

ASTOUNDINGLY
AWESOME
TALES

ISSUE
NO. 1

Mt. Sin-Central Hospital

ORANGE COLOURED SKY

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Bethesda

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INTRODUCTION



SYNOPSIS

A group of Doctors and other caregivers have established a clinic in “Mt. Sin Central,” an ancient hospital in the middle of a ruined city. They offer treatment for ailments of all sorts and have plied their trade for more than a year. In the past six months, Mt. Sin has received an influx of chem-addicts resistant to all known forms of treatment. The problem is so extensive that the hospital staff are running on fumes, with supplies rapidly dwindling. Moreover, a nearby raider gang led by the notorious **Hot-Rod** has encroached upon the ruins west of the clinic.

The Board of Caregivers, alongside their colleagues, put out a distress call via Mt. Sin’s Emergency Broadcast beacon. Anyone in the area with access to a radio hears the call from **Dr. Jovaughna** (pronounced Jo-vah-nah) **Terrence**.

Over the course of Act 1, players will have the opportunity to:

- Embark on a daring mission to save Mt. Sin and help continue its operations.
- Treat patients and learn more about the super-chem Nectar and its deadly effects.
- Learn about Hot-Rod’s influence over the chem trade and his brutally cunning tactics.
- Learn about Mt. Sin’s history and what secrets it may hold.

GETTING INVOLVED

This scenario assumes the PCs are either residing in or otherwise situated near a large settlement or cityscape, but there are multiple ways to get them involved:

- Players already affiliated with groups such as the Minutemen or the Followers of the Apocalypse could hear about the struggles of Mt. Sin from their cohorts and be assigned to investigate the problem by their higher-ups.
- Players affiliated with Raiders or other criminal organizations could discover Hot-Rod’s chem exploits and head to Mt. Sin to learn more about his trade.
- Players might hear the distress beacon’s message being broadcast over the airwaves while wandering the Wastes.

Quest Level

Player characters should be level 6-10 to play through *Orange Colored Sky*.



ACT ONE: CHECK-IN AT MT. SIN

SCENE ONE: SENDING OUT AN SOS

Open this quest by reading or paraphrasing the following:

The nearby radios hum, a lone red dot pulsing against the skyline, suspended by metal girders that reach toward the heavens. "Attention: this is Dr. Jovaughna Terrence of Mt. Sin Central Clinic. My team and I have been operating at peak capacity for about six months now, and we are in dire need of assistance. Please. Some of our patients are your neighbors, your friends, your family—if there's anyone out there who can render aid in the form of supplies, expertise, hell, a gun or two wouldn't go amiss—" There's a brief interruption that draws the voice away from the mic, leaving the crackling static of the broadcast as the only sound for a moment. "We have the Caps, so don't worry about payment." The voice returns, hoarse, as though she'd been yelling. "We'll be broadcasting our position following this message. Please. We need all the help we can get. We're almost out of hope, and they're already out of time."

As stated at the beginning of her distress call, the voice belongs to **Dr. Jovaughna Terrence**. Over the radio waves, she sounds elderly, professional, and at her wit's end. After the broadcast, true to her word, a beacon sends out a radio signal indicating the PC's proximity to Mt. Sin Central Clinic via a series of pips that grow stronger the closer they are.

The journey to the clinic requires a **group PER + Survival** test with a difficulty of 3 to follow the lights from the suddenly reactivated radio tower. The difficulty is reduced to 2 if the PCs have used a Pip-Boy or radio to determine the signal's origin.

Success means the PCs arrive at Mt. Sin Central Clinic in good time and encounter a small **trade caravan**.

Failure means the PCs take a circuitous way to the clinic and do not meet with Vander.

TRADE CARAVAN

The caravan is led by an experienced merchant named **Vander Terrence**. Continuing to ply his trade in his mid-60s, Vander is a well-traveled African American caravanner. Ever the charming and talented salesman, he is always willing to make polite conversation. He greets the PCs jovially and apologizes for his lack of wares, admitting that he sold his provisions to his sister Jovaughna at a steep discount for her work at Mt. Sin. He additionally accompanies the group for a small stretch of their sojourn. As they travel along, he volunteers the following information to them.

- Mt. Sin Central Clinic resides in a pre-war Hospital. It was founded on providing affordable healthcare for all, with Jovaughna overseeing operations alongside a Board of Caregivers.
- A local raider gang, led by the brutally cunning Hot-Rod, has taken over the west side of town, operating from a Red Rocket's husk, and cleared several buildings near the clinic. Hot-Rod's aggression has recently dwindled, but Vander admits he avoids Hot-Rod's turf entirely. He figures it is the "calm before the storm."
- The clinic had operated quite smoothly until recently. A crisis has overwhelmed the staff at Mt. Sin, though Vander claims he cannot divine the exact nature of it. He asserts that some kind of flu or virus is going around.

Even though Vander is amicable, he is certainly not telling the truth. However, the PCs can coax the truth from him by making a **CHA + Speech** test with a difficulty of 3.

Success causes Vander to admit the true cause of the crisis and reveals that the local populace is experiencing a surge in usage of a super-chem they call “**Nectar**”—the street name set forth by its main manufacturer, Hot-Rod. Vander isn’t knowledgeable of the chem’s effects, only that it is extremely addictive. Unlike all other chems, Nectar is highly resistant to Addictol and other folk-remedies, such as Radscorpion Egg Omelettes, making treatment for such an addiction costly and incomplete.

Mt. Sin Central is a short walk from the encounter with Vander, who leaves the PCs swiftly, intent on making it to a meeting with another caravanner who was meant to retrieve some Addictol for the clinic.

SCENE TWO: ANSWERING THE CALL

As the PCs approach Mt. Sin Central Clinic, most buildings along the road to the hospital are home to poor or transient individuals who do not interact with the PCs and actively avoid being seen if possible. If the PCs are close enough, they can attempt a **PER + Medicine test** at difficulty 3 to notice the squatters’ various Nectar addiction symptoms, which are as follows:

- Abnormal hair growth along the back of the neck and the extremities.
- Severely bloodshot eyes.
- Profuse sweating.
- Persistent, often violent coughing.
- Sores along the exterior and interior of the mouth.
- Mild audio-visual hallucinations, most common of which involve an inversion of an addict’s color perception.

