

Relaid: Sex and the Single Adventuress for NWN2
The Authorized Unauthorized Version

Created for NWN1 by Lisa
Adapted for NWN2 by Chimneyfish



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Should I play this module?

This is an NWN2 adaptation of Lisa's Hall of Fame module of the same name for NWN1. As Lisa said in the read me file for the original, "This module is meant as *immature adult humor* only!" The module involves nudity, sex, and violence. Okay ... more sex than violence. *The nudity in this version is somewhat more graphic than in the original.* Not only does NWN2 provide higher resolution graphics than NWN1, but also male genitalia are visible in this version of the module. *If you find this inappropriate or offensive, do not play it.*

To further emphasize the point, all of the following comments from Lisa's original read me still apply:

This module is meant as IMMATURE ADULT HUMOR only!

WARNING:

If you're even a teeny bit prudish you will think it is pure porn so you should NOT play it!!!!!!!!!!!!!!!!!!!!!!

I REPEAT WARNING:

If you're even a teeny bit prudish you will think it is pure porn so you should NOT play it!!!!!!!!!!!!!!!!!!!!!!

DON'T SAY YOU WEREN'T WARNED!!!!!!!!!!!!!!!!!!!!!!

(Heck, if I didn't know it was all one big joke, I might be shocked too.)

Please note that the mod is not intended to be porn, but rather a cartoon send-up of male oriented porn.

So if you have a humorous dirty mind - Try this mod and I hope you have fun. My gaming motto is always be thorough and go through everything twice! It is rude & crude, it will do it's best to offend (within the limited animations and cartoon format). Be prepared to let your PC-gal enjoy sex with and use sex on just about every sentient single male over the age of consent. The Story of "O" Neverwinter style. While some fighting is included (make sure to search dead bodies!) it is not the focus. Just don't come crying to me if you hate it (for any reason) - just delete it.

If you download this module for porn - you are wasting your time!
This mod is not intended as porn and yes, it should look and sound at least vaguely like a "cheap d-grade porn movie" (are there any other kind?) because it is poking fun at them!

Now some people get this, some don't - they see the cartoon sex and can't hack it (LOL). This mod pokes fun at the world of porn for men from my point of view and was my response to several things:

- a. the endless parade of nude/jiggly haks which of course are included in my game)
- b. the sappy excuse for a love story in NWN and other RPG's
- c. the over population of prostitutes (nearly all females) in games
- d. the only sex in the official game was in bordellos!

Now, if you like porn and think this is, it doesn't matter to me. If you hate porn and think this is, it doesn't matter to me. If sex humor just isn't your thing, skip this mod. Besides some of the funniest stuff is in the shopping jokes! I mean one of the main quests is to turn up a killer outfit! And there are side quests involving shoes, jewelry, and gems!

Now, after you've read all that, if you would still like to play this module, *please read at least the following two sections of this read me file* (on installing the module and selecting/creating a character) before starting.

How do I install and play this module?

Please note that this module requires the Mask of the Betrayer expansion and latest patch for NWN2. Also, if you have placed anything other than UI mods in your My Documents/Neverwinter Nights 2/override directory, I strongly recommend you remove it before playing. The module uses a lot of custom content and things in your override directory could conflict, causing odd results or even making the module unplayable. You can just rename the directory to something like "override backup" and then name it back when you are done.

To install the module:

1. Unzip all the archive files. This can be accomplished using 7zip, a free program available here: <http://www.7-zip.org/>
2. Place the file **Sex and the Single Adventuress (Relaid).mod** in your My Documents/Neverwinter Nights 2/**modules** directory
3. Place the file **SASA.hak** in your My Documents/Neverwinter Nights 2/**hak** directory
4. Place the four **.bmu** files in your My Documents/Neverwinter Nights 2/**music** directory
5. If you want to play with a pregenerated character, place the file **phaedrdracca1.bic** in your My Documents/Neverwinter Nights 2/**localvault** directory and the file **AzureH.tga** in your My Documents/Neverwinter Nights 2/**portraits** directory

What sort of character should I use to play this module?

The module is designed for a 20th level female PC of one of the following races: human, elf, half-elf, halfling, aasimar, or tiefling. Any character class will be fine. You cannot play it with a male character. You might be able to play it with a female of another race, but I take no responsibility for how silly your character will look during parts of the game ...

Similar to the original NWN1 version, the module is set after the NWN2 Original Campaign (OC), but before the Mask of the Betrayer expansion. If your NWN2 OC character meets the gender and race requirements above, she would be a fine choice, but be aware that the module doesn't fit the continuity between the OC and the expansion. You could just pretend that the whole thing is a dream sequence (probably created by Gann ... that pervert!). Also, your character will gain one or possibly two levels in playing the module and some of the custom items will appear strangely if you take them into another module. So it's best to retain the original version of your OC character if you plan on playing the expansion after this module.

