

OFFICIAL
Advanced Dungeons & Dragons®
COMPUTER PRODUCT

POOL OF RADIANCE
A FORGOTTEN REALMS™ Adventure
CLUE BOOK



SSI

STRATEGIC SIMULATIONS, INC.

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Clue Book
George MacDonald

Art, Graphic Design and Desktop Publishing
Louis Saekow Design: David Boudreau, Peter Gascoyne, Kathryn Lee

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INTRODUCTION

POOL OF RADIANCE is Strategic Simulations Inc.'s first ADVANCED DUNGEONS & DRAGONS® Computer Role-Playing Epic set in the FORGOTTEN REALMS™ game world. POOL OF RADIANCE is a huge game, with over two dozen different individual missions and adventures. It is designed to mirror the kind of connected adventures that form the basis of the AD&D® role-playing game.

POOL OF RADIANCE does not rely on obtuse puzzles or unfathomable word games to create challenge. Instead, POOL OF RADIANCE relies on challenges that arise from within the scope of the adventure. Each adventure centers around solving a mystery, defeating an enemy force, or discovering the true allegiance of the mysterious groups you meet.

You are sure to have questions as you adventure through POOL OF RADIANCE. First, read the rule book and Adventurers Journal that come with the game. These books will answer most of the questions that come up. Second, you can refer to this clue book for answers; it is the definitive source for insight into the adventure in POOL OF RADIANCE. Third, you can look into the many ADVANCED DUNGEONS & DRAGONS® books for background on the game. The AD&D® Players Handbook and the AD&D® Dungeon Masters Guide provided the basis for the rules in POOL OF RADIANCE. THE FORGOTTEN REALMS™ Campaign Set and Ruins of Adventure module provided the background material for the storyline. These sources should tell you all you need to know about POOL OF RADIANCE.

Keep your current objective in mind while you play through each mission in POOL OF RADIANCE. Each

mission has a specific goal that is given in the city council proclamation and in the council clerk's description of each mission. In some missions you simply have to hack your way through everything in front of you. In other missions you must sneak and be unobtrusive. In some missions you must be diplomatic, and in others you must simply survive. Stay true to your objective as each mission unfolds.

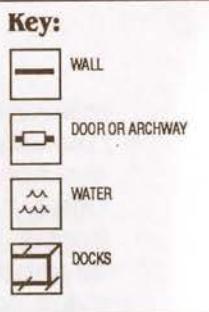
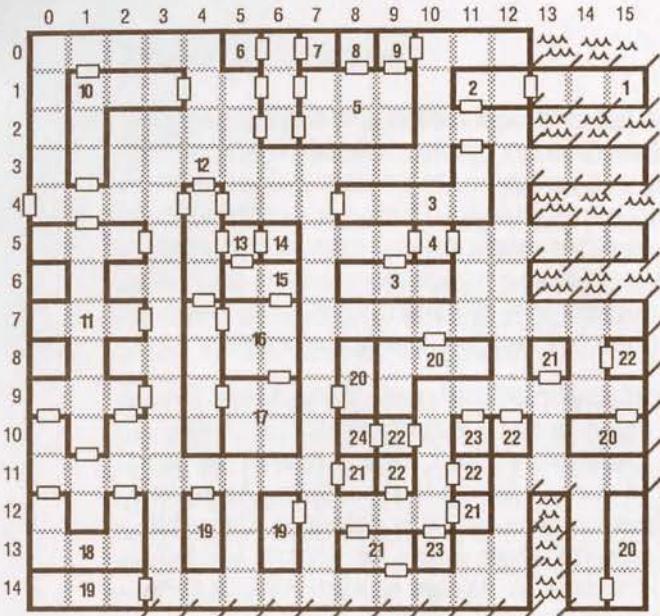
Finally, remember the overall goal of the quest, the liberation of Phlan from its evil oppressor. It is not necessary to clear every block, defeat every evil, or even complete every mission to free Phlan. As soon as the Boss that controls Phlan is defeated, the undirected monsters that were under his control will fall like wheat to the scythe. Always remember that the defeat of the Boss is your final goal. Good luck!

Missions and Adventures

The quest in POOL OF RADIANCE is divided into missions or adventures. The City Council of New Phlan will direct the characters to most of their missions. Occasionally, the characters will discover an adventure on their own. It is not necessary to "touch every square" in POOL OF RADIANCE to complete the quest. The party should take the missions that sound interesting, find out all the information they can, and work to complete their overall mission and free Phlan from its evil overlord.

Each mission is set in a specific area. The description of each mission includes a map of the area, the background storyline for the area, where the party can rest, a description of the important places in that area, and the aftermath of the mission.

CIVILIZED AREA, NEW PHLAN:



The Storyline: New Phlan is the area that civilization has carved out of the monster-controlled areas of Old Phlan. New Phlan sits precariously on the southeastern corner of Old Phlan as shown in the city map on page 26 of the Adventurers Journal. Monsters control all of the rest of the city, and the monsters are themselves controlled by a mysterious "Boss". Your quest is to liberate the city from monsters, discover the identity of the boss, and defeat the boss to free the city.

Notes: In Pool of Radiance, the city council sends you on most of your adventures. When you visit the city council building, there are Proclamations on the outside of the building describing things the city council wants done. When you go inside the council building and visit the clerk, she will describe several commissions

that are available. You can undertake any of these missions. You can also explore on your own and go "looking for trouble". After you have completed a mission, return to the council clerk. She will give you any rewards due you for completing missions and inform you of new missions.

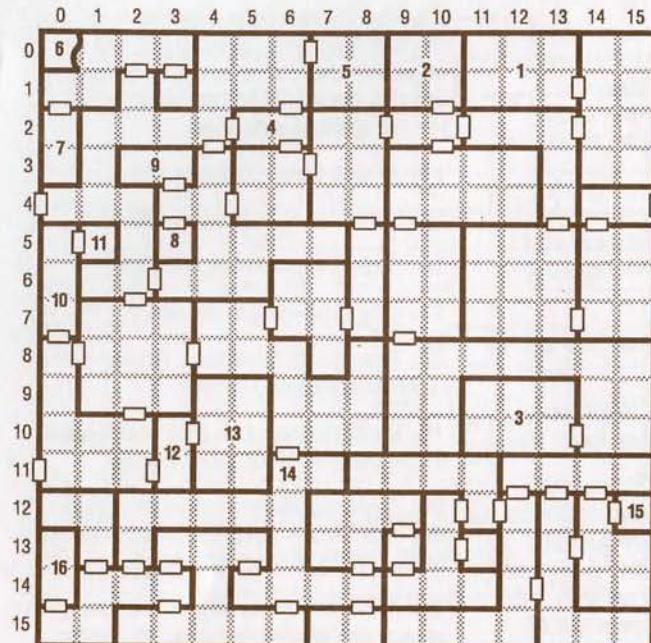
New Phlan is patrolled by a very efficient city guard. If you try to rest in the street or enter the city hall or a shop after dark, the city guard will respond. The chambers of the city council are guarded by the council guards, and the temple of Tempus is guarded by its own temple guards. If you fight any of these guards, you will be unable to buy anything in the shops or temples until you complete a mission.

Where You Can Rest: The only place you can rest in the city is at an inn (location 19 on the map). It costs 1 platinum piece for the party to rest, but they may rest as long as they like.

Map Locations

1. Boat: Catch a boat here to take you to Sokal Keep. After Sokal Keep is cleared, you may also take the boat into the wilderness to the east or to the west.
 2. Passenger Dock: This is where you tell the boatman your destination and pay your passage when traveling into the wilderness.
 3. Temple of Tyr: Healing services are available here.
 4. Bishop Braccio's Office: Here, you can meet Bishop Braccio, leader of the temple of Tyr in New Phlan.
 5. Dueling & Hiring Hall: Here, individual members of the party can duel to gain experience points, or the party can hire NPCs to help the party on their adventures. Hired NPCs receive a cut of the treasure before the players ever get their hands on it.
 6. Clerical Training: Characters that are clerics or clerical split classes can train here.
 7. Magic User Training: Characters that are magic users or magic user split classes can train here.
 8. Fighter Training: Characters that are fighters or fighter split classes can train here.
 9. Thieves Training: Characters that are thieves (politely called rogues) or thief split classes can train here.
 10. Temple of Sune: Healing services are available here. All temples have the same services and charge the same amount.
 11. City Park.
 12. The Entrance To The City Hall: Proclamations of the City Council are posted on the wall here.
 13. The Clerk of the City Council: The clerk is a source for information on missions that have been authorized by the city council and gives out rewards for completed missions.
 14. Junior Councilman's Office.
 15. Senior Councilman's Office.
 16. Head Councilman's Office.
 17. City Council Chambers.
 18. Temple of Tempus: Healing services are available here.
 19. Inns: Heroes can rest and heal at these inns without interruption.
 20. Taverns: Heroes can gamble and get into brawls (which are worth experience points) at these taverns.
 21. Arms & Armor Shop: Weapons and armor are available here. All shops charge the same prices.
 22. General Items Shop: These shops sell mirrors, flasks of oil, holy symbols, and vials of holy water. The wooden holy symbol of Tempus is a good buy because Tempus is a lawful good god and his symbol will repel vampires.
 23. Silver Shop: These shops sell silver weapons, silver armor, silver jewelry, and a fine composite bow.
 24. Jeweler: This shop sells expensive jewelry to allow rich heroes to conveniently carry their money. Jewelry ranges from 75–50,000 gold pieces in value.
- Finale:** You don't need to "clear" the civilized block. When you have finished your quest, return to the council clerk for your final reward!

SLUMS:



Map Locations

1. Orcs: Several Orcs arguing over a piece of paper.
2. Goblin Armsmaster and his students: Throw a detect magic on the goblin's items to find their treasure.
3. Magic User: Ohlo, a magic user, will offer you an assignment to go get a potion from the rope guild for him. If you get him the potion, he rewards you with a magic item. If you attack him, his army of monsters defend him.
4. Stable: Search the room to find the treasure.
5. Kobolds: Their treasure includes a set of magic bracers that act in the place of armor but do not slow the wearer.

The Storyline: The townspeople have reclaimed the "civilized" section of New Phlan. They have reinforced the walls between the civilized section and the slums which are still controlled by monsters. The heroes must defeat the monsters that wander the slums, along with rooting out the monsters in their lairs. This is a search-and-destroy mission where the heroes must be on the lookout for clues to this and future missions.

Where You Can Rest: You can rest safely in any room where you have defeated a set encounter. You can also rest safely after you have cleared the slums.

6. Secret Treasure Room: Treasure is behind the illusionary wall to the east.

7. Hobgoblins: Search the room after the combat to find their treasure.

8. Gypsy: She will read your fortune. If you attack her, it will enrage the monsters in the slums and make the random encounters much tougher.

9. Orcs: Cast detect magic on the orc's items to separate the magic items from the trash.

10. Monster Guards.

11. Monster Leaders.

12. Goblin Guards: This is a tough fight. Try to cast a sleep spell on the goblin leaders to reduce the enemy archery.

13. Hidden Loot: Search this room for the treasure that the goblins were guarding.

14. The Entrance to the Old Rope Guild: The random encounters inside the old rope guild are tougher than those outside. It is safer to defeat all 15 random encounters before entering the rope guild.

15. Ohlo's Potion: The man here will give you Ohlo's potion if you tell him Ohlo's name.

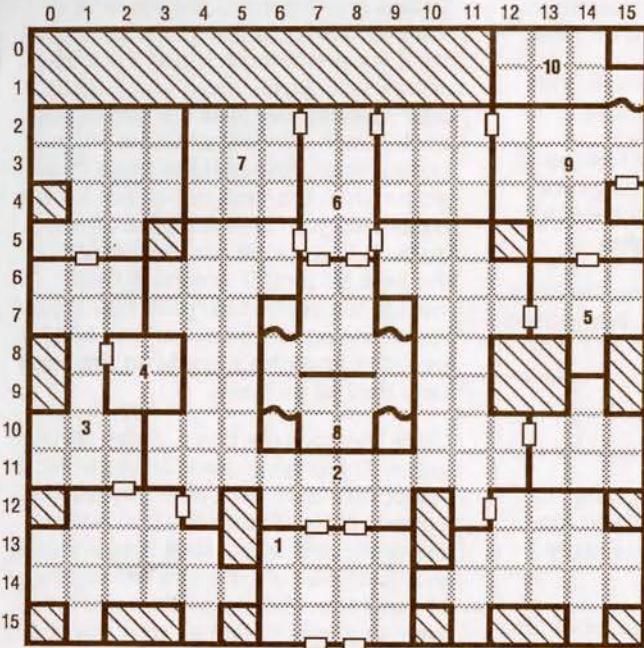
16. Trolls and Ogres Tossing Things: Very tough. This battle is a coming-of-age test. If your heroes can clear these monsters then you can handle the rest of the ugly things that the world has to throw at you. You may want to go back to the hiring hall and hire a hero for this battle. Equip him with a bow and arrows and ready his arrows so that he will provide ranged fire.

Tactics and firepower are the keys to winning this fight. The Trolls and Ogres are 2 square monsters, and the battle occurs in a narrow room which limits their mobility. Because the two Ogres are up front, the four trolls are trapped behind them. The ogres are less dangerous than the trolls, so do not kill the ogres until you have defeated all the trolls. Take your two characters with the best AC and HP and have them engage the ogres. Everyone else should stand one square back and use ranged weapons and attack spells on the trolls until they all go down.

Once the trolls are down, finish off the ogres. Try to bring down all the trolls at about the same time, and then kill the ogres quickly. If you kill a troll early in the battle and take a long time finishing everyone else off, the troll will regenerate and stand back up. Then you'll have to deal with him all over again. If you advance onto the square the troll had occupied, the troll will be unable to stand back up.

Finale: The slums are cleared after you have defeated 15 random encounters and dealt with all the set encounters. When you return to the city council, they will pay you a reward for clearing the block and offer you additional missions.

SOKAL KEEP:



The Storyline: The fortress of Sokal Keep on Thorn Island dominates the seaward passage into and out of Phlan. Humanity made its last stand at Sokal Keep during the fall of Phlan. The Keep is now haunted and is not currently controlled by either the Boss or the forces of New Phlan. The spirits from the fortress disrupt shipping and keep traders from coming to New Phlan. It is important to the city to clear Sokal Keep of its haunting inhabitants. The Boss does not want the keep cleared because of the commerce it would bring to New Phlan. It is safe to assume he will do something to try and stop the heroes.

Where You Can Rest: After you kill four undead patrols, you can rest anywhere in the Keep. If you leave the Keep and return, the undead patrols return to full strength.

Map Locations

1. Dead Elf: Search the dead elf and find the scroll on his body with three code words in elvish. The code words translate as: LUX, SHESTNI, and SAMOSUD.

2. Undead Patrol Area: The inner Keep is patrolled by small groups of skeletons and zombies. Before you go into the chapel, the patrols will leave you alone if you parlay with them and say SHESTNI. After speaking with Ferran Martinez, you must parlay with them and say SAMOSUD. If you defeat four patrols, the current supply of undead is

exhausted. If you leave the Keep and return, the undead patrols return to full strength.

3. Scorpions: Here, you meet a mixed group of huge and large scorpions. Have a cleric memorize a slow poison spell before this fight, just in case a character gets hit and misses his saving throw.

4. Fungus: Here, you find a room full of fungi.

5. Poisonous Frogs: Here, you meet poisonous frogs. Parlay with them and you will go to combat. Search the entire room after the battle to find the hidden treasure.

6. Hobgoblin and Orc Assault: Once you enter this room, the Boss' Hobgoblin and Orc assault force catch up with you. This force has been sent by the Boss to keep you from clearing Sokal Keep and opening the sea lanes into New Phlan. This is a large force, with archers. To have the best chance of defeating them, enter the room from one of the southern doors so that you can set up a short, straight defensive line with secure flanks. Be sure your characters are completely healed and have all of their spells memorized before going into battle. Use sleep and hold person spells to stop enemy archers and to create a wall of helpless enemy just in front of your heroes. Be careful not to cast sleep on any of your own characters. The enemy archers only have enough arrows for a few shots; if you haven't defeated them by the end of the fourth turn, you can treat them just like normal monsters. You may want to hire a hero from the hiring hall to help you with this fight.

7. Haunts: Wailing spirits of the defenders of Sokal Keep inhabit this room. If

you parlay and speak the password LUX, they will quiet their wailing and show you a hidden treasure.

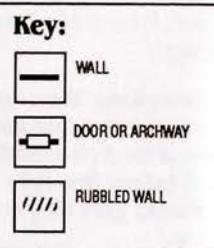
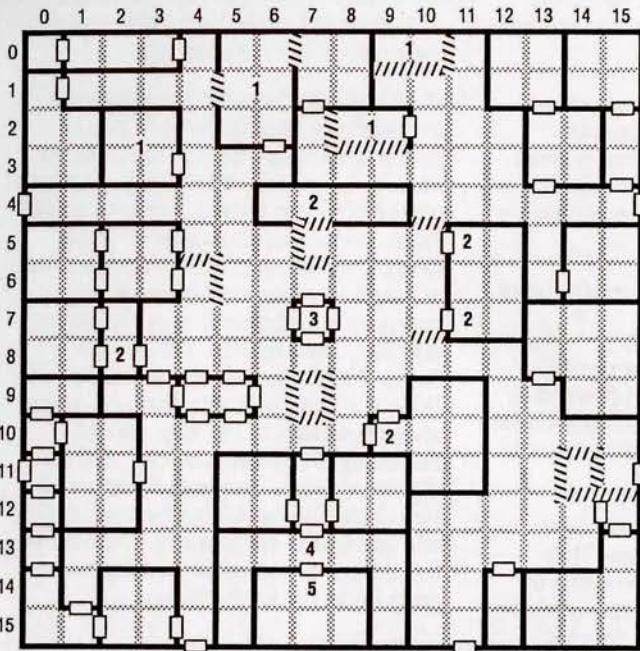
8. Ferran Martinez: As you approach the altar, the ghostly form of Ferran Martinez rises up. Ferran Martinez has transformed himself into a spectre and bound his form here in order to power the supernatural defenses of Sokal Keep. Even though he is a spectre, do not fight him! In combat he is very powerful and drains 2 experience levels every time he hits. Parlay with Ferran Martinez and use the codeword LUX. Tell him the truth when he asks about the state of the city. Since humanity is retaking the city, Ferran Martinez' job is finished. He informs you of the items hidden behind an illusionary wall in the armory. Then he is freed from his spectral bondage and goes on to his final reward.