However, many surrounding ruins are clean or at least kept in a semi-habitable condition. The reason why is made clear in this next scene. Read or paraphrase:

Down the street looms a large and impressively preserved pre-war medical facility, the thick stone pillars flank its wide doors shielding the once-grand entrance to the main rotunda of the hospital. Upon its radiation-scarred bricks hangs a tarnished brass plaque with missing letters that reads: “Mt. Sin Central.” A tall woman with fashionably coiffed black hair strolls along the road, whistling while carrying two sacks of detritus. She locks eyes with you, suddenly dropping the bags. “Holy—” She rushes out mid-curse.

“Holy shit, someone actually came—I’m sorry!” The apology bursts from her as she meets you in the street. “Yes, alright, don’t panic. That’s me, I’m telling myself not to panic. You’re here to help us, aren’t you? You don’t look like you’re with Hot-Rod. I should introduce myself! Indira—Nurse Indira Jai.” Her hand bolts from her side, eager to shake with yours, as if she’s confirming you’re real.

Nurse Indira Jai, a South Asian nurse, is genuinely surprised somebody answered the call to help. While speaking with the PCs, she invites them inside, forgetting her current task entirely. If the PCs decide to loot around in the bags of trash she carries, they find 1 Junk. She has garnered an impressive “Lost and Found” stash in a safe hidden behind the entry desk. The key to it is always on her person, but a PC can open the safe with an **(AGI or STR) + Lockpick** test with a difficulty of 3. If opened, the safe’s Item listing is as follows: 1-2 Clothing, 2-3 Chems, 3-4 Oddities. (See **Fallout: The Roleplaying Game Core Rulebook**, Chapter 5: Survival).

She mentions that the Board of Caregivers—the trio of Doctors who direct operations at Mt. Sin—is currently unavailable. Their “Afternoon Rundown” was delayed after Vander Terrence delivered fresh supplies. However, she presents a warm demeanor and details the clinic’s current situation as follows:

- About six months ago, a new super-chem dubbed Nectar hit the streets, and those addicted developed symptoms.



- The main source of the super-chem springs from the territory controlled by Hot-Rod, whom Indira describes as “a clinical case of Old World Blues, mixed with psychopathy I’ve been lucky to only observe from very far away.” She does not know the specific boundaries of Hot-Rod’s Turf but knows it lies west of Mt. Sin.
- The first floor of Mt. Sin used to be for in-patient care and rehabilitation, with the second floor reserved for surgery and staff. However, the first floor now acts more as a crisis center after admitting an influx of patients addicted to Nectar. The basement remains unexplored—one of Dr. Donna “Dawn” Bonnet’s goals, now delayed due to the crisis.
- Mt. Sin has enough Caps, food, and medicine to operate comfortably for another month. The clinic charges 30 Caps per day for in-patient treatment, although a price increase of 30 additional Caps is due to be implemented. Few traders, beyond Vander, who make the trek are able to afford the inflated prices.

Unless persuaded to tour around the building or the nearby ruins, Indira leads the PCs into Mt. Sin Central Clinic in short order. She refrains from straying far from the hospital and urges the PCs to meet with the Board as soon as possible. Read or paraphrase once the PCs enter Mt. Sin:

The large and imposing desk is the only sign of order that greets your gaze as you enter this once-illustrious structure. Behind its varnished wood and the computer terminal perched upon it, a veritable sea of people cough, shiver, and otherwise ride out the effects of Nectar in cots separated by dilapidated wooden walls and cloth partitions. A small team of nurses weaves between those afflicted, gathering soiled sheets and administering small quantities of Addictol though relief is nowhere to be found in the patient’s vacant stares.

Indira will take her station behind the desk and attempt to garner biographical information on the PCs (name, residence, reason for visiting, etc.). If the information is refused to be given, Indira regards the PCs with some suspicion and refuses to leave their side until they meet with the Board of Directors.

A small team of five nurses is headed by Nurse Jai's cohort, **Nurse Emesis Retch**, operating on the first floor. All of them seem exhausted on some level and await a shift change; when their duties are passed along to another five nurses currently sleeping on the second floor.

The computer terminal at the reception desk contains a full patient roster for Mt. Sin, showing forty patients. Of those forty, thirty-three are being treated for Nectar addiction. The other seven are receiving treatments for routine ailments. Players can access the terminal with an **INT + Science** test with a difficulty of 3. Nurse Jai acts as a permanent escort to the PCs while at Mt. Sin if the PCs are found using the terminal without staff permission.

MT. SIN CENTRAL CLINIC

What was once the Matthew Sinclair Memorial Central Hospital now acts as Mt. Sin Central, its pre-war structure scorched centuries ago by nuclear fire, and its sign has fallen into unfortunate disrepair. The building stands two stories tall amidst the ruins of a city block that has been thoroughly picked over—all attempts to loot the zone surrounding Mt. Sin Central proves unsuccessful, as Nurse Jai has collected anything of note.

- The first floor houses a reception desk and various treatment areas, most of which are divided into crude "rooms" with wooden walls and cloth partitions, offering little privacy between patients.
- The second floor houses the offices and sleeping quarters for the staff of Mt. Sin, a stock room, a medical supply closet, and a radio broadcasting station in the main hallway (which is connected to a beacon on the inaccessible roof of the hospital).
- Behind the building is a courtyard, where a fountain with stagnant water is surrounded by various cloth items that have seen better days. This is the laundry, where clothing, bedding, and other linens are washed in stagnant water.
- Beneath the two floors lies a near-inaccessible basement level with more medical facilities, including a proper laundry, a morgue, and a decommissioned Auto-Doc.

The first and second floors of Mt. Sin Central Clinic and its courtyard constitute a Large Area that has been Mostly Searched. The basement can become unlocked in *Act Two: Timber! The Needs of the Many*.

Its Item listing is as follows: 1-4 Clothing, 0-2 Chems, 3-8 Food, 2-8 Beverages.

Within the stockroom, alongside sundry items, is a safe that contains 4500 Caps to keep Mt. Sin in operation. The room is kept under tight lock and key, the Board of Caregivers possesses the keys, and Dr. Terrence is the only one who knows the safe's combination. The safe cannot be opened without the combination or a **PER + Lockpick** test with a difficulty of 5. If any PC is caught opening the safe, the nurses and the Board attempt to subdue and expel them from Mt. Sin. The staff reacts with hostility if the PCs attempt to return.



