

Advanced Dungeons and Dragons: The Pool of Radiance

Based on the game that inspired all computer role-playing games, *Pool* entails a series of quests that culminate in a confrontation with the evil Tyranthraxus. Set in the Forgotten Realms, it's a six-character game (up to two NPCs can also tag along) that emphasizes mapping and monsters over puzzle-solving. Mazes are shown from an aerial view. Combat scenes are shown from an oblique angle that lends a 3-D effect, and each semi-animated character is depicted with his or her own icon. Essentially, the combat system is a slick version of the one used in *Wizard's Crown*, though many fans of that game were disappointed by *Pool*. You can control each character's actions individually, or let the program's "Quick" option do it for you. Since battles can last an hour or more, this feature sounds convenient. But there are two problems: "Quick" isn't any faster, since the program cycles through each character and every monster, and it wastes lots of your magic spells in combat. Only gamers who are ecstatic about hack and slash (and who don't like puzzles) will enjoy this almost too faithful adaptation of *A D & D*.

Type: Fantasy Role-playing

Skill Level: Difficult

Systems: Apple (64K), C 64/128, IBM (256K, two floppies or hard disk required), (conversions planned for Amiga, IIGS and ST)

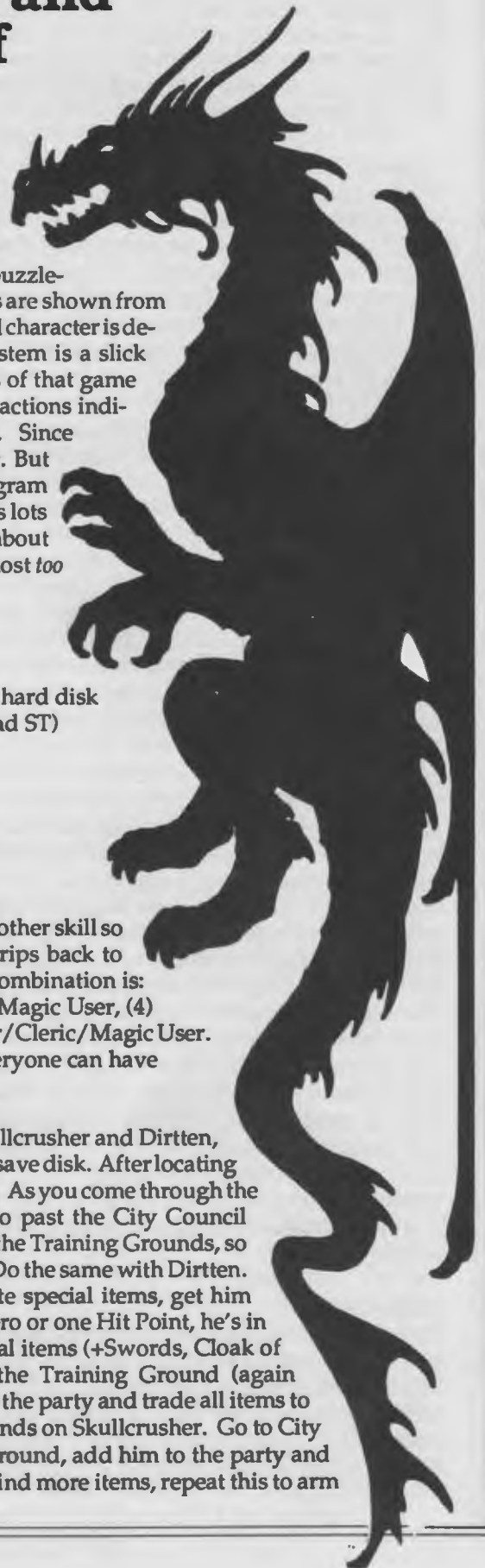
Company: Strategic Simulations/Electronic Arts

The Solution

Character Creation and Development

Create at least two characters that combine Cleric skills with another skill so the party can heal faster and won't have to make as many trips back to Temples. You also need at least one Magic User. One good combination is: (1) Human-Fighter, (2) Dwarf-Fighter/Thief, (3) Elf-Fighter/Magic User, (4) Human-Cleric, (5) Elf-Fighter/Magic User, (6) Half-Elf-Fighter/Cleric/Magic User. The back two can be equipped with missile weapons, and everyone can have good armor.

Hire NPCs from the Guild when necessary. Some, such as Skullcrusher and Dirthen, may be recruited in the mazes. These two can be stored on your save disk. After locating Skullcrusher (2, 15 in the Cadorna Textile area), return to Phlan. As you come through the gate, go north, then east to the Training Grounds. Don't go past the City Council building, or he'll leave the party. Save Skullcrusher to disk in the Training Grounds, so you can add him to your party anytime you need a new NPC. Do the same with Dirthen. Skullcrusher can be used to carry special items. To duplicate special items, get him knocked out in battle (bandage him if he's dying). If he's at zero or one Hit Point, he's in the condition you want. Have your party give him any special items (+Swords, Cloak of Displacement, Wands, etc.) you want duplicated. Go to the Training Ground (again bypassing the Council) and save him to disk. Then add him to the party and trade all items to one character. Exit Training Ground and cast Cure Light Wounds on Skullcrusher. Go to City Council, and he'll leave the party. Go back to the Training Ground, add him to the party and repeat until all your characters have what they need. As you find more items, repeat this to arm



everyone with special armor and magic gear. For easy experience points, hang out in a tavern until a brawl starts. At least half the Fighters will be on your side, so you should have no trouble winning. Leave before the Watch arrives. If a shopkeeper offers more for a weapon than the Armory says it's worth, equip it to see if it's magical.

General

While seeking treasure, weapons and magic items, you must clear each maze of monsters in order to earn extra experience points. There are other mini-quests to accomplish in some mazes. On some maps, the Map Key is set up mainly to identify certain areas that can be visited in any order, not to indicate that these are the step-by-step actions to follow (this is pointed out in such instances).

Key Locations on Wilderness Maps

Phlan	12, 27
Zhentil Keep Outpost	3, 33
Buccaneers' Base	12, 31
Nomad Camp	12, 11
Yarash's Pyramid	6, 16
Kobold and Wyvern Caves	6, 15
Lizard Men's Keep	11, 8

Combat

Combat tactics vary widely with the major battles, which are discussed specifically in the following sections.

Clearing The Slums

Here your main goal is to clear the slums while building up experience points, finding weapons and scrolls, and uncovering clues. Follow the map and Map Key (3-15) for the key treasures and items, saving Ohlo (1) and the potion (2) for last (don't attack Ohlo). In the battle at (9), aim Sleep spells at the multiple lines of monsters so they hit two lines simultaneously, using bows to pick off the leaders. For the battle at (11), use Sleep spells to reduce their archers' attacks while Fighters attack the group. The hardest battle is with the Trolls and Ogres (14). You'll need help, so hire two NPCs (the Swordsman and Hero), and magic weapons and at least 20 Hit Points. Put the NPCs in positions three and six. Equip Fighters with bows and arrows. Kill the Trolls first. Concentrate your attack on a single Troll until it dies, or it will regenerate.

