

Phantasie III

The Wrath of Nikademus

In the culmination of the Phantasie trilogy you finally get to go after Nikademus. But first, Filmon the Sage sends you on a series of quests that lead you across the continent of Scandor, the Planes of Light and Dark, and the Third Level of the Netherworld. The original game design is used, but a new combat system introduces damage to five specific body parts (head, torso, etc.) as well as to total hit points. Stick-figures represents the status of each of your characters' body parts, which may be OK, injured, broken or gone.

Bows are now available, and the magic system includes two new spells. Mazes are depicted in the same style, but a little smaller. Characters can now trade items without going through the lengthy distribution routine.

You can also choose the skills a character trains in upon advancing a level, and characters and monsters are taller, more detailed and better animated in this game. *Wrath* is even more combat-oriented than the previous games, but there are fewer puzzles. The end game is unique, however, for you can choose to fight Nikademus or join him in the battle against Lord Wood.

The Walkthrough

Character Creation and Development

Create a character of each class. When

training, build up Lockpick and Disarm for the

Thief, and attack and Fire Bow for the others. Random characters may be useful. Trolls, for example, make good fighters. They cost more to train, but towards the end you'll have more gold than you can spend. Early in the game, visit Dungeon J, the Straw Hut, to elevate your attributes, and spend time slaying monsters in Dungeon A. See the description of Dungeon K for advanced character development.



Certain acts described below will turn your party evil.

Combat and Magic

Bows are most effective once you've learned spells 55 and 56. Keep your spellcasters in back, others up front; when all are firing bows, move them all into the back rank. Described in the walkthrough of *Phantasie I*, the trick for duplicating potions and other items works here too.

Dungeon A: The Pendragon Archives

At (1) you meet Filmon, who gives you the first few quests. If your party has been designated good, you will find the Wand of Nikademus at (2), but will need *wfsz tuspoh dibsbdufst* to reach it.

Dungeon B: The Hall of Giants

From (1) you're teleported to (2). Take *tfdsfu epps opsul* and *qvti bmm* the buttons at (3). You find Kilmore's body and a scroll at (4). An assortment of weapons, armor and potions is stored at (5). If you fight *xjuipvu vtjoh nbhjd* in (6), the wrestling arena, your Constitution will be raised one point. Carefully open the barrels (7) to find some gems. You must have the *lfz* of *mjhlu* to pass (8) and obtain the *lfz* of *ebsl* at (9). (Do 1-5 early on; return for 6-9 when your party is stronger.)

Dungeon C: The Dwarven Burial Grounds

Go to the Cathedral area and visit the eleven locations marked (1), then sit in the seat at (2).

Dungeon D: The Chambers of Chronos

Ubml with the dragon at (1), *tdsbudi ijt ofdl* and leave. You find Chronos at (2). At (3) and (4) you find instructions for reaching the Planes of Light and Dark. The *lfz* of *mjhlu* is at (5). Go to the buttons at (6) and push *c2+* to go to the *Qmbof* of *Mjhlu*, *c2-* for the *Qmbof* of *Ebsl*. Then pull the lever at (7) and exit the Dungeon.

Dungeon E: Castle of Light

You need the key of light to pass (1) and talk to the *mjhlu gbjsz* at (2). The gem of light is at *g*. (If you *ublf ju*, or *csfbl uif tubuvft* in this Dungeon, your party will turn evil.)

Dungeon F: Castle of Dark

The *lfz* of *ebsl* is needed (unless your party has turned evil) to pass (1) and reach (2), where choice *ovncfs gpvs* enables you to use the Wand of Nikademus to teleport to (3) and exit to the Third level of the Netherworld, where you'll find the Castle of Nikademus. If your party is evil, you'll find the wand at (5). Though told to visit here at this stage, you don't really need to do so until you're ready to go after Nik.

Dungeon G: The Camp of Lord Wood

You find yourself in the midst of a heavy battle at (1), and Lord Wood, who tells you about spell 57, at (2). Monsters are in cells (3) and (4).

Dungeon H: The Gnome Caves

A voice at (1) says dinner will be served soon. (The Gnome King will give you a powerful bow *jpgzpv dbo hfu* the viper's egg. To do so, *dbssz* the *gpvm-tnfmmjoh cpuumf* found *cfzpo* the *kbjm dfmmt* in the right-hand *cpuupn* of the dungeon (not shown on map) and choose any option when you meet the viper.) A wizard at (2) gives you spell 57.

