

Fallout 3 - Point Lookout DLC

The Local Flavor

As with all new quests, remove unnecessary items from your pack, so that you can collect more treasure when you get to Point Lookout. Select "The Local Flavor" quest in your Pip-Boy. Then open your world map and Fast Travel to Arlington Library, in the southeast corner of the Wasteland. From the library, go east, to the waterfront.

Along the way, you will likely run into a group of Talon Mercenaries. When you get to the shore, walk along the pier, toward the ferryboat spewing black smoke. Catherine will stop you and ask that you try to find her daughter, Nadine. Agree to this and Catherine will give you a note that she has written for Nadine. Then speak with Tobar the Ferryman, captain of the Duchess Gambit. Explore all dialog options and then buy a ticket (433 caps) for passage to Point Lookout. Follow Tobar into the passenger cabin and sleep on the cot. A cut scene will show your ship steaming into port. Speak with Tobar again when you arrive. Say, "Tell me more about Point Lookout" and "Any Place you Recommend in Point Lookout?", to add several Map Markers to your world map.

Walk down the pier and turn east when you can. Then hike up the dunes toward the smoking Calvert Mansion. You may have to kill a couple of the local Swampfolk if they see you. When you get to the mansion, note the video camera and speakers above the front door. Desmond, the ghoul who lives there will speak to you over his intercom system. He needs your help to repel an invasion of Tribals. Go through the door and help kill the first two or three Tribals. Do not shoot the two dogs Freki and Geri. They will help, by distracting your enemies in the house.

Follow Desmond into a small Security Room. He will look at a wall of video screens, and then tell you that more Tribals are about to attack. Follow him into a larger room west. A group of Tribals on the floor above will fall through a weak spot in the ceiling of the bathroom on the west wall. Help kill them and then follow Desmond north, to the Dining Room. He will tell you to go upstairs, and then he will run off. Go inside the Dining Room. Be ready for a group of Tribals to burst through the double doors to the west and one who falls through a weak spot in the ceiling, collapsing the middle of the dining table. Kill him first, and then the others. Open a First Aid Kit.

Exit the Dining Room through the west doors and up the stairway north. At the top, kill two more Tribals who attack you from a room on the east side of the hall. Then loot the two ammo boxes and First Aid Kit in the room on the west side of the hall. Avoid falling through the hole in the floor and go into the room the Tribals came from. Open the file cabinets and check the desk for treasure. Then go through a hole in the wall south, to the nursery room. Open two ammo boxes and take five Stimpaks from a large grey steel box. Then exit west, into the hallway past the makeshift barrier, and kill two more Tribals.

Farther down the hallway, in the large bedroom to the west, kill more Tribals. Desmond will speak to you over the intercom on the west wall. However, you may not hear him clearly. He wants you to shoot the large red gas canister in the room past one of the doors with a hole in it.

Back up to a safe distance and shoot the canister to make it explode, blocking one entrance where the Tribals are getting into the house. Open two ammo boxes and a First Aid Kit. Then exit the bedroom, back into the hallway. By then, Desmond will have unlocked the door to the east.

Follow him to the East Wing, where another battle will take place. After that, he will run off again "keeping an eye out". You must go on alone. From the balcony, go down the hallway east and then, at the intersection, go north into a bedroom. Open an ammo box and a First Aid Kit. Then return to the hallway and walk south, to the makeshift barrier.

When you get to the blocked section, the floor will give way under your weight. You will fall through two floors and land in the basement wine cellar. Open two ammo boxes and one First Aid Kit, then move south, into the next section of the basement. Three Tribals will break through the door to the north. Kill them and then go up the steps beyond the door.

At the top of the steps, face south and get ready for Tribals to burst through a door ahead of you. Then go through that door west, into a large office. Open the First Aid Kit on the desk.

