

Fallout New Vegas

Honest Hearts DLC

Happy Trails Expedition

As soon as you begin this second installment of the New Vegas DLC expansion packages, the game will raise your level cap by another five. Listen to the radio broadcast sent from Jed Masterson. Then check your world map east, for "Northern Passage". Now find the cave entrance and enter it, to see five people waiting for you. One burden that the initial quest places upon you is a weight limit. To relieve this burden, first speak with Ricky, the man in the blue Vault 22 jumpsuit. If you follow the right dialog choices, you can convince him to carry some of your equipment. Otherwise, you must put enough equipment in the wooden crate to get your total weight down to 75 pounds. Then speak with Jed Masterson. Explore all dialogs, and then tell him that you are ready to go.

Arrival at Zion

Along the way, Jed will speak further about the post-apocalyptic history of the Utah territory. When you arrive on the other side of the Northern Passage, your group of six will begin walking along the bluffs, above a deep canyon. Suddenly, a group of at least seven White Legs ambushes your group from the rocky cliffs above you. Kill them as you find them. When you turn around to see how the rest of your party fared, you find them all dead, no matter how well you fought.

Go through their gear and add any treasure you need to your inventory. Note that the game has lifted the earlier restriction on the amount of weight you are allowed. Walk down the trail toward the rope bridge and kill two more White Legs waiting there. Then cross the bridge. At about the midpoint, you will begin taking fire from one White Legs hiding in the rocks to your left. You can either destroy him or wait for another, nearby, native to do that for you. Do *not* kill the second man.

When you get close to the rocks from where the enemy attacked, Follows-Chalk will speak with you. He knows where you came from and wants you to meet his leader, Joshua Graham. Agree to this and go in the direction of your quest arrow to find "Dead Horses Camp". He will allow you to lead the way, and give you the "Well Staked Claims" perk. Partway along the trail, a Yao Guai will attack (and kill) a Giant Gecko, and then the Yao Guai will run off to the east. Follows-Chalk will tell you when this is about to happen. Do not attack the other Dead Horse Stalkers sneaking around.

If you make a wrong turn, Follows-Chalk will let you know. When you start wading through the waters of the Eastern Virgin Valley, he will warn you of the Bear Traps under the water. You can tell where they are because each one is associated with a wooden barrier. Disable the four traps, because you will later be coming back this way. Be aware that rain often occurs in Zion and that the water in the canyons is safe to drink because it has no radiation. Heal minor damage by drinking often. In your travels, collect at least three samples of Datura Root and Banana Yucca Fruit.

When you get to the Dead Horse camp, continue past the campfire and go into the cave beyond. Angels Cave has two lit torches outside the entrance and more of them inside. When you get to the first group of natives inside, a Dead Horse Disciple of Canaan will speak to you. Any dialog option is acceptable. Then go deeper into the cave and speak with Joshua Graham. While he cleans and loads handguns, he will tell you a little about what is going on in Zion. Agree to help him and the tribe. This starts three new quests: "Roadside Attraction", "Gone Fishin'" and "Tourist Trap".

Roadside Attraction

From now on, you must constantly be on the lookout for enemies. These include Giant Geckos, White Legs warriors, Giant Mantis, Giant Ants, Mole Rats, Giant Casadors, Giant Scorpions, Giant Spore plants, and Spore Carriers (both runt and beast varieties). You may tell Follows-Chalk to wait, if you wish to explore alone. However, he has great value because he is often aware of danger before you are. This gives you a few extra seconds to prepare for a fight. When enemies attack Follows-Chalk, they cannot kill him, but they can knock him unconscious. After the battle, you can give him a Stimpak from your inventory to restore his hit points.

Exit Angels Cave the same way you entered. Follow your quest arrow back out to old Highway 9 and walk down that road west, to Old Rockville Bridge. Walk east a short distance from the bridge, and then south. Wade through the water until you arrive at the wrecked bus. Find a broken compass and a Compass Sensor Module in the larger piece of the bus. Then repair the compass.

Gone Fishin'

Return to the Old Rockville Bridge, but stay in the water. Swim east, from the bridge, and then north along the riverbed at the bottom of the canyon. Continue underneath the East Fork Bridge. Watch for a White Legs ambush. Follow your map arrow up the hill to the Fishing Lodge. Be ready to kill some enemies when you enter. Find the Cabinet Key inside a bathroom crate. Open the cabinet behind the bar to get the two walkie-talkies.

