'No Plans'

Presents

A Little Red

A Mod Developed for Never Winter Nights:2

Due to the use of transparencies this Booklet is best viewed with the most current version of Adobe Acrobat Reader

Acknowledgement

As the team leader I would like to acknowledge the hard work put in by all the 'No Plans' team members to produce this mod. Despite all crashes and technical frustrations the team pulled through. I would like to thank you all for your patience and tireless efforts, it was a pleasure and an honour working with you.

Anna Tito, Designer

No Plans

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"No Plans": The Team

All group members contributed to the development of this mod, however this is the breakdown of the specific jobs done to bring it up to this stage.

Boden Tennent: 3197693, Digital Artist

- Concept art & rough map
- Custom content
- Started level design
- Area design & development - Bare Skin Tavern, Fenholm City Centre, Lupus (werewolf) Caves, Red's House, Protagonist's House, Warehouse
- NPC design - Red O'Connell, Brodie Dieter, Ulbrecht Wolfe, B. B. Wolfe and experimented wit the design of non-plot related NPC's
- Area development - Lilum Territory
- Custom textures
- Custom Load Screens
- Sound implementation

Anna Tito: 3195610, Designer

- World, story, character & quests development
- Area design & development - Crypts
- Area development - Lilum Halls, Lupus Territory
- NPC design - O'Connell, Lupus & Lilum Clans, City Guard, Pierre, Luther, Warehouse manager, Shorie de Rais & Gillies de Rais
- NPC's & Encounters - Bare Skin Tavern, Fenholm City Centre, Warehouse, Lupus Territory, Lilum Halls, Lupus (werewolf) Caves
- Design, edit and layout of design document, CD case and CD design.
- Conversations (inc. random NPC conversations) & Cutscenes
- Mod description & infomation
- Journal - development & Quest Implementation
- Custom NWN2 Bluprints (inc. quest items)
- Scripts: animation_prone (version 1.0), On_open_journal_update_blood, On_open_journal_update_spy, On_open_journal_update_spy2, Npc_door_on_heart, On_death_player (version 1.0), On_death_red (version 1.0)
- Script Application: Door_convo_trigger1-3, Firstdoor_convo_trigger, On_enter_blood01 & 2, On_enter_scent_city, On_enter_scent_crypts, On_enter_scent_gran, On_enter_scent_lilum, On_enter_scent_lupus, On_death_journal_update-baliel, Door1-3_unlock, Firstdoor_unlock
- Examinable objects, walk over observations.

Ross Taylor: 3106744, Designer (Multi-media)

- No Plans Logo & Map development
- Optional side quests & game areas
- Area design - Lupus Territory
- Presentation - film, editing & polishing and screen shots
- Custom music creation & implementaion
- General music implementation
- Fedora modeling & attempted implementation
- QA & Conversation & journal editing and proofing.
- Cutscene research
- Custom normal map
- Random NPC conversations

Gareth Campbell: 3191338, Programmer

- NPC sitting script version
- Research and experimentation with wolf transform scripts and custom item custom properties scripts.
- Research - day to night transition scripts
- Scripts - Doorheat, Dooropen
- On death update journal script template
- On enter trigger floating text string template
- Dawn, Dusk, Time_warning, siting script versions 1.0

John Stavropoulos: 3191010, Programmer

- Conversation list & Script list
- Area design - Lilum Halls, Lilum Territory
- Research - day to night transition scripts
- Day/Night transition scripts - inc NPC behaviour, PC wolf transform implementation
- Scripts: Dusk, Dawn, Time_warning, Random1to4, NPC_behaviour, NPC_custom_spawn, NPC_Custom_heart.
- QA & Script Debugging

Michael Hanrahan: 3168339, Programmer

- Script list
- Scripts: Protagonist_bed, custom_heart_day, custom_heart_night, savetime, loadtime, spawn_wolves, madman_door, sit, elvis_on_death, elvis_on_leave
- Get henchmen to follow research
- Walking in loop script research

Welcome to Fenholm

Welcome to Fenholm. If there was such a thing as a tourist brochure for this town it might say something like: Visit this lovely 17th century seaside town full of character and old-fashioned charm, but there is no such thing.

