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## Book Descriptions:

# Crusaders Dark Savant Manual

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- **crusaders of the dark savant manual, wizardry crusaders of the dark savant manual, wizardry 7 crusaders of the dark savant manual, crusaders dark savant manual, crusaders of the dark savant manual.**

In some areas of the game, the inability to map will leave you stuck or moving at a snails crawl if you do not know the area, especially in the darkened areas where the only thing you CAN map are the walls. Dont worry about putting points into it however; you automatically gain points every time you successfully use not equip and throw a wand in battle as an item. This, however, doesnt eliminate the need for Identify unless you already know what an item does. Ninjutsu Monks and Ninjas gain an AC bonus from this, in addition to anything else that other Ninjutsu practitioners get. They should build this up all the time by practicing hiding instead of putting precious skill points into it. Anyone else with this simply gains a nice ability to hide and do a backstab or surprise attack. Legerdemain The 5 Fingered Discount is a nice thing to have, but you wont pilfer much. The chance of getting caught is quite high as well, even with a level 100 Legerdemain, so save before trying. If the characters inventory slots are full only gold will be taken, which keeps this skill from being totally useless; most shopkeepers have horrible items in their inventory you wouldnt want to steal them if your life depended on it. Kirijutsu This skill gives you a chance to get a Critical Hit that instantly kills a monster. Very nice to have, but try not to get the person with it confused. Mind Control A personal skill that you can get in Dionysceus; it reduces the effectiveness of psionics and other mental spells. A minor side effect is that you will never fall asleep in the poppy field with even 1 point in this skill. In some cases it will be very useful, if youre conserving mana and dont want to mistake Night Rooks for Vampire Vultures. In most cases however, it is easy to figure out what the monster is after a round, or even based on where it is. Putting points into this is really up to your strategy. Scribe If

you like to save on mana, you may find a use for this skill. <http://www.cukierniababeczka.com/photos/cardo-teamset-pro-manual.xml>

Personally, I've gone through the game with only one point put into this skill for KnockKnock scrolls to be slightly more effective other than Magic Screen, Armorplate, Locate Person, and Enchanted Blade scrolls, KnockKnock scrolls are the only other ones I actually use. Some nice spells are on scrolls, but chances are, you're going to sell them for the cash they give you by the point you don't need cash anymore, scrolls are already quite useless. Firearms I personally don't like 2 of the 5 weapons that use this skill. Still, you might as well get it. Because these guys are hard to get, you don't have a lot of excess points to distribute for other stats. To top it off, the class usually has almost double the experience requirements of the easier to achieve classes such as the Fighter. With all these factors thrown together, this party is not recommended for a purist new to the game various maps that hint at what to do are your only clues as to what should be done if you do not wish to consult outside sources, and with a Super party it will take too long to level them up; the NPCs will have snatched them away before you get to them, and the only ways to get your hands on them are buying it for 10,000 gold which you won't have for a long time or killing them, which is very difficult with this kind of party until much much later. This party is usually made up of characters quickly rolled up, and is usually something like 2 Fighters, an offensive spellcaster Mage or a Psionic, a healing spellcaster like a Priest, a thief, and maybe a miscellaneous character thrown in for fun. Sometimes, the party will be rolled up with higher scores so that you can distribute the excess points as you see fit. The game will be easy in the beginning, but after a while you will get the urge to dual class as experience requirements get higher and higher and your diversity in what you can do gets lower and lower. For example, say you have an Elf who can be a Ranger.

You choose Fighter instead, add stats to meet the minimum requirements for a Ranger, and put any excess points where you want it usually Vitality in this case, as you will be hurting for hit points from all the profession changing. Stats are given in the order of Strength, Intelligence, Piety, Vitality, Dexterity, Speed, Personality. Elf Fighter Elf Base stats 7 5 points added meet Fighter requirements 10 10 7 4 points added meet Ranger requirements 9 1 point added meet Ranger requirements 9 8 That leaves you with 5 more points to redistribute; in this case we distribute the excess to Vitality as all the ability scores will be reset down to the bare minimum after the profession change; might as well get some extra hit points and stamina out of it. Felpurr Fighter Felpurr Base stats 7 5 points added meet Fighter requirements 10 1 points added meet Samurai requirements 7 7 2 points added meet Samurai requirements 10 2 points added meet Samurai requirements 12 2 points added meet Samurai requirements 10 There are three points to distribute left as you wish. Again, I would put it into Vitality. Faerie Thief Faerie Base stats 5 5 points added almost meet Ninja requirements 11 6 3 points added almost meet Ninja requirements 6 5 points added almost meet Ninja requirements 10 2 points added meet Thief requirements 14 12 In this case, there are no excess points to use. You will be relying on level ups to give you the rest of the stat boost you need. Either Vitality or Intelligence is a good choice, getting more Academia points to speed up getting the higher level spells is nice, but so is more hit points. I think you can see the pattern If you can afford it, fill out the requirements of the 2nd class first before distributing the points to other statistics. Basically, there will be a couple characters that may have been chosen because of the items they start with, and others which were chosen because you like the class or some other reason.