Tourist Trap

From the lodge, go west to the Zion General Store. There is a mountain in your way, so bypass it to the south or north. Be prepared for more enemies inside the store. Then search it to find two of the five Li'l Scout Lunchboxes that you need, on the counter top. Get the Zion Snow Globe, hidden behind the counter. Get the Desk Key from the cash register. Find one more lunchbox in the desk, located in the small office. Read about Horace's shipping problems on the still-working computer. Find a fourth lunchbox behind the broom in the metal file cabinet. You might have to use your grab function (Z key) to move the broom out of the way, so that you have access to the lunchbox. Find fifth lunchbox inside a crate on the west wall of the main sales floor. Exit the store.

Now go up the hill north. Find the Ranger Station on the next bluff above the General Store. The Medical Supply Kit you need is in the bunkroom. Find a can of turpentine behind the bunk beds at the north end of the room, or in one of the crates in the main room. Use the solvent and a roll of Duct Tape to replace the missing items in the kit. This starts the "Deliverer of Sorrows" quest.

Deliverer of Sorrows

Travel north from the Ranger Station, to The Narrows canyon. A sign marks the entrance. Wade up the canyon until you see a woman running toward you. Her name is Waking Cloud. She will tell you that Daniel wants to meet you. Continue north up the canyon, past two waterfalls, until you see Daniel walking toward you. Stop him and speak with him. Explore all dialog options with him to learn more about his intentions. He will give you some Mining Explosives and a detonator. Now a long list of quests will roll up your screen. The major quests will then pop on your screen one-by-one. They are "The Grand Staircase", "The Advance Scouts", "River Monsters" and "The Treacherous Road". Follows-Chalk will say goodbye and leave, taking his "Well Stacked Cairns" perk with him.

When you walk back downstream to the Sorrows village, Waking Cloud will run up to you and offer her services as a replacement follower. You may accept or reject this offer. While she is in your company, you will have the "Quiet as the Waters" perk, which enhances your Sneak ability. Then, if you have not already asked her about her glove, she tells you that the village shaman, White Bird, wants to speak with you. He lives in a cave at the other end of the canyon. So, turn around and walk back there. Near the end of the canyon, a slope leads up southeast to a ledge above the pool at the end. Three cave entrances open onto this ledge, "Half Mouse Cave", "Crossroad Cavern" and "White Bird's Cave". Go inside White Bird's Cave and speak with him.

Rite of Passage

White Bird wants you to get him three samples of Datura Root. If you have been collecting the new plants available in the DLC, you may already have them. When you give him the samples, he will concoct a bitter "tea" that he insists you drink. When you do, the tea will blur your vision. Now, while you are in a drug-induced state, White Bird wants you to find and bring back a paw of the "Ghost of She". Select this quest in your Pip-Boy, so that the arrows can guide you.

Leave the canyon the same way you entered and meet Joshua on the way out. He will stop you and give you a long sermon taken from the Bible. He will ask you a few more questions and encourage you to convince Daniel to change his mind about abandoning Zion.

When you exit The Narrows, hug the cliff walls to your left (south). When you come even with the trailers across the river, stop and then go up the slope east. At the top is a ledge, upon which you can jump. Follow this ledge to an overlook above the next canyon, which is full of Yao Guai. Before any of them see you, go into Sneak mode and start sniping them dead. When they become aware of you, they will try to charge up the slope to your overlook. Some of them may succeed.

Farther up the canyon, kill more Yao Guai. At the end of the canyon, is the Ghost of She, also a Yao Guai, but covered in fire. She may split into two versions and has many hit points. After you have killed the mutant bear, take its paw and return it to White Bird. He will reward you with a new mêlée weapon, "She's Embrace". Your blurry drug state will end.

A Family Affair

Before you leave the Sorrows camp, speak with Waking Cloud. Say, "What's your deal?" and ask about midwifery. Then say, "Do you have any family?" Then ask where they are. Learn that she has asked Daniel about her husband and kids, but Daniel seemed reluctant to tell her anything. Tell her that you will talk to Daniel. On your way through the Sorrows camp, stop and speak with Daniel. Ask him about the status of Waking Cloud's family. Then decide whether to tell her the truth.