Sokal Keep

At (1), get the message with the three words (which will be referred to as words A, B and C in this solution: A is the three-letter word, B the one ending with "D" and C the one ending with "T"). Kill the frogs (2) and scorpions (5) quickly, or a party member will be poisoned. Say word A in Chapel (center of maze) and

Barracks (4) to get messages. Then proceed to the battle at (3), say word A and tell the truth to Ferran and get the magic weapons (8). To avoid battles with Skeletons and Zombies (6), say word C before visiting the Chapel and word B after talking to Ferran (or you can fight them if you want points). Take two NPCs for the main battle at (3). Give bows to all Fighters, position your team in an "L" formation and let the monsters come to you, then pick off the Archers and Leaders with arrows when they get close to your lines. Use Sleep and Hold Person. (Another tactic: when combat commences, retreat toward the north door, firing arrows as you go; the monsters will follow and be easy to pick off.)

Kuto's Well and the Catacombs: Norris the Grey

The best way to tackle this one is by going directly to the Well (2) and defeating Norris the Gray in the Catacombs (4), which enables you to rest and recuperate in the Catacombs or Well while clearing out the upper area. (If Norris is not at (4), he'll be somewhere in the north half of the Catacombs.) Don't forget his treasure (5), and the Hag's (1).

Mantor's Library: Looking for Books

Use the Knock spell to enter. Clear out the monsters, staying in Search mode and moving around until you find them. Follow the Map Key to get the five books. When attacked by the Spectre on the way out, use magic weapons.

Podol Plaza

This is a good place to build up experience points. Stay in Search mode and the monsters will find you. There are two ways to complete this one. If you enter while not on the mission, you can just clear the block of monsters. If on the mission, choose the "disguise monster" option at (1) and rush to (2) to defeat the Buccaneer. Use Knock to enter doors (3) to rest and heal in the Temple. Avoid the Shrine at (4) if disguised (if not, fight the battle). Then get close to the Auction Block (5) to pick up information and return to the Council.

Cadorna's Textile House: Quest for the Family Treasure

Don't enter this one unless on the mission to find Skullcrusher and the treasure. Then follow the Map Key (1-9). After finding the main Cadorna treasure, do not take or open it. Instead, take Skullcrusher to the Guild and save him (see tips on Character Development). Then return for the treasure, which includes useful weapons. Don't open it—take it to Restal, who will fix the seal so Cadorna won't know it's been opened. In the battle at (6), eliminate the Guards quickly, using Hold Person. In the battle at (9), Sleep the Archers if possible, eliminate the Ogre King early.

Kovel Mansion

Here your main goal is to clear out the Thieves, but you can also pick up information, artifacts, etc. Just follow the Map Key, staying alert for traps and ambushes.

Wealthy Section

Your goal is to recover artifacts while clearing the temple. After the Bishop lets Dirtten join the party, save him at the Guild (see Character Development section above) before setting out. Follow the Map Key. After random encounters, keep the holy symbols you find until everyone has one.

Temple of Bane

Everyone needs holy symbols (see Wealthy Section) to enter. Follow the Map Key to find certain artifacts and to destroy Mace. There are lots of treasures here, so much that you'll have to make several trips if already loaded down. If you decide to destroy the altar (5), use Hold Person and Sleep, not Fireball (unless really desperate).

The Valhingen Graveyard

Again your goal is simply to clear the area, filled with undead creatures. Follow the Map Key, destroying the Vampire before seeking treasures. When your party has been reduced a level or more or is low on hit points, return to the Mansion area to rest and save the game. When fighting Spectres, close quickly and try to kill them all in the first two rounds. Against Zombies, Turn, fight and Turn again (if you have two Clerics); then leave and rest. Do not rest in the Graveyard, however, unless you're fond of Ghouls. And don't let any evil Magicians join the group.

Kobold and Wyvern Caves

Here you've got to slay the Kobold King and get the Efreeti bottle. (There's also a big treasure.) Follow the Map Key. Save up potions for the major battle (7), which consists of three waves. In the first, use Fireball and knock out the Bowmen first, then use wands and swords on the Trolls before finishing off the Kobolds. In the second wave, Boars must be "overkilled" or they bounce up after the first kill. Use wands to weaken enemy Fighters in the third wave. Between battles, use points to heal. Do not end battle when asked to do so. Instead, heal the most seriously wounded characters, then end battle, as next wave starts immediately (with no chance to encamp). When all three waves are done, encamp, heal and save. After slaying the Kobold King (9), get the main treasure (10) and save the game, or the main battle will restart next time you hit that area. Finally, get the Efreeti bottle (tell the truth) at (11).

Nomads

You have to "deal with" the Nomads in the Wilderness. No map is furnished here, since this is a small

area in which you can easily find your way. Talk Nice to the Nomads and you'll fight three battles against Kobolds and get lots of points and treasure. (Be sure to help the Chief wipe out the rest of the Kobolds.) Save Fireballs for the third battle. Sleep and Hold Person are useful. After the battle, you can rest and heal in the Wyvern Cave or head back to Phlan.

The Pyramid on Sorcerer's Island

This is on the river north of Phlan. The goal is to wipe out Yarash the sorcerer and destroy the machinery that is polluting the river. Teleporters are found throughout all three levels, though only those necessary for this walkthrough are shown on the map. (To figure out the others, remember that some teleporters send you to one of two locations; to switch these, throw a rock through them.) Upon entering, walk to the first entrance (A) on the right and enter it. You'll be teleported to (B) on level two. Follow the hall, turn right at the first junction, and go to the end of the hall (C). Pick up a rock and throw it through the teleporter before you enter. Then you get teleported to (D) on the same level. Follow the hall to the end to (E), throw a rock and enter the transporter to reach (F) on level three. Go to (G) and teleport to (H), then decode password over the door at (1). Help the Lizard Men (2). Yarash is in the other room (3). Kill him by casting Silence, then have three characters rush him while the others use bows or cast Bless, Curse or Hold Person. Break the pipes (4) after the battle. Use the transporter (5) in the northeast corner to exit the pyramid (Blue setting), or use others to teleport to the treasure first. (If you wind up on level one, find the Priest (P), who helps you escape.)

Buccaneer's Den

Here you've got to rescue the boy. No map is provided, since this is a simple layout. You can camp outside the building in the lower right corner. To free the boy, first release the animals in the pen on the right side of the map. Then liberate the lad, who is in the small building in the middle. You can also slay the Captain of the Guard (in the bottom building) to get +3 Plate, +2 Skulls and +4 Longbows.

Lizard Men's Catacombs

An Anti-magic spell prevents you from using memorized spells, but you can read them. Magic weapons work but miss more often. Use the stairs at (B) to reach the catacombs from the upper level. The mission is to deal with LizardMen (2), which can be done two ways. If you talked to the LizardMen on level three of Yarash's Pyramid and have the password (tbwjps), let one of your team fight the duel proposed by the Lizard's chief; if he wins the duel, you can complete this mission without slaying any more monsters here. Method 2 for dealing with LizardMen is more traditional: slay them all (after killing those around each pool (3), search it for treasure).

Zhentil Keep Outpost

This maze is pretty much automated in the early stages, when the Commandant takes you to dinner. You can pry information from him. Post a watch after dinner, because the guards will attack. All you can do is head for the gate and fight your way out.

