

A random  
CRUSADERS  
*of the*  
DARK SAVANT  
FAQ

Written by: *Ravashack*<sup>1</sup>

v. 1.95b

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<sup>1</sup>~~PDF~~TeX conversion done by Václav Haisman. See also GitHub repository [wilx/w7faq](#).



# Introductions

## Mandatory Copyright information

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## A little “getting to know you” stuff and Contact Info

This here is a FAQ for the game CRUSADERS *of the* DARK SAVANT. It can also be used for people playing Wizardry Gold, which is the same thing with more bugs. ^\_^ It is the first FAQ I have ever made, so feel free to point out the mistakes, screw-ups, and suggestions that I'm sure will be in here to me at [asianfro@hotmail.com](mailto:asianfro@hotmail.com). This email address will ALWAYS be in use unless I update this FAQ stating that I have closed this email. I have problems answering email when it is not a normal working weekday however. (You do the math...)

If you wish to chat with me, I'm on ICQ as Orlandu. Of course, I'm not just going to *give* out my UIN just like that—I want to know who you are before I let you add me, which means I'll want an email or two from you to check that you aren't the malicious type; I'm getting too much spam to be trusting anymore. If you wish to avoid that hassle, I am also (occasionally) on the Galaxynet IRC server as “Rava” or “Ravashack” on weekdays—just login to <http://www.galaxynet.org> with a browser or use mIRC to connect to a Galaxynet server.

Minor updates such as spelling errors, typos, site additions, etc. will be habitually done at <https://gamefaqs.gamespot.com/>. Major updates (such as adding a new section or changing the format of the document) will be done to all the sites that have this FAQ...or at least the administrator of the site or whoever it is that manages the FAQs will be notified of the update.

Emails asking about cheat codes, editors or about games I have not written a FAQ about will go under the Block Sender list and be ignored for the rest of time. If you need to look up something like that, just use a search engine like [www.google.com](http://www.google.com) and type in your query.

Just so you know, an actual walkthrough of this game *requires* maps. The game is just too big to do it effectively without them. Because of that, I cannot enclose a full length walkthrough until I solve my map problem—otherwise I would. It is currently in the works however.

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The big appreciative ‘Thank You’ goes to

Llevram, who decided to help me out on this little venture by looking over my pre-born FAQ and suggesting a lot of things—too many to thank him individually on each section he suggested. His site is at: <http://www.softwarespecialties.com/>. If you really have to cheat and aren’t stingy about it, at least take a look at the programs he’s written for Wizardry 7, even though Wiz7Edit must be bought Excellent interface, and the Item Viewer Wiz7Item (a separate program) is more accurate than the in-game methods! Llevram’s always there to help you with problems if you need him.

The folks on the Software Specialties board for the surprises that pop up about the game every few days and so. You know who you are. Thanks for putting up with me ever since I joined

Sir-Tech Canada, for trying to get Wizardry 8 done even though they are having difficulties. I know you guys will find a way...

D.W. Bradley, for being the brains behind the game. He’s working with a different company on a game similar in view to CRUSADERS *of the* DARK SAVANT. If you liked CRUSADERS *of the* DARK SAVANT, you’ll probably like his upcoming game as it seems similar. Try visiting <http://www.heuristicpark.com>. (Unfortunately it is quite buggy...)

DSimpson a.k.a. ManyMoose, a GameFAQs FAQ writer, for unconsciously planting the idea in my head that I should try writing a FAQ a year or so ago. The lengths of his FAQs should only show that there is a wealth of information inside.

Some of my friends at Panumbra, who reminded me of the existence of this game with a few off-topic posts on the webboard.

Anyone who I’ve actually helped at the game for listening to me, and anyone who I’ve missed. :) )

Anyone who sent in a question not covered here. I appreciate the feedback guys. :) )

The folks at various game sites for being interested in my FAQ—especially the ones that put it up.

GameFAQs and CJayC, just for being there (and posting this up).

Dallas on the GameFAQs message boards, for taking the time to review this FAQ and give pointers about it.

The Ironworks Wizardry 8 board at <http://www.ironworksforum.com/ubb/cgi-bin/ultimatebb.cgi> for just being a Wizardry 8 board.

Bernice Carter, a nice 40-something year old lady who wishes to point out that not all avid gamers are young male “whippersnappers.”

Baz, for reminding me about an oversight.

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This FAQ is currently displayed at:

- <http://www.gamefaqs.com/>
- <http://www.the-spoiler.com/>

If you want to doublecheck where this FAQ should be, go to <http://www.gamefaqs.com> and look. If you want to alert me to someone who may be ripping off my FAQ, feel free to drop me a line—I will appreciate it.



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# Chapter 1

## Character Creation

### Male vs. Female

What's the difference? Females, when they start out, get a -2 in Strength, +1 in Personality, and a +1 in Karma compared to the base statistics given in the manual. Males start out with the base statistics given in the manual.

#### Males

##### Perks:

- Classes based on strength are easier to get for males.
- Males can wear the Cameo Locket.

##### Flaws:

- See benefits of Females.
- Cameo Locket is only attainable by importing a party from Bane of the Cosmic Forge or saved game editing.

#### Females

##### Perks:

- Classes based on Personality will require 1 less point to get for females, unless it has a strength requirement as well.
- Females can use certain items like Stud-Cuir Bras and Jazeraint Skirts. (Sorry, no cross-dressers in the game.) Some of these items are the best for the particular class the female may end up in.
- Females can become Valkyries, which are Lords with less experience point requirements and no guaranteed starting Diplomacy.

##### Flaws:

- See benefits of Males.
- Diamond Ring, one of the better female-only items, must be imported from Bane or edited into the saved game.

## Overall

Use Male characters only if you are importing a game from Bane of the Cosmic Forge, if you are rolling up a Fighter-type character or a Psionic, or you cheat.

Use Female characters whenever you are rolling up a spellcaster and all other situations that don't apply to male characters—you don't lose anything out of it, and it gives you the option to class change into a Valkyrie later.

## Races

Basic Layout:

- Name of Race
- Race's Stats
- List of Perks
- List of Flaws
- A chart of how many points the race needs to achieve a class.

Table 1.1: Sample Chart:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	3							N	3

Explanations:

<b>STR</b>	Points towards Strength needed.
<b>INT</b>	Points towards Intelligence needed.
<b>PIE</b>	Points towards Piety needed.
<b>VIT</b>	Points towards Vitality needed.
<b>DEX</b>	Points towards Dexterity needed.
<b>SPE</b>	Points towards Speed needed.
<b>PER</b>	Points towards Personality needed.
<b>F?</b>	Should I use a Female for the class?
<b>Y</b>	Yes, it will lower the amount of points needed.
<b>–</b>	Doesn't matter.
<b>N</b>	No, it won't help you in the points.
<b>Total</b>	Total amount of points needed for the class.

**Note:** Any class with Y will have point distribution altered to reflect stat changes for female characters.

Convenient starting professions:

- A profession(s) which the race excels at naturally OR A non-basic (not Fighter, Mage, Priest, or Thief) profession that can be achieved with a below average amount of points out of all the races OR A basic profession achievable within 2 points or less.

## Human

Base Human stats: STR 9 INT 8 PIE 8 VIT 9 DEX 9 SPE 8 PER 8

Perks:

- No inherent weaknesses to an attack type.

Flaws:

- No inherent resistances to an attack type.
- Too average.
- Someone else can fit a class better than they do in most cases.

Table 1.2: Points needed to meet Class Requirements for Human:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	3							N	3
Mage		4						-	4
Priest			4					-	4
Thief					3			-	3
Ranger	1			2	1			N	4
Bard		2			3		3	Y	8
Psionic	1	6		5			2	N	14
Alchemist		5			4			-	9
Valkyrie	3		3	2	1	3		Y	12
Bishop		7	7					-	14
Lord	3	1	4	3		1	6	N	18
Samurai	3	3			3	6		N	15
Monk	4		5		1	5		N	15
Ninja	3	2	2	3	3	4		N	17

Convenient starting professions:

- Fighter
- Thief
- Ranger (don't expect your spell points to come back quickly though)

## Elf

Base Elf stats: STR 7 INT 10 PIE 10 VIT 7 DEX 9 SPE 9 PER 8

Perks:

- Higher resistance to sleep spells.
- Combat-types can take advantage of a Race-specific weapon (Elven Bow).
- Decent spell point recharge rate.

Flaws:

- Strength- and Vitality-based classes harder to get in the beginning.
- Race has slightly lower hit points than normal.

Suggestions:

- When picking an Elf, pick female unless you fully intend to make it a fighting character.
- Go for a spellcasting class.

Table 1.3: Points needed to meet Class Requirements for Elf:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	5							N	5
Mage		2						-	2
Priest			2					-	2
Thief					3			-	3
Ranger	3			4	1			N	8
Bard					3		3	Y	6
Psionic	3	4		7			2	N	16
Alchemist		3			4			-	7
Valkyrie	5		1	4	1	2		Y	13
Bishop		5	5					-	10
Lord	5		2	5			6	N	18
Samurai	5	1		2	3	5		N	16
Monk	6		3		1	4		N	14
Ninja	5			5	3	3		N	16

Convenient starting professions:

- Mage
- Priest
- Bard
- Alchemist
- Bishop

## Dwarf

Base Dwarf stats: STR 11 INT 6 PIE 10 VIT 12 DEX 7 SPE 7 PER 7

Perks:

- Poison resistance
- Magic resistance (i.e. to spells like Lifesteal or Make Wounds)

Flaws:

- Slow. Don't expect them to go first any-time soon unless you sacrifice all your bonus points towards their Dexterity and Speed.

Table 1.4: Points needed to meet Class Requirements for Dwarf:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	1							N	1
Mage		6						-	6

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Priest			2					-	2
Thief					5	1		-	6
Ranger		2			3	1	1	N	7
Bard		4			5	1	4	Y	14
Psionic		8		2			3	N	13
Alchemist		7			6			-	13
Valkyrie			1		3	4		Y	8
Bishop		9	5					Y	14
Lord	1	3	2		2	2	7	N	17
Samurai	1	5			5	7	1	N	19
Monk	2	2	3		3	6	1	N	17
Ninja	1	4			5	5		N	15

Convenient starting professions:

- Fighter
- Ranger
- Priest
- Valkyrie

## Gnome

Base Gnome stats: STR 10 INT 7 PIE 13 VIT 10 DEX 8 SPE 6 PER 6

Perks:

- Magic resistance (i.e. to spells like Lifesteal or Make Wounds)

Flaws:

- Slow. Don't expect them to go first any-time soon unless you sacrifice all your bonus points towards their Speed.

Table 1.5: Points needed to meet Class Requirements for Gnome:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	2							N	2
Mage		5						-	5
Priest								-	0
Thief				4	2			-	6
Ranger		1		1	2	2	2	N	8
Bard		3			4	2	7	Y	16
Psionic		7		4			4	N	15
Alchemist		6			5			-	11
Valkyrie	2			2	1	5	1	Y	11
Bishop		8	2				1	Y	11
Lord	2	2		2	1	3	8	N	18
Samurai	2	4		1	4	8	2	N	21

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Monk	3	1			2	7	2	N	15
Ninja	2	3		2	4	6		N	17

Convenient starting professions:

- Fighter
- Ranger
- Priest
- Valkyrie

## Hobbit

Base Hobbit stats: STR INT PIE VIT DEX SPE PER  
8 7 6 9 10 7 13

Perks:

- Magic Resistance (i.e. to spells like Lifesteal or Make Wounds)
- Natural thieving characters

Flaws:

- Poor Intelligence and Piety makes them poor spellcasters. Don't rely on any spells they may use on coming back quickly.

Table 1.6: Points needed to meet Class Requirements for Hobbit:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	4							N	4
Mage		5						-	5
Priest			6					-	6
Thief					2	1		-	3
Ranger	2	1	2	2		1		N	8
Bard		3			2	1		Y	6
Psionic	2	7		5			1	N	15
Alchemist		6			3			-	9
Valkyrie	4		5	2		4		Y	15
Bishop		8	9					-	17
Lord	4	2	6	3		2	1	N	18
Samurai	4	4			2	7		N	17
Monk	5	1	7			6		N	19
Ninja	4	3	4	3	2	5		N	21

Convenient starting professions:

- Thief
- Bard

## Faerie

Base Faerie stats: STR INT PIE VIT DEX SPE PER  
5 11 6 6 10 14 12

#### Perks:

- Character always start with Gossamer Gown (U), Gossamer Gown (L), Faerie Stick, Faerie Dust(5), and Lt. Heal(3) regardless of class.
- Lower AC than other races
- Magic Resistance (i.e. to spells like Lifesteal or Make Wounds)
- Spell points return at a very quick rate.
- Natural spellcaster
- Race specific helmet (Faerie Cap)
- Race & class specific weapon (Cane of Corpus for the Faerie Ninja)

#### Flaws:

- Cannot use most weapons and armor.
- Consistency of starting equipment prevents Faerie characters from using sometimes irreplaceable equipment such as the Poet's Lute.
- Low carrying capacity
- Tends to have low amounts of hit points.

Table 1.7: Points needed to meet Class Requirements for Faerie:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	7							N	7
Mage		1						-	1
Priest			6					-	6
Thief					2			-	2
Ranger	5		2	5				N	12
Bard					2			-	2
Psionic	5	3		8				N	16
Alchemist		2			3			-	5
Valkyrie	7		5	5				Y	17
Bishop		4	9					-	13
Lord	7		6	6			2	N	21
Samurai	7			3	2			N	12
Monk	8		7					N	15
Ninja	7		4	6	2			N	19

#### Convenient starting professions:

- Mage
- Priest – Most extended weapons available for Faeries are Priest/Bishop.
- Thief
- Alchemist
- Bard – A pointless choice after playing as you do not get the Poet's Lute.
- Samurai – A semi-useless choice as you cannot wear most decent armor.

## Lizardman

Base Lizardman stats: STR 12 INT 5 PIE 5 VIT 14 DEX 8 SPE 10 PER 3

### Perks:

- Mental Resistance
- Acid Resistance
- Greater than normal amount of hit points

### Flaws:

- Very slow mana recharge rate
- Academia skills tend to not mature
- Intelligence and Piety go DOWN on level ups if too high.

Table 1.8: Points needed to meet Class Requirements for Lizardman:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter								N	0
Mage		7						-	7
Priest			7					-	7
Thief					4			-	4
Ranger		3	3		2		4	Y	12
Bard		5			4		8	Y	17
Psionic		9					6	Y	15
Alchemist		7			5			-	12
Valkyrie			6		2	1	4	Y	13
Bishop		10	10				4	Y	24
Lord		4	7		1		9	N	21
Samurai		6			4	4	5	N	19
Monk	1	3	8		2	3	5	N	22
Ninja		5	5		4	2		N	16

### Convenient starting professions:

- Fighter
- Ninja

## Dracon

Base Dracon stats: STR 10 INT 7 PIE 6 VIT 12 DEX 10 SPE 8 PER 6

### Perks:

- Breathe Acid
- Acid resistance
- Mental Resistance

### Flaws:

- Breathing Acid takes out a large percentage of stamina, regardless of your level.
- Damage of Breath is based on amount of stamina used



Table 1.9: Points needed to meet Class Requirements for Dracon:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	2							N	2
Mage		5						-	5
Priest			6					-	6
Thief					2			-	2
Ranger	1		2				2	N	5
Bard		3			2		5	Y	10
Psionic		7		2			4	N	13
Alchemist		6			3			-	9
Valkyrie	2		5			3	1	Y	11
Bishop		8	9				1	Y	11
Lord	2	2	6			1	8	N	19
Samurai	2	4			2	6	2	N	16
Monk	3	1	7			5	2	N	18
Ninja	2	3	4	2		4		N	15

Convenient starting professions:

- Fighter
- Thief
- Ranger
- Bishop
- Ninja

## Rawulf

Base Rawulf stats: STR 8 INT 6 PIE 12 VIT 10 DEX 8 SPE 8 PER 10

Perks:

- Cold resistance

Flaws:

- None I know of

Table 1.10: Points needed to meet Class Requirements for Rawulf:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	4							N	4
Mage		6						-	6
Priest								-	0
Thief					4			-	4
Ranger	2	2		1	2			N	7
Bard		4			4		1	Y	9
Psionic	2	8		4				N	14
Alchemist		7			5			-	12

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Valkyrie	4			1	2	3		Y	10
Bishop		9	3					-	12
Lord	4	3		2	1	1	4	N	15
Samurai	4	5			4	6		N	19
Monk	5	2	1		2	5		N	15
Ninja	4	4		2	4	4		N	18

Convenient starting professions:

- Priest
- Bard
- Valkyrie
- Lord
- Monk

## Felpurr

Base Felpurr stats: <sup>STR</sup> 7 <sup>INT</sup> 10 <sup>PIE</sup> 7 <sup>VIT</sup> 7 <sup>DEX</sup> 10 <sup>SPE</sup> 12 <sup>PER</sup> 10

Perks:

- Dodge missile attacks
- Dodge spells

Flaws:

- None that I can tell

Table 1.11: Points needed to meet Class Requirements for Felpurr:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	5							N	5
Mage		2						-	2
Priest			5					-	5
Thief					2			-	2
Ranger	3		1	4				N	8
Bard					2		1	Y	3
Psionic	3	4		7				N	14
Alchemist		6			5			-	11
Valkyrie	5		4	4				Y	13
Bishop		5	8					-	13
Lord	5		5	5			4	N	19
Samurai	5	1		2	2	2		N	12
Monk	6		6			1		N	13
Ninja	5		3	5	2			N	15

Convenient starting professions:

- Mage
- Thief
- Bard
- Samurai
- Monk
- Ninja

## Mook

Base Mook stats: STR 10 INT 10 PIE 6 VIT 10 DEX 7 SPE 7 PER 9

Perks:

- Cold Resistance
- Magic Resistance (i.e. to spells like Lifesteal or Make Wounds)

Flaws:

- None that I can see

Table 1.12: Points needed to meet Class Requirements for Mook:

Class Name	STR	INT	PIE	VIT	DEX	SPE	PER	F?	Total
Fighter	2							N	2
Mage		2						-	2
Priest			6					-	6
Thief					5	1		-	6
Ranger			2	1	3	1		N	7
Bard					5	1	2	Y	8
Psionic		4		5			1	N	10
Alchemist		6			5			N	11
Valkyrie	2		5	1	3	4		Y	15
Bishop		5	9					-	14
Lord	2		6	2	2	2	5	N	19
Samurai	2	1			5	7		N	15
Monk	3	7			3	6		N	19
Ninja	2		4	2	5	5		N	18

Convenient starting professions:

- Fighter
- Mage
- Psionic

## Classes

### Fighter

Requirements: STR 12 INT 0 PIE 0 VIT 0 DEX 0 SPE 0 PER 0

#### Perks:

- Starting kit is very advanced compared to other characters
- Gain levels quickly compared to most classes
- May use a majority of weapons and the strongest armor available
- Greater than normal amount of hit points

#### Flaws:

- No spells
- Heavy armor weighs a LOT.
- Lessened skill points for Academia

#### Profession changing suggestions:

- Priest→Valkyrie
- Mage→Samurai
- Thief→Alchemist→Ninja
- Ranger→Ninja
- Valkyrie (females only)
- Lord
- Samurai

### Mage

Requirements: STR 0 INT 12 PIE 0 VIT 0 DEX 0 SPE 0 PER 0

#### Perks:

- Learns the Thaumaturgic spells the quickest.
- Increased skill points for Academia

#### Flaws:

- Low hit points
- No healing
- Doesn't start with a ranged weapon
- Lessened skill points for Weapon

#### Profession changing suggestions:

- Fighter→Samurai
- Priest→Bishop
- Thief→Alchemist
- Psionic→Monk
- Bishop→Psionic
- Bard
- Samurai

### Priest

Requirements: STR 0 INT 0 PIE 12 VIT 0 DEX 0 SPE 0 PER 0

#### Perks:

- Learns the Theological spells the fastest
- Healer
- Starts with healing potions
- Starts with a ranged weapon if not Faerie
- Automatically has the Diplomat skill
- Increased skill points for Academia

#### Flaws:

- Few attacking spells
- Poor armor selection
- Lessened skill points for weapon

#### Profession changing suggestions:

- Fighter→Valkyrie (females only)/Lord
- Mage→Bishop
- Bishop→Valkyrie (females only)/Lord/-Psionic
- Psionic→Monk
- Valkyrie (females only)
- Lord

### **Thief**

Requirements: 

	STR	INT	PIE	VIT	DEX	SPE	PER
0	0	0	0	0	12	8	0

#### Perks:

- Gets a LARGE boost in Skulduggery every level for a good while.
- Class specific weapon (Thieves Dagger) that is cursed, allowing use as a secondary weapon for thieves that change professions.
- Learns Ninjutsu
- Learns Legerdemain
- Learns Skulduggery
- Increased skill points to Physical

#### Flaws:

- No spells
- Class specific weapon is weak compared to other class specific weapons.
- Becomes outdated after mid-game as other classes get better kit.
- Poor armor selection
- Limited weapon selection

#### Profession changing suggestions:

- Ranger→Ninja
- Bard→Samurai
- Alchemist→Ninja
- Samurai
- Monk
- Ninja

## Ranger

Requirements: STR 10 INT 8 PIE 8 VIT 11 DEX 10 SPE 8 PER 8

### Perks:

- Kirijutsu effect with missile weapons
- Class specific weapon and accessory (Estoc de Olivia, Forest Cape)
- Learns Alchemical spells
- Cannot be silenced
- Learns Skulduggery
- Learns Legerdemain
- Learns Ninjutsu
- Limited Healing capabilities (Heal Wounds)

### Flaws:

- Second rate protection
- Bows run out of ammo
- Scouting is better suited for Fighters
- Limited weapon selection

### Profession changing suggestions:

- Bard→Samurai
- Alchemist→Ninja
- Psionic→Monk
- Ninja

## Bard

Requirements: STR 0 INT 10 PIE 0 VIT 0 DEX 12 SPE 8 PER 12

### Perks:

- Learns Thaumaturgical spells
- Learns Ninjutsu
- Can play musical instruments
- Learns Skulduggery
- Learns Legerdemain
- Starts with a Poet's Lute (unless character is a Faerie)
- Increased skill points to Physical

### Flaws:

- Must be a female character to use the best protection available to the class
- Limited weapon selection

### Profession changing suggestions:

- Mage
- Thief
- Samurai

## Psionic

Requirements: STR 10 INT 14 PIE 0 VIT 14 DEX 0 SPE 0 PER 10

### Perks:

- Learns Theosophical spells the fastest
- Class-specific accessory (PK Crystal)
- Starts with Shadow Cloak (unless character is a Faerie)
- Limited Healing capabilities (Heal Wounds, Lifesteal)
- Increased skill points to Academia

### Flaws:

- Many monsters resist Mental attacks more often than other attacks, making most of the spells available to the Psionic useless.
- Shadow Cloak useless if no Thief, Ninja, or Bard in party

### Profession changing suggestions:

- Valkyrie (females only)
- Lord
- Bishop

## Alchemist

Requirements: STR 0 INT 13 PIE 0 VIT 0 DEX 13 SPE 0 PER 0

### Perks:

- Learns Alchemical spells the fastest
- Cannot be silenced
- Starts with Cherry Bomb (unless starting character is a Faerie)
- Class specific accessory (Medicine Bag)
- Increased skill points to Academia
- Limited Healing capabilities (Heal Wounds)

### Flaws:

- Class specific accessory...stinks and is only found near the end of the game.

