



cross-breeding a 3D first person shooter with a role playing game in the world of Hexen

KRPG Manual

Introduction

Korax' Heritage: Scattered Evil is the first game released based on KoraxRPG (or KRPG for short), a cross-breed between a first person shooter and a role playing game, set in the world of Hexen. In addition to the 3D movement, exploration and fighting of the original Hexen, you can travel around the world in different ways and talk to non player characters (NPCs) to learn new spells, acquire new weapons, buy useful items and more. In addition, you get experience for killing monsters and finishing quests. After earning sufficient experience, you level up, gaining more power. Your deeds as well as any useful information you come upon in your travels are automatically recorded in your journal.

The story so far...

It's been three months since Korax' defeat in the Dark Crucible. The sole survivor of the ordeals, the mage Daedalon, withdrew into an abandoned tower in the wilds of a faraway southern province called Charybdia.

Born and raised in Charybdia, which was mostly untouched by the evil hordes, you spent this last year completing your training with your order. But now you have graduated, and are eager to strike out on a grand adventure of your own. You contemplate where to go, when a courier delivers a sealed letter to your cubicle, with an invitation from Daedalon.

You strike out for his tower, but decide to take a shortcut through the Praevian Forest to save time. After a few hours, you realize you are lost and decide to take a short break in the clearing ahead.

As you step out from behind the last tree into the clearing, you realize you are not alone. An ettin is standing in the middle of the clearing, luckily for you looking into the opposite direction, down the path leading to a small village nearby.

Your first test awaits...

Installation

After downloading the ZIP file, extract its contents into a folder of your choice while preserving the subfolder structure. Then copy a version 1.1 hexen.wad into the folder "ScatteredEvil".

Startup

To start the game, double-click on the file "ScatteredEvil.bat" in the folder "ScatteredEvil".

The game defaults to the OpenGL renderer; if for some obscure reason you prefer the Direct3D renderer, open ScatteredEvil.bat in a text editor and replace “-opengl” with “-d3d”.

If you run into memory issues or your computer can’t handle the snowstorm on maps 42 (Kranusthent) and 55 (Yerdel Cave), edit ScatteredEvil.bat and either remove “-particles 204800” or decrease the number (the default value is 2048 and the minimum accepted value is 512). There is no gameplay impact, just diminished visual effects.

Main Menu

You can invoke the main menu any time (except during conversations and while perusing the journal) by pressing the Esc key. You can navigate menu items with either the mouse cursor or using the arrow keys and select an item by either clicking on it or pressing Enter.

The main menu contains four items:

Single Player

Includes options to start a new game, load a saved game, save a game in progress or end a game in progress.

Options

Includes a number of submenus to reconfigure key bindings and tune some of the visual, audio, input or gameplay settings.

Help

Displays two help screens with the default key bindings.

Quit Game

Exits the game upon confirmation.

Start A New Game

To start a new game, invoke the main menu, select “single player”, then select “new game”. You will be led through a number of choices to create your new character:

Player Class Selection

Here you can pick one of the player classes. They are identical to the ones in Hexen, and play similar, but with a much stronger emphasis on their core strengths and weaknesses: the fighter becomes extremely strong in melee, the cleric can heal lots of damage fast, and the mage has a vast number of spells at his disposal.

Character Information

Here you can name your character and define his alignments.

Starting Ability Scores

This step allows you to define the starting score of your abilities and lets you reroll until you find a combination to your liking (or just take the default build).

- Strength: Increases the power of melee attacks. Increases movement speed.
- Dexterity: Increases the power of ranged (physical) attacks. Increases the speed of physical attacks (melee and ranged).
- Constitution: Increases the hit point gain when leveling up. This is cumulative, so investing most of your points into Constitution in the early levels means your health will ramp up much faster. Increases resistance to poisons and diseases.

- Intelligence: Increases the power of offensive spells. Increases the size of the magic/faith/rage pool.
- Wisdom: Increases the power of non-offensive spells. Increases the regeneration rate of the magic/faith/rage pool.
- Charisma: Reduces the amount of mana or magic/faith/rage needed to cast a spell or fire a weapon. High enough Charisma values result in certain weapons and spells not using any mana.

