

Fallout 4 Quest Sample:

Overview: A Knight of the Brotherhood Steel wants to destroy a brain controlling fungus, his companion - an ecological scientist - wants to preserve it for research, and an eccentric squatter claims the fungus is sentient with a love for Italian sonnets. Venturing through the Iron Peak mine, the player must engage infected miners, Brotherhood soldiers and super mutants, to uncover the origin of The Neural Eomycota Derivative (N.E.D.) and make a choice between society, science, or love.

Narrative Beats - Player Facing Objective Text (*Location*)

B1 - Speak to Paladin Danse(L1) – Paladin Danse informs the Player that Knight Auden and Dr. Holland, are MIA after traveling to Quincy Ruins. He provides an emergency radio frequency.

B2 - Go to Quincy Ruins. Tune into the Emergency Radio Frequency(L2) - The frequency reveals Dr. Holland and Knight Auden are at an abandoned building on the edge of town.

B3 - Speak to Knight Auden(L3) - Dr. Holland and the wounded Knight Auden argue about the happenings of the Iron Peak Mine. Prodding reveals a mining expedition went dark after an infection took place within the mine. Knight Auden was wounded by crazed miners. Dr. Holland suspects a fungal mutation spread through microbial spores. Knight Auden asks the player to destroy everything, fungus and infected. Warns this could be as dangerous. Advises player stays away from the squatter near the entrance of the mine.

B4 - Speak to Dr. Holland(L4) - Dr. Holland doesn't want to destroy the fungus. The research potential is immense. She asks player to collect a spore sample despite Knight Auden's instruction. Gives a gas mask and also mentions the squatter at the mine.

B5 - Locate the entrance to the Iron Peak mine(L5) - At the entrance, infected miners attack. Simple combat. Player confronted by squatter - Lilly. Eccentric. Odd. She tries to chase them off, then reveals fungus is named Ned. She also reveals critical information about the fungus' Mycelium brain - the core behind everything - and that killing infected won't solve the problem. Dialogue skills unlock information about a romance between Lilly and fungus (N.E.D.). Gives player book of sonnets and wants them to use it to convince N.E.D. to release his brain so she can take him somewhere else.

B6 - Enter the Iron Peak mine(L6) - Combat elevated with addition of infected Brotherhood. Enemy barks confirm fungus sentience as N.E.D taunts through infected thralls.

B7 - Investigate the area(L7) - Epistolary fragments cover how miners blasted into an abandoned facility accidentally. Password for Terminal in B8 can be found.

B8 - Activate the elevator(L8) - Player will be confronted by N.E.D as a super mutant thrall. He asks them kindly to leave. N.E.D. reveals he wants to be left alone and was content to let the miners work in peace until they drilled through his house. Player has limited dialogue. Player can bypass having to unlock the elevator at locked Terminal by hacking. Password for Terminal found in B7.

B9 - (Optional) Obtain a spore specimen(L9) - Combat escalated by infected super mutants and spore bombs - environmental hazards explode based on proximity. Spore sample collected from husks. Exploration of facility reveals the Neural Eomycota Derivative intended to be early Enclave bioweapon.

B10 - Speak to N.E.D(L10) - Blast door shuts player in central chamber. Infected super mutants line the room. Player has dialogue with N.E.D's Mycelium brain. N.E.D doesn't want to be a bioweapon, that's why Enclave abandoned the facility and tried to destroy him. He just wants to live his life.

B11 - Destroy the Mycelium brain or leave it alone(L11) - Player can destroy N.E.D's Mycelium brain or leave it. Destroying triggers a fight with surrounding super mutants, and reveals facility exit. Leaving it

let's player leave facility without combat. If player received Sonnets from Lilly and passed dialogue checks, N.E.D allows Mycelium brain to be extracted but still triggers surrounding super mutants.

B12 - (Optional) Give the Mycelium brain to Lilly(L12)- If the Mycelium brain is collected, player can give to Lilly.

B13 - (Optional) Give the spore specimen to Dr. Holland(L13) - If spore sample is collected, player can give it to Dr. Holland.

B14 - (Optional) Give the Mycelium Brain to Dr. Holland(L14) - If Mycelium brain is collected, player can double cross Lilly, giving the brain to Dr. Holland instead.

B15 - Speak with Knight Auden(L15) - If the Mycelium brain was destroyed, Knight Auden pays the player. If the brain was left alone, Knight Auden notes job was to destroy everything, pays player less than agreed for a job half done. Player can also lie about destroying everything to receive payment if Mycelium brain was collected.

B16 - Report to Paladin Danse (L16) - Inform Paladin Danse of Knight Auden's whereabouts.

