

# **Tome of Arcana**

**Silvern Castle Hint/Help & Review Guide  
Compilation by Jeff Fink**

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**Thanks to Bruce Baker, Tony Ward, Ken Gagne,  
Eric Shepherd, Mark Percival, Roger Schnorenberg,  
David/Janet Pierce, Kevin Sherlock, and Jeff Blakeney  
Edited for relevant information/readability  
{ Additions shown in brackets }**

**General Comment from the Author:**

Most of these posts deal with v1.0. Specific details have been edited to conform to the latest version changes. Most user comments and suggestions listed here have also been implemented; especially the majority opinion that the original game was too hard-later versions are more balanced for playability.

# Silvern Castle Tome of Arcana

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## IA: Delphi Apple II Forum

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Author: Ken Gagne

Date: July 27, 1999 2:47am

Source: Delphi A2 Entertainment Forum

Keywords: Review, strategy  
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When my half-hour layover in DC yesterday extended to five hours, I had a great opportunity to wear out the battery on my PowerBook playing Silvern Castle. I'd like to offer some pointers to people just starting:

Think about what races to use in your party. Demihumans get much higher stats than humans, but require twice the experience to advance to each of the first four levels. It just gets worse after that. Try a mixed party. I'm using one with a demihuman fighter and mage, and a human fighter, mage, cleric, and thief. Don't take my word for it, though. I've tried human parties, demihuman parties, and mixed parties, and had them all slaughtered.

Like I said, this game is tough. The only way I can see surviving: cheat. Create five dummy characters (fastest way is human male fighters of strength 14; I named them A-E) and create a party of those five and one of your real characters. Send the keeper to Quillon's Trading Post to Buy, and Pool your gold. Then delete the five fake characters, and repeat. After a few minutes of this, you should have enough gold to outfit all your characters with decent weaponry & armour.

Mages and clerics are useless without spells. Buy scrolls at Quillon's then add them to your spellbooks. Don't count on finding scrolls as random treasure in the maze.

-----  
Author: Ken Gagne

Date: August 3, 1999 3:29pm

Source: Delphi A2 Entertainment Forum

Keywords: Review  
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Silvern Castle is like Wizardry, Bard's Tale, the dungeon scenes of Ultima, etc. It was originally sold to Softdisk, but never published.

# Silvern Castle Tome of Arcana

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Author: Jeff Blakeney  
Date: August 5, 1999 1:07am  
Source: Delphi A2 Entertainment Forum

Keywords: Review  
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From what I saw at KFest, Silvern Castle is almost exactly like Wizardry. I heard somewhere that part of the reason he created it was to disprove the Wizardry manual where they said they couldn't have created the game in BASIC.

-----  
Author: Jeff Blakeney  
Date: August 5, 1999 1:41pm  
Source: Delphi A2 Entertainment Forum

Keywords: Review  
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I haven't actually started playing the game yet but I'm sure there will be a lot of differences in the actual game, but the layout of the screens and such are very similar to Wizardry.

-----  
Author: Max Jones  
Date: August 3, 1999 11:50pm  
Source: Delphi A2 Entertainment Forum

Keywords: Review  
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Folks who have run the game say it appears to be a Wizardry clone at first, but has more meat to it once you get deeper into the game.

-----  
Author: Mark Percival  
Date: August 4, 1999 7:42am  
Source: Delphi A2 Entertainment Forum

Keywords: Review, Strategy, Status  
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Let me tell you, this is one tough game to get started. I have had 3 parties completely wiped out by their first encounter. So far I have ventured no further than a couple of squares from the ladder out of the dungeon. This is much harder than Wizardry at this point.

I think my problem is that I'm trying a conventional party of a couple of fighters plus a thief, cleric and a mage. I think I may have better success by having only a band of 6 dwarven fighters go at it until some of them get a couple of levels. Once I have a strong front row I should be able to add a few weaker characters in the back row.

Pretty impressive so far.

-----  
Author: Kelvin Sherlock  
Date: August 4, 1999 1:34pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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I recommend using 4+ dwarf fighters. By jacking up their strength points, they can have up to 24 hit points -- a lot better than the 3-4 hit points human mages get. With 5 dwarf fighters, enemies start running and NPCs offer to surrender their possessions.

# Silvern Castle Tome of Arcana

-----  
Author: Eric Shepherd  
Date: August 4, 1999 4:35pm  
Source: Delphi A2 Entertainment Forum

Keyword: Strategy  
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I suggest starting out with all fighters, to build up a couple of decent fighters. Once they're toughened up a bit, drop one or two and pick up some other characters. Use the tougher fighters to fight while the others gather their strength.

I haven't actually played Silvern Castle, but this is a good strategy in most games.

-----  
Author: Bruce Baker  
Date: August 12, 1999 4:35pm  
Source: Delphi A2 Entertainment Forum

Keywords: Review, strategy, status  
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It does seem to play very well. I have it on two computers.

On the first I did the cheat for two characters. It was much easier to beat all the level 1 monsters. I will not go to level 2 until I get level one mapped. That will take me awhile because I go back whenever my guys have lost hit points or I have used up all my spaces with stuff to sell. So because I discarded a lot of characters and in each fight we kill at least two of the monsters, no one has gotten killed.

On the second set of characters on a different machine I pretty much used what I originally drew. But I pooled the money and it only supplies the two or three good characters. This worked to keep me from losing a whole group. I have not gotten far away from the stairs though. I lose the weaker characters and replace them.

On the first group I found it good to have a cleric along so they can identify the artifacts I get from battles. This helps to supply the poorer characters correctly. Clerics can fight better than mages and can get better hit points, at least in my experience.

Of course I printed out the manual with Appleworks.

-----  
Author: Bruce Baker  
Date: August 13, 1999 2:25pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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The room with the hooded fellow is just north and a little east of the stairs up.

Both of my groups on two computers seem stable. I created a mage, I'm sure I'll need him later. So now I am running with 3 fighters, 1 thief, 1 cleric, and 1 mage. The thief came in handy when I found the chest.

# Silvern Castle Tome of Arcana

-----  
Author: Tony Ward  
Date: August 13, 1999 6:23pm  
Source: Delphi A2 Entertainment Forum

Keywords: Review, strategy, status  
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Fun with Silvern Castle.

First of all I should note that I abhor cheating in this type of game, so I take the characters as they come and I earn all my money in the maze. No throw-away characters just for their gold.

I started with 6 dwarf fighters. Went into the maze, fought a few battles, lost a few dwarves, got some loot. Whoops, time to create a cleric to identify all the loot. Mapped out most of level 1 the first night.

Second night I realized I'd need a thief to open the chests, so now I'm working with 4 dwarf fighters, 1 elf cleric, and 1 hobbit thief. For the next two nights I mapped out levels 1-3 with this group.

Now I've got level 5-6 characters and I can survive levels 1-3 with no trouble, unless I get ambushed by a large group containing spell casters who can put me to sleep. Ouch, that can get ugly. I think it's time to create a mage now so I can optimize my group. I prefer 3 fighters, 1 thief, 1 mage, 1 cleric. At least until I get them up high enough in levels to switch to the "upper class" professions.

This is a fun game.

-----  
Author: Mark Percival  
Date: August 13, 1999 8:55pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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Right now I have a party of 4 fighters, a cleric, and a thief. They are all at 2nd level except the thief who is at 3rd. Three of my fighters are dwarfs and the 4th being human. I want to have an all human party before I advance too far into the castle as they need less experience to gain the higher levels and are a better character long term.

