

DEMON

INSTALLATION INSTRUCTIONS

- The module file (.mod) should be copied to the /nwn/modules/ directory.
- The hak file (.hak) should be copied to the /nwn/hak/ directory.
- If you have downloaded the optional music, those files should be copied to the /nwn/music/ directory.
- The optional movie should go to the /nwn/movies/ directory.
- You can load up Demon0 if you'd like to load up on a few goodies before you start, or simply load Demon1 to immediately begin the adventure.

BONUS ENDING

For people who have already played through Demon and wish to see the bonus ending, you should be able to take your character exported at the end of your first run-through and start up the game. It should teleport you to a special place that lets you skip the bulk of the game. Ideally, you'd have taken your henchmen's equipment with you. There should be a chest with some basic equipment in case you haven't.

DESCRIPTION

Demon follows immediately after the Dreamcatcher campaign. You and your companion have married and have mostly retired from a life of adventure. You live in a small cabin in the Sword Coast region, taking care of a new addition to your family.

While the intended level for starting players is around 15 or so, this isn't necessary due to the way the story progresses. Any class or level is supported. Up to three players can play simultaneously – review the multiplayer notes for details.

INFORMATION

You can also read up about the progress of the rest of the campaign at <http://adamandjamie.com/nwn/>. I'll try to include updates as to how the campaign is going, along with information about future modules.

SPECIAL THANKS TO

Magnus Ringblom - <http://www.magnusingblom.com/>

For composing all the new music for Demon and his high level of professionalism and dedication to this purely voluntary project. Magnus Ringblom has generously allowed his soundtrack to be used for other modules and only asks that you properly attribute the music to him.

music copyright © 2003-2004 Magnus Ringblom

Jazael - <http://www.telarnia.com>

For completely rewriting the Demon Cards game, adding in incredible new features, and producing some of the cleanest code I've seen.

Ryuujin - http://www.geocities.com/ryuujin_0/

For his work on creating the Tainted PC parts, adding a lot of variety to the inhabitants of Omelas.

If you like what you've seen of their work in Demon and are looking to hire someone of their skills, drop them a note.

CREDITS

- Ragnarok's Alternate Combat Animations at <http://nwvault.ign.com/Files/models/data/1071468025277.shtml>
- Dhabih Eng at <http://www.sijun.com/dhabih/mainscreen.html> for the portrait of Anera (used with permission)
- Wysiwyg's drinking scripts at <http://nwvault.ign.com/Files/scripts/data/1042998746485.shtml>
- Coulisfu's Oriental Rural Tileset at <http://nwvault.ign.com/Files/hakpacks/data/1065054171627.shtml>
- Gestalt's lava caves at <http://nwvault.ign.com/Files/hakpacks/data/1052324824380.shtml>
- Gestalt's custom home interiors at <http://nwvault.ign.com/Files/hakpacks/data/1052324824380.shtml>
- Gestalt's city interior fix at <http://nwvault.ign.com/Files/hakpacks/data/1056839061235.shtml>
- Gestalt's camera system at <http://nwvault.ign.com/Files/scripts/data/1040162276106.shtml>
- Gnomad's high tea and taxidermy at <http://nwvault.ign.com/Files/hakpacks/data/1050788893446.shtml>
- TCC Interiors at <http://nwvault.ign.com/Files/hakpacks/data/1055859967813.shtml>
- U'lías (Shawn Marcil) troll regeneration script at <http://nwvault.ign.com/Files/scripts/data/1041207885652.shtml>
- Danmar's creatures at <http://nwvault.ign.com/Files/hakpacks/data/1062701908065.shtml>
- BigfootNZ's creatures at <http://nwvault.ign.com/Files/hakpacks/data/BigfootNZ2.shtml>
- And many more I may have forgotten.

HENCHMEN NOTES

The story is closely tied to the player and their companion from Shadowlords and Dreamcatcher. Players will get an opportunity to choose their henchmen at the beginning of the module. This sets the "romance" and is a final decision. Note that this limits the maximum number of players for the module to three, or two if the players are all the same gender.

You will have greater control over your henchman than in previous modules. You will have to manage their equipment, as they will bring none of their own with them. There are also certain spoken commands you can give them.

- “stealth” This will switch your companion in or out of stealth mode.
- “search” This will switch your companion in or out of detect mode.
- “use” Your henchman will attempt to use a placeable object. For example, “use lever”.
- “cast x on y” This will cast the spell x on target y. Use the full english name of the spell, for example
 - "fireball" or "cure light wounds". The target can be one of the following:
 - "enemy" - closest enemy
 - "yourself" or "you" - the henchmen
 - "me" - the player
 - "wizard" - the nearest wizard
 - "sorcerer" - the nearest sorcerer
 - "cleric" - the nearest cleric
 - the name of any valid target

Some examples commands are "cast remove disease on me", "cast fireball on enemy", or "cast doom on cranium rat"

To issue a command on the fly, press Enter, type your command, and then press Enter again. You can save yourself some typing by creating a text macro. To do this, find an empty slot on your quick bar (remember you can hold down Shift or Alt to show more) then right-click on it. Choose "Custom Text Macro". Enter a label for the command (e.g. "Fireball Enemy"), click OK, and then enter the command (e.g. "cast fireball on enemy").