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Most people new to the game will probably end up using something like this, where they have a prize character that they do not wish to change profession especially when the character gets a 19 or 20 in Intelligence or Personality, which are scores that cannot be improved by certain items that can be bought. You'll need at least 1 healer, 1 offensive spellcaster, and 1 skullduggery character unless you're looking for a challenge. After you're familiar with the game, try going through with only a

single character. That means you can cast them over and over to make them last longer if they have a duration, you can reduce the duration of all status ailments except disease, stoning and death in the case of the ailment cures, or increase the effectiveness of the spell which only happens with battleonly spells if at all. The six spells you can cast at any time Enchanted Blade, Armorplate, Magic Screen, Detect Secret, Direction, Levitate which are reflected in the globes on top of the game screen are cumulative in duration only; however, this is to reflect the fact that you can cast them at any time. Casting any of the other battlehelping spells such as Bless, Haste, etc outside of battle will have NO EFFECT, even if cast before a fight or some action that causes damage of some sort, so dont waste your spell points and stamina. For example, an Alchemist scribes Stamina instead of learning it the normal way. For ailments that CANNOT be cured by resting, you must use a set level of the curative spell to restore the character or the ailment will not go away. For example, some people kill Father Rulae in New City and Brother TShober at Eryn River for experience, which is fine although pointless.until they run into Xen Xheng and get slaughtered. If you want to kill NPCs, make sure there are no more mobile NPCs of the same race still alive. If you move them to a character with high strength, chances are that character has the high strength because it is wearing heavy armor.

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If youre in front of a battle generator killing monsters, they will end up dropping loot eventually unless youre killing something with no loot at all, like the Savant Androids. 2. When you get a key item, it automatically goes to the first person with room in their inventory. If no one has room, it REPLACES an item. You could do this to try to get rid of a key item, but chances are that youll lose something valuable instead. When their carrying capacity score changes color from grey, their equipment is heavy enough to affect their AC, which is bad. Hey, what do you expect after carrying 300 lbs. Im in the middle of nowhere. A Well first off, equip your items. Then SAVE. Get used to saving, as you will be doing it constantly. Look around for a road and explore a bit. Q What about the forest area. Cant I look there too. A Of course you can. In fact, you should. Theres a Journey Map kit that will definitely help you hiding in a chest in the forest if you are starting a new game. However, you should put that off until after you have cleared out the Starter Dungeon, which is what you are looking for on the road. This is because the monsters GUARDING the path to the chest are very tough, and in your new condition you will most likely get creamed. Instead, find a path on the road leading to a ladder going into the ground. Thats the starter dungeon. Q I imported a saved game from Bane of the Cosmic Forge, but Im not where you say I am. A If you instead started out in a different area because you imported your game, I really cant help you too much. If you started near Dionysceus skip directly to the Dionysceus section of this FAQ and see if you can get the CRYSTAL map in the Temple of Deadly Coffers.if you can afford the outrageous fees. At the very least try to get the Mind Control skill before going to New City when you run out of cash, so that you have a much easier time getting back here.

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If you started near Nyctalinth, go into the city, talk with HJennRa, meet Shritiswho you can say no to if you like the Umpani more, but dont kill any Trang NPCs until you can take on Shritis if you do!, and then exit into New City instead of going back into the Anthracax. If you started near Ukpvr, go in the city, join the Umpani I.U.F., decide whether or not you actually want to help Kborra TRang, and proceed until you have to deliver a message to Rodan Lewarx. This is the most profitable way to start, coincidentally. Incomplete Bane of the Cosmic Forge games will start where a new party starts. Regardless of where you start, you need to get to New City eventuallythe first quarter of the game is linear if you have not played the game before and therefore know what the maps say and unless you started in Dionysceus, the only map youve got a chance of getting is the TEMPLE map in Orkogre Castle. Starter Dungeon Monsters encountered Encountered everywhere Mottle Cruds

Bitterbugs Ravens Level 1 Level 2 Ravens Stag Weevils Boring Beetles Night Rooksfixed  
Rasepretepfixed Q Whats this fountain here. A That fountain restores some health, stamina, and mana every time you sip it. Dont forget that you can sip multiple times if once isnt enough. To sip, either click on the fountain once and then on the characters that you want to drink from the fountain, or search and then click on the characters that you want to drink from it. Dont forget that you can use the number keys 1-6 if you consider the mouse to be too slow for this. However, be VERY careful with fountains. Most are beneficial, but some have nasty effects on you. Save before drinking from any fountain. Q What the heck am I supposed to do here. A Build levels. Clean out the entire dungeon. And to get to know the game better of course. The most important tactic that you will learn over and over here is to save before entering unexplored rooms and areas.

