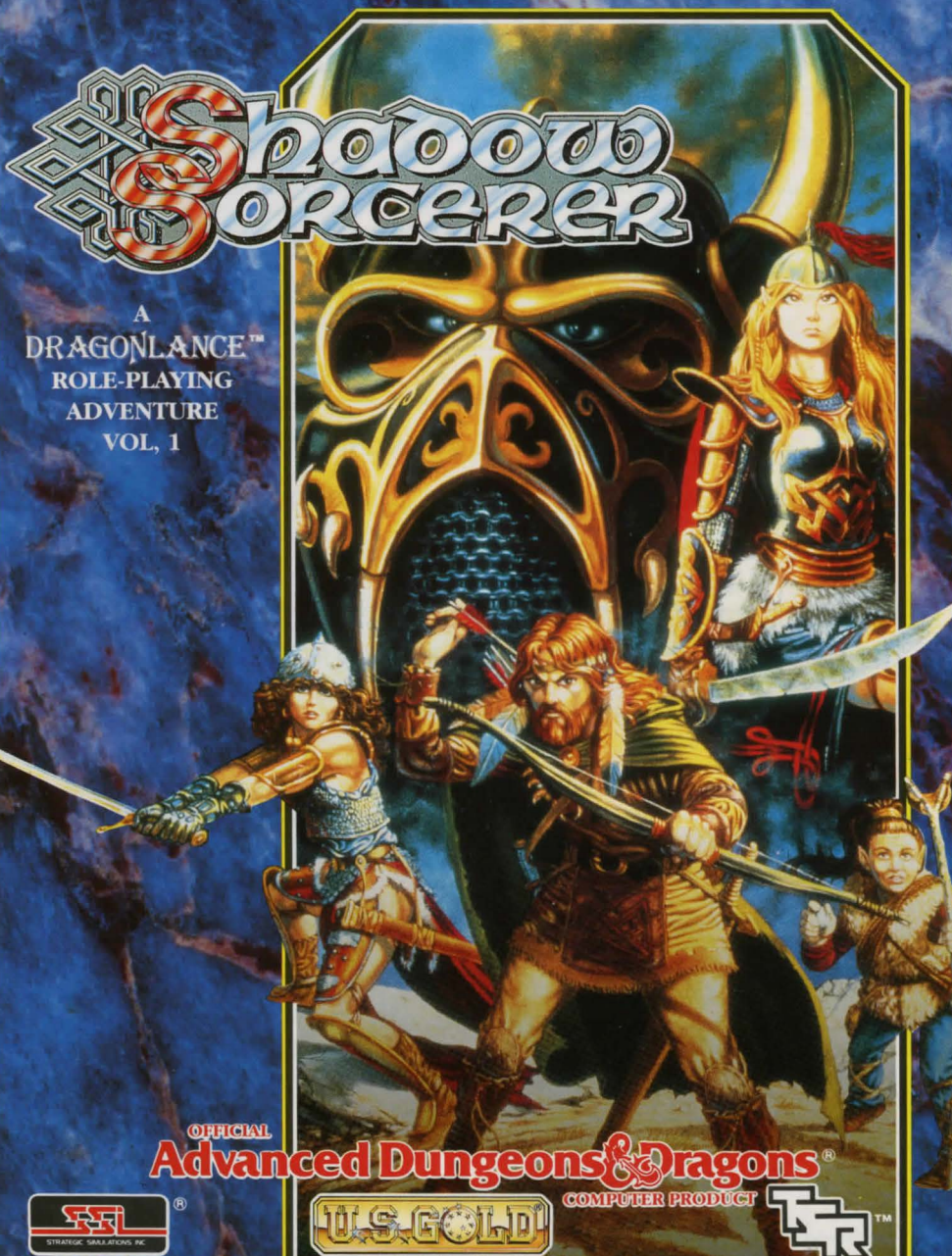


INSTRUCTION MANUAL

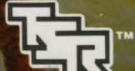
Shadow Sorcerer

A
DRAGONLANCE™
ROLE-PLAYING
ADVENTURE
VOL. 1



OFFICIAL
Advanced Dungeons & Dragons®

COMPUTER PRODUCT



© 1991 TSR, Inc. © 1991 Strategic Simulations Inc. All rights reserved.

