

## Section 11: The Exile II Editor

### Section 11.1: What is the Exile II Editor

This copy of Exile II comes with the Exile II Character Editor, a simple utility for improving your Exile II party in a mind-boggling variety of ways.

The unregistered (i.e. as is) version of the editor can give you unlimited gold and food, heal your party, and do several other useful things (go to the section on menus, and read about the Free Extras menu). The registered version can do much more - give you all sorts of items, complete your quests and give you maps, add as much experience and skill as you want, and more.

The Exile Editor is \$9 shareware, and can be registered using the same order form you use to register Exile.

### Section 11.2: Using the Editor

#### 11.2.1 - How to use the editor.

The Exile II editor is very easy to use. To do so,

1. Run it.
2. Select Restore from the File menu.
3. Select the save file to edit.
4. Make the changes.
5. Select Save from the File menu.

To make a change, press one of the other buttons. Their uses are described in the next five chapters. Note, however, if you, in an unregistered copy, selecting any option not in the Free Extras menu prevents you from saving that party.

#### 11.2.2 - A Serious Warning

The Exile II Editor is a powerful utility. And, as has been said, "With great power comes great responsibility." It is not only possible, but in fact quite easy to use the editor to make the game unwinnable. All you need to do is dispose of the wrong item, or rub away the memory of the wrong piece of information. The editor can also correct the damage, of course. But as a rule of thumb, it is best to

1. Be careful,
2. ALWAYS keep an unaltered back-up save file, and
3. Only do positive things with the editor. It's generally safe to give yourself new information or a new item, but very risky to take things away.

#### 11.2.3 - Fun Editor Suggestions

Many uses of the editor are obvious, of course. Getting that pesky Dispel Barrier

spell, or unkillling a dragon that had some valuable info are two obvious possibilities. Also, gold is often scarce early in the game, and the Editor provides generous (and low-interest!) loans. There are plenty of other uses too...

1. Exile II is huge. Some people just don't want to spend the considerable amount of time to see all the scenery with a standard party. Get a really powerful party, and you can see the sights very easily. Trust me - even with a very powerful band the game is still a challenge.
2. Try making one really, really powerful character, and see how far that lone person can get.

## Section 11.2: The Exile II Editor Menu

Most of the Exile II Editor's features (and all of the free features) are activated through the menus.

File Menu:

Save - Records the changes you've made. If the editor is

unregistered and you've used features not in the Free Extras

menu, this won't work.

Load Party - Reads one of your save files in for editing.

Quit - When you're ready to get back to business.

Registration:

Registration Info - Tells how to register and give the

registration code you need to provide when you register.

Register This Copy - When you've registered, select this

option and input your key to register the editor.

Free Extras: (All the stuff you can use without paying.)

Gold/Food/Healing: The most important free option! This

brings up a window from which you can input how much gold

and food you want your party to have. Pressing the 'Heal

Party' button heals all of your PCs damage.

Leave Town - Should you become trapped in a town, say by a

horde of guards between you and the exit, selecting this option

moves your party to the dungeon entrance. Things you did in

the dungeon will not be recorded, and your maps will not be

saved. Stuff you got will remain yours.

Reunite Party - Sometimes your party gets split up in

dungeons. Selecting this option reunites them.

Unkill Dragons - Some dragons know things you need to hear.

Killing the dragons before hearing them causes problems.

Selecting this option causes all the dragons to become alive

again. Next time be a nicer person!

Return Party To Start - You can only use this option on a

save file for a party that is outdoors and not in a boat. It takes

your party and returns it to just outside Fort Ganrick.

Beware - if doing this leaves boats where you cannot get at

them or past them, you can very easily make your game

unwinnable.

Reset Chapter 2 Boat - This takes the boat you used in

Chapter 2 and returns it to the town you found it in. Use this

option if you'd like to go through Chapter 2 again.

Edit Party:

Add Special Items: This brings up a window from which

you can give your party special items and maps, and complete

their quests for them. The things you can do are described in

a later section.

Add Alchemy: This brings up a menu from which you can add

and delete knowledge of alchemical recipes. Click on the light

by a recipe to add it. Click again to delete it.

### Section 11.3 - Character Editing Options

When you load a party in, each PC will have four buttons next to it, each of which is

used for a different editing feature:

**Race:** This button is used not only to change a PC's race, but to change his/her advantages and disadvantages as well. Click on the light to the right of a trait to add/drop it.

Note that adding an advantage does not make you immune to the effects of having that trait on your rate of gaining levels.