SCENE THREE: CATCHING THE NECTAR

Once the PCs find themselves on the second floor of Mt. Sin, read or paraphrase:

“Leach, you don’t get to give me lectures on workplace cleanliness. Remember the time you came in after that storm? Your shoes were caked with mud and God knows what else! You didn’t even bother to wipe them off until Jovaughna—”

As the doors to the once-closed office swing open, a short woman with bright auburn hair steps out from within. She stops dead in her tracks and exclaims softly before two other forms appear in the doorframe. One is a rather dour looking man with sunken eyes and a bald head, his pale skin almost translucent as he looks to each of you. The other, a darker, elderly woman, with gray braids bundled behind her head, is the first to speak after a prolonged period of stunned silence.

“I take it you got our message?” The relief in her voice is hard to mask. “Come in, come in. We just finished our Roundup.” There’s a groan from the shorter woman, but she bundles herself back into the office, waving each of you to join them.

The Board tasks the PCs to secure a substantially large sample of Nectar to synthesize an antidote to its effects and stymie the addiction that grips their community. The Board is willing to pool 800 Caps to secure the sample, forfeiting their wages to cover the costs. Dr. Leach takes charge during the meeting, as Dr. Terrence is sleep-deprived. He reports the following:

- A preliminary study of the super-chem shows it amalgamates several addictive substances and hallucinogens. Unfortunately, the specific chemical structures prove difficult to observe since Nectar is distributed as an inhalant that evaporates when exposed to open air.
- Since Nectar is manufactured and distributed by Hot-Rod’s gang, the most likely source would be located in his headquarters: a Red Rocket west of Mt. Sin.
- The Board wants to avoid further increases in cost for their services, as they already sense tension among some of the patients, and expresses the importance of getting this done quickly.

THE BOARD OF CAREGIVERS

Arriving at Mt. Sin Central about a year ago, **Drs. Jovaughna Terrence, Donna “Dawn” Bonnet, and Walter Leach** made a pact after realizing the dire need for quality, affordable medical care. Though the Nectar crisis currently batters them, most of the Board remains steadfast in their commitment to this goal.

Dr. Jovaughna Terrence. Dr. Terrence opened the clinic to provide affordable medical care to the Wasteland. Her brother, Vander, helps supply the hospital at a steep personal cost. Her wife, Delia, resides in a nearby settlement after Mt. Sin became too dangerous for non-patients to stay.

Dr. Donna “Dawn” Bonnet. Dr. Bonnet joined Drs. Terrence and Leach, after leaving her home: a Vault situated in New California. As the appointed frontline administrator and direct service provider, she keeps her head held high and her spirits even higher. She is often seen on the first level of Mt. Sin, flirting with Nurse Jai while administering care to patients. Dr. Bonnet wants to access the basement with the PCs’ help (see *Act 2: Timber! The Needs of the Many*).

Dr. Walter Leach. Dr. Leach considers himself a notable physician. He’s a no-nonsense sort who is immensely proud of the work done at Mt. Sin. Well, most of it. After a few months of working with the clinic, he synthesized a painkiller utilizing a formula of his own design. The result? Nectar, which he manufactured under the sponsorship of Hot-Rod. Once he realized Nectar’s addictive effects, he stopped his chem-synthesizing ways.

Dr. Jovaughna Terrence

Level 9, Human,
Major Character (201 XP)

S	P	E	C	I	A	L
7	9	6	6	9	9	8

SKILLS			
Barter	5	Science	3
Energy Weapons	4	Speech	3
Medicine	5	Survival	2
Repair	3	Unarmed	1

HP	INITIATIVE	DEFENSE
30	22	2

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 lbs.	+1 	8

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 9), 3 	Physical damage
■ LASER GUN: PER + Energy Weapons (TN 13), 4 	Piercing Energy damage, Fire Rate 2, Range C, Close Quarters

SPECIAL ABILITIES	
■ AB COAT: Between the utility of the design, and simply feeling smarter while wearing one, a lab coat allows Dr. Terrence to re-roll a single d20 on one INT based skill test in each scene.	
■ HEALER: When Dr. Terrence makes an INT + Medicine test to heal a patient's Health Points, increase the amount healed by +2 (total of 7 Health Points).	

INVENTORY
Lab Coat, Laser Gun, 2d20 Fusion Cells

Dr. Donna "Dawn" Bonnet

Level 9, Human,
Notable Character (134 XP)

S	P	E	C	I	A	L
6	7	7	6	8	8	5

SKILLS			
Lockpick	2	Small Guns	4
Medicine	4	Sneak	2
Repair	2	Speech	2
Science	5	Survival	3

HP	INITIATIVE	DEFENSE
20	17	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	-	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	1 (Arms, Torso, Legs)	2 (Arms, Torso, Legs)	0

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 	Physical damage
■ 10MM PISTOL: AGI + Small Guns (TN 12), 4 	Physical Damage, Fire Rate 2, Range C, Close Quarters, Reliable

SPECIAL ABILITIES	
■ VAULT KID: Dr. Bonnet reduces the difficulty of all END tests to resist the effects of disease. Once per quest, the GM may introduce a complication which reflects the nature of the experiment she unwittingly took part in, or introduce a complication related to her early life of isolation and confinement within the vault. If the GM does this, she immediately regains one Luck point.	
■ EDUCATED: Dr. Bonnet gains "Lockpick" as a tag skill (included).	

INVENTORY
Vault Jumpsuit, Pip-Boy, 10mm Pistol, 2d20 10mm rounds, Wealth 2

Dr. Walter Leach

Level 9, Human,
Major Character (201 XP)

S	P	E	C	I	A	L
6	8	8	6	10	7	9

SKILLS			
Athletics	2	Science	5
Energy Weapons	5	Sneak	4
Medicine	5	Survival	3
Repair	3		

HP	INITIATIVE	DEFENSE
34	19	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	-	9

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS			
■ UNARMED STRIKE: STR + Unarmed (TN 6), 1 			
Physical damage			

ATTACKS

- **PLASMA GUN:** PER + Energy Weapons (TN 13), 6  Physical/Energy damage, Range C, Close Quarters

SPECIAL ABILITIES

- **LAB COAT:** Between the utility of the design, and simply feeling smarter while wearing one, a lab coat allows Dr. Leach to re-roll a single d20 on one INT based skill test in each scene.
- **CHEMIST EXTRAORDINAIRE:** Dr Leach carries either one dose of Orange Mentats or one dose of Overdrive. Which he is carrying is determined by which of the following actions he takes first: after using one, he may not use the other in that combat.
- **ORANGE MENTATS:** Dr. Leach may use a dose of Orange Mentats as a minor action. For the remainder of the combat, he reduces the difficulty of all PER tests by 2 (min. 0), and the Aim minor action lets him re-roll one additional d20.
- **OVERDRIVE:** Dr. Leach may use a dose of Overdrive as a minor action. For the remainder of the combat, he adds +3  to all attacks, and may re-roll 3  per damage roll.

