

Demonheart Chapter 2 – Tips For Playing

As the modules get bigger, I write shorter and shorter walkthroughs. :D Maybe in the future I'll add more details, especially if people get stuck somewhere and it's not a bug.

Resurrection

Just to point out something about demonheart resurrection. It's supposed to take an hour or so for a demonheart person to resurrect, depending on the amount of power they collected. When your character dies, naturally, you won't be forced to wait for an hour to play the game. Therefore, it's assumed that if you are dead and have no henchmen to defend you, an enemy will always have enough time to destroy your heart or body, and if another demonheart is dead and you wish to destroy them, you don't have to worry about them getting up - at least until further notice...

Breaking Alliances

There are crazy characters in this game, and while under special circumstances some of them might forgive you for getting them killed, MOST of the time that will break your alliance with the character in question forever. I couldn't make infinite opportunities to change your mind.

Hunger

The hunger system has been activated. Attribute penalties will appear when PC is hungry, and you have to use a food item's special property to eat. It's also possible to restore your attributes with the demonheart restoration item once per day (your regeneration can help you fight hunger, but its power is limited).

- Some food items should respawn some time after you pick them up, where it makes sense that someone has placed new food.
- Only the main character has to eat.

Resting

You need to **rest in a bed** sometimes. Ordinary resting doesn't count as *sleeping*. To sleep, you have to stand close to a bed, or on top of one, and toggle resting. You can trigger some events sooner by sleeping as soon as you want, or you can wait until the game forces you to do it.

Amulet

Use your amulet to talk to your special ally.

Don't move while you are having a conversation through your amulet, no matter who initiated it. Conversations will break if you move far away from the place they started.

Miscellaneous

- This should be self-evident, but you shouldn't be doing the optional quests which you don't like. There is (as far as I remember) one quest that can only be done in a Good way, and one that can only be done in an Evil way.
- Merchants have different prices. (One of them is insane and asks for 3x the value of the item...)
- No monkeys were harmed in the making of this module. This module doesn't promote violence against animals (or humans)! Cruel choices are only available in case someone wants to take it out on game characters instead of real people.

Not Bugs

Some things that are intentional, but might seem like bugs:

- The spiders in the forest should always kill you.
- The spirits/shadows are invulnerable.
- When you reach that locked door in the area with the scorpions and snakes, you will need someone's key. If you cheat yourself to the other side, you'll miss out. Hint: there is a secret object that will reveal itself only when you approach it.

Debug Arana' Death

If Arana dies as your ally and doesn't resurrect, tell me how it happened. (To me, it happened when I interrupted a fight by entering an area where my character fell asleep.) To resurrect Arana and return her to you, open the console and enter these commands:

- `DebugMode 1`
- `dm_runscript debug_res_ara`
- `DebugMode 0`