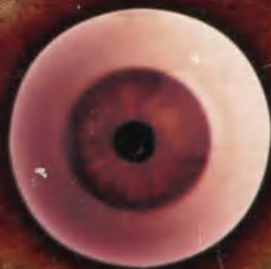


Prima's

DAGGERFALL™

Unauthorized Strategy Guide

More Than a Manual
Uncensored Strategy, Tactics,
and Player Insights



This fully independent edition is a product of Prima Publishing and is not affiliated with, licensed, or authorized by Bethesda Softworks. Daggerfall™ is a trademark of Bethesda Softworks.

Daggerfall™

Unauthorized Strategy Guide



is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.



and Prima Publishing® are registered trademarks of Prima Communications, Inc.

© 1996 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Project Editor: Julie Asbury

Illustrator: Caylon Balmain

This fully independent edition is a product of Prima Publishing and is not affiliated with, licensed, or authorized by Bethesda Softworks. Prima disclaims any copyright or trademark interest in the Daggerfall game, trademark, or characters. Daggerfall™ and its characters are trademarks of Bethesda Softworks.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-0715-9

Library of Congress Catalog Card Number: 96-68917

Printed in the United States of America

96 97 98 99 DD 10 9 8 7 6 5 4 3 2

Daggerfall™

Unauthorized Strategy Guide

Edward Carmien

PRIMA PUBLISHING
Rocklin, California
(916) 632-4400

NOW AVAILABLE FROM PRIMA

Computer Game Books

1942: The Pacific Air War—
The Official Strategy Guide
The 11th Hour: The Official Strategy Guide
The 7th Guest: The Official Strategy Guide
Across the Rhine:
The Official Strategy Guide
Alone in the Dark 3:
The Official Strategy Guide
Angel Devoid: The Official Strategy Guide
Armored Fist: The Official Strategy Guide
Ascendancy: The Official Strategy Guide
Buried in Time: The Journeyman Project 2—
The Official Strategy Guide
CD-ROM Games Secrets, Volume 1
CD-ROM Unauthorized Game Secrets,
Volume 2
CD-ROM Classics
Caesar II: The Official Strategy Guide
Celtic Tales: Balor of the Evil Eye—
The Official Strategy Guide
Civilization II The Official Strategy Guide
Command and Conquer Secrets and
Solutions
Cyberia: The Official Strategy Guide
Cyberia² Resurrection:
The Official Strategy Guide
Dark Seed II: The Official Strategy Guide
Descent: The Official Strategy Guide
Descent II: The Official Strategy Guide
DOOM Battlebook
DOOM II: The Official Strategy Guide
Dragon Lore: The Official Strategy Guide
Dungeon Master II: The Legend of
Skullkeep—The Official Strategy Guide
Fleet Defender: The Official Strategy Guide
Frankenstein: Through the Eyes of the
Monster—The Official Strategy Guide
Front Page Sports Football Pro '95: The
Official Playbook
Fury³: The Official Strategy Guide
Hell: A Cyberpunk Thriller—
The Official Strategy Guide
Heretic: The Official Strategy Guide
I Have No Mouth and I Must Scream:
The Official Strategy Guide

In The 1st Degree:
The Official Strategy Guide
Kingdom: The Far Reaches—
The Official Strategy Guide
King's Quest VII:
The Unauthorized Strategy Guide
The Legend of Kyrandia:
The Official Strategy Guide
Lords of Midnight:
The Official Strategy Guide
Machiavelli the Prince:
Official Secrets & Solutions
Marathon: The Official Strategy Guide
Master of Orion: The Official Strategy Guide
Master of Magic: The Official Strategy Guide
Mech Warrior 2: The Official Strategy Guide
Mech Warrior 2 Expansion Pack Secrets
and Solutions
Microsoft Arcade: The Official Strategy Guide
Microsoft Flight Simulator 5.1:
The Official Strategy Guide
Microsoft Golf: The Official Strategy Guide
Microsoft Space Simulator:
The Official Strategy Guide
Might and Magic Compendium: The
Authorized Strategy Guide for Games I, II,
III, and IV
Mission Critical: The Official Strategy Guide
Myst: The Official Strategy Guide,
Revised Edition
Online Games: In-Depth Strategies
and Secrets
Oregon Trail II: The Official Strategy Guide
Panzer General: The Official Strategy Guide
Perfect General II:
The Official Strategy Guide
Power Pete: Official Secrets and Solutions
Prima's Playstation Game Secrets:
The Unauthorized Strategy Guide
Prince of Persia: The Official Strategy Guide
Prisoner of Ice: The Official Strategy Guide
The Residents: Bad Day on the Midway—
The Official Strategy Guide
Return to Zork Adventurer's Guide
Ripper: The Official Strategy Guide

NOW AVAILABLE FROM PRIMA

Romance of the Three Kingdoms IV:
Wall of Fire—The Official Strategy Guide
Shannara: The Official Strategy Guide
Sid Meier's Civilization,
or Rome on 640K a Day
Sid Meier's Civilization II:
The Official Strategy Guide
Sid Meier's Colonization:
The Official Strategy Guide
SimCity 2000: Power, Politics, and Planning
SimEarth: The Official Strategy Guide
SimFarm Almanac:
The Official Guide to SimFarm
SimIsle: The Official Strategy Guide
SimLife: The Official Strategy Guide
SimTower: The Official Strategy Guide
Stonekeep: The Official Strategy Guide
SubWar 2050: The Official Strategy Guide
Thunderscape: The Official Strategy Guide
TIE Fighter Collector's CD-ROM:
The Official Strategy Guide
Under a Killing Moon:
The Official Strategy Guide
WarCraft: Orcs & Humans Official Secrets
& Solutions
WarCraft II: Tides of Darkness—
The Official Strategy Guide
Warlords II Deluxe:
The Official Strategy Guide
Werewolf Vs. Commanche:
The Official Strategy Guide
Wing Commander I, II, and III:
The Ultimate Strategy Guide
X-COM Terror From The Deep:
The Official Strategy Guide
X-COM UFO Defense:
The Official Strategy Guide
X-Wing Collector's CD-ROM: The Official
Strategy Guide

Video Game Books

3DO Game Guide
Battle Arena Toshinden Game Secrets:
The Unauthorized Edition
Behind the Scenes at Sega:
The Making of a Video Game
Breath of Fire Authorized Game Secrets
Breath of Fire II Authorized Game Secrets
Complete Final Fantasy III
Forbidden Game Secrets
Donkey Kong Country Game Secrets:
The Unauthorized Edition
Donkey Kong Country 2—Diddy's Kong Quest
Unauthorized Game Secrets
EA SPORTS Official Power Play Guide
Earthworm Jim Official Game Secrets
Earthworm Jim 2 Official Game Secrets
GEX: The Official Power Play Guide
King's Field Game Secrets Unauthorized
Killer Instinct Game Secrets:
The Unauthorized Edition
Killer Instinct 2 Unauthorized Arcade Secrets
Mortal Kombat II Official Power Play Guide
Mortal Kombat 3 Official Arcade Secrets
Mortal Kombat 3 Official Power Play Guide
Ogre Battle: The March of the Black Queen—
The Official Power Play Guide
PlayStation Game Secrets:
The Unauthorized Edition, Vol. 1
Secret of Evermore:
Authorized Power Play Guide
Secret of Mana Official Game Secrets
Sega Saturn Unauthorized Game Secrets
Street Fighter Alpha—Warriors' Dreams
Unauthorized Game Secrets
Ultimate Mortal Kombat 3
Official Arcade Secrets
Urban Strike Official Power Play Guide,
with Desert Strike & Jungle Strike

How to Order:

For information on quantity discounts contact the publisher: Prima Publishing, P.O. Box 1260BK, Rocklin, CA 95677-1260; (916) 632-4400. On your letterhead include information concerning the intended use of the books and the number of books you wish to purchase. For individual orders, turn to the back of the book for more information.

Visit us online at <http://www.primapublishing.com>

Contents at a Glance

| | | |
|----|-------------------------------------|-----|
| 1 | Introduction | 3 |
| 2 | Character Development | 13 |
| 3 | Custom Class Creation | 27 |
| 4 | Creating Items, Potions, and Spells | 45 |
| 5 | The Big Story | 53 |
| 6 | Strategy and Tactics | 65 |
| 7 | Dungeon Crawling | 91 |
| 8 | Money Management | 101 |
| 9 | Powergaming | 111 |
| 10 | Bugs and Caveats | 133 |
| | Appendix: Custom Quest Sheets | 143 |

Contents

| | |
|-----------------------|-----|
| Acknowledgments | xix |
|-----------------------|-----|

1

| | |
|--------------------|---|
| Introduction | 3 |
|--------------------|---|

| | |
|----------------------------|---|
| How to Use this Book | 4 |
|----------------------------|---|

| | |
|---------------|---|
| Tamriel | 4 |
|---------------|---|

| | |
|----------------|---|
| Calendar | 7 |
|----------------|---|

| | |
|---------------------------|---|
| The Story of It All | 8 |
|---------------------------|---|

2

| | |
|-----------------------------|----|
| Character Development | 13 |
|-----------------------------|----|

| | |
|--------------------------|----|
| Character Creation | 14 |
|--------------------------|----|

| | |
|-------------------------|----|
| Character Concept | 14 |
|-------------------------|----|

| | |
|-------------------|----|
| Upper Class | 15 |
|-------------------|----|

| | |
|-------------------|----|
| Lower Class | 15 |
|-------------------|----|

| | |
|------------------|----|
| Reputation | 15 |
|------------------|----|

| | |
|---------------|----|
| Concept | 16 |
|---------------|----|

| | |
|---------------------------|----|
| Concept vs. Reality | 16 |
|---------------------------|----|

| | |
|--------------|----|
| Combat | 16 |
|--------------|----|

Contents

| | | |
|----------|------------------------------------|-----------|
| | People Skills | 17 |
| | Character Creation | 17 |
| | Privateer's Hold | 20 |
| | Graveyard Odyssey | 21 |
| | First Time in Town, Buddy? | 21 |
| | Early Advancement | 22 |
| | Later Advancement | 24 |
| 3 | Custom Class Creation | 27 |
| | Choosing Skills | 28 |
| | Disadvantages | 31 |
| | Advantages | 32 |
| | Hit Points | 34 |
| | Reputations | 34 |
| | Cautions | 35 |
| | Roll Them Bones | 35 |
| | Examples | 36 |
| | Hackman | 36 |
| | Commentary | 37 |
| | Shadow | 38 |
| | Commentary | 39 |

Contents

| | | |
|----------|--|-----------|
| | Storm..... | 40 |
| | Commentary..... | 41 |
| 4 | Creating Items, Potions, and Spells | 45 |
| | Creating Items | 46 |
| | Creating Potions..... | 47 |
| | Creating Spells | 49 |
| 5 | The Big Story | 53 |
| | A Little history | 54 |
| | The Ghost | 55 |
| | Queen Domager A and B (Daggerfall Court) | 56 |
| | King Gothryd (Daggerfall Court) | 57 |
| | Queen Aubk-i (Daggerfall Court) | 58 |
| | Cyndassa (Daggerfall Court) | 58 |
| | King Eadmyre, Queen Barenziah (Wayrest Court) | 58 |
| | Prince Helseth (Wayrest Court) | 58 |
| | Princess Morgiah (Wayrest Court) | 59 |
| | Princess Elysana (Wayrest Court) | 59 |
| | Lord Woodborne (Wayrest Court) | 59 |
| | Queen Akorithi (Sentinel Court) | 60 |





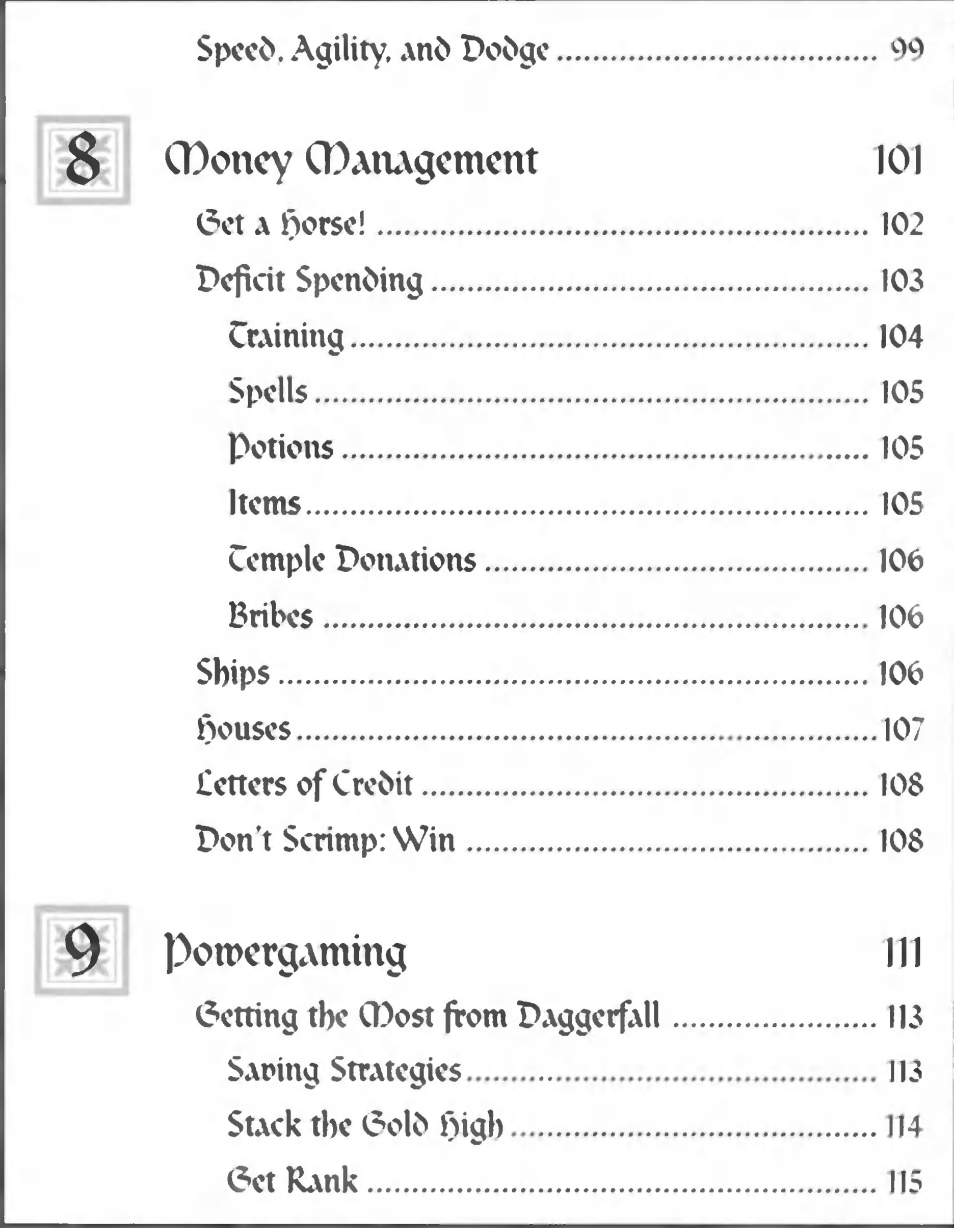






Contents

| | | |
|----------|---|-----------|
| | Prince Lhotun (Sentinel Court) | 60 |
| | Lady Brisienna (spy for the emperor) | 60 |
| | Medora (formerly of Daggerfall Court) | 60 |
| | Gortwog (Orc chieftain) | 61 |
| | The Underking | 61 |
| | The King of Worms | 61 |
| | Review | 62 |
| 6 | Strategy and Tactics | 65 |
| | Questing | 66 |
| | Quest Tactics | 69 |
| | Focus: Guild | 70 |
| | Focus: Nobles/Important Characters | 70 |
| | The Quests (with a Capital 'Q') | 71 |
| | Concern for Nulfaga (3) | 73 |
| | Mynisera's Letters (3) | 73 |
| | Morgiah's Wedding (3) | 74 |
| | Blackmail (4) | 75 |
| | The Beast (5) | 76 |
| | The Courier (5) | 76 |
| | Free Orsinium (5) | 77 |

Contents

| | | |
|----------|---------------------------------------|-----------|
| | The Missing Prince (5) | 77 |
| | The Painting of Truth (5) | 78 |
| | Elysana's Robe (6) | 79 |
| | Elysana's Trap (any) | 79 |
| | Soul of a Lich (7) | 80 |
| | The Ancient Watcher (8) | 81 |
| | Free Medora (8) | 81 |
| | Dust of Restful Death (10) | 82 |
| | Calming Lysandus's Spirit (10) | 82 |
| | Vengeance, Saith the Ghost (10) | 83 |
| | The Mantella | 83 |
| | Totem (14) | 84 |
| | Aetherius (14) | 85 |
| | Note | 88 |
| 7 | Dungeon Crawling | 91 |
| | Preparation | 92 |
| | Exploration | 93 |
| | Basic Survival | 95 |
| | Combat | 96 |
| | Loot | 98 |







Contents

| | | |
|---|--|---|
|  |  |  |
| | Speed, Agility, and Dodge 99 | |
|  |  |  |
|  | Money Management 101 | |
| | Get a Horse! 102 | |
| | Deficit Spending 103 | |
| | Training 104 | |
| | Spells 105 | |
| | Potions 105 | |
| | Items 105 | |
| | Temple Donations 106 | |
| | Bribes 106 | |
| | Ships 106 | |
| | Houses 107 | |
| | Letters of Credit 108 | |
| | Don't Scrimp: Win 108 | |
|  | Powergaming 111 | |
| | Getting the Most from Daggerfall 113 | |
| | Saving Strategies 113 | |
| | Stack the Gold High 114 | |
| | Get Rank 115 | |
|  |  |  |

Contents

| | | |
|--|--------------------------------------|-----|
| | | |
| | Be All You Can Be: Vampire | 115 |
| | Get Dead | 115 |
| | Being Dead: Good Things | 116 |
| | Being Dead: Bad Things..... | 117 |
| | More than One Way to Skin a Cat..... | 118 |
| | Wild Thang: Lycanthropy | 118 |
| | Being Wild Thang: Good Things..... | 119 |
| | Being Wild Thang: Bad Things | 119 |
| | The Compleat Thief..... | 120 |
| | Diabolical | 121 |
| | Where's My Shadow? | 121 |
| | Cheats! | 121 |
| | Free Statistic Points | 122 |
| | Item Enchanting 101 | 123 |
| | Twisted Concepts | 124 |
| | Magic Monk..... | 124 |
| | Gandalf | 125 |
| | High Elves Rule | 125 |
| | Troll..... | 125 |
| | Cool Artifacts | 126 |
| | Auriel's Bow | 126 |
| | | |

Contents

| | | |
|---|---|---|
|  |  |  |
| | <p>Auriel's Shield 127</p> <p>Auriel's Star 127</p> <p>Chrysamere 127</p> <p>Ebony Blade 127</p> <p>Ebony Mail 127</p> <p>Hircine Shield 128</p> <p>Lord's Mail (Armor of Morihaus) 128</p> <p>Mace of Molag Bal (Vampire's Mace) 128</p> <p>Masque of Clavicus Vile 128</p> <p>Mehrune's Razor 128</p> <p>Necromancer's Amulet 129</p> <p>Oghma Infinium 129</p> <p>Ring of Khajiiti 129</p> <p>Ring of Namira 129</p> <p>Sanguine Rose 130</p> <p>Skeleton Key 130</p> <p>Skull of Corruption 130</p> <p>Spell Breaker 130</p> <p>Staff of Magnus 130</p> <p>Volendrung 131</p> | |
|  |  |  |

Contents

10

Bugs and Caveats 133

| | |
|-----------------------------------|-----|
| Keee-rash! | 134 |
| Admired in Daggerfall? | 135 |
| Lost in the Walls: You | 135 |
| Lost in the Walls: Monsters | 135 |
| But Is It a Bug? | 136 |
| Ghost Sounds | 137 |
| Graphically Challenged | 137 |
| Saved Games Gone Bad | 138 |
| Technical Problems | 138 |
| Patches | 139 |
| Two-Hour Rule | 140 |
| Caveat | 141 |

Appendix: Custom Quest Sheets 143



Acknowledgments

I thank all who made this project work. First, my wife, who has missed out on more than one home-cooked meal during the last several weeks. Second, Juliana Aldous, who thought of me when the balloon on this project went up. Third, Julie Asbury, for stage-managing the production so well, and Lothlorien, who's moved on to the Big City. And finally, the shadowy Sam Mills, who walloped me upside the haid whenever I slipped into passive voice, and all the other folks at Prima who make the gears go 'round.

