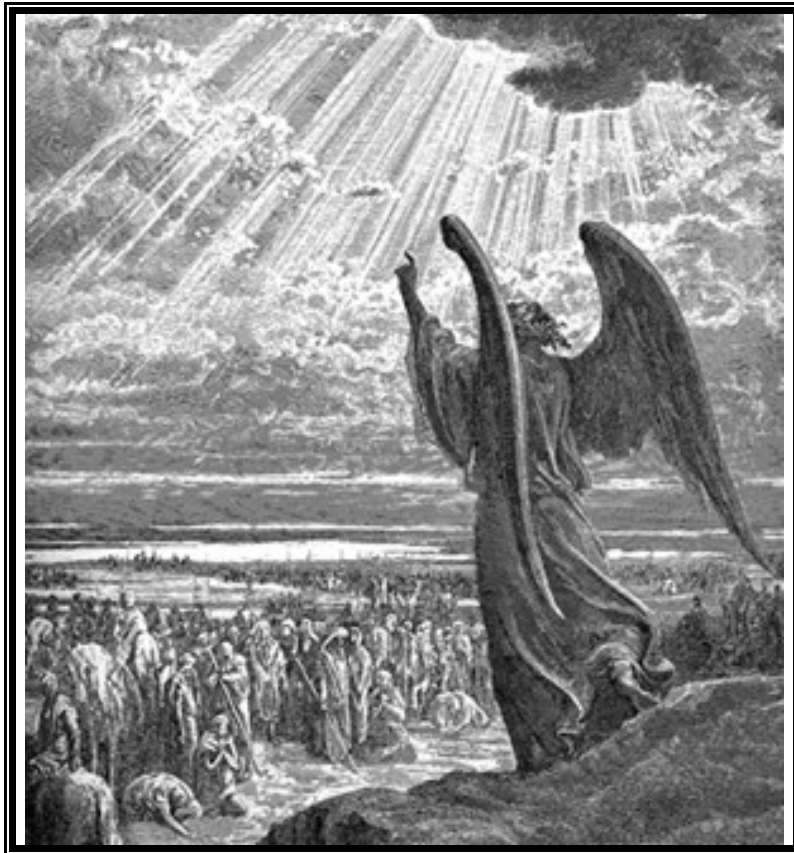


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Version 1.0

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*And he said, "No; but as commander of the army of the Lord I have now come." And Joshua fell on his face to the earth, and worshiped, and said to him, "What does my lord bid his servant?" And the commander of the Lord's army said to Joshua, "Put off your shoes from your feet; for the place where you stand is holy."*

## OVERVIEW

New Canaan is one of the more stable and tolerant communities in the wasteland. Set in the ruins of Ogden, Utah, on the Great Salt Lake, it is a Mormon community unaffiliated with any other government or power group. Though its natural water supply is alkaline, it controls the Jericho Water Plant and all related facilities. The potential threat of incursion by NCR and refugees from the NCR-BoS war frightens some of the residents, but most of them remain because there is no where else that is as simultaneously prosperous and tolerant.

The area consists of three maps: AR1001 New Canaan Outskirts, AR1002 New Canaan Town, and AR1003 New Canaan Union Station.

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: New Canaan Outskirts	Full Party	AR1001	Medium	City and Junktown tilesets
2: New Canaan Town	Full Party	AR1002	Medium	City tileset
3: New Canaan Union Station	Full Party	AR1003	Medium	City tileset

**AR1001** does not border on the Great Salt Lake, and consists primarily of ruined buildings occupied by squatters and drifters (sort of like the west end of Klamath in Fallout 2). The main problem in this area is the presence of NCR refugees. Some of them are bad seeds, and dislike the strict rules and regulations of the town. A few of them even stand outside of the crude town walls themselves, having been exiled from the community for immoral behavior. This is actually very troublesome, as Jeremiah Maxwell only distributes free water to people living inside the town itself. The primary features of this map are: the eastern wall and gate, the squatter houses, the guard house, the general store, and the slaughterhouse.

Every day, Jeremiah and several brave Mormons journey out to have supper with the refugees on the exterior. Once a person has been expelled, the only way they are allowed back into Canaan is by submitting to the Mormon baptismal rite.

**AR1002** borders on the Great Salt Lake. It is surrounded by concrete and makeshift walls. The Canaanites keep most of their houses and businesses here. The town section is cleaner than the outskirts section, and relatively well built considering an atomic firestorm once swept through the area. In addition to the modest homes and farms of the Canaanites, the main features of the town are the Church of Jesus Christ of Latter-Day Saints, the New Canaan sheriff's office/jail, and the pump house. Jeremiah Rigdon and two priests generally reside at the church, though all three have homes of their own. One of the most important aspects of the New Canaan community is its tolerance. Four ghouls (one glowing) and one super mutant mark the extremes of a very mixed community.

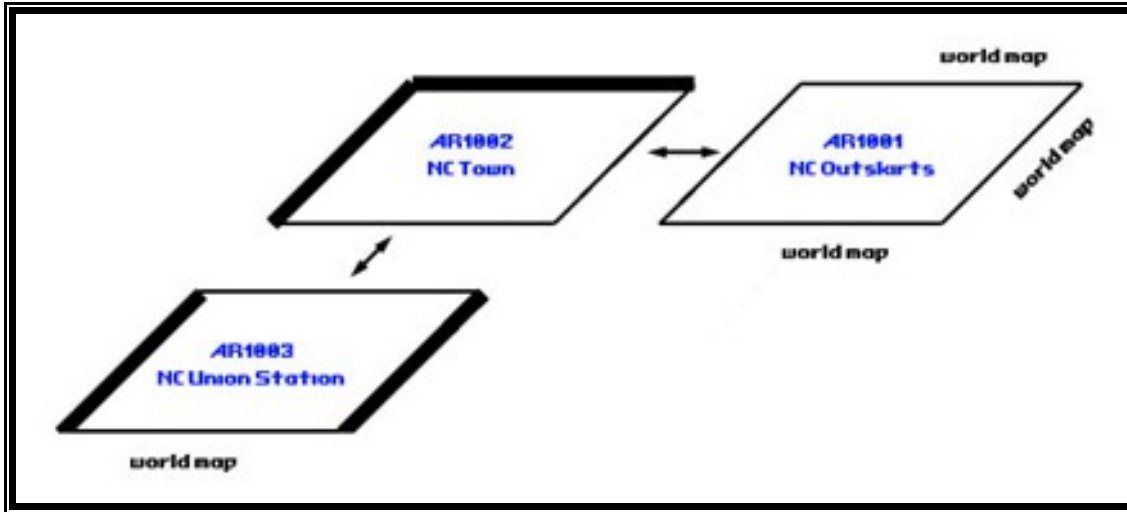
**AR1003** is where Ogden's Union Station sits, unused. If the player gets the trains up and working, he or she can take the train here pretty rapidly. A few people live near the train tracks, including most of the super mutant and ghoul members of the Mormon faith. It's a little messier than the town itself, but not as bad as the outskirts.

There are a few elements of geometry that can change on all three surface maps. On all three maps, empty garden rows can be filled with more vegetables after the pump house is optimized. On the town map, fields of salicornia can be added in the Great Salt Lake. If the PC assists with the overthrow of Jeremiah Rigdon, the church can be burned down, leaving only a charred husk in its place.

The overall goals in this location include: recovering the prisoner Daniel (if he was not killed and dragged away from Denver), dealing with the squatters outside the town walls and their plot to overthrow Jeremiah, resolving the threat of an impending attack from the 215 Rail Line powder gang, investigating the drug

trafficking in New Canaan, working out a deal between NCR and New Canaan, working out a deal between Burham Springs and New Canaan, talking to Jeremiah about the Jericho Water Plant, dealing with a bunch of racist Mormons who want to kick out a glowing ghoul, lessening a super mutant's symptoms of schizophrenia, and teaching the townsfolk how to grow salicornia at Jericho.

In total, the player should spend between 4 and 8 hours at this location.



## AREA BACKGROUND

The town of New Canaan was founded in a ruined section of Ogden, Utah, by the Prophet Judah Black thirty years ago. The settlers of the town came from the ruins of New Jerusalem in Salt Lake City, the ruined utopia of pre-war Mormon optimism. Some great catastrophe befell New Jerusalem, primarily due to the insistence of its citizens on not having dealings with the outside world.

Out of the shattered glass and broken steel of New Jerusalem, Judah led the survivors north. The town they established was far from ideal. They suffered greatly in their efforts to rebuild. The original population of the community was roughly one hundred. Now, only a few more than fifty citizens actually live in New Canaan. Judah Black died eight years ago. Two years later, Jeremiah Rigdon claimed to have visions from god. Most of the Canaanites believed in Jeremiah, but others disputed his revelations, and left.

In the past few months, dozens of war refugees, fleeing the NCR-BoS conflict, have wandered into New Canaan. Not wanting to repeat the mistakes of New Jerusalem, Jeremiah Maxwell has allowed them to enter, but is having difficulty keeping the peace.

