

Fallout 3 - Point Lookout - Side Quests

A Spoonful of Whiskey

Find Marguerite's Shack slightly north and west of Haley's Hardware, or due north from the People's Bank. From the bank, go north, along the road to a covered bridge. On the bridge, open a Mine Box, Grenade box and two First Aid Kits. Here, you may be blindsided by Swampfolk. On the other side of the bridge, you may have to fight Ghouls and more Swampfolk, large and small. Trespass through this area slowly and carefully. When the road turns east at guardrail, go cross-country to find Marguerite's Shack on the other side of a creek. Inside the shack, speak with Marguerite. She will pretend to be sick, and tell you that she needs your help.

Your initial conversation with Marguerite can go a number of ways. One tactic is to call her bluff about being sick, using your Medicine or Speech skills. However, all dialog options lead to the same topic -- the creation of Moonshine liquor. To make it, Marguerite needs three ingredients: three Yeast, six Fission Batteries, and ten Refined Punga Fruit or twenty wild Punga Fruit.

Find ten Refined Punga Fruit inside (and outside) the Ark & Dove Cathedral. Find several bags of Yeast inside the cathedral. Find six Fission Batteries and three Yeast in the Panic Room underneath the destroyed Calvert Mansion. The Point Lookout Lighthouse has at least ten Fission Batteries.

Return to Marguerite's Shack with all the ingredients and speak to her. If you have all she needs, she will tell you to come back in 24 hours because the Moonshine takes that long to distill. Wait twenty-four hours and then speak with her again. She will give you some Moonshine and 300 caps, completing the quest. She will pay you 200 more caps to repair her Still (Repair 44).

An Antique Land

Locate the USS Ozymandias east and slightly north of the Homestead Motel, half sunk in the ocean - out in the delta. The ship has its name painted, in big letters, on its side. Swim out to the wreck and climb down through the hatch. Below decks, log onto the computer terminal and read everything about Bysse Energy Partners. The crewmembers of this ship were a scientific team looking for deposits of "Bio-Gas". Find three markers on your world map, deep inside the swamp. Each of the three locations on the map is an excavated site, where you must find a holotape.

To get you close to one of the locations, Fast Travel to Marguerite's Shack and be prepared for a fight with the locals. Go southwest from the shack to get to the first site. Be prepared to fight Ghouls. Look for a "Muck Hole" in the ground with a metal ladder sticking out of it. Climb down the ladder. In the small cave below, find Soil Survey Tape #2 on the table.

Now Fast Travel to the Sacred Bog Entrance, and be ready to fight Swampfolk. Follow your two remaining compass arrows. Be ready to fight Ghouls at both sites. At the northwest location, go down into the Muck Hole and find Soil Survey Tape #3 on the ground, next to a skeleton. At the northeast location, down in the Muck Hole, find Soil Survey Tape #1 on the table.

Take all three holotapes back to the USS Ozymandias. Listen to the tapes. Log onto the computer and select the three Authorization Code Tapes. Then select Access Expedition Supplies. Open the nearby safe. Inside, is an Advanced Radiation Suit (can be repaired with regular radiation suits), two regular Radiation Suits, ten more Bio-Gas Canisters, Med-X, Rad-X, RadAway and a Stimpak.

Illuminating Point Lookout

The two light bulbs on top of the lighthouse are broken. Look on your Pip-Boy map and notice the road in the north that has a major V-shaped intersection. Go there and find the Truck Wreckage, southeast of Turtledove Detention Camp, at the very *end of the eastern fork* of that intersection. The Truck Wreckage has only one unbroken light bulb, inside the trailer.

Go back to the lighthouse and climb all the way to the top. You may have to fight Smugglers. Activate the lighting mechanism to install the light bulb. Find a switch on the wall and flip it on. The light will come on and begin rotating. You can see the light from many locations in Point Lookout. On your way back down the tower, look under the bottom of the upper stairway to find a Missile Launcher, missiles and a First Aid Kit.

Ozwaldo's Treasure

Find Dove Delta, at the extreme *southwestern* portion of your map. It is a small group of islands almost over-washed by the ocean. On one of those islands, find a skeleton. There is a shovel next to it, as well as a holotape, named "For Ozwaldo". Take the shovel and read the holotape.