SKILLS

There are several skills that you can build during the course of the module that are different from the standard sort. Brewing potions in your laboratory raises alchemy skill. Weapons skill is improved by using demon weapons while in demon form. Your trap making skill improves as you create traps in your workshop. All are limited by your current level at a rate of ten skill points per level. Higher levels in the skills allow you to create more powerful potions or traps, or wield demon weapons with greater skill.

MULTIPLAYER NOTES

Though Demon is multiplayer, there are some restrictions for story reasons. Each player must have a romance with one of the henchmen, so some planning is necessary. A maximum of three players can play, though it may be that only two can play depending on the gender of the players. The following henchmen can be chosen:

Anera - can be chosen by male or female players.

Teira - can be chosen by male players.

Palis (Nooble) - can be chosen by female players. Palis is the good version of Nooble.

Talon (Nooble) - can be chosen by female players. Talon is the evil version of Nooble.

GENERAL HINTS

- Save often. Your choices make a difference. Unexpected things happen.
- Death is handled differently in the Demon campaign. Don't immediately reload if you die, as it may be required to make further progress.
- A quick wit is often key to difficult battles. Many of the difficult battles in the game have a way around combat or a way to make combat easier.
- Choices matter. If you lie to people, steal money, kill the innocent, or perform honorably, it will make a difference. It's fairly easy to change alignment in the game, especially towards evil and chaotic.
- Your companion is critical. They can assist you in times of need and you may aid them to further their own development.

KNOWN ISSUES (spoilers)

- In your spirit gem, you'll have to right-click and select Drop to drop an item. You cannot drag and drop items to the ground.
- Sometimes custom models will become invisible. This issue is common to all custom content, unfortunately. Reloading or quitting and restarting NWN usually fixes this.
- When jumping in the Plane of Air, you may have to click on the ground before the game recognizes that you've actually moved.
- If you have problems moving around in the sewers, try shifting to human form or use the arrow keys to move around. It's a tight squeeze in certain places.
- If you have problems using one of the doors in your spirit gem, try zooming the camera out. That seems to fix things.
- The ladder in the slum dwelling and warehouse can be difficult to use. You may have to move the camera around and try a few times.
- The Sigil exterior buildings don't have tilefade.
- The henchmen travel one-way into the spirit gem rooms. This doesn't really affect gameplay.
- Sometimes you can't get to the top of the Omelas tower. Try again later.
- You can affect the area outside your tube in Hopelorn.

VERSION HISTORY (spoilers)

1.0 (7/31/04)

Posted

1.1 (8/2/04)

Changed the way spirit gem doors work.

The henchmen should now say different comments each time they die.

Removed hourly Tainted effect heartbeat (which was causing confusion and sudden death)

When playing the card game, you're immune to fire (preventing Dragon damage)

Allow picking up spirit gem if Bobo fight lost.

Fixed henchman dialog that allows casting spells on nearby creatures.

The tame dogs should now follow you.

Fiddled with the henchman join/unjoin scripts in hopes of fixing it.

Renamed Floor Lever to Switch in hopes of making the henchmen use command easier.

Adjusted Teira's armor to make it more useable.

Added a fix to prevent cougar card from causing PC damage.

Changed the way initial items are processed – hopefully eliminates duplication.

Reduced the selling price for cards to eliminate exploits.

Added “Oops” character and dialog if players find themselves in the control center.

Fixed “cast spell on nearby creature” command

1.2 (8/3/04)

Fixed Teira's portrait description.

Fixed Sword of Shadows – works in the Manor levels.

Fixed He Fei's dialog.

Added some dialog to Xiu so he doesn't recognize you in demon form.

Fixed Lieutenant's dialog

Added a dialog branch for the card champ if you've never played him.

Fiddled with the altar dialog again.

Fixed Anera's dialog.

Fixed troll xp loss

Added extra henchman dialog

Added henchman tokens, including a tattoo “emergent” script.

1.3 (8/4/04)

Added emergency “return to center of gem” placeable in spirit gem.

Doubled gold reward from Arena battles.

Increased xp rewards from gate diving.

Set 2nd Struggle area always daytime.

Fixed Ethereal typo.

1.4 (8/5/04)

Toned down Dung Beetle

Redid the Sewer area using the Bioware tileset to minimize walkmesh issues (whew)

Set Demon Card aura effects to not effect avatars

Added "Reconstitutor Mk II" that allows people to turn into human form if they've lost their Ritual of Form or if it stops working

Made troll in Troll Cave no longer able to be gibbed.

TahWei now takes the holy stone from the PC during the neutral struggle quest.

Started laying groundwork for the upcoming "bonus" ending.

1.5 (8/9/04)

Fixed paladin henchmen leveling up if they alter their alignments.

Added some backup leveling up code for henchman (tries to level as fighter if first time fails).

Fixed killing Orrick and the vow taken at the beginning of the game (now shifts towards lawful properly).