The Grand Staircase

Open your Pip-Boy and select this quest. Then follow your quest marker southwest, to Morning Glory Cave. More Yao Guai, Giant Geckos and other enemies will try to stop you. When you get inside the cave, you must convince Waking Cloud that you will not disturb the sanctity of the cave.

Three Giant Spore Plants will start spitting at you from the higher rocks of the cave. Find a locked weathered wooden door that has two cow skulls above it. A rigged shotgun protects the access to this door. Disable the trap, and then go through the door and disable two Bear Traps hiding in a brush pile. Then search the small room. The Grand Staircase Holotape" is in the Survival Cache.

The Advance Scouts

Open your Pip-Boy and select this quest. Then walk south, toward Bighorn Bluff. The White Legs have two encampments near there. You must wipe them out. A good sniper perch from where to start is Ranger Station Eagle. Find it to the north of, and above the tents of the White Legs Scouts. When you have killed the first group, move slightly east to find another good sniper perch above the second group of scouts. Be wary of several Giant Geckos or Yao Guai in the same area.

The Treacherous Road

Open your Pip-Boy and select this quest. White Legs are planting Bear Traps on the Old Rockville Bridge. This is the same place where the scout bus went over the cliff. Use the high ground to get above the defenders around the bridge. Shoot the enemies, and then go down and disable the five traps, two on the bridge itself and the others on the approaches. More White Legs are farther up the road and to the sides of it. Track them down by following the arrows on your local map.

River Monsters

Open your Pip-Boy and select this quest. Follow the quest arrows. When you get to the east side of East Fork Bridge, walk north up the bank of the river a short distance, to find the Yao Guai cave.

If you cross the second bridge, just south of the East Fork Bridge, you will have to fight a group of Yao Guai on the road. If you kill them, the quest will end without you having to go inside their cave and blow it up. If you decide to go inside the cave, read on. Otherwise, skip to the next heading.

Inside the cave, when you get to the first intersection, turn north and go all the way to the corner. Then turn the corner west, until you come to a giant double stalagmite blocking the tunnel. Jump up into the space between the two limestone columns and look below to see three Yao Guai. They can see you but cannot get up to you. Snipe them from here. If you cannot seem to hit them, jump up and down to get their attention. This will make them move to another part of their cave, where you may get a better shot at them. After you have killed them all, retrace your steps to an intersection that goes down and west.

Look for a light blue square shape on the floor of the tunnel. This is an "Explosives Marker". Click on the marker to put a package of explosives there. Now go west, down the slope from that package. You will find that the tunnel is flooded. Swim through it to get to the other side. At the "T" intersection, go east and find the second Explosives Marker. Just beyond that marker is the cave where you killed the three Yao Gai. If there are any more of them in there, they will attack you.

Now retrace your steps west, to find the third Explosives Marker. Place your last charge and exit the cave. When you draw your weapon, find that the Detonator has magically appeared in your hand. Get a safe distance away and left-click the Detonator to explode the three charges.

Cueva Guarache

This is not a quest, as such. However, with all the fighting so far, you may have seriously degraded your favorite weapons. Although Joshua can repair weapons (and sell you ammunition), he charges a mint for the service. A Weapons Repair Kit is a cheaper way to fix those weapons. Inside this cave is a rare Workbench. If you have one Wrench, one Wonderglue, two Scrap Metal, one pile of Scrap Electronics and one Duct Tape, you can use that Workbench to make a Weapons Repair Kit.

This is a medium sized cave complex south of the entrance to The Narrows and east of the General Store. The cave entrance is on the west bank of the river and is easy to spot because of the numerous white handprints on the nearby rock wall.

Inside the cave, a tunnel runs north to an intersection going west. This fork takes you the long way, through the major part of the cave west, north and then east. Spore Carriers and Spore Plants populate the cave, and they will attack you without provocation.

When you have worked your way around to the eastern end, you will find an explosives cache and a chain-link gate. Just beyond the gate is a mine. This abandoned hideout has more explosives, the Workbench, and a computer terminal that tells a sad story.

Search the small cave a little more, and you can find a locked (hard) wooden door. Just beyond the door are two Bear Traps hidden in the brush and a Trip Rope connected to two shotguns. This is a shortcut out of the cave. If you try to access the hideout from north end of the entrance tunnel, you will find it difficult (but possible) to locate the traps hidden in the brush.

