

"Two In The Hole"
A Fallout: New Vegas Side Quest Story Outline by Rob Pigott
(1,000 Words)

During their time in Freeside while wandering The Mojave, The Courier happens upon the corpse of a burly, disfigured NCR Trooper. Their face and neck have been torn open by various cuts. A bloodied dog tag identifies them as Thomas Lloyd. If The Courier passes a Perception or Medicine skill check, they determine only one wound to the neck was fatal while, curiously, the rest were made in self-defense.

Reporting the body to a nearby NCR outpost led by Major Elizabeth Kieran, she suspects a vengeful member of The Kings, a local gang, killed him in retaliation for members killed during previous skirmishes before the current truce. Kieran pleads with The Courier to find out who killed Thomas. She says to speak with the Kings' leader and investigate the murder site more thoroughly to learn more.

The Courier can ask Kieran why someone would want to possibly kill Thomas. Kieran sheepishly says she has no clue. Passing a high Speech check, The Courier persuades her to tell them whatever else she knows for the sake of the investigation. If convinced, Kieran explains that Thomas frequented the Atomic Wrangler Casino often while off-duty until he was banned one day

for reasons unknown. She says someone at the casino would probably know more about what happened.

If The Courier examined Thomas' body thoroughly, they can report their findings to Kieran who still suggests investigating all leads to figure out who killed Thomas.

No matter what, The Courier finishes speaking to Kieran and decides where to start looking.

When The Courier goes to speak to The King's leader about the attack, he rebuffs them, telling them to speak with Sergio since blades and razors are "more his groove." The Courier confronts him and Sergio says he never met Thomas. He has, however, heard "gossip" about a bar fight at the Atomic Wrangler Casino caused by an NCR Trooper. The Courier also asks to see Sergio's razor, Figaro, to compare it to Thomas' wounds but Sergio refuses. The Courier stealthily pickpockets it, uses his potential status as a King member to "borrow" it, or intimidates him into giving it up.

The Courier, at some point after learning more about Thomas' past, travels to the casino and asks co-owners Francine and James Garret about him. The two say they don't want to talk about Thomas as he is a painful topic of discussion.

Passing a high Speech check or bribing either with enough caps gets Francine or James to cough up tales of Thomas'

numerous drunken escapades ending with a brawl that left a man disfigured and Thomas banned for life. They say to talk to other patrons about Thomas.

Whether or not The Courier was able to get info from either owner, they converse with various casino patrons. After winning caps at the tables and slots and buying drinks to coax info from them about Thomas, each story ends with Thomas disfiguring a man and getting banned. A young man The Courier wins money for, Henry, lets The Courier know he's scared to walk around Freeside until the killer is caught since his brother was also recently murdered.

At some point, The Courier heads back to the murder site to investigate the crime scene more closely. If they have Sergio's razor, they compare it to the inflicted wounds and see they were caused by something bigger than a straight razor. A nearby broken piece of glass and a barely visible trail of dried blood leads to a smashed bottle and a shirt coated in dried blood inside a dumpster. If they haven't talked to The King or visited the casino, The Courier goes to do so.

Once The Courier has visited the casino and investigated the murder site completely in any order, they head back to Kieran. While walking through Freeside, Henry catches up with

The Courier. Pulling a gun on them, he forces them to walk into a nearby deserted alleyway.

The Courier can pass a Speech check, a Perception check or reveal their knowledge of the attack being inflicted in self-defense in order to convince Henry to lower his gun. No matter what, The Courier asks why he's doing this.

Henry explains that Thomas maimed his brother Michael's right hand in a bar fight. A day later, a thug killed Michael during a struggle as he was unable to properly defend himself. Henry told Major Kieran about what happened and she assured him Thomas would be "dealt with" but Thomas remained in Freeside.

Henry later studied Thomas' patrol route for days before confronting Thomas one morning. Thomas became belligerent and attacked Henry before being killed by him in self-defense with a shattered, empty bottle of beer Thomas had finished. Scared of the consequences of killing an NCR trooper, Henry hastily disposed of any evidence then tried to win enough caps at the casino to skip town.

The Courier can engage Henry in combat, say they won't tell anyone and let him go (which they can lie about), or convince Henry to turn himself in if they are idolized by the NCR or through a high Speech check. The Speech check is halved if Henry is not holding The Courier at gunpoint.

If engaged in combat, The Courier kills Henry and finds tattered journal pages on his body. One entry confesses to Thomas' murder. They collect a small reward for bringing Kieran "some closure." NCR reputation is slightly increased.

If they let Henry go, they return to Kieran and say Thomas' killer got away, collecting no reward from the angry Major. NCR reputation is decreased.

If they convince Henry to turn himself in, Kieran thanks The Courier and says "justice will be served," handing over a substantial reward. NCR reputation is increased.

If confronted about Thomas' actions, Kieran admits not reigning Thomas in enough but says her "hands were tied." NCR troop outfits across the Mojave were recently ordered not to discharge any troops due to "recruitment issues."