Inspirational movies for this film: *The Mission*, *The Last Temptation of Christ*

Inspirational books for this film: *The beginning of The Gunslinger* (town)

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<b>YEAR</b>	<b>EVENT</b>
2062	Many Mormon congregations come together to purchase places in Vault 70, located in Salt Lake City, Utah.
2077	Bombs drop. Most of Salt Lake City and Ogden, Utah are destroyed.
2190	Vault 70 opens and its residents use their three G.E.C.K.s to found the city of New Jerusalem in the ruins of Salt Lake City.
2220-2233	New Jerusalem's intolerant prophet and apostles repeatedly vote to have no commerce with outsiders from other, failed communities, refugees, or tribals.
2233	A number of angry tribals, raiders, and disassociated attackers gang up on New Jerusalem and sack it, killing most of the Mormons in the process.
2235	The new living prophet, Judah Black, leads most of the remnants of the Mormon community north to Ogden, Utah. They establish the town of New Canaan.
2236	Working with some squatters, they get the Jericho Water Plant running fresh water into New Canaan.
2238	The missionary Joshua Graham encounters two Followers of the Apocalypse at the Grand Canyon and starts to lead them around the outer north and east edge. One of the Followers goes on to become Caesar.
2245	Judah Black dies of old age.
2247	After coming out of a strange and powerful fever, Jeremiah Rigdon claims that an angel appeared to him in a vision, calling him to be the living prophet of god.
2248	Almost half of the residents of New Canaan leave because they believe Jeremiah Rigdon is not the true living prophet. They leave with Bishop Mordecai.
2250	Daniel goes to find his six cattle in a storm and is captured by robots from the prison. Also, Bishop Mordecai and five others return to New Canaan as the sole survivors of their attempt resettle New Jerusalem. They do not acknowledge Jeremiah Rigdon as the living prophet.
2253, October 23	"The Prisoner" escapes from Leavenworth, dooming the world and creating a holocaust of epic proportions. <b>F3 Begins</b>

## EMOTIONAL PORN

### DRAMA

The Mormons of New Canaan are the only surviving "true" religious group from before the bombs fell. While PCs might fight some parallels between the Mormons and the Vault 29 Diana-followers, the Mormons here were not indoctrinated by a computer. Jeremiah Rigdon's insistence on tolerance of ghouls, super mutants, and reformed criminals causes him a lot of grief and often harms the community of New Canaan. The forgiving nature of his faith is often at odds with the harsh realities of the wasteland. Players may see Jeremiah either as a noble example of faith and conviction in the post-apocalyptic world or as a naïve chump just waiting to be knocked off.

The player will see how old bigotry can still be deeply rooted in a community generations after society fell apart. Many Mormons want all those who are not members of the original community to be kicked out. The same people also don't want to have anything to do with NCR, tribals, or other groups in the area. In short, they want to be as insular and self-sufficient as their New Jerusalem forebears. The player could see this as either a smart-minded defensive measure or a short-sighted policy that will result in their future destruction.

## NPC ALLY DRAMA

- The Hanged Man will not enter New Canaan. When the party arrives here, he will initiate dialogue with the PC and tell him/her that he has something to take care of. He gives the PC the option of meeting up with him at Burham Springs later on.
- Talking with Bishop Mordecai may reveal that one of the New Canaanite missionaries, Joshua Graham, was involved in the rise of Caesar. Joshua Graham eventually became Caesar's right hand man, shaming the Mormons. After a failed attack on Hoover Dam, Caesar had Joshua burned and thrown into the Grand Canyon by the tribals who feared and hated him. Joshua Graham is the Hanged Man.
- Kurisu might float that she has traded with the New Canaanites before and that they were always honest.

## MORAL DILEMMAS

- Kicking Marshall the glowing ghoul out of New Canaan and/or killing him is intolerant and somewhat cruel. Leaving Marshall at New Canaan will eventually result in the death of Apostle Jude and two other New Canaanites when Marshall's mind finally fails and he wanders next to a house, where he dies. Jude dies of cancer from repeated exposure to radiation. The two other Canaanites die from acute radiation sickness after they absorb radiation through the walls of their home.
- Leaving Jeremiah in charge means that New Canaan will always be less prosperous than it could be, since he kicks out a lot of talented people that he views as immoral. Removing Jeremiah from power means that the Mormons' morals and ethics quickly get whittled down to the equivalent of all other wasteland cultures, but they become more successful and profitable.
- Allowing the NCR-BoS refugees to linger outside of town may result in a lot of angry people due to water rationing. However, this could be resolved if the water plant is fixed/optimized.
- Turning in Pablo solves the drug trafficking problem in New Canaan, but Pablo is the only person who knows enough about agriculture to grow salicornia near the Jericho Water Plant.

## OTHER ROLE-PLAYING TESTS AND EPITHETS

If the player lays waste to the Mormons of New Canaan, killing all named figures and 75% of the other Mormon residents, he or she will get the title **Scourge of God**.

## TIES TO OVERALL GAME THEMES

- **Faith vs. Doubt** - This is a major theme in New Canaan, even though it is a minor theme elsewhere. All of the Mormons have problems with faith and doubt. Two of the best/worst examples are John the Nightkin super mutant and Jeremiah Rigdon himself. Even Jeremiah isn't positive that his visions and dreams are "real".
- **Optimism vs. Pessimism vs. Pragmatism** - This ties into Faith vs. Doubt. Jeremiah and some others believe that if they adhere to a policy of tolerance and acceptance, everything will work out -- even when this seems doubtful. People like Bishop Mordecai are very pessimistic and/or pragmatic about the situation, believing that the squatters should be pushed out and that they should resist association with NCR at all costs.

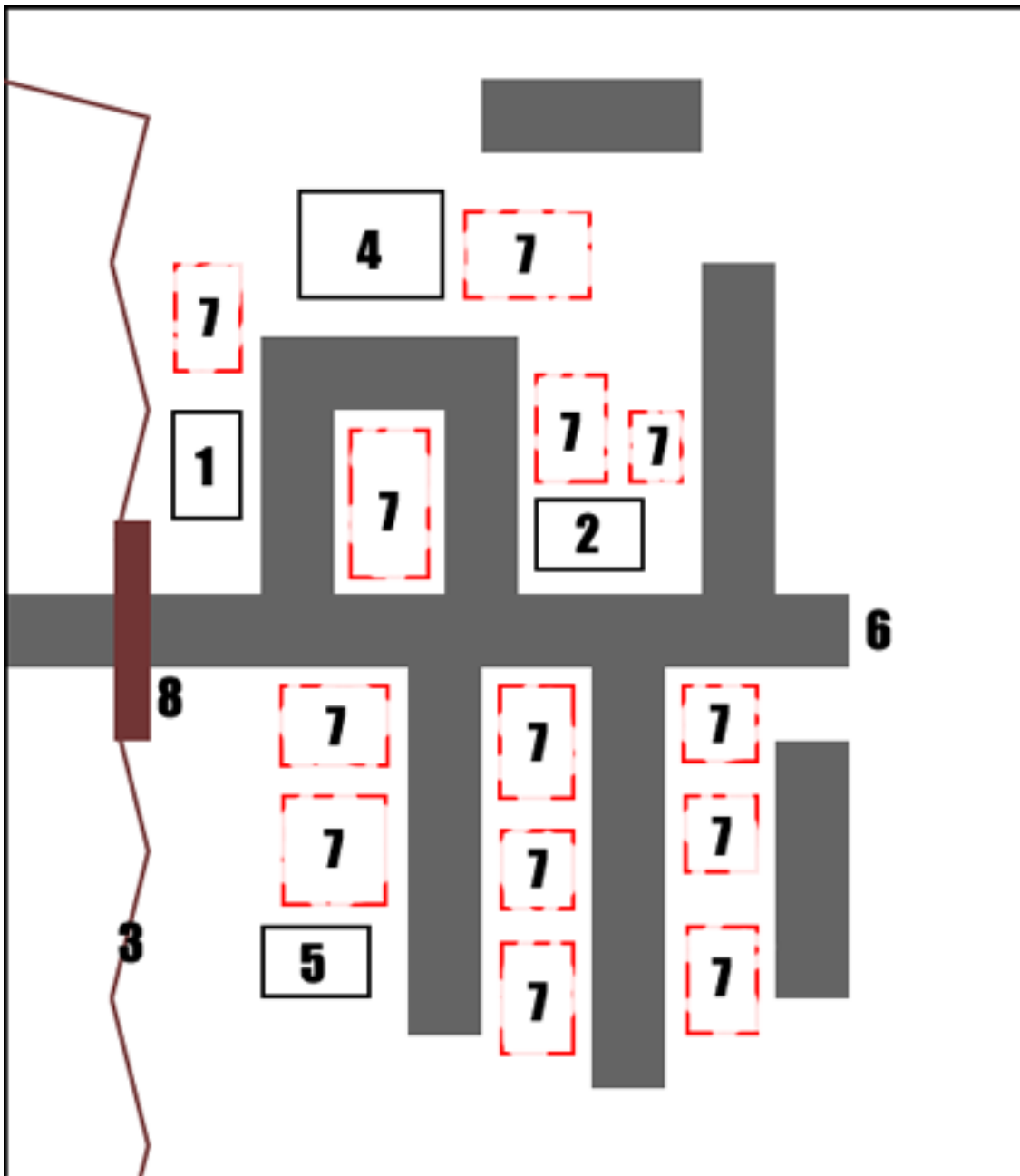
## NPC COMPANION USES

- A high Medic character like Ashley can help analyze that John the super mutant is suffering from schizophrenia -- likely the result of extended Stealth Boy use.