Added 12 new henchman dialogs (3 for each henchman).

Even more groundwork for bonus ending added.

Fixed tiny city vow issue.

1.6 (8/12/04)

Fixed henchmen "getting stupid" after Plane of Air cutscene (removed it)

1.7 (9/1/04)

Children of PC now level up with PC

Added "cast spell for me" dialog option to children of PC.

Fixed "equip ranged" command in Struggle and end battle.

Added bonus ending

Reduced the skill required for constructing more powerful traps

Lijuan Valley senseis now move during the Seekers of Balance Struggle.

Added a dialog option to move the gate overseer out of the way.

Added more demonic weapons

Added some fallback code to keep armsman friendly

Added backup code in case Lijuan Valley end doesn't fire

Fixed guard "him/his" dialog problem.

Fixed "pledge" typo in spoken troop text

Added some rituals and recipes.

Fixed issue with ox head in manor.

HINTS - SPOILERS

Question: I'm level one! What horrible thing did you do to my character?

Hint: Don't panic. Move along.

Answer: When you die and are reborn, a piece of your soul was stolen away. You'll have the chance to get it back later in the game. While I could have waited to change people to 1st level, the flashback complicates things and it was easier to do it from the beginning.

Question: I've started the game, but I'm confused. What am I doing again?

Hint: Go with the flow.

Answer: The first few scenes in the game are there to drive the plot along. You'll be able to choose your companion (a critical choice) and then find yourself imprisoned, your body in a strange form. Your memory will return to you and you'll find yourself battling strange demons, with both you and your companion dying in the battle. Upon your return, you have broken free of your chains, sharing a room with a strange prisoner.

Question: I'm stuck in a jail room and can't get out.

Hint: Talk to your new roommate.

Answer: In order to make sure people have the full plot, you must speak with your fellow prisoner. Whether or not you help him "escape" is up to you.

Question: Where's my spouse?

Hint: She's imprisoned with you.

Answer: You'll find your henchman in the same area you're imprisoned. Explore a bit and you'll find a door with a dialog attached to it when you try to open. If you're playing multiplayer, you'll need to have your party close by before you can get through. Once you enter, you'll approach and the cutscene will start from there.

Question: These demons keep breaking in and killing me!

Hint: Don't reload. Be patient.

Answer: You need to die in order to escape the narrow passage nearby. Your companion will escape, carrying your spirit gem with you. When you die, you'll find yourself resurrected in your spirit gem, and then you're able to leave and rejoin your companion. You may want to take it from them when you return so that you can enter at will.

Question: I'm stuck in the sewers. There's this pipe I can't get through!

Hint: You won't fit through with your new body.

Answer: If you search around, you'll find a crate with some Ritual of Forms in it. Each party member should have one, as they'll need to use it to transform into their human self. It's the one ritual that costs no spirit coins, so use it freely. Once you transform to your humanoid form, you can easily slip through the pipe. There's a ladder nearby that lets you emerge into Omelas, the main city in the game.

Question: Okay, I'm in Omelas now. But I'm broke and practically naked!

Hint: Poverty is no fun. Look around for a job.

Answer: There's a lot of different ways to make money at Omelas:

- Talk to the Commoners that mill about. Occasionally they'll want a message or package delivered if you ask them about work. If you take them up on the offer, you can attempt to deliver it. If it's a package, you can simply open it and take whatever is inside.
- You can find the Gate Divers and join up. No money is required to begin and it is an excellent way to earn money, experience, and perhaps a few special items for your spirit gem.
- The Card Emporium will let you buy a deck of cards and play for money against other opponents. You'll need at least 10 gold pieces to start, though you can quickly earn quite a bit over time.
- The Arena in the Flame Quarter will let you purchase an animal to fight in the pit. You'll probably only be able to afford a chicken at first, but you can trade up to the more advanced animals. As a side benefit, you can purchase a magic item to summon your creature as you travel on your adventures.
- You can attempt to steal from commoners or break into houses for loot, but be cautious. The city guard will put a bounty on your head that will make the game difficult unless you can pay it.
- If you're really broke, try fishing around in the Fountain in central Omelas.

Now that you're in the main part of the game, there's a wide variety of things to do. I've broken the hints down into main chunks that you'll find below.

THE SPIRIT GEM AND UNIQUE TAINTED ABILITIES

Question: Where's my spirit gem?

Hint: Does your companion have it? Did you drop it somewhere?

Answer: Your spirit gem is critical. Don't lose it. Feel free to speak with your companion and ask to look through their inventory. You can take it off their hands and put it in your inventory for safekeeping. If you lose your spirit gem, there's one surefire way to find it again - kill yourself. You'll enter your spirit gem, and then use the exit. It'll appear where it is on the ground or next to the person or thing holding it. There are probably some ways in the game to get yourself in trouble if you're not careful. Only a fool takes their spirit gem with them when raiding a red dragon's lair. Each time you die, you'll reappear where you fell.

If you're looking for a safe place to keep your spirit gem, somewhere in Omelas is fine. Most of the inhabitants consider it impolite to pick up someone else's spirit gem.