Player movement in the 3D world

Player movement differs in two small instances from that of other DOOM source port games (even vanilla Vavoom).

Crouching

You can crawl on all fours as usual by pressing and holding the crouch key (C or NumPad 1), but there is also the option to fine-tune your character's height at intermediate levels and move around in a slightly slouchy manner, without having to hold the crouch key. To achieve this, lightly tap the crouch key once or a few times, until you lock in the desired height (pressing the key too many times will make you squat, a stance from which you automatically stand up again when releasing the crouch key).

Climbing ladders

In some locations, you might encounter ladders. To climb them, face the logical direction you would climb a ladder (i.e. not from underneath the upper floor), and press the use key (Enter or Space). Your character will instantly scale the ladder and arrive on the upper floor in the blink of an eye. There is no downward travel on ladders, just jump down instead to the lower floor.

Traveling around the world

Once you exit a location connected to the travel map (when starting a new game, it's leaving the first town by walking down the road), the game displays the travel map interface, a hand-drawn depiction of the world. A red dot on the map shows your location in the world and the blue arrows show the direction(s) you can travel in. To pick a direction, press the corresponding arrow key(s) and when the blue arrow starts blinking, press Enter.



Once you start traveling, the red dot representing your location starts moving in the indicated direction, trailed by a red line showing your recent progress.

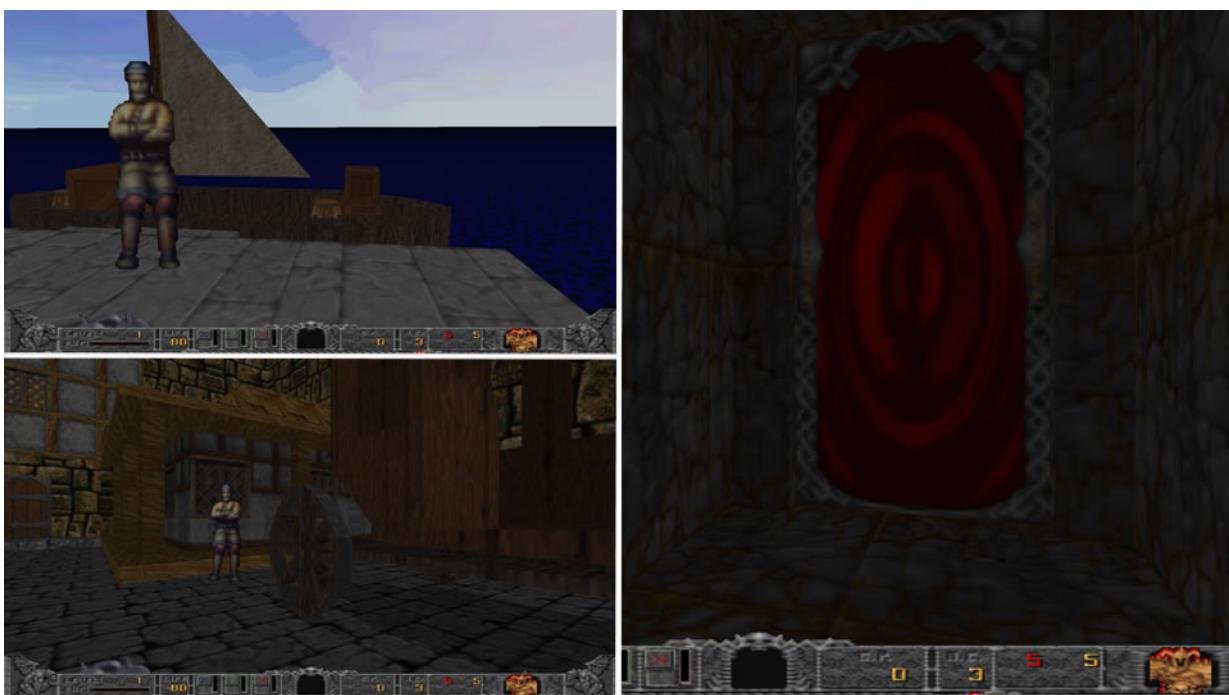


Once you arrive at your next destination, you will be asked if you wish to enter the location you've just reached. You may accept, or decline and continue traveling.