-----  
Author: Tony Ward  
Date: August 14, 1999 4:26pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, review, status  
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I now have a group of level 7 characters and they still have occasional trouble on level 4. This level seems to be a bigger jump in difficulty from the previous 3 levels, so be careful down there! The problem is that I get ambushed a lot, with spell casters paralyzing or sleeping my group. When they knock out my Cleric, I'm toast. As far as I've been able to tell, there are no non-combat protection items or spells to alleviate the effects of an ambush.

Time to rethink the party makeup, maybe add that mage a bit sooner than I had planned. Perhaps now would be a good time to introduce some humans into the fighter mix because they supposedly advance quicker than the demihumans.

Gosh, I feel like I'm experiencing the fun of Wizardry all over again. This very simple (BASIC!) game is getting more play time than Unreal on my Mac.

-----  
Author: Bruce Baker  
Date: August 16, 1999 7:33pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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Are you using light? If not you get ambushed a lot. I have an elf mage so I can see in the dark, but we get ambushed if I do not cast light or use a torch.

# Silvern Castle Tome of Arcana

-----  
Author: Bruce Baker  
Date: August 16, 1999 8:33am  
Source: Delphi A2 Entertainment Forum

Keywords: Status  
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I have spent many hours on the game. It is a lot of fun. By now my people have reached levels 5-6. Yes the fighters are dwarves. The thief is a hobbit, the cleric a gnome, and the mage an elf. I have mapped all of levels 1 and 2 and am almost finished with 3 but I have not found a stairs down yet.

There are a lot of fake walls on level one but none on levels 2 and 3.

-----  
Author: Bruce Baker  
Date: August 16, 1999 8:38pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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I found out what I was doing wrong. I believe you have to inspect first before he tries to disarm the trap on the chest. I figured the disarm implied the inspect but after getting one character killed by one trap and three killed by another, I think I was wrong.

-----  
Author: Tony Ward  
Date: August 17, 1999 3:16am  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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I have my cleric cast the light spell most of the time, especially while mapping so I can see the hidden doors.

Be careful! I ran into a White Dragon on level 3 tonight. My level 7-8 characters had no chance. It was a massacre. He killed my cleric and mage on the first fire breath, then polished off my fighters (even with -7 AC) in two more rounds. I got off a lot of good shots, but the Dragon was too strong. I might have had a chance with 6 fighters.

I have begun retiring my dwarf fighters in favor of humans. I found that I pretty much hit a wall at level 7 because it takes 100,000+ experience to advance to level 8. Ouch. Humans advance much faster, but they are weaker at first so you have to take baby steps with them. I'll retire my cleric and thief as soon as the fighters get strong enough to protect new ones. I'll miss my hobbit thief the most. He's level 8 and getting really good at picking locks.

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Author: Mark Percival  
Date: August 17, 1999 5:42pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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I've just completed level 1 and am starting level 2. My party is all level 3-4 except for my human fighter who is only 2nd level. My thief is a piece of crap and I think I'll replace him with a human thief real soon.

There was a warning in the docs about demihuman advancement. I'm trying to replace all my demihumans as soon as I can.

-----  
Author: Tony Ward  
Date: August 18, 1999 11:54am  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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I seem to remember wishing I had bought a breathe-shield ring that I saw in the shop {for defense against the dragons.}

# Silvern Castle Tome of Arcana

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Author: Bruce Baker  
Date: August 18, 1999 11:48pm  
Source: Delphi A2 Entertainment Forum

Keywords: Status  
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My guys are all up to level 7-8. I probably will stick with my original guys until they get old. But they do not seem to be getting older that fast. 100,000 XP does seem like a lot, but many fights win you 3,000 experience points so this {may not be such a problem.}

I haven't run into a white dragon, but I can say that more advanced parties have attacked me on level 3 after I got more advanced.

-----  
Author: Mark Percival  
Date: August 19, 1999 7:13pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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Demihumans certainly do have a roll. Without them you wouldn't be able to get your human characters going. I guess you could take the demihumans all the way, it is just that you have to be very patient.

-----  
Author: Tony Ward  
Date: August 19, 1999 9:27pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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Broken magical items (rings, orbs, etc) can be recharged, but that's a high level spell that I haven't gotten yet. I don't think broken armour or weapons can be repaired.

-----  
Author: Bruce Baker  
Date: August 20, 1999 8:56am  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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I have not been cheating, but level 5 almost wiped my group out twice. I had four people killed twice. It was mainly the giants and the fact that they had sleep and fear spells.

So I got lucky and found that I had saved in the maze. That is really the best "cheat". Before you start, after you have gone into the maze, you save. Now this takes a bit of time when you are on a stock Apple IIe like I am. Now that things are getting tough, I will probably save after each tough fight. This is good insurance. You can be a purist about this, but most people go with the flow.

By the way, level 4 was not really much of a problem with good fighting technique. But now level 5 looks pretty tough.

-----  
Author: Tony Ward  
Date: August 20, 1999 8:21pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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I use the protection ring during the first round of combat. Depending on the quickness of the opponent, this means they could get in a few hits before the protection kicks in. My thief who holds the ring is pretty quick though, and he usually gets his turn early in the round.

I do use the method of saving at key spots in the maze, especially before going down to a deeper level. This is one form of "cheating" I don't mind. I think if it as a mulligan for those times when I do something stupid like forget to heal up after a fight and then walk into an ambush.

I wouldn't sell those silver keys. There are locked doors in the maze.

# Silvern Castle Tome of Arcana

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Author: Bruce Baker  
Date: August 22, 1999 11:07pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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If you have two protection rings and use both the spell is additive. So use two and you get 8 lowered. So your -3 AC fighters will have LO armour. Pretty neat. There is a gold key on level 5. My people have found some armour that my cleric cannot identify. The seller wanted 15,000gp to identify it!! Too much, but I could ready it and see how much it gave me.

I thought the protection ring would just protect one character. I was surprised to see it protected the whole company.

My group found a sleep+1 spell. Boy I have found this to be a great tool for the cleric to use. Before I'd mostly been using the c(ure)-paralyze spell reversed to paralyze enemies. But sleep usually gets more than one and it takes less spell points.

I found a lantern for repeated light uses.

My mage has become ashes. I have decided to switch one of my fighters but they cannot do it. But my thief can. So I switched the thief to a mage and a fighter to a thief. They keep their hit points, a great need. But I have to get levels built up so they can be useful. But this looks like a good solution. I suppose if I felt like it, I could build some human fighters to level seven, then as they moved up some of them would get good enough to switch to other roles. Their hit points would then be good enough so they could survive until they got good enough to use as thieves, clerics, and mages. Anyway, that would solve the problem of getting human guys into the company.

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Author: Mark Percival  
Date: August 21, 1999 8:37pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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I don't know if anybody noticed but I just discovered this. If you cast multiple light spells you get a spell that can see further into the maze. As the spell runs out so does its effectiveness.

Kinda cool!

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Author: Tony Ward  
Date: August 24, 1999 4:23am  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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I ran into another dragon down on level 6 today. This time his breath was strong enough to kill my entire party in one shot (my strongest fighter has 92 hit points). I guess I shouldn't be wandering around down there quite yet.

The teleport spell sure makes getting around a bit easier.

