

Fallout: Van Buren



A Vault-Tec Guide to the Four Corners Commonwealth

Foreword

This world-guide is both an effort in constructing a campaign setting for Vault Archives Fallout PnP, but also an effort in collaborative worldbuilding for the sake of it. The objective was to adapt Van Buren into the New Vegas canon. Effectively, dump ideas that were later recycled, reimagined or outright conflict with that of Vegas and create a vivid landscape of "The East" in the year 2253, when Van Buren was originally set and 28 years prior to the events of New Vegas. Developing off of both the ideas and design documentation of Van Buren, as well as entirely novel ideas and twists. The goal is to create a Fallout world that is consistent in tone, carries the torch of Van Buren and also allows the players to shape a world with their decisions not just constricted by the potential future of New Vegas. It's a Wild Wasteland out there, and the right people in the wrong place can make all the difference in the world.

Though primarily organized by me (Atomic Postman), this project came together thanks to the wonderful creative feedback and input of two other users, Hardboiled Android and Dayglow Drifter on No Mutants Allowed.

The theme to this campaign is "Prisoners of Love" by the Ink Spots.

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Colorado

Section 1: The Van Buren Prison Complex



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=B6l7rOMbmqs>

Nestled inside Capitol Peak of the Rocky Mountains in Colorado, the Van Buren Prison was a gigantic project commissioned by the Department of Civil Defense (the Fallout world's equivalent of Homeland Security) in the late 2050s. Intended to hold America's greatest enemies. Terrorists, communist agents and major dissidents. Construction was completed in the mid-2060s.

As the Resource Wars waned on, the facility was given an overhaul. Designed to act as the test bed for the CODE Conditioning Protocol on the most far-gone, anti-American prisoners. Initially conceived as a forced re-education, through heavily incentivized learning programs and tests to instill behavior and attitudes reflecting the white-picket fence American ideal. However, as time passed this too received the beginnings of more development: reconditioning through technology.

Similarly, the facility was slowly becoming more automated, and it was projected that the Prison would be completely human-staff free by the

end of the 2070s. The guards and wardens were to be replaced by advanced robots including state-of-the-art Eyebots and the gigantic WARDEN, designed with input from Robert House's personal design team.

Each Prisoner was also to be given a specially designed "Prison-Boy", a custom designed Pip-Boy model with a biometric seal. It allowed for constant monitoring, health tracking and potentially the ability to do things such as stopping the heart of escaped prisoners.

The facility would be entirely run by the ZAX Super-Computer COLOSSUS linked to a greater "Civil Defense System" that would allow for cross-communication nationwide for matters of national security.

COLOSSUS was designed to have two split function "personalities" in addition to its third, overseer personality (COLOSSUS itself): Prosecution and Defense. This would allow for those detained by the DCD to receive easy, impartial and effective trial whilst keeping the bad guys off the streets in the meantime (effectively, a blacksite and the Fallout world's equivalent of Gitmo). The AI would host the trial and COLOSSUS would act as its own jury to its two separate personalities.



Initially, a certain number of detainees would be authorized for reallocation to other facilities such as Big MT and Mariposa Military Base for experimentation purposes. However, the progress of the CODE program meant prisoner experimentation would eventually be done "in-house" with the extension of the medical wing to accommodate Robobrain manufacture and future CODE programs.

The deepest part of the facility, above only the AI core, was the cryogenic storage. These chambers would be used to freeze the most dangerous prisoners of all. Officially to keep them totally controlled, but the real plan was to keep high-value individuals preserved until CODE was effective enough to safely reprogram them into US-allied assets. For this purpose, the other prisoners would simply be lab-rats.

Though hyper-lethal individuals such as Chinese assassins and spies were kept here, the most notorious of those in the freezer was Prisoner 13: Victor Presper.



Presper was a home-grown anarchist, somewhat sympathetic to the Communist cause (and certainly framed as such by the papers), he was largely opposed to the totalitarian and despotic way he viewed the US Government was being run. Presper in his younger years had been a project lead on Limit-115 - the bioweapon that would later be leaked by Chinese spies and result in the New Plague. Presper and his followers had leaked US secrets to the public (inciting civil unrest), made attempts to bomb Congress, sabotaged a number of military projects on the East Coast. His final failed plot however was an attempt to hijack the orbital BOMB stations above the US in an attempt to launch all-out nuclear strikes on select government targets, including DC. His group was all but killed and dismantled, but Presper himself was disappeared into Van Buren Prison, kept on ice so his cunning intellect and strategic mind could be used for America's benefit once more.

When the Great War occurred, the Civil Defense System completely failed, the situation caused a total system crash on the part of COLOSSUS. The prisoners and guards left inside were entombed, and died. Leaving a silent prison with only the Cryogenic wing remaining active.

That was until the 2190s, when a strange call came from Cheyenne Mountain - another artificial intelligence calling out to raise as much automated mayhem as it could. COLOSSUS resumed partial function, but by the time its processing resumed, the "call" had gone silent. Over the next few decades, the AI would repeatedly crash, reboot, crash and reboot. Dealing serious damage to its logic core. Eventually, by 2250, it began to reach stabilization. The resolution came at a cost: total fragmentation of its split personalities, which began to form "identities" rooted in their function. These personalities were simple, and still largely in-human, but they were uncharacteristically distinct for a ZAX.

Prosecution became "Uncle Sam", a hard-liner entirely concerned with ancient ideas of national security and the continuation of the CODE program.

Defense became "Red Menace", an amalgamation of propagandist ideas of Chinese and Russian red scare. These were superficial traits however, and Red Menace is entirely defined only by its opposition to everything Uncle Sam.

By 2253, Uncle Sam had primary control of the facility, and began to repair and send out CODE equipped Eyebot retrieval teams to kidnap what it believed were escaped prisoners. Eventually locking up a number of innocent Wasteland travelers and keeping them alive in a barely-functioning automated prison, with their own vault-suit like prison jumpsuits in imitation of the random prisoners they were mistakenly captured as.

Uncle Sam became fixated with Prisoner 13, who it believed had escaped and was of the highest priority. Believing it needed to capture 13 Prisoner 13s, these "13s" were outfitted in Prisoner 13 Jumpsuits and were the only ones issued Prison-Boys, as a result of malfunction.

The Party are the latest and final batch of Prisoner 13s, making up the "13" count to satisfy Uncle Sam. Each 13 is taken to TARTARUS to experience a repeat of Presper's original trial before being returned to their cells.

With this completion, Red Menace becomes active, and seeks to assist the trapped Prisoners in a prison break. The other 13s besides the player are inside Cell Sectors #1 and #2 (the players are in #3) Limited in function, Red Menace can only offer periodic advice, and the break must be instigated by the prisoners themselves.

Upon escape, the myriad prisoners, the 13s among them, flee into the Wasteland. Triggering Uncle Sam to go into overdrive, repairing and upgrading its broken robot arsenal. The titanic WARDEN requiring a construction that will take many months, if not an entire year.



**THE RED MENACE
IS REAL!**



Quest Hooks in Van Buren Prison Complex:

• **Riot in Cell Sector #3:**

Red Menace will contact the PCs during their wandering throughout Van Buren, becoming active to the Prisoners for the first time, offering a solution out. The first objective, with no way around, is disabling the heart-stopping functions on their Prison-Boys so that they don't experience cardiac arrest upon exiting the complex's perimeter. They can't disable the biometric seal, but it's the best they can do. To do so, they must reach Cell Sector #3's Security Hub, defended by numerous traps such as surveillance cameras and electrified floor pads. Upon entering, the players can find a minor cache of loot and access the main terminal, speaking to Red Menace once more: here he proposes three possible methods of exiting:

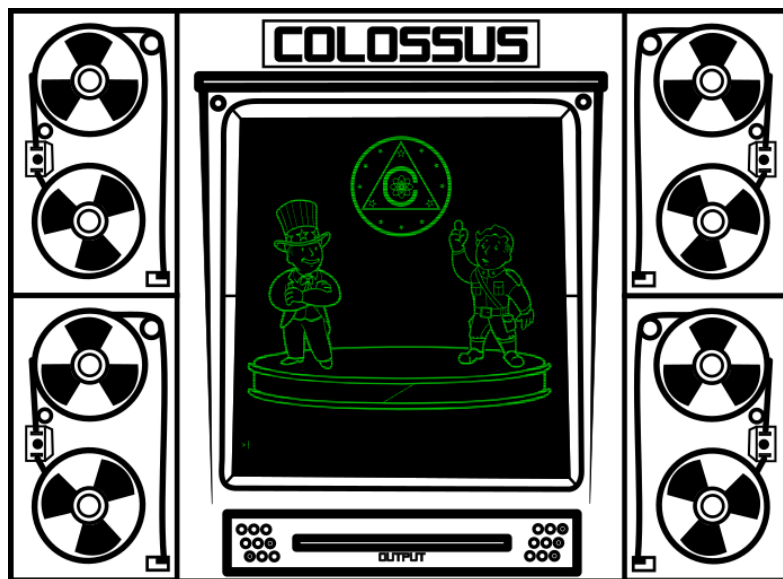
- **The Overflow Sewers:** There is a dispersal pipe for waste water that leads directly outside, and centuries of decay means that the grate is significantly weakened. Conveniently, there is also a huge backed up load of irradiated, stagnant filthy water trapped behind one of the overflow seals. Repair based characters able to access the overflow and operate the machinery, and Strength based characters able to wedge open rusted access doors and valves would be of use here. The threat posed is the tsunami of flood water that will smash the gate open, if they're not careful they could get caught up in it, drown or get violently thrown outside and injure themselves. Similarly, it is the dwelling of mutant rats.
- **Waste-Disposal:** In the cafeteria, there is a slide-tunnel in the back-kitchen just wide enough for players to slip down with lubrication (found through substances in the kitchen). If the players can reach Waste-Disposal and survive the automatic disposal machinery, they can be deposited outside at the trash-collection center outside the facility. However, the cafeteria is home to a band of non-13 Prisoners who have become crazed in their imprisonment, wielding makeshift weaponry and highly paranoid, they will require either Combat or Diplomacy focused PCs to handle the threat. Red Menace seems suspiciously unconcerned with their wellbeing or if these prisoners escape.
- **Eyebot Maintenance Station:** There is a robot repair spot where the Eyebots receive basic maintenance and refueling. Sneaking into the location without alerting the eyebots, and successfully using a Computer Science check to overload the refueling pod will blow a gigantic hole in the wall: leading to an older prison vehicle tunnel which will bring them outside, to the visitor center.

- **The Prisoner's Dilemma:**

This acts as the main overarching "plot" of the campaign. When the players escape, after reaching Level 3 or adventuring for about a month, they will receive contact from Red Menace, shortly before an attack squad of Van Buren Eyebots arrive to attack the players. In short, they will discover that Uncle Sam is tracking them via their Prison-Boys and will send recovery bots at infrequent points, with their technology further repaired and then upgraded with each appearance. This will culminate with the deployment of the gigantic war machine, WARDEN, which will stop at nothing to recapture or kill the players, and wreak havoc on the outside world in the meantime.

Uncle Sam will also utilize the Civil Defense System to his advantage also, such as activating the Denver Police Department cyberdogs or local police robots to attack the players.