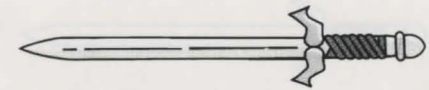
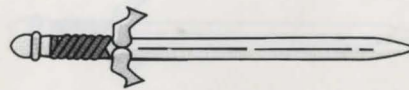


TABLE OF CONTENTS

BACKGROUND 1

INTRODUCTION 3

WINNING THE GAME 3

SELECTING YOUR CHARACTERS 4

EXPLORING THE WILDERNESS 4

 The Refugees 5

 Terrain 6

THE PLAYER CHARACTER (PC) PARTY 6

CONTROLLING THE HEROES 7

ENCOUNTERS 8

COMBAT 10

EQUIPMENT AND OTHER GOODIES 11

MAGIC 11

 Spells 13

THE REFUGEES 13

TIME 14

MISCELLANY 14

THE COMPANIONS 15

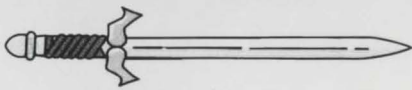
KRYNN - THE WORLD OF DRAGONLANCE® 20

AD&D® HEROES 20

BESTIARY 22

GLOSSARY 24

JOURNAL ENTERIES 25



1

BACKGROUND

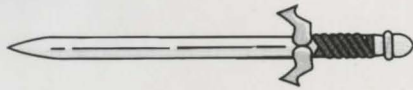
As the celebrations continued, it was Tanis Half-Elven whose keen eye noticed Raistlin slip quietly from the tent. He followed, stepping out into the chill of the night. The mage had stepped far from the welcoming light of the tent, and the many fires dotted on the hill-side where the Refugees had pitched camp. He was gazing up into the heavens, a grim smile playing on his lips.

"Raistlin... are you well?"

The mage made no reply, but pulled his red cloak tighter about his shoulders as Tanis came closer.

"These celebrations are premature, Tanis," the mage whispered, his voice almost lost amidst the sounds of laughter coming from the camp. *"The forces of evil are not yet defeated; the Dark Queen still rules in the heavens. These people think they are safe -"* he swept his arm back towards the Refugees, seemingly dismissing them for their ignorance *"- but they are not."*

"Don't be so hard on them, Raistlin. Until

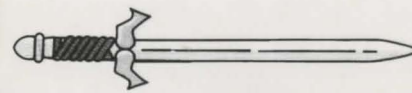


a few days ago they were slaves of the draconians, back there in Pax Tharkas. Now we have freed them - you, me, Caramon and all the other Companions... We freed them, and closed the gates of Pax Tharkas so that the draconians will never get through. They can start a new life down here, or head for the coast and take ship to -"

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

Tanis rubbed his hand through his beard, feeling the grime of battle. Had they really come through so much, and not yet saved themselves?

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



2

"Perhaps I do." The gruff, rumbling old voice caught both men by surprise, though they recognised it at once. Flint, the Dwarf, was sitting on a fallen trunk, whittling away at a hollow stick, almost hidden in the shadows. He must have left the party before either of them...

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

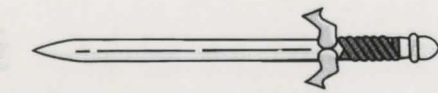
"What welcome could we expect there?" snorted Raistlin. *"The Mountain Dwarves have ever kept themselves to themselves. I don't see how we can turn up with wagon-loads of Refugees and expect them to provide shelter."*

"Maybe not," nodded Flint, holding up his carved stick to the light, *"but have you a better idea...?"*

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

"We should go ahead," Flint added. *"The Refugees move slowly, and they don't have the craft to look for sign. We should scout ahead of them and..."*

"And leave them to Verminaard when he breaks loose of Pax Tharkas," laughed Raistlin, derisively. *"You know what the Refugees are like, they'll argue amongst*



themselves, they'll stop to look for food they can't hope to find... we have to stay with them, just to keep them moving."