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Author: Bruce Baker  
Date: August 30, 1999 1:44am  
Source: Delphi A2 Entertainment Forum

Keywords: Status  
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I spent 3-4 hours shepherding 2 human fighters up to level 7. I can see it will be easier to move then higher. I could move my dwarf fighters into other professions but my mage has the only fireball+2 spell. My cleric, a gnome, has the sleep+3 spell I found in the dungeon and now has found a silence spell. This and the breathe-shield ring will be necessary on level 7 and probably below.

I'm having to go back more often on the lower levels but at least I can get the teleport spell to get there.

But it seems non humans are going to be very hard to get over level 10 and it takes level 15 or so to get them to the advanced occupations.



# Silvern Castle Tome of Arcana

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Author: Tony Ward  
Date: August 30, 1999 4:55pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy

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You will probably never be able to get a demihuman character up to high enough level to reach the advanced classes. As you have found out, these characters pretty much hit a brick wall at level 10. I will probably keep two dwarf fighters to use as escorts for low level human character training missions, but my regular party will be all humans.

Have you found a lightning bolt spell for your mage yet? Combat is soooo much easier when your mage can sling 40+ HP damage at all enemies.

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Author: Bruce Baker  
Date: September 1, 1999 2:38pm  
Source: Delphi A2 Entertainment Forum

Keywords: Status

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I got pretty far on level 7. I found a staff of striking which works a lot like the lightning bolt you have. I also found a scroll that will cost me 1.1 million to identify. I could more or less give it to the store and see if they put it up for sale.

I am interested in developing more human characters. I imagine I have not found everything I'm supposed to find on lower levels. I know some of my maps are not totally exact. There may be some places I did not enter, intending to come back later.

My two human fighters are up to level 9 but it will only take them 100k experience to move them to 10. That is pretty neat. They are using bastard swords too but get much less damage than my old dwarf fighters.

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Author: Bruce Baker  
Date: September 3, 1999 12:21pm  
Source: Delphi A2 Entertainment Forum

Keywords: Status

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It seems each time I go down some specials show up. Sometimes some don't. Last night I ran into a group with "a fighter, a beautiful priestess" and another character. Then they disappeared.

I finally ran into a dragon group. One dragon, two or three dragon pups, and 2 spirits. I thought maybe I'd be OK with my fight plan, but when the dragon pups started breathing and two guys were already dead, the dragon hadn't even spoken yet. I guess the breathe-shield ring is for dragons. But I do not usually carry one.

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Author: Tony Ward  
Date: September 3, 1999 11:39pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy

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I find it odd to restrict armour to certain fighting classes. In my humble opinion, any fighter should be able to wear any armour or wield any weapon. That doesn't necessarily mean the item will be useful to him, of course. A wimpy fighter should be able to equip a massive 2-handed broadsword, but he certainly won't be able to swing it like a tenth level ranger. In fact he's more likely to drop it on his foot than do any harm to the enemy. :) But this game harks back to more simple times, so I suspect some weapons and armour are restricted to the elite classes for programming simplicity.

As for advancing your characters, I plan to keep two of my high level human fighters and let a third one switch to something else. Once he's up high enough, I'll switch the other two fighters to the other elite professions. That way I'll eventually have a ranger, assassin, and monk. Or maybe I'll keep one of the fighters. I don't really know yet.

I have not created a human cleric yet. I'm still using my elf because he's good. If I want a druid, however, I'll have to create a human cleric because the elf may never make it to a high enough level in my lifetime. Ditto for the gnome thief.

# Silvern Castle Tome of Arcana

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Author: David & Janet Pierce  
Date: September 4, 1999 10:55pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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We found out that the silver gloves could be used only by a druid.

We also found that fountains, wishing wells, and altars will give out nice bonuses to your attributes or improve your AC, but only if you give up all (or at least most) of your money. However, there is nothing to stop you from giving all of your money to a character in the inn to hold for you.

We are currently working with a group of humans at level 11 to 13 with mostly straight 21 for attributes (with a huge increase in spell points). We do have one character who just doesn't seem to get with the program and still has an 18. Of course, we worked hard to get this group up to a reasonable number of hit points (all over 200, some over 350) by running them up to level 8 to 10, switching classes and running them up again and repeating as necessary.

We are currently almost at our desired ending party, but still need to see if we can convert a thief to a wizard. (The thief needs the fewest points to get to level 15.) At this point our major problem is spells. There was a scroll of fireball+2 in the store, but we bought it before we realized that there was no way a mage with 40 HP was going to be able to survive an encounter on even the 8th level. So far we have not been able to find another, so we do a lot of lightning bolts even on one party.

On the other hand, since dispelling works quite well on spirits, a major encounter in a Dragon lair has usually come down to casting two stuns on the Dragon, then fighting with our Ranger and Thief and Druid, and dispelling with the Monk. With a little luck (so that mages get in first) the Dragon is gone in only one or at most two rounds.

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Author: Bruce Baker  
Date: September 5, 1999 10:12pm  
Source: Delphi A2 Entertainment Forum  
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I have noticed that with the wishing wells that I once lost attributes for giving very little. But last time I gave 10k out of a 15k pot and got +1 and +2 for each of the six characters.

-----  
Author: Bruce Baker  
Date: September 7, 1999 1:19pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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I have found that the cost to identify something is more than the cost to buy it. So if I need something real bad it is cheaper to just sell it to the store and buy it back. The store seems to identify these items automatically and then puts them up for sale.

Concerning losing higher level spells, I've found if I take my newer people to lower levels and troll around I often find those spells again. During a fight my cleric casts sleep and my mage casts fireball usually.

Did you know that if you do not have a silver key, gold key, or talisman (and the character with the key is not with you) then you can get another one. I have two of each this way. I figure it is the same with finding spells, if you do not have them and go to the place where you got them (in this case a level I think) you can get them again.

It is boring to stay on those lower levels after you have been to higher levels and have powerful artifacts such as a staff/striking or a wand/fire, but it might be necessary. I wander around and stick my head into the 2 by 3 rooms. As you know this is where you find the lairs and the treasure chests.

# Silvern Castle Tome of Arcana

-----  
Author: David & Janet Pierce  
Date: September 8, 1999 11:21pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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Some of the things that we couldn't identify were extremely expensive. After we had sold a plate+6 for one gold, we got wiser and anything that was really expensive we just equipped unidentified. Eventually we got a character up enough levels to identify everything we found.

Our mage characters (wizard, mystic) mostly cast lightning bolts or stuns, or use wands or amulets or such. The last battle is a real toughie, although Drachma himself was really quite easy.

At the end, we had every character over 333 points and after many attempts we finally managed to kill everything with three characters still left alive. Of course if we had not pushed our characters so hard I don't think it would have been possible to get through that last level and fight.

-----  
Author: Bruce Baker  
Date: September 14, 1999 11:11am  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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The wishing well is a very good thing to use. I guess you have to donate over 50% of your cash on hand. What amazed me was that attributes went over 18 points. My cleric got piety increased and my mage got intelligence improved, so they became eligible for druid and wizard respectively.

I finally started mapping level 8. So far I have not met large multiple groups, just single groups of level 8 and 9 characters. They are fairly tough and I have had a few weak characters killed but only if I take them too lightly. But if my druid uses a wand of cold and my mage uses the striking staff or a lightning bolt spell we can take them out in one or two rounds.

-----  
Author: David & Janet Pierce  
Date: September 14, 1999 8:34pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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> There have been a few doors that I have not been able to open with the  
> three keys I have: silver, gold, and talisman. Are there any other keys  
> that I should have? Is there another method to get in there or are you not  
> supposed to get in these rooms at all?

