

ReadMe for

DEMONHEART



** This document may be updated as I work on the upcoming modules.*

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This is not a module series for "power gamers". I've used NWN, with the D&D rules it uses, just as a medium for making my roleplaying game with my characters in it. You are not supposed to become powerful quickly. You will never reach level 40. That is beyond the point of what Demonheart is about. If you're concerned about your inventory being emptied at the start of the first module, this series isn't being made for you.

Demonheart is single player only.

GENERAL

RACE, GENDER AND NAME

Demonheart is only designed for female player characters. You must choose the slim Human build to avoid missing armor parts.

Your character has a pre-set background of a commoner from a humble family in the small city of Feline. It is customary in the south of Shernmyr that children are given names with obvious meanings (some characters in game: Orchid, Brash, Rose), or derived from common words (some more characters in game: Rivera - presumably from "river", Coralyn - from "coral"). You don't have to name your character in that fashion, as there can be exceptions. Having a last name is optional, I prefer to do without.

If you're interested in the sexual encounters, try to pick a voice for your character that sounds nice when grunting (the pain sounds). Some of them really sound bad, I know...

CLASS AND LEVEL

You have to create a new character for this module series, and only after loading the Prelude. You can only pick between Rogue, Fighter and Bard.

Player classes have been modified to make the Bard and Rogue more useful, while taking away the Bard's ability to cast spells.

These changes only occur if you create the character after loading a module that uses my HAK file with the modified classes. Therefore, you need to create a new character after loading Demonheart - Prelude.

You also have to be level 1 - don't cheat. The modules were not planned for cheaters. If you kill someone you weren't theoretically supposed to be able to kill, I don't care if you get stuck.

The PC does not "start" as a fighter or rogue. She is not in the military, nor is she a trained thief. She is not an adventurer when the module starts - just a girl knowing her way around her own town, having some friends and living with her parents. If she starts as a bard, some people might have heard her sing sometime... but she was not in a bard's college or anything like that.

ALIGNMENT AND PLAYER MENTALITY

Any alignment should be playable.

If you view Lawful as serving the law, then your character would need to kill herself, but otherwise, it's fine.

Dialog does not assume any alignment, but, at least in the Prelude, it assumes that your character has been a normal citizen of her hometown, regardless of whether she hates people or not.

To try to make it short, this is not a mercenary hero story.

In the beginning, it's about a young woman being thrown into **situations she can't handle**. You won't be allowed to attack just anybody, and certain villains are under special protection, at least for a while. The girl can hardly save herself, let alone a random bunch of village idiots. There will be more choices and more opportunities to be good or evil as the story progresses.

Some **tolerance for evil characters is required**, or you will be sickened and driven to quit. This series is not everyone's cup of tea, and I know there are some nice games out there, so... to each their own.



I sometimes misinterpret alignment and shift it on many occasions. Most of the shifts are on the Lawful-Chaotic scale, where Lawful is usually for being official and Chaotic for being rude or acting crazy. This is my small attempt to make it easier to be Chaotic Good or Lawful Evil, though this “system” is pretty chaotic.

Meddling with alignments is hopeless, so you might as well ignore them completely. I don't like stamping them on the characters' foreheads anyway.

- For the Good players: if you want to save a certain innocent in Chapter 1, you will need a very high score (6) in Persuade, Bluff or Intimidate. You need to make your character that way from the beginning, because you won't level up in the Prelude.

CLASS MODIFICATIONS

Skip this table if you only play for the story. Skip Demonheart if you feel that this is sacrilege.

- **There have been new changes in v1.041.**
- **Another change in v2.00.**

Bard	Fighter	Rogue
<ul style="list-style-type: none"> ◆ Cannot cast spells or access some casting-related feats. ◆ Has 8 hit dice instead of 6. ◆ Has 6 base skill points instead of 4. ◆ Gets 2 more Bard Songs at level 1. ◆ Automatically gains Sneak Attack every 3 levels starting with level 3. ◆ Able to learn Use Poison. ◆ Gets Rogue Weapon Proficiency at level 1 (only in version 2.00 of Prelude and Chapter 1). 	<ul style="list-style-type: none"> ◆ Has 4 base skill points instead of 2. ◆ Heavy Armor proficiency is not gained automatically. 	<ul style="list-style-type: none"> ◆ Has 8 hit dice instead of 6. ◆ Automatically gets Weapon Finesse on level 2. ◆ Able to learn Use Poison.
<ul style="list-style-type: none"> ◆ No longer class skills: Concentration, Spellcraft, Use Magic Device, Crafting Skills. ◆ Additional class skills: Disable Trap, Open Lock, Spot. 	<ul style="list-style-type: none"> ◆ No longer class skills: Concentration, Crafting Skills. ◆ Additional class skills: Listen, Spot, Persuade, Bluff, Intimidate. 	<ul style="list-style-type: none"> ◆ No longer class skills: Use Magic Device, Crafting Skills. ◆ Additional class skill: Discipline.