If you have someone with access to Priest spells, try to get Dispel Undead if you can youll be happy to have it, I will guarantee that. If something seems confusing, read the manual. It is quite descriptive in how to do things. If youre using a copied version of the game and didnt bother to get the manual, look for a copy of Wizardry Goldthe manual is built in in that version by using the F1 key, although Wizardry Gold tends to be more buggy than Crusaders of the Dark Savant. Despite what people may say about the game being nonlinear, the first part of the game is linearyou just cant handle most of the monsters in the game at the level you are at. Youll see what I mean after deciding where to go after New Cityanywhere but Orkogre Castle, Dionysceus, and Munkharama is lethal. New City Monsters encountered varies by area of New City Gorn Spearmen Gorn Rangers Demented Munks Dark Forest Munks Rattkin Rogues Rattkin Bandits Dane Initiates Dane Disciples Savant Guards Savant Troopersfixed Savant Controllersfixed TRang Youngers TRang Wilders Umpani Ruffians Umpani Renegade Q The Savant Trooper wont let me through. Why A You probably didnt state a place in New City for it to confirm. Maybe theres an ad for a store in the Starter Dungeon somewhere.Q What should I do here. A Think of New City as a bigger version of the Starter Dungeon, except with stores and healing that you have to pay for, for now. Definitely save before entering a place, as there are a couple doors that hide very nasty encounters. Q Hey! I cant pick or force some of these doors. How do I get in A If youre referring to the Umpani Detache and the TRshieches House, youll get in.but from a different place. If you are referring to a certain alwaysjammed door near the Marina, buy a KnockKnock scroll from Belcanzor and have someone with at least 1 point in scribe use it on the door.but save first. Either that or use a level 6 KnockKnock spell to open the door.

Very useful treasure in the chest behind it, considering how early in the game it is. Q Whats with the Wand Majestik in the Curio Museum. I stick my hand in but I cant grab it. All I get is this weird stone when I leave my hand in there and my leader gets diseased. Better to wait until later when you can buy Cure Disease potions in Munkharama or learn the spell yourself, as the Wand isnt going anywhere anyway. Q Can I use the boat Sogheim has in the Marina. A No, but youll find a better one. Q What the heck do I do at these Devil Faces in the Curio Museum. A Read the BOAT Map. Funny, some of those words match the devils. Q What is that sign in the Condemned Area. A Its a way into Old City. Youll figure out how to get in after you help Barlone in the Rattkin Ruins Funhouse with a favor. Maybe Professor Wunderland was the friend he was speaking ofafter all, he IS a Rattkin, and he IS interested in Old City. Perhaps mentioning the place Barlone mentioned will help jog his memory. Q Whats the Book of Fables for. I managed to sneak past the Savant Android guarding it with my fastest character. A It is for figuring out the witches names. Read it when youre in the Witch Mountains, and especially pay attention to the last parts. Q Whos the Gorn Officer that Palukes mentioned. A Youll find out. Keep in mind when NPCs mention nouns like Officer or even a place, there is a possibility that saying those words can open a flood of useful info. Q I found a Black Wafer. What does it do A Its for the Constabulary. Think of ETX as Entrance. Dont try it in the Forbidden Zone however, unless you WANT to fight Savant Troopers and Savant Guards. A You walk in. You mean inside the inside area. Get the Control Card from the TRshieches House.but youll need to have

a chat with Shiritis before you can get a chance at the chest. Q How do I turn on the computers in the Forbidden Zone. A Use the CommLink Device from the Umpani Detache. Q What can I do with the computer.