9. The Armory: The illusionary section of wall in the northeastern corner hides the entrance into the secret treasure room.

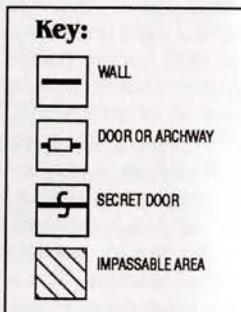
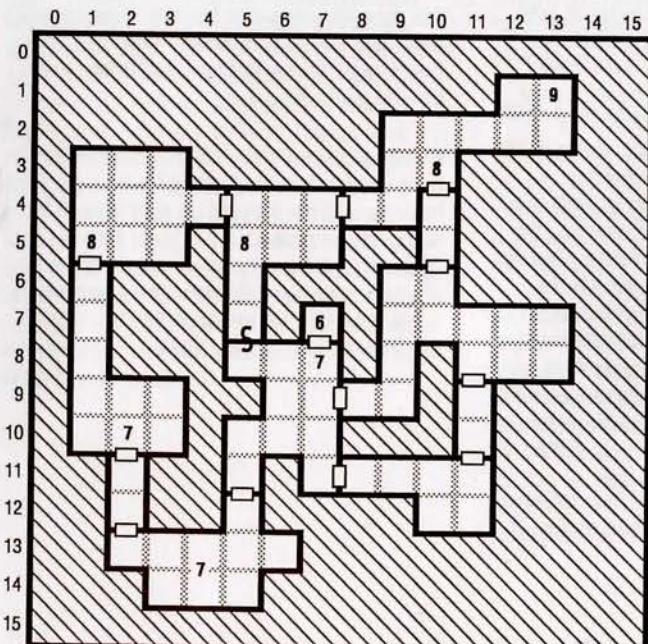
10. Secret Treasure Room: In the northwest corner of this room, you will find the magic items Ferran Martinez mentioned earlier.

Finale: Once Ferran Martinez has been told the truth about the city, his ghostly haunts will no longer be a problem to shipping in and around New Phlan. After the players return, they will be able to take a boat from the passenger dock into the wilderness to the West, the North Bay, or the East.

KUTO'S WELL:



KUTO'S WELL CATACOMBS:



The Storyline: The infamous bandit, Norris The Gray, and his bandit horde infest the area near Kuto's Well. The well is the only source of fresh water in the area, and so the area around the well is a neutral zone where many monsters come and drink. So long as creatures don't search the area for Norris' hideout or attempt to enter the well, Norris' troops don't give them any trouble.

The city council doesn't have a special commission for dealing with Norris The Gray, but after the players clear the area they will get the standard reward for clearing the block, as well as being able to keep Norris' treasure.

Where You Can Rest: You cannot rest in or under Kuto's well until you have defeated Norris the Gray. After Norris has been defeated, you can rest in the catacombs beneath Kuto's Well.

Map Locations: Area Near Kuto's Well

1. A wandering group of sickly kobolds may be encountered in these buildings.

2. Norris The Gray's kobolds guard the well from these locations. If you search near any of these buildings, the guards will attack.

3. Kuto's Well. If you search adjacent to the well or attempt to enter the well, the kobold guards and a set of reinforcements from within the well attack the party. If you enter the well, you can

climb down the ladder and explore the catacombs below.

4. A patrol consisting of a lizard man and giant lizards guard the hag behind the door.

5. A hag on a rug. Search for her treasure under the rug.

6. The lower part of Kuto's Well, with an ajar secret door leading into the catacombs.

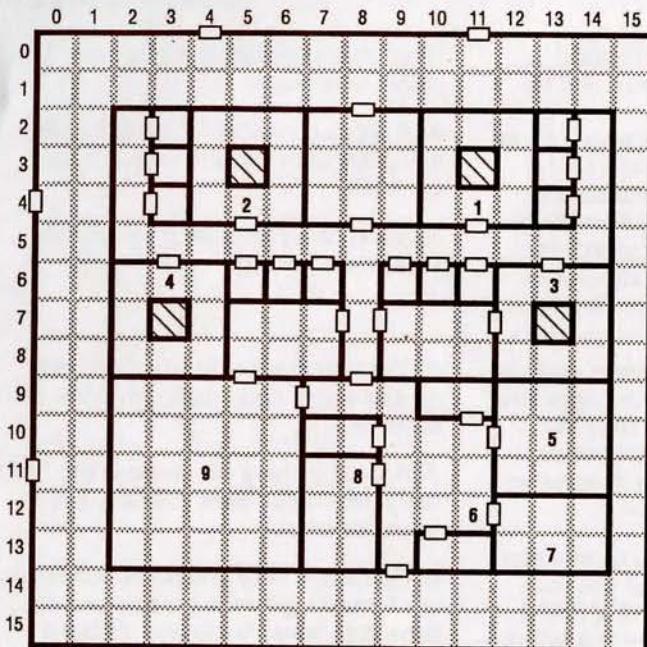
7. Kobold archers will ambush the party here until Norris The Gray has been defeated.

8. Norris The Gray and his bandit horde will be waiting for the party at one of these locations. Norris and his band know the catacombs very well, so whichever area the players get to first, Norris and his band will be there waiting for them.

9. Search this area to find Norris The Gray's loot.

Finale: Once Norris The Gray has been defeated, you should return to the city council and collect your reward for clearing the block.

MENDOR'S LIBRARY



The Storyline: Mendor's Library was one of the great centers of knowledge in all the Moonsea reaches. After the fall of Phlan, most of the monsters didn't know what to do with the library. The Boss, however, recognized it for the treasure trove that it was. He had the library magically sealed until he could send out a team of experts to pillage the library's secrets. Unfortunately for the Boss, the Flight of the Wyrms caused chaos throughout Phlan and diverted his attention away from the library.

The city council knows that tomes and books from Phlan's past could hold the secret to their salvation, so they have set a bounty for the recovery of important documents. The party's job: clear the block containing the library, discover some of the background and secrets of the Boss, and gain the bounty for returning some of the important works from Mendor's Library.

Where You Can Rest: The party can rest anywhere in the library except in the Garden.

Note: Stay in Search Mode as you move through the library to make sure you find everything you are looking for. You may need to look in an area several times to find all the items hidden among the clutter.

Map Locations

1. History Section: Search this area until you find the books Lex Geographica, History of the North, and Grand Historian's Records of the Arts of War.

2. Rhetoric Section: A basilisk lives in the Rhetoric section. Be prepared with

spells to raise your Saving Throws. Kill the basilisk before he gazes and turns any of the heroes to stone.

3. Philosophy Section: Search this area until you find the books, "Tyerdeth's Discourses on Power" and "Urgund's Descriptions of Darkness."

4. Mathematics Section: No special books here.

5. Storeroom: A group of scared kobolds. Talk to them and they'll give you a map to part of the Cadoma Textile House.

6. Madman in Corner: Talk to the madman and listen to his ramblings. Unfortunately, his madness is incurable. If he is with you when you return to town, he will cause trouble.

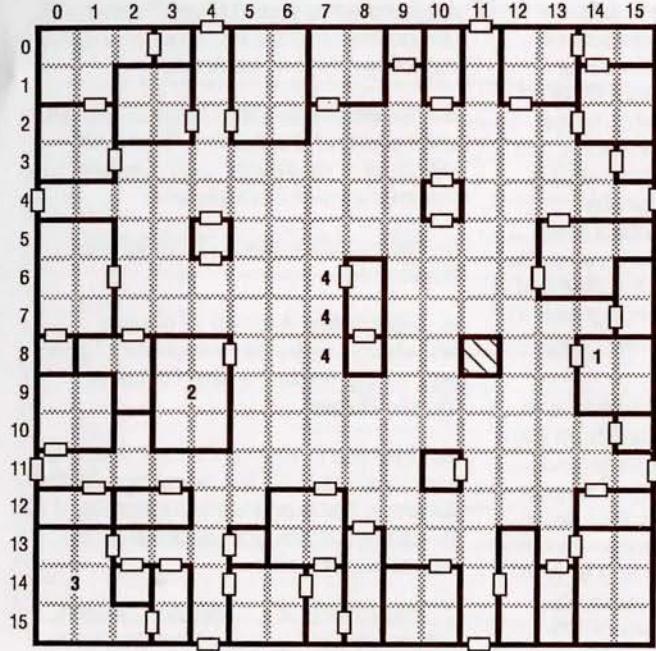
7. Master Scribe's Chamber: Search this room until you find the treasure.

8. Librarian's Chamber: Search this room until you find the treasure.

9. Garden: Beware the denizens of the garden. There is no treasure here.

Finale: After you find the books and treasure in Mendor's Library, you should leave through one of the two doors. The spectre of the librarian will attack you as you leave if you have taken any books. The city council may continue to pester you for books, even after you have retrieved all five useful tomes from Mendor's Library.

PODOL PLAZA



The Storyline: There are two different ways to enter Podol Plaza:

When the party is on the secret mission given to them by the city council, or when they wander in without a mission.

If the party has received the secret mission, they are there to sneak in, watch the monsters auction off a powerful magic item, try to get as much information as they can concerning the item and its purchaser, and then get back to the city council with the information. The best way to do this is for the party to disguise themselves as monsters when they enter the block.

If you are not on mission, you can avoid most random encounters by hugging the walls and staying out of the plaza. While not on mission, it takes 10 random encounters to clear the block of monsters. You cannot clear the block while on mission.

Where You Can Rest: You can rest in the secret temple of Il-Mater while the block is active, or anywhere after the block is cleared.

Map Locations

1. Minor Temple of Bane: If the party is on mission and disguised, they will be recruited for the main Temple of Bane across the river. If the party is not disguised, their disguise is penetrated, they return after being recruited, or they are not on mission, they will have

to fight the minions of Bane stationed here.

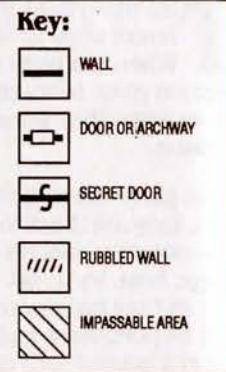
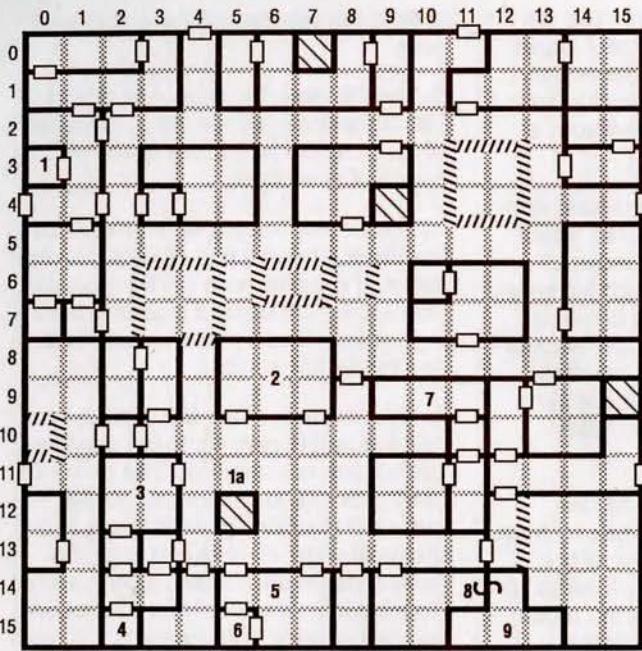
2. The Pit: Here the party can duel a buccaneer and get the magic items off of his body and get into a brawl with a bunch of monsters.

3. The Secret Temple of Il-Mater: This temple is behind a pair of wizard-locked doors. If the party can get through the doors, they are offered standard healing services and a place to rest, heal and memorize spells.

4. The Auction: When the party is on mission and they enter these squares, the auction commences. The closer the party gets to the auction block, the more information they will learn, but the greater the chance that their disguises will be uncovered. If the party's disguise is uncovered then the auction will be canceled and the party will have to fight its way out of Podol Plaza.

Finale: If the party is on the secret mission, they only have one shot to get information on the auction. Once they enter, the auction will occur and they will have to get as much information as they can. After they have observed the auction, return to the city council. They will take your report and give you your reward.

CADORNA TEXTILE HOUSE



The Storyline: Junior Councilman Cadorna is the last heir to the original Cadorna family treasure. He had sent an adventurer to the ruined remains of his family's holdings, but the man has not returned. Cadorna hires the party to go to the Cadorna Textile House to find his hired hand and the Cadorna family treasure. He will pay generously for the return of both items.

Where You Can Rest: Once you have defeated the ogre leader (#9) and 10 random encounters, the block is cleared and you can rest anywhere.

Map Locations

1. Dry Well: This well is the secret entrance to an underground Thieves' Guild. Any character who is not a thief and who tries to climb down will fall, taking a lot of damage. A thief (who has removed any armor heavier than leather) may attempt to descend with his climbing skill. The guild master will throw any intruder out of the well with his ring of telekinesis unless the intruder is a thief and the party is on Cadorna's secret mission. If the party is on Cadorna's mission, the guild master will offer to guide the party into the textile house (at 1a) and past the hobgoblin guards. If the party visits the thieves after it has recovered Cadorna's treasure (and not broken the seal), the guild master will offer (for a cut) to open the treasure and duplicate the seal so that Cadorna won't know it was opened.

2. Hobgoblin Barracks: The hobgoblin's main garrison is quartered here.

3. High Priestess Grishnak leads the service in this makeshift temple. Here you can get the brass key to free Skull Crusher (#4).

4. Skullcrusher chained up: Skullcrusher was sent by Cadorna to retrieve the family treasure. If you free him, he will join your band.

5. "Skullcrusher Was Here" is carved into the wall.

6. Baby hobgoblins are hiding here. They flee on sight.

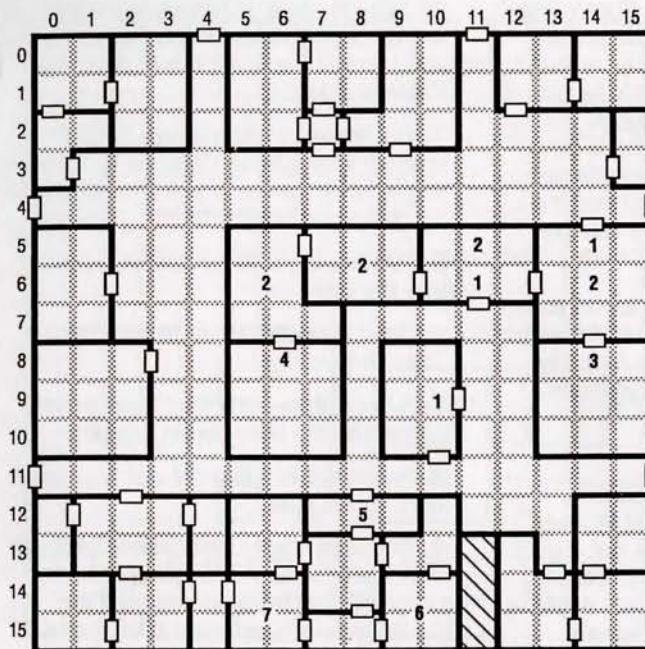
7. A hobgoblin body that Skullcrusher killed with his bare hands lies here.

8. Skullcrusher will point out the secret door to the east.

9. The ogre leader and his troops await here for the party. After the battle, the party will find the iron box with the Cadorna family treasure. If the party opens the box themselves, Cadorna will assume that they have stolen some of the family treasure.

Finale: After you have recovered the Cadorna family treasure (and disposed of it as you will), you should return to the council clerk. If the characters didn't obviously open the box, then the clerk will give them a reward. If the party did obviously open the box, then Cadorna will meet them at the entrance to the city hall and threaten them.

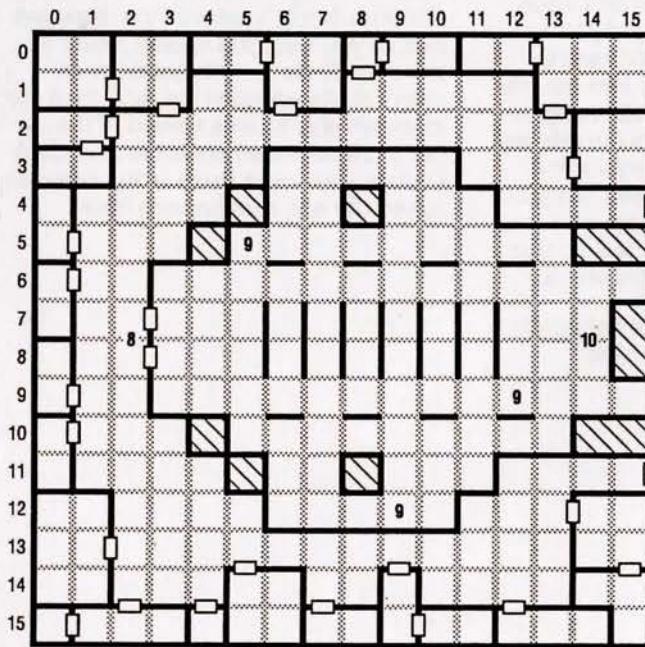
WEALTHY AREA:



Key:

- WALL
- DOOR OR ARCHWAY
- IMPASSABLE AREA

TEMPLE OF BANE:



Key:

- WALL
- DOOR OR ARCHWAY
- IMPASSABLE AREA

The Storyline: The great temple of Il-Mater has been converted to the worship of the evil god Bane. Bishop Bracco from the temple of Tyr will give you the help of Dirtan, a 6th-level gnome cleric, if your party will help clear the temple and find the lost artifacts of Il-Mater.

A half-orc cleric, Mace, leads a motley group of cultists and slaves in the remodeled temple. Mace lives in a mansion in the wealthy block adjacent to the temple area. Mace knows that the temple still holds hidden treasures, but he and his followers have been unable to find them. When the heroes penetrate the temple, Mace figures that they too are looking for the treasures. He intends to let the heroes search the temple and then kill them after they have found the treasure or when they try to leave.