Fenholm is my home, or at least the place that acts as such for the moment. The city itself sits in the valley of Masion. The surrounding hills, once its protectors, now serve the peculiar function of funnelling all the fetid debris this island has to offer into one central location. The now celebrated focal point for human – non-human relations; if you could call them that. As you all know, it is guarded by the law of the land that humans are to control all law and public process. This has set up a peculiar social dynamic. Some non-humans have tried to integrate themselves as contributing members of society, but the high taxes and lack of democratic representation means that most legitimate businesses fold, or are driven out of business by the human purists. Instead most non-humans favour more … 'creative' forms of business where their non-human gifts are an asset rather than a burden. This still does not get them out of competition with humans, the human Clans fight just as hard for the resources controlled by these 'creative' businesses, they just find themselves on more equal footing. We're lucky, well at least relatively, we only have three such warring factions and they are split cleanly along special lines, Werewolf, Vampire and Human. So welcome, if such a thing is possible, to this god-forsaken place.

And so it Begins.....

Michael Banner the celebrated detective who put the Milson family killer in the chair, was found today after a three week man hunt. Mr Banner went missing from his home three weeks ago under horrific circumstances. The guard was called to his house at midnight after one of the local patrol spotted signs of a disturbance. The guard found his wife and daughter brutally murdered, in the words of one of the investigating officers *"I an't seen noth'n like it. All them body parts and that blood..... they was torn apart while they was still alive and screaming."* Mr Banner was found half alive at 3am yesterday morning outside the gate to the docks district.

Doctors refuse to comment on his condition though a nurse from the hospital said, *"They tortured him, then turned him and tortured him some more, it's a miracle he's still alive."* As our readers know it is illegal for a non-human to be in public service, it is clear that Mr Banner must be dismissed from the service for the sake of public safety. *"The Wolves have done more damage than if they had just killed him, they have taken the champion of all humans and made him part of the non-human problem. It would be more humane if we just let him die"* says a concerned citizen.

-See page 4 for how to make your home safe from non-humans

I was down on my luck; my recent run in with the Wolves had left me at a standstill. I slunk around my office. The stench of sour cigar smoke and unwashed clothes hung in the air. Vodka helped on days like these. It stood in anticipation on the desk lid upturned. I swigged the cheap liquor and grimaced. How low had I sunk that this paint stripper could be passed off as something drinkable. The light from the flickering street lamp cut razor lines through my self-imposed darkness. Illuminating the faded lines of print that were scattered across my desk, *Wolves Mutilate Family, Black Day: Beasts Still Run free*, *Head Detective Brings in Wolf Leader*, *Execution of Wolf: no help for family*, *Family Murdered: Hero Detective Still Missing*, *Saviour of City: Honourably Discharged*. On top sat a large picture of a ferocious wolf howling at the moon with the fatal words cut across them *Saint turned Sinner: Hero of Fenholm turned by Wolf Clan*. I turned my face away to the darkness outside. Through the gaps in the blinds I watched the inhabitants of the city scampering like rats. The door creaked open cutting through my reverie. I held the bottle tight by the neck, nothing else works better in a scrape. Keeping the bottle low I turned to the door. Silhouetted there was a woman. Her dress, a second skin, hid nothing of her form as the light from the hallway cast her details into shadow. She lit a cigarette. The sudden flash of the lighter illuminated her perfect make-up. Setting her auburn hair ablaze. Darkness again, I blinked trying to clear the spectre from my vision.

"They killed Gran....."