Stojanow Gate

Your goal is to break through the gate, the only way into Valjevo Castle. The idea is to use disguises to get past the Bugbears so you can attack the Towers by surprise, then return to wipe out the Bugbears. Once inside, get a wagon from the vendor (1). Then you can get past the Bugbears and enter the Southern Gate at (2). (If they won't let you, break it down. This applies to the Northern Gate too.) Then tackle the Towers (3, 4). The key to the Tower battles is to use the Advance command to get as close as possible to the enemy groups. An alarm goes off once you've attacked a Tower, so you must eliminate both Towers and Bugbears (at Gate) quickly (or hide in a Tower until the alarm stops).

Valjevo Castle

Enter via Stojanow Gate. If you set off the alarm in here, hide until it stops. Get disguises by talking Nice to women at (a). You don't have to visit all the places on the perimeter, except to learn the passwords. Enter Level One of the Tower by Gate (o) or (f), either walking through the maze or using the random teleports until you reach (o)—the preferable entry point because you can go straight to wipe out the False Tyranthraxus at (1) and take the stairs up (2), avoiding the Medusa (3). On Level Two, avoid the trap door (4) and be Nice to the messenger at (5). Slay Genheeris (6) and get the Wand. The main battle is at (7). Use Dust Disappearance, move to the enemy Fighters' flank and hit them with the Lightning Wand. Both Clerics should use Hold Person until there are few enemies left. (Once held, use bows or swords to kill, since Magic Wands won't kill.) Once all are dead, continue battle, use potions and spells to heal, get Rings (+3) and go for the Dragon. Kill your NPC (if you have one), or he teams up with the Dragon. Magic won't work on Tyranthraxus, so keep hitting until he's dead.

Map Key: The Pool of Radiance

Thick dotted lines on most maps indicate Illusionary Walls. Thin ones are walls of rubble.

Slums

A: To Phlan

B/C: To Kuto's Well

1 : Ohlo the Magician, who wants potion

2 : Ohlo's potion

3 : Orcs (scrolls)

4 : Goblin Training Room (treasure)

5 : Kobolds (treasure is Bracers)

6 : Orcs (treasure)

7 : Hobgoblins (treasure)

8 : Treasure Room

9 : Massive Orc attack

10: More Monsters

11: Goblin Guards (difficult battle)

12: Treasure

13: Stable (treasure)

14: Ogres & Trolls (hardest battle)

15: Fortune Teller (don't attack her)

Sokal Keep

1 : Skeleton with three words (see solution)

2 : Poison Frogs (treasure)

3 : Massive Orc/Hobgoblin battle

4 : Say A, from (1), to get treasure & Journal entry

5 : Giant Scorpions.

6 : Say C to patrol before entering chapel; say B on the way out

7 : Ferran Martinez (say A, tell truth)

8 : Magic Weapons

Kuto's Well

A: To Slums

B: To Podol Plaza

C: To Library

1 : Hag (treasure)

2 : Well (enter to reach Catacombs)

Catacombs under Kuto's Wells

3 : To/from Well

4 : Battle with Norris the Gray

5 : Treasure

6 : Monster

Mantor's Library

Use search mode until you find books indicated in the areas below.

1 : History books (three)

2 : Philosophy books (two)

3 : Kobolds (map of Textile House)

4 : Scribe's Chambers (treasure)

More treasure

Podol Plaza

- A: To Well
- B: To Gate
- C: To Outside of City
- D: To Textile House
- 1: Choice of sneaking in, walking through, entering disguised (do so if on mission)
- 2: The Pit (Buccaneer, Magic Items)
- 3: Temple (rest area; use Knock to enter)
- 4: Small Shrine of Bane (don't enter if on mission and party is disguised, otherwise fight battle)
- 5: Auction Block (If disguised and on mission, get close to block for information.)

Cadorna Textile House

- A: To Plaza
- B: To Outside of City
- C: To Library
- 1: Journal Entry 11
- 2: To Thieve's Guild (only a Thief on this mission can enter; Restal will lead you to well at 3; see him after you get the treasure here, he will duplicate lock on treasure if you didn't break the seal).
- 3: The Well (see 2)
- 4: "Skullcrusher was here."
- 5: Baby Hobgoblins flee.
- 6: Guards (search for key needed to free Skullcrusher).
- 7: Skullcrusher in chains; will join party if freed. Journal Entry 47 tells of secret door to southeast.
- 8: Secret door (if Skullcrusher is in party)
- 9: Major battle and treasure (see 2)

Kovel Mansion

- Some doors must be bashed in order to open them.
- A: To Outside and Graveyard
 - B: To Wealthy Area
 - C: To Boat
 - T: Traps
 - 1: Thief backstabs party member and leaves.
 - 2: Two Thieves run and split at 3. Follow the one to 4, go back and follow other to 5 and defeat the Guildmaster.

3/4: See 2.

- 5: Major battle with Thieves (see 2), Entries 38 and 51
- 6: Journal Entry 41
- 7: Cabinet (treasure)
- 8: Caskets (need high-level Thief)
- 9: Brief battle (weapons)
- 10: Journal Entry 48
- 11: Treasure
- 12: Three cabinets (treasure)
- 13: Treasure and weapon
- 14: Journal Entry 29

Wealthy Area

- A: To Mansion
- B: To Temple
- C: To Boat to Phlan
- 1: Large Mansion with Black Hand symbol
- 2: Clue on how to enter Temple
- 3: Trapdoor (main treasure)
- 4: Skeleton (treasure)
- 5: Tapestry (treasure)
- 6: Major battle, Entry 53

Temple of Bane

- A: To Wealthy Area
- 1: Entrance (must have Holy Symbol from random encounters in Wealthy Area)
- 2-4: Treasure
- 5: Altar (do not defile)

The Valhingen Graveyard

- A: In/out
- 1: Read Journal Entry 43 and sanctify coffin.
- 2: Vampire (fight till he becomes mist)
- 3: Fight Vampire, who can't enter coffin if it's sanctified, until he's killed.
- 4: Skeleton army
- 5: Giant Skeleton (treasure)
- 6: Skeletons attack; don't enter building.
- 7: Spectre (treasure)
- 8: Treasure (Zombie Army guards main entrance.)
- 9: Mummies
- 10: Wraith and treasure (Wights and Zombies guard main entrance.)
- 11: Spectre (treasure)
- 12: Treasure (Spectres guard main entrance.)

Kobold and Wyvern Caverns

- A: To Small Cave
- B: To Large Cave
- 1: Wyvern (treasure)
- 2: Give water to Kobold, let him live, get Entry 20.
- 3: Journal Entry 42
- 4: If going west to east, you fall to X. If Wyvern is dead and you're going east to west, drunk Kobold leads you to King and battle. So avoid this hall.
- 5: Princess Fatima (give her +armor and weapons, let her join)
- 6: Journal Entry 42
- 7: Major battle (see solution)
- 8: King's Guard
The Kobold King
- 10: Main Treasure
- 11: Efreeti bottle (tell truth)

Yarash's Pyramid**Level 1**

Walls and doors appear and disappear as you move through this maze. All teleporters are not shown, just those needed for this solution.

- A: Teleport to B
- P: If lost, be Nice to Priest.