It wants me to login to some server. A Nose around Nyctalinth and wake up a few Savant Androids lying around. Dont forget to nose around the Observation Tower there for some other answers. This is where the information you got in those two places is used. Q How do I open the Security Cell. A Whichever server you didnt use or used but it didnt work the first time, use it now. Q Nooo! This isnt fair!!! Why isnt the LEGEND map in New City! A It tends to disappear VERY fast for some odd reason. Consequently, return the Holy Work to Xen Xheng as soon as possible and go looking for Xen Xheng after he leaves the dojo. Locate Person scrolls WILL help. Try to get the LEGEND map now while it is early in the game after following the instructions he gives you. Seeing as Ratsputin seems to come down here pretty early, Id say that hes the one that normally takes the LEGEND map before it switches hands. I havent found a key for the place. A Youll have to get into the Apes room first and flip a switch. I hear apes like bananas.but if you didnt bring one with you there are some in the prison. Q How do I open the doors in the Prison then. Is there a switch somewhere to throw. A No, you have to get the Prison Keys from Murkatos Outer Sanctum. A Youll need a Polished Steelplate from below to reflect a beam of light into the gate. Funny, why does my Detect Secret eye glow when I pass by that splot of blood in front. Q I found these Boney Combs and Brushes. When is it used A Much, MUCH later in the game. Isle of Crypts to be exact. Look for a hideous Gorn woman there. Q Hey! The chest in the Gorn Kings room is empty. What gives A It looks like someone beat you to the map that was here. Whenever you come across an empty chest or a chest that had waxy wrappings in it, that is where a map was located. If the chest is empty, an NPC beat you to the map because you were too slow.

At this point in the game however, only Brother TShober can beat you to this chest at your top speedso dont talk to Brother TShober before coming here. This map was the TEMPLE map. Be very careful when you run into NPCs in an area that has a mapwhen you see them around, youre probably too late to get the map. Q That Shadow Guardian is too hard. How do I beat it A Looks like you went way too fast. However, in the area below that you came from, if you go back to where you fell down a fixed encounter where you have to fight some monsters at a certain spot respawnsyou will always walk into the spot where the encounter is on your way back up. This must have been put there for people that got stuck here because they were low level. You wanted to know how to beat it though Youll NEED the Air Pocket spell here. Otherwise, when Asphyxiation pops up and it will 90% of the time, you will see most or all of your party die unless youre high level. Useful spells on the Shadow Guardian in addition to Air Pocket include Purify Airbecause of Poison Gas spells it seems to love, Cure Poison, Haste, Magic Screen, Armorplate, and Enchanted Blade. The last three spells if you have any of them should be casted out of battle before you engage the Shadow Guardian. With those spells under your belt, the Shadow Guardian shouldnt be too much of a problem. Q Aaack! All the sudden Im silenced and 2030 Spectral Ravens fight me. What do I do A This is an example where saving saves your butt. If you saved before entering this area, youll immediately realize that youre too weak for this section. Come back later when your party can deal with all those blinking birds without spells, and youll have a better chance.

You will want to come back anywaytheres a key in the chest there that will unlock the gate to a Magicrestoring only fountain here; other contents of the chest includes the nifty Gem of Power, which can, when invoking its special power, give a character the Power Strike Personal Skill at the cost of losing the Gem; you may want to use the Gem as a protective item instead for a while howeverit grants a 2 AC bonus to the wearer which is a lot right now. Munkharama Monsters Encountered Encountered Everywhere Demented Munks Dark Forest Munks Mad Warders Munk Ninjas Munkharama and Land of Dreams Land of Dreamsonly Monsters marked with an L Gorn



Spearmen Gorn Rangers Gorn Lancers Gorn Ashigaru Umpani Ruffians Umpani Renegade Spectral Ravens Vampire Rooks Night Rooks Nightmares Nightmares fixed L Dream Weavers fixed L Furies fixed L Lost Temple Level 1 Gorn Rangers Gorn Ashigaru Umpani Ruffians Umpani Renegade Dragonlizards Skeletons Vampire Rooks Spectral Ravens Dragonlizards Fungus Oozes Puxic Oozes Lost Temple Level 2 Gorn Rangers Gorn Ashigaru Umpani Ruffians Umpani Renegade Spectral Ravens Spirits Ghosts Skeletons Water Nymphs Jelly Stingers Frothing Munks fixed Leper Giants fixed Lord of Dark Forest fixed Crypt Skeleton Lords fixed Q Whats the answer to the wells riddle. A Whats another name for a quarter, a dime, a nickel, or a penny. I put the beans in, but it always comes out WHITE WHITE WHITE WHITE. A Well, you can avoid it by swimming past it to the Rubber Bear chest; youll just miss out on money and experience. If you want to solve it however, from what I can tell the order the beans are placed in the receptables depends on which rooms you go first, and in which order you end up placing the beans. The listed colors on the roulette appear to be in this order Upper Left Room, Lower Left Room, Upper Right Room, Lower Right Room.