Dungeon I: Castle of Nikademus

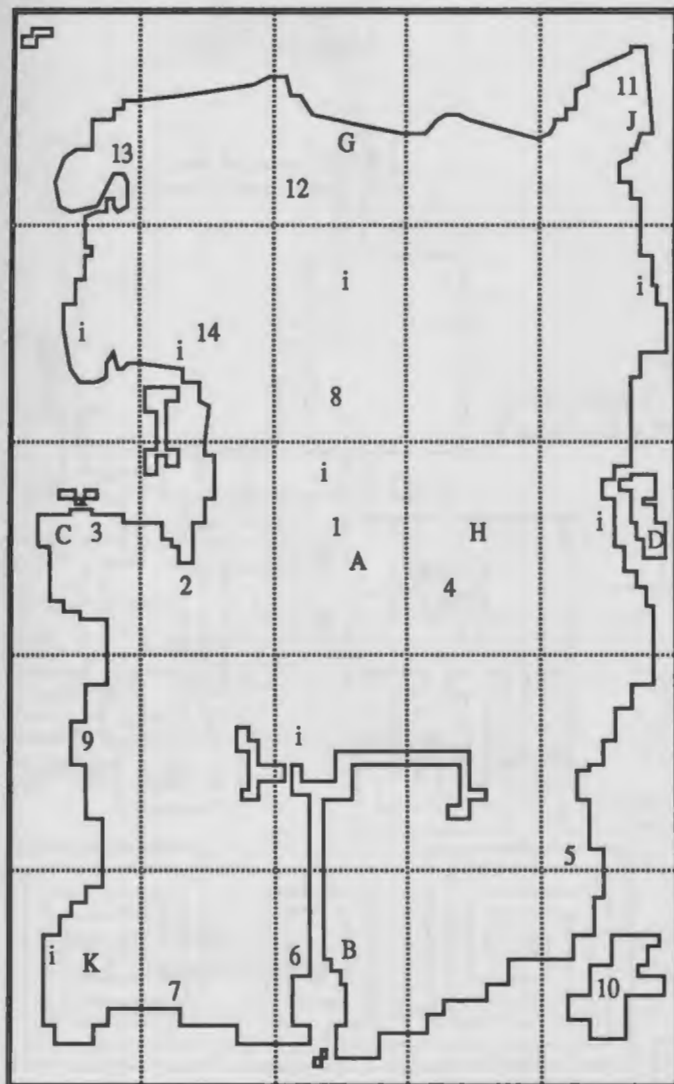
You're outside a large black castle at (1), and Nikademus confronts you at (2). Immediately *dbtu tqfmm gjguz-tfwfo*. (The castle is in the Netherworld, which isn't mapped here because it's just one thin strip of land. After exiting Dungeon F as described above, follow it to the Castle.)

Dungeon J: A Small Straw Hut

Enter this dungeon, which is free of monsters, early in the game. An old man at (1) offers you two bowls of soup that raise an attribute one point each.

Dungeon K: Dragon Cave

A good place for earning gold and experience points, once your characters are up to *mfwfm uljsuffo* and can defeat the dragons here. (Its location is on the main map but the interior map is not shown.)



