts as a perfect defense against the Brotherhood.

So, they enslaved the town though they prefer to call it bringing them into the Unity, as the Master always wanted - Mutant supremacy, human subjects - until they can find FEV to resume dipping. This is John's ultimate goal. In the decades since the destruction of the Unity, he has found nothing. He has renamed Underpass New Mariposa in the hopes it will become the basis for a New Unity.

The Mutants have captured Isaac Gant - a Brotherhood Scribe and Prisoner 13 - who was immediately identified by his Scribe Robes (of which he believed nobody would recognize - but mutants have long memories), they are keeping him hostage as due to the Spec-Ops attacks they know they are under the eye of a Brotherhood Chapter. He keeps Gant working on the ZEUS generator in the town square under the watching eyes of a patrol unit.

Life under the Unity Remnants is relatively benign but still servile, and the prosperous future of Underpass has all but ceased. Trade has stopped and weapons distribution is controlled by Ugly John - basically, all the humans are unarmed and the energy weapons stored along with John in his fortified "Command Base", a former Mayor's office in the ruins of the town.



Important Characters of

New Mariposa:

Ugly John: They don't call him that for nothing. Unlike the rest of the Mutants, John has bubbling boils and fleshy mounds covering the entire left side of his face - including his left eye. He and his band of clingers-on are the types that have given Mutants a bad name. Unable to let go of the past, violent towards humans and in search of FEV to rekindle the Unity. The latter behavior entirely in vain. John is ill-tempered and prone to bestial rages - juxtaposed by times of lucidity and strategy, a throwback to his time as a CO in the Unity. There is a clear sense of cognitive decline. He holds a massive grudge against the Brotherhood for their part in the destruction of the Unity. Although his pie-in-the-sky goal is the restoration of the Unity, right now he's primarily concerned with destroying the Brotherhood.

Dr. Quack: A learned man in his mid-60s, his life's project has been the restoration and operation of Cain Medical Center. If he'd been born in New California, he'd have been an exemplary Follower of the Apocalypse. He blames the Brotherhood for the takeover of Underpass - a large Underpass caravan heading south had been raided by the Brotherhood, all energy weapons seized, the unarmed guards returning and retelling they had been warned by this strange group to hand over their arms and technology. They had sent out a large band of Underpass guard to search for this Brotherhood when Ugly John's men arrived. By the time that happened, it was already too late. He along with Laurie and Scott are organizing a secret resistance, and plan to utilize stealth to regain the stored Wattz weapons in John's Command Base. A likely ill-fated attempt at resistance, but to Quack, it's a matter of liberty or death. The human population were useful for building ZEUS but it's only a matter of time before John decides to make New Mariposa a more spartan operation, so to speak.

Isaac Gant: The bright-minded, adventurous Head Scribe of Lone Mesa Bunker. A Scribe that wishes he had become a scout instead, utilizing his rank and silver-tongue to justify all sorts of "Research Missions" to the surface (This was how he got captured by Uncle Sam in the first place). He volunteered to infiltrate and spy on Underpass to evaluate the state of their technology, only discovering the Super Mutant takeover when he reached them. He is now constantly working on the malfunctioning ZEUS Generator under the careful watch of the Unity Remnants.

Quests at New Mariposa:



Removing the Human Factor: Ugly John offers you a trade. If you can put Gant out of a job, you can get him back. He knows from the PE facility they raided there's a fusion-tech laden operation near Moab, Utah. Retrieve the technology there and have him install it so that the ZEUS Generator runs on

its own.

Let's Hit It: If things are in place for the Brotherhood to besiege New Mariposa, Gant will suggest using the new generator part to overload ZEUS and completely fry the whole system - shut it all down on the touch of a button.

Human Spirit: Help the Underpassers perform their stealth-rebellion and restore Underpass on their own terms without the BoS. Outside support from groups such as the Glyphers, the Scorpion's Bite or the Red Okies would help this greatly.

Section 5: Scorpion's Bite



Soundtrack Atmosphere: <https://open.spotify.com/track/6CxQTcRaC7SNR8Zv7fz6pd?si=ca229aa3245040c2>

The Scorpion's Bite are a dominant tribe living in the ruins of Albuquerque, on the East Side of the Rio Grande. They are descended from survivors of the local area and get their name from the unending presence of Radscorpions in the region. The tribe are fairly normal by Wasteland standards, lacking in any real culture beyond their tent and ruin dwelling existence. They venerate the Radscorpions as creatures of strength, and wear their chitinous exoskeleton as additional armor. Youthful warriors of the Scorpion's Bite must undergo Radscorpion poisoning - the weak who are near death are given antidote and resigned to other roles within the tribe, the strong who withstand it are made into warriors.

They raid and take tithe from other tribes and communities in New Mexico. Both they and their uneasy subservient equals on the other side of the Rio Grande in Albuquerque, The Glyphers, are rather well armed after having looted local national guard armories. Their highest-ranking warriors equipped in National Guard grade combat armor and wielding assault rifles.

