

Iguanas

a quest & and creature mod for Fallout 3

Have you ever wondered where all these 'Iguana on a stick' and bits come from? This mod allows you to find the origins of one of the food sources of the wasteland and also the creature itself.

Features:

O Quest: Off the Stick

This tiny quest explains where all existing Iguana Sticks come from and why wild Iguanas are now roaming the Wastes. The quest is fully voice acted. **Starting the quest:** Visit the 'Muddy Rudder' in Rivet City and simply look for a 'Help Wanted!' note.

O Creature: Wild Iguanas (aggressive & friendly)

The wild ones are mostly aggressive but weak. You can find Iguanas all over the Wasteland in three different colors and sizes. If you are bitten you don't get much damage but because they are so tiny and fast it is not easy to catch them. Be careful the bite of a yellow Iguana is poisonous.

Many creatures, all robots and human factions try to kill Iguanas. Luckily they breed very fast so they have good chance of survival.

They hunt during the day and freeze at night. That means they can't move as soon as the sun has perished. In the morning they wake up as nothing special has happened.

O Creature: Pet Iguanas

To get your own 'Pet Iguana'. Find a 'fresh' Iguana Egg and take good care of it. Pet Iguanas are intelligent little creatures. If you pat on their back (click) they mostly understand what you mean (follow/guard/wait). As long as they are not fully grown they are pretty vulnerable. So it is better to wait a few days until you take them with you for adventuring.

O New food items:

Iguana products are not very valuable because they are available all over the wasteland. With one exception the 'Fresh Iguana Egg'.

Raw Iguana:

Dead Iguanas are collectible. If you found one and pick it up and you get raw Iguana. Uncooked Iguana meat is poisonous. It has to be prepared to be eatable. Simply sell the raw Iguana meat to a person who knows how to cook and you can buy a 'Iguana on a stick' shortly afterwards. Not all vendors are able to grill. Gob for example buys them but don't offer any 'Iguana On A Stick'.

Most people can't tell the difference between raw and grilled Iguana, so you can also use it to poison them.

Frozen Iguana:

They are also collectible and poisonous. If you sell them you can buy 'Fresh Iguana on a stick' afterwards which is a lot healthier than a normal one. But do you really want to allow that this Iguana is cooked alive?

Because you can always free a 'Frozen Iguana'. At day the creature wakes up instantly, at night it still is in the 'frozen' state. Perfect for sneaky characters to place living traps or produce a lot of confusion.

Fresh & Rotten Iguana Eggs:

Fresh Iguana Eggs are healthy and a delicacy. The only problem is that they are pretty rare and rot very fast if they are not treated correctly which makes them unhealthy. Wild Iguanas can smell if you have a Iguana egg in your ... backpack and are more aggressive if they detect you.

Iguana Grill:

In the farm (Quest: Off the Stick) you can find a portable Iguana Grill. Simply drop the the box and activate it in sneak mode to unfold it. To use it click on it in normal mode (standing). If you activate the unfolded Grill in sneak mode again you put it back in the box and in your inventory. Make sure that a picture is on top if you drop the box so the grill can unfold correctly. Only one Raw Iguana and Frozen Iguana can be placed on the grill (you don't have to place it, it happens automatically). Be careful don't use it indoors ;).

All new Iguana food items can be 'reverse' pickpocket (shady sands shuffle like) to other actors and have effects. Especially fresh eggs! (If they don't get eaten by the character.) Try to find a healthy victim if you want to experiment with this.

Requirements:

Fallout 3 ;) and nothing more.

To be serious I recommend 'Mart's Mutant Mod' and 'FWE FO3 Wanderers Edition' to use with it.

Incompatibilities:

The nature of this mod (add a new creature and reusing existing spawn points) can produce a lot of incompatibilities with other mods that try something similar or use the same method.

Compatibility Patches for MMM and FWE can be found in the optional files section on my nexus file page. You have to use them for MMM because I use the same spawn method as MMM and it would destroy Martigens scripts if you don't install the patch esp.

Don't forget this mod !!!adds!!! Iguanas to the wasteland (a lot of them). So if your game slows down after you installed it you should decrease your extended spawns or reduce the Iguanas (see '**More or less Iguanas**' section of this ReadMe).

Sorry I am not able to test FOOK2 because I simply don't use it. But if MMM works flawless with a mod or overhaul also the Iguanas will work.

Installation:

Make sure you have installed the latest version of [ArchiveInvalidation Invalidated!](#) or use FOMM to switch the invalidation if needed.

Unzip the mod to your Fallout 3 Data directory -- make sure you have extracted the Sound, Meshes and Textures folders as well.

1. base game installation:

Use FOMM to select the 'FNNIguana.esm' to load. It should be placed at the end in your load order. Don't select any 'FNNIguana – xxx.esp' files. You can delete them if you don't plan to use FWE or MMM in the near future.