### Profession changing suggestions:

- Thief
- Bard→Samurai
- Ranger→Ninja
- Ninja

## Valkyrie

Requirements: STR 10 INT 0 PIE 11 VIT 11 DEX 10 SPE 11 PER 8

#### Perks:

- Learns Theological spells
- Class-specific weapon (Maenad's Lance)
- May use a majority of weapons and the strongest armor available
- Anything a Lord can do, a Valkyrie can do better
- Healer
- Greater than normal amount of hit points
- Valkyries require less experience to gain a level

#### Flaws:

- Available to only female characters
- Heavy armor weighs a LOT.

#### Profession changing suggestions:

- Samurai
- Monk
- Ninja

### Bishop

Requirements: STR 0 INT 15 PIE 15 VIT 0 DEX 0 SPE 0 PER 8

#### Perks:

- Learns both Theological and Thaumaturgical spells
- Learns Diplomacy
- Can wear better armor than the Priest
- Healer
- Greatly increased skill points to Academia

#### Flaws:

- Spell progression is SLOW as research must be divided in half.

#### Profession changing suggestions:

- Psionic
- Alchemist

### Lord

Requirements: STR 12 INT 9 PIE 12 VIT 12 DEX 9 SPE 9 PER 14



#### Perks:

- Learns Theological spells
- Learns Diplomacy
- May use a majority of weapons and the strongest armor available
- Starts with very good equipment
- Greater than normal amount of hit points
- Increased skill points to Weapon

#### Flaws:

- Very expensive class to attain
- Very expensive experience requirements
- Most things a Lord can do, a Valkyrie can do better
- Heavy armor weighs a LOT.
- Valkyries have smaller experience requirements.

#### Profession changing suggestions:

- Priest
- Ranger
- Bard
- Samurai
- Monk
- Ninja

### Samurai

Requirements: STR 12 INT 11 PIE 0 VIT 9 DEX 12 SPE 14 PER 8

#### Perks:

- Learns Kirijutsu
- Learns Thaumaturgical spells
- Class specific weapons and armor (Muramasa Blade, Do-Maru (U) and (L), Tosei-Do (U) & (L), Hi-Kane-Do (U) & (L), Kabuto)
- Increased skill points to Weapon

#### Flaws:

- Semi-limited selection of weapons and armor
- Expensive class to attain and maintain

#### Profession changing suggestions:

- Valkyrie (female)
- Monk

### Monk

Requirements: STR 13 INT 8 PIE 13 VIT 0 DEX 10 SPE 13 PER 8

#### Perks:

- Learns Kirijutsu

- Learns Theosophical spells
- Learns Ninjutsu

- Learns Hands and Feet
- AC benefits from Ninjutsu
- Limited Healing capabilities (Heal Wounds, Lifesteal)

#### Flaws:

- Theosophical spells resisted more often
- Expensive class to attain
- Limited weapon selection
- Armor restricted to robes

#### Profession changing suggestions:

- Ninja

### Ninja

Requirements: STR 12 INT 10 PIE 10 VIT 12 DEX 12 SPE 12 PER 0

#### Perks:

- Learns Kirijutsu
- Learns Alchemical spells
- Cannot be silenced
- Learns Ninjutsu
- Learns Hands and Feet
- AC benefits from Ninjutsu
- Learns Skulduggery
- Learns Legerdemain
- Limited Healing capabilities (Heal Wounds)
- Weapons Ninjas can use are useful.
- Class specific weapons, armor, and accessory (Sai, Nunchuku, Ninjato, Ninja Cowl, Ninja Garb (U), Ninja Garb (L), Tabi Boots, Blackbelt of 5 Flowers)

#### Flaws:

- Expensive class to attain
- Very expensive experience requirements
- Slightly decreased skill points to Academia
- Usage as a 'Jack of all Trades' creates difficulties mid-game.
- Semi-limited weapon selection
- May only equip Ninja Cowl, Ninja Garb (U) & (L), Tabi Boots, and race specific items for armor.

#### Profession changing suggestions:

- None

## Skill selection

### Essential Skills

**Swimming** Everyone needs to have at least a 10 in swimming before attempting to enter the water to practice. There are three places to practice without wasting too much time: New City (using the fountain in the Starter Dungeon or the one at Father Rulae), the Ra-sep-re-tep pool in the Starter Dungeon (using the fountain in the same area) and Munkharama (at the Polar Munk Society... bring healing though...). Get your swimming to at least a 20 using these three places—the Lost Temple has a fountain that is in the water, but you need to have at least a 20 swimming to reach it. Once you do, you can practice until you have a 100 in it.

**Climbing** In the beginning of the game, you won't need this. However, once you get to the mountains in Guardia you're going to need at least a 30 in climbing skill. Don't say I didn't warn you...Levitate can temporarily boost your climbing skill when attempting to climb by the way.

**Scouting** If this is your first time through, you need scouting. Without it, you won't be able to pass several areas, as you won't know to search an area. On second and subsequent times through the game however, it is safe to skip this if you remember where everything is.

**Skulduggery** When starting, don't settle for less than at least a 5 or 6 in Skulduggery on a character that is going to be your lockpicker. At least, start with that amount before you try to disarm a chest. Chests are HARD to disarm. You will be Quit/No Save-Restoring very often—having an actual Thief in the party instead of a Bard, Ninja, or Ranger substitute can eliminate this problem after a couple level ups, as they gain a nice bonus to Skulduggery every level up to a certain point.

**Mapping** You need a minimum of 10 in Mapping to map walls, a minimum of 30 to map 1×1 rooms, and a minimum of 60 to map stairs and pits. Some teleporters aren't mapped, as far as I can tell; only the ones that use pits are. In some areas of the game, the inability to map will leave you stuck or moving at a snail's crawl if you do not know the area, especially in the darkened areas where the only thing you CAN map are the walls.

**Theosophy/Theology/Thaumaturgy/Alchemy** Essential for anyone that learns them. Until it reaches 95–100, if you don't put points into this, you're potentially missing out on a spell that might help you in game.

### “Nice to have” skills

**Artifacts** Having a high Artifacts skill lets you assay items to find out what they are without casting Identify. Don't worry about putting points into it however; you automatically gain points every time you successfully use (not equip and throw) a wand in battle as an item. This, however, doesn't eliminate the need for Identify unless you already know what an item does.

**Ninjutsu** Monks and Ninjas gain an AC bonus from this, in addition to anything else that other Ninjutsu practitioners get. They should build this up all the time by practicing hiding instead of putting precious skill points into it. Anyone else with this simply gains a nice ability to hide and do a backstab or surprise attack.

**Legerdemain** The 5 Fingered Discount is a nice thing to have, but you won't pilfer much. The chance of getting caught is quite high as well, even with a level 100 Legerdemain, so save before trying. If the character's inventory slots are full only gold will be taken, which keeps this skill from being totally useless; most shopkeepers have horrible items in their inventory—you wouldn't want to steal them if your life depended on it. Legerdemain is best when the pickpocket using it is rather high level, is decent at it (has at least a 30 so in Legerdemain), and pickpocketing someone worthwhile like Belcanzor for his items or Dame Ke-Li for her Ankhs. Be especially careful pickpocketing wandering NPCs. Some like Capt. Boerigard have very nice weapons and such, but they may attack you if they catch you pickpocketing them, which is a bad thing.

**Kirijutsu** This skill gives you a chance to get a Critical Hit that instantly kills a monster. Very nice to have, but try not to get the person with it confused!

**Mind Control** A personal skill that you can get in Dionysceus; it reduces the effectiveness of psionics and other mental spells. A minor side effect is that you will never fall asleep in the poppy field with even 1 point in this skill.

**Power Strike** I don't know about you, but I LIKE hitting for more damage. :) )

**Diplomacy** Diplomacy is kind of a unused skill in the game—most of the time. However, when used it can be really useful, when an NPC is very angry with you and you need to calm them down (and maybe get friendly again). The fact that characters with a Personality of 14 can automatically get it, AND the fact that anyone who successfully “pleases” an NPC automatically gets a one point raise in the skill regardless of whether they have it or not however makes the skill kind of a “I'll get it when I need it” skill. Warning: Diplomacy is a useless skill in the Wizardry Gold version of Wizardry 7. No matter how pleased you make an NPC, they will never trade with you until you please the NPC by doing things for them (i.e. doing Barlone a favor will please Mick the Pick and Ratsputin enough to trade with you).

### **“Really depends on your playing style” skills**

**Mythology** This lets you successfully ID the monster you're fighting. In some cases it will be very useful, if you're conserving mana and don't want to mistake Night Rooks for Vampire Vultures. In most cases however, it is easy to figure out what the monster is after a round, or even based on where it is. Putting points into this is really up to your strategy, but it goes up naturally over time, albeit slowly.

**Scribe** If you like to save on mana, you may find a use for this skill. Personally, I've gone through the game with only one point put into this skill for Knock-Knock scrolls to be slightly more effective—other than Magic Screen, Armorplate, Locate Person, and Enchanted Blade scrolls, Knock-Knock scrolls are the only other ones I actually use and all of them can (or are supposed to) be used outside of battle. Some nice spells are on scrolls, but chances are, you're going to sell them for the cash they give you—by the point you don't need cash anymore, scrolls are already quite useless.

**Firearms** I personally don't like 2 of the 5 weapons that use this skill. Still, you might as well get it. Raising it is up to you however.

## Chapter 2

# Choosing a Party

Depending on what difficulty you are playing, there are five types of parties that will be used throughout the game: the ‘Super’ Party, the ‘Quick and Easy’ Party, the ‘Dual Class’ Party, the ‘Blender’ Party, and the ‘Vanilla’ Party.

### The ‘Super’ Party

The Super Party is what everyone wants to end up with at the end of the game, but it is very hard to use in the beginning. The reason is because the Super Party is a party with hard to get characters such as a Faerie Samurai/Monk/Ninja, Elf Lords, or other such hard to get/play classes for example. Because these guys are hard to get, you don’t have a lot of excess points to distribute for other stats. To top it off, the class usually has almost double the experience requirements of the easier-to-achieve classes such as the Fighter. With all these factors thrown together, this party is not recommended for a purist new to the game—various maps that hint at what to do are your only clues as to what should be done if you do not wish to consult outside sources, and with a Super party it will take too long to level them up; the NPCs will have snatched them away before you get to them, and the only ways to get your hands on them are buying it for 10,000 gold—which you won’t have for a long time—or killing them, which is very difficult with this kind of party until much much later.

Sample Super Party:

- Lizardman Samurai
- Faerie Ninja
- Elf Lord
- Mook Monk
- Faerie Bishop
- Elf Valkyrie

### The ‘Quick and Easy’ Party

The Quick and Easy Party is the exact opposite of the Super Party. This party is usually made up of characters quickly rolled up, and is usually something like 2 Fighters, an offensive spellcaster (Mage or a Psionic), a healing spellcaster like a Priest, a thief, and maybe a miscellaneous character

thrown in for fun. Races are chosen by whether the race can get a class easier than other races, thereby giving you more points to distribute elsewhere. Sometimes, the party will be rolled up with higher scores so that you can distribute the excess points as you see fit. The game will be easy in the beginning, but after a while you will get the urge to change profession as experience requirements get higher and higher and your diversity in what you can do gets lower and lower. Which brings us to...

Sample Quick and Easy Party:

- Lizardman Fighter
- Human Ranger
- Faerie Thief
- Rawulf Priest
- Faerie/Elf Mage
- Mook Psionic

## The 'Dual class' Party

This party is similar to the Quick and Easy Party except for one major difference: The characters rolled up are customized to be able to switch professions at will. For example, say you have an Elf who can be a Ranger. You choose Fighter instead, add points to meet the minimum requirements for a Ranger, and put any excess points where you want it (usually Vitality in this case, as you will be hurting for hit points from all the profession changing). The reasoning for this party is to mainly take advantage of the relatively low amount of experience needed in the first 5–10 levels to accumulate skills and spells quickly—a Faery Thief that I converted into a Ninja after hitting level 7 already had 100 Skulduggery at level 3!

Sample Dual Class Party (Characters rolled with 15 points to distribute):

- Elf Fighter → Converts to Ranger at level 10
- Felpurr Fighter → Converts to Samurai at level 10.
- Faerie Thief → Converts to Ninja when stats meet minimum Ninja requirements and Skulduggery > 80.
- Elf Priest (F)<sup>1</sup> → Converts to Valkyrie when Theology > 80.
- Elf Mage (F) → Converts to Bard when Thaumaturgy > 80.
- Elf Bard (F) → Converts to Bishop when Mage converts to Bard.

Assuming that each character gets 15 points to distribute, this is what would happen normally.

Stats are given in the order of: Strength, Intelligence, Piety, Vitality, Dexterity, Speed, Personality.

### Elf Fighter

Elf Base stats:

- 7: 5 points added (meet Fighter requirements)
- 10:
- 10:
- 7: 4 points added (meet Ranger requirements)

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<sup>1</sup>(F) means female

- 9: 1 point added (meet Ranger requirements)
- 9:
- 8:

That leaves you with 5 more points to redistribute; in this case we distribute the excess to Vitality as all the ability scores will be reset down to the bare minimum after the profession change; might as well get some extra hit points and stamina out of it.

## **Felpurr Fighter**

Felpurr Base stats:

- 7: 5 points added (meet Fighter requirements)
- 10: 1 points added (meet Samurai requirements)
- 7:
- 7: 2 points added (meet Samurai requirements)
- 10: 2 points added (meet Samurai requirements)
- 12: 2 points added (meet Samurai requirements)
- 10:

There are three points to distribute left as you wish. Again, I would put it into Vitality.

## **Faerie Thief**

Faerie Base stats:

- 5: 5 points added (almost meet Ninja requirements)
- 11:
- 6: 3 points added (almost meet Ninja requirements)
- 6: 5 points added (almost meet Ninja requirements)
- 10: 2 points added (meet Thief requirements)
- 14:
- 12:

In this case, there are no excess points to use. You will be relying on level ups to give you the rest of the stat boost you need. This could easily be met by level 7 or 8—less if you reload your level ups to get the bonuses you want.

## **Elf Priest (F)**

Elf Base stats:

- 7: -2 for being female, 5 points added (meet Valkyrie requirements)
- 10:
- 10: 2 points added (meet Priest requirements)
- 7: 4 points added (meet Valkyrie requirements)
- 9: 1 point added (meet Valkyrie requirements)
- 9: 2 points added (meet Valkyrie requirements)
- 8: +1 for being female

This leaves you with 1 extra point to distribute. Either Vitality or Intelligence is a good choice; getting more Academia points to speed up getting the higher level spells is nice, but so is more hit points.

### **Elf Mage (F)**

Elf Base stats:

- 7: -2 for being female
- 10: 2 points added (meet Mage requirements)
- 10:
- 7:
- 9: 3 points added (meet Bard requirements)
- 9:
- 8: +1 for being female, 3 points added (meet Bard requirements)

You've got 7 points to redistribute. As Mages don't have a hope to gain a lot of hit points a level, dump them either in Intelligence for increased amount of Academia points or in Piety for better spell point gain/level and spell point recovery.

### **Elf Bard (F)**

Elf Base stats:

- 7: -2 for being female
- 10: 5 points added (meet Bishop requirements)
- 10: 4 points added (almost meet Bishop requirements)
- 7:
- 9: 3 points added (meet Bard requirements)
- 9:
- 8: +1 for being female, 3 points added (meet Bard requirements)

Again, you have no points to redistribute after that, but like the Faerie Thief, level ups will take care of the rest of the stat requirements—only quicker in this case as you only need Piety to go up one.

I think you can see the pattern: If you can afford it, fill out the requirements of the 2<sup>nd</sup> class first before distributing the points to other statistics. If you can't, spread out the requirements somewhat so that it only requires as few level gains as possible to get there. 15 is the number I use for a minimum when creating profession changing characters; you might use a lesser amount or a greater amount, depending on your patience. Whatever you do, if you want to take the greatest advantage out of changing professions do so by level 10. This is because it takes the same amount of experience to get from level 1 to level 10 as it does to get from level 10 to level 11.

## **The 'Blender' Party**

I call this the Blender party mainly because it takes a little bit of the Super Party and a little bit of the Quick and Easy Party and/or the Dual class party. Basically, there will be a couple characters that may have been chosen because of the items they start with, and others which were chosen because you like the class or some other reason. Most people new to the game will probably end



up using something like this, where they have a prize character that they do not wish to change profession with—especially when the character gets a 19 or 20 in Intelligence or Personality, which are scores that cannot be improved by certain items that can be bought, or a 19 or 20 in Vitality, which cannot go over 18 with items.

Sample Blender Party:

- Felpurr Samurai
- Lizardman Ninja
- Faerie Monk
- Faerie Thief → Converts to Ninja when stats meet minimum Ninja requirements and Skulduggery > 80.
- Elf Priest (F) → Converts to Valkyrie when Theology > 80.
- Hobbit Bard

## The ‘Vanilla’ Party

Called the Vanilla Party for its simpleness, this party *NEVER* changes classes, so pick carefully. You’ll need at least 1 healer, 1 offensive spellcaster, and 1 Skulduggery character unless you’re looking for a challenge. After you’re familiar with the game, try going through with only a single character! It *can* be done. This party is usually done as a Quick and Easy party, but Super parties that don’t class change are done too.

Sample Vanilla Party: (See Sample Quick and Easy Party or Sample Super Party)



## Chapter 3

# Picking Spells

Thank you Llevram for much of the information in this section.

### General spellcasting

All spells that you can cast are cumulative. That means you can cast them over and over to make them last longer (if they have a duration), reduce the duration of all status ailments except disease, stoning and death (in the case of the ailment cures), or increase the effectiveness of the spell (which only happens with battle-only spells if at all). The six spells you can cast at any time (Enchanted Blade, Armorplate, Magic Screen, Detect Secret, Direction, Levitate) are reflected in the globes on top of the game screen and are cumulative in duration only.