Their main camp is built from partially complete adobe walls supplemented with junk pieces and scrapped car hulks. They have, impressively, two artillery cannons at the borders of their walls - a symbol of massive power - but truthfully both are deadened junk that haven't been used in centuries.

They are under the grasp of Hecate as with many other tribes, but their relationship is a degree more symbiotic than parasitic as they manufacture chems taken from mixtures of their own brewing mixed with that of glowing mushrooms cultured by the Glyphers. Their local Daughter is named Branwen.

They are led by a patriarch known simply as "The Bite"

The Scorpion's Bite are currently at war with the Red Okies. Largely out of the orders of Branwen, as the Red Okies tortured and executed a band of Hecate worshippers sent to convert them. This cannot stand, or else a curse of Hecate will come upon them and their children.

It's also partially out of their own sense of competition - the Scorpion's Bite dominate a large chunk of the Arizona chem market, and they've been completely outpaced by a chem the Red Okies call "Stardust". Similarly, rumours are spreading that the Red Okies wish to conquer the Scorpion's Bite to enslave them and sell them to the Legion.

Important Characters of Scorpion's Bite:



The Bite: The respect for The Bite's age comes from the fact that he's lived that long in the first place. Most Scorpion Biters die young. He has the attitude and look of an old 'Nam veteran and slings an AK-112 on his shoulder, his armor adorned with heavily scratched

Radscorpion exoskeleton. He is completely under the spell of Hecate, and wishes to bed Branwen - but she promises this only if he will destroy the enemies of Hecate - the Red Okies.

Branwen: A young and particularly beautiful Daughter of Hecate, she has used her beauty to sway the warriors of Scorpion's Bite, unlike the Daughter who proceeded her that indoctrinated the tribe through fear of curses. She is venomous in her own way; she is entirely fixated on the retribution for the crimes done against her fellow Daughters and Sons by the Red Okies. Additionally, their stockpile of Bullet Ants are known to have great venom - their conquest would bring good bounty to the Sons of Hecate.

Slugga: An explosives expert, carrying numerous Frag Grenades and a Grenade Rifle. His dream is to see the artillery working again - he just loves seeing his enemies turned into thin red mist at a minimum safe distance. He used to be the one sent to deal with the Glyphers before in a rage he fired off a grenade round and destroyed one of their precious Glyphs, nearly inciting full on war between the two tribes.

Chanto: A non-warrior, a more diplomatic sort sent by The Bite to keep trade and negotiations with the Glyphers going well. He's considered to be the most intelligent by the Scorpion's Bite - but their standard is very low.

Quests at Scorpion's Bite:



Fire All Your Guns At Once:

The Red Okies must be destroyed, and the best method to do so is through artillery. Every attempt they have made to do so traditionally has resulted in the Red Okies retreating to their gigantic Ant-Hill fortress. They need something to crack that open, and the old artillery is the job to do

it. However, getting this in operation requires multiple stages:

- **Stage 1:** Repairing the Artillery. Done through Repair or Big Guns skills utilizing components, can be assisted by Slugga
- **Stage 2:** Finding shells. Slugga is aware the Scaven Pickers have been known to keep artillery shells at their camps, but he doesn't know where their camps are. He does know that they trade with the Rebirth, however, so check there. At least four are needed. Two for each gun.
- **Stage 3:** Moving the guns. They have a radius of 20 miles (One worldmap square) so they must be moved in-range, and the Brahmin that the Scorpion's Bite have aren't enough. They need more. Only Ugly John has enough. He will either charge exuberant prices, provide the fusion-tech quest or his cattle can be stolen to organize this grand voyage.
- **Stage 4:** Firing the guns. Not as easy as it sounds. Slugga can take the reins but he'll do an imperfect job and leave lots of survivors, enough that they'll have barely weakened them - but crucially, cracked the ant-hill regardless.

For What It's Worth:

The Red Okie outnumber the Scorpion's Bite 2:1, even with the artillery it will be a tough battle and Hecate needs the Scorpion's Bite intact. So, they plan to recruit the Glyphers. The party must go to the Glyphers and convince them to support the Scorpion's Bite in this war effort.

Explode Into Space:

The Scorpion's Bite are in a drug war with the Red Okies that they're losing. To get the edge, they need space rocks from either the Watchers or the Red Okies themselves to cut their drugs with. Lab Science PCs can be of great help in getting this operation going.