(optional)

installation with MMM RC5 or RC6:

Download the correct compatibility esp according your MMM version. Use FOMM to select the FNNIguana.esm to load. Make sure it is placed after 'Mart's Mutant Mod.esm'.

Use FOMM to select 'FNNIguana – MMMRC5.esp' or 'FNNIguana – MMMRC6.esp' (according to your MMM version) and place it after any 'Mart's Mutant Mod – xxx.esp' file in your load order.

(optional)

installation with FWE Release 5 or 6:

Download the compatibility esp for FWE. Use FOMM to select the FNNIguana.esm to load. Make sure it is placed after 'FO3 Wanderers Edition – Main File.esm'.

Use FOMM to select 'FNNIguana – FWE.esp' and place it after any 'FO3 Wanderers Edition – xxx.esp' file in your load order.

2. valid for all Installations:

Go inside somewhere without creatures and NPCs, rest for 4 days (or your respawn time if you changed it).

Save your game, and load your game.

I had no troubles but if you want to be 100% sure you should also rest 4 days (or your respawn time if you changed it) after you ended 'Off the Stick'.

3. A correct example with MMM & FWE looks like this:

Fallout3.esm

Anchorage.esm

ThePitt.esm

PointLookout.esm

BrokenSteel.esm

Zeta.esm

CRAFT.esm

CALIBR.esm

FO3 Wanderers Edition - Main File.esm

Mart's Mutant Mod.esm

FNNIguana.esm

CRAFT - Activation Perk.esp

FO3 Wanderers Edition - Main File.esp

FO3 Wanderers Edition - DLC Anchorage.esp

FO3 Wanderers Edition - DLC The Pitt.esp

FO3 Wanderers Edition - DLC Broken Steel.esp

FO3 Wanderers Edition - DLC Point Lookout.esp

FO3 Wanderers Edition - DLC Mothership Zeta.esp

Mart's Mutant Mod.esp

Mart's Mutant Mod - DLC Anchorage.esp

Mart's Mutant Mod - DLC The Pitt.esp

Mart's Mutant Mod - DLC Broken Steel.esp

Mart's Mutant Mod - DLC Point Lookout.esp

Mart's Mutant Mod - DLC Zeta.esp

Mart's Mutant Mod - FWE Master Release.esp

FNNIguana - MMMRC5.esp

FNNIguana – FWE.esp

(This is only a example load order to demonstrate how my plugins should be installed.)

Update Instructions:

Simply copy the new files over the old ones. Check if your load order is still correct and just to be 100% sure wait four days as described in the install instructions. If you use my MMM Iguana plugin already delete the FNNIguana – MMM.esp and replace it with the corresponding FNNIguana – MMMRC5.esp or FNNIguana – MMMRC6.esp dependent on what version of MMM you are using. The load order instructions are the same as described earlier.

More or less Iguanas:

This little hint is more for advanced mod user: If you want more or less Iguanas roaming the wastes you can change the content of the 'FreeFormIguana.SpawnChance' questvariable per console or in GECK. 50% is the default setting. Which means 50% of normal wasteland spawns produce 1 to 3 Iguana's. If you lower it to 30% you get less Iguanas and vice versa.

With MMMRC5 it's the same. If you use extended spawns you have a 50% chance to get one additional Iguana or MMM extended spawn.

MMMRC6 has it's own spawn management for Iguanas which I don't change in my version. So you can take full advantage of the new MMMRC6 menu settings. You may experience less Iguanas with MMMRC6 but this is deliberate to keep the game balance with MMM intact.

Disclaimer:

Don't use any elements of this mod in any of your own mods you plan to publish in any form without permission. If you want to use it in an compilation you have to ask for permission first.

Tools I used and Credits:

Blender, NIFSkope, GIMP, Audacity, GECK, FOSE, FO3Edit

The basic Iguana model I used was a Creative Commons 3.0 licensed blender file from a unknown source I changed heavily. Thanks also to Martigen for MMM. I learned a lot from your mod how to keep my Iguanas under control. Thanks to kasugurami for spell and grammar checking. All grammar and spelling errors that are found maybe are exclusively mine (and I don't give them away, I like them ;)). And last but not least thanks to Bethseda for making this magic possible.

The textures since v1.2 are made by skarmonyx thanks for your wonderful work!

History:

v 1.2 A lot has changed in this version.

The Iguanas are part of MMM RC6 now but only a subset of the features are included in MMM.

The new FNNIguana – MMMRC6.esp makes sure that all features (raw, frozen and eggs) are available again and correct some bugs in the current release of MMM.

The Iguanas have now new textures from skarmonyx. They look simply marvelous. So it is easy now to distinguish between MMM and base mod added Iguanas.

