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Strategy Tips for ToEE This short guide should give some advice as beginners and those who are not familiar with the rules of DDD can improve their gameplay. This is not a replacement of the rulebook. There is also a very good guide to the Atari ToEE Forum posted by Dart'gt.. In some cases (such as fighting) more detailed. You can find it here. 1. Character and creation of the party a. Play with a neutral good alignment of the party. B. Take two combat characters (one of them must be a barbarian), a rogue, a sorcerer and a clergyman as members of your party. C. Make combat characters people as they get one extra feat for free. Your fighters must start with the exploits of the power attack and split. Cleave is very important as it will help you against swarming your fighters. D. Give your sorcerer as one of his first level spells is a magic rocket. This is the best spell you can have when you're at lower levels. Best Level 2 Spell: Web, Best Third Fireball, Best 4th is Stoneskin and 5th, maybe a cold cone. E. Give your clergy any good alignment. Choosing Pelor as a god gives you additional spells of healing. Good priests can replace their memorable spells for healing spells. F. When you reach Level 9 with a clergyman and a sorcerer take the feat of Craft Arms.Armor. Unlike other games you won't find many good weapons. When you amplifies your weapons add ice and holy damage to them. These two features bypass almost all the damage resistance in the game. Especially the saint cuts everything down. 2. Fight A. Use 5' step. If not, you give AoOs (Opportunity Attack). B. If your opponents are too far away for a normal attack try to use a charge of attack. You can use your full movement for these attacks. Keep in mind that you suffer -2 AC penalty in the next turn. C. Always try to flank your opponent. Flanking an opponent gives you 2 euros on your attack rolls. D. Rogues can use their furtive attacks while opponents flat feet or while they flank them. E. Don't expect to win anything with a range of attacks. To damage less and opponents usually reach you within one round. The only exception is if you use them in conjunction with web, entanglement or similar spells f. Some strong fighters are weak with their saving throws against lubricant, cobwebs or similar spells (e.g. Ogre, Hill Giants). If you have trouble beating them, use the web or get tangled up on them, then take them down with long-range weapons while they are helpless. G. On tough fights, buff your party with spells like bless and prayers. It's going to make a huge difference. A circle of eight modding community forums is a discussion Temple of Elementary Evil, Guide and Help Topics of the Circle of Eight Modding Community Forums, The Temple of Elementary Evil, Guide and Relief Topics of the Baldura Gate, Tales of the Sword coast, Baldura Gate 2, Throne Bhall, Baldura Gate 3, Neverwinter Nights, Shadows of night nights Hordes of The Resca and Dragon Age: Origins © BioWare. Icewind Dale, Heart of Winter, Luremaster Trials, Icewind Dale 2 and Planescape: Torment © Interaction. Radians Pool: The Ruins of the Drannor myth © SSI. Dragonshard, Forgotten Worlds: Demon Stone, Neverwinter Nights 2, Mask traitor, Storm Segira, Secrets of Westgate, Temple of Elementary Evil, Dungeons and Dragons Online: Stormreach are © Atari, Inc. Dungeons and Dragons material © The Wizards of the Coast. All the original content © place of the sorcerer. Sorcerers.net is a member of Amazon Services LLC Associates Program, an affiliate advertising program designed to provide funds for sites to earn advertising fees by advertising and linking products to amazon.com, amazon.ca and amazon.co.uk. Amazon and the Amazon logo are trademarks of Amazon.com, Inc. or its affiliates. 3 out of 5 starsby heinousboySep 19, 2016A other people have pointed out in the years since it was first released, it is a flawed effort. Ok? The fight is well done and it is surprisingly true to the rules of D'D v.3.5. However, this buggy and role-playing game is subtle. Fortunately, a decade of developing rabid fans has led to a number of mods that deal with bugs, add better AI and more encounters. The version was even better than the vanilla (albeit corrected) version on the disc. I ran the original version with patches and enjoyed it immensely, but felt that it all ended too soon. It was good enough that I wanted more and free mod packages to provide it. OK as it is, it can be done great with relatively little effort. Verified purchase: Yes Condition: Pre-owned3 of the 5 starsby cdrigbyOct 21, 2015 I believe anything older than about a decade retro, although purists may disagree. I enjoy this game, although I'm not very impressed. This is undoubtedly the result of the game NWN and NWN2 for more than a decade. They are in every way superior. However, it's a good, low intensity game and well done for its era. I gave it yes in all categories (graphics, game and value) because I appreciate it for being true to the rules of DD 3.5, for the most part. Also, the graphics, though not interesting, are smooth and not glitchy, at least until now. By far the least enjoyable aspect is the user interface, which I find a little clunky. The inability to turn a point of view as can be done in more advanced 3D engines like NWN is annoying. The setup is quite involved, requiring a significant amount of fixes to get a work game. This process is detailed elsewhere, so I won't go into it here. I'm running it on what would have been a moderately high-end hardware at the time it was released, the Intel DP35DP motherboard with Intel Core quad core, 4GB of RAM with nVidia GT XT graphics card. It runs Win XP for this full on retro feel. I Am I Haven't tried yet under Win7 