Scandor

Plane
of Light

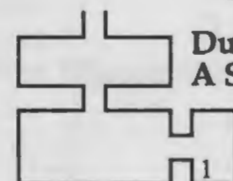


Plane
of Dark



1

Dungeon H:
Gnome Caves



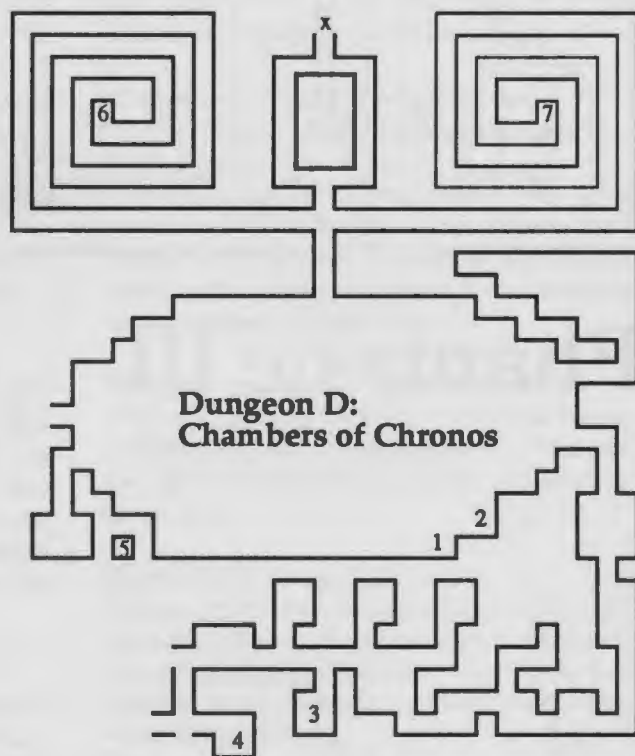
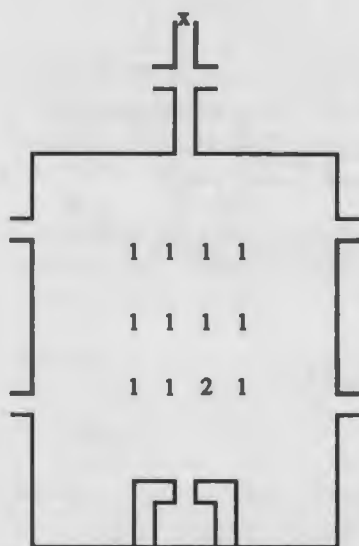
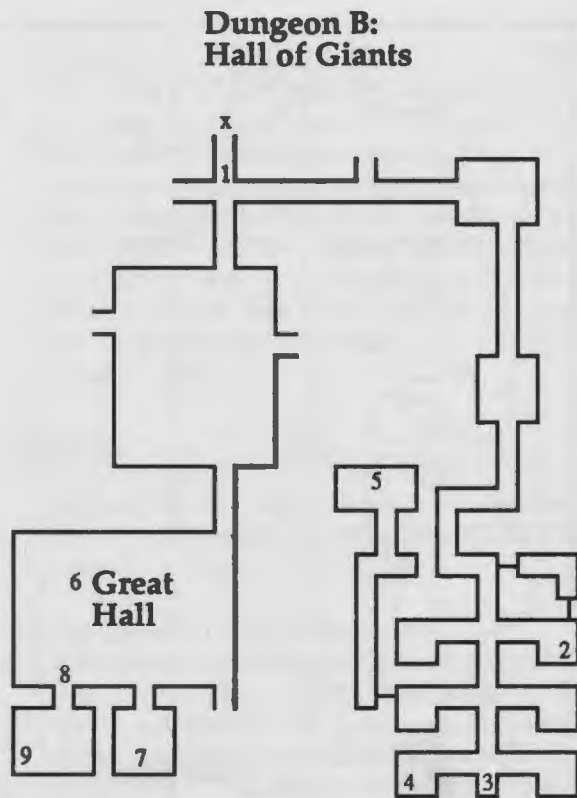
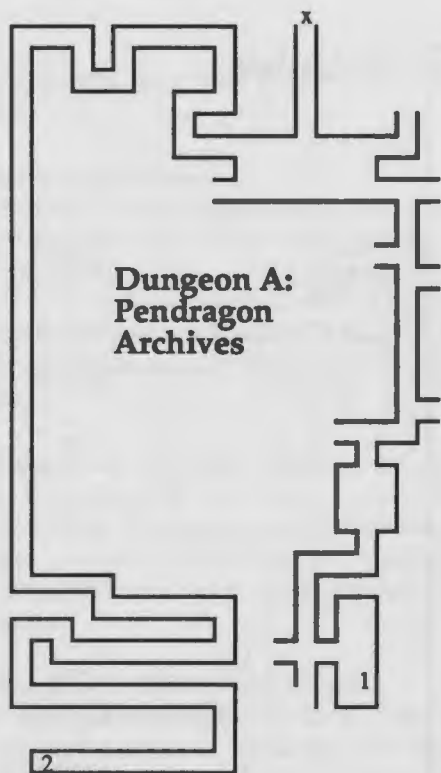
Dungeon J:
A Straw Hut

Phantasie III

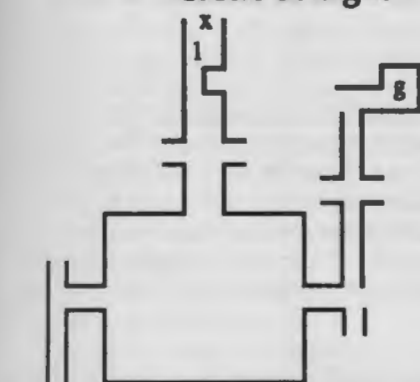
Key:

Numbers: Correspond
to those of the towns

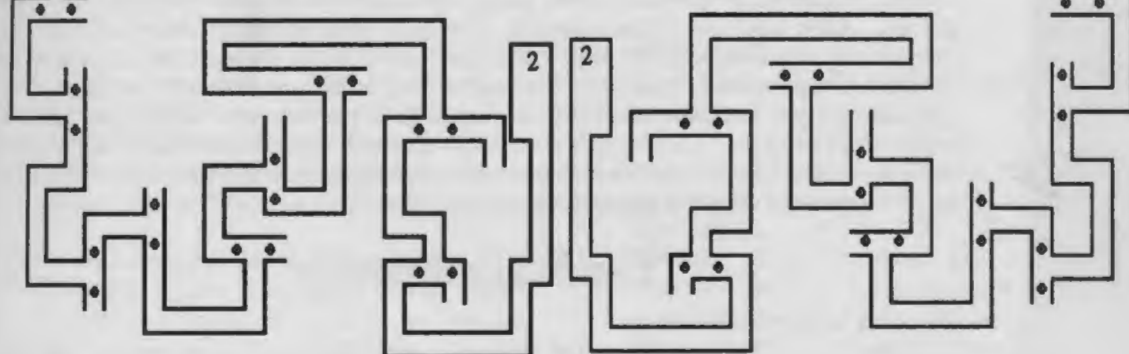
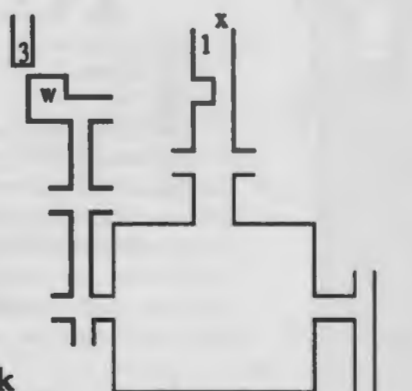
A-I: Dungeons as
labeled in the
following maps



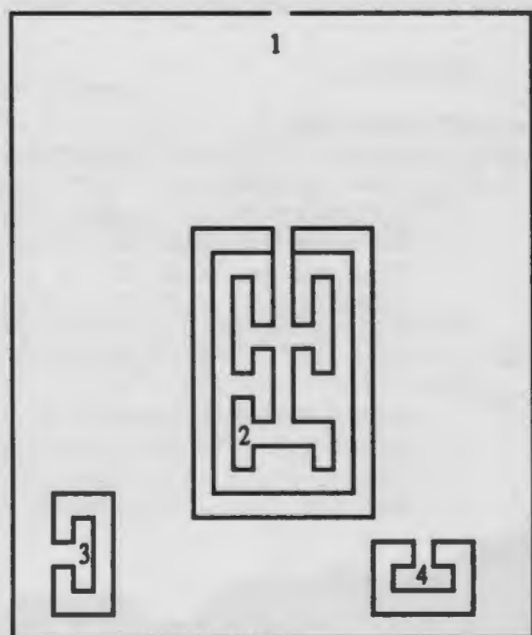
**Dungeon E:
Castle of Light**



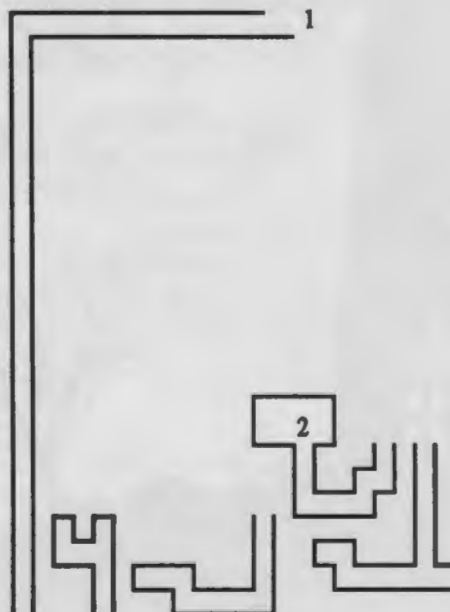
**Dungeon F:
Castle of Dark**



**Dungeon G:
Lord Wood's Camp**



**Dungeon I:
Castle of Nikademus**



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)