Oh, and of course, where would we be without LeFay, Nesmith, and Peterson, *Daggerfall's* designers, and the rest of the Bethesda Softworks crew? Where would we be? Lost without *Daggerfall*, of course! Many thanks for the wide-open vistas of *Daggerfall*!

Daggerfall™

Unauthorized Strategy Guide





1

Introduction

Daggerfall Unauthorized Strategy Guide

Welcome to the unauthorized strategy guide to *The Elder Scrolls: Daggerfall*. You hold in your hands the result of years of tireless research, performed by a crack team of gamers.* This book can help you get the most out of *Daggerfall*, a game so big it boggles the imagination. It's easy to get lost in a game this size, so keep reading and learn your way around.

How to Use this Book

Using this book is easy. Most of this information won't spoil anything for you if you read it. If you're worried about learning something that would ruin a surprise later, avoid Chapter 5. To find specific information, check out the table of contents and then review the appropriate chapter.

The chapters are short, so you won't be up all night studying.

That's it. It's a good idea to read a little bit about the world of *Daggerfall*, to get your bearings before the game begins. Once you start play, the clock is ticking—right from the minute the emperor asks you for a little favor.

Tamriel

A vast empire rules nine provinces. High Rock is one of these. High Rock contains numerous kingdoms. During a recent war,

*Yeah, right.

Chapter 1: Introduction

the King of Daggerfall, one of these kingdoms, perished in battle. Now his ghost roams the kingdom's capital, also called Daggerfall, in the wee hours of the night.

His only word: "*Vengeance.*"

During character development, you decide whether your answers to specific questions or an automatic route will determine some of your character's personal history. No matter which you choose, somehow you come into contact with the emperor.

The opening animation is there to be enjoyed, so enjoy it—but listen carefully.

The emperor wishes for you to learn what you can about the ghost, and as a minor matter, learn the whereabouts of a certain letter.

Your adventures will take you to many places in the kingdom of Daggerfall, plus a few places outside it. The people of Daggerfall live in a familiar European feudal setting, with the usual dash of magic to spice things up.

A king and queen rule each kingdom. A variety of nobles help enliven the political situation. Most people live in cities, towns, and villages: The larger the population center, the greater the variety of shops, guilds, taverns, and residences. Cities and towns generally have walls with gates that shut at sunset.

Most merchants specialize in one particular kind of trade item. There are gem merchants, booksellers, weaponsmiths, armorers,

Daggerfall Unauthorized Strategy Guide

and clothiers, to name a few. In addition, general merchants offer a little of everything.

Guilds provide your character with advancement opportunities, as well as a place to improve skills and receive quests. Depending on the guild, characters can also find free lodging, invent new spells, make magic items, teleport, be healed, and much more. Reputation rules all, inside and outside the guild structure.

The common folk usually hang out in taverns. Each population center in the game appears to have at least two. Centers of social activity, each tavern is run by an innkeeper. Taverns are where characters can camp for the night, find quests, hobnob with imperial contacts, and look for news, among other things.

Note the foregoing phrase “appears to have.” It’s a big game, and it’s difficult to be absolute about a game environment that’s huge to start with, and somewhat random, to boot.

Residences and a lot of dungeons are scattered outside the walled cities and towns. Initially, the only dungeons marked on the map are graveyards, but as you accept quests and discover maps, more and more dungeons are revealed.

Daggerfall is a land where the weather matters: The sun can shine, the rain can fall, snow can drift down to make everything white—until it melts; then it makes blue puddles and, eventually, brown mud. Cows moo, cats meow, dogs bark. In the wilderness, a careful observer will note many signs of wildlife, and in dungeons

Chapter 1: Introduction

monsters make quite a racket. Fog can shroud everything farther than a few steps away.

Dawn and twilight mark morning and evening. Nights are pitch black, or nearly so, and cautious travelers make sure they're in an inn come the hours of darkness.

In short, the world of Daggerfall is complex and full of detail. Keep an eye on the calendar: The weather you experience will make sense, given the season. Few games on the market come as close as *Daggerfall* to replicating the experience of a paper-and-pencil role-playing game.

Calendar

Tamriel's calendar is made up of 12 months. The following list shows the number of days in each month:

| | |
|--------------|----|
| Morning Star | 31 |
| Suns Dawn | 28 |
| First Seed | 31 |
| Rains Hand | 30 |
| Second Seed | 31 |
| Mid Year | 30 |
| Suns Height | 31 |

Daggerfall Unauthorized Strategy Guide

Last Seed 31

Hearth Fire 30

Frost Fall 31

Suns Dusk 30

Evening Star 31

Expect the weather to conform to the season, generally. It does vary to some degree. Advanced players thinking about summoning Daedra will wish to keep an eye on the weather, as it can help, hinder, or disastrously influence activity.

Keeping track of time is important; many game activities are time-sensitive. Sleeping too much can make time pass too quickly (more on that subject later in the book).

Various holidays spice things up. Some are celebrated empire-wide, while others are specific to one kingdom or province.

Enjoy the passing of the seasons. It makes quite a change from the average computer role-playing game, doesn't it?

The Story of It All

Chapter 5 outlines the story that drives this adventure. For now, let's focus on the storytelling aspect of computer role-playing games. CRPGs traditionally fall short in a few categories of the RPG experience, and storytelling is one of them.

Chapter 1: Introduction

Great for executing a linear story, yes. Great for lining up monsters to slay, yes. Wonderful at keeping track of all the numbers and statistics and effects and details, yes. Good at telling a story based on a synergy between player and program, no.

While the big story is provided, it isn't so tightly scripted that a player "wins" or "loses." In fact, the game can end any of six distinct ways if you play the main story line through to its conclusion.

A seemingly infinite number of stories can be told on the way through the big story—and, if you can tolerate the mathematically staggering implications, an equally great number of stories can be told outside the main plot.

So tell a story. Begin with a well-conceived character concept. Adapt it to the rules of the road. After all, no matter what your concept is, if you don't use the game's mechanics to your advantage, you won't have as much fun as you could. Then play, but play according to your concept.

Lightly armed thieves shouldn't stand and slug it out with enemies. Skulk first, then flee like a coward. A fast pair of feet can get you through the entire first dungeon, for example, and nothing has to die for you to escape.

If you're playing a broad-shouldered stalwart, then by all means, hack and bash your way to victory—but do turn down the sneakier quests. Mages cast spells and acquire power. Priests overcome via the power of their unique magic (and perhaps a little head-thumping).

Daggerfall Unauthorized Strategy Guide

One of the beauties of *Daggerfall* is that it doesn't confine you to these strict categories. Through "custom class creation," players can design characters with varied talents, and define their own archetypes.

Hey, you bought the game already, didn't you? Time to create a character!





2

Character Development

This chapter provides details about how to pick your character's race and class, and how to manage development and advancement both early and late in the game.

The first thing you must do is create a character.

Character Creation

When starting a new game, a player's first job is to develop a new character for it. This process is important and you should give some thought to the task. First, however, new players should run through the character development process at least once, just to become familiar with it.

Once all steps of the character development process are clear, move to the next step—character concept.

Character Concept

In many CRPGs, character class boils down to three choices—fighter, spell-user, or thief. Although many games allow multiclass characters with more than one profession, *Daggerfall* characters are based on skills, not on an abstract notion of class.

This skills-based system still relies on “levels” to develop characteristics and hit points, but the character attains these levels by using skills in the game. As the game rule book notes, thieves don't become better at thieving by killing trolls; they become better thieves by stealing things.

Chapter 2: Character Development

Character concept—which boils down to a strong understanding of how a game character will get things done—is important, because a strong concept speeds development and makes for a more adept adventurer. A weak concept, on the other hand, tends to result in a character who can't meet the challenges of *Daggerfall*.

The game's emphasis on how stories are told shapes how the player should define these concepts, however. Social standing appears to have a strong influence on which path the game adventurer finds easiest.

Upper Class

Characters who hobnob with nobles, are well-thought-of by aristocrats and merchants, and who avoid criminal activity (in towns, at least) fit into this category. Etiquette is the defining skill for characters who take this route, whether warrior, knight, or mage.

Lower Class

Characters who operate in the shadows, who aren't appreciated by nobles and merchants, and who are liked by common folk are defined by their streetwise skill.

Reputation

Because a character earns a reputation and it can change over time, players should decide what road they'll take early on and

Daggerfall Unauthorized Strategy Guide

then stick with it. It might be possible to be skilled in both streetwise and etiquette and operate in both social circles, but it's far easier to cultivate one reputation.

Concept

A concept, then, is a detailed image of who the character is and how he or she gets things done. What are the character's morals? Ethics? In this game, a law-abiding knight had best be law-abiding all the time if he or she wants to speak freely with the aristocrats who hold many of the keys to the game's mysteries.

Concept vs. Reality

Unfortunately, *Daggerfall* isn't designed in such a way that just any concept is workable. The following sections list general abilities necessary to complete the game.

Combat

Designing a traditional RPG wizard-in-robles-armed-with-a-dagger isn't a good idea. Even maximizing spellcasting potential with a custom character class isn't enough to allow a spells-only character to work. There's just too much hacking and slashing to do, and a character without a strong right (or left) arm, and a weapon and skill to go with it, has an enormous handicap. (For details, see the purpose-built mage example, "Storm," in Chapter 3.)

Chapter 2: Character Development



People Skills

Your reputation with various groups drives the game. One way to build a reputation is to perform quests (see the foregoing “Combat” section). A reasonably strong personality, however, is also necessary.

Character Creation

The first thing you’ll see when you start a new game is a map of the empire. All the action (more or less) takes place in High Rock province. Look closely and you’ll see a bay. The city of Daggerfall is on the north shore.

Compare your concept to the description of the people who come from each province. Which provides the best match? Make your choice, but remember: You can always go back and make up a new character. In fact, you’ll probably want to invent several new characters before settling in to make *the* character you wish to try and solve the game with. Given the game’s wide-open nature, you may even find yourself back at this stage after playing the game for months, ready to try a new path to adventure!

If you don’t particularly care, pick Sumurset Isle; the Elves from that island are naturally immune to paralysis, the handiest trait to have, especially early in the game.

Once you’ve picked your home province (and thus your character’s race), it’s time to choose your character’s gender.



Daggerfall Unauthorized Strategy Guide

Gender does make a difference. Generally, but not always, females have a lower range of one attribute and a greater range in another. This difference is relatively small, however, so feel free to choose based on your character concept.

Next you must choose your character's class. You can answer 10 questions and have the game suggest a class, or pick from a list of 18 types. You also have the option at this stage to create your own class.

For first-timers, answering the 10 questions is quick and painless, and you don't have to abide by the game's suggestion. Whatever class you choose, be sure it fits the concept you have for your character. Pay close attention to the important skills listed, because using them determines your character's level advancement for the entire game.

After choosing a class you have the option to "fast start" your character's background. Pick the other choice unless you're really, really in a hurry. Answering these questions can help you add valuable points to your reputation with various groups, not to mention line your pocket with a little extra cash. It's also a good idea to pick a valuable weapon appropriate for your class: Heavy hitting power will grease your way through the first dungeon like nothing else can.

When the questions are about skills, it's best for the short term to choose skills important to class advancement (you'll use them in dungeons and so on). For the long term, consider bolstering your weaker skills. Because money and time and a trainer can

Chapter 2: Character Development

help you improve your skills, but only up to 50, adding to the weaker skills allows you to maximize your paid training time.

In the very long term, when any one skill reaches 100 you stop advancing in level, so it's good to avoid pushing a major skill too far. Your major skills will get better on their own, as you use them.

Whether you picked the fast track or spent a few minutes answering questions, next you have some dice-rolling to manage. When it comes time to roll the dice, keep your eye on the bonuses. Roll again and again until +1 pops up in the bottom three categories (it's easier to watch for three things to change than to watch many).

When that happens, stop and look over your results. As a general rule, don't accept less than 60 Speed and any prime characteristic for your chosen profession(s). Agility is also very important; it's used for weapon and key movement skills. Don't forget to add the bonus points when calculating this! Spending five minutes or so doing this isn't unreasonable. Even a moderate effort (assuming a straight 50 starting spread) can produce a preponderance of 60s, which is good enough to begin.

It's always good to have a +1 in the bottom three categories and in the damage category, but your individual character concept may force you to change these general expectations. Never, however, start with less than 60 Speed! Also, always round up to the nearest 10, or prepare to do so when you gain levels.

When spending your bonus points to improve your skills, bringing up the lowest in each category is a good idea. Because

Daggerfall Unauthorized Strategy Guide

advancement seems to depend on improving your overall skills average, working on raising each is the best strategy for gaining levels quickly.

The Reflexes screen may seem like an intimidating choice. For your first run-through, try *High*. If that's too fast, practice a bit. It may even seem slow. After you've played the game for several hours and gotten the hang of things, moving up to *Very High* shouldn't be a problem for most players.

Now it's time to move on to the opening animation, which recounts the history printed in the rule book and then takes your character to a late-night meeting with the emperor himself. It's a good idea to review the history in the rulebook, but it doesn't have to get in the way of starting the game!

Privateer's Hold

The game's brochure details this introductory dungeon. First-time players should accept the tutorial when it's offered. It's easy to outpace the tutorial, however, so be patient. Old hands with CRPGs can dispense with it, especially those with *Arena* experience.

Take your time learning the ropes. See Chapter 7 for specific tips about how to mash those monsters (or slice and dice, if you prefer). By the time you find the dungeon's exit, your character should be second level. When you do exit, don't go to Daggerfall just yet!

Chapter 2: Character Development

Graveyard Odyssey

On the strategic map, eyeball the location of Daggerfall relative to where you are. Shut off *Towns*, *Homes*, and *Temples*. See all those red dots? Those are graveyards. Pick the closest red dot between you and Daggerfall. Go there.

Plunder the graveyard. Find the mausoleum, click on the black bars to enter, go downstairs, and pick up some easy treasure. At worst you'll fight a thief or two. Mostly you'll meet bats and rats.

Repeat this activity all the way to Daggerfall and you'll be at least several hundred gold pieces richer than if you went straight to Daggerfall from the Privateer's Hold. The extra money will come in handy. Later in the game, a few hundred gold pieces will seem a pittance, but right now it's worth stopping to pick up.

First Time in Town, Buddy?

When you first enter Daggerfall, look at the overhead map. It's a big city, isn't it? And all those anonymous buildings! The color codes are helpful, but you'll need to know the city wall to wall, anyway.

March yourself in a grid pattern (run the whole way to cut down the yawn time) back and forth across the city. Identify buildings by clicking on a wall with the eyeball (info) icon active; the building's name will appear on your map.

Daggerfall Unauthorized Strategy Guide

Stop and sell your loot whenever you stumble on a merchant who deals with the kind of item you're unloading. Visit the guild of your choice. Join if you like, then pay for some cheap training before moving on. You won't see an increase in your skill until after you sleep six hours or so, but because you can train only once a day, it doesn't matter.

If you're a spellcaster, buy or invent a levitation spell. If you can afford it, also get a water-breathing spell. When you're armed with these two magical tools, no geographical obstacles can stop you, at least in the earlier dungeons.

Sometime while you're tootling around the city eyeballing things, a letter will arrive—your first real hook into the Big Story (see Chapter 5 for details). To accommodate the letter writer, you must travel out of town and find a tavern. (It's randomly assigned each time you start a new game, as are lots of things in *Daggerfall*).

After meeting the lady, you're free to adventure as you wish. The following tips will help you advance quickly early in the game. (Chapter 6 provides more information specific to Questing.)

Early Advancement

Shake loose all the preconceptions about level advancement you acquired from other CRPGs. Killing monsters? You may as well let them live after you hack at them once or twice: Just swinging at them earns you a chance to improve your weapon skills. Finding

Chapter 2: Character Development

treasure? Doesn't mean squat, except when you spend your loot on a personal trainer to raise your skills.

It's a good idea to write your primary, major, and miscellaneous skills on a sticky-note and post it in plain sight. Whenever you get a chance, use those skills. Before you sleep, be certain you've used each skill at least once.

Run around your room at the tavern. Jump up and down for no reason. Walk over to that wall and climb for a few seconds. Taking your weapon out and swishing it around doesn't appear to help, but you can try (real combat seems to be necessary to trigger an increasing in weapon skill).

If you're a mage, cast a spell that springs from the colleges/skills on your list. An even cheaper method is to actually buy cheap spells that use the six colleges. If you're clever, you can make three that use two each. Understand: These spells don't actually have to work. They just have to be cheap so you can cast them all right before you hit the sack.

Spell names like Restoro, Destructo, Illuso, and so on can help remind you which college is which, but you can use any naming method that helps you remember which you've cast and which remain. Note that you can rearrange the spells in your character's grimoire. It's handy to put these "practice" spells at the top for easy access at bedtime.

Characters with larceny in their hears will have a hard time using this trick, because any real theft attempt involves possible

Daggerfall Unauthorized Strategy Guide

arrest by the city guard, but as you'll learn later in this book, the pure thief travels the game's most difficult road.

When you wake up and the guild of your choice is open (and you've got the money), run there (or just trot downstairs if you're dossing at the Fighters' Guild) and train, then run back to nap some more.

Each time you come back from a quest, spend some time in this repetitive and seemingly pointless activity. Pointless? Well, the point is, the higher your skills, the higher your level.

With each level come more hit points, a few points to spend improving your statistics, and greater access to plot hooks that allow you to follow the game's story. You gain access to different plots (usually via quest opportunities) every level after three, through level 10. Level 14 is prerequisite to beginning the game's final phase. (By then, even the slowest player character will be a master of something, even if it's only running!)

Keep in mind, then, that killing monsters is good for flexing those weapon skills and collecting treasure, but little else. A good regimen of skill usage results in rapid progress. A poor regimen can result in a lot of playing time between level advancements. Don't let it happen to you!

Later Advancement

What do you do when your skills surpass 50, and yesterday's trainer shrugs when you ask for instruction? The foregoing

Chapter 2: Character Development

advice applies here, except you don't have the option of using a trainer.

Or do you? Check out those miscellaneous skills. It's a long, hard task to bring *them* up to the point where a trainer can't help you. Find a guild offering training in different skills and join up. Don't pursue quests, just drop in for a little training once in a while.

Once you go up a few levels, training can become quite expensive. Later in the game you'll probably also focus on the key amount necessary to enchant a killer sword or a real fine piece of armor, but training is still the easiest way to go up a pip in a skill, so spend a few gold pieces improving your character's mind and body.

