

BANE OF THE COSMIC FORGE

Type: Fantasy Role-Playing

Difficulty: Advanced

Systems: Amiga (512K), MSDOS (640K required; Hercules, CGA, EGA, VGA/MCGA, mouse and hard disk optional), Macintosh (one megabyte require for black and white, two for color)

Company: Sir-Tech

Winner of *QuestBusters'* coveted "Best Quest of the Year" for 1990, D. W. Bradley's *Bane* represents the new generation of *Wizardry*. The dungeons and monsters were graphically upgraded, and the story unfolds intriguingly as you delve into a mysterious castle and its environs in search of the Cosmic Forge—a magical pen whose every scribed word comes true. The icon-enhanced magic and combat systems stay true to the *Wizardry* tradition: you'll spend more time battling monsters than solving puzzles, but the puzzles you do face are deviously designed and delightful to the veteran role-player. Fully animated, the monsters are well-rounded and fleshed out, not shown as flat figures on the screen. And they're briskly animated, with startling 3-D effects. A difficulty setting adjusts the number and strength of the monsters, but doesn't affect the puzzles. Sound effects are digitized, so you can hear the creaking doors and wailing monsters even without a sound board. With bracing animation and an intricate yet quickly mastered game system, *Bane* is a compelling if not outright addictive experience that will attract new questers to the *Wizardry* legend while more than satisfying the legions of veterans.

General Tips

After the castle, this quest grows more linear. Save the game at the end of each major section, since if you stray too far from the path you may have to start over. Duplicate your saved games and keep them in another directory or floppy disk. Many doors can be opened with a *Knock Knock* spell or by a proficient Thief, if you don't have the correct key.

Character Creation and Advancement

A good party consists of a Ninja, a Monk, a



Samurai, a Bishop, a Bard and a Ranger or an extra spellcaster. The Bard is not a requirement, but only a Bard can use various magical instruments that are scattered throughout the game. The only skills you need add points to are magical abilities, *ninjutsu*, *kirijutsu*, and for your Ranger, *scouting*. All other skills are automatically improved during combat.

Gaining levels: Always explore each level completely; it's usually a good idea not to proceed to the next area of the game until your characters are able to easily kill all the monsters in the current section (they get much stronger at each new level in the maze).

You will not find much armor for the martial arts-type characters until the end game, but because of their critical hit and natural armor class abilities, they are still a great asset to any party. All diaries are read from the items menu, by using them while another item (like a ring) is equipped. The best way to tell if an item is important is to try to drop it: the program won't let you drop an item that you need.

Walkthrough

Castle: Level 1

After entering the maze, you must advance a Mage a few levels to obtain a *Knock Knock* spell; one fighter's strength should also be increased to a high level. Most of the action here involves opening all doors to find monsters and treasure. First recover the chests (B), then open the gate in the north wall (use the 92c72t b5tt4n just 219t of the g1t2). Inside, search for the key of Ramm (C).

Basement: Level 1

After exploring the first level, descend via either set of stairs to the west. Get the jailer and dungeon keys (A and E). Then get the cheese (B). Use the cheese at (C), then follow the passageway and get the Snoopcheri (D).

Southwest Tower

Take the Snoopcheri to L'montes at the top of the southwest tower (not shown on maps but reached by stairs in the corner of Level 1). Talk to him (say "B214v28" or "9n44pch273"), give him Snoopcheri and ask about the treasure. He'll give you a silver key.

Basement: Level 1

Visit Queequeg (N), buy the mystery oil and talk to him (G31nt M45nt13n). He'll give the password (9k212t4n c72w) to enter the pirate's den at (I). Go there and get the hook (use silver key on grate).

The Book of Ramm

Climb to Level 2 of the castle and get the spade key (A) and the king's diary and gold key (B). Descend to the second level of the basement via (O) on the first level of the basement, and use the gold key at (A). Push buttons at (B) to close pits (push the one outside the door last, so you can get the Book of Ramm (C)).