INVENTORY

Lab Coat, Plasma Gun, 2d20 Plasma Cartridges, Wealth 3





ACT TWO: TIMBER!

SYNOPSIS

With the PCs tasked to secure a pure sample of Nectar, the wider area surrounding the clinic becomes available for exploration. The PCs are encouraged to travel west, deep into the heart of Hot-Rod's turf. Alternatively, they may delve further into the basement level of Mt. Sin and uncover the secrets that have taken root below. Over the course of Act 2, the PCs have the opportunity to:

- Explore Mt. Sin further and potentially reactivate pre-war facilities to help treat the hospital's many patients.
- Uncover the secrets behind Nectar's distribution and manufacture.
- Battle—or bargain with—the brutally cunning Hot-Rod's raider gang.

ONE MORE THING...

After the PCs meet with the Board, read or paraphrase:

"Right—" Jovaughna begins before coughing, making her way to the door. "I'll leave you to it. Bonnet, you're on call. If you need anything, talk to—" She seems to lose breath halfway through the sentence, shivering gently before Leach comes to her side, putting a hand on her shoulder.

"She knows what to do. You rest now." They nod to each other, with Bonnet escorting Jovaughna to her quarters. As they leave, Leach clears his throat.

"Before you get too far away from here, I actually have something for you. It's not much, but I figure if you're willing to help us, we best step up and do the same." He motions to a nearby closet before opening it and producing a rather crude map.

Dr. Leach has taken it upon himself to map the area surrounding Mt. Sin. In particular, he marks three dens of activity in Hot-Rod's turf:

- **Goodfellow's Groceries**, a corner store he claims to know little about.
- A partially collapsed **Super-Duper Mart** where Nectar addicts usually congregate.
- A **Red Rocket** serving as Hot-Rod's Headquarters.

Leach claims he made this map with help from patient testimony and recollection, as well as a severely faded pre-war map of the area that was still extant in the clinic's records.

Leach's Lie. The PCs can tell Dr. Leach is hiding something by passing an **INT + Speech test** with a difficulty of 3. If caught, he can be persuaded to tell the truth with a **CHA + Speech test** with a difficulty of 4. He then shares that he knows the formula for Nectar, though he alone cannot recreate a pure sample of the super-chem on the hospital's premises or with its equipment for fear of contamination. He suspects that Hot-Rod may raid his chem manufacturing site at the Goodfellows' Groceries. He could create another pure Nectar sample if the equipment is returned to him. However, he relays that Hot-Rod keeps a vial of pure Nectar on his person. While Dr. Leach admits that he remembers the formula, he is extremely reluctant to divulge it. Players can coerce the Doctor by inflicting damage to him up to half of his Health Points or through a **CHA + Speech or Science test** with a difficulty of 5. With the formula divulged, Dr. Leach states that he will stay in Mt. Sin "until the work is done" and begs the PCs not to reveal his involvement with the super-chem's development to his fellow Doctors.

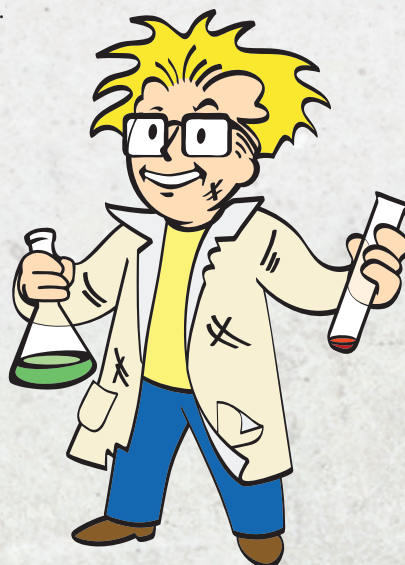
THE NEEDS OF THE MANY

Dr. Bonnet invites the PCs to unlock the basement level of Mt. Sin. According to the hospital's historical records, a series of pre-war amenities could help the clinic run more effectively. In the hallway immediately beyond the meeting room, read or paraphrase the following:

"Um, actually, if you have another minute?" Dr. Bonnet waves to you again, rushing down the hallway from Jovaughna's quarters. "Look, look, I know, most people think Mt. Sin is just a glorified chem-den, full of folks who can't be cured. But we can make this place somewhere worth coming to. Sure, we kick Hot-Rod out, we solve the Nectar crisis, but..." She shifts in place, her bright nature dulled somewhat before shining with determination. "There's something in the basement. I just know it!"

Dr. Bonnet produces several historical documents signed by Armand Sinclair, the hospital's founder, which includes a complete blueprint of the basement level and shares the following details with the PCs. The map labels a space for "modern chemistry maintenance facilities" and an Auto-Doc repair station. She reasons that the Auto-Doc, or at least components of one, could still lie beneath the ancient building. She also hypothesizes that there could be a way to access the basement externally. Dr. Bonnet has, alongside Nurse Jai, partially cleared the rubble blocking the staircase leading to the basement but cautions the PCs that they'll have to "watch their step."

She offers the PCs 300 Caps if they investigate the matter.



THE SECRETS OF MT. SIN

The basement level of Mt. Sin proves difficult to gain entry from inside the building. The staircase has partially collapsed. If players make their way down these stairs, read or paraphrase:

At the bottom of the staircase, through a thicket of dust, sits a dimly beeping computer terminal situated next to an enormous, reinforced door. There are no external locks apparent on the door itself, although by the sheer heft of it, it probably wouldn't need any. The green of the monitor is the only light illuminating this space—awaiting input.

In order to proceed into the Basement Level itself, PCs can attempt an **INT + Science** test with a difficulty of 3 to unlock the door. It cannot be picked or otherwise manipulated, unless blown apart by explosives or a concussive force. The PCs can attempt an **INT + Explosives** test with a difficulty of 4. The explosion causes **falling debris**.