Fast Travel

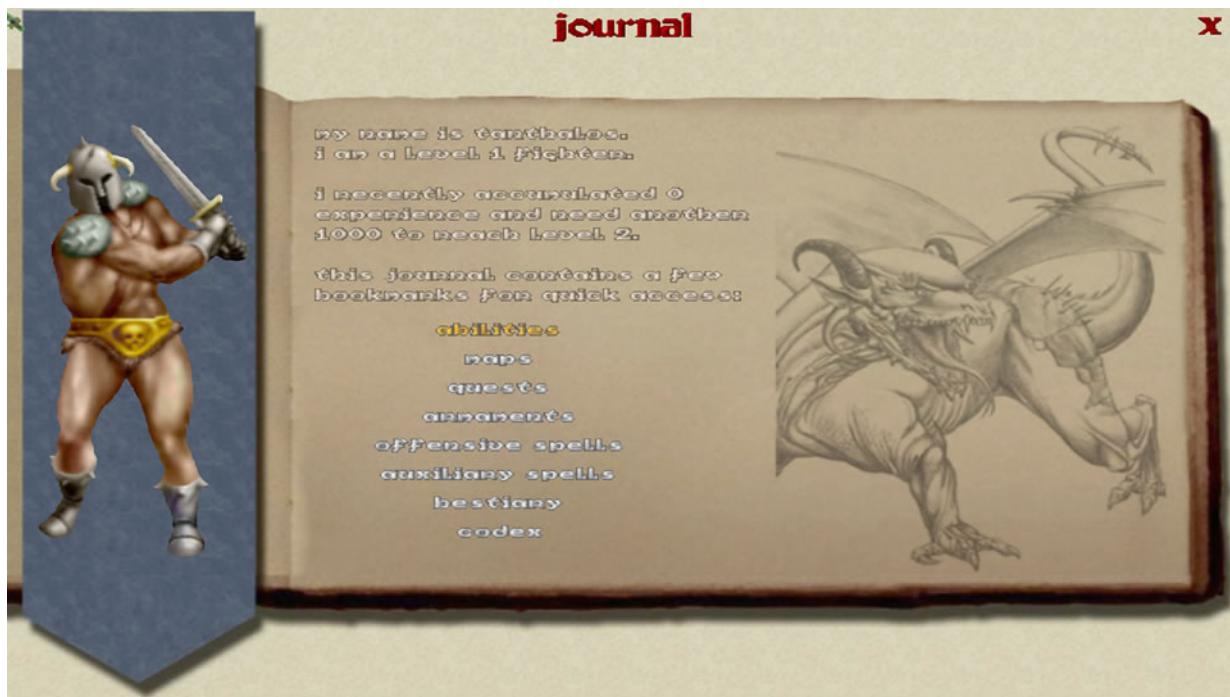
Some locations offer faster travel methods than just hoofing it.

- Coastal towns offer a boat service to other coastal towns. Talk to a boatswain to arrange passage.
- There is a coach service between large cities. Talk to a driver at a coach station to arrange passage.
- The three mage towers in the wilds of Charybdea are linked to each other with teleports. Just step into a portal to instantly reappear in another tower.



The Journal

You can access the journal during play by pressing the J key and navigate its content the same way as the game menus.



The Journal consists of several sections:

Abilities

This page allows you to increase your ability scores with the points you receive whenever you level up.