Question: Okay, I'm in my spirit gem. How does this thing work?

Hint: Click on the gem heart in the middle to get started.

Answer: The gem heart allows you to do a number of things to your spirit gem. It's best to first pick an appearance that suits your personality, from dank caves to a wealthy home. Your next order of business is to spruce up the place with special items to increase the power of your gem heart.

As you adventure through the module you'll find a number of unique items that have the ability to improve the "Feng Shui" of your spirit gem. In practical terms, every time you add one of these items, the energy output of your gem heart increases. This power can be used to add new rooms to your spirit gem, as well as being taken out in the form of spirit coins. Note that if you have duplicates of the item, it will not improve your spirit gem's energy, though for purely aesthetic reasons you might want to pick up another one.

Some of these special items are:

- The columns, paintings, chandelier, and rug can be purchased at the Bazaar.
- The rat statue can be found in the sewers.
- The burning man can be found on the Plane of Fire when gate diving.
- The living crystal can be found in the Troll Cave.
- The telescope can be found in the Djinn's Tower on the Plane of Air.
- The crystal statue can be found on the Plane of Ice.
- An urn can be found on the last Mechanus puzzle area.
- A portrait of your companion can be purchased from the painter in the Radiant Quarter.
- The Arcadian Yellow Maple and Celestia Pink Blossom can be purchased at Ellia's Herbs and Tinctures.

Question: I've got some energy now and I'm thinking of adding a room. What should I do?

Hint: There are plot and gameplay reasons. Eventually you'll want to add them all.

Answer: If you want to get started on the plot right away, you'll need to build a shrine (see plot hints below).

Each of the rooms is needed for some aspect of the plot, so you'll need to have all of them before the end of the game. The other rooms are quite useful, however, so you might want to build some of the other ones too. Below are hints about each of the rooms.

Bedroom

- For an especially restful nap, you can use this bed and get a small boost to your hit points.
- The valet present in the room can also tidy up your outfit for a temporary charisma increase.

Garden

- The primary purpose of this room is to grow many of the ingredients for your potions. Just click on the two planters to harvest your ingredients. Over time, they'll grow back.
- You can grab at the gardener for a little pixie dust, though you can only do it once per game hour.

Laboratory

- Your laboratory allows you to create special potions, assuming you have the recipe for them. Recipes and ingredients can be purchased at Ellia's Herbs and Tinctures, as well as found in a variety of places. You'll also need spirit coins to power the reaction. Once you have everything you need, use the alchemist bench and choose the potion you wish to make.
- As you successfully make potions, your skill in potion making will increase, allowing you to make more powerful versions of the potions. This is limited in part by your level, so you won't be able to make the ultimate potions until very late in the game.
- The assistant in your laboratory can mix two lower powered potions into a more powerful version.
- This can be helpful if you've got some of the lesser potions lying around.

Library

- The librarian in this room can identify all of your items, free of charge.
- There's a magic circle in the corner as well, which can be used in combination with gems of spell storing to charge up the gem.

Practice Hall

The armsman performs several tasks. You'll occasionally run into certain beasts in your travels. Speak with him and you will learn novel techniques for defeating them in combat. You can also duel him, which is useful when practicing with demonic weapons.

Shrine

You can place items in the offering bowl and pray to your god. The item will be destroyed and you will be granted a brief boost depending on the value of an item. Run back out the spirit gem to face whatever foe you couldn't defeat without a little help.

Workshop

This is where you can assemble traps. I strongly suggest that all players take at least a single skill in Set Trap, using one of the varieties of enchanted rings to boost their

skill. This allows you to actually use the traps you can create here. You'll need a plan for the trap as well as the necessary parts.

Question: What are the differences between demon form and humanoid form?

Hint: Take a look at your stats and abilities.

Answer: You are unable to wear armor when in Tainted form, but your strength and constitution is greatly increased. There is also a boost to your fire resistance and a vulnerability to cold attacks. For classes that rarely use armor, it may be useful to spend a fair amount of time in demon form.

Question: I've found some demon weapons for sale at Greyward's armory. What do they do?

Hint: Practice makes perfect.

Answer: These weapons are unique in the sense that when you use them in demonform, you will grow increasingly proficient with them. Your intelligence and wisdom will determine how quickly the skill increases and your level determines your maximum skill. As your skill increases, the bonuses on the weapon will greatly increase.

Question: What's with all these rituals?

Hint: They're a separate magic system, unique to Tainted.

Answer: You'll find a number of special magic-like rituals, powered by spirit coins. Once you have the ritual, you can cast it as often as you'd like. The effects are typically fairly small, but can help out in a particularly difficult fight.

OMELAS - YOUR HOME AWAY FROM HOME

Omelas is a fairly large place with a number of things to do and places to see. Here are a few of the places to visit:

- **Arena.** If you've the stomach for it, you can buy animals and pit them in combat against others for money. To get started, talk to the kennel master and choose an animal that suits your style and pocketbook. There's a hefty cost to purchase one and an additional cost to get them in the ring. Over time, though, you can earn a fair bit of money. Your animal also gains experience with each fight, especially when pitted against a more challenging opponent. You can also sell your animal back, with higher-level animals fetching a bigger price. Finally, the kennel master sells special spirit pouches that let you summon your creature outside of the pit.
- **Bazaar.** A number of items are for sale here, including some of the items you carried into the game. The tinker carries several items that spruce up your spirit gem. It's a pretty easy way to build a few new rooms or increase your spirit gem output. You'll also find trap plans for use in your spirit gem's workshop.

