

Aqueducts

In need of a fresh, non-radiated water supply for the CHOTA to survive in Boneclaw, the Quiet Ones have built a series of underground aqueducts which channel water to various locations within the town by tapping into deep aquifers. The entrances and access to these channels are based visually on the design of the Cantalloc Aqueducts from ancient Peru who dug swirling patterns into the ground at location to produce earthen steps. This system of aqueducts works great in desert environments and near mountain ranges and should suit the game setting and the CHOTA lifestyle fairly well.

The Quiet Ones manage the waterway system, and the area where they've settled should be nestled within a crop of aqueduct access points. They have the most and easiest access to clean water, so they are in less danger of radiation exposure than the Slaughter Kings who are already sending their irradiated and dying away, out of sight, to the Orphanage.

Essentially, the idea is that water that has pooled above ground in the Earth's surface becomes radiated and dangerous, but water that is deep enough below is safe to pump up and use through working pipes.

Buildings:

Quiet Ones' Housing: Similar to other CHOTA modules except less about displaying the body parts of their enemies and more about living a secluded, protected lifestyle. Quiet Ones are more likely to seek resources from the Travelers and even Techs (possibly using the Travelers as go-betweens), so here, crude technology should be found such as ammunitions and mounts.

Utilities:

Aqueducts entrances: swirled steps carved into the ground, leading to aqueduct tunnels below