Section 6: Red Dawn



Soundtrack Atmosphere:

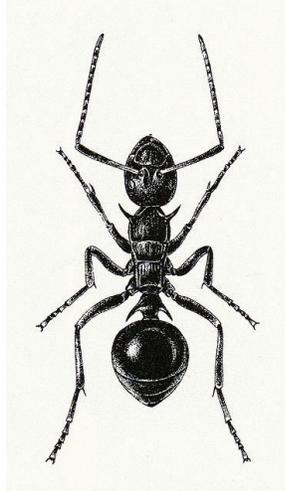
https://www.youtube.com/watch?v=ROqOai_sMFk&list=PLSUjeNeKJtQp1jhlkaj8fLHvwH6hmy8p7&index=10

Pre-War History:

Among the barren deserts near Yesso lay Douglas Air Force Base, constructed in the Mid-2060s. Beneath the air-force base, however, lay the New Mexico operation of Project Darwin. The aim was simple: to engineer so-called Mutant Undermining Lifeforms that would be deployed into Red China.

These creatures would be inseminated throughout the Chinese mainland and establish breeding colonies undetected. Then, driven by engineered aggression, voracious hunger, and a lack of natural predators, they would devastate China's ecosystem, devouring entire harvests worth of grains, exterminating indigenous species, and slaughtering villages to sate their hunger. By the time the Chinese command realized what was going on, it would be too late - the mutants would have a foothold and done their damage. The beauty of it was by the time the US rolled in for occupation, a genetic kill switch in the creatures would activate, making it safe for our boys.

The mutants would be created through a combination of selective breeding, radiation exposure, and gene splicing. There was some hushed talk among project scientists that they might be getting their hands on more advanced mutagens, though nothing ever came of this. The success of other operations of Project Darwin had suggested euro-social creatures were the best baseline for the project, and so the DAB wing of Project Darwin focused on ants. Bullet Ants, to be specific.



The team made the ants better, faster, stronger. They spent a lot of effort working to fully understand the patterns of ant colonies, their dynamics and their inner workings, and to find if they could be improved upon. As with many high-tech R&D projects, the entire affair was overseen by a ZAX-Q unit, jokingly dubbed "Queen" by the science team. In addition to overseeing the genetic and chemical modifications made to the ant, it worked to understand the surprisingly complex and (to humans) inscrutable patterns that governed ant 'society.' As the ZAX delved deeper into the strange patterns and loops that allowed the ants to collectively undertake behaviors far in excess of any one individual's capability, it went a little queer, perhaps relating to the ants than to the research team.

The project was making tremendous progress. Plans were drafted to begin implanting colonies behind enemy lines to shore up the flagging Yangtze Campaign. Breeding pairs were shipped to air force based across the country, ready to be flown over the Pacific at a moment's notice. Before the Pentagon could rubber stamp it, however, disaster struck. A feral colony was discovered in several communities around central New Mexico, and wreaked havoc before the military could get things under control or clean things up.

It wasn't clear exactly how the ants had spread, but the brass deemed them big of a risk of spread to be shipping cross countries. The breeding pairs were terminated (though there were some questions if the job was as thorough as it should have been), and the main breeding colony was slated for destruction.

As soldiers went through the facility evacuating scientists, something went wrong and the ants managed to escape from their containment and act the humans. In the frenzy, the base security system seems to have gone haywire, robots and turrets turning on humans. Fearing a full-blown outbreak, the government decided the only option was to use a tactical nuclear device requisitioned from Los Alamos, claimed to merely be a weapons test to the public. The site was utterly destroyed. Troops scoured the facility for any evidence of survivors, and hoping to retrieve any useful data that may have survived. No trace of the ZAX nor its bomb-resistant black box were ever found. In the end, the government shifted a rejigged Project Darwin to Malpais Army Depot in the hopes of starting again.

Post-War History:



The Bullet Ants of Project Darwin survived. The radiation of the Great War only making them larger. These ants were larger than the normal variety found in the Wasteland, and had hardened exoskeletons that made killing them far more difficult. The best method was to aim for soft spots or cripple their legs before they could reach you. They have a venomous, highly painful bite. More dangerous to be sure, but still just Wasteland Giant Ants.

The problem came when they formed a gigantic ant-hill over their original breeding ground, and began to deploy in vast swarms. Entire tribes were subsumed, and they began to stretch out Eastward into the Red Okie Wastes. Eventually, the tribes of eastern New Mexico and the Oklahoma Panhandle had enough. A confederation of three tribes: The Junkers, The Dune-Cutters, and The Six-Stringers. Under the leadership of a young man named Redhawk they banded together to track down and destroy this menace. The Wastelanders in eastern New Mexico called them many things, bughunters, antbusters, pest control, but most simply called them Red Okies. The name stuck.

Eventually, they reached the Anthill and a great battle occurred. A towering, two-story structure with man-sized holes. The place was surrounded with junk that the larger Soldier Ants had carried and placed around. They battled their way inside, reaching the very depths of the tunnels, and destroyed a large, fattened Ant-Queen that was pumping out eggs. They blocked off the "Deep Tunnels" by using explosives, and declared the threat dealt with.

The problem was that during their myriad adventures and battles, the land to the East had been ravaged by vast cyclones and storms. It would take many seasons for them to clear, and who knows what would be left in the aftermath. Instead of waiting to return, under the declaration of Redhawk, they settled at the Anthill. It was a highly defensible position with a trickle of clean water in the lower tunnels, and the West was ripe with opportunity. So, Red Dawn came to be.