Alternatively, the PCs can patrol the exterior of the building and find the suspicious pile of rubble if they pass a **PER + Survival** test with a difficulty of 4. This can be cleared with an **END + Survival** or **STR + Athletics** test with a difficulty of 3, allowing the PCs to freely access the Basement Level and reducing the Basement's Poor Lighting condition to a +1. Once the rubble is cleared, shoes imprints are seen in the dirt by the broken window, with traces of broken glass scattered around them.

MT. SIN CENTRAL CLINIC: BASEMENT LEVEL

Once the PCs gain access to the Basement Level, read or paraphrase:

Flickering lights jitter above you, the darkness of this space hard to describe, even as your eyes adjust. A stale, sterile scent clings to the air. There is a central hallway leading to several rooms, each painted with a line that guides any visitor to their destination. A shame that they're essentially meaningless now, the colors long since faded and stained by time, grit, and wear.

The Basement of Mt. Sin is an Average Medical Location that remains Untouched (despite Dr. Leach's intrusion in the space), replete with many pre-war treasures. The basement is affected by **Poor Lighting**, increasing the difficulty of visual **PER** tests by +2. The PCs can make a **PER + Repair** test with a difficulty of 2 to spot several of the lights have been smashed or otherwise sabotaged, though no broken glass is found on the floor. The condition can be lessened to a +1 if the players clear the rubble from the laundry room window. Alternatively, the PCs can borrow some **flashlights** from **Dr. Bonnet**.

Its item listing is as follows: 2-3 Clothing, 4-6 Chems, 4-6 Junk, 1-3 Oddities.

Laundry Room: Located to the immediate right of the entrance. A small window above the washers is covered by rubble and partially smashed. The washer and dryer units are still functioning.

Morgue: Located to the immediate left of the entrance. There are twelve separate compartments which are lined up in rows of two. Two of these contain skeletons.

Auto-Doc Station: Located at the rear of the basement alongside a looted chemistry station and a computer terminal. This section is locked and requires a **(STR or AGI) + Lockpick** test with a difficulty of 2 to open it. A successful **PER + Science** test with a difficulty of 2 reveals several key components and tools from the chemistry station are missing, rendering the station inadequate for use.

Logs on the terminal detail the final days of the hospital from the perspective of the hospital's founder, Armand Sinclair, and can be freely accessed by the PCs.

A.S. Personal Log #1

April 23, 2077

Hell of an opening day here, I'll say that much. Kicked down to the basement because the Feds want full, untampered access to our employment records, and my office gets to be ground zero for a full-blown investigation. Guess it's the closest thing they can do to throwing me in a cell. I've got a few choice words for the lead investigator too. Prancing in here while I'm seeing Doctors do some real work for a change. No checking for insurance to make sure you qualify for our care, no down payments or proof of credit, hell, no payment necessary if the patient doesn't have the money. What's so damned communist about caring for your neighbor? Patient in-flow is steady, but lower than anticipated. Somehow, I think we could've done worse. Armand Sinclair, signing of.

A.S. Personal Log #2

October 22nd, 2077

Audit's done so I can finally move back into my office tomorrow. It took them half a year to find out we didn't have any Reds on the team. Like I hadn't already told them a thousand times. Didn't want to write anything on this terminal after they said they'd be scanning official hospital communiqué for communist activity. Now I'm just sitting down here with the Halloween decorations. We can at least make the pediatric ward more festive tomorrow. Mattie would've loved all this. That boy loved Halloween. I asked him why and he told me 'That's when all the ghosts and scary stuff comes out. They don't wait for you to find them.' Asked him that 3 years ago. Should probably visit him. Haven't seen him since the burial, and he loves Halloween. Could probably take him a pumpkin. I don't want another parent to go through what I did. Ambulance turned away, just because he didn't have the right insurance. I'll see him soon. First thing tomorrow. That'll do me good.

The Auto-Doc can be reactivated via an **INT + Repair test** with a difficulty of 3 and expending 2 common materials, 2 uncommon materials, and 1 rare material. Alternatively, the PCs can enlist the help of Nurse Retch, who has a stash of the required materials among her belongings. The latter renders the Auto-Doc usable within 24 hours if Nurse Retch is left to her own devices.

TWO THINGS IN LIFE ARE CERTAIN

The PCs can venture into Hot-Rod's turf to explore the area west of Mt. Sin extensively and gain insight into the raider gang's operations. Ultimately, they must locate Hot-Rod and secure the vial of Nectar if they have any hope of helping Mt. Sin.

ENCOUNTER-1A: GOODFELLOW'S GROCERIES

Situated on the first floor of an Old World corner store named Goodfellow's Groceries, a short walk from Mt. Sin. Before arriving at this location, the PCs hear a group of **six raiders** conversing. Read or paraphrase:

A corner store stands at the end of a ruined street, whose aged sign reads in dull, off-white letters, "Goodfellow's Stop-and-Shop." Several shadows shift in the light that comes from inside.

"Think Hottie's gonna notice a few broke beakers?" A raider calls out to his compatriots in a voice that sounds sunburnt.

"You better hope not!" Another cackles and the sound of glass clattering against itself begins. Others mill around the space, unaware of your presence for now.

The Goodfellow's is an Average Commercial Location that has been Mostly Searched. Due to latent radiation in the area, it has an Ongoing Radiation hazard with an interval of 15 minutes.

Its Item listing is as follows: 0-2 Food, 0-2 Beverage, 1-6 Junk, 5-6 Chems.

The raiders are in the middle of transporting a partially disassembled Chem-Station. A **PER + Science test** with a difficulty of 2 reveals most of the instruments look heavily used. These are the tools Dr. Leach used while manufacturing Nectar under Hot-Rod, looted from the Mt. Sin basement several months ago.

The PCs can attempt a **CHA + Speech** test with a difficulty of 4 to diffuse potential hostilities with the Raiders. If they fail, the raiders give a final warning to vacate the premises before becoming hostile. If they succeed, unless otherwise provoked after this, they will subsequently leave the PCs to their own devices.

The players can attempt an **INT + Science** test with a difficulty of 3 to access a locked computer terminal inside the Goodfellow's that contains a record of Dr. Leach's dealings with Hot-Rod.

