

AD&D: Heroes of the Lance Character Hacking Guide

by Binta

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AD&D: HEROES OF THE LANCE

Character Hacking Guide

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What is this about?

This is a hacking guide for Advanced Dungeons and Dragons: Heroes of the Lance for the NES. It uses built-in hex editing for VirtuaNES under "Tool" as "Cheat Support". It's has all the information you need to change your characters. You can also change your characters' current HP.

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Disclaimer

I, Binta, have made this FAQ page. You can read this freely and/or download it, just don't post it up on your website or other places, unless I say it's okay. I'll let you print this if you want, too. Just don't steal my work.

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Version History

V 1.0 - Initial

V 1.1 - Fixed notes about duplicate characters/taking damage. Also am requesting how to hack items.

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What You'll Need

-An NES emulator with a built-in value editor, hopefully VirtuaNES

-Rom of AD&D: HotL

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NOTES:

- 1)If duplicate characters get hit the duplicate(s) also takes damage as they are part of the same character. However, for heroes 5 through 8, the life meter won't change until you enter the menu screen.
- 2)If your characters die, with grey portrait or tombstone, you can revive them by changing the dead person to the character you want.
- 3)Remember: if you're gonna beat the game but want to replace Goldmoon, go fight monsters, let her die, then have any Sturm, Riverwind or Caramon pick up her staff. Just don't have Goldmoon jump into a pit, or you'll have to change the dead person to Goldmoon.
- 4)Don't set HP too high. If you do, the graphics will scramble until the values are back to normal. If it's too high, you can also get your character killed at random.
- 5)When editing HP, remember that the value of the character you want to modify is NOT the position, but the character itself. But appearance and ability settings depend on position slots.
- 6)If duplicate characters jump into pits, only the lead character will die, but the duplicates will be down to 1 hit point (obviously the next hit will kill them all)

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Character |
Abilities |
And |
Position Appearance | Character Current HP
..... |
1-----00B0 | Tanis-----00B8
2-----00B1 | Caramon-----00B9

```
3-----00B2      | Raistlin-----00BA
4-----00B3      | Sturm-----00BB
5-----00B4      | Goldmoon-----00BC
6-----00B5      | Riverwind-----00BD
7-----00B6      | Tasslehoff----00BE
8-----00B7      | Flint-----00BF
```

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Character Values

```
1  = Caramon
2  = Raistlin
3  = Sturm
4  = Goldmoon
5  = Riverwind
6  = Tasslehoff
7  = Flint
8  = Tanis
195 = DEAD
```

If you're more into using HEX format, here are the equivalents:

```
1  = 01
2  = 02
3  = 03
4  = 04
5  = 05
6  = 06
7  = 07
8  = 08
195 = C3
```

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Still need to hack items. If you figure that out (it will take tons of time, so do that at your own risk), you'll get credit.