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# LOCATIONS

## NC OUTSKIRTS MAP



## NC OUTSKIRTS KEY

- 1. **Gatehouse:** This is where two of the New Canaan deputies stand watch over the entrance to New Canaan "proper" (8). When people approach, they stop them, make them surrender their weapons

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- and drugs, and only let them enter if they have not been banished from New Canaan. One usually rests inside while the other stands guard.
2. **Steve's Place:** This is where Steve lives. Steve is a member of the Followers of the Apocalypse. However, he is far from benevolent. He is trying to organize an assassination of Jeremiah Rigdon so the people of New Canaan can have a democratically-elected ruler. Steve is a hard-ass and believes in extreme measures.
  3. **Secret Entrance:** This is a secret entrance into New Canaan through the junkyard wall. The "stealthy" approach to assassinating Jeremiah Rigdon is to go through this entrance, revealed by Steve.
  4. **The Union:** This old bar is barely in working order. It is run by Emma, a non-Mormon originally from Redding, to the west. Every night, she and her crew make dinner for the squatters and provide limited booze. Also, every night, Jeremiah Rigdon comes here to talk to the sinners in an effort to convert them.
  5. **Standing House:** This is the only independent building in this area that is standing with all four walls and a roof intact. Many squatters live here.
  6. **Map Entrance:** This is the entrance to New Canaan from the east. This is where the PC's car/vehicle is parked when they arrive on the map.
  7. **Building Foundations:** These buildings have burned to the ground. Only the remnants of walls and foundations remain. Many squatters live here.
  8. **Gate:** This is the closed gate leading into New Canaan. It is normally watched by the deputies in the gatehouse.
  9. **Desert Road:** The remnants of the roads leading into New Canaan. This specific location is also where the PC's car is parked.

## NC TOWN MAP

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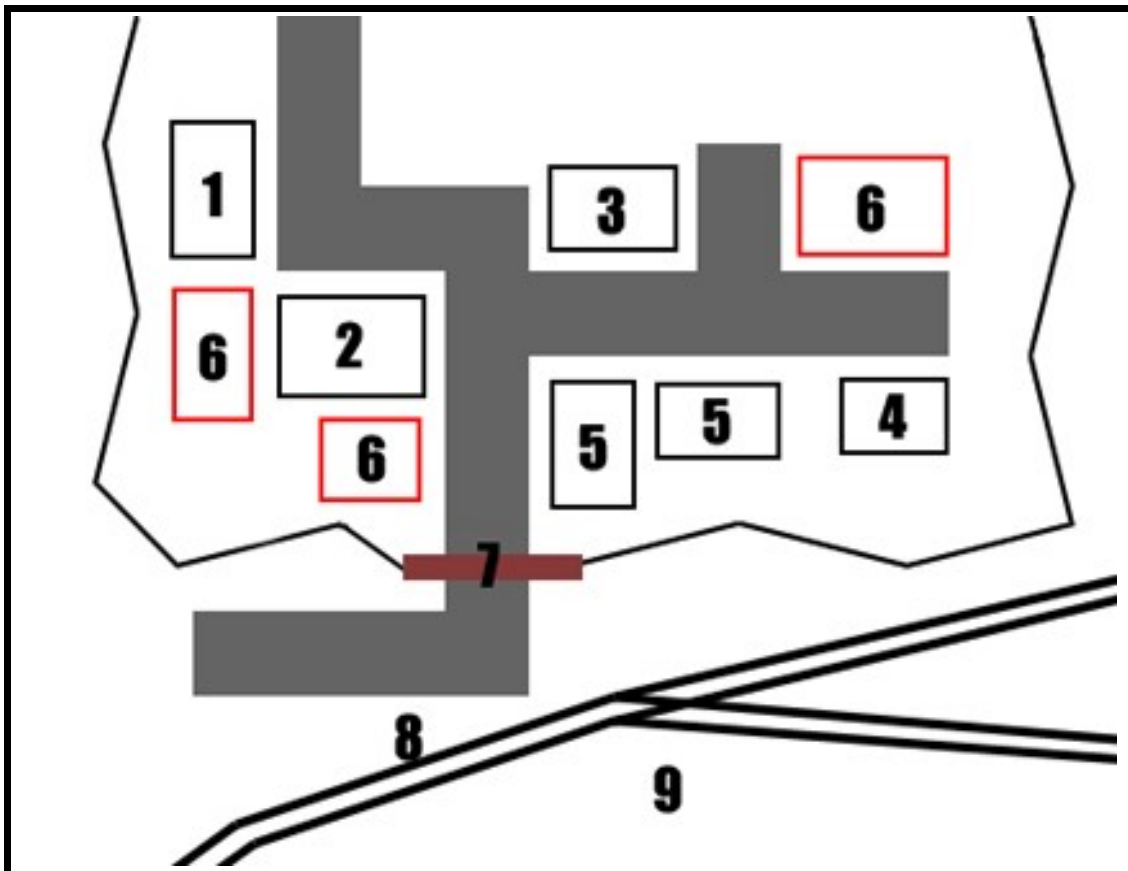
### NC TOWN KEY

1. **Church of Jesus Christ of Latter-Day Saints:** The church of the Mormon community in New Canaan. Jeremiah Rigdon, Apostle Matthew, and Apostle Jude can be found here during the day. Most of the Mormons of New Canaan can be found here on Sunday.
2. **Sheriff's Office:** General-purpose Sheriff's Office/Jail. Sheriff O'Connor can be found here with one deputy during the day (except in the early evening, when he is with Jeremiah in the outskirts).
3. **Bishop Mordecai's Place:** Bishop Mordecai, the leader of a failed departure from New Canaan, lives here. He is bitter and old, but will not hesitate to complain to anyone about how wrong Jeremiah Rigdon is.
4. **Jeremiah's Place:** Jeremiah lives here in a small house. It is typically unguarded and is the "ideal" place for a stealth assassination attempt.
5. **Apostles' Place:** The apostles Matthew and Jude live here. Jude is married and has two children, but is convenient for Matthew to live with them.
6. **Sheriff O'Connor's Place:** Sheriff Mike O'Connor lives here with his wife and three children.



7. **Pablo's Place:** Pablo is an "outsider" who falsely converted to Mormonism live here. He enjoys increased access to food and water and greater safety. However, Pablo is a Mentat addict who is transporting narcotics in through the pumphouse. Pablo is also the main agriculturist in New Canaan.
8. **Doc Angela's Place:** Angela, a former doctor/mortician for NCR, lives here with her husband, Ty, a former NCR Ranger. She and her husband are a good source of information on NCR, Coleridge, Huxley, and New Canaan. Of course, Angela can also provide the PC with a lot of medical attention and equipment.
9. **Gabriel's Market:** Gabriel Smith, an older Mormon gentleman, runs this establishment. He sells all sorts of legitimate goods and items, but does not traffic drugs, weapons, or ammunition.
10. **Graveyard:** This is the New Canaan graveyard. All sorts of people are buried here. The names on the gravestones should reflect how tightly-knit the community is.
11. **Mormon Home:** Each of these homes is occupied by a Mormon family. It is typically a husband with one or two wives and between two and four children. Females outnumber males.
12. **Destroyed Home Garden:** These houses have burned down to the foundation and are now used for the storage or growing of crops. They have no roofs. Not all rows are filled at first. This can be changed by an optimization of the Jericho Water Plant.
13. **Garden:** These are gardens for growing crops. Not all rows are filled at first. This can be changed by an optimization of the Jericho Water Plant.
14. **Bishop Mordecai's Place:** Bishop Mordecai, the leader of a failed departure from New Canaan, lives here. He is bitter and old, but will not hesitate to complain to anyone about how wrong Jeremiah Rigdon is.