Bighorners of the Eastern Virgin

While you still have the chance to, you may want to do two Side Quests. Fast Travel to the Dead Horses camp and speak with Follows-Chalk. You should find him standing around the campfire. Say, "Tell me a little about this area - any interesting wildlife?" He will mention the Bighorn Sheep up on the bluffs. One of the calves has wandered off. Tell him that you will herd the calf back to its mother. Have Waking Cloud wait at the campfire while you complete this quest, or she might spook the Bighorns. Select this quest in your Pip-Boy, so that the quest arrows can guide you.

From the island in the middle of the river near the main camp, go up the wide slope to the south. Then walk along a narrow path to the north. Then cross halfway across a rock arch going northwest. **Save your game** here. You may see a pair of Dead Horse hunters running about up here. If your character is too close to them, they may kill the Bighorn Sheep and cost you Experience Points. A good tactic to avoid this hitch is to let them run back to the camp before you continue the quest.

Notice the Bighorn ahead of you, just past the bridge. She is the mother that has lost her calf. Sneak past the animal quickly, so that she does not attack you. Continue along the ridgeline until you come to a second rock arch. While you are standing on the second arch, look to your west. Notice a third arch. You must walk down the arch you are on, and then walk up the other one to the north. The third arch is too steep to climb from its end. You must go up the slope and past the next Bighorn to get access to the arch from the top of the next hill. Along the way, if you have none, collect at least two samples of Banana Yucca Fruit with which to feed the calf.

After climbing the third arch, angle your course to the northeast, up a narrow canyon. Keep as far away from the grazing Bighorn adults as you can. At the end of that canyon is the calf. Walk up to it and interact with it. Give it a sample of Banana Yucca Fruit and then it will follow you for a while. You will hear its thumping hooves behind you. Retrace your steps down the third arch.

The calf will need feeding at the bottom of the third arch. Wait ten seconds or so, and then it will continue to follow you. Then walk back up the second arch and along the path until you get close to the mother Bighorn to end the quest. You can choose to leave the calf with its mother or take it with you to camp. Either way, go down the hill and speak with Follows-Chalk again. Tell him what you did and he will reward you with a weapon and ammo.

Civilized Man's Burden

While you are standing in front of Follows-Chalk, ask him about his obsession with the civilized world outside Zion. He will tell you that he cannot bring himself to broach the subject with Joshua. Tell him that you will speak with Joshua. You may leave Waking Shadow standing here. Select "Civilized Man's Burden" in your Pip-Boy, to help you find Joshua.

Fast Travel to the Sorrows camp and speak with Joshua about Follows-Chalk and his desire to see more of civilization. Joshua will have no great objections to Follows-Chalk leaving. Now return to the Dead Horse camp and make a decision whether to encourage Follows-Chalk to stay or leave.

Now select the "Gathering Storms" quest in your Pip-Boy. Return to The Narrows and find Daniel. **Save your game** before you speak with him, to leave yourself the option of trying both endings.

Gathering Storms

This is a major turning point in the DLC. You must decide whether to back Daniel's decision to evacuate Zion or convince him to stand and fight the White Legs. If you choose to accept his decision to leave, one main quest, "Flight from Zion" and three optional quests, "Prisoners of War", "Sanctity of the Dead" and "Retake the Bridge" start here. If you convince Daniel to take a stand and fight, then one main quest, "Crush the White Legs" begins. I have color-coded the two options, **GREEN** for evacuation and **Gold** for stay and fight.

Prisoners of War

After you decide to support Daniel's decision to evacuate, the game places you with Joshua Graham at the head of The Narrows canyon. Here, you may accept or reject Joshua's offer to help you. If you travel with him, you get the "Way of the Canaanite" perk, which enhances the power of .45 caliber weapons. Like the other followers in this DLC, Joshua can see enemies before you can. He is also a dead shot. Often, he will finish a fight before you even have time to be afraid.

Open your Pip-Boy and select the "Prisoners of War" optional quest. Then look at your world map and notice that White Legs are holding the prisoners at Ranger Station Osprey. You may have been there earlier. It is a fire lookout on a hill northeast of the General Store. There is only one way to approach the station, and the White Legs will see you coming. Unlock the gate (hard) to the supply room below the station, to free the three members of the Sorrows tribe.

Sanctity of the Dead

Open your Pip-Boy and select the "Sanctity of the Dead" optional quest. Look at your world map to see two sets of quest arrows. The northernmost one is a pair of Sorrows warriors. Go east to the river and cross near the broken down green pier and a sunken boat.