If you bring in an existing character, she will be stripped of her equipment at the start of the module. Don't panic. Some of it (the less valuable) can be found around the starting area (check the chests) and there's plenty more stuff there, too. You'll find the rest of it (the good stuff) later in the module.

If you don't have a character meeting the requirements or don't want to use your OC character, no problem. You can use the pregenerated character provided with the download. She is Phaedra Dracca, a female half-elf wizard adapted from Lisa's character provided with the original version of this module. Or you can create a new character. A new character will be given enough XP to reach 20th level and an appropriate amount of gold at the start of the module. There should be plenty of equipment in and around the starting area, and you'll have the chance to do some serious shopping a little later on.

How does this module differ from Lisa's NWN1 original?

The plot and characters are nearly identical. I enjoyed the original enough that I didn't see the need for big changes. Other than bringing everything over into NWN2 (Sothis B's NWN1 area converter was a *huge* help), there are a few changes:

- **Conversations.**
 - Converted the sex cutscenes to NWN2 conversation style. *Yes, the black screens with text and sound only during parts of these are intentional.* They generally parallel where Lisa used a darkness effect in the original, for the same reasons (no animations are available and ... it's funny that way!)
 - Offered more conversation branches in some places. More often than in the original (but not always), you don't have to end and restart the conversation, if you chose the "wrong" branch from the start.
 - "Social" skills have somewhat more impact than in the original. Diplomacy and Bluff can save you money and Flirt (a modified Charisma check) is also used in conversation. Flirting (and the ensuing gratuitous sex) will get you discounts from certain merchants. It can also be used to get certain NPCs to give you their quests a little more quickly.
 - Edited all the text to get rid of typos.
- **More support for nonspellcasters.**
 - For the original, Lisa suggested it would be best to play a "MagicUser of some sort so you can summon helpers and wear the sexy clothes without taking a big armor penalty." I've added some sexy armor that non-spellcasters should be happy with, and rebalanced the encounters so that any class should be able to complete the module. (In addition to Phaedra the wizard, I've completed it with a barbarian/frenzied berserker and a rogue/duelist.)
- **Custom items.**
 - Added some more custom items (mostly clothing and armor, but a couple of weapons, too) to the merchants, in the spirit of the original. Check them out, I think they're funny.
 - The Blue Fairy Charm Artifacts have different properties than in the original. I wanted to make it so they'd be of benefit to characters of all classes, and work well when worn at the same time. Also, these items now give a huge benefit when using the Flirt option in conversation (the "+7 to Sexual Charisma" in their description now provides a game mechanic benefit). If your character has low Charisma and can't get a discount from the merchants, try putting on a few of the Charm items. It will become very easy.

- **Custom music.**
 - The sex scenes now have “porn style” music to go with them. The sources of this music are credited below (under “This module is awesome; who deserves the credit”).
- **Experience points.**
 - The original module was created when the level limit for characters was 20. I adjusted the quest XP upwards and made it so more of it comes earlier in the module. Now, your character should gain a level about halfway through, and might gain another at the end.
- **Some of my own humorous Easter eggs (just to amuse myself).**
 - The ambient NPCs in town, in the inn, and in the tavern now have names. See if you can figure out where they’re from. And the town NPCs have individualized conversations.
 - Some NPCs from the NWN2 OC make very brief appearances. Because I think it’s funny, that’s why.

Other minor changes are highlighted in the walkthrough at the end of this file (under “Help, I’m stuck!).

This module sucks; who’s to blame?

If it sucks because you were offended or expecting something other than *immature adult humor*, then you are to blame for not reading the entire first page of this document. If it sucks because you think it’s an insult to Lisa’s original work or it’s poorly executed and built, then I’m to blame.

This module is awesome; who deserves the credit?

Lisa deserves all the credit. The concept, humor, and originality are all hers.

In addition, I used a ton of content from the following people. They deserve all the credit for their work, and none of the blame for my misuse of it.