ENCOUNTER-1B: COLLAPSED SUPER-DUPER MART

The second drug den is situated in a partially collapsed Super-Duper Mart, where an alcove at the front provides a decent spot for Nectar addicts to congregate.

Before arriving at this location, the PCs hear a wild animal attacking someone. Read or paraphrase:

"H-Help me! Oh, God, please help me!" The frantic cries intensify before you hear the guttural roar of a beast from within the ruined Super-Duper Mart. A lone raider stumbles over some nearby debris and claws rake against flesh as the hulking form of a Yao Guai bursts into the street. Screams float from the bloodied man, and several shots echo against the concrete before his cries die out with a lunge from the beast and a sickening crunch between a blood-soaked maw. The Yao Guai roars again, angered by this intrusion and expecting another.

The PCs can attempt to avoid alerting the **Yao Guai** by passing a **Sneak + Survival** test of difficulty 3, but the beast immediately turns hostile if discovered while scavenging. When the PCs search the Super-Duper Mart, they also discover the corpses of two other raiders sent by Hot-Rod to clear the premises, alongside the bullet-riddled corpse of a Yao Guai cub.

The Collapsed Super-Duper Mart is a Large Commercial Area that has been Partly Searched.

Its Item listing is as follows: 0-4 Food, 0-4 Beverages, 7-8 Junk, 2-8 Clothing.

Raiders

Level 2, Human Raider, Normal Character (17 XP)

S	P	E	C	I	A	L
6	5	6	4	5	6	4

SKILLS			
Medicine	1	Sneak	1
Melee Weapons	2	Survival	1
Repair	1	Throwing	1
Small Guns	2	Unarmed	2

HP	INITIATIVE	DEFENSE
8	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
110 lbs.	-	0

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Torso, Legs)	1 (Arms, Torso, Legs)	0	0

ATTACKS
■ UNARMED STRIKE: STR + Unarmed (TN 8), 2  Physical damage
■ TIRE IRON: STR + Melee Weapons (TN 8), 4  Physical Damage
■ PIPE GUN: AGI + SMALL GUNS (TN 8), 3  Physical Damage, Range C, Fire Rate 2, Close Quarters, Unreliable

SPECIAL ABILITIES
■ LET RIP: Once per combat, the raider may 'let rip' with a volley from their Pipe Gun. This Adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5  total).

INVENTORY
Road Leathers, Pipe Gun, Tire Iron, Wealth 1

Yao Guai

Level 14, Mutated Mammal,
Normal Creature (102 XP)

BODY	MIND	MELEE	GUNS	OTHER
9	6	5	—	4

HP	INITIATIVE	DEFENSE
37	15	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2(All)	2(All)	Immune	2(All)

ATTACKS

- **CLAWS:** Body + Melee (TN 14), 9  Vicious Physical damage
- **BITE:** Body + Melee (TN 14), 10  Piercing Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The yao guai reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **BIG:** The yao guai is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **AGGRESSIVE:** The yao guai is quick to action when it senses prey. When the yao guai enters a scene, immediately generate 1 Action Point. If the yao guai is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool.

INVENTORY

BUTCHERY: Scavengers can butcher a dead yao guai with a successful END + Survival test with a difficulty of 1. This yields 2  portions of yao guai meat; if an Effect is rolled, it also yields 2 common materials.

ENCOUNTER-1C: HOT-ROD'S HEADQUARTERS

Located about a two-hour walk west of Mt. Sin lies the husk of a Red Rocket. Its titular spacecraft is broken down and rusted, though its scrap has not gone to waste. Piles of beat-up and hollowed out automobiles form a perimeter. Hot-Rod's headquarters is a sight to behold, full to the brim with loads of weapons, chems, and other illicit material. As the PCs approach, read or paraphrase:

"Move! Gotta make the place look nice!" A rough voice rings out, followed by the sound of a beating that quickly disperses a gaggle of raiders, each of whom swarm throughout the facility. The menacing dread that hangs in the air is somewhat undercut by the brightly painted, rusted husks of several cars which litter the parking lot. Hot-Rod's rough voice roars over the crowd of goons, shouting orders that are hard to make out. The low light of his trusty flamer burns low, his burned and ash-stained hands clutching the crude device with glee.

"Knew you were coming! Made the place all pretty for you!" Hot-Rod yells out to you, pacing in front of the burnt-out husk of a pre-war automobile with a tire iron in hand. "Well, tried to. C'mon! Let's have a chat! We don't bite. Much!" A chorus of laughter rises from the Raiders as they await your answer.

Hot-Rod's Headquarters is an Average Military location that has been Heavily Searched. **Hot-Rod** along with **five raiders** and **two raider scavvers** laze around the facility.

Its Item listing is as follows: 0-2 Ammunition, 1-3 Armor, 0-2 Clothing, 1-3 Weapons, 0-4 Chems.

If the PCs refuse this invitation, the raiders attack them. If more than half of the raiders are killed, or Hot-Rod is reduced to half his maximum Health Points, he calls for a ceasefire and attempts to explain his version of events describing his collaboration with Dr. Leach. He claims the following, if given a chance.

- Several months ago, Dr. Leach ostensibly approached Hot-Rod and his cohorts to distribute chems made from the Mt. Sin basement through a small window in the laundry room.

- After a couple of profitable months, Leach approached the gang with a new chem called “Nectar,” proposing he move his chem station to the Goodfellow’s. Hot-Rod consented but ordered a tithe of 400 Caps to keep the secret.
- Once he heard the emergency broadcast and realized Leach was behind on payments by a month, Hot-Rod reckoned Leach would send whoever answered the call to kill him, so he preemptively cleared out his turf and prepared to welcome whoever arrived at his domain.

This version of events is a complete fabrication and can be spotted by a successful INT + Speech test with a difficulty of 4. If called on his lies, Hot-Rod becomes enraged and fights to the death.

If the PCs accept his parlay at any point—even in the middle of combat—the whole camp breathes a sigh of relief. Read or paraphrase:

There’s a glimmer of hope and intelligence that sparks into a bright flame in Hot-Rod’s gaze. His voice booms over the Red Rocket, a few relieved laughs spilling from his chapped and sunburned lips.

“Finally! I was worried I’d be dealing with some run-of-the-mill mercs here! Come on in, the Rocket’s fine. We gotta lot to go over, huh?!” He bundles himself onto a chair at a small table within the building, inviting the rest of you to do the same with a gesture of his flamer. The radio is switched off, leaving the space eerily silent.