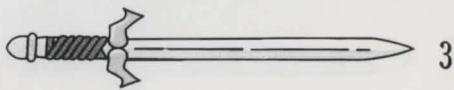
Tanis broke in before the argument could truly start. *"You're both right. We have to stay with the Refugees, for their own protection. We have to find them food and shelter. But we must also scout ahead and find somewhere permanent for them to settle, or we'll just be dragging them across country to perish somewhere else."*

"I propose we send four of the Companions ahead as scouts. Their job will be to see what hope this land offers us. When they find shelter, they'll let us know. Then, the rest of us can bring the Refugees along."

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

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





INTRODUCTION

Welcome to **SHADOW SORCERER**, an official **ADVANCED DUNGEONS & DRAGONS**® action roleplay adventure computer game. Shadow Sorcerer is based on the rules for the AD&D® roleplaying game by TSR Inc, and features part of the epic DRAGONLANCE™ story.

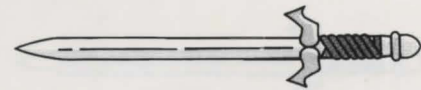
In this game, you control the destinies of the Companions of the Lance, the characters featured throughout the DRAGONLANCE™ cycle, and follow an episode from the original DRAGONLANCE™ adventure. The Dragonlance Companions have just rescued 500 Refugees from the city of Pax Tharkas, in the face of the determined, deadly Draconians, under the command of Verminaard, the evil Dragonlord. Now, you must find a safe place for the Refugees, far away from the murderous Dragonarmies. But where?

That is something only you can decide as you play this game. Your goal, as the guiding force of the Dragonlance Companions, is to steer the Refugees to safety, defeating any obstacles placed in your path. The choices you make, and your skill in combat, will determine success.

Your success depends on your ability to deal with several conflicting requirements. You must:

- * Scout ahead to find a safe haven for the Refugees
- * Keep them supplied with Food
- * Keep them moving in the right direction
- * Defeat the many obstacles in your path
- * Fight off the draconians once they break out of Pax Tharkas.

If you think you're capable of meeting this challenge, then get ready to play...



Your Game Box Should Contain

Here's what you should find in the box:

- * Game Disk(s)
- * Quick Start Sheet
- * Rulebook
- * Code Wheel
- * Journal Entries
- * Getting Started

Refer to the Quickstart Sheet for Loading Instructions.

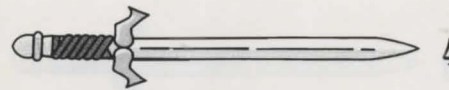
WINNING THE GAME

SHADOW SORCERER is a mouse/keyboard-driven game, played in a real-time environment. Make sure you are locked away in a sound-proof room or time-stasis field, and you'll be fine. If unavoidable interruptions do occur, you can save the game to disk. However, repetitive saving is not encouraged - take your losses like a man... you can always start again from the beginning if things go really wrong...

Success is judged by two criteria. First, the number of Monsters you defeat and the obstacles you overcome. Second, the number of Refugees you have kept alive by the end of the game.

How will you know when you have finished? Suffice it to say that you will know when you are close to the finish, and what you have to do to complete the game. At the end, a screen will give you a Success Rating - that can be your target to beat when you play the game again.

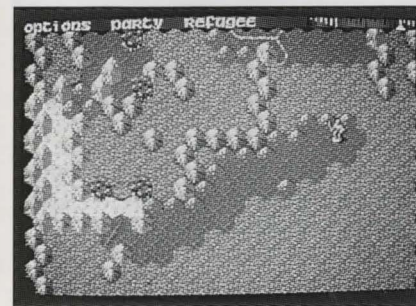
Shadow Sorcerer features a unique Command structure, allowing you to control four Heroes in a real-time environment. You can have the computer control some or all of these Heroes, leaving you free to make important decisions on behalf of a smaller number. Your role in this game is to make those timely, superbly-judged decisions in split-seconds which are the difference between life or death...