- Sex scene music (all from the Wakka Chikka Wakka Chikka compilation by Comfort Stand Recordings, available at <http://www.comfortstand.com/catalog/049/index.html>, and used under Creative Commons Attribution Non-commercial 2.0 license <http://creativecommons.org/licenses/by-nc/2.0/>):
 - Take Me Now by Nick Chapman
 - Baise et Rebaise Moi by Lubna Lux
 - Brainwank (Psycho Foo remix) by Colektro,
 - Silk and Sweat by Thybbuk
- Introduction cutscene music (extracted from the NWN1 CMP at <http://nwnvault.ign.com/View.php?view=sounds.detail&id=554>):
 - Set the Sails by Balaghan (Bernard Kahlen)
- Custom clothing (selected pieces extracted from packages available on the NWN2 vault):
 - Zylch

- Aleanne
 - Jester
 - RunnerDuck and Barrel of Monkeys
 - Necrolord
 - Nytir
 - Wiseavatar
 - Antenni
 - Schazzwozzer
- Heads and hair (not used much in the module itself, but included in the hak for those of you who want to create the ideal female character; all available on the NWN2 vault):
 - Aleanne (Playable Female Human Heads 1 and 2)
 - Badmagic (Human Female Heads Pack #01)
 - Briesence (Female Elf Heads)
 - Camb (Wild Hair for More Races)
 - Eressil (Plastic surgery head pack)
 - Galchutt's Heads
 - Kaycei's Hair
 - Kyrie (Tintable Moire head for MotB)
 - MaeBe's Female Hair
 - Whatbrick (NWN2 "MotB" Character Customization Collection)
- Other custom content (all available on the NWN2 vault):
 - RWS deep chasms and round rooms tilesets
 - Gortan's gizmos
 - Sorceress Ashura's VFX pack
 - Zarathustra217 (Walkmesh helper)
 - Thomas_B (25 Paintings)
 - Tepir (his Bafa Lake prefab became the basis of the BigHunk Territory)
 - Daronas (Minotaur head)
 - Serafim (Will o' Wisp)
 - Rogue Dao (Lip Flappers)
 - Vordan (used his Hero Creator module to recreate Phaedra Dracca and borrowed one of his scripts)

Finally, I used the following tools in creating/converting this module and highly recommend them all to module builders:

- NWN1 Area Tiles Converter by SothisB
- Barry the Hatchet's Module Testing Toolkit
- GrinningFool's Creature Creator
- RDR Item Creation Wizard (part of Tani's replugin package)
- Sunjammer's Tintinator
- PowerBar by codepoetz
- NWN2 Packer by Tani
- YATT by sidefx

Help, I'm stuck!

The following is mostly taken direct from Lisa's read me file for the original module. It contains SPOILERS. Things that I've changed in this version are in *italics*. If you're still stuck, post on the vault and I'll try to help.

Generally:

- Pull every lever, rope... "Touch" stuff for clues.
- All plot doors have keys, conversations, or other devices to open them.
- *Locked non-plot doors and chests that don't have keys or other devices can be picked, bashed, or opened using the knock spell.*
- Items that give some feedback (floaty text) are *sometimes* important.
- Search dead bodies – some plot items spawn on deaths.
- Conversations sometimes have more than one thread, but the other threads do give clues. Some threads don't open the first time you talk to someone but only after other things are done.
- If stuck, try the dragon or read the journal notes. The main quests are driven by her conversation threads.
- *You need gold to trade for some plot items. The module should give you enough gold at the start that you can afford them all, if you don't go crazy shopping for equipment. If you run out of gold, try being nice to the Green Fairy. You can only get gold from her once, though. If it's still not enough, find something new to kill. A couple of encounters now drop really valuable equipment.*

UNDETAILED WALKTHROUGH

CASTLE

Start:

1. Start the ball rolling by "seeing" Micca and searching your bedroom. Pull lever, read the store item names and descriptions. Don't buy anything until you know what you need. *He will only buy certain items (clothing, armor, gems, jewelry). You should eventually find eventually the Library Key. As well as a ton of outfits, just for fun, and plenty of useful equipment.*
2. Go down one level – not much here at first except Lisa's cats Cyrano and Roxanne.
3. Go down to main floor and go to library. See Avendor the librarian to get quest.
4. See your guard (*before or after talking to the librarian*) then go back to librarian and you can get your book. Now you have a question for Giles the butler, but his door is locked, so ...
5. Once you have the book, wander around on the ground floor until you find another locked door. Someone must have the key ...
6. See Mard the footman and Rudy the chef (both on ground floor).
7. Footman will clue you in what to buy from Micca. Then return to footman to get the key to the locked closet (*you won't know you need the key until you've noticed the closet is locked, so you may have to visit the footman three times*).
8. Wake up Giles the butler by his pulling his bell rope in the locked closet.
9. See the butler and get Tia the dragon's wardstone.
10. Go talk to the Dragon (use throne room portal). Get red panties from her (the 1st Blue Fairy item). Get Chef item and Cellar Key while down here. Go give Rudy his turnip timer.

11. Head down to your cellars/treasure room. An important key to reaching the treasure room is inside an object in the cellars.
12. See Vlad in the treasure room. You will need to wear a certain item to get what you need from him. Then he will give you first dragon gem.
13. Head back to the dragon. She'll give you the first clue to finding more Blue Fairy items should be blatant at this point and you may now leave the castle.