There is another key, but we still had a few doors that we couldn't open. And if we tried to teleport into the area directly behind said door, we got bounced.

It seems to me that you can get your characters stats up to 21 {using the wishing wells}. After that our characters started getting better AC, and younger.

-----  
Author: Tony Ward  
Date: September 18, 1999 5:34am  
Source: Delphi A2 Entertainment Forum  
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I also have a skeleton key. This one breaks every time I use it.

The thing that has me confused is the Li p-crystals I have found behind the doors that require the skeleton key.

# Silvern Castle Tome of Arcana

-----  
Author: Tony Ward  
Date: September 19, 1999 12:59pm  
Source: Delphi A2 Entertainment Forum  
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> We never had a skeleton key. There were one or two doors on several of the  
> levels that we couldn't get into. Did the skeleton key work on a level one  
> door?

Yep. These doors were on levels 1, 4, 6 (two), 7, and 8. I have not fully mapped level 9 so I'm not sure about it.

-----  
Author: Bruce Baker  
Date: September 20, 1999 4:31pm  
Source: Delphi A2 Entertainment Forum  
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The skeleton key room looked real funny from the inside, all the directions had doors. But on the outside there were no doors except the one. Funny setup.

-----  
Author: Tony Ward  
Date: September 21, 1999 9:28am  
Source: Delphi A2 Entertainment Forum  
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Keywords: Status  
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I'm now using human characters exclusively. Demihumans might be useful to the beginning player in order to gain levels quickly and be used as escorts for new human characters, but demihumans hit a brick wall at level 10 (they require four times the experience as a human to advance to the next level at this points) and become essentially useless.

I've got 3 characters who started as fighters but are now a monk, ranger, and assassin. My cleric is now a druid. My mage is still trying to get his intelligence up a bit so he can become a wizard. My thief is still a thief (a very good one). This combination works well. The fighters, well, fight a lot, the cleric puts enemies to sleep (or fear) and heals when necessary, the mage tosses fireballs, lightning bolts, and striking, and the thief picks locks (naturally, he's turned into a pretty good fighter too).

The fighters all have about 250-300 hit points, while the others are in the 150-250 range.

Spells are no problem; all spell casters have over 200 spell points (the assassin has 400, but not all spells yet). I'm still looking for recharge, air, uncurse, and raise dead. I still haven't got a character up high enough to become a mystic. Most characters are at levels 13-14 now, with all stats in the 18-21 range.

This group can survive the first 8 levels pretty much without any trouble. On levels 9 and 10 I have to be careful, especially on 10 which I just started mapping. My mage, with his 229 HP, is almost always the first to die, probably due to his -3 AC.

I did find out what the Li p-crystals do. The full name is Lithium Power Crystal and you will find them most useful in the room on level 1 with the Head Guru of the Infinitum (where you get your blessing when registering). It all ties in nicely with the whole Mac/Apple II theme that seems to run throughout the game.

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Author: Tony Ward  
Date: September 23, 1999 12:26pm  
Source: Delphi A2 Entertainment Forum  
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Keywords: Strategy  
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I probably changed class fighter-to-fighter a half dozen times. I'd run them up to level 8 and then change class again until the hit points got high enough. Without doing this, I don't think you could survive down on the lower levels of the maze. I should have done better for my mage because he's only got 146 HP and with that -3 AC he's a sitting duck.

# Silvern Castle Tome of Arcana

-----  
Author: Tony Ward  
Date: September 23, 1999 12:26pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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I have run into cobwebs a few times. They don't always appear in the same places, just like fountains and wells.

The best way to do it would be to start as a fighter to get hit points up, then switch to a mage or cleric and start building a spell book.

-----  
Author: Tony Ward  
Date: September 24, 1999 11:20am  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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It turns out that my level 14 assassin is just as adept at picking locks as my level 15 thief, so now the thief is a ranger.

Speaking of rangers, they get to use all the cool equipment.

I finally found a well that boosted my mage's intelligence so now I have converted him to a wizard. He's up to level 10 and has 1400 spell points. That boosted intelligence really helps the spell points. I added a fireball+2, but he is unable to add +7 and +11 that I have been saving.

My druid finally was able to add the raise+1 spell that I found a long time ago. He also just found air and recharge. Still no daze or uncurse though, and I can't yet add the silence+9 I found.

With fighters, I have found a big key is the right weapon for the right enemy. For example, my assassin lugs around a dragon slayer, a giant slayer, and a broad sword+4. He uses the broad sword until we run into a giant or a dragon, then it's worth the wasted round of combat to switch weapons because those specialized items do massive amounts of damage to the intended victim (and very little damage to anything else, which is why I keep the broad sword).

-----  
Author: Bruce Baker  
Date: September 24, 1999 2:24pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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It just dawned on me that I could change from one class to the same class.

My first monk qualified for mystic last night. He can do everything.

My druid had 600 spell points at level 4. Now that he's level 8 he has over 1700. It will go higher as I move to 10 and above.

My wizard has 800 or so.

I just beat the guardians on level 10 so I am about to start mapping. I got another warning about more guardians. I used two wand/cold and one blue amulet.

-----  
Author: Tony Ward  
Date: September 27, 1999 2:42pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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It's much easier to start a new character as a fighter and build up his hit points, then change him to a magic user. Building up a mage's hit points without starting off as a fighter will take you forever and a day.

I have mapped out all the levels now and I'm still not quite strong enough for the final battle. I found a Witching Rod which is most useful in combat, but I still need to beef up my party a bit.

# Silvern Castle Tome of Arcana

-----  
Author: Bruce Baker  
Date: September 28, 1999 11:39am  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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> I still don't have a mystic. Do you need straight 21 stats or a high  
> level, or both?

Yes a mystic must be all 21's. I don't think anything else is necessary.

-----  
Author: Bruce Baker  
Date: October 1, 1999 4:20pm  
Source: Delphi A2 Entertainment Forum

Keywords: Status  
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My six humans are all over 400 hit points. I have level 10 mapped except I cannot get over the pressure plate.

I do not have any good spells to attack with. I have to use wands and staffs. At this level weapons hardly ever hit, only spells work for damaging the monsters.

I still haven't found the lab. I am finding level 10 not too hard anymore. But I can't beat dragons. I do have a giant axe but no dragon slayers of any kind.

-----  
Author: Bruce Baker  
Date: October 3, 1999 11:15pm  
Source: Delphi A2 Entertainment Forum

I teleported down two levels from level 10 and found myself in a moat, that I needed to have the air spell to stay in.

-----  
Author: Tony Ward  
Date: October 11, 1999 9:52am  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy, status  
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> Could you give me a clue how to get over the pressure plate.

Is this on level 10? I think all I needed down there was the talisman. There is a ceiling collapse {this is part of the pressure plate trap} that blocks one passageway to Drachma's Lab though. I had to go in from the other direction.

By the way, my score was 409,384. Now I think I'd like to play it again, this time building up new characters with tons of hit points.

-----  
Author: Bruce Baker  
Date: October 12, 1999 3:28pm  
Source: Delphi A2 Entertainment Forum

Keywords: Review  
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I am playing the Silvern Castle game on a Apple IIe and now on a stock Apple IIgs. So I know slow. Wizardry is no slower on a Apple IIe, but I can't run it on a Apple IIe. I never finished Wizardry, I got confused on mapping because of the spots where you get turned around.

Silvern Castle is a lot more friendlier.