The Red Okies



There are three tribes that comprise the Red Okies:

Dune-Cutters: Led by Redhawk himself, they are the only of the three tribes to carry firearms (of military standard) and are skilled marksmen. They dress in desert ponchos with hoods over their tribalized combat armor and often wear thick goggles - a legacy of persisting through the sandstorms of the Red Okie Wastes.

Junkers: Led by Junkmaster, who wears an Old-World diving helmet on his head. They are DIY masters by nature and are the prospectors of the Red Okies. They wear Metal Armor adorned in junk parts and decorated with Old World trash like brochures, magazine clippings or advertisements. They wield weapons such as Chainsaws and Rippers. Junkmaster himself carries a Thermic Lance.

Six-Stringers: Led by Big Buddy, who carries a unique weapon venerated by his tribe: The Six-Stringer itself. A sword concealed within an Old-World electric guitar. The Six-Stringers are the most poorly armed of the three tribes, wearing Heavy Leather Armor and carrying Fire Axes, though they compensate for this through their speed and fearlessness. They are the primary chem cooks for the Red Okies.

It has been five years since Red Dawn formed, and now a growing junktown surrounds the large Anthill, which has now been additionally fortified as a place of retreat in the case of an attack. Inside the Anthill are numerous living quarters, the water spring and the home of Redhawk. There are tunnels that lead deeper below protected by mechanical gates, where Red Okies go on "Bug Hunts" to clear out forming nests that occur occasionally and to harvest their large eggs for food.

The Junkers established a basic traffic light system that's wired through the mid-tunnels alerting to how many in a line of ants are coming, as a heavy swarm is enough to catch you like an insectoid riptide. Green is clear, Yellow is light, Red is "Get the fuck out of the way".

Recently Red Dawn has come to dominate the chem trade in Arizona and New Mexico, acquiring space rocks from a tribe to the far southeast at Roswell, the Six-Stringers produce what's known as "Stardust" a semi-psychedelic and highly addictive chem crushed with thin powder from the space rocks (meteorites) and cut with Bullet Ant venom. They have totally undercut the business of Scorpion's Bite, which has caused them to have a handful of scrapes. When visited by a Daughter of Hecate, they didn't buy what she was selling and strung her and her Sons up for dead.



There are four main places of interest at Red Dawn:

Brahamaville: The market where the Red Okies deal with outsiders and prepare their own caravans, mostly ran by the Junkers who deal in their Old-World crap. Their primary trading partner used to be Underpass, but now they mostly deal with pissant tribes of New Mexico who gawk at Old World junk. As a result, trade is severely drying up.

The Red Zone: A makeshift arena where the Red Okies battle out their differences. There's Betters (Fights with betting stakes), Grudgers, (Violent, non-lethal) and Killers (Violent, Lethal). The Red Zone is ran by the Dune-Cutters.

The Watering Hole: A scumpit where booze, Chems, gambling games, and prostitution can be found. Currency doesn't exist here so everything is bartered through loot and goods. In the backrooms are the chemlabs to produce Stardust amongst other products. Ran by the Six-Stringers.

The Anthill: The large, termite-mound-like two-story anthill that serves as the town center. Acts as the home of Redhawk and a place of retreat in the case of massive attack, as they've received a few times from Scorpion's Bite or wandering packs of Deathclaws.

Important Characters of Red Dawn:



Redhawk: A tall, lanky man with bright red hair. He can be found inside his quarters in the Anthill reciting his (terrible) poetry to a Legion Explorer who feigns interest. He has a certain upbeat charisma about him and is typically pleasant to talk to when he isn't trying to sell you on his wordsmithing. He is incredibly concerned about the state of the Tribes, and thinks they are splitting apart. The Red Zone is full of more grudge-matches than ever, and each of the tribes are restless. To add to that, their water source is drying up with no sign of stopping. The Legion Explorer he is speaking with, Caeso, has proposed to him a plan of action: conquer the Scorpion's Bite and bring a mass of slaves and wealth to Caesar, and join his Legion to bring even greater unity. To Redhawk, the unifying of the tribes was the grandest moment of his life so far, so the idea holds great appeal. A warrior-poet like himself seeking unity amongst the tribes? He'd like to speak with him.

Caeso: The most accomplished Legion Explorer by a large margin, he was one of the scouts who served directly under Caesar when he was still a Blackfoot. Being sent to the "Far East" of New Mexico, he ordered his fellow explorers to remain in western New Mexico as he followed the leads on these "Red Okies", apparently a confederation of warrior tribes. Knowing that Caesar's reach does not yet extend this far, he sees the opportunity to bring the tribes to Caesar.