Level 2

- B: Teleport from A
- C: Teleport to D
- D: Teleport from D
- E: Teleport to E
- F: Teleport to G
- G: Teleport to H
- 1: LizardMen (be Nice)
- 2: Search for notes on experiments
- 3: Vats and Mutants Lizard Men
- 4: Torture Room

Level 3

- H: Teleport from E
- 1: Door and password
- 2: LizardMen (Be Nice and get password, or fight)
- 3: Yarash
- 4: Machinery
- 5: Teleporter to treasures and Pyramid exit

Lizard Men Castle & Catacombs

- A: In/out
- B: Stairs up/down to Catacombs (preferable entrance)

- C: Pits to catacombs
D: To Swamp
1: Lizard Men & Giant Lizards
2: Giant Lizards
3: Pools (search after slaying all Lizards)

Zhentil Keep Outpost

- A: Main Gates
1: The Captain
2: Your Quarters

Stojanow Gate

- A: To Plaza
B: Main Gate To Castle Valjevo
1: Merchant (wagon)
2: Southern, Northern Gates
3: West Tower
4: East Tower

Valjevo Castle

- : (In Maze, these are random teleports.)

X: To/from Stojanow Gate

a: Laundry (be Nice to get disguises)

b: Smithy (weapons at night)

c: Bane Chapel (don't accept blessing)

d: Giants (treasure)

e: Guardpost (Parlay w/ Haughty and say uzsbouisbyvt)

f: Main Gate (password sipejb, but don't go this way yet)

g: Giants (Parlay with Haughty to get password)

h: Guardpost (Parlay w/Haughty and say uzsbouisbyvt)

i: Armory

j: Kitchen (Gate Password)

k: Records (clues)

l: Guardpost (Parlay w/Haughty and say uzsbouisbyvt)

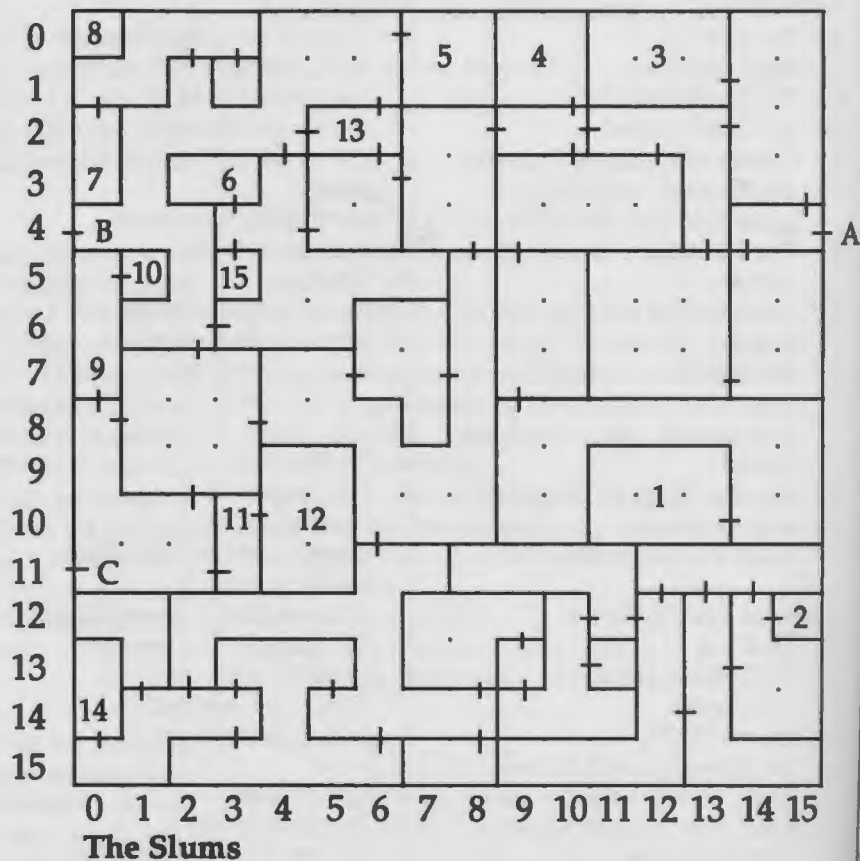
m: Well (treasure)

n: If Cadorna is here, free him to get password to gate.

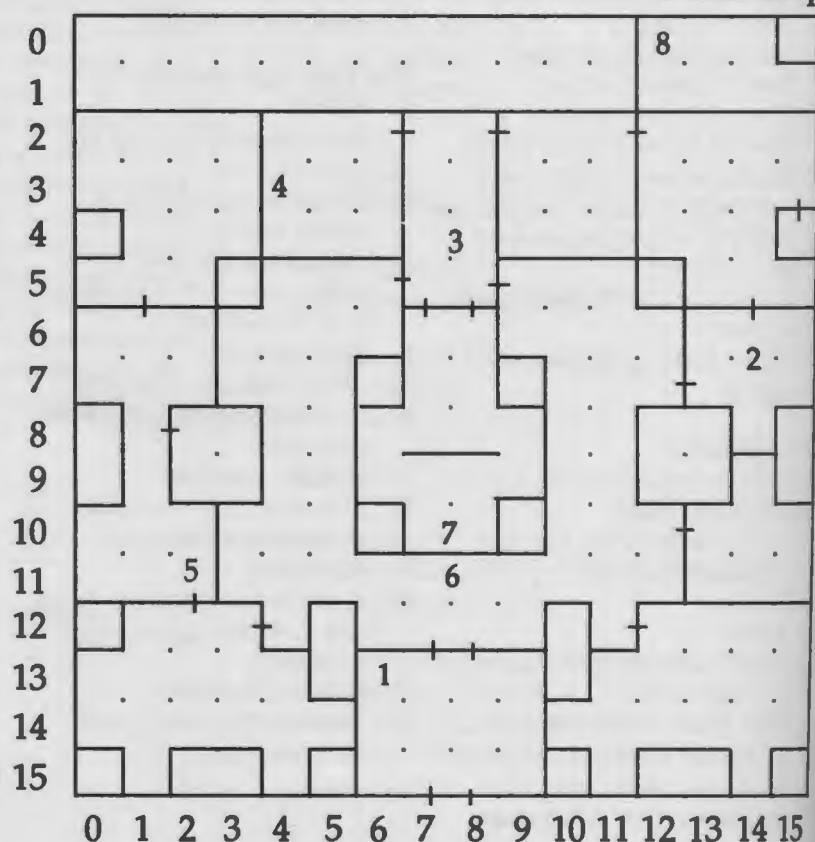
o: Main Gate (open w/ Strength, Knock or password sipejb, go other Main Gate at f)

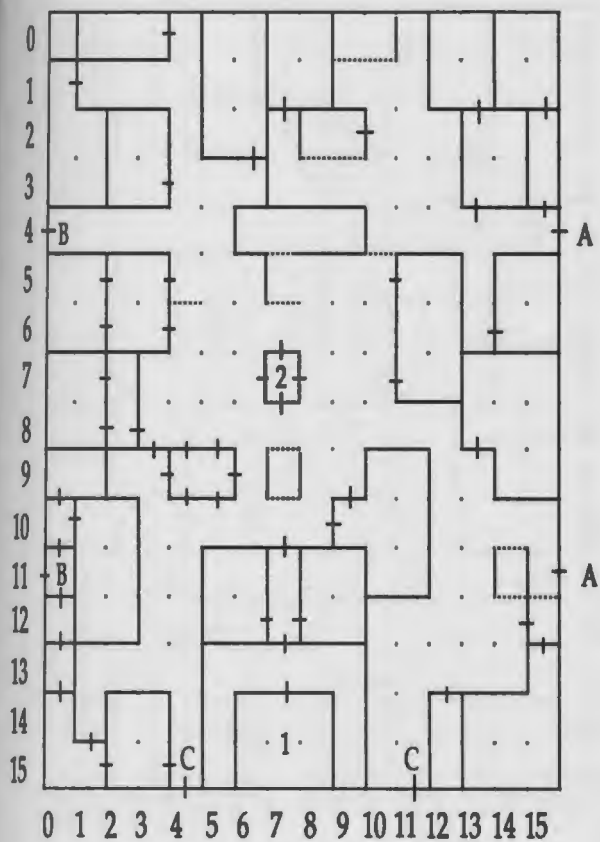
The Tower, Levels 1 and 2

- 1: False Tyranthraxus
2: Stairs up
3: Medusa (avoid)
4: Trap door (avoid)
5: Messenger (be Nice)
6: Genheeris (slay and get wand)
7: Tyranthraxus