On the other side of the river from the pier, are the two warriors. Speak to the one named "Dancing Flame". The pair will join your attack on the desecrators of the burial mounds if you want them to.

Farther east of the river, find the burial mounds (biers) in a wide dead-end canyon. If you have Joshua and the two warriors with you, this is an easy fight. After the fight, the natives will run off.

Retake the Bridge

Open your Pip-Boy and select the "Retake the Bridge" optional quest. Three White Legs have stationed themselves on the middle of the East Fork Bridge. They are standing side-by-side and a perfect target for a sniper. If they see you, they will all come running toward you.

Flight from Zion

Open your Pip-Boy and select the "Flight from Zion" quest. Continue east from the East Fork Bridge. Walk along the old asphalt highway and be ready to defend against an attack from three White Legs. Farther up the road, where a landslide has washed part of the road away, witness a skirmish between a few White Legs and some Sorrows warriors. If you hurry, you can save your allies.

Continue up the road beyond the landslide. You will hear the sounds of gunfire. When you get close to the tunnel, speak with Salt-Upon-Wounds, the White Legs chieftain. You may convince him to leave or fight him. Afterwards, speak with Daniel, who is standing near the Pine Creek Tunnel.

Daniel will ask you if you have helped all of the Sorrows and he will give you a detonator. When Daniel has left, the game will act as though it has frozen. You cannot move. The detonator that Daniel gave you is already in your hand. Fire it, as though it were a gun. The resulting explosion will cause a landslide of rocks to block the tunnel. A cut scene will explain what happened later.

After the cut scene, you will find yourself standing in front of the Northern Passage. The way is now clear for you to go back to the Mojave Wasteland, but you can come back later if you wish.

Crush the White Legs

If you convinced Daniel to stay and fight the White Legs, the game will place you at the head of The Narrows canyon with Joshua Graham. Here, you may accept or reject Joshua's offer to help you. If you travel with him, you get the "Way of the Canaanite" perk, which enhances the power of .45 caliber weapons. Like the other followers in this DLC, Joshua can see enemies before you can. He is also a dead shot. Often, he will finish a fight before you even have time to be afraid.

Now you must go south, to Three Marys, a narrow canyon running off the main canyon. This will be a long, running-battle. Near the southern end of the map, you must find a way to get down to the bottom of the larger canyon. You crossed over this larger canyon on a rope bridge, when you began the DLC. Then run through the water along the bottom of the canyon until you see the sign for Three Marys. Turn up the narrow offshoot and meet up with four friendly warriors at a wide spot.

Just beyond that point, a group of White Legs will attack your party. Continue up the canyon to a narrower section. The only way to continue is to swim under an arch. On the other side, an explosion causes a landslide of rocks to bar your further progress. At this point, if Joshua is with you, he will leave you to take a different route up the canyon.

Go up the hill at the side of the canyon and cross the rock bridge. On the other side, go inside the Three Marys Cavern. Kill three White Legs defenders inside and then cross to the other side of the cave to exit above the canyon, just past the point where the landslide occurred.

Climb down from the ledge and walk through the water south. Watch out for four Bear Traps hiding underneath the water, covering all routes. Then battle more White Legs defenders. Watch for two more Bear Traps farther upstream.

You will come to a wide spot in the canyon where the White Legs have established a camp. However, you will have the assistance of Sorrows hunters and Dead Horse warriors. Try not to shoot your friends. Beyond the wide spot, just past a white stove, a cut scene will play. It will show Joshua killing two White Legs, but not their leader Salt-Upon-Wounds.

When the cut scene ends, the enemy chieftain will ask you to spare his life. The ending of the story differs, depending on your dialog choices. If you want the moral high ground, and a more peaceful outcome, then convince Joshua to spare the life of Salt-Upon-Wounds. Either way, you have shortened his remaining time on this earth.

A cut scene will explain what happened later. After the cut scene, you will find yourself standing in front of the Northern Passage. The way is now clear for you to go back to the Mojave Wasteland, but you can come back later if you wish.

Afterword

You can find many other places in Zion to explore. Note that all caves with handprints on the outside walls have traps inside. I can recommend the cave complex at the end of The Sorrows canyon. However, remember that you no longer have the native followers to help you. You will encounter mobs of monsters while you walk alone in the Zion wilderness.

Chris Barton - Revised 04.13.2013