

## Cheats

### **Summoning a free Stone Elemental:**

While on the streets of Skara Brae, pressing the "Z" key will bring a Stone Elemental to join your party. Very useful for low-level parties.

### **Cloning Items:**

Load character A and B into the party  
Pass the item(s) to be cloned from A to B  
Pass all money to B else you will lose it  
Save B but do NOT save A  
Reboot

### **Get a free level for 11.700 Gold:**

If a character gets drained from level N to N-1 and then taken to the temple and healed (for 11.700 gold) the level is returned to N but the exp is set the minimum for level N+1 so the character can be taken to the review board and immediately leveled.

You can farm this feature (or bug?) in one of three ways:

1. Go find creatures that drain levels (such as the lich king at the bottom of the mad god temple). This is hard, slow and dangerous.
2. Get a hunter with a Mournblade and party attack your friends. this is hard because the hunter is usually either too high a level and will critically hit and kill (and not drain) their party member. The best way to do it is to get the target naked and withered and use a low level hunter for the job.
3. Get a warrior with a Spectre Mace. This works great as even a high level warrior will hit for no more than 100 or so points of damage with the mace (not killing most characters) and can cleanly drain everyone a level.

### **Hex-Cheating:**

This part shows you in detail how to influence your character stats via a Hex-Editor. I tried to make it as simple as possible so that it can also be handled by persons who never used Hex-Cheating before. And for those who still don't want to go through the Hex-Cheating process I made some downloadable sample

characters.

We'll go through it step by step. As an example let's use one sample character of mine named Rastin, a 13th Level Wizard which mastered all 7 spell levels of each mage-class.

- Write down the characters current stats. And also write down the stats your character should have.
- Start your Hex-Editor and open the \*.tpw file that belongs to your character. You can easily recognize the correct file after opening it, since the first bytes show the name. The screen should show something very similar to this (without the colored markings):

```

00000000 5241 5354 494E 0045 0008 0000 0000 0000 RASTIN.E.....
00000010 0100 0001 0009 0011 0010 0012 0010 0011 .....
00000020 0011 0010 0012 0010 0011 00F7 FF2E 012E .....
00000030 0132 0132 0132 803C 802F 8044 8041 805C .2.2.(.<./D.A.\
00000040 8000 0000 0080 DA13 00F9 E104 0000 0000 .....
00000050 0007 0707 0700 0000 0000 0000 0000 .....
00000060 0000 0000 0000 0000 00AE 0600 0000 .....

```

- Open the Base Converter that should be implemented in the Hex-Editor and find out the hex-values of your decimal stats. The following table shows the current and wished future stats of the sample character in decimal and hex-numbers.

Stat./Attrib.	Current Dec.	Current Hex.	Wished Dec.	Wished Hex.
Strength	17	11	18	12
Intelligence	16	10	18	12
Dexterity	18	12	18	12
Constitution	16	10	18	12
Luck	17	11	18	12
Gold	319,993	04E1F9	1,000,000	0F4240
Exp.	1,301,168	13DAB0	10,000,000	06989680
Hit-Pts	302	012E	2000	07D0
Spell-Pts.	306	0132	2000	07D0
Level	10	D0	10	D0
All Spell-Lvls	7	07	7	07

- Compare the table to the screenshot and try to find the current hex-values in the screenshot. To make things easier I marked the spots as following:

Attributes in order: Strenght, Intelligence, Agility, Constitution, Luck (twice - change both!)

- HitPoints (twice - change both!)
- SpellPoints (twice - change both!)
- Experience Points
- Gold
- Character Level (twice - change both!)
- Spell Level in order: Sorcerer, Conjurer, Magician, Wizard

One thing that should come to your attention is that the numbers (bytes) are shown backwards. So from "13DAB0" becomes "B0DA13".

- Now its time to overwrite the hex-values with the new values. Keep in mind that you use the backwards style with your new numbers, too!! In my example it would look like this:

```

00000000 5241 5354 494E 0045 0008 0000 0000 0000 RASTIN.E.....
00000010 0100 0001 0009 0012 0012 0012 0012 0012 .....
00000020 0012 0012 0012 0012 0012 00F7 FF00 07D0 .....
00000030 07D0 07D0 0728 803C 802F 8044 8041 805C .....(.<./D.A.\
00000040 8000 0000 0030 9698 0040 420F 00DD 00DD .....@B.....
00000050 0007 0707 0700 0000 0000 0000 0000 0000 .....
00000060 0000 0000 0000 0000 00AE 0600 0000 .....

```

I haven't changed the level, because it is rather useless. And I haven't changed the Spell-Level values, because my character already had the max of 7 in each class.

- Save the \*.tpw file and put the modified character into your party.

### Characters for Download:

For the lazy cheaters I have made a bunch of powerful characters ready for action. Choose the characters you'd like and copy the \*.tpw files into the game's directory. Now you have a super-duper-party right away.

Each character is level 40 and has 5.000 HP, 5.000.000 Gold and Max-Stats; additionally the Wizards have all spells and 3.000 Spellpoints.

- [Download] (Filename 1.tpw; Filesize: 1K) -> Aramon (Warrior, Dwarf)
- [Download] (Filename 2.tpw; Filesize: 1K) -> Naret (Paladin, Human)
- [Download] (Filename 3.tpw; Filesize: 1K) -> Broch (Monk, Human)
- [Download] (Filename 4.tpw; Filesize: 1K) -> Netzer (Hunter, Human)
- [Download] (Filename 5.tpw; Filesize: 1K) -> Alan (Bard, Half-Elf)
- [Download] (Filename 6.tpw; Filesize: 1K) -> Bilbi (Rogue, Hobbit)

- [Download] (Filename 7.tpw; Filesize: 1K) -> Rastin (Wizard, Human)
- [Download] (Filename 8.tpw; Filesize: 1K) -> Maguru (Wizard, Elf)
- [Download] (Filename 9.tpw; Filesize: 1K) -> Fistan (Wizard, Human)

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