Casting any of the other battle-helping spells (such as Bless, Haste, etc) outside of battle will have NO EFFECT, even if cast before a fight or some action that causes damage of some sort, so don't waste your spell points and stamina. Keep in mind that when casting the six out-of-battle spells repeatedly that it is best done in front of a fountain so you can restore yourself. Also keep in mind that the longer the spell has been active, the weaker it gets, so don't rely on multiple castings casted 3 game days ago to get you through certain tougher fights.

### Learning spells from books

The following spells may be learned from books:

- Air Pocket
- Anti-Magic
- Astral Gate
- Fire Shield
- Ice Shield
- Missile Shield
- Bless
- Charm
- Conjuraton
- Detect Secret
- Direction
- Haste
- Knock-Knock
- Levitate
- Identify<sup>1</sup>
- Stamina
- Wizard's Eye
- Armor Shield

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<sup>1</sup>Anyone can learn this from a book!

- Remove Curse

- Watchbells

Be warned however; if you do not have a spell already of the same type as the one you wish to scribe in your book (for example, having Shrill Sound when you scribe Missile Shield in the case of a mage), you will NOT gain any spell points in that category until a spell from the same category is “learned” from a level up. For example, an Alchemist scribes Stamina instead of learning it the normal way. The Alchemist will NOT gain any water spell points until he or she learns another water spell by a level up—in this case Cure Paralysis, Draining Cloud, or Cure Disease.

## Commonly used spells

- Heal Wounds
- Stamina
- Dispel Undead
- Enchanted Blade
- Cure Lesser Condition
- Air Pocket
- Purify Air
- Cure Poison
- Cure Paralysis
- Silence
- Armorplate
- Magic Screen
- Haste
- Mindread<sup>2</sup>
- Fire Shield/Ice Shield
- Lifesteal
- Poison Gas/Acid Bomb/Firestorm
- Conjuraton/Illusion/Create Life
- Nuclear Blast/Deadly Air/Word of Death/-Mind Flay
- Asphyxiation<sup>3</sup>

## Spell-picking Choices

**Note:** The required amount of skill points for a group of spells may be off by one or two points.

### Thaumaturgy (Mage spellbook)

#### Level 1 spells

**Energy Blast** Your (possible) first damaging spell. Nothing special.

**Chilling Touch** Your other (possible) first damaging spell. Nothing special.

**Terror** Give the opponent the “Afraid” ailment for a short time. I do not advise using this spell if you are looking for experience. This becomes useless mid-game if it wasn’t useless before already.

**Sleep** Gives the opponent the “Asleep” status for a short time. One of the most useful spells in the game, even if your party already has a Bard with the Poet’s Lute. This becomes useless after mid-game however, as you’ll have ways of dealing with multiple targets.

**Armor Shield** Grants an Armor Class bonus to a character. Initially, the meager protection offered by the spell will not be too helpful. Later on however, it is a very useful spell to cast while hiding (or after you drank an invisibility potion) due to its cheap costs and noticeable drop in Armor Class when cast at level 7.

<sup>2</sup>Only on your first time through—it tells you what to ask the NPC sometimes; otherwise it gives you a bit of information you could have gotten with Lore or just gives Nothing.

<sup>3</sup>Expert mode only for crowd control and convenience.

**Direction** Shows the direction your party is facing. A useless spell after you get the Journey Map Kit, as you can easily check which way you are facing by using the map.

### Level 2 spells (18 Thaumaturgy)

**Magic Missile** Damages a limited number of opponents. Useful when you need to deal medium amounts of damage to a group.

**Shrill Sound** Damages an entire group, regardless of the size of the group. Very useful when you don't want to waste extra spell points to hit everything in a group.

**Missile Shield** Deflects any attacks that are projectile attacks (i.e. uses "Throw" or "Shoot" as a form of attack). Chance of being deflected is related to how high of a spell level you use to cast the spell, with around a 99% deflection rate for a level 7 Missile Shield.

**Knock-Knock** Opens locked chests and doors. Success rate is related to the power of the spell and the complexity of the lock. Don't expect to use this spell successfully midgame and onwards.

**Detect Secret** Acts like you have a high amount of scouting skill. Very useful the first time through the game if you don't want to build up scouting. Very useless subsequent times. When you need to search, the eye will twinkle; however if you have a weak Detect Secret, the eye may not pick up on some things.

**Watchbells** Wakes up everyone who is asleep. The success rate of the spell depends on how tired the characters are and how long they've been sleeping. Not very useful after you get the Mind Control Personal skill—even before then, the spell doesn't really work too well if you're not already at full stamina.

**Weaken** Makes the opponent do less damage when they attack. Useful I suppose, but I prefer killing them as quickly as possible. Supposedly this spell also lowers resistances, which can be very useful, but there's no way to tell for certain.

### Level 3 spells (37 Thaumaturgy)

**Fireball** Once you get this, you'll be avoiding usage of Magic Missile except on Undead and fire-resistant monsters.

**Fire Shield** Reduces or eliminates the effectiveness of all Fire Realm spells and Fire based attacks. Don't expect it to eliminate spell damage to nothing when it is coming from something strong, although Fire Crow breath will be much less painful.

**Ice Shield** Reduces or eliminates the effectiveness of all Water Realm spells and Ice-based attacks. You'll be happy to have this up when something decides to cast Deep Freeze on you.

**Web** Paralyzes one target. Yuck. There are better things out there to learn; the only monsters you would want to cast this on are incredibly resistant to it because they are NPCs or the monster equivalent of one. If you can paralyze an NPC with this, you're WAAAY above the NPC's level.

**Whipping Rocks** For a group hitting spell, this isn't that great. A lot of monsters have enough Earth resistance to make this spell relatively useless—however, when the damage gets through it is all right.

**Stink Bomb** Not a very useful spell. It will hit from 1–3 targets only, which explains the relatively inexpensive casting cost. However, Shrill Sound and Magic Missile are better, AND you get them earlier. If you think the added chance of Nausea is worth it though, go right ahead and get it.

**Air Pocket** Deflects Asphyxiation spells and reduces the effectiveness of incoming Air-based spells that stick around as clouds. It also reduces the effectiveness of breath weapons like Dragonlizard breath. Don't expect this spell to have any effects on Whirlwind or Firestorm however.

**Blink** Randomly makes you invisible/uninvisible during the round. You will always become invisible to attack. Lasts quite a while too. Don't

bother with this spell if the character knows Ninjitsu though.

#### Level 4 spells (54 Thaumaturgy)

**Iceball** The Ice equivalent of Fireball, only more expensive. But then, it hurts more, so that's a fair trade off. With Fireball and Iceball in your belt, you're probably finished with mass-target spells for a long while through the game—at least for your mage.

**Magic Screen** Reduces the effectiveness of all incoming spells and spell-like attacks. That includes breath weapons and fireball-like blasts, but not little laser beams like the ones the T'Rang Tecniks use to attack. Remember: this can be casted outside of battle.

**Conjuration** Summons a monster to help you. They range from the pathetic Vulture at a level 1 casting to perhaps Fieros and Myxlmynx at level 7 (which are pretty darn useful). The best out of the three summoning spells if you want magical damage.

**Armormelt** Makes the opponent easier to hit. Think of it as the opposite of Armor Shield, except it targets everyone.

**Crush** Does up to 200 damage to one target. Of course, it misses so much that it just isn't worth it. That's right, MISSES, not resisted.

**Wizard Eye** Gives an overhead view of the area—just like you had a Journey Map Kit. (Surprise...) Skip this spell if I were you, unless you've been skimping on your Mapping skill or don't know if there is a secret passage behind a wall.

**Spooks** A Terror spell that affects all opponents. I don't recommend it.

#### Level 5 spells (72 Thaumaturgy)

**Prismic Missile** Causes random status ailments or damage. It is more likely to cause damage on weaker opponents and more likely to cause status ailments (which rarely includes "withers and dies") on more powerful ones.

Keep in mind that this won't work on something with 100% or greater Light Resistance, like Man O' Groves.

**Anti-Magic** Tries to prevent a group from casting spells successfully. Not too useful when you're fighting multiple groups of spellcasters as it is better to just off them all right off the bat, but insanely useful when fighting one group of spellcasters if you want to conserve on your mass-target spells.

**Levitate** Prevents damage if you fall into a pit, and augments your Climbing skill when you climb. Levitate won't help you if you jump off a cliff however; you'll still die. The power level in this case is for duration, not damage prevented as a level 1 Levitate will protect you from falling into pits.

**Deep Freeze** Learn to love this spell. It is the most consistently damaging spell in the game—which is why you need Ice Shield when monsters cast it on you!

#### Level 6 spells (90 Thaumaturgy)

**Firestorm** Fun fun fun. Burns the enemy for a small amount for several turns. Very useful up to mid-game to kill things—after that it's useful to add a bit of damage here and there to cut battle time down.

**Astral Gate** Instantly kills demons. Since it's specialized, getting this is up to you. You *will* run into demons however.

**Zap Undead** Useless. Don't waste your time with this spell—anything undead you find is either going to be real easy or real resistant to this expensive spell.

**Recharge** Very useful when used on items that have the effect of Magicfood when used and can be used multiple times. Otherwise mildly useful to get back charges on items like the Amulet of Asphyxiation.

**Noxious Fumes** Not very useful. Just a better version of Stink Bomb that hits a group. How-

ever, there is a much better chance of nausea than Stink Bomb.

**Asphyxiation** Wipes out lower level critters with ease. You can get this decently fast with a mage, so try to grab this spell as fast as possible if you're on hard mode and the 5 groups of critters that ambush you each fight start to get on your nerves. Becomes useless near the end of the game though.

### Level 7 spells (98 Thaumaturgy)

**Nuclear Blast** Can't go wrong with this spell. Just watch your Fire spell points.

**Ressurrection** You can always quit-reload, and unlike Ressurrection, you don't have to wait forever to get it. However, since it can be used in a fight, it isn't totally useless. However, if you're the perfectionist type you're probably going to skip this spell. If you ressurect a character, the character loses 1 point of Vitality and their life counter increases by 1.

### Theology (Priest spellbook)

#### Level 1 spells

**Heal** Wounds Get it if you like it, get it if you don't.

**Make Wounds** An attacking spell which uses spell points better suited for healing? I sure don't like that. You might, but saving the spell points for healing will save you some nap time.

**Stamina** Get it if you like it, get it if you don't.

**Bless** Grants you bonuses to hit. Hey, I'd take that any day. Even later in the game, this spell is useful.

**Charm** Paralyzes an opponent. Out of battle, it makes it easier to make friends with NPCs. If you have diplomatic problems, this may be useful. Otherwise, skip for a better spell unless you have no choice.

### Level 2 spells (18 Theology)

**Enchanted Blade** Helps with hitting and dealing damage, AND you can cast it out of battle. Love this spell.

**Dispel Undead** Only works on undead, but there's a lot of undead in the game. It works more often on the skeleton types of undead than the ghost types of undead. Keep in mind that any of the "Spectral" monsters like Spectral Ravens or Spectral Moths are considered undead as well. Don't expect it to work too well on some unique undead monsters, with a very notable exception of the ones in Witch Mountains.

**Cure Lesser Condition** Cures or reduces the duration of the "Irritation," "Sleep," "Afraid," "Blind," and "Nausea" ailments. This spell is very useful to cut down on the time you spend sleeping, and if you run out of Mental spell points it is no big deal, so there is no need to ration uses of this spell.

**Divine Trap** Helps to identify which trap a chest is booby trapped with. You will only need it if your Skulduggery character has a low amount of Skulduggery, or if you are unfamiliar with guessing the traps of the game.

**Identify** Tells you how much damage (if applicable) the item does and what special effects it may have. If it has a special power, it won't tell you what it is, but it will mention the that it has one. Special powers are where when you equip the item, it asks you if you want to invoke its special power, and generally are very limited in usage. This is best used as a "what does this item do" check, where you cast and reload—however, for some things (like weapon damage for some weapons) it will give the wrong numbers.

**Slow** Slows down an enemy group. Useful when fighting enemies stronger than you so that you can try to go first in subsequent rounds. Much more useful when combined with Haste to make sure you go first.

### Level 3 spells (37 Theology)

**Hold Monsters** Attempts to paralyze a group. Unlike Web or Paralyze, the “Paralyze” ailment caused by this spell is easily removed by an attack.

**Sane Mind** Cures or reduces the duration of the “Insanity” ailment.

**Silence** Silences a group of monsters. Don’t try it on the Umpani, most Munks, Gorn Rangers, and other Alchemical spellcasters.

**Armorplate** Improves the armor class of each character (although you won’t see any changes in the review screen). The bonus is that it can be casted outside of battle.

**Blades** Does decent damage, especially considering that it’s a damaging spell the Priest has access to. After multiple castings of Armorplate, you’ll want to do *something* with all the spare Earth spell points you have.

**Haste** Speeds up your party. Very useful in fights against monsters faster than you (or higher level).

**Cure Paralysis** Cures or reduces the duration of the “Paralyze” ailment. Useful. Get it. :)

**Restfull** Restores everyone’s stamina. The amount restored is less than what you would get back if you casted Stamina on each character, but the convenience makes this spell useful. Still, if you can, there are better spells to get than this.

### Level 4 spells (54 Theology)

**Conjuration** Summons a monster to help you. They range from the pathetic Vulture at a level 1 casting to perhaps Fieros and Myxlmynx at level 7 (which are pretty darn useful). The best out of the three summoning spells if you want magical damage.

**Paralyze** Paralyzes an enemy. Is about as useful as Web is for mages and Alchemists.

**Superman** VERY useful. It reduces the amount of stamina you use when you take a swing at a monster, or whatever form of attack you use.

**Cure Poison** Cures or reduces the “Poison” ailment, or reduces the “Badly Poisoned” ailment to “Poison”. Grab this quickly—you won’t always have that Cure Poison potion handy.

**Whirlwind** Another attacking spell for the Priest. Unfortunately, most monsters don’t take a whole lot of damage from this, if they get hurt at all.

### Level 5 spells (72 Theology)

**Lightning** The only Fire spell for Priests, and it hits in a group to boot. Grab it as early as possible so that you can have as many spell points for it as possible unless you already have Fire spell points.

**Death** Instantly kills one target. Not too handy as it doesn’t work often—the things it works on are easy to kill anyway in most cases.

**Remove Curse** Makes it possible to unequip a cursed item. Quite useful; however, a weak enough Remove Curse will only allow you to unequip some items and not others, so make sure you use a level 6 or 7 Remove Curse.

**Healthfull** Heals everyone for a small amount of hit points. This spell would be nicer if it actually healed more damage—a level 1 Healthfull seems to heal around 1–4 damage; you do the math. Still, it’s group healing, and that’s always nice.

**Purify Air** Eliminates or reduces the duration of any cloud spells casted on your party. Handy when you get pounded with Poison Gas or Firestorm.

**Cure Disease** Cures the “Disease” ailment. If it doesn’t go away when you cast it, cast a stronger Cure Disease. The higher your vitality, the lower the spell level you will need to cure the disease.



## Level 6 spells (90 Theology)

**Cure Stone** Cures the “Stone” ailment. If it doesn’t go away when you cast it, cast a stronger Cure Stone. The higher your vitality, the lower the spell level you will need to cure the petrification. When cured, the character who was stoned loses 1 point in Vitality.

**Locate Object** Acts like Wizard Eye, only it shows the locations of any chests in the area (not dropped items).

**Lifesteal** Attempts to do a large amount of damage to one enemy and heal you with that damage. Your spellcaster will never need to cast Heal Wounds on him or herself again. It works on a *lot* of enemies, but don’t expect it to work on the real nasties like REXX or Godzylly very often—even at level 7.

**Astral Gate** Instantly kills demons. Since it’s specialized, getting this is up to you. You *will* run into demons however.

**Recharge** Very useful when used on items that have the effect of Magicfood when used and can be used multiple times. Otherwise mildly useful to get back charges on items like the Amulet of Asphyxiation.

## Level 7 spells (98 Theology)

**Locate Person** Attempts to find all the NPCs. Level 7 Locate Person tends to find all of them.

**Word of Death** The Priest equivalent of Nuclear Blast. Get it if you need another source of mass damage.

**Ressurrection** You can always quit-reload, and unlike Ressurrection you don’t have to wait forever to get it. However, since it can be used in a fight, it isn’t totally useless. However, if you’re the perfectionist type you’re probably going to skip this spell. If you resurrect a character, the character loses 1 point of Vitality and their life counter increases by 1.

**Death Wish** Tries to instantly kill everything. Better than Death, but still horrible. Get it if you

really like instant-death; otherwise don’t bother with it if you have a choice, unless you really need another 20 Divine spell points or you’re getting this early in the game.

## Theosophy (Psionic spellbook)

### Level 1 spells

**Mental Attack** Your typical level 1 damage spell. It has the bonus of a large possibility of inflicting “Insanity” but this bonus is rather useless after mid-game.

**Bless** Grants you bonuses to hit. Hey, I’d take that any day. Even later in the game, this spell is useful.

**Charm** Paralyzes an opponent. Out of battle, it makes it easier to make friends with NPCs. If you have diplomatic problems, this may be useful. Otherwise, skip for a better spell unless you have no choice.

**Sleep** Gives the opponent the “Asleep” status for a short time. One of the most useful spells in the game, even if your party already has a Bard with the Poet’s Lute. This becomes useless after mid-game however.

**Heal Wounds** There really shouldn’t be a reason why you didn’t pick this as your first spell. Any healing is nice.

**Stamina** Unlike the Priest, get this at your leisure. Still, get it quick, as you’ll need stamina recovery spells and items in the game.

**Terror** Attempts to give the “Afraid” ailment to a group. Not very helpful if you’re trying to get experience.

### Level 2 spells (18 Theosophy)

**Psionic Fires** The Psionic equivalent of Fireball, only earlier. Quite useful at this point in the game.

**Knock-Knock** Opens locked chests and doors. Success rate is related to the power of the spell

and the complexity of the lock. Don't expect to use this spell successfully midgame and onwards.

**Cure Lesser Condition** Cures or reduces the duration of the ailments "Irritation," "Sleep," "Afraid," "Blind," and "Nausea." This spell is not that crucial for the Psionic—everything can be cured with a little rest or by the Priest if you have one in your party. In the case of "Nausea," make *sure* it is "Nausea." "Disease" looks a lot like "Nausea" if you weren't paying attention when you got it. The reason why this spell isn't too useful for the Psionic is because the Psionic actually needs his/her Mental spell points for spells like Mental attack.

**Divine Trap** Helps to identify which trap a chest is booby trapped with. You will only need it if your Skulduggery character has a low amount of Skulduggery, or if you are unfamiliar with guessing the traps of the game.

**Detect Secret** Acts like you have a high amount of scouting skill. Very useful the first time through the game if you don't want to build up scouting. Very useless subsequent times.

**Identify** Tells you how much damage (if applicable) the item does and what special effects it may have. If it has a special power, it won't tell you what it is, but it will mention the that it has one. Special powers are where when you equip the item, it asks you if you want to invoke its special power, and generally are very limited in usage. This is best used as a "what does this item do" check, where you cast and reload—however, for some things (like weapon damage for some weapons) it will give the wrong numbers.

**Confusion** Attempts to inflict the "Insanity" ailment on an enemy group. Insanity is a nice ailment to have inflicted, but after a while most of the monsters you want to nail with this are pretty darn resistant to it.

**Watchbells** Wakes up everyone who is asleep. The success rate of the spell depends on how tired the characters are and how long they've been sleeping. Not very useful after you get the Mind Control Personal skill—even before then,

the spell doesn't really work too well if you're not already at full stamina.

**Shrill Sound** Hurts an entire enemy group, regardless of number. For the Psionic however, it takes a backseat for Psionic Fires in priority unless you have mass enemy group problems (i.e. hordes of Rattkin Rogues/Bandits).

**Weaken** Makes the opponent do less damage when they attack. Useful I suppose, but I prefer killing them as quickly as possible. Supposedly this spell also lowers resistances, which can be very useful, but there's no way to really tell for certain.

**Slow** Slows down an enemy group. Useful when fighting enemies stronger than you so that you can try to go first in subsequent rounds. Much more useful when combined with Haste to make sure you go first.

### Level 3 spells (36 Theosophy)

**Dazzling Lights** The Psionic version of Prismic Missile, it dispenses status ailments or just sheer damage. For some odd reason, this spell in my experience tends to dispense status ailments more than just pure damage—however, the "withers and dies" effect seems to pop up more often with this. Note: This spell will not work on enemies with 100% or greater Light Resistance.

**Blades** Unlike the Priest, the Psionic already has decent damage dealing spells. Still, it's useful when you run out of spell points.

**Hold Monsters** Attempts to paralyze an enemy group. Unlike the other paralyzing spells, the paralyze effect from this is very likely to go away from getting attacked.

**Mind Read** Attempts to read an NPC's mind. You will either see a phrase that will trigger some tidbit of information from the NPC, something you could have found out by Loring with the NPC, or "Nothing" will flash on the text part of the screen. Pointless after the first time through the game.