Hot-Rod

Level 10, Human,
Major Character (222 XP)

S	P	E	C	I	A	L
8	9	8	8	7	8	6

SKILLS			
Big Guns	2	Speech	4
Explosives	4	Survival	2
Melee Weapons	2	Unarmed	2
Repair	5		3

HP	INITIATIVE	DEFENSE
29	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs.	+1	6

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (Arms, Torso)	3 (Arms, Torso)	0	0
2 (Legs)	2 (Legs)		

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 12), 3 Physical damage
- **TIRE IRON:** STR + Melee Weapons (TN 11), 5 Physical damage
- **LONG MAX. CAPACITY FLAMER (AKA “GUZZLER”):** END + Big Guns (TN 13), 5 Burst, Persistent, Spread Energy damage, Fire Rate 6, Range C, Debilitating, Two-Handed

SPECIAL ABILITIES

- **SIZE MATTERS:** When Hot-Rod makes a ranged attack with any Big Guns, add +2 to the weapon’s damage (included).
- **IN CHARGE:** Hot-Rod may spend a minor action to order a raider of lower level within Close range to immediately perform a minor action. Alternatively, he may spend a major action to order another raider to take a major action immediately.

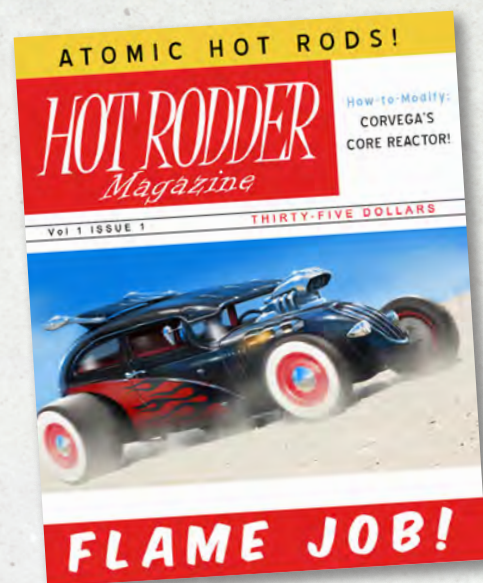
INVENTORY

Heavy Raider Chest Piece, Sturdy Raider Leg x2, Heavy Raider Arm x2, 3 Frag Grenades, “Guzzler,” 6d20 units of Flamer Fuel, A Vial of Pure Nectar, Wealth 2

Hot-Rod gives the same version of events as before—it's still a complete fabrication. However, if the PCs fail to spot the lie or do not attempt to call Hot-Rod on his bluff, he offers the vial of pure Nectar to the PCs as a sign of good faith but warns them not to meddle in his affairs any further.

If they accept this offering, true to his word, Hot-Rod lets the PCs peacefully adjourn from his headquarters, never to manufacture Nectar again. If they refuse, hostilities resume and Hot-Rod fights to the death.

If the raiders are left to their own devices, Hot-Rod inevitably kidnaps and kills Dr. Leach, leaving his burnt corpse on the steps of Mt. Sin with a vial of pure Nectar strapped to the Doctor's chest and a note demanding the tithe Leach formerly paid be doubled to 800 Caps and be delivered next month.



Raider Scavver

Level 7, Human Raider,
Normal Character (52 XP)

S	P	E	C	I	A	L
6	7	6	5	5	6	4

SKILLS			
Athletics	2	Small Guns	3
Big Guns	1	Survival	2
Energy Weapons	2	Throwing	1
Melee Weapons	3	Unarmed	1
Repair	1		

HP	INITIATIVE	DEFENSE
13	13	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	-	0

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (Arms, Torso) 2 (Legs)	3 (Arms, Torso) 2 (Legs)	0	0

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 7), 2 Physical damage
- **MACHETE:** STR + Melee Weapons (TN 9), 4 Piercing Physical Damage
- **COMBAT SHOTGUN:** AGI + Small Guns (TN 9), 5 Spread, Physical Damage, Range C, Inaccurate, Two-Handed

SPECIAL ABILITIES

- **AGGRESSIVE:** A raider scavver is quick to action when it senses prey. When the scavver enters a scene, immediately generate 1 Action Point. If the scavver is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool.

INVENTORY

Heavy Raider Chest Piece, Sturdy Raider Leg x2, Heavy Raider Arm x2, Combat Shotgun, Machete, Wealth 1



ACT THREE: THE BOTTOM FELL OUT

SYNOPSIS

Mt. Sin Central Clinic has been treading on mighty thin ice—made all the thinner now. As the PCs return to the clinic, some patients riot over an unfortunate misunderstanding. With the staff at their wit's end, it's up to the PCs to help quell the unrest and save Mt. Sin from crumbling down. Over the course of Act 3, players have the opportunity to:

- Stop the riot that has broken out among the patients—by any means necessary.
- Drive out the manufacturer of Nectar, leaving the super-chem to never again rear its ugly head - or extort him for everything he's worth.
- Discover an effective treatment for Nectar addiction and liberate the Old World medical facility from its current woes.

SCENE ONE: CALMER HEADS DON'T PREVAIL

As the PCs make their way to the main entrance of Mt. Sin, after completely exploring either Hot-Rod's turf or Mt. Sin's basement level, read or paraphrase:

The sound of shouting and smashed glass rings out before you enter. A riot seems to have erupted in the lobby of the first floor.

"60 Caps a day now?! I thought that was for the chem heads!"

"You liars!" And other insults ring out from several folk, with the pleas of Nurses Jai and Retch soon drowned out in the ensuing riot.

The few non-addicted **patients** at Mt. Sin have rebelled against the clinic and its staff, assuming that a just-implemented price hike would not be applied to them.

The patients involved in the scuffle have already injured several Nurses, including Nurse Retch, as the PCs arrive on the scene. All parties are unarmed and can be subdued violently, persuaded, or intimidated into compliance with a **CHA + Speech test** with a difficulty of 3. After the patients are subdued, the Board arrives at the scene. Read or paraphrase:

As the scuffle ends, Dr. Terrence tears down the stairs with a laser gun in hand, with Dr. Bonnet following closely behind, brandishing her pistol. A hoarse yell rips over the crowd. "Right! I want them out! To hell with the Caps. I will not tolerate the assault of my staff, do you understand?" The few patients involved begin to flee at the sight. Dr. Terrence shivers in rage, looking over to the rest of you with pursed lips.