Now find a hidden treasure on one of the nearby islands. Look for island with a single tree on it, right next to the one upon which you are standing. Walk over there with the shovel. Find a "Loose Pile of Dirt" on the island. With your shovel in your hands, activate the mound. Your character will automatically begin digging the mound. The footlocker you uncover has minor treasure, but this is still a nice little side quest.

Plik's Safari

Go to the Ark & Dove Cathedral and then travel east, to the bluffs overlooking the water. Find a single lantern hanging from a stick. There is a buoy out in the ocean to the northeast of the lantern. This lantern marks the start of a beach trail, but do not take the trail. Instead, drop down the cliff face to the east, to a flat ledge with more lanterns. The "Door to Coastal Grotto" in the cliff face is about three-quarters of the way down the cliff.

Go through the door and follow the path to find a Ghoul sitting next to a metal door. Before speaking with him, go through the open door on your right to find a Mini Nuke, Bottle Caps, a First Aid Kit and Plik's Field Journal. Read the journal, to inflict an extra five points Damage when attacking a Ghoul. Learn from Plik that he runs a "Safari" of sorts. Plik will lock you, and two other adventurers, inside a cave where he keeps Ghouls locked up in a cage.

The steep entry fee is 1,000 Bottle Caps. Go through the door behind Plik and disarm four Bear Traps. Then find a place from which to defend yourself. Plik releases 25 Ghouls in waves of four or five at a time. The other two participants are lightly armed and they will die quickly, so they will not be much help to you.

Activate the square pillar with the light atop it. The light will start to flash and a siren will wail. Swamp Ghouls, Glowing Ones and Roamers will attack you from different directions. When the last Ghoul dies, the flashing light and siren will stop. Speak with Plik. He will congratulate you and give you a new melee weapon: An axe called The Dismemberer.

The Dark Heart of Blackhall

Walk west from the Homestead Motel. Expect to run into some resistance along the way, both Ghouls and Swampfolk. Safely beyond the Ofie Clan Plot graveyard, angle northwest to the mansion. Inside Blackhall Manor, find the owner, an elderly man named Obadiah. He will stop you and ask what you are doing. Treat him civilly, so that he will give you information. He tells you that Swampfolk have stolen the Blackhall family book, the Krivbeknih. Obadiah wants you to get it back for him and he will pay you 1,000 caps. The game will add a marker to your world map.

Note: There is another way to complete this side quest. When you step outside the manor after accepting Obadiah's offer, a woman named Marcella will approach you. She says that the book is evil and she wants to take the book back to the Capital Wasteland and destroy it. The book must be destroyed in a specific manner, because of its power. Marcella asks that you take the book to her tent in the Disaster Relief Outpost. If you get the book and go to the outpost, however, you will find Smugglers. They immediately attack you. When you check Marcella's tent, you see that the Smugglers have killed her. However, she left audio instructions for you, just as she was dying.

Go to the Ritual Site, east of Blackhall Manor, and northeast of the House of Wares. Find the remains of a house, guarded by locals. Look in the ruins of the building for a "Shack Door to Burned-Out Basement". Below, you will *not* have to fight anyone or thing, until you find the book.

Follow the corridor until the first intersection. Turn right, to find an already-opened safe with some Moonshine and a Stealth Boy in it. Backtrack, but on your way back to the intersection, check to the east for a partially hidden coffin with a Nuka Cola Quantum and Stimpaks. Back at the intersection; take the left fork, down a slope. Eventually, you will reach an altar with three Stimpaks on top. Activate the pillar behind the altar, to get the stolen Krivbeknih.

As soon as you touch the book, Swampfolk will attack you. Fight them head-on or run past them and quickly return outside, relatively unscathed. If you take the run option, you might want to familiarize yourself with the route out - *before* you touch the book. Otherwise, you will find that you can easily get lost down dead-ends, while enemies are chasing you.

If you decide to stand and fight, the only good cover is the altar itself. Use Sneak to crouch down behind it and give your V.A.T.S. more time to recharge between battles. The locals will generally come at you one-at-a-time from the other end of the long tunnel where the altar sits.