Maps

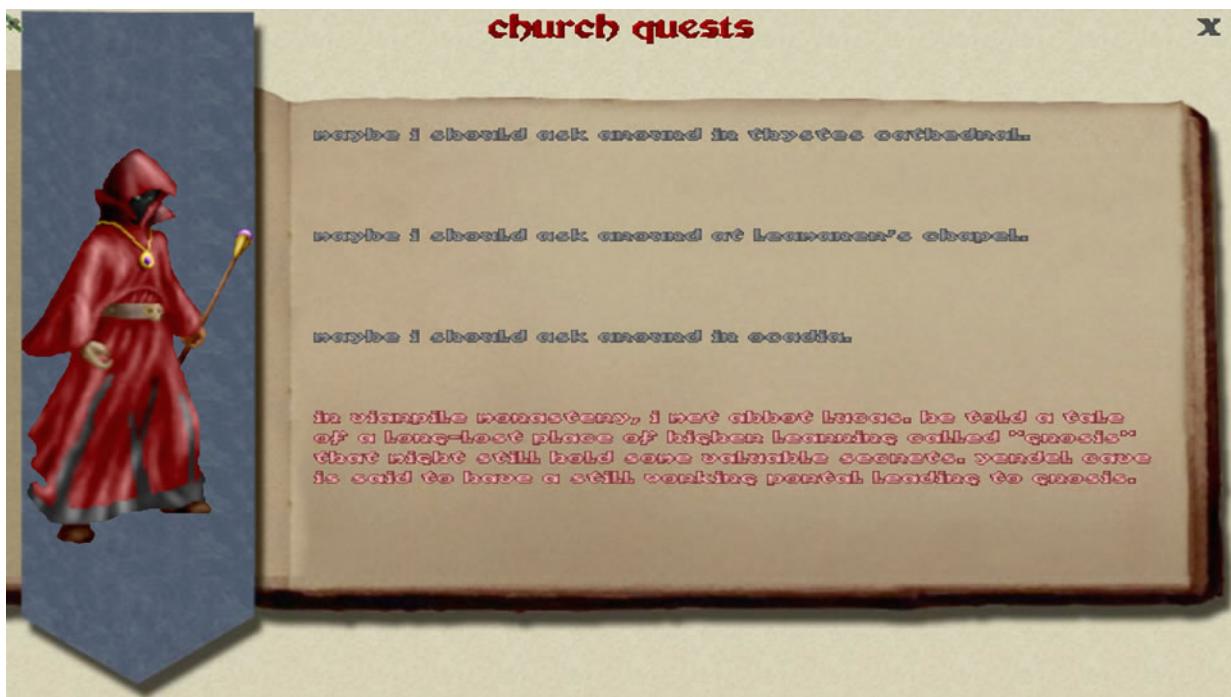
This section allows you to collect maps of different subregions and cities, purchased from vendors. On the subregion maps, the journal will automatically add annotations when you visit places and accept quests.

Quests

Sometimes you will talk to an NPC, accept his/her task and in turn receive a trackable quest. Upon exiting the current conversation, you will receive a notification in such a case:



Upon opening the corresponding organization's quest page, you will see the new active quest in a faded salmon color:



Once you feel you have fulfilled the quest requirements, return to the questgiving NPC and talk to him/her again. You will receive some kind of quest reward and the quest description in the journal will turn to a faded light brown color.

Quests you haven't yet accepted are not displayed, but by default there is a short hint directing you towards the questgiver. You can turn these hints off in the gameplay options menu.

Armaments

This section lists all weapons you have, along with a short description of them. Unless journal hints are turned off, there is also a hint on where and how to obtain any weapons you don't yet have.

Offensive Spells

This section lists all offensive spells you know, along with a short description of them. Unless journal hints are turned off, there is also a hint on where and how to obtain any spells you don't yet know.

Auxiliary Spells

This section lists all auxiliary spells you know, along with a short description of them. Unless journal hints are turned off, there is also a hint on where and how to obtain any spells you don't yet know.

Bestiary

This section displays information and depictions of the monsters you will face on your journey. Collecting these information pages also increases the damage you do to monsters.

Codex

This section contains information you collect from specialists around the world. Acquiring a codex page will also enhance your mind, allowing you to cast more spells of greater power.

Whenever you obtain a new map, bestiary page or codex page, you will receive a notification on-screen, depicted in the screenshot below:



Weapons and spells

Weapons

Each class starts with the weapon in the first slot (which doesn't use mana) and can obtain the weapon for the second slot (which uses blue mana) from his order's representative in the first town after starting a new game. After that, the player needs to complete quests to obtain the remaining weapons.