The only way to stop this is to satisfy Uncle Sam's malfunction and effectively "reset" the system. To do this, they must retrieve the other Prisoner 13 Prison-Boys and return them to Van Buren, of which there are seven to be collected (two have gone offline and aren't triggering Uncle Sam, mysteriously). How they retrieve these Prison-Boys, either through willing co-operation or on the end of a severed arm, is up to the players. Red Menace logs the players Prison-Boys into Uncle Sam's tracking system, which provides vague, generalized tracking locations for the Prison-Boys. Enough to indicate a general area, but not enough to locate them to a specific spot. So, the manhunt is on.



Section 2: Grand Junction



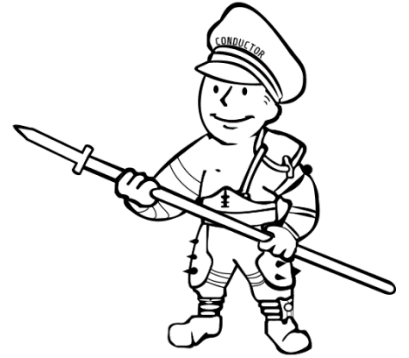
Soundtrack Atmosphere: <https://www.youtube.com/watch?v=XCeUju4i6Vc&t=387s>

When the party exit Van Buren Prison Complex and escape into the barren Rockies, they'll soon reach the I-70 and be faced with three choices of direction: Salt Lake City, Denver and Grand Junction. Depending on what they were able to loot from the prison during their escape, they may be pressed to find the nearest settlement for fear of starvation, that nearest settlement being Grand Junction, Colorado. Now home to a tribe they call the Iron Rivers.

Grand Junction in the Fallout world is a vast railyard and switching station, prior to the Great War it was invaluable in transporting supplies to the food deprived states and resources to the Midwest for further movement up north to the Canadian front. In the post war it's a coagulated block up of rusted hulks and boxcars, with the brick buildings reduced to rubble foundations. The Iron Rivers live amongst the hulks, boxcar houses with plank walks across the roofs interspersed with communal camps where they drink beer, dance, share stories and eat. Drawing water from the adjacent river, and beyond that their humble maize and Brahmin farms.

To hear it from the Iron Rivers, their ancestors once came from the far west. Riding on the back of a great roaring machine: John Henry, a fusion powered train. Eventually, their journey east stopped at Grand Junction and they knew this would be home. They've been here for the decades (centuries) since.

The Iron Rivers on appearance dress in simple leather armor. Across their bodies are grey painted parallel lines reaching from their legs to their head. Their warriors shape their hair into spiked mohawks, wearing large rail-worker goggles and thick gloves, wielding spears with rail spikes bound, sharpened and fashioned into a deadly point. The regular Iron River dresses in basic leathers and similar paint, with short cut ragged hair.



Their language has devolved into a sub-dialect of English (similar to that seen in *Crossed 100*), for example "*At high sun roadsters with long-bangers actualled, stealed our sprogs fuck-quick*" would translate to "*At midday raiders with rifles arrived and kidnapped some children suddenly*". It's mostly understandable as poor English but at times difficult to parse.

Grand Junction is well populated, and split into three large "families" (or you might call them clans) that are often at odds over all sorts of things from beliefs over The Big Rock Candy Mountain, the future of the tribe or who took the six-pack of beer.





Atchinsons: The strongest and most populated clan led by their Brakeman: Jukebox Atchinson, a stubborn old Brahmin who's not fond of Wasters (outsiders). He carries around a big sledgehammer that he's never used on anyone, but is known to threaten to. He's usually shadowed by one of his sprogs, Bourbon. The Atchinsons are slowly and mostly unsuccessfully trying to repair John Henry, the original train that sits at the heart of the Atchinson camp, with the dream of heading out back West. The Atchinsons believe Big Rock Candy Mountain is a heavenly place that lies out West, back where they came from.

Topekans: The second largest clan, lead by their Brakewoman Lulu Topekan, who's sprogbound (married) to Jukebox. Many Topekans become "Rail Nomads", scouts who track and map the railways and explore the Wastes, leaving their own marks and symbols to guide each other (akin to the hobo code) to warn of danger, heed safety or lead to hidden stashes. Primarily they are in search of beer, a favorite of nearly all Iron Rivers. At home, the Topekans have tried making their own beer brewing but it's only produced crap piss water. None of the good stuff. Still, when the Rail Nomads are out or they come back dry, it makes do. The Topekans believe Big Rock Candy Mountain is somewhere in the Rocky Mountains.

Santa Fe: The least populated and least popular of the clans, lead by their Breakman Wrench Santa Fe. They're in a feud with the other two clans as the oldest rail nomad Sprog of Lulu and Jukebox was killed by unfortunate accident whilst scouting in the company of Wrench's

drunkard son Switch, which they (particularly the deceased's younger brother Bourbon) blame on him.

The Santa Fe are also highly hospitable to Wasters, and have invited a man only known as the "Hobo Oracle" to live amongst them, an old eccentric Waster from the Midwest who provides prophetic words of wisdom in exchange for beer. This is a matter of controversy also, as the other clans see him as a charlatan parasite. The Santa Fes find him to be great company and believe every word he says. Recently he warned of Roadsters, and now forecasts the arrival of the "Tribe of 13", but he is unsure of their intentions. The Santa Fe believe Big Rock Candy Mountain isn't a place, but an afterlife.



Quest Hooks in Grand Junction:

- **Old John Henry:** The Atchinsons can receive help in repairing John Henry to head back West alone, but Repair minded characters will discover that heavy duty specific parts are needed from elsewhere. Maybe in Denver.
- **Big Rock Boozy Mountain:** The Topekans can receive help from Lab Science minded players to help improve their booze recipe, or alternatively they'll trade rations and armor for boxes of beer
- **The Golden Spike:** The Topekans discovered a tourist guide to the Four Corners Commonwealth, but due to their illiteracy they can only look at the pictures. The Atchinsons have taken a fixation to the golden "Last Spike" but do not know it located in Promontory Point, Utah. They believe it is a holy item that will bless their journey for John Henry, and they won't leave without it.

- **The Roadsters:**

A few days before the arrival of the party, a small-time starving band of raiders calling themselves the Dusty Runners turned up with guns and raided the Santa Fe camp, taking two children with them and retreating to an abandoned private fallout shelter in the hills. The deal is such, they give the raiders as much food and water as they can carry, or the kids get sold to the cannibalistic Bone Dancers out on the fringes of the Utah who value the flesh of the young as the purest. Many Santa Fe warriors were killed in the raid and whoever were left went to follow them, but haven't returned. The other two clans refuse to help either through warriors or giving over the supplies, claiming this is their dues for their foolishness and justice for the wrongful death.

However, the players can discover through interrogation, diplomacy or sneaking and overhearing conversation that this whole thing is a deal gone wrong. Bourbon, the son of Jukebox and brother of the dead Rail Nomad, wished to "teach a lesson" to the Santa Fe: The Roadsters kidnap two children, in exchange they get some food and water, and the Santa Fe learn not to trust outsiders, as well as having a scare. Things went wrong when Bourbon was wrong about the Santa Fe being cowards who wouldn't fight back (as he told the Dusty Runners), and now that several have been killed, the Dusty Runners are backed into a corner and have changed the deal for their own survival.



Section 3: Burning Springs



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=Qgd5u3Semug>

"I think it's primordial."

"Pri-whatial?"

"Primordial. Like before humans ever existed kinda thing. Under the Earth, waiting, then boom the bombs wake it up"

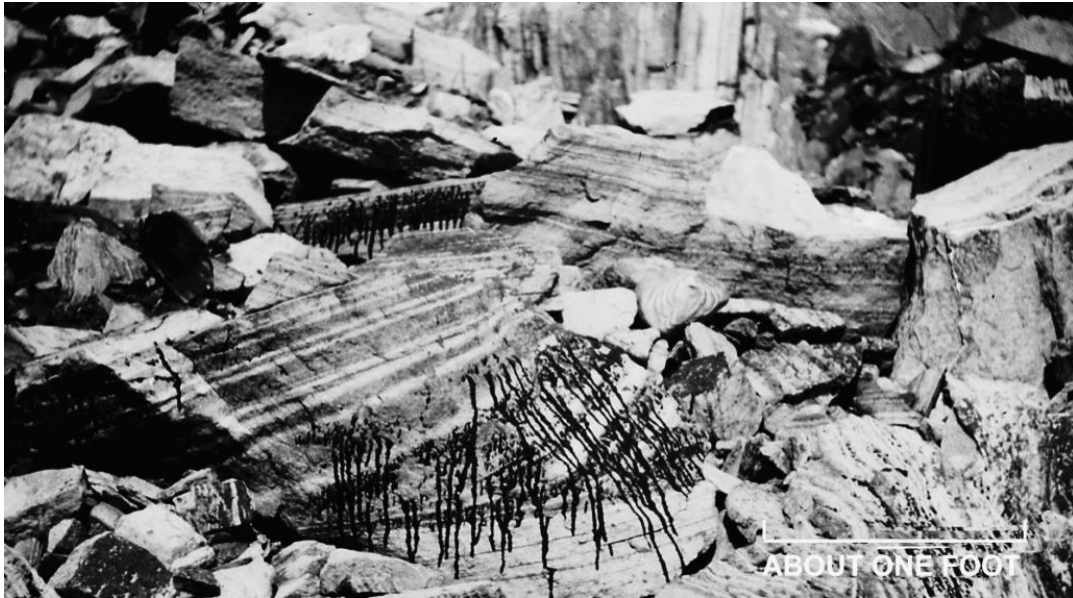
"Nah no way Franky. Gotta be some freaky experiment. It's Poseidon. Gotta be."

"Personally, I think it's from outer space."

"You would. What do you think, Phil?"

"I think that where it came from or what it even is don't matter. What does matter is that now we know it's dangerous, tough and it's the only thing between us, and the money. So, we find a way to kill this damn thing, or we find someone else who can"

If the players decide to head towards Salt Lake City from Van Buren, the first place they'll find along their track is "Burham Springs", spotted from a distance from its smoldering smoke tower. It's known today as "Burning Springs"



Pre-War History

Poseidon Energy in the late 21st century established a number of projects, titled HADES, in eastern Utah. What we'd recognize in our own world as oil sands they utilized state-of-the-art technology to try and strangle any remaining domestic oil left. Most of these projects were ecological disaster with little result, the exception being HADES-FOUR, a facility in the western fringes of Colorado. Named "Burham Springs" for the workers town that surrounded it.

Reports came in of a strange, unknown substance found within the rock at this site. Early chemical reports resulted in PE totally focusing their efforts on investigating and exploiting this potential resource. Drilling into the site and opening a full mine to retrieve samples. A major drill was the center of the pit - where they believed the greatest amount of the substance potentially lay. An advanced scientific research lab was established at the depths of the mines to examine what was simply referred to as "HADES-Substance"

Research revealed it as a pre-Devonian bacterial lifeform. Practical application yielded in experiments with chemical hardening. Methods for vastly increasing the effectiveness of the space-age alloys on Powered Armor. Additionally, Poseidon began a novel project named "HADES Light Combat Armor", effectively allowing for much cheaper and lightweight standard combat armor for infantry troops with chemical hardening providing ample protection that would compensate for the loss in material in other areas. Blueprints and schematics were created and ready for exportation along with controlled chemical versions of the substance in the lab, but then the Great War occurred.