### NC UNION STATION MAP



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## NC UNION STATION KEY

1. **Jacob's Scrapheap:** Jacob, a Mormon of questionable integrity but unquestionable lineage, sells bits and pieces of technology here. He sells almost nothing that's a completed item, but he does sell components to a lot of other stuff.
2. **Daniel's Place:** Daniel, the prisoner who is initially found in Denver, can be found here if he is set free. He has two wives and a whopping five children. He will not come to the prison willingly, so he either has to be killed or forced out by Jeremiah (by telling Jeremiah that Daniel is a big, fat liar).
3. **"Revelation" John's Place:** A super mutant named John (nicknamed "Revelation") lives here. He is suffering from hallucinations, but no one has diagnosed him yet. Angela hasn't examined him, but she is suspicious. He is called "Revelation" because he thinks that god is talking to him.
4. **Marshall's Place:** The glowing ghoul Mormon named Marshall can be found here. Marshall is dangerous not because he is violent, but because he is highly radioactive. Apostle Jude comes here once a day to talk to Marshall, who is slowly dying.
5. **Mormon Ghoul Places:** Three ghouls live in these two houses.
6. **Destroyed Home Gardens:** These are destroyed homes that have gardens planted in the foundations. All rows are not full, but this can be changed by fixing/optimizing the Jericho Water Plant.
7. **Gate:** Two deputies stand guard at this gate. They are usually not very attentive because no one tries to come in this way. However, as with the other guards, they will take all of your weapons and drugs before you can enter.
8. **Train Tracks:** These train tracks skirt the edge of New Canaan and mark the approach to Ogden's Union Station. This location, specifically, is where the disembarking point was located. It is the main visual feature of the map and also where the train comes to rest if the PC takes it here.
9. **Entrance:** This is the entrance to the New Canaan Union Station map from the south. This is also where the PC's car rests if he or she drives it here.

## ART REQUIREMENTS

- **Tilesets** - New Canaan Outskirts, Town, and Union Station will all primarily use the **City** tileset augmented by the **Junktown** tileset.
- **Meta-Tiles/Props** - The **Gates** in Outskirts and Union Station will require unique art. The **Church of Jesus Christ of Latter-Day Saints**, **Pump House**, **Secret Entrance**, and **Union Station** all require meta-tiles.
- **Dynamics** - **Doc Angela's**, the **Sheriff's Office**, **Gabriel's Market**, and **Jacob's Scrapheap** all require signs that are dynamics. The **Water Pump** may require props for moving parts. The **Church of Jesus Christ of Latter-Day Saints** can burn down, so I suspect that will either need a dynamic object or a separate octree. The **Gates** will be framed by meta-tiles, but the moving parts must be dynamics.

## CAST OF CHARACTERS

### GENERIC NPCS

#### Living Prophet Jeremiah Rigdon

Jeremiah Rigdon is the current leader of the Mormons at New Canaan. He is what is called their "Living Prophet", genuinely considered (by believers) to be the current prophet of God's will on earth. Though Jeremiah is only in his early thirties, the weight of his office can make him seem much older. He has long brown hair, white skin, and dresses simply in a white shirt and blue jeans.

When Jeremiah was in his twenties, he suffered a severe fever from which no one thought he would ever recover. While he was in his fever, he started babbling strange words that no one in New Canaan could understand. After coming out of his fever, he claimed that God had spoken through him and told him that he was the living prophet to replace Judah Black. Many of the Mormons in New Canaan did not believe this. They argued that God did not speak through the living prophets in such a manner. Jeremiah held to his convictions and watched as many of the Canaanites left with Bishop Mordecai. When Mordecai and a few others returned, he did not condemn them or mock their failure, but quietly welcomed them back.

From time to time, Jeremiah suffers fits similar to the one he experienced while in his fever. During these times, he frequently has visions of spirits speaking to him. Among the things he believes God has told him: because the men of New Canaan die often in the defense of the town, men are allowed to have multiple wives, that men and women should abstain from the use of drugs and alcohol to insure clear-headed thought, and that people of all colors, shapes and sizes should be allowed into the New Canaan community if they have pure hearts.

#### **Sheriff Mike O'Connor**

Mike O'Connor keeps the peace in New Canaan, or at least, he tries. He has about six deputies to help him out, but he knows that's not enough to hold back all the squatters or the 215 Rail Line powder gang if they choose to attack. Mike, like Jeremiah, is in his early thirties. He has faith in Jeremiah, but even he has doubts from time to time. Mike is a tall Hispanic man (mother was Hispanic, father was Caucasian) with short black hair. He wears a Stetson hat, white shirt and denim jacket, jeans, and brown boots.

Mike stutters a bit when speaking, which often leads people to think that he is unintelligent. In fact, he is quite intelligent, though humble. It is difficult to make Mike angry, and he dislikes using violence, but he will do so if it is necessary. He carries a .223 rifle and a .45 revolver to deal with troublemakers. All things considered, though, Mike is frightfully under-equipped to deal with serious violence.

#### **Apostle Matthew**

Matthew is one of the two "sub-priests" under Jeremiah Rigdon. Matthew is the older of the two, being in his mid-forties. He is a friendly bald man who wears patchy pants and a gray t-shirt. Matthew believes in Jeremiah and supports him, but doesn't have much to say about the greater situation in New Canaan.

#### **Apostle Jude**

Jude is the other of the two apostles who work under Jeremiah. Jude is a young, strong man with a wife and two children. Jude has short blonde hair, a beard, and mustache. He volunteered to tend to Marshall the glowing ghoul after the more biased Mormons of New Canaan pressured Jeremiah into the area new Union Station. Jude is slowly gaining dangerous amounts of radiation in his body. If he continues to care for Marshall, he will eventually develop cancer and die. In the third and second month prior to his death, Jude switches to a regular character model, then a thin character model in the last month.

#### **Bishop Mordecai**

This old, angry man used to be the bishop of New Jerusalem many years ago. Technically speaking, he should still be the head of the congregation at New Canaan, but the Living Prophet is the ultimate authority short of God. Several years ago, Mordecai left New Canaan with almost half the population. They moved south, towards New Jerusalem, claiming that they were going to re-settle it. They were not successful. Mordecai and a handful of followers returned to New Canaan and have never spoken about what happened to make them return. However, it is obvious to everyone that they are the only survivors of that ill-fated expedition.

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Now, the silver-haired Mordecai angrily watches Jeremiah and fumes at what he believes is an imposter getting away with the mass deception of the Mormon community. Though he is in his seventies, he is every bit as passionate about the livelihood of New Canaan as he was about New Jerusalem decades ago. He does not support the violent removal of Jeremiah, but does believe he should step down.

#### **Pablo**

This Hispanic man from New Reno is a very skilled agriculturalist. He came to New Canaan several years ago while fleeing from the Mordino crime family, for whom he grew crops for Jet-producing brahmin. Even though that family has since been wiped out, Pablo has decided to remain in New Canaan as a farmer. He converted to Mormonism to get the townies off of his back, but he really isn't a believer. He's also addicted to Mentats, which he gets smuggled into New Canaan through the pump house from Jericho.

Pablo is the only person capable of leading New Canaan to grow saltwater crops, but it requires the PC's involvement as well. Unfortunately, if Pablo is turned in for his drug smuggling, New Canaan will never be able to grow salicornia for any extended period of time.

#### **Doc Angela**

Doc Angela used to be an NCR mortician and doctor before she got tired of the caravan houses' politics running the NCR congress into the ground. After the assassination of President Tandi, she had enough. She had encountered the New Canaanite Mormons previously, and decided to head out for the Great Salt Lake from Hoover Dam with her ex-NCR Ranger husband, Ty.

Doc Angela is in her late 20s and has brown hair pulled back in a bun. She knows of many of the scientists at Boulder, and does not hold Dr. Presper in high moral regard -- though she does admit that he is very intelligent. Doc Angela doesn't know much about mental health, which is why she can't recognize why Revelation John the super mutant is having hallucinations. She can be fairly sarcastic at times, but is otherwise very friendly. She is not a Mormon, and brushes off criticism from the townies. She follows the rules she needs to, but otherwise disregards the ultra-conservatives.

#### **Ty**

The short-haired husband of Angela, Ty now tends to the farms in New Canaan with most of the other Mormons, though he does not share their beliefs. Ty used to be an NCR Ranger, and knows a lot about Pierce and Davison by direct association. He knows a little about Coleridge and the others, like Briggs, from rumor. Ty is the only non-Mormons allowed to have a firearm in New Canaan. His is a shotgun. He also has a suit of leather armor, a combat knife, and several stimpacks. Like Angela, he can be a bit sarcastic, but is mostly friendly. Mostly.

#### **Gabriel**

This friendly old-timer runs Gabriel's Market, where people can buy and sell common, ordinary supplies like food, rope, clothing, and other un-adventurous goods. Gabriel is in his seventies, and remembers growing up with Bishop Mordecai at New Jerusalem. However, he does *not* share Mordecai's opinions of Jeremiah. Gabriel is a little old man of quiet faith, and is very tolerant of all types. He has long white hair and a big white beard and mustache. He is thin and only about 5'5" tall.

#### **Jacob**

Jacob's lineage goes all the way back to the original bigwigs of New Jerusalem and, to be honest, that's the only reason why he hasn't been kicked out of New Canaan. Jacob swears under his breath, mumbles prayers in church, and is otherwise not a very good Mormon. The truth is that he never had any faith to lose. It's not that some trauma made him disbelieve what the priests told him -- he just never accepted it to begin with. So, he keeps to the area around the Union Station so

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the other Mormons won't give him dirty looks. He often goes out into the ruins of Ogden and collects bits and pieces of junk to re-sell. He rides a fine line on New Canaan's weapon policies, often selling disassembled pieces of complete guns and pieces of armor.