If it comes up partially white, you have to switch the beans that were wrong around until you can narrow it down to two white; then youll have the answer very fast. Dont even try to tell me that you can get this. Option 1 Two whites. Answer Switch the two whites the next time you try. Answer This should not show up unless you goofed and didnt switch in pairs i.e. top right with bottom right, and the other two with each other or other similar combinations. If you forgot to switch in pairs, reload and try again. Option 3 Four whites. If only two turned black i.e. you had Black Black White White swap the two whites. If you still cant solve it theres nothing I can say that will help you. Its hard to keep track of the beans though, and you may have accidentally switched one pair accidentally. I have only managed to get BLACK BLACK BLACK BLACK on the first try ONCE. Usually I end up getting it right by the 3rd or 4th try. As a reward however you get free cash, experience, and a secret door opens up in the SE room. Remember, the listed colors on the roulette appear to be in this order Upper Left Room, Lower Left Room, Upper Right Room, Lower Right Room. Q What do I do at the Land of Dreams The Palace Munk doesnt like my answers. A I hope you remembered to ask Brother Moser about rumors if youve met him already. Q OK, Im in the Land of Dreams, I stepped through the black door, but now I cant get out. What do I do A Remember what those Munks you saw were doing. Maybe you can too with the junk they left behind. You have to go through the entire scenario until it repeats before the activity will have some effect though. Q Whats a good item to pick. A Totally up to you. The weapons are cursed but really strong for this point in the game and the protective items, although cursed, grant a regeneration bonus on the wearer at least two of them do and REALLY good protection. Q What the heck is Xen Xheng saying.

A You should have talked to Father Rulae way back in New City and said you wanted guidance, and followed his directions and the subsequent directions from Brother TShober. Otherwise, this is a dead end for you. Q Is there something special about that middle area in Munkharama with Phoonzangs statue. A Read the TEMPLE map for hints. I hope you have decent swimming at least 20 to at least get to the middle area. Hope your Scouting is decently high, or your Detect Secret spell is at the highest possible for you. Q OK, Im in this big underground dungeon. What do I do here A Locate an exit first. ALWAYS locate an exit if you get dumped into the middle of nowhere that way when youre halfdead you have a way out. When you come out of the place, SAVE, and clear a way back to Munkharama Munkharama is going west on the path you will end up on. After you have a way out that is cleared of fixed encounters i.e. encounters that arent random, go in back in and explore after you get healed. Q Um why did I just fall down a pit A Uh oh. I hope you didnt save. This area is annoying. And you can get out eventually. See, youre going to be fighting Frothing Munks and a Leper Giant two if on Expert mode here. The Leper Giant is annoying because hes a giant they tend to squash you like a bug if they hit you. The annoying thing about the Frothing Munks though is that they throw up on you and you get diseased. However, these are at least weak against Asphyxiation or a mass target damage spell like Nuclear Blast, so if you have that and Cure Disease,

they'll be an easy source of XP for you. Keep in mind that they don't have a lot of hit points if you try using Nuclear Blast or another similar spell. A level 2 or 3 one should kill them. Q Yikes! That Lord of the Dark Forest is hard. How do I kill him? A With persistence.

If you are VERY lucky, you can silence him; he's a monk, unlike the rest of the Munks who are ninjas, so shutting him up is a very effective way of stopping the nastier spells like Lifesteal. Deal with anyone he has with him first though. He might be dangerous, but so is 6 Dark Forest Munks that get a chance to cast stuff on you as well, leaving you blind, irritated both literally and figuratively, and possibly insane, making it near impossible for you to beat the Lord of the Dark Forest. This is why you needed to find the exit first, so that you can come here in better health. However, if you cannot defeat the Lord of the Dark Forest at this point, you have no hope of getting the CRYPT map before someone else, as it means that you are too low level to effectively kill him. Q What do I do with the Notched Shaft I found. A Look for what looks to be like a pressed button and use it there while facing it. It closes that pit that dropped you into the Frothing Munks and Leper Giant. Keep in mind that the pressed button is located in the same region although not the same passageway as the pit and ladder. Q I can't find the Holy Work. A The chest also contained the CRYPT map. Looks like someone beat you to it. Try hunting down some Gorn NPCs or Brother TShober strangely enough. They seem to be the first ones with it if you don't get it. Then you have to hope that the characters with Silence don't get paralyzed. Nuclear Blast tends to not work as well as Word of Death on undead. There's no way you can take more than 2 turns of spells from the Skeleton Lords without getting someone clobbered to death, even with Magic Screen up. If you can, you're lucky! Death and 6 Fireballs have a nasty effect on my party at this point. Save each step ONLY if at most 1 person falls asleep. You only need to make it through the poppy field once doing this tedious method. Then turn left at the intersection you will come across after the field.

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