- Shout if things are not like it's stated here.

SKILLS

PERSUADE / BLUFF / INTIMIDATE

Conversation skills are important to achieve a desired outcome when you are in no position to do it by force. These skills will be checked without rolls.

As mentioned above, to save a certain innocent in Chapter 1, you will need at least one conversation skill at rank 6 at 1st level (points invested + ability modifier).

LORE

Lore will allow you to get knowledgeable dialog responses on many subjects. It shows how interested your character has been in her kingdom's history and magic.

Although she has been friends with a witch, the witch was always a bit closed off, so your character doesn't know much about demons or demonhearts, but she might know some things.

A Lore rank of 5 will unlock all the Lore dialog options until the end of Chapter 1, and more than that will probably never be required, as the game will know what you've learned since you started playing. A rank of 3 will unlock some options, and not having a rank of at least 1 means the player character doesn't know the basic things about the land she lives in.

Lore will also help identify items without other NPCs' help, although for plot-related items, you can always ask someone.

SPOT

Spot check is used in a couple of places to reveal information about your surroundings. A roll is made, so you might succeed or fail regardless of your skill (unlike the conversation skills and Lore, where there is no rolling). Spot can help you in a certain puzzle or trap, or just give some semi-interesting textual information.

OPEN LOCK / DISABLE TRAP / SET TRAP

These thieving skills might come in useful. Disabling traps is of most value when you have a mortal human with you and don't want her/him to die.

PICK POCKET

Some NPCs will not attack you for trying to steal from them. Others will hit you once or become hostile permanently.

HIDE / MOVE SILENTLY

Important for rogue-type characters, will be used in some quests.

Starting from Chapter 1 (v2.00), at random time intervals, you receive an XP bonus for staying hidden while close to enemies. The total XP that can be gained in this way is limited for each module.

NOT RECOMMENDED

- Crafting skills are not meant to be used in the modules, there are no crafting skill checks, and you probably won't be able to find any crafting materials.
- Spellcraft (your character is not supposed to know spell names – I'd rather they did not exist),
- Use magic device (if I do make restrictions on item usage, it's because I don't want you to bypass them),
- Concentration (you aren't supposed to be able to cast spells).

Other skills will probably find a place in some conversations/roleplaying.

CONTENT WARNING

Okay, I need to update this disclaimer to clear up the confusion. This is a serious warning for those who might be bothered by this type of content. First read the warning and turn back if this type of content upsets you. But if it actually interests you, then read the footnotes...

This series is rated Adult/Extreme for containing profane language, graphically violent, graphically sexual¹ and sexually violent situations². Sexual abuse can and will happen to more than one character in the series, and the player character will not necessarily be spared³. Depending on the situation, you don't always have control over what will happen⁴. Some evil player choices might also be socially unacceptable.

The nature of this story's content is what discouraged me from trying to make it into a standalone game. I tried to reduce the amount of outrageous content, but I eventually gave up and went back to anonymously making these NWN modules.

This warning is not a claim that the modules will fulfill your wildest rape fantasies or that this is supposed to be some kind of a sex romp. It is what it is.

-
- 1 Does not mean every quest can be solved with sex.
 - 2 Does not mean every character you meet is a frustrated horndog.
 - 3 Does not mean she will get raped at every turn.
 - 4 Mostly refers to other characters, whom you might not be able to save.

THE SETTING

RACES

The modules take place in their own world, where all player races are treated as Human. Different races' appearances are only used to portray people of different builds. You still have to choose the Human race to get the correct appearance for your equipment, no missing body parts and all the correct animations.

Ordinary humans rarely get past Level 5.

Different types of familiar D&D creatures fall into the category of "demons".

MAGIC

Healers don't exist as an adventuring class, and resurrecting ordinary humans is impossible. There is no Divine magic.

Arcane spellcasters come as either witches or half-demons (demonspawn), and the player character is neither.

- There might be other kinds of human spellcasters in the future modules, but the main character isn't one of them anyhow.

THE PLAYER CHARACTER

The protagonist does the narration in first person. She knows things that the player doesn't, especially in the beginning. I tried to make this as harmless to your roleplaying as possible. You can sometimes pick options when talking to yourself, to tell the game how you feel about some matter.

Sometimes, the protagonist will give slightly different narration based on her *alignment*. A chaotic character will be more likely to use swear words. An evil character will not be compassionate.

The protagonist has a pre-defined background of a commoner girl and isn't a veteran weight-lifter. You will not even get the option to make a Strength check against someone with a Strength of 19, until it is logical that your character has gained or regained strength. By the way, I am not writing the modules with a brutishly strong lead in mind.