Junkmaster: A short, broad shouldered man with a shaved head and wearing an Old-World diving helmet on his head. His metal armor covered in Nuka-Cola memorabilia (He's an addict). He is ill-tempered and short of fuse, frustrated because of the lack of prospecting left in the barren deserts of New Mexico and the lessening of trade - he and his people are restless, and seek rustier pastures. He takes his anger out on repeat Grudgers in the Red Zone, where has become quite adept.

Big Buddy: Average height with shoulder length blond hair, often wearing sunglasses to help him deal with come downs or hide his extremely bloodshot eyes. He gets high on his own supply of Stardust and often Med-X. He's content with the current business of Red Dawn - but that in itself has attracted ire from the restless Junkers and Dune-Cutters.

Quests in Red Dawn:



The Dawn of the Red Okies:

Redhawk believes the only way forward to keep the Red Okies together is to listen to Caeso and bring them all West, to Arizona. It's where their best chem business lies, it has more prospecting opportunity for the Junkers and there's plenty of opportunity for nomadic warfare for the Dune Cutters. But the latchkey to this move is beating out the Scorpion's Bite and enslaving them as tribute to Caesar. He could try an all-out assault, but they would lose a lot of men and if the Scorpion's Bite

employ the Glyphers (of which he believes they're likely to) - then it's a problem. This applies doubly so if the party are attempting to convince him to defeat Hecate and the Brotherhood Exiles at Nexus.

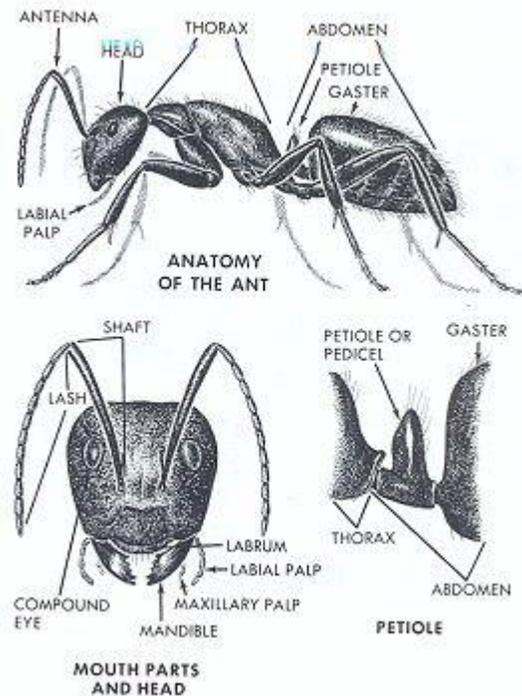
To even the odds, Redhawk will suggest trying to turn the Glyphers. He knows their situation is peaceful but ultimately still tense - from what they know anyway. They know the Glyphers have been secretly buying Stardust from Red Okie traders, and that's enough to leverage. The tradeoff is that they'll leave the Glyphers alone to have the ruins of ABQ all to themselves.

Ants In Their Pants: Another concern of Redhawk is the growing presence of monstrous Bullet Ants beneath the Anthill. The Bughunters have been telling stories of bigger Ants in bigger numbers. Not only would a new swarm stop their war efforts and their exodus in their tracks, it would break the reason for the tribe's unity in the first place. Redhawk unfortunately thinks there might be a new queen down below, but this must be kept a low-key operation, otherwise it risks breaking morale if their coming together was a fraud. He will pay the party along with three of his most trusted and best men (one from each tribe) to accompany the party. As the party delves deeper into the tunnels, they will meet numerous swarms, including a particularly stressful situation in which the "traffic lights" at the main tunnel junction all turn red at once:

(<https://www.youtube.com/watch?v=4oHWu6GhAro>)

Delving deep, they will find the previously blocked off tunnels have been burrowed open, leading to the original ZAX Bunker where the simplistic "Queen" Computer can be destroyed (defended by two Sentry Bots). It's data regarding Project Darwin can be downloaded to holotape.

Alternatively, ZAX-Q can be talked down. Its programming is simple and the sight of humans will cause tinny, broken speakers to say things like "ANTS EQUAL STRONG. HUMANS EQUAL WEAK. IT IS SIMPLE LOGIC. WE ARE THE FUTURE". Computer Science players can use simple logic loops to talk the ZAX-Q into partial or complete shutdown, either way ending the threat whilst avoiding the Sentry Bot battle.



Section 7: The Glyphers



History: The Glyphers are a tribe descended from a mix of tourists, Park Rangers and a mycological research team investigating strange fungi growing in caves along the Petroglyph National Monument. For the first two generations, the Glyphers were dependent on these caves - cultivating the fungi and drinking water from the depths of the caves. When they set out, they discovered the strange mushrooms (Which had begun to glow since the Great War) had other properties, namely they could reduce radiation in the body. This made the Glyphers an early dominant group in Albuquerque's ruins: They were largely self-sufficient and able to scavenge the irradiated ruins with less worry than any other group in the region, ensuring that they were relatively well-armed.

