

Locations

Locations in the world.

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Vault 83

Initial Population: 1159 (100 cyberdogs, 100 robobrains, 909 residents (91 absentees), 50 science staff, 8 admin staff, 1 Overseer)

Experiment: Use of CODE brain-rewriting technology to maintain social order, long-term observation on cyberdog and robobrain mental stability

Status: Partial success, Overmind overthrown and replaced with council of citizens' brains in 2095, opened.

Demographics: 2747 citizens (1443 embodied, 429 within Robobrain chassis, 252 cyberdogs, 13 within modified yao guai bodies, 8 within modified deathclaw bodies, 602 preserved, disembodied brains)

Government: Elected council of citizens (201 preserved brains, nine starting members but with one brain added every year since Overmind was overthrown)

Settlement: Walled community expanding piecemeal around the entrance to Vault 83. Powered by a mix of Vault reactor and wind power.

Industries: Light manufacturing, data processing, technological development, surgery (especially but not limited to neurosurgery)

Layout:

- Outside Walls
 - Largely empty except for tents, waste disposal, and crop fields.
 - Vault security checks new entrants to the inside walls and patrols the area. Lenient entry restrictions means that most businesses do not need to be located outside.
 - Turrets and weapon emplacements are visible on outer walls.
- Inside Walls
 - Unrestricted Zone, open to the public.
 - The main center of commerce, traders of all sorts (food, weapons, clothing, technology) operate here. Low-tech manufacturing is a major trade here.
 - Non-citizens, for the most part, live and work here.
- Level 1 - Common Areas
 - Unrestricted Zone, open to the public.
 - Contains lounge, recreational facilities, and cantina. An arcade is also here.
- Level 2 - Residential
 - Semirestricted zone; only certain noncitizens are allowed here.
 - Contains housing accommodations.

- Approximately 25% of the rooms have been converted to hydroponics to feed residents and the outside.
- Main orchard.
- Medical wing.
- Level 3 - Storage/Security
 - Restricted Zone, Vault residents only.
 - Contains supplies necessary for the continued function of Vault 83 and surrounding areas.
 - Security is based here, and the armory is located here.
- Level 4 - Labs
 - Restricted Zone, authorized personnel only.
 - Various facilities for the study and reprogramming of brains.
 - Brain surgery/transplant center.
 - Robot/cyberdog repair facilities.
 - Brain storage.
- Level 5 - Administration
 - Restricted Zone, cyberdogs, robobrains, and admin staff only.
 - Command center for the whole Vault and surrounding areas.
 - Original Overseer's office now used to house the "executive" who speaks on behalf of the council, an expansion in 2159 was commissioned to hold the 194 brains that now make up the ruling council
- Level R - Reactor
 - Restricted Zone, maintenance staff and robobrains only.
 - Reactor that powers both Vault 83 and environs.

Next

CYBER Compound

Initial Population: 214 (40 science staff, 174 cyberdogs)

Original purpose: Cyberdog conversion facility

Status: Isolated, yet flourishing-base located underground.

Demographics: 1203 cyberdogs, 134 assorted slaves, 210 Assaultrons, 343 assorted synths

Government: Authoritarian council made up mostly of original cyberdogs.

Settlement: Underground city located underneath the ruins of cyberdog processing facility. Powered by multiple fusion generators.

Industries: FEV and neurochip research, hydroponics, energy weapons, robotics

Layout:

- Factory
 - A large complex, it's been mainly stripped bare of anything useful, "malfunctioning" and ill-maintained robots are set to patrol in order to both make it deadly and unprofitable to snoop around
 - Was where the cybernetic implants for cyberdog use were manufactured, though the machines are useless from disrepair
- Service Tunnels
 - Have not been used in years, though are still functional.
 - Traps litter area, and except for one the tunnels are in danger of collapsing.
- Level 1- Abandoned Security Post and Storerooms
 - Door to service tunnels has deliberately been rusted shut to seal it off without causing suspicion.
 - Contains fabricated supplies, CYBER produces almost everything they need in-house except for raw materials
 - There used to be a security checkpoint here, but since there's no real foot traffic anymore it's been dismantled.
- Level 2- Bioresearch Level.
 - This is where research on FEV is conducted, and where brain extraction is performed.
 - Cell upon cell holds captured wastelanders here for CYBER's experiments, alongside the results of their FEV program.
 - Though not strictly allowed, mutants' brains are often extracted for consumption, the brains growing back in roughly a day.