Go north, into the kitchen, and kill more Tribals. Open two ammo boxes and a First Aid Kit in the pantry to the north. Move east, up the stairs to the Billiard Room, and kill more Tribals. Then open an ammo box. Go west of that room to find another red canister - beyond a door with a hole in it. Open the First Aid Kit and Grenade Box on the desk in the hallway. Then throw one of those grenades through the hole in the door and run back into the Billiard Room. This action blocks off another access that the Tribals were using to get inside the house.

Now go through the door to the west, back out on the balcony with Desmond. He will tell you that another major assault is brewing. Loot the three ammo boxes behind the sandbag emplacement. If you want to, lay the mines in front of the three doors in the entryway below. Be quick about it. Then run back upstairs to the sandbags. Tribals will attack first from the upper floor doorway to the east of the sandbags. Kill them and then concentrate on the entryway below.

The first assault below you will come through the doorway to the east. The second assault will come through the west door and the third assault will come through the north door. Stay on the balcony, using the sandbags for cover. After you and Desmond have repelled all of these enemies, follow him back to the small room with the video monitors. Speak with him about what he wants you to do next. The game will give you the Superior Defender Perk. This gives you +5 to Damage *per bullet* and +10 to Damage Resistance, while you are standing still. Now begins the "Walking with Spirits" quest. Before you leave the mansion, search the monitor room for ammo and meds.

Explore Point Lookout

Outside the mansion, you should be able to see the Ark and Dove Cathedral's faint outline in the far distance. Before you go there, however, explore the boardwalk and sell some treasure. Go back over the dunes west. At the boardwalk, you will see a large blue truck and trailer. The trailer has ammo and Stimpaks. Beware the Frag mines under the wooden planks leading up into the trailer.

To the west, you will find a door into a building marked as a warehouse. Outside the door, one of the baby carriages has a mine that will explode if you get close to it. Shoot the mine to explode it from a distance. Beyond the door, baby carriages on the north and south walls also have mines. Another baby carriage in the middle of the room ahead of you has another explosive. One more carriage in the northwest corner also has one. Find a First Aid Kit, a Mini Nuke and six Missiles.

Outside, go north, then west, along a road behind the boardwalk. You will see a door to the west that leads into the Naval Recruitment Office. Watch out for Radroaches. Inside, crack the safe in the back office (average), to find ammo, pistols and caps. Find a Mini Nuke on the nearby desk. Open a First Aid Kit. Activate the computer on that desk to learn about Chinese spy Wan Yang.

When you step outside the Recruitment Office, turn south and squeeze along the west wall of the building. There is a hidden nook with a bed, a First Aid Kit and ammo boxes. Squeeze farther south and walk to the long counter that is the House of Wares. Madam Panada is the proprietress. Speak with her. She can repair your equipment to 43%. She has only a few caps, but a lot of ammo.

Walking with Spirits

Now rest up and go east, along the main paved road behind the boardwalk. Watch for feral dogs. Just short of the second sign for Calvert Mansion, turn north along a faded asphalt road. Follow the road, until you get to a short pier to the north, just *before* you reach a house. If two locals are down on the pier, kill them before they kill you. Then walk to the end of the pier, jump in the irradiated water and swim north to the other side. Climb to the top of the hill north, to the brick wall surrounding the cathedral. Watch for more feral dogs and perhaps a few locals, on your way up. When you get to the brick wall, walk north to the corner. Stop there and open two ammo boxes. Pick up some Stimpaks on top of a tree stump. Have a healing sleep on the straw mattress if you want. Then follow the brick wall to the cathedral gate.

Find an intercom and speak into it. The voice will tell you that you must complete a ritual before they will let you inside. Note that the graveyard nearby contains many Ghouls that you will, eventually, have to get rid of. If you do not stray too far from the cathedral walls, you will not have to deal with them now. Open your Pip-Boy and Fast Travel to the House of Wares.