A clever tactic is to avoid using the highest skills. Once one skill reaches 100, level advancement ceases. To advance as long as possible, revert to a secondary weapon, or use a weapon not on your character's chosen skill list. Try not to run. It's difficult to avoid improvements in medical and other "automatic" skills, but you can still abate skill improvement by avoiding sleep until absolutely necessary.

Note that these tips apply only to level advancement. Chapter 6 addresses advancement in guild rank.





3

Custom Class Creation

This chapter describes the custom class creation process and provides hints to help you carve out the perfect class for the character you have in mind.

Why not just use a premade class? Because they tend to be a little clunky. Many have multiple weapon skills, ensuring you the ability to use whatever spiffy weapon turns up in treasure, but this takes up space you could use to fine-tune your character concept.

Unfortunately, it's also possible to custom design a character class that can't produce a winner, so proceed with caution and common sense!

Choosing Skills

Because skill improvement drives character advancement, and because skills improve with use, this step obviously is the most important. It's easy to make very basic mistakes at this stage if you haven't played the game, so hold off on designing your dream class until you've played *Daggerfall* for a few hours.

Once you've done that, review the skills list, paying attention to attributes the skills use as a base. Also review your character concept. Although you're not designing your character, presumably you have a character in mind that doesn't fit into one of the predesigned character classes. If you're like most *Daggerfall* players, you'll design a new class each time you think of a new character.

Chapter 3: Custom Class Creation

Beginning with the concept, and informed by the way the game works, carefully select the primary skills. The character will use these skills most often. They have the best chance to improve with repeated use. Generally, they should be the most important skills a character possesses.

More than one hand-weapon skill at the primary level is probably a waste. Because you can use only one weapon at a time, level advancement will require you to switch weapons frequently. (Besides, you'd have to carry an extra weapon around all the time.)

The game features a lot of face-to-face combat, so possessing an axe, blunt-weapon, long-blade, or short-blade skill is practically a requirement. Even a bow-and-arrow concept character should pick a melee weapon. It's an unavoidable fact: Your character will duke it out with countless rats, bats, skeletons, spiders, bears, tigers, and other beasties.

The next thing to think about is guild affiliation. The sidebar "Key Skills for Guild Advancement" at the end of this chapter lists key skills per guild. Because guild advancement depends partially on exact skill percentages with those key skills, your other primary slot choices should include at least one skill favored by the guild of your choice.

The other key guild skill should occupy a major slot. Other major slot choices should round out the character's profession. For a thief character, consider skills such as dodge, stealth, or running, if these aren't primary skills. For fighter types, medical, mercantile, and running are good major choices.

Daggerfall Unauthorized Strategy Guide

Characters focused on spellcasting should place their favorite college skills highest in the list, but should have all six, or at least five, in primary, major, or minor slots. Later in the game, when it's time to design that special spell, skill counts!

All characters benefit from these key skills:

- climbing
- critical striking
- dodging
- jumping
- medical
- mercantile
- swimming

Place skills that don't make it into primary or major slots into minor slots.

It's possible to develop skills from miscellaneous slots—the default skill base all characters have—but advancement is more difficult.

An alternate strategy is to not deliberately place automatically used skills in primary, major, or minor slots. Running, stealth, and medical typically rise quickly because they're used frequently without player intervention. Leaving them out allows you to

Chapter 3: Custom Class Creation

emphasize other skills; given time, “automatic” skills quickly rise to an acceptable level. Leaving them in speeds level advancement.

Whichever strategy you employ, think carefully about your character’s concept and about what you know of how the game plays. Be aware that you won’t see many advanced elements in the first few hours of play, but don’t fret. The advice provided here covers the important areas. More advice, such as which spells a mage should purchase or make first, is included as part of Chapter 6.

Disadvantages

After assigning your skills, call up the Edit Special Disadvantages screen. You’re going to do some major work here, because the more of these you add, the faster you advance in level. It’s better to advance quickly and have an advantage or two to give you an edge.

First, look to your skills list. See any weapon types you didn’t pick? Axe them by calling up the Forbidden Weaponry option. If you’ve played with both one- and two-handed weapons, decide which you prefer. If you like two-handed weapons, shut down all the shields; or leave one open, in case you change your mind. Do the same with armor.

Forbidden material? Toss iron. You won’t use it if there’s anything better available. If you’re not a thief type, toss leather. Look carefully at the list of metals. Some are tough but extremely heavy.

Daggerfall Unauthorized Strategy Guide

Consider tossing one of the advanced metals (but only one, and maybe not even that).

If you're not a spellcaster, toss all the magic-using stuff overboard. That alone can drop your advancement dagger right into the red, and may be better than getting rid of weapons, shields, and armor types you don't think you'll use. Note that you can also pick light-powered or dark-powered magery if you don't plan on using magic.

If you're planning a mage, consider using a combination of *dark-powered magery* (*lower magic ability in daylight*) and *inability to regen spell points in light*. The dungeons are all indoors by definition, and there doesn't seem to be too many situations where using magic outdoors during the daytime is required to progress through the game.

Avoid critical weakness, damage, low tolerance, or phobia disadvantages. They can really hamstring you at different points during the game, when one or more categories may be the monster du jour of a particular dungeon.

Did you bury that needle in the red? Good. Now it's time for advantages.

Advantages

Only one advantage is a must-pick: *immunity to paralysis*. All the others are helpful, because the afflictions they protect you against are bothersome. Paralysis, on the other hand, is frequently deadly.

Chapter 3: Custom Class Creation

If you get a disease, you can go get cured, or even cure yourself. Poison? Same thing. Fire, frost, magic, shock—it's all damage, and you've got healing magic or time to deal with that.

Paralysis kills. Nothing's worse than watching your character get chomped by a spider while that annoying little yellow icon on your screen blinks... and blinks... and blinks... until, with a whimper, your character expires.

You're thinking, "No problem, I can always reload." Sure, but take it from a player who's gone down both roads: It's better to be immune. *Daggerfall* takes long enough to play as it is, and if you're not using the "huge" install, it can take quite a while to reload a saved game.

Select other advantages solely on the basis of usefulness to your character. For mages, *increased magery* is a must. For the advanced player with evil, power-mad schemes in mind, *spell absorption* is an utter hoot, if expensive. Most others are helpful, but nothing your character can't live without.

Keep that dagger pointed as close to the 0.3 line as possible. You want to advance quickly, don't you? It's possible to design a character who can (a) not kill anything in the Privateer's Hold dungeon, while (b) achieving second level (and wearing out a pair of running shoes). On the other hand, any mage with a decent magery multiplier will have a hard time getting that dagger below the "average" line.

For some truly twisted character class conceptions, see Chapter 9.

Hit Points

The default setting is 8, indicating that someone at Bethesda has a sense of humor. The bare-bones minimum you should opt for is 10. Even better, set the number as high as you can without skewing your skill advancement higher than you'd like.

A purpose-built fighter has no reason not to run that Max Hit Points Per Level right up to 30. Such a character can waltz through the Privateer's Hold and survive on a nap or two, as opposed to the week or three it takes folks with one-third the hit points.

Don't scrimp here. The sample character the rulebook develops, a spy, goes down to 6 per level. That makes two people at Bethesda Softworks with a tremendous sense of humor.

Reputations

Do this last, because it has no bearing on your advancement rate. Because nobles are your ticket to the good life (well, at least to the good plot lines), one theory suggests you run your reputation with them up to 9. The other groups will suffer, of course, but hey, who needs peasants?

Another theory suggests that because reputations normalize at one pip a month, this strategy can backfire unless you immediately ingratiate yourself with the local aristocracy.

This is one of those six-of-one, half-a-dozen-of-the-other situations. Take a look at your concept, give yourself a mild bump up

Chapter 3: Custom Class Creation

in an area that's important to your character, then subtract something from any group but the aristocracy. Can't have the lords and ladies scorning you right from the beginning, can we?

Cautions

Take care you don't apply so many disadvantages that your character's too weak to make it through the starter dungeon. Once upon a time, there was a purpose-built thief who eschewed iron, among many other things, and somehow didn't end up with an elven flail or steel dai-katana after answering the 12 background questions.

The default arms characters receive are, of course, iron. With a default skill of three percent in hand-to-hand combat, this thief found it impossible to slay even a rat, and instead had to scamper for all she was worth to the exit, a time-consuming process requiring many reloads and eliciting many a colorful phrase, let me tell you.

There are many other ways to cripple a new character, so take care when designing your new classes. Some weaknesses might not be apparent for quite some time!

Roll Them Bones

Once you've designed your new class, generate the character as described in Chapter 2. You're on your way to field-testing your design philosophy!

Daggerfall Unauthorized Strategy Guide

Examples

Let's find out what a player can do with the character creation system. There are a few extremists—characters with a single focus—and one dual-purpose character. The most successful characters in *Daggerfall* are those who can fight *and* use magic. The toughest path to success is the pure thief character, who might be able to fight but who can't wear heavy armor (it's noisy) and has no spellcasting ability.

Note that these aren't paragons of power-gaming. Look to Chapter 9 for some really awful tricks you can play with the character creation system.

Hackman

Race: Redguard

Class: Storm Knight

Level: 5

Gold: 362

Fatigue: 130/130

Health: 147/147

Encumbrance: 29/105

Affiliations: The Fighters' Guild (Apprentice)

Chapter 3: Custom Class Creation

Primary: Blunt Weapon (56), Dodging (39),
Critical Strike (46)

Major: Climbing (20), Swimming (22), Orcish (30)

Minor: Archery (22), Mercantile (22), Giantish (16),
Etiquette (14), Medical (27), Jumping (18)

STR 70, INT 41, WIL 55, AGI 80, END 60, PER 45,
SPD 70, LUC 60

Hackman is a purpose-built fighter. He is immune to paralysis, can't regenerate spell points, has light-powered magery (unable to use magic in darkness), has dark-powered magery (unable to use magic in daylight), has dark-powered magery (lower magic ability in daylight). In other words, Hackman can use no magic, ever.

Commentary

As you can see, you can cheat a little with the disadvantages. While the game doesn't let you take an immunity advantage and a vulnerability to that same immunity, it doesn't notice if you take disadvantages that double up on the same area.

Hackman was designed to see what a purpose-built fighter would look like. He can walk through dungeons whistling, but he can't levitate without a potion or an item, and he's just not sneaky.

In the future, when Hackman goes up a level or two, it would be a good idea to add to his willpower. A 60 will provide a bonus

Daggerfall Unauthorized Strategy Guide

to his resistance to magic. After that, the slow climb to an 80 Strength would help, or perhaps it would be a good idea to add to his perception score.

Hackman rises quickly in level due to his many disadvantages. It took only a few hours of play to advance him to the fifth level. A few dungeons, some other minor quests, and lots of training are all it takes if you bury that advancement dagger right to the 0.3 mark!

Shadow

Race: Khajiit

Class: Clawed Taker

Level: 3

Gold: 16

Fatigue: 117/117

Health: 53/53

Encumbrance: 18/85

Affiliations: None

Primary: Pickpocket (33), Long Blade (37), Dodging (34)

Major: Archery (23), Critical Strike (26), Stealth (27)

Chapter 3: Custom Class Creation

Minor: Climbing (15), Etiquette (18), Medical (17),
Jumping (15), Running (32), Streetwise (17)

STR 57, INT 50, WIL 60, AGI 72, END 60, PER 55,
SPD 70, LUC 60

Shadow's disadvantages could have been chosen more wisely. She's immune to paralysis, unable to regenerate spell points, and is forbidden to use blunt weapons, wear chain mail, wear plate mail, use a buckler or kite shield, or use iron. This got her in trouble in her first dungeon, when all she had available were two iron-bladed weapons! Despite her handicap, her quick feet got her out of the Privateer's Hold, with a few gold pieces in her pocket besides.










Commentary

Shadow was designed as a purpose-built thief. She's a good example of a character who isn't quite as well-thought-out as she could be. Why does she need etiquette, for example?

Note how after only three levels of advancement, her running skill is essentially twice that of her other minor skills, reflecting how using a skill improves it.

Shadow advances very quickly in level, but it's going to be hard for her to make it through tough dungeons without the ability to levitate or to heal herself. Armed with a dai-katana, chopping things up isn't difficult, but because she's armored only in leather, taking damage will be a problem!

Daggerfall Unauthorized Strategy Guide

| | | |
|---|---|---|
|  |  |  |
|  | <div><h3>Storm</h3><p>Race: Breton</p><p>Class: Northern Mage</p><p>Level: 7</p><p>Gold: 1246</p><p>Fatigue: 112/112</p><p>Health: 92/92</p><p>Encumbrance: 66/90</p><p>Affiliations: Fighters' Guild, Mages' Guild, Temple Kynareth</p><p>Primary: Blunt Weapons (60), Destruction (45), Dodging (43)</p><p>Major: Alteration (28), Thaumaturgy (25), Archery (29)</p><p>Minor: Critical Strike (31), Hand-to-Hand (15), Long Blade (15), Medical (24), Running (46), Restoration (27)</p><p>Storm has increased magery ×3, dark-powered magery (lower magic ability in daylight), is forbidden to use an axe, has low tolerance to shock, is forbidden to use buckler and tower shields, and is forbidden to use iron.</p></div>  |  |
|  |  |  |

Chapter 3: Custom Class Creation

Commentary

Storm is a good example of what happens when you build a character before playing the game for a few hours. He could definitely be a bit sharper here and there. Archery hasn't turned out to be worth a major slot, although many suggest a bow and arrow can be very helpful down the road when it's a bad idea to get too close to certain enemies. His hand-to-hand skill also hasn't come into play after many hours of gameplay.

In addition, only four of six colleges are represented in his top three tiers of skills. The other two started at default levels, and he's had to spend a lot of dough to pump them up to the point where common spells are easy to cast and purchase. A new version of Storm could help him improve more quickly by substituting the missing magic skills for archery and hand-to-hand.

Review of his particular skill base also suggests he might be better off in a Knights' Guild.

Key Skills for Guild Advancement

Each guild bases part of their evaluation of your rank on the following skills. If you wish to progress in any particular guild, your character must have at least two of these particular skills.

The other major component is reputation with that particular guild. Characters gain reputation by successfully completing quests. Note that each month, your character's reputation figure moves one closer to zero.

Daggerfall Unauthorized Strategy Guide

Dark Brotherhood (Assassins' Guild)

Guild Invitation: Kill three people in a town (not guards) over a three-day period to be offered a guild quest.

archery, backstab, climbing, critical strike, daedric, destruction, disguise, stealth, streetwise, short blade

Fighters' Guild

archery, axe, blunt weapon, giantish, long blade, orcish, short blade

Knights' Guild

archery, critical strike, dragon, etiquette, giantish, long blade, medical

Mages' Guild

alteration, destruction, illusion, mysticism, restoration, thaumaturgy

Temple Arkay

axe, backstab, daedric, destruction, medical, restoration, short blade

Temple Akatosh

alteration, daedric, destruction, dragon, long blade, running, stealth

Temple Dibella

daedric, etiquette, illusion, lock picking, long blade, nymph, orcish, restoration

Chapter 3: Custom Class Creation

Temple Julianos

alteration, daedric, impish, lock picking, mysticism, short blade, thaumaturgy

Temple Kynareth

archery, climbing, daedric, destruction, dodging, dragon, harpy, illusion, jumping, stealth, running

Temple Mara

archery, critical strike, daedric, etiquette, harpy, illusion, medical, nymph, restoration, streetwise

Temple Stendarr

axe, blunt weapon, critical strike, daedric, dodging, medical, restoration

Temple Zenithar

blunt weapon, centaurian, daedric, giantish, harpy, mercantile, orcish, pickpocket, spriggan, streetwise, thaumaturgy

Thieves' Guild

Guild Invitation: Steal things (successfully) or enter illegally 10 or more times in a three-day period and the guild will offer your character a quest. Complete it to join the guild.

backstab, climbing, lockpicking, pickpocket, short blade, stealth, streetwise





4

Creating Items, Potions, and Spells

Daggerfall Unauthorized Strategy Guide

Magic is an integral part of *Daggerfall*. Even non-spellcasters will use magic frequently, if only via potions and items. And just as players have access to character creation, so, too, do they have access to the inner workings of the magic system.

This chapter provides hints for creating items, potions, and spells. If you'd rather experiment on your own, read no further! However, a quick review here can shed light on much of the mystery surrounding the process.

Creating Items

New to the game? Be patient. You'll have to achieve fifth rank in the Mages' Guild or in Temple Julianos to gain access to an item maker. Note that your guild rank has nothing to do with your level. It's possible to be seventh level and have only modest rank in a guild.

When you manage to gain access to an item maker, fill up your purse and collect a selection of items to experiment with. Bring gems, jewelry, weapons, armor, clothing, and so on.

Experiment by selecting one kind of item after another. Note the changing "enchantment potential" in the upper left corner of the screen. Add a side effect or two and watch the total change. Add a power and see what happens. Don't actually enchant anything until you've seen how various materials take enchantment.

The following list offers good advice for enchanting items:

Chapter 4: Creating Items, Potions, and Spells

- Keep it simple, stupid. At first, make items that have one power. It's easier to enchant two items with one power each than it is to make one item with two powers.
- Name things so they remind you of what they do.
- Don't go overboard. Magic items wear out, and while the manual suggests you can repair them, practical experience reveals it's difficult or impossible to do so.
- To make powerful items, you must master the art of capturing souls and using them to enhance an item's enchantment potential. Not for the squeamish.

Once you've made an item or two, head out to a tame dungeon and see how it works! There's nothing more fun than taking a spiffy new item out for a spin!

Creating Potions

Many guilds offer access to a potion maker, and you need only be about third rank (not level!) to be allowed to use it. The Dark Brotherhood allows members of rank three and above access to their potion maker, while temples Arkay and Zenithar allow access for rank four members. Temples Mara, Dibella, Stendarr, and Akatosh require their members to be rank five to access their potion makers.

Potions provide magical effects to nonspellcasters, but even mages should consider stocking up on a few key items. The time

Daggerfall Unauthorized Strategy Guide

will come when, in a dungeon, you'll have no place to sleep to recover used spell points—and a potion can be a lifesaver. When you gain access to a potion maker, you'll be able to buy your ingredients when you make potions. Alternatively, picking up the many ingredients that show up as treasure can provide you with options unavailable to you in the guild.

To make a potion, you either must “know” the potion in the game, or be willing to mix up a recipe on your own. (The sidebar “Handy Recipes” provides a few of the most useful formulas.) Occasionally you'll find a recipe as treasure. Reading it adds it to your recipe list.

Potions are relatively cheap, considering they can pull your coals out of the fire if things get too hot. It's good to keep at least one levitation and one healing potion in reserve for emergencies. Water breathing can come in handy, too; the game features a lot of watery environments. The ability to cure a disease in the middle of a dungeon can be important, saving the time it would take to run to a town and have a healing guild do it for you.

Mix 'em up and quaff away... But save first!

Handy Recipes

Cure Disease

Elixir Vitae, Fig, Nymph's Hair

Chapter 4: Creating Items, Potions, and Spells

Cure Poison

Ichor, Large Scorpion's Stinger, Small Tooth, Pearl

Healing

Elixir Vitae, Yellow Berries, Mercury, Troll Blood

Invisibility

Ectoplasm, Diamond, Nectar, Rainwater

Levitation

Ectoplasm, Nectar, Pure Water

Water Breathing

Elixir Vitae, Ivory, Rainwater

Creating Spells

Buying spells off the rack is good enough for a low-level mage, but there comes a time when the store-bought product loses its appeal. When that happens, load up your purse with a few gold pieces and go to a guild that allows you access to a spell maker.