Ramm Altar

On Level 2 of the castle, you'll find an altar (C). See Book of Ramm for instructions, or press: h218, h218, 47b, 9t1ff, 47b to open a secret door. Jump down the pit (after opening door at altar) and continue north.

Get the dungeon key (E). Get the pick (J) and dig through the caved-in passage (K) and explore this area. Get the bell key (P). Use the dungeon key to open doors (F) and get decoder ring (G). (You use the decoder on deadman's log (H) to get password (already provided above) for Queequeg (9k212t4n c72w).)

Castle: The Belfrey

Get back to Level 1 of the castle and ascend either set of stairs in the west. Continue up into the belfrey, swing across it on the bell rope, use bell key and get the heavy rope.

On to Giant Mountain

Return to the altar, go down again. At (L), join the rope and the hook, and use them to cross the chasm. Continue down the passage and press the elevator button (M). You'll wind up at (A) on Giant Mountain. Go to the stairs (I) and enter the mines.

Mines

On Level 2, get the miner's chisel at (A). Fight rubber plants at (B) until you have three rubber strands. Use one strand on another to make a rubber braid. Use the third strand on the braid to make a rubber band. At (E) on Level 1, get the miner's key, which will unlock most doors. Then go to Level 4 and use the chisel on the crystal wall at all four places marked (C), talk to the ghost of Xorphitus and get the wizard's ring and key (D).

Giant Mountain, the Drawbridge and Catapult

After exploring the mines, go up one of the stairs in the west and find the drawbridge controls at (C) on Giant Mountain. To lower the bridge, use the mystery oil, then enter the following combination of buttons: 91f2t6, P5mp, C43lw71p, T7599, 91f2t6, W3n827.

Cross the bridge and explore all new passages. Go back across the bridge, descend the stairs, and

go up the next set of stairs. Get the broken sprocket (E) at the catapult. Take the sprocket to the dwarf at (F) on Level 2 of the mines and pay him to fix it. Now go up again and use the rubber band, along with a boulder and the sprocket, to fix the catapult. Save your game and fire: latch, wind and release. If you don't hit, reload your saved game and try again. (You can get boulders by fighting giants. Or you can find them by climbing the mountain's northeast side. Get at least two.) Cross the drawbridge and at (D) climb to the top of the mountain and kill the twins (use *Armor Melt*). Ascend another level, kill the Guardian of the Rock and get the ruby eye.

Return to the place you killed the twins, go N and W, then push the button to open the chute. After jumping down the chute, you land at (J) on Giant Mountain. Use the miner's pick at (F) and take the stairs at (G) to the pyramid.

Pyramid

Use the maps to go up and down stairs to reach different parts of each level. On Level 1, kill the gloop (A) and get the sticky glob. Then use the stairs to get the empty sack (B) on Level 1. Go to Level 3 and push buttons (A) and (B). Return to Level 1 and push button (C), then go to (D) and use the gloop glob on any alcove. When the chest gets stuck, open it and get the bone key. Return to the pyramid entrance, go to (H) on Giant Mountain, and use the empty sack to fill it with sand.

Now for the idol. From Level 1, go downstairs to Sub-Level 1. Use the bone key at (A). Press buttons (B) and (C), then go through the secret door at (D) and push that button to deactivate the boulder trap. Go to (E) and down the pit to Sub-Level 2.

On Sub-Level 2, push buttons (A), (B) and (C). The last one shuts off trap at (D), so you can head N, then W through secret door and push button at (E). Then go E to (F). Save the game. Use the bag of sand to get the idol (exchange bag for idol, like in the first Indiana Jones film). Push button (G), which takes you to Sub-Level 1, then hit button (F) and (G). Take stairs up to Level 3.

On Level 3, use the Idol to open the gate (C). Go through and up to Level 4 to meet the Queen of Amazulu (A) on Level 4. Say "no" about coming for the rock; give her a boulder, or any other useless

item. Buy foot powder from her pal, use it and go to (B). Fight the fire god and get all items, including another ruby eye.