or above, no wine under Linux.Read the full reviewFiaped purchases: Yes Condition: New4 of 5 starsby madjackcrowJan 08, 2008OK, here are my two cents. If you're a hardcore D'D 3rd edition gamer, then chances are you at least like this game. I mean, it's not KOTOR or Neverwinter Nights, but then it was written some time ago. However, he doesn't have the same grip as Baldura's gate or Icewind Dale. What he has are great feats you can't find in these games (like the monk's ability to snatch arrows and throw them back at his enemies). It has rules that follow as close as possible to pen and paper games, which I think for some of you who have only ever played computer versions of DD, this can be annoying. I loved it for changing the tempo, and because it seemed a lot more like the best chess game I've ever played - you have to be very strategic during your battles and not just rushing and bashing things. Also, the game is beautiful. I would say that it is much more appealing than most early Bioware games. Also, in this game you get to have followers that are fun and interesting. The downside is that side quests are often quite boring and make you run around talking to people for what might seem like forever, and the plot itself was a bit weak. But, again, in regards to the plot, there are several different beginnings and endings based on your party alignment. While this is not a huge factor in the game, it is still a pretty neat concept. Anyway, for ten bucks or so on eBay, it might be worth your time and money. Read the full review4 of the 5 starsby 727756400@delet... January 27, 2011This is a good game, hack and slash genre. Well built. If you're looking for a deep RPG, maybe you're better off with Ice Wind Dale 2, but if you're looking for a random hack and slash game, this one is for you. The rules of the D7D table are the same, so it's easy to follow, and it's turn-by-turn based on the fight. If you're working in a game with a perspective or Windows 7, you have to run it as an administrator, if you don't, the game will freeze on and off. Also, it runs a great ther a few minor bugs, but nothing you shouldn't expect for the game genre5 of 5 starsby bissero_123Aug 11, 2009I's a lifelong fan of RPG games. The non-linear storyline and endless possibilities for repetition give unsurpassed importance. This game is a great example of a thoughtful and intelligent story, with unexpected twists, the ability to change the ending with your actions and the need to plan ahead if you want to succeed at later stages. The settings are colorful and the characters are memorable. Recommend to anyone who does not blast the door to enter the house;) story a few old hat, you have to win evil, and for that you must follow his minions into his lair for the final and decisive battle. Having Having To lead the party gives you change to cope with all kinds of problems and for intergroup dialogue. Magic spells, swords, mythical monsters, dungeons and the ability to live or die as a hero. All components are missing from everyday life to immerse themselves in alternative reality. The world has day-night cycles, lots of realistic sounds to attach your attention and keep you entertained. One of my old favorites. Read the full review of Temple Elementary Evil Passage Welcome to our Temple of Elementary Evil Step-by-Step Guide! Just click any of the links within the navigation bar to the right and you will be delivered to the appropriate area. I agree, this game is one of the best sandbox adventures I've ever played where you can kind of do whatever you want. A few tips and corrections to your comments: CFrederick: 2- Game just sucks until you get to level 3. There's no avoiding it. Stay there, have a cup of tea, and he'll get it. Make sure everyone has slashing, piercing and bashing weapons in their inventory as soon as possible. ToEE is cruel when it comes to damaging immunity. Just like any OCG game, the experience is divided according to party members. So it might actually be easier to solo on multiple levels (Homett bring and carry quests) and then go to Welcome Wench and add new party members by clicking on the book on the check in the counter. Elmo (Fighter 4), Furnok (Rogue 4), and Fruella (Fighter 3) have three NPCs you can hire early on in Homlett, which will make the early game easier. Ditch them as soon as you level your party, as they all charge for robbery. If they die sooner, then... Big deal. Pischella (Wizard 1 / Sorcerer 1), Spugnoir (Wizard 2) and Ronald Rynnraithi (Cleric 1, Co8 Mod only) all have decent stats/skills and don't require a marauding share (well Spugnoir does, but just have him copy all these scrolls in his spelling and then write them again for general use), so they're worth joining the more permanent basis. Meleni has good stats for the charmer (Druid 1), but you won't be able to recruit her unless you complete the Homlett matchmaker arc quest. Tips: Level up to Pischella as a witch, and keep her in Wizard 1: she'll be able to copy any level of scrolling her master spelling (with enough skill spells - by the way bonus effects from fellows Stack Kits and there are 4 of them you can get early on) and write those spells as scrolls for the party too! Spugnoir and Furnok make good range hitters, as they both come with the necessary skills. Furnok has a magic dagger and an invisibility ring! Fruella can throw her cleaver in combat and he automatically returns to her hands due to an NPC item error. Don't forget to write Scrolls! The Way to update the charmer! CFrederick: 4- You can use the world map to quickly move to the Homlet Tower, Homlet Church, or Homlett Inn. This will save some amount of time for walking. You can access the world map from almost any outdoor area. In Co8 fashion, you can click on