

Walkthrough for

DEMONHEART

PRELUDE

version 2.00

HOME

You should get a talk with your character, informing you what's going on. Your mother will talk to you as you try to exit the house. Exit and you will be instantly brought to Orchid's dining room.

Things of interest:

- ◆ Your mirror.
- ◆ You live in a humble house.

ORCHID'S HOME

Participate in the conversation, then talk to Orchid again and exit her house.

Things of interest:

- ◆ A book in the only usable bookshelf offers some background on where you live.
- ◆ If used, Orchid's Cracked Orb will start a conversation.
- ◆ If you walk by the fireplace/oven in the kitchen, you will notice that this is the only inviting place in the house, since everywhere else is cold. (This detail is related to something later on, perhaps not so important, but it helps to paint a picture.)

FELINE, GOVERNMENT DISTRICT



Head south-east; there is a map note to tell you that it's your way home.

Things of interest:

- ◆ Bad weather. There's no one in the streets but the city guards.

HOME

Be still, some scripts should take care of everything. A guard will start a conversation with you and inform you of something. Ask how it happened to learn a strange detail.

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Do as you are told. Some people are waiting to talk to you, so walk up the ramp. Another conversation should fire there and get you to the next area.

DREAM

Walk toward the gate opposite of where you started. Click on the gate and you

will be transported to the other side. Climb the ramps with red visual effects on them to reach the demonspawn boy surrounded with the shafts of light. You will be taken to the next area.

FELINE PRISON

Participate in some more conversations, watch a cutscene (see RAVAGE (CUTSCENE) below if you are having difficulties).

Things of interest:

- ◆ In the conversation with Mark Rungari, you choose whether your character already lost her virginity, or "almost" lost it.
- ◆ When you are free, you can talk to the red glowing door to the right of your cell. You can receive a quest from the inmate after asking about his name.



RAVAGE (CUTSCENE)

There used to be an issue with the camera facing here. If you don't see the scene as shown below, then the issue happened again and you should report it.



QUEST: "A DOUBLE VICTIM"

Received from: Thayn, who is talking through the glowing door in Feline's prison. After talking for a while, ask him for his name and he will then decide

to request a favor from you.

Quest objective: Kill the other female prisoner. You are not supposed to kill Bold.

Reward: Thayn sends you a dream in which you meet "the one God of the new world".

Solutions:

- ◆ Though the guard will be throwing you out or attacking you if you resist, you can make a few shots at the woman through her door if you pick up a ranged weapon.
- ◆ You can pickpocket Bold for the prison keys or knock him down and take them from him if you pass a conversation check. This will give you only the keys for the 3 human prisoners still inside their cells. You could also open the doors with Pick Locks skill. If you release the male prisoners, they attack Bold. This could keep him distracted until you kill the woman.
- ◆ You can deactivate the torch in the middle of the prison area. Bold will head upstairs to bring a new torch. Use this little time to kill the woman.
- ◆ The strange way – this gives you the quest "reward" without having to take the quest and even if you kill Bold:
 - ◆ Get the vial of poison from the barracks, from the chest with the crossbow ammunition. If your Lore isn't high enough, you won't recognize the poison, but you can ask the guard in the barracks to identify it. Even if you don't get it identified, you can use this poison and hope for the worst. In the room where you met Lord Second, there are some bottles of water. "Talk" to the usable bottle and pour the poison inside. You won't be sure that it will kill the woman, but it will kill at least some people and Thayn will be entertained. Do not try to kill any of the other people by attacking, though.

You don't have to report back, Thayn will know that you have done something.

FELINE, PRISON ENTRANCE

When you walk toward the lord, a conversation will trigger (it can also be started by talking to him). Ask why the lords in the south have formed the alliance to receive some relevant news about the kingdom.

Things of interest:

- ◆ By releasing you, Lord Second is working behind the back of Princess Adrienne.

FELINE, EASTERN WALL

Talk to Rose Jayden (she should talk to you first). Then visit the bath house and the barracks.

Things of interest:

- ◆ Rose is fond of Sir Brash and Sir Jarlan and seems to think that you will get along with them. Or is that her idea of a joke?

FELINE, EASTERN WALL, BATH HOUSE

You will find a secret admirer inside. Send him out or have some meaningless sex. At any rate, you should take a bath and take the leather armor from the chest found here.

FELINE, EASTERN WALL, BARRACKS

Make sure to pick up a melee weapon, a ranged weapon and its ammo. Try to vary the kinds of damage you

FELINE, EASTERN WALL

Go back to Rose to tell her you're ready. Your character will automatically follow her through the gate and to the horse cart.

DREAM (THAYN)

You will get this dream if you've finished "A Double Victim" or poisoned the water because you felt like it (see last solution to "A Double Victim"). The way you react to Thayn's advances will be remembered. At the end of the conversation, you should be moved to a different area.

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The sheep will export your character if you choose so.

Things of interest:

- ◆ The statues in the icy area are of your potential future allies.