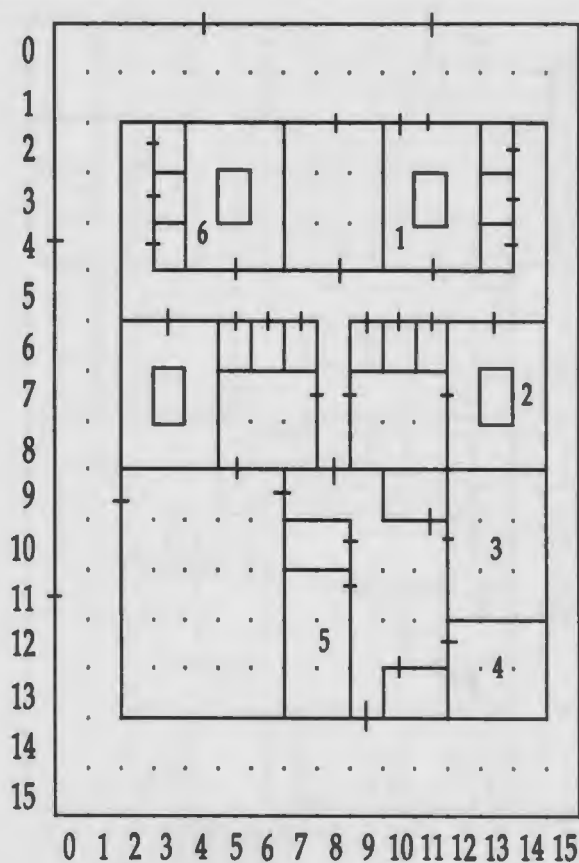


Sokal Keep



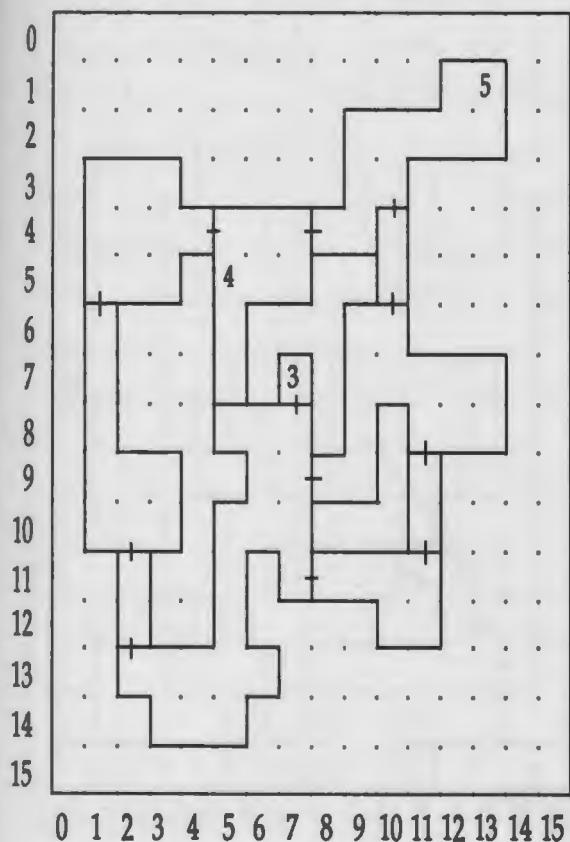


Kuto's Well

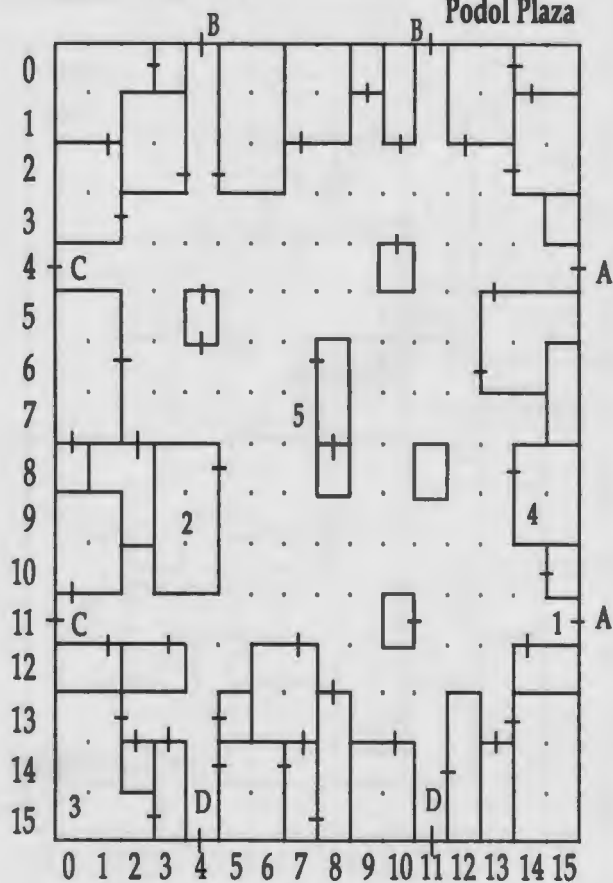


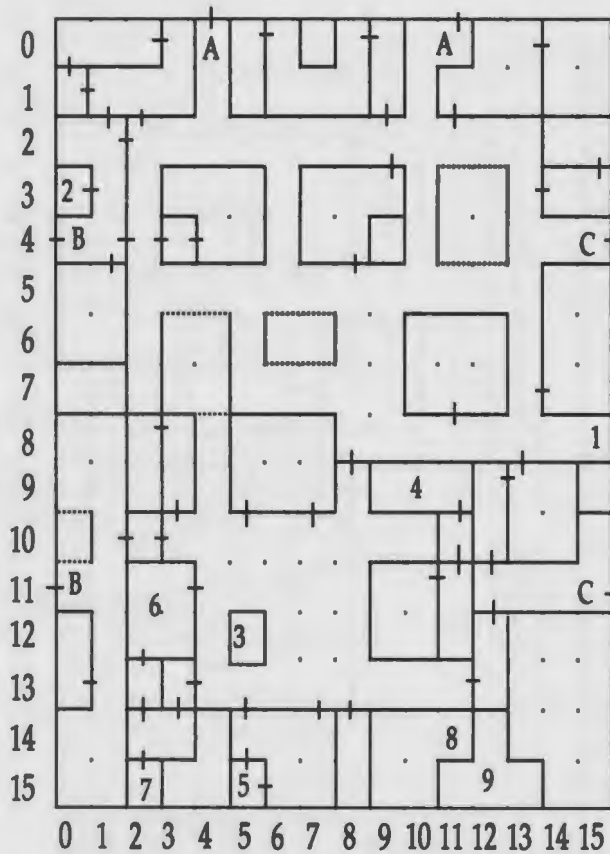
Mantor's Library

Catacombs under Kuto's Well

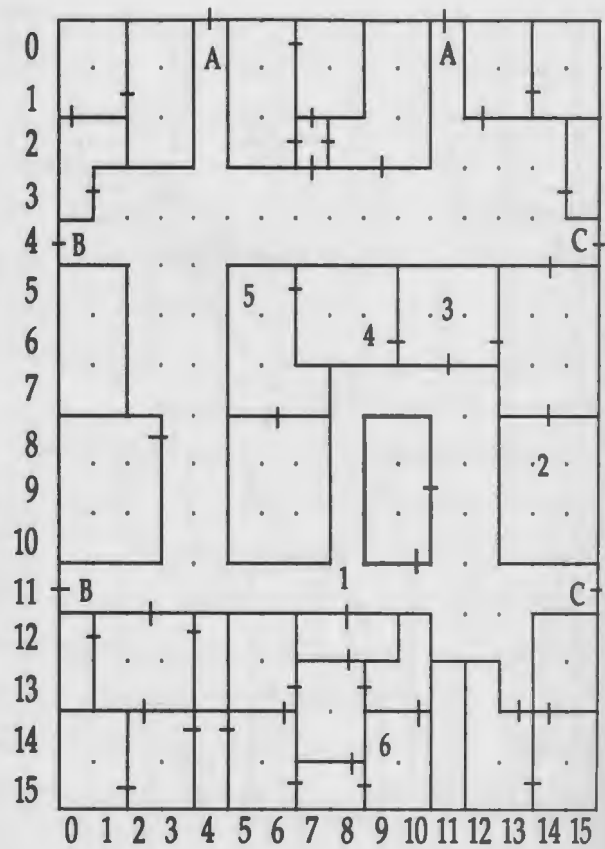