- **Card Emporium.** This little card shop is home to a collectable card game where you can earn some money and a special item for your spirit gem. If you have a little gold, you can buy a starter deck then challenge the other card players for ante or gold. If you win cards for ante, you can sell them back to the card owner and earn a bit in the process. Eventually, you'll be able to challenge Unas, the current champion. If you beat him, you'll win a prize that will help boost your spirit gem's energy. Note that if you've found another deck on your travels, you won't be able to buy a starter deck until you drop them and speak to the owner again.
- **Ellia's Herbs and Tinctures.** This is a good place to pick up recipes and ingredients for use in your spirit gem's laboratory.
- **Gate Divers.** The gate divers are one of the main industries of Omelas, a portal that leads to strange places around the multiverse. Any Tainted can join up and it's an excellent source of experience and income, as well as special items for your spirit gem. It's such a large part of the game, that there's a special hint section listed below.
- **Greyward's Armory.** This is your typical blacksmith shop, though there are a few items you might want to pay close attention to. You can buy gem weapons which are ordinary themselves until you place one of four magical gems into the hilt. They'll then gain powers that boost their elemental damage. The gems are found by gate diving, so look at that section for specifics.
- **Magic Shoppe.** This is a typical magic shop, though it carries a few special items. You can buy gems of storing from the proprietor. When the gem is placed in a magic circle and a spell is cast at the circle, the spell is stored in the gem for later use. Just use the gem's power and the spell will be recast at the target. Each of the gems has a limit as to what power spell it can store. You can also ask your henchman to cast a certain spell at the circle. For example, using the chat to say "cast cure light wounds on magic circle" would have a henchman with that spell to store it in the gem. Another magic circle is found in your spirit gem's library, saving you the trip should you be far from Omelas.
- **Saucy Celestial.** This little bar has a couple quests of interest. Feel free to talk to the lone drunk and discover who he is. You're then able to duel him or convince him to not worry about it. It also appears that the bar is haunted. Speaking to the bartender will set you on the way to doing the quest to rid the place of evil spirits. If you head into the cellar, you'll see a black writhing portal that you can enter. Once in the cellar, you'll have to fight or sneak your way upstairs until you find a coffin. You then have two choices - either destroy the coffin and defeat the vampire, or sneak by and steal the cleric's staff. Once you have that, run to the cellar and place it in the magic circle. This creates an excellent anti-undead device and stops the evil spirits from entering the bar. Return to the bartender to collect your reward. The Manor is also an excellent place to get zombie flesh and bone shards for potions and traps.
- **Sewers.** The sewers below Omelas are a good way to gather ingredients for certain potions, move about if you've offended the guards, and gain some loot along the way. Some points of interest:
 - There's a hidden room in the north. Clicking a loose brick opens the door (hold TAB to light it up).
 - To the northeast is a rod embedded in a pile of debris. There are several ways to remove it to get a nice little prize.

- There's a lever that controls a gate that quickly closes. Tell your henchman "use lever" and they'll use it and you can quickly run inside and collect the prize.
- To the southeast is a den of cranium rats. You can kill them the hard way, or lure them into the nearby large round room. If you use the lever, the water will rise and they'll drown.
- To the east is the entrance to the assassin's guild (see main plot hints for details)
- Order of the Flame, Radiant Way, and the Seekers of Balance. These three places represent differing approaches that the Tainted take to face their mixed celestial and demonic blood. The Order of the Flame advocates an evil path, the Radiant Way is one of good, and the Seekers of Balance is mostly neutral. You can join one of these orders and gain access to special items, donate gold for experience, and participate in the Struggle. Look below for hints on the Struggle.
- Old Cathedral. This is mostly a place to challenge players and get some extra loot. The one puzzle involves the altars. Place a gold piece on either altar (using your inventory) and the door will open.

GATE DIVING QUESTIONS

Question: I've run across this troll and he's playing some sort of game. I gather he's got something I want, but I'm not sure how to get it.

Hint: Let the wookie win.

Answer: The troll is basically playing tic-tac-toe, with the goal to get three of your pieces in a row. The catch is that while the troll promised that he'd give you his "pretty" if you win, he's actually a very poor loser. If you play to lose, you won't have any problems. Also, if you're about to accidentally win, you can quit the conversation (using Esc) and start a new game. He's got a pretty bad memory about these things.

If you end up making him mad or just decide to kill him, note that he's a troll. Trolls regenerate except for fire or acid damage. If you don't have anything that deals that sort of damage (via spells or enchanted weapons), hold a torch in your off hand while you attack.

Question: I've found myself in a tiny city. What the heck am I supposed to do?

Hint: Either start by talking to the mayor or simply tear up the town.