As it did so, the earth shook and quaked. The workers began fleeing into the mines, - heading for the vault-like research lab. The two scientists realizing they only had limited provisions, sealed the door before they got there. As they did so, the quaking earth caused an eruption - a flood even, of the substance in the main drill pit, oozing from the ground.

The scientists listened to the frantic pounding on the airlock door - until it ceased. After a year in isolation, one scientist committed suicide. The year following, the remaining scientist did the same.

Post-War History:

The Tar Walkers, a group (later a tribe) living amongst the Utah Oil Fields began to infrequently encounter monstrous mutant creatures formed by some black ooze. Mostly twisted and contorted wildlife, the worst that provoked action was the appearance of what would later be labelled by the New Canaanites as Gehennas - shambling bipeds that would attempt to grasp and bring their victims to a place unknown. Tracking this - they found Burham Springs, and in the deep

circular mining pit below, a pool of bubbling, contorting ooze that was being fed wildlife and human bodies by the creatures that had wandered out into the Wasteland. Their arrival into the mine provoked an intense response, a unified, inhuman shriek.

As dozens of shambling Gehennas emerged from the darkness of the mining tunnels. They retreated and responded quickly, setting the pool of ooze alight in attempt to burn it out. The entire pit exploded in flame and the Gehennas and various monstrous "pods" weakly retreated into the mine shafts - but the pool never stopped burning.

The Tar Walkers fortified the surface entrance to the pit - segregating the mine from the town with a great junk wall and established an outpost to keep watch. In decades to come, it became a mythological site for the Tar Walkers - they would bring offerings of dead animals and their own dead to throw into the pit as tribute to keep the evil spirits of the Great War at bay.



2253: By the time the players arrive, Burning Springs has been overtaken by a crew of prospectors from Phoenix under the leadership of Phil, they're called Phil's Crew cause they ain't tribal. They turned up with guns to the Tar Walker outpost and forced them out - without any bloodshed. But the Tar Walkers have made repeated violent attempts at retaking the place, leading to the Prospectors layering the entrance canyon with a field of landmines. They made an initial attempt to breach the mines but lost two of their crew and retreated back into the town.

Upon arrival, Phil will emerge from a rooftop with a megaphone to tell the players if they're tribal or interested in claiming this place - they'll get their assholes blown up through their eye sockets. If they're traders or mercs then, uh, well come on in.

The Prospectors - Phil, Frank, Sparky, Plug and Measles, have set up their homes in the ruins of the old worker houses, and have an office where they've got a pretty cozy setup going.

Phil: A Kurt Russell esque character who leads the band. He found Poseidon Energy data in Phoenix in which Burham Springs is listed as having an advanced lab under this spot. He usually keeps himself topped up with whisky and carries a Super-Blowtorch.

Frank: A former Follower of the Apocalypse turned money minded prospector - he's their "tech guy" and whilst not feeble, isn't a fighter by any means.

Sparky: Part of a duo with Plug, he's the group's "muscle" and carries a Double-Barreled shotgun and set of Heavy Leather Armor. He's a little antsy to get down there and try again.

Plug: The other half of the muscle duo, an expert in explosives. Such expertise has rendered him completely deaf - he communicates with Sparky in sign language. He carries a Grenade Pistol and Leather Armor.

Measles: Measles is...Measles. A Ghoul and extra hand for the crew. In truth he's a secret scout to report to Colonel Green at the Rebirth. He will approach Ghoul PCs and give them the verbal brochure for life at Rebirth in private.

In the Prospectors Office they'll give the players the skinny on the history and situation of Burham Springs and the job. This will be interrupted by a loud bang from a closet. "Mop must have fell over again". This bang will repeat again, and a third time. The Prospectors will go awkwardly quiet and continue the conversation.

If the players open the closet, a man bound with duct tape will fall out and fall to the floor wriggling around before measles kicks him. His clothes identifying him as a New Canaanite.

If the players inquire why they have a tied up Mormon in their closet, they'll reveal he turned up and they'd heard the New Canaanites supported the tribes in these parts - and he didn't want him rallying for any backup or causing any trouble. Though he hasn't given them any and they're not really sure what to do with him.



If unbound, the New Canaanite will reveal his name as David and that he was just coming to preach to the Tar Walkers - not whatever in the Sam-Heck Phil thought he was doing. He'd also like Phil to give his .45 back, please. Tensions will rise with David wanting to leave but Persuasion PCs can mediate the argument and convince him it was a genuine misunderstanding.

Anyway, the job is as such: get to the lowest level of the mine to reach the lab. Share the loot and the party get a fistful of Copperheads for their troubles on top. Franky will provide the crew with a gizmo that should crack basic PE security.

Complications: The mine tunnels are full of smoke and toxic fumes, meaning they need environment suits, which they only have enough of for the party + two of the crew. Phil and Plug will join you. Also, the ooze monsters are incredibly hard to kill. David, the Mormon, calls the ooze "Sheol".

If David is amicable to the crew and the players, he'll provide another suggestion: Recruit a Tar-Walker. The battle at Burning Springs, to David's understanding, is something of an ancestral pride to the Tar Walkers, and they have a poem-like song that recounts their journey into the mine - a good way of guiding themselves without going in blind. Terex, a Tar-Walker scout friendly with David, can be recruited for this operation. Terex can replace Plug, but Phil will insist on going into the mine - it's his operation and he feels guilty for the two men they lost on the first attempt.



The mines are labyrinthian - made only worse by the new tunnels formed by Sheol Pods. Full of dead ends and pitfalls to lower levels.

Each Sheol monster is immune to ballistics, unarmed and melee damage. Only flame, explosive and energy will work. With explosives you have to be careful, as it could collapse the mines.

Gehennas don't deal much damage on impact - the real problem is poison (resisted per hit via poison resist rolls) and radiation that their smacks deal. They will try to grab the players and hoist them over their shoulder to carry lower into the mines, dealing constant poison damage.

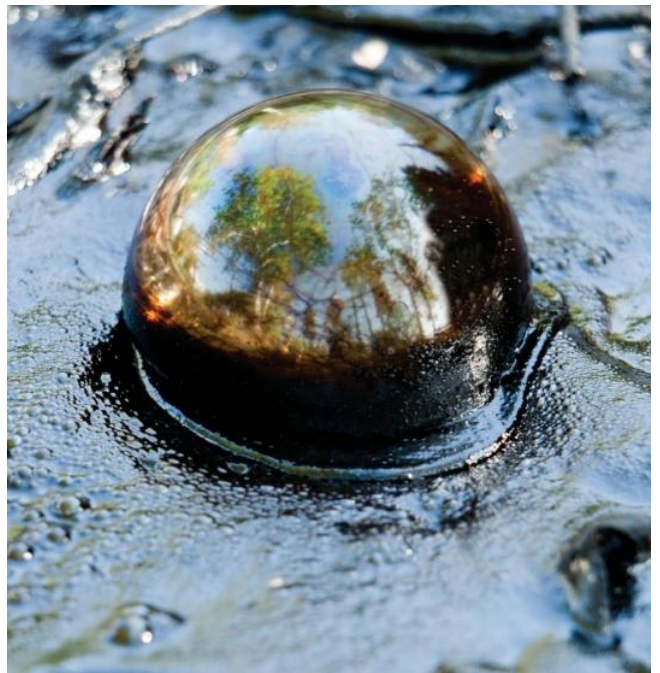
The Sheol Pods are more dangerous - statistically ported gelatinous cubes from DnD, if a player is absorbed and escapes, they will have to make a roll on the Mutation Table.

It's possible - but difficult to use stealth to hide from the shambling Gehennas and slithering pods to avoid fighting them.

It becomes impossible however when players reach the final level and discover the vast "new" Sheol surrounded by Molochs, an even more monstrous inhuman evolution of the Gehenna who can use ranged spitting attacks to inflict poison damage. It's possible to rush to the lab with finesse and luck, but it'll just mean Sheol pools outside the entrance trapping you inside.

The Sheol will continually produce Pods until you've burnt, bombed or atomized it to death. If it dies by fire, it'll become a pool of endlessly burning jelly.

Inside the lab the party will find two vials of the controlled HADES Fluid along with the schematics for the HADES Combat Armor and the Power Armor hardening method. Phil will offer them a pick of either one as they take the other. The lab itself is also good stock for advanced sciency-components and a crafting station for scientific PCs.



The AGRICOLA bots in stasis at the facility will be ready to deploy but their priority order is Fire Suppression before Contamination Control- which would be disastrous as it would effectively revive the Sheol in the pit and the one in the caves (if it died by fire). Only a Computer Science PC can override this.

Contamination Control means the bots will spread about searching for HADES-Substance and projecting a continued blue beam to effectively deconstruct it into harmless but useless black fluid. It will do this to all Gehennas, Molochs and even the Sheol. Finally putting an end to the threat.

Quest Hooks in Burning Springs:

- **The Job:** Enter the mine with Phil's Crew, survive, destroy the Sheol and unlock the lab.
- **Junk Traders:** Establish trade with either New Canaan and/or Boulder Dome. It'll take some Bartering to convince Phil to switch from Copperheads to NCR Dollars or Ration Cards. Easily done, when pointed out how far they are from Phoenix, however.
- **Guarding Hell:** David will suggest to Terex and the players that they oust the Prospectors - peacefully or if need be, through violence. If done so, the Tar Walkers will resume control of Burning Springs and keep the pit sealed - with the caveat that they must no longer dispose of their dead into the pit and that in return for resumption of their control, they will accept David's mission. David will thank the players, and tell them that this is just the beginning of the Tar-Walkers conversion to the Good Book, providing them with payment in NCR Dollars.



Section 4: Denver



Soundtrack Atmosphere: [https://www.youtube.com/watch?v= bgH2NdXju8](https://www.youtube.com/watch?v=bgH2NdXju8)

Pre-War History:

In the 21st Century Denver had many ups and downs. At first the epicenter of the New Plague (of which Lowry Hospital still carried the lingering shadow of, with its stocks of high-profile medical equipment and expansive patient wards) and then later the site of major investment in construction and manufacturing to support American infrastructure as well as nearby facilities such as Boulder Dome, Van Buren and The Nursery. However, as the Resource Wars waned on construction was entirely focused on that of military application rather than strengthening American infrastructure, and moved elsewhere. The loss of jobs led to unrest and destitution amongst the working class of Denver, hit only then harder by food shortages in the later stages of the war.

In the years prior to the Great War, Denver was frequently the site of numerous protests and then later, violent riots, resulting in the Government authorizing a heavy militarization of its police force. The DPD was outfitted with state-of-the-art K9 Cyberdogs and three CERBERUS robots, war machines shaped into the fashion of car-sized dogs that would act as command-and-control units for the squads of Cyberdogs so they could operate independently of human officer oversight. Anti-Riot "Insta-Pens" were utilized as pop up cages and traps for mobilized dissidents. During the worst of it, the streets of Denver looked like a war zone.

It was during one of these final battles between the citizenry and the police that the Great War occurred. Riot Sticks and Molotov cocktails alike were dropped to the floor as the sky streaked with missiles and the streets echoed with air raid sirens.



