Section 11: The Exile Editor

Section 11.1: What is the Exile Editor

This copy of Exile comes with the Exile Character Editor, a simple utility for improving your Exile 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, and heal your party. You can also use the Extras Menu (see 11.2.3). The registered version can do much more - give you all sorts of items, complete your quests and give you maps, and add as much experience and skill as you want.

The Exile Editor is $10 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 editor is very easy to use. To do so,
1. Run it.
2. Hit the "Load a New Party button."
3. Select the save file to edit.
4. Make the changes.
5. Hit the "Save Current Party" button.

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, select any option besides "Gold, Food, Healing," you will not be able to save that party.

11.2.2 - A Serious Warning

The Exile 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, and
   2. 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 unkilling 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 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.
3. Demonslayer is the single most difficult item to get. Simply giving yourself one (or six) saves yourself a great deal of trouble.

11.2.3 - The Extras Menu

The extras menu has two options that can be very helpful, should you become stuck. These options are available in the unregistered version of the Editor:

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!
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.

Section 11.3 - Gold/Food/Healing

This is the simplest option to use, as well as the most useful. It also is the feature that comes with the unregistered editor.
To use, press the "Gold/Food/Healing" button, and enter your new amounts of gold and food in the appropriate fields. Pressing the "Heal Party" button heals all your damage, removes all curses, and raises all corpses from the dead.
When finished, press the "Done" button.
Note that you can carry at most 25000 gold and food. If you try to give yourself too much (or a negative amount), the amount stays unchanged.

Section 11.4 - Add Spells/Items:

When you select the "Add Spells/Items" button, a screen comes up with a detailed description of your first active PC. Scroll through to other PCs by pressing the arrow buttons.
To add (or remove) spells, click on the lights by the spell names. You can change your Level, Experience and Skill Points using the fields near the top of the window. If you give yourself a lot of experience without increasing your level as well, the PC will gain several levels when you start playing this saved game.
Also, you can modify your inventories on this window. Hitting a button by an item given the item info screen, like in Exile. Shift-clicking the button of an unidentified item

identifies it, and option-clicking the button gets rid of its item.

Finally, you can use this area to add all manner of wondrous things to your inventory. Hitting the "New Item" button bring us a menu with long lists of items. Pressing the button by each item adds it to your inventory. If you can't get the item, a message telling you so will appear in the field at the bottom (remember dead characters can't carry items. and each character can only carry 12 items). Hit done when you've had enough.

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.

Demonslayer - The incredibly hard to get and powerful artifact. The most reliable anti-demon item.
Smite - Giant-slaying hammer.
Heartfinder - Not only a magic rapier, but also poisons beings it hits (most of the time).
Scrioth - Magic greatsword, and fires flame spells to boot.
Alien Blade - Good greatsword, which also poisons like Heartfinder.
Magic Halberd, Magic Great Mace, Magic Greatsword, Magic Broadsword- No special abilities, just extremely rare and effective weapons.
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.
Leather Jerkin, Magic Leather Armor, Magic Chain Mail, Magic Breastplate, Magic Plate Mail - An excellent armor selection. Note that the Magic Leather doesn't interfere with spellcasting.
Magic Helm, Magic Greathelm - Very rare and effective.
Helm of Speed - Wonderful item. Occasionally hastes wearer.
Ruby Helm - Magic, fireball shooting helm.
Gold Ring of Protection, Gold Ring of Skill, Gold Ring of Regeneration -   The best of their respective kinds.
Magic Shield, Magic Great Shield - Good shields.
Crystal Shield - Magic, protects from petrification.
Ice Shield - Magic, protects from fire.
Lifeshield - Saves life when user killed. Excellent item.
Orb of Thralni - Enables user to fly.
Graymold Salve - Rare and effective healing salve. Problem is finding right place to use it.
Ambrosia - Heals user completely.
Potion of Skill - Gives user skill points.
Potion of Bliss - Bless, cures, and heals.
Strong Energy Potion - Restores spell points.
Strong Invulnerabiltiy Potion - Casts Protection on user.
Wand of Death, Wand of Fireballs - Casts relevant spell.

Crystal Wand - Damages undead.
Prismatic Wand - Damages demonkind.
Lifesaver Amulet - Saves user when killed. Excellent item.
Silver Ankh - Protects from undead.
Onyx Charm - Protects from magic and fire.
Ruby Charm - Protects from fire.
Killer Poison, Resurrection Balm, Crude Sapphires - Standard supplies.
Nimble Gloves - Aid in thieving skills.
Magic Lockpicks - Gives large bonus in picking locks.
Deli Sandwich - Yum!

Section 11.5 - Add to Skills:

Selecting the "Add to Skills" button brings up a window very similar to the training window in Exile. There is one subtle difference - you can add (or remove) as much to (or from) your skills as you want. Hit "Cancel" to undo the changes, and "Keep" to keep them.

Press the arrow buttons to edit different members of your party. Note however that when you change pages the changes you made in the previous PCs page are kept.

Section 11.6 - Add Alchemy:

To gain or lose alchemical recipes, select the "Add Alchemy" button. Click on the light by a recipe to add/drop it, and done when you're finished.

Section 11.7: Modify Special Stuff

This window is used to add special items and change certain special things about the game. In general, to affect an item, click on the button by the item. Hit done when things are to your liking.
The items you can get here are fairly self-explanatory. You can give yourself all the special items that are not actually contained in your inventory, as well as the four parts of the password. You can also take special items away - don't do this unless you're sure you want to.

This is a list of all the special things that can be edited from this window. Be careful - reading the list will give some puzzles away.

Dragon Slain - Motrax, Athron, Pyrog, Khoth, Sulfras : Most of the dragons give you some valuable piece of information. However, they also attack if you go anywhere near

their hoards. If you kill a dragon prematurely, you can bring it back to life here. However, it may not take effect instantly. You may have to visit some other towns to give the dragon's lair a chance to reset.

Know Ritual to Pass - Black Spire, Tower of Barriers :   When trying to find the teleporter to the surface world, you will need to pass two towers. You need a special piece of information to do so. Selecting these makes you know that information.

Have Broken Orb - To join the Scimitar, you need to go on a mission to destroy and orb. Selecting this makes you have done so.

Have 6 Crystals - Selecting this gives you the six crystals, which you need to repair the crystal cavern. Note that this doesn't make the existing crystals disappear, so you may end up with a lot of crystals.

Have 5 Pieces of Mold - This gives you enough mold to satisfy the old crone who sends you looking.

Freed Spider From Aranea - This has you have completed the quest given you by the Friendly Intelligent Talking Spiders. It also unblocks the passage they say they'll unblock for you if you rescue the spider.

Get Maps to - Eastern and Western Towns, Eastern and Western Outdoors - This gives your party complete maps of the section you specify. These buttons only work with a save file created by Exile 1.1, which was saved using the Save Maps option.