

OFFICIAL
**Advanced
Dungeons & Dragons®**

COMPUTER PRODUCT

SHADOW SORCERER
AN ANIMATED FANTASY ADVENTURE

RULE BOOK



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AN UNEASY CAMPSITE

As the celebrations continued, it was Tanis the Half-Elf whose keen eye noticed Raistlin slip quietly from the tent. He followed the mage, stepping out quietly into the chill of the night. Raistlin avoided the welcoming lights of the tents, and the many fires dotting the hill-side where the refugees had pitched camp. He stood alone, gazing into the heavens, a grim smile on his lips.

"Raistlin!" Tanis asked nervously. It would be tragic if their mage were ill or injured. "Are you well?"

The mage offered no reply, but pulled his red cloak tighter about his shoulders as Tanis approached.

"These celebrations are premature, Tanis," the mage whispered, his voice obscured amidst the laughter and revelry rising from the camp. "The forces of evil are not yet defeated; the Dark Queen still rules in the heavens. These people think they are safe." He swept his arm towards the refugees, seemingly dismissing them for their ignorance, "but they are not."

"Don't be so hard on them, Raistlin. Until a few days ago they were slaves of the draconians, back there in Pax Tharkas. Now we have freed them, and closed the gates of Pax Tharkas so that the draconians will never get through. They can start a new life down here, or head for the coast and take ship across the sea."

"You are not so naive, Tanis!" Raistlin interjected. "After all your adventures, to think that Verminaard and his draconian hordes will be held captive by those gates forever. They will break out of Pax Tharkas, and they will come looking for us and for their former slaves. Their lives—and ours—were never in such danger as they are now."

Tanis rubbed his hand through his beard, feeling the grime of battle. Had they really endured so much, and not yet succeeded in their quest?

"You're right, Raistlin," Tanis decided. "We can't stay here. Sooner or later Verminaard will come looking for us again, and the refugees will be helpless. But I don't know what else to suggest."

"Perhaps I do." The gruff, rumbling old voice surprised them both, though they recognized it at once. Flint the Dwarf was sitting in the shadows, whittling at a hollow stick.

"These are Dwarven lands," he continued, "or were once. The Hill Dwarves lived here, kin to the Gully Dwarves we saw in Pax Tharkas and to the Mountain Dwarves of legend. They ruled the lands between Pax Tharkas and the mountains to the south, but retreated when times grew bad. According to what I've heard, they found their way to Thorbardin, the kingdom of the Mountain Dwarves. Perhaps that is where we should go."

"What welcome could we expect there?" snorted Raistlin. "The Mountain Dwarves have long kept to themselves. I don't see how we can turn up with wagon-loads of former slaves and expect them to provide shelter."

"Maybe not," nodded Flint, examining the newly-carved wooden whistle in the flickering light, "but have you a better idea?"

"I don't think there's any point arguing about it," Tanis interjected. "We can't stay here. We have to move on. Either we find a ship at the coast, or we find someplace else we can safely settle these people. Whatever we decide, there isn't much time."

"We should go ahead," Flint added. "The refugees move slowly, and they don't have the experience to look for trails. We should scout ahead of them and—"



"And leave them to Verminaard when he breaks loose of Pax Tharkas!" laughed Raistlin, derisively. "You know what the refugees are like, they'll argue among themselves, they'll stop to look for food they can't hope to find... No, we'll have to stay with them, just to keep them moving."

"You're both right," said Tanis, his jaw set in grim resolve. "We have to stay with the refugees, for their own protection. We have to find them food and shelter. But we must also scout ahead and find somewhere permanent for them to settle, or we'll just be dragging them across the countryside to perish somewhere else."

"I propose we send four of the Companions ahead as scouts. Their job will be to see what hope this land offers us. When they find shelter, they'll let us know. The rest of us can follow with the refugees and help them along."

Raistlin and Flint found themselves unable to disagree. The Dwarf gave an experimental peep on his new whistle.

"Fine plan, Tanis. Now then. Have you considered just who these four scouts are going to be?"

INTRODUCTION

Welcome to *SHADOW SORCERER*, an official *ADVANCED DUNGEONS & DRAGONS*® action adventure computer game based on the rules for the *AD&D*® roleplaying game by TSR Inc.

In this game, you control the destinies of the Companions of the Lance, the characters featured throughout the *DRAGONLANCE*® saga, and follow an episode from the original *DRAGONLANCE*® adventure. The Heroes of the Lance have just rescued 800 slaves from the city of Pax Tharkas, stronghold of the determined, deadly draconians. Now, they must find a safe place for them, far away from the murderous dragon armies. But where?

That is something only you can decide as you play this game. Your goal, as the guiding force of the heroes of the Lance, is to steer the refugees to safety. Your success depends on your ability to deal with several conflicting requirements. You must:

- Scout ahead to find temporary safe havens for the refugees.
- Keep them supplied with food.

- Keep them moving in the right direction.
- Defeat or avoid any obstacles in your path.
- Fight off or escape the draconians, who will soon follow you in hot pursuit.
- Locate the fabled land of Thorbardin, in the hopes that the refugees will find a new home there.

Game Box Contents

Here's what you should find in the box:

- Game Disk(s)
- Data Card
- This Rulebook
- The DRAGONLANCE® novel WANDERLUST by Mary Kirchoff and Steve Winter.
- SSI's hintline phone number 1-900-737-4468.

Getting Started

There is no copy protection on your SHADOW SORCERER disks, and you are advised to make back-up copies of the originals immediately. Use the copies to play from, or load the game onto your hard drive. Refer to the Data Card for details of how to perform these functions and play the game on your computer.

You can save and restart games at any time through the pull-down Menu. Click on Save, and follow the on-screen instructions. Similarly, clicking on Load will restart a previously-saved game.

Game Description

SHADOW SORCERER is a graphic action/strategy game played in a real-time environment. While it is possible to play using the keyboard alone, we recommend you use a mouse or joystick for ease of play. If you wish to use the keyboard commands, always ensure the NUM LOCK is on. You can do both: use the mouse/joystick most of the time, and hit certain "hot keys" to speed up specific actions. Refer to the Data Card for your computer for the keystrokes used in SHADOW SORCERER.

SHADOW SORCERER features a unique command structure, allowing you to control four heroes in a real-time environment. You can have the computer control some or all of the heroes for you, and you can give them default actions to take (such as attack, flee, etc.).

The Beginning Party

You control four heroes of the Lance. You are the brains behind these heroes. You could try playing with a party of less than four characters, but it isn't recommended. Things are dangerous enough, without making life impossible...

Winning the Game

Success is judged in three ways: by the number of monsters you defeat, the obstacles you overcome and by the number of refugees you have kept alive by the end of the game.

How will you know when you have finished? Like any good story, we don't want to give away the ending, so we're not going to tell you how the game is won. Just keep the draconians away from the refugees, explore as much of the wilderness as possible, and you will learn when you are close to the finish and what you have left to do to complete the game. At the end, a screen will give you a Success Rating (in terms of experience points), which can be your target to beat when you play the game again, or when your friends play the game.

On-Screen Views

The game uses two types of maps: the Wilderness Map and the Tactical Map. These are complimented by two screens: The View Character Screen, which allows you to see the personal statistics of the characters, and the Command Options Window, which allows you to order the character to fight, move, lead the group, cast spells, etc.

PLAYING IN REAL-TIME

Real-time game play differs from turn-based games in that everything is happening regardless of how long it takes you to make your move. Turn-based games, by contrast, wait for the player(s) to decide upon their actions before showing the results of those actions. It can be compared to the difference between golf, in which everyone plays in turn, and basketball, in which everyone is moving around simultaneously. *SHADOW SORCERER'S* real-time environment places the emphasis on quick thinking and astute planning, since your four characters, their spells, and the foes they are fighting all move around the screen at the same time.

The Clock

In the top right corner of the screen is a graphic which shows the passing of time through each day. The bar advances from left to right, starting and ending at midnight. Then it repeats. The darker areas on each end of the timeline represent the hours of night.

Many functions of the game are controlled by the passage of game time. The most important of these is the escape of the dragon armies from Pax Tharkas. Almost every action you undertake works against your lead time, and you should plan your moves with this in mind. For instance, you should avoid crossing mountains whenever you can, and you should be careful with your spellcasters, who take time to re-memorize their spells.

How Time Passes

Time is shown to pass only in the Wilderness View. When underground, you can't really measure how long you've been there (since you can't see the sun and stars and you have no mechanical clocks), so you won't know how much time has passed until you go outside again.

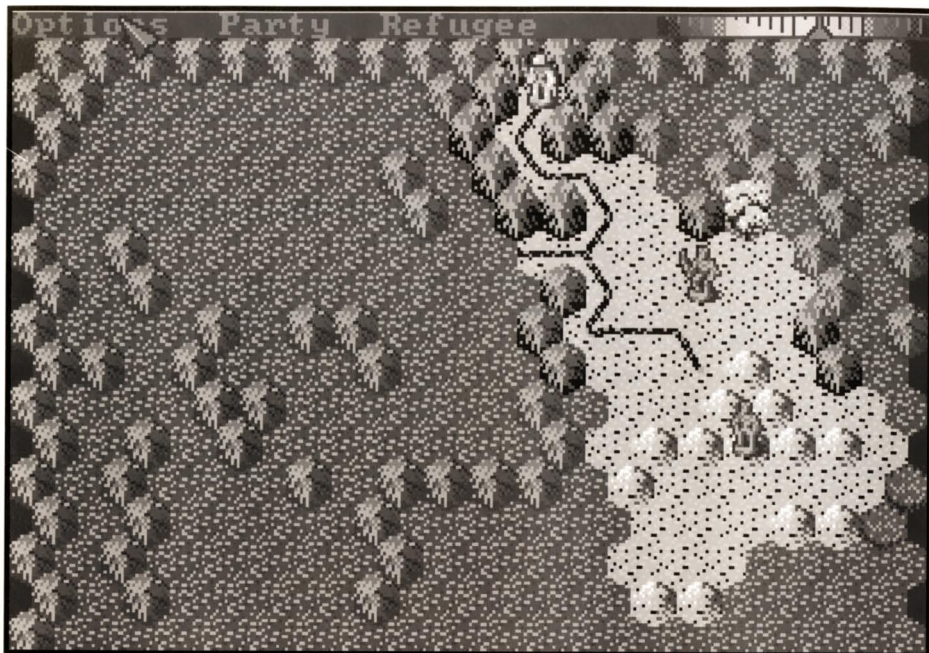
There are a few clues, however, to help you guess how much time you've spent. The first clue is that whenever you memorize a spell, you see a clock on the memorize window move forward to reflect the time spent. Also, each room requires about 30 minutes of time to explore fully. By estimating the number of rooms you've explored and by watching your spell memorizing, you can keep a close watch on the time you spend below ground while the refugees are assailed by draconians!