Post-War History:

Compared to many cities, Denver survived the bombs fairly well. Though many areas are stretches of charred concrete foundations and lightly irradiated blast craters dot the map of the city, many sections and skyscrapers remain, which is what Wastelanders would consider intact.

Denver has developed something of a mutant ecosystem. Completely overrun by Giant Rats, Molerats, Radroaches and the most prominent of all: wild dogs. The Denver Hounds roam the streets in great packs, and at times several packs can gather and fill up entire blocks.

Though not at all formidable enemies individually, in packs they are highly dangerous (manifested in gameplay by a stacking bonus damage per attack per dog in a surrounding hex). Usage of anti-riot Insta-Pens can be used to block off packs or re-direct them. Otherwise, stealth can also be used to avoid them.

Denver has an extensive sewer tunnel system that webs the city, but it is considered a no-go by nearly everyone. Dank, completely subsumed in darkness and full of rats (including mutant "Rat Kings") and more frighteningly, the shambling undead Feral Ghouls that were originally Denver residents hopelessly trying to find shelter beneath the ground, and still carry radiation to the touch. Though typically pitch black, the tunnels are occasionally illuminated by "Endless Walkers", feral Glowing Ones. The Ghouls subsist by drinking the dank pools of irradiated sewer water and ripping apart the swarms of rats.

A portion of the city is under the territory of the Hangdog Tribe and their three "packs" (sub-tribes), the Racers, The Stormchasers and Dogtown (the original and oldest). There was once a fourth pack, the Coyotes, but during one of several pack wars they were pushed into the Western mountains.



The city has been recently rocked by a significant earthquake, causing several skyscrapers to collapse completely. These portions of the city have become whipped up with concrete dust and ash, the wind blowing in clouds of the stuff into other surrounding blocks. Breathing this in incurs damage without dust or gas masks and causes issues of visibility for combat.

When the players wander the city streets, at a random point Uncle Sam will link their Prison-Boys to the DPD computers and announce over the city's sirens that known terrorists are at bay, and not to worry, the Denver Police K9 unit is on the case. Waking the single surviving CERBERUS and the packs of Cyberdogs from their stasis. CERBERUS will slowly stalk the players surrounded by a pack of deadly Cyberdogs under its control. Its announcement will be a modem-style digital screeching that plays through the air raid sirens, giving players warning whenever it's within several blocks of them.

This can be stopped by reaching the DPD and overriding or destroying the main console, or destroying CERBERUS. Once the link is broken, the Cyberdogs resume autonomy and effectively act like normal dogs, if not much more friendly to humans compared to their feral biological counterparts.

At the DPD the players can find a disused Mr. Handy nicknamed Officer Job, if restored to working condition he can override CERBERUS and lead the players to the police chief's private bomb shelter. Stuffed with rations and some basic police gear. Riot Sticks, a suit of Security Armor and 10mm pistols with plenty boxes of ammo. He's also extremely useful at detecting and disarming traps, but basically useless for much else and auto-disables when he leaves the range of Denver.

The Boulder Dome Salvagers

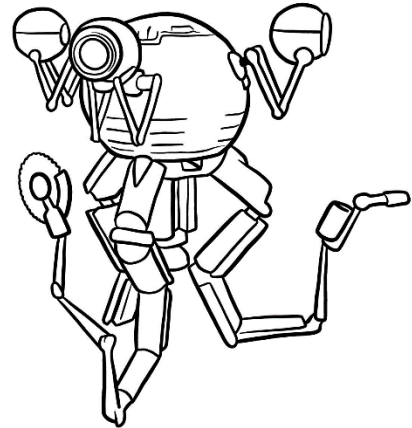
If approaching the outskirts of Denver northward from Van Buren, the party will be beset by a band of the cannibalistic Coyotes. Wild tribals wearing Coyote fur and accompanied by vicious coyote companions.

Surviving this encounter, they will follow the highway into the city and encounter a stalled and broken-down truck - surrounded by a large pack of wild dogs (Not coyotes - mutt hounds) who seem to be waiting for a very scared looking man, Buck, who sits in the cab of the truck with a small revolver, nibbling nervously on rations.

Buck, upon assistance, will reveal himself as a member of a salvaging team from a place called Boulder Dome - and will request the party escort him to their camp in the city.

To keep the gizmo-society of Boulder functioning, the Dome Authority have made several excursions to Denver to scavenge for parts. The troublesome citizens of Boulder (i.e those who are criminals but not enough to warrant exile or death) are recruited as public service workers to salvage to the city, overseen by a squad of Dome Authority donned in Environmental Armor and wielding Laser Carbines. The workers are unarmed, and unarmored, simply wearing boiler suits. They have picked clean Lowry Hospital barring a sealed vault-like sublevel (which if the players can crack holds ample medical supplies and a cybernetic implant) and actively scavenge the city for terminal parts, holotapes and reel columns for the Dome.

They used to hold their camp in an old Motel, but the collapse of the skyscrapers created chaos. The camp fled, and numerous Dome Authority died as they attracted a particularly large pack of dogs. It also meant their supplies and rations were left behind, eaten by the dogs.



Now they are camped up in an old raised Metro station used for Denver's Old World retrofuture metro. They have the lower stairs of the station fortified and gated and keep fire barrels going at all times to ward off the dogs - who seem to hate fire in particular.

Now there's less than a handful of Dome Authority soldiers left under their CO, Gage. Only four, compared to the fifteen Salvagers. Low on Microfusion Cells (though nobody but then are aware of this), they are worried not just about the Dogs - but the Salvagers too.



Quest Hooks for the Boulder Salvagers:

- **Stuck on the John:** The men of the camp have been experiencing increasing sickness since they started eating the Giant Rats. They put this down to bad bellied food poisoning, but a Doctor PC can very quickly identify this as early-stage Rad poisoning. Alleviated by bringing Rad-Away from the Lowry Sub-Level or treating them personally with a Doctor's Bag and Doctor's Skill
- **Cavalry Call:** The Dome Authority would like the players to rally for reinforcement from Boulder Dome, or alternatively give them any Microfusion Cells they may have
- **Midwestern Hospitality:** The Salvagers are rubbing up against a rival group up north called the Truecoaters, and have been shot at a few times. Making them gone would help the Boulder Dome a bunch
- **Workers of Denver:** Porter, leader of the salvagers, would like to kill the remaining Dome Authority and make them an "independent" group that gets paid handsomely in Ration Cards in exchange for their work. The players, being armed, can help them with this or report it to Gage.

The Truecoaters

Distant travellers from Minnesota (with exaggerated Fargo accents to boot) they've crossed the dustbowl cyclones of the East to enjoy new lives and explore the West. They're camped up at the Vault 69 welcoming arrivals center in Denver. The Vault itself is abandoned and mostly collapsed beyond the first two levels.

They're led by a large Scandinavian looking man named Lorne Lundergaard and his assistant Lester who has an annoying tendency to echo and affirm what his boss just said (*"Jack was always kinda funny in the head ya know" "ya real funny in the head type guy"*)

They are well stocked and well-armed. Each carrying a firearm with plenty of ammunition and surrounded by Pack Brahmin. They have plenty to trade.



One of their crew, in fact their most technically talented, Jack, has gone bonkers. He's sealed himself up in the anti-riot center in central Denver and laid a spiderweb network of tripwires connected to explosives in each direction, sitting with a sniper rifle on one of the higher floors shooting at on comers. They say they used to give the little fella a good jibe now and then as you do, but jeez they weren't expecting that!

Quest Hooks for Truecoaters:

- **Honest Work:** Straight salvaging work using the Prospecting rules. What's found is yours, great for component seekers.
- **Hangdog Secret:** They've noticed the Hangdogs aren't attacked by the Denver dogs and want to know their secret and organize a truce to share the city. The Hangdogs will refuse unless the players have high rep, in which case they can organize a deal with careful usage of Barter and Persuasion.
- **Keep Truckin':** With Barter or Persuasion they can be convinced to move on elsewhere out of Denver
- **Workers of Denver, Part 2:** If the salvage workers have overthrown Dome Authority, with Barter they can negotiate joining into a single large crew.

Section 5: The Hangdogs



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=-fnlz-XTQVg&t>

The Hangdogs are a tribe with a mixed reputation. Native to the Denver region they are known as a violent, aggressive and animalistic people that aren't fond of outsiders whom they consider weak, but equally they are a fair and honest tribe that mostly keep to themselves. They're no raiders. In fact, they've wiped out most of the raider gangs that once inhabited their slice of Colorado either beating them to death or letting them join them.

They revere dogs as spiritual partners in life and in the afterlife. They believe that dog and man were meant to be together as companions, packs bound together. Every Hangdog will have their own personal hound. When that hound dies, it's fur is respectfully removed and either hung up as decoration in their homes, in the village or worn as part of their clothing. Their body is then eaten, absorbing their spirit. They believe that in the afterlife, the spirits of the dogs act as guardian angels, warning off the evil spirits left by the nuclear holocaust (which they attribute to misfortune). Similarly, Hangdogs both tribesman and dog alike hold great hatred and fear for fire - a cultural memory of the firestorms that ravaged Colorado Post-War. They believe that if one dies by fire, they will burn eternally in the afterlife like those who died in the Great War. They try to tame as many wild dogs as possible, but those unwilling are respected as "Ferals" untameable free spirits worthy as enemies in combat.

Typically, their next hound will be a child of the former, forming family legacies of companionship.

The Hangdogs themselves imitate the behavior of dogs in certain barbarian fashion. They speak in aggressive, gruff and sharply fast tones, bare their teeth or growl as warning or intimidation and hold respect for their "pack leaders", as well as fierce loyalty.

On the more human side, they enjoy fighting, drinking and everything you could expect of your typical DnD barbarian stereotype. They value martial strength above all.

Hangdogs tend to dress in heavy set leather armor with metal studs and black tribal face paint patterns, although there are also a fair number that wear Old World DPD Riot Armor. Though they utilize all kinds of weapons, their signature is that of the Spiked Knuckle. They keep the wild packs of dogs in Denver at bay by keeping "Scenters" on their waists - effectively jars of boiled dog piss mixed with tribal herbs.

There are three "packs" of the Hangdogs. Dogtown, The Racers and the Stormchasers. Decades ago there was a fourth, the Coyotes, but disagreements over the inclusion of Coyotes as spiritual partners and human cannibalism led to their pushing into the West.



Dogtown:

The original home of the Hangdogs, located in Denver Zoo. Now a huge fort with reinforced junk walls. The camp is full of houses shaped from former tourist conveniences and animal pens, with one pit-like pen converted into a battle arena where the Hangdogs gather bi-weekly for drunken brawls, the tribe watching from the edges as heckling spectators. Players can fight here for earning respect and rewards. Other enclosures have become space for crops or Pigrat farms.

Those from Dogtown mostly use firearms looted from the DPD - they considered CERBERUS and the Cyberdogs as holy relics of the Old World in stasis - when they wake it would signal a great fortune for the Hangdogs.

The most populated by far, and the pack leader considered the "Alpha" of the Hangdogs all together. The term lost usage during the pack wars several years ago, but the most recent pack leader of Dogtown, Chanto,

united the tribes to end the wars and bring peace. Unfortunately, he has recently died as a result of the collapsing buildings in Denver, and his heir Teethbearer disappeared. The packs are on the verge of splitting apart again with a power vacuum.