Protagonist

Name:
Michael Banner

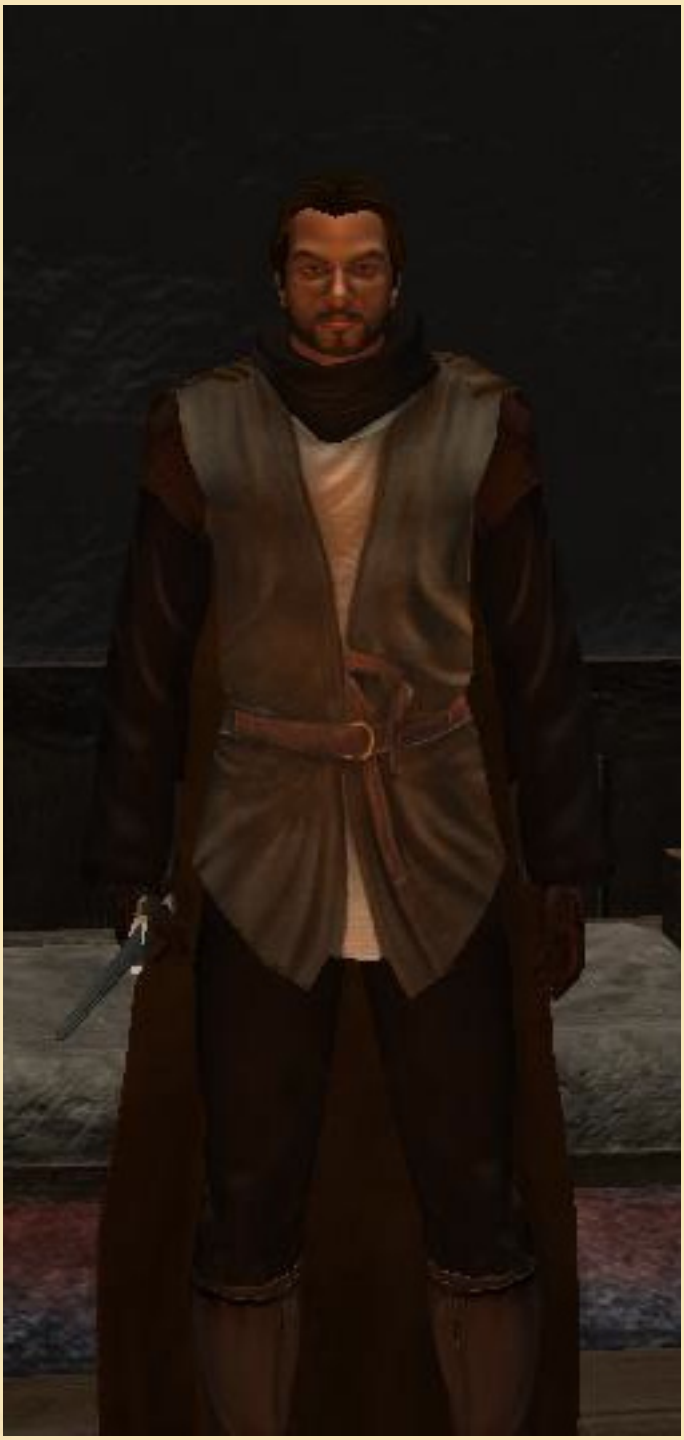
Species:
Non-human, werewolf

Occupation:
Out of work private investigator

Place of Residence:
Fenholm, City Centre

Place of Work:
As above.

Next of Kin:
Carmel (wife) and June (daughter), both deceased



You play Michael (Mick) Banner the once decorated detective of the city guard. Two years ago you where head detective on a case involving the brutal murder of Milson family, well known states people and philanthropists. The murder set Fenholm in an uproar, lynch mobs prowled the streets looking to string up any non-human they might wander across. You tracked the killer to a high ranking member of the Lupus Clan, who was subsequently executed in accordance with the *Non-human Justice Bill*[1]. After this execution came a spree of revenge crime from the Lupus Clan, culminating in the vicious murder of your wife and daughter and your own kidnap and torture. As a symbol of human weakness and non-human power the leader of the Lupus Clan, B. B. Wolfe, turned you into a werewolf, a painful and risky process that most don't survive. Discovering that you would survive, they preceded to utilise the greater hardiness that you gained from the transformation to torture you. This torture lasted for three consecutive weeks, before they decided to abandon you, broken, at the gates to the city's docks.

As a non-human you lost your job and your home and now have to reside in the only area where non humans can live with humans, in the city centre itself. You pass your time by taking petty detective jobs. You have sworn a blood oath against the Lupus Clan. But as you lack the resources to fight then… you drink yourself away.

[1] *This bill allows the state to execute, without the possibility of appeal, any non-human who has been found guilty of the murder or halm of a true human.*

Red

Name:
Red

Species:
Human

Occupation:
Lounge Singer

Place of Residence:
Human Quarter

Place of Work:
The 'Bare Skin Tavern', Fenholm, City Centre

Next of Kin:
'Grandma' O'Connell (grandmother), Eileen O'Connell (mother), Derek Wilheim (father), deceased

Red is the young granddaughter of the infamous 'Grandma' O'Connell, leader of the O'Connell Clan, a hard hitting human purist clan. Her mother, Eileen, developed a drug addiction while red was still young and became involved with members of the Lupus Clan. 'Grandma' stepped in and became Red's legal guardian and struck Eileen from their lives. Red works as a singer at the 'Bare Skin Tavern', a club that serves humans and non-humans alike. Red comes across as the classic club singer and floozy, but under that stage veneer she is an edgy street smart woman who will one day take over the O'Connell Clan.

The O'Connell Clan

The O'Connell Clan is the the Irish Catholic human purist clan. The O'Connell Clan has an unwavering hate for all non-humans, this is epitomised by their leader Grandma O'Connell who disowned her own daughter, Eileen, when she became involved with a Lupus Clan member.

'Grandma' O'Connell

'Grandma' O'Connell is the leader of the O'Connell Clan. She is a psychopathic master mind, that rules by fear and an unbending desire to destroy all non-humans.