Adjusting Game Speed

You can't halt the passage of time, but you can adjust it to better suit your style of play. If you press the F9 key on your keyboard, game-time passes more quickly - all functions of the game are speeded up. Alternatively, press the F10 key to slow things down and allow you more time to think.

Pausing the Game

You can pause the game at any time by hitting the space bar. Click anywhere with the mouse to return to the game.



The Wilderness View

THE WILDERNESS VIEW

After the main title screens have cleared, you are presented with a map of part of Krynn - the world of the DRAGONLANCE® adventures. This map has little detail; only the main mountain ranges are shown. You will reveal more of the map as you explore. This is the overall land view, also called the Wilderness View. You move the heroes and the refugees around on this map.

You begin the game near the top of the map. The heroes are represented by an icon of a sword-wielding adventurer. The hex that icon occupies and those immediately adjacent are presented in greater detail, showing the terrain type. As you move the heroes, more and more of the map is revealed.

Pull-down Menus

There are three pull-down menus which you can use during SHADOW SORCERER: OPTIONS,

PARTY, and REFUGEES. You can close any of these menus by hitting the ESCAPE key or by clicking either mouse button.

Options Menu

The Options menu contains the following options:

ABOUT: Tells you what version of the game you are playing.

HEAL: Allows you to heal everyone in your party. Shadow Sorcerer will heal anyone who is not at full hit points and cause the cleric(s) to rememorize their spells.

REGROUP: Allows you to reform your party into a close group, the way they enter a new tactical screen. It can also be used as a shortcut: if you walk one character through a door or off the map, then select regroup, your party will go to the next tactical screen (or back into the wilderness). Regroup does not work during combat, however.

LOAD GAME: Allows you to open a previously saved game.

SAVE GAME: Allows you to save the game. Type in a name of your choice (maximum 8 characters)

QUIT: Allows you to quit a game. You will return to the DOS prompt you were at when you started the game.

Party Menu

The party menu is used to swap party members. If you are with the main body of refugees, you will see all the characters available in the game. You can swap any two characters by clicking on their names. Only the first four characters listed are in your present adventuring party. If any characters are knocked out in combat, they will appear at the bottom of the list.

Not all of the characters listed are actual heroes of the Lance. Some are Refugee Council leaders, and you ought to be very close to defeat before you use them as adventurers.

You may think it's a good time to swap the heroes around when the first four volunteers have been thoroughly roughed up. However, this option should not be over-used, because it wastes time. The heroes you don't select travel with the main body of refugees.

At the beginning of the game, the four heroes are Tanis, Caramon, Goldmoon and Raistlin. You have a choice as to which heroes make up the party, and which stay with the refugees. However, some line-ups are more desirable than others. As guidelines, bear the following in mind:

- Only Goldmoon and Elistan have healing powers.
- Raistlin and Gilthanas are the only mages.
- Goldmoon and Riverwind are in love, and their abilities suffer if they're not together.
- Caramon and Tika are also in love, and their

abilities suffer if they're not together.

- Tanis and Laurana might be in love, but Laurana's brother Gilthanas is very protective of her and won't let Tanis near her.
- Sturm and Raistlin have opposing philosophies and won't cooperate with each other.
- Elistan, Eben, Locar, Briar and Brookland are not actually heroes of the Lance; they are the foremost members of the Refugee Council. They have no special abilities, and should only be employed when everyone else is injured.

The Refugees Menu

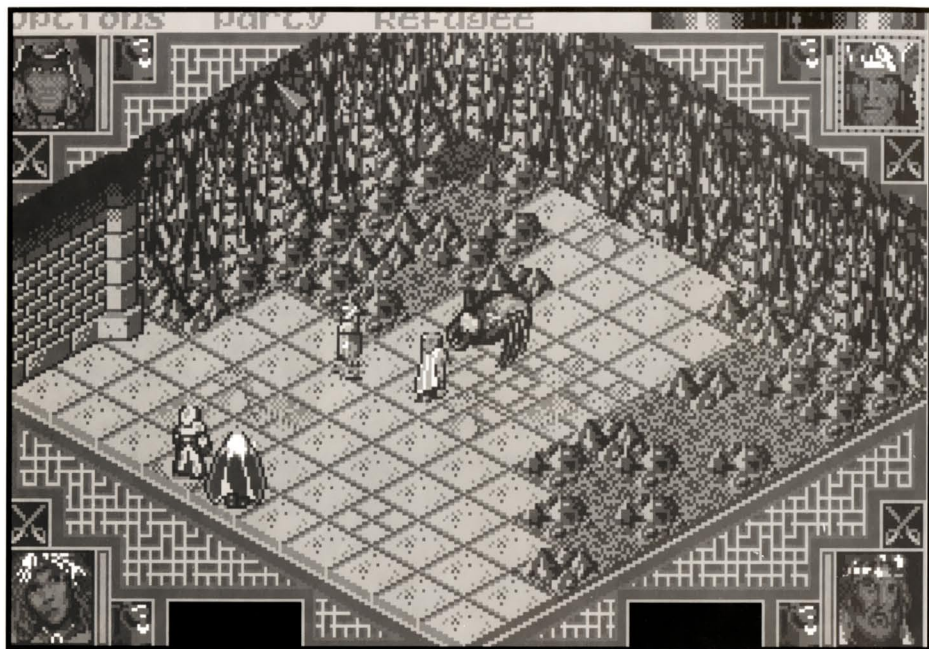
This menu is discussed later in this Manual. See page #15.

Moving Around the Wilderness

To order the heroes to move, click on any revealed part of the map; the ordered icon will begin to move towards that hex. Initially, of course, this has to be an adjacent hex, since most of the map is blank, but you can order longer moves later on. If you order a move towards a new target hex before they have reached the last one, the party will change course. Heroes always follow your orders. Moving the refugees is trickier—see the section on refugees later in this manual.

The game-time it takes a party to actually reach their destination is determined by the terrain through which they pass. It takes longer to move through mountains than through forests, for example. They'll move faster still from open hex to open hex, and even faster along roads. The length of time it takes to make a move plays an important part in the game, since the draconians will be pursuing you.

Movement can be interrupted at any time by an Encounter, after which you may have to give your party new movement orders (they can't



The Tactical View

remember every little thing you tell them when they're up to their necks in draconians, after all).

Terrain Effects

On the main map, every hex on the map is classified as one of 6 types (along with 2 special sub-types): Lake, Open, Marsh, Forest, Hills or Mountains. Additionally, any of the latter six may also be Road or River hexes - that is, have a Road or River running through them. Lakes cannot be entered.

THE TACTICAL VIEW

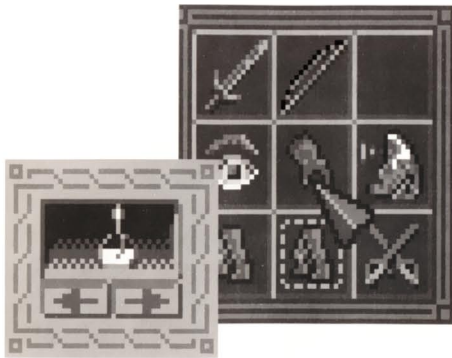
To see the heroes in detail, place the mouse cursor over the party icon, and click the left button. This brings up the tactical view; the same view that is used for all encounters, dungeon explorations, etc. You can also switch between the Wilderness and Tactical view by typing the zero key.

Pull-Down Menus

The same menus from the wilderness view are available in the tactical view, except that you can only see your four-person party in the party menu, and you can't give orders to or check the status of the refugees.

Your Adventuring Party

In the tactical view, the center of the screen shows the four heroes in a part of the hex they occupy on the main map. Any interesting features in that hex are also visible. Each tactical view is only part of the hex you saw in the wilderness mode. If you were sent into that screen because of an encounter, you will also see the creatures you have encountered. If you entered that screen because you've found something lying about (such as food or a quiver of arrows), you might start on top of that item. Because the party may be obscuring your view of the item, one of your characters should look to see if anything is there. Alternatively, if you move away from the center of the screen, you'll be able to see that



Royal jelly, a special treasure

something has been left lying there. If there's nothing lying around and if there are no foes to vanquish, there's probably a secret passage or something else around. Be creative.

Character Portraits

There are portraits of the characters in each of the four corners of the Screen, along with a health bar and two other icons. To view a character in detail, click on the portrait; the view is replaced by the Character View, detailing the attributes of that hero.

Character Health Bar

The Health Bar is a measure of the hero's remaining Hit Points. If this is full, the character is completely healthy. If it has fallen at all, the hero requires healing. If the bar turns red, the hero is very near to collapse - provide clerical assistance immediately!

Crossed Swords

The crossed swords icon is used to show a hero controlled by the computer during Combat. It can be clicked on or off with the mouse or from the keyboard. When there are no foes to fight, the crossed swords turn off (i.e., the box is black).