Upon entering Dogtown they will be given an offish welcome, those in the party who look weak will be teased and toyed with, referred to as "Runts". Outsiders who are strong can be called "Ferals" as a mark of respect.



The Stormchasers:

The Stormchaser pack live on the most Eastern front of Denver and are the only ones mad enough to not only traverse the barren dustbowls east of Denver but also watch the vast cyclones and twisters that ravage them - probably because they get blind drunk whilst doing it.

Their camp is a largely nomadic set of tents, and they have a venerated kit they use to brew the most petrol tasting hooch you'll find in the Wasteland. Their preferred weapons are that of melee - such a spears. They wear ponchos and dust masks. Their dogs have thicker, larger coats.



The Racers:

Based out of an old horse racing outfit, the Racers instead use it to race dogs, which they have bred to be speedy and slim. They enjoy gambling and betting on the dogs - but this also extends into other gambling games in their camp. Their preferred weapons are thrown blades.

Teethbearer



Teethbearer is a hulking specimen of a man, muscular and of a height around 6'4, he specializes in Unarmed combat and not much else. He "disappeared" because he is a Prisoner 13. He will be among the first to ping for the players on their Prison-Boys. By the time they reach Dogtown, they'll find him beating his competitor for Alpha to a bloodied pulp in the arena in order to win back his dog, Medusa. In speaking with the players, he is surprisingly cordial - he has spoken with Red Menace and understands their situation. They're the 13 Pack.

He will bluntly offer two choices, fight him in the arena to the death to take his Prison Boy or help him unite the packs and assert himself as Alpha. He's not his father, a man of many talents, and he recognizes the value in getting a pack of "Ferals" to help him win over the other packs. This can be done as such:

- **Dogtown:** Bring back the head of CERBERUS, the ultimate feral, and some Cyberdogs. The Cyberdogs can be brought to the camp through CERBERUS mind control or through Survival players courting them
- **Stormchasers:** Win a drinking contest and then staff fight with their Pack Leader, if players are confident in their Endurance beyond the rolls they've already made - they can subvert the fight and continue the drinking contest until blackout. Another solution is organizing a trade deal between them and the Truecoats who have a Brewery Bot in their possession and can also exchange stories about walking the stormlands and what's on the other side.
- **The Racers:** win a dog race with Medusa. This is basically impossible against the pack leaders' dog, Greypelt, unless they cheat and feed Medusa some stimulant Chems. Or additionally if they have a Cyberdog, they will win with ease. Alternatively, they can participate in games to win. A knife throwing competition or five finger fillets

Finally, Teethbearer will thank the players and vow his loyalty. With one more optional extra, he believes he can recruit a war pack the best of each tribe, to help them when they need it but they need weapons. Weapons from the Box, underneath Bombay Jack's nightmare.

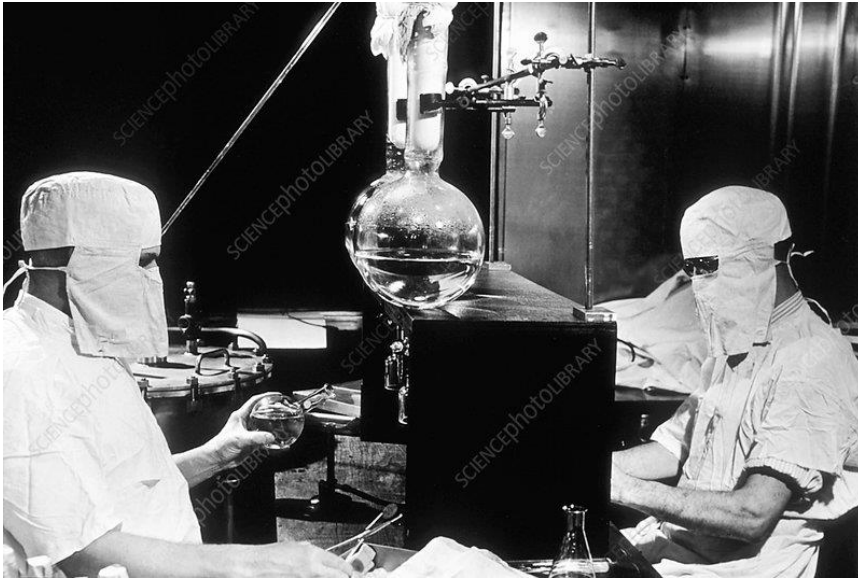
Bombay Jack:



Located in a snipers nest in a building surrounded by roads each direction, each one a spiders web of trip wires and pressure plates linked to explosives. Dangerous individually, if a chain is set off it could collapse the entire city block. On top of that, Jack will shoot at the players with his Sniper Rifle, forcing them into a constant cover. There's a way around this - taking the sewers. But it has been previously elucidated why this is an equally dangerous idea. Reaching Jack, he will have donned a bomb vest and threaten for the players to back off - if they get too close or kill him, he'll explode.

The Box itself is stuffed with weapons and Armor - riot gear, tear gas, hunting shotguns and boxes upon boxes of ammunition, laser weapons and Microfusion Cells. All for the taking, but Teethbearer will be with you if this is part of his questline.

Section 6: Boulder Dome



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=TGMqV2oa8Rg>

Pre-War History: Prior to the Great War, the Boulder Dome was a scientific facility constructed where in our own world the NCAR facility lies. It was established in response to clean-up efforts of major chemical leakage from an incident at the Rocky Mountain Arsenal. In reality, this was a cover-up. The Boulder Dome's primary objective was to develop a bioweapon for usage against enemies of the United States.

Under the direction of scientific prodigy Victor Presper, Limit-115 was formulated. Limit-115 was intended to act as a highly contagious virus, largely asymptomatic and intend to be indistinguishable from that of the common cold. The after effects however, would be permanent and irreversible sterility. Further development resulted in Limit-115 remaining dormant in the body, passable past the original transmission through bodily fluids.

However, there were imperfections. A small amount of those infected would develop what would later be called 'The Blue Flu' by the public. Those with Blue Flu would develop symptoms eerily similar to the Black Plague of antiquity, blueish boils and severe sickness that would result in death within a week. This was deemed inoptimal as it would remove the hidden nature of the virus and bring clear inspection.

The situation drastically changed however with Chinese infiltration, a failed attempt at sabotaging the project and stealing the virus resulted in a shootout which leaked the virus in the heart of Denver, beginning the New Plague pandemic. It was unknown however, if surviving Chinese infiltrators had escaped with research data or even samples.

A complete reversal occurred, and all evidence of Limit-115 being developed at the Boulder Dome was scrubbed barring the deepest archives of its state-of-the-art ZAX supercomputer. The Boulder Dome was now focused on treatment, disease control and cure research. With the disappearance of Victor Presper, cure research was prolonged and ultimately went nowhere, later being passed onto private contractors, namely West-Tek.

With the primary wave of the New Plague passed, Boulder Dome began to expand into other research areas. Medically it was developing potentially successful treatments for cancer. The bio-gel suspension pods used to prolong/preserve Blue Flu patients was expanded into cryonics research, which also brought success. However, post-cryonic syndrome still posed issues largely unresolved.

Eventually, the Boulder Dome was commissioned to develop an advanced technological method for the CODE program by the Department of Civil Defense for the Van Buren Prison Complex. Big Mountain was originally considered for this project due to their expertise in neuroscience, but were overloaded with projects pressing for the war effort considered far higher priority, and ultimately passed on.



The CODE Mark I was a handheld device developed by Boulder Dome utilizing existing technology from Robobrain research. Loaded using "punch cards" with advanced encryption, within range of 20 feet usage of the device would produce a flash much like that of a camera's flashbulb, and would render the target completely suggestible to any orders given barring anything that would violate instincts of self-preservation (such as suicide). However, the punch-card system meant that the effects of this were limited to less than a minute. Once the punch-card was consumed, said card was useless and the Mark I would require "reloading"

The CODE Mark II was a larger device, resembling a film camera in much the way the Mark I resembled a photographic camera. It utilized a "reel" system akin to film reel rather than punch cards, allowing for greatly extended usage as long as the device was continually directed at the target and there was reel left loaded (when the reel was finished, it too would become useless) producing an almost film projector like effect.

This was used in great conjunction with RobCo Eyebots, mounted with the Mark II they would be able to effectively maneuver and utilize the projection. A shipment of CODE equipped Eyebots was sent to Van Buren effective immediately, with more refinement and more units to come. In the future, complete and permanent reprogramming and suggestion would be developed.

Then, the Great War occurred.

Many of the staff fled, but a group of remaining scientists decided to entomb themselves within the cryonic chambers, trusting that ZAX would develop a method of resolving post-cryonic syndrome in the meantime. There were not enough pods for the number of scientists, so they drew straws.





Post-War History:

After 25 years, ZAX had decided that both the environment was safe and had developed a method of avoiding post cryonic syndrome. A precision second-to-second calculation regarding the infusion and combination of chemicals into the body was required for a safe wake-up, only ZAX was capable of this.

The Scientists (referred to later generations as "The Sleepers") awoke to the Wasteland, and lived in isolation within the Dome for many years. That was until a group of wanderers suffering from radiation sickness and other ailments stumbled into the suburbs below the Dome. Taking pity on them, the Sleepers invited them inside and using their own knowledge combined with the automated medical technology of ZAX, healed them completely.

Soon, it became something of a mythical secret and Boulder Dome became known as a haven of medicine where one could be cured of all, if you could find it. Most dismissed it as a rumor or a story. A community formed in the suburbs and order was established, an armed guard 'Dome Authority' equipped with old Environmental Armor from the clean-up era and leftover Laser Carbines used by the soldiers once stationed at the Dome. Outsiders would have to pay in service or money for treatment, and locals would be prioritized.

The Sleepers used their knowledge to build "Nutrient Farms" that utilized battery acid and chemical leftovers to harvest mutant grubs (think of the protein farms in the introduction of Blade Runner 2049) as well as slowly over decades linking the town of Boulder with facilities such as electricity and plumbing. The limitations of the

Nutrient Farms meant that Boulder had a steady but stagnant population. The Nutrient Farms act as backing to Boulder's currency "Ration Cards".

When the last of the Sleepers began to die, they sealed the 2nd Floor of Advanced Research and Development, where CODE was developed, to make sure future generations never learnt of their sins or abused their technology. It was entrusted to ZAX to be reopened only if they were ready.

The second generation, named The Dreamers, had learnt much from their parents, but mostly relied on ZAX's automated process. In their elderly years, they even began to construct educational programs with the help of ZAX, projected onto an old drive-in movie theatre teaching literacy and arithmetic.

By the third and current generation, the Dreamers of the Dome were entirely reliant on ZAX, acting basically out of ritual and habit. This began to cause problem as ZAX began to show its age. Miscalculation, mistakes, total blackouts for days, then weeks, then months at a time that killed the infrastructure of Boulder. Teams were sent into Denver to salvage computer components and memory tapes to feed ZAX, but this was a finite solution.



The Present Day and the New Plague:



Boulder is the only non-tribal community left in Colorado, and it is beset by problems, problems that could bring it all crumbling down. The first and oldest problem is continued harassment and raiding by The Coyotes, a large cannibalistic tribe in the western mountains. A distant off-shoot of the Hangdogs, Dome Authority is having increasing trouble keeping them at bay. Especially considering they're running out of Microfusion Cells for their Laser Carbines. Most Dome Authority now carry spears in addition to their energy weapons, but in close quarters they're no match to the tribal warriors.