Skull Door

Return to the castle basement Level 1 and, via stairs at (O), go to Sub-Level 2 of the basement. Use the wizard's key at (D). Open all the chests; you'll get the spire key (E) and useful items. Now return to the castle and go to the stairs northeast of the fountain. Go up and use the spire key, then the spade key to open doors and get the Horn of Souls. Return to the skull door on Sub-Level 2 (F) and use the ruby eyes. (You can open a door to the wizard's cave by hitting the wall with a stick at (G).) Go through the skull door to the River Styx.

River of Death

This area is not mapped here. The river flows north to south and wraps around. The big island in the middle is the Isle of the Dead; the small one is the Isle of the Keep. On the east bank is the Isle of the Damned; on the west, the Isle of the Lost. The Tomb area is below the Isle of the Dead. Beneath the Isle of the Damned is the Hall of the Damned.

Start by walking to the runes and blowing the Horn of Souls. Pay the ferryman and get off at the Isle of the Damned. Just east of the place where you land, you'll find the Key of the Damned and Book of the Damned. Use the book, then use the key to open the rows of doors north and south of this spot.

In the room south of this spot, slay the beast and get the Minos Key and the first cylinder of ash. A second cylinder of ash is found in the room northeast of your landing spot. Don't use the raft (north of your landing spot) yet. Use the Minos Key to open the gate due east of the place where you found the Key of the Damned. (Next to the stairs here are recuperative fountains for Health, Spell and Stamina points.) Descend.

Go E and get the tomb key, then open all the gates to the north and south, which lead to the tombs. Search them all, especially the one in the northern area's northeast corner, for the Book of Sirens. Read it and note the words.

Now ascend, board the raft and go to Siren's Cove. When the sirens sing, answer, "Tis madness

makes us free.” (Other responses, obtained from the Book of Sirens, may be required.) You’ll get the water wings. Board the raft and return to the Isle of the Damned.

Use the water wings to explore other parts of the river. On the west bank of the river, northwest of the Isle of the Dead, get the fishing line and hook and merge them. Go S downstream to the red “x” in the river, then one N and three E and fish to get Davy Jones’ locker, which contains the east exit key and other useful artifacts.

Go to the Isle of the Lost (west side of the river) and go N through the secret door, turn right, then cast *Knock Knock* to open the door to the south. Go back through the secret door and search in the corner due south of it to find the Key of Lost Souls. Go back through the secret door to the locked door and use that key to open it and get a third cylinder of ash. On the Isle of the Keep, the four-square island in the river, you can buy more effective weapons from Mai Lai. (After this, you may want to go up the eastern stairs to the swamp and help the caterpillar. It’s not necessary, but the incense can be useful in the next section.)

Under the Isle of the Dead

Blow the Horn of Souls to call the ferryman (from the spot where you got off his boat). Give him all three cylinders of ash. He’ll give you the Key of the Dead. When he returns one cylinder, use the Key of the Dead to unlock the door at the north tip of the Isle of the Dead. Descend to the lower level. The healing fountain north of (O) should be your main staging area down here.

Open the gate (A) with the cylinder; use incense if you have it. Save the game after getting past (B). Cast *Silence* on sea hag (C). Get skeleton key at (D) and open door with it at (E). Get drow key at (F) and use at (G). Get weapons for Elven Ranger at (H), then find key of knights at (I). With key of knights, unlock door at (J) and get weapons for Lord or Knight.

Say **B1n2** at (K) and get key of queens at (L). Get key of valkyries at (M) and use at (N) to get Valkyrie weapons. Push button and enter secret door to get Samurai weapons. At (O) use key of queens, go S

into the room and get the key of evil and the silver cross (have first character equip it). Push button to open door southeast of (P). Unlock gate at (P) with key of evil. Go N to (Q) and meet Rebecca. The vampire (R) will then toss you in jail.

Prison

Use the Dagger of Ramm on the eastern door. After the battle, take the stairs up to the forest. (You may also use mushrooms from the caterpillar to grow small and escape, though the way to get them from the swamp is not covered in this solution.)