Where You Can Rest: Mace's followers patrol both the Wealthy Area and the Temple of Bane. Until you clear both blocks it is unsafe to rest anywhere in either block.

Map Locations

1. Mansion Entrances: As soon as the heroes enter the mansion, the guards will jump them. There is only one set of guards.

2. Hidden Treasures: Mace has hidden his loot throughout the mansion. After fighting the mansion guards, choose Search Mode and search these rooms.

3. Goblin Slaves: These helpless slaves are being kept by Mace. If you free them they will give you an important clue.

4. Mansion Guards: More guards await here. They have no special treasure.

5. Manor Guards: This smaller manor is a barracks for a group of orc guards. The guards will attack if you enter.

6. Orc Bedroom: Nothing but dirt here. Don't search the beds or the beds' owners will return and attack you.

7. Orc Jail: There is a false clue here.

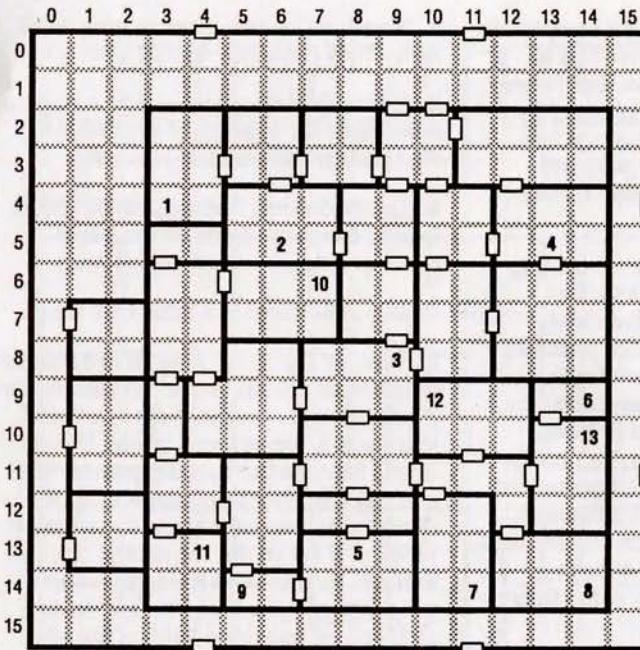
8. Temple Entrance: A blind orc stands at the front entrance. He will feel to see if you have the leather holy symbol. If you have it, he lets you inside. If you don't, he calls the temple guards. You can get a leather holy symbol off of many of the encounters in the wealthy block and off of the wandering patrols. You will be attacked here as you leave the temple if you leave before finding all three treasures or defiling the altar.

9. Hidden Treasures: Change to Search Mode as you enter the temple. Once you find the third treasure, Mace and his followers attack.

10. Altar: This is a disgusting altar to the worship of Bane. If you defile the altar, Mace and his followers will become enraged and attack with fanatical morale.

Finale: Both blocks are cleared after you win the fight as you enter the mansion (#1) and defeat Mace's followers at the temple. Dirtan the Cleric will remain at the temple to begin the rebuilding.

KOVEL MANSION:



The Storyline: The main thieves' guild of Phlan has taken over the ancient mansion of the Kovel family. The thieves act as spies and information brokers for many forces in the city. Your mission is to find all of the thieves and clear them from Kovel Mansion.

Where You Can Rest: You cannot rest in Kovel mansion until all the thieves there have been cleared out.

Note: Kovel Mansion is full of traps and locks set by the thieves' guild. Always move in Search Mode to give the party the maximum chance to spot a trap before it goes off. Once a trap or lock is found, a thief (wearing no armor heavier than leather) has a chance to "deal with" them.

As you wander through the mansion, you can be ambushed by pairs of thieves at any time. Until you have dealt with all the thieves, they will continue to perform these nuisance ambushes.

Map Locations

1. First Ambush: The fastest way to deal with all the thieves is to have them come to you. About half the thieves in the guild have prepared an ambush in this room.

2. A Pair of Thieves: Here, you discover a pair of thieves who bolt for the door. Follow them.

3. Here, the thieves split up. If you follow the thief to the left, you will end up at 4. If you follow the thief going straight ahead, you will end up at 5.

4. Here, you corner a single thief.

5. Here, most of the remainder of the thieves are waiting in ambush. This attack will include the leaders of the guild and will be more powerful than the first attack.

6. Here, you will find information collected by the thieves.

7. Here, you will find some of the Boss' men beating up an old thief in an attempt to get the thieves to join the Boss' forces full time.

8. Here, you will find some of the thieves' loot.

9. Here, you will find some information collected by the thieves.

10. A room with four caskets.

11. A room with a cabinet.

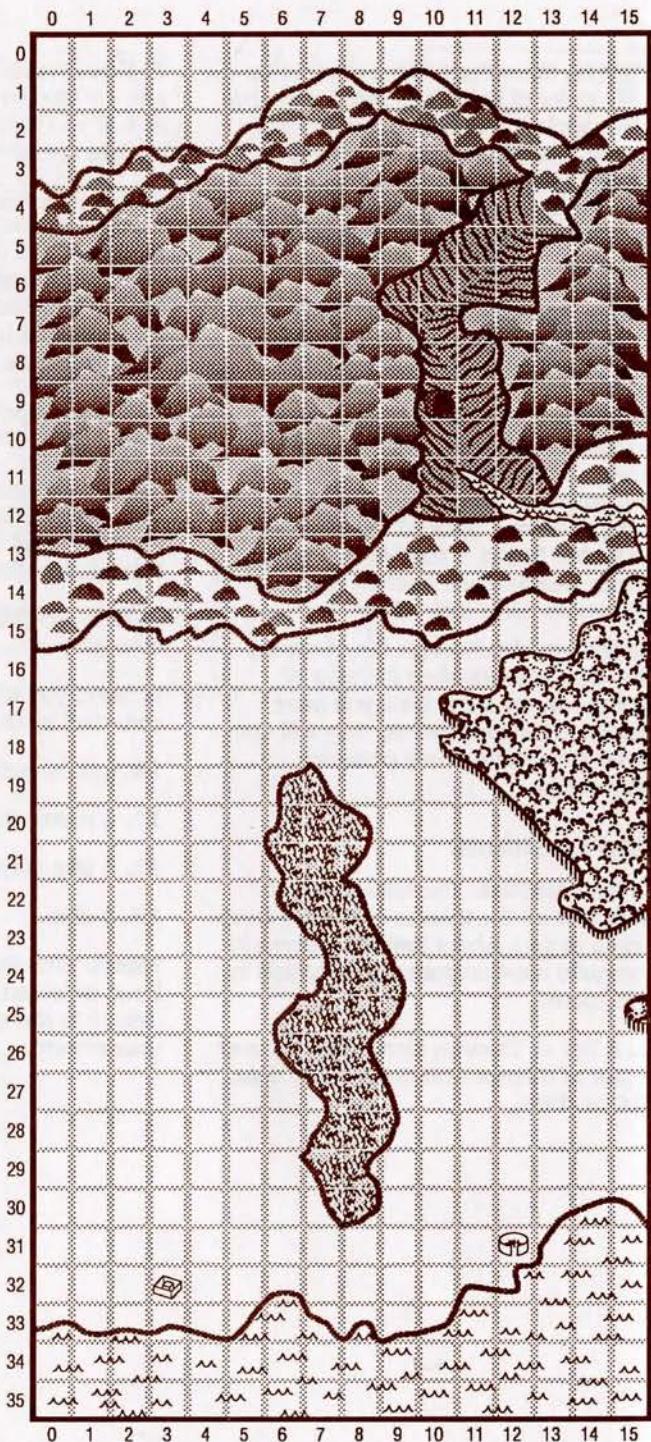
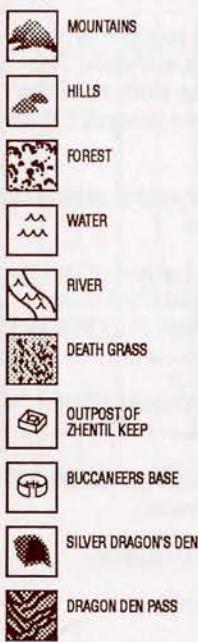
12. A pile of thieves' treasure.

13. A due.

Finale: After the last of the thieves has been defeated, the mansion is clear. Return to the city council to collect your reward.

WESTERN WILDERNESS:

Key:



The Western Wilderness contains the Silver Dragon's Den, the Buccaneer's Base, and the Outpost of Zhentil Keep, along with any number of lairs and random encounters.

The Silver Dragon's Den is located in Dragon Den Pass at 10,9. The silver dragon never comes up as a mission, but is mentioned in a Tavern Tale. The Buccaneer's Base is at 12,31 but only shows up after the party has received the commission to rescue the councilman's son. The Outpost of Zhentil Keep is at 3,32 but can only be entered after the party has received the commission to deliver the diplomatic papers.

Random encounters in the Western Wilderness include:

- Quicklings
- Wild Boars*
- Giant Mantises*
- Tigers
- Thri-Kreen*+
- Anhkegs*
- Centaurs
- Giant Snakes
- Zentarian Patrols+*
- Thieves
- Buccaneers

Silver Dragon's Den

The Storyline: In a tavern, your party overhears Tavern Tale 23, about an ancient Silver Dragon in the Dragon Spine Mountains. If they follow the Barren River to its source, they find a pass. Hidden in the pass is the den of the silver dragon.

In general, the random monsters in the western wilderness are the toughest of the three areas. Especially beware the Thri-Kreen for they are tough and nasty. When visiting the Silver Dragon's Den, follow the river and stay in the Central Wilderness as long as you can. Then, travel northwest along the river and the pass to the den of the silver dragon. To travel to the Buccaneer's Base or the Outpost of Zhentil Keep, take a direct route along the shore of the Moonsea from where the boat lets you off to your destination.

If you want to avoid combat with intelligent nasty encounters in all three wilderness areas, choose Parlay and then choose Abusive. If you want to avoid combat with neutral or nice encounters, choose Parlay and then choose Nice. A spokesman with a high Charisma helps in either case.

In each wilderness, your party has a fair chance to rest. Sometimes your party will be interrupted with an encounter before they can even memorize a spell. Other times, the party can rest for many days before an encounter. If your party is badly hurt, it is not a bad idea to simply encamp in the middle of the wilderness and rest up.

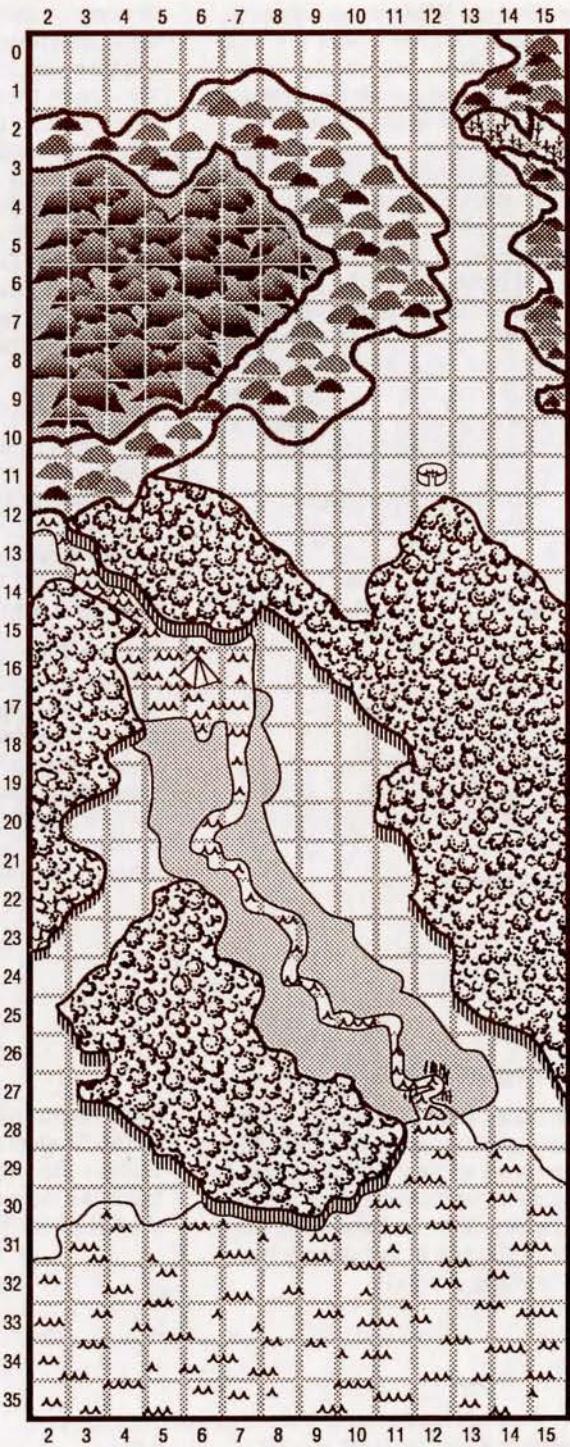
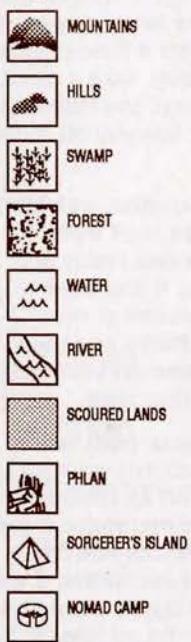
There is no map in this adventure. Talk to the Dragon and it will give you information. Do not attack the dragon because he is overbearing. Especially, do not attack him twice.

* = Monsters that can be found in a lair.

+ = Intelligent nasty encounters.

CENTRAL WILDERNESS:

Key:



The Central Wilderness contains the Nomad Camp, Sorcerer's Island, and the city of Phlan along with any number of lairs and random encounters.

The Nomad Camp is located at 12,11. It is visible at all times. Sorcerer's Island is located in the center of Lake Kuto at 6,16. It is one of the great wonders of the MoonSea reaches and is always visible. Phlan is located at 12,27 and is the center of the party's adventures.

Random encounters in the Central Wilderness include:

- Kobolds*
- Displacer Beasts*
- Driders+
- Stirges*
- Lizard Men*
- Bandits
- Nomads
- Merchants

The most powerful random encounters in the central Wilderness are the Driders; they are fast, tough, and can throw spells.

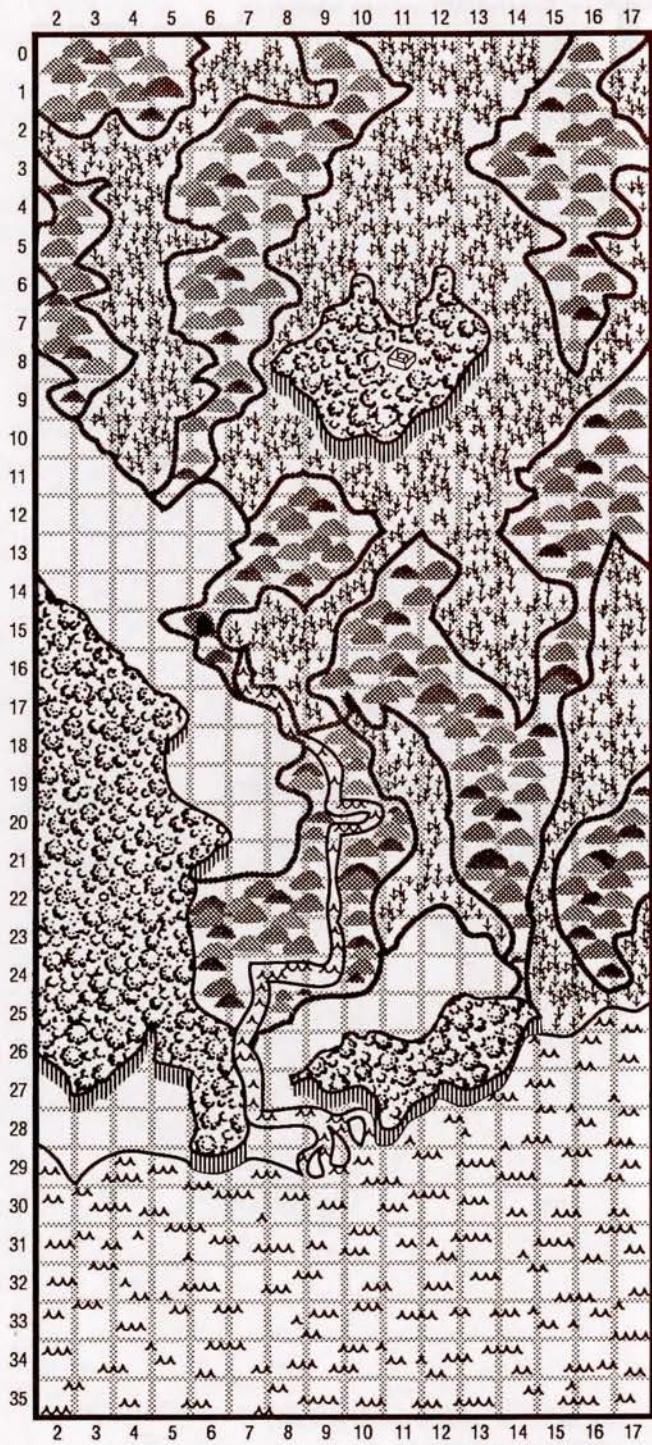
* = Monsters that can be found in a lair.

+ = Intelligent nasty encounters.

EASTERN WILDERNESS:

Key:

-  HILLS
-  SWAMP
-  FOREST
-  WATER
-  RIVER
-  LIZARD MEN KEEP
-  KOBOLD CAVES



The Eastern Wilderness contains the Kobold Caves and the Lizard Man Keep along with any number of lairs and random encounters. The Kobold Caves are located at 6,15. The closer you get to them the more likely you are to be attacked by kobold patrols. The Lizard Man Keep is located at 11,8. It is quite obvious among the trees.