- Slaves rest here in cramped conditions.
- Level 3- Neurosurgery and Computing
 - Brain reformatting workshop; all the tools needed to wipe a brain then download information into it to serve as a cyberdog processor are here.
 - Neurological research conducted here. Researchers here are attempting to grow the perfect organic brain in the lab, but have failed so far.
 - Slaves are created here- canines unfit for conversion and other species have their brains removed and replaced with robot processing core.
 - Brain storage area- brains are stored here right after removal, reformatting and reprogramming only performed just prior to installment into cyberdog cranium.
- Level 4-Robotics Research and Manufacturing
 - Robots and cyberdogs are repaired and upgraded here. New parts are manufactured from raw materials.
 - Pre-war cyberdogs were MkIII, CYBER has developed MkIV and MkV.
 - Due to part compatibility, the Assaultron is favored by CYBER when in need of a fast attack unit. "Artificial cyberdogs" which are mainly based off cyberdog implants are manufactured here to serve as cannon fodder.
 - CYBER often supports Raiders with weapons and implants, with tacit agreement that they will place deceased raiders' brains into new bodies and reward them with caps for captured Wastelanders. Less advanced versions of current-gen implants and weapons manufactured in limited quantity for this purpose.
- Level 5- Residential
 - Living quarters. Cyberdogs live in single-room domiciles.
 - Infirmary located here, where cyberdogs have their organic parts treated.
 - Cyberdogs are converted here, cybernetic parts are installed after brain is removed, copied into neurochips, then reformatted.

The Discovery

Original purpose: Mobile research base

Status: Fully prepared for launch, currently docked near Vault 83

Demographics: 7 robobrain (1 captain, 3 guards, 3 researchers), 4 unmodified researchers, 6 unmodified guards, 2 cyberdog guards

Government: Nautical; a captain with first mate/crewmates

Settlement: Rigid-frame airship, refurbished Post-War to acquire and store interesting cultural artifacts and/or information.

Industries: Technology and cultural artifact trading, transportation

Layout:

Aceph Village

Purpose: Harvest brains and gain new laborers through the punga fruit trade.

Status: Expanding, growing more prosperous

Demographics: 143 lobotomized converts, 23 robobrains

Government: Theocracy headed by an entity called "The Brain" worshipped by the village.

Settlement: A religious farming community, led by a high priest, managing massive crop fields full of punga fruit. Based around a pre-War church complex.

Industries: Punga fruit growth, mirelurk farming

Layout:

- Fields
 - As far as the eye can see, punga fruit fields, tended to by all sorts of people with crude clothing.
 - Though mosquitoes and disease are endemic to the region (not to mention monsters too) the inhabitants are almost completely ignored or unaffected
 - Mirelurks here breed staggeringly fast and are quite docile; mirelurk meat harvesting and processing is another one of their industries
 - The workers stagger about unfocused, as if drunk, but focus and regain dexterity as soon as it comes time to use hand-eye coordination...
- Church Complex
 - Four buildings: Sunday school area, kitchens/storeroom, dormitories, and cathedral.
 - Sunday school area is home to trading post and robot repair bay.
 - Dormitories are mixed sex. No children live here, the inhabitants are all recruited from elsewhere. Some inhabitants are completely or partially incapable of caring for themselves, Robobrain care for them
 - Cathedral is partially overgrown by nature, vines from the walls growing punga fruit, though recently a holographic emitter was installed on the ceiling
 - Here, the head priest extolls the virtues of submitting your will to the Brain
- Forests
 - This is a sacred place to those living in Aceph.
 - A surprisingly healthy forest, populated by mirelurks and creatures of all sorts.
 - They herd trespassers- or those who want to join the tribe- into the area where the Mother Punga tree grows, where it will swiftly incapacitate anyone near with hallucinogens.

- Hidden Facility

- In one of the many caverns in the area is an elevator, with treadmarks leading up to it.
- Inside is a medical facility, dedicated to performing experiments and procedures on the brain.
- Operating rooms and robot repair bays
- In the operating room, the unfortunate captive will have their heads cut open and brains stimulated in order to test their fitness for the Brain's purposes- their fates range from simple lobotomies, to partial brain removal, to full brain removal and telepathic receiver installation near brainstem
- Removed brain matter and intact brains are taken to the Brain's chamber
- There, the Brain, floating in a vat of bubbling biogel, oversees the next step- using telepathy, he breaks the will of the stolen brains, removing and grafting matter as he sees fit to create a mind both intelligent and receptive to his telepathic commands.
- If successful, the newly pacified mind is either installed within a Robobrain chassis- or in the case of the stronger-willed minds, he spends more time psychically brainwashing them, eventually dominating them and transforming them into an extra source of psychic might.