Go to the main road behind the boardwalk and then go west, all the way to the coast. This road will take you most of the way. When it fades into sand dunes, watch out for ghouls in the graveyard to the north. Eventually, you will get to a group of four tents, right on the beach.

There are no enemies in this "Disaster Relief Outpost". The tents have beds, ammo and First Aid Kits. Speak with Marcella, a missionary woman. If you ask, she will quote you biblical scripture. Then head north along the shore, checking your map as you go. In the far distance, you should see a short pier. Milling around it are Bloat Flies, Mirelurks and Swamplurks. You have a lot of beach here to retreat along. Begin shooting these enemies from long distance. A Tesla Cannon (Broken Steel DLC) works extremely well against 'lurks at range. For a close-in weapon, use a Tri-Beam Laser, Gauss Rifle (Operation Anchorage DLC) or MPLX Novasurge (Mothership Zeta DLC).

Pass a large mansion on your right and go north, across the bogs, to a ruined shack. Northeast of the shack is a small graveyard. Swim the channel north of the graveyard to a dirt path going west. Cross the wooden planks to the "Door to Bog Entrance". In front of the door, open the First Aid Kits and sleep on the straw mattress if you need to heal. On the other side of the door, go down a long torch-lit tunnel to another door. On the other side of the "Door to Sacred Bog", get ready to kill two Mirelurks and one Swamplurk. When they are dead, wade through the water to the small island. Now you must make a big loop west, north, east and south.

Start by wading northwest, to a dry dirt path. Here, kill two Mirelurks and a Swamplurk. At a camp, find a dead Smuggler and a Stimpak. At a campfire northeast of that, deactivate three Bear Traps and then continue northeast along this well-marked path. When you reach the water again, kill two Mirelurks and a Swamplurk. Stay on the dry path. When it turns northeast, kill a Swamplurk and a Mirelurk. Now the trail will turn sharply south. Here, kill two Mirelurks. When the dry path ends at a large section of swamp, kill two Swamplurks. Wade straight south for a long distance, until you get to a dry path again. Just around the corner is a large Punga tree, with purple seedpods hanging from it. "Activate Punga Seedpods", and then you will fall down.

When you regain control, retrace your steps toward the Sacred Bog entrance. Along the way, you will have bizarre hallucinations. You will start to see Bobbleheads in the middle of the trail ahead. Activate each one as you find it. They are counterfeit, "Schmault-Tec Bubbleheads". Each one will have a different message. You will see and hear enemies appear, but none of them real. Nuka Cola bottles lying on the ground will explode into miniature mushroom clouds, as you approach them. The clouds quickly fade away into smoke. Eventually, you will find a giant atomic bomb in the middle of the trail, much like the one in Megaton. Standing in front of the bomb is "Mr. Break", a thin man in a suit and hat. He will say, "Congratulations my dear, you're going to pull through, and everything will be right as rain", and then the bomb will explode.

The game teleports you outside the entrance door to the Sacred Bog. You have a scar, your skull is close-shaven and you cannot wear a hat. Kill any enemies nearby, and then Fast Travel back to the Ark & Dove Cathedral. When you arrive at the front gates, they will open. Jimson will welcome you into their little cult and allow you access to the cathedral. Explore all dialog options with him. During this conversation, a new mission, "Hearing Voices", begins. You will receive the Punga Power Perk, which gives you better effects from eating Punga Fruit.

Hearing Voices

Walk through the garden of the Cathedral before you go inside. You will find Tribals farming Refined Punga Fruit. Pick a few of these. They will give you a + 15 boost to your HP and -15 to your total Rad count. Each one, however, adds +1 to your weight total.

Once inside the Cathedral, pick up some Stimpaks, Rad-X, and some RadAway at the back of the building. Speak with a woman named Woodrose. She will give you a stern lecture, and some information about Jackson. Find, and speak with Nadine, the orange-haired girl. She is only here to make a fortune trading Punga Fruit. Nadine has followed Jackson to his secret location. She will tell you where it is and give you a key to the Seatub. Have her heal the scar on your head as well. Then you will have hair again. Tell her about her mom and ask who cut your head.