Return to Blackhall Manor, get your caps and give the Krivbeknih to Obadiah. If you like, you can kill him after he pays you, without Karmic penalty. Take back the Krivbeknih. Loot the mansion. There is a locked (average) safe upstairs. Look in his basement to see how he spent his spare time.

When you return to the Capital Wasteland, you might want to go to the Dunwich building and destroy the Krivbeknih. Be sure to read Tobar's Brain Surgery (below) before you attempt to leave Point Lookout for the first time. For Good Karma and a stiff challenge, read on...

Destroying the Krivbeknih

Open your Pip-boy and Fast Travel to the Dunwich building. Find it at the southwestern part of the Capital Wasteland. Keep in mind that Ghouls of all types infest this entire building, including Reavers. However, if you have made it this far through the game, you know how to deal with them by now. Just take your time and snipe at them from as far away as you can. In addition, there are collapsed floors all through the building and you can sometimes shoot down on the ghouls while you remain safe above them. This walkthrough will go straight to the final goal, bypassing many rooms with treasure in them. There is so much ammunition, for instance, that you practically trip over it. Clear the entire building first, then go back through it and collect the treasure.

Beyond the front door, go down the corridor to the first doorway east and then go *immediately* south, up the stairs to the top. Bypass a bathroom on your left to reach an intersection. Now go north to a doorway and then east, through that doorway. Drop down through the collapsed floor here and go through the doorway in the northwest corner of that room. Follow the corridor there to a door named "Forsaken Dunwich Ruins" and then go through it.

Now go up the stairs to a short hallway and face west. Go straight through the next three doorways and then turn south. Go through the doorway in the distance and up two flights of stairs. Continue through the corridor until you see a Janitor's Closet to the north, with a First Aid kit. Beyond this closet, the corridor itself turns north and continues a short distance to an intersection with a fire extinguisher on the wall. Here, zig west and then zag north, down a long corridor all the way to the end. Turn west here and, again, go all the way to the end. Turn south here and, *again*, go all the way to the end. There will be a hole in the wall to your west, and a collapsed floor just beyond. Jump down through the collapsed floor. Now go through the doorway in the south wall. On the other side of this room and around the corner, you will see a door named "Virulent Underchambers". Go through this doorway to another room with a collapsed floor.

Drop down through the next *three* floors. At the bottom, go through the door in the south wall. Follow the metallic tunnels and stairs down to the bottom, where there is a First Aid kit on the wall. Now go through the door in the north wall and along more corridors to a room with a big round metal tank suspended on legs and a set of metal stairs going up. Do not go up those stairs yet, but remember where this room is, because those stairs are the shortcut out of here. Instead, go through the door underneath the stairs and follow the corridors and stairs down further. You will come to a room full of Ghouls, including the "Jamie" mentioned in the holotapes you have been collecting. Stalactites hang from the ceiling. Activate the obelisk in this room to destroy the Krivbeknih. A blast of fire will envelop you, but it will not kill you.

Then retrace your steps back up to the room with the stairs going up, and the big round tank suspended on legs. Go up those stairs now and follow the corridor to a door named "Door to Dunwich Building". Just in front of this door, on the floor, is the M  l  e Weapons Bobblehead. Go through that door to a room with a collapsed floor. Drop down to the floor below and go through the doorway in the east wall. Turn south and down that corridor to exit the building.

The Velvet Curtain

Go west, then north, from the House of Wares, to find the Homestead Motel. Someone has boarded up most of it. However, you can access two of the rooms, one locked (average). The unlocked room has the best treasure. Take the Locker Key from the luggage. Access the computer terminal and read about the spy Wan Yang. This begins "The Velvet Curtain" quest. Go into the bathroom and get the "Cryptochromatic Spectacles" from the toilet tank.

Now go to the part of the boardwalk next to the ocean and look for a row of lockers. Use the Locker Key to open one of the lockers and get the "Box 1207 - Spy's Audio Password". Return to the crossroads southeast of the motel. At the corner of the two streets, go inside the People's Bank.

