

Stillwater Post NPCS [post NPCS]

QUEST: “The Stink in the Cellar”

Given by: Elja, the village cook

Overview:

Elja complains that something smells awful near her kitchen cellar, and her apple pies have started tasting “off.” She suspects rodents or something worse. She asks you to investigate quietly, so the Matriarch doesn’t panic.

Objectives:

- Explore the cellar beneath the kitchen (a small sub-location).
- Discover a hidden burrow where mutated rats are nesting, drawn by sugar stores.
- Eliminate or drive off the creatures.

Solutions:

- **Survival:** Use bait to lure them out peacefully.
- **Combat:** Clear them out directly.
- **Repair/Lockpick:** Find a way to seal the crawlspace permanently.

Outcome:

You restore Elja’s kitchen to working order. She gives you food (including her healing apple pie), and your reputation improves with Stillwater’s common folk.

QUEST: “Crops and Corpses”

Given by: Jolie

Overview:

Jolie asks the players to return her lost dog to her. He was last seen over in the orchards.

Details: The dog lies injured by the dead raider, where the players can determine its fate.

Solutions:

- **Medicine Check:** Fix the dog’s leg yourself
- **Repair check:** Build a makeshift tourniquet for the dog
- **Speech:** Convince Eddystone or Scrip for healing medicine
- **Steal:** Fogseer has several healing items that can be taken while she is away.

Outcome:

Jolie is thankful for her companion’s return. Can offer some survival training as a reward.

QUEST: “A Spark of the Past”

Given by: Scrip

Trigger: Talking to Scrip

Overview:

Scrip found some busted generators that could be used to power the water well. He knows Eddystone has a part required to fix it, but can't convince him to give it to him. (Wants it for upgrading his fermenter.)

Solutions:

- **Repair Check:** Run the repair without the part.
- **Stealth Check:** steal the part from Eddy's shop
- **Speech:** Convince Eddystone to give the party the part
- **Combat:** Fight Eddystone for the part

Outcome:

Village gains clean water, improving morale and health. Doing this increases player reputation significantly with Stillwater.

QUEST: "The Good Cider"

Given by: Eddystone

Overview:

Eddystone's prized fermenter broke. He's got a backup—but it's in the half-flooded ruins of an old pre-war ranger base. He can't get to it himself.

Objectives:

- **Travel to the ruins.**
- **Avoid or kill wild dogs nesting in the main hall.**
- **Locate the press in the cellar filled with rats**

Outcome:

Bringing back the press allows you get get a bottle of alcohol every so often, and a reputation increase, and a few caps.**

DAM QUESTLINE—

QUEST 1: “Turn the Crank”

Hook: The [Water Merchants](#) claims the dam's manual floodgate crank is breaking, and they're the only ones who can fix it, however, it will take some time

Complication: Citizens accuse the Merchants of faking the damage to justify a complete takeover of the dam.

Tasks:

- Inspect the crank and speak with Merchants mechanics (they exaggerate damage).
- Interview citizens who've seen Water Merchants tampering with the gate.
- Bex asks you to delay the fix until it can be supervised, or repair it for the merchants.

Outcomes:

- Help the Union install the “fix” early: Union gains access control.
- Delay under guard orders: Guard gains influence but angers Union.
- Secretly fix it with town mechanics: Citizens gain leverage.

QUEST 2: “Pressure Builds”

Setting: The Leland Dam — now run by the Water Merchants — goes into restricted lockdown. River access fees spike. Locals can't irrigate or fish. Tempers flare.

[Leland Guard](#) enforces a curfew. Tensions rise between the Merchants, the citizens, and the Guard.

Option 1: “Keep the Peace” (Support the Guard)

Objective: Assist Guard Captain Marla Dunn in restoring order. You'll need to show strength — and make tough calls.

Steps & Checks:

- Speech 40 — Talk down a panicked Guard officer ready to open fire at a protest.
- Melee/Unarmed 35 or Explosives 25 — Disperse a volatile citizen barricade at the canal bridge.
- Unarmed 50 or Strength 8+ — Personally drag out a known agitator hiding in the bell tower.

Outcome:

The curfew works — but it leaves scars. Union operations go unchallenged. Citizens lose faith in civic leadership, and a shadowy resistance begins to form.

Option 2: “Speak Softly” (Support the Citizens)

Objective: Assist organizer Ena Vire in a peaceful strike. Your influence could make the difference.