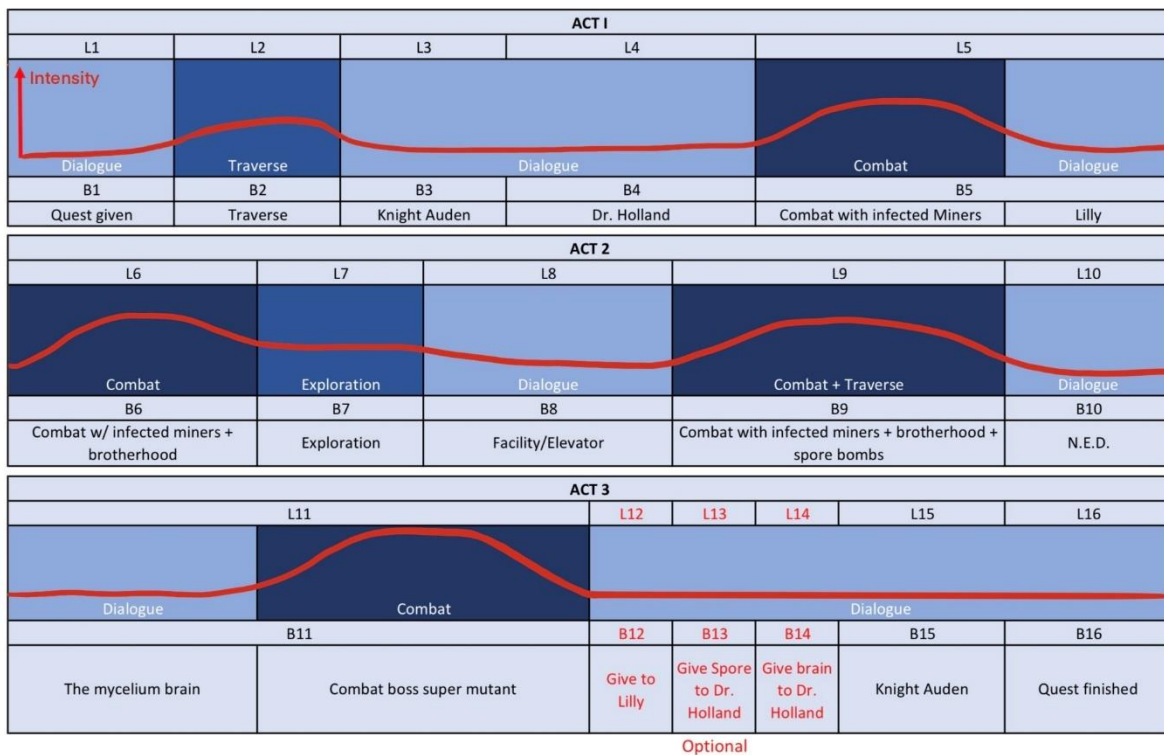


Figure 1 Pacing Chart for Reference

Skill checks and unique player choices offered during quest:

1. Use Charisma, Perception or Luck dialogue skill checks during conversation to unlock the Lilly/N.E.D romantic subplot.
2. Choose to destroy or leave the Mycelium Brain, or if romantic subplot unlocked, convince N.E.D to relinquish his brain peacefully.
3. Collect the spore sample for Dr. Holland
4. Choose to give the Mycelium Brain to Dr. Holland instead of Lilly

Quest Character Bio Samples:

N.E.D - The Neural Eomycota Derivative or N.E.D for short, is a sentient, spore producing, organism born out of early biochemical research conducted by the Appalachian Enclave. While N.E.D was intended to be a successful bioweapon, the project was siloed, and the facility abandoned after the controlled radiation used to optimize the organism - then a cross between an acellular slime-mold and an entomopathogenic fungus - accelerated the awareness of the organism to a non-obedient level. These days, N.E.D only infects those unlucky enough to force their way into the abandoned lab he considers his private property and, rather than pursuing the destructive motivations of his original conception, N.E.D prefers to spend his time reading poetry and conversing with the woman he loves.

Dr. Holland - Dr. Holland believes in science, in nature. She believes in the relationship both have to the betterment of humanity. That's why she became an ecologist, why she dedicated her life to an aching back, to the bitterness of insect repellent in her mouth, to eyes strained from long nights and microscopes. She believes in nature, in helping it to repair the sins of mankind. That why she joined the Brotherhood to begin with, because they recognized those sins and wanted to actually do something about them. But she's been pigeon holed again and again. Her research halted by internal bureaucracy or deemed as nonessential. Lately, everything's become about loyalty, about rebuilding. But how do you rebuild something without even acknowledging the ground, the grieving soil, that you want to build upon?

Branching Dialogue Sample (Using existing character)

Mama Murphy (Fallout 4) as quest NPC - "Lilly".

Conversation takes place at the Iron Peak Mine Exterior, during narrative beat number 5.

Hate to break it to you, kid, but all that shooting you're doing wont amount to much. My Ned is more than those poor folks hollering after you. His brain is like the ocean behind the waves. The forest within the trees. And that's locked up tight. Long as he has his brain, for everyone you kill, two more will stumble around eventually.