Podol Plaza



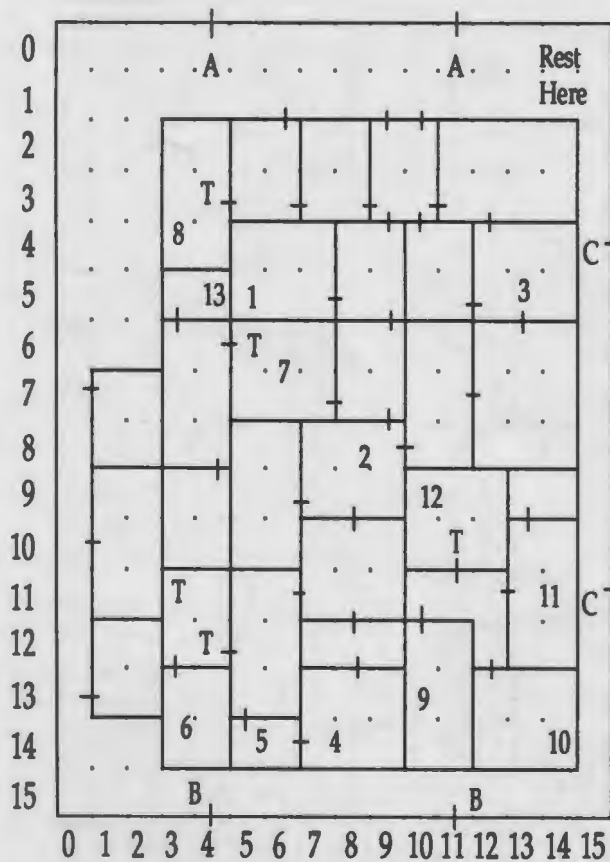


Cadorna Textile House

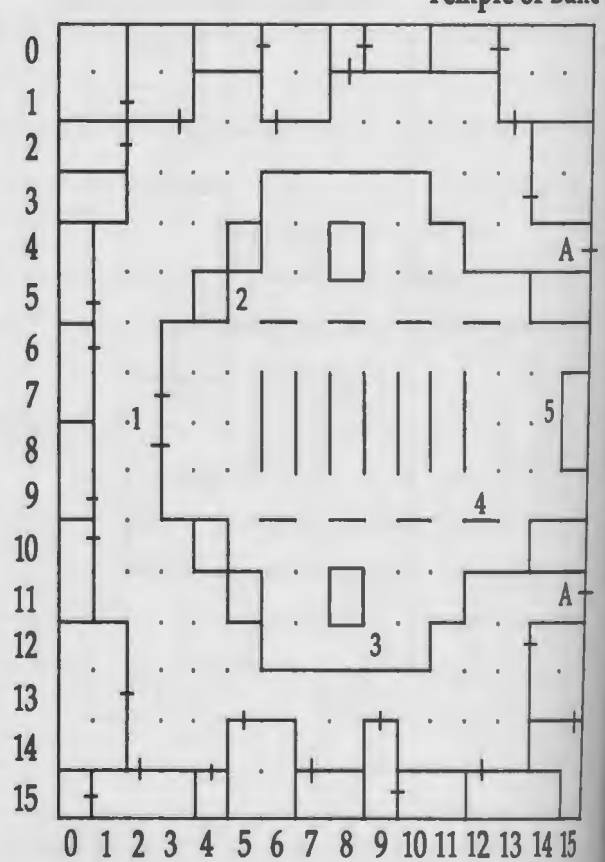


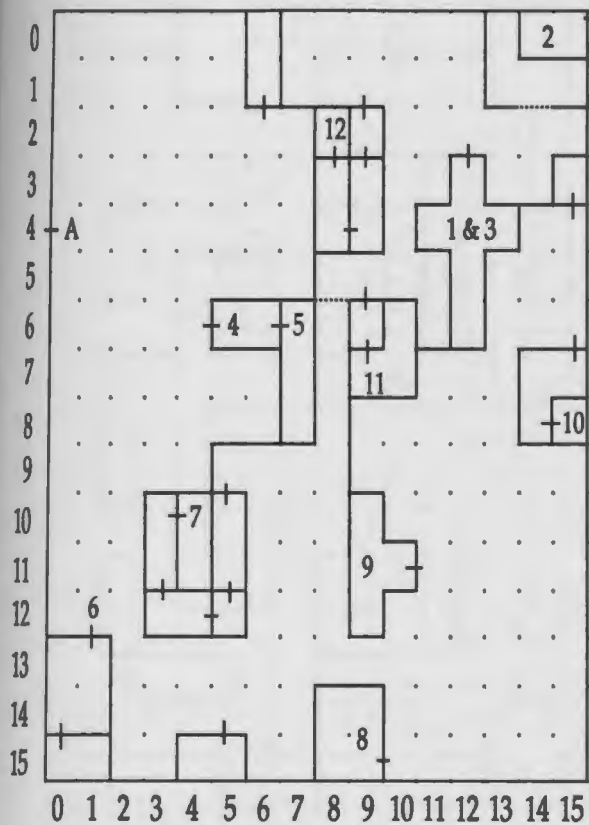
Koval Mansion

Wealthy Area



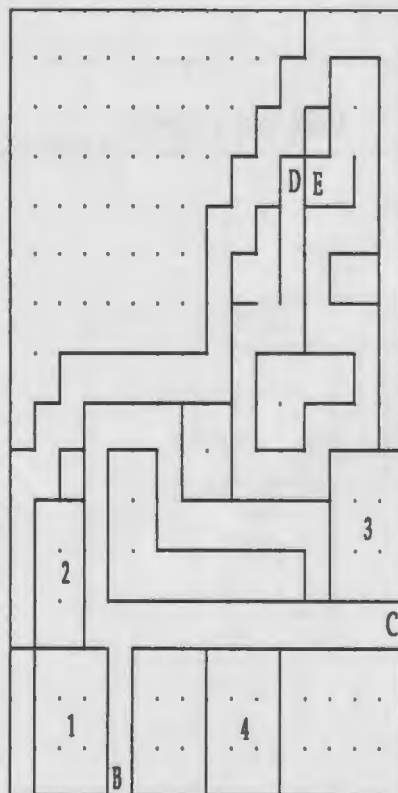
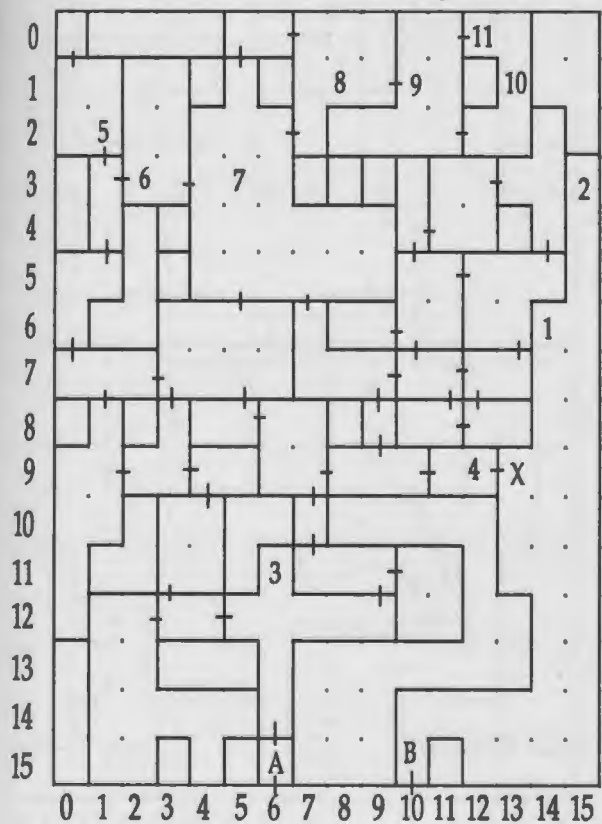
Temple of Bane