# Silvern Castle Tome of Arcana

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Author: Bruce Baker  
Date: October 18, 1999 3:10pm  
Source: Delphi A2 Entertainment Forum

Keywords: Status  
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I'm not really bragging after all the help I have gotten, but I finally won at Silvern Castle. My scores when I gave the orb up (four times now) are 339,425, 302,103, 471,778, and 720,611. These are all the same group repeatedly going back. In addition I refused once and after beating a new group, I gave it back the second time and got a score around 80,000.

-----  
Author: Roger Schnorenberg  
Date: October 26, 1999 1:29am  
Source: Delphi A2 Entertainment Forum

Keywords: Review  
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I downloaded Silvern Castle. I spent several hours printing and studying the documentation file and then creating THE perfectly well balanced party. I have been playing these types of games (both on paper as well as the computer) for most of my adult life.

Just by the content of the documentation file, its implementation through "Dogpaw" as an available reference, and the user interface of the character creation and 'Market Place', I could tell that this would be an outstanding game who's design involved a great amount of forethought.

-----  
Author: Tony Ward  
Date: November 1, 1999 3:27pm  
Source: Delphi A2 Entertainment Forum  
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Ragon's Lab is about in the middle of the long N-S hallway on level 5, just north of the stairs. You'll need the silver key to get in.

-----  
Author: Bruce Baker  
Date: November 1, 1999 1:56pm  
Source: Delphi A2 Entertainment Forum

Keywords: Strategy  
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Each occupation has a different {XP requirement to advance} levels. It seems that thieves need the lowest XP. I can tell you it is hardest for mystics. I think we found that after each character gets to level 8, going to the temple and changing their class to the same class (i.e. fighter to fighter, cleric to cleric) will get your hit points up faster.

-----  
Author: Bruce Baker  
Date: November 1, 1999 2:03pm  
Source: Delphi A2 Entertainment Forum  
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As long as your party has the crystal orb and your king is carrying it {Drachma's Lab remains empty.}

If he is not in your party, or he does not have the orb, {Drachma returns to his lab.}

# Silvern Castle Tome of Arcana

-----  
Author: Bruce Baker  
Date: November 6, 1999 12:03pm  
Source: Delphi A2 Entertainment Forum  
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I did find the "I" {cleric, camp info} command. That is pretty nice. I have discovered two areas of research that I really like. I can find out what many of the magical items actually do. For example a blue amulet casts striking+1. That is neat to know, I now know I could have used a staff/air to cast the air spell to breathe in the moat. I always wondered what that thing did.

I'm also on the track of discovering what damage various weapons do. It seems I get one number, probably the lower range number, I'm not sure, but I'm still exploring for my databases.

-----  
Author: Roger Schnorenberg  
Date: November 7, 1999 3:46am  
Source: Delphi A2 Entertainment Forum  
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The different coins add a touch more realism (in a fantasy game?) to the game. They also require more planning on the player's part to deal with the encumbrance issue. The game designer can give the party 100,000 copper coins to slow them down and burn up resources (i.e. light, spell points, and time) without upsetting game balance like the same amount of gold coins would. The gold coin has now increased in value by two orders of magnitude over the base currency.

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Author: Roger Schnorenberg  
Date: November 7, 1999 3:46am  
Source: Delphi A2 Entertainment Forum  
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In game terms armour class is a measure of how difficult it is for someone to hit you. AC 10 is the protective equivalent of bare skin/modern clothing. AC -10 (or LO) is the protective equivalent of a sherman tank. The lower the number the better your protection. Armour, shields, helms, gloves, magic, and agility/dexterity all improve your armour class by making it more difficult to hit you. The system grew out of the first fantasy RPG (Role Playing Game) "Chain Mail" TM.

Armour is also referred to by it's AC value. This is what your AC would be if you were wearing just that piece of armour and base AC is 10. For example, Leather AC8 improves your armour class by two places from 10 to 8. Magic armour improves your AC by one place for each plus the item has. So, for example, chain mail gives you AC5 but chain mail+2 gives you AC3. Robes give you AC9, and Robes+5 gives you AC4.

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Author: Tony Ward  
Date: November 18, 1999 2:49pm  
Source: Delphi A2 Entertainment Forum  
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Re: Temple change class rite UNWORTHY status

It looks like the deaths & resurrections have really lowered this character's stats. A 10 rating sounds to me like a beginning character, not a level 12 pro. It's possible that those low stats do not qualify for =any= class, much like a new character before you have allotted the extra points.



# Silvern Castle Tome of Arcana

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Author: Jeff Fink  
Date: August 15, 2000 1:48pm  
Source: Delphi A2 Entertainment Forum  
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Re: Extended (since v3.0) First Scenario End-Game Walk-through

**\*\* STOP! \*\***        The following gives away vital clues, if you want to solve  
=====        Silvern Castle on your own cease and desist NOW!

To solve the first scenario as extended since v3.0 requires a trip to the moat. You will need a way to teleport, and the ability to cast the air spell and/or the use of air devices. To find the moat simply teleport to any illegal location (such as 11 levels down).

If you have won prior to the extended changes made to the first scenario, in addition to the moat changes, the only other change made to the maze proper is a few squares on level 10 which will be explained shortly.

>> Walk-through Solution Cook-book Instructions <<

- (1) On level 10, behind the locked door needing the silver key (there's only one-it's the door that used to lead to the back way to Drachma's Lab) you'll get the skeleton key from the Mac high-priest. This used to be a randomly-placed special.
- (2) Use the skeleton key to open any of the doors on levels 1-10 that couldn't be opened before with any of the normal keys. Hint: There's one just a little north of the Mac priest. Behind any of these doors you'll get a Li p-crystal (Lithium Power Crystal; a.k.a. GS battery).
- (3) Take the power crystal to the head guru of the infinitum on level 1 and you'll get the apple key, plus some hints about the moat.
- (4) Get yourself into the moat, and once you negotiate the bubbles minefield teleports, you'll come up to a metal gate. Only registered users can get past this point, so be sure to use SC v5.2 or later if you're not registered to disable this old shareware check.
- (5) The gate leads to an underwater cavern. Follow the cavern to the door needing the apple key. It will lead to an airlock.
- (6) North of the airlock there is an access device. The password can be found inside the cavern hallway just south a little from the metal gate. Note: These secret door(s) are hidden and do not show up with the light spell.
- (7) Past the access device there is a larger room with a hall of fame and 2 side doors. Take the west side door and answer the easy riddle, it leads back to level 10 and Drachma's Lab.
- (8) What about the other door? Enter the blue arch-way (see next clue). If this area proves too hard just give up and start the second scenario using the short-cut alternate portal on the west side of level 1.
- (9) What about that blue arch-way? Defeat Drachma AND read those messages carefully when you win. Watch-out for teleporters and more hidden secret doors in this area.

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Author: Jeff Fink  
Date: August 24, 2000 4:47pm  
Source: Delphi A2 Entertainment Forum  
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> One of my mystics moved up a level last night and he LOST an attribute  
> point. Is that fair?

It's a sign this character is moving up in years, or possibly has a low vitality or rating (RTG). It'll get worse as the character continues to get older.

# Silvern Castle Tome of Arcana

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Author: Bruce Baker  
Date: October 24, 2000 4:37pm  
Source: Delphi A2 Entertainment Forum  
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{In the second scenario, "Shades of the Past", } is that locked door on level one the elevator?

>Yes, find the key to the elevator and you'll be much enlightened.

I see the castle shaped area on level 3, but can't get beyond the force field.

>See above.

Am I supposed to get into the foggy rooms with the pentagrams?

