

The Phantom King

A Fallout: New Vegas Side Quest Centered on The Kings & The Future of Freeside

Quest Details

- **Quest Giver:** *The King (King's School of Impersonation, Freeside)*
- **Main Antagonist:** *Johnny Velvet (Exiled former King, charismatic, cunning, and ambitious)*
- **Wildcard Factor:** *Pacer (Loyal but volatile second-in-command, unpredictable under pressure)*
- **Location:** *Freeside (Multiple areas, including a new location: The Monarch Hotel)*
- **Theme:** *Power, loyalty, and the struggle for Freeside's future*
- **Major Factions Involved:** *The Kings, NCR (rogue faction), Followers of the Apocalypse, Mr. House's Securitrons*
- **Rewards:**
 - **Caps & XP** (Variable, based on resolution)
 - **Kings or Johnny's support** (alters Freeside's future)
 - **Possible NCR backing or House's intervention** (reputation & faction standing shifts)
 - **Unique gear or weapons** (dependent on chosen side)
 - **Potential to claim leadership over Freeside (Wildcard Ending)**

Quest Structure & Walkthrough

Phase 1: The King's Unease (Quest Start)

The player is **summoned by The King**, who appears troubled yet composed. He keeps his tone light, but something **feels off**.

The King's Introduction:

"Ain't no secret Freeside's got troubles. Ain't never been easy, but now some of my boys ain't actin' right. Whispering behind my back, sneakin' off without a word. It ain't normal, and it ain't good. I need you to find out who's stirrin' things up. But be careful, this one feels personal."

Clue: He never names names. The way he avoids saying anything too specific hints that he already has suspicions, but won't admit them.

Main Objective:

- Investigate The Kings' growing dissent and locate missing members.

Phase 2: The Investigation - Tracing the Phantom King

The player must **gather intel** by speaking with **Kings members and Freeside locals**. Various skill-based approaches include:

Skill-Based Investigation Options:

- [Speech 50+] → Convince a nervous King to talk:
"Some of the boys ain't happy, y'know? Johnny was different. He had plans."
- [Medicine 40+] → A wounded King at the Old Mormon Fort says he was attacked by old friends who tried to "convert" him to a new cause.
- [Sneak] → Overhear a secret conversation near Mick & Ralph's about a "meeting at The Monarch."

If the player talks to Pacer before choosing a side, they can learn that:

"Johnny's got vision, sure. But so did those Van Graff bastards, and look where that got me. I ain't lettin' no smooth talker run me again."

Outcome:

- The player learns that Johnny Velvet, a former King exiled long ago, has returned and is rallying old allies.
- His base of operations is the Monarch Hotel, a pre-war hotel.
- Twist: The King knows who Johnny is, but refuses to talk about him.

Phase 3: The Monarch & Johnny Velvet (The First Confrontation)

The player arrives at The Monarch Hotel, where Johnny Velvet is expecting them.

Johnny Velvet's First Words:

"I knew you'd come. The King's got his heart in the right place, but Freeside's rotting while he plays rockstar. Freeside needs a leader, one with a vision."

- He believes The Kings are too traditionalist and Freeside needs order, not blind freedom.
- Johnny has NCR backing, but from a rogue NCR splinter, not the entire faction.

Dialogue Paths & Skill Checks:

- [Speech 60+] → Convince Johnny to explain his full plan, he intends to force The King out, but not kill him (yet).
- [Barter 50+] → Johnny offers caps and power if the player helps him take over.

- [Followers Rep Check] → If the player is allied with The Followers, Johnny admits *they'd be a problem* for his plans.

Twist:

- If the player presses Johnny, he reveals why The King never speaks of him:
"He wasn't always The King. He and I started this together. We built The Kings. But when the NCR first came sniffing, he folded, let them push in. He exiled me for wanting more."
- Johnny presents the player with a choice:
 - "Help me. Or stay out of my way."

Phase 4: Shaping Freeside's Future

Option 1: Support The King (Defend Freeside's Freedom)

- Report back to The King → Reveal Johnny's return and NCR backing.
- The King is visibly shaken, Johnny was once his closest friend.
- Problem is, The Kings are already divided.

Paths to Keep The King in Power:

- [Speech 80+] → Convince Johnny to leave peacefully (*only if the player exposes the NCR's betrayal*).
- [Combat] → Lead The Kings in a raid on The Monarch, killing Johnny.