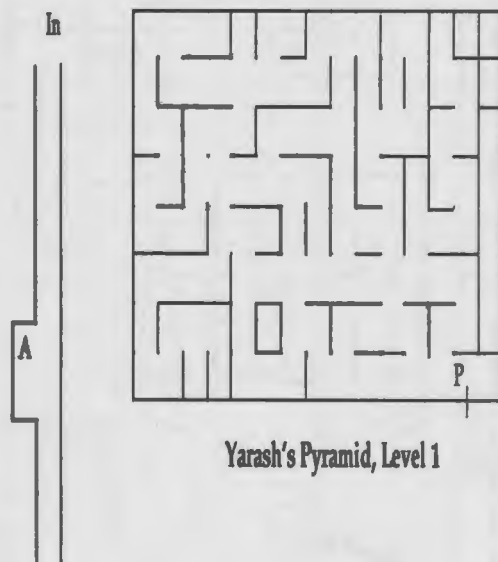


Valhingen's Graveyard

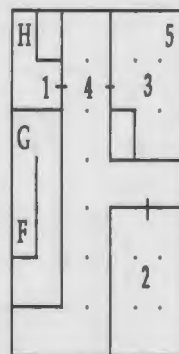
Kobold and Wyvern Caverns



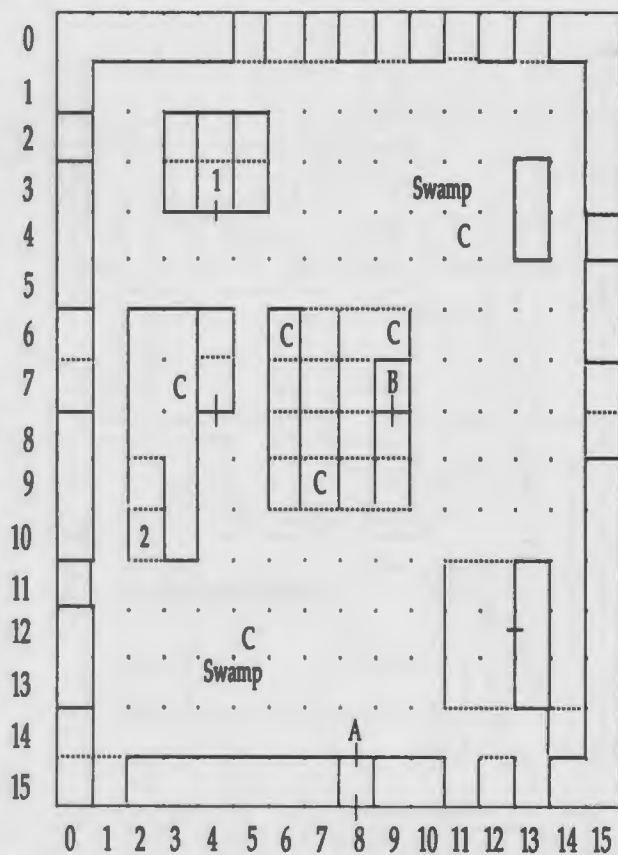
Yarash's Pyramid, Level 2



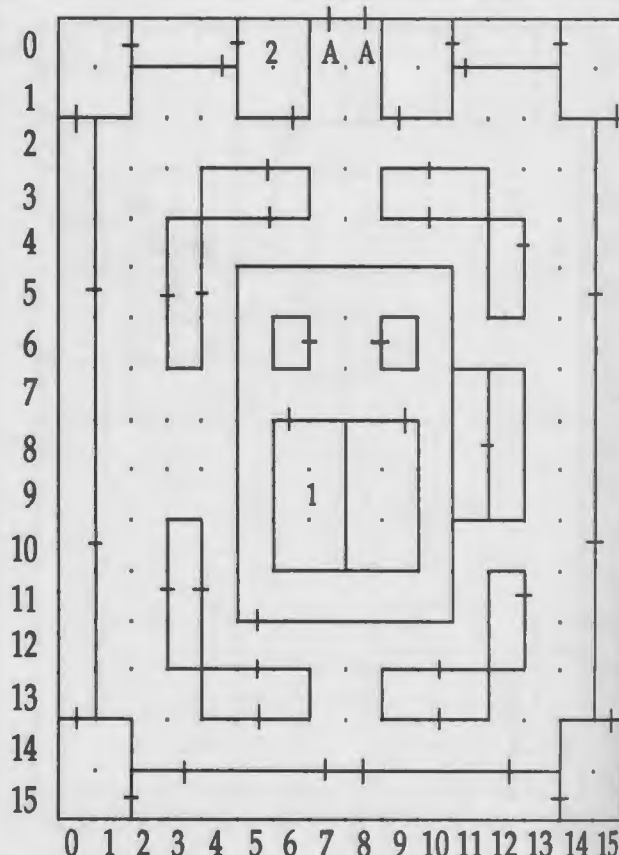
Yarash's Pyramid, Level 1



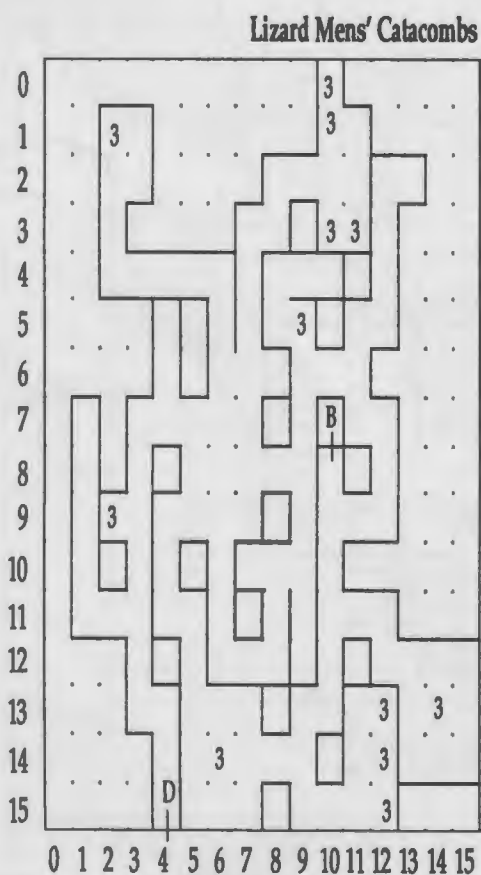
Yarash's Pyramid, Level 3