Inside the bank, go inside the area with the safe deposit boxes. Stand as close to the Voice Activated Security System as you can. Now open your Pip-Boy and play the audio password. The machine will open the locked box. Inside, find Pre-War Money, and an "Espionage Debriefing" holotape. *Listen to the debriefing* or the next part of the quest will not activate.

Before you leave the bank, move a clipboard from the insides of one open safe deposit box to reveal some Shotgun Shells. Open a box on the top shelf on the west wall. Open two locked safes (average and hard) behind the counter to get lots of caps and other treasure. Open the Loan Officer's desk and take the box 1191 Password Backup. Stand as close to the Voice Activated Security System as you can. Now open your Pip-Boy and play the audio password. The machine will tell you that the voice is mismatched. Play the password backup file again. This time the machine should hear the correct voice and unlock box 1191. You must go to the Grower's Shack and get the "Bern's Voice" holotape, to open Box 1213. The shack is east and slightly south of the Sacred Bog Entrance. Find that holotape on the bedside table inside the shack.

Now go to the northern border of Point Lookout, to a place known as Turtledove Detention Camp. Expect to run into about a dozen Ghouls, three Sentry Bots, three turrets and lots of unfriendly indigenous locals en route and in the camp itself. To get there, consult your map and find the road in the north with the distinctive V-shaped intersection. The camp is at the end of the western fork, at the edge of the map. There is a chain link fence around the camp but the fence is broken in several areas, allowing ghouls to come at you from several directions. Approach the main gate from the road and carefully destroy the Sentry Bots. Then destroy the most dangerous turrets, mounted underneath the watchtowers. Both accessible towers have three Ammo Boxes.

Then stand behind the broken-down military truck at the main gate. Use it for cover while you fight off a hoard of Ghouls. One or two turrets may help you out here by keeping some of the Ghouls busy for a while, but you will eventually have to kill the turrets as well.

When you are finally able to, find the "Shack Door to Morgue", left of the main gate if you are facing it from outside the compound. In this basement morgue, find a few Ghouls and some treasure, while you look for drawer TD-0181, containing Wan Yang's corpse. He died while undergoing severe interrogation. The drawer is in the lower left hand corner, along a wall. When you pull the tray out, the game will ask you if you want to remove the Sub Self-Destruct Codes from a false molar tooth in the corpse's body (but only if you listened to the debriefing).

Take the Stimpaks from the gurneys. Find other meds on the floor. Find some Med-X on a small stainless steel table. Open a First Aid Kit. The "Manhole to Septic Tunnel Access" goes to a concrete sewer tunnel and exits southwest of the facility. The tunnel has a locked (average) footlocker and a First Aid Kit. Then exit the morgue.

On the west side of the same building, go through a "Door to Administration". Open six Ammo Boxes, one locked (average). Pick up two boxes of .308 caliber ammo, two 10mm Pistols, four Assault Rifles, grenades, a Mini Nuke, and a Scoped 44 Magnum. Open a locked safe (average) for caps and Pre-War money. Then exit the building.

Take the Sub Self-Destruct Codes to the Sub Recovery Site, near the Point Lookout Lighthouse. When you get to the lighthouse, watch for Smugglers sniping from the top. Find a boat sticking out of the water west of the lighthouse. Under the boat, on the seabed, are two First Aid kits and a locked safe (average) with money and ammo. Underwater, to the north of a small dinghy near the larger boat, find the sunken sub. Enter the sub from the top of the conning tower.

Once on the submarine, you will notice the craft is taking on water. Open a Personal Footlocker and log onto the computer terminal. Choose to Activate the self-destruct mechanism. Go to the other end of the submarine. Find a switch, *just above* the large green radioactive sludge spill on the deck. Activate the switch and the countdown will start. You have about 15 seconds to get as far away from the submarine as you can. Return to motel room 1D, the one with the computer in it. Log onto the computer again, and you will be able to read information on the "Extraction Details".