Answer: There are two items you can get from this area and give to the gate overseer for gold and experience. One option is to destroy the various buildings and you will eventually discover the items of value. The other is to speak to the mayor and perform two tasks for him. The first task is to destroy several slum buildings in the northwest. Bash them down, but make sure you get the right buildings and don't hurt anyone in the

process. The next involves raising a sunken ship. Check your map as you move into the water to the southeast. There's a spot you can click on (holding TAB down when you're close should give it away). If you're not strong enough, you can use a Quarterstaff as a lever (try picking one up from Greyward's Armory).

Question: I'm on these floating platforms with a lever and a monodrone. What's up?

Hint: You're on Mechanus, in a puzzle test for modron leaders.

Answer: For the first level, take the arrows from the chest and lay them out to direct the monodrone. Use the lever to reset the game. Your goal is to get it to the down arrow. The second level is a bit trickier. Use the shield to defend against the lightning bolts cast by the sentinels - place it before the first one casts. You may need to take the long way around as well, though there's a bit of a random element involved. The third level is the most difficult. Anything that triggers the pressure plate activates an electrical trap. You'll want to lead your monodrone through it, using a shield right before they hit the pressure plate. The trap will destroy the pursuing sentinel and you can bring the monodrone to the end. The fourth level contains your reward as well as an urn you can put in your spirit gem.

Question: I'm in this grassy savannah. Now what?

Hint: The cowardly hunter has something you want.

Answer: You have a few choices here. You can simply kill the hunter and take the things he has. Alternatively, you can speak with his guide and lead each of the tigers for him to fight. You can also offer to kill the planar tigers for him, though that's probably the toughest approach. There are also some bushes with alchemical ingredients in the corners of the map. To the south, you might come across a Beastmaster Deck that contains a number of cards that can be used or sold at the Card Emporium.

Question: There's this swamp with creepy glowing lights. What's up?

Hint: Talk to the old lady in the hut.

Answer: Enter the hut and speak with the old woman there. She asks you to gather up some spirits for her potions. Grab the bottle and head outside. You'll have to fight one down until it's badly wounded, then use the bottle on it. Once you've filled it, return for your reward. This is a good place to buy ingredients and recipes for potion making.

Question: Uh, there are all these floating rocks. How do I get around?

Hint: A human couldn't make the jump, but perhaps a demon . . .

Answer: You'll need to switch to demon form to make the jump. Hold down TAB and you'll see jump points marked. Click on them and you'll be able to go from island to

island without too much difficulty. There's an occasional bug that pops up where it doesn't look like you've moved. Just click anywhere and you'll appear at your destination. You'll find ingredients in the bushes and some of the native fauna (though you'll have to kill them to get it).

Question: I've found this djinn's tower but the doors are locked.

Hint: Examine each door to find the way through.

Answer: The first door requires you to get drunk. Be careful not to get falling down drunk or you'll be staring at the screen for a while. Fortunately you recover quickly. The second door requires you to sleep in the bed - not much of a challenge. To get by the final door, you'll need to touch the center pillar, and then quickly run to the metal door. You'll take damage until you do, so don't wait around. Once you get inside, loot everything you can, including the telescope that should go in your spirit gem. The Djinn's Deck can be used or sold at the Card Emporium.

Question: I'm in the Plane of Ice and it's cold!

Hint: Your demon form isn't so great at handling cold weather.

Answer: You might want to be in humanoid form, as you'll otherwise take extra cold damage. Be careful of the inhabitants as well. They provide ingredients for potions but are also fairly aggressive.

Question: I found this white queen in the caves and she wants me to do something?

Hint: Follow the tracks to find the boy.

Answer: You can kill the queen to get her things, including a valuable gem that can be used in the gem weapons. Alternatively, you can go after her lost son. Follow the footprints through the caves and across the surface, otherwise you'll have some extra battles to fight. Right before you find him, you'll notice a crystalline statue you can pick up for your spirit gem. Once you find the boy, you can convince him to return home, fight him and return him home, or use your lore skill to gain insight and explain the situation to him.

Question: I'm at the Plane of Fire and it's hot!

Hint: Demons don't mind flames so much.

Answer: Try your demon form. It'll protect you somewhat against the elements and various denizens.

Question: Where's Gortos' spellbook exactly?

Hint: To the east, but watch the skeletons.

Answer: To the east are some master skeletons hanging about. You can challenge their leader to combat and they'll leave the area. Taking them all out is tough, but that's another option. If you're sneaky, you can grab the spellbook in the eye of the skeleton on the ground. Whatever your choice, return it to Gortos for your reward.

Question: Anything interesting in the northern part of the Plane of Fire?

Hint: Some goodies and risks - explore about.

Answer: You can pick up some ingredients for potions and traps by killing the local fauna. There's an elemental grue to the northeast. Should you defeat him, there's some gems you can use for an experience boost. To the northwest is a statue of a flaming man you can put in your spirit gem. Near the grue you might also find a Flameshroud Deck, which contains cards that can be used or sold at the Card Emporium.