Random encounters in the Eastern Wilderness include:

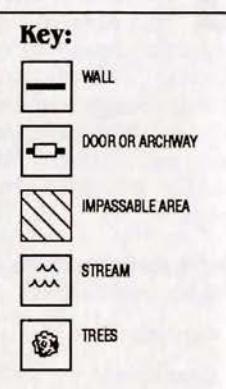
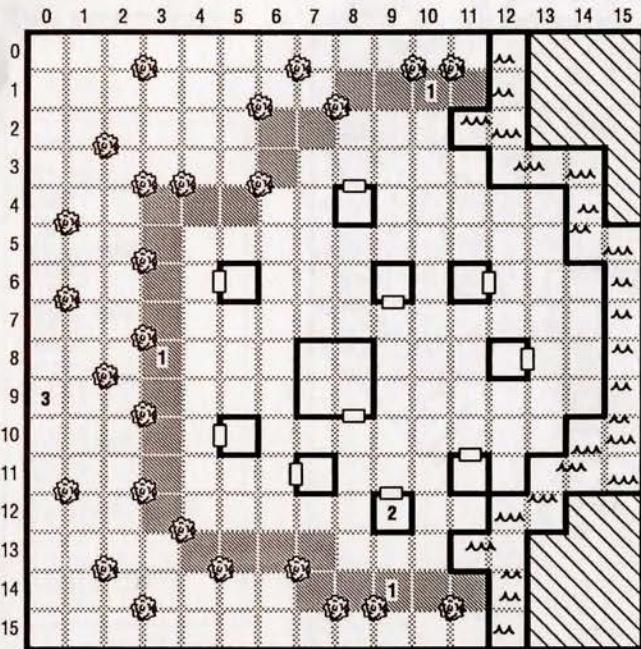
- Kobolds*
- Lizard Men*
- Gnolls*
- Giant Lizards*
- Hippogriffs
- Wyverns*
- Trolls*+
- Phase Spiders

The most powerful random encounters in the Eastern Wilderness are the phase spiders, because they have poison, and if you don't know how to fight them you may never hit them. See the article on Combat for how to fight phase spiders.

* = Monsters that can be found in a lair.

+ = Intelligent nasty encounters.

NOMAD CAMP:



The Storyline: The party is told to "deal with" the possibility that the nomads north of the city might join with the Boss. Once the party finds the Nomad Camp, the party can attack the nomads and deal with the problem by wiping them out. Or if you Parlay with the nomads, you can stay around and help nomads against the army of kobolds that are about to attack. You will get more experience, treasure, and information if you stay and help the nomads.

If it is night when you visit, the nomads take you to a hut. If taken to a hut, rest until they take you to a feast. If you wander into another tent that night, the guard will escort you back to your tent. The next day, or the same day if you visit during the day, they take you to a great feast.

During the feast the nomad chief will give you information about what has been going on. He asks you to stay and help against the kobold army that will attack the next day. If you agree, they take you back to your tent. You may wander freely or rest in your tent until the kobolds come. Your rest will be interrupted by the coming kobold attack. The kobolds attack in 3 waves. If you backstab the nomads during the fight, both nomads and kobolds attack you. At the 3rd wave if you go with the

chief to finish off the remaining kobolds, you get a big reward. If you let the chief and his men do it, you get a smaller reward.

Where You Can Rest: In your hut, or anywhere after the nomads have been killed.

Map Locations

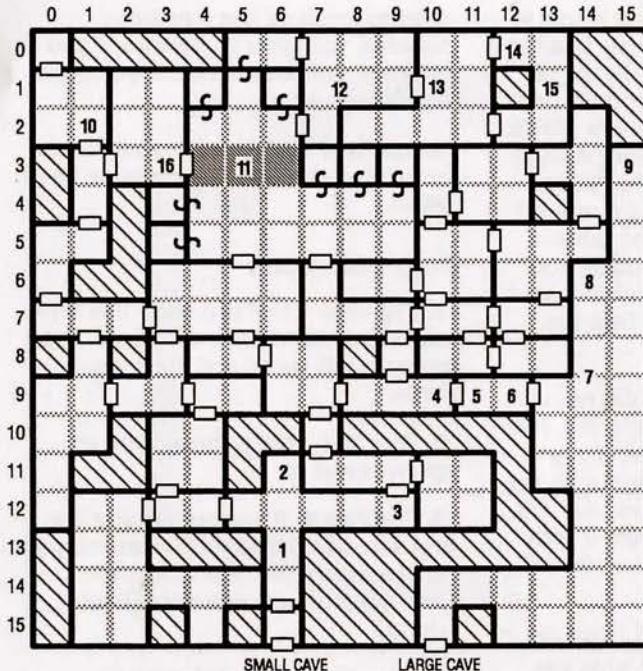
1. Trip wire: Once you enter this zone, trip wires with alarms will go off. The nomads will come and meet you in force.

2. Your Hut: This is the hut you are given to rest in.

3. The Forest: If you are outside the trip wire when the kobolds attack, you will have to fight them alone; the nomads are back protecting their camp.

Finale: After either defeating the nomads or defeating the kobolds (or both), you will have "dealt with" the nomad problem. You may return to the city for your reward.

KOBOLD CAVES:

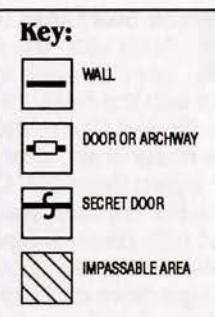


The Storyline: Rumor has it that the Boss is recruiting monsters from outside the city to reinforce his dwindling army. The city council wants the party to find the Kobold Caves far to the east and make sure that they do not join with the Boss.

When the party gets close to the kobold caves they may be attacked by a kobold patrol. Once the party tracks the kobolds they will find two cave entrances. Which cave they enter is up to you.

Note: The small cave is the entrance to the cavern where the kobolds live. The large cave leads to a wyvern lair adjacent to the kobold caves. Combat in the kobold's narrow caves with low ceilings reduces character's Movement, AC, and Damage in combat. The kobolds have laid traps in several places. You can find the traps by moving in search mode. Once the traps are found, a thief (wearing no armor heavier than leather) has a chance to disarm them.

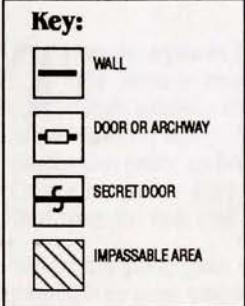
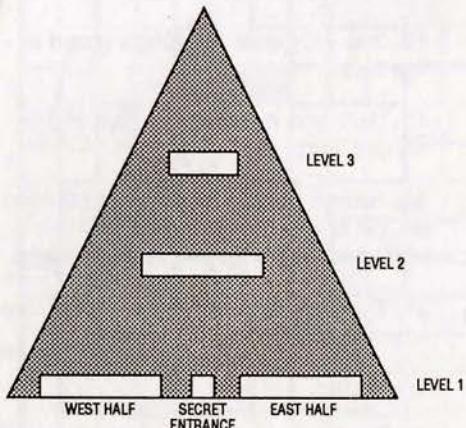
Where You Can Rest: If you enter the large cave, you can rest before you fight the wyvern. After fighting the waves of Kobolds in the throne room, you can rest long enough to memorize spells.



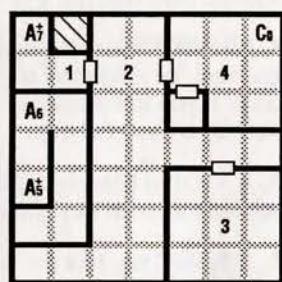
Map Locations

1. A character falls into a hidden water trap. Money and items may be lost fishing the character out of the water trap.
 2. Here you find a discarded map showing the connection between the kobold cave and the wyvern cave.
 3. You meet a kobold here. If you follow him, he leads you to the wyvern cave. If you don't follow him, you are hit with a dead fall trap.
 4. A net trap falls on the characters and kobolds leap on the entangled party.
 5. A Spike Trap hits the party.
 6. If you enter from the wyvern cave, you meet a drunken kobold who will take you to the king.
 7. You may meet the wyvern while you wander here.
 8. The wyverns nest, with its treasure, is here.
 9. If you search, you find a crippled kobold here. Give him water and he will tell you his story.
 10. In this prison, you meet Princess Fatima. She will fight fanatically against the kobolds and will join your band if you wish.
 11. This is the throne room. Here you will be attacked by several waves of kobolds, trolls, and wild boars, interspersed with volleys of ballista fire. If you need to throw heal spells at the end of a battle, 'Continue Combat' for a round or two. You will not be given a chance to rest between waves.
 12. You will battle the king's guard in this room.
 13. Here you discover the fate of the kobold king.
 14. Search here to find an efreeti bottle. Lie and he'll attack you. Tell the truth and he'll help you in a later fight.
 15. Here you find the huge kobold treasure trove.
 16. A clue.
- Finale:** When you confirm the death of the kobold king at #13, you will have broken the power of the kobolds and eliminated them as a threat to Phlan. Go back to the city and collect your reward.

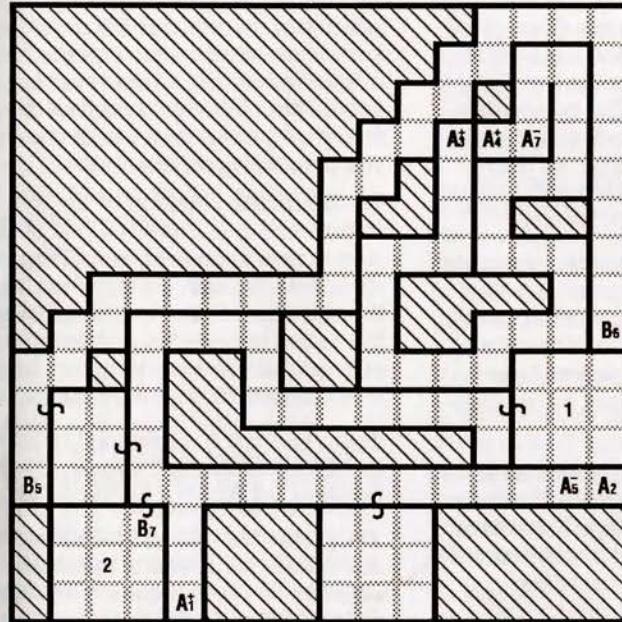
SORCERER'S ISLAND MAPS:



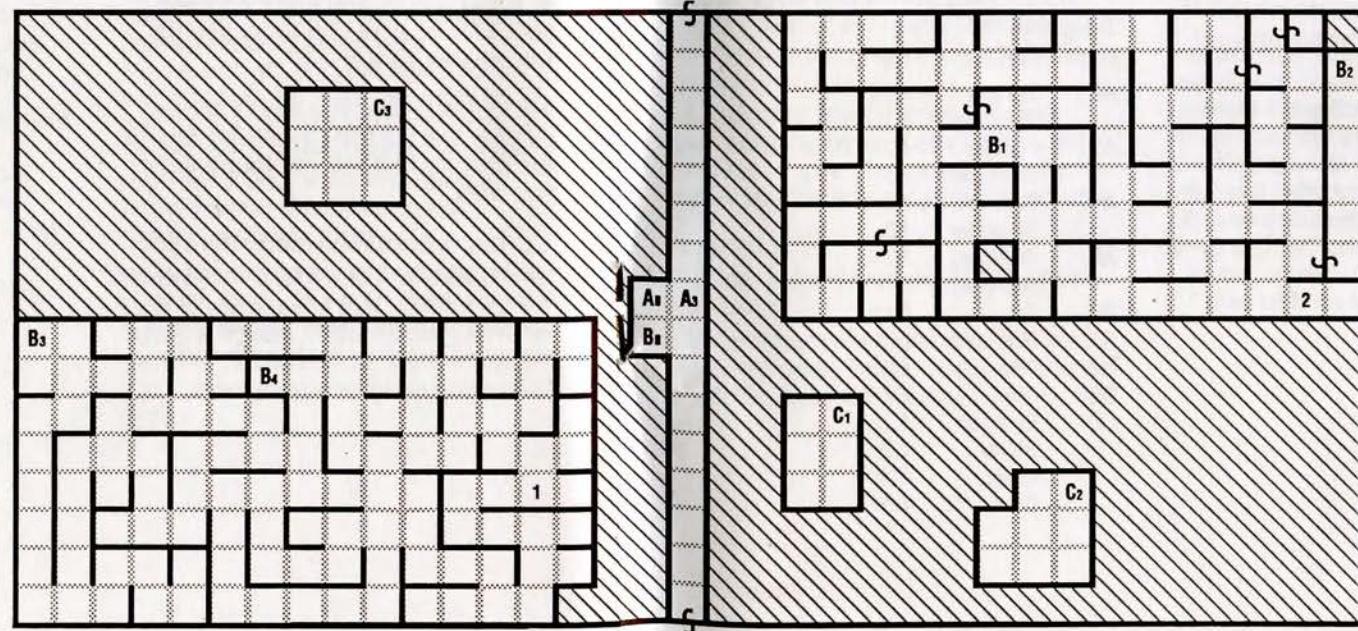
Level 3



Level 2



Level 1



The Storyline: Phlan was originally built where the Stojanow River meets the Moonsea. The Stojanow River Valley was the source of much of Phlan's food. But over the last several years, the river has become poisonous and completely dead. The poison has seeped into the surrounding river valley. The river is now known as the Barren River, and the surrounding area is known as the Scoured Lands.

The city council commissions the party to travel upriver to discover and "deal with" the source of the pollution. In the long run, this reclamation of the Stojanow River and the Stojanow River Valley may be as important as the freeing of Phlan itself.

The poisoning of the Stojanow River is the work of the mad sorcerer Yarash. He is attempting to change lizard men into his own race of fresh water sahuagin. With these amphibian killing machines Yarash could rise to challenge the great powers around the Moonsea.

Where You Can Rest: Your party can rest in either the western or eastern side of level 1 after defeating all the random encounters from that side. Your party can rest anywhere on level 2 or 3.

Teleporters: There are 3 sets of teleporters (A, B, & C) in the pyramid on Sorcerer's Island. Set A is used by Yarash to get to his laboratory. Set B is used to suck intruders into the maze and keep them from escaping. Set C is used by Yarash to get to his treasure rooms and back to the ground level to exit.

Teleporter Set A is special in that each teleporter has two targets, depending on whether Set A was running in forward or in reverse. Set A's direction switches every time a teleporter in Set A is activated. Set A begins set to forward. The teleporter chart lists the different teleporters and where they take you depending on their setting.

To control the direction of the teleporters in Set A, there is a pile of small stones near each teleporter. Throw a stone into the teleporter before moving through to reset its direction. To avoid the maze, use the Set A teleporters only, and throw a stone before being teleported each time after the first.

Teleporter Set B is designed to trick intruders into entering the maze. Each teleporter in Set B only goes to one location.

Teleporter Set C is controlled from a dial on the north wall in the square adjacent to C0. There are 4 settings: Copper, Silver, Gold, and Blue. The first three set the teleporter to work both to and from Yarash's three treasure rooms. The final setting will teleport the group one way to A3- so that they can conveniently exit the pyramid.

Teleport:

FROM	SETTING	TO
A0	Forward	A1+
	Reverse	B1
A2	Forward	A3+
	Reverse	A3-
A4	Forward	A5+
	Reverse	A5-
A6	Forward	A7+
	Reverse	A7-
B0	NA	B1
B2	NA	B3
B4	NA	B5
B6	NA	B7
C0	Copper	C1
	Silver	C2
	Gold	C3
	Blue	A3-

The fast way through the maze: Move down the main corridor to the first alcove, turn right, and move forward and then teleport. Move down the hall, turn right at the intersection, and then move to the end of the hall. Throw a stone and then teleport. Follow the corridor to the end. Throw a stone and then teleport. Move down the hall. Throw a stone and then teleport. You are now on the third level at A7+

Encounters in the Maze on Level 1: Many of the creatures that sneak into the pyramid on Sorcerers Island take teleporter set B and end up in the maze. These groups quickly run out of food and begin to starve. Those that are left are half crazed with hunger. They prowl the maze in search of anything that moves so that they can slay it and eat it. The encounters in the west half include: stirges, driders, minotaurs, elf magic users, kobolds, and fighters. The encounters in the east half include: fighters, displacer beasts, dwarves, lizard men, driders, and thieves.

Map Locations

Level 1:

1. Here you find a dead body with a partial map of the maze. Due to the teleporters the map is only partially correct.
2. Here you meet a priest who has gone slightly crazy. If you Parlay with him and chose Nice many times he can show you his way out of the pyramid.

Level 2:

1. Here angered mutant lizards attack the party.
2. Here there are lizard men in a cell. If you Approach, Parlay, and then choose Nice they may not attack.

Level 3:

1. The password over door is written in Dethek. It reads NOTNOW (C64 Version 1.0) or NOKNOK (other versions). Say the password and then move on through. If you miss the password a crazed super-mutant lizard man destroys your party.

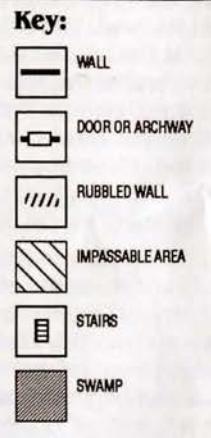
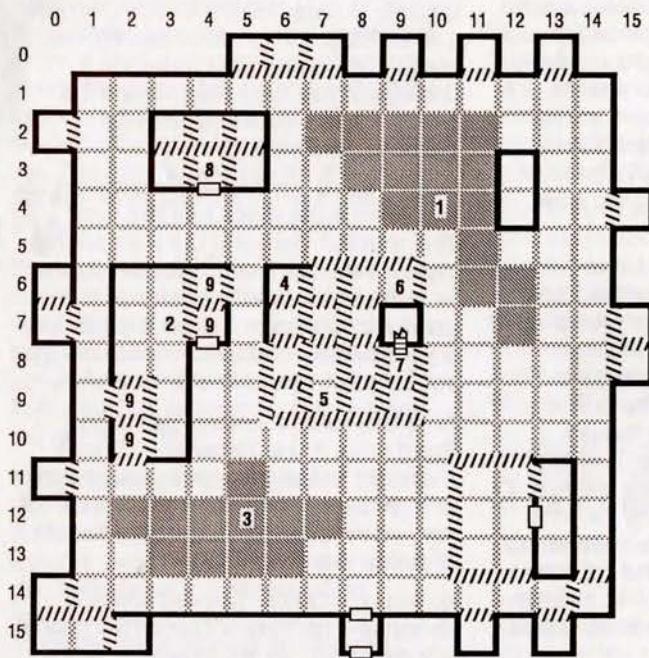
2. This room contains the machinery that pumps the muck into the river. This muck is changing the river so that Yarash's mutant lizard men can thrive in it. Break the machinery once, then get out of the room before it explodes. If you hang around to do more damage you may get caught in the explosion.