Backpacks and Items

Heroes carry most of their equipment in their backpacks, which are represented by the backpack icon beside each hero's portrait. Click on

the backpack, and a window will appear which you use to view the items that character carries. The arrow buttons on the bottom edge of the window can be used to scroll through the items (they turn blue when you reach the end of the list).

There is no limit to the number of items a character may carry, but there is an upper weight limit. Each item has an encumbrance value, and a character's strength determines the maximum encumbrance value which can be carried by that character. Don't worry too much about it, because you'll be told when a particular character can't carry any more items.

Moving, Dropping, and Carrying Items

Moving equipment around is very simple. When the item you wish to move is in the window, click on and drag it to the target location - this can be another hero's backpack (for storage) or any hero's portrait (which makes that piece of equipment active; see below), or you can discard that item by placing it on the floor.



Finding a quiver of arrows

Using Items

When an Equipment item is dropped onto a hero's portrait, it becomes Active. This means it will be used by that hero in the appropriate

manner; potions will be drunk, weapons will be readied, food will be consumed, etc.

In the case of melee or ranged weapons, these will be swapped for the previously active weapon (which will go onto the ground).

You can swap weapons to examine them: if they are magical, you'll see a plus number listed on the view character window. To exit from the Tactical View, click the right mouse button zero. Note that this will not work if you are up to your neck in monsters; you'll have to either defeat them or run away. Nor will it work in a dungeon. In all other circumstances, however, when you leave the Tactical View, you return to the same hex on the Wilderness Map you were in at the start of the encounter.



A magical sword

the boxes will be empty (black). If more than 8 creatures are present, the excess creatures hit point bars won't show up.

The View Character Window

The following information is displayed:

Character Name & Class

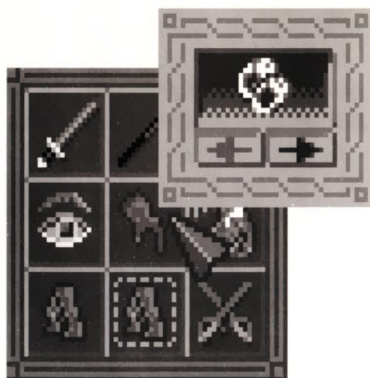
The Character's name is, followed by two characters which depict the level and class of that character: R=Ranger, F=Fighter, C=Cleric, M=Magic User, T=Thief. Characters in Shadow Sorcerer range from 5th to 8th level.

Basic Character Attributes

Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma - are fixed. Each is shown as a bar rating that ranges between the minimum (3) and maximum (18) for a hero.

Hit Points (HP's)

HP's are a measure of the health and endurance of a character. Hit Points are expressed as a pair of numbers separated by a slash. The first number is the hero's current state of health; the second is his/her maximum



Picking up bracers of defence

Monster Health Bars

When you're actually in combat, the health bars of the creatures you are fighting will appear inside two black boxes at the lower edge of the screen. The health bars wrap around, so creatures with many hit points will have thicker lines than creatures with fewer hit points. When there are no enemies present,



View Character Window

rating. Heroes can recover from wounds and other losses of Hit Points by Resting or through Healing spells (see Magic).

Armor Class (AC)

AC is a measure of the physical protection a hero enjoys. It is affected by armor and the heroes' Dexterity. Poor protection is shown by a high number (10 is the worst). AC can be expressed as a negative number (which is very good protection indeed!). Certain magic items and armor which your heroes may find also improve their AC. Experiment with stuff that you find - if the hero's AC improves, it's worth keeping.

Weapons

Next are shown the hero's melee (close combat) and ranged (projectile) weapons. These are shown by an icon showing the weapon type.

In some cases, a hero may not have a ranged weapon (the space will be empty) or will use the same weapon at both long and close range (such as with Tass' hoopak). If the picture is followed by a 'plus-number', it is magical, and provides extra hitting potential and power. Magical weapons are very important; always check to see if you have discovered a magical weapon when you find treasure.

Default Commands

Under the character pictures is a set of commands - these are Default Commands, used when the computer is to control that hero in Combat. These options include Attack, Ranged, Flee and Cast. The latter only appears for spell-casting characters, along with a non-default option (Memorize). Memorize is explained in the Magic Section.



By clicking on the relevant button, you can order a hero to adopt aggressive or cowardly tactics while under computer control. You can switch on as many defaults as you desire. The following are the normal effects of each default action:

Attack: The character will advance towards and attack the nearest opponent using his/her melee weapon.

Ranged: The character will fire his/her ranged weapon at a random opponent. The hero will keep firing until he/she is out of arrows, stones, or weapons to throw or until an enemy is within 2 squares.

Cast: The character casts offensive spells at the enemy. Naturally, only spell-casters have this option. The spells will be cast in the order they appear in the spell list. If there are no offensive spells memorized, this option will have no effect.

Flee: The character attempts to withdraw from Combat if his/her hit points fall below 25% of their starting value.

To place a hero under computer control during combat, click on the crossed swords icon next to that character's portrait or in the Command Options Window. The F5 key puts all characters into auto combat. You may restore personal control at any time by clicking on the same icon again to turn it off. Also, giving a specific command to a character (such as cast, or walk) will turn auto combat off for that character. Selecting party Move turns auto combat off for all characters (this allows you to have the entire party run away from some fierce encounter like a dragon).

You can leave the Character View by clicking on the right mouse button.

The Command Options Window

You can also give orders to each hero by clicking on the figure which represents him/her in the center of the screen.

During an Encounter, or at any time when play is in the Tactical View, you can give individual commands to a character. This opens a window with up to nine icons. By selecting an icon with the left mouse button, you order that hero to behave in a particular manner. The nine icons are:



Command options window

Melee (Hand-to-Hand) Combat

The character moves toward and attacks the nearest opponent using his/her melee weapon.

Ranged Combat

The character fires his/her ranged weapon; a pointer appears to allow you to select the target square. Of course, if no one's there when your missile arrives, it will continue flying until it leaves the tactical view.

Cast Spell

The player can select a Magic Spell to cast. A window appears with the complete list of the spells that character knows. By clicking on the Spell Name you can select which to employ. See the Magic section, below, for more information. Naturally, only spell-casters have this option. Remember, some terrain features can impede the movement of your spells, or protect you from the effects of area spells.

Look

The character inspects his or her immediate surroundings. This can provide useful information.

Take

If a character is adjacent to some equipment or an artifact which the party has discovered, this command can be used to pick it up. A window appears containing a picture of the object. Click the left mouse button and the character will place the item in his/her backpack, or use the mouse to drag the item onto a hero's portrait to make the hero use the item (useful when finding a quiver of arrows, for instance).

Talk

Not all creatures are hostile! If you use this command before Combat takes place, a neutral creature might converse with you rather than attack - it might also have vital information to give you.

Walk

Once you have clicked on this icon, a pointer appears. Use this to select a target square; once you click on this, the character moves towards that spot. This is, by the way, the default setting for the mouse pointer. You can move the active character (the one whose portrait border is highlighted) around the Tactical View without opening the Command Options Window. You can leave an Encounter by clicking off the edge of the Tactical View. Underground, this only applies if you click on the space immediately behind a door. Once you have given this command, you can continue to select new target squares for the character to move to - this helps steer around obstacles.

You will soon note that some terrain features, such as large rocks and open water, will block movement. This can be an advantage and a disadvantage, so make use of these features. Rocks and walls will block most spells. Water boundaries can be used to isolate injured characters from melee, or to cut off enemies from the assistance of their cohorts.

Lead Party

This command functions like the Move command, only all four characters will head for the target square. You must choose Lead party each time you want to move the group together. Remember, the default is moving only the active character. If your characters are in auto combat, selecting this option will turn all of them off of auto combat!

Auto Combat (Crossed Swords)

This works in exactly the same manner as the crossed swords icon beside each character portrait. Click on the icon to toggle computer control on/off for that character.

Encounters

Whenever the party moves into a hex, previously visited or otherwise, there may be an

Encounter. Encounters take many forms. You may meet friendly creatures or hostile ones. There may be treasure, or useful equipment. There may be any combination of all the above.

When an Encounter is discovered, play is automatically brought into the Tactical View. In the wilderness, this is a portion of the hex the heroes occupy; in a dungeon, the view is of a room or corridor.

Combat

The presence of other creatures in a hex often - but not always - leads to a fight. Combat is fast and furious in Shadow Sorcerer, and demands quick decisions. Remember, everything happens on a real-time basis.

Automatic versus Manual Control

You can take complete control of all, none, or some of the heroes in the party. The others can be quickly switched to computer control at the beginning of a skirmish. Beforehand, though, you must give computer-controlled characters Default Commands, which define their tactics in a fight. It is wise to have checked these settings when you begin the game. Heroes are given default settings, but you may wish to review those settings to ensure they are what you want them to be.

The F5 key will switch Automatic Control on or off for all characters. You can turn individual characters on/off Auto Control by clicking on the crossed swords icon or by using the Command Window. Characters who are hit by melee attacks will automatically go into Auto Combat (a self-defense measure).

Results of Defeat

None of your heroes actually die in Shadow Sorcerer. When defeated, the characters are knocked out, and will eventually wake up and find their way back to the refugee camp. They will, in time, reappear with the refugee main body with one hit point. They'll have to be

healed before they can be effective again.

There is no additional penalty for getting all four characters knocked out. You've suffered enough. In such a terrible circumstance, the game continues with a new party formed from the next four names on the party list, which starts from the hex occupied by the main refugee group. It might be worth setting up your reserve heroes on the list for just such an eventuality....

Magic

Spellcasters

Goldmoon, Elistan, Raistlin and Gilthanas - and several monsters - can cast spells from one of two disciplines, Clerical or Magical. Goldmoon and Elistan are Clerics; Raistlin and Gilthanas are Mages.

Memorizing Spells

All spellcasters have to memorize spells from their Spell Books before they can cast them. Their capacity to memorize spells depends on their Level (how advanced they are as Clerics or Mages).

