

THE SCAV

SEASONAL

FALL ISSUE

MURDER SOLVED

BACKROOM DEALS EXPOSED

JUNKTOWN – Mayor Concord, long-time leader of Junktown, was found dead in one early morning last spring, sending shockwaves through the settlement and igniting controversy over his leadership. The cause of death was still under investigation, with local enforcers treating the case as suspicious. Concord’s unexpected demise came at a critical time, just as rumors were swirling about secret negotiations involving Junktown’s future.

In a stunning twist, explorers searching Dig Co—a renowned excavation and research group found within the Sprawl—have reportedly uncovered sensitive documents in the abandoned corporate offices buried deep within the Sprawl’s ruins. These documents allegedly reveal that Mayor Concord had entered into covert backroom agreements to sell Junktown and its valuable resources to not just one, but three major powers: the Barony of Fanghold, the Kingdom of Columbia, and the Commonwealth of Cascadia. This explosive revelation has left many in Junktown feeling betrayed by the mayor they once trusted.



DIG CO CEO OFFICE, WHERE DOCUMENTS WERE FOUND.

Each of these factions had been vying for control of Junktown for months, and Concord’s sudden death raises questions about the role these deals may have played in his downfall. The Barony of Fanghold, led by Baron Teeth, was known to have made advances on Junktown, promising resources in exchange for control. At the same time, the Kingdom of Columbia, led by the enigmatic Arthur Knight, had also been working behind the scenes, offering lavish compensation to secure Junktown’s allegiance. Adding to the intrigue, the Commonwealth of Cascadia, known for its ethos of cooperation, had also been in negotiations with Concord for resource sharing and integration into their decentralized system.

While fingers are being pointed in every direction, no solid evidence has linked the Guild, the highly influential trade organization, to any involvement in the mayor’s dealings or demise. The Guild, known for maintaining neutrality in the town’s affairs, has remained notably silent in the wake of these revelations.

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Junktown now faces an uncertain future, with its citizens demanding transparency and justice. Who will emerge as the new leader of the settlement, and what will become of these competing factions' ambitions for Junktown, remains to be seen. In the aftermath of Concord's death, the people are left to wonder just how far-reaching his betrayals extended, and whether the town can weather the storm of political intrigue that has engulfed it.

ELECTION SEASON:

The time has come again for the people of Junktown to make their voices heard as election season officially kicks off. With all six leadership positions in town up for grabs, this year's elections are shaping up to be one of the most closely watched in recent memory. From the coveted Mayor's office to the practical but crucial roles of Sheriff, Prospector, Head Physician, Head Mechanic, and Caravan Master, every seat is open for new candidates—or the re-election of popular incumbents.

The current officeholders are all well-regarded, and each has built a reputation for keeping the gears of Junktown running smoothly. Mayor Concord, though controversial due to recent allegations, was a capable leader for many years, and Mayor Dabbie was able to pick up the shattered pieces very efficiently and has kept the town running with no setbacks. Sheriff Hirc, known for his no-nonsense approach to law enforcement, is beloved for keeping raiders at bay and maintaining order, however, whispers of the linda situation still linger. Prospector Jack, who oversees resource allocation and scavenging rights, has been essential in keeping the town supplied with vital materials. The Head Physicians stand in Harper has earned the trust of the town with lifesaving medical work, while the Head Mechanic Piper is praised for keeping the town's machinery—and the town itself—up and running. Finally, the Caravan Master Asher has ensured safe trade routes and bolstered Junktown's economy.

Though the incumbents enjoy broad popularity, any citizen of Junktown is eligible to run for these important positions. Whether you've spent years in the settlement or are a newer face eager to bring fresh ideas, this is your chance to make an impact on Junktown's future. Those wishing to challenge the incumbents must submit their candidacy forms within the next two weeks to the Election Council, after which official campaigning will begin.

The stakes are high this election season. As Junktown recovers from recent leadership controversies, the right candidates could steer the town into a prosperous future—or risk plunging it into uncertainty. With the election just weeks away, citizens are encouraged to participate in town meetings and debates to better understand the candidates and the vision they bring to the table.

Will the incumbents hold onto their seats, or will new challengers rise to take Junktown in a new direction? Only time—and the votes of Junktown's citizens—will tell.

A NEW THREAT MYSTERIOUS BITE MARKS

SHIISBERG – Concern is spreading across the Wasteland as a strange phenomenon has come to light: several wastelanders have been found with unusual blue bite marks on their bodies. The bites, discovered on scavengers and traders returning to Shiisberg, differ dramatically from the standard injuries inflicted by common infected. The eerie, glowing blue coloration around the wounds has baffled local medics and fueled speculation of a new and terrifying threat emerging in the wilds.

The first cases were reported just days ago, when a group of scavengers returned from an expedition deep into the Sprawl. Initially thought to be the work of mutated wildlife or zombies, the distinctive blue hue of the bite marks

quickly set these injuries apart. According to Dr. Helena Voss, Shiisbergs Head Physician, the bite marks appear to be rapidly healing, but with a strange discoloration that suggests something far more unusual than normal infections.

“It's unlike anything we've seen,” Dr. Voss explained. “The tissue around the bite marks is glowing faintly, almost bioluminescent, and so far none of the standard treatments have had any effect on the coloration or underlying cause.”

Even more unsettling are the reports from survivors, who describe the attackers as “zombie-like” figures, displaying unusual strength and agility. These mysterious creatures are said to move in packs, suggesting an organized — and possibly intelligent — force. However, no definitive evidence has been recovered to confirm what exactly is responsible for these attacks.

Local law enforcement, led by Sheriff Marla “Ironfist” Grimm, is on high alert. “We don't know what's out there yet, but we're not taking any chances. Anyone traveling outside the walls of your settlements needs to stay in groups and report any strange encounters immediately,” said Grimm. Patrols have been doubled, and rumors of strange sightings near the old industrial ruins to the west have sparked fear that these glowing-eyed creatures may be moving closer.

The Prospector's Office has issued a temporary advisory for all scavengers to avoid deep excursions until more is known. As of now, no clear connection between the bite marks and any known Wasteland diseases has been established, but citizens are urged to report any strange symptoms or injuries to the local clinic.

As the mystery deepens, the question on everyone's mind is clear: What is the true nature of these strange bite marks? Are the wastelanders who bear them in more danger than they realize? For now, the answers remain shrouded in uncertainty.