Now travel to the site of the Calvert Mansion. Go inside a huge open-air aviary near the mansion. Open three Ammo Boxes and two First Aid Kits (two locked - average) at one end of the structure. Equip the Cryptochromatic Spectacles. You will be able to see lines around the vases on the four pedestals in the structure, which represent the numbers 1, 2, 3 and 4. Now, in the following order, activate the pedestals: 1, 3, 2, 3, 4, 4, 2. A manhole cover will slide open right next to you. It leads down into a hidden chamber. Disable the lone Protectron, or talk to it and give it the secret password "Seraphim Descending". Then raid the room for a ton of ammunition, Double Barrel Shotguns, Lever Action Rifles, Chinese Assault Rifles, Chinese Pistols and a Mini Nuke.

Outside this room and down the corridor, open a locked door, using the switch on the nearby wall. Inside, find a computer terminal. *Pick up the Mentats*, lying on top of the footlocker. Find a Backwater Rifle sitting on a shelf. Then, log onto the computer. The message congratulates you (Wan Yang) on a job well done, and agrees to pay your family, back in China. Then the room locks up and fills with irradiated gas. Swallow the Mentats you just found, to boost your intelligence. This will help you manipulate the fuses on the wall behind the wooden boards. This, in turn, will force the door open. You can now escape the poisonous gas.

Tobar's Brain Surgery

When you board the ferryboat at Pilgrim's Landing, Nadine will intercept you. She found some horrid information about Tobar the Ferryman. He has been performing brain surgery on everyone he ferries, including you. After you have spoken with Nadine, go into the previously locked engine room and speak with Tobar. After the short conversation, he will attack you.

Search his corpse for treasure. While you are on the boat, jump into the water and swim to the nearby buoy. On the seabed below it are two boxes of ammo (one locked - easy), a Mini Nuke in the trash can near the lawnmower and a locked safe (average).

Activate the cot in the passenger quarters, to return to the Capital Wasteland. Nadine's mother will be waiting for her daughter on the D.C. dock. Speak with the mother, and she will pay you for saving Nadine. In addition, Nadine will let you travel to Point Lookout, free, whenever you want.

Bog Walker Achievement Award - Find, and visit, all 29 Map Markers (Kenny's Cave and the Sub Recovery Site do not count for the achievement)

Ark & Dove Resting Ground - Northeast of the Ark and Dove Cathedral.

Beachview Campsite - Northwest of Calvert Mansion.

Blackhall Manor - Mansion at southwestern portion of the map.

Calvert Mansion - West of the boardwalk.

Coastal Grotto - East, from the graveyard near the Cathedral, in the rock face below the cliff.

Disaster Relief Outpost - West of the Homestead Motel, four tents on the beach.

Dove Delta - A series of small islands; southwestern-most location on the map.

Flooded Sinkhole - South of the Trapper's Shack.

Grower's Shack - East and slightly south of the Sacred Bog Entrance.

Haley's Hardware - Northeast of the Point Lookout boardwalk.

Herzog Mine - Southeast of the cathedral. A metal door along the waterline.

Jet Crash Site - Northwest part of the map. Watch out for Ruzka, the only Yao Guai in the DLC.

Lil Tyke Playhouse - East of Marguerite's Shack. Watch out for Ghouls.

Marguerite's Shack - Near the center of the map. Watch out for Ghouls and Swampfolk

Ofie Clan Plot - East and slightly south of Blackhall Manor.

Panada's House of Wares - In Point Lookout, among the old carnival games.

Pilgrim's Landing - The end of the pier where the [Duchess Gambit](#) docks.

Point Lookout Lighthouse - The southeastern-most place on the map, on its own island.

Point Lookout Pier - Where the [Duchess Gambit](#) docks.

Ritual Site - East from the Homestead Motel.

Sacred Bog Entrance - At the far western edge of the map, in the center.

The Ark & Dove Cathedral - North of Calvert Mansion.

The Homestead Motel - North, and west, of Pilgrim's Landing.

Trapper's Shack - West of Trash Heap, north of Flooded Sinkhole, southeast of the Crashed Jet.

Trash Heap - East of the Trapper's Shack and northwest of Marguerite's Shack.

Truck Wreckage - Southeast of Turtledove Detention Camp.

Turtledove Detention Camp - Far north edge of the map, in the center.

USS Ozymandias - In the ocean far to the east, on a line slightly north of the Homestead Motel.

Wrecked Seatub - East of the Ark and Dove Resting Grounds, below the cliffs.

Chris Barton - Revised 04.12.2013