>No, these are the portals your nemesis in this scenario used to cross over  
>into Silvern Land from another realm. See briefing materials in Tome of  
>Knowledge.

A down stairs on level one gets me to an area that seems to be pretty boring. I go around and around an 11x8 area that I cannot get into by teleporting.

>See first question.

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Author: Mark Percival  
Date: November 13, 2000 9:43pm  
Source: Delphi A2 Telecommunications Forum

Keywords: Review  
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An excellent alternative {to Wizardry I: Proving Grounds} is Silvern Castle, which is actively supported by its author, Jeff Fink. Similar to the early Wizardry series in look and feel, Silvern Castle provides greater depth and variety of weapons and monsters than Wizardry could ever have imagined.

Silvern Castle is freeware and available for download from most major Apple II sites.

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Author: Bruce Baker  
Date: November 16, 2000 6:45pm  
Source: Delphi A2 Entertainment Forum

Keywords: STATUS  
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Re: Second Scenario

I'm moving smoothly along after getting struck, but then I remembered about areas on earlier levels that I have since discovered passwords for.

I have solved two of the three riddles. I got past the beast. I think I have covered most everything (got all of it mapped) on the first seven levels, maybe more.

I am proceeding on level 10. It is getting too tough for my relatively new characters. I may have to switch to the level 22 guys.

# Silvern Castle Tome of Arcana

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Author: Bruce Baker  
Date: November 20, 2000 12:33pm  
Source: Delphi A2 Entertainment Forum

Keywords: STATUS  
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Re: Second Scenario

I have gotten into most every square on the board. I found 4 rock squares in level one, one seemingly rock section shaped like an "E" on level two. Now that I look again, I'd better go check level 3 again, there are three spots I have not tried to teleport to; level 4 seems to be all passable; level 5 still has some mystery spots on the lower left hand side. I've been to much of it, now I can't remember how, and had to erase my map because I had it wrong in respect to the rest of the level. I have to go back to level five; level six seems all passable; level seven has one U shaped area that seems to be rock; level 8 is all passable; level 9 and level 10 are probably where that restricted elevator goes. I assume there is rock in those isolated one by one squares on level 10. It seems you cannot teleport to any of that level anyway.

There are some doors in the cell area I cannot unlock.

I now have two separate party's. Both started out as near beginners, but both had artifacts passed down from more experienced "friends" who couldn't use them. So they all started out as near LO AC and had good weapons and attacks spells, healing rings, etc. I have used the change class rite at the Temple several times to quicken their HP advance. Maybe if I hadn't done that they would all be at level 15 or so and even though their HP's might not be over 100, they'd be better at attacks and defense.

Oops, I see two more rooms I missed on level one!

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Author: Bruce Baker  
Date: November 21, 2000 11:15pm  
Source: Delphi A2 Entertainment Forum

Keywords: STATUS  
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For me most of the fun is mapping. I love it when I have a complete map. Fighting is not as fun. I set them going and then read a book or something until they are done and then I look at the results. This is not to say that I did not look at first, but there is so much repetition. I suppose I should use sleep. I have a younger friend who is an expert at fighting. He uses sleep a lot too. I never think about it, using fear or stun when I think to use something other than a damage causing agent. Oh, and when I did have groups who were in serious peril I used paralyze a lot.

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Author: Bruce Baker  
Date: November 24, 2000 3:37pm  
Source: Delphi A2 Entertainment Forum

Keywords: STATUS  
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Another thing I love is lists. I've been researching the levels that different character/race combinations move up in experience. These levels are easier to figure than in some games.

I am glad to say my home crew was able to create a new wizard. I have very few wizards.

# Silvern Castle Tome of Arcana

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## IB: Juiced.GS

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Author: Ken Gagne  
Date: October, 1999  
Source: Juiced.GS V4N3pg19

Keywords: Review  
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New castle to explore for IIGS gamers  
Silvern Castle v1.0

Reviewed by Ken Gagne

The Apple II gaming scene has slowed to few, yet addictive, releases. Though already a year or two old, games like GShisen and FreeCell are still being played.

Silvern Castle, a new role-playing game by Jeff Fink, is already continuing that tradition. It was created to prove a Wizardry-like game could be written in Applesoft BASIC. This choice of language allows it to be played on any Apple II, a rarity in today's IIGS-dominated world.

Silvern has much in common with Wizardry. It looks extremely similar to that series, but Silvern's gameplay mechanics have a bit more depth: there are more monsters, items, spells, traps, sub-plots, and non-player characters (NPCs) to find. The interface, however, is nearly identical with Wizardry. Players start in the Adventurer's Guild where they create their characters by assigning points and choosing races and classes, then visiting Quillon's Trading Post or the Red Dragon Inn, before departing for the top floor of the deep dungeon maze.

The graphics and sound are efficient in their simplicity. The maze is represented from the first person by 3D outlines of walls, doors, and stairs. Monsters are not seen until the battle is engaged, and then they are depicted by name, not image. Sound effects are minimal, with beeps to signify a random encounter or walking into a wall.

The main way of getting around is with the arrow keys: up is forward, left and right turn 90 degrees. {Down arrow turns you around.}

At 27x27 squares, the floor grids are huge and can take awhile to explore and map. Many doors lead to dead-ends or empty rooms, but occasionally a closer inspection will reveal more. There are secret doors, treasure chests, and hidden items to find.

Silvern has a variety of challenges and frustrations. When first starting, you'll frequently encounter random monsters. It's all too likely for your party to be ambushed and decimated in a matter of seconds. You'll need a strong party, which is difficult to achieve with Silvern's system. {Later versions are more balanced for playability.} Demihumans (elves, dwarves, hobbits, etc) start with higher stats than humans (e.g., elves make great mages), yet need twice the experience points (earned from defeating enemies) to advance in level.

You'll need a demihuman party to get started, but will soon hit a point at which the slow advancement rate is prohibitive to future progress, requiring you to slowly phase out your old party members in favor of human ones.

Several Apple II users have successfully overcome these obstacles; I had a bit more trouble. Fortunately, there are various ways to cheat, though Mr. Fink makes it clear he frowns upon such things. {Huh?} Dummy characters may be created, robbed of their initial gold fund, then deleted, enlarging the player's bankroll.

When engaged in a fight, a Control-Reset will, after a reboot, return the characters to either their last save point or, if they haven't saved, to the Adventurer's Guild, with their prior status (alive, hopefully) intact. {Beware, a control-reset can cause disk damage if used during disk drive access.}

Silvern Castle is {now a freeware product.} If you like role-playing games, that's a good deal.

Silvern Castle is a commercial-quality RPG that appeals to an extended audience of Apple II users. Look no further for your latest gaming fix.

Ken Gagne is a veteran Apple II game-player and electronic game reviewer.

# Silvern Castle Tome of Arcana

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## IC: Apple Barrel

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Author: Bruce Baker  
Date: January, 2000  
Source: Apple Barrel; pg 4, 8

Keywords: Review  
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Silvern Castle revives look-and-feel of Wizardry  
By Bruce Baker

Call me a hypocrite. When I play an adventure game I like to talk about enjoying the mapping and helping my band of characters grow and develop their skills. I like to minimize what these games are really about, killing and plundering. So a game like Silvern Castle is up my alley. There is no blood, no pictures of mean looking evil guys. But there is a lot of killing to get "experience" and items to sell or upgrade the items your band of warriors uses.