the pointer before Welcome, and it will take you anywhere you want to go to Homlett.CFrederick: 5. There is only 1 guaranteed safe holiday destination in the entire game, ie Homlet Inn. Depends on what you mean by guaranteed. Homlett is not safe if you get a Butcher reputation Homlett. You can create magical objects in the tower of Bern and Rufus, but you can not rest there. You will eventually get a few options to safely relax in Nulb (where, own home). The Moathouse Tower comes with a chest to store excess loot, and you can both rest quietly there as well as craft magical items, so this is my preferred base of operations. Imo why buy a house in Nulb when moathouse is free? Wonilon's Hideout, a secret circular staircase and tunnel under the gangster tower are all safe to rest (well the tunnel is more like 90% safe), but you can't craft the items and have a chance to catch Dirt Fever there (just rest again full day until you get better). CFrederick: 6. Any item that is called Magic is UNIDENTIFIED. You need a wizard or a sorcerer to identify him. If you don't get in touch, there's going to be trouble. (The exception is potions, any blue potion is to heal the pot, just drink it if you have a priest you really don't need them.) Any merchant can identify items for 100 gold, so don't need to have a party member do it unless you want to spend a sorcerer or bard spell slot. Do your master scribe identify scrolls and use them to identify items, it's about 30% cheaper that way (Spugnoir NPC is perfect for this: join - scribe identify - kick). The charmer can throw Read Magic on any potion to identify it for free. Not all potions that they seem ;)CFrederick: 7. If you want to be able to complete all the quests, download the character editor (you can get one on Wizard's Place), make a party representative/chief PR officer with high charisma, and max out all the different communication skills. (Works in real life too! :D) No need to cheat. Just roll up the bard as one of your party members. They're perfect for that. In addition, some of these skills are not based on Charisma (Intimidation - Power, Bluff - Dexterity, Sense of Motive - Wisdom, Assessment - Intelligence, etc.). But afaik, as long as one of the party members has a fairly high skill, their stats are used instead of the leader of the party (unlike some other games based on DD). Another thing: It makes a difference to who you sell your loot in ToEE. Smith's metal products, leather goods to leather worker, fabric tailor, jewels for a Jew, magic magician to get the best prices. A high score of skill will affect this the most, altered intelligence (not charisma) that familiar you have, and some magical items and spells. Bards or robbers will be able to Appreciate the skill, so building a dedicated appraiser with a high int is worth it. You can make a profit pretty early on scribing scrolls and then sell them for cash if you build and equip your character properly. Perfect build: 18 Int with a trading scale and Raven Familiar, maxed Score Skill, cast a Fox trick before talking to a merchant or using Heaband Intellect.CFrederick: 8. Kraft is awesome! Get a craft guide from Gamefaqs, get Craft Magic Arms and Armor feat at The Cleric and Wiz/Sorc, wait up to level9 or so and then on it. Afaik, the only places where you can craft the Welcome Wench Inn, the Moathouse Tower, Bern and Rufus Towers and the house in Nulb. I've never found a place where crafting is allowed in the temple. Scribe Scroll is a crafting skill that can and should be used with Level 1 to keep the magic flowing in battle. Craft Wands can also be good early on, and with a reasonably high use of Magic Device skills, anyone can become a wand to own. Craft Wonderous Elements becomes useful with a level of 3 years for some misc magical items. Brew Potion is good, as everyone can drink potion in the heat of battle. But the number of spells that can be welded into potions is quite limited, so the imo brewing potions are only for clergy. Once again, Spugnoir is good for any of these roles (brewing is kind of useless for masters) if you don't want to waste skills from your regular party members. There are some high-level NPCs (Burne, Mother Scrang, Kella, Darley, Ashrem) who can become good artisans if you level them so they can learn skills. Lareth Beautiful can work out some decent things in the middle of the game if you manage to convince him to join and then put up with him in your party until he becomes an lv 6 clergyman (don't enter the temple!). His kind of pleasure to see the impact he has on the game as well ;) But only Kella and Darley can become permanent to re-join the NPC, so don't forget the level and craft as soon as possible with others before they leave you forever. CFrederick: 9. Disabling AWESOME spells in this game: Charm, Web, Stinky Cloud, and more. Use an invisible or sneaky scout to find a group of enemies. Lock them down from the web and then pound them with fireballs. In addition, Sharm (mind control) are a few big fat enemies to create a buffer zone between you and the enemy contingent. They simultaneously hold the line, take the damage, and inflict damage that allows you to sit back and let your range attacks fly. Think like you're playing Starcraft. In ToEE, pay special attention to spell descriptions to save thrusts and resistance. Some spells may sound until you realize that they do not allow to save, etc., and thus can be very useful against the right enemy. For example, many ray spells are based on impact, but do not require DC preservation. Protection from evil protects 100% from mind control! Mind! Dust bypasses the resistance of spells! It pays to find out your spells. Hope this helps anyone start. Of.

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