The Mages' Guild allows members with zero rank to use their spell maker, while Temple Akatosh requires members to be of

Daggerfall Unauthorized Strategy Guide

the fifth rank. That makes those guys pretty tough, but not as tough as Temple Kynareth, which requires characters to be of the sixth rank before they're allowed to make spells.

Some tips for inventing new spells:

- Don't reinvent the wheel. If a spell you want is duplicated for the same casting cost on your list, why bother?
- Low-level mages should try increasing the initial magnitude, chance, and/or duration while keeping the per-level ratio low.
- Experiment every few levels, decreasing the initial magnitude, chance, and/or duration while raising the per-level ratio. Eventually you'll be able to get the same effect more cheaply or more efficiently.
- Keep it simple, stupid. Restrict the number of effects per spell as much as possible. Less experienced mages will discover it's very expensive to combine even two effects.
- While part-time mages can afford spells that exhaust them after one casting, professionals should avoid spells that use up all their spell points in one fell swoop.
- Keep your eye on the exact effect you're creating. It doesn't pay to create a spell with the wrong effect (touch instead of ranged)!

Chapter 4: Creating Items, Potions, and Spells

- If a desired spell effect seems absurdly out of reach, it may be a high-level effect naturally out of reach of a low-level character.
- Inventing a spell that uses a low magical skill can be difficult or impossible.





5

The Big Story

Daggerfall Unauthorized Strategy Guide

Whoa, stop, halt right there. If you read any further, you'll acquire wisdom you're supposed to glean from playing the game. Little tidbits are supposed to drip into your hands one at a time. To learn this stuff you're supposed to slog through dungeons deep and darksome, fight beasts, complete quests, win the confidence of the people who really know what's going on in the empire these days.

There's one person who's not supposed to know, at least not for most of the game, and that's *you*, chump.

Read on at your own risk!

A Little History

The guy who sent you off to Daggerfall, the emperor, is merely the most recent in a string of bosses stretching back to the first emperor, Tiber Septim, who conquered all of Tamriel. This event defined the start of the third era. Now it's year 405 of the third era, and a certain character has been sent to Daggerfall by Emperor Uriel VII.

Basically true. But how did that first emperor conquer all? Well, he had a little help, and reassembling that "help" is the focus of the game's major events. The MacGuffin in this case is a huge iron golem called Numidium. The first emperor used it to assemble his empire, but it was later shattered by the Underking.

Now the Blades have sought out almost all the bits of Numidium, and they have the Totem, Numidium's "remote control." What's

Chapter 5: The Big Story

missing? The Mantella, the golem's heart. That's the MacGuffin, the dingus everyone desires, the apple of everyone's eye, and only the character can retrieve it.

So what about King Lysandus's ghost? What about that letter?

The emperor tells you that the ghost is his main concern, and laying the ghost to rest is a major part of the story. But it's the letter that really matters: It was meant for Lady Brisienna in Queen Mynisera's court. It ended up in Queen Aubk-i's hands, however, due to Lysandus's untimely death.

The letter contains information about Numidium. Several factions compete to get their hands on this ultimate weapon, or to at least be on the emperor's good side when he puts it to use.

That's the big story. All the major quests result from various factions' seeking personal advantage in one power game or another. Completing the quests helps you win the game, true, but it's imperative to keep an eye on the big picture. Eventually, success will leave you with a number of choices to make. Chapter 6 provides details about what to do and when.

The Ghost

Lysandus indeed haunts Daggerfall. If you don't believe that, take your character outside within the city at, say, two in the morning. Have fun.

Practically nothing of the story you've been told about Lysandus's death is true.

Daggerfall Unauthorized Strategy Guide

It seems King Lysandus was having an affair with his court sorceress, Medora. As the war between Daggerfall and Sentinel heated up, he decided to retire to an island with his lady love. He conspired with his son, Gothryd (not to be confused with Gortwog, an orc chief), to fake his death in battle.

Once "dead," Lysandus could spend the rest of his years with his lady love, and Gothryd could assume the throne much earlier than he would have otherwise. At the Battle of Cryngaine Field, a noble dressed as the king was slain; the true king, very much alive, left the battlefield with a Wayrest noble, Woodborne.

But *is* the king alive? No, that's his ghost haunting Daggerfall. Woodborne, rebuffed by King Lysandus in a previous political maneuver and concerned that the king might occasionally return to Daggerfall to counsel his son, arranges to have Gortwog's orcs slay the king in ambush.

The orcs dispose of the king's body so they can retrieve it if necessary to give Woodborne leverage over King Gothryd.

Got all that? Good. Read on for more information about the main characters and their part in the ongoing struggle. You'll find more detail about the quests they offer in Chapter 6, so be patient!

Queen Dowager A and B (Daggerfall Court)

Dowager Queen Nulfaga, Lysandus's mother, is the goal of a number of quests. She lives in Shedungent in the Wrothgarian

Chapter 5: The Big Story

Mountains. Queen Aubk-i can ask you to go check on her, and later in the game a unicorn horn must be retrieved from Nulfaga's dungeon.

Nulfaga also knows where the Mantella is; she offered the emperor this valuable information in exchange for his guarantee of her son Lysandus's position and power in Daggerfall. The emperor, in trying to pressure Nulfaga to cough up the information, sent the letter covertly to his spy, Lady Brisienna, and it ended up in Queen Aubk-i's hands by mistake.

Quite mad, Nulfaga can become sane again only by laying her son's ghost to rest—which, of course, requires killing Woodborne, as well as a ceremony at the site of Woodborne's death.

Dowager Queen Mynisera, while possibly shacking up with Lord Bridwell, has little to do with the overall story. You can retrieve some of her old letters during the course of the game; they help fill in some background information about events in High Rock. You can also track down the courier who delivered the letter in question by talking with her.

King Gothryd (Daggerfall Court)

This king isn't the starting point for any quests essential to winning the game, but he's a nice enough guy.

Queen Aubk-i (Daggerfall Court)

Queen Aubk-i has a lot to do with the game's goings-on. To understand her motives, put yourself in her shoes. Newly married, in part to heal the wounds of a recent war, she's in a foreign court. She can send you to look in on Nulfaga and to track down Mynisera's letters.

Cyndassa (Daggerfall Court)

A maid, Cyndassa sold key information in the recent history of the story. She can provide you with information about who really received the letter, but only after you perform a quest for her. She is the conduit to Dowager Queen Mynisera.

King Eadwyre, Queen Barenziah (Wayrest Court)

Most of the double-dealing in Wayrest starts with their children, but Queen Barenziah can offer a quest involving the retrieval of a certain manuscript from the orcs.

Prince Helseth (Wayrest Court)

Eager to assume the throne of Wayrest, Helseth offers a mission to deliver a letter to Lord Castellian. (After you complete his quest,

Chapter 5: The Big Story

Queen Barenziah will ask you for help with her little manuscript problem.)

Princess Morgiah (Wayrest Court)

Pick up a clue or two about this woman from her appearance. She wants a letter delivered, and it's rumored she has something to do with the sequel to Daggerfall. She initiates a complicated series of connections central to solving the game.

Princess Elysana (Wayrest Court)

Watch your back! This woman wants you to deliver a robe to a suitor, Lord Castellian. Her next quest is a trap; you can avoid it if you've completed another portion of the overall story, or you can dive right in. Elysana's working very, very hard to become the next Queen of Wayrest.

Lord Woodborne (Wayrest Court)

He's the guy who arranged for King Lysandus to meet an untimely, *real* death to match his fictional one. After you learn all the gory details don't sit on your hands. Go find this guy and put an end to his little weasel life. His only problem is he wants to be King of Wayrest.

Daggerfall Unauthorized Strategy Guide

Queen Akorithi (Sentinel Court)

Not a major player, this queen nonetheless can put you on the right track. You'll hear from her after you help her son, Lhotun.

Prince Lhotun (Sentinel Court)

Lhotun's brother, Arthago, is said to have died of an illness. Or did he? Lhotun would like to know the truth, a truth the Underking will direct you to.

Lady Brisienna (spy for the emperor)

She's the lady who welcomes you to your job in Daggerfall. You won't see her again for quite a while. When you do, she'll want you to do a job. What else?

Medora (formerly of Daggerfall Court)

King Lysandus's lover, Medora naturally is upset that his little plan didn't work. She's been trying frantically to summon his spirit, but to no avail. Well, not exactly. She's doing wonders for the local undead population.

Chapter 5: The Big Story



Gortwog (Orc chieftain)

Gortwog has been trying to establish a new province, Orsinium. To this end he's been collecting dirt on all the nobles in positions of power in Daggerfall, Wayrest, and Sentinel. He's no brutish orc! Or, at least, he's a bit more than brutish.

The Underking

This undead fellow is responsible for shattering Numidium years and years ago. Now he rests, getting his undead breath back after nuking the iron golem. He's particularly interested in the Mantella. You can also blame him for all the undead staggering around hither and yon. (A thorough reading of empire history reveals that the first emperor's right-hand man was a powerful battlemage.)

As you make your way through the story, you'll learn why the emperor betrayed his trusted friend. That will help you imagine what the Underking seeks.

The King of Worms

A necromancer of great power, the King of Worms is interested in even more power. The Mantella is his key to godhood. He also has a great method for delivering correspondence. You'll love it. Really.*

* No, really.



Review

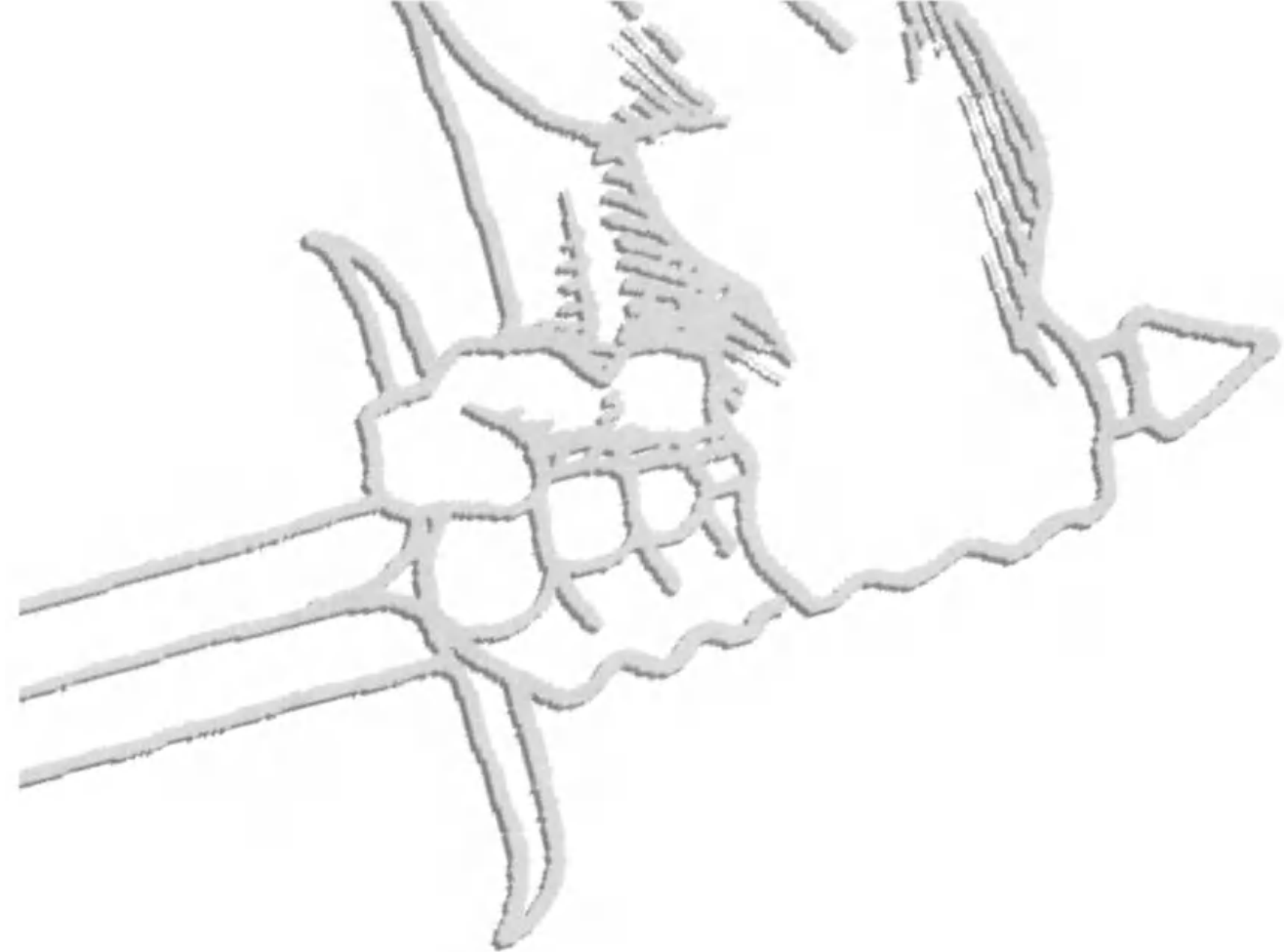
So your mission, should you choose to accept it, is to begin your search for the answers to the emperor's questions by poking around the royal palaces of Daggerfall, Wayrest, and Sentinel. As you discover information, you learn what questions to ask.

While your ultimate goal is recovering the Mantella, to that end you must put Lysandus to rest. You can achieve each significant goal only after painstaking adventuring through multiple dungeons.

Don't forget the many other opportunities for adventure in Daggerfall, either. In fact, it's possible to ignore the main quest entirely and adventure merrily along. But why would you want to pass up the adventure of a lifetime?

For specific details about the many quests you face, go to the next chapter. There you'll find details about the quests, further information about the dungeons, and a wealth of advice about how to make your way successfully through the overall story line.





6

Strategy and Tactics

Daggerfall Unauthorized Strategy Guide

The first half of this chapter provides general details about how to play the game. It offers general comments about how to complete quests, how to keep your patrons happy, finding people and places, and getting where you need to go in a timely fashion to help you along the learning curve of *Daggerfall*.

The chapter's second half describes core quests—who assigns them, what the dungeons are like, tricks to remember while you play them, and so on. Chapter 7 provides more specific how-to dungeon-crawling tips. Here you'll get the big picture.

Questing

First of all, there are Quests, and then there are quests. Lowercase quests are those odd jobs you pick up from guilds, innkeepers, and the hangers-on at court. Uppercase Quests are the major activities described later in this chapter. All quests, big or small, have a level requirement attached to them.

There aren't too many things you need to understand about quests. Successfully completing them raises reputation (with the specific guild or person you're dealing with). Of course, sometimes other people receive an impression about you, too.

Try your utmost never to fail to complete a quest. Always save just before you ask for a quest so if you just can't fulfill the quest's terms you can go back and start over. Failing quests can get you

Chapter 6: Strategy and Tactics

kicked out of your guild, earn the disfavor of nobles in court who'd otherwise consider using you for important Quests, and so on.

Next, take on only one quest at a time. This can be tricky, if only because you generally want to avoid turning quests down. Sometimes that's hard because the moment you start a dialogue with someone they ask you if you want a job involving a bridal gift or a tiger in someone's shop.

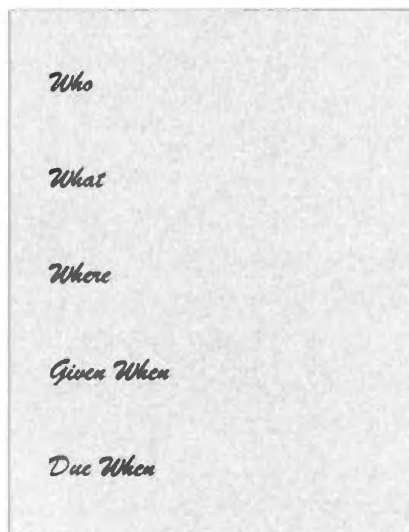
Turning down unimportant quests isn't so bad, but turn down Quests at the risk of bollixing up the whole game for yourself. You can avoid being offered random quests by keeping a freshly saved game handy, and also using the eyeball icon to determine who's who when you enter a new building. This is particularly true in palaces: Look before you talk.

Once you accept a quest, go complete it. Don't delay. That means completing any last-minute training or spell-inventing before you request a quest. Some quests are relatively easy: "Go to a town, find so-and-so, get the ingredient, take it to so-and-so, then report back to me." Other quests involve dungeon-crawling.

You must perform quests to raise your status within a guild. Remember that your rank and your level have no direct association. Your level does determine what quests are offered to you, and all Quests have minimum level requirements. It's a good idea to perform minor quests for important persons to put yourself in their good graces. However, take a look at who you'll be questing for and try to please them just a bit.

Daggerfall Unauthorized Strategy Guide

Basically, you're trying to please everyone. Keep your wits about you, and consider making a list on a notepad to keep track of the particulars when you receive a new quest. Write down:



Who

What

Where

Given When

Due When

*Use the Custom Quest
Sheets provided in the
appendix (page 142).*

"Who" is who gave you the quest; "What" is what you're supposed to do (kill a giant, deliver a salami, whatever); "Where" is the town and tavern or dungeon where you're supposed to go; "Given When" is the date you accept the quest, and "Due When" is your extrapolation of the calendar date when you're supposed to be back.

That last item is particularly important. You'll have to figure it out yourself (see the calendar information in Chapter 1). As you quest, keep an eye on the current date. It's also important, obviously, to factor in travel time! Finally, when you're done with the

Chapter 6: Strategy and Tactics

quest, remember to go talk with the person who gave you the quest in the first place.

Quest Tactics

Be certain you're following the current quest! Sometimes quests offer tangential choices. Typically, if you follow one tangent, you start a specific set of events in motion. You won't have success going back to a previous line of inquiry: Unused quest options evaporate.

When you receive a quest that involves finding a specific person, you might have to extrapolate where that person hangs out in order to ask the right questions of passers-by. Alternatively, check the "persons" category when you're asking questions. It typically lists key people you're questing for (but not always).

You can find towns on the travel map, but once you enter a new town nothing is labeled. Not having a negative reputation with the peasants is a good idea; they're the best source of information about where things are in town. Ask a few people for directions. Occasionally you'll get the spot marked on your overhead map.

When traveling from point to point in a town, eyeball where you want to go and count the buildings; then get back into first-person mode and zip along, counting buildings. Use the info function by clicking on the walls of buildings to identify structures as you go. If necessary, stop and ask for more directions.

Daggerfall Unauthorized Strategy Guide

Sometimes people in a building are up in an attic, so look for ladders. And unless you're a thief, don't go poking around in other people's property unless you want to play footsie with the town guard.

For information about quests that involve dungeon crawling, see Chapter 7.

Focus: Guild

The main reason to quest isn't to earn any reward you may be offered. Reputation is far more valuable, and you want to earn as much of it as you possibly can. Before engaging yourself in Quests, spend quite a bit of game time following up on quests given by a particular guild.

Improve your reputation and at least two skills key to that guild and you'll improve your rank. Note that high rank in a temple can give you a universal bonus in a kingdom where that religion is established.

Once you've achieved some rank in a guild (you may wish to achieve a specific rank so you can have access to special guild services), it's time to look to a noble patron.

Focus: Nobles/Important Characters

Based on the information in the second half of this chapter, you'll know who to go talk to first. Be careful: they may offer you the

Chapter 6: Strategy and Tactics

key quest first. If they do, that means they already like you to some degree (that is, you have a positive reputation as far as they're concerned).

If you're not high enough in level just yet to receive a Quest, that's OK. Most central characters will offer you alternate quests to pass the time. Complete these successfully, however, or risk overall failure in the game!

You'll need to change your focus as the game progresses, but as you do, try to remain monogamous. This will help you keep your eye on the ultimate goal.