SELECTING YOUR CHARACTERS

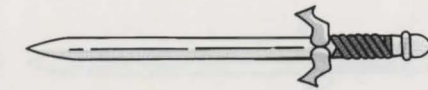
After the main title screens have cleared, you are presented with a map of part of Krynn - the world of the DRAGONLANCE® adventures. This map has little detail; only the main mountain ranges are shown. You will reveal more of the map as you explore.

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



You control four of the Dragonlance Companions, who are referred to throughout this manual as the PCs (Player Characters) or as the PC Party. You may end up playing with a PC Party of less than 4 Heroes, but isn't recommended. Things are dangerous enough, without you making life impossible... By reuniting the PC Party with the Refugees you can replace characters who have been disabled during play.

At the beginning of the game, the 4 PCs are Tanis, Caramon, Goldmoon and Raistlin. You can change this line-up using the Menu Bar option PARTY. When



you click on this option, a menu pops down with the names of all the available characters. Click on any two names to swap their positions; the top four names make up the PC Party. Not of all of the characters listed are actual Dragonlance Companions, and you ought to be very close to defeat before you use some of those listed. Details of the characters can be found in the Heroes section.

The option to change the Party during the game can only be taken when the PC Party and the Refugees are in the same hex.

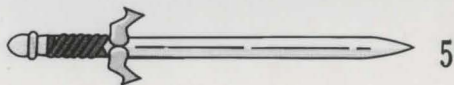
EXPLORING THE WILDERNESS

A great deal of your planning and game-play takes place on the Wilderness Map. As you have already discovered, this starts off largely blank at the beginning of the game, except for a few hexes around the PC Party.

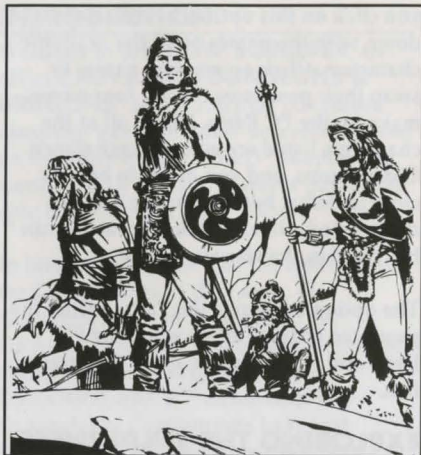
The rest of the map is revealed as the PCs move around. To order the PC Party to move, simply click on any revealed part of the map; the PC Party will move towards that hex. Initially, of course, this has to be an adjacent hex, since most of the map is blank, but you can order longer moves later on. If you order a Move towards a new target hex before they have reached the last one, the PCs will change course.

To scout a hex before you move the PC Party, click the RIGHT mouse button when the cursor is over the desired hex. The time it takes to survey a hex relates to the number of clicks required before a view is revealed. Each click advances the game clock by 1/2 an hour.

The PCs move as soon as you have clicked on the target hex. The game-time it takes them to actually reach their destination is determined by the terrain through which they pass - basically, moving through



5



Mountain hexes takes up more game-time than moving through Open country. The length of time it takes to make a move plays an important part in the game; you can watch the passage of time on the Time Bar at the top-right of your screen. Movement can be interrupted at any time by an Encounter, after which you have to give them fresh movement orders - they can't remember every little thing you tell them when they're up to their necks in Draconians. Encounters can be of many different types - but most of them will lead to combat, as covered later.

The Refugees

In Shadow Sorcerer, your quest centers on finding a safe haven for the Refugees

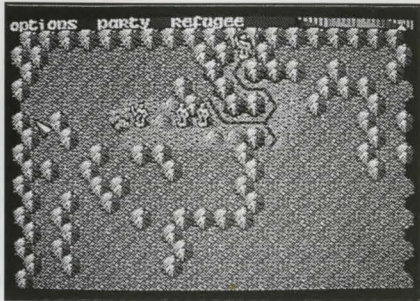
away from the vengeance of Verminaard. This means that, in addition to moving the PC Party, you need to get the Refugees away from Pax Tharkas and to a place of safety.