As the generations passed, they also became fixated on the petroglyphs that surrounded them in their home territory: Who left them? What did they mean? Interpretation of the glyphs became their specialty as their leaders twisted meanings and stories out of them to prove points or teach lessons to the young. Effectively a quick way to teach them not to drink the glowing water and have them listen with the backing of mystical authority. Of course, as these generations grew up they held the glyphs in mystical reverence, and still do as of 2253. Their control over Albuquerque however, did not remain. In the early years of the 23rd century they were pushed over to the west side of the Rio Grande by the Scorpion's Bite, and an uneasy truce was established.

The Glyphers have a primitive democracy in place, effectively, one who decides they can decipher the Glyphers, a "Parser", will provide translations of the meanings of the Glyphs as their manifesto or justification for their leadership of the tribe. Then, at the end of the cycle of the moon, they hold a day where the tribe "votes" for the leader by standing with them. Those with the most win.

Their main camp is simply called "Sigil". It is a series of simple adobe dwellings facing a cliff wall, connecting to one of their fungal cave systems. The Glyphers dress in basic tribal leathers, but their warriors wear ABQ PD Armor and carry firearms taken from a National Guard Armory.

2253:



As of 2253 the Glyphers are still in an uneasy peace with the Scorpion's Bite - they exchange mushrooms for water from the Rio Grande. Their leader is Marker, who has been tribe leader six "elections" in a row. He believes it is the prerogative of the Glyphs to co-operate with their brothers in this region and keep the peace. He is opposed by Mycer, who after an incident involving a

Scorpion's Bite warrior who destroyed a sacred Glyph, has argued that they should reclaim their ancient glory and make Albuquerque theirs. By the time the players arrive they're in the midst of an "election" and the "vote" is within the week.

The tribe has also recently been visited by a New Canaanite missionary, Bonnie

Important Characters of Sigil

Marker: An older man in his 60s with long grey hair and a bushy beard. He is reflexive to the status quo and afraid of the unknown, he's lost his nerve since his first election and is comfortable - as is a majority of the tribe - with his peaceful reign. He believes that the Glyphers cannot win against the Scorpion's Bite and must work with them. However, convincing him to work with the Scorpion's Bite to fight the Red Okie Horde will take convincing either through Persuasion or Deception.

Mycer: A middle aged woman in her 40s with short cropped black hair, and long-standing warrior of the tribe. She is enraged at the disrespect that the Scorpion's Bite persistently show them and believe they are subservient - not equal - to the Scorpion's Bite and this must change. Her distant ancestor was one of the original leaders of the tribe, and finds it shameful in their honor that they no longer control the entire city. She has rallied a decent number of supporters but not enough to win election. She is easily convinced of fighting against the Scorpion's Bite.

Bonnie A New Canaanite working as a missionary, discovering tribes and also chasing rumours of the Los Lunas Decalogue Stone, a rumored ancient rock with the ten commandments. She has begun preaching to the Glyphers that this is their most important stone of all - and she has actually managed to gather a fair following. She argues that they should forego their warlike ways and allow the New Canaanites to establish a full mission.

Quests in Sigil:

Democracy in Action: The main quest here is the vote for leader. Each of the "Candidates": Bonnie, Mycer and Marker will willingly take on the players who can help convince the crowds of the tribe to vote for them on the big day. This will of course determine if the Glyphers will side with the Scorpion's Bite, Red Okies or try to go it alone with New Canaanite support. Players will have to curry favor with the tribe using Charisma, Persuasion and Deception. Giving speeches, kissing babies. That sort of thing. The players can, on their own guts, become candidates of their own with their own agenda if they so wish. Highly flexible to player behavior.

Ally with the Scaven Pickers: Bonnie or Mycer for their own separate purposes (Temporary protection in the former and extra muscle in the latter) will argue that a band of local Scaven Pickers can be recruited to help them by using the RAD reducing mushrooms as a tempting offer. Mycer can direct the party to the Scaven Pickers camp in north New Mexico. If the players can hash out translation, they can accept the mushroom offer - if something shiny provided by the players is used to "seal the deal".



Section 8: The Scaven Pickers



The Scaven Pickers are a New Mexico tribe that speak a broken, pidgin English sub-language of their own devising. They act as scavengers, occasionally raiders and frequently they sell slaves to the Rebirth in exchange for Old World weapons and ammunition. They have numerous camps across New Mexico, but their main one is in the Northwest, in the vicinity of Rebirth.

They wear outfits that are a mishmash of rubber, leather, metal, and in some parts, aged human skin. They often speak in what seems to be gibberish, but get out just enough recognizable words for the sellers at the Trading Post of Rebirth to understand. They are quick to fight if they feel threatened.

Players can translate the tribal language with an Intelligence of 7 or higher, or a relevant Perk, combined with a Survival roll. Finding their camp either requires talking to Otto at Rebirth or using Survival to track their movements.