Exit the Cathedral and speak with Croatoa. He will give you a "Fertilizer Shovel". This is an excellent long-reach mêlée weapon with poison damage. Then open your Pip-Boy and Fast Travel to Calvert Mansion. Go inside, and speak with Desmond, as the quest requires you to. He tells you that he wants you to see the task through to the end, not report every little detail. Once you have spoken to him, Fast Travel back to the Cathedral, and then begin walking northeast.

You will soon come to a graveyard known as the Ark & Dove Resting Grounds. Walking through this cemetery hastily and carelessly is a quick way to die. Two Feral Ghoul Reavers inhabit the graveyard. These creatures are incredibly difficult to kill, even with a Gauss Rifle or Automatic Rifle. They throw radioactive sludge that will blind you, knock you off your feet and do substantial physical damage - accurately, and from a considerable distance. If both of them attack you at once, you will have little chance of survival, even while popping Stimpaks like candy. In addition, the Reavers have Swamp Ghouls and Feral Ghoul Roamers to help them.

You have two choices, fight them or avoid them. In each case, Sneak northeast, then southeast along the brick wall that surrounds the cathedral. You will pass a small spire of rock and then a larger mass of eroded black rocks. Here, you must make your decision.

Just past the larger mass, if you turn north up the low hill to the top, you should see a wooden trellised archway next to a green bench. It sits between you and the graveyard. If you Sneak up to the trellis and jump on the hedge next to it, you can then jump upon the top of the trellis itself. Stay in Sneak mode and get out a weapon with a scope. Start targeting individual Ghouls in the graveyard, not only to kill them, but also to get them away from the group. When one leaves the group, stop sniping the group and concentrate on the individual Ghoul. In this way, you can eliminate them one-by-one. Be aware that this task is still very difficult. Have Stimpaks ready.

To avoid the fight entirely, continue southeast, past the larger pile of rocks, to the ocean bluffs. Then walk northeast, along the bluffs, until you reach a lantern hanging from a stick. At this point, you will be even with the graveyard fence to the west. The lantern marks the beach trail.

Walk down the beach trail, watching for 'lurks. The Seatub is at the base of those rocky bluffs. When you get to the beach, you have two choices. First, you could jump into the water and swim to the Seatub. Second, you could walk northwest along the edge of the rocky cliff, just above the water line, and then jump onboard. Activate the round hatch on the deck.

Once you are inside, you will see that the ship is actually the outer facade of a hidden, undersea cave. Mirelurks and Swamplurks populate the cave. Walk along a rocky trail above the water. Shoot the 'lurks in the big pond ahead of you. Then, when they are dead, walk down the trail a bit farther. Note the lighted torches along the trail.

Count the torches as you go and stop at the third one. Just below you in the water is a half-sunken boat with treasure in it. Climb down to the boat and take the Shotgun Shells, the Double Barreled Shotgun and a big pile of floating Pre-War currency. Immediately to the north of the boat, under the surface of the water, is a locked safe (average) with *lots* of goodies in it. Climb back up to the trail and continue west. Continue counting torches as you go. **Save your game.**

When you get to the fifth torch, jump into the water on your left and find a hole under the surface that leads to a cavern. Quickly swim through the tunnel behind the hole. At the end of the tunnel is a way to swim up to the surface and find an air pocket. Find a rocky shelf here in an isolated cavern. Rest on a bed, collect scattered treasure and open a locked metal chest (average).

Then swim back through the tunnel. Climb back up to the path and continue. Eventually, the rocky path will cross the water for the first time. It is a short jump to the other side, where the trail continues, but stop here and look to the east. Find another locked safe (average), just below the surface of the water. It contains 10mm Rounds, Energy Cells, three Laser Pistols, and more.