Brodie Dieter (Red's Boy Friend)

Brodie is a strange and mysterious young man, he has been involved with Red for the past few years, and is Grandma's Second in command. He is tough and ruthless and somewhat wolfish. He is the obvious suspect in Granma's murder as it is clear he is not who or what he says he is.

B. B. Wolfe & the Lupus Clan

How the fusion of man and wolf, the plague of lycanthropy, came upon the earth is lost in the mist of time. What isn't is that B. B. Wolfe is the only one of his kind alive to have been spawned directly from the First One.

B. B. Wolfe is the oldest of his kind and has generally retired himself from public life, leaving the management of the Lupus businesses, along with his amour, to his second in command, Ulbrecht Wolfe.

Very little is known about the reality of Lycanthropy. The transformations always come with the darkness, though older Lycans can retain or loose their wolfish form at will. There are rumours of a number of very powerful artefacts created by the First One, which can repress a sufferer's wolfish nature when worn, though the validity of this claim is doubtable.

The Lupus Clan controls the docks and much of the drug trade in the city. Some Lycan's have separated from the Clan to set up their own businesses, however most end up back with the clan when their business endeavours fail. The notable exception to this is, Luther, owner of the 'Fury Friend,' and those under his employ. The 'Fury Friend' is a boutique that caters for an exclusive 'special needs' clientele, most of which are human

Gillies de Rais & The Lilum

Gillies de Rais, is the eldest and most powerful of the vampire clan, the Lilum. He fled his native homelands over one hundred years ago and has been wandering the empire collecting followers and converts alike. Not many have seen Gillies. He, like his clan, prefers the cloak and dagger approach to Clan business. Gillies himself prides himself in his information networks and his capacity to spread disinformation, which can destabilise whole Clans. The Lilum pride themselves on their wits and grace, a far cry from their lowlier vampire and zombie servants.

Vampires feed off the blood of humans, since the harming of a human carried the penalty of death, the vampires rely on donors and other blood sources, including other non-humans. They are considered legally dead but remain among the living, they lead a rich existence circulating around a vast array of hedonistic pleasures. Any business they undertake centres on the need to further their capacity for this indulgence. Subsequently they tend to deal more in theatre, art, music and other forms of sensual business endeavours.

Other NPC's

Bester

of Bester's Boutique

Pierre

Manager of the 'Báthory Bathes'

The Blacksmith

Luther

Owner of the 'Furry Friends'

Papa Will

Warehouse Owner

Louis

Owner of the Bare Skin Tavern.

Fenholm Market Place

Game Plan

Grandma's Killer (D) - Red, ***Your House***

Bad Cheese (D) - Warehouse Owner, ***Bare Skin Tavern***

Vanishings (D), Luther, 'Fury Friends' Manager, ***Bare Skin Tavern***

Grandma's Killer: Part 2 (N), ***Red's House***

Spy In Our Midst (N), Note in Grandma's Draw, ***Red's House***

Zombie Rebellion (D), Pierre, 'Báthory Bathes' Manager, ***Bare Skin Tavern***

Blood and Wisdom (N), Gillies de Rais, ***Lilum HQ***

Blood and Wisdom: Part 2 (D) - ***Crypts***

Spy In Our Midst: Part 2 (N) - Talk to De Rais, ***Lilum Hall***

Spy In Our Midst: Part 3 & Grandma's Killer: Part 3 (N -D) - Finding B. B. Wolfe dead, ***Lupus Clan HQ***

Grandma's Killer: Part 4 & Spy In our Midst: Part 4 (D) - ***Red's House***

(N) = Quest only able to compleated at night

(D) Quest only able to compleated during the day

Game Plan Details

Grandma's Killer

Find Grandma's Killer

Grandma's Killer: Part 1

Red tells you about her grandmother's murder and asks you to investigate. She asks you to come to her house that night to see the scene of the crime after the officials have finished their initial inspection.

Grandma's Killer: Part 2

Visit Red's house and inspect the scene of the crime, find clues in Grandma's desk, find a werewolf transformation inhibiting draught in Red's room in the spare chest.

Grandma's Killer: Part 3 (& Spy In Our Midst: Part 3)

In the Lupus Clan territory, fight your way through into the Lupus Clan HQ (Lupus Caves) and up to B. B. Wolfe's chambers. Fight Ulbrecht, find B. B. Wolfe dead, having been murdered. Loot Ulbrecht's corpse and find a note to Ulbrecht from Red detailing their plans to take over both the Lupus and O'connell Clans.

Grandma's Killer: Part 4 (& Spy In Our Midst: Part 4)

Leave the Werewolf and go to Red's you find red's house burning and Brodie dying. He tells you that Red is the murderer and that he was sent in to spy on the Lupus by Gillies de Rais. When there he was sent to spy on the Human's by the Lupus, Gillies thought this was a stroke of luck and bade him stay, but he has only ever served the interests of De Rais. Then he dies.