You can also pick out a minor noble or hanger-on in a palace and accept a set number of quests from him or her. This seems to raise your stock in that court by improving your reputation amongst nobles in general.

The Quests (with a Capital 'Q')

Because this book is designed to give you insights into how to create, develop, and play a character successfully in *Daggerfall*, there's not much room for detailed walkthroughs of all the dungeons. Besides, an official Bethesda Softworks product even has maps of all the important dungeons, if that's what you need.

So what will you find here? Details about who gives you the important Quests, the level you must achieve before you're offered them, what you must find or get when you *do* crash the dungeon, and so on.

Daggerfall Unauthorized Strategy Guide

Well, maybe a hint or two about some of the trickier dungeons. If all you're using is this book, you'll have to really hone your dungeon-crawling skills and go exploring. The descriptions here will help you a great deal by helping you place yourself within the larger story. You'll lose an essential element of surprise, true, but there's still an awful lot to learn first-hand.

A brochure that comes with the game describes the Privateer's Hold. A few days after you've escaped that dungeon (and possibly have followed some of Chapter 2's advice), you'll receive a letter from Lady Brisienna. She puts you on the right track: The royal courts of Daggerfall, Wayrest, and Sentinel are the places to start.

There are two easy points at which to begin solving the overall story—"Concern for Nulfaga" and "Morgiah's Wedding." The former begins right in the city of Daggerfall. The latter begins when you receive an invitation to Wayrest Court from Princess Morgiah. Both require third level or above. Read about the two quests, and then pick your poison. Starting with "Concern" lets you practice a bit before taking on the more involved series of quests that speaking with Morgiah initiates.

You can complete other Quests before starting at one of these two points, but they require a higher level, so why delay? Note that to be offered any of these Quests, you must have at least a little positive reputation with the main character.

What follows are synopses of *Daggerfall's* important Quests. Each Quest's minimum prerequisite level appears in parentheses after the Quest's name.

Chapter 6: Strategy and Tactics

Concern for Nulfaga (3)

If you're in good graces with Queen Aubk-i and speak to her after you achieve third level, she'll ask you to look in on Dowager Queen Nulfaga. She's holed up in her castle, Shedungent, in the Wrothgarian Mountains. To find Queen Aubk-i, go to Daggerfall Palace, agree to play nice while there, and use the info tool to identify the queen at the top of the stairs before talking to her.

This is a relatively easy quest to complete. If you're worried about time, be sure you have a horse to speed your travels; the dungeon is a long way from Daggerfall.

Shedungent is a place you'll come back to again and again. You can save time by clicking on the Daggerfall tapestry next to the door you can't enter right at the beginning and answering, "Shut up." To check on Nulfaga's well-being, just click on her and return to Queen Aubk-i. Later in the game the queen will send a letter requesting you help her in another matter—Mynisera's Letters.

Mynisera's Letters (3)

When Queen Aubk-i's letter arrives, go talk with her. Given you're in reasonably good graces at Daggerfall Court and have achieved at least third level (by this point you must have), she'll ask that you retrieve some papers from the Dowager Queen Mynisera's castle, a random dungeon. These are family papers belonging to

Daggerfall Unauthorized Strategy Guide

Lysandus and others. When you return them to Queen Aubk-i, she will make a comment about the dead king's infidelity.

While this Quest isn't that important, it's important not to "lose face" at the Daggerfall Court, which is what will happen if you don't show up after the letter arrives or if you turn down the Quest.

If you haven't already, move on to Princess Morgiah in Wayrest.

Morgiah's Wedding (3)

This princess invites you to speak with her concerning a task given you by the Emperor. You won't get the letter until you're third level. Find her in the Wayrest Court palace: She's one of a kind. If you're in good graces at Wayrest Court the princess will ask you to deliver a letter to the King of Worms in Scourg Barrow, in the Dragontail Mountains.

The letter makes interesting reading. The King of Worms's reply is just a little shorter. By completing this Quest you learn where the King of Worms lives. Be sure to drop in on him to do a quest now and again (note the lowercase 'q') to keep up your reputation with him. You'll also learn that an orc chief by the name of Gortwog has the letter you're looking for. To get it, you'll have to work through the Dowager Queen Mynisera, but to get through to her you must complete a Quest ("The Beast") for the Dowager Queen's maid, Cyndassa.

Chapter 6: Strategy and Tactics

When you begin the dungeon, don't let the inviting stone coffin at the end of the two rows fool you. On the west, in the center, is the coffin you want to open to enter the real dungeon.

The King of Worms' lair is directly beneath the entrance, but getting to that point requires lots of travel. If your character has the Recall spell, set your anchor at the beginning (always good advice, but especially helpful here), because this dungeon is quite large.

Be prepared to deal with monsters that far outstrip your combat abilities. After you meet two zombies, don't explore the rest of the dungeon. Go to the west wall and use the southern two doors. Follow the passage beyond to a T-intersection and go left. You'll soon descend into a cave. Bear right at the fork and look for the Necromancer's headquarters on the left. Do your biz with the king and split.

Blackmail (4)

If you're at least fourth level, Prince Helseth of the Wayrest Court will offer you a Quest as well. He wants you to deliver a letter, too, but this letter isn't quite so welcome. Reading this letter will cause your reputation to suffer in Wayrest. It's probably worth it, though. Completing this Quest provides you with some key information: Wayrest has sent advisors to see King Lysandus at the Battle of Cryngaine Field. More important is the Quest you receive from Queen Barenziah after completing Helseth's Quest.

Daggerfall Unauthorized Strategy Guide

It's possible to complete the game without Blackmail or Barenziah's Book, so if you wish, experiment with not taking the Quest. You could also see what happens if you give the blackmail note to other Wayrest nobles, such as the king.

If you do complete Helseth's Quest, be patient. Queen Barenziah's Quest is for characters who've achieved ninth level.

The Beast (5)

Find Cyndassa in the Daggerfall Court. She's willing to help you, but, like everyone else in the game, she wants you to do a little something first. The Quest she requests you to quest for (say that five times fast) seems simple: She wants you to kill a werewolf. The dungeon she sends you to is random, but somewhere in it is a werewolf that, when slain, returns to human form.

It's Cyndassa's brother. Return to the maid to learn how to track down the emperor's letter. It ended up in Aubk-i's hands, because it was addressed to "The Queen." The next Quest, then, starts with Mynisera.

The Courier (5)

Speaking with Mynisera puts you on the track of the royal courier who delivered the letter. Track him down to learn who got the letter and why. Return to Mynisera for some interesting speculation about King Lysandus's body and about Wayrest.

Chapter 6: Strategy and Tactics

Free Orsinium (5)

Because Mynisera is the only one who can deal with Gortwog, it is she who can send you to the orc chief with a letter of support for his bid for a free and neutral orc state to exchange for the emperor's letter.

Completing this Quest involves traveling to Orsinium. The letter, when you find it, reveals that Lord Woodborne has the Totem. Mynisera was to influence Woodborne to turn over the Totem to the empire. How 'bout a pop quiz? If you know that (a) Queen Aubk-i read this letter, and (b) the Totem has been stolen from Lord Woodborne, then where is the Totem now?

Go figure. And you thought the emperor had the hots for Queen Mynisera. Shame on you.

As for Orsinium itself, Gortwog's in the first large room. This isn't a palace, so expect trouble with his guards. Here are some quick directions: Take the left exit at the rear of the main hall. When you get to the pyramid room, enter the fountain to the northeast. Take the left staircase from where you appear. Follow the maze's right-hand wall and open the first door you come to. Go this way, heading down, to find the emperor's letter in an arena.

The Missing Prince (5)

In the Sentinel Court, Prince Lhotun is curious to know the real story behind his older brother's death. After he asks you

Daggerfall Unauthorized Strategy Guide

to seek the truth, check out rumors at Sentinel until you receive a letter from the Underking. It directs you to investigate a random dungeon.

There you can find the good-bye letter written by Arthago. Return it to Lhotun. He tells you about King Lysandus's affair with Medora, his royal sorceress. Lhotun will also tell you how to find Medora. Sometime after completing this Quest Queen Akorithi will offer you another: "The Painting of Truth."

The Painting of Truth (5)

Speak to Queen Akorithi of the Sentinel Court after you receive a letter from her. She sends you to find a painting in the dungeon below Castle Wayrest. Go there and do so. Be sure to look at the painting. Put this new information together with what you learned from Prince Helseth of Wayrest. When you're done, you can investigate Medora's whereabouts—when you've achieved the appropriate level.

Access the dungeon via the Wayrest Palace's throne room. In the very large hall, use the door farthest to the right. Find the teleporter, use it, and repeat twice more; then go west to a sewer tunnel. Under the water is another tunnel. Go upstairs and through the small opening. Continue ascending until at last there's nowhere to go but down. You'll find the painting in a pyramid-like room. You can't escape the way you came (did you

Chapter 6: Strategy and Tactics

use Recall?), but there just isn't room here to tell you how to get out. Good luck: It involves a secret door, a wheel, a teleporter, a fountain, another teleporter, another secret door, and a final teleporter. Whew!

Elysana's Robe (6)

This princess looks a lot more wholesome than her sister. But is she? Her Quest is simple: Deliver a robe to a suitor, Lord Castellian. Or *is* it simple? Deliver the robe, but don't wear it. Castellian's guards won't appreciate what happens when their Lord dons the gift you've delivered.

By perpetrating Elysana's scheme, you can learn about the Totem (Numidium's remote control) and the fact that King Eadwyre is keen to get his hands on it. Pay attention to the subtext, however: this princess is Poison with a capital 'P.'

Elysana's Trap (any)

Weren't you paying attention? If she asks you to escort her cousin (a doubtful relation at best) somewhere, accept only if you don't know where Lysandus is buried. When the assassins begin showing up, make sure you search each: One has a note describing where your character's lifeless corpse is supposed to rot. Of course, Lord Woodborne is behind this little gag.

Soul of a Lich (7)

When you achieve seventh level, the King of Worms sends you a letter. After killing the envelope (and kill it you must to get the letter), you'll enjoy the king's sense of humor (no, really, you will), read the letter. The King of Worms wishes you to attend him so he can send you after a Lich's soul.

It seems a certain prince (dead, of course) is haunting the dungeon of Castle Sentinel. Gee, who could that be? Go get the Lich's soul and bring it back to the King of Worms. He tells you that the first emperor of Tamriel's third age didn't conquer the land solo. His pal Zurin helped out, and the emperor eventually betrayed and killed him. Zurin became the Underking. The ream of background material you should be keeping up with as you go along helps all of this make sense.

Access the Castle Sentinel Dungeon via a door to the right of the throne. Find the elevator and descend to a long hallway. Follow it to another elevator shaft, but only ascend to the midpoint. Hop off and pull the lever in the room; then continue up on the elevator. You must enter the doorway that's blocked by blue bars. Raising the bars involves a complicated series of lever-pulling.

Cross the room and go down. Don't pull the lever you find there. Go right, and then up. Take the second of two openings. This leads to another shaft up. Follow the corridor east and use the lever there. Go back the way you came to the top of the shaft. Go north to the central room and exit to the north. Go down the

Chapter 6: Strategy and Tactics

shaft and use the lever at the bottom; then return to where the blue bars were. You now have access to the Lich. Enjoy your dance!

The Ancient Watcher (8)

You won't receive this Quest unless you've found the painting of truth for Queen Akorithi. An agent of the Underking directs you to recover a cursed item hidden in the Blade's stronghold, Castle Llugwych. The item was planted there by the King of Worms. Complete this Quest to learn where Lysandus is buried.

This dungeon's toughest area involves a switch that opens a secret door. Beyond that door is another lever; flip it; then go up through a shaft to find the final room.

Free Medora (8)

Magically confined on Mynisera's (the woman scorned) orders, Medora is imprisoned in Direni Tower. Find her and she'll tell you she needs a unicorn horn from Nulfaga's pad, Shedungent. Take a quick trip there—remembering to use the handy password ("shut up") to speed up the process—get the horn, and bring it back. Use it to free Medora.

Begin this Quest by following up on information you gleaned by tracking down the painting. After you release Medora and achieve tenth level, she'll send you a vision directing you to visit Gortwog and calm Lysandus's spirit so you can chat with him.

Daggerfall Unauthorized Strategy Guide

Medora's at the bottom of the dungeon, but the switch that opens the key trapdoor is at the top. After you enter the trapdoor, four stone plugs bar the way. Four levers control the position of these plugs. Pull only the levers opposite the banners to gain access to Medora.

Dust of Restful Death (10)

Medora, via a vision, directs you to seek Gortwog. You learn from him that a certain dust will help calm (not put to rest) Lysandus's spirit. His price for the information: Medora's support for Gortwog's claim to "the heart of Tiber Septim," *aka* the Mantella.

Complete the Quest, get the dust, and return it to Medora. Wait a month for her to make the item and then return to receive another Quest.

Calming Lysandus's Spirit (10)

Wend your way through Direni Tower to get Medora's preparation, and then travel to the dead king's tomb. If at this stage you don't know where it is, you'll have to complete the Ancient Watcher Quest or go fall for Elysana's Trap, the two ways you can learn the tomb's location.

When you find the tomb, click on the casket to see King Lysandus's ghost. He tells you Lord Woodborne killed him. It should be obvious what needs to happen to that happy-go-lucky Wayrest noble.

Chapter 6: Strategy and Tactics

Vengeance, Saith the Ghost (10)

This Quest assumes that (a) you haven't let being lead around by letters and other people's Quests dampen your enthusiasm, and (b) you'll seek out Woodborne and either slay or embarrass him.

Combat-intensive characters can kill him, although he has a trick or two up his sleeve that can make the process interesting. Alternatively, sneaky characters can find his diary and use it to trash the cad's reputation in the Wayrest Court.

Killing or embarrassing Woodborne has a dual effect: Lysandus's ghost is put to rest and his mother, Nulfaga, regains her sanity.

Congratulations. You've fulfilled the Emperor's first request.

The Mantella

After an earlier Quest (such as "Free Orsinium") you receive information detailing the second half of the Big Story. You may get multiple copies, in fact, depending on how many nobles like you. When this happens, you now officially know about Numidium and Numidium's remote control (the Totem). If your standing in a local court is very high, you might also learn about the Mantella, Numidium's heart, without which the iron golem is just a big statue.

This isn't a Quest, it's just an information marker to keep you up to speed on what your character is supposed to do for the second half of the Big Game.

Daggerfall Unauthorized Strategy Guide

Totem (14)

Just like the remote control to family TV, the Totem is a much-desired dingus. At some point, Lady Brisienna tells you in a letter Gothryd stole the Totem from Woodborne stuck it in the dungeon beneath Castle Daggerfall.

Because everybody wants it, everyone corresponds with you about the Totem. The area's main powers—the Underking, Gortwog, King Eadwyre, Queen Akorithi, and the King of Worms—will send you letters promising you the world—if you're in favor with them. If not, you won't hear a word until their agents try to take the Totem from you when (if) you get it out of Castle Daggerfall.

When you find the Totem, it will tell you about itself and who can use it. Hint: You're not on the list. Don't ever use the Totem, OK?

When you choose who to give the Totem to, you choose the winner of the imperial power struggle. Your reputation will soar with the group you favor with the Totem, with one exception. King Eadwyre can't be trusted, but because he's King of Wayrest, is that a surprise?

Experiment a little using a saved game, and then move on to the game's final Quest.

Trust your instincts, and go with the choice best suited to your character. Noble, god-fearing knights are unlikely to choose the King of Worms, while a soul-sucking assassin—magus who's shy of

Chapter 6: Strategy and Tactics

the sun (for good reason) would likely choose none other. Few CRPG's have such a variable ending, so don't fret about the "best" one. The best is whatever works best for you.

Aetherius (14)

Nulfaga, now that she's sane again, has the power to transport you to where the Mantella is hidden. It's a bit of a chore, but once you find the big green gem and click on it, the faction you gave the Totem to wins. You get to watch a fun animated scene detailing the results.

This dungeon is exhausting. There are lots of Daedra, so be prepared. There are six areas to pass through before you reach the green gem.

The floating island chamber contains a carpet. You want to get to the carpet. As always, click on statues. As is often true, faraway levers open impassable gates. With Levitation active, reaching the large lower island is easy. Beware the west door. Attempt to enter the south door to reveal a tiny hole far above you. Go inside the lower large island and pull the lever before going up the hole. If necessary, use the elevator island to use the statue again.

Once through the hole, find a lever. Pull it to gain access to three more levers. Pull each lever once, and then pull the first lever once more. Go down the hall and pull the lever you find to open the gate near where you started. The carpet you seek is beyond.

Daggerfall Unauthorized Strategy Guide

The temple chamber is a pyramid on top of an island. To escape, enter the pyramid. To enter the pyramid, first take the island elevator down. Click on tombstones (note the name "Benefactor"). You've just opened two gates, one inside the pyramid and one farther into the island. Go down and around the floating island and inside to pull a lever which opens the final gate in the pyramid.

Follow the islands to the elevator island. Take it up to another tiny hole above you. When you meet someone who demands his name, use "Benefactor." You've just opened a trapdoor on top of the pyramid. From where you began, enter the pyramid and jump into the shaft to teleport to the next chamber.

To escape the inverted shrine chamber, go left to the wall of stars. Go left, and then down the stairs. There are four ways in: Find the entrance that leads to a lever on the floor (ceiling). Pull it; then exit and reenter to find the newly opened section. Pull the lever there to open the door at the front of the shrine. Enter and click on the blue obelisk. Use the east door on the south wall to leave the room where you've teleported. Go west to enter the next chamber.

To exit this fiery-heads chamber, get inside the stone head. Click on the small head near you when you enter. Pay attention to the clue. Two heads face the large head; click on them to gain access via the eyes. Avoid the other heads. Go down the right path and click on the first head. Go back and go left to click on the third head. The fifth head casts a healing spell: It's the only head looking directly away from the large stone head.

Chapter 6: Strategy and Tactics

Enter the large stone head and go down the shaft. Click on the dark stone head. You know the answer to the question: It's the same number of heads that face completely away from the large head. After teleporting, find the unique head and click on it to unlock the door. Go through the door and click on the middle head on the shelf to the left to skip a long hike. Use the door you find to enter the next chamber.

To exit the sword-and-crossbow chamber, go up the staircase and down the ramp. Find the image of Clavicus Vile and say "crossbow." Jump into the pit to teleport to an island with a sword stuck through it. Enter the small hole. Click on the left of the two red devices to open the chest. Open the small chest and click on the gem. You've just dropped the island down to the giant crossbow.

Find the notch on the "quarrel" (crossbow arrow). Stand on the notch, click the axe, and shoot up to the target. Use the now-sloping sword to reach the door in the stars. You're almost home!

To find the gem in the Mantella chamber, fight your way through a series of rooms to a balcony. Get to the gem and click on it. This instigates the final scene; which one depends on your earlier choice.

The end.

Daggerfall Unauthorized Strategy Guide



Note

These walkthroughs aren't very detailed. In fact, to do Daggerfall's dungeon's justice, a whole new book would be required. Exploring and conquering the dungeons will take lots of time and wit. The hints here are helpful pointers, nothing more.







7

Dungeon Crawling

No matter what sort of character you've chosen to play, no matter what path you take, inevitably you'll spend hour after hour underground. The dangers there are legion. This chapter presents a wide array of helpful hints, tips, and strategies to help you master the many dungeons you'll be crawling through.