#### **Daniel**

This is the prisoner from Denver that can be found with Caesar's Legion. Though he really does have two wives and many children, Daniel *is*, in fact, a big fat liar when it comes to keeping promises. If he is allowed to return to New Canaan from Denver (i.e., not killed and dragged back), he must be taken away from here either by force or by convincing Jeremiah that Daniel is a lying bastard. Daniel is of African descent and is in his forties.

#### **Marshall the Glowing Ghoul**

The glowing ghoul Marshall is allowed to live in the extreme southeast corner of New Canaan's Union Station district. As with most glowing ghouls, Marshall is both radioactive and losing his mind. However, he did sincerely convert to Mormonism. The conservative Mormons, lead by Bishop Mordecai, pressured Jeremiah into forcing Marshall to the outskirts of the community. Apostle Jude volunteered to tend to Marshall, but now Jude is taking on increased doses of radiation. Though Marshall has difficulty communicating it, he really just wants to go out into the desert to die far away from everyone else. A character with a high Deception or Persuasion skill may be able to get Marshall past the south gate during the day. A character with a good Lockpick skill can get Marshall out at night, since it is unmanned during that time. Killing Marshall certainly solves the problem, but the PC will acquire a small amount of negative karma because Marshall doesn't *want* to die, he just doesn't want to hurt anyone. If nothing is done for Marshall, he will eventually lose his mind and wander into the town, where he collapses next to a house, killing two residents with acute radiation sickness. Jude also eventually develops cancer and dies.

#### **"Revelation" John the Super Mutant**

John is a super mutant who used to be in the nightkin division of the Master's army. Though that was many, many years ago, John still remembers much of it. Unfortunately, he also remembers a lot of stuff that never happened. John's mind has been adversely affected by prolonged usage of Stealth Boys. His brain chemistry has been permanently altered, resulting in schizophrenia. John now sees visions often. Though he has not officially converted to Mormonism, he respects the beliefs and rules of Jeremiah. Unfortunately, some of the Mormons believe that John may be a prophet. John isn't sure what's going on, but it makes him very nervous. A player with a high Medic skill can diagnose that John is schizophrenic, and recommend things he can do to lessen his symptoms. Doing this solves John's problems, but instills even more doubt in the people of New Canaan about the legitimacy of Jeremiah. Even Jeremiah becomes more skeptical of his own abilities.

#### **Steve**

This rather volatile young man is a former member of the Followers of the Apocalypse. He's a stubborn blockhead, and loathes religion of all sorts. Even though the New Canaanites are doing pretty well, he can sense a general dislike and/or distrust of Jeremiah Rigdon. He believes that Jeremiah should be overthrown and *all* the current residents of New Canaan should be allowed to vote for a leader democratically. He compares New Canaan with Vault City which is, of course, completely unfair. He wants to do this violently, through the assassination of Jeremiah. Steve is a man of average height, fair skin, and short, dark hair. He wears leather armor and carries a 9mm submachinegun.

#### **Emma**

A fairly pragmatic woman from Redding, Emma is a caravan worker by upbringing, but she left NCR when things became too unstable. She used a good portion of her money to set up shop in one of the sturdiest buildings outside New Canaan's walls. She now runs The Union, a flophouse and bar at the north end of the New Canaan outskirts. Emma is a young woman in her mid-

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twenties. She has short, dark hair and an average build. She wears a leather outfit to protect her from random angry drunks, and carries a sawed-off shotgun to deal with *really* angry drunks.

### Deputies

Sheriff O'Connor has six deputies (unnamed) who man the gates and watch over the jailhouse. They are all men dressed in leather armor. They carry .45 revolvers or shotguns, though most of them only have six to ten rounds.

### Mormons

The Mormons of New Canaan are a mixed bunch, allying themselves either with Jeremiah or Bishop Mordecai. They range from young to old, male to female -- though more are white and male than anything else. Adult males are most difficult to come by, mostly because they die defending the town so often.

### Ghoul Mormons

There are three other ghoulish Mormons in town other than Marshall. They live next to Marshall, since his radiation doesn't affect them much. They wish that the other Mormons would be more tolerant of them, but they understand why the others are biased against them. Obviously, they firmly support Jeremiah.

### War Refugees

Refugees from the NCR-BoS war sit dejected in the outskirts of New Canaan and (rarely) walk the city streets. Some are from Burham Springs. Some are from other small communities lost to the wastes and ravages of horrible BoS-NCR battles that literally leveled villages. Most of them dislike Jeremiah Rigdon because he forces them to stay outside of the town where raiders attack. They are mostly humans, but there are a few ghouls and two super mutants among them.

## COMPANIONS!

There are no CNPCs available in New Canaan, though Battery is available from nearby Jericho Water Plant.

## MONSTER ROSTER

Most of the monsters in New Canaan aren't monsters at all, but members of the 215 Rail Line powder gang. They will attack one week after the PC arrives in New Canaan. This is a big concern for many of the people in the community, and they are seriously worried about what is going to happen when the group arrives.

**Wasps** (8) - These annoying bastards can be found lingering around the edges of Emma's Union bar in the Outskirts. They are extremely hostile, and will attack animals and humans on sight.

**Jackson** (1) - This mean-spirited bastard used to be a foreman on the 215 Rail Line for NCR until the contracts dried up and Dodge didn't have the money to pay the workers. It didn't take long for Jackson to say "fuck this shit" and take to the desert with his crew, raiding wherever they found caravans -- the groups that they fault for the problem. Over time, though, Jackson has become desperate, and has turned his sights on New Canaan. Not being a tactical mastermind, he has announced when he expects the surrender of the city's goods to him. Jackson wears metal armor and a Kevlar helmet, and he carries a 7.62mm assault rifle, several frag grenades, and a .44 magnum revolver.

**Boilermaker** (1) - A quiet, evil bastard, Boilermaker worked for the rail lines shoving precious coal into the engines of the trains on their rare trips. However, like the others, he was out of a job when the line work dried up. He suffered a lot of heat and smoke damage to his face, and he wears a welding mask to cover it. He wears football pads on the rest of his body. Boilermaker is

huge and *really* strong, and he carries a flamethrower with plenty of ammo and a hefty baseball bat. Boilermaker looks for the least heavily armored people and beats them with his baseball bat. The rest he burns.

**215 Snipers (2)** - Two jerks in Jackson's outfit. They're equipped with .223 hunting rifles, combat knives, construction outfits, and motorcycle helmets. They hang back with Jackson and blow away people at long distance. They make a lot of arm and leg shots to disable people.

**215 Gunners (3)** - Three *different* jerks in Jackson's outfit. They're all equipped with 9mm submachineguns, lead pipes, leather outfits, and motorcycle helmets. They try to get into mid-range so they can burst large groups. They often flank the field just in case people try to run from the thugs.

**215 Thugs (10)** - Ten general assholes in Jackson's outfit. They're all equipped with a variety of melee and thrown weapons: lawnmower blades, switchblades, sledgehammers, lead pipes, fire axes, hatchets, spears, etc. They wear leather armor and construction helmets. As might be expected, they close in to close range and try to "wolf pack" people down.

## RANDOM ENCOUNTERS SURROUNDING THE AREA

**Encounter 1:** Powder Gangers (4 times max) - A pack of 5-10 powder gangers. These jackasses are similar to the 215 Gunners and Thugs in the New Canaan monster roster. The ratio of gunners : thugs is always about 1:3. In groups of 9 or 10, there will also be one equivalent of a 215 Sniper. One of the men is always a gunner "leader" who can be talked with. Successful Barter (moderate), Deception (moderate), or Persuasion (hard) can be used to prevent the group from attacking. Medical aid can be offered in lieu of goods, as can Mechanical aid (fixing weapons and armor).

**Encounter 2:** Van Graff Caravan (3 times max) - Eight bad kids from the Van Graff trading family out of Redding. The Van Graffs are willing to trade some of their weapons, ammunition, and drugs for almost anything. If the player is wanted by NCR, they will not hesitate to ambush the PC with everything at their disposal. Obviously, they don't care about NCR, but they would like the bounty. Barter (easy) can be used to talk them out of an attack in exchange for goods, Deception (very hard) can be used to trick them into thinking the PC is more powerful than he/she appears.

**Encounter 3:** Lost Enclave Patrol (Unique/LK 8/Outdoorsman 100+) - Six Enclavers humorously lost in northern Utah. One wears a suit of Enclave Combat Armor similar to Arcade Gannon's (CNPC). The others wear bits and pieces of leather armor or metal armor. They are carrying mixed and matched weapons and a lot of broken tech. The leader (in ECA) will approach the PC and ask him or her if he or she knows the way to the MacArthur Army Base. If the PC is at all hostile or "weird" to the Enclavers, they will become defensive and *will* fight back. If the PC is helpful, the Enclaver will give the PC some "junk" (broken down weapon parts), and head out. Insert comedic banter between confused team members about whether they are in Utah, Colorado, or Kansas, and you have comedy gold!