**Sane Mind** Cures or reduces the duration of the “Insanity” ailment. Comes in handy at times, as unlike the monsters your characters seem to be susceptible to insanity quite often.

**Blink** Randomly makes the character invisible/visible throughout the round. Lasts for quite a while, but is not a suggested spell if you are using a Monk to get these spells.

**Silence** Attempts to silence a group of monsters. Try to avoid casting this on Alchemical-casting monsters.

**Haste** Speeds up your party. Quite useful in trying to make everyone go first.

**Cure Paralysis** Cures or reduces the duration of the “Paralysis” ailment. Especially useful when the trap goes off in your face and leaves you paralyzed for days.

#### Level 4 spells (54 Theosophy)

**Armormelt** Makes it easier to hit and damage monsters. Think of it as the opposite of Armor Shield.

**Psionic Blast** A group version of Mental Attack, and just about as useful.

**Illusion** Summons monsters to fight for you. Fantasmogoras are at the high end of things that are summoned by this. The best out of the three summon spells if you like instant death spellcasters.

**Wizard Eye** Gives an overhead view of the area—just like you had a Journey Map Kit. (Surprise...) Skip this spell if I were you, unless you’ve been skimping on your Mapping skill or don’t know if there is a secret passage behind a wall.

**Spooks** The mass, hit-everything version of Terror. Yay. You’re better off picking Psionic Blast than this.

**Paralyze** Paralyzes one enemy. Same thing as Web. You’re not going to be using this successfully when you want to.

#### Level 5 spells (72 Theosophy)

**Death** Useless, if it weren’t for the fact that with the huge amount of Mental spell points the Psionic has, it actually might work on something after the umpteenth time. So near useless.

#### Level 6 spells (90 Theosophy)

**Locate Object** Is a Wizard Eye spell that also shows the locations of chests (but not dropped items).

**Lifesteal** The *only* true spell the Psionic will get at high levels of Theosophy that is actually quite useful. Take it as soon as you can learn it. The massive amounts of healing is really nice, and you kill something in the process (sometimes something nasty like a Vampire Vulture or a Dragorra).

#### Level 7 spells (98 Theosophy)

**Mind Flay** It’s a mass target spell, and it’s really nice. Unfortunately it is the worst out of all the mass target spells because a lot of monsters tend to resist the type of damage it deals, just like Psionic Blast and Mental Attack.

**Locate Person** Tries to find all the NPCs in the world. A level 7 Locate Person tends to find all the NPCs.

**Ressurrection** You can always quit-reload, and unlike Ressurrection, you don’t have to wait forever to get it. However, since it can be used in a fight, it isn’t totally useless. However, if you’re the perfectionist type you’re probably going to skip this spell. If you resurrect a character, the character loses 1 point of Vitality and their life counter increases by 1.

#### Alchemy (Alchemist spellbook)

##### Level 1 spells

**Acid Splash** Your basic level 1 damage spell. A couple groups of monsters (the vapors in particular) are pretty much immune to acid, but not a lot are.

**Itching Skin** Attempts to inflict the “Irritated” ailment on a group of monsters. Tends to work on a lot of them (even some boss-like monsters like \*S P O T\*).

**Heal Wounds** Heals one guy. There shouldn’t be a reason why you aren’t picking this spell first.

**Stamina** Restores stamina. Very useful, so get it in the early stages of the game.

**Sleep** Gives the opponent the “Asleep” status for a short time. One of the most useful spells in the game, even if your party already has a Bard with the Poet’s Lute. This becomes useless after mid-game however.

**Charm** Paralyzes an opponent. Out of battle, it makes it easier to make friends with NPCs. If you have diplomatic problems, this may be useful. Otherwise, skip for a better spell unless you have no choice.

**Poison** Deals damage and attempts to poison the damaged enemy. Much more useful than Acid Splash in some cases, and less so in others.

### Level 2 spells (18 Alchemy)

**Blinding Flash** Attempts to inflict the “Blind” ailment on a group of monsters. Don’t expect this to work on monsters with light resistance like Man O’ Groves. If Dazzling Lights or Prismic Missile don’t work on that monster, this won’t either.

**Cure Lesser Condition** Extremely useful for the Alchemist to have—unlike the other spellcasters, Alchemists got a lot of ailment-happy spells; what do you think happens when they backfire on their spells? :)

**Confusion** Yet another ailment spell—it attempts to inflict the “Insanity” ailment on a group of monsters. You won’t be using this too much after mid-game, as most monsters seem to shrug off this spell.

### Level 3 spells (36 Alchemy)

**Stink Bomb** Yuck. You have better ways of making people sick. Still, you might like the spell. I don’t.

**Air Pocket** Deflects Asphyxiation spells and reduces the effectiveness of incoming Air-based spells that stick around as clouds. It also reduces the effectiveness of breath weapons like Dragonlizard breath. Don’t expect this spell to have any effects on Whirlwind or Firestorm however.

**Web** You really don’t need this spell. What do you prefer, paralyzing one guy or Blinding the entire group?

**Whipping Rocks** Your first group-target damage spell as an Alchemist. The fact that it doesn’t seem to effectively hit most of the group at times can be overlooked in this case, as you have nothing better as a group damage spell at this point.

**Cure Paralysis** Cures or reduces the duration of the “Paralyze” ailment. Keep it handy.

### Level 4 spells (54 Alchemy)

**Fire Bomb** Once you get this, you can stop using Whipping Rocks if you got it. It’s the Alchemist’s equivalent of Fireball, and as a Fire spell it hits quite often. Still, you may pass this up for the Cloud-type spells you get in this batch of spells.

**Acid Bomb** A lasting cloud of Acid damage that lasts around 3–4 turns. Does decent damage, like Firestorm, only not as much.

**Crush** Tries to do up to 200 points of damage to one enemy. I say “tries” because it misses quite often. That’s right, MISSES, not resisted.

**Poison Gas** Like Acid Bomb, it is a lasting cloud that sticks around for around 3–4 turns. However, unlike Acid Bomb, it has a chance of poisoning anyone in the cloud, and if they are hit multiple times, the poison lasts longer. Enjoy.

**Cure Poison** Cures or reduces the duration of the “Poison” ailment. You will need this as you get hit with nasty things like Vorpal Swords and attacks that poison you on each hit.

#### Level 5 spells (72 Alchemy)

**Draining Cloud** Drains the stamina out of the group it is casted on, and lasts for a short while. Useful when you’re trying to tire out the enemy—especially if they use breath attacks or spells.

**Cure Disease** Cures the “Disease” ailment. If it doesn’t go away when you cast it, cast a stronger Cure Disease. The higher your vitality, the lower the spell level you will need to cure the disease.

**Purify Air** Eliminates or reduces the duration of any cloud spells casted on your party. Handy when you get pounded with Poison Gas or Firestorm.

**Deadly Poison** Attempts to make the opponent wither and die; failing that, it attempts to damage and inflict the “Badly Poisoned” status on the opponent. When this spell works, it REALLY works. You’ll either love this spell or hate it. Either way, it’s much better than Death is.

**Create Life** Creates monsters out of nothing. Monsters range from Spectral Moths to Godzylly and Bloodwyrms. The best summoning spell out of the three if you want sheer muscle; heck, it’s the best period since the Godzylly can last much longer than the other summoned creatures.

#### Level 6 Spells (90 Alchemy)

**Toxic Vapors** The cloud version of Stink Bomb. Very useful, and makes sure that at least even powerful monsters can be incapacitated at times.

**Noxious Fumes** Not very useful. Just a better version of Stink Bomb that hits a group. However, there is a much better chance of nausea than Stink Bomb.

**Asphyxiation** Wipes out lower level critters with ease. You can get this decently fast with a mage, so try to grab this spell as fast as possible if you’re on hard mode and the 5 groups of critters that ambush you each fight start to get on your nerves. Becomes useless near the end of the game though.

**Cure Stone** Cures the “Stone” ailment. If it doesn’t go away when you cast it, cast a stronger Cure Stone. The higher your vitality, the lower the spell level you will need to cure the petrification. When cured, the character who was stoned loses 1 point in Vitality.

#### Level 7 Spells (98 Alchemy)

**Deadly Air** The Alchemist mass target spell. Quite useful. For an air spell, it isn’t resisted very much at all.

**Death Cloud** The Alchemist instant-death spell. Not very great though, especially with that expensive amount of spell points needed.



# Chapter 4

## Survival 101

### Status Ailments

Ailments and their cures:

<b>Sleep</b>	Watchbells, Cure Lesser Condition, (automatic rousing)
<b>Afraid</b>	Cure Lesser Condition, (resting–quick)
<b>Irritated</b>	Cure Lesser Condition, (resting–quick)
<b>Blindness</b>	Cure Lesser Condition, (resting–quick)
<b>Nausea</b>	Cure Lesser Condition, (resting–medium)
<b>Insanity</b>	Sane Mind, (resting–medium)
<b>Paralysis</b>	Cure Paralysis, (resting–long), successful hit in combat (small chance)
<b>Poison</b>	Cure Poison, (resting–short to long and dangerous!)
<b>Badly Poisoned (getting hit with Deadly Poison)</b>	Cure Poison–reduces to Poison
<b>Disease</b>	Cure Disease
<b>Stone</b>	Cure Stone
<b>Death</b> <sup>1</sup>	Ressurrection

For ailments that can be cured by resting, the appropriate spell reduces the duration of the ailment until it is down to 0 (i.e. the ailment is cured). For ailments that CANNOT be cured by resting, you must use a set level of the curative spell to restore the character or the ailment will not go away. This level is based roughly on the subject's Vitality stat: the higher it is, the lower your casting level can be.

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<sup>1</sup>“Ailment”

## Killing NPCs

Generally, it is a good idea not to kill NPCs unless you know you don't need them—and can deal with the consequences. For example, some people kill Father Rulae in New City and Brother TShober at Eryn River for experience, which is fine (although pointless)...until they run into Xen Xheng and get slaughtered. If you want to kill NPCs, make sure there are no more mobile NPCs of the same race still alive. Making them angry enough to attack you can become awkward at the worst times possible until your party is a killing machine, as most of the mobile NPCs tend to stalk you.

## Inventory Management

Some pointers:

- Try to keep your inventories organized.
- Move heavy non-essentials to characters with room, not characters with the highest strength. If you move them to a character with high strength, chances are that character has the high strength because it is wearing heavy armor and can't carry anymore. If the character isn't wearing heavy armor though, go for it.
- Try not to carry more than what you need, for two reasons:
  1. You will almost always pick up loot. If you're in front of a battle generator killing monsters, they will end up dropping loot eventually unless you're killing something with no loot at all, like the Savant Androids.
  2. When you get an item from dialog, it automatically goes to the first person with room in their inventory. If no one has room, it REPLACES an item. You could do this to try to get rid of a key item, but chances are that you'll lose something valuable instead. So don't have a full inventory whenever possible.
- Merge items together to save space. When you need to spread the items around (i.e. you want everyone to have an invisibility potion before a fixed fight) merge the said item onto an empty inventory space to separate them.
- If you're not wearing it, chances are you don't need to be lugging it around if it isn't a key item or a restorative item. Sell what you don't want, or drop it if you want it around just in case (Thesminster Abbey in New City is a good place to drop items as it is often used and rather large). Try not to drop TOO many items however—there is a set amount of items that can be dropped in each map area.
- Avoid overloading your characters. When their carrying capacity score changes color from grey, their equipment is heavy enough to affect their AC, which is bad. Hey, what do you expect after carrying 300 lbs. of stuff?



## Chapter 5

# Playing the Game

The order of the following locations are a recommended, but not required, order to get through the game for a brand new party starting just outside of New City, based on when maps disappear.

### Basic Format

- Name of Area
- List of monsters encountered; “fixed” – can only be fought in a fixed encounter (you can’t avoid it)
- Potential Questions

### Questionnaire Walkthrough (Semi-Spoilers)

#### Starting Area (Near New City)

Monsters encountered:

- |                |                                    |
|----------------|------------------------------------|
| • Bambiphoots  | • Glow Moths                       |
| • Dandiphoots  | • Dane Initiates                   |
| • Bitterbugs   | • Alliphoots <sup>fixed</sup>      |
| • Stag Weevils | • Rattkin Rogues <sup>fixed</sup>  |
| • Ravens       | • Rattkin Bandits <sup>fixed</sup> |

#### Q: What do I do? I’m in the middle of nowhere!

Well first off, equip your items. Then SAVE. Get used to saving, as you will be doing it constantly. Look around for a road and explore a bit.

#### Q: What about the forest area? Can’t I look there too?

Of course you can. In fact, you should. There’s a Journey Map kit that will definitely help you hiding in a chest in the forest if you are starting a new game. However, you should put that off until after you have cleared out the Starter Dungeon, which is what you are looking for on the road. This

is because the monsters GUARDING the path to the chest are very tough, and in your new condition you will most likely get creamed. Instead, find a path on the road leading to a ladder going into the ground. That's the starter dungeon.

**Q: I imported a saved game from Bane of the Cosmic Forge, but I'm not where you say I am!**

If you instead started out in a different area because you imported your game, I really can't help you too much.

If you started near Dionysceus skip directly to the Dionysceus section of this FAQ and see if you can get the ?CRYSTAL? map in the Temple of Deadly Coffers...if you can afford the outrageous fees. You may need to use Legerdemain on Almagorte to pay your way through. At the very least try to get the Mind Control skill before going to New City when you run out of cash, so that you have a much easier time getting back to Dionysceus. Keep in mind that you're on the same map as a newly created party, but on the other side of the poppy fields.

If you started near Nyctalinth: go into the city, talk with H'Jenn-Ra, meet Shritis (who you can say no to if you like the Umpani more, but don't kill any T'Rang NPCs until you can take on Shritis if you do!), and then exit into New City instead of going back into the Anthracax. Be warned that most NPCs don't like the T'Rang and will not trade with you, as you are considered to be their ally (and enemies of their enemies).

If you started near Ukpyr: go in the city, join the Umpani I.U.F., decide whether or not you actually want to help K'borra T'Rang, and proceed until you have to deliver a message to Rodan Lewarx. (This is the most profitable way to start, coincidentally.)

Incomplete Bane of the Cosmic Forge games will start where a new party starts.

Regardless of where you start, you need to get to New City eventually—the first quarter of the game is linear if you have not played the game before (and therefore know what the maps say) and unless you started in Dionysceus, the only map you've got a chance of getting is the ?TEMPLE? map in Orkogre Castle unless you know exactly what you are doing.

## Starter Dungeon

Monsters encountered:

- Encountered everywhere
  - Mottle Cruds
  - Bitterbugs
  - Ravens
- Level 1
  - (No floor specific monsters)
- Level 2
  - Stag Weevils
  - Boring Beetles
  - Night Rooks<sup>fixed</sup>
  - Ra-sep-re-tep<sup>fixed</sup>

### Q: What's this fountain here?

That fountain restores some health, stamina, and mana every time you sip it. Don't forget that you can sip multiple times if once isn't enough. To sip, either click on the fountain once and then on the characters that you want to drink from the fountain, or search and then click on the characters that you want to drink from it. Don't forget that you can use the number keys (1–6) if you consider the mouse to be too slow for this! However, be VERY careful with fountains. Most are beneficial, but some have nasty effects on you. Save before drinking from any fountain.

### Q: What the heck am I supposed to do here?

Build levels. Clean out the entire dungeon. And to get to know the game better of course. The most important tactic that you will learn over and over here is to save before entering unexplored rooms and areas. If you have someone with access to Priest spells, try to get Dispel Undead if you can—you'll be happy to have it, I will guarantee that. If something seems confusing, read the manual! It is quite descriptive in how to do things. If you're using a copied version of the game and didn't bother to get the manual, look for a copy of Wizardry Gold—the manual is built in in that version by using the F1 key, although Wizardry Gold tends to be more buggy than CRUSADERS *of the DARK SAVANT*.

Despite what people may say about the game being non-linear, the first part of the game is linear—you just can't handle most of the monsters in the game at the level you are at. You'll see what I mean after deciding where to go after New City—anywhere but Orkogre Castle, Dionysceus (via the poppy fields), and Munkharama is lethal.

## New City

Monsters encountered (varies by area of New City):

- Gorn Spearmen
- Gorn Rangers
- Demented Munks
- Dark Forest Munks
- Rattkin Rogues
- Rattkin Bandits
- Dane Initiates
- Dane Disciples
- Savant Guards
- Savant Troopers<sup>fixed</sup>
- Savant Controllers<sup>fixed</sup>
- T'Rang Youngers
- T'Rang Wilders
- Umpani Ruffians
- Umpani Renegade

### **Q: The Savant Trooper won't let me through! Why?**

You probably didn't state a place in New City for it to confirm. Maybe there's an ad for a store in the Starter Dungeon somewhere... you must have found SOMETHING resembling paper in there.

### **Q: What should I do here?**

Think of New City as a bigger version of the Starter Dungeon, except with stores and healing that you have to pay for, for now. Definitely save before entering a place, as there are a couple doors that hide very nasty encounters.

### **Q: Hey! I can't pick or force some of these doors! How do I get in?**

If you're referring to the Umpani Detache and the T'Rshieches House, you'll get in...but from a different place. If you are referring to a certain always-jammed door near the Marina, buy a Knock-Knock scroll from Belcanzor and have someone with at least 1 point in scribe use it on the door...but save first. Either that or use a level 6 Knock-Knock spell to open the door. Very useful treasure in the chest behind it, considering how early in the game it is.

### **Q: What's with the Wand Majestik in the Curio Museum? I stick my hand in but I can't grab it! All I get is this weird stone when I leave my hand in there and my leader gets diseased!**

*Don't* stick your hand in there unless you have a way to cure your first character of disease. You can use Father Rulae in the Abbey in the middle of New City, but you have to "donate" all your gold. Better to wait until later when you can buy Cure Disease potions in Munkharama or learn the spell yourself, as the Wand isn't going anywhere anyway.

### **Q: Can I use the boat Sogheim has in the Marina?**

No, but you'll find a better one.

### **Q: What the heck do I do at these Devil Faces in the Curio Museum?**

Read the ?BOAT? Map. Funny, some of those words match the devils...

**Q: What is that sign in the Condemned Area?**

It's a way into Old City. You'll figure out how to get in after you help Barlone in the Rattkin Ruins' Funhouse with a favor. Maybe Professor Wunderland was the friend he was speaking of—after all, he is a Rattkin, and he is interested in Old City. Perhaps mentioning the place Barlone mentioned will help jog his memory.

**Q: What's the Book of Fables for? I managed to sneak past the Savant Android guarding it with my fastest character.**

It is for figuring out the witches names. Read it when you're in the Witch Mountains, and especially pay attention to the last parts.

**Q: Who's the Gorn Officer that Palukes mentioned?**

You'll find out. Keep in mind when NPCs mention nouns like Officer or even a place, there is a possibility that saying those words can open a flood of useful info.

**Q: I found a Black Wafer. What does it do?**

It's for the Constabulary. Think of ETX as Entrance. Don't use it in the Forbidden Zone however, unless you WANT to fight Savant Troopers and Savant Guards.

**Q: How do I get in the Forbidden Zone?**

You walk in. :) You mean inside the inside area? Get the Control Card from the T'Rshieches House...but you'll need to have a chat with Shritis before you can get a chance at the chest.

**Q: How do I turn on the computers in the Forbidden Zone?**

Use the Comm-Link Device from the Umpani Detache.

**Q: What can I do with the computer? It wants me to login to some server.**

Nose around Nyctalinth and wake up a few Savant Androids lying around Don't forget to nose around the Observation Center there for some other answers. This is where the information you got in those two places is used.

**Q: How do I open the Security Cell?**

Whichever server you didn't use (or used but it didn't work) the first time, use it now.

**Q: Noooo! This isn't fair!!! Why isn't the ?LEGEND? map in New City?!?**

It tends to disappear VERY fast for some odd reason. Consequently, return the Holy Work to Xen Xheng as soon as possible and go looking for Xen Xheng after he leaves the dojo. (Locate Person scrolls WILL help). Ask Xen Xheng about "5 Flowers" and see what he says. Try to get the ?LEGEND? map now while it is early in the game after following the instructions he gives you. Seeing as Ratsputin seems to come down here pretty early, I'd say that he's the one that normally takes the ?LEGEND? map before it switches hands.