Steps & Checks:

- [Speech 50] – Convince key business owners to join the strike despite Union threats.
- [Barter 40] – Negotiate with the Dam's quartermaster to stall supply shipments.
- [Sneak 40] + [Science 30] – Drop homemade flyers into Guard dispatches to disrupt communications (nonviolent subversion).

Outcome:

Strike forces negotiations. Water Merchants agrees to temporarily lower fees. The Guard's grip weakens – but dam maintenance stalls, causing brownouts and water loss.

⚙ Option 3: “Jam the Gears” (Sabotage the Water Merchants)

Objective: Cripple the Union's lockdown protocols. It won't be clean – or quiet.

Steps & Checks:

- [Sneak 50] – Infiltrate the dam's service tunnels under cover of night.
- [Science 60] – Disable the lockout system and initiate a false alarm that reboots dam control.
- [Repair 45] + [Luck 6+] – Jury-rig a controlled overflow; a botched check floods farmland or fishery zones.

Outcome:

Control systems go haywire. Panic ensues. Union and Guard start pointing fingers. The town is now split – and someone's making power plays behind the scenes.

QUEST 3: “Under the Wheel” (Finale)

Hook: A “neutral inspection” of the dam is called to determine future oversight.

Each faction offers you a bribe or plea:

- **Union:** Offers tech access and power to your allies if you testify in their favor.
- **Guard:** Wants you to declare all sides unstable and give the Guard emergency control.
- **Citizens:** Ask you to install a fail-safe device that auto-regulates flow – removing factional control entirely.

End States:

- **Union Control:** Militarized dam, reliable electricity – but water is now a commodity.
- **Guard Oversight:** Order maintained, but growing authoritarianism.
- **Citizen Governance:** Democratic council, messy but idealistic. Occasional dysfunction.
- **Fail-Safe Installed:** You automate the system, breaking all faction influence. Requires high skill and earns you powerful enemies.

QUEST: “Rust Never Sleeps”

Inspired by: Still in the Dark (Fallout: New Vegas)

Hook: A rusting pre-War barge has surfaced downriver after a storm — and it's full of sealed crates. The Water Merchants want it salvaged. The citizens claim it belongs to the town. The Guard? They're worried it's full of toxins or explosives.

Twists:

- You must mediate a three-way claim between the factions.
- Inside is old-world agricultural tech — enough to make someone very rich or very powerful.

Skill Checks:

- [Speech 60] to broker a 3-way deal.
- [Science 50] to identify (or falsify) what's inside.
- [Lockpick 45] or [Explosives 35] to open crates without damage.
- [Repair 60] lets you restore the barge for future WM use — if you pick their side.

[Cadillac quests](#)
[Cadillac NPCs](#)

1. Steel Beneath the Flesh

Given by: Erwin

Location: Vault 40, Second Floor

Overview:

Erwin suspects a hidden cache of pre-War security bots may still be functional below the Vault. He believes they could be reprogrammed to fight the [Blooded Palms](#). He lacks access—but he's willing to risk everything if you're willing to go down there.

Solutions:

- **[Science 50]** Hack into the vault's security terminal and reprogram the bots to identify the Blooded Palms as threats.
- **[Repair 40]** Physically fix the robots' damaged control units.
- **[Speech 60]** Convince Erwin to lead a distraction while you sneak to the terminal.
- **[Stealth 40]** Sneak past the guards and activate the bots manually.
- **[Explosives]** Rig the bots with timed charges to use them as walking bombs.

Consequences:

- If successful, the robots purge part of Vault 40, weakening the Palms.
- A misstep may trigger them to kill indiscriminately—including Citizens.
- Gnarled-Teeth may increase executions if he suspects rebellion.

3. Palm Reading

Given by: Blood-Vision

Location: Vault 40, Third Floor

Overview:

The tribe's shaman believes that chems can commune with the "Palm"—a metaphysical spirit of hunger and dominance. He asks for rare chems in exchange for insight. He also offers to guide you through a "Palm rite."

Solutions:

- **[Survival 40]** Find natural hallucinogens around Cadillac or Caberfae (psilocybin fungus in wine cellar).
- **[Medicine 60]** Synthesize a batch using ingredients from Ironworks or Vault 40's chem station.
- **[Speech 65]** Convince Blood-Vision that the Palm has "already chosen" you.

During the Ritual:

- You hallucinate an old Overseer being torn apart while entering a vault code.
- Optional: Kill Blood-Vision mid-ritual for an easier path to the leadership.

- Or convince him to become a secret ally—undermining Gnarled-Teeth from within.