Just past the crossing, the trail splits in two directions. However, the one to the south goes only as far as a Mirelurk nest. Kill it before you continue north along the main path to your right, so the Mirelurk does not come up behind you. When you get to the end of the cavern, you will find an open area littered with caskets, both open and closed. Inside some of the closed ones find minor treasure. On a bluff above that open area, you can see Jackson. He is talking to *something* and that *something* is talking back to him. Go up and speak with Jackson. Explore all dialog options.

When you get up to the high ledge, notice a hologram that resembles a human brain. This is all that remains of a great scientist from long ago times. It is giving orders to Jackson who, in turn, gives those orders to his cult. The Brain is has ulterior motives. "Activate the Holographic Projection" and speak with the Brain. Exhaust all dialog options.

Thought Control

If you killed the Ghouls in the graveyard, use the nearby ladder to return to the surface. This will take you to a well next to the Ark & Dove Resting Grounds. If you avoided the Ghouls, backtrack to the boat. In either case, use your Pip-Boy map to Fast Travel to Calvert Mansion and go inside.

Speak with Desmond. He knows that the Brain is all that is left of a man named Calvert, of the same family that built the mansion. The Calverts were a powerful and influential family that had deep roots in American national politics. The family had a presence in both Houses of Congress, providing gubernatorial and presidential candidates. Desmond's feud with this member of the Calvert family goes back for centuries and Desmond wants to put a violent end to it.

Desmond is going to need your help to execute his plan. He promises to make you rich if you help him. Open your Pip-Boy and Fast Travel to the House of Wares. Go west, to the Ferris wheel. As you near it, you will hear Desmond's rival, Calvert (the Brain) talking inside your head. He will encourage you to destroy the Cogwave Jammer that Desmond gave you, by crushing it in the trash compactor near the Ferris wheel. Now decide to support Desmond or Calvert. **Save your game.**

A Meeting of the Minds (Taking Desmond's Side)

If you chose Desmond's side, place the Cogwave Jammer on the Ferris Wheel gondola and then Activate it. This will block Calvert's messages to the religious cult at the Cathedral. Calvert will be furious. A large group of Tribals will suddenly appear below you. They will attack up the ramp and they will be all over the rooftops, sniping at you. Use cover and defeat them all.

Note that if you stay near the Ferris Wheel too long, a group of the Tribals will kill Madam Panada at her House of Wares. Then you will lose a good source of ammunition. To avoid this outcome, eat some Med-X, Psycho and Buffout. Then run over to defend Madam Panada. Kill all the Tribals and then Fast Travel back to Calvert Mansion and watch it explode.

Search for Desmond's Safe Room, within the rubble. Look for a manhole cover marked as the Panic Room. It is on the ocean side of the rubble. In the room below, speak with Desmond. He wants revenge on his longtime nemesis Calvert, who is living inside the nearby lighthouse. Follow Desmond there, after you loot the room.

Go south from the mansion, climb down the bluffs and wade the shallow water. Open a locked (very easy) Ammo Box under the buoy. When you enter the lighthouse, a section of the floor slides open. Follow Desmond as he goes down a stairway and through a "Door to Underground Lab". Beyond this door, go down some ramps and get treasures from the first room on your left.

At the bottom of the next ramps, you will come to a room with a countertop on your left, with three computers on it. The monitor facing out from the counter will explode if you activate it. The monitor facing in from the counter (average) will deactivate the two Mark V turrets. If you do not do this, the turrets will activate as soon as you push the button next to the exit door. In that case, Desmond will destroy the turrets for you. Use the switch and go through the door. Past the door, around the next corner, kill a Robobrain. Search the rooms along the corridor for treasure.

Continue down another ramp, into a circular room. Watch out for a Mark VII Turret on the ceiling. In this room, find a locked door with a computer terminal (average) next to it.