3. In this room there are captured lizard men. If you Parlay and choose Nice they will tell you their background and give you the friend word SAVIOR. If you are not friendly they throw barrels of poisonous muck at you.

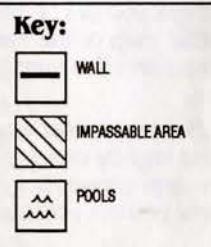
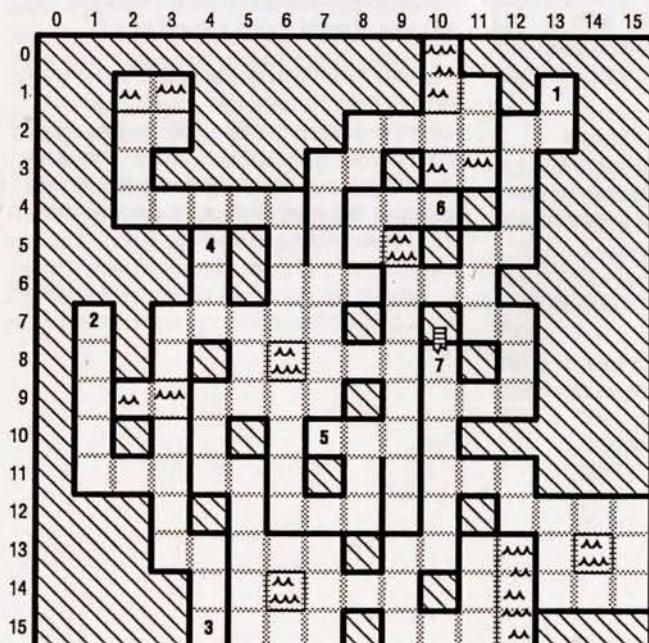
4. Yarash's Office: The evil sorcerer Yarash and his Mutant Lizard Man guards will attack you as you enter the room. After you defeat him search the room and his desk against the east wall adjacent to C0. Check out the teleporter controls on the north wall adjacent to C0 and the teleporter itself at C0.

Finale: After you destroy the machinery and defeat Yarash, the muck that has been polluting the river stops flowing. As the muck is removed from the river the Stojanow River Valley returns to its original verdant bloom. Return to the city and collect your reward.

LIZARD MEN KEEP:



LIZARD MEN CATACOMBS:



The Storyline: Bands of lizard men in the swamps to the east have been assaulting travelers. Because of this infestation, no overland trade is possible with cities to the east. Rumor has it that the Boss is attempting to recruit these lizard men to reinforce his forces in Phlan. The party has been hired to "deal with" the lizard men problem.

The lizard men are based out of an old, ruined keep in the center of a small patch of forest in the swamp to the north east. Long ago a powerful wizard placed a field that restricts spell casting over the keep to defend it against magical attacks. Sadly, this did not protect the keep from a conventional assault.

The old leader of the lizard men was content to keep the tribe safe in the keep. His leadership is being usurped by a young warrior who has the support of much of the tribe. The young warrior has led his troops on raids against travelers and is preparing to lead them to Phlan to support the Boss.

Note: If the party freed the lizard men on the second level of Sorcerers Island and received the friend word SAVIOR they will be met by the old lizard man chieftain. After the party gives the word, the chieftain will explain the situation. The young warrior will then appear and challenge the chieftain, or his representative, to a duel for leadership of the tribe. If one of the heroes will represent the old chieftain and win the duel, the tribe will support the old chieftain. The old chieftain will pledge to stop the raiding and to not support the boss so the lizard man problem will have been "dealt with".

If your party does not deal with the lizards by way of the duel, they will have to eliminate the lizard men as a

threat. They will have to fight the lizard men and their giant lizards on the surface (in the swampy ground) and in the catacombs (with soggy floors and low ceilings). Fighting in these restricted areas reduces a character's ability to hit his target, inflict damage, and move.

Where You Can Rest: Your party can rest anywhere in the keep.

Map Locations

1-6. Holes that lead from the surface to the catacombs. The first time you enter the catacombs, all remaining giant lizards attack.

7. Stairs that lead from the surface into the catacombs.

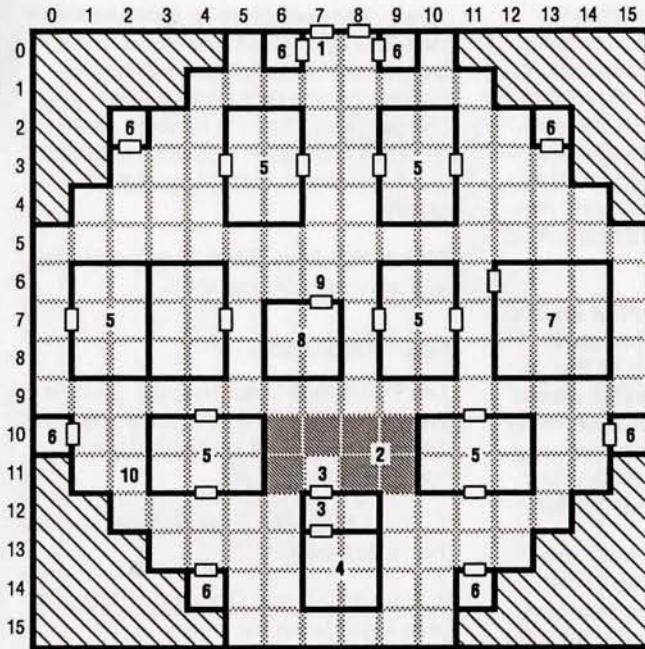
8. Lizard Men and Giant Lizards await here to ambush the party.

9. Giant Lizards inhabit this building.

Pools. Lizard men will attempt to ambush the party from the pools until all the lizard men have been eliminated. Until you have eliminated the lizard men that guard a pool, it is very dangerous to swim in the pool looking for loot. But once you have eliminated the lizard men, it is safe to swim in the pool to find the treasure remaining from the original owners of the castle.

Finale: After either dueling the young warrior or defeating the entire compound of lizard men, your party will have dealt with the lizard man problem. Return to the city council for your reward.

BUCCANEERS BASE:



The Storyline: The young heir to the house of Bivant has been kidnapped in a buccaneer raid. The city council will not pay the blackmail and hires the party to retrieve the child. The party is given information on the location of the hidden buccaneers base. Once at the base, the party must search for the child and try to find the fast way past the buccaneers.

Notes: The fast way through the buccaneers base is to scout the area and identify the locations of the boy, the front gate, and the animal pen. Then, open the animal pen and stampede the animals, move over and free the boy, and then run for the front gate. The longer your party takes to exit the compound, the more groups of buccaneers they'll have to fight.

Where You Can Rest: Your party can rest in the Merchant's Camp Area (#2).

Map Locations

1. Front Gate: This is the only exit to the wilderness. It is always guarded, but the guards may be distracted if the animals are stampeding.
2. Merchant's Camp Area: Your party can camp here as long as it likes.
3. Captain's Guards: The buccaneer captain's guards protect the captains quarters here.

4. Captains Quarters: The buccaneer captain resides here.

5. Buccaneer Barracks: If you try to force your way into the barracks, you will start a fight.

6. Guard Towers: If you try to force your way into the guard towers, you will start a fight.

7. Animal Pen: You can release the animals and start a stampede. The stampede will act as a diversion to make rescuing the boy easier.

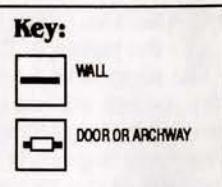
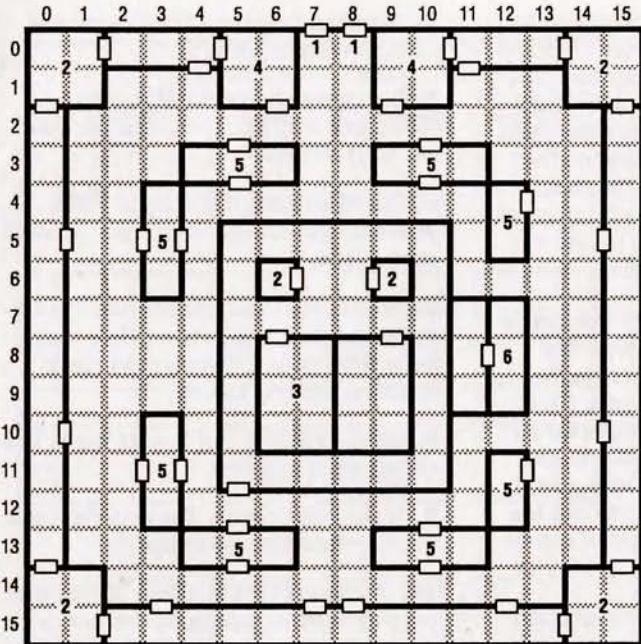
8. Slave Pen: The boy is kept here. The slave pen is guarded.

9. Slave Pen Guards: These guards will leave if the animals stampede.

10. Huckster: This huckster is selling a pass to see the captain of the buccaneers.

Finale: Once you rescue the boy and get out of the camp, return to the city council. The boy will be returned to his parents and the party will receive a generous reward.

OUTPOST OF ZHENTIL KEEP:



The Storyline: Zhentil Keep is the major city to the west of Phlan. The Keepers, as they are known, look warily on the resurgence of their ancient rival, Phlan. But, Lord Cadorna, acting for the city council, is attempting to negotiate a treaty with Zhentil Keep so that Phlan can turn its full energies on rebuilding. The party is ordered to deliver a magically sealed diplomatic pouch to the nearest outpost of Zhentil Keep, far to the west.

Lord Cadorna is actually trying to cement power in the new city of Phlan for himself. He knows that the heroes would oppose his bid for supreme power in the city so he is sending them on a suicide mission. He also knows the Keepers are tough and nasty so he is going to test them by having them assassinate the heroes.

In the last pages of the diplomatic message, Lord Cadorna proposes an alliance between himself and the forces of Zhentil Keep. Zhentil Keep is to signal acceptance of the alliance by returning the heroes to Phlan, with their heads on a pike!

The Keepers will not get to the assassination order until they have read all the hundreds of pages of diplomatic double talk. In the beginning they will treat the heroes as honored diplomatic messengers. After they read the message and accept the alliance, their attitude will change. The heroes will have to go into the outpost, keep their wits about them, learn what they can, and try to get out alive when things go wrong.

Note: The party is led through much of the introduction of this mission. Over dinner, try to get as much varied information out of the Commandant as possible.

After the dinner, your party should post a watch. After the Keepers attack, the party should make a run for the front gate to escape. The longer the party takes to escape, the more it will have to fight. Once the Keepers begin attacking they will start coming in waves.

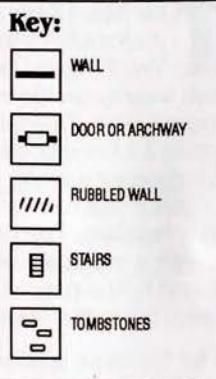
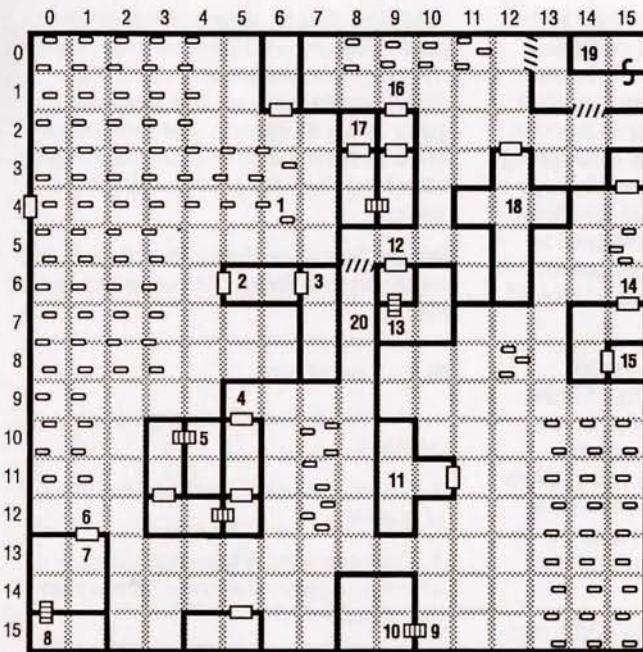
Where You Can Rest: The players will be taken to a room (#4) where they can rest.

Map Locations

1. The Front Gate: These gates are guarded.
2. Guard Towers: These towers are full of guards.
3. Commandant's Quarters: This is where you meet the commandant the first time.
4. The Party's Quarters: This is where the guards take you before and after dinner.
5. Barracks: If you try to force your way into the barracks, you will start a fight.
6. Stables: These smell bad.

Finale: After the party escapes the Outpost of Zhentil Keep, they should return to the city council. There, they will learn of the escape of 'the traitor Cadorna'. They will also learn of their next mission.

VALHINGEN GRAVEYARD:



The Storyline: The Valhingen Cemetery is a caldron overflowing with undead. Ever since the Boss' forces stopped patrolling the graveyard after the Flight of the Wyrms, undead in increasing numbers have been seen in and around the graveyard. They have even crossed the river into the city. The Boss will not send his evil clerics into the graveyard; he is fearful that they will take control of the undead and then turn against him. He has also found his normal troops unsuccessful in stemming the undead tide. So for now, he ignores the problem.

The city council has taken a greater and greater interest in the graveyard as they began to retake the city. When the undead only bothered the monsters it wasn't a problem, but now zombies and wights travel near reclaimed areas of the city. Previous parties sent into the graveyard have not come back. The city council has hired the party to deal with the problem. Hold off on entering the graveyard until the city council has given the party a two-handed sword +1/+3 vs. undead and several scrolls with restoration spells.

The creatures in the graveyard are restricted to certain areas. Skeletons wander the area near the entrance. Zombies wander around building 11. Wights wander the area around building 18. The area of the skeletons is the least dangerous area, the area of the zombies is more dangerous, and the area of the wights is the most dangerous area in the graveyard.

The graveyard is very tough. The population of the three types of creatures is growing: Skeletons, Zombies, and Wights. Each type of creatures is being "built" by a spectre in a tower. Kill all creatures of a type and eliminate the spectre creating that type of creature, and that creature will disappear for a time. But if the graveyard is not cleared, the spectre and his creations will return. The longer your party waits before it clears an area, however, the more skeletons, zombies, and wights will be created.

The spectres in the graveyard are controlled by an even more hideous creature, a vampire. Find and destroy the vampire's coffin, defeat the vampire in his lair, trail him back to his destroyed coffin, and finally defeat him utterly.

Where You Can Rest: Like the dead, your party can not rest anywhere in the graveyard until it is cleared.

Map Locations

1. Skeletal Hands erupt from a grave and attack.
2. Skeletons guard this mausoleum.
3. A giant skeleton helps guard this mausoleum. Search after the fight to find its treasure.
4. Zombies guard this tower.
5. A spectre creating zombies is here.
6. Skeletons guard this tower.
7. This room is filled with poison gas. Cast spells that raise your party's saving throws before entering to reduce the number of characters who take damage from the poison.
8. A spectre creating skeletons is here.

9. Zombies mull around outside this mausoleum.

10. A ju-ju zombie helps guard this mausoleum. Search after the fight to find its treasure.

11. Mummies inhabit this crypt. The mummy's fear aura can paralyze characters. Throw spells that raise your party's saving throws before entering to reduce number of characters affected by the fear aura.

12. Wights guard this tower.

13. A spectre creating wights inhabits this building.

14. Wights guard this mausoleum.

15. A wraith helps guard this mausoleum.

16. Spectres guard this crypt.

17. A gallant knight and his treasure are buried here.

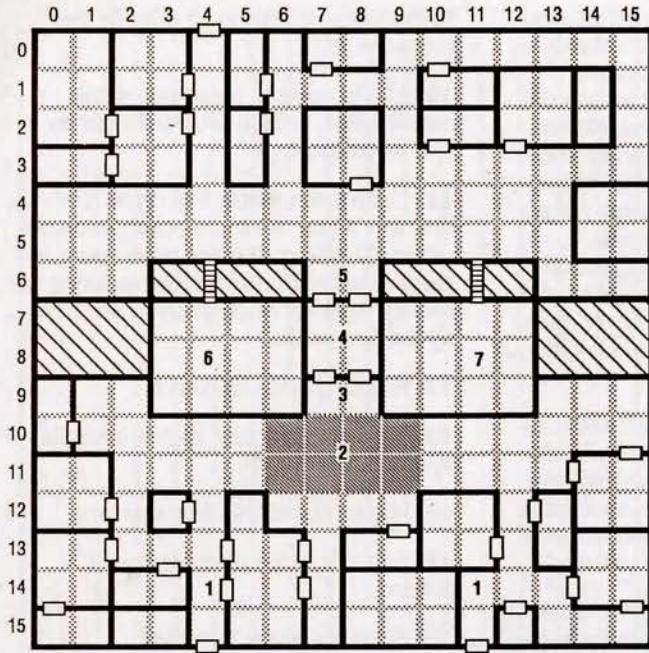
18. The vampire's coffin is here.

19. The vampire is here. You must defeat the spectres at #13 and #16 to enter this room.

20. An evil magic user will offer to help you here. If he joins your party he will turn on you and fight for the vampire.

Finale: Once you have killed the vampire BOTH times, the graveyard will be cleared. It was the vampire's evil power that holds the undead here. After you have truly eliminated the vampire, march triumphantly back to town to garner your reward.

STOJANOW GATE:



Key:

- WALL
- DOOR OR ARCHWAY
- ▨ IMPASSABLE AREA
- ▣ STAIRS

The Storyline: The Stojanow Gate rests on an earthen dam that diverts the Stojanow River around the Valjevo Castle. It is the only entrance into the castle. The gate is guarded on the city side by a squad of bugbears. The towers contain ettins and human leaders. A straightforward assault on the gates will be a dangerous and bloody affair. Trickery may make the job much easier.

Where You Can Rest: You can rest on the south side of the gate so long as you are not adjacent to the wall or in the bugbear patrol area. You can also rest in a tower after defeating the inhabitants.