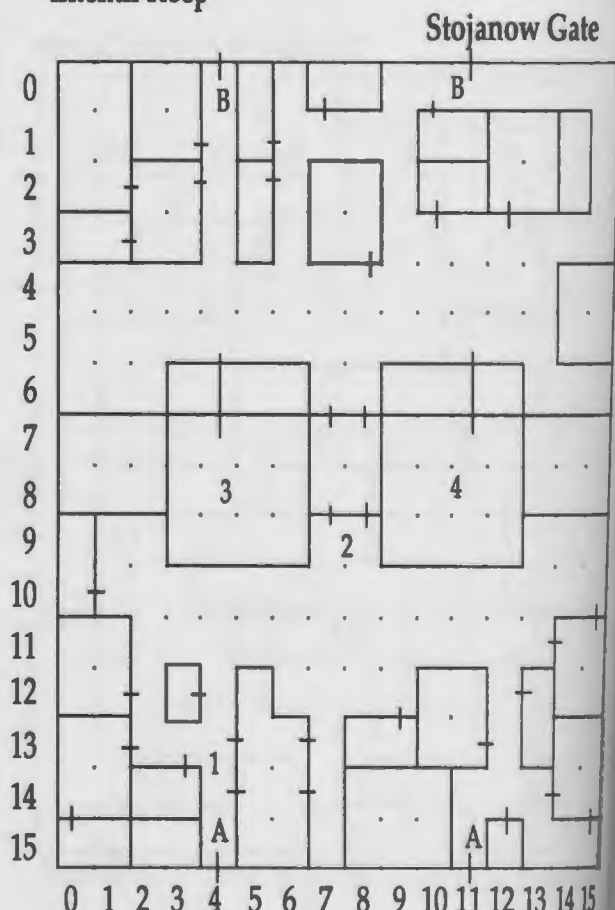
Lizard Mens' Castle



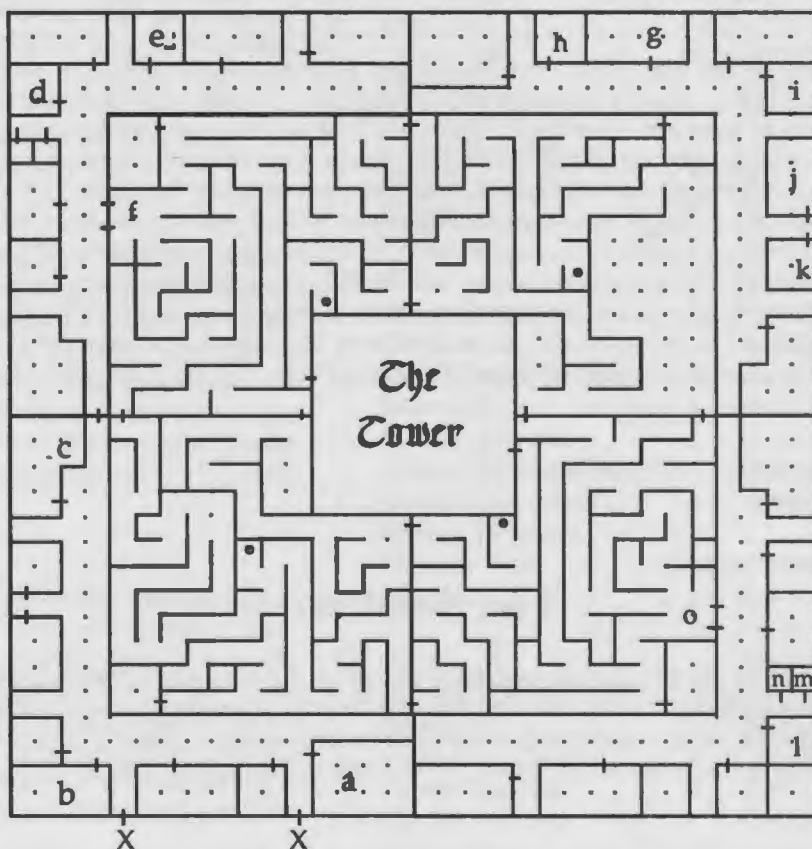
Zhentil Keep



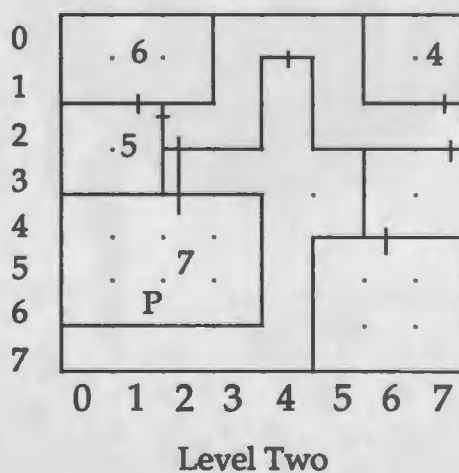
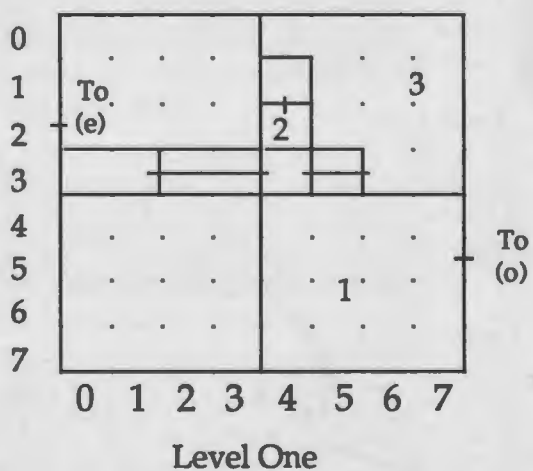
Lizard Mens' Catacombs



Stojanow Gate



Valjevo Castle: Perimeter & Maze



Valjevo Castle: The Tower

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)