## Orkogre Castle

Monsters encountered:

- Encountered Everywhere (except below Prison):
  - Gorn Spearmen
  - Gorn Rangers
  - Gorn Lancers
  - Gorn Shamans
  - Gorn Leaders
  - Gorn Lords
  - Gorn Ashigaru
  - Demented Munks
  - Dark Forest Munks
  - Mad Warders
  - Munk Ninjas
  - Crawling Wastes<sup>fixed</sup>
  - T'Rang Watchers<sup>fixed</sup>
  - T'Rang Wilders<sup>fixed</sup>
  - T'Rang Guardians<sup>fixed</sup>
  - Rattkin Hunters<sup>fixed</sup>
  - Rattkin Thieves<sup>fixed</sup>
  - Rattkin Bandits<sup>fixed</sup>
  - Dane Initiates<sup>fixed</sup>
  - Dane Disciples<sup>fixed</sup>
  - Boar Weevils<sup>fixed</sup>
  - Venom Weevils<sup>fixed</sup>
  - Rattkin Thieves
  - Rattkin Hunters
- Level 1
  - Rattkin Thieves
  - Rattkin Hunters
  - Savant Guards
- Level 2
- Level 3
- Prison
  - Dragonlizards<sup>fixed</sup>
  - Fungus Oozes<sup>fixed</sup>
- Below Prison
  - Iguanadons
  - Glow Mothras
  - Spectral Moths
  - Fungus Oozes
  - Venom Weevils
  - Stag Weevils
- Murkatos' Inner Sanctum
  - Shadow Guardian<sup>fixed</sup>
  - Spectral Ravens<sup>fixed</sup>

**Q: How the heck do I get into the Throne Room? I haven't found a key for the place!**

You'll have to get into the Ape's room first and flip a switch. I hear apes like bananas...but if you didn't bring one with you there are some in the prison.

**Q: How do I open the doors in the Prison then? Is there a switch somewhere to throw?**

No, you have to get the Prison Keys from Murkatos' Outer Sanctum.

**Q: Glares OK, and how do I get in the Outer Sanctum?**

You'll need a Polished Steelplate from below to reflect a beam of light into the gate. Funny, why does my Detect Secret eye glow when I pass by that spot of blood in front?

**Q: I found these Boney Combs and Brushes. When is it used?**

Much, MUCH later in the game. Isle of Crypts to be exact. Look for a hideous Gorn woman there.

**Q: Hey! The chest in the Gorn King's room is empty! What gives?**

It looks like someone beat you to the map that was here. Whenever you come across an empty chest or a chest that had waxy wrappings in it, that is where a map was located. If the chest is empty, an NPC beat you to the map because you were too slow. At this point in the game however, only Brother TShober can beat you to this chest at your top speed—so don't talk to Brother TShober before coming here! This map was the ?TEMPLE? map. Be very careful when you run into NPCs in an area that has a map—when you see them around, you're probably too late to get the map! Of course, if you take your time coming here almost anyone could have the map...

**Q: That Shadow Guardian is too hard! How do I beat it?**

Looks like you went way too fast. However, in the area below that you came from, if you go back to where you fell down a fixed encounter (where you have to fight some monsters) at a certain spot respawns—you will always walk into the spot where the encounter is on your way back up. This must have been put there for people that got stuck here because they were low level.

You wanted to know how to beat it though: You'll NEED the Air Pocket spell here. Otherwise, when Asphyxiation pops up (and it will 90% of the time), you will see most or all of your party die unless you're high level Useful spells on the Shadow Guardian in addition to Air Pocket include Purify Air (because of Poison Gas spells it seems to love), Cure Poison, Haste, Magic Screen, Armorplate, and Enchanted Blade. The last three spells (if you have any of them) should be casted out of battle before you engage the Shadow Guardian. If you can summon help with Conjunction/Illusion/Create Life, call some up the first turn as well. With those spells under your belt, the Shadow Guardian shouldn't be too much of a problem.

**Q: Aaack! All the sudden I'm silenced and 20-30 Spectral Ravens fight me! What do I do?**

This is an example where saving saves your butt. If you saved before entering this area, you'll immediately realize that you're too weak for this section. Come back later when your party can deal with all those blinking birds without spells, and you'll have a better chance.

You will want to come back anyway—there's a key in the chest there that will unlock the gate to a Magic-restoring only fountain here; other contents of the chest includes the nifty Gem of Power, which can, when invoking it's special power, give a character the Power Strike Personal Skill at the cost of losing the Gem; you may want to use the Gem as a protective item instead for a while however—it grants a -2 AC bonus to the wearer which is a lot right now.

If you want to fight them now though, bring lots of Faerie Dust to put them to sleep, and ready your Dispel Undead and any bombs that you may have found or bought. You may want some Cure Lesser Condition potions in case a party member manages to run away from the fight because of the "Terror" status the Ravens inflict on you. Cure Paralysis potions are nice too.

## Munkharama

Monsters encountered:

- Encountered Everywhere
  - Demented Munks
  - Dark Forest Munks
  - Mad Warders
  - Munk Ninjas
- Munkharama and Land of Dreams<sup>1</sup>
  - Gorn Spearmen
  - Gorn Rangers
  - Gorn Lancers
  - Gorn Ashigaru
  - Umpani Ruffians
  - Umpani Renegade
  - Spectral Ravens
  - Vampire Rooks
  - Night Rooks
  - Glow Mothras
  - Rattkin Leaders
  - Rattkin Thieves
  - Rattkin Hunters
  - T'Rang Wilders
  - Nightmares<sup>L</sup>
  - Dream Weavers<sup>L</sup>
  - Nightmares<sup>fixed, L</sup>
  - Dream Weavers<sup>fixed, L</sup>
  - Furies<sup>fixed, L</sup>
- Lost Temple Level 1
  - Gorn Rangers
  - Gorn Ashigaru
- Umpani Ruffians
- Umpani Renegade
- Dragonlizards
- Komodo Dragons
- Skeletons
- Minoskell
- Vampire Rooks
- Spectral Ravens
- Dragonlizards
- Fungus Oozes
- Puxic Oozes
- Lost Temple Level 2
  - Gorn Rangers
  - Gorn Ashigaru
  - Umpani Ruffians
  - Umpani Renegade
  - Umpani Scouts
  - Spectral Ravens
  - Spirits
  - Ghosts
  - Skeletons
  - Minoskell
  - Water Nymphs
  - Jelly Stingers
  - Frothing Munks<sup>fixed</sup>
  - Leper Giants<sup>fixed</sup>
  - Lord of Dark Forest<sup>fixed</sup>
- Crypt
  - Skeleton Lords<sup>fixed</sup>

### Q: What's the answer to the well's riddle?

What's another name for a quarter, a dime, a nickel, or a penny?

### Q: What is with that @#@!@ Roulette? I put the beans in, but it always comes out WHITE WHITE WHITE WHITE!

Well, you can avoid it by swimming past it to the Rubber Bear chest; you'll just miss out on money and experience. If you want to solve it however, from what I can tell the order the beans are placed in the receptacles depends on which rooms you go first, and in which order you end up placing

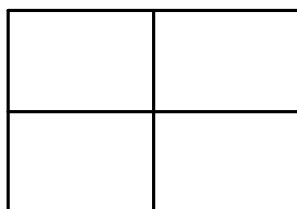
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<sup>1</sup>Land of Dreams-only Monsters marked with an L



the beans. Meaning it's random. :) The listed colors on the roulette only reflect how many beans you got right, and not which rooms they are in. (Sorry about that.) Try doing this as a process of elimination:

1. Grab all the beans. Try to have some system where you know which corner you found a bean. The easiest way is I can think of is to make a chart on paper with four boxes making up a larger square, kind of like this:



2. Clear out all the receptacle rooms if you haven't already.
3. SAVE.
4. Now, to mark things, NW, SW, NE, and SE are the four corners and the beans found in each corner as the lowercase version of the direction. If you use the grid above though, you can just mark an  $\times$  in the appropriate corner.
5. Now try this to eliminate:
  - nw  $\rightarrow$  NW
  - sw  $\rightarrow$  SW
  - ne  $\rightarrow$  NE
  - se  $\rightarrow$  SE

This places the beans in the receptacle closest to them. After you spin the roulette, you will have several options:

**Option 0: One White.** This will never show up. Don't even try to tell me that you can get this!

**Option 1: Two whites.** Pick two of the beans and switch them the next time you try. For example, if the roulette came out Black Black White White, try:

- nw  $\rightarrow$  NW
- sw  $\rightarrow$  SW
- ne  $\rightarrow$  SE
- se  $\rightarrow$  NE

If this worsens things to four whites, then you know the two that you did NOT switch don't belong where they are and can solve the puzzle by switching them. If this worsens to three whites, then you know that one of the beans you switched was right, and you'll have to go back to the order you had before and pick one of the same beans you switched the previous time and a bean you didn't switch and see what happens.

In my case, you would put that the NW and SW don't belong in the NW and SW receptacles, respectively. If it turns out better, then you've solved the puzzle. Whichever it is, it can't stay the same.

**Option 2: Three whites.** Pick one of the white spots and try out the other beans in there until you come up with that spot as black as well. Then treat it like it was two white two black, only you'll know exactly which two beans need to be switched

**Option 3: Four whites.** Since you've now eliminated four places where beans should be, your grid is probably marked like this:

×	×
×	×

Try:

- nw → NE
- sw → SE
- ne → NW
- se → SW

If that comes out all white, then you now have more places eliminated, and your grid probably looks like this:

×	×	×	×
×	×	×	×

So try:

- nw → SE
- sw → NE
- ne → SW
- se → NW

and use the process of elimination to figure out where the beans go If you still can't solve it there's nothing I can say that will help you. It's hard to keep track of the beans though, and you may have switched one pair accidentally.

I have only managed to get BLACK BLACK BLACK BLACK on the first try ONCE. Usually I end up getting it right by the 3<sup>rd</sup> or 4<sup>th</sup> try. As a reward however you get free cash, experience, and a secret door opens up in the SE room.

**Q: What do I do at the Land of Dreams? The Palace Munk doesn't like my answers!**

I hope you remembered to ask Brother Moser about rumors if you've met him already. Ask him about the other name you saw with "Land of Dreams" on the front door for answers the Munk will like.

**Q: OK, I'm in the Land of Dreams, I stepped through the black door, but now I can't get out. What do I do?**

Remember what those Munks you saw were doing? Maybe you can too with the junk they left behind. You have to go through the entire scenario until it repeats before the activity will have some effect though.

**Q: What's a good item to pick?**

Totally up to you. The weapons are cursed but really strong (for this point in the game) and the protective items, although cursed, grant a regeneration bonus on the wearer (at least two of them do) and REALLY good protection.

**Q: What the heck is Xen Xheng saying?**

You should have talked to Father Rulae way back in New City and said you wanted guidance, and followed his directions and the subsequent directions from Brother TShober. Otherwise, this is a dead end for you.

**Q: Is there something special about that middle area in Munkharama with Phoonzang's statue?**

Read the ?TEMPLE? map for hints. I hope you have decent swimming (at least 20) to at least get to the middle area! Hope your Scouting is decently high, or that you use Detect Secret quite often. If your swimming isn't up to par, you may have to practice in the Polar Munk wading pool.

**Q: OK, I'm in this big underground dungeon. What do I do here?**

Locate an exit first. ALWAYS locate an exit if you get dumped into the middle of nowhere—that way when you're half-dead you have a way out. When you come out of the place, SAVE, and clear a way back to Munkharama—Munkharama is going west on the path you will end up on. After you have a way out that is cleared of fixed encounters (i.e. encounters that aren't random), go in back in and explore...after you get healed.

**Q: Um...why did I just fall down a pit?**

Uh oh...I hope you didn't save. This area is annoying. However, it *is* a good source of XP if you have Asphyxiation and Cure Disease, at least for your first time through. And you can get out eventually.

See, you're going to be fighting Frothing Munks and a Leper Giant (two if on Expert mode) here. The Leper Giant is annoying because he's a giant—they tend to squash you like a bug if they hit you. The annoying thing about the Frothing Munks though is that they throw up on you—and you get diseased!

However, the Monks are at least weak against Asphyxiation (or a mass target damage spell like Nuclear Blast), so if you have that and Cure Disease, they'll be an easy source of XP for you. Keep in mind that they don't have a lot of hit points if you try using Nuclear Blast or another similar spell. A level 2 or 3 one should kill them. The Leper Giant just takes a bit of perseverance (and lots of luck with status ailment spells).

**Q: But I don't have those spells!<sup>2</sup> What can I do about it?**

Not much. Don't go there is the only advice I can give—getting diseased at this point in the game is very nasty, and it's not really a necessary area.

**Q: Yikes! That Lord of the Dark Forest is hard! How do I kill him?**

With persistence. If you are VERY lucky, you can silence him—he's a monk, unlike the rest of the Munks who are ninjas, so shutting him up is a very effective way of stopping the nastier spells like Lifesteal. Deal with anyone he has with him first though. He might be dangerous, but so is 6 Dark Forest Munks that get a chance to cast stuff on you as well, leaving you blind, irritated (both literally and figuratively), and possibly insane, making it near impossible for you to beat the Lord of the Dark Forest.

If you have Fireball/Iceball or Nuclear Blast by this point (Nuclear Blast not very likely at this point unless you had a mage that changed profession to a Bishop), the others shouldn't be too much of a problem if you are faster. This is why you needed to find the exit first, so that you can come here in better health. However, if you cannot defeat the Lord of the Dark Forest at this point, you have no hope of getting the ?CRYPT? map before someone else, as it means that you are too low level to effectively kill him—by the time you're not, the map will be gone.

**Q: What do I do with the Notched Shaft I found?**

Look for what looks to be like a pressed button and use it there while facing it. It closes that pit that dropped you into the Frothing Munks and Leper Giant. Keep in mind that the pressed button is located in the same region (although not the same passageway) as the pit and ladder.

**Q: I can't find the Holy Work!**

Remember what Brother TShober said about the "golden face."

**Q: What is with these waxy wrappings with the Holy Work?**

The chest also contained the ?CRYPT? map. Looks like someone beat you to it. Try hunting down some Gorn NPCs or Brother TShober (strangely enough). They seem to be the first ones with it if you don't get it in all the games I've played.

**Q: Aaah! Those Skeleton Lords are creaming me!! And why am I paralyzed?**

Oh dear. Yet another example of "Come back later." If you're playing on expert mode you will NEED either Word of Death on two characters (because 1 level 7 Word of Death OR Nuclear Blast won't send them back to the grave most of the time) or at least 3 characters with access to Silence or the

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<sup>2</sup>See previous question.

Silent Lyre, or (for the power hungry) characters high level enough to shrug off Death and Fireball spells. Then you have to hope that the characters with Silence don't get paralyzed. Nuclear Blast tends to not work as well as Word of Death on undead. There's no way you can take more than 2 turns of spells from the Skeleton Lords without getting someone clobbered to death, even with Magic Screen up. If you can, you're lucky—Death and 6 Fireballs have a nasty effect on my party at this point.

## Dionysceus

Monsters encountered:

- Encountered Everywhere
  - Dane Initiates (level 1 up)
  - Dane Disciples (level 2 up)
  - Dane Canons (level 3 up)
  - Dane Priests (level 4 up)
  - Dane Apostles (level 5 up)
  - High Fathers (level 6 up)
- First level/Temple of the Initiate
  - Cachre Sludges
  - Glow Moths
  - Spectral Moths
  - Bitterbugs
  - Stag Weevils
  - Night Rooks
- Second level/Temple of Divine Order
  - Night Rooks
  - Vampire Rooks
  - Iguanadons
  - Skeletons
  - Venom Weevils
  - Stag Weevils
- Third level/Temple of Eternal Night
  - Bantari
  - Vampire Rooks
  - Dragonlizards
  - Fungus Oozes
  - Minoskells
  - The Beast<sup>fixed</sup>
  - Boar Weevils
  - Venom Weevils
  - Stag Weevils
- Fourth level/Temple of Aerial Whimsey
  - Bantari
  - Vampire Rooks
  - Spectral Ravens
  - Fire Crows
  - Dragonlizards
  - Fungus Oozes
  - Minoskells
- Bear Weevils
- Boar Weevils
- Venom Weevils
- Stag Weevils
- Fifth level/Temple of Deadly Coffers
  - Dragon Rooks
  - Fire Crows
  - Hog Beetles
  - Wraiths Spirits
  - Ghosts
  - Water Nymphs
  - Jelly Stingers
  - Gelimaga
- Sixth level/Temple of Wanderers
  - Shadow Crusts
  - Puxic Oozes
  - Fungus Oozes
  - Skeleton Lords
  - Fetid Corpses
  - Zombie Skells
  - Savant Troopers
  - Savant Guards
  - Fire Crows
  - Dragon Rooks
  - Vampire Vultures
  - Komodo Dragons
  - Bear Weevils
  - Boar Weevils
  - Venom Weevils
  - Magna Dane<sup>fixed</sup>
- Tower Pit Exit
  - See Temple of Wanderers and Tower's Top (except any fixed encounters)
- Tower's Top
  - Luna Mothras
  - Glow Mothras
  - \* S P A W N \*<sup>fixed</sup>
  - Vampire Vultures
  - Wraiths Spirits

**Q: I can't make it through the Poppy Field to get here! Are you nuts?**

Do the Save/Restore method. Save each step ONLY if at most 1 person falls asleep. You only need to make it through the poppy field once doing this tedious method. Then turn left at the intersection you will come across after the field. Now if you started near Dionysceus, you don't have to go through this. Don't forget to bring Watchbells, Cure Lesser Condition spells and Cure Lesser Condition potions to stay awake if necessary, and if you have the Deadman's Hair, equip it on someone (an elf character preferably, as elves already have hypnosis resistance and this will boost it).

Alternately, you can spin your party until they wake up. Spinning counts as taking a step without actually taking a step, so you can move, spin the party awake, and repeat. However this is very time consuming.

**Q: What is Almagorte talking about?**

These guys are greedy little misers. What do misers love most?

**Q: Aaack! I'm getting clobbered by traps!**

Buy some Jonga Powder from Almagorte if you can't take the traps. (I can't unless Dionysceus is the last area for me to tackle before trying to go to the Dragon Mountains.) On most of the levels there will be an urn like the one in that little 1×1 arched area you saw right after entering the Temple of the Initiate. Use some Jonga Powder there. You'll need to buy Jonga Powder twice from Almagorte. Save a use of Jonga Powder for after this Tower by the way. You'll need it.

**Q: What are these little Golden Idols for?**

For opening the gate to the next level of course. Each level has one, and you have to find the altar for it. Have fun looking.

**Q: (Pick a level) of the Dane Tower is too hard!**

Then come back later when you're stronger. However, it is possible on expert mode for a party created from level one characters to get to the Temple of Wanderers after clearing out the Starter Dungeon and New City, so don't worry TOO much if a fight seems too hard.

**Q: What do I do on the Temple of Divine Order?**

Move around. There are little 1×1 alcoves here. Stepping in them moves the pits around. Try to fudge your way through. Burning powder in the urn here (in an alcove before entering the Temple) acts as a Levitate so you don't have to worry about accidentally falling, and turns off a trap that Silences your characters.

**Q: There's a doorway that opens onto darkness. Should I go in?**

Yes. That's the Temple of Eternal Night. I hope your mapping skills are adequate.<sup>3</sup> Turn left immediately upon entering the Temple to look for the urn—don't be afraid to try walking into what

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<sup>3</sup>At least 10 to be able to map walls—30 if you want to see alcoves.

seems to be a wall if you have horrible mapping skills—it might be the alcove with the urn. After that, explore the Temple at your leisure. There's a fountain on this floor in the western half of the temple that restores HP, Stamina and Mana, so have fun looking.

**Q: Bah. I hate that purple haze. Any way to turn it off?**

Yeah, if you went left in the beginning of the Temple like I said to and looked for the urn. That automatic fight after the haze will go away as well.

**Q: Should I try to learn “the word”?**

Yes. Do as the Dane ask and then come back here. Meditate on the word and you'll find that everyone who doesn't fall asleep learns 1 point in the Mind Control Personal skill. Repeat until everyone has a minimum of 1 point in the skill. Now you'll never worry about the poppy field again, and as a bonus you get better resistance to mental stuff.

**Q: Where is my money going? It seems to be disappearing!**

Just so you know, when Tollen Dane comes out to congratulate your rank, you're also paying fees. The most expensive up at the top is 10,000 gold! Meaning, if you can't pay up, come back later when you can.

**Q: What is with the Temple of Aerial Whimsey?**

It's a teleporter maze. Happy mapping—those teleporters aren't going to show up. After a while the places you get sent to will look familiar. Also, turn on the Direction spell (or look at your Journey Map Kit) as there is a spinner teleporter as well. There are also two teleporters here that will send you back to the Temple of Eternal Night, which can be a blessing or a pain depending on whether you need a couple of drinks at the fountain or not.

**Q: Who's the girl in the vision?**

That's Vi Domina. Remember the girl from the introduction? (assuming you watched it) Maybe you should find more about her when you can.