Spy In Our Midst

Spy In Our Midst: Part 1

Find a letter in Grandma's desk informing her that there is a spy in their midst, the letter does not specify who nor is it signed. A hand written scribble in Grandma's hand says, 'Broderick (?)'.

Spy In Our Midst: Part 2

You can find out from De Rais that Brodie is a spy, if you so choose.

Bad Cheese

Ever since the Lupus took over the docks and brought in a bad cheese rats have been fleeing into the main town. Warehouse owner and Good cheese importer asks you to Investigate where they are coming in and kill them. Reward: Money and mention of other possible contacts for quests.

Vanishings

'Fury Friends' are a break away werewolf group that specialises in prostitution for 'special needs' clients, for the past month female staff members have been disappearing, the Guard won't do anything. All these disappearances occurred around the same area, the attacks are becoming more frequent and the manager, Luther, is worried that they will need to close for the safety of his staff. Find out what happened.

You find all bar one of the prostitutes dead, the one that is not dead is being held hostage by the killer. You can either talk her to safety and then kill the maniac, or not persuade and kill the maniac and she dies. Rewards: with living prostitute: 300GP and information about the strange movements of the Lupus Clan. Without her: 200GP and no information.

Zombie Rebellion

Man who manages the vampire bathes ('Báthory Bathes') in town asks you to investigate the strange behaviour of the zombie servants of the vampires. He tells you that they all seem to be congregating around the Crypt in Lilum territory and have stopped heeding their masters call. You fight your way through the zombies and find a voodoo priest at its centre. He claims to be fighting for the rights of zombies right to be free and to have a good wage (he's slightly unhinged). Reward: Go back to Blood bathes, gives you monetary reward and you get recruited for a job for De Rais.

Blood and Wisdom

Go to the Lilum Hall and talk to Gillies. He tells you of a relic the zombies stole before the vampires worked out they were under the preist's control. They rewuire you to get the relic from the crypt which can only be accessed at day time. You must solve 4 puzzles to get through to the relic. Reward: get to keep everything you find, but the relic and you may ask the Gillies one question about Grandma's affairs which he will guarantee to answer truthfully.

Inspecting Grandma's Corpse

Game Areas

Key

[E] - External, [I] - Internal

[E] City Centre (with Market and Alleyway, etc)

[I] 'Bare Skin Tavern'

[I] Warehouse

[I] Your House

[I] Madman's House

[E] Lilum Clan Territory

[I] Crypt

[I] Lilum Hall

[E] Lupus Clan Territory

[I] Lupus Caves

[E] Red's House: Final Battle

[I] Red's House

Protagonist's House

From top: Red's House, Bare Skin Taven, Madman's House

From top: Lilum Hall, Lilum Territory, Crypts

From top: Lupus Territory, Lupus Caves, The Final Battle!

Map

The Docks (Lupus Clan)
Town Centre
O'Connell Clan Territory
The Lilum Clan Territory
The Rich District
Lupus Clan Territory

Fenholm

Scripts

- Custom_heart_day - Keeps doors locked unless it is day time
- Cutom_heart_night - Keeps doors locked unless it is day time
- Dance01, Dance 02, Dance 03 - Dance animation
- Dawn - Transform player back from a werewolf
- Dock_stun - Effect of the bad cheese, walk over trigger when you get to the docks.
- Door_convo_trigger1, Door_convo_trigger2, Door_convo_trigger3, Firstdoor_convo_trigger - Triggers the puzzle conversation when the door fails to open.
- Door1_unlock, Door2_unlock, Door3_unlock, Firstdoor_unlock - Unlocks the puzzle doors.
- Doorheart - Close door animation run on heart.
- Dooropen - Counter started when you open the door so the door is open for at least one heart beat.
- Dusk - Transforms player to werewolf
- Elvis_death - When Elvis dies deactivate rat triggers.
- elvis_leave - When Elvis leaves deactivate rat triggers.
- Initialform - Saves the characters initial form.
- Initialisemod - Sets the world time.
- Lightning - Sets a light on and off to simulate an explosion in the distance.
- Loadtime - Loads the saved time when you exit from an interior.
- Madman_door - A journal check that checks if you have a quest and can enter the madman's house.
- Npc_behaviour - Controls NPCs to go to a door and become invisible. and the reverse process.
- Npc_custom_spawn - Triggers userdefined script on heartbeat
- Npc_custom_user - Triggers NPC behaviour on heartbeat.
- Npc_door_on_heart - Door close animation if an NPC opens a door.
- On_death_journal_update-baliel, On_death_journal_update-madman - Triggers journal update on NPC death.
- On_death_player, On_death_red - Triggers conversation on player death
- On_enter_blood01, On_enter_blood02, On_enter_scent_city, On_enter_scent_crypts, On_enter_scent_gran, On_enter_scent_lilum, On_enter_scent_lupus - On enter trigger floating text string.
- on_heart_animation_prone - Run animation prone on heartbeat.
- On_open_journal_update_blood, On_open_journal_update_spy, On_open_journal_update_spy2 - On open trigger journal update.
- Protagonist_bed - Passess time to next 6hour block.
- Random1to4 - Random integer to trigger random conversation responce.
- Savetime - saves the world time when you enter and interior from an exterior.
- Sit - Sit animation
- Spawn_in_heartbeat - Set's NPC to use different heartbeat function.
- Spawn_wolves - On conversation spawn creatures.
- Teleport_to_final_battle - Teleport to final battle.
- Timewarnng - controls the PC werewolf transformation