## QUESTS

### MAIN QUESTS

#### Clear out Wasps for Emma

- **Initiator:** Emma
- **Importance:** Minor

- **Brief:** Emma, the owner of the Union, has a problem with giant wasps that swarm around in the area behind the bar. She needs someone to whack them. Pretty simple.
- **Science Boy, Diplomacy Boy, Stealth Boy:** The science boy could conceivably poison the wasps with the right food (poisoned animal or insect carcasses).
- **Combat Boy:** The combat boy simply has to annihilate all eight of the wasps.

- **Quest Flags:**

"10\_Clear\_Wasps"

0 = Unaware of quest

1 = Emma told PC about quest

2 = Emma rewarded PC for killing the wasps

"10\_Wasp\_Count"

Count = Number of Emma's wasps that have been killed

- **Rewards:** Nuka Cola x6, Fruit x5, 2 Stimpaks, 100 Caps
- **Normal Journal:** Emma told me that the giant wasps outside of the Union are starting to carry off drunk patrons who aren't careful. She'd like me to get rid of them.
- **Dumb Journal:** Emma want me kill wasps.
- **Normal Journal:** I killed eight wasps near the Union, and that seems to be all of them.
- **Dumb Journal:** Me kill all wasps dead.
- **Normal Journal:** Emma thanked me for killing the wasps and gave me something for the effort.
- **Dumb Journal:** Emma happy me kill wasps. Give me things.

## Deal with Marshall

- **Initiator:** Bishop Mordecai, Doc Angela
- **Importance:** Medium
- **Brief:** Bishop Mordecai and Doc Angela are concerned with Apostle Jude's visits to Marshall, the Glowing Ghoul who is slowly dying near the edge of the Union Station. Mordecai wants Marshall to leave New Canaan, Angela just wants Marshall to stop contact with normals until he dies or gets radiation treatment.
- **Combat Boy:** Combat boy has the option of killing Marshall, which, if seen by New Canaanites, will result in combat from all males. However, if it goes undetected, this will "solve" the problem. However, the combat boy gets no material reward, since admitting to the deed is admitting to murder.
- **Diplomacy Boy:** Diplomacy characters can use Deception on the south gate deputy to distract him while Marshall escapes. They can also use Persuasion to convince the guard to let Marshall go, since the ghoul just wants to go die in peace.
- **Science Boy:** Science Boys can give six doses of Rad Away or Rad-X (or any similar combination) to Jude.
- **Stealth Boy:** Stealth boys can tell Marshall they will distract the gate guard with noise. They can do this through the use of timed traps or thrown weapons. However, if



the gate guard detects the PC at the same time as the noise, he won't be moved from his spot. He'll just yell at the PC and tell them to knock it off.

- **Quest Flags:**

"10\_Mordecai\_Marshall "

0 = Unaware of quest

1 = Mordecai told PC about quest

2 = Mordecai rewarded the PC for protecting Jude or getting rid of Marshall without killing him

"10\_Angela\_Marshall "

0 = Unaware of quest

1 = Angela told PC about quest

2 = Angela thanked the PC for protecting Jude or getting rid of Marshall without killing him

"???" (Instance name)

0 = Marshall is not dead

1 = Marshall is dead

"10\_Marshall\_Escaping"

0 = Marshall is not trying to escape

1 = PC convinced Marshall to try to escape, and Marshall is waiting for the guard to be convinced or distracted

2 = PC convinced Marshall to try to escape, Marshall waited for the guard to be convinced or distracted, and the dumbass PC didn't successfully do it within a six hour window after Marshall was convinced.

3 = Marshall escaped from New Canaan! Hoorays!

"10\_Guard\_Deceived"

0 = Guard has not been deceived while Marshall is attempting to escape

1 = Guard has been deceived while Marshall is attempting to escape

"10\_Guard\_Persuaded"

0 = Guard has not been persuaded while Marshall is attempting to escape

1 = Guard has been persuaded while Marshall is attempting to escape

"10\_Guard\_Distracted"

0 = Guard has not been distracted while Marshall is attempting to escape

1 = Guard has been distracted while Marshall is attempting to escape

10 NEW CANAAN

"10\_Jude\_Medicated"

0 = Apostle Jude has not been given six doses (combined) of Rad-Away or Rad X.

1 = Apostle Jude has been given six doses (combined) of Rad-Away or Rad X.

"10\_Mordecai\_Deceived"

0 = PC has not rebuked Mordecai about letting Jude visit Marshall

- **Rewards:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

## De-Trap Union station

- **Initiator:**

- **Importance:** Medium

- **Brief:** The

- **Combat Boy, Diplomacy Boy, Stealth Boy:** The

- **Science Boy:** The

- **Quest Flags:**

"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- Rewards:
- Normal Journal:
- Dumb Journal:
- Normal Journal:
- Dumb Journal:
- Normal Journal:
- Dumb Journal:
- Normal Journal:
- Dumb Journal:

## Diagnose John

- Initiator:
- Importance: Medium
- Brief: The
- Combat Boy, Diplomacy Boy, Stealth Boy: The
- Science Boy: The
- Quest Flags:

"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- Rewards:
- Normal Journal:
- Dumb Journal:
- Normal Journal:
- Dumb Journal:
- Normal Journal:
- Dumb Journal:

10 NEW CANAAN

- Normal Journal:
- Dumb Journal:

## Get Bulk Gun Parts for Steve

- Initiator:
- Importance: Medium
- Brief: The
- Combat Boy, Diplomacy Boy, Stealth Boy: The
- Science Boy: The
- Quest Flags:

"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- Rewards:

- Normal Journal:
- Dumb Journal:

- Normal Journal:
- Dumb Journal:

- Normal Journal:
- Dumb Journal:

- Normal Journal:
- Dumb Journal:

## Get Rid of the Squatters

- Initiator:
- Importance: Medium
- Brief: The
- Combat Boy, Diplomacy Boy, Stealth Boy: The
- Science Boy: The

10 NEW CANAAN

- **Quest Flags:**
  - "11\_Repair\_Pump\_Hose"
  - 0 = Unaware of quest
  - 1 = Frank told PC about quest
  - 2 = Frank rewarded PC for fixing pump and hose
  
- "11\_Pump\_Fixed"
  - 0 = Pump is not fixed
  - 1 = Pump is fixed
  
- "11\_Hose\_Fixed"
  - 0 = Hose is not fixed
  - 1 = Hose is fixed
  
- **Rewards:**
  - **Normal Journal:**
  - **Dumb Journal:**
  
  - **Normal Journal:**
  - **Dumb Journal:**
  
  - **Normal Journal:**
  - **Dumb Journal:**
  
  - **Normal Journal:**
  - **Dumb Journal:**

## Investigate Drug Trafficking

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
  
- **Quest Flags:**
  - "11\_Repair\_Pump\_Hose"
  - 0 = Unaware of quest
  - 1 = Frank told PC about quest
  - 2 = Frank rewarded PC for fixing pump and hose
  
- "11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

## Make Deal with NCR

- **Initiator:**

- **Importance:** Medium

- **Brief:** The

- **Combat Boy, Diplomacy Boy, Stealth Boy:** The

- **Science Boy:** The

- **Quest Flags:**

"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**

10 NEW CANAAN

- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:

## Make Deal with Burham Springs

- Initiator:
- Importance: Medium
- Brief: The
- Combat Boy, Diplomacy Boy, Stealth Boy: The
- Science Boy: The
  
- Quest Flags:

"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- Rewards:
  
- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:

10 NEW CANAAN

## Overthrow Jeremiah Rigdon

- Initiator:
- Importance: Medium
- Brief: The
- Combat Boy, Diplomacy Boy, Stealth Boy: The
- Science Boy: The

- Quest Flags:

"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- Rewards:

- Normal Journal:

- Dumb Journal:

- Normal Journal:

- Dumb Journal:

- Normal Journal:

- Dumb Journal:

- Normal Journal:

- Dumb Journal:

## Recover Daniel

- Initiator:
- Importance: Medium
- Brief: The
- Combat Boy, Diplomacy Boy, Stealth Boy: The
- Science Boy: The

- Quest Flags:

10 NEW CANAAN



"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

## Repel 215 Attackers

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**

"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- Rewards:
- Normal Journal:
- Dumb Journal:
- Normal Journal:
- Dumb Journal:
- Normal Journal:
- Dumb Journal:
- Normal Journal:
- Dumb Journal:

## Resolve 215 Rail Line Gang Threat

- Initiator:
- Importance: Medium
- Brief: The
- Combat Boy, Diplomacy Boy, Stealth Boy: The
- Science Boy: The
- Quest Flags:

"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- Rewards:
- Normal Journal:
- Dumb Journal:

10 NEW CANAAN

- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:

## Resolve Jericho Water Plant Issues

- Initiator:
- Importance: Medium
- Brief: The
- Combat Boy, Diplomacy Boy, Stealth Boy: The
- Science Boy: The
  
- Quest Flags:

"11\_Repair\_Pump\_Hose"

- 0 = Unaware of quest
- 1 = Frank told PC about quest
- 2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

- 0 = Pump is not fixed
- 1 = Pump is fixed

"11\_Hose\_Fixed"

- 0 = Hose is not fixed
- 1 = Hose is fixed

- Rewards:
  
- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:
  
- Normal Journal:
- Dumb Journal:

10 NEW CANAAN

## Re-Establish Mordecai

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**

"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

## Teach Pablo about Salicornia

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**

10 NEW CANAAN

"11\_Repair\_Pump\_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11\_Pump\_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11\_Hose\_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
11 Burham Springs								
Map 1/3: Burham Springs, Toxic Caves	Repair the Water Pump	Sawyer	Done					
Map 1: Burham Springs	Get Rid of Lingering Geckos	Sawyer	Done					
Map 3: Toxic Caves	Extinguish Fires of Burham Springs	Sawyer	Done					
Map 1: Burham Springs	Blow Up the Mines for CoS	Sawyer	Done					
Map 1: Burham Springs	New Canaan Connection	Sawyer	Done					

**Area:** The area of the game and the map in the area where the quest is initiated.

10 NEW CANAAN

**Quest Name:** The name of the quest.

**Designer:** The designer responsible for the quest so people know who to contact.

**Dstatus:** The status of the design.

**Script:** The programmer in charge of programming the location.

**Dscript:** The status of the coding for the quest.

**LogStat:** What's the status of the log for these quests? Do you get the unsolved version, do you get the solved version, and do you get a good/bad karma and a stupid one, if appropriate?