Memorizing spells is handled through the Character View. Click on the Memorize button, and a menu of spells appears.

Spells Menu

Spells are ranked by their level; these are shown in parentheses before the spell name. A spellcaster can only memorize a certain number of spells at each level - it is easier to learn simple spells than more difficult and more potent ones. The numbers on the left show how many "charges" of each spell are currently memorized. To memorize additional spells, simply click on the name of the spell you require. If the character has the capacity to learn that spell, it will be added to his/her memory. If not, you can only add that spell by discarding (casting) another of the same level. Above the spell list, there is a graphic show-

ing the hours of the day (see Time, on pg.4). As you memorize spells, you can observe the time that this process takes. Memorizing spells can take up a lot of time, and is best done at night, when you don't have other things to worry about.... Naturally, you can't memorize spells in the middle of combat.

Casting Spells

You cast spells in the Tactical View. Click on the spellcaster, and then on the Cast icon. The spell list will appear, and you can select the name of the spell you wish to cast. Some spells, especially offensive ones, may require you to select a target. Click on the square the target is standing in and watch the effect.

In addition to casting spells from the Tactical View, you can cast healing spells from the pull-down menu labeled "Game". Choosing the healing option causes your spellcasters to use as many spells as are necessary to heal all party members back to full health; they then spend time to re-learn those same spells. This option makes healing easier, but you have no control of the passage of time while this is happening, so use it with caution. The draco-nians will be looking for you....

Spell Effects

Clerical Spells:

First Level Clerical Spells

Bless: improves the attacking abilities of everyone in the heroes' party.

Cure Light Wounds: magically heals wounds which are not of themselves debilitating. After selecting the spell, click on the portrait not the icon of the character you wish to heal.

Detect Magic: reveals the presence of magic. This could be magical items, secret doors or walls, etc.

Protection From Evil: inhibits the attacks of evil creatures. Note: not all creatures you meet

are inherently evil, despite the fact that they're trying to destroy you!

Second Level Clerical Spells

Find Traps: reveals the presence of mechanical traps, making them easier to disarm.

Hold Person: freezes a humanoid creature in its tracks.

Resist Fire: provides a magical resistance to fire attacks, including fireball spells and the breath of red dragons. It can only be cast on one person, however. Protecting two people will require two spells, etc. Its effect lasts 70 minutes.

Third Level Clerical Spells

Dispel Magic: can destroy the effects of enemy magic, including spells in flight!

Prayer: a more substantial version of Bless.

Fourth Level Clerical Spells

Cure Serious Wounds: a more powerful version of Cure Light Wounds.

Clerical Abilities

Turn Undead: can repel or freeze skeletons, mummies and spectres. This is a special ability of Clerics which requires no memorization (it is always available).

Wizard Spells:

First Level Wizard Spells

Burning Hands: causes the wizard's hands to burst out in magical flame, which can be used like melee weapons.

Charm Person: makes an enemy believe that the caster is a friend, so they won't attack him.

Magic Missile: fires a burst of magical energy at an enemy. After selecting this spell, use the mouse to select the target.

Sleep: causes weak creatures to fall asleep where they stand.

Second Level Wizard Spells

Detect Invisible: reveals secret doors, hidden items, or invisible creatures.

Web: creates a sticky barrier which is hard to break through; use the pointer to select a target square. Remember that it doesn't work very well on spiders, for obvious reasons!

Third Level Wizard Spells

Fireball: fires a ball of plasma which explodes violently; the explosion has a large area of effect, so don't choose a target too close to your characters! Fireballs destroy terrain. After the spell explodes, you'll see the area burned by the fireball. You'll also see that fireballs destroy trees and some other types of terrain! The breath of a red dragon is very similar in effect to a fireball spell.

THE REFUGEES

In *SHADOW SORCERER*, your quest centers on finding a safe haven for the refugees away from the vengeance of Verminaard. If you ever let too many refugees die (due to starvation or at the hands of the draconians), you'll lose the game! This means that, in addition to moving the heroes, you need to lead the refugees away from Pax Tharkas and to a place of safety.

The refugees are represented by one or more identical icons - at the beginning of the game you are located in the same hex as they are, so you can't see their icon. You can reveal them by ordering the heroes to move one hex. Each refugee icon represents a number of refugees travelling together. At the beginning of the game they are all together, but they can divide into smaller groups if they aren't looked after carefully.

Refugee Status

You can check the status of a refugee group and give them orders to move. You can do this anytime during the game, as long as the heroes occupy the same hex as the group of refugees you're giving orders to. Click on the

Refugees heading on the Menu Bar, and select Status - this tells you how many refugees are in that group, how much food they have, how many wagons, and who their leader is (if they have moved away from the main group).

Ordering Them to Move

In normal circumstances, they're happy enough to follow the heroes (albeit more slowly) However, you might think it better to send them somewhere less hazardous to wait while you explore a little.

You order the refugees to move by clicking on the Move option in the refugee pull-down menu. This is only possible while the heroes are located in the same hex as the refugees. You must then choose a hex for them to travel to — it must be one you have previously explored (i.e., it must not be gray).

As you will discover, however, the refugees are difficult people to keep alive. There are a number of things they might do throughout the course of the game:

- They may follow whatever orders you give them.
- They may trail after you.
- They may sit still (usually a sign they have run out of food).
- They may split into smaller groups.
- They may even decide that life in Pax Tharkas wasn't so bad, and start back-tracking towards a touching reunion with Verminaard.

No matter how irritating they become, it is your job to keep them healthy. That's why you're the heroes. And that means steering them away from unfortunate encounters until you can find your goal. In particular, it means moving them far and fast: you must keep the refugees out of reach of the draconians .

Some areas of the wilderness are safer than others. Here and there you will find safe

havens, where there is ample food and water and the natural terrain will keep the draconians from spotting your camp. It is often wise to get the refugees into a safe haven while your party goes out exploring independently.

The Refugee Council

If they have food and their morale is OK, the refugees will follow whatever path the heroes take. However, this might not always be what you want them to do. It is possible to give them alternative orders - which is when you run into the full majesty of the Refugee Council.

Council Members

Since their escape, the refugees have organized themselves. The Council consists of five leaders, who represent the different factions of the refugees:

Elistan, the cleric, is a logical man of even temperament, who admires Goldmoon enormously, and with whom Laurana also has a close friendship.

Briar, a Plainsman like Riverwind and Goldmoon, is a man of plain talking and simple motivation who has fallen under the influence of Locar.

Locar is himself the third leader, a former priest of the false religion of the Seekers, who works actively against Elistan.

Eben Shatterstone is a friendly and approachable man who played an important part in the escape from Pax Tharkas.

Brookland is leader of the Woodfolk, a friend to the Elves, and a solid leader of his people who cannot be pushed into a decision.

Council members may also be used as party members but it is not recommended, unless all your heroes are disabled. The council members just don't have what it takes to rival your heroes.



Addressing the Council

Each night at eight o'clock, or at any time when you attempt to give them a movement order, the Council will convene to consider matters. If the heroes are present in the same hex, you are given the opportunity to address the Council. Your advice will be weighed carefully, but it is as much how you say it as what you say that will sway their decision. It also matters who is doing the speaking; the composition of the party at this time will influence the result of the Council meeting.

The five leaders have their own view as to how things should proceed. Your choices will be presented whenever you address the Council, but remember that each leader will react in a different way to each approach, and the right approach will be vital to keeping the refugees united as a group.

THE COMPANIONS OF THE LANCE (YOUR CHARACTERS)

Tanis

7th Level Half-Elf Fighter

Str 16 Wis 13 Con 12 Int 12 Dex 16 Chr 15 AL NG Hp 55 AC 4

Armor: Leather Armor +2

Weapons: Longsword +2, Longbow, Arrows



Tanis is torn between the human and elven parts of his heritage. Though he was brought up by the Elves, he was always aware of the many differences that marked him as separate. So, as a young man, he left the Elven homelands and became a wandering adventurer. Tanis is the natural leader of the party. He is a formidable fighter, but also a sensible negotiator. His magical sword - WYRMSLAYER - is a recent acquisition. Its power against draconians (and maybe even dragons themselves) is potent, but unproven. Laurana has loved Tanis for many years, but the half-elf is torn between her and the half-sister of Caramon and Raistlin, Kitiara. Her whereabouts are unknown.

Raistlin

5th Level Human Magic-User

Str 10 Wis 14 Con 10 Int 17 Dex 16 Chr 10 AL N Hp 15 AC 5

Armor: Robes only

Weapons: Staff of Magius



Caramon's twin, Raistlin, has grown to be very different from his brother. Having once seen a simple illusionist, he proved able to copy those tricks. His half-sister, Kitiara, encouraged him to develop his talents and he astounded his tutors at Magic School by his prowess and the depth of his ambition. Raistlin left to seek a greater tutor. In the Tower of Sorcery, he was put to terrible tests which wrecked his health, turned his skin a golden hue, and gave him eyes that could only see death. Raistlin is surly and unpredictable. Even his attachment to his brother is ill-balanced. He has great power, however, and may yet prove to be the most influential of the Companions.

Caramon

8th Level Human Fighter

Str 18/63 Wis 10 Con 17 Int 12 Dex 11 Chr 15 AL LG Hp 52 AC 6

Armor: Ring mail and shield

Weapons: Longsword, Spear



Caramon is Raistlin's twin, and has a strong sense of loyalty towards his more sickly brother. Being extremely strong and robust himself, he protects Raistlin from physical harm whenever he can, even though he recognizes that his twin is not easily understood. Always cheerful, Caramon is also close to Tika Waylan, and is deeply loyal to all the other Companions. Above all, Caramon is a decent, dependable and stout fighting man.

