Tips

A) WARNING!!! THE FOLLOWING CONTAINS SOME SPOILERS.   Granted that some of these are just bugs that may be done away with soon, and others are just little tricks that I've learned.   But either way, they can really make the game boring if you use some of these tricks or cheats.

1)
Try casting a minor/major attack deflector spell on yourself
(/your party) and sit back and watch monsters knock themselves
out.   If you're character is "visible" (i.e. not invisible), you
can step away and toward a monster during your turn and it gets
a free shot at you every time to step away or step close.
Little does it know...   (In version 1.3 and later the spell
only blocks a 1/3 of the attacks...)

2)
Don't you hate it when a magic using monster charms one of your
party and you have to kill him/her?   Just charm him/her back if
one or your spell casters has a charm spell.

3)
Neat thing with "Wall of.." spells: Although you cannot cast
them if you are blocked by an obstacle (wall, tree, stalagmite)
the wall will still extend through the obstacle to the other
side.   One fun thing to do is; blink yourself onto the other
side of a thin wall (works great at the arena and in the looted
graveyard) then cast a Wall of (Force/Ice/Thorns) and orient it
such that you are casting it on your side of the wall, but a
part of it is on the other side.   Sit back and relax as dumb
monsters kill themselves trying to get to you.   Great fun.

4)
Characters wearing rings of regeneration don't need to be
bandaged: they lose a stamina point per round and they gain a
stamina point per round.

5)
Good way to deal with archers and magic using characters: they
tend to deal with attackers that are near by before launching
arrows or spells.   If you don't have a character with a missile
weapon, but have a 1st level Enchanter, you can Summon a

monster to do your bidding and place it near the archer/spell caster.   It will keep it busy for you. (Thanks to Dave Wetzel)

6)
Okay, so you want better weapons and armor, but can't afford to buy it?   Get into the castle; agree to go on the quest for the spider tower (this should be the first thing you do anyway).
The king let's you take what you want from the castle's armory, right?   Well, heck, clean 'em out!   Take as much as you can possibly carry.   EVERYTHING if you can manage it.   Go to the store and sell everything you don't plan on keeping.   You'll have enough gold to buy the stuff you really want.

7)
Cool thing that I've found that I've yet to discover a use for:
You can blink yourself inside a wall!   Very safe place to be to hide yourself from conventional melee and missile attacks, but you can't move or cast spells that require targeting except for another blink spell.

8)
The save game files are really easy to hack if you have a hex disk editor like fedit and a decimal/hex converter on your pocket calculator.   I won't bother giving offsets, since it varies depending on which character, and most things are easy enough to spot.   Just know that the characters experience is stored in the eight hex characters directly preceding the character's name, and negative numbers are stored in the complemented form: -1 is FFFF FFFF.   Details are intentionally omitted to protect the incompetent.

~Someone posted a character editor.   Not real "stable" but lots of fun nonetheless.

9)
Tired of constantly getting jumped by random Kobold attacks?
Can't get wink of rest because hill giants keep jumping you?
Cast yourself a Sentry spell (this is a fairly high level spell) because it does away with all surprise attacks.   On the down side, I think it also prevents "good" random encounters.

10)
New beneficial bug discovered: the 6th level Wall of Fire spell for Magic Users does not require any spell points!   So you can cast them at 7x power and not use up a single spell point.

More stuff as we discover it.
We hope you enjoyed reading the Realmz FAQ!

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