Silvern Castle by Jeff Fink, is a throw back game. It is a sword and sorcery game, pure and simple, with magic spells, orcs, pixies, evil gas clouds, etc.

Jeff Fink wrote this program for Softdisk in 1988. Softdisk was a monthly diskzine of games, programs, and utilities for the Apple II. But Softdisk folded before it could be used. So he has finally released it as shareware {now freeware}. He programmed it all in AppleSoft BASIC, just to show that it could be done. It also means that it is easier for a novice hacker like me to read data files, program files, and perhaps even (gasp) enhance the characters' skills.

One of the best improvements over early Wizardry is the Softdisk copyrighted screen font used. This is a nice bold font that is easy to read.

The story goes like this: The crystal orb is kept by the wizard Ragon, but it was stolen by the evil wizard and former assistant Drachma. Drachma took it down into the dungeon under Silvern Castle and set up lots of traps to keep adventurers like you from finding it. Somehow, without this orb, no one can rule the kingdom. Your adventuring party must reach Drachma's lab, which is under level 10, defeat his final monsters and retrieve the orb. You get to be a noble when guards guarantee its authenticity.

The documents make it sound like you have the option to not give the guards the orb at all. If so, you will have a fight on your hands. Perhaps you should choose to fight them. Maybe this is the actual final fight. These games can be like this. Never trust anyone. Even the supposed good guys.

Do you remember the original Wizardry 15 or so years ago? The movement through the castle dungeon is drawn on the screen exactly like Wizardry. It is sort of an early 3-D projection. It is done with line drawings. It takes a little getting used to. You must do your own mapping {automapping added in v7.0}. To get around or get back to the Castle Market, you really must map. Each level can be mapped on a 27 by 27 grid, so adjust your graph paper accordingly. The first stairs down is about in the middle of the south side. Each stairs down brings you to the identical coordinates on the new level.

Mapping is not unfair. There are no without warning automatic transports. Do you remember playing PacMan and having the man go off the top of the screen and reappear at the bottom? Early Wizardry had levels like that. But here, when you reach the end of the level, you hit a wall. You do not scroll back to the other side of level. I like that and think it is more "fair".

Early sword and sorcery games went to excess with the number of spells one could learn. But in SC you just have a few spells. All of them are spells you might actually use. The author did expand the variety of monsters that you can meet in the dungeon. In adventurespeak, a "monster" is any character you must kill, including human characters. A "dungeon" is any place that you must explore and meet hostile monsters. An interesting touch is that you only slowly find out exactly what you are fighting. There seems to be three levels of "understanding".

One of the major drawbacks to these games is boredom by repetition. You have to kill so many monsters and fight so many battles in order to get experience points so that anything that creates variety is very good. So the increase in the variety of monsters is helpful. Also, it appears that as you go down to lower levels and meet more advanced monsters, battle strategies must be altered. This is also good.

Keeping up interest after the first million experience points is tough for me. I expect that some people get tired even earlier. Anyway, I think the author has made improvements in this area. There also seem to be more types of "goodies" to find.

You have different race: Dwarves, elves, {hobbits}, gnomes, orcs. Each has good points and bad points. Dwarves make the best fighters. Gnomes make the best clerics. Elves are the best mages. {Hobbits} are the best thieves. This game is politically correct. You can let women fight as well. But men and women in each race have slightly different attributes.

Humans have all average attributes. They are average at all types of jobs. But humans have an easier time moving up the levels. So if may be advisable to start out with "demihumans," create human characters later, and protect them as they move up through the levels. Also, at first it may be advisable to change your characters' classes after level eight or so for a while to get your hit points and attributes up faster. Eventually you are going

# Silvern Castle Tome of Arcana

to have to get a set of characters up to level 15 or more before making the final assault. After level 8 even humans take a lot of experience to move up. But demihumans take four times as much experience here, often over a million points per level.

You travel in packs of six. At least at first, a group should have three fighters, one thief, one cleric, and one mage. A thief can open treasure chests that you find. You cannot open them otherwise (no forcing here). A cleric basically casts healing spells, but has some ability to fight. A mage casts fighting spells. He cannot cast healing spells so you need a cleric more than you need a mage. Mages can use only very light armour. There are some spells that both can cast, such as light. Oh yes, monsters out there can poison, paralyze, or turn you to stone. A higher level cleric, after having bought the spell, can heal all these things.

Attributes: Each character is defined as six different attributes, strength, intelligence, piety, agility, vitality, and luck. Strength is important for fighters, intelligence is key for mages, piety is obviously needed for clerics, and agility is important for thieves. Vitality helps in determining how many hit points your character gets and how much they increase for each experience level that you move up. As you move up in levels you also get some random increases in your attributes. Your attributes cannot decrease as they sometimes did in Wizardry {au contra}.

There are higher order classes that one can switch into after your characters get more experienced and/or develop very high attributes. These are druid, ranger, monk, assassin, wizard, and mystic. A druid is an advanced cleric. A ranger is a super fighter who can also cast mage spells. A monk is a fighter who fights better with his hands and needs little armour to defend himself. He can eventually cast cleric spells. An assassin is a fighter and a thief. Later he can cast mage spells. A wizard is an advanced mage. A mystic is not defined. Perhaps he is a combination druid and wizard.

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## II: Author Hints

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Author: Jeff Fink  
Date: Oct 2000  
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### A: Hints & special techniques, etc

Note: This is not an exhaustive list. Some of these techniques have already been discovered and described by some users, but not all have been or are listed here!

- To advance levels faster and gain hit points/skills, change class at the temple to the same class after attaining levels 8-9. Don't overdue it, the Temple frowns on those who take undo advantage of this feature in higher service charges.
- Give most (or else!) of your money to wishing wells, fountains, altars, etc, for bonuses to skill attributes and more!
- Monks acquire a natural lower AC as they advance! And they fight MUCH better without any weapons.
- To defeat dragon lairs, have a high-level cleric or druid dispel the nasty undeads, and then have your magic-users cast STUN, and a few BREATHE-SHIELDS.
- Make sure you cure any SICK characters as soon as possible, or else they will slowly lose attribute points.
- Casting PROTECT at camp lowers the entire party's AC until the spell runs out. When cast at combat its duration ends after the battle is over.
- Are Maze Demons or other guardians hunting you? Duck into a room to hide.
- Some types of armour give partial resistance to dragon breath?
- LOST characters can be raised at wishing wells!
- Take advantage of the combat equip option. Some weapons work best against certain monsters and/or classes, but not against other types. Your original weapon will be automatically re-equipped after combat.
- The cleric identify command will display device attributes of KNOWN items. Very helpful!
- Use the POT/HASTE to double the number of hits per attack.
- Cast LIGHT multiple times to see more of the maze.
- If you have the room, carry a spare spellbook or holy symbol as a backup, or you may lose all your spells if your spellbook is stolen (i.e. NPC thief) or destroyed (i.e. rust monster).