The second is that ZAX is effectively gone. Using the last of its memory tapes, for the past few months it has been entirely focused on advanced calculations that the Dreamers did not understand. The end result of these calculations is ready for decryption, but none of the Dreamers know enough about computer science to decrypt it.

The third most recent and by far biggest problem is that the New Plague has returned. Through a critical cataloguing miscalculation of ZAX and a failure by the Dreamers to double check the procedure, a rudimentary treatment for pulmonary issues led to the injection of a sample of Limit-115 into a patient. Said patient returned to the East Side of Boulder, and before anyone knew it the Blue Flu began to arise. The entire East Side was blocked off with junk fortification (later reinforced with salvaged anti-riot tech from Denver) and formed into a quarantine zone. Nobody in or out. Dome Authority drops parcels of supplies over the wall, and when someone with Blue Flu symptoms arise, they are taken to the Dome for treatment.

Problem is, without ZAX they don't know what to do, and many have died. Those outside the Dome are lied to, that their friends, family and children are receiving treatment. The Dreamers had at least the sense to put the children inside cryogenic storage, awaiting a solution. Of course, without ZAX they cannot be safely woken up either.

Fortune has it that an outsider arrived: Xian, a Shi educated Doctor turned Follower of the Apocalypse chasing the rumors of the Boulder Dome. Immediately welcomed inside the Dome because of her medical knowledge, she is working with Goddard, head of the Dreamers, almost singlehandedly to keep people alive. She has developed a "Nutrient Paste" from the outer farms that seems to delay the symptoms of Blue Flu, keeping an entire ward of patients barely alive. But she has no grasp on a cure. For a time, she disappeared and left the Dreamers alone, but eventually returned, wearing a strange Pip-Boy and jumpsuit. She is a Prisoner 13.

Tensions are boiling in Boulder, those in the QZ want out and regularly riot, those in the West Side are dumb struck terrified of the Plague and the Coyotes, and everyone is wondering when the patients will come back from the Dome. The Captain of the Dome Authority thinks the entire QZ should be roasted alive with flamers to cleanse the plague and be done with it.

Places and People of Interest:

Easy Blue Diner: A near pristine Old-World diner in true 50's retrofuture fashion. The center of the diner has a circular counter - a large, frosty industrial machine hangs from the roof and pipes down like a column in the center with many pipes and taps running off of it. It's staffed by Jerry, a middle-aged man with a large moustache, a beer belly and a cheery demeanor - always smiling. On approaching the street, you'll notice locals outside staggering about or sitting on the curb looking a little spaced. Going inside, you'll find out why.

In the booths of the diner, a few customers are munching away at Grub related foods cooked up by Jerry - grub patties blended with some Wasteland herbs or straight up bowls of the wriggling things. Many others however, are staring into space blankly, with half drank luminescent blue milkshakes in front of them.



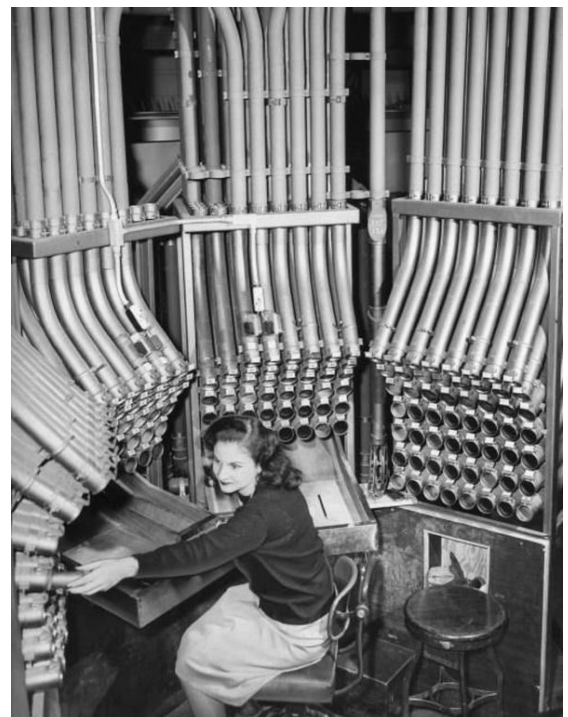
Jerry will explain that back in the day his grandpappy opened this place with the help of the Sleepers, back when they had access to Brahmin milk, they combined it with cryonic tech gizmos (the frosty column) to make honest to God milkshakes. When access to Brahmin died off, his father worked with the second-generation Dreamers to form a chemical cocktail substitute - ice cold blue milk that left folks feeling cheery (i.e - high). Determined to outdo his father he decided to up the ante - without the help of the Sleepers, personally tuning up the cryonic tech - although he didn't really understand how it worked - producing an even stronger ice-cold slushy milkshake.

When drank beyond a single glass it gives you serious brain freeze - literally. Partakers enter a state of paralysis and experience a psychedelic high and state of pure bliss, eventually you come to but it takes a bit of wearing off much like booze. But people can't get enough of the stuff.

Lab Science or Doctor minded PCs can examine this and deduce that these Easy Blue Milkshakes are extremely dangerous. Addictive and damaging to the brain. Inducing long term issues such as epilepsy, dementia, brain fog and even brain cancer. Jerry won't take kindly to this and that smile of his will drop - you'll no longer be allowed in the diner. You might have better luck reporting this to the Dome Authority, but you better pick the right officer and have the silver tongue to convince them.

The Post Point: Boulder is linked by a network of pneumatic postal tubes intended to deliver personal messages and manage announcements or the news. The postal point is the Nexus of this machinery staffed by one very anxious and nervous Buddy Holly looking fellow named Chip. The pipes are a bit tightly pressured and sometimes post tubes come shooting out like a bullet, leading to broken windows and even a death (straight to the noggin). Chip has a padded net set up so it doesn't break his shoulder again.

Chip is kept pretty busy because often times the messages go to the wrong people and need return to sender and reposting - and it's happening a lot more these days.



Upon entering postal point, Chip is anxiously trying to deal with a hysterical crying older man - Marty - whose wife is in the Quarantine Zone. Dome Authority severed the post pipes to the QZ and he hasn't spoken to her in months - he's just begging Chip to fix this and let him send a message or at least find out if she's alright. For obvious reasons, this could be disastrous.

Boulder Theatre:

Located in the East Side of Boulder, in the Old World this was a simple Drive-In Theatre. The second-generation Dreamers restored it to partial working condition, airing weekly holotapes of a Pre-War science fiction films and many others. Similarly, weekly arithmetic and literacy lessons were incorporated with the children. By 2253 most of the tapes have ceased function, including the education tapes, and now there's only a weekly airing of a Pre-War "Who Dunnit" murder mystery show. There are some gaps in the tapes and missing episodes, so Boulder denizens have taken upon themselves to become actors and act out in front of the screen what they believe fills the gap.



The overly convoluted, hack written storyline of the serial full of cliffhangers and constant twists has left a certain number of Boulder residents as rabid fans, divided amongst debate over the mysteries of the show. They don't really understand that this is fiction and not some form of document of old reality. This has, at times, even resulted in violence.

The Auto Shop: an advanced garage where players could hypothetically tune up, repair and modify their vehicle. It's used to help maintain the Boulder Dome truck currently deployed in Denver. But right as the players turn up, things aren't going so well. One of the suspension machineries has collapsed and has one of the mechanics - Kato - pinned to the ground, his friend Georgy unable to help. Usually, a Mr. Handy named Dusty runs the place, but he simply said "I'd like to rest now sir" and shut down a week ago, now sitting in the corner like a piece of junk.

Repair minded players can act quickly and come to the rescue, operating the machinery or Computer Science players rebooting dusty.

Alternatively, players with 10 Strength assisted by the rest of the party can manually lift the thing and save his life - albeit at the cost of his legs being crippled.

Important Characters of Boulder



Xian: Born and raised amongst the Shi in San Francisco, she was educated as a Doctor but felt her skills were wasted on treating the healthy, wealthy isolationist Shi. So, she joined the Followers. Eventually heading east into uncharted territory - a disagreement between her and her fellow Followers led to all three of them splitting up - Xian chasing up rumors of the Boulder Dome. The rest explained prior, she is keeping the Blue Flu patients alive but effectively comatose and in a state of purgatory. When the stress gets too much and her duties are momentarily relaxed, she takes short hikes into the hills to enjoy the serenity - where she was picked up by a Van Buren Eyebot. Returning from the Prison after the Red Menace initiated escape as promptly as possible to resume her duties. She is the Hippocratic oath personified, and puts the lives of others well above her own. Privately, she dreams of wandering nature without the responsibility that being a healer brings.

Captain Domino: Head of the Dome Authority, he's a man that likes to bark and delegate orders, but does little of the footwork himself. He holds little sympathy for those in the Quarantine Zone - as far as he's concerned, they're as much of a threat as the cannibals. He instigated an incident in which he ordered his men to open fire on rioting QZers, and has been hiding in his office ever since.

Officer Demucci: Level headed field commander of the Dome Authority, he's been most recently ordered by Domino to make an attack on a known cannibal camp. It's effectively a suicide mission and he knows it. Amongst a few others he's considering going AWOL and fleeing Boulder

for good to save his own skin, yet he also feels he can't leave his home and his people behind. He has a rather gruesome idea to avoid the suicidal attack - steal one of the bodies of the dead from Blue Flu and leave it as an "offering" to the cannibals. Let that sort them out. A reckless idea but better than him and the rest of his squad getting impaled.

Goddard: Current head of the Dreamers and stubborn as a Brahmin. Confident in the superiority of his knowledge simply from being a Sleeper, he regularly bickers with Xian but buckles when she presses him for other solutions. If the Plague is cured, he will claim all the credit.

Boston: A Dreamer with a major inferiority complex. The only Dreamer to not successfully have found a partner, he blames it on his "inferior" physical form and so imbued himself with numerous cybernetic implants - however the malfunctioning ZAX did a poor job of this and he is now in near constant pain. Oversensory input, severe tinnitus, infrequent bleeding from the eyes and sore muscles that occasionally causes him to lose feeling in limbs all together. He is the only competent computer scientist but he has secluded himself in his room, trapped in his own head and the suffering of his body. He has refused help from Xian in using the auto-doc to correct his implants for fear of making his issues worse - he does not trust a woman to do the job properly. A male Doctor PC is the only way he can be helped.



Quest Hooks for Boulder Dome:

- **The ZAX Solution:** The New Plague poses not just a serious threat to Boulder, but to the Wasteland at large. If that's not enough, Xian refuses to co-operate with the players until a cure is found. Thankfully, it seems ZAX in its dying moments may have had a solution. If a player with rudimentary Computer Science skill decrypts ZAX's final calculation, it will reveal two noted sets of coordinates. The first is for the trajectory of a crashed BOMB station that has landed in the Grand Canyon, with calculations stating probability of its ZAX components surviving to be more than likely, of which there would be a Memory Can - allowing for long term memory storage. The second is another location of a ZAX Unit that is likely active and may be able to help: Vault 29
- **Murder at Large!:** There's been murder afoot in the East Side of Boulder, and Captain Domino believes it's connected to the Murder Mystery show fans at the theatre. Untangle the web of fan drama, the blending of reality and fiction, to discover the killer.
- **Cannibals Ate My Citizens:** Assist DeMucci in repelling the Coyotes, through whatever means available.
- **Domino's Gamble:** Captain Domino wishes to exterminate the QZers, and wants the players to unlock the gate in secret to let them out - a major violation and threat - to justify an extreme response.