The Scaven-picker's camps are composed of makeshift tents that look like they were sown together with every piece of material known and unknown. The tents are small, but it looks like several Scaven-pickers cram into each tent until there is barely enough room to breathe. The camps are some fifteen to twenty strong. Trade is possible if the players can translate the gibberish language, but if the players cannot, then the Scaven-pickers will go wild and attack the players thinking they're intruders wanting to steal their junk.

The most precious junk that the Scaven Pickers possess is Artillery Shells which they've bought from Rebirth - they seem to use them as useless tribal tokens around the camp, painted with meaningless scribbles.

Their main camp locally is in northwest New Mexico, led by their matriarch Klik, who has great hatred for the Brotherhood of Steel for stealing their pickings.

Section 9: Rebirth



History

Los Alamos is a place with a long and dark history. In the 21st century it once again became the radioactive heart of America's nuclear weapons program. Designing, building, perfecting bombs, ICBMS and delivery methods under the stewardship of US Army Colonel Green and Project Lead Dr. Clarke.

When the Great War came, the place itself was atomized. The surface facility reduced to smoldering cinders. Thankfully, there was an extensive subterranean lab where a large amount of the staff rode out hell itself.

Unfortunately, that didn't last, and their hell, radiation, began to leak into the facility in strong fashion. Some died within hours, others within weeks, but others began to mutate - transformed into Ghouls. The transformation nearly broke their minds - was this punishment for the sins of their work? Were they dead? Was this hell?

After years of purgatory and fruitless efforts to make contact in the barren, charred expanses of the surface they finally made contact with humans - who shot at them on sight, or were otherwise repulsed and treated them as monsters. Some even followed them back to Los Alamos to wipe them out. Colonel Green did not allow this to happen. In the broken mind of Dr. Clarke, thoughts began to brew.

Rebirth - The Trading Post and Junktown



Soundtrack Atmosphere:

[https://www.youtube.com/watch?v= bGH2NdXju8](https://www.youtube.com/watch?v=bGH2NdXju8)

The Wasteland around Rebirth is different - the land there isn't normal desert, it's a mix of concrete and ash greys, and stretches of charred black.

Rebirth itself is a pitiful Junktown unceremoniously located in the middle of this hellscape. The town is surrounded by tall junk walls and powered - evidently - by a very loud junk generator. No humans are allowed inside Rebirth - unless they

are a slave. No Ghouls either unless they've got a passcode from Measles (a Ghoul in Denver)

There is a trading post outside the Junk walls where humans are welcome however. A scattering of Old World army trucks converted into stores, and a junk gate guarded by two Ghouls in Old World Army fatigues with leather armoring, shouldering rusty looking Light Machine Guns. The Ghouls that run the stores are dressed in desert rags, and are bare foot. Despite this, they sell a large amount of US Army grade ammunition and junk items. If asked about Rebirth - each will give the same answer "Just a place for us Ghouls to live in peace".

The other side of the trading post is the slave market, overseen by Otto. Human slaves kept in cages before being marched inside the gates of Rebirth. This is unfortunately where a Prisoner 13, a lone redheaded treasure hunter by the name of Mable, has ended up. Otto can be found arguing with a Scaven Picker and his buddy loudly trying to communicate *"There is NO MORE SHELLS. NO MORE. YOU UNDERSTAND! AND HEY, I SEE YOUR BUDDY IN THE BACK THERE, HANDS OFF THE AMMO, SMOOTHSKIN!"*

Otto finds Mable exceptionally attractive due to her red hair reminding him of his Old-World wife. Despite her beratings and attempts at escape, he is fixated with her particularly because of her red hair. He will not let her be bought unless you bring him another red headed girl, or he will offer her for the most expensive/valuable gear her can see on the party's person. Otherwise, she heads inside like the others. For humans, there are two methods inside Rebirth. Stealth - scaling the outer walls, or selling yourself into slavery - which brings you directly to Sub-Level 3.

Upon scaling the walls and entering the town, the players will discover that all the shacks and homes are empty. Duds. The large generator at the center of town generating noise to mask the silence. Highly perceptive players will notice surveillance cameras hidden within the junk shacks - but by then it'll be too late.

Out of one shack, a squad of laser rifle wielding Ghouls in Advanced Combat Armor, led by Colonel Green in a suit of T-51b, will surround the party and bring them down to a bunker portal, escorting them to Sub-Level 2.

Rebirth Sub-Level 1



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=A0BICkQWprQ>

Sub-Level 1 is the recreational and living section of Rebirth. Decorated as closely as possible to that of the Old World it's effectively a retirement home for Ghouls. They sit dressed in Old World clothing, drinking, smoking, listening to music and playing games like cards and croquet in a state of stagnant bliss watching the same old holotapes over and over again. Some of the Ghouls here are original staff but many others are imports from across the Wastes now enjoying their life here. They don't know what goes on below their level and they don't care. They have a handful of human "caretakers" - house slaves that acts as maids, bartenders and butlers. This is where Mable will be sent, dressed in an Old-World pink dress and given far too much rouge. It's also where player-slaves can end up if they're particularly attractive or smooth talk Otto the slavemaster. Convince them you're one of the "good ones". Misbehaving caretakers are sent to Sub-Level 3 with the rest.