Hack the computer or pick the lock and go through the door. Alternatively, go into the room to the south. The Robobrain Sentry in the west closet of this small room will come to life and attack you. Disable it and loot the machine for its Level Alpha Security Badge. Use this to "Override Security Lock" on the computer near the locked door.

Down the next ramp, destroy another Mark VII turret, and then a Robobrain in a side room. Take its Level Beta Security Badge. Loot the rooms on both sides of the corridor. Use the computer terminal to open the exit door. In the room beyond that door, kill another Robobrain coming through the door west. Open a locked safe (easy) and loot some shelves. Then go down the next ramp to a room with two Mark III turrets.

The next door will open automatically and you will be facing the Calvert Brain, floating in a tank of green Biomedical Gel. Here, you must make another choice. Walk along the catwalk to the tank containing the Brain. Listen to the feud between Calvert and Desmond. Speak with the Calvert Brain. If you want to support Desmond, destroy the Brain. Shoot the tank, until it breaks. Desmond will fight off the Protectrons while you do this.

After the Brain dies, the Protectrons will stop moving. Desmond will thank you for your help. Before you leave, check the rest of this underground bunker for treasure, including a Microwave Emitter in the room west, behind the Calvert Brain tank. Outside, at the top of the exit ladder in this room, beware of a Smuggler sniping at you from a nearby island. If you return to the cathedral, the remaining Tribals will immediately attack you, because Desmond is still alive.

A Meeting of the Minds (Taking Calvert's Side)

Activate the trash compactor to crush the Cogwave Jammer. Calvert speaks to you again and tells you that he has something he would like you to see at Calvert Mansion. Fast Travel over there and watch the mansion explode. Search for Desmond's Safe Room, within the rubble. Look for a manhole cover marked as the Panic Room. Take all the treasure you want. Afterwards, find the lighthouse south of the mansion. Climb down the bluffs and wade across the shallow water. Open a locked (very easy) Ammo Box under the buoy.

When you enter the lighthouse, a section of the floor slides open. Go down the stairs and through the next "Door to Underground Lab". Beyond the door, go down the first ramp. Desmond will be waiting for you. He will berate you for betraying him and give you one last chance to take his side. Kill him there and take his "Lab Access Card"; otherwise, the next door will not open.

At the bottom of the ramps, you will come to a room with a countertop on your left, littered with old computers. The monitor facing out from the counter will explode if you tinker with it. The monitor facing in from the counter (average) will allow you to turn off some of the turrets, but you do not need to touch it. None of the security systems will target you. Use the switch on the wall to open the door into the next corridor. Ignore a friendly Robobrain. The corridor he was guarding has rooms on both sides. Check them both for treasure.

Go down another ramp, into a circular room. Ignore the Mark VII Turret on the ceiling. The exit door from this room should already be open. Find rooms on both sides of the next corridor. Ignore another friendly Robobrain and a Mark VII turret. Sometimes the next door is already open, and sometimes you must use the terminal. Loot the safe in the next small room (easy) and check the shelves. Ignore another Robobrain and go down the next ramp, to a room with a Mark I and a Mark V turret - both dormant.

The next door will open automatically and you will be facing the Calvert Brain, floating in a tank of green Biomedical Gel. Walk along the catwalk to the tank containing The Brain. Speak with the Calvert Brain. He will tell you that he has a special gift for you - Death. Get out your best weapon and destroy the tank containing the green goo that supports the Calvert Brain. The sooner you do this, the sooner you will also deactivate the Protectrons coming to life all around you.

Before you leave the Brain's bunker, check the rest of the facility for treasure, including a Microwave Emitter in the room west, behind the Calvert Brain tank. At the top of the exit ladder (inside this room), watch out for a Smuggler sniping at you from the nearby island.

If you return to the cathedral, the remaining Tribals will not seem to mind that Calvert is dead. They are just as passive as usual, and you can pick the remaining Punga Fruit unmolested.

Chris Barton - Revised 04.12.2013

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