The Refugees are represented by one or more icons, which start the game in the same hex as the PC Party. At the beginning of the game, the Refugees are all together, but they can divide into smaller groups if they aren't looked after carefully. Different factions are shown by different-colored icons.

In normal circumstances, the Refugees are happy enough to follow the PCs (at a slower speed) wherever they lead. However, you might think it better to send them somewhere less hazardous to wait while you explore a little.

You can check the Status of a Refugee group, and give them orders to Move, whenever your PC Party occupies the same hex as that group (including at the start of the game). Click on the Refugees heading on the Menu Bar, and select STATUS - this tells you how many Refugees are in that group, how much Food they have, how many Wagons, and who their leader is (if they have moved away from the main group). Alternatively, click on MOVE, and then select any revealed hex on the map; the Refugees then set out towards that hex and wait there for fresh orders when they arrive.

Or, at least, they might do. Unfortunately, the Refugees are an argumentative bunch, and don't do anything until their Leaders' Council has had a meeting to discuss the pros and cons. When you give them a Move order, they have to be convinced of the merits of your decision. There are more details about this in the section on the Refugees.

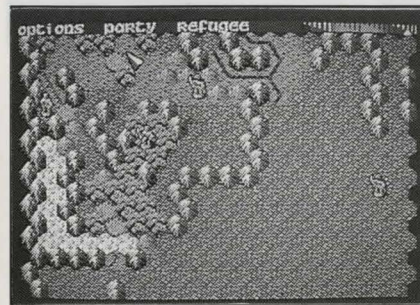


6



Terrain

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



THE PLAYER CHARACTER (PC) PARTY

As outlined above, the four members of the PC Party are selected from a larger list of Heroes, and can be changed round whenever the PC Party and the main Refugee group are in the same hex. You may think it's a good time to swap the PC Party around when the first four volunteers have been thoroughly roughed up. However, this option should not be over-used, because it uses up Time. The Heroes you don't select are assumed to be travelling with the Refugees, unless they are lost or detained somewhere else.

You have a free choice as to which Heroes make up the PC Party, and which stay with the Refugees. However, there are hidden modifiers to the game which make certain line-ups more desirable than others. As guidelines, you might want to bear the following in mind:

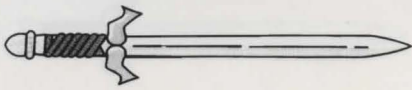
Only Goldmoon and Elistan have Healing powers.

Only Raistlin and Gilthanas have non-clerical magic. Goldmoon and Riverwind are an item, and pine without each other. The same is also true of Caramon and Tika. It may even be true of Tanis and Laurana, only this is complicated by the fact that neither of them is sure about it and Gilthanas, Laurana's brother, is very protective of her and no fan of Tanis. Sturm and Raistlin don't get on. Elistan, Eben, Locar, Briar and Brooklands are not actually Dragonlance Companions; they are just the foremost members of the Refugee Council. Only Elistan has any special abilities, and they should only be employed when everyone else is injured.

Read through the Heroes Section for more details.

There is no additional penalty for getting all four PCs trapped, zombified or teleported to another plane. You've suffered enough. In such a terrible circumstance, the game continues with a new PC Party formed from the next four names on the Party list, which starts from





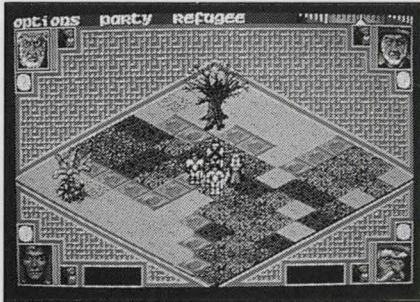
7

the hex occupied by the main Refugee group. It might be worth setting up your reserve PC Party on the list for just such an eventuality...