Consequences:

- Gain the vault override code (lets you trigger a partial lockdown).
- Or become feared by the Palms as a "speaker of the Palm" (temporary protection)

4. Rust Never Sleeps

Given by: [Vincent The Forest Rangers](#)

Location: Ironworks

Overview:

Vincent's leg is shattered, and he's hiding in a collapsed Ironworks plant. The generators below are fried, but he believes he can rig up traps for the Palm patrols if they're repaired.

Tasks:

- Fix Vincent's leg— Can be done with a -30 Medicine or survival, or with a doctors bag
- Set up traps around Cadillac— Using explosives at -20, repair to set up traps around cadillac at -25, and hiding them with either -30 Sneak or -30 Survival.
- [Strength 6] Carry Vincent back to Caberfae, then return to sabotage Palm supply lines yourself.

Consequences:

- The traps weaken enemy strength in future encounters.
- Vincent dies from his wounds if not treated (or sold out to Palms).
- Vincent may later assist in a coordinated Citizen uprising if saved, as well as helping the party as a guide through the wasteland.

6. Bones to Pick

Given by: Knuckle-Bones

Location: Vault 40, Training Hall

Overview:

The fighting pits are the one "honorable" tradition in the Vault. Knuckle-Bones offers you a place in the arena. Fight well, and you gain respect. Fight dirty, and... well, they respect that too.

Solutions:

- Fight fairly using unarmed or melee weapons.
- Cheat: hide a holdout weapon or slip a combat drug mid-match.
- [Speech 60] Trash-talk your way into the final round without a single fight.
- [Sneak 50] Poison your opponent's food beforehand.

Final Match:

- **A former Citizen turned cannibal-half-mad, wearing a child's necklace.**

Consequences:

- **Win honorably, and gain an audience with Gnarled-Teeth.**
- **Killing the opponent mercifully or brutally—affects Citizen and Palm reaction.**
- **Alternatively: Blow up the arena mid-match and try to escape in the chaos.**

7. Opening the Bunker

Discovered via: Exploring Caberfae Terminal

Location: Caberfae Lodge

Overview:

You uncover logs from the Lodge's terminals and discover a secret bunker beneath the resort. Something must be down there.

Solutions:

- **Science: -80 To hack the terminal**
- **Lockpick: -50 requires n electronic lockpick**
- **Explosives: deal 2500 damage in explosives to blast to door open**

Inside the Bunker:

Inside the Bunker are a bunch of weapons, armor, ammo and chems, along with a unique Laser Pistol that deals Cold damage

[Riverbed quests](#)
[Riverbed NPcs](#)

1. Riverbed Prizefighter

Given by: Burtha the Brute

Location: Marina

Overview: Win against increasingly difficult opponents in unarmed combat for the people of the Marina. Get paid increasing amounts for wins (100/250/500).

Solutions: Defeat 3 opponents to become the prizefighter of Riverbed

Consequences:

Prizefighter of Riverbed perk, +1 STR, +1 END, +5 DR. Gain positive reputation in Riverbed.

2. Through the river

Given by: Arriving in Riverbed

Location: Riverbed/ The Bog

Overview: The guards require a day pass to enter Riverbed. One day pass costs 1000 caps.

Solutions:

- Paying 1000 caps per day pass.
- Passing a -30 Barter check one can lower the price down to 750, passing another to lower it to 600.
- A caravan pass can be stolen at the marina from a passing caravan from Chives.
- Chives can give out day passes to his workers.
- Can steal 1 day pass from the guards.

Consequences:

Able to enter Riverbed

3. Circle of Life

Given by: Quintin Free

Location: Rad-Cat

Overview: Quintin is a scout working for Calahan Hahn. He is trying to get into the Aquaway tower and get into the purifier room to see how the water merchants make so much clean water.

Solutions: Get into the Aquaway tower and find a way into the water treatment room. Everett Bolton and Dr Connor have a keycard. There are a few things that can tip off that something is wrong

- -45 Science check to see that the water treatment output is suspiciously low.

- -40 repair check to see that the purifiers aren't fully operational.

Consequences:

4. Streets That Part

Given by: Chives or Dario

Location: Marina or Bog Streets

Overview: A big player is getting taken out of the Bog. Chives or Dario will ask the player if they can help them with dealing with the other.

- Chives will hire the players to ambush an incoming supply and bring the chem supply back to him.
- Dario will ask the players to intimidate the Marina managers and then kill one of them.

This will then lead to taking the other one out of the picture completely in a gang war in the streets of the Bog or in the Marina.