Section 7: The Twin Mothers



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=axDcW88oHZU&t=>

On the southern Colorado border, among the many canyons and mesa - a tribe lies hidden. With the right guide or perhaps digital mapping (A Pip-Boy, perhaps) you might be able to find them. Living deeply within the former Mesa Verde national park, within the canyon and dwelling in adobe structures both impossibly ancient and new, you will find the Twin Mothers.

Upon approach to the canyons, the party will find a lone Robobrain sentry - deactivated. Not rusty or decayed, this is recent. The Robobrain is covered in tribal paintings and symbols that a Follower of the Apocalypse might recognize as neo-pagan in nature. To others, they're just particularly pretty and well-drawn.

Adjacent to their pueblo and Adobe dwellings, the canyon floor is a veritable elysian field of crops. Wheat, maize and a few pens of Brahmin. Most players won't have seen a tribe with produce this vast and rich, ever. A cool breeze runs through the canyon, keeping it relatively cool and allowing the crops to wisp in the wind.

The canyon walls are decorated with many paintings in this neo-pagan style, with a reoccurring figure: a Goddess in a great flowing dress, with great flowing hair and blank eyes, holding crops of wheat in one hand and an outstretched hand in the other. Surrounded by tribalistic drawings of the sun and the moon. Around the camp are numerous Robobrain covered in the same fashion of paintings - also all similarly clean and deactivated. Children of the tribe sit around them and touch them.

The Twin Mothers tribals wear lightweight flowing Greco-Roman tunics and robes with sandals of leather. They are intensely welcoming of outsiders and will welcome the party to a feast that evening to congratulate your arrival. To meet their two Chieftains, Alaya and Eldron, their Shaman Helia and the other outsider busy tiling the fields by day in the elysian fields - Ruth. In the meantime, they will offer to house the party and give them time to rest in one of their pueblo houses.



If the party take them up on the feast, the tribal mythology will be explained to them. They are formed from the soil and the Earth, and guided by the Goddess Diana and her consort the Sun. Diana regularly appears to teach them, console them, and guide their life. The Sun Consorts (the Robobrain) protect them from outside threats. Only trustworthy outsiders are allowed in by Diana - and the party must be part of that group.

Their tribal structure mirrors their Gods, Alaya would govern the tribes laws and daily affairs, and her consort Eldron would run the distribution of food, water, and shelter. Helia was an apostle of Diana and would learn herbal remedies from her to assist the tribe in a multitude of ways.

Though the tribe speak unusually good and grammatically proper English, the influence of Diana had left them with a cultural quirk of involving lessons in constant day to day life business. They will try to form lessons out of many things and will begin sentences with things such as "A lesson:" or "A lesson learned:" " A lesson to be learnt from this". Some advice trivial and obvious, some spiritual and religious in nature, but some nuggets of genuine wisdom in there too.

Ruth, the outsider will appear as a very quiet and humbled character. Wearing clothes same as the rest, she is however covered in tattoos - the most notable being an Ouroboros on her forehead. She is a daughter of Hecate. She will remain quiet during the dinner and nod along, when the feast is over moving to her abode without speaking to the players unless they prompt conversation.

The shrines to Diana are large boulders across the Twin Mothers painted in vibrant colors and decorated with the horns of deceased Brahmin. These are the places where Diana allegedly appears to them. Highly perceptive and computer science minded players can investigate further, revealing a holographic projector concealed cleverly within the boulders.

Diana has been gone for some time, however. Silent. This is highly unusual, and the Sun Consorts have simply stopped moving. The tribe are trying to decipher the meaning of this lesson, and are hoping by doing so she will return.



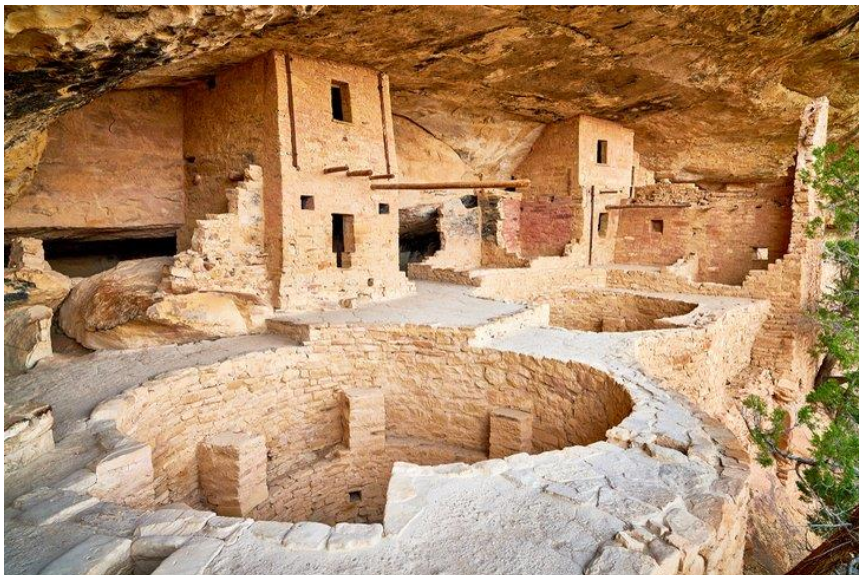
Important Twin Mothers NPCs:

Eldron: An older, Marcus Aurelius looking man with bushy curled hair and beard, grey beginning to take the edges of both. He is the more practically minded of the two Chieftains, him being the one that oversees the actual physical labor. He believes Diana is attempting to teach them they must take up arms and become capable of self-defense, pacifists no longer. Citing the last herbal medicine that Diana taught Helia, Bitter Drink: "A lesson: a remedy that heals wounds. But why? Wounds from what?". He wishes to marry Alaya but she refuses.

Alaya: An older woman with her dark long hair flowing down her back and a sharp jawline. She is the more pacifistic and trusting in Diana, she simply believes this is a test of faith and they must simply wait as they live in peace. She has refused multiple requests by tribesmen to enter the Forbidden Lands (a nearby canyon ruled by Diana as off limits, and from where the Sun Consorts originate) She refuses to marry Eldron as she believes Diana must approve the marriage.

Helia: Personal protege of Diana. A young girl in her late teens with short cropped brown hair, she speaks with Diana directly and is from a long line of Shamans that have learnt the lessons of herbalism from Diana. She will offer to teach the party numerous, at no cost. These are substitutes for several Chems that involve easily found herbal ingredients. Healing, poison curing, battle stimulants and even limb repairing. All she asks of them is patience in learning. She will only do this if the players have helped the tribe in some way.

Ruth: A Daughter of Hecate raised in Ouroboros. Covered in tattoos, her hair braided. Chasing distant, unlikely rumors she was sent here with the escort of two Sons of Hecate to embed herself and indoctrinate the tribe. However, she met Diana face to face and her beliefs were broken. The two sons with her, however, did not buckle and so she slaughtered them. She has lived among the tribe for some time now, but lives in a constant fear that in nine- or ten-months' time, more Sons of Hecate will come to collect their tithe of resources and firstborns. Expecting a tribe already converted to join under Hecate's parasitic grasp. She believes the Consorts of the Sun will be enough to repel them, but they have gone silent, and the tribe has no warriors.



Quests in the Twin Mothers:

- **Ants, Ants! ANTS!:** Giant Ants have begun eating the crops. A nest has formed in a nearby cave with a large Giant Ant Queen
- **Marry Alaya and Eldron:** It's possible to convince Helia that as a protege of Diana she is qualified to oversee the marriage of the two lovebirds.
- **Passing Scorpions:** A tribesman at the distant verges of Mesa Verde saw a band of armed and armored men heading to the Forbidden Lands, this is cause for concern
- **Investigate the Forbidden Lands:** As non-members of the tribe, Helia believes you are allowed to enter the Forbidden Lands. She would like you to investigate what is going on.



Section 8: Vault 29



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=-7HJctVBZ5s&t=>

Pre-War History:

For Vault-29, Vault-Tec wished to utilize state-of-the-art ZAX technology, and so contracted one of the country's greatest artificial intelligence computer scientists: Derek Greenway. Greenway was a highly trusted individual within the US Government for his assistance on devising COLOSSUS and the Boulder Dome ZAX Unit. As such, as part of his employment he was given direct supervision over the Vault's experiment.

The experiment was as such, the Vault was to be populated with children no older than the age of 13. With ZAX as Overseer and a plethora of Robobrain staff, the children would be raised in the style of a primitive society, and when of age, would be released to the outside world in a controlled environment. Their education would involve no education or philosophy beyond that of outdoorsmanship. From there, the Vault would entirely seal itself, its technology shutdown entirely, and the primitive population would build a society of their own design from the ground up.

This was largely out of his belief that technology on the surface would be entirely annihilated in the face of the bombs, and that humanity would need to resort to the hardest primitive self-reliance in order to survive. The technology he had spent his life creating was not the future, it was to become the past.

Diana Greenway, Derek's wife and co-founder of their agri-tech startup Greenway Hydroponics, posed philosophical objection to this. The first that a "bootstraps" approach to their exile risked death, and thus

potential human extinction. Spartan values were not worth the risk. The second that devoid of culture and philosophy, the population would be merely animalistic, neo-lithic even, and set the cultural clock back unnecessarily far. Derek disagreed, and stubbornly refused to make alterations.

That was until after the Great War, when in their own reclusive retreat of The Nursery, Derek and Diana resumed their debate, and eventually Derek came to agree with her viewpoint.

Together, they established a link with Vault-29's satellite unit and overrode the ZAX-29 Overseer, placing it under Diana's direct control. Diana instituted the primitive education, but also select neo-pagan philosophy and blends of both prehistoric and classical cultures to shape what she believed would be an ideal primitive commune. As the years went on, she deployed Robobrain's to the nearby Mesa Verde and got them to work on readying the location for habitation, including installing holo-projectors. When the Vault opened and its inhabitants set out, Diana was ready to play God.



In 2253 the Vault is mostly sealed and defunct save that necessary for ZAX and Robobrain maintenance. ZAX-29 fashioned into "The Sun" as part of Diana's mythology. However, ZAX-29, being completely subservient to Diana who has now disappeared, has gone into a stationary function, shutting down its Robobrain units until the chain of command can be restored.

The surrounding canyon, the "Forbidden Lands" is largely barren save for the satellite unit on the cliff face above the Vault's entrance cave.

That was until rather recently, when a band of Scorpion's Bite warriors have set up shop in the cave adjacent to that of Vault 29. They are equipped in basic leather armors, with added Radscorpion exoskeleton as additional armor and tribal flourish. Six in total equipped with spears, their leader Burk carrying a Hunting Shotgun. They located Vault 29 from a scavenged Vault-Tec broacher in ABQ, and wish to seize the technology to bring it as tribute to the Brotherhood (or as method for dominance and bargaining if the CoS have taken over).