Goldmoon

7th Level Human Cleric

Str 12 Wis 16 Con 12 Int 12 Dex 14 Chr 17 AL LG Hp 29 AC 8

Armor: Leather

Weapons: Staff +1



Goldmoon, a princess of a plainsfolk tribe, has become a true cleric following the discovery of a magical crystal staff. Exiled both for proclaiming this, and for her love for Riverwind, the son of a poor man, Goldmoon found a new home among the DRAGONLANCE® Companions. Goldmoon is pure-hearted, brave, dutiful and deeply devoted to Mishakal, the Goddess of Healing. Her clerical skills are vital to the success of the heroes' quest, as are her qualities of trustworthiness and loyalty.

Sturm Brightblade

8th Level Human Fighter

Str 17 Wis 11 Con 16 Int 14 Dex 12 Chr 12 AL LG Hp 47 AC 5

Armor: Chain mail

Weapons: Two-handed sword +3



Sturm is the son of a Solamnic Knight, and adheres to their strict code, even though he has not been knighted himself. In fact, throughout his many long journeys, Sturm has never found a trace of the Order, only bitter memories of their fall from grace. Sturm carries his father's sword, and follows the Solamnic creed "Obedience Unto Death". He is dignified, fearless and humane. In Sturm, the Companions exhibit their greatest concern for the victims of the perils which face Krynn.

Tasslehoff Burrfoot

6th Level Kender Thief

Str 13 Wis 12 Con 14 Int 9 Dex 16 Chr 11 AL N Hp 24 AC 5

Armor: Studded Leather

Weapons: Hoopak



Tass is a victim of the habitual wanderlust of the Kender race. Novelty excites a Kender like no other, and Tass' curiosity comes in full measure. He collects old maps, and is forever seeking ways to add new knowledge to them. The other characteristic of the Kender that Tass has inherited in full is their concept of "handling". Tass always seems to have possessions which he is keeping for someone else. He first met Flint after "removing" his armband for safe-keeping. Full of fun and utterly fearless, Tass has brightened the lives of the Companions, even if he sometimes exasperates them. In particular, they value his skill with languages, and his ability to disarm traps and unlock doors.

Riverwind

7th Level Human Ranger

Str 18/35 Wis 14 Con 13 Int 13 Dex 16 Chr 13 AL LG Hp 42 AC 5

Armor: Studded Leather

Weapons: Longsword +2, Short Bow, Arrows



Once a simple hunter, Riverwind's fate has been determined by his love for the princess Goldmoon. It was the quest he undertook to prove his love for her that found the Crystal Staff, and that made her a cleric of the True Gods. Goldmoon and Riverwind are the only survivors of a people who were massacred by the draconians. Riverwind is strong, but extremely reserved. He believes in plain words and decisive action. The people of the other Plains Tribes respect him, and their acceptance of the guidance of the Companions is in no small part because of him. Riverwind and Goldmoon together are a formidable team.

Flint Forge

6th Level Dwarf Fighter

Str 16 Wis 12 Con 18 Int 7 Dex 10 Chr 13 AL NG Hp 60 AC 6

Armor: Studded Leather, small Shield

Weapons: 2 Hand Axes



Flint is a Hill Dwarf, one of those left behind when the Mountain Dwarves retreated into Thorbardin. This, then, is a very personal quest for him. Brave, but very cynical, Flint is old, even by Dwarven standards. He remains with the Companions because of a deep personal bond to Tanis, and his grudging affection for Tass, with whom he squabbles constantly. Flint has a very strong sense of mission, and an equally long sense of tradition. He has little trust for other Dwarven cultures, and his quick temper makes him an unlikely candidate as a diplomat.

Gilthanas

5th Level Elf Fighter / 4th Level Magic-User

Str 12 Wis 10 Con 12 Int 14 Dex 16 Chr 13 AL CG Hp 19 AC 2

Armor: Chain Mail

Weapons: Longsword +1, Longbow and Arrows



Gilthanas is the son of the Speaker of Suns, a major leader of the Elven people. He is nimble, optimistic, and quietly confident in his many skills. He has chosen to ally himself with the Companions, in part because he can see that they represent the heart of the struggle with the draconians, in part because he is concerned for his sister, Laurana, and her imperfect relationship with Tanis.

Laurana

4th Level Elf Fighter

Str 13 Wis 12 Con 14 Int 15 Dex 17 Chr 16 AL CG Hp 24 AC 2

Armor: Chain Mail +1

Weapons: Shortsword



Laurana, as the daughter of the Speaker of Suns, has enjoyed great privilege. She grew used to getting her own way, but she is charming enough, and has the good sense not to be undiplomatic. She was pledged to Tanis while still almost a child, and loves him still. Her inner strength and optimism have carried her through the disappointment of his seeming indifference. She has chosen to prove herself through her service to the cleric, Elistan. Laurana is a warrior, a leader and a woman of great nobility of mind. She has a great future ahead of her.

Tika Waylan

5th Level Human Fighter

Str 14 Wis 12 Con 13 Int 9 Dex 16 Chr 14 AL NG Hp 30 AC 6

Armor: Leather

Weapons: Shortsword



Tika's father was a thief, and she learned much of his trade. In fact, other than Tass, only Tika has the skill to find and disarm traps and open locked doors. Since the destruction of the only real home she ever knew she has possessed a deep hatred of the draconians. Acquiring scraps of armor wherever she could find it, Tika has fought as hard as any of the others. Her fast-thinking and toughness are her greatest assets. She also admires Caramon deeply, and is fascinated by anything magical.

Elistan

7th Level Human Cleric

Str 13 Wis 17 Con 12 Int 14 Dex 12 Chr 13 AL LG Hp 40 AC 5

Armor: Chain Mail

Weapons: War Hammer



Elistan leads one of the refugee factions, but his importance goes far beyond that. Having been a Seeker, servant to the False Gods, Elistan is now a true Cleric. Goldmoon managed to show him what had happened to her, and the same change was wrought in him. With Laurana's assistance, he ministers to the needs of the refugees during the Quest. Elistan is devoted to peace and the welfare of the refugees. He does not, however, shrink from doing whatever must be done to escape the wrath of Verminaard's legions. He does, after all, have first-hand knowledge of the evil the dragonarmies can do.

Eben Shatterstone

5th Level Elf Fighter

Str 14 **Wis** 7 **Con** 8 **Int** 15 **Dex** 13 **Chr** 15 **AL** CN **Hp** 28 **AC** 5

Armor: Chain Mail

Weapons: Longsword

Eben is a proud man, fighting to restore the wealth and prestige of his family name. Though both handsome and charming, Eben has a tendency to want to be in control of everything, even though he rarely shows himself to be a wise leader. As the foremost among one of the factions of the refugees, Eben has an unsettling influence on the Quest, often expressing his philosophy as "Let's live to fight another day".

Brookland

Human Fighter

Str 12 **Wis** 9 **Con** 15 **Int** 10 **Dex** 10 **Chr** 6 **AL** NG **Hp** 27 **AC** 8

Armor: Leather

Weapons: Longsword

Brookland is leader of the Woodfolk, a human faction among the refugees friendly to Elves. He shares the simplicity and good-heartedness of his people, but also has a stubborn streak. Brookland cannot be rushed or pushed into a decision. His prime concern is the safety of the Woodfolk, but he is as confused as any about how this can best be achieved. Laurana seems to have his ear.

Briar

Human Fighter

Str 14 **Wis** 10 **Con** 15 **Int** 13 **Dex** 15 **Chr** 11 **AL** LN **Hp** 28 **AC** 7

Armor: Leather

Weapons: Longsword

Not unlike Riverwind, Briar is a suspicious and cautious Plainsman, and leads the faction among the refugees which centers on his tribe. He prefers to make decisions based on simple criteria, and it is easy to overwhelm Briar with clever talk, so that he just rebels for the sake of it. He has a working understanding with Locar.

Locar

Human Fighter

Str 14 **Wis** 16 **Con** 10 **Int** 9 **Dex** 10 **Chr** 14 **AL** LN **Hp** 19 **AC** 8

Armor: Leather

Weapons: Longsword

Locar leads a small following of humans who still obey the Seekers, despite the success Elistan has had in enticing followers away from them. Locar hates Elistan and everything he stands for, and will be obstructive to any suggestion which Elistan agrees with. He is, fortunately, a coward, and can be easily rough-handed into line.

PLAYER'S GUIDE TO SHADOW SORCERER

Krynn: The DRAGONLANCE® World

The events of SHADOW SORCERER take place on Krynn, the imaginary ADVANCED DUNGEONS & DRAGONS® world. This section is for those players unfamiliar with AD&D® roleplaying, or with the particular circumstances of the DRAGONLANCE® epic.

For almost 1,000 years, Krynn prospered during the Age of Might. Virtually all the kingdoms on the main continent, Arisalon, were united in the Empire of Istar. The High Kingpriest was the most powerful ruler ever known, and sought to complete the glory of his reign by summoning the gods to do his bidding. From that moment, the story of Krynn takes a downward turn.

Angered, the gods threw down a fiery mountain, which destroyed the capitol city of Istar, and caused convulsion and cataclysm across the whole world. The survivors, shocked and dismayed, hardly knew what to make of it. They turned on the dieties who had turned on them, and started to worship the false gods. They turned their anger inward also; many blamed the Knights of Solamnia, who had once been their protectors. The Dwarves blamed anyone but themselves, and sought to shut off the mountain kingdom of Thorbardin. They were challenged by the wizard Fistantilus, who led an alliance of humans and hill dwarves against them. When he failed, he caused a mighty explosion which destroyed both armies, and left only Skullcap as a testimony to his fury. Thorbardin was shut off once and for all.

For the other races, only poverty and misery remained. Without the power of true clerics, many suffered and died unnecessarily. And then, finally, there came the terrible news that an army was gathering in the North and embarking on a terrible campaign of enslave-

ment. The draconians were on the march, and their Highlords had forged an awesome alliance with the evil dragons!