Fighter

- Slot 1: Spiked Gauntlets

- Slot 2: Timon's Axe
- Slot 3: Hammer of Retribution
- Slot 4: Quietus

Cleric

- Slot 1: Mace of Contrition
- Slot 2: Morning Star
- Slot 3: Serpent Staff
- Slot 4: Evening Star
- Slot 5: Wraithverge

Mage

- Slot 1: Thunderstaff
- Slot 2: Sapphire Wand
- Slot 3: Ruby Wand
- Slot 4: Bloodscourge

Offensive spells

You need to complete quests to learn the offensive spells available to your class.

Fighter

- Slot 5: Inferno Smash

Cleric

- Slot 6: Firestorm
- Slot 7: Poison Cloud
- Slot 8: Tornado
- Slot 9: Tears of the Gods

Mage

- Slot 5: Frost Shards
- Slot 6: Arc of Death
- Slot 7: Fireball
- Slot 8: Armageddon
- Slot 9: Wyvern's Breath

Auxiliary spells

To pick an auxiliary spell for the active slot, press one of the spellstrip navigator keys (by default [for left and] for right) and then move the selection bracket left or right until you highlight the auxiliary spell you want to have active. You can cast the active non-offensive spell any time by either clicking the right mouse button or pressing Numpad /.



Each class has a different number of auxiliary spells, using their class specific resource (rage/faith/magic). The first spell on the list for each class is automatically obtained at game start, the remaining auxiliary spells are taught by a class trainer in the corresponding order base in Thystes.

Fighter

- Berserking

Cleric

- Healing
- Banishment
- Spirits Within

Mage

- Repulsion
- Create Mana
- Speed
- Shrink
- Defensive Spell

Inventory

To inventory is now two-dimensional. Use the Numpad arrow keys (8 for up, 2 for down, 4 for left and 6 for right) to navigate in all directions. To use the currently selected inventory item, click the middle mouse button or press Numpad 5.



NPC Interaction

To interact with a friendly NPC, walk up to them and press the use key (Enter or Space).

Conversations

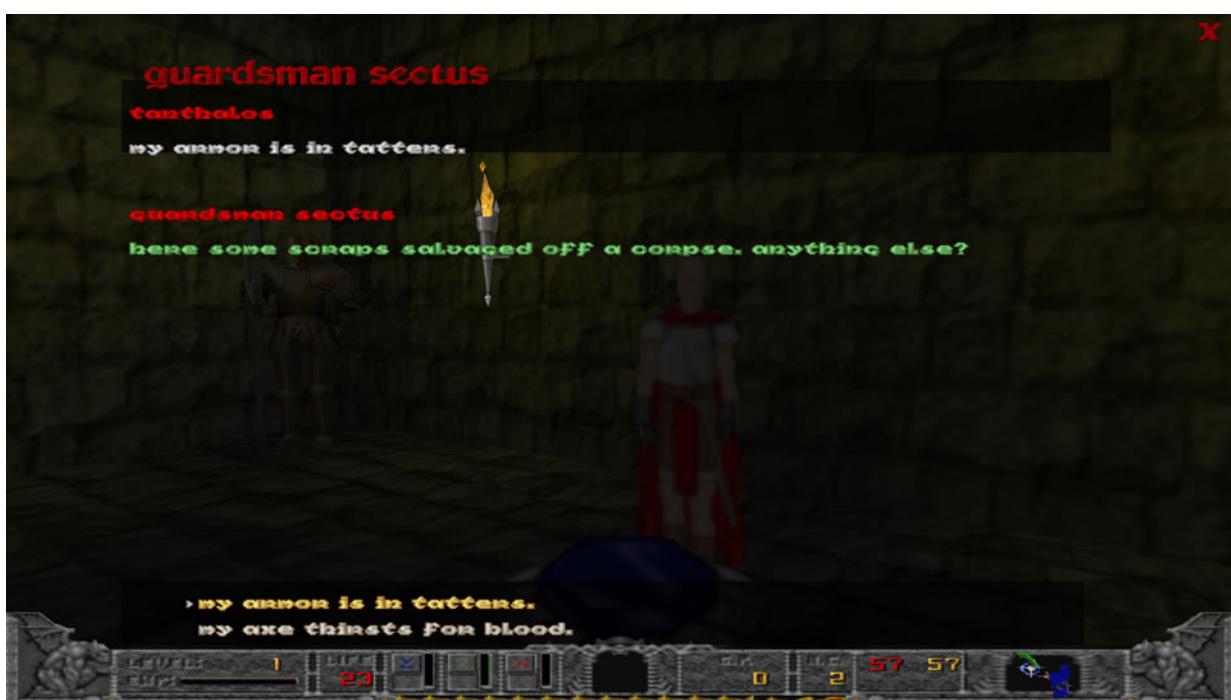
Once you enter the conversation screen, you will notice that the screen consists of three areas:

- the NPC's name
- what was said last in a conversation (either by you or the NPC)
- dialogue options

To pick a dialogue option, highlight it using the up and down arrow keys and then press Enter.



By default, the text color signifies who is currently talking: green for NPC lines and white for your lines. A setting in the gameplay options menu allows you to explicitly display the speaker's name, like in the screenshot below. Another setting allows you to switch conversation sounds on or off.



Sometimes there is a narrator comment, this is signified by a faded salmon color.



You know you are talking to someone important when after initiating a conversation you see a custom portrait of the NPC:



Shopping

Buying items from vendors works similar to talking to people: you find a merchant and choose the conversation option that offers the wares you seek to purchase, provided you have enough money to complete the transaction. You can see the amount of gold you possess in the status bar, to the right of the active inventory item, under the heading G.P.



Prices may vary from region to region and merchant to merchant. Also, coastal warehouses often offer substantive discounts on bulk purchases.

Some merchants might be willing to buy certain items from your excess inventory. Look for a conversation option mentioning it.

Bugs

This game has many moving parts and isn't guaranteed to be bug free. To avoid losing a significant amount of game progress, we recommend you keep several savegames and rotate them. A flexible setup is to have one savegame whenever you are in a town, one whenever you enter a new dungeon, and a third one to save throughout the dungeon.

In the final 1.0 release, there are a few infrequent issues with entering or exiting certain locations, especially The Golden Lair (map04) and the Dark Conclave (map54).

Any bugs you find, please report them to our Bug Tracker at www.korax-heritage.com.

Credits

Due to this mod having been in development for nearly two decades, it's easily possible that some credits are incomplete. Let us know of any corrections or additions through comments at www.korax-heritage.com.

Concept/Gameplay Design/World Design

RambOrc

Programming

Crimson Wizard, Firebrand, Janis Legzdins, RambOrc

2D Art

RambOrc, Mago, Firebrand, Crimson Wizard, SallazarSpellcaster, Sylon, Neoworm, Ichor, Borsuk, Sahadia

3D Models

Firebrand, Janis Legzdinsh, SkyJake, Dani J666, Chilvence, David Osu, Cain, Jaquboss, JJ, Midnightcoast, Yoalieh, Slyrr, deus-ex, Kendrome

Mapping

RambOrc, Crimson Wizard, Mago, Firebrand, Pablo Dictter, Chuck Grant, J Diamond, Yvon Lariviere, Marc R. Bublitz, Ruddy Palacios R., David Ottvall, Shane Paluski, Chris Villarreal, SailorScout, John H. French, Jim Ritchey, Seth Williams, Mark K. Gresbach Jr.

Music

The 4th Class

Voice Acting

AderuMoro

Internal Beta Testers

Col.J.P., Camper

Team Mascot

Sir Billiam

Original Game Assets

Scattered Evil is based on Raven Software's Hexen, using many of its original assets. It also uses a lot of 2D art, some 3D models and a few sounds from Heretic, Heretic II and Hexen II.

The 2D animations and sounds for some of the weapons and spells are based upon the artwork of Capstone's Witchaven.

The generic peasant sprites were taken from Rogue Entertainment's Strife.

Lava Dweller currently uses a sprite from Might&Magic: World of Xeen.

Third Party Credits

For all noncommercial third party assets, detailed information is available in the game subdirectory "additional_credits".

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