

# 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.
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