Forest

Search the ship (A) and get wooden stakes (B). Get tinkler bell at (C). Use tinkler bell at (D) and get clues from queen (ask “Where is **D2lph3?**”). At (E), use the miner’s pick to get four pieces of rock. Search for button at (F), push it and get holy water at (G). See Delphi at (H) and reply, “We are **f19c3n1t34n,**” and, “We are **83v3n1t34n.**” You’ll get the Staff of Aram. Equip Dagger of Ramm and goat’s mask and go to (I).

Temple of Bane

Remove goat’s mask. Equip Staff of Aram. Go N and cross chasm (A), then unequip staff. At (B), get key of decision. You may use it to unlock either of the two gates to the east or west. Your choice won’t affect the outcome; in this solution, the east gate is opened first. The map included here does not reflect minor variations that will appear in the halls and doors as you progress through this maze.

Use key of decision to unlock the east gate (C). Walk to (D) and you’ll be teleported to (E). Go to (F) and get the key of first test. Use it to unlock the east gate (G), then go to (H) and return to (B). The key of quandary will now be there.

Unlock the west gate and go to (I), where you’ll be teleported to (J). Walk to (K) and you’ll be ported to (L). Move to (I) and you’ll be teleported to (J) again. Walk to (K) once more and you’ll get the key of finality. Unlock the gate to the west with it, then go to (H). Walk to (A), and you’ll confront Xorphitus. After this battle, say, “**B1n2 4f th2 C49m3c F47g2.**” Then go to (B), N through the secret door, and down the chute.

Beneath the Temple of Bane

Equip all members with *pole and staff* skill with the holy stakes (from the ship in the forest) and mirrors (the rocks from the Rock of Truth). Give the holy water to characters with *throwing* skill. Also equip the silver cross to your fastest character. When you meet the vampire (B), use the cross, throw the water and finish him off with the stakes. A *Death* spell sometimes works on Rebecca. To read the diary of the king, equip the ring of stars and use it on the diary. This yields the password for the gate at (C):
th2 h1n8 4f 829t3n6.

The Bane of the Cosmic Forge

There are several different endings to the story. To experience them all, save the game before you continue. The password at the gate is: th2 h1n8 4f 829t3n6. For the first ending, take the pen (D) and use it; for the second, continue through the door; for the third, continue even further.

The Castle

Level 1

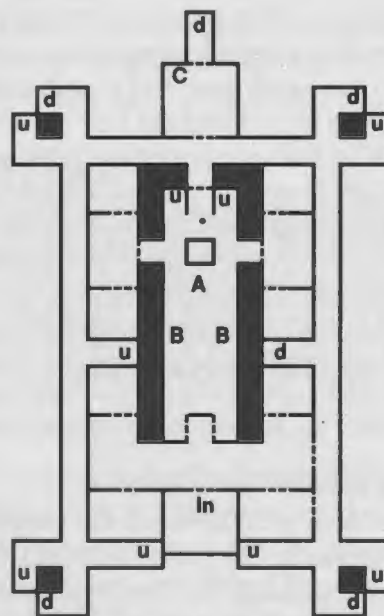
- A Fountain
- B Chests
- C Key of Ramm (search)
- u The left stairs go up to chrome keys (use spade key)
- u The right stairs go up to horn of souls (use spire key and spade key)

Level 2

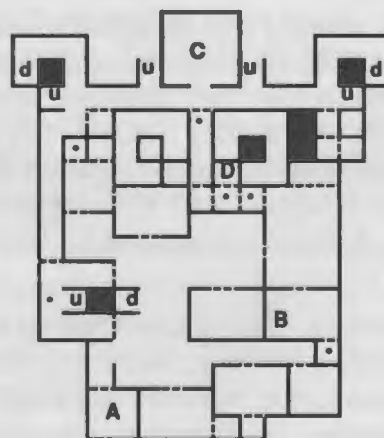
- A Spade key
- B King's diary, gold key
- C Altar of Ramm
- D Dagger of Ramm

Map Key

- u Up
 - d Down
 - Spot that should be stepped on
- Gray areas in **Giant Mountain, Pyramid and Forest after Prison** are areas that will kill you if you enter them.