Preparation

Spells are the key to easy dungeon delving. A Climbing skill is helpful, but all too often you'll find you can't climb down where you climbed up. Levitation is relatively cheap to buy and cast, though as with any serious magic a spellcaster must have at least the first step of magery to be able to cast the spell. Another spell that helps your character explore dungeons thoroughly and easily is Water Breathing.

Because often time is of the essence, any spell that can help you avoid spending time asleep can assist you in meeting your deadline. Healing and Recall are two such spells. Healing essentially lets you trade magicka for health, extending the time you can safely romp around before you're forced to sleep. Recall is cast in two parts: Using the anchor near the entrance lets you teleport back to the start once you've located whatever it is you're searching for in the dungeon.

Another problem that can force you to abandon a quest in mid-dungeon crawl is disease. Cure Disease is a spell that can save you a trip back to a town if you contract Brain Fever, the

Chapter 7: Dungeon Crawling

Plague, or any of the many ugly diseases that can afflict your character. Cure Poison is also useful.

Whether you access these spells via potion, item, or spell, you'll find them extremely helpful. Characters without spellcasting ability should seek these abilities via potions or items as soon as possible.

Of course, your character should have the best armor and weapons he or she can afford. A basic preparation that's easily overlooked, however, is leaving unnecessary items at home. Sell unneeded ingredients, books, armor, weapons, clothing, and so on. Hit the bank on the way out of town and deposit all but perhaps a hundred gold pieces. Gold isn't weightless!

Thinking ahead and arming your character appropriately is a commonsense trick that doesn't take much time or money. A few grand purchases of all the appropriate spells. Adequate armor and weapons are relatively cheap, and each dungeon jaunt is sure to produce better and better items as time goes on.

Exploration

This game's dungeons come in two flavors—random and planned. Both are huge, rambling delvings obviously built by a million dwarves on a government contract that stipulated that the inhabitants of said dungeons should get plenty of aerobic exercise. These dungeons aren't two-dimensional affairs. They're intensely three-dimensional, so prepare to become confused.

Daggerfall Unauthorized Strategy Guide

To explore a dungeon effectively, follow these items of advice:

- Clear one area at a time.
- Look for changes in wallpaper to help understand how the dungeon is segmented.
- Cast Recall at the start to enable a swift exit.
- Stop and use the automap frequently.
- The automap reveals secret doors.
- The automap reveals walls that are moved by switches. Look carefully for floor on the other side of walls that otherwise appear normal.
- Most levers and wheels must be activated. In some later dungeons, it's important not to trip all the levers and wheels you come across without knowing what they do.
- To better identify what levers and wheels do, explore around them before testing them.
- Occasionally, the game slips in a trigger that looks like something else—a torch-holder, a tapestry, and so on.
- In complicated mazes, follow one wall religiously.
- Look for doorways bricked up in red. Some are just walls. Others are teleporters.

Chapter 7: Dungeon Crawling

- If a red brick teleporter is partially concealed, look at the exposed portion and click on it.
- Sometimes teleporters/treasure are hidden atop rafters in rooms with high peaked roofs.
- Walk into apparent dead ends to fill them in on your automap. Later, you'll be able to tell where you've explored and where you haven't.
- Normal locked doors give way to bashing with weapons and/or hands and feet. Activating a distant item often will trigger a magically locked door.
- Click on statues, paintings, tapestries, and so on.
- When faced with a steep slope, it's faster to climb the vertical wall.
- When climbing, change direction a bit left and right to make it over edges.

Basic Survival

Staying alive when you're underground can be difficult, especially when your character is low in level. These basic survival tips can help minimize reloads due to death and dismemberment.

- Keep your health bar at two-thirds or better.

Daggerfall Unauthorized Strategy Guide

- Save multiple versions of your dungeon crawl: pre-request, entry, and most recent.
- Save after you sleep. If you're a mini-maxer, save before you sleep.
- If a monster dishes out a lot of damage, keep your distance.
- Remember that you don't have to kill everything in sight to advance in level.
- Beware of teleporters: Save before you teleport.
- Run. Monsters are slow.
- If you can lock a door (using a spell), lead monsters you don't want to tussle with into a room and lock them in.

Combat

Daggerfall's hack-and-slash combat system provides interesting new options for players of CRPGs. Instead of a single "Attack" option, you can now cut horizontally, slash diagonally, chop vertically, and even poke straight on. Each type of attack has a different effect on damage and chance to hit.

These helpful tips will help you get the most out of Daggerfall's combat system.

Chapter 7: Dungeon Crawling

- Use the basic horizontal cutting attack (left to right, right to left) when a character has a relatively low skill level with their weapon.
- Use the advanced attacks (diagonal slashing, vertical chopping) when weapons skills reach 50-60 percent or so.
- Move during combat. While you can stand toe-to-toe with a giant rat and come out the winner, many monsters in the game will eat you for lunch if you don't move yourself out of range between your swings.
- Watch out for doors. You can shoot (and be shot) and attack (and be attacked) through them in some circumstances.
- Run like a coward if your hit point bar dips below one-third or so.
- Don't allow more than one enemy within range at a time.
- Beware of corners: it only takes two enemies to pin you in a corner.
- When moving around an enemy, go for the more open side and constantly readjust your movement direction.
- Beware of fighting on steep slopes. Lone monsters can pin you down, and it can be difficult to see them because of the image-compression effect a height difference creates.

Daggerfall Unauthorized Strategy Guide

- Monsters always try to move directly toward you. Take advantage of this by running around corners, through doors, and so on, stranding monsters who try to move through walls to get at you.
- Trick spellcasting monsters into hurting themselves with area-effect spells.
- Archers should carry many, many arrows.
- Archers should always remember to recover spent arrows. Note that some monsters take arrows with them when they die.
- Be sure to look up/down, especially if not using the "mouse movement = eyeball movement" interface option.
- When fighting a key battle, drop excess loot to fight at your best ability.

Loot

Always pick up gold. Pick up every item until your character can't pick up any more. Then begin dropping the cheapest items. Seems like common sense, right? Just remember to perform a basic weight/value calculation: That 15-kilogram statue worth 100 Gold isn't worth carting around if 5-kilogram Holy Icons worth 50 are lying about.

Chapter 7: Dungeon Crawling

To maximize income, note dungeons where high-priced items show up. Holy Daggers, for example, have a list price of 2500 Gold. Return to these dungeons when no quest is pressing and collect these pricey items to bulk up your bank account.

Speed, Agility, and Dodge

These attributes are key to success in combat. Again, a 60 Speed is a must for starting characters. Improve it to 70 as soon as it's practical. Speed mandates how often you attack in combat, so a high Speed lets you use your weapons more often. Agility and weapon skill (modified by your enemy's combat skills) determine your chance to inflict damage with every swing. That means adding to Agility essentially adds to all Agility-based skills, which include most weapon skills.

Your character's Dodge skill reduces your enemy's chance to hit. This is obviously a good thing, especially later in the game when there are big, bad monsters you don't want to hit you even once if you can help it.

Strength helps you hit harder, but it doesn't have as much of an effect on your damage potential as the weapon you use. Critical Strike skill provides a hidden but effective way to deal more damage when you strike: A high value in this skill makes a character deadly indeed!





8

Money Management

Daggerfall Unauthorized Strategy Guide

If skills power level advancement, money greases the path to success. This chapter discusses some of the ways money can help with various things in the game. See Chapter 9 for some truly wicked ways to get your hands on lots of money: This chapter talks about reasonably nice methods of collecting and using money.

Get a horse!

Actually, you shouldn't just get a horse. You should get a horse and cart. If you buy a horse, and later buy a cart, you're wasting the money you spent on the horse. Carts come with horses, although the graphic doesn't make this clear.

After taking care of initial expenditures (buying spells, armor, weapons, and so on) and meeting Lady Brisienna, collect enough dough through means fair or foul, depending on your character, and buy a cart. Now you're cooking with gas!

Don't pursue the main story just yet. Ignore Morgiah's letter. If you haven't found a map to a random dungeon, seek a quest from one guild or another until you find a place stocked with critters. Arm yourself, kick some monster rear end, and collect everything they drop.

What? You can't carry all that? Nonsense. You've got a cart. Hm? If you leave, the dungeon will reset? Ah, but if you have a cart, you can *almost* leave—to drop stuff in your cart—and go back into the dungeon without it resetting. If you're questing, this is a good thing.

Chapter 8: Money Management

If you're not questing, you may *want* the dungeon to reset to put a bunch of critters—and all their treasure—closer at hand. Load up your wagon. Stuff it to the gills. When you haul it back to a nearby town, find the pawnshop with the worst-sounding intro (one with mice and dust and worn goods). Paradoxically, these merchants are apt to give you a better price.

A good mercantile skill can help. To boost it quickly, sell some stuff, loiter twice for three hours each time, then sell some more. Getting rid of all your stuff might take awhile, but you'll give yourself lots of opportunities to raise your mercantile skill.

One trip to a pawnbroker with a full wagon can more than pay for the wagon. Don't hesitate. You have to spend money to make money, after all.

Deficit Spending

Find a bank. There's one in Daggerfall, for example. Go in and get a loan. Don't let the amount frighten you. By the time it's due, you'll be making money hand over fist, and paying back the loan should be no big deal.

There, that was easy, wasn't it? Now you have a bit of paper worth 50 grand. What can you do with it?

Exactly what you do with it depends on your character, but here are a few hints. First, of course, you should buy a wagon, if you haven't purchased one already. Next, don't worry about armor and

Daggerfall Unauthorized Strategy Guide

weapons unless you're already high level: New materials (mithril, ebony, and so on) become available only as you gain levels.

Note that you can occasionally find really good stuff at a store like the Odd Blades in Daggerfall by checking the stock, then exiting and reentering. In some stores, the stock rarely changes, but in others new items appear every time you leave and come back. With 50 grand to draw on, you should be able to trade time shuffling back and forth for a nice weapon or some great armor.

Training

When you're low in level, training is cheap. With lots of cash at hand, you can train, and train, and train, and then train some more. The biggest bar to training forever isn't the money; it's boredom.

But what skills should you improve? It's a fact of life: If you improve your primary and major skills, you'll rise in level. Before you do that, consider improving minor skills, even skills in your background pool that didn't fit into your character development process (if, like most players, you created your own character class).

At 100 or 200 Gold per training session, you can add a lot of points to these secondary skills. If you combine this trick with the development process described in Chapter 2, you can improve your overall skill base at an incredible rate. You'll rise in level, making training more expensive, but painstakingly raising secondary skills to respectable levels can really try your patience.

Chapter 8: Money Management



Spells

It's always best to buy spells after you've improved your magic skills at least a little. Casting costs go down, and price is also a factor. Save a chunk of your loan for the day when your character's magical skills have improved, and then make a few major purchases. As described in Chapter 4, there's a point in character development when it becomes more effective to buy redesigned versions of spells acquired early in a mage's career.

Potions

All characters can benefit from buying potions, so gaining access to a potion maker should be high on the agenda of new characters. Potions for key spells such as Levitation, Cure Disease, Cure Poison, and Heal can come in handy for spellcasters and nonspellcasters alike.

Instead of selling the ingredients your character finds while dungeon crawling, save a little money by retaining them for potion-making purposes. And because the range of available components is often limited, found ingredients can open up possibilities.

Items

Access to an item maker requires rank in a guild, but once a character attains that rank, a quick loan from the bank can help put



Daggerfall Unauthorized Strategy Guide

sharp-edged death in his or her hand. Note that money isn't the primary consideration when making items, though arranging for the essential ingredients to enchant an item can be.

Temple Donations

Donate a thousand to your favorite temple. Then donate another thousand. Do this a few times. Note what happens. If your character seeks advancement in a temple, this trick can help quite a bit. You still must quest to raise your reputation, however, so don't neglect that aspect.

Bribes

Certain, uh, sneaky professions allow their guild members to bribe judges. Keeping a few gold pieces on hand for such attempts can help ease the pain of an arrest by the city guard. Of course, any thief worth his or her salt won't get caught, right?

Ships

You can buy ships and use them to go to any city adjacent to the ocean. But why should you shell out a hundred grand?

First of all, some players haven't found much difference between the two ship types, so if you decide to join the nautical set, buy the cheap one.

Chapter 8: Money Management

Ships let you store things onboard, and if you're in a port, you can sleep there as well. Ships also let you travel for free. The storage option is the handiest element. The other two options are nice, but not *that* nice.

When should you buy a ship? If you're rolling in so much dough you can't decide what to do with it, go for it. Think of it as a toy. In reality, the game's designers considered including more ocean-based gameplay material (piracy and so on), but it didn't make it into the game.

Houses

Houses are for sale in various cities and towns throughout the game. Once again, the main reasons to buy a house are to have a free place to stay and to be able to store things. Because the game is very open-ended, it's difficult to say whether buying a house has any other benefits.

Players who join an order of knights should note that a free house is due them when they gain level nine. The house will be in a region where the order has a presence.

Because staying in inns costs one or two thousand a year, it's not cost-effective to own a house. You can store everything you want to keep on your wagon, sleep in inns, and save quite a bit of money.

Letters of Credit

Be sure to drop off your gold pieces before traveling. If necessary, get a letter of credit. Carrying gold pieces in great quantity slows your character considerably. When dungeon crawling, find a city with a bank near the dungeon so you can quickly travel to the bank and get back for more delving.

Don't Scrimp: Win

In conclusion, remember: Scrimping isn't worth it. Pay for inns when traveling. Don't bother running outside of town to camp to avoid paying for an inn. The money you'd save is trivial. When it comes to armor, get the best and make sure you keep it up to date. The Elvish Plate that served you marvelously when your character was fifth level just won't do when you reach tenth.

Keeping up with the Joneses isn't just about image in this game: It's about survival. Players should remember that being a knight entitles a character to one item of armor per level. The material improves with each new rank, and characters who remember to take off their chestplates before making their requests can help assure they'll receive the most valuable armor from the guild's smith.

A winning strategy will include tactics for filling your character's pocketbook. Money doesn't directly drive advancement, but as you can see, it sure can grease the wheels!





9

Powergaming

Daggerfall Unauthorized Strategy Guide

There are those who are content to unwrap their new computer games and play them as they were designed to be played. These folks are happy with the status quo. They figure, "Hey, if I can't kill it now, I'll go up a few levels and work on slaying that beast another time."

Powergamers are just a bit different. Powergamers want to kill that rat with one swipe—right from the game's beginning. Powergamers want to slay without concern for game balance. They want to collect more money than the program registers to record. They want armor rendering them untouchable by the game's toughest critters. Powergamers are the sorts of players who make their characters so tough they can walk up to a dragon, take a swing, and then go make lunch. They fully expect the poor dragon will still be hacking away when they come back with their milk mustaches.

"*Got milk*, Mr. Dragon?" Powergamers love to say things like that right before they unleash sudden death on the critters average, run-of-the-mill players fear like the plague.

This chapter contains some devious tricks to playing *Daggerfall*. Some constitute outright cheating, as they exploit known bugs in version 1.0 of the software. Read these spoilers with caution: If you're the sort of person who can't help cheating but hate yourself when you do, avoid the sections that describe the programmers' slip-ups.

So read on at your peril: You, too, may get the Powergaming Bug, an awful affliction that changes you from an easygoing, "Yeah,

whatever" gamer into a red-eyed, Daedra-stomping, character-maximizing *Powergamer*.

Getting the Most from Daggerfall

In addition to this book's foregoing development tips, an advanced gamer can use a few other tricks to enhance their gaming experience.

Saving Strategies

Because the game has many, many bugs (and the patch released in October 1996 doesn't seem to help much, but more about that in Chapter 10), it's very, very important to *save often*. There's an art to saving games, however, because, as any Powergamer knows, having the right saved game to go back to should something go awry can save many, many hours of playing time.

These are some good times to save (and save separately), and why you might want to reload:

- Save before going up levels (to maximize hit point gain).
- Save before accepting a quest (reload to get a better quest).
- Save after skills improve (to lock in good advances).

Daggerfall Unauthorized Strategy Guide

- Save before you sleep (to maximize skill increase chances).
- Save before entering a dungeon (reload to reset random monsters).
- Save before doing risky things (like stealing or killing civilians).
- Save every few minutes while playing (to forestall bugs).

Note that these seven suggestions would seem to exceed the number of save slots available—six—but although you must use some of the slots for single-purpose saves, other slots can serve one purpose, and then another, depending on game action.

Stack the Gold High

Take advantage of moments in the game when you have no impending deadline. When this happens, don't run out and get a new quest. Instead, find a random dungeon and empty it. Then empty it again. Then empty it again.

One of the rules of Powergaming is to apply an unbalanced amount of power to game structure. In this case, beginning character's aren't expected to be very rich. Collecting more money than any one ruler before hitting third level is a typical Powergaming trick. Apply the money you make in various ways to gain unusual advantages.

Chapter 9: Powergaming



Get Rank

You can also use the game's pauses to accrue other kinds of power. Guild rank and character level aren't connected, so there's no particular reason a low-level character can't rise to a high level in a guild, gaining access to privileges that outstrip what's usually available to beginning characters.

High rank in various guilds can get you armor made of metal low-level characters can't buy and access to potion-makers and item-makers. With the obscene amounts of money you collected doing nefarious things, you can buy some great stuff.

Some of the ways to get the most out of *Daggerfall* are strange enough to merit their own categories.

Be All You Can Be: Vampire

Vampires are evil, ooky things. They suck blood. They don't take sunlight well. They're hard to hit and when they hit you, you know it. Being a vampire seems like an awful thing, but to your typical Powergamer, that means "awfully good."

Get Dead

To become an undead drinker of blood, find an unfriendly vampire and snuggle up. Be careful: A vampire's notion of "snuggling" might not be too friendly. Each time the vampire hits you, you have a small, small chance of catching vampirism.



Daggerfall Unauthorized Strategy Guide

Get snugly, absorb a few whacks, then take off. Low-level characters will definitely find this a difficult process to survive, but that's what saved games are for. Repeat the process, then take a nap. An awful, foreboding dream marks vampirism's onset. (These Bethesda guys thought of everything, didn't they? *Dreams*, no less!) At this point, your character has a short time to reach a temple and get a cure. If no cure is applied, after the third night, your character dies. Croaks. *Morte*. Morty!

Not to worry. After a few weeks of game time, vampired characters wake up in a tomb. *Their* tomb, of course. Hey, that scene you see when you die isn't just an excuse to display a black bird, you know.

Being Dead: Good Things

Vampirism has sundry advantages. All your statistics rise 20 points (to a maximum of 100), except Intelligence. (Because there are many different tribes of vampires, it's possible to raise that, too!) *Real* Powergamers would seek that one tribe and accept entry into undeadhood from no one else, but we all know that *real* Powergamers frequently have No Life. But we digress....

Calm Humanoid, Charm, and Levitate spells appear in the character's spellbook. These spells are cheap to cast, too! Plus, 30 additional points apply to the following skills: Climbing, Critical Striking, Hand to Hand, Jumping, Running, and Stealth. Of course, disease and paralysis no longer mean anything. Vampires are immune to such mortal worries.

Chapter 9: Powergaming

Being Dead: Bad Things

Nothing is free in life, and all the advantages one receives from being a vampire have costs. In keeping with tradition, vampires take damage from sunlight and from holy places, as per the character disadvantages from the character class creation process.

Because dead people are, well, dead, all guild ranks and memberships are null and void. And there's that blood-drinking thing. People tend to object.

Beyond these points, the effects of being a vampire are unclear. Can you join a guild after you become a vampire? Do people think less of you now that you're dead? Is it possible to win the game as a vampire? Can you advance skills and advance in levels as a vampire? These are good questions, aren't they? Guess who has the answer.