THE STRUGGLE

The Struggle areas can be accessed after you've joined one of the three orders: the Order of the Flame, the Radiant Way, or the Seekers of Balance. There are two main struggle areas, each with a different path depending on which order you belong to.

Chen Village

- Before leaving, you might want to pick up the skull from the Order's store, as it will let you heal your troops during battle. If you belong to the Order of the Flame, you will want to head north to the bandit camp and introduce yourself. If not in demon form, you'll get the opportunity to change in order to convince the bandit leader you mean business. After that, you'll be given command of the troops. Before you leave camp, you can train the troops and improve their weapons and armor. Be careful, however, as they may end up worse off than they started. Training and improving their gear can be repeated until success or failure happens for every troop. After that, you'll be heading southeast into the village. The goal is to kill each villager. Once that's done, speak to the bandit leader to get the gift of his sword. You can also pick up the village leader's sword and sacrifice it at your altar for a little extra experience. Return to the Order of the Flame to get your reward.
- If you belong to the Radiant Way, you'll have a similar approach except taking the villager's side. Before departing, you might want to buy the Amulet of Healing from the Order's store, as it lets you heal your troops during battle. Head east to see the villagers, speak with the leader, and then lead the troops into battle. You can speak to the drunk and convince him to clean up his act. If you have some animal empathy, you can also get the dogs to join the fray. After that, lead your troops into battle. If you win, you can similarly sacrifice the enemy's weapon at your altar. You'll also be able to get a special sword from the village leader upon completion of your task.

- If you have joined the Seekers of Balance, your job is a bit trickier. You'll be using your disguise kit quite a bit. It's not instant, however, as the "magic" only works when certain triggers placed around the map are fired. Your best bet is to run away should you find yourself making enemies of the wrong people. You'll want to start by talking to the bandit leader, making sure to disguise yourself first. Then speak with the daughter who will willingly go with you to the village. Once at the village, you can speak with the drunken priest and buy, pick pocket, or convince the village's holy stone. Return this to the bandit leader and your quest should be complete.

Lijuan Valley

- The path for the Order of the Flame is quite straightforward. Head to the Green Scorpion school, gather your troops, then lead the assault against the White Phoenix school. They'll all be waiting for you in the valley area, so it shouldn't be too hard. If you are able to set traps, an easy strategy is to trap the bridge and tell your troops to wait. Run forward to lead them across the bridge and into your ambush for a simple victory. Once the last of them fall, you can return for your reward.
- The Radiant Way is essentially the opposite of the Order of the Flame's. Go to the White Phoenix school, gather your troops, and kill all the Green Scorpion students. Return when you are done.
- The Seekers of Balance have to be somewhat careful, but victory is hard to miss. Disguise yourself and head to one of the schools, then follow the master until they've gone to a quiet corner. Kill him and flee before the other students figure out what's going on. Do the same to the other school. For amusement, you can lead one set of students into the other, making your job even easier.

THE MAIN PLOT

Once you've gotten to the main part of Omelas, you can begin the main plot. It's tightly integrated with your spirit coins and the rooms within, so you'll probably need to do the other quests to get special items for your spirit gem. It's also a good idea to gain as much experience as you can as some of the plot areas will be otherwise quite difficult.

A Bloody Coin

You'll start the game with only a bloody coin as a clue. When you're able, build a shrine in your spirit gem and enter it. Clicking on the altar will bring up a dialog that shows you the location of a certain hidden door. Head to the Royal Quarter and enter the secret door.

The Gem Thieves

Once you enter the Gem Thieves' area, you'll see that there's a bit of a fight going on with some mysterious assassins. Fight your way east then south and eventually you'll find a group of Tainted locked away. Speak with them, then tell your companion "use lever". At the same time, run to the other lever and use it as well. If you've timed it right, the doors will open and you'll get allies for the next fight.

As you continue along, you'll see one gem thief telling the other about a key. You'll need to chase after the fleeing one, get the key, then open up the locked door. Behind the door you'll find a dying man. Search his body to find a knife and a key. Also make sure to search the nearby rooms as you may find some of the gear that was taken from you at the beginning of the game.

Preparing for the Assassin Guild.

The knife found on the gem thief leader requires a bit of work. You'll want to show it to the armsman in your practice hall, then the librarian in your library. Once you know how to make the antidote, you'll need to speak to your gardener to get the ingredients and then the assistant in your laboratory. After all of that, you'll be prepared to go to the assassins' guild. Go to the east part of the sewers and open up the locked door with the key you found.

The Assassins' Guild.

You'll be faced with a golem when you first arrive. Take the test and it'll give you the key to the first door, a green glowing mist in front of you. Once you enter the next area, you'll be challenged by several waves of assassins. Deal with them however you'd like, then search the nearby chests. You'll find a red token which you can take back to the entrance and enter the red mist.