Notes: If you move adjacent to the wall, the guards on top of the wall will spot you and tell you to leave. The second time you are adjacent to the wall, they will send the bugbears after you. If you don't resist the bugbears they will only do minimal damage to you and send you on your way.

One of your fights may set off the alarm. Angry patrols will flood the north side of the block. The alarm only lasts for an hour, however. You can hide in a tower and rest out the alarm.

Map Locations

1. Merchant in Wagon: During daylight hours you can meet a merchant here who has a wagon. He will sell you the wagon to use as a disguise so that you can get past the bugbears and attack the guards in the towers by surprise.

2. Bugbear Patrol Area: The Bugbear guards patrol this area in front of the gate. If you are disguised and the bugbears don't see through your disguise, you may move through the gate freely. If you are not disguised and try to bull your way through, or if your disguise is penetrated, you will have to fight the bugbears.

3. Southern Gate: This is the front entrance to Stojanow Gate. It is locked by massive beams. If the bugbears do not let you through then either massive strength or a knock spell is required to open the gates. If you try to break down the gate, the guards will throw boulders at you.

4. Northern Gate: This is also a massive gate. If the bugbears have not let you through, either massive strength or a knock spell is required to open the gate. If you try to break down the gate, the guards will throw boulders at you. If you got past the bugbears in disguise and fought the guards in the towers, then the bugbears will fight you here when you try to pass through the gate on your way home.

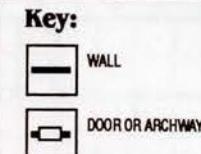
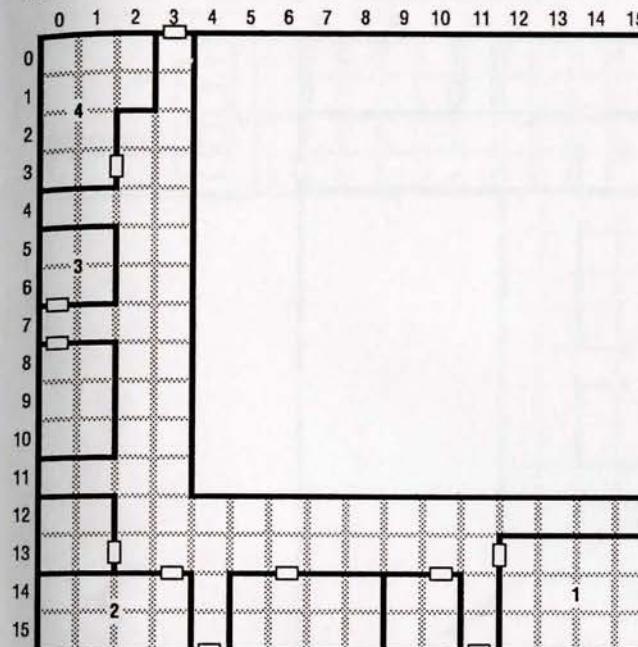
5. If you fought the bugbears and have opened both gates then the ettin guards from both towers will fight you here.

6. West Tower: If you successfully sneak past the bugbear guards, then you can assault the guards in the tower by surprise. If the guards in the tower sound the alarm during the fight, you will meet the guards from the other tower as you leave.

7. East Tower: If you successfully sneaked past the bugbear guards, then you can assault the guards in the tower by surprise. If the guards in the tower give the alarm during the fight, you will meet the guards from the other tower as you leave.

Finale: After you have cleared the gate, the way is open to assault the Boss' stronghold, Valjevo Castle. Guards from the city of Phlan will rush up and make sure the gate is held open. You may want to return to the city, collect your reward, rest, heal, memorize spells, and prepare for the final assault on Valjevo Castle.

VALJEVO CASTLE, SOUTH WEST:



VALJEVO CASTLE: Introduction

Valjevo Castle is the stronghold of the Boss, who by now you know is Tyranthraxus the Flamed One, one of the original conquerors of Phlan. He runs his holdings from the tower in the center of Valjevo Castle. The Castle is surrounded on all sides by buildings that contain Tyranthraxus' supporters. Inside of that is a wall with two main gates on the southeast and northwest sides. Inside the wall is a maze of poisonous hedges. The maze is dotted with teleporters and crawls with giant snakes during alerts.

In the center of the maze is the two-story inner tower where Tyranthraxus holds court. Here you must sneak past Tyranthraxus' traps and guards, find the evil leader, and defeat him. Only then can Phlan be free.

While in the castle area, one of your fights may set off the alarm. Angry patrols will flood the area. The alarm only lasts for an hour, however. You can hide in many of the buildings and towers and rest out the alarm. If you encounter a patrol and are in disguise, you can parlay with them. Either choose Meek and give the password HARASH, or choose Haughty or Abusive and give your authority as TYRANTHRAXUS.

If the alarm is not on, you may rest anywhere in the castle. When the alarm is going, the locations listed in the individual areas are safe.

The Storyline: The easiest way around the castle is to go into the laundry and get disguised. Then you can meet wandering patrols without setting off the alarm.

Where You Can Rest: You can rest in the smokehouse (#3).

Map Locations

1. Laundry Room: Parlay with the washer women and choose Nice and they will disguise you. Disguise is broken if you fight or do something suspicious and someone gets away.

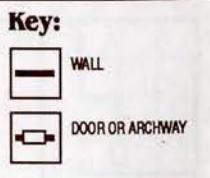
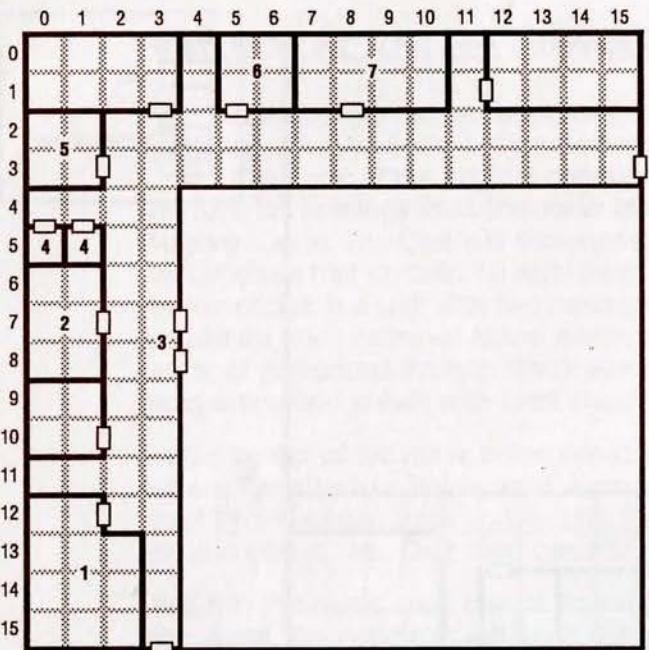
2. Smithy: At night you can steal some basic equipment. During the day there

are the smithy and his helpers. If you are nasty there is a fight.

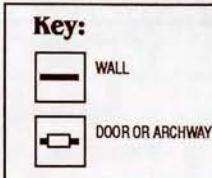
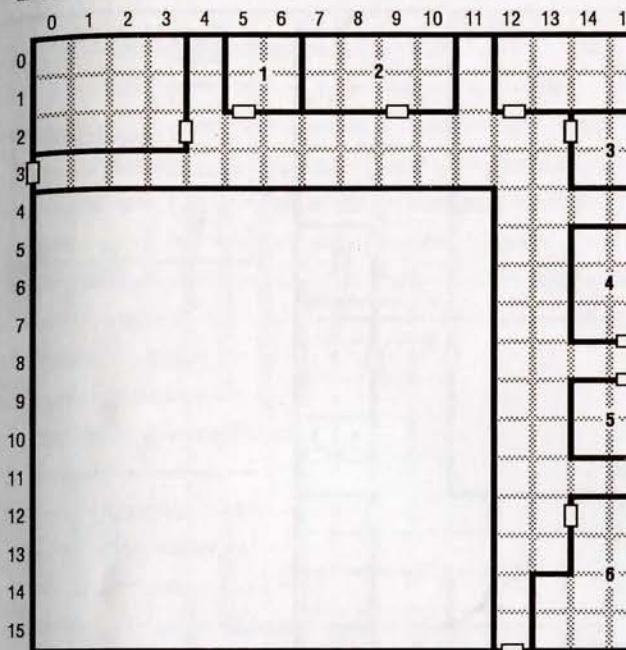
3. A Smokehouse: You can hide and rest safely in here.

4. A Bane Chapel: If you accept Bane's blessing and are not evil, you get blasted. If you do not accept the blessing and leave, you are attacked. After the fight, search the altar. Your party will find a few coins and two swords. If they take the coins then Bane will blast them. If they take the coins or the swords then they will automatically be recognized as blasphemers from then on.

VALJEVO CASTLE, NORTH WEST:



VALJEVO CASTLE, NORTH EAST:



Where You Can Rest: You can rest in the officer's quarters (#5) once you have bluffed the giants.

Map Locations

1. Barracks: This area is unoccupied at night. In daylight you may surprise the giants sleeping inside.

2. Barracks: In daylight you may catch giants sleeping. If the giants are not inside, they have placed a bucket of sand over the door.

3. Main Gate: The password through the main gate is RHODIA. If you have

rescued Cadorna he can give you the password, or you can fight the gate guards. If you do not have the password, you will need massive Strength or a Knock spell to get through the gate.

4. Latrine: Smells bad.

5. Officers Quarters: Some giants will catch you as you enter. Parlay to bluff them. Search the officers quarters for his treasure.

6. Guard Post: Anyone who walks outside the guard post is challenged. Parlay with the guard and either choose Meek and give the password HARASH, or choose Haughty or Abusive and give your authority as TYRANTHRAXUS.

7. Mess Hall.

Where You Can Rest: You can rest in the Armory (#3).

Map Locations

1. Guard Post: Anyone who walks outside of the guard post is challenged. Parlay with the guard and either choose Meek and give the password HARASH, or choose Haughty or Abusive and give your authority as TYRANTHRAXUS.

2. Barracks: Parlay with the giants and choose Haughty or Sly to con them into giving you the password.

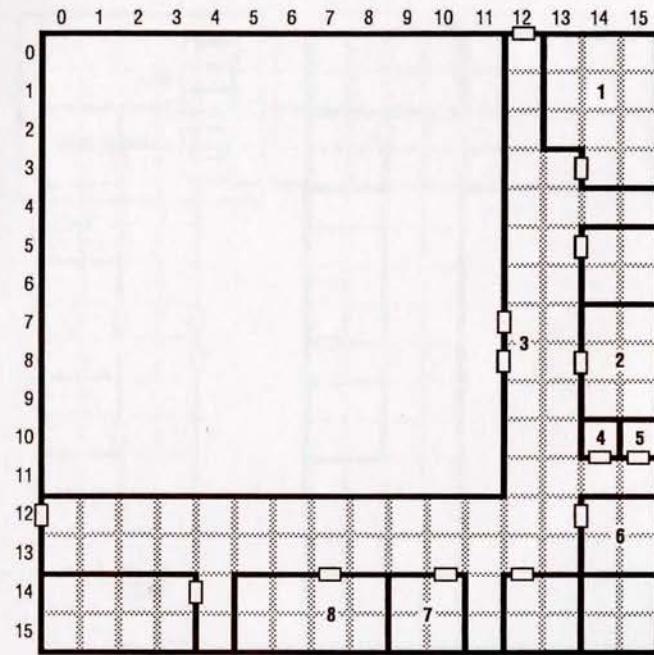
3. Armory: Here you can grab any piece of common equipment you want.

4. Kitchen: If you defeat the gnoll overseer, your party will find the password to the gate.

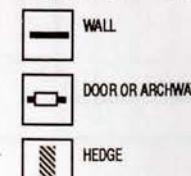
5. Records Office: Here you can examine Tyranthraxus' records. As you examine records you may find important information, but you may be interrupted by a scribe who can sound the alarm.

6. Scribe's Office: At night the office will be empty. During the day you will meet Tyranthraxus' envoys who may attack you.

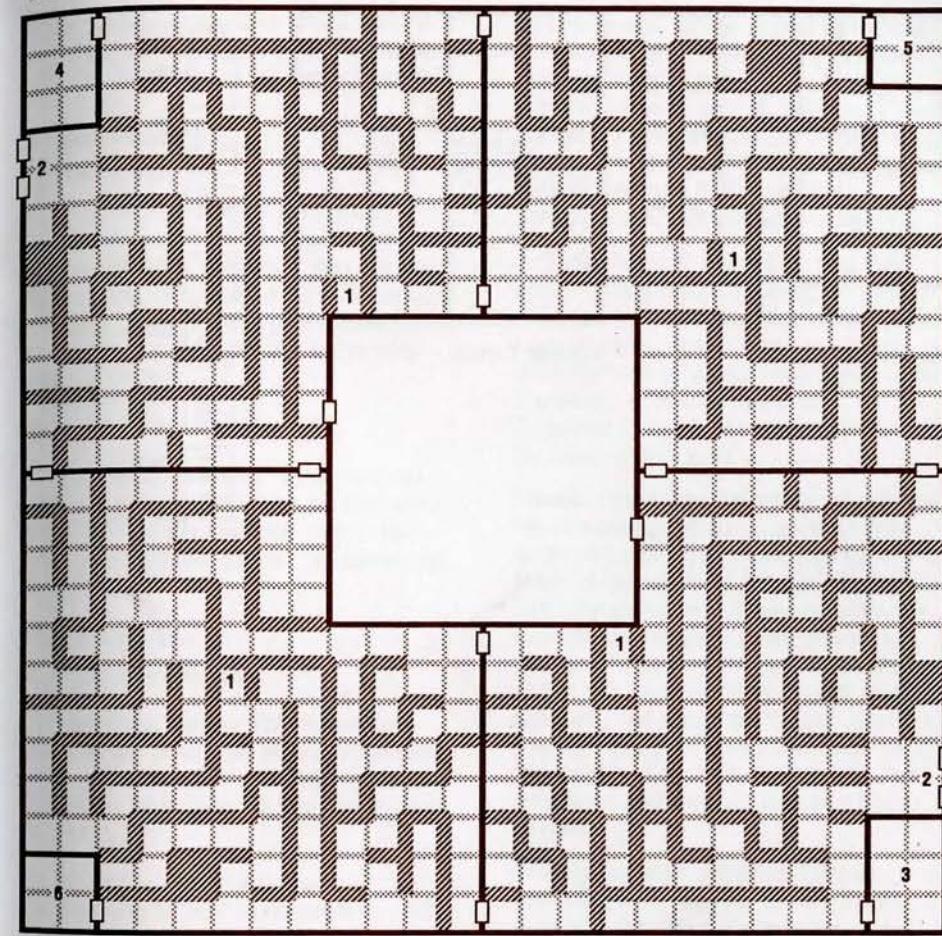
VALJEVO CASTLE, SOUTH EAST:



Key: (Both Maps)



VALJEVO CASTLE MAZE:



Where You Can Rest: You can rest in the Old Building (#7).

Map Locations

1. Snake House: A family of giant snakes has climbed over the wall into this building.

2, 8. Barracks: This area is unoccupied at night. In daylight you may surprise the giants sleeping inside.

3. Main Gate: The password through the main gate is RHODIA. If you have rescued Cadorna he can give you the password, or you can fight the gate guards. If you do not have the password, you will need massive Strength or Knock spell to get through the gate.

4. Cell: If the traitor Cadorna has fled the city, Tyranthraxus' guards have captured him and placed him here. If you free him, he will accompany you (from the rear) and tell you the password to

get through the main gate. If you leave him here, he will sound the alarm in an attempt to get in good with Tyranthraxus.

5. Well: A character with a good Constitution can go swimming to find a treasure at the bottom of the well.

6. Giant's Guard Post: Anyone who walks outside of the guard post is challenged. Parlay with the guard and either choose Meek and give the password HARASH, or choose Haughty or Abusive and give your authority as TYRANTHRAKUS.

7. Old Building: Ceiling may fall in on the party.

VALJEVO CASTLE MAZE

Where You Can Rest: You can rest in either Tower (#4,5) after you deal with the encounter that is there.

Note: When the alarm goes off, giant snakes are released into the maze. One hour later the maze is cleared.

Map Locations

1. Teleporters: These spots will randomly teleport you to any other teleporter site.

2. Main Gate: The password through the main gate is RHODIA. If you do not have the password, you will need massive Strength or Knock spell to get through the gate.

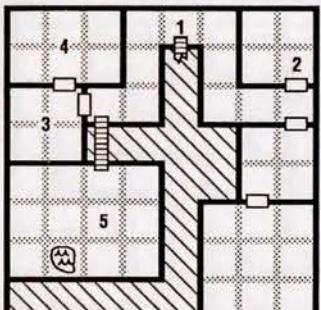
3. Giant Hideout: A group of giants is hiding here, arguing, and avoiding work. If you don't choose to leave when you have the chance, you will have to fight them sooner or later.

4. Tower: An innocent-looking 7th level magic user is here. Choose Approach to get what information you can out of him.

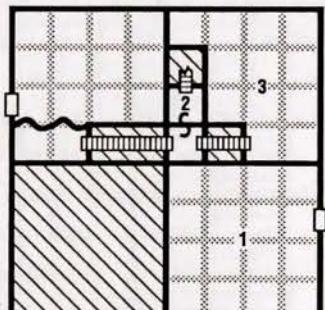
5. Tower: This tower contains a troll lair.

6. Giant Hideout: A group of giants are here. They act like guards. If you choose Parlay and then choose Haughty or Abusive and give your authority as TYRANTHRAKUS they will leave you alone. Otherwise, they ask you for a non-existent password.

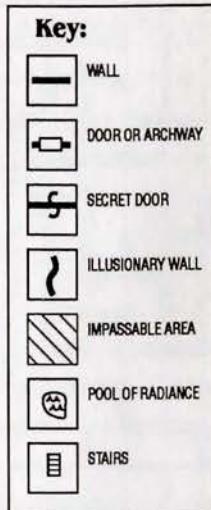
VALJEVO CASTLE, INNER TOWER:



Upper Level



Lower Level



Where You Can Rest: You can rest anywhere in the upper level until you meet Tyranthraxus.