[[Are you're telling me this thing can think? -> Choice A]]

[[Why aren't you infected? -> Choice B]]

[[What are you doing here? -> Choice C]]

CHOICE A

Can do more than think. Ned put those science types through the ringer. He's a genius. And sensitive too. And appreciative. He's got life. Got that same awareness you feel behind your eyes. Just doesn't have the eyes is all.

Suffers just the same, though. Like us all.

A long time ago, this world really wanted Ned to be something that he's not. Now they want him to be somewhere that he's not. I'm afraid for him.

[[Why aren't you infected? -> Choice B]] - if not already selected

[[What are you doing here? -> Choice C]] - if not already selected

[[Why are you afraid? -> Branch Two]]

CHOICE B

I wish I knew, kid. But I think it's because we have twin energies — Ned, and me.

[[Are you're telling me this thing can think? -> Choice A]]

[[What are you doing here? -> Choice C]] - if not already selected

CHOICE C

Was the Sight that brought me here, Sight that showed me his beauty through the noise, through the chaos. Not just a fungus. No sir. Ned's his own man. An individual.

[[[Are you're telling me this thing can think? -> Choice A]]

[[Why aren't you infected? -> Choice B]] - if not already selected

BRANCH TWO

My Ned's as pure as they come. And they're gonna tear him down for it. They always tear down the beautiful ones.

I'm afraid for him because... No. He'd be upset with me telling you, be real upset. He's private like that. Likes to keep his personal life to himself.

[[If he's in danger, maybe I can help him? [Persuasion 2+] -> Choice D]]

[[Well, the uh... Sight... it wants me to help him too. [Luck 1-] -> Choice E]]

[[It's better that way. I try not to involve myself in personal fungus matters. -> Choice F]]

CHOICE D

Well, you do got an honest energy around you. Ok. But you've got to promise to do right by him. It was people doing him wrong that's got him so attached to this place to begin with. It's why he can't let go. He still chained to the memory of those cruel intentions.

I love the stubborn ole' fool. And he loves me. Been that way for some time now. But lately, he ain't making it easy, you know?

Somethings coming. Something in suits of steel and fire. Can see it as clear as I see you now. And my Ned thinks he can survive it. He's wrong.

*[[*After passing the previous skill check, Player can now receive the Book of Sonnets used to pursue the two alternative endings: (Optional) Give the Mycelium brain to Lilly (Optional) Give the Mycelium Brain to Dr. Holland]]*

CHOICE E

The Sight's not something to joke about, kid.

[[If he's in danger, maybe I can help him? [Persuasion 2+] -> Choice A]]

[[It's better that way. I try not to involve myself in personal fungus matters. -> Choice C]]

CHOICE F

Personal matters are all we got. Makes no difference who they belong to. Do the decent thing and go about your business elsewhere. There's nothing for you here.

Just let me enjoy what little time Ned and I have left.

[[Leave]]

NPC Conversation Sample (overheard by player):

Brief exchange occurs as Player enters abandoned building Abandoned Building Interior in narrative beat number 3.

Dr. Holland: *That's not what I'm saying. You're not listening.*

Knight Auden: *I don't need too. We aren't here to pick flowers.*

Dr. Holland: *We're looking at something larger than the discovery of Penicillin here - an evolutionary precipice.*

Knight Auden: *Yes. That's why I've got my eyes on the sharp rocks below.*

NPC Bark Samples:

N.E.D's barks delivered via thralls during combat:

1. A rather disappointing performance.
2. Good thing I've got control of everyone's optic nerves.
3. Would it help if I had them stand still?
4. You must be getting tired.
5. This is an exercise in futility
6. You fiend! With each one defeated I grow weaker! — Just kidding.
7. I'm making them go easy on you, you know that right?
8. Perhaps my reading should wait until I've finished with you.
9. The requirement pool for robbers has really taken a turn.
10. Don't worry, it's dark. Hard to see. Hard to shoot.

Lore Object Sample:

Entry contained on an optional computer terminal located in the Facility Interior during narrative beat B9.

Enclave Facility Terminal Entry

////Research Transcript Index -

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Generating...

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DATA CORRUPTED

Entry87.41_inaccessible

Entry35.64_inaccessible

Entry45.79_inaccessible

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Entry52.21_accessible

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Generating...

Provisional Research Entry 52.21(Incomplete)

Pending Internal Review

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N.E.D - Neural Eomycota Derivative

Optimization Results -

Critical failure of the N.E.D to infect intended host after epidermis penetration. Suggestions about an additional splice for restoring in vitro hyphal growth is noted, but given prior record, N.E.D germination success rate should have improved.

Dr. Brenner proposed that N.E.D's increased neural signals and enhanced reasoning skills may be the result of the Physarum polycephalum cross fertilization. N.E.D appears to be actively choosing non-propagation in host. Evaluated use as bioweapon: zero. Recommend decommission. Refer to generalized diagram (CM74) for further notation.