Fenholm Justice

Conversation List

World Convos

- Azrael_magic_store
- Barman_louis
- Besterstore
- Blacksmith
- Guard
- Item_scrapbook1
- Lady_in_red
- Prostitute
- Random_city_guard
- Random_elite
- Random_kid
- Random_lilum
- Random_lupus
- Random_oconnell
- Random_slum_npc

Grandma's Killer

- Grandmas_killer_brodie_&_protag
- Grandmas_killer_red_&_protag
- Grandmas_killer_red_&_protag_2
- Grandmas_killer_uwolf_&_protag
- Gk_&_spy_brodie_&_protag
- Closing_player_win
- Closing_red_win

Spy in Our Midst

- Spy_in_our_midst_grandmas_desk
- Gk_&_spy_brodie_&_protag

Bad Cheese

- Bad_cheese_cheese_open_warning1
- Bad_cheese_cheese_open_warning2
- Bad_cheese_elvis_&_protag
- Bad_cheese_papa_will_&_protag

Vanishings

- Vanishings_aida_&_protag
- Vanishings_bloodsmear2
- Vanishings_jean_luc
- Vanishings_luther_&_protag
- Vanishings_madman_&_aida

Zombie Rebellion

- Zombie_rebellion_baliel_&_protag
- Zombie_rebellion_pierre_&_protag
- Player and voodoo priest

Blood and Wisdom

- Blood_&_widom_gillies_&_protag
- Lilum_door
- Door_puzzle
- Door_puzzle01
- Door_puzzle02
- Door_puzzle03
- Shorie

Opening Conversation with Red

Custom Content

Custom textures

Custom Werewolf Clothing

A_DOG_LowLeg1
A_DOG_LowLeg2
A_DOG_Shoulder2
A_DOG_UpArm1
A_GYM_Bracer28
C_Gnoll_CL_Body01

Custom Face Textures and Npc

C_VampireF_Head01
C_VampireM_CL_Body01
N_Shandra
P_ASF_Head01
P_EDF_Head04
P_EDF_Head05
P_HHM_Head14
PLC_MC_GALLOW3

Custom Made Clothing

P_HHF_CL_Cloak01
P_HHF_hide
P_HHM_CL_Cloak02
P_HHM_HD_Body01
P_HHM_CL_Helm01

Custom Retextured Buildings

PLC_BR_House
PLC_BR_House01
PLC_BR_House01_T
PLC_BR_House_T

Placeables And Items

PLC_MC_BAG01
PLC_MC_BAG01_N
PLC_MC_BAG02
PLC_MC_BAG02_N
PLC_MC_FRUITBASKET
PLC_MC_GRAVEST02
PLC_MC_MAP1
PLC_MC_MEATSLAB

Custom Race Banners

PLC_MC_BANNER
PLC_MC_Banner01
PLC_MC_SIGN09B
PLC_MC_SIGN09B_N (nomal map)

Custom Artwork And Placeable paintings

PLC_MC_PAINTING4
PLC_MC_PAINTING5
PLC_MC_PAINTING6
PLC_MC_PAINTING7
PLC_MC_PAINTING8
PLC_MC_PAINTING9
PLC_MC_PAINTING10
PLC_MC_Painting11
PLC_MC_Painting12
PLC_MC_Painting13
PLC_MC_Painting14
PLC_MC_Painting15
PLC_MC_PAINTING16
PLC_MC_PAINTNG1
PLC_MC_PAINTNG2
PLC_MC_PAINTNG3
PLC_MC_PAINTNG17

Custom Scrolls

PLC_MC_SCROLL1

Custom Loadscreens

Bare Skin Tavern
Fenholm City
Reds House
Slum Home
Lilum Territory
Lilum Hall
The Crypts
Lupus Clan Territory
Werewolf Caves
The Madmans house
The Warehouse
Final Battle, A little Red.