Occasionally one of the Ghouls will begin to go foggy in the brain and feral, to which they'll be sent to Sub-Level 3 where the good Doctor Clarke is working on fixing them

Sub-Level 2



Soundtrack Atmosphere:

<https://www.youtube.com/watch?v=GZcrLDvLPIQ&t=1377s>

The "service" level that contains hydroponics, power generators and basically everything needed to maintain the bunker, as well as staffing Colonel Green and his soldiers. Very utilitarian in nature.

If captured by Green, Green will bring the intruders to his office. Behind him is a blackboard - a map of

America drawn in chalk - incomplete. It appears he's trying to draw it from memory.

He has spared their lives only because they have intrigued him as the only people who have bothered trying to sneak into Rebirth in its entire existence - he will question why.

If the players are honest about Mable and Van Buren or the DoD Holotape (if they need one) - Green will answer that the players could do something that would intrigue Clarke, who never lets anyone but the slaves, Robobrain and his cultish science team enter or see Sub-Level 3 and in return they could get what they need. Clarke needs research data for his experiments. Research data from Project Darwin - they apparently destroyed this Project Darwin, but he and Clarke both believe that the "black box" of research data is still there. Clarke knows more about it.

Any other reason given or if the conversation is navigated poorly, and Green will chuckle before telling the guards to take them down to Sub-Level 3.

If the players actually return with the Uranium, Green will ask the players to secretly bug one of the many command terminals on Sub-Level 3 so that he can actually see what it is Clarke is up to, satiating his mild curiosity.

Sub-Level 3



Soundtrack Atmosphere

<https://www.youtube.com/watch?v=xpC2WQz5VAk>

The deepest level of the facility and the original scientific labs. Now the heart of the Rebirth. Unlike the prior to levels, the walls here are stained with rust and paintings of mushroom clouds with a baby in uterus at the bottom as if the roots of a great tree.

This symbol can be found on the backs of the tattered labcoats of Doctor Clarke's science team - more cultist than scientist now. Muttering to themselves and shuffling between laboratories. Rusty Robobrains slowly drift about from room to room.

These laboratories are full and active, full of unspeakable horrors. Human and Ghoul alike being autopsied alive, filtered through chambers of intense radioactivity, drained of bodily fluids or injected with cocktail mixtures of chemicals that cause horrific results, twisting muscles, explosive bleeding from orifices, horrific mutant growths overtaking the body. The hallways echo with screams of terror, moans and zombified groans.

A section of concerted offices and storage rooms now act as slave chambers for the human test subjects in waiting, living naked covered in oil and grime, cowering in the dark. In the chambers next to them, Clarke's failed experiments. Feral Ghouls with exposed brains, vacuum tubes and wires sending constant currents keeping them alive and partially aware of their existence.

The worst, feared by all the slaves, is what's simply referred to as "The Mass", a combined mass of bodies and extended limbs, Ghoul and Human alike, that shuffles and constantly screams and gurgles with inhuman noises. Periodically it is brought out by Robobrains equipped with Riot Batons to other labs for continued testing and addition to The Mass. During the inhuman howling of these experiments, Doctor Clarke plays music over the audio speakers on the level in an attempt to mask it.



Doctor Clarke's office was clearly once one of a professional, a fine wood desk and cabinets for drinks. Now it is covered in papers, scribblings and scientific components. The walls are covered every inch by tally marks - remnants of his original day counting in the time after the Great Wall. Directly behind his desk is a huge painting of the Rebirth symbol. The DoD Holotape sits on his table amongst other junk.

If Clarke invites the players to his office and they are human, he will exchange the research data for the DoD tape and leave. If they are a Ghoul(s), he will explain his grand idea: reproduction of Ghouls. They have been gifted immortality by the bombs as a gift of their work in making the War occur, given the first stage in the next evolution of mankind they must discover the nature of their existence, and how to perfect it. He will explain the research data has information related to genetic splicing and animal reproduction that could be vital in his work. If they are Ghoul and scientist, he will actively offer them to join his efforts. Clarke is entirely professional, his demeanor as if he were running a normal laboratory and not a vast torture chamber. He seems proud of his work.

If enslaved the players will be thrown in with the other naked slaves. Escape will require some originality. Some solutions may involve attracting the attention of the science-cultists and overpowering them, or speaking to a Robobrain and leading them through a logic loop convincing them to let them go. If they overpower a cultist, they will receive the Sub-Level 3 Access card which allows them to interact with the floor's terminals: and set all of Clarke's experiments free.

If the players successfully bug one of the terminals for Green, Green will be horrified and bring his soldiers downstairs to massacre everyone. Slave, scientist, experiment and Clarke alike.