The next area leads to several different rooms. You'll need to find the flame token in a chest hidden in the closet of one of these areas. That will let you go through a flame door into a large temple area. In the temple and nearby rooms, you'll be faced with assassins linked to the three philosophies of Omelas. You can speak with them and pass "correct" judgment on each of them. This saves you a fight, though you can use either method to get the proper keys. Once you have the leaf token, return to the entrance and enter the room reserved for the Lord of Omelas. An odd little beast is there, giving you an invitation to a party. While you are here, you should also search the rooms as you might find your most valuable items that were taken from you at the beginning of the game. You'll also find something called a "Soul Prison". Take that to the tinker in your spirit gem and you'll gain huge amounts of experience back.

The Lord of Omelas

You can go to the Royal Quarter in Omelas and try to get into the party, but it seems you're not dressed appropriately for the occasion. You'll need to speak to the valet that comes with your bedroom in order to get appropriate clothes for you and your companion. After that, the doorman to the royal palace will let you in.

Once you arrive, feel free to put on your equipment again. You can also follow the guests into the side area to chat with them if you'd like. If you're ready to face your final foe, head north into the throne room. You'll be met by a familiar face and you can decide to either let him go or face him in battle. The vow you took at the beginning of the game will cause you to shift your alignment lawful or chaotic depending on what you choose.

The final battle is difficult. Two orbs on nearby pedestals will heal the Lord fully unless they are destroyed. You'll also be facing sorcerers coming out of nearby rooms.

If you're sneaky, you could place traps around then lead your opponents into them. Using a number of rituals and potions beforehand can also help considerably. After you've faced the Lord of Omelas, you can take his key and explore the rest of the palace. You'll find your child in a nearby room to the west.

Bonus Ending

After Demon was released, I opted to create a bonus ending for the module. If you've played through already, you can simply import in your character and jump right to the ending. Normal players will get to it after the first meeting with the Lord of Omelas.

- **Rackshil.** You'll first meet Orrick's father when returning to the throne room. Kill him and you'll see a portal appear. Make sure you've built your workshop and taken the Soul Prison to the tinker there so that your level is at least 14 or so. Then hop right in.
- **Acheron.** This area is a straight fight. Feel free to pick up whatever equipment you'd like, then run through to the next portal.
- **Niflheim.** You might want to save before you speak to the dragon. If you have a deck of Creature cards handy you can challenge him to a card duel, which is a much easier way to defeat him. Alternatively you can fight him, though it's a fairly tough fight. Note that if you simply destroy the Wall of Stone, he'll start attacking. Eventually you'll just need to bash your way through.
- **Hopelorn.** You'll make your way through a few different fights, eventually getting to a cutscene with Rackshil and the undead mage Kargis. They'll trap you in several big specimen jars with a zombie that goes around electrocuting you. There are a lot of ways to get out. You can persuade the zombie to pull the emergency release lever. You can use Spellcraft to undo the force field. You can cast Dispel Magic to disrupt the force field. Finally, you can simply keep bashing it until it fails. Once you're done, you can use the emergency release lever to release your companions. Make sure you ask them to rejoin then leave the room and go to the next portal.
- **Agathion.** A number of constructs roam the halls and there are quite a few chests with valuable items. Feel free to clear them out and loot the place before going to the next portal. The Rings of Resurrection are quite handy in the final battle – you might want to keep them in reserve until then.
- **Rackshil's Lair.** Speak with Orrick, then feel free to sack the place. There's a couple hidden items you might find useful. There's a Greater Gem of Spell storing – feel free to go to your spirit gem and use the circle in the library. If your companion has a spell you wish to cast, ask them to cast their spell on the magic circle (e.g. "cast harm on magic circle"). That'll charge the gem and let you use it later. Once you're done, speak with Orrick and move to the final battle.
- **Omelas Outskirts**
You'll see Rackshil begin the transformation to a lich. Once you return to Orrick, you'll find that he and the assassins are on your side. Several waves of enemies will attack: orcs, constructs, and undead. It's best to hang back until they're taken care of otherwise you'll face two orcs with ballistas. Once everyone is dead, you'll see another cutscene where Rackshil is transformed

into a lich. From there, things get complicated.

You'll need to kill Kargis first, taking his staff, equipping it, and using its unique power to destroy it. Then fight Rackshil until he stops and begins to speak to you. After that long conversation, you'll get to fight Orrick again, except with some twists.

First off, you're not immortal any more at least until you kill Orrick once and he drops the spirit gems he's held for you. Wearing the Ring of Regeneration is handy as well, as it basically gives you a "free life" should you fall in battle. You've also got the assassins to deal with if they haven't died in the various fights (an evil player would quietly pick up their spirit gems and destroy them before now).

In order to defeat Orrick and the assassins, you'll have to kill them, pick up the spirit gem, and then use it's unique power. This crushes it and gets rid of them for good.

Aftermath

Once the battle is over, you can return to Omelas by heading to the north, or speak with your spouse to end the module.

THINGS TO TRY

- You can have your henchmen store their spells in the gems of spell storing. Place the gem in the center of the magic circle (either the one in the Magic Shoppe or your spirit gem), then issue the henchman the command "Cast spell on Magic Circle", where "spell" is the name of the spell. For example, "cast cure light wounds on magic circle".
- Try talking to the pit boss in the arena after you've become the Lord or Lady of Omelas.
- Visit the partygoers again after you've become the Lord or Lady of Omelas.