"Tell me you've got good news or I may just use this on you." It's very difficult to tell whether or not she's joking.

Even if the PCs successfully deliver the Nectar, Dr. Terrence insists on paying them in the morning after calmer heads prevail and they all get some sleep.

The nurses thank the PCs for their intervention but note that Dr. Leach has been absent, and he is the Doctor on call. Dr. Bonnet mentions she saw him somewhere in the courtyard. If presented with evidence of Dr. Leach's involvement, the Doctors rush to the courtyard to confront Dr. Leach while advocating for his immediate exile. Proceed to *Scene Two: Paved with Good Intentions*.

SCENE TWO: PAVED WITH GOOD INTENTIONS

Dr. Leach is looking at the fountain in a state of solemn reflection in Mt. Sin's courtyard. He congratulates the PCs if they deliver the vial of Nectar and states that he intends to resign after a treatment is found, saying, "I want to move on from here, I think. I've done enough damage."

If confronted or exposed for manufacturing Nectar, he explains his reasoning and offers a resolution to the issue. Read or paraphrase:

Dr. Leach has never looked more tired than at this moment. His head leans forward, hand pinching the bridge of his nose, as if wanting to tear it off, just to feel some of the pain he deserves. Regret pours from him like a cloud or a shadow.

"It was supposed to help people." He begins. "I've seen the pain the Wasteland brings to everyone. Caravaners, soldiers, hell, even raiders. And I didn't want that pain to—" He cuts himself off with a sigh. "We're Doctors, dammit. Above all, do no harm. People have taken that oath since the dawn of medicine and I broke it. I didn't know I'd broken it, but I took the Caps all the same." He collects himself and gulps, finally turning to face you all, shoulders slumped, blinking back tears.

"I'd come up with the formula on the road. I knew it would work; I'd just needed the facilities to make it. And when we found Mt. Sin, I knew Dr. Bonnet was right. I got into the basement, took what I needed, and went west to the Goodfellow's. For the first batch, all I knew was that it would make a tried-and-true, honest-to-God painkiller. I didn't know it would be so addictive!" He tries to defend himself, but the fires of defiance turn to ash on his tongue.

"I did small tests on passersby. They just thought they were getting an extra shot for free. And it made them feel good, so they didn't mind. I'd run my tests - sew up a wound they didn't know about, bump a knee a bit harder than normal - they didn't feel a thing. And they'd be long gone by the time they developed the symptoms. Until somebody went to Hot-Rod." He grinds his teeth.

"He found me eight months ago. And we cut a deal. I make him Nectar; he pays us more Caps than we could ever refuse. Two months went by, and I was none the wiser. Not until the patients started flooding in." He pauses, his lips pursed and his jaw clenched. "I'm proud of the work we've done here. But I'm not proud of what I gave up to get it done."

Dr. Leach tenders his resignation and offers to forfeit his severance in total. He admits he already privately gave away his ill-gotten gains to traders to incentivize them to return to Mt. Sin, planning to leave as soon as a treatment is found.

If Drs. Terrence and Bonnet are present during Leach's speech; they refuse his offer and threaten to run him out of the facility. The PCs can make a **CHA + Speech test** with a difficulty of 4 to dissuade them from enacting violence, though both declare that Leach cannot remain for more than a day before storming off. Nurse Jai, Nurse Retch, and any other NPCs present keep Dr. Leach's treachery in confidence, though each is disturbed to learn of the true source of Nectar.

If Dr. Leach becomes aware the PCs cut a deal with Hot-Rod at any point, he offers his severance (300 Caps in total) to allow him to escape that night instead of facing the raider. If accepted, he forfeits the caps and absconds from the scene. However, this results in his capture by the raiders if Hot-Rod is still alive. If Hot-Rod is dead, he goes east, with nothing but his shame accompanying him. If refused, he turns hostile and calls his fellow Mt. Sin peers for help, alleging that the PCs have betrayed them.

CONCLUSION

If the Nectar is delivered to the Board and Dr. Leach's treachery is not exposed, an effective treatment for Nectar addiction is synthesized successfully. Dr. Leach peacefully tenders his resignation after it is developed and heads east, parting with Mt. Sin amicably. Drs. Terrence and Bonnet are confused but ultimately accept his resignation, and Nurse Jai is temporarily elevated to a member of the Board of Caregivers.

If Dr. Leach's treachery is exposed to the Board, he is forced from Mt. Sin by his fellow caregivers and subsequently has no time to develop a proper exit strategy. He is kidnapped by Hot-Rod's gang shortly after he is thrown out. He is then killed grotesquely, and the raider boss - if he is still alive - will return the Doctor's corpse to the clinic's steps, burned beyond all recognition. A note pinned to his charred lab coat demands 800 Caps monthly for tribute, and Mt. Sin faces a new danger.

If Hot-Rod is killed, his raider gang completely disperses. Mt. Sin is free from their threats though now prey to new and unknown forces beyond their scope.

FALLOUT

After the quest is completed, several opportunities for further development relating to Mt. Sin and its characters can present themselves.

- If Leach escapes unscathed, rumors spread of another distant settlement plagued by a Doctor who prowls the streets, experimenting on unwitting subjects by poisoning their food or drinks. Some suspect he's in league with the Institute, introducing unknown chems into the populace to study their effects. A sizable bounty is placed on his head.
- If Hot-Rod survives, he approaches the remaining Board of Directors after encountering a mysterious group encroaching on a patch of land west of his territory. He offers to refund any tithes paid to use their radio broadcasting station to call an even more terrifying raider boss: his sister.
- Once an effective treatment for Nectar addiction is found, a Scribe from the Brotherhood of Steel visits the clinic, abuzz with excitement. They request specifically to meet with those who secured the pure Nectar, as they also have a difficult-to-obtain item within the bowels of a Vault overrun by Supermutants.

Quest Rewards

For completing Orange Colored Sky, the PCs receive 800 Caps to split between them. In addition, the PCs receive full access to the facilities at Mt. Sin and can request medical services and purchase surplus medical supplies at a 25% discount. If they also complete The Secrets of Mt. Sin they receive another 300 Caps in addition to the 800 already received, and the aforementioned discount increases to 50%. Each PC receives 720 XP for completing Orange Colored Sky and 60 XP if they complete The Secrets of Mt. Sin.