Custom Music

City Night & Day music
Bare Skin Tavern Music

Custom NWN2 Blueprints (items & placables)

Armor

Guardian of Fenholm - Crypts
Protector of Fenholm – Slum Home
Detective Wear – Slum Home

Weapons

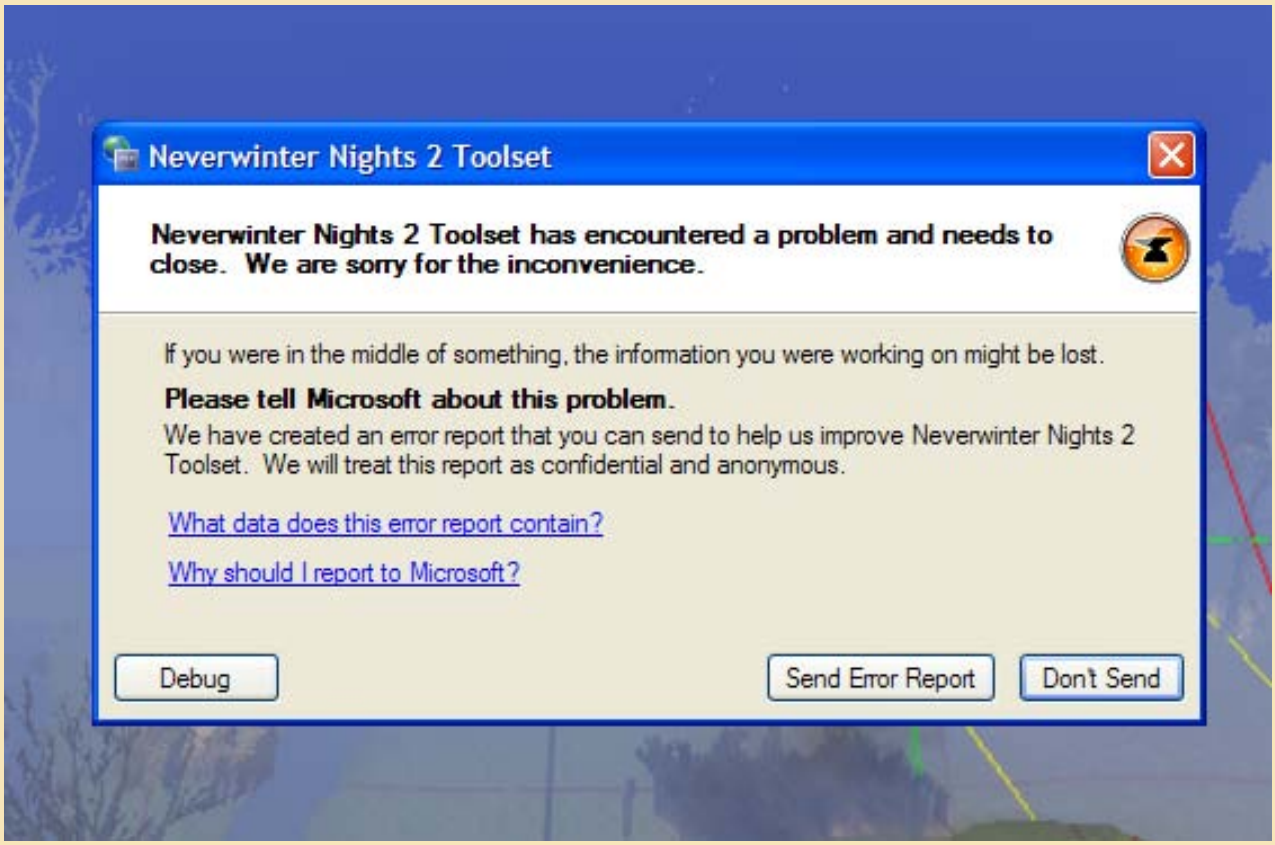
Silver Dagger of the Moon
Silver Bullets