Yep. Powergamers. The author, unfortunately, isn't one, so you'll have to learn these things for yourself. If there are significant things a vampire can't do in the game, however, just wait around for the last bad thing about being a vampire.

Vampire hunters. It's been suggested that once a game year vampire hunters might offer a quest that, when completed, will lead to a cure for vampirism. Careful reading of various game texts reveals that a cure is indeed possible, so if unlife just doesn't cut it, you have a way out.

In this situation, Powergamers would merely restore a game saved before vampirism set in. You knew that, though, didn't you?



More than One Way to Skin a Cat

The character class creation process offers an easier way to become a vampire. Merely pick the "Takes damage from sunlight" and "Takes damage from holy places" disadvantages. The two together bury the level-advancement dagger deep in the red. Now pick the advantages that strike your fancy, and play on! It's a good idea to run up the hit-point range, because a ton of hit points comes in handy when you need to stroll around town and perform errands.

And the game does provide a few sections of holy ground.

Only experienced players are likely to enjoy this option; learning the game with few hit points while taking sunlight damage just isn't conducive to a calm gaming experience.

Using this option won't make you an actual vampire, but that's what role-playing skills are for. You can pretend, can't you?

Wild Thang: Lycanthropy

These are the critters who get beaten to death by relatives hefting silver-headed canes. These are the monsters who stalk the night when the moon is full and chow down on people as if they were chicken nuggets. These guys are tough cookies, and any Powergamer worth his or her salt is just dying to be one.

But unlike becoming a vampire, you don't have to croak to become a wild thang. Werebeast damage carries a slight chance



Chapter 9: Powergaming

of contracting the disease. Catch lycanthropy by snuggling up with a amenable werewolf or wereboar, much as you'd catch vampirism from a vampire.

Again, a foreboding dream signals the condition's onset. Do nothing, and your character will become a werebeast of the sort that did the infecting.

Being Wild Thang: Good Things

Characters with the full-blown disease add 40 points to Agility, Endurance, Speed, and Strength, to a maximum of 100. Climbing, Critical Striking, Hand to Hand, Jumping, Stealth, and Swimming skills all increase by 30 points, but none beyond 100 percent.

The Lycanthropy spell is added to the character's spellbook, allowing the character to transform into their beast-shape once a day. And in keeping with tradition, only silver weapons (or better) may harm a person with the disease. (It seems probable that this is true only in beast-form.)

Being Wild Thang: Bad Things

Werebeasts can't use weapons, armor, or spells while in beast-shape. In addition, no one likes a werecreature when they get all shaggy. This is represented by a huge drop in reputation while in animal form.

Each month, during the full moon, the character transforms involuntarily. This can be bad.

Some hunters specialize in wercreatures, just as there are vampire hunters. Every so often a cursed character receives a quest that leads to a cure if he or she completes it successfully.

The Compleat Thief

While emptying dungeons into your wagon is profitable, there are even better ways to run your bank balance into seven digits. All you need is a steady hand with a lockpick, a wagon, and a willingness to rethink old CRPG habits.

Once upon a time, computer games were simpler. Players have acquired a number of distinct habits based on these simpler games. Take shops, for example. In some games, shops were always open, 24 and 7. In others, shopkeepers represented shops and their inventories: When the place was open, you saw the merchant. When it was closed, the building was empty.

In *Daggerfall*, things are different. The game is much closer to being a virtual world than most, if not all, previous CRPGs. Shop shelves have items, and those items are there overnight. To rake in piles and piles of dough, all a character has to do is take his or her wagon to a shop and break in successfully. Emptying the shelves onto the wagon should be easy. Clever players can even find ways to make the shop “reset” if they’re especially greedy.

And Powergamers, as everyone knows, are especially greedy.

Chapter 9: Powergaming

Steal from the shop until your wagon is full, then wait until the shop opens. Sell all the goods back to the merchant, who, miraculously, is restocked and still in business after being robbed blind.

Repeat this process to rack up tens of thousands, even hundreds of thousands of gold pieces. Experiment with robbing different kinds of merchants. Some are easier to rob than others.

Diabolical

Even sneakier is the bank-robbing trick. Take a loan from a bank. Then rob the bank. It's rumored this will cancel your loan, while putting currency in your pocket.

Where's My Shadow?

Thieves and assassins should experiment with stealing and killing while invisible. It's said to allow one to behave poorly without the usual detriment to one's reputation.

Cheats!

The *Daggerfall* software, especially version 1.0, has a number of outright flaws. It's possible to exploit these flaws to make your character more powerful without any gameplay to justify the advancement. As with any bonus, however, there are dangers and drawbacks.

Daggerfall Unauthorized Strategy Guide

Free Statistic Points

Caution! Reading further will provide you with a trick that can detract from your enjoyment of the game. Of course, Powergamers love freebies.

An amazing loophole was left in the released version of the software. You can add to any statistic merely by clicking on your character's face. Whoa, you say. That's impossible!

Not so. Note what happens when your character advances in level. The basic character information screen offers four to six bonus points to add to your character's statistics.

Note the position of the little up-and-down arrow, and note how you move the selector from statistic to statistic. (Remember that it always starts pointing at Strength.)

Now click on your character's face when you haven't just gone up in level. Position the mouse just where the "up" arrow would be, next to your Strength statistic. Click. You might have to move the mouse around a little bit to find the right spot.

Ta-da! Yes, you can add to your Strength. Click on another statistic, then clear its ID message from the screen. Find the invisible "up" arrow just to the right of the statistic number and click away.

Yes, you can add as many points as you like to your statistics, but beware. There's a danger. Because you can raise a statistic to only 100, if you max out your statistics, you'll never be able to leave this screen if you gain another level.

Chapter 9: Powergaming

The program checks to see if you've assigned all your bonus points, you see, and if you can't assign them because you've maxed out all your statistics, you'll never be able to assign the points.

End of game. Right there, right then.

To prevent this, go ahead and boost a few stats. Check the chapter about character development to see which ones are worth boosting. Leave plenty of unboosted skills, however. Do the math: You'll gain an average of five or so points a level. If you boost all your stats to 100 except one, which you leave at 75, you have five levels of potential level advancement left to you.

Leave plenty of levels open. Remember that you cease gaining levels when one of your skill levels reaches 100, anyway. Clever players postpone that day as long as possible to increase their character's hit-point total. To gain access to the game's final (upercase) *Quests*, a character must be at least 14th level. It's safe to stop adding levels at about 20th level or so, but cautious characters might want even more growing time before they "top out."



Designers plan a Daggerfall patch to remedy this "level stoppage" problem. Of course, they've already created a Daggerfall patch addressing the "bonus statistics" bug. Hmm, a Powergamer would know what to do here!

Item Enchanting 101

Enchanting items is easier if your character has captured a soul. Some souls add automatic advantages to items they help enchant.

Daggerfall Unauthorized Strategy Guide

Using such a soul, go to an item-maker. First, add the Soul Bound disadvantage. Next, pick a random advantage you don't care about. Then pick the advantage you *do* want the item to possess. Hey—it's free!

Sometimes you can add even more "free" advantages, depending on their cost. Experiment to learn more about this odd bug.

Twisted Concepts

Given the broad range of character skills, disadvantages, and advantages, a player can develop a wide array of potential character classes. Some of these classes are pretty twisted. Here are only a few, and they aren't even very exciting. Imagination tailored to an understanding of the game can result in even better character concepts!

Magic Monk

A character with Hand to Hand and Critical Strike skills combined with various magical skills will have a hard time exiting the beginner's dungeon (running like a coward helps). Later in life, however, adding spells requiring Touch as a component makes this character a doubly-dangerous dungeon crawler.

It also appears that hands and feet damage creatures otherwise requiring a weapon of a certain metal to injure.

Chapter 9: Powergaming

Gandalf

A character with Long Blade skill in one primary slot can then add five magic skills to the remaining primary and major slots. The least-used sixth magical skill can go in a minor slot, along with a few practical survival skills.

With appropriate advantages and disadvantages, this character can then (a) whomp on things with a weapon (preferably a two-handed weapon for hitting power), while (b) developing a wide array of spells.

High Elves Rule

High Elves has immunity to paralysis. It's the obvious choice for Powergamers, because you can still give them the Weakness: Paralysis disadvantage. The inherent advantage cancels out the disadvantage, providing just a little edge for Powergamers to exploit!

Troll

A character of any concept who chooses the severe disadvantages of "Takes damage from sunlight" and "Takes damage on holy ground" can afford to take the advantage "Regenerates health," among other things. Such a character has an innate advantage in the game's main venue, dungeons, though he or she must take care when completing errands in town.

Cool Artifacts

To receive artifact quests, you may have to enable such quests in the game. Review the documentation (including the "Readme" file) to see if that's the case.

Once you receive an artifact quest (many have found this requires paying for a map after chasing down the idea by chatting with folks), prepare for a long haul. And once you have the artifact, don't get complacent: No artifact sticks around forever. Many leave your character after a year and a day. Others have a random duration and won't stick around that long.

Below is a list, but first, a quick hint about how to acquire more than one artifact at a time. The game won't offer you a new artifact quest if you possess an artifact. So take it to be repaired (it won't be, but the smith will take it anyway). Then go get your new quest. Simple as that. After you buy the new map, retrieve your artifact from the smith, and have at the quest!

Here are the artifacts and what they do. Use this list to help you decide if it's worth going after an item you hear rumors about.

Auriel's Bow

Auriel, some mythical elf or the other, had some cool stuff. This bow reputedly is imbued with Hand of Sleep, Lightning, and Magicka Leech spells.

Chapter 9: Powergaming



Auriel's Shield

Clever people might ask how the mythical elf used a bow and a shield at the same time. Powergamers only care that this item includes the spells Resist Fire, Shield, and Spell Reflection.

Auriel's Star

This item is a recyclable soul gem. Caution: If the soul gem is empty, the first critter the user kills has its soul put into the gem. It might be possible to release unwanted souls to collect preferable, juicier souls by using the item.

Chrysamere

A claymore sword, this weapon uses Heal, Resist Fire, and Shalidor's Mirror.

Ebony Blade

Perhaps patterned after a certain albino's favorite tool, this ebony katana uses Energy Leech, Far Silence, and Vampiric Touch. Yummy!

Ebony Mail

This armor is entirely defensive, employing Resist Fire, Shield, and Spell Shield spells.



Daggerfall Unauthorized Strategy Guide

Hircine Shield

Being a lycanthrope has its pros and cons. This artifact lets the user choose when to assume a were-form, with all the advantages that implies. It requires no monthly obligation for Rampage and Murder.

Lord's Mail (Armor of Morihaus)

This artifact is reputed to regenerate the wearer's health and can use the spells Cure Poison and Spell Shield.

Mace of Molag Bal (Vampire's Mace)

Inherent in this item is the ability to transfer magicka from the victim to the user. If no magicka is available, Strength is transferred. Watch out, mages!

Masque of Clavicus Vile

This charming artifact increases the wearer's Personality rating. Everybody likes you when you wear it!

Mehrune's Razor

This ebony dagger can slay a victim with one strike, if the victim fails a save vs. Magic. Yummy for assassins!

Chapter 9: Powergaming



Necromancer's Amulet

This powerful artifact gives the bearer health regeneration abilities as per the spell *Troll's Blood*, and boosts Wisdom. Rumors exist that the user gains the sorcerous ability of *Magicka Absorption*.

Oghma Infinium

Find and use this book to add 50 points to character attributes. Note that this reduces the number of levels a character can gain by an average of 10 (pre-patch *Daggerfall*). There's no point in pursuing this artifact unless you're playing a patched version of *Daggerfall* or prefer not to cheat.

Ring of Khajiit

This ring is rumored to imbue the wearer with the effects of *Silence*, *Invisibility*, and *Feet of Notorgo* (speed) spells.

Ring of Namira

This "hurt me, damage you" item has an interesting effect. When animals or spriggans attack the wearer, the damage reflected onto them is zero. When the attacker is a Daedra, the it receives half the damage. Humanoids and monsters receive full damage, while undead attackers take double damage.



Daggerfall Unauthorized Strategy Guide



Sanguine Rose

Users of this item summon Daedra who'll attack anyone in the immediate area except the summoner. The rose is good for only a limited number of summonings, however.

Skeleton Key

This item opens all normal locked items and some magically locked items, but can only be used once per day.

Skull of Corruption

Use this artifact to create a duplicate of the target which will then attack the target. Nifty, huh?

Spell Breaker

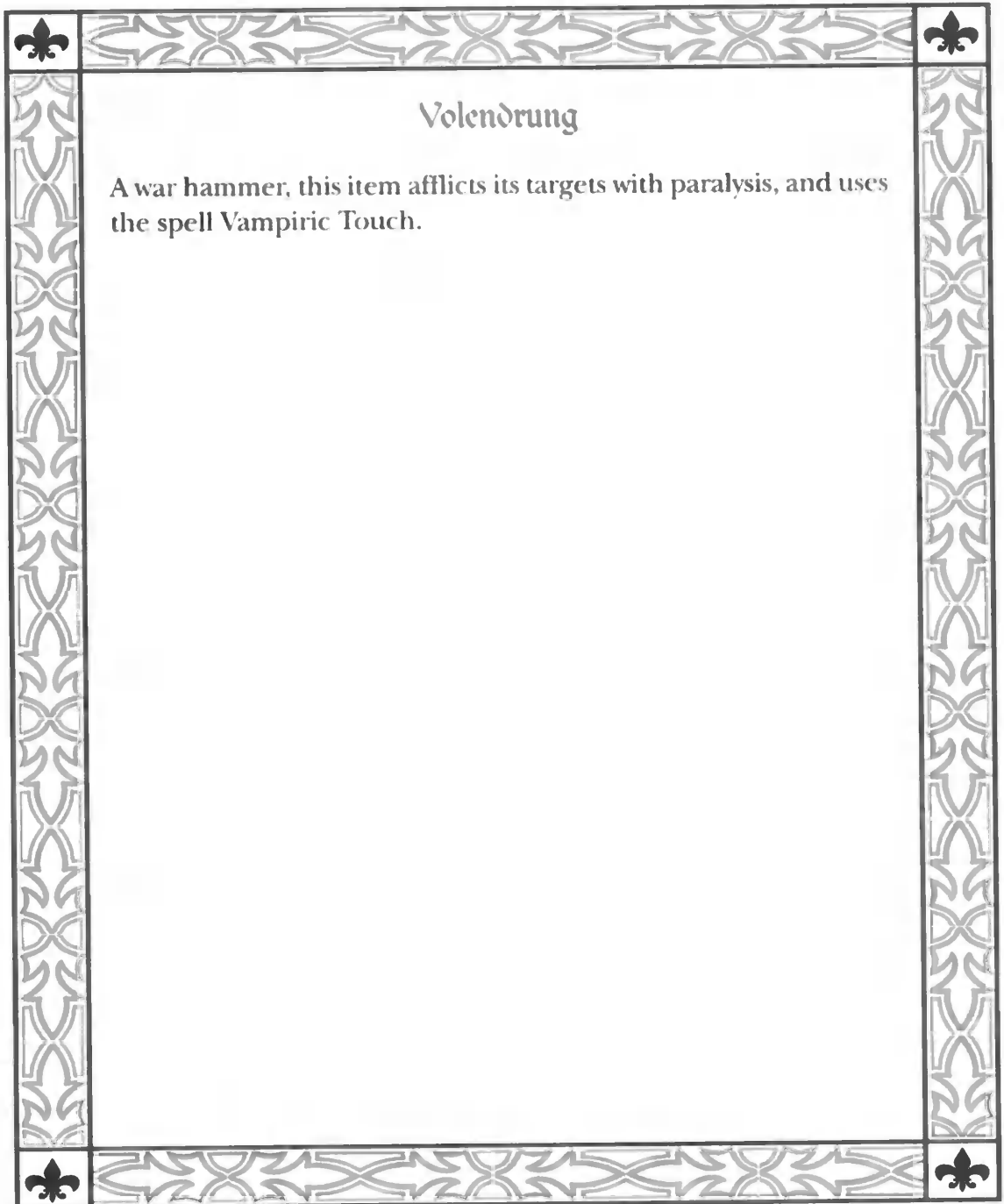
This tower shield of dwarven manufacture uses Free Action and Spell Reflection spells.

Staff of Magnus

This staff speeds healing. It also conveys Spell Absorption ability.



Chapter 9: Powergaming







10

Bugs and Caveats

Daggerfall Unauthorized Strategy Guide

Unfortunately, the *Daggerfall* program has many obvious bugs. Dialogue, for example, is obviously flawed. In various on-line forums, Bethesda Softworks has promised patches for the many, universally denounced bugs, and in fact they already have released one such patch, barely a month after shipping the game.

Despite many complaints, *Daggerfall* has a devoted following. The game breaks new ground in the world of CRPGs and manages to accomplish stunning things. If you're reading this but don't yet have the game, don't let these dire-sounding warnings put you off.

If you're a CRPG fan, *Daggerfall* is a must-buy. Prepare to apply patches, and expect Bethesda to labor sincerely to stabilize the game—but also get ready for the ride of your life!

These are some of the most common bugs players will encounter, along with some work-arounds and commonsense precautions players can take to avoid becoming frustrated.

Keee-rash!

The game crashes at inopportune moments. Why? Who the heck knows? Saving often is the best way to avoid losing play time. Beware transitions from one kind of screen to another (going inside, going outside, and so on). Beware of hitting keys out of expected sequence—if you're in the middle of casting a spell, finish casting the spell before doing anything else.

See Chapter 9 for some specific game-save strategies.

Admired in Daggerfall?

One of the most amusing bugs is the reputation bug. While the program accurately records your low reputation “in the eyes of the law,” often the message you get about your respectability is 180 percent wrong. Kill a few people, rip off a few banks, and you’re apt to serve time in jail—and appear to be “admired.” Don’t worry about this one, folks. It appears not to have any negative game implications. Just don’t believe everything you read.

Lost in the Walls: You

This bug is possibly the game’s most annoying. It’s possible to get stuck inside walls. In particular, beware of swiveling walls: It’s very easy to get caught in the virtual space inside the wall, leaving you no option but to reload a saved game.

Other wall-trapping moments include climbing, especially on or near elevators, and falling or jumping down any distance. Typically, the only solution is to reload a saved game.

Lost in the Walls: Monsters

Monsters can get lost in the walls, too. Powergamers, in fact, will figure out ways to make monsters get stuck so they don’t have to

whack them. Monsters being stuck in walls, however, is a bad thing if the monster in question is the focus of a quest. If that's the case, going to a loaded game outside the dungeon might do the trick. Otherwise, it's best to abandon the quest altogether and reload a pre-quest saved game.

Read on, however, for a caution about this assumption.

But Is It a Bug?

Daggerfall is a subtle game in many ways. In some games, usable/clickable objects are obvious. They stand out graphically. *Daggerfall* provides few such distinctions. Sure, unusual architecture and items stand out, but often secret doors and switches are impossible to pick out visually.

Doors are easy to find using the automap, but switches are quite another thing. Before assuming there's something wrong with a quest, be extremely thorough in seeking doors and switches that might allow access to that one final room where the bad guy you're tasked to slay is hiding.

A neat trick is the Detect Enemies spell, most useful after you've cleared monsters from a dungeon. Cast it to locate lurking monsters, and use the arrow to focus your search for an entrance into their lair.

Sometimes, unfortunately, the game assigns you an impossible quest. Because there are obviously hundreds if not thousands of potential (mostly random) quests, and because there are

Chapter 10: Bugs and Caveats

about 16,000 game locations, it's hardly a surprise that the system has bugs.