**Train:** After pressing this button, you can change your character's skills however you want. It's like training, but you don't have to pay for it.

**Items:** From this window you can identify and drop items, and, more importantly, add whatever items you want. Click the button by an item to add it. Read the next section for descriptions of the various items.

**Spells:** You can add (or take away) any mage and priest spell. Click this button, select mage or priest spells, and click the buttons by the spells to add/drop them.

#### Section 11.4 - Add Items:

When you select the "Items" button, a screen comes up with the inventory of the chosen PC and a list of the items you can add.

To add items, click on the lights by their names. If you have too much stuff, click the button by an item to identify it and option-click the button to drop it.

The items you can add are described below. Be warned - reading this list will give some game secrets away. Note that practically all of these items can be found in the game, but most are extremely rare.

Magic Halberd, Magic Great Mace, Magic Greatsword, Magic Broadsword, Magic Flail, Magic Wave Blade - No special abilities, just extremely rare and effective weapons.

Demonlayer - The incredibly hard to get and powerful artifact. The most reliable anti-demon item.

Alien Blade - Good greatsword, which also poisons whoever it strikes.

Leather Jerkin, Magic Studded Armor, Magic Chain Mail, Magic Breastplate, Magic Plate Mail - An excellent armor selection.

Yew Bow, Magic Arrows - Effective missile weapons.

Arrows of Light - Demon-slaying arrows.

Arrows of Life - Undead-slaying arrows.

Flaming Javelins, Magic Darts - Effective thrown weapons.

Magic Bucker, Magic Shield, Magic Great Shield - Good shields. Note the magic buckler doesn't interfere with spell-casting.

Crystal Shield - Magic, protects from petrification.  
Runeshield - An excellent shield, that doesn't encumber the user.  
Lifeshield - Saves life when user killed. Excellent item.  
Ice Shield - Magic, protects from fire.  
Magic Helm, Magic Greathelm - Very rare and effective.  
Speed Helm - Very rare and powerful helm - it increases the speed of the user in combat.  
Magic Gauntlets - Really good gauntlets.  
Giantish Gauntlets - Good gauntlets, which also make the wearer much more effective in melee.  
Micah's Gloves - These gloves make the wearer's spells more effective. Extremely rare.  
Nimble Gloves - Make the wearer better at picking locks and disarming traps.  
Wand of Death, Wand of Nullity, Wand of Charming - Casts relevant spell.  
Prismatic Wand - Damages demonkind.  
Graymold Salve - Rare and effective healing salve. Problem is finding right place to use it. When used, it cures disease on the entire party.  
Magic Lockpicks - Gives large bonus in picking locks.  
Shielding Crystal - Casts protection spells.  
Gold Statue - When used, turns into a friendly golem.  
Ambrosia - Heals all of users damage.  
Onyx Charm - Protects from magic and fire.  
Ruby Charm - Protects from fire.  
Orb of Thralni - Enables user to fly.  
Lifesaver Amulet - Saves user when killed. Excellent item.  
Ivory Charm - Protects wearer.  
Gold Ring of Protection, Gold Ring of Skill, Gold Ring of Regeneration - The best of their respective kinds.  
Ring of Speed - Makes wearer move faster in combat.  
Ring of Will - Protects wearer from dumbfounding and improves skill in mindduels.  
Deli Sandwich - Yum!  
Killer Poison - Standard supplies.  
Magic Darts, Magic Bow, Magic Arrows - Good weapons.  
Arrow of Returning - Magic arrow; not used up when fired.  
Lightning Rods - Javelins which do extra damage.

## Section 11.5 - Special Items

From this window, you can add or delete all of the special items you go to so much trouble to find while travelling through Exile. Most of these are self-explanatory - click by it to add it and click again to remove it. Take something important away, and you probably won't be able to finish the game.

**Clearance:** Clicking here you can change your parties security clearance.

**Crystal Souls:** When you give yourself a crystal soul, it will be in your possession, but not placed where it eventually needs to go. Best not to select this after you've placed the Crystal Soul in the shrine.

**Maps:** You can give yourself the maps for anywhere in the game. There are three sizes of town: small, medium, and large, and outdoor areas you can reach in four different chapters. This option doesn't work on a save file that doesn't have maps stored in it. This option cannot be undone.

**Reset Vahnatai Counter:** Suppose you send the Vahnatai troops marching out of Fort Haledon and then don't catch up with them? Select this and they will be placed back in the fort, ready for you to launch them again.

**Giant Statues:** Selecting this option gives you all three of the statues you're asked to find in Fort Dranlon.