- Important: Your character will get demonheart stat bonuses depending on her base stats, so the more Strength you give her in the beginning, the faster her Strength will increase later. Same with Dexterity and Constitution, although Str and Dex should increase faster.

It is always assumed that the player character is somewhat intelligent. I don't like providing Intelligence- or Wisdom-marked dialog options, like if the player didn't actually think of something, but the option was marked as the smart thing to say. Int and Wis are important for skill points and skill ranks, though.

Your Charisma's main purpose is to provide a bonus to your talking skills. Charisma alone is checked for some minor NPC reactions. It is usually assumed that the player character is at least somewhat attractive, so try not to cheat by "saving points" off Charisma. The game will mostly treat you as pretty and not treat you as brutishly strong, at least in the beginning. All the romanceable NPCs will like your character regardless, but you will be considered highly attractive if you have a Charisma of 14+.

- Your character's face can be ruined with scars, which are gained randomly after death from certain damage types. The scars can be bad or really bad (when she is scarred twice). Some characters will react to this, but it won't ruin the romances. The scars can be removed with a special item.

GAME DIFFICULTY

You should play on a difficulty level that doesn't allow friendly fire, otherwise at least one of your allies will be too much trouble.

GAME GRAPHICS

Disable "shiny water" to see a certain tileset in Chapter 1 as intended (shiny water seems to take away the water's color).

SOME TIPS

- Highlighting usable objects is recommended. Some objects have story-related descriptions or conversations attached.
- Pay attention to suspiciously glowing placeables and doors.

THINGS YOU SHOULDN'T DO

ATTACKING CERTAIN NPCs

On some occasions, you are allowed or even expected to attack someone who isn't hostile, but that generally isn't the case and might lead to story breaking / inability to progress in the module.

Attacking someone non-hostile is considered a legitimate choice when:

- You've been given a quest to assassinate him/her *and he/she **does not start a conversation as soon as he/she appears*** (if they start a conversation, *don't break it*).
- You have been told that you need to kill *someone* from a specific group of people. Attack in any way that you think won't get you in trouble.
- There is an option to [Attack] in the NPC's conversation, but take care. Some of these options don't lead to an actual fight, so *only attack through conversation*. The option to [Attack] can also appear for an NPC against whom you can't possibly win, so in those situations use your common sense.

BREAKING CONVERSATIONS

Don't break conversations (by hitting Esc or walking away), not even on "End dialog". Even if you can get the same talk again, reloading is advisable, because you could have some additional variables set if you run through the same conversation twice. In some cases, I've made backup systems to trigger the talks again, but not everywhere, so if something looks fishy, reload.

FAST CLICKING

Don't click through conversations faster than a normal person who is not in a hurry would read them. I regularly do this when testing, and stupid things happen. Different scripts mix their commands, NPC's start jumping around and so on. Someone could get stuck.

MOVING WHILE IN CONVERSATION

(Unless the game is scripted so that you move.) When you are having a conversation with an item (like the amulet), don't move because you might get too far away from the invisible object that is talking.

USING ITEMS WHILE IN CONVERSATION

Some items start conversations of their own, so they will break your current one. Or they might take you to a new area.

INSTALLATION

You need NWN with SoU and HotU, patched with the critical rebuild 1.69 .

Download all files associated with the modules and put them in the correct folders where your game is installed:

- **.mod** files in **modules** folder,
- all **.bmu** files in **music** folder,
- **.bik** file in **movies** folder,
- **.tlk** files in **tlk** folder,
- **.hak** files in **hak** folder.

You also need to have the haks from CEP 2.3/2.4 in your hak folder.

CUSTOM CONTENT

HAK CONTENTS

As many authors do, I've compiled some seriously mixed up hak files from various custom content found on the Vault. I will try to list what I've used, but I've lost track of where some of the content came from.

The Demonheart modules also use CEP 2.3/2.4.

I've been unable to find where I got some body parts, including strong biceps, nice feet and a sexy torso for a male human. They came from a hak I downloaded 4+ years ago, but I lost the original hak itself.

Content used in the custom "dhlamb" haks includes:

- PHoD VFX placeables and giger placeables,
- Tileset overrides and fixes by Helvene - rural and city trees – along with two overriding tree placeables,
- Female torsos corrected by Ilmater (jiggly),
- Intimate Animation Suite by NinjaWeasel Man converted for usage with all phenotypes,
- Psycho Vixen Attires by PHoD, some of them with slightly modified armor rating or numbers,
- Issig Tall Phenotypes hak by Sir Kayne and Daemon Blackrazor (cropped to only some of the races),
- Hands and female feet for different races by KuraiRyu,
- Female head models from Rosie's Custom Appearance for bushy hair, scripted by Lamb so that you also get the neck part with more hair (although the companion Marissa is going to use this model),
- Fixed spell scripts so that enemies don't drop skin items, found on the Vault,
- Useable Bonds by Elvendur Selune,
- Vaei's Additional Animations,
- Montlethia Dynamic Gnolls by EvilAsmo & SebastianCain ,
- Some map placeables, modified from Daggerford map system (though it isn't used here),
- PHoD Sinister Spleen Surgery (Unhygienic Hospital) tileset (cropped to mostly only the tiles I used - download the original if you want to use it in your module),
- Overwriting Cave Ruins by Never Roofers ,
- Ultimate Beds by various authors,