Items

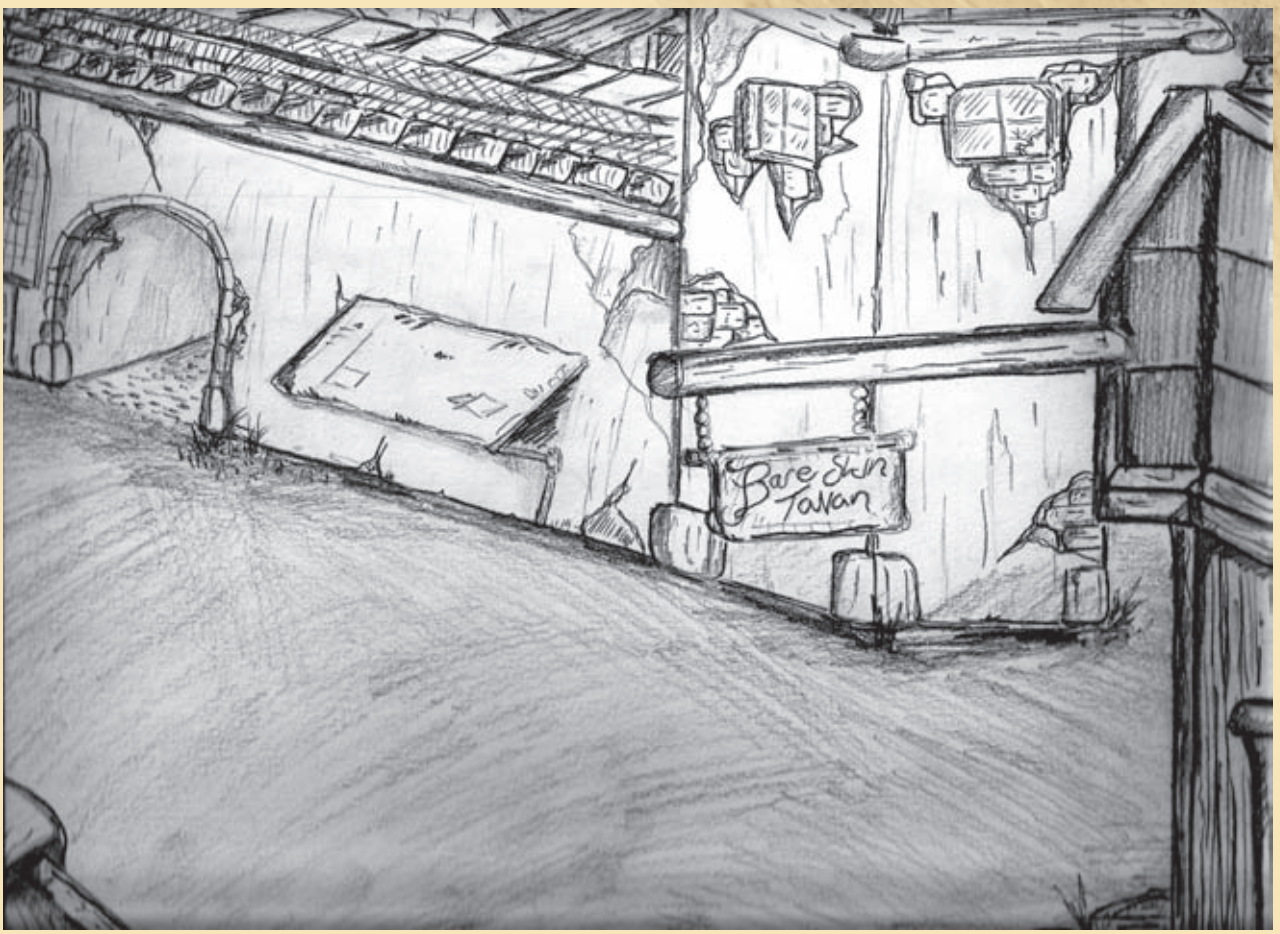
Ring of the First One – Slum Home
Ashes of the First One - Crypts
Wolfs Bane Potion – Red's house
Warehouse Key – Bare Skin Tavern
Grandma's Desk Key – Red's House

Books, Scrolls & Notes

Fu-Wu Meeting minutes – Crypts
Myth of De Rais – Crypts
Madman's Dairy – Madman's House
Detective Notes – red's House
Spy in Our Midst Note – Red's House
Ulbrecht's Letter – Lupus Caves
Zombie Charter of Rights - Crypts



Concept Art


Bare Skin
Tavern

Design Document Final Addendum

Quests & Plot Points

We have removed one quest, Strange Movements, due to time restrains and the difficulty we had in getting the follow, proximity, overhearing etc. to work properly. Subsequently a few of the plot points had to change to reflect this.

A few details in grandma's killer and Spy in our midst have been altered for story flow and plot consistency.

Areas

We have added another area, we found that re's house was too small for an epic battle so, we created an epic external area for red's house for the final battle, which has red's house burning down and a suitably cataclysmic feel.

No Plans