This problem is most vexing for newer players, who may be unfamiliar with the whole quest format, and dungeon-crawling in particular. Be patient, be thorough, and assume a structural bug is the last possibility before giving up and returning to a saved game.

Ghost Sounds

Sometimes the ominous creaking warns you that a monster has just opened a door. Look around! Be ready!

Other times the sound is just a random sound tossed out by the program, along with those of jingling coins, blowing wind, and so on. While this might not be a bug, it is annoying, because it detracts from the game's sound utility. The environment is so complete, it's a pity it trains you to discount errant noises.

Graphically Challenged

That's what *Daggerfall* is in some places. When it comes to altering reputations in the character class creation area, for example, figuring out that clicking in the reputation bars sets the level can take a little guesswork. And creating items and spells involves using nearly invisible little arrows to change the variables. Always look carefully and click randomly, if necessary, to determine how you're supposed to input information in a new screen.

Saved Games Gone Bad

Saved game slots sometimes go bad. They become corrupted. In some cases, the slot itself seems to be fried, and any game you save there won't reload correctly. Most of the time, however, the saved game itself is incomplete or corrupted, and it's impossible to restore that one game. Save over that spot with a new game, and the slot works fine.

This can be a devastating loss. While playing the game* the author developed numerous characters, and often only used one saved-game slot, despite knowing the wisdom of using multiple slots. Over several weeks, one character was wiped out by a problem with his saved-game file. Five levels of development, gone, zorched, destroyed.

Don't let it happen to you. Be cautious!

Many Powergamers are so paranoid they copy their saved-game directory onto a floppy disk every so often—just in case.

Technical Problems

A variety of technical problems have been reported concerning *Daggerfall*. Chips made by Cyrix, for example, are purportedly incompatible with the game (or is it that the game isn't compat-

* It's called "Research." Yeah, that's the ticket. "Research."

ible with the Cyrix chipset?). In any case, Bethesda claims to be working on a patch for the problem.

Many users have trouble configuring their sound cards to work with the game's music. This seems to be a general problem with IBM PC and compatibles. Bethesda has a web page, however, and while their techs might see unwilling to help with specific technical problems involving third-party hardware, many helpful techies read and post to *Daggerfall* newsgroups and might be able to help.

Another "problem" is the time it takes to start the game without the largest install, which runs to 450 MB. Folks without space for the largest or the second-largest install should prepare to wait quite awhile when restarting the program, as when a character dies in the game.

While not a bug per se, it's a technical difficulty that renders many of the strategies and tips discussed in this book extremely time-consuming to execute. Let it be said, then, that if at all possible, use the largest or second-largest install.

Patches

At this writing, Bethesda already has released a game patch. This first patch seems to be more concerned with fixing exploitable holes in the game's structure than with eliminating bugs that cause the game to crash.

In fact, some players report that installing this first patch decreased the game's stability.

Daggerfall Unauthorized Strategy Guide

It might be wise, then to take a “wait and see” attitude toward patches for *Daggerfall*. Users can lurk on newsgroups and see what’s posted about the patches’ usefulness and effectively. To garner a wider range of responses (as people are more apt to complain than praise) you can even post a query about a specific patch. If most people respond favorably, it’s probably a patch worth downloading and using.

If not, buggy as it is, the basic version of the software gets the job done on most machines.

Two-hour Rule

This is an unscientific observation, but the game seems to become less and less stable as time goes on. In particular, after several hours, it appears to become more and more likely the game will crash.

If this is the case, saving and shutting down and/or restarting should help stave off these time-related crashes.

This may be a myth, or it may be a reflection of the way memory gradually is “used up” by the operating system as memory-intensive items are loaded, erased, and reloaded. Over time, less and less memory is recognized by the OS as available for use, until at last, whammo! Everything locks up.

Whether or not this is true, be superstitious and take a little break after two hours. Hey, your rear-end will thank you!

Caveat

Because this book was put together very quickly, and Because *Daggerfall* is one of gaming's largest and most complex CRPGs, it's likely that these pages contain at least one (unintentional) fib. New players of the game will find this book invaluable, however. It contains wisdom you usually can get only through direct experience.

Even Powergamers will find a new trick or two.

But don't take everything you read here as gospel. Check it out. And experiment. Who knows, you could discover yet another major bug that leads to a killer spoiler!





Appendix

Custom Quest Sheets

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Who

What

Where

Given When

Due When

Prima

The World Leader in



Sid Meier's Civilization® II

Leave your everlasting mark on civilization! Imagine *what* the world would be like if you could personally sculpt history from the dawn of time. Would you build the Roman Empire? Construct the Great Wall of China? Discover a cure for cancer? However you choose to rewrite history, don't make a single decision without consulting this guide.

\$19.95
ISBN 1-7615-0106-1
By David Ellis



Duke Nukem 3D™

You need more than pipebombs and true grit to make it out of L.A. alive and save the earth. What you need are the secrets in this guide. Inside you'll find, detailed maps for every mission, the locations of all secret areas, atom-smashing combat tactics, game-busting cheat codes, and much more.

\$14.99
ISBN 0-7615-0783-3
*By Michael van
Mantgem and Kip Ward*



WarCraft™ II Beyond the Dark Portal Official Secrets & Solutions

Only a fool would go wading through the fetid swamps of the *Orcish* homeland *unprepared*. Before you venture beyond the Dark Portal and into the twisted terrain of 24 new missions, you'd better have this guide. With this book's brutal strategies, you'll fit right in.

\$14.99
ISBN 0-7615-0787-6
By Mark Walker



WarCraft™ II Tides of Darkness The Official Strategy Guide

No matter which side they choose, this guide will keep gamers on the victorious end of the pounding, pillaging, and plundering! From Zeppelins to Gryphon Riders, it's easy to build impermeable defenses and launch brutal assaults when you've got this book!

\$19.95
ISBN 0-7615-0188-6
By Ed Dille



Prima Publishing

PO Box 629000 • El Dorado Hills, CA 95762

Publishing

Electronic Entertainment Books!



Ultimate Mortal Kombat™ 3

Official Arcade Secrets

The ultimate showdown awaits, and this guide is your ultimate source of UMK3 knowledge! It reveals ALL ultimate kombat codes and hidden contenders, blow-by-blow details to master all 22 kombatants, more than 300 killer kombos that will allow you to crush the opposition, and the lowdown on playing UMK3 on the Sega Saturn.

\$9.99
ISBN 0-7615-0586-5
By Chris Rice and Simon Hill



Hexen™

Enter the ultimate sword and sorcery battlefest that is Hexen! Destroy the Serpent Rider, and restore order to the Chronos dimension before it's too late! Whether players do battle as the mage, cleric, and fighter, this guide has what they need to complete their mission!

\$19.95
ISBN 1-7615-0388-9
By Joe Bell Grant



Myst™

The Official Strategy Guide.

In this #1 bestselling, ultimate, authoritative source for answers and information about Myst Island and the Ages of Myst, gamers will find a complete fictionalized walkthrough of Myst, detailed information about the many puzzles, screen images of the most important locations, and much more!

\$19.95
ISBN 0-7615-0102-9
By Rick Barba and



Prima's Sony PlayStation™ Game Secrets

The Unauthorized Edition Vol. 2

The Sony PlayStation is an electronic adrenaline rush of state-of-the-art gameplay, and this book is your definitive guide to all the pulse-pounding action. Whether you're into reflex-testing arcade games, martial arts mayhem, sports, war games, or role-playing, this compendium is packed with inside information you won't find anywhere else.

\$12.99
ISBN 0-7615-0515-6
By Prima Creative Services, Vince Matthews, and Douglas R. Brumley



Include your VISA or Mastercard number, expiration date, and your name and address. Please add \$4.00 shipping and handling for the first book, (\$1.00 for each additional book) in the U.S. (California residents add 7.25% sales tax, Tennessee residents add 8.25% sales tax, Maryland residents add 5% sales tax, Indiana residents add 5% sales tax). Allow 2-3 weeks for delivery. Canadian orders please add \$6.00 shipping and handling (\$1.00 for each additional book) and 7% GST. U.S. funds only, please.

Prima's Secrets of the Games® series is distributed in the UK and EEC by BOXTREE LTD. Look for Prima books at your local bookshop, or order directly through Littlehampton Book Services: Tel. 44 (0) 1903 732596 Fax 44 (0) 1903 730914 Access, Visa and Mastercard accepted.

Computer Game Books

| | |
|---|---------|
| 1942: The Pacific Air War—The Official Strategy Guide | \$19.95 |
| The 11th Hour: The Official Strategy Guide | \$19.95 |
| The 7th Guest: The Official Strategy Guide | \$19.95 |
| Aces Over Europe: The Official Strategy Guide | \$19.95 |
| Across the Rhine: The Official Strategy Guide | \$19.95 |
| Alone in the Dark 3: The Official Strategy Guide | \$19.95 |
| Armored Fist: The Official Strategy Guide | \$19.95 |
| Ascendancy: The Official Strategy Guide | \$19.95 |
| Buried in Time: The Journeyman Project 2—The Official Strategy Guide | \$19.95 |
| CD-ROM Games Secrets, Volume 1 | \$19.95 |
| CD-ROM Games Secrets, Volume 2 | \$19.99 |
| CD-ROM Classics | \$19.99 |
| Caesar II: The Official Strategy Guide | \$19.95 |
| Celtic Tales: Balor of the Evil Eye—The Official Strategy Guide | \$19.95 |
| Cyberia: The Official Strategy Guide | \$19.95 |
| Cyberia²: The Official Strategy Guide | \$19.99 |
| Dark Seed II: The Official Strategy Guide | \$19.95 |
| Descent: The Official Strategy Guide | \$19.95 |
| Descent II: The Official Strategy Guide | \$19.99 |
| DOOM Battlebook | \$19.95 |
| DOOM II: The Official Strategy Guide | \$19.95 |
| Dragon Lore: The Official Strategy Guide | \$19.95 |
| Dungeon Master II: The Legend of Skullkeep—The Official Strategy Guide | \$19.95 |
| Fleet Defender: The Official Strategy Guide | \$19.95 |
| Frankenstein: Through the Eyes of the Monster—The Official Strategy Guide | \$19.95 |
| Front Page Sports Football Pro '95: The Official Playbook | \$19.95 |
| Fury³: The Official Strategy Guide | \$19.95 |
| Hell: A Cyberpunk Thriller—The Official Strategy Guide | \$19.95 |
| Heretic: The Official Strategy Guide | \$19.95 |
| I Have No Mouth, and I Must Scream: The Official Strategy Guide | \$19.95 |
| In The 1st Degree: The Official Strategy Guide | \$19.95 |
| Kingdom: The Far Reaches—The Official Strategy Guide | \$14.95 |
| King's Quest VII: The Unauthorized Strategy Guide | \$19.95 |
| The Legend of Kyrandia: The Official Strategy Guide | \$19.95 |
| Lords of Midnight: The Official Strategy Guide | \$19.95 |
| Machiavelli the Prince: Official Secrets & Solutions | \$12.95 |
| Marathon: The Official Strategy Guide | \$19.95 |
| Master of Orion: The Official Strategy Guide | \$19.95 |
| Master of Magic: The Official Strategy Guide | \$19.95 |
| MechWarrior 2: The Official Strategy Guide | \$19.95 |
| Microsoft Arcade: The Official Strategy Guide | \$12.95 |
| Microsoft Flight Simulator 5.1: The Official Strategy Guide | \$19.95 |
| Microsoft Golf: The Official Strategy Guide | \$19.95 |
| Microsoft Space Simulator: The Official Strategy Guide | \$19.95 |
| Might and Magic Compendium: | |
| The Authorized Strategy Guide for Games I, II, III, and IV | \$19.95 |
| Mission Critical: The Official Strategy Guide | \$19.95 |
| Myst: The Official Strategy Guide | \$19.95 |
| Online Games: In-Depth Strategies and Secrets | \$19.95 |
| Oregon Trail II: The Official Strategy Guide | \$19.95 |
| Panzer General: The Official Strategy Guide | \$19.95 |
| Perfect General II: The Official Strategy Guide | \$19.95 |
| Prince of Persia: The Official Strategy Guide | \$19.95 |
| Prisoner of Ice: The Official Strategy Guide | \$19.95 |
| The Residents: Bad Day on the Midway—The Official Strategy Guide | \$19.95 |
| Return to Zork Adventurer's Guide | \$14.95 |
| Ripper: The Official Strategy Guide | \$19.99 |

| | |
|--|---------|
| Romance of the Three Kingdoms IV: Wall of Fire—The Official Strategy Guide | \$19.95 |
| Shannara: The Official Strategy Guide | \$19.95 |
| Sid Meier's Civilization, or Rome on 640K a Day | \$19.95 |
| Sid Meier's Civilization II: The Official Strategy Guide | \$19.99 |
| Sid Meier's Colonization: The Official Strategy Guide | \$19.95 |
| SimCity 2000: Power, Politics, and Planning | \$19.95 |
| SimEarth: The Official Strategy Guide | \$19.95 |
| SimFarm Almanac: The Official Guide to SimFarm | \$19.95 |
| SimLife: The Official Strategy Guide | \$19.95 |
| SimTower: The Official Strategy Guide | \$19.95 |
| Stonekeep: The Official Strategy Guide | \$19.95 |
| SubWar 2050: The Official Strategy Guide | \$19.95 |
| Terry Pratchett's Discworld: The Official Strategy Guide | \$19.95 |
| Thunderscape: The Official Strategy Guide | \$19.95 |
| TIE Fighter Collector's CD-ROM: The Official Strategy Guide | \$19.99 |
| Under a Killing Moon: The Official Strategy Guide | \$19.95 |
| WarCraft: Orcs & Humans Official Secrets & Solutions | \$9.95 |
| WarCraft II: Tides of Darkness—The Official Strategy Guide | \$19.99 |
| Warlords II Deluxe: The Official Strategy Guide | \$19.95 |
| Werewolf Vs. Commanche: The Official Strategy Guide | \$19.95 |
| Wing Commander I, II, and III: The Ultimate Strategy Guide | \$19.95 |
| X-COM Terror From The Deep: The Official Strategy Guide | \$19.95 |
| X-COM UFO Defense: The Official Strategy Guide | \$19.95 |
| X-Wing Collector's CD-ROM: The Official Strategy Guide | \$19.95 |

Video Game Books

| | |
|--|---------|
| 3DO Game Guide | \$16.95 |
| Battle Arena Toshinden Game Secrets: The Unauthorized Edition | \$12.95 |
| Behind the Scenes at Sega: The Making of a Video Game | \$14.95 |
| Breath of Fire Authorized Game Secrets | \$14.95 |
| Breath of Fire II Authorized Game Secrets | \$14.95 |
| Complete Final Fantasy III Forbidden Game Secrets | \$14.95 |
| Donkey Kong Country Game Secrets the Unauthorized Edition | \$9.95 |
| Donkey Kong Country 2—Diddy's Kong Quest Unauthorized Game Secrets | \$12.99 |
| EA SPORTS Official Power Play Guide | \$12.95 |
| Earthworm Jim Official Game Secrets | \$12.95 |
| Earthworm Jim 2 Official Game Secrets | \$14.95 |
| GEX: The Official Power Play Guide | \$14.95 |
| Killer Instinct Game Secrets: The Unauthorized Edition | \$9.95 |
| Killer Instinct 2 Unauthorized Arcade Secrets | \$12.99 |
| The Legend of Zelda: A Link to the Past—Game Secrets | \$12.95 |
| Lord of the Rings Official Game Secrets | \$12.95 |
| Maximum Carnage Official Game Secrets | \$9.95 |
| Mortal Kombat II Official Power Play Guide | \$9.95 |
| Mortal Kombat 3 Official Arcade Secrets | \$9.95 |
| Mortal Kombat 3 Official Power Play Guide | \$9.95 |
| NBA JAM: The Official Power Play Guide | \$12.95 |
| Ogre Battle: The March of the Black Queen—The Official Power Play Guide | \$14.95 |
| Parent's Guide to Video Games | \$12.95 |
| PlayStation Game Secrets: The Unauthorized Edition, Vol. 1 | \$12.99 |
| Secret of Evermore: Authorized Power Play Guide | \$12.95 |
| Secret of Mana Official Game Secrets | \$14.95 |
| Street Fighter Alpha—Warriors' Dreams Unauthorized Game Secrets | \$12.99 |
| Ultimate Mortal Kombat 3 Official Arcade Secrets | \$9.99 |
| Urban Strike Official Power Play Guide, with Desert Strike & Jungle Strike | \$12.95 |

To Order Books

Please send me the following items:

| Quantity | Title | Unit Price | Total |
|----------|-------|------------|----------|
| _____ | _____ | \$ _____ | \$ _____ |
| _____ | _____ | \$ _____ | \$ _____ |
| _____ | _____ | \$ _____ | \$ _____ |
| _____ | _____ | \$ _____ | \$ _____ |
| _____ | _____ | \$ _____ | \$ _____ |
| _____ | _____ | \$ _____ | \$ _____ |

Shipping and Handling depend on Subtotal.

| Subtotal | Shipping and Handling |
|-------------------|-----------------------|
| \$0.00-\$14.99 | \$3.00 |
| \$15.00-\$29.99 | \$4.00 |
| \$30.00-\$49.99 | \$6.00 |
| \$50.00-\$99.99 | \$10.00 |
| \$100.00-\$199.99 | \$13.50 |
| \$200.00+ | Call for Quote |

Foreign and all Priority Request orders:
Call Order Entry department
for price quote at 916/632-4400

This chart represents the total retail price of books only
(before applicable discounts are taken).

Subtotal \$ _____

Deduct 10% when ordering 3-5 \$ _____

7.25% Sales Tax (CA only) \$ _____

8.25% Sales Tax (TN only) \$ _____

5.0% Sales Tax (MD and IN only) \$ _____

Shipping and Handling* \$ _____

Total Order \$ _____

By Telephone: With MC or Visa, call 800-632-8676, 916-632-4400. Mon-Fri, 8:30-4:30

WWW: {<http://www.primapublishing.com>}

Orders Placed Via Internet E-mail: {sales@primapub.com}

By Mail: Just fill out the information below and send with your remittance to

Prima Publishing
P.O. Box 1260BK
Rocklin, CA 95677-1260

My name is _____

I live at _____

City _____ State _____ Zip _____

MC/Visa # _____ Exp. _____

Check/Money Order enclosed for \$ _____ Payable to Prima Publishing

U.S. \$17.99
Can. \$24.95
U.K. £14.99

Electronic Entertainment

Chaos Reigns in the Court of DAGGERFALL™

As the Emperor's champion, the fate of Daggerfall and the entire realm of Tamriel is resting on your shoulders. Can you sort through the dark treachery, the tales of madness and unrequited love, and determine the rightful heir to an ancient power of incredible proportions? Or are you orc bait?

IT'S ABOUT TIME YOU LEARNED THE SECRETS OF:

- *Fighting the new menagerie of monsters*
- *Customizing your own character*
- *Mastering the nuances of everyday life, from politics to skull-cracking*
- *Creating the most powerful spells and using them in unusual ways*
- *Dungeon crawling, questing, and more!*

Daggerfall Unauthorized Strategy Guide. It's the difference between the sweet taste of victory and dining on cold steel.

EDWARD J. CARMEN is a co-author of **RPG Game Collection** (Prima). He is also a contributor to **Inside Mac Games** and **Shadis** magazines, and has written for the role-playing game industry.

This fully independent edition is a product of Prima Publishing and is not affiliated with, licensed, or authorized by Bethesda Softworks. Daggerfall™ is a trademark of Bethesda Softworks.



A Registered Trademark of
Prima Publishing

Platform: PC



ISBN 0-7615-0715-9