# Silvern Castle Tome of Arcana

- Some demihumans can see in the dark; not as good as a torch, but when you find yourself out of light sources it's better than nothing!
- Locked in combat with low spell resources, and your fighters just can't seem to hit? Try USEing (throwing) unequipped weapons (they never miss!) or torches as flaming missile weapons.
- Cornered by the monsters without any chance to flee & escape? Cast a teleport/return spell, or always carry a teleport device. Makes a handy quick escape. Or, if you are lost or trapped in the maze, a camp wish will take you back to the market.
- Can't get rid of that cursed item your character is equipped with, and can't afford Quillon's price? Change class will unequip it.
- Got an unknown item you can't identify and don't want to pay Quillon's price just to see what it is? Just sell it, and Quillon will add it to the store identified.
- Have you ever seen "royal" chieftains. They always have the best treasures. Wicca fighter chiefs can even cast mage spells!
- If you retire a high enough level character, you can create an apprentice with most of the abilities of the master!
- Can't find any monsters? Lower-level monsters tend to stay clear of higher-level parties by staying put in their lairs.
- If maze movement starts to slow down and your party contains non-DEAD incapacitated characters (i.e. ASLEEP, SICK, POISON, etc), the program must constantly update and check these character's status, which slows things down. As soon as everyone is OK (or DEAD) things will speed back up (i.e. heal them up as soon as possible).
- After level 10, vitality hit point bonuses no longer apply, except for fighter classes.
- To speed-up combat, press any key to cancel the time-delay after each message. You can press CTRL-S to suspend a message if you need to (press any key to resume).
- Watch-out for energy-drain and gulp attacks! If you get drained to zero or less experience levels, or the monster that swallowed you flees, your status changes to LOST.
- To find spell scrolls, troll around on those maze levels most likely to have them (i.e. 1st-level spell scrolls on maze levels 1-4, 6th-level spell scrolls on maze levels 6-10, etc). Good sources of spell scrolls are NPC magic-casters, and treasure chests.
- If you lose levels from an energy-drain attack, or lose piety and intelligence, you may be temporarily unable to cast some or all spells until you gain additional levels and/or piety/intelligence. The spells you are unable to cast remain in your holy symbol/spellbook.

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## **B: Good low-level party techniques.**

- When creating characters, beef-up on VITALITY to increase hit points.
- A well-rounded party should consist of at least one CLERIC, two FIGHTERS, one THIEF, and two MAGES. You may wish to start with all demi-human races (dwarf fighters, elven mages, gnome cleric, and hobbit thief are best) to quickly gain initial levels and hit points. With this initial experience, you can use some of these demi-human characters to provide escort for weaker (but more flexible) HUMAN characters. After the humans acquire enough experience and power, you can slowly drop your demi-humans in favor of all humans (since demi-human level advancement is much slower than humans).
- To avoid incurring an encumbrance penalty, strip DEAD characters of their gold and items, and discard them with the CTRL-D command while inspecting in camp, to avoid dragging them around. The castle guards will find them and return them to the ROSTER by the time you get back to the market.
- Cast SLEEP to take out many monsters at a time and to make them easier to hit. This is the most effective technique for low-level characters, even including parties that have FIREBALL spells, especially if the opposing monsters need more than one fireball application.
- When your party is more advanced, cast enough PROTECT spells in camp to make the party harder to hit for the duration of the expedition, especially on deeper levels. Casting SILENCE is also a good technique against spell-casting monsters, especially NPC mages who may have FIREBALL spells.
- Parties wandering around on deeper levels should be prepared for dragon lair encounters. Always have some means to cast STUN or BREATHE-SHIELD, especially devices which are not affected by opposing monsters' SILENCE spells.
- When you can afford it, buy a RETURN spell device to quickly teleport back to the market in emergencies. They also come in handy as a last-resort escape when an encounter is going badly for the party.

# Silvern Castle Tome of Arcana

- Carry plenty of CURA potions, including potions for the most common conditions, in case your cleric gets STONED or PARALYZED.
- Buy torches to use as a cheap throwing weapon in a pinch (they do as much damage as a FLAMES spell) since missile weapons never miss, and fire usually affects more powerful monsters that can't be hit by normal weapons. You can also use daggers as missile weapons for characters who don't fight well (like mages).
- Reorder your party to place weaker characters at the end of the marching order. Most monster melee attacks will usually affect the front three characters, so beef-up the front characters with good armour to avoid taking too many hits.
- During combat, have weak characters PARRY (makes them slightly harder to hit), or have them RUN (makes them safe from ALL attacks once they flee successfully).
- Heal injured characters as soon as possible, even during combat if need be, or immediately afterward. Save your game often.
- Use clerics to dispel UNDEAD monsters. This is VERY effective, as it can potentially affect all UNDEAD groups, depending on the cleric's level and PIETY.
- Don't wander too far from the stairs to the market until your party is more advanced. Do not attempt maze level 2 until you map level 1 fully.
- Don't forget to recover spell points at the Red Dragon Inn BEFORE your first foray into the maze, and AFTER each expedition. Make sure to also register to gain additional levels when you qualify, and to restore hit points if needed.
- Don't worry about advanced equipment, just buy and equip basic items until you can afford better stuff. Spend any remaining money on CURA potions and torches. When you can afford it, buy CURA and SLEEP spells for the cleric and SLEEP and FLAMES spells for the mages (but only if they have enough hit points to survive and justify the expense).
- Have clerics identify items you find in the maze, and sell them at Quillon's if you don't need them. Items are your second most lucrative source of money, next to lair treasure chests.
- Don't attempt level 2 until your party is ready! Your front row characters should have at least 15 or more hit points apiece, and your back row ones should be at or near 10 hit points (preferably more). Be sure to have a few CURE-POISON potions or spells, and if possible CURE-PARALYZE and CURE-STONED. Stay in corridors and avoid rooms (2x3 areas) that may contain lairs until you have at least one FIREBALL spell, or plenty of SLEEP and FLAMES spells (and hit points!).
- Be wary of chests, unless you have a good thief to inspect and disarm possible traps. A thief botching a bomb disarm attempt can kill the entire party!
- In emergencies, you can use the camp WISH command to return to the market (beware of the age penalty).
- On levels deeper than level one, always carry spare light sources to avoid dark conditions AND ambushes. Some demi-human races have infravision, but this ability isn't as good as a spare torch or lantern.
- Keep your party encumbrance below 150% to avoid most ambushes, and to prevent undue resource exhaustion and time (game time, not real time) due to your parties heavy load.
- Conserve all magical devices found in the maze for emergencies. Using a rare device against orcs and zombies when not necessary is just poor judgment; save them for use against more advanced monsters and NPCs, especially when your spell-casters are SILENCED or the encounter is going badly. Later, you will discover which items are more common than others for more mundane use.
- Try to match magical items with the best character for that device. While some items can only be used by spell-casters, most healing devices and some damage items can be used by anyone; you gain an advantage by giving characters with high agility (i.e. fighters and thieves) these devices, because they can use them earlier in the encounter than most spell-casters.
- One technique to get needed characters healed quickly in combat who have ALREADY fled, is to have them return while a fast character with a healing device cures them, because unlike running, returning takes affect immediately AND the character doesn't move back to the original slot in the marching order until the end of that round, which is usually an additional advantage. Be careful, the returning character might be vulnerable if the monsters should attack first.
- If the encounter is going badly, have the entire party RUN. To protect weaker characters, a fighting withdrawal is recommended. This technique involves having the weaker characters RUN first, while the stronger fighters take the brunt of the attack, until the next round when they also RUN.
- As some BEASTS, UNDEAD, and SPIRITS are only affected by magic and enchanted weapons, it's to your benefit to have your non-spell casting characters equip or carry enchanted weapons. In lieu of enchanted weapons, many monsters are affected by fire, such as from using a torch as missile weapon. A good technique if you have only lowly enchanted weapons (such as daggers) is to equip your primary weapon, and if you need you enchanted weapon, switch it during combat with the equip option (your primary weapon will automatically be switched back after combat).
- SILENCE will also stop monsters from calling for help!