Dragons were scorned as myths, as beasts of fantasy. But before the Age of Might there had been three great wars against the evil dragons, before the great hero Human, riding a silver dragon and wielding the DRAGONLANCE, had defeated them and the evil Queen of Darkness, Takhisis. Following the banishment of the evil dragons, the good dragons had withdrawn also, to maintain the balance of the world.

Now, that balance is threatened, more completely than ever before. The draconian Highlords, including the all-conquering Verminaard, have swept aside all resistance with the aid of their dragon allies.

AD&D® Heroes

The heroes of this DRAGONLANCE® epic are based on the heroic archetypes of the ADVANCED DUNGEONS & DRAGONS® roleplaying game. They come in many shapes and sizes, but all are delineated by a few common terms: their race, abilities, and class.

Races

Among the DRAGONLANCE® Companions there are five races: Dwarves, Elves, Half-Elves, Kender, and Humans.

Dwarves

Dwarves, such as Flint Fireforge, belong to a cunning race of sturdy craftsmen/warriors. Dwarves are exceptionally resistant to magic, and can see in the dark with their infravision.

Elves

Elves are tall, charismatic creatures, with some immunity to certain types of magic. They possess infravision and natural proficiencies with many weapons. They are known in lore as friends of nature, and their language and writings are considered the most beautiful of all tongues. Gilthanas and Laurana are Elves.



Half-Elves

Tanis is a Half-Elf, sharing some of the characteristics of the Elven race, including infravision. They are the result of inter-racial breeding between Humans and Elves.

Kender

The ever-curious Kender, of which Tasselhoff Burrfoot is an example, are nimble and cunning. They are skilled with their hands, which often manifests itself as the ability to look through other peoples' pockets! They have a great ability to yell and cause enemies to attack, thereby ignoring others. This gives the Kender's friends an advantage in combat.

Humans

Humans represent the most common inhabitants of Krynn. They possess no special talents, but they are the most adaptable race of all.

Character Abilities

The abilities of all characters are expressed by six attributes, each rated from 3 (awful) to 18 (outstanding):

Strength: the measure of brute power. It determines how much a character can carry and is an important factor in combat. Fighters and

Rangers (see Class, below) can have outstanding strength, as indicated by a percent figure behind the strength number (e.g., 18/75%).

Intelligence: the measure of learning power, it is the most important ability of magic users, for it governs their ability to memorize new spells.

Wisdom: measures a character's ability to understand the ways of the world. Clerics with high Wisdom are able to cast more spells.

Dexterity: measures manual skill and agility. It is a factor in determining success at picking locks, disarming traps safely, and in determining a character's armor class (see below).

Constitution: is a reflection of the character's robustness and health. Those with high constitution have more hit points (see below), are more resistant to magical spells, and are less susceptible to disease.

Charisma: reflects a character's ability to interact with others. It is a combination of physical looks and eloquence in speech. It may also include a knowledge of how people think, act and react. Charisma is a vital quality of a good leader.

Character Class

Broadly defined as a character's occupation, Class determines which skills the character possesses which will benefit the party as a whole during the course of the game. There are five classes in Shadow Sorcerer:

Fighters: These are typically strong people whose specialty is the use of weapons. They are the most versatile characters, since they can use virtually any weapon they pick up with some proficiency. Swords, axes, bows, maces, flails, and other historical weaponry can be found in their inventory. Caramon, Flint, and Sturm are fighters.

Rangers: A specialized type of fighter, the Ranger is at home in the woods and among nature. Robin Hood would be classified a Ranger by most authorities. They have special gifts for finding paths, spotting things hidden in forests, camouflaging themselves, and fighting large monsters. They are typically solitary, and you will rarely see more than one ranger in a given party. As such, they make excellent scouts. Riverwind is a ranger.

Clerics: The representatives of their gods on Krynn, clerics are the religious folk of the AD&D® game. They derive their spellcasting abilities directly from the god they worship, and there are very few True Clerics in Krynn (see the History of Krynn, specifically, the discussion of the false gods). Goldmoon and Elistan are True Clerics.

Magic Users: Those who attempt to use the powers of the universe to their bidding are magic users. Unlike clerics, magic users must memorize arcane speeches and perform incantations to summon magical powers. They can become the most powerful characters in the ADVANCED DUNGEONS & DRAGONS® game, but the road is long and dangerous.

Thieves: Thieves are not necessarily evil characters, contrary to what many would expect.

A thief can be a pickpocket or bloodthirsty killer, but he may also be simply a "procurer of items", using his lockpicking and trap disarming skills to the benefit of others. Thieves are stealthy, using their wiles and cunning to stay out of trouble rather than brute force or magic. Tasselhoff Burrfoot is a thief.

Dual Classes: Some characters change classes during their career as an adventurer, as Tika did. She once was a thief, but changed to become a fighter. Others progress in two classes simultaneously, as Gylthanas is doing.

Progress in One's Class

Characters progress through their Classes in levels. First level is the lowest, where a character possesses low to moderate skills. As characters gain in experience, they increase in levels, acquiring more hit points (see below) and greater abilities. The characters in Shadow Sorcerer vary in levels, but are all powerful enough characters to survive difficult adventures such as this one.

Characters mark their progress through life by keeping track of their levels, and this is common throughout many role-playing games (including SSI's DRAGONLANCE™ series). Shadow Sorcerer is different, however, because this is one scenario in the lives of these characters. They will not increase their levels during this game.

Alignment

A character's outlook on life is his or her alignment. Alignment is defined in two parts: first, the character's response to authority; the second is the character's moral point of view.

Lawful Good	Lawful Neutral	Lawful Evil
Neutral Good	True Neutral	Neutral Evil
Chaotic Good	Chaotic Neutral	Chaotic Evil

For example, Goldmoon, who is Lawful Good, believes in rules and hierarchy for the good of all, while Lawful Evil Verminaard would prefer to see power used for enslavement of his subjects. A Chaotic Good charac-

ter would hold that things should happen for the good of all, but wouldn't want to see too many laws enacted to mandate that. A True neutral character would believe that in the universe all points of view should be balanced; that good cannot exist without evil, that law cannot exist without chaos, and would try to keep all points of view in accord.

BESTIARY

Here are the more common foes you will meet in Shadow Sorcerer:

Draconians

The draconians are the soldiers of the mages of the evil dragon armies. Their invasion from the north sparked the crisis that has led to this adventure, and their advance was irresistible until they were bottled up in Pax Tharkas.

Aurak



Aurak are the cruellest of the draconians, and the most dangerous. They stand over seven feet tall, and give off a foul odor which betrays their heritage. They are the only draconians with no wings, but they are violent, cruel, and have almost a compulsive need to kill. They are spell casters with exceptional combat abilities as well.

Baaz



Baaz are at the bottom of the draconian social order: as such, they are typically chaotic in nature. They are the most plentiful draconians, and were the first to appear in Krynn. They are foot soldiers of the draconian threat, and possess no magical abilities. They will typically be led by a draconian of higher status, however, so caution is advised.

Bozak



The Bozak can glide on their leathery wings, but their greatest danger lies in their magical abilities. They are born from bronze dragon eggs, and are quick-witted and shrewd. They stand about six feet tall, and are covered with

bronze scales. Because armor limits their maneuverability, they typically wear no more than a helm and leather armor. They typically use their spells to weaken opponents, then rush into combat in a fierce charge.

Kapak



The Kapak are tough fighters who use their own venom on their weapons to poison their opponents. They are derived from copper dragon eggs, average six feet tall, and possess orange-brown eyes and copper skin tinged with green. They are the only draconians to possess acid, and when they are killed their bodies dissolve into pools of acid.

Sivak



The Sivak are dangerous foes, possessing advanced fighting abilities. Derived from the eggs of silver dragons, they are second only to auraks in their might. They exceed nine feet in height, and have gleaming silver scales and black eyes. Because they are able to maneuver themselves almost as well as dragons, they are very difficult to surprise or avoid. You will have to run far if you wish to escape this menace!

Dragons



Dragons are the greatest threat in Krynn. Any single dragon can wipe out a party with relative ease. Since their return to Krynn, even the stouthearted are afraid to venture out into the wilds. In the past, great wars were fought between the dragons of good and evil, but the last such war appeared to end with the triumph of good.

Dwarves



This part of Krynn was once ruled by Mountain Dwarves. Though it has been many centuries since they withdrew into the mountains, they left behind other enclaves of dwarves which may be friendly or hostile. Historically, the Neidar were the bravest. Most notorious were the Aghar, well known for being quick-tempered and cruel.

Giant Wasps



Even though they have grown to fantastic size, these creatures pose little threat individually. Their nests, however, are bound to be heavily infested with soldier wasps. It is rumored that they produce a substance called Royal Jelly,

which is of great healing power when properly prepared.

Hobgoblins



Compared to the draconians, hobgoblins are a minor menace, but they have raided the villages of Krynn for centuries, and are flourishing in the chaotic times that have come to the world.

Lizard Men



The marsh-dwelling lizard men have always been shunned by the other races, since they are vile and cruel, and indulge in unspeakable rites in their secret shrines.

Ogres



Ugly, huge humanoids, these creatures skulk away from settled lands, living by raids and ambushes. They are brutish and cowardly, but their size lends them tremendous power.

Sligs



Sligs are distantly related to hobgoblins, but are slightly larger and less intelligent. They hate any sign of weakness, and despise those who show mercy. Their encampments are usually studded with traps.

Spiders



Giant Spiders plague parts of Krynn. They are a nuisance, but only pose a threat in numbers.

Trolls



The hills and mountains shelter a few of these dreaded beasts, who live in caves or under bridges and come out only to hunt. Their

greatest danger lies in the fact that they are usually close to starvation, and are prone to eating anything made of meat which happens by. Trolls are very difficult to kill, since their flesh regenerates from most wounds quickly.

Undead

The undead are the remnants of people who have died but either not gone to the netherworlds or were summoned back by some type of magic.

