

Modoc

Population: Population density:	ca. 400 humans in the settlement, 100 with the slags low
Terrain	flat
Governmental system:	Open council, directly elected mayor and sheriff
Who currently reigns:	Mayor Jo Stearns Sheriff Jo Stearns
Military:	None
Police:	Sheriff Jo Stearns
Electrical power supply:	None
Vehicle provision:	Wood for steam engines and booze or biodiesel are available
Livestock provision:	Brahmin and horses are extremely well taken care of
Average education:	Low
What the law says about: → Theft → Murder → Assault → Drugs → Gambling → Cheating at gambling → Prostitution → Alcohol	 → Compensation → public hanging → Compensation, often with exile, too → legal, but rarely taken → legal → Compensation after taring and feathering → legal, but frowned upon → highly legal
Average prices for: → Iguana-on-a-stick → Nuka-Cola → A good, stomach filling lunch → A liter of clear, filtered water → A Jet Canister → A good room for the night → A bath	 → about 3 \$ → about 5 \$ (store price) → about 10 \$ → about 5 \$ → about 30 \$ → about 25 \$ → about 100 \$
This city in three words:	Brahmins and farms

Modoc is a quiet, nice and quaint farmer and rancher town. The people there are hard workers and the milk and meat brahmin of the town are known even far beyond California.

History

The first settlers that settled down at the edge of the former Modoc National Forest already traded with meat and leather, back then mostly from the surviving game. Since other places offered the same goods not only too, but cheaper the people of Modoc began brahmin breeding and farming.

In 2241, during the great drought, people noticed a new, big farm to the northeast. Some of the citizens, led by Sheriff Jo, made their way there, to greet the new neighbors, but found no one. They assumed that the farm was given up after seeding was done and decided to trust a citizen of Modoc with the farm. Young Karl moved in and was quickly scared away by the “ghosts” that came out at night.

He told his story in Modoc, but no one believed him.

As Karl disappeared as well, after some months, Jo returned to the farm with some other citizens. They found numerous piked and crucified bodies and fled. Eventually, Jo turned to a through traveling “wild mercenary”, the Chosen One. She wandered to the ghost farm, found out that the “bodies” were nothing but puppets covered with Brahmin entrails and the ghosts nothing but humans rubbed with fluorescent fungi and the whole ghost story was nothing but self defense that worked better than they had hoped for.

She established contact with those ghosts, that introduced themselves as the slags. They are the descendents of a militia that saved themselves in the caves of the Modoc National Forest. From that moment on, they lived subterranean. Lack of food however made them establish the farm at the surface.

Many of them now can't stand daylight, many others have bigger issues with not having a roof over their head. Actually, they can't shake the feeling that they will start falling upwards.

The Chosen One was ready to return to Modoc as the ambassador of the slags. After she cleared up a lot of misunderstandings, the slags began trading with Modoc. They provided the town with fresh water during the drought and received medical help in return.

Since then, the inhabitants of Modoc and the slags live in peace and partnership.

Overview of the districts

Main Street: On main street one finds Jo's Trade house, Grisham's Slaughterhouse and Baltha's Leatherworks.

The feeding mile: On the feeding mile one finds Rose's Bed and Breakfast pension, her chicken enclosure, the source of the giant eggs for her omelets (rumors have it, denied by Rose of course, that she doesn't keep chickens but a Deathclaw there) and several residential buildings, among others that of Cornelius, the co-owner of Rose's Bed and Breakfast pension.

The ghost farm: North east of Modoc, about 15 miles of the main street, lies the home of the slags. They mostly still live in the tunnels under the farm.

Important persons

Jo Stearns: The Sheriff and Mayor of the town is a black man around 30 years old. When the open council voted for the posts of Sheriff and Mayor, he was just out of town. So he couldn't deny the vote. Each and every attempt to get rid of those honors failed. Since he has the job, he tries hard to fulfill his role honestly. But Modoc needs a sheriff as urgently as it needs a volcano erupting next door.

Frank Grisham: The owner of the slaughterhouse is a white, old man that still is quite brawny. He is without a doubt one of the most influential men of the community and always ready to bamboozle a stranger looking for work. His own family, among them his beautiful daughter Miria and his rather intelligent, if naive son Davin, he cherishes.

Balthas: The town's furrier, that works the remains of the Brahmin that enter the slaughter house into the best leather and highly famed leather products. He is white, around thirty and his upper arms are as thick as most people's upper legs.

Rose: The owner of Modoc's best hotel and restaurant, Rose's Bed and Breakfast pension, is a white beauty around 40. Half of Modoc wonders why her chicken enclosure is so well guarded. She is engaged to Cornelius.

Cornelius: The janitor and constructor of Rose's Bed and Breakfast is a white man around 45. He isn't the smartest, but very handy with his hands. He takes care of all repair work in Rose's Bed and Breakfast pension.

Vegeir: Vegeir, the leader of the slags is an ashen, brawny and highly charismatic man. He organized the trades of the slags with Modoc and belongs to the courageous slags, that can stand it on the outside – though not really in the sunshine.