CONTROLLING THE HEROES

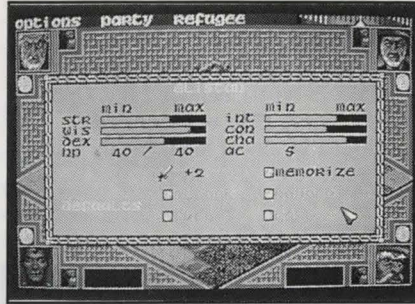
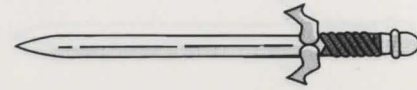
To see the PCs in individual detail, place the mouse cursor over the PC Party icon, and click the left button. This brings up the Tactical View; the same view that is used for all Encounters, Dungeon Explorations, etc.

In Tactical, the centre of the screen shows the four PCs in a part of the hex they occupy on the main map. Any interesting features in that hex are also visible.



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

Attribute Ratings (Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma)
Hit Points
Armor Class
Hand Weapon
Ranged Weapon
Memorise (spell-casters only)
Default Orders

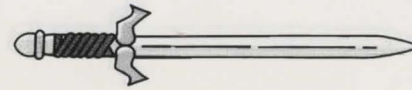


If you are familiar with the ADVANCED DUNGEON & DRAGONS® roleplaying game, most of this will be familiar to you. If not, you may wish to turn to the Heroes section.

The main character attributes - Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma - are fixed. Each attribute is shown as a bar rating between the minimum (3) and maximum (18) for a Hero.

Hit Points measure the health and endurance of that character; they are expressed as a pair of numbers separated by a slash. The first number is the Hero's current state of health; the second is his/her maximum rating. Heroes can recover from wounds and other losses of Hit Points by resting, or through healing spells (see Spells).

Armor Class (AC) is a measure of the protection Heroes enjoy, and is affected both by the armor they wear and their Dexterity. Poor protection is shown by a high number (10 is the worst); AC can be expressed as a negative number (which is very good protection indeed!). Certain magic items and armor which your Heroes may find also improve their AC. Experiment with stuff that you find - if the Hero's AC improves, it's worth keeping, but if it gets worse, make sure you swap the armor back!



8

Next are shown the Hero's Melee (close combat) and Ranged Weapons. These are shown by an icon showing the weapon type. In some cases, a Hero may not have a Ranged Weapon (the space will be empty) or will use the same weapon at both long and close range (such as with Tass' sling-staff). If the picture is followed by a 'plus-number', it is magical, and provides extra hitting potential and power. Magical weapons are very important; always check to see if you have discovered a magical weapon when you find treasure.

Under these pictures is a set of Commands - these are Default Commands, used when the computer controls that Hero in Combat. More of those later.

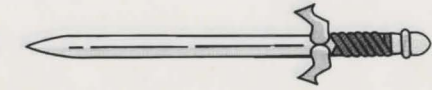
You can leave the Character View by clicking on the right mouse button.

Looking again at the main view, each Character also has a Backpack, a Health Bar and a Control Button. The Health Bar is a measure of the Hero's remaining Hit Points, as discussed earlier. If this is full, the PC is completely healthy. If it has fallen at all, the Hero could do with some help. If the remaining bar turns red, the Hero is very near to collapse - provide some assistance immediately!

The Control Button is used to place a Hero under Computer Control during Combat. We get to that in a moment.

The backpack is used to store the Hero's equipment. See Equipment.

You can also give orders to a Hero by clicking on the sprite which represents them in the centre of the screen. This brings up a window with up to nine options. These options are covered in the section on Encounters.



To exit from the Tactical View, click the right mouse button. Note that this will not work if you are up to your neck in Monsters; you'll have to either defeat them or run away. Nor will it work in a Dungeon. In all other circumstances, however, when you leave the Tactical View, you return to the same hex on the Wilderness Map you were in at the start of the Encounter.