Death Knights



The Knights of Solamnia were once the protectors of Kryn, but their "failure" in the aftermath of the destruction of Ishtar brought them to ruin. Some failed to live up to the high code of honor the Knights had sworn to. These have manifested themselves as Death Knights. They are evil, corrupted by the dark forces, but their fierce pride means their spirits can never find rest.

Ghosts



Among the most feared undead creatures, ghosts are spirits of humans who are bound to the world to seek out the essence of living creatures to sustain their existence. They are usually bound to haunt a specific place to seek revenge or until a proper burial can be obtained.

Ghouls



Ghouls are creatures, once human, who now feed on the flesh of corpses. Although the change from living being to an undead creature has deranged and destroyed their minds, ghouls have a terrible cunning.

Knight Haunts



A floating suit of Solamnic Armor with a weapon, the Haunt is the embodiment of a Solamnic Knight who fell during battle. The armor is always bright and in perfect condition, and a golden haze is visible to outline the figure of the spirit which still wears the armor. It is a powerful and deadly adversary.

Skeletons



When a mage or evil cleric awakens very old corpses, a skeleton is created. It is animated to attack and kill, but beyond that one function it has no will of its own. Skeletons have no musculature or ligaments to keep their bones

together; instead, they are held together by the magic which animated them. Once destroyed, the bones will separate and lie scattered.

Wights



A Wight is an evil spirit bent on enslaving living souls. They usually inhabit only barrow mounds and catacombs. They are nightmarish creatures, with burning eyes and misshapen bodies.

Zombies



Zombies are animated corpses. They appear in various states of decomposition, and may be missing body parts (depending on the nature of their deaths). Because they contain the rot-

ting flesh of their former self, their smell is quite strong and they are terrible to behold. They are mindless and cannot speak, but have been heard to moan a sorrowful wail.

GLOSSARY

Ability Scores: These numbers are used as a basis of comparison of a character's basic attributes: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. They use a scale of 3-18, with fighters having a percent figure over 18.

Alignment: a simple assessment of the character's outlook on life.

Armor Class: a number representing the difficulty of foes to hit the character. The lower the number, the more difficult you are to hit. A high dexterity and the armor you're wearing influence your armor class.

Character Class: the occupation of a character. Classes are Fighter, Ranger, Cleric, Magic User, and Thief.

Encounter: a meeting between your character(s) and something else: an encounter could lead to a battle, a conversation, an interesting discovery, or many other things.

Experience Points: a tally awarded for the performance of great tasks. Killing monsters and saving refugees are the two most important things to do in SHADOW SORCERER. In AD&D® roleplaying, gaining experience points allows characters to advance in level.

Hit Points: a measure of a character's ability to withstand physical damage.

Icon: a picture which represents a person or a group of people.

Level: characters have levels, which represent their relative advancement in their occupations. Spells also have levels, which represent the difficulty of memorizing (and the strength of effect) of a spell.

Magic: special powers to alter the universe, affect other characters, etc. Magic may be granted by the gods (Clerical magic) or be natural (Magic-user incantations).

Melee: any combat at close quarters (i.e., hand-to-hand).

Monster: a catch-all term to refer to opponents of your characters.

Party: a group of characters which you control.

Race: characters can be Human, Dwarf, Elf, Kender, or Half-Elf.

Spell: a single magical incantation.

JOURNAL ENTRIES

JOURNAL ENTRY 1

THE STORY SO FAR

The brooding hordes of the draconians have completely conquered Pax Tharkas, enslaving the human inhabitants of that once peaceful realm. The Companions of the Lance have freed the slaves, and led them through the mountain gates in search of a new home out of the reaches of Verminaard and his draconian armies.

During the escape, the Companions sealed the huge gates behind them, trapping the draconians inside their own fortress. But it is only a matter of time before they break out. And, when they do, they will demand a terrible price from the Companions and the refugees....

JOURNAL ENTRY 2

PAX THARKAS

Pax Tharkas was once the boundary between the Elves of Kith Kanan to the north, and the Dwarves of the Kingdom of Thorbardin to the south. This is common knowledge. The Elves withdrew to Qualinesti, while the armies of the great mage, Fistantilus, are said to have thrown back the Dwarves. Now Qualinesti is the lair of Verminaard and his red dragon Ember, and their fortress Pax Tharkas is the cage which holds the armies of the draconians in check.

The Refugees who follow you were once slaves in the mines of Pax Tharkas. Now you must lead them far from its grim walls, before death flows like a tide to sweep them away....

JOURNAL ENTRY 3

ANCIENT DOCUMENT

This old piece of parchment seems to refer to the operation of a magical viewing device called the Eye of Elar. When the Road of Kith Kanan was a major highway between the Dwarves and Elves, the Eye was a way-station for travellers. At Dusk, the Wardens of the Eye would operate its lens to reveal their destination - the Dwarfgate leading to Thorbardin....

Using the Eye will show you the location of the gates to Thorbardin. The gates are now guarded by the Skullcap, the remnants of the huge fortress which the wizard Fistantilus destroyed in the last great war.

JOURNAL ENTRY 4

THE SOUTHERN ROAD

The road-side columns speak of the road of Kith Kanan, which linked the Kingdom of Thorbardin with the realms of the Elves. Thorbardin! If the legendary Dwarven Kingdom is somewhere in these southern lands, surely there could be no safer refuge than with the Mountain Dwarves!

JOURNAL ENTRY 5

THE REFUGEE COUNCIL

Since their escape from Pax Tharkas, the Refugees have formed a Council to rule their actions. The five leaders are meeting now to deliberate.

You have been invited to address them, to make a case for your plans. You sense that there are differences among the council members; some are unsure that you can find a safe haven in these uncharted lands.

Locar is most openly hostile, but he is too cowardly to contradict you openly, and saves his spite for any comment offered by Elistan. Briar seems to follow him, though he also accepts the counsel of Goldmoon and Riverwind; he wants a simple, immediate solution. Brookland, too, has no time for complicated plans; his people are anxious, and want a place of safety. Elistan listens quietly, as always. He trusts you more than any of the others. Eben also seems to hang on your every word. He has been your comrade-in-arms, but he is cautious....

You must persuade them to have faith in your plan. What method will you use to get your point across?

Click on the number appropriate to your choice:

Option 1: Entreat: You can try to convince them that they must continue or face the wrath of Verminaard.

Option 2: Plea For Loyalty: You can state your case as the ones who rescued them from slavery. They followed you then, therefore they should trust your judgment now.

Option 3: Reason: Logic dictates that returning to Pax Tharkas is a bad idea, and that standing still will only result in the deaths of many refugees at the hands of the draconians. The only thing to do is move on.

Option 4: Threaten: Images of death and torture often work wonders to convince people that here is not a good place to be. Yet some leaders see beyond the rhetoric.

Option 5: Be Aggressive: Sometimes the threat of violence will get people moving, but it only works on the very stubborn and troublesome.

JOURNAL ENTRY 6

THE VILLAGE OF THE NEIDAR DWARVES

The Neidar village is well situated and stoutly defended. When they tell you they have lived here through all the troubles which have plagued this land, you can well believe it.

After a short delay, you are shown into the presence of the Neidar King. He explains a little of the history of this land. Finally, he offers what help he can. "I cannot let you stay here. Your Refugees could not

be accommodated in our simple village, and their presence would bring the wrath of the draconians upon us. But I would wish you well in your quest to find a place of safety. If there is anything I can do to help, then you have but to ask."

What will you do?

Option One: Rest. The Neidar will let you stay until the following dawn, and will tend your wounds as best they are able.

Option Two: Ask for Food. The Neidar are known for their kindness and the quality of their cuisine.

Option Three: Ask about the location of Thorbardin. They may have knowledge which could lead you in the right direction!

Option Four: Offer to do something for them.

Option Five: Leave.

JOURNAL ENTRY 7

THE AGHAR

Compared to the other proud Dwarven races, the Aghar are a sad and comical race. The throne room of his Magnificence the Highbulp, is extremely threadbare, and the royal robes are three sizes too big.

But they do their best to look imposing and impressive, and the Highbulp proudly asserts that theirs is the only remaining outpost of the Dwarven race north of Thorbardin.

After much bluster, you get the idea that the Aghar might be prepared to help you. But how? What could they possibly have that would be of any use to you?

Choose the number appropriate to your choice:

Option One: Rest. The Aghar will let you stay until the following dawn, and will tend your wounds as best they are able.

Option Two: Ask for Food. The Aghar are not known for their cooking prowess, but a free meal is a free meal.

Option Three: Ask about the location of Thorbardin. They may have knowledge which could lead you in the right direction.

Option Four: Ask for other information.

Option Five: Leave.

JOURNAL ENTRY 8

THE MAD WIZARD

The robed man has constructed a snow fort, and is busily stocking it with snowballs as you approach. He doesn't seem to notice you for a moment, then jerks upright.

"Halt!" he screams, and you freeze at once as his call shakes loose the snow in the mountains above, threatening an avalanche.

"My name is Fizban," he announces. "I'm a great wizard! If you hadn't caught me unaware, I might have

fried you with a lightning bolt. Still, it's them pesky draconians who have got it coming. I aim to destroy their army right here!"

The old wizard looks several cop-pers short of a full gold piece, but as you prepare to leave you catch sight of a draconian patrol entering the valley below.

Fizban smiles, hefting a snowball. As the draconians approach unaware, you steel yourselves for the battle ahead. But Fizban ruins your chance to surprise them. Rising above the parapet, he yells, "Attack!" and begins hurling snowballs at the patrol.

For a moment they're as shocked as you are. Then a wall of snow cascades down the mountain, burying the draconians. "That'll teach 'em!" Fizban smiles. "Seems to me you could have been a little faster off the mark there. Perhaps I had better come with you, just to keep you safe."