Later:

1. Return to see the Tia the dragon whenever you have a Flawless Gem.
2. Return to Tia the dragon after you have 8 of the 9 Blue Fairy items to find out there's trouble with her egg.
3. Rescue the egg, enter the crypt, kill Jethro, and get the shroud/9th Blue Fairy item. (YOU CAN'T GO BACK AFTER LEAVING THE CRYPT, SO MAKE SURE YOU TAKE THE EGG WITH YOU! OTHERWISE, YOU'LL MISS OUT ON SOME EXPERIENCE POINTS.)
4. Return the egg to Tia.
5. *Come back one more time for fun. Ahhh, cute.*

TOWN

Most things can be done now or later, the Contest Judges can be started but you will need all 9 Blue Fairy items to complete them all (almost the end).

Things you must do in town (early or late):

- Sign up for the contest at Venus Inn. (2nd most important quest!)
- Check out Rock's House Party. (Quest info)
- Go to Tia's temple. Open new portal here.
- Go Shopping. *If you can't flirt your way into a discount, come back wearing more Blue Fairy items.*
- Biff, a lot, 'till they give you a reward. Return to Rocks Party for Party Biff.
- Visit Judges 1st time for mini quests. Make note of "thought bubble" objects/doors in each judge's home.
- Clear out the 2 town baddie-nests. Each place has a plot item you need to get. Find these *behind the only unmarked, openable doors.*
- Practice with your buddies at the tavern.
- Flatter and kiss up to the Green Fairy (also known as the bank of MickeyMouseton if you are poor – rich adventurers just get fairy dust.) Upstairs at the Venus Inn.

Things you must do in town later:

- Enter the Wizard tower. You will need to go in at least twice to get the fairy staff (Blue Fairy item).
- See the Judges 2nd (and sometimes 3rd) time. Look for thought bubble objects in each judge's home. (See **DETAIL HINTS ON JUDGE FETISHES** below if you still don't get it)
- See the Furgeson's for end of module.

Other amusing things to notice in town (not plot critical):

- The never-ending metaphor for the battle of the sexes in the arena.
- The giggling chickens.
- The one-liners *from NPCs in town, at Rock's, at the Inn, and at the Tavern.*
- The weird trysts in Rocks bedrooms.

- *Note that the annoying family home from the original doesn't exist in this version (sorry, Lisa. I thought the module was big enough without one more area).*

BIGHUNK TERRITORY:

Early:

- Enter the BigHunk caves. Some fighting and ends with the amulet (2nd Blue Fairy item) and another dragon gem. (Take it to Tia!)
- Note territory has some map-notes for places that open later.

Early or Late:

- Clear out the graveyard and search graves for minor quest item.

Later:

- Enter Farinar's Lair and take out his ghost. Get throat sprayer and mirrored gloves (5th Blue Fairy item). **MAKE SURE YOU TALK TO THE LITTLE FELLOW IN HERE TO GET THE ANTIQUING NOTES (YOU CAN'T COME BACK AFTER RETURNING THE THROAT SPRAYER TO TIA).** Can only exit by wardstone.

Still Later:

- Talk to the White Hart to enter Shrine. Visit *slave pen (walled area)*, talk to each group leader. Free Milo by talking to the river mouths and killing succubus queen and, of course, having sex. Get the garter belt (Blue Fairy item).
- Enter Lonely Mill and its basement, close hell gate. Invite the lich to live in your throne room and get the glass um... boots (Blue Fairy item).

FROST GIANTS:

1. See Capt. Vurbag in the docks of MickeyMouseton
2. Enter Prison.
3. Save Eurich from prison.
4. See Prince Krig
5. Talk to Prince Ornest.
6. Talk to Princess Ophelia.
7. Get letter from Aurich.
8. Bargain with the King to get the two rings (3rd and 4th Blue Fairy items).
9. Get ruby from Capt. Vurbag (take this to Tia).

Note: you CAN come back here if you forget something.

DETAIL HINTS ON JUDGE FETISHES:

1. Declan Mince – Swinger, he is into nude hot-tubbing and gaudy rose jewelry.
2. Orren Graves – Necrophilia, likes them stripped except for shrouds on his embalming slab/bed.
3. Dr. Dread – Touchy-Feely, needs to feel he is giving you aid. You have to relax on the yoga mats with nature-influencing green rings on (and nothing else).
4. Francis Iceheart – Money, it makes him feel like a gigolo so use the bordello bed; the room has no mirrors so wear the gloves (*don't need to be naked for this one*).
5. Judge Bean – Exhibitionist, strip down to just the garters, use the courtroom bench and plead guilty.
6. Morris Fishtale – S & M. See the cuffs and chains? Use them wearing only the boots/slippers.