- Heartbeat sound and some heads taken from a CCC entry,
- Some portraits found on the Vault (most notably Rivera - slightly edited).
- Placeables by Lamb - Feline flag, some goo and placeables for reskinned illithid interior; reskinned stuff; plot character portraits by Lamb; modified model - Mephisto with no weapon; Lamb's horrible skybox, and probably more.

TODO: There is much more to add to the list. Need to update it one of these days. (This was mostly the Prelude's hak contents.)

Some of these things were modified and combined by me, for example tall phenotypes used with resized body parts from other haks.

MUSIC

The non-NWN tracks you will hear if you use the custom music packs include:

- Music by Kevin MacLeod (royalty free music from his site: <http://incompetech.com/>).
- Music from Baldur's Gate, found in a hak on the Vault.

The music that starts partway through the intro movie is also by Kevin MacLeod.

AUTHORS AND HELPERS

LAMB/LOVELAMB

(demonheartlamb@gmail.com)

- story and module design;
- writing;
- scripting and arranging the modules in the Toolset;
- plot character portraits (Sir Brash, Arana, Demonspawn and others, modified NWN portraits for other important NPCs), some other custom content;
- intro movie (uses a montage of different images, some of them not made by Lamb but stolen off the Internet).

THIRDPRES

- writing (Cheery's virgin conversation in the Prelude; many camp conversations in Chapter 1; many sexy conversations in Chapter 2; expanding Lamb's sexy conversations and more);
- all kinds of advice;
- playtesting.

LAMB'S BEATEN UP ENGLISH PROFESSOR FRIEND

- proofreading.

BUGFIX SCRIPTS

HOW TO RUN A SCRIPT

You can run a debug script by opening the console (usually on ~ button) and typing:

- **DebugMode 1**
- **dm_runscript SCRIPTNAME**
- **DebugMode 0**

(Press Enter after each line.)

AVAILABLE BUGFIX SCRIPTS

debug_effects

- Use if your character is immobilized for a long time and nothing is going on, or has fatigue even after sleeping in the lodge (Chap.1), or has a darkness effect that won't go away for a long time (not in conversations, where it is intentional), or a black screen and nothing is happening.

debug_1

- This is a cheat script and serves only for testing and emergencies. It exists from Chapter 1 on. Use it if you get stuck somewhere and the story can't progress. This will take you to the starting area and a column named "Debug" will appear. You can tell it to take you somewhere in the module, though things will ***probably be messed up if you play that way***. Report the bugs on the module page or the blog (but not the ones you caused by using the Debug device, just what got you stuck in the first place).

debug_body

- If your body is missing even AFTER the event in which it's supposed to be so.

debug_chest

- To switch between normal and big chest size. This will reset your chest model to normal if you are using some non-standard model number.

KNOWN ISSUES

The game can run slowly and fail to execute some scripts on slower (or somehow incompatible) machines.

CAMERA IN RAVAGE (PRELUDE)

Please leave a comment if the camera doesn't face this way when you enter the cutscene, or if you got stuck here and had to use debug mode.



- **If by chance you get stuck in this area**, open the console (usually on the ~ button) and type:
 - DebugMode 1
 - dm_runscript **debug_ravage**
 - DebugMode 0(Press Enter after each line.)

"WALK UP THE RAMP" (PRELUDE)

In a certain area with around 50 NPCs inside it, the officer who is supposed to start his second talk with you might not do it. This mostly happens on my weak laptop that barely runs the game, but it might happen on another computer.

- If nothing happens when you approach the old cultist even after waiting a while, that's the bug. If the officer appears next to you, up there, but doesn't talk, you should talk to him.

- If he won't even get up there, his conversation will be broken, because the old cultist has to participate and he will be too far away. You can skip that talk and continue in the module if you bring up the console (usually on the ~ button) and type:
 - DebugMode 1
 - dm_runscript **debug_dream**
 - DebugMode 0(Press Enter after each line.)

FOR ANYTHING ELSE...

Please, save often in different slots to avoid frustrating situations in case that something goes wrong. Just don't try to save from a conversation or when you're entering an area, because chances are you will interrupt something.

If you encounter a bug or something you consider to be an inconsistency, please tell me.

- I sometimes end conversations with PC options after which the NPC says nothing, so that is not necessarily a sign of unintended behavior.