

Legend of Faerghail

Tips

My conventions for the dungeon maps:

Golden square ■	Invisible wall
Light Magenta 4 square ■	Key
L	No light (you can still type M twice temporarily)
O	You feel light-headed (You spin)
X	You loose HP over time
Red door	Can be lock picked
Yellow square ■	Button

Backpack

Your inventory is limited to 48 items maximum per character> There is also a weight limit depending on the strength of your character.

Barbarian

He kept failing at combat at level 9. Couldn't find out why and couldn't fix him.

Concentration:

It seems that whatever you do the maximum stat for concentration will come back to 85% after some time, even if it shows more at the training grounds.

Creation of your characters:

When you create a character it has its own statistics or stats. Before (A) Accepting them in your team you can always (R) Reject them and (L) Look for another one as many times as you want until you get good stats. The best stat is 19.

Lockpicking

It seems to be maxed at 80%

Rations:

When you start the game it can be difficult to get rations, and you need them to be able to Rest properly. Try to kill animals if you can, they're good providers of these.

Later when you have too many of them you can always discard them using L (Lure) on each of your characters which is very convenient. Each ration weighs 1 pound. Your Blacksmith uses 1 every time he repairs stuff.

Stunned in combat

Magicians can stun you in combat and it's nearly impossible to cure this unless going back to the Temple in the cities or having a top notch Healer. But if you don't leave the fight, don't kill the enemies right away, the stun will fade away slowly and your characters will be able to play again. This works with magicians but unfortunately not with ghouls or Fire Elementals.

Team:

It can be wise to make a party of 5 characters instead of 6. The reason being that you will encounter Siegard who is a wandering mob. You can recruit him, he's very powerful Barbarian and will kill monsters easily. He can also resurrect your characters if they die, for a limited amount of times.

The game always allow you to recruit a random creature which can join your ranks providing there's room for them in your team. I personally chose a team of 6 guys instead but maybe it's not the best choice. The Magician is useful for his permanent light, the Blacksmith can repair stuff, I've used him a lot. A bit disappointed by the Barbarian who stopped fighting at some point in the game and also I expected maybe too much from the Rogue, but this is just my point of view.