**Passable:** Is the quest passable in *some* form?

**QA 100%:** Is the quest completable in ALL forms?

Note that quests should reinforce the "feel" of a location. As an example, Redding in Fallout 2 was set up to be a frontier, rough-and-tumble Western mining town, with a "Gold Rush" kind of ambiance about it. Quests in the town involved becoming the sheriff (a career move that, in classic Western style, no one wants), dealing with drunken brawls in the local saloon, dealing with dirty infighting between the two mining companies, trying to help out the local country doctor, cleaning out an infested mine, dealing with a band of robbers, and so on – the nature of the quests made you feel like you were in a Old West movie.

Also, if there is a companion in town, make sure you indicate how to get him in your party, and set up the conditions as a quest. ("To get Cassidy in your party, you need to find him in his tavern, ask him about his recent rash of troubles, then invite him to come with you. You will gain +500 XP, +1 Reputation, and Cassidy comes with a shotgun, leather armor, several shells, and a lot of whiskey.")

## SCRIPTING

### GENERAL

- There are many smoke plumes and clusters of flame at specific locations in Burham Springs, the Mines, and the Toxic Caves. They will all be extinguished when *11\_Fire\_Extinguished = 1*. Also, related sounds stop then, too (see Sound Requirements section).

### TOWN-SPECIFIC

- Phil, Sparky, and Frank are buddies, even though it might not seem like it. If anyone starts shit in New Canaan (attacking or stealing from one of the three), they are all on the same team and will go after the PC and his or her companions, full bore.
- Sparky can become extremely agitated by very loud noises (like shouting right next to him, a shotgun blast near him, etc.), and will attack the source.
- If/when the entrance to the mine is blasted (see the Blow Up the Mines for CoS quest), the screen shakes and it is *loud*. It is loud enough that it can be heard at Phil and Sparky's place as well as Frank's place. The trio will investigate and attack the PC and company.

## DUNGEON-SPECIFIC

- Neither the geckos nor the gehennas are on teams, but they will investigate sounds of combat if they hear it, and will attack humanoid opponents over each other.
- The entirety of the mines is filled with smoke and a lot of fires while  $11\_Fire\_Exinguished = 0$ . Without 90% Bio Resistance, the PC will take increasing amounts of Bio damage for every fifteen seconds spent inside. It starts at 1 point, then 2, then 4, then 8, then 16 (forever). If the player leaves and returns, the amount resets.
- In the Toxic Caves, radiation poisoning is really, really bad. If  $11\_Pump\_Fixed = 0$ , simply standing at the bottom of the ladder will result in accumulating 1 rad every second. Standing in the shallow toxic waste results in gaining 5 rads every second. Standing in the deep toxic waste results in gaining 15 rads every second. After  $11\_Pump\_Fixed = 1$ , the danger areas recede according to the dropping toxic water level. The 1 rad/second rate is in the front (lowered) area, and the 5 rads/second is in the area around the Agricola Lab entrance. After  $11\_Pump\_Fixed = 1 \ \&\& \ 11\_Hose\_Fixed = 1$ , all areas are at the 1 rad/second rate.
- The PC will be able to interact with the pump hose in the Mines to patch it up using either Mechanics or an inventory item. This sets  $11\_Hose\_Fixed = 1$ .
- When  $11\_Pump\_Fixed = 1$ , the toxic waste in the Toxic Caves drops/recedes to only the area around the Agricola Lab entrance. When  $11\_Pump\_Fixed = 1 \ \&\& \ 11\_Hose\_Fixed = 1$ , the toxic waste disappears completely.
- After  $11\_Pump\_Fixed = 1 \ \&\& \ 11\_Hose\_Fixed = 1$ , the player can walk down into the area marked in red outlines on the Toxic Caves map. This gives access to a functioning vault door that opens to the Agricola Lab.
- While in the lab, using any sort of weapon that causes Ballistic, Heat, Electrical, or EMP damage will cause the Agricola MR robots to activate and attack in the lab.
- In the computer room (Agricola Lab), the player will be able to find an Agricola Fire Suppression Manual Override book. A character with a 75+ Mechanics and this item in his or her inventory can either use Mechanics or use the item on an Agricola MR to activate its Fire Suppression routine. Once it is done for one robot, it should display a message that says, "You have activated the Agricola Mining Robot's fire suppression manual override. You proceed to perform this operation on the other Agricola MRs." It should then, fade out and fade in to a cutscene of the Agricola MRs tooling around the mines, drilling into the walls and putting out the fires. After this is completed, the Agricola MRs return to their stations and it fades back in on the player. Also,  $11\_Fire\_Exinguished = 1$ .
- The same scene can occur if the PC interacts with the central computer in the lab using a 115+ Science. This is started through dialogue, but essentially arrives at the same end result. After fiddling around, the player gets an in-dialogue message indicating that he or she has completed the beta fire suppression software and transmitted it to the Agricola MRs. The same suppression scene as before plays out, and the robots return to their stations.

## COOL SHIT

This area is cool because is a combat-heavy romper room with a few badass NPCs, a lot of cool shit to buy and salvage, and a messed up environment.

- The Combat Boys will get to lay waste to a lot of really tough geckos, gehennas, and molechs while striding through smoke and flames.
- Phil, Sparky, and Frank are weird, quirky guys who don't take shit from anyone, and can dish out plenty of pain on those who cross them.
- Phil and Frank sell a lot of really cool equipment and pieces of equipment. Also, the player can recover even more stuff in the bowels of the mines and caves.

- The environment is extremely dramatic -- an Old West mining town burned to a ground -- but still burning and fucked up and full of mutants.

## TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

## SOUND REQUIREMENTS

AREA	SOUND REQUIREMENTS
<b>Burham Springs</b>	<b>MUSIC DESCRIPTION</b> Initially, the music of Burham Springs should sound like it came out of a horribly desolate Sergio Leone movie. Though <i>High Plains Drifter</i> was directed by Clint Eastwood, it still has that feel. As time goes on, the music should settle into something a little eerie and ominous, but not outright evil. It should be appropriate even after the fires of Burham Springs are extinguished.
	<b>BASIC SFX</b> Wind whistling across the desert and against the cliff face. Sand tinkling off of the blasted and burned surfaces of the buildings. Near the cliff faces, the shifting of rocks is audible.  While <i>11_Fire_Extinguished = 0</i> The crackling of flames in the distance. The soft, low crackle of large fires somewhere far away. Also, the pool region emits the sounds of boiling and bubbles popping.
	<b>WALLA SFX</b> There is no, I repeat <i>no</i> walla in Burham Springs.
	<b>MUSIC DESCRIPTION</b> Both the mines and the toxic caves should have an eerie, sci-fi, exploration-in-the-dark feeling. This could certainly be generic music used elsewhere in the game.
<b>Mines</b>	<b>BASIC SFX</b> Near the mine entrance, the sounds of Burham Springs can be heard. Elsewhere, only the occasional shifting of rocks or a distant echo of shifting rocks is audible.  While <i>11_Fire_Extinguished = 0</i> The crackling of flames near <i>and</i> in the distance. The soft, low crackle of large fires somewhere <i>nearby</i> .
	<b>WALLA SFX</b> There is no, I repeat <i>no</i> walla in Burham Springs.
	<b>MUSIC DESCRIPTION</b> Both the mines and the toxic caves should have an eerie, sci-fi, exploration-in-the-dark feeling. This could certainly be generic music used elsewhere in the game.
	<b>BASIC SFX</b>
<b>Toxic Caves</b>	<b>MUSIC DESCRIPTION</b> Both the mines and the toxic caves should have an eerie, sci-fi, exploration-in-the-dark feeling. This could certainly be generic music used elsewhere in the game.
	<b>BASIC SFX</b>

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	<p>Only the occasional shifting of rocks or a distant echo of shifting rocks is audible.</p> <p>While <i>11 Fire Extinguished = 0</i>                  The cracking of flames near <i>and</i> in the distance. The soft, low crackle of large fires somewhere <i>nearby</i>.</p>
	<p><b>WALLA SFX</b></p> <p>There is no, I repeat <i>no</i> walla in Burham Springs.</p>
<b>Agricola Lab</b>	<p><b>MUSIC DESCRIPTION</b></p> <p>In this area, specifically, the music should change to a more heavily sci-fi robotic feel. This can also be generic music.</p>
	<p><b>BASIC SFX</b></p> <p>The low hum of recharging bays and fluorescent lights.</p>
	<p><b>WALLA SFX</b></p> <p>There is no, I repeat <i>no</i> walla in Burham Springs.</p>

**MAP AND MAP KEY**

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10.