Castle: Level 1

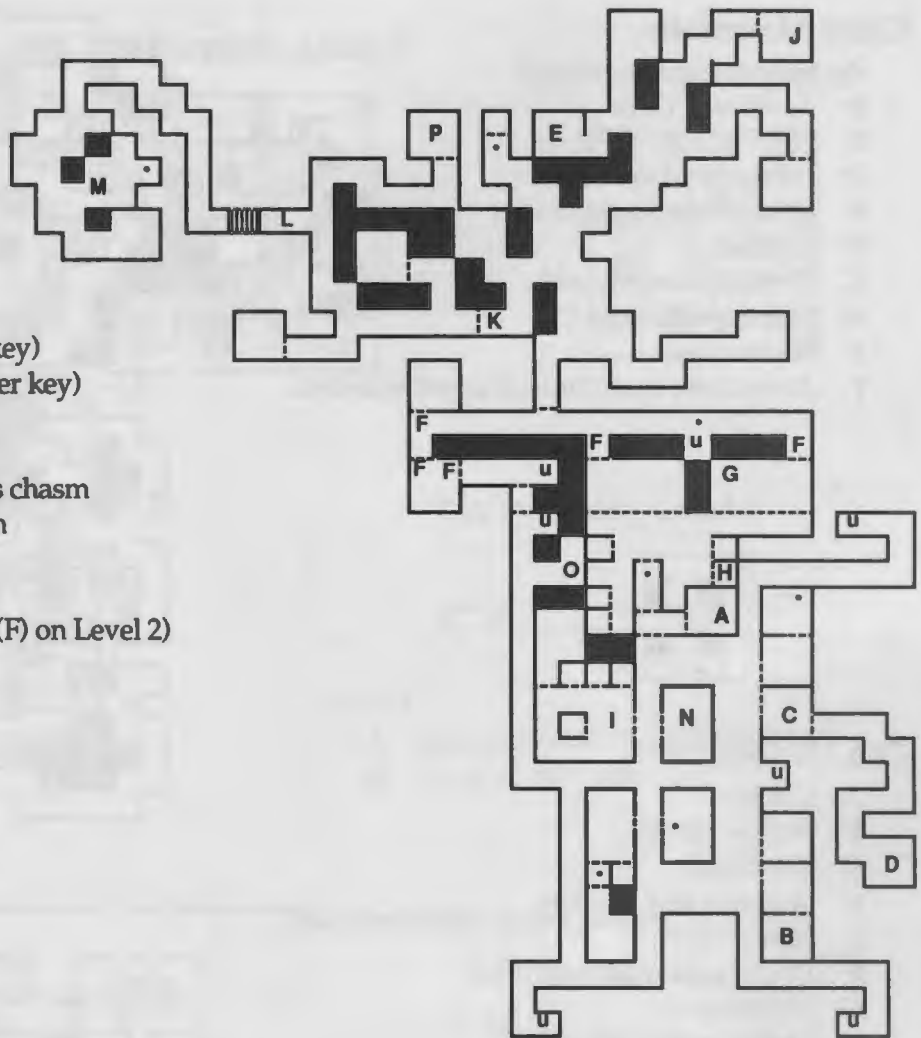


Castle: Level 2

The Castle Basement

Level 1

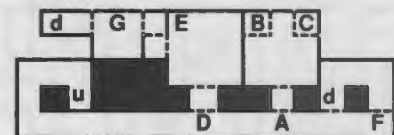
- A Jailer key
- B Cheese
- C Use cheese
- D Snoopcheri
- E Dungeon key
- F Use dungeon key
- G Decoder ring
- H Deadman's log (use jailer key)
- I Pirate's den, hook (use silver key)
- J Miner's pick
- K Use pick
- L Join rope and hook to cross chasm
- M Elevator to Giant Mountain (Cavern and Mines)
- N Queequeg
- O Stairs down to skull door ((F) on Level 2)
- P Bell key