**Q: Aack! Treasure Chests are exploding!**

Sounds like you're in the Temple of Deadly Coffers. You're just going to have to take the punishment—try to get it so that booby traps that hit you are only benign ones like Stunner or minorly hurting ones like Dagger—getting stoned or killed means you reload for sure.

**Q: There's a locked gate here in the far right area with the little islands of chests, but none of the keys from the chests here work! What's in the chest behind it?**

You need a key from the first area of the Temple of Deadly Coffers where the urn in the middle is. The chest behind it contains the ?CRYSTAL? map, but if you're playing on Expert mode, it's long gone by now unless you started in the area—Kymas Turan or Ratsputin probably took it first.



**Q: Where is everything in the Temple of Wanderers? It just looks like a bunch of dead ends.**

In this area, you have to see what new areas open up when you step in an alcove. That means you're going to have to step in *every* alcove and check your Journey Map Kit to see if new areas opened up, and if your mapping skill is below 30 here, you're going to be in big trouble. Keep in mind that when I say alcove, I mean a 1×1 room that only has one way in and out.

**Q: What's the buzzing sensation I'm getting?**

In this case, it means that you've reset the level to its original configuration with everything closed.

**Q: Where do I put the Idol on this floor? I can't find an altar anywhere!**

Look in the far NW area of the Temple on this floor. There should be an alcove you circle around while walking that is opened up by a secret button on the wall.

**Q: What the...I'm getting hit with fireballs! What's going on?**

You're in a nasty area of the Tower. The area behind the grates to your east (where the fireballs are coming from) is the Temple of the Magna Dane, which you will be able to get to after passing the Temple of Wanderers and paying for your membership as a Lord of Dane. Be warned that going down this corridor means you will be taking heavy unpreventable (except by luck and your fire resistances) fire damage and get into a fight with High Fathers and other Danes after the gate at the very end. The fire damage goes away after you kill \*SPAWN\* or talk (and take the Pit challenge) with the Magna Dane though, as the Magna Dane will have left his Temple. I've gotten stuck here before though, as the Pit exits here after a bit of winding and my party just can't take 80–100+ HP fireballs at this point.

**Q: What is with this lever? I pull it and it resets?**

Yeah. It opens (and closes) all the passageways that are opened by alcoves on the level. So if you walked in here when the fireballs are still going off and yanked the lever, do it twice. Otherwise you'll be in a world of hurt as you leave, find the passageway closed, and then have to go back to the lever to reopen it again.

**Q: What do I do at the Pit?**

Talk to Magna Dane to find out. You get to him by taking the stairs down after going to the top of the tower, not by yanking a lever.

**Q: Magna Dane is HARD. Every time I start the fight, half my party is dead before I can do anything!**

Come back later. It is easier when everyone has at least a Dexterity of 16 After the fight, don't forget to search the area for any extra booty. *hint hint*

**Q: Ack! The Ring of Demons is killing me when I put it on!**

*Don't* put it on anyone that doesn't already have a Regen +1 or a Regen +2 item equipped. That being said, if you have a Faerie and got the Faerie Cap from the chest in the Temple of Deadly Coffers, or the one with the Chrome Key in the Temple of Wanderers, it is safe to put it on him or her—the Faerie will just lose the HP regen bonus because it cancels out. As a note about negative Regen items, the game appears to take the highest regeneration bonus out of all the items you have, and add the lowest negative regeneration penalty of the items you have to it, to get an end result. That means that if you have a Ring of Demons and both Gowns of Divine Mail on the same character, that character ends up with no regeneration bonus, NOT a Regen +2 bonus. So that Regen +1 item allows you to have as many -1 regen items equipped as you want.

**Q: How do I open the demon-head gate?**

What did you chop off the last demon you killed?

**Q: But it didn't work!<sup>4</sup>**

Try it from the Magna Dane's chamber. You DID see that secret button right?

**Q: What do I do with what's inside?**

Whatever you want. You need the Coil for later though.

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<sup>4</sup>See previous question.

## Ukpyr

Monsters encountered:

- Umpani Ruffians
- Umpani Renegades
- Umpani Scouts
- Umpani Armsmen
- Umpani Troopers
- General Yamo<sup>fixed</sup>
- Sgt. Balbrak<sup>fixed</sup>
- Lt. Gromo<sup>fixed</sup>
- Spirits
- Rattkin Leaders
- Rattkin Hunters
- Rattkin Thieves
- Rattkin Bandits
- Rattkin Rogues
- T'Rang Wilders

### **Q: Why do the Umpani immediately attack me when I enter Ukpyr?<sup>5</sup>**

One of the following might have happened:

- You imported a game and started near Nyctalinth.
- You killed too many Umpani NPCs and didn't bother to rectify the situation by Trucing with other Umpani NPCs and making them happy.

Either way, find an Umpani NPC (Rossarian in the Arms of Argus at New City is ideal) and Truce until the NPC is willing to trade with you. If you're using Wizardry Gold however, you're out of luck due to the bug with diplomacy (bug being that it just simply doesn't work...at all).

### **Q: Should I join the Umpani?**

Definitely—even if you hate them. You can betray them for the T'Rang by helping K'borra and lying about his presence near Ukpyr to the Umpani if you hate the Umpani. Keep in mind that here is a great way to make money—especially if you need it to pay off the Danes for going up in their tower. You need at least 8000 gold for an outfitting however or you won't get the returns on your investment.

### **Q: What's the Humpawhammer?**

It's a teleportation device. It will transport you to the Umpani Detache in New City and is used for your (more profitable) mission.

### **Q: Should I help K'borra and the T'Rangs?**

Again, it is totally up to you. You may want to know that I've yet to get any compensation from K'borra, although it may involve me finding him again. Supposedly though, you need to talk to Shritis to get your reward.

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<sup>5</sup>From Bernice Carter.

**Q: Where exactly is information K'borra wants?**

It's in the Spaceport Authority. If you're going to help K'borra, don't tell Sgt. Balbrak that you found T'Rangs! After you talk to General Yamo, you'll be able to go into the Spaceport Authority without problems.

**Q: I'm giving K'borra the information he wants, but he's calling me a traitor! Why?**

Don't put a space between the '+' and the rest of the coordinates. The only space in there should be after the 2<sup>nd</sup> number and before the 'D'.

**Q: I can't get that promotion Lt. Gromo said I'd get, even though I hit the practice target 3 times!**

He said to get 3 BULL'S EYES, not 3 hits. That being said, even though it is possible to get a BULL'S EYE at 0 Firearms skill (My Valkyrie once got BULL'S EYE HIT HIT at a Firearms skill of 0), chances are you won't get 3 BULL'S EYES at a high enough rate until you have a skill of at least 40 in Firearms. After that it is very possible, but sometimes it takes a while. (Once I got 3 BULL'S EYES at 43 Firearms skill, another time it was at 64, and yet another at 53.) You will get a IUFSTFTUFS badge to bring to the Supply Depot, and then be offered 14250 for a Blunderbuss and Flak Jacket. No discounts on that unfortunately. If you want the items though, get them before meeting General Yamo.

## Rattkin Ruins

Monsters encountered:

- Encountered everywhere
  - Rattkin Ronin
  - Rattkin Leaders
  - Rattkin Hunters
  - Rattkin Thieves
  - Rattkin Bandits
  - Rattkin Rogues
  - T'Rang Wisers
  - T'Rang Watchers
  - T'Rang Techniks
  - T'Rang Keepers
  - T'Rang Guardians
  - T'Rang Youngers
  - Dane Canons
  - Dane Disciples
  - Dane Initiates
  - Puxic Oozes
  - Fungus Oozes
- Crawling Wastes
- Fire Crows
- Rattkin Ruins
  - Grimal<sup>fixed</sup>
  - Rattkin Razuka<sup>fixed</sup>
  - Savant Controllers
  - Savant Troopers
  - Savant Guards
- Rattkin Funhouse
  - Upstairs
    - \* Zombie Skells
  - Underground
    - \* Gelimagas
    - \* Jelly Stingers
    - \* Zombie Skells
    - \* Fetid Corpses

### Q: How do I get in? The entrance is blocked off!

Go back to where the path split into East (to the Ruins) and West (to Nyctalinth) and explore around. You'll find something interesting (not to mention the fights). This is an example of why it pays to explore around no matter where you go.

### Q: What do I do after all the Man O' Grove fights?

You see that little square that isn't grass in the middle of all the 1×1 pillars? Use the Bonsai Tree you got from Murkatos' Inner Sanctum on it. It doesn't matter what you answer when you get asked a question by the tree.

### Q: How exactly did that help me get in?

Look around north of the blocked entrance for a tree with a gnarled face. It should be in an area next to city walls.

### Q: Why couldn't I have gone here in the first place?

Because if you did go here before using the Bonsai Tree in that Grove, the tree wouldn't let you up.

**Q: I can't get in Ratskells!**

Steal from a blind rat NPC outside. Check your inventory before and after you meet him—you might get something stolen along the way! I've had key items stolen this way before, so remember to save/restore until either nothing is stolen or an item you don't care about gets stolen.

**Q: How do I get in the Funhouse?**

Ask Blienmeis about "Funhouse". Oh, and have 1000 gold before you do.

**Q: What do I do in the Funhouse?**

You're going to be setting up a lot of things. You **NEED** a Detect Secret or a good amount of scouting skill in here—especially after going downstairs—or you won't be able to find the necessary items needed to set up the place. You need various items found throughout the Funhouse and a Feather Weight potion from Birdie's store. Don't forget the Black Pyramid and the Wooden Dowel from upstairs! After you've set everything up, save, use the Feather Weight potion (but on the main screen!) and set things off.

**Q: What does Barlone want?**

Give him a time of the next T'Rang ship to leave/come. You should find the information in the Landing Port (in the form of the T'Rang Logbook) and the Observation Control Center (in the form of the TX-Coder) in Nyctalinth Use the Coder on the Logbook while you're in the full-screen view of your inventory to read it. You're advised to go to Nyctalinth at this point—the information Barlone gives you will give you access to the ?DRAGON? map in Old City, but the ?DRAGON? map is one of the maps that tends to get taken away real fast—hence the need for haste. The ?BOAT? map in the Funhouse however doesn't go away for a while in comparison to the ?DRAGON? map but it **DOES** go away if you dawdle too long.

**Q: What's the "another favor" Barlone mentions?**

Well, if Mick the Pick or Ratsputin is alive, you'll find out when you meet them and then come back here to Barlone. Otherwise...there's no way to find out. One of CODS' great mysteries. :) Think of it as an incentive to get here fast.

**Q: Aack! There's MORE? When does this "Funhouse" end???**

Not for a while. Have fun scrambling and trying to piece things out. If you're **REALLY** stuck on things, the Walkthrough at GameFAQs written by Tom Needham will be able to get you through. It is a very good resource for figuring out how to get through an area, although I disagree with some things he states. You **WILL**, however, need to find a Bar & Rope and a Black Ball and used them in the appropriate areas to get through. You will also need to make sure you've found a place to use the Wooden Dowel. You will also find it completely necessary to fall down pits and such to find everything you need. Hope you have Levitate handy.

**Q: What do I do at the target?**

Throw the Speckled White Ball at it of course. Look for some "cascading troughs" as the game calls it and jump in to find said ball.

**Q: What's with this rack of spears?**

It guards the ?BOAT? Map. Talk to H'Jenn-Ra T'Rang in Nyctalinth to figure out the combination, if you haven't talked to him already.

**Q: I'm in wilderness after climbing out! Where am I?**

The Witch Mountains. Have fun looking around. Watch out for Q'ua-tari.

## Old City

Monsters encountered:

- Spirits
- Ghosts
- Puxic Oozes<sup>fixed</sup>
- Fungus Oozes
- Water Nymphs
- Dragonlizards
- Iguanadons
- Minoskells
- Skeletons

### **Q: Why are there footprints in the dust?**

Why? Because someone got here before you and nabbed the ?DRAGON? map!

### **Q: Does that mean I should turn back then?<sup>6</sup>**

Not really. There's some useful random loot in here too—especially what is probably your first Ankh. Most Ankhs can raise either Strength, Vitality, Dexterity, Piety, or Speed, depending on what type of Ankh it is. There are other Ankhs that do other things, but most of the ones that you run across will be the stat-raising kind. If you already knew what to do to get in however, you can go in here as early as after Orkogre Castle.

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<sup>6</sup>Continuation of previous question.



## Nyctalinth

Monsters encountered:

- Nyctalinth
  - T'Rang Youngers
  - T'Rang Guardians
  - T'Rang Wilders
  - T'Rang Keepers
  - T'Rang Watchers
  - T'Rang Assassins
  - T'Rang Wises
  - T'Rang Elders
  - H'Jenn-Ra<sup>fixed</sup>
  - Rattkin Leaders
  - Rattkin Hunters
  - Rattkin Thieves
  - Savant Controllers
  - Savant Troopers
  - Savant Guards
  - Spirits
- Fetid Corpses
- Zombie Skells
- Ymmu<sup>fixed</sup>
- Vilet Kanebe<sup>fixed</sup>
- Dragon Rooks
- Hog Beetles
- Underground area
  - Cave Thraxes
  - Crust Thraxes
  - Cave Slimes
  - Rock Lizards
  - Puxic Oozes
  - Fungus Oozes
  - Bear Weevils
  - Boar Weevils
  - Venom Weevils

### Q: Where's H'Jenn-Ra?

Come on, it's not THAT hard to walk around and explore! He's in the Northwest area in the High Chamber though, since you asked.

### Q: Should I say yes to Shritis?

It depends on if you hate the Umpani or not. Be warned that if you say yes, Shritis will constantly ask you (not to mention hunt you down) if you've killed Rodan or not until you kill Rodan and keep his Golden Medallion to present to Shritis, or until he gets immensely ticked off at you and attacks you every time he sees you.

If you really want to kill Rodan Lewarx however, he's not *too* hard, for an NPC—use Missile Shield to stop the bullets he shoots at you most of the time. It's those irritating Alchemist-type spells he and his reinforcements may have that will get you. Also, as a word of warning, they get an increased chance of a critical hit with ALL missile weapons, including Blunderbusses and Muskets. Of course, if you say no to Shritis you're going to have to tread lightly every time you see him—he'll be cranky when he sees you again, but at least he won't be trying to hunt you down unless you kill T'Rang NPCs (including K'borra).

### Q: Should I go back to Nyctalinth after talking to Shritis instead of going into New City?

Yes, unless you got the information from Barlone already—if you did you should head for Professor Wunderland and the entrance to Old City to get the ?DRAGON? map quickly before someone steals it.

**Q: Why don't these Finger Rods work on the Breeding Grounds door?**

Because they're for the Tactical Depot. The one for the Breeding Grounds can be found in the High Chamber on a T'Rang who is cooking gruel.

**Q: What is the Mystery Ray for?**

You will use it on any Savant Androids you may find—especially the sleeping ones in the T'Rang larder in the High Chamber. Use it as an item when it prompts you with the Use, Talk, and Leave buttons. You can *also* use the Mystery Ray to hurt *any* Savant Androids you run across—including those nasty Savant Kui'sa-ka near the end of the game and those Savant Berserkers you wake up.

**Q: Is the information that the Savant Berserker spoke and the stuff that flashed on the computer screen in the Observation Center important?**

You betcha. Take a walk into the Forbidden Zone after you're bored of Nyctalinth. Make sure you have the Comm-Link Device from the Umpani Detache first though. BTW, if you helping Barlone, I hope you remembered to look for the TX-Coder in the Observation Center. Otherwise you won't be able to read the logbook. Told you to build up scouting!

**Q: What do I do in the Graveyard? All I see are lots of graves, a building, and two alcoves with a psycho ghost who steals a jeweled staff before I can grab it.**

Well, you *HAVE* to do three things: You have to grab the Longstem Spade in the chest in the building here—it's going to be your shovel and you're going grave robbing! :) You also have to dig out the grave of Notera Furmi (Not Firm) to get out of here. Lastly, you have to get the ?SERPENT? map from the Tomb of Vilet Kanebe behind the energy barrier, and that means getting that Crux of Crossing away from the crazy ghost and equipping the cursed (literally) staff on someone while going through the barrier—both in and out. That also means that you're going to be in the graveyard at least twice—you need a little idol called the "Tydnab Emyt"<sup>7</sup> which can only be found in the middle area of Nyctalinth—if you took out your Journey Map kit and looked at that big black spot in the middle of the map, you'd find it somewhere in the middle of that. Unfortunately you have to go through the graveyard to get there.

**Q: Help! I've fallen and can't get up!**

I take it you dug up Notera Furmi's grave and fell in. Now, before you go exploring, you have to watch out for gas pockets—some of your characters will get poisoned from these. When you first bump into one, you should try to step in every square in the room that had the Gas Pocket—there are more than one, and they block all the exits. After that, deal with the poison however you feel like; you stepped in every square so that you don't have to Cure Poison as many times, saving on mana.

The Gas Pocket Rooms also signify one of the two ways out—the Eastern Gas Pocket room has a path that leads directly to the middle area of Nyctalinth, and the Western Gas Pocket room leads to another exit that is blocked by T'Rang eggs—you need a Thermal Pineapple to get out this way, and if you have that you should know that one heck of a fight is on your way out if you choose to go out that way...and you can't avoid it if you insist on using this route as the way out.

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<sup>7</sup>Time Bandit backwards with y's for i's

**Q: I'm in the middle area now. So where exactly is the Tydnab Emyt?**

It's beneath a statue of Phoonzang. (What a surprise...) Use the Spade to dig it up after you deal with the undead waiting in ambush where the statue is.

**Q: So how exactly do I get the Crux of Crossing?**

Go into either alcove. It doesn't matter if the staff is in it or not, or even if you already saw the ghost take it. Then just use the Tydnab Emyt and watch.

**Q: Hey! I thought you said the ?SERPENT? map is here! I'm just getting waxy wrappings again!**

It is...unless you took too long getting here and an NPC nabbed it. However, the ?SERPENT? map can usually be gotten even if you take your time on expert mode—it's not as irritating to get as the ?CRYPT? map or the ?CRYSTAL? map. Since I can usually get it however, I can't take a guess as to who took it first.

**Q: H'Jenn-Ra is killing my party! How do I deal with him?**

I guess you had a Pineapple after all. I won't lie to you—if your party is not faster than H'Jenn-Ra's party, you're screwed unless you're on easy mode, where there's a chance she'll appear by herself, or you're much higher level, where most of their stuff has a reduced chance of working on you. You will need the full gamut of protective and enhancement spells to kill her otherwise, including Air Pocket but not Fire or Ice Shield unless she has company. On Expert mode, you need at least 2 characters that can cast mass target spells like Nuclear Blast or Word of Death to kill off all the reinforcement T'Rang or the Assassins and Elders will lay waste to you. Fire spells tend to be more effective on the T'Rang. Good luck!

**Note:** If you travel from Nyctalinth to Dionysceus, you will run into T'Rangs ambushing the Helazoid Jan-Ette. Help her if you want the Eagle Eye skill later and to be on friendly terms with the Helazoid.

## **Witch Mountains**

Monsters encountered:

- Bantari
- Q'ua-tari
- Vampire Vultures
- Fire Crows
- Dragon Rooks
- Vampire Rooks
- Vultures
- Wood Dryads
- Faerie Witches
- Forest Giants
- Boulder Giants
- Frost Giants
- Dinkle Wisps

### **Q: What do I do here?**

Well, if you've returned the Holy Work to Xen Xheng and joined his school of 5 Flowers, you can start collecting the flowers for one. If you haven't read the Book of Fables from New City yet, take it out and read it now, and remind yourself about when the witches meet. This next part doesn't seem to be hinted anywhere in the game—you have to high-tail it to the Giant Cave. That means you're going to be looking for a path **DOWN**, so you're going to look for a cliff where if you take another step, you fall into the air. Make a mental note of a place where you can climb up if you find it first—you will go there later. If you end up near a river, you're in the wrong direction—you're on the Eryn River right now, which you've been to before.

### **Q: So what's up the path that you told me not to go up right now?**

Well after the Giant Cave, you should climb up and explore. Besides flower hunting (and always save before trying to pick any flower now!) you are also looking for the entrance to the Witch Cave, a very high cliff that doesn't look like it can be climbed (but someone tried before), and four 250 ft. vines to merge together into one big 1000 vine to be used at the cliff. If you find the cliff first, drop any vines you've found already there to relieve encumbrance problems—they're very heavy. You need to climb down into that area before going into the Witch Cave.

### **Q: And what exactly do I do after that?**

Why go into the Witch Cave with what you learned of course!

## Giant Cave

Monsters encountered:

- \*S P O T\*<sup>fixed</sup>
- Gruengard<sup>fixed</sup>
- Bonehead<sup>fixed</sup>
- Brunat<sup>fixed</sup>
- Munstachio<sup>fixed</sup>
- Boulder Giants
- Forest Giants
- Frost Giants
- Water Nymphs
- Red Pirannhas
- Glow Mothras
- Rock Lizards
- Dinkle Wisps
- Jelly Stingers

### Q: These giants keep killing me! How can I kill them?

You kill them like anything else. I don't advise using attacking spells on them, although cloud-type spells like Poison Gas and Firestorm can help deal the damage.