Map Locations

Lower Level:

1. False Tyranthraxus: This is the throne room of the false human Tyranthraxus and his guards. If you choose Parlay, you can avoid a fight. If you are Meek or Nice, you are given the option to leave. If you are Abusive, he may give up or fight.

2. Stairs to the upper level.

3. Medusa's Chamber: Tyranthraxus keeps a pet medusa here so that people who don't know their way in the castle will wander in and get turned to stone.

Upper Level:

1. Stairs to lower level.

2. Trap Door Room: This room contains a trap door that leads to the Medusa's chamber. If a character glances down the trap door, he may be turned to stone.

3. Waiting Room: Messengers that work for Genheeris (2nd in command) and Tyranthraxus (the Boss himself) wait here for their masters. If you choose Parlay and then choose Nice, the messenger will be called into Genheeris' office. If you kill the messenger, you will alert Genheeris.

4. Genheeris' Office: If you killed the messenger or choose Parlay and then choose other than Meek or Nice, he thinks you were sent to kill him. He will join you if you promise to immediately attack Tyranthraxus. If you don't go straight through the door into Tyranthraxus' lair, he will slip away.

5. Tyranthraxus' Lair: Here you will meet Tyranthraxus' guards, and then confront the evil conqueror himself. Cast as many preparatory spells on your party as you can before you enter the room. If you defeat both Tyranthraxus and his guards, Phlan will be free! Good Luck!

Finale: Once you defeat Tyranthraxus, his remaining minions cower in fear and confusion. You march triumphantly back to the civilized section. Go to city hall. Once in city hall, you receive the recently recovered Crown Jewels of Ancient Phlan and the generous thanks of the city council. Your overall quest is finished. You may continue to wander through the wilderness and uncleared blocks if you wish to continue to fight monsters and gain additional XP and treasure.

Keep your party together, because they can adventure together through the next AD&D[®], FORGOTTEN REALMS[™], Fantasy Role-Playing Epic: "The Curse of the Azure Bonds."

SELECTING HEROES

With differing ability scores, classes, class combinations, and races you can create many different kinds of characters in Pool of Radiance. You can win the game with almost any combination of characters, but some will make it easier than others.

You will need a party with a balance of fighting ability, clerical spell use, and magic user spell use. You will also want a character with thieving abilities in your party and at least one character with an extraordinary strength.

You will need to balance each character's race against the class of characters you need. Human characters can excel at any single character class, but non-human characters can be mixed class and have several sets of capabilities at once. But, mixed class characters advance more slowly than single class characters. They will generally be one or two levels behind a single class character after the same amount of adventuring.

Non-human characters have a maximum possible level in each class (except thieves, see the chart on the back of the rulebook). Because of these limits human characters will always achieve higher level than non-human characters after sufficient adventuring. So, non-human characters should play to their strong points and be mixed class and let humans be the single class characters.

Human fighters can be the best fighters in the game because of their high maximum strength and unlimited maximum level. Non-human characters can help with the fighting as mixed class fighter/thief, fighter/magic user, fighter/cleric, or fighter/magic user/cleric (as the racial limits allow). Non-humans have lower maximum strengths and have limited max level. Human clerics can also help with the fighting but they cannot have exceptional strength, or use the best weapons, nor is their HP, THAC \emptyset , or number of blows as good as a true fighter.

Clerics are especially useful in your party, they have the second fastest advancement and get the most spells of any spell using class. The cleric's bless, cure light wounds, detect magic, hold person, and prayer spells are very useful. Only two races can add clerical abilities to your party, humans and half-elves. Human clerics can reach the maximum 6th level allowed in Pool of Radiance. At 6th level a cleric is much more powerful against undead than at lower levels, he can even destroy skeletons and zombies, rather than just turn them. Half-elf clerics can only reach 5th level, so they are most useful as mixed class cleric/magic users, and fighter/cleric/magic users.

Magic user spells provide much of the offensive punch of your party. Charm person, magic missile, sleep, stinking cloud, fireball, invisibility 10' radius, and lightning bolt are all powerful spells in the magic users arsenal. But, magic users are very vulnerable in combat; they have few HP and can wear no armor. But, both elves and half elves can be magic users, both can progress to the maximum 6th level allowed in Pool of Radiance, and both can become mixed class to gain the benefits of more HP and heavier armor. In general, then, your magic using characters should be elven or half-elven fighter/magic users, or half elven cleric/magic users or fighter/cleric/magic users.

Thieves have the fastest advancement of any class. They also have special abilities that allow them to open locks, find & remove traps, climb walls, and backstab. Unfortunately, thieves are almost as vulnerable as magic users in combat, they have only a few more HP and the heaviest armor they can wear is leather. Luckily, all races have unlimited advancement as thieves, and all the non-human races can be mixed class fighter/thieves. Dwarves and half-elves make the best fighter/thieves because of their high maximum strength and their high maximum fighter level.

Some kinds of characters are at a disadvantage because of their ability score or max level limits. Female characters are at

a disadvantage as a fighter or fighter mixed class character because of their reduced maximum strength. But, for most other types of characters, especially pure clerics and mixed class cleric/magic users, they function just as well as male characters. Their lot is actually better than that of halflings and gnomes, neither of which excels at any particular class.

Each character's capabilities are built around his ability scores. Since it only takes a second for the computer to roll a set of scores it is no crime to roll a few times until you get a character whose ability scores match what you want. You can also modify a character's ability scores after he has been built, but not after he has gone up a level.

If you want your characters to have the maximum fighting efficiency they will need impressive ability scores. Fighters need the highest possible strength to get maximum bonuses to THAC \emptyset and Damage. Magic users need an intelligence of at least 16 to get their experience bonus. Clerics need a wisdom of 17 or better to get the maximum number of spells. All characters need the highest possible dexterity because dexterity gives you: the best chance to move before your opponent, a +1 AC for each point of dexterity over 14, and a +1 THAC \emptyset with missiles for each point of dexterity over 15. All characters need a constitution of 16 or better, and Fighter types need a constitution of 18, to get the maximum bonus to their HP. The party's spokesman needs a charisma of 18 to get the maximum reaction bonus.

The characters in a party do not need such amazing scores to win the game. In fact, any well played party should be able to win. The computer is smart enough to gauge the power of the party and it often modifies the number of monsters in an encounter to give the party a good fight regardless of their power. Beginning characters with very high ability scores look to the computer like high level adventurers. This may put them at a disadvantage

because the party does not have the HP, spells or the magic treasure of high level adventurers.

A balanced party needs at least four characters with good fighting capabilities, at least two characters that can throw clerical spells, at least two characters that can throw magic user spells, at least two characters who are equipped with bows, and at least one character who has thieving abilities. As this is more than six characters, some of the characters will have to have multiple capabilities. Once you have these bases covered, mix and match the party's capabilities to match your style of play.

DEFINITIONS AND CONCEPTS

Here are some important concepts that you will need to understand to play Pool of Radiance to the fullest capacity.

Block: A 16 square by 16 square area that is displayed from a 3D point of view. Unless the player is lost, or it is impossible to find one's way, the X and Y coordinates are available beneath the list of characters in the party. 0,0 is in the north west corner; 15,15 is in the south east corner.

Commissions: The city council awards commissions as a way to direct heroes towards awaiting adventures. The party does not have to 'accept' a commission. As soon as the clerk informs the party of a mission, they may freely undertake it. In fact, if the party completes a mission while exploring on their own they may also get the reward, even though they have never formally received word of the commission.

Drain and Restoration: Powerful undead such as wights, wraths, and vampires can drain levels from a character when they hit in combat. The character loses his level or levels along with the additional HP, improved THAC \emptyset , and the other advantages of level. His XP will be reduced to the minimum for his new level.

A cleric can cast a restoration spell off of a scroll to restore one drained level. The character will regain his HP, THAC0, and other advantages of his level. But, his XP will be raised only to the minimum for his restored level.

Maps: Page 25 and 26 of the Adventurers Journal contain three accurate maps of the City of Phlan, the Area Near Phlan, and the Moonsea. The city map shows the locations of the different blocks within the city. The Area Near Phlan map shows the extent of the wilderness in Pool of Radiance. The Moonsea map shows where Pool of Radiance occurs in relation to other areas in the FORGOTTEN REALMS™ game world. Other AD&D® computer products may be set in the area near the Moonsea.

Memorizing Spells: In Pool of Radiance, spell casters must memorize their spells before they can cast them. Each character can only have a small number of spells memorized at any time. The number of spells a character can memorize at one time is based on the character's level and is shown in the Appendices of the Adventurers Journal.

To memorize spells, send the party to Camp. Highlight the first character you want to memorize spells. Access the Magic menu and then the Memorize command. The character's list of available spells is shown. Use the Next and Prev commands to find the page with the spell you want to memorize. Choose the Memorize command. Highlight the spell you want to memorize and press Return or the joystick button to pick it. The computer displays the number of remaining spells your character can memorize by level.

Choose spells until you have indicated the spells you want your character to memorize, or your character can memorize no more spells. Choose Exit from the spell list and from the Memorize menu. The computer displays the list of spells you have chosen. Confirm that this is the list of spells you want your character to memorize. Repeat this process for all of your spell casters.

Once you have picked all the spells your characters want, it is time to rest and actually memorize the spells. Choose the Rest command. Note the time already listed on the clock. This is the minimum time necessary to memorize all the spells you have picked. Choose the Rest command from the Rest menu. The computer will display each spell as it is memorized.

If your characters' rest is interrupted, they may not memorize all of their chosen spells. If the character's rest is not interrupted then they will have all their chosen spells memorized and be ready to adventure.

Quick Combat: If you don't want to deal with combat, you may turn on Quick Combat and let the computer run things for you. You may put any character into quick combat by choosing the Quick command. You may put all characters into quick combat by typing 'Q' during any character's turn. You may take manual control of all characters by typing the spacebar while one of your characters is moving on screen. You may set characters to cast spells by typing 'M' during any character's turn. When you type 'M' the computer displays 'Magic On'. You may turn off spell casting by typing 'M' again. Then the computer displays 'Magic Off'. With 'Magic On,' the computer will pick spells for player characters in Quick combat. With 'Magic Off,' player characters will not throw spells in Quick combat.

You have some tactical control over characters in Quick combat. Characters with readied arrows and a bow will stand fast and fire arrows until the enemy comes adjacent. Characters without readied arrows will charge toward the enemy. Characters will attempt to use readied magic items.

Your character's choice of spells is also important if you use Magic On in Quick combat. Avoid spells with large areas; the computer normally aborts an offensive spell if the computer sees an ally in the

target area. Offensive spells such as magic missile, hold person, and stinking cloud are useful because they are single target or have a small area of effect. Large area spells, such as sleep or fireball, are very useful under manual control, but may often be aborted in Quick combat. Healing and detect spells have little use in quick combat, though Bless and Prayer are sometimes useful.

If you do not want to bother with a fight and want combat over as soon as possible, access a character's second menu and choose the Speed command. Set the Speed to 0. Decide how each character will fight by readying or unreadying their arrows and magic items. Then type 'Q' to set all characters to Quick combat. If a fight is particularly difficult you may want to type 'M' to turn 'Magic On'. Then, sit back and watch the computer do all the work for you.

The computer is not as good a tactician as you are. You may be able to direct your heroes to win a fight that they would lose in Quick combat. But as your characters get tougher you can use Quick combat with less risk. But, if your characters begin to lose too badly, be ready to hit the spacebar and take control back. In the end, you may have to save the day.

Random Encounters: Often monsters roam around the blocks where the missions take place. These monsters do not have a fixed location or time, but may occur in many different places. Often a player must defeat a number of these random encounters, as well as all the fixed encounters, to clear a block.

Resting: A party must rest several hours for characters to memorize spells. The party may also rest for a full day so that each character can heal one HP. Many areas are so dangerous that the party can not rest; they will be interrupted by the enemy. Safe areas are places where the party can rest without interruption.

Set Encounter: A set encounter is an encounter in a fixed location and/or time. Most set encounters are keyed to the maps in each adventure description.

Temples: Temples provide a number of services that the party cannot get anywhere else. If a character has died due to wounds, the temple can raise dead. If a character has been turned to stone, the temple can turn him back to flesh. If a character has been killed by poison, the temple can neutralize poison (to remove the poison from the system) and then raise him from the dead. If the party has a 3rd level cleric, they can use the slow poison spell to make the poisoned character 'alive' when he goes into the temple. Then the temple need only throw a neutralize poison to bring the character back. If the party's characters have lost HP it is cheaper to go to an inn and rest for many days than to have the temple throw cure spells.

Thieving Abilities: Characters who are thieves or mixed class thieves have a number of special abilities including the chance to: pick locks, climb walls, find and disarm traps, and the ability to backstab for multiple damage. But, for a mixed class character to exercise his thiefly abilities he must not be wearing any armor heavier than leather. Remember, before the fighter/thief can backstab, or pick a lock, he must unready his heavy armor.

Translation Wheel: The wheel is used several ways during the game. To begin the game match the symbols on screen and read the password from inside to outside under the indicated line. During the game match the symbol to the appropriate translation tab and read the letter under the path in ring 1.

As an example: If you match the Translate Dethek tab with the Translate Espruar tab a 0 is shown under the path in ring 1. Move the inside ring 1 space clockwise. The ring 1 under the path now shows an 'A'. The Dethek (or Dwarfish) 'A' shows under the Translate Dethek tab. The Espruar (or Elvish) 'A' shows over the Translate Espruar tab.

In Sokal Keep, a dead elf carries a scroll with Elvish or Espruar writing. Turn the Translate Espruar tab under each symbol one at a time. Read the English letter in ring 1 under the path. The first word translates as:

Espruar Runes (Displayed On Screen)

: P ~ C

English Translation (From Wheel)

: L U X

COMBAT

Your characters will be fighting a lot in Pool of Radiance. Monsters and human enemies abound. Learning to fight well, and to fight smart will make the game go faster and make it much more enjoyable. There can be a lot of details to successful combat, but most of them are common sense and will become second nature after a few fights.

To fight effectively you must understand your own group's capabilities. Does your group have ranged weapons? Does your group have mass attack magic spells such as sleep or fireball? How heavily armored is the "front line" of your group? How fast is the fastest and slowest member of your group? All of these details change which tactics your party can apply effectively.

You should also understand your enemy's capabilities. The basic information about ranged weapons, mass attack spells, heavy armor, and speed still apply. Monsters also often have unusual capabilities that you'll want to be aware of.

Finally, you need to understand the terrain where you are fighting. Are you inside a building where space is limited or are you in an open field with unlimited room to maneuver? Are there choke points, such as doorways, that you can use to channel an enemy's attack? Are there large pieces of terrain, such as a tree or a wall, that you can anchor your flanks on?

Taking full advantage of terrain will multiply your fighting strength.

Whether you outnumber the enemy or he outnumbers you will decide your opening tactics. If you outnumber the enemy, move up your toughest fighters (lowest AC and highest HP) and pin them in place. Then move other troops around the enemy's flanks to get attacks from behind. A shot from behind can hurt even the most "unstoppable" monster. Thieves are at their best when they can be part of a gang and 'backstab'. Concentrate your attacks by having a single character attack some of the enemy and have many characters gang up on the remainder to eliminate them as quickly as possible.

If the enemy has as many or more troops than you have, then make the shortest possible line without giving the enemy a way around your flanks; doorways and corridors are good defensive locations. Don't just attack the enemy in front of you, mass as many attacks against each target as possible to get quick kills. If your tactics are successful, you will soon outnumber the enemy and you can surround and move in for the kill.

An important tactical consideration is whether one side and/or the other has ranged weapons such as bows, crossbows, slings, and ranged attack magic. If neither side has significant ranged weapons, your side should quickly move to the most advantageous terrain and prepare to meet the enemy. If only you have ranged weapons then try to begin the battle at the longest possible range. Keep a front line of clerics and fighters without bows to protect your archers as long as possible. Magic users with darts and clerics with flasks of oil have a short range, and are only useful once both sides are in contact.

If both sides have ranged weapons then the enemy archers and spell casters should be your primary targets. An enemy

who is turning your flank or who can get back shots on your front line is also a good target. Don't shoot at enemy front line fighters unless you are trying to disengage your front line to maneuver or retreat.

If only the enemy has ranged weapons then close as soon as possible. Once you get adjacent to an enemy, it's much harder for him to use his bow or magic against you. Try to use terrain to block the enemy archer's line of sight and limit his targets to your troops with the heaviest armor.

Magic has the capability to change defeat into victory, or victory into defeat. Tactically, some simpler spells and magic items act very much like bows or thrown weapons (magic missile or spiritual hammer). The more devastating spells are the ones that can incapacitate an entire group of troops in an instant. These mass attack spells include: sleep, hold person, stinking cloud, lightning bolt, and the dreaded fireball. These spells can turn the tide of battle in an instant.

More often than not, you will have magic and your enemies will not. If you have magic users or magical items guard them with your life. Magic users are very fragile in combat; they wear little armor and don't stand up well to being hit. Keep them behind the lines and safe, even if they have thrown all of their spells for this battle. The magic user you save this battle may save you next battle.

Magic need not kill the enemy to be useful in combat. Sleep, hold person, and stinking cloud can make the enemy 'helpless' and a sitting duck to your fighters' attacks. Remember that you can affect up to three different targets with a clerical hold person spell. An effective way to use these spells is to eliminate the threat of enemy archers and magic users. Another tactic is to make the front ranks of the enemy helpless, thus blocking his melee attacks and making your own shots sure kills. You can even retreat behind the enemies helpless front line troops and safely engage the others with ranged attacks.

If the enemy has mass attack magic (whether or not your side has it), you may have to modify your tactics. Defensively, try to keep your troops spread out; most mass attack magic operates over a limited radius. Keep some fighters unengaged in reserve, so that they can run up and fill any holes in the front lines caused by an enemy magic attack. Be careful not to concentrate important targets like magic users or archers together behind your own lines; such concentration invites attack.

Offensively, you should concentrate magic spells and bow fire on enemy magic users. Even if a bow shot doesn't kill a magic user, it can disrupt his ability to cast a spell. Magic missile is very good for this because it always delivers a few points of damage and keeps an enemy magic user from casting for the rest of the turn. Proper use of magic, both offensively and defensively, is often the key to your victory and the enemy's defeat.