Castle Basement: Level 1

Level 2 (Skull Door)

- A Use gold key
- B Button
- C Book of Ramm
- D Use wizard key
- E Spire key
- F To River Styx (use two ruby eyes)
- G To Wizard Cave (hit wall with stick)



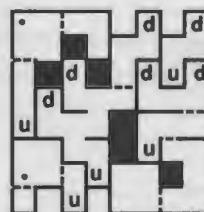
Castle Basement: Level 2
(Skull Door)

The Mines

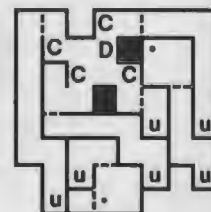
- A Chisel
- B Rubber plants
- C Use chisel
- D Wizard's ring and key
- E Miner's key
- F Dwarf who repairs sprocket
- G Treasure
- H Use wizard's key
- I First arrive from Giant Mountain



The Mines: Level 2



The Mines: Level 3



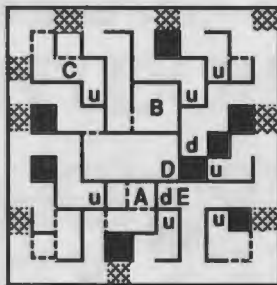
The Mines: Level 4

The Pyramid

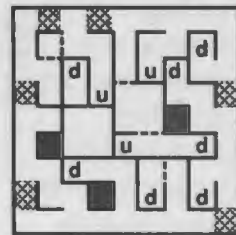
Level 1

- A** Gloop (glue)
B Empty sack
C Button
D Bone key
E Arrive from Giant Mountain

The Pyramid: Level 1



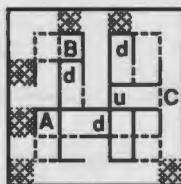
The Pyramid: Level 2



Level 3

- A** Button
B Button
C Use idol

The Pyramid: Level 3



The Pyramid: Level 4



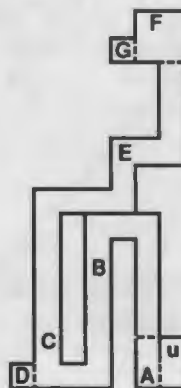
Level 4

- A** Queen of Amazulu, foot powder
B Fire god, ruby eye

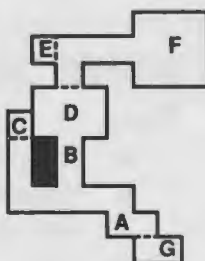
Sub-Level 1

- A** Use bone key
- B** Button
- C** Button
- D** Secret door, button
- E** Pit (to Sub-Level 2)
- F** Button
- G** Button (to Level 1)