### Q: \*S P O T\* is insane! Any pointers on how to stop him?

Treat him as a more...dangerous version of the giants you've been killing. Consequently, anyone that can't dish out (and take) damage should be hidden away via hide or invisibility potions bombing \*S P O T\* with cloud-type spells and boosting spells on your party. Create Life is a GREAT help here, but not the other two summon spells—\*S P O T\* can flatten those silly demons quickly, but the Myxlmynx might be able to take a couple more hits.

### Q: Anything special here?

Yes. \*S P O T\* has the Necromantic Helm somewhere in his lair. Look for it; it's the witching glass mentioned in the Book of Fables. Also, the Red Rosis is in the underground river. If you can swim four or more steps (and have a mass target spell) go to the nearest access to the underground river east of the entrance to the giant caves and swim south to that little chokepoint of water (where you fight a lot of fishes—hence the need for the mass target spell)—the Red Rosis should be on that little piece of dry land right next to you to your west. The alternate (and slower way) is to take the far eastern entrance to the water and swim to another region of the caves that will wrap around the bottom area and stick you near the Red Rosis...after a couple fights.

There's also a chest in the extreme south area...but you'll need either Stamina Potions or lots of Water mana for Stamina and Restfull to get to it.

## **Witch Grove**

Monsters encountered:

- Bantari
- Q'ua-tari
- Vampire Vultures
- Fire Crows
- Dragon Rooks
- Vampire Rooks
- Vultures
- Wood Dryads
- Faerie Witches

**Q: Huh? I've never heard of this place!**

It's actually my name for the area of the Ukpyr Mountains you climb down into from the tall cliff.

**Q: So what exactly is so special about this area that you gave it a made-up name?**

You'll find out the names of the four witches here. Remember the witching hour comment from the Book of Fables? That's right—you need to explore around at night. If you find the area here that gives your characters the chill, stay out of the clearing, rest until night, and then go back in with the Necromantic Helm equipped. Too bad nothing seems to really hint that the Necromantic Helm is the "witching glass". You can also find the White Dahlia in this area.

## Witch Cave

Monsters encountered:

- ?Alethedies?<sup>fixed</sup>
- ?Dk. Savant?<sup>fixed</sup>
- ?Vi Domina?<sup>fixed</sup>
- ?Statue?<sup>fixed</sup>
- Witch's Lights<sup>fixed</sup>
- Spirits
- Ghosts
- Nightmares
- Dream Weavers
- Minoskells
- Puxic Oozes
- Cave Slimes
- Rock Lizards
- Luna Mothras
- Glow Mothras
- Spectral Ravens
- Faerie Witches

### Q: Do I HAVE to pay the witches 1000 gold?

Yes. Sorry. That means you need 4000 gold here...not that you're in the poorhouse at this point in the game anyway.

### Q: What exactly is this Elysiad of Divinity?

It is for the Final Boss fight. I'll mention which fight it is when you get there. Basically, stick it on your toughest character—when it is used it immediately resurrects ALL your characters and restores them to full hit points, stamina, and Mana even if they weren't resurrected. At the end of battle it does this AGAIN, making sure that everyone gets the massive amount of experience points for it (hey, 800,000 so XP per character for six characters on Expert mode is NICE, although you'll get less on Normal and Easy.) Best of all, it doesn't add to your "life" number, so it treats you like you never actually died. It ONLY works for the Final Boss battle however. Then there's the tiny detail that your character has to be ALIVE to use it.

### Q: Wow! The ?SPHINX? Map! No one beat me to it?

I guess having it locked up means there's no way in hell someone can beat you to it. This is usually one of the last maps I get—because it never seems to disappear no matter how long I take!

## Ukpyr Mountains

Monsters encountered:

- Bantari
- Q'ua-tari
- Rock Lizards
- Vampire Vultures
- Fire Crows
- Dragon Rooks
- Vampire Rooks
- Vultures
- Wood Dryads
- Faerie Witches
- Mtn. Thraxes<sup>fixed</sup>

**Q: I take it the other two flowers are here?**

Yep. Save before picking either of them. Don't forget to look for the entrance to the Sphinx Cave. You'll get here by the way from climbing down the vine on the tall cliff to the area where the spirits were partying, and then exploring further, or by exiting Ukpyr to the north and snooping around all the sidepaths and the main path.



## **Sphinx Cave**

Monsters encountered:

- Red Pirannhas
- Vampire Vultures
- Fire Crows
- Dragon Rooks
- Vampire Rooks
- Vultures
- Wood Dryads
- Faerie Witches
- Water Nymphs
- Rock Lizards

### **Q: What do I do here?**

Read that handy ?SPHINX? map you just got. The Rebus Egge that you got from attempting to get the Wand Majestik in New City is used here—you DID assay/identify it eventually to find out what it was to tell it apart from other stones right? It's the "seed" the map refers to. You're going to need to swim at most 3 to 4 spaces by the way.

### **Q: What do I do at the slugs in the floor?**

Isn't your Detect Secret going off right now?

## Isle of Crypts & Mandolian Isles

Monsters encountered:

- Above ground
    - Night Rooks
    - Dragon Rooks
    - Vampire Vultures
    - Glow Mothras
    - Luna Mothras
    - Red Pirannhas
  - Below ground
    - Ghosts of Gorn<sup>fixed</sup>
    - Ungorn Daimyo<sup>fixed</sup>
    - \* D O O M \*<sup>fixed</sup>
    - Wraiths
- Spirits
  - Kolidras
  - Necromani
  - Fieros
  - Phantasmagoras
  - Skeletons
  - Zombie Skells
  - Fetid Corpses
  - Skeleton Lords
  - Q'ua-tari
  - Bantari
  - Dragon Rooks
  - Fire Crows
  - Witch's Lights

**Q: Um...which island do I go to?**

Which island has more than a 1×1 pillar?

**Q: What exactly is on the islands with 1×1 pillars?**

You can walk through them to go somewhere special. But you're going to need something in the Hall of Gorrors before being able to do anything special with them...and yes, you have to go in the pillars eventually.

**Q: I found this picture of the Sphinx on one of the walls. Anything special?**

Use the Wand Majestik on it. If you're a Greek Mythology buff (or at least have been paying attention when the Sphinx was talking before!) you'll know the question she refers to, but you don't have to get the question right.

**Q: Waaa! That's a lot of booby traps!**

Yep. Save often. You're looking for secret buttons and levers. You're also looking for a gold urn to burn that extra use of Jonga Powder. Aren't those traps nasty? If you want an (easier) time getting to the urn, after you get to the area with fountains go east (turn left that is) and hug the left wall until you get to all the little alcoves, then hug the right wall, ignoring any alcoves for the moment. You'll only run into a few fixed encounters for the first half of the way and get smacked by Evilspeak once or twice along the second half.

**Q: What the hell? Why are my characters stoned (or various other nasty effects) after drinking? I thought fountains were beneficial?**

Not all of them. SAVE before trying one. Heck, most of them here are booby traps—I can only think of two fountains on this level that aren't completely bad.

**Q: OK, so I've burned the Jonga Powder and turned off the nasty traps. What now?**

Explore of course. There's at least 1 nice treasure chest in here that you can get no matter what keys you have. The best item you can get in said chest is a Dragon Kite—a shield for Valkyries, Fighters, and Lords that reduces their armor class by 4. That's if you have them and need one however. Otherwise, a Faerie Cap if you missed it before (or Chamail items) is the 2<sup>nd</sup> best. Most of the other stuff is overshadowed by better loot elsewhere. Bt the way, search all the Gorn Noblemen you can find, but save before doing so!

## Dragon Mountains

Monsters encountered:

- Emerald Dragons<sup>fixed</sup>
- Dragonessas
- Dragorras
- Dragon Pups
- Fetid Corpses
- Vampire Vultures
- Dragon Rooks
- Fire Crows
- Komodo Dragons
- Rock Lizards
- Dragonlizards
- Dinkle Wisps
- Jelly Stingers

### **Q: OK, how do I get here?**

Well, according to the map that came with the game, it's waaay south and a little west. Maybe you should follow the coast that way until you hit something unusual... (Minor note: You're looking for fog!)

### **Q: I found the fog, but when I go through there's just a blank cliff here!**

Come here at night, then take a peek at the ?SERPENT? map. You're going to need something from the Dane Tower here you know...

### **Q: Uh oh. Brombadeg's tough!**

No kidding. :) Well OK, he's not THAT hard. Silence seems to stop the "cast enchantment" thing he does, but I'm not going to guarantee it. Treat him like any other unique monster though and you'll be fine.

### **Q: Geez—this place is huge! What do I do?**

Read the ?DRAGON? map for hints of course. And watch out for cave-ins. Have fun exploring and watch out for the tightwad! (Well, you have to find the tightwad anyway.)

### **Q: A cave-in just occurred! How do I get out?**

You will never get completely trapped by a cave-in—all the places that have cave-ins have an alternate way out, although at least one of those ways requires you to have lots of swimming if you want to make it back to the boat.

### **Q: Where do I use the Key of the Dragon?**

Remember the gate with the black dragon on it in the Isle of Crypts?

### **Q: Where does that ladder go?**

Climb up and find out. It's (relatively) safe.

## City of Sky

Monsters encountered:

- Savant Kui'sa-ka
- Savant Controllers
- Savant Guards
- Helazoid Aces<sup>fixed</sup>
- Xenozoid Runners
- Xenozoid Flyers
- T'Rang Elders
- T'Rang Assassins
- T'Rang Watchers
- Meta-Droid<sup>fixed</sup>
- Ravens

### **Q: Hey! What's with the invisible walls?**

Beats me. You're going to have to figure out the path through them. Good luck and happy mapping. *evil grin* It's not that hard. Make a saved game at the ladder and then try to find your way around. If the fights here are too hard, I suggest you go gain experience elsewhere, gain perhaps 4 or 5 levels, and then come back and see if they are easier for you. The reason is because by using a FAQ (or the clue book) to get answers, there is the possibility that you are too low level for the area, and levels are very important in this game as it affects many things, including your resistances and whether enemy monsters will resist your attacks or not.

If you're too lazy though, look at John Needham's FAQ at GameFAQs (if the site you're using for FAQs lacks it) for directions on how to get to Dame Ke-Li—if you don't have a Credit Card you have to go there first—and then you probably want to buy some of her fun supply of items as well.

### **Q: Insert one credit? Where do I get a credit?**

It's referring to credit cards. Surely the Helazoids you've bumped into dropped one or two? If not, look around for Dame Ke-Li here—she sells Credit Cards for 100 gold.

### **Q: How do I get into the Storage Facility?**

The Storage Key for the Storage Facility is in the Hall of Preservation.

### **Q: What about that gazebo with the glowing key? There are invisible walls around it.**

You need to get into the Storage Facility first. Then go into an alcove on your way out (through the other side—there are two exits in the Storage Facility).

### **Q: What is the Key of Light used for?**

Remember those REALLY nice looking weapons in the Hall of Preservation?

### **Q: So which one should I pick then?**

Like all choices, it is up to you. The Frontier Phasers and the Cobaltine Power Glove require Powerpaks for use however. If you've imported your party from Bane of the Cosmic Forge, you probably have the Diamond Ring which can open another one. The Light Sword and the Power Glove get bonuses when fighting against robots like the Battle Droid (but not against Savant Androids).

Be warned that when you use the Diamond Ring to grab an item, the Ring gets sacrificed for the item.

**Q: Anything special I should do with Dame Ke-Li?**

You mean besides buy all those nice, wonderful things she's selling? Yeah—give her the Helazoid Pendant you got from Jan-Ette if you helped Jan-Ette. Other than that, she's the perfect person to have fun using the Five Fingered Discount. Just don't get caught.

**Q: What exactly does that PK Crystal do?**

–4 AC bonus, Regen +1, Psionic Resistance +50%, usable only by Psionics.

**Q: What are the answers to the tests in the Hall of Crusaders?**

The first one is very obvious if you've been paying attention during the game! The second one requires help from the ?STAR? Map and the Gaelin Stone in the Hall of Gorrors. The third one...well, you'll see.

**Q: How do I get in the spaceship?**

Speak the answer to the first test.

**Q: What do I do inside?**

Search the place, like any other group of nosy adventurers would. Don't stop searching until the game keeps you from searching!

**Q: Where can I get more Powerpaks, other than killing lots of Helazoids?**

Buy those Credit Cards from Dame Ke-Li and use them in a machine in the Storage Facility—the machine gives out Powerpaks for Credits. If you really have to make money at this point, you *can* keep getting Powerpaks and then selling them to Paluke—or anyone other than Dame Ke-Li.

## Hall of Gorrors (in the Isle of Crypts)

Monsters encountered:

- Ra-sep-re-tep<sup>fixed</sup>
- Thing from Hell<sup>fixed</sup>
- Horragoth<sup>fixed</sup>
- Myxlmynx<sup>fixed</sup> / Fieros<sup>fixed</sup>
- D'Arboleth<sup>fixed</sup>
- Wraiths<sup>fixed</sup>
- Fiend of 9 Worlds<sup>fixed</sup>
- Beast of 1000 Eyes<sup>fixed</sup>
- Kolidra Necromani
- Red Pirannhas

### Q: Do I have to kill any of these Gorrors?

Not really. They're supposed to be challenges, with the exception of the lonely little Ra-sep-re-tep in the SE area.

### Q: You said I needed something in here?

Yeah. Whip out the ?CRYPT? map and read it. Then follow the directions You'll nab something that needs to be used in the Mandolian Isles.

### Q: What do I do with it?

Remember seeing an indentation with a similar design on the Isles? Stick it in that pillar and then go in the other one.

### Q: How do I open the gate to the Hall of the Past?

Do you have the ?LEGEND? map? It's also called the Gaelin Legend. Funny, there's a stone in the same area called the Gaelin Stone. I wonder if there's a connection...maybe you can use the map on the stone somewhere.

### Q: These !@#@! chests here hurt! Is there any reason to open them? The loot I'm getting sucks!

Well, yes there is a reason to open them: They will occasionally spew out the best items, weapons, and armor in the game. You're going to be here for HOURS finding nice stuff to keep. :) If you REALLY just want to know what's in there, go to <http://www.softwarespecialties.com/GorrorsRevealed.html>. While you're at it, visit <http://www.softwarespecialties.com/> and thank the guy (Llevram that is) if you did look for his hard work. :)

### Q: I want to kill the Gorrors! Can't you suggest anything?

Well, let's see...besides always cast Enchanted Blade, Armorplate, and Magic Screen before the fight (except for Ra-sep-re-tep)...

**Ra-sep-re-tep** If you actually need help on him, that's not a good sign. :)

**Thing from Hell** Quick and Dirty Way – Silence him, then Deadly Poison him. He'll go down fast.

Slow and Boring Way – Silence him and whack away. Use Armormelt to speed things up.

**The Demon Horragoth** Get high enough level that Death Cloud and Death Wish have no effect on you. Then treat him as a monster that does nothing except a rare Word of Death or two and start hacking away. Kill his companion(s) first though.

**The Spirit D'Arboleth** Watch out for Lifesteal. Otherwise treat him the same way as Horragoth, minus the Word of Death.

**The Fiend of 9 Worlds** Immediately Hide/Drink Invisibility Potion. Pummel him with as many different gas spells as possible, i.e. Draining Cloud, Poison Gas, Toxic Vapors, Firestorm, Acid Bomb. Especially Toxic Vapors. Cast Create Life for a distraction. Send out either someone with Reflexion or with Armor Shield and other protective and hit-improving spells (who can hide again) to attack/hide once he gets nauseous from the Toxic Vapors and renew that spell and the non-air based gas spells with a vengeance. Casting Armormelt, Haste, (and Missile Shield if you're on expert mode) and casting Armor Shield on the attacker should help. Keep the Cure Poison and Heal Wounds prepared.

**Beast of 1000 Eyes** He's tough. Very tough. The way I beat him was with a level 50th so party on easy mode: Everyone casted beneficial spells the first turn (Especially Fire Shield and Missile Shield), then hid/turned invisible the next. If no one is visible, he won't attack (usually). Then, I casted Create Life to bring out a punching bag for the Beast and pumped the Beast with all the Cloud-type spells I had, the same ones as the ones used on the Fiend. After that, everyone who could hide went in waves of Attack/Hide whenever it seemed like the Beast was overdue for a coughing fit or was otherwise distracted by my summoned help, and refreshed the Cloud spells constantly. Eventually (after 4 hours) he croaked.

Another suggestion I saw on the Software Specialties board is to equip someone who can't hide with the Necromantic Helm, Bat Necklace or another Light-resisting item like the Helazoid Pendant, and have him take all the Dazzling Lights hits; Dazzling Lights will go straight for the character if he's the only one visible, but with 100% so Light resistance + Magic Screen, you should be able to resist it and shrug it off. This is because if everyone is invisible and the Beast casts Dazzling Lights at you (because you had someone visible in the beginning of the round), it is more likely to hit everyone with the Lights. Trying with an average level party of around 30th so level is extremely difficult; once you get your party to around (or over) 100th level however, the Beast stops becoming so invulnerable.



## Hall of the Past

Monsters encountered:

- Rexx
- Myxlmynx
- Wraiths
- Spirits
- Bloodwyrms
- Yreguoths
- Necromanis
- Fieros
- Phantasmagoras
- Kolidras
- Skeleton Lords

**Q: Um...I need a map. Bad.**

Sorry, I don't have one for you. You're going to have to do it yourself, although having a 70+ Mapping skill here REALLY helps.

**Q: Gee, thanks for the help.{/sarcasm}**

Heheh ^^ ; ; ; ...well, before you go in, you'll probably want Dispel Undead, Astral Gate, Fire Shield...basically all the commonly used spells I listed waaay earlier. If you didn't use them before, you're definitely going to be using them here eventually. The only exception is probably Asphyxiation—most things in here aren't affected by it. Bring lots of Moser's Mojo Tea your first time through, as well as Heavy Heal/Stamina potions. Don't settle for the weaker stuff by this point.

**Q: There's a fountain there that I keep getting teleported away from!**

You'll need to find the Key of Waters and open a gate elsewhere that opens into the same room. As long as you avoid the teleporter spot, you'll be able to drink from the fountain. It restores mana only.

**Q: What's with these crystals?**

Read the ?CRYSTAL? map. It applies to here. You have to hit all eight crystals, and one of them won't figure into the descriptions on the map Just so you know: if you get it wrong, when you step in the pentagram it will open up a passageway to the left. When you're right it will open up a passage to the right instead.

**Q: Great, I've found the Star Map. How exactly do I use it?**

*Look first at a man, and if thee looks rightly, then soon shall ye come full circle. Then look beneath him, and if thee looks rightly, then soon shall thee once again come full circle. Thus may thee divine the puzzle from the pieces, and from it derive thy solutions.*

That's the actual lines in the map that you're interesting in. If you've copied down the buttons from the 2<sup>nd</sup> test, great. If you haven't, they're Serpent, Gate, Wand, Pyramid, Star, Dragon, Cross, Skull, Map. Start at the side with a Man symbol, look for one of the buttons in that group of symbols (the Temple Map) and write it down. Move to the next face on the right side of the stone (in other

words, circle the stone counterclockwise) repeating the same thing but using the top section only. Once you're back on the side with the Man, do the same thing for the bottom row. The buttons will fall into place.

## **Tomb of the Astral Dominae**

Monsters encountered:

- Dk. Savant<sup>fixed</sup>
- Savant Kui'sa-ka<sup>fixed</sup>
- Cosmo-Bots<sup>fixed</sup>
- Mega-Bots<sup>fixed</sup>
- Meta-Droids<sup>fixed</sup>
- Battle Droids<sup>fixed</sup>
- Mega-Bots
- Meta-Droids
- Battle Droids

### **Q: Any suggestions on surviving these robots?**

Liberal use of Magic Screen, Fire Shield, and Ice Shield will dampen the damage from the cannons. Can't do squat about the lasers other than kill the darn things as fast as possible, although Missile Shield may deflect them. The Light Sword and Power Glove will do double damage to these guys though.

### **Q: How do I open the tomb?**

Look for various places in the tomb that have something written on the floor and step on them. This will take you all over the map. After you have stepped in all those marked spaces, the gate will automatically open.

### **Q: Hey! Is the Astral Dominae gone?**

No. Just signal Vitalia to come on down and give her the Ring of the Globe and the Locket of the Tomb.

### **Q: Huh? Where did I get the Locket from?**

You *did* remember to go back up to those 1×1 pillars after solving the ?CRYPT? map...right?