## LOCATION CHECKLIST

ATTRIBUTE	CHALLENGE	REWARD
<b>CHARACTER SPECIFIC</b>		
Evil Karma Character	Lay waste to Burham Springs	XP, HERMES Light Armor tech
Good Karma Character	Save Burham Springs	XP, General NCR loot
Stupid Character	N/A	N/A
Low Reputation Character	N/A	N/A
High Reputation Character	N/A	N/A
Male Character	N/A	N/A
Female Character	N/A	N/A
<b>COMBAT BOY</b>		
Firearms	Destroy all monsters	XP
Melee	Destroy all monsters	XP
Unarmed	Destroy all monsters	XP
<b>CHARISMA BOY</b>		
Barter	Convince Frank	XP
Deception	N/A	N/A
Persuasion	Convince Phil	XP
<b>SCIENCE BOY</b>		
Mechanics	Fix pump, hose, hack robots	Access to Agricola Lab, put out fires
Medic	N/A	N/A
Outdoorsman	Poisoning geckos	Goods from Phil
Science	Hacking computer, finishing program	Info, put out fires
<b>STEALTH BOY</b>		
Lockpick	Stashes to loot from Phil et al	Phat loot
Sneak	Monsters to sneak by	Don't die
Steal	Stuff on Phil et al	Phat loot
Traps	Mines everywhere around Burham Springs, potential blow upperry at the mine entrance	Don't die, free traps
<b>GENERIC SKILLS</b>		
Carrot 1 (Bonus Perk, Medal, Epithet, whatever)		
Carrot 2		
Easter Egg 1		
Easter Egg 2		
<b>PERKS + TRAITS</b>		
Perks (Any cool Perk mileage?)	Ex: Flexible	Can use this to slip between the bars of the cells.

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Traits (Any cool Trait mileage?)	Ex: NCR Background	Can get some history on the Fort, as well as bonuses to detect the cache of weapons.
<b>ENVIRONMENT</b>		
<b>Economics</b>		
<b>Power/Infrastructure</b>		
<b>Food</b>		
<b>Tie to Another Area 1</b>		
<b>Tie to Another Area 2</b>		
<b>Tie to Another Area 3</b>		
<b>MULTIPLAYER GAMING</b>		
<b>Multiplayer Elements?</b>		
<b>POST-GAME ADVENTURING</b>		
<b>Ending 1</b>	Destroy mines	Burham Springs destroyed
<b>Ending 2</b>	Fire suppression	Burham Springs saved, NCR moves back in
<b>Ending 3</b>	New Canaan Connection, no fire suppression	Burham Springs same, trades with New Canaan
<b>Ending 4</b>	New Canaan Connction, fire suppression	Burham Springs saved, NCR - New Canaan conflict
<b>Ending 5</b>	New Canaan Connection, fire suppression, deal worked out between BS and NCR	Burham Springs saved, NCR - New Canaan accord

I'd like these categories to be balanced out among random encounters as well, when possible (obviously, not all categories will apply).

**Ending:** A brief, one-sentence explanation of the possible endings for this location. These are described in more detail in *End Movies*, below.

**Economics:** This is just an entry to make sure that you have given some information in the location that gives clues on how it manages to stay afloat financially in the wasteland; you don't have to beat the player over the head with it, but just make sure it's communicated in some fashion in the location.

**Power/Infrastructure:** How does the community get power, if necessary? (Tribal communities and farming towns don't need much beyond the ability to make fire.) Again, someone in the town should make mention of this, or there should be scenery to support it (campfires, generators, atomic reactor, and so on).

**Food:** What do the inhabitants of this area eat? Someone in town (maybe the flophouse owner or farmer) should mention it.

**Tie to Another Area 1:** I'd like to see the areas tied together more – either with inter-dependent quests, or family members spread out across locations, or something that gives the player the feeling that each location in the game is not an isolated location all into itself.

Basically, ask yourself how does the location interact with other locations and groups in the world? Includes neighboring settlements (for Denver, it's Boulder and Circle Junction) and ones far away (what information or consequences may be given/occur in Black Canyon or when speaking with Lt. Gov. Dodge

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once you find the Denver salvagers allied and well? And would the ghouls like to know that Denver is occupied... and that it could easily be taken? Sure they would!)

This should probably consist of most of the major players in Fallout, including:

- NCR
- BOS
- Ghouls
- Super Mutants
- Tribals

Just some things to consider.

Anyway, that's the bare bones checklist, and it's subject to revisions. Here's an example of how the list could be filled out:

## ROOM FOR IMPROVEMENT

**Store:** If a deal is made with New Canaan (see New Canaan Connection quest), Phil and Frank can start to offer more items (traded from New Canaan, but not taking away from New Canaan's store supplies)

**Store Frequency:** As above.

## END MOVIES

### WHERE TO GO CONDITIONS

The player never entered Burham Springs	Skip Cinematic
The player destroyed the mines	Goto 1
The player suppressed the fire	Goto 2
The player made the New Canaan deal, NO fire suppression	Goto 3
The player made the New Canaan deal, fire suppression	Goto 4
The player made the New Canaan deal, fire suppression, treaty w/ NC/NCR	Goto 5
The player fucking nuked Burham Springs	Goto 6

### 1. DESTROYED MINES! (WTG)

<b>With its mines collapsed, Burham Springs continued to burn for years. All its scavengers left, and the stray mutants roamed the countryside. It was abandoned and cursed by travelers, its thick black smoke a stain on the desert sky.</b>	Burham Springs on fire, completely desolate and smoking.
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### 2. SUPPRESSED FIRE! (WTG)

<b>Its fires extinguished, Burham Springs was reclaimed by the New California Republic. In time, it became a small but steady source of coal for the republic and its residents. Would-be scavengers of the mines were forced to find new jobs in the community or risk their fate in the wasteland.</b>	Burham Springs slightly rebuilt. No fires or smoke. A few figures near the mine entrance and on the street. NCR flag flies on a flagpole.
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### 3. NEW CANAAN DEAL, FIRES BURN! (WTG)

**Though the fires of Burham Springs continued to smolder, the Mormons of New Canaan continued to do business with the residents of the town of the mines long after Jeremiah Ridgon and the original scavengers were gone.**

Burham Springs on fire, completely desolate and smoking. New Canaanites on the street doing business with miners/scavengers.

#### **4. NEW CANAAN DEAL, FIRES OUT! (WTG)**

**With the fires of Burham Springs extinguished, NCR moved back in to renew mining operations. They did not recognize the trade arrangement between New Canaan and the mine's salvagers. Within months, the Mormons and the Republic took to fighting in the desert, weakening both and accomplishing nothing.**

Burham Springs slightly rebuilt. No fires or smoke. NCR Rangers doing battle with New Canaanites on the street, dead bodies scattered. Bullet-ridden NCR flag flies on flagpole.

#### **5. NEW CANAAN DEAL, FIRES OUT, TREATY MADE! (WTG)**

**With the fires of Burham Springs extinguished, NCR moved back in to renew mining operations. New Canaan's treaty with the New California Republic led to increased prosperity between the towns, and Burham Springs became a living community once again.**

Burham Springs rebuilt. No fires or smoke. New Canaanites on the street with miners and NCR Rangers, prosperous.

## **RANDOM NOTES**

This section is just for random notes you've made on the location - brainstorming ideas or whatever. It's like a word junkyard for stuff you might use or might not, but you haven't ruled them out yet.

## **APPENDIX**

Include a summary of changes you've done in a document at the end, and dump it into the Source Safe comments, if you can. Chances are, you'll have to email this information to certain people on the team, so it's worthwhile to record here.

**06-25-01** – Fallout Location Template document created.

**06-28-01** - Added comments from Steve Bokkes (QA Quest List), Dave Maldonado (Appendix and Item and Character Summaries), and Feargus (Quest Importance and Scope). Added spawning and difficulty level information to the Scripting section as well as an "estimated play time" entry into the Area Summary section.

**07-09-01** – Added comments from Dave Maldonado and added "character's sex" (male/female) to the location checklist.

**12-24-02** - Added Emotional Porn and Random Notes section, straightened up the document, reformatted some tables.

**1-11-03:** Added PIPBoy functionality to carrots, added timeline information to history.

**5-30-03:** Added all the designer comments, including comments from the scripters.