Solutions:

- Ambushing the chem supply can be done 3 different ways; convincing the seller that you work for Dario, stealthily liberating it from his cart, or killing him and taking it back.
- Each Marina manager can be intimidated in different ways
 - Burtha
 - Tommy
 - Jada
 - Ross
- After completing whichever task was given, the quest give will then state that it's time to act, and takeout the competition

Consequences: First job pays 500 caps, and 700 after that. If Chives was taken out then the Marina will start to fall apart.

5. And I heard the Earth Cry

Given by: Aurora

Location: Junkie's Hideout

Overview: Aurora drake is looking for new members to be a part of her Hedonistic Cult: the star readers.

Take the drugged herbal tea and go on a drug filled shared hallucination. The players awake in a dark laboratory and must fight their way out while encountering psychedelic monsters and set-pieces.

Solutions: Get out of the hospital

Consequences:

6. Stalking the Hunter

Given by: Asking about Langley or any recent passerby's
Location: the Bog/Riverbed

Overview: A man matching Langley's description was last seen walking into the Aquaway tower with a large group of people. Find any evidence of what he may have been doing or where he is heading.

- Get into inner riverbed
- Find a way into the Aquaway tower.
- Locate Langley's contact

Solutions: Getting into inner riverbed can be solved via through the river questline.

Getting into the Aquaway tower will be a little trickier. Players can use their connection to Denton as a means to get their foot in the door and get a one on one with Everett Bolton, a representative of the water merchants, but he will only reveal part of the truth, that Langley was here and is now gone. Hacking his terminal will reveal what he said to be true, but also include that a few of the tribals were dropped off at the detention level, and that he spoke to Mr. Voss up in the suite. Amelia will also send the players to Everett if they demand to speak to who is in charge, with a high enough speech check.

Getting to Voss is another problem entirely as only Everett and Dr. Connor have the required keycard to get to the executive suite. They can be stolen from them, killed for them, pass a -75 speech check to have them hand it over, or do some quests for the water merchants before being asked to talk with Voss himself.

Voss is unwilling to talk about their previous conversation, but will divulge some info on how Langley and Voss know each other. They have worked together on various projects before, mostly focusing on water treatment and purification. Voss will refuse to go into detail into of their relationship, Langley's connection to the Enclave, and specifics of what Langley does for the Water Merchants.

What Voss is willing to discuss about Langley is the type of person he is. Ruthless and cunning. He will comment about his involvement in the great Chicago expulsion, and that if they would be better off leaving Langley alone. But if they are going to go after him, they would find him in Chicago.

Consequences:

7. Let the Waters Flow Freely

Given by: Fogseer
Location: Aquaway Detention Level

Overview: The water merchants currently have Fogseer and a few members of the Siltlark tribe detained. It's up to you the player to get them out and on the way back home.

Solutions:

- Pay 5000 caps to have the tribe members released
- Kill all of the guards and break out

- Find and access a hidden sewer tunnel that connects to the communal bathroom

Consequences:

- Siltlark tribals are able to return to Stillwater.
- Water merchants lose out on water/profits.

8. That Leaky Pipe

Given by: Everett Bolton

Location: Aquaway tower

Overview: Someone is siphoning water from the Water Merchants. Figure out who it is and deal with them.

the culprit is Ramon, a water thief in the Bog. Players can find this out by asking people in the Bog, by running diagnostics on the pipe system terminal in the water treatment room to discover that a control pump outside of Riverbed has been repeatedly used, or by interrogating workers in the treatment plant, one of which by the name of Amy Durham will reveal that they told Ramon where the control pump was and how to pull water out of it.

Solutions:

- Can let Ramon go, he will leave Riverbed and never return
- Can report Ramon to Everett, and he will have him swept off the street and boiled into water
- Can kill Ramon yourself
- Can convince him to give some of his profits before letting him go or killing him
- You can lie to Everett and hack the pipe system terminal to make it look like water supply is fine
- Can rat out Amy and Ramon to Everett

Consequences:

If Ramon was allowed to leave: he will travel up to Mackinaw and begin stealing water from the Water Merchants up there

If Amy was spared she will find a new way to get water to The Bog

If Ramon is taken out, water prices will increase substantially in Riverbed, with many dying of thirst in the streets.

9. Doc's Orders

Given by: Doctor Connors

Location: Aquaway Purifiers

Overview: Doc Connors is in need of bodies for the desiccator in order to meet the water quota. Bring Doc Connors 3 bodies.

Solutions: Bring Connors 3 human sized bodies

Rewards: each body will pay 200 caps, and when all three are turned in an additional 300 caps will be paid.