The sound of the Iguanas is now really lowered. The changes I did in an earlier version didn't work as expected. This is fixed now.

Iguana food items satisfy now FWE hunger correctly bugfree.

I added a animated grill which allows you to grill your own 'Iguana On a Stick' from 'Raw or Frozen Iguanas'

v 1.01 FWE version now doesn't satisfy player hunger anymore, when it shouldn't. Pet Iguana spawn bug solved.

v 1.0 The quest doesn't like me ;) . It was nothing mod breaking but the whole meaning of the story was compromised if you did it in a specific order. This is now corrected. I also added a key (not that this one is important, but just for the fun of it). The most important change in this release is the better grammar of all the terminal texts, messages and dialogues. Thanks to kasugurami. Iguana feet are now not so loud anymore and the sound files can be now adjusted or removed if needed.

v 0.95 a bug was found by Xiomberg in v0.91. Frozen ones, raw and eggs crashed the game if they are removed from the player by force (player captured in Ravenrock, Pitt...). It's solved in v0.95.

I changed the time check routine for the frozen ones. It was a suggestion from Martigen (thanks). It helps to reduce the CPU time per Iguana. Iguana kill quest advancement corrected.

And the most important change in this release: A updated Iguana modell. Now the animations work almost perfectly.

Actually I wanted to wait with this update till the grammar check is done. But because of the

potential game breaking bug I release it earlier. If there are no more bugs found the next version is v1.0.

v 0.91 that didn't work well with v 0.9 ;) and I know why I start with betas. The Iguana (molerat) skeleton file got damaged and almost killed my whole mod in setting strange values in my new creatures according to FO3Edit and produced ghost Iguanas. All this is corrected in this version and I hope know there are no more big troubles. Btw. This is the first time in 3 years of modding that GECK destroyed a mod of mine. I am not really angry.

v 0.9 first public release (all my first releases don't get a v1.0)

=== Spoiler Section: ===

'Off the Stick' walk-through:

You can find the 'Help Wanted!' note near the bar. After you have taken and read it talk with Belle Bonnie about it. Now the quest officially starts and is added to your pip-boy.

o 'Find Emilie's Farm'

Simply travel to the marked location in your Pip-Boy.

As you arrived there the situation gets a bit confusing, I know, but such is life ;) . Emilie is trapped in her own Iguana cage and it seems that here animals are a bit angry.

o 'Help Emilie to get out'

The quest marker points you to the terminal which opens the cell door and includes a lot of helpful information about Iguanas (you can read it later). Unlock the cell door.

o 'Find out what happened'

Emilie has a letter for Belle in here pocket (I know... more reading material, but it is the last one). Take it and the quest advances.

o 'Try to avoid the spreading of Iguanas'

As you found out (hopefully) the Iguanas aren't herbivores anymore and 'breeding like hell' they are a danger for the wastes so the best solution is to kill them all, right now before they can begin to spread.

o 'You killed a lot of Iguanas but it is to late. Some of them escaped.' or 'Emilie's Iguanas escaped and are now spreading in the Wastes.'

You haven't got all of them. Your character tried his best but there is a reason why you installed this mod. Am I correct? ;) So sorry this time the hero fails!

o 'Report to Belle Bonny'

Get back to Belle Bonny and bring here the letter you found. Your reward depends on which news you bring here. From this point on the spreading has started and Iguanas can be found in the wastes.

Questions and Answers:

o Where can I find Iguana Eggs?

Wasteland Iguanas are brood parasites. That means you can find fresh Iguana eggs in creatures like molerats, yao guais, radscorpions and dogs.

o Why do my Iguana Eggs constantly rot?

You have to keep the eggs in the inventory of a human body. If you drop them or stuff them in a container they rot. Btw. If you don't like a vendor sell him 'Fresh Iguana Eggs' they pay the full price but after a short while the eggs are rotten because they don't know how to treat them and you won't tell this secret won't you? ;)

o How to get a Pet Iguana?

Keep the fresh egg in your inventory for a whole day and soon a cute little Iguana is following it's daddy or mam. If you don't want to get bitten from your future pet at birth 'reverse pick pocket' the egg to a healthy victim and let him or her breed it out. Be careful and look for a victim which isn't hungry.

o How to use Iguanas as living traps?

Collect 'frozen Iguanas' at night and release them at night at your desired trap location. When you come back in the morning your victims have a lot of fun with these critters.

Another way is to stuff a 'fresh Iguana Egg' in a dead human body nearby. After one day a new Iguana is born and does his work.

o How long does it take till my Iguana is fully grown?

Three days.

o Why are suddenly all wild Iguanas aggressive?

Iguanas can smell if you have a egg in your inventory.