The Pyramid: Sub-Level 1



The Pyramid: Sub-Level 2

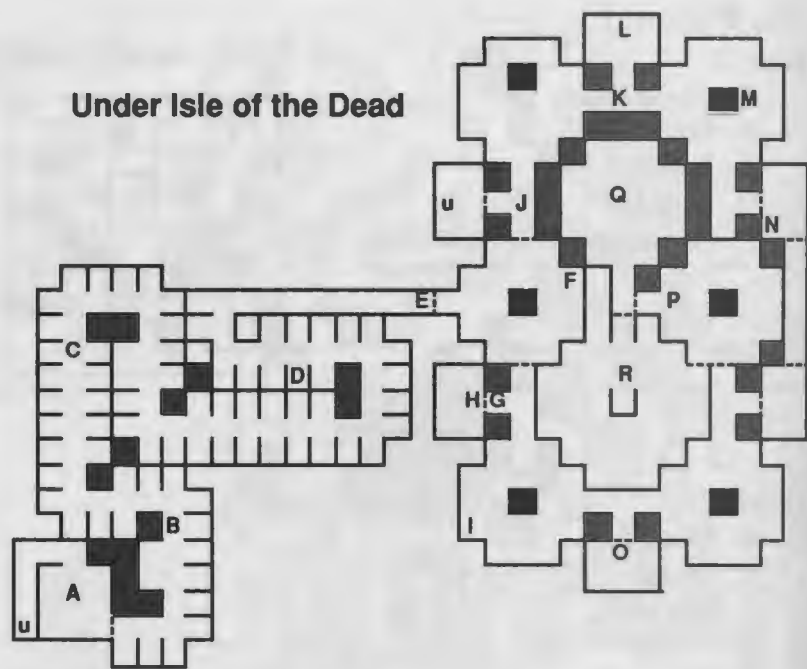


Sub-Level 2

- A** Button
B Button
C Button
D Trap
E Button
F Idol
G Button (to Sub-Level 1)

Under Isle of the Dead

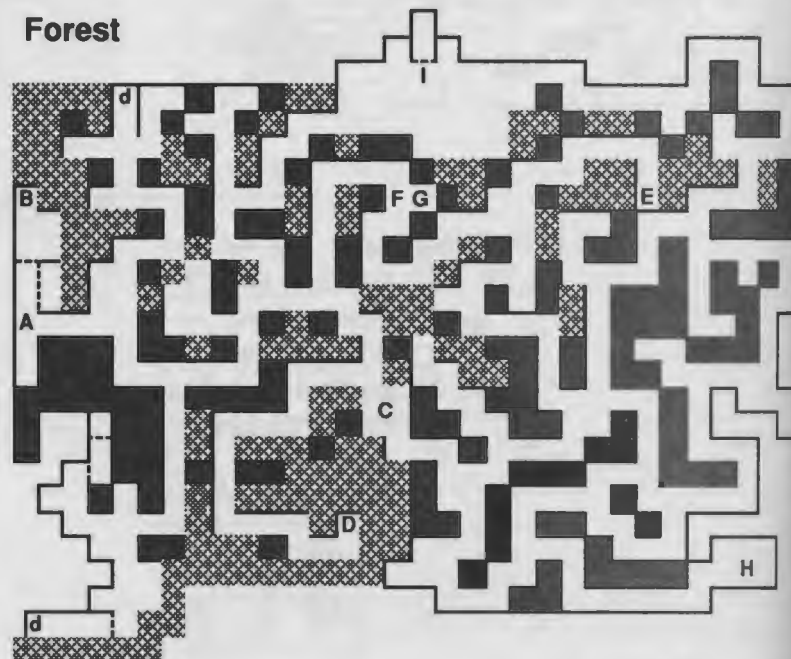
- A Use cylinder on gate
- B Rockfall
- C Sea hag
- D Skeleton key
- E Use skeleton key
- F Drow key
- G Use drow key
- H Ranger weapons
- I Key of knights
- J Use key of knights
- K Say "Bane"
- L Key of queens
- M Key of valkyries
- N Use key of valkyries
- O Use key of queens, get silver cross and key of evil, push button
- P Use key of evil
- Q Rebecca
- R Vampire



The Forest

- A Ship
- B Wooden stakes
- C Tinker bell
- D Faery queen
- E Rock of truth
- F Search for button
- G Holy water
- H Delphi
- I To Temple of Bane

Forest

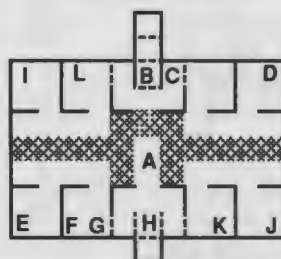


Temple of Bane

Objects in parentheses do not appear at their indicated locations the first time you visit those places.

- A Chasm; (Xorphitus)
- B Key of decision; (entrance to chute and end game)
- C East gate
- D Teleport to E
- E Teleport from D
- F Key of first test
- G Gate
- H One-way doors to left and right
- I Teleport to J
- J Teleport from I
- K Teleport to L; (key of finality)
- L Teleport from K

Temple of Bane



Beneath Temple of Bane

Beneath Temple of Bane

- A To/from Level 1
- B Vampire
- C Gate to Bane
- D Bane



Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			