Outcome:

- Freeside remains independent, but NCR tightens its grip through other methods (player involvement)
- The King hardens and changes character, he starts taking leadership differently but more strictly.

Option 2: Support Johnny Velvet (A New Regime)

- The player helps Johnny overthrow The King.
- The player weakens The King's reputation.

Paths to Overthrow The King:

- [Speech 70+] → Convince key Kings, such as Sergio and Tapper, to turn on The King.
- [Barter Illusion] → The player can *attempt* to bribe Pacer, but his loyalty will remain true.
- [Combat] → Lead Johnny's men in a coup at The King's School.

Outcome:

- Freeside becomes militarized, NCR-friendly.
- Johnny grows paranoid, seeing enemies everywhere.

Option 3: Betray Both Sides

The player sells out both The King and Johnny Velvet, allowing an external faction to reshape Freeside in their image:

- Mr. House: Securitrons storm Freeside, wiping out both The Kings and Johnny's followers. The area becomes an extension of The Strip, heavily policed and profitable, but cold and corporate.
- The NCR: Johnny is executed, The Kings are disbanded, and a bureaucrat is installed as a puppet leader. Freeside gains stability but loses independence.
- The Followers of the Apocalypse: Freeside becomes a self-governed free-state, with no major faction in control, but also no real protection from crime or raiders.

Alternatively, the player can eliminate both factions and take control themselves, claiming Freeside as their own kingdom. They gain a unique "Phantom King" outfit, but Pacer refuses to accept an outsider's rule, challenging the player to a final battle for dominance.

Phase 5: Aftermath – How the World Reacts

- Ending 1: *The King remains, but he rules with a hardened grip, enforcing order.*
- Ending 2: *Johnny takes over, but paranoia consumes him, leading to purges and oppression.*
- Ending 3: *The Kings are gone, and Freeside loses its unique identity, becoming another NCR outpost or a lawless wasteland.*

Quest Stages

Stage Description

- 10** Speak with The King about the strange behavior of his men.
- 15** Gather information on the missing Kings members. *(Optional: Investigate a dead squatter near the Old Mormon Fort for clues.)*
- 16** *(Optional)* Investigate the Monarch Hotel for signs of Johnny Velvet.
- 20** Confront Johnny Velvet at the Monarch Hotel.

- 21** (Optional) Use Speech, Barter, or Intelligence to learn Johnny's full plan.
- 25** (Optional) Investigate Johnny's connection to the NCR (requires Intelligence 7+ or NCR documents).
- 30** Report back to The King about Johnny Velvet's return. (*The King is found in his suite, lounging with his groupies.*)
- 35** (Optional) Speak to Pacer about Johnny Velvet and his past dealings with the Van Graffs.
- 40** Choose a side: Support The King, Support Johnny, or Betray Both.
- 45** (Optional) Convince The King to prepare for a counterattack against Johnny.
- 46** (Optional) Convince Johnny to leave peacefully by exposing the NCR's betrayal (Speech 80+).
- 47** (Optional) Convince key Kings (Sergio, Tapper) to betray The King and side with Johnny (Speech 70+).
- 48** (Optional) Attempt to bribe Pacer, but he refuses due to loyalty.
- 50** (Optional) Sabotage Johnny's supply caches at the Monarch Hotel (Stealth 60+).
- 55** Lead The Kings in an assault on the Monarch Hotel to eliminate Johnny Velvet.
- 60** Lead Johnny Velvet's men in an attack on The King's School of Impersonation.

- 65** Turn in both The King and Johnny to an external faction (House, NCR, or The Followers).
- 66** *(Optional)* Arrange for House to send Securitrons to wipe out both factions.
- 67** *(Optional)* Inform the NCR about Johnny's uprising and allow them to install a puppet leader.
- 68** *(Optional)* Work with the Followers of the Apocalypse to establish a Free-State in Freeside.
- 70** The player eliminates both factions and claims control of Freeside.
- 71** *(Final Battle)* Pacer challenges the player for leadership of The Kings.
- 80** *Ending 1:* The King remains in power but enforces stricter rule.
- 81** *Ending 2:* Johnny Velvet takes over Freeside but grows increasingly paranoid.
- 82** *Ending 3:* The Kings are wiped out, and Freeside falls under external control.
- 83** *Wildcard Ending:* The player becomes the ruler of Freeside (The Phantom King).
- 90** Quest Finished – Return to The King, Johnny, or an external faction to finalize Freeside's future.
- 91** Quest Failed – The Kings are wiped out, and Freeside descends into chaos.