Some monsters have abilities that might as well be magic. Dragons often have breath weapons that can do great damage over a wide area. Your characters should spread out to avoid several being attacked by a single attack. Phase Spiders cannot be affected by any attack until just as they move. Your characters should choose Guard or Delay and then attack as the Phase Spiders advance or after they move. Driders know spells as powerful as any spell caster in Pool of Radiance. Your characters should spread out, just as if they were fighting an enemy magic user.

One of the most important things to get for your heroes is the best possible Armor Class. A good AC is always useful, but it is especially important against mass attacks by weaker monsters. High dexterity, heavy armor, rings of protection, bracers of defense, magic shields and armor all can contribute to giving your heroes the lowest possible AC. Your front line fighters go in harms way more often than the archers or magicians, make sure they have the best ACs in the party.

When fighting a heavily armored foe, flanking, swarming attacks, magic, and the "backstab" take on increased importance. Tactics that multiply the number and effectiveness of your attacks, and reduce the value of the enemy armor are worthwhile.

Soldiers often forget that mobility is as much a weapon as a sword or spell. If you are more mobile than your opponent, you can remain disengaged and fire arrows. You can choose to retreat or stay for battle. You can occupy the best defensive terrain and force the enemy to come to you. Be careful not to get your troops spread out if they have differing movement rates.

If the enemy is equal or superior in mobility, it multiplies their effective numbers. You must worry more about flank security and keeping your front line secure. Fast enemy will also attempt to run away when their morale breaks. Once the enemies morale has broken, use archers to bring them down. Even a fleeing foe can be dangerous if cornered and forced to fight.

One of the most potent weapons in the hero's arsenal is the ability of thieves to 'Backstab' their opponents for extra damage. Thieves of level 1-4 do double damage when they hit with a backstab. Level 5-8 thieves do triple damage when they hit with a backstab. Level 9+ thieves do quadruple damage when they hit with a backstab. Mixed class fighter thieves with exceptional strength and a magic long sword can take out very large monsters with one shot.

A backstab happens when a thief attacks a monster directly from behind. Unfortunately, whenever a monster attacks or is attacked, his facing can change. The following method can guarantee the thief his chance to backstab.

To attack you need a fighter or cleric as a stalking horse, and the thief. Choose the

Delay command when each character's chance to move comes up. This guarantees that the monster will get his chance to move, and that its facing won't be upset. After the monster has moved, have the stalking horse move up adjacent to the monster and attack. This sets the monster's facing towards the stalking horse. Then have the thief move up and attack from directly opposite the stalking horse (see figure 1). This second attack will be a backstab that has large bonuses to hit and does multiple damage. The backstab is an especially effective attack against large monsters that are otherwise difficult to hurt because of a resistance to magic, many HP, and/or a very low AC.

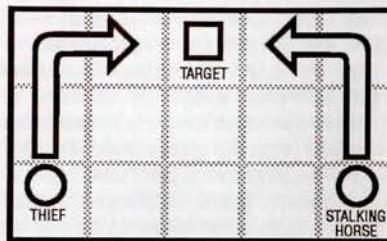


Figure 1

Histories are written about great victories. But they are written by the survivors of well executed retreats. Every party occasionally gets into a combat where it is overmatched by enemy numbers or power. The earlier you realize that you should retreat, the easier and more successful the retreat will be.

Once you have engaged the enemy retreat is more difficult. Anytime you turn away from an enemy to disengage, he has a clear shot at your back. This can be devastating if you get surrounded on many sides. You can be attacked half a dozen times by trying to retreat while surrounded.

The first part of any successful retreat is disengagement. Flankers, archers, spell casters, and reserves can normally disengage from the enemy simply by moving away. But the front line has a more difficult problem.

To disengage the front line, concentrate your attacks on a few units to create holes in the enemy front line. When your front line troops each have few enemies still engaged, turn and begin the retreat. Retreat as far as you can to protected positions that minimize the enemies ability to flank you. Stay on guard so you can strike at the enemy if they pursue. Do not retreat the flankers, archers, and spell casters so fast that they cannot support the retreating fighters. If the enemy is swift and aggressive, you may have to repeat this maneuver several times to completely disengage.

If the enemy is faster than a character, then that character will not be allowed to exit the combat area. A character can often increase his movement by unreadying his heavy armor. When your movement is equal to the enemy's, you have an even chance to exit the combat area. When your movement exceeds the enemy's, you can automatically exit the combat area.

The worst time to decide to retreat is after some of your own heroes have fallen. Even if your retreat is successful, the troops that have fallen are lost forever. Even worse is cleanly retreating almost all of your heroes, only to see the final character pinned by the enemy and overwhelmed. Do everything in your power to avoid such a situation.

When all else is said and done here are some rules to live by:

Keep a Straight Line: Your forces are the least vulnerable and provide each other the most support when they are in a straight line.

Anchor Your Flanks on Terrain Features: Keep the enemy from flanking or overwhelming your troops by anchoring your flanks on impassable terrain.

Put Your Most Heavily Armored Troops in The Front Line: Front line troops take the greatest number of attacks from the enemy. Heavy armor will increase their chances of survival.

Thieves Should Only Backstab When You Outnumber the Enemy: Thieves trying to backstab must be behind enemy lines. Their light armor makes them vulnerable. Only send the thieves around the flanks to backstab when the enemy is outnumbered so that he can't concentrate attacks on the thieves.

Spell Casters are High Priority Targets: Enemy spell casters have the greatest capability to quickly turn the tide of battle against you. Target them with archers, friendly spell casters, and flankers.

Don't Panic: Even when a situation seems impossible, trust in your troops. The enemy is probably not as powerful as it seems. Many things can happen to turn the tide of battle your way. The enemy morale may break, you may make a lucky shot, or the enemy may be weaker than you realize. Keep fighting and stay alive.

SPELLS

In Pool of Radiance, the efficient use of spells, both in combat and in camp, makes the game much easier. Some spells are useful in ways that are not obvious from their description. Here are some 'tricks' to the efficient use of some of the spells.

Unless otherwise specified, all spells have saving throws. In general, damage spells do half damage if the target makes its save; non-damage spells have no effect if the target makes its save.

Clerics get more spells per level than magic users. Detect magic, protection from evil, protection from good, hold person, and dispel magic are available to both clerics and magic users. So, if you want these spells in your party your clerics should take them instead of your magic users.

Offensive spells are of two types, damage causing spells that cause hit points, and restraining spells that make a target helpless. A single melee or missile attack can kill, once a target is helpless. The best offensive spells are:

Hold Person: The most powerful clerical offensive spell. You can aim at three (clerical) or four (magic user) targets and make them helpless.

Charm Person: This spell makes one target fight on your side in this battle. When the charmed enemy changes side his former comrades turn on him so he absorbs some enemy fire. If you attack a charmed enemy then NPCs in your party will turn on you (you are attacking an ally, after all). If the charmed enemy is not killed in the fight then you don't get his treasure; he left with it.

Magic Missile: Useful because it is low level, because the target gets no saving throw, and because it is fast and cannot be interrupted. This is a good spell to throw at spell casters before they have cast a spell and at undead (who ignore many other attacks). It is also useful if you fight under computer control because it has no chance to catch heroes in an area damage spell.

Sleep: The magic user's most powerful low-level spell. Sleep can make a whole horde of low level monsters helpless, and it has no saving throw. But it is useless against larger monsters such as trolls. Remember that sleep has a comparatively short range, and that its variable effect can sleep your heroes if you target the spell too close to your own front lines. Once your heroes reach 5th level, they are immune to sleep and you can throw sleep spells with great abandon.

Stinking Cloud: A powerful spell that makes targets in a 2 square by 2 square area helpless. Its very short range, but exact area of effect, make it useful only after the enemy has closed to melee your front lines.

Fireball: The classic attack spell. In a closed area (when the combat map includes walls), fireballs have a 3 square radius and affects almost every character on screen. In an open area (without walls), fireballs have a 2 square radius. Try to get as many enemy in the fireball as possible, and be sure to keep your characters out of the radius of effect.

Lightning Bolt: This is often considered the poor cousin to the fireball, because it does the same damage but in a more limited area (a line). But lightning bolt is best when you have to fight in a closed area. Properly used, you can throw a lightning bolt into a melee, miss your heroes, and still hurt the enemy. Also, if the enemy is near a wall you can throw the bolt to attack the target, bounce off the wall, and then attack the target a second time. Remember that a lightning bolt always rebounds toward the caster; it does not follow the angle of the wall.

Some spells are useful in preparing for combat. If you know your party is in for a tough fight (either because you read the clue book or your party has been there before), you can prepare before combat. Encamp immediately before triggering the combat. Throw as many preparatory

spells as you have ready on your characters, then immediately return to the Adventure menu and advance directly into the combat. If you can't prepare before combat, many of these spells are just as effective when you throw them in the first round of combat. Many of these spells can be reversed and thrown on the enemy to make him more vulnerable to your attacks. The best preparatory spells are:

Bless: this spell affects all heroes in a 5x5 area that are not adjacent to the enemy. Bless is especially useful later in the game against monsters with very low ACs.

Protection From Evil: This spell only affects one person, but it improves your AC and Saving Throws by 2 against attacks from evil monsters.

Prayer: This spell is great because it can be thrown in combat and it improves your THAC0, Damage, and Saving Throws by 1, while hurting your enemies' values by a like amount. It can also be thrown after combat has commenced.

Enlarge: This spell makes a weak character strong, though it doesn't help a character who is already strong. A first level magic user makes his target's effective Strength 18. Each additional level adds one column to the character's effective strength, until at 6th level the target has effective 18 (00) strength.

Strength: This spell adds 1-8 points to a character's effective strength, depending on his class. For every point of strength added over 18, 10% is added to his exceptional strength percentage.

Some spells are handy to have memorized for use out of combat. These spells include:

Cure Light Wounds: This spell is everyone's best friend. Use it after each battle to make sure that everyone gets back to their full HP. You can also use cures dur-

ing combat to keep a character from going down. Also, if a character is wounded at the beginning of a wave of combats (such as in the Kobold Caves or the Nomad Camp), you can 'Continue Combat' and cure characters to get them ready for the next wave.

Detect Magic: Use this spell in the Treasure Menu to pick out the magic items from the trash.

Dispel Magic: Use this spell to remove locking spells on doors. Remember that your clerics can memorize this spell too.

Knock: Use this spell to open locked doors and chests.

Invisibility 10' Radius: Use this spell while moving through dangerous territory. This keeps the enemy from finding your party until one of your characters attacks in combat. Use your enemies' confusion to get all your characters in position for 'backstabs', bouncing lightning bolts shots, and sweep attacks. Then have all your characters choose delay, let the enemy take his turn and guard, and then have all your characters attack at once.

Some spells should only be memorized when your party needs them; these spells include: slow poison, cure disease, remove curse, and read magic.

The other spells are useful in specific circumstances. If you read of a special situation in the clue book, or if your party has been in a special situation and been defeated or had to retreat, your party may want to memorize some of these specialty spells.

Spell Parameters Chart

The following list collates all of the basic parameters of the spells available in Pool of Radiance:

Spell Name	Range	Duration	Where	Spell Name	Range	Duration	Where				
First Level Clerical Spells											
Bless	6	6 rounds	E,C	Detect Invisibility	1/M	5 rnds/M	E,C				
Curse	6	6 rounds	C	Invisibility	Touch	Until Attack	E,C				
Cure Light Wounds	Touch	-	E,C	Knock	6	-	E,D				
Cause Light Wounds	Touch	-	C	Mirror Image	0	2 rnds/M	C				
Detect Magic	3	1 turn	E,C,T	Ray of Enfeeblement	1+2.5/M	1 rnd/lvl	C				
Protection From Evil	Touch	3 rnd/lvl	E,C	Stinking Cloud	3	1 rnd/lvl	C				
Protection From Good	Touch	3 rnd/lvl	E,C	Strength	Touch	6 turns/M	E				
Second Level Clerical Spells											
Find Traps	3	3 turns	E	Third Level Clerical Spells							
Hold Person	6	4 + 1 rnd/lvl	C	Blink	0	1 rnd/lvl	C				
Resist Fire	Touch	1 turn/M	E,C	Dispel Magic	12	Permanent	E,C				
Silence 15' Radius	12	2 rnd/lvl	C	Fireball	10+1/M	-	C				
Slow Poison	Touch	1 hour/M	E,C	Haste	6	3+1 rnd/lvl	C				
Snake Charm	3	5-8 rounds	C	Hold Person	12	2 rnds/M	C				
Spiritual Hammer	3	1 rnd/lvl	C	Invisibility 10' Radius	Touch	Until Attack	E,C				
Third Level Clerical Spells											
Animate Dead	1	Permanent	E,C	Lightning Bolt	4+1/lvl	-	C				
Cure Blindness	Touch	Permanent	E,C	Protection From Evil, 10' Radius	Touch	2 rnds/M	E,C				
Cause Blindness	Touch	Until Cured	C	Protection From Good, 10' Radius	Touch	2 rnds/M	E,C				
Cure Disease	Touch	Permanent	E	Protection From Normal Missiles	Touch	1 turn/lvl	E,C				
Cause Disease	Touch	Until Cured	C	Slow	9+1/lvl	3+1 rnd/lvl	C				
Dispel Magic	6	Permanent	E,C	Abbreviations: 10 rounds = 1 turn; 6 turns = 1 hour, rnd = round; lvl = level of caster, rad = radius.							
Prayer	6 radius	1 rnd/lvl	C	Range listed as 9+1/lvl = 9 squares + 1 square per level of caster.							
Remove Curse	Touch	Permanent	E,C	<i>Example:</i> A 5th level magic user throws a Slow Spell. The maximum range is $9 + (1 \times 5) = 14$ squares.							
Bestow Curse	Touch	Until Removed	C	To successfully throw a spell with range listed as 'touch,' the spell caster must hit his adjacent target and the target gets a saving throw (if applicable). You automatically 'hit' allied targets.							
First Level Magic User Spells											
Burning Hands	0	-	C	Duration listed as $3+1 \text{ rnd/lvl} = 3 \text{ rounds} + 1 \text{ round per level of caster}$.							
Charm Person	12	Combat	C	<i>Example:</i> A 5th level Magic User throws a Slow spell. Each target is slowed for $3 + (1 \times 5) = 8$ rounds.							
Detect Magic	0	2 rnds/lvl	E,C,T	Where a spell can be thrown: E = Encamp Menu or Cast option from Adventure Menu, C = Combat Menu, T = Treasure Menu, D = Door Opening Menu.							
Enlarge	.5/lvl	1 turn/M	E,C								
Reduce	.5/lvl	-	E,C								
Friends	1+1/lvl	rad 1 rnd/lvl	C								
Magic Missile	6+1/M	-	C								
Protection From Evil	Touch	2 rnds/lvl	E,C								
Protection From Good	Touch	2 rnds/lvl	E,C								
Read Magic	0	2 rnds/lvl	E								
Shield	0	5 rnds/lvl	C								
Shocking Grasp	Touch	-	C								
Sleep	3+1/lvl	5 rnds/lvl	C								

THE SECRETS OF THE POOL REVEALED AT LAST...

This clue book is the perfect companion to the POOL OF

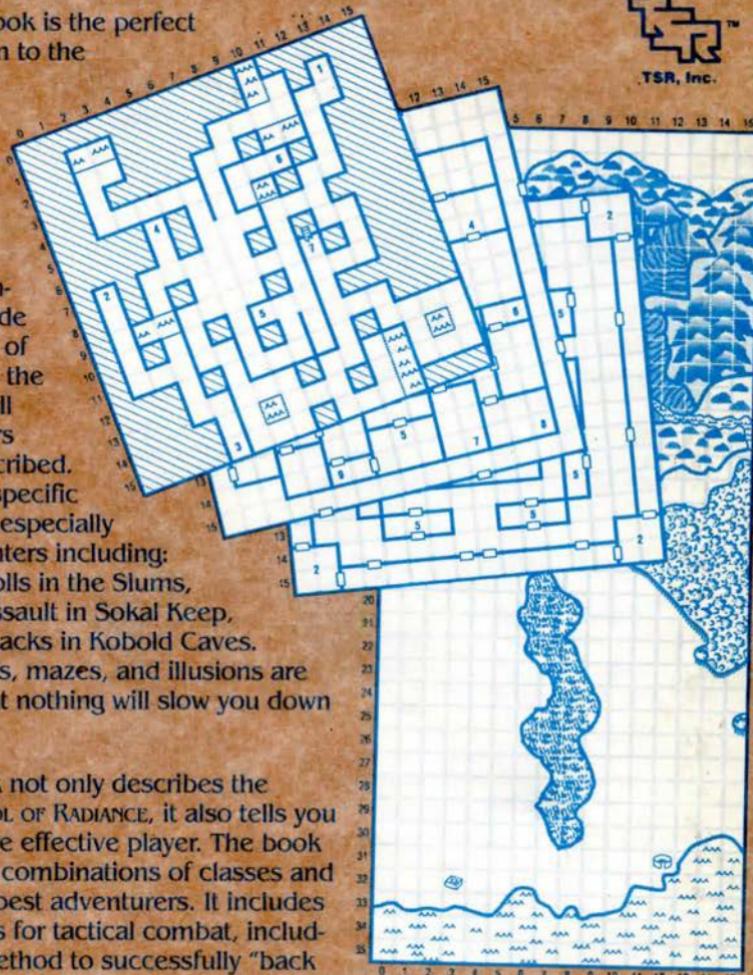
RADIANCE computer adventure game.

It isn't just sketchy maps and vague references; it's a complete players guide with exact maps of every location in the game and with all major encounters located and described.

It also includes specific tactics to defeat especially powerful encounters including: the ogres and trolls in the Slums, the hobgoblin assault in Sokal Keep, and the wave attacks in Kobold Caves.

All the passwords, mazes, and illusions are described so that nothing will slow you down on your quest.

This clue book not only describes the adventure in POOL OF RADIANCE, it also tells you how to be a more effective player. The book describes which combinations of classes and races make the best adventurers. It includes proven strategies for tactical combat, including a sure fire method to successfully "back stab" opponents. The book also tells you how to choose the best spells, how to choose effective tactics for quick combat, and how to get the best deals on healing at the temples. Everything you need, about the game and about the adventure, is included between these covers.



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