From this moment on, you are stuck with this slightly odd travelling companion, who always seems to be there just after a fight is over. Just who Fizban thinks he is seems impossible to say...

JOURNAL ENTRY 9

ADVICE FROM THE NEIDAR KING

As you prepare to leave the Neidar village, the Chieftain gives you some last advice.

"Though this land was once all part of the land of Thorbardin, there are many others living here now: the trolls in their caves, the lizard men in the marshes. If there is a way through to the southern mountains, it will be very difficult to find. Always look carefully, for the way that is hidden in the shadows at dawn may be easily revealed by the setting sun. Watch the location of secret doors and the way the sunlight must hit them to be visible.

"South of here are old Dwarven mine-workings. The Aghar live there. Be prepared for their deceptions if you venture into their caves. They are an irresponsible and untrustworthy lot.

"Finally, I must warn you of the dangers of the marshland, and of Skullcap Mountain. The Guardian of the Marshes is rumored to be the most dangerous indeed; seek out the Marsh Warden. He knows the safe path through the marshes. Your wagons won't make it through the swamps.

"As for Skullcap, you must know that it is the tomb of the wizard Fistandantilus, who made war against the Dwarves and built a great tower with which to breach the Dwarf-gates. But he was defeated, and caused the tower to explode, destroying the armies of friend and foe alike. The shattered stump of the tower is that mountain we call Skullcap. If you must venture near

that terrible place, take great care, for the legends of our people say that Fistantilus was not consumed in his own fire, but lives on...."

JOURNAL ENTRY 10

ADVICE FROM THE AGHAR KING

Now the Aghar seem to be embarrassed by your presence. The Highbulp, leader of the Aghar Dwarves, is overjoyed when you announce that it is time to be on your way.

"Give our regards to our brother Dwarves in Thorbardin. Tell them we promise to make good the back taxes. Oh, and if you find anything of ours in Skullcap, remember to send it back to us!"

Skullcap? The mention of the grim tomb of the wizard Fistantilus provokes your curiosity. Why would you want to go there?

"Why, of course!" he exclaims, "You're quite right. No one would want to go there. It's just that the wizard was seeking a way to break into Thorbardin himself. It's possible that whatever he managed to find was buried with him inside Skullcap!"

JOURNAL ENTRY 11

ENTRANCE TO THE CHAMBER IN SKULLCAP

Nothing on the outside could have prepared you for what you find on the inside. The jaws of the skull are

actually movable, and huge chains extend through the floor to some control room below. It seems that the entire fortress could be closed off, provided that the machinery is still in working order after all these years. Once closed, nothing would be able to pass through those terrible jaws. If you could bring the refugees here, Skullcap might act as a temporary sanctuary from the forces of evil outside. Of course, that means locking the refugees inside with whatever is already in there....

JOURNAL ENTRY 12

THE MAP TO THORBARDIN

The yellowing parchment you have discovered is a greater prize than all the treasure in Krynn. Though its ancient lettering is faint, you can see at once that it shows the exact route to the northern Dwarfgate of Thorbardin — your goal is in sight at last!

JOURNAL ENTRY 13

CLOSING THE GATES

You now believe you have the answer to your problem. A messenger is dispatched to bring the surviving refugees within the confines of Skullcap. When all is ready, you prepare to seal the fortress off from the draconians outside.

By working together at the huge mechanism, you are finally able to pull the mighty lever, and the mildewed chains rattle and crack through the slots in the floor. From

somewhere high above you comes the grinding roar of rock as the fortress is sealed tight.

Fistandantilus destroyed this place once before, while trying to invade Thorbardin. Within the tunnels and mazes deep within the mountain you hope to find a way through, out of sight of Verminaard's raging legions above. Once safely away from his vengeance, you can search for the Mountain Dwarves once more.

JOURNAL ENTRY 14

THE KEY RING

Experimenting with the ring, you find the green key slips onto it by some strange means. The ring also buzzes with a strange energy which draws the key back to the ring when you take them apart. By further experimentation, you realize that the ring is also tuned to other keys, which are scattered across the land. Although you have no idea what these keys are for, or how many there might be, the ring's magic gives you a clear idea about where some of these are hidden.

JOURNAL ENTRY 15

THE SOUTHERN MOUNTAINS

The map shows the far southern reaches of the land, and the impassible peaks between you and the Dwarven Kingdom of Thorbardin. The passes, you are told, are sealed with great gates which make those at Pax Tharkas seem insignificant.

There appears to be no obvious way through the mountains.

JOURNAL ENTRY 16

THE NEIDAR'S REQUEST

The King leans forward and beckons you near. "In a cave northwest from here lives a swarm of giant bees. They are quite deadly, and many of our bravest warriors have perished seeking the treasure which lies within those caves.

"The bees produce a sweet nectar, a Royal Jelly. It heals the sick and provides vitality to the aging. We need that nectar for our old, our sick, and our infants.

"If you bring it to us, I promise that whatever food we can spare and all the food that the bees have stored will be given to the refugees who follow you."

JOURNAL ENTRY 17

AGHAR CUISINE

Aghar food is hardly appetizing. They eat what other subterranean dwellers eat; their main staples are worms, grubs, and grim fungi. Certainly not the standard fare of a race of powerful Dwarves!

Whatever you decide, your first meal with the Aghar convinces you that the refugees could never live in this place.

JOURNAL ENTRY 18

THE HIGHBULP'S SUSPICIONS

"The evil dragons are darkening the skies once more!" The King cries out. "We are frightened of the big dragons, but we know that there are good dragons as well as bad."

He looks gravely at you and continues, "We have a rod of great magic which summons dragons. We keep it in the temple, and we are trying to use it to make our dragon return to life. But we do not understand the words written on it. Can you help us?" he asks.

You explain that you will have to see the rod, and ask where the temple is, but he becomes suspicious.

"No! You will take the rod from us and make other dragons come to be your slave!" he cries. "This is no good to us! We don't want your help at all!"

JOURNAL ENTRY 19

WORDS OF THE MARSH WARDEN

The gully dwarf crawls out from behind a rotting tree and gleams a toothy grin. "I'm very glad you came along! I thought I was at the end of my road, no mistake! So, least I can do is to point you in the right direction, eh? Take this map, I hope it does you some service. I

have marked the path through the swamp. Beyond that lie the mountains, and there I cannot help you.

"See here," he continues suddenly, "There are many enemies in the swamp. Along the main track lives a vile wyrm, a green dragon. The toll he charges for all to pass is the same—your lives! Only the Jarak Sinn seem able to pass freely."

He interrupts himself to explain that the Jarak Sinn are the lizard men who inhabit the swamp.

JOURNAL ENTRY 20

THE RETURN OF FIZBAN

As you ponder the heavy barred door, a voice suddenly comes from behind you. A small old man with straggly white hair and a bent green hat pushes his way between you and approaches the door.

"I thought you'd need my help again. A promise is a promise and I said I'd help and I will." exclaims Fizban, oblivious that he's speaking much too loudly in such a confined space.

Rummaging in his pack, he passes out an odd assortment of magic components and worthless junk, always with the accompanying

mumble, "Hold this a second." One of the things he passes out is a purple key, which you recognize as the final key to your quest. Fizban, of course, fails to notice you placing the key in the lock and continuing on your way...

JOURNAL ENTRY 21

BLAZE, THE BRONZE DRAGON

The rod tingles, then lights up the room with a sparkling glow. The stone facade encapsulating the dragon cracks, and from beneath the stones a bronze dragon breaks free. Wiping itself of the gray dust, it

looks at you and speaks.

"Thank you for releasing me. My imprisonment has been long and hard. I am Blaze, a good dragon. I was turned to stone here when Fistantilus' attack on Thorbardin went awry."

You tell the dragon of current events, and of Verminaard's red dragon, Ember. "A red?" smiles Blaze. "Don't worry. From now on you can leave Ember to me," he tells you as he flaps his mighty wings in anticipation.



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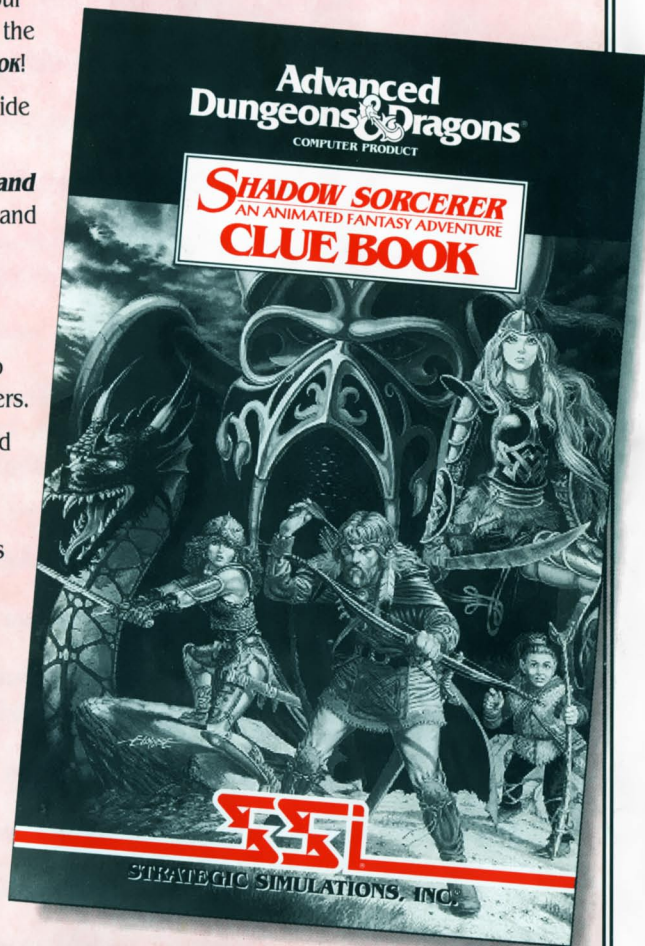
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