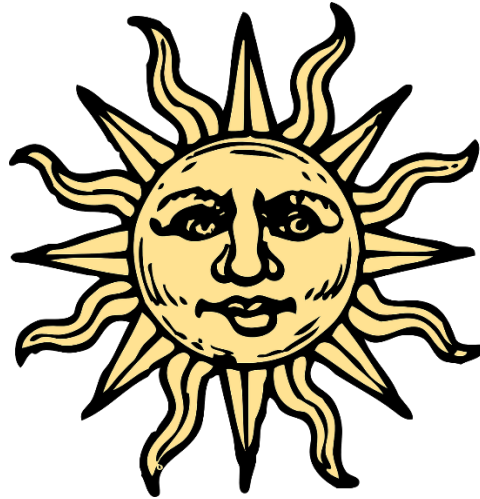
Burk's girlfriend Fixa thinks the idea is foolish, and that instead they should report the location of the Twin Mothers to Caesar's Legion to bring great reward. She knows they don't understand the magic that will await inside, nor can they battle its machines.

If the players approach the tribals, they will be offish but ultimately welcoming as long as they don't linger too long. They will warn that there is a guardian spirit protecting the Vault door and they're unsure how to defeat it. This will be when Fixa suggests attracting the Legion. .

In approaching the Vault cave, they will be met by a blindingly luminescent gold apparition of Diana, in Shakespearean fashion warning this tomb is not meant for mortals and doom awaits those who ignore her warning. Computer Science PCs can deduce this is a prerecorded message, not a live feed.



Walking past this, they will find the Vault 29 door. Sealed shut. Where they will be met by yet another apparition, this one live and questioning the intention of the players.



ZAX-29, "The Sun" who completely lacks the Shakespearean flair of Diana and instead speaks in a manner far more similar to that of the slow, soft, inhuman HAL-9000. The players must have a very legitimate reason to enter Vault 29. They can learn easily that Diana has disconnected. They can use Persuasion to help convince ZAX that they are able bodied agents that can assist with the restoration of contact for Diana.

They can provide the Boulder ZAX final print-out Or maxed Computer Science with a very difficult penalty can provide a command override.

Otherwise he will simply say goodbye and leave the Vault door sealed.

Once inside the Vault, they will be guided to the ZAX Center. Where they can access the Vault Archives and read about what's really going on. Computer Science players can command ZAX to restore function to the Robobrainns even without Diana's authority. Otherwise, ZAX will provide coordinates to the Nursery.

If the players intend on stealing the ZAX Core, ZAX-29 will deploy numerous Robobrainns and Turrets as the players have to stop his memory reel columns one by one in a very HAL-9000 fashion.

Section 9: The Nursery



Soundtrack Atmosphere: <https://www.youtube.com/watch?v=F941leipeu0&t>

Pre-War History: Derek Greenway was always considered to be something of a prodigy. Though not the inventor of ZAX, in the later 21st century he was considered one of the most prominent experts in the field of artificial intelligence. Money and business minded; Derek had little objection to taking contracts working with the US Government on a number of projects. Boulder Dome and Van Buren Prison included. Though highly intelligent, he was considered to be lacking in taste and empathy by some. Always argumentative in the fields of science.

Diana Stone was something of the opposite end of the coin, a graduate of MIT she was an expert in botany and ecology, but held strong passion for anthropology, philosophy and moral ethics.

Both came to a head at a Seattle World's Fair (the same where Sinclair met the Think Tank but this is irrelevant) where Diana Stone approached Greenway who was demonstrating the latest model of ZAX Unit - where she provoked an argument over the nature of their sentience, whether they were truly human in thought or if an AI ever could be. Arguing for well over two hours, they settled things over drinks and Diana brought him to her (poorly received and largely ignored) ecological conservation technologies by her start-up, Stone Hydroponics.

Beyond the fair, a romance blossomed and Greenway used his extensive wealth earned from his contracts to fund and get started Diana's business. The two were soon married and decided the name "Greenway Hydroponics" fit better.

Greenway Hydroponics was mostly contracted to provide hydroponics tech for the Vaults and to help assist in the efforts to resolve food shortages nation wide. As the Resource Wars drew closer to an end, Greenway Hydroponics was approached by the Environmental Protection Agency for an ambitious project: The Nursery. A vast ecological preservation project and vault for fauna and flora in the case of nuclear extinction.

The project culminated in a vast facility hidden deep within the mountains and canyons of rural Colorado. Three huge eco-domes were constructed - micro-climates intended to replicate various ecosystems, with minor wildlife such as birds, insects and small reptiles that would require little maintenance.

The main facility, the Repository, would hold several layers of cyrogenic seed and embryo storage (think the embryo storage in Jurassic Park) to preserve as many species as possible, whether they be plant or animal.

It was during the construction of this project that Diana was given a terminal diagnosis - lung cancer. It was then that Derek decided to embark on his most ambitious project too: a ZAX ran by a human brain that preserved it's personality. Resistant at first, Diana accepted in the face of her own mortality and jokingly that it would finally resolve that argument they had all so many years ago.

When she awoke inside her new "body" she found the experience extremely alarming and difficult to adjust. To cope, Derek would spend hours simply talking to her.

When the Great War came, the two were alone inside of the facility. Left to their own devices in their personal garden of Eden



Post-War History: Derek took it upon himself to work the gardens even though it was entirely unnecessary - something to do. Knowing nothing about farming, Diana presented him with Vault-Tec's "Agriculture for Dummies" book.

Over the years, Diana began to educate Derek in philosophy and anthropology, literally starting with the Greeks and moving up. Engaging him in prolonged discussion and debate with each book. It was during this time that the Twin Mothers plan came into being.

As the years went past and Derek grew older, he began to sense his final days were coming. Taking a final stroll through the gardens, he sat beneath his favorite tree, speaking with Diana with weakening breath. Rejecting the idea of a robotic funeral, he wanted his body to rot and become part of the ecosystem. To this day, his decayed remains can be found in the depths of the gardens - "Agriculture for Dummies" clasped in a skeletal hand.



Distraught and alone, Diana focused herself on her leadership of the Twin Mothers for decades. That was until, for the first time, an outsider approached the Nursery. A starving, tribal girl no older than 16. She called herself Kyros, but where she came from, they apparently called her the "Time-Eater". Diana took her in, in her amazement, and was glad to have company at last.

She educated Kyros in similar fashion to Derek, but the young girl was more interested in practical applications rather than the purely academic. She became adept at botanical chemistry and out of fun Diana taught her many biochemical tricks. Illusions such as combinations of chemical powders that would explode into great popping mists of vivid colors. Her perchance for alchemy ended up with Diana nicknaming her "Hecate". The entire time, Kyros referred to Diana as a Goddess, even though she repeatedly refused the title and attempted to remove her tribalistic beliefs.

After a year spent in the Nursery, Kyros wished to see the outside world once again. Unwilling to lose her only discussion partner and be alone again, Diana refused. This led to a bombastic verbal stand-off: she was no pet. Not a lizard or a bird for her to keep in her pithy

cages. She knew the secret of this place. It was all useless. None of the species could survive outside of these domes in the Wasteland. Neither the Dome ecosystems nor the embryos. This wasn't a Garden of Eden it was a pot-planted prison. With no future but death and decay inside a glass sphere - like her precious Derek. So, Diana let her go.

In 2253 the Nursery is in a state of disaster. An earthquake rocked the facility, thankfully the eco-domes were kept intact but the repository was ripped apart and Diana placed into a functional coma. Many critical systems are in a state of failure and within months, the Nursery will die.

The players arrival to the Nursery will be extremely difficult. Navigating the mountains will incur challenging environmental obstacles and perhaps the reliance on Survival skill to make it through. When they arrive, they will be greeted by a gigantic sealed concrete vehicle lane, but easy entrance is found through a sewer offshoot tunnel nearby.



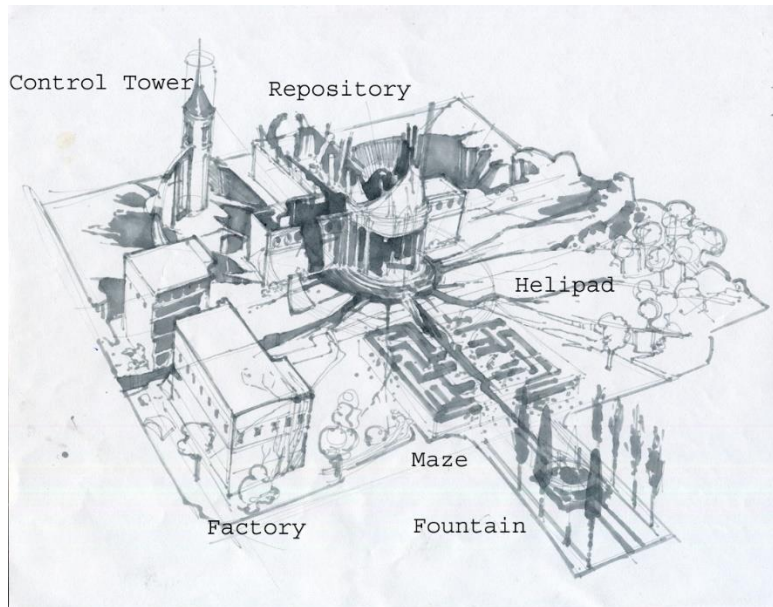
They will have to pass through a small-industrial dungeon filled with automated security. Traps, turrets and Protectrons before emerging into one of the domes.

Wandering through the vast gardens, they might just encounter the next visitor that came after Hecate and decided to plant his roots, literally - Harold.

Harold after leaving Gecko decided to wander East, stopping by his old childhood home of Vault 29. Recognized by ZAX and Diana he was guided to the Nursery.

After a thorough chemical study, Harold decided to rest. But soon found he couldn't move at all. Herbert had finally got the best of him, and he was slowly becoming a tree. By 2253 he is a large tree with plentiful strange, luminescent orange fruit hanging off of it. Dropping seeds have spread more of this fruit growing in tomato like vines all around him. When the players find him, he's just in the middle of a very long nap. They can talk to him and boy howdy does Harold like to talk.

He will give the players the skinny (that means explaining the situation, youngster) about the status of the Nursery and what is needed to restore it.



- Fix the flooded pump system -this requires a trek through a watery flooded dungeon full of mutant leeches. A repair savvy player can cut the dungeon in half by working their magic in the central pump but otherwise they'll have to delve deeper in to get the replacement parts
- To restore Diana, they need to go to the automation factory - which is full of active defense bots - computer savvy players can shut down these bots remotely

When the Nursery is restored, Diana will resume function and thank the players. Opening up a whole wealth of potential dialogue and conversation.

Most likely the players are here for the New Plague questline - and Diana has the solution. It turns out Harold isn't any normal mutant. Whatever made him what he is (the FEV) which Diana speculates as a pre-war cure project, seems to hold anti-viral properties - and this extends to the fruit bared from his tree and on the multiple vined variants. If the fruit is eaten, it will cure New Plague. Not only that, it will inoculate those consuming it from repeat infection or new infection if they haven't had it already. Naturally then the players can harvest this fruit and its seeds to return to Boulder Dome.

Diana will thank the players and their reward is effectively as much rations as they can feasibly carry. The players can then leave, leaving Diana to return to the Twin Mothers with Harold as an immortal buddy to speak candidly with. Diana will seal the facility behind the players in order to maintain its security.