### **Q: What about the Ring?**

Did you finish the Great Test in City of Sky and completely search the shuttle?

### **Q: And while we're baffled, how the heck do we signal Vitalia?**

You *did* visit the Forbidden Zone in New City after getting that strange information from the Savant Berserker and the Observation Center in Nyctalinth and the Comm-Link Device...didn't you?

### **Q: Why does the Dark Savant keep wiping the floor with my party?**

You're just unlucky. :( Still, you can use the Elysiad in this fight, and this fight only. Personally, I didn't really need it. The Mystery Ray was helpful too, at least on the Kui'sa-ka. Hope you have 100 Mind Control by the way: they LOVE Psionics.

**Q: Why does Vitalia ask me about a spaceship?**

This decides what endings you can get. Yes means that you have to go to Phoonzang's shuttle to grab an ending. No means you go back to the Forbidden Zone for the endings, although I didn't have problems getting an ending from Phoonzang's shuttle as well by saying no.

Various other possible questions:

**Q: What should I bring with me for the ending?**

That is (sort of) covered in the very last part of the Spoilers section.

## Spoilers

This is a (minor) spoiler section. If you don't like spoilers, ignore this last section. There's a reason why the spoiler section is LAST—although some of the questions above are semi-spoilish in nature, this section assumes that you know most of the things in the game. Besides any spontaneous blurbs I may have, if you've got a question about the game that I feel is spoilish I will add it here.

## Items

As I'm a rather avid item collector, I thought it would be nice to spill some information just for the heck of it.

### Q: Where are all the bard instruments? What do they do?

Here are all I know of:

Poet's Lute	Sleep	Most bards start with it.
Angel's Tongue	Bless	Buy/steal from Brother TShober when you first meet him.
Chromatic Lyre	Itching Skin	Land of Dreams.
Lute of Sloth	Slow	Search the area where you summoned Maa-Gogg the Man O' Grove for a chest.
Silent Lyre	Silence	Dionysceus, in the Book of Immortals chest.
Pipes of Doom	Terror	Buy/steal from Blienmeis at Ratskells in Rattkin Ruins when he is in Ratskells.
Cornu of Demonspawn	Astral Gate	Kill * S P A W N *
Siren's Wail	Confuse	Dragon Mountains, in the pirate chest or a Gorrors chest.
Horn of Prometheus	Fireball	Gorrors chest or a certain Hall of Past chest.
Lyre of Cakes	Healthfull <sup>8</sup>	A certain Hall of Past chest—you choose between this and the Horn of Prometheus.

### Q: Where are the items that give me personal skills?

Everywhere. Not all skills require items by the way:

**Firearms** Have a character practice on the firing range; can be given to all, but each character must practice individually; you can't have everyone learn the skill after one person uses it—only the characters practicing will learn the skill.

**Snakespeed** Get the 5 flowers as Xen Xheng asked and merge them together. Use a Holy Water to merge with the White Dahlia before merging the Dahlia with the other 4 merged flowers. Only one person can get this.

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<sup>8</sup>Lyre of Cakes has been proven to not give back your health. People have theorized that it instead acts like a mass version Cure Lesser Condition.

**Reflexion** Ask Blienmeis about “Reflexion” when he is in Ratskells. He will offer to sell you a Ring of Reflexion for 12000 gold. Use the Ring’s special ability to give the character using it Reflexion. Only one character/game can get this.

**Power Strike** Use the Gem of Power’s special ability to give the character using it Power Strike. The Gem of Power is located in the secret room in Murkato’s Inner Sanctum. Only one character/-game can get this.

**Eagle Eye** Rescue Jan-Ette from the T’Rang Assassins. Give the Helazoid Pendant she gives you to Dame Ke-Li at City of Sky for the Helazoid Pendant. Use the Pendant’s special ability to give the character using it Eagle Eye. Only one character/game can get this.

**Mind Control** Kill the Psi-Beast(s) on the Temple of Eternal Night level of Dionysceus and return to the room the Danes were in on the same level to meditate. Anyone who doesn’t fall asleep gains a point in the skill.

### **Q: Can I get the other items in the Hall of Preservation?**

As far as I know, the answer is no if you didn’t import a party from Bane of the Cosmic Forge. The Diamond Ring you get in Bane of the Cosmic Forge can open up the doors as well, although like the Key of Light it goes away when you use it—which means you have to decide whether the item inside is worth losing a –5 AC accessory that females can use. In my opinion, the Cobaltine Power Glove, the Light Shield, and the Light Sword are all worth it, but not the Frontier Phasers.

### **Q: What do the wandering NPCs sell?**

This is from what I can remember, so there may be some mistakes:

- |  |  |
|--|--|
| <ul style="list-style-type: none"><li>• Lord Galiere and King Ulgar<ul style="list-style-type: none"><li>– Spear</li><li>– Awl Pike</li><li>– Spear+2 (rarely or only in the beginning of the game)</li><li>– Quilt Tunic (sometimes)</li><li>– Quilt Leggings (sometimes)</li><li>– Fur Leggings (sometimes)</li><li>– Cuir Gauntlets (sometimes)</li><li>– Leather Cuirass (sometimes)</li><li>– Studded Hauberk (sometimes)</li></ul></li><li>• Capt. Boerigard<ul style="list-style-type: none"><li>– Spear+2</li><li>– Studded Hauberk</li></ul></li><li>• Brother TShober<ul style="list-style-type: none"><li>– Random potion (most of the times)</li><li>– Random potion (sometimes)</li></ul></li></ul> | <ul style="list-style-type: none"><li>– Random potion (rarely)</li><li>• Xen Xheng<ul style="list-style-type: none"><li>– Sai (sometimes)</li><li>– Nunchuku (sometimes)</li><li>– Ninjato (sometimes)</li><li>– Shuriken (15)</li><li>– Bushido Blade (higher levels)</li><li>– Do-Maru (U)</li><li>– Do-Maru (L)</li><li>– Tosei-Do (U) (higher levels)</li><li>– Tosei-Do (L) (higher levels)</li><li>– Ninja Cowl</li><li>– Ninja Garb (U)</li><li>– Ninja Garb (L)</li><li>– Tabi Boots</li></ul></li></ul> |
|--|--|
- } may not  
} have all at  
} once
- Kymas Turan
    - Mitre

- Brimstone Nuggets
- Ju-ju Stones (sometimes)
- Dragon’s Teeth (sometimes)
- Random scroll
- Random scroll
- Random scroll (sometimes)
- Random scroll (rarely)
- Random scroll (rarely)
- All Umpani NPCs
  - Powder and Shot (25) (sometimes)
  - Walriblade (sometimes)
  - Flak Vest (sometimes)
- All T’Rang NPCs
  - ??? (I think nothing, but possibly Shock Rod)
- All Rattkin NPCs
  - Various keys
  - (Don’t remember what else—they die too fast)
- Jan-Ette
  - Credit Card (most of the time)
  - Powerpak (sometimes)

Any maps the NPCs may have are always displayed first when you go to the “Buy” screen.

### **Q: What are some good equipment that I can get?**

Depends on your point in the game. Here’s some treasure troves where you can get items better than what you should normally be getting if you go ASAP:

**Orkogre Castle** Try to get into the Armory early. (You have to get in anyway.) Leather and Studded Hauberks may be helpful as well as the bows and the occasional naginata or halberd.

**Eryn River** After meeting Brother TShober, take the first path you see on the left, and follow it to the first place with water that you see Save, and swim north—you’ll need 30 swimming however. Follow the path to the end; the giant battle at the end is a doozy for a weak party. When you open the chest there though, you will get a Crusaders’s 2H Axe +1, Bracers of Defense, Chain Mail +1 (U), Chain Mail +1 (L), and a Crusader Helm as well as gold.

**Giant Cave** You can get here early by exploring the Eryn River map (The same map that you meet Brother TShober the first time) and locating the path that leads to the Witch Mountains area. You should max out your swimming however. When you enter, crack open the Journey Map Kit and as west and south as possible (you may have to explore the entire west area) until you both hit water and can’t go west anymore. Now, if you have some area effect spells like Fireball handy and lots of Water points for Stamina spells (or lots Stamina potions), look at the area this way.

You should be facing south, with a wall to your right, part of the passageway to your left, and water in front of you and to the left in front of the other part of the passageway. The water should have walls that are visible from this point. Now, go left until you’re line up with the wall on the left side, so that if you took two or three steps forward you’d be lined up with the wall. Now for the first annoying part: Take two steps forward and into the Glow Mothra fight. Deal with them. (Level 4 Asphyxiation works wonders here.)

Go back to shore and rest, then get ready to use some spells/items and head back into the water facing south all the way until you get to an opening on your left. Go in that watery opening, but

before you go into the more open room after the opening, get some stamina back and (if you want to, save) walk into the room to fight Pirannha Sharks, which are tougher Red Pirannhas.

After you've (hopefully) successfully dealt with them, go forward until you hit the wall (you should be facing east now), turn right, take a step forward in the water, turn left (facing east again) and you'll see a treasure chest. Go in and get your Plate Mail +2 (both upper and lower) and some random loot. Reload the loot until you see some weapon you like—I like the Cat O' 9 Tails, but some may like the Vulcan Hammer or Sword of Fire.

**Nyctalinth** In the underground area, if you explore past the Western Gas Pocket Area, you will eventually find a path that leads to an encounter with Cave Thraxes, but starts with some text. After you fry those bugs, if you go to the northeast corner of the room and search, you'll find a Broadsword +1 and random loot. Reload until you get something you like, which may include a Dragon Kite.

**Rattkin Funhouse** After you do Barlone a favor, if Ratsputin is still alive you can run into him and he will demand that you pay dues that are 20% of your current amount of gold. Pay at least once, then return to Barlone—he will offer you his treasure trove and a Displacer Cloak (you better have inventory room before talking!) for 40,000 gold. The loot is decent and can include a Dragon Kite (again).

**Isle of Crypts** West area after the area with all the fountains contains a secret button in one of the alcoves. Press it, go in the passage, deal with the demon fight, and pick the chest open for a last chance at Chamail items, a Faerie Cap, or a Dragon Kite without wasting a spot in a Gorrors chest (although you might get the Dragon Kite again in the Dragon Cave).

Or, if you feel you are strong enough, go to the extreme southwest area of the map (where the Ugly Gorn Woman corpse is buried) and enter the alcove with the Gorn Nobleman that is directly west of her. Save, cast preparatory spells, then search to fight Ungorn Daimyo and possibly a bunch of Skeleton Lords. Defeat them for the Hi-Kane-Do (U and L), a Kabuto, a Bushido Blade, and a Wakizashi +1

#### **Q: Where can I get the Cane of Corpus?**

Kill Blienmeis. Easier said than done of course.

#### **Q: Where are some monster generators?**

Several places:

**New City** In the Control Center, stick the Black Wafer instead of the Control Card in the slot to summon Savant Guards and Troopers.

**Orkogre Castle** In the area below the prison; you must step in the square you fall in to respawn.

**Greater Wilds** You will find an area that has a path circling a small area. Step in the middle of that area to set off an encounter. Step on the square you had to go through to get in this area to reset the encounter.



**Isle of Crypts** The intersection in front of the fountain in the Hall of the Past. Encounters reset automatically.

## **Gameplay**

### **Q: What's the best party to get through the game?**

Almost anything works, really. If you want to be able to use the most items in the game, you will need an Elf fighter-type, a Faerie Ninja, (the following non-Faerie) Samurai, Ranger, Valkyrie, Psionic, Bishop, and one of the character profession changed from a (non-Faerie) bard. You still can't use the Medicine Bag, but you're not missing much from it. If you want to just play for fun, anything can work. If you want to get through the first areas quickly, you may opt for a simple party of two Fighters, a Mage, a Priest, a Thief, and a Bard for relative speed through the initial parts. Heck, even a party of all Ninjas can get through the game. If all else fails, use the change profession button to get a class that you need at the moment once you have the minimum stat requirements to change into the class.

### **Q: Should I use missile weapons?**

You can if you want to. A lot of them are pretty nice in damage and effects. However, the really nice missiles are in limited quantities; unless you cheat, you may end up finding yourself never using them. If you are the economic type, you will hate any missile weapons, including the Musket and Blunderbuss, which must be reloaded every other turn in order for you to use it effectively. Keep in mind however that missile weapons are long range, and can target monsters no matter where they are.

### **Q: Should I put the difficulty on easy? There are some places in the game where I just want to get past a fight to go on with the game, not spend extra time gaining levels, but if I do I feel like I'm cheating...**

If you're just trying to get through the game, there's nothing wrong with it. Expert mode is there when you think that the game has become too easy; I wrote this playing on Expert mode, and I can tell you that some fights that seem easy on Easy are royal pains on Expert. The Magna Dane fight is a good example.

### **Q: What are some battle strategies I can use?**

Well for starters, you can try to keep Enchanted Blade, Armorplate, and Magic Screen on all the time. Although they will be less effective than if you had just casted them should you get into a nasty fight, at least you will be somewhat prepared for it. In-battle spells you may wish to cast to beef up your characters are Bless, Armor Shield, Haste, and Superman on someone who will be attacking a lot. Most of the other helping spells should only be used if the situation calls for it—for example, casting Ice Shield and Fire Shield when you're up against enemies that can use the appropriate type of spells or attacks. If you have a bard, take advantage of his or her instruments and start hammering the enemy away with a status ailment (or just Blessing everyone constantly with the Angel's Tongue).

**Q: I keep missing the ?LEGEND? map. Is there any way I can get it faster?**

Actually, yes. You can say the trigger “Holy Sacrament” to Father Rulae at any point in the game, and he will let you in. Be warned—do NOT say Holy Sacrament if you just sacrificed all your money, as the Holy Sacrament pathway will open up, closing the path to the other fountain he has.

## **Transferring to Wizardry 8**

**Q: What items transfer?**

Quite a bit actually. Your starting equipment and low level equipment for sure. As for other, more powerful things, it depends on the type of item.

**Armor** Anything you can buy in New City should transfer. Also, Chamail and Chain Mail +1 will transfer. Nothing else that you find in the last several areas of the game appear to transfer though, so far, although the Wizard’s Cone should transfer.

**Weapons** All Bows, Arrows, Crossbows, Quarrels, Slings, and Sling Bullets appear to transfer, no matter what kind, with exception to the Siege Arbalest. Any weapon you can buy in the New City area when you initially enter the area also appears to transfer, but not later equipment like Vorpall Blades. Also, Stun Rods transfer and are HEAVILY suggested as they do rather obscene amounts of damage for a low level party. Although I don’t have one on a transferring party, the Spear+2 should most likely transfer as well. The Mystery Ray transfers and goes from a weapon that only hurts Savant Androids to a weapon that can hurt anything. Strangely enough, Powder and Shot will transfer, but not Muskets or the Blunderbuss. Any Shuriken will transfer, so if you have Death Stars, you keep them.

**Miscellaneous** All reagents transfer. The Book of Relics transfers The Valentine Necklace and Storage Key are supposed to transfer according to “myrddin” on the Software Specialties Wizardry 8 forum. Bat Necklaces transfer. Scrolls, Wands, and Potions transfer (even Moser’s Mojo Tea!). Mana Stones transfer. Cross of Protection apparently transfers, according to Scronan of the Ironworks Wizardry 8 board.

**Bardic Instruments** Poet’s Lute, Angel’s Tongue, Chromatic Lyre, Siren’s Wail, Cornu of Demonspawn, and Lute of Sloth will transfer.

**What definitely does not transfer** Any of the good Gorrors treasure.

**Q: Do all items transfer automatically?**

Yes, they all transfer automatically.

**Q: Will my skills transfer?**

Yes and no. Don’t expect your personal skills to, except Firearms. All your scores will be reduced to approximately  $\frac{1}{5}$  or less of what they were originally, so a 100 in Swords turns into a 20 in Swords. Also, skills that aren’t supposed to be raised by the class you transfer in are there, but unavailable. Your spells are stripped to 2 level 1 spells of your own class.

**Q: Where do I end up starting in Wizardry 8?**

You start with who you left with. :) Failing that, you start in a Monastery. I do not know what you start with if you decide to take the Globe for an ending however.

**Q: I want to ask you something about Wizardry 8. Can I?**

That's not a good idea, as I do not have a FAQ for Wizardry 8 specifically. This section is here only because it also pertains to Wizardry 7.



# Chapter 6

## Miscellaneous

### Version Updates

#### **v1.95b (06/05/16)**

LaTeX conversion for this PDF.

#### **v1.95a (11/17/01)**

Quick minor correction.

#### **v1.95 (11/16/01)**

Added a section about transferring to Wizardry 8 and made a few changes. Trimmed down the list of places where this FAQ is displayed due to various sites going down and changing over time.

#### **v1.94 (3/3/01)**

Made a few changes to some areas of the FAQ and credited Bernice Carter.

#### **v1.93 (10/20/00)**

Added Neoseeker to the list of places that can display this FAQ.

#### **v1.92 (10/13/00)**

Added VGMasters to the list of places that can display this FAQ. Did some minor editing here and there, and added another two possible questions so that this wouldn't feel like a totally pointless update. ;)

#### **v1.91 (10/2/00)**

Added Cheat Empire to the list of places that can display this FAQ. Also did some minor editing, and added a paragraph's worth of words in the closing paragraph.

#### **v1.9 (8/15/00)**

Forgot to trim down another section in the beginning. Minor editing. Expecting to update with a full Walkthrough next update, but don't hope too much.

#### **v1.8 (8/7/00)**

Trimmed down some areas and spaced out others as per Dallas' recommendations, and minor editing. Added a question in Ukpyr.

**v1.7 (7/9/00)**

Fixed some errors thanks to the people who volunteered on the Software Specialties board. Thanks guys.

**v1.6 (7/5/00)**

Added a new section in Spellcasting. Editing changes. Added [www.rpgclassics.com](http://www.rpgclassics.com) to the list where this FAQ is displayed.

**v1.5 (6/22/00)**

Added [www.the-spoiler.com](http://www.the-spoiler.com) to the list where this FAQ is displayed. Very slight editing changes.

**v1.4 (6/20/00)**

Added [www.psxcodez.com](http://www.psxcodez.com) to the list where this FAQ is displayed. Very slight editing changes.

**v1.3 (6/13/00)**

Minor editing corrections. Added Spoilers section.

**v1.2 (6/8/00)**

Minor editing corrections. Sources added.

**v1.1 (6/7/00)**

Added Version updates section and two sites to the list where this FAQ is displayed.

**v1.0 (6/6/00)**

None.

## Sources

- Software Specialties Wizardry 7 board CRUSADERS *of the* DARK SAVANT Clue Book (comes with Wizardry Gold, although it has some errors that you don't know about until you play through the game)
- My own playing experience

## Future plans

The bottom item is what will most likely come up next. Don't expect anything on the top to come anytime soon.

- HTML version of the CRUSADERS *of the* DARK SAVANT clue book. I won't be copying it, but it will try to be in a similar format. It will also use the maps below to help navigate around. Don't expect this in the near future at all, as my HTML is horrible.
- Monster list, with the type of weapon the monster wields, what spells it casts, and any special abilities. Don't expect this to occur before September of 2001, and if any other CRPGs come out within that time, don't expect it at all. Still, it will get done eventually, although now I don't know if I'll finish it before Wizardry 8 comes out. However, Llevram has kindly put together a program that does all this already in the meantime. :) You should be able to get

it at [www.softwarespecialties.com](http://www.softwarespecialties.com). Just scroll down the left menu and click on the last link there.

- Full color maps saved from the game (and slightly modified in cases like the Funhouse where the waterslide isn't mapped). Some of these are actually done, but I don't have time to go through each and every single area and map everything the way it appears on the Journey Map Kit, AND pass my classes I'll get too distracted.
- A spoiler walkthrough. This FAQ is only a semi-spoiler and skips some things. The walkthrough will try to guide you on the quickest way around things. I can probably get this done before the Monster List and is next on my to do list for this FAQ unless someone has a suggestion for an existing section of the FAQ. This has now been combined with the Full color maps. I will most likely table this and everything above due to lack of time, but let's see how my time turns out.
- A beginner's section that is designed to explain how some things work that will not spoil the game in anyway.
- Any minor corrections and suggestions to the FAQ. I'll try to do what I can, but remember: I'm only human

## **Afterword**

Thanks for reading this guide. As I've said before, any comments and such non-spam and non-flame in nature are appreciated. If you have a question not answered here, I'll be happy to add it after you ask me. Right now, I'm in the middle of mapping all of the game and doing the "online Walkthrough" train of thought to kill two birds with one stone. This is going to take a LOT longer than I expected, due to the need to do assignments for class and the relocation (and swapping) of the computer I was using to map the game, so it is on hiatus for the moment while I get my life organized. I can still answer questions however as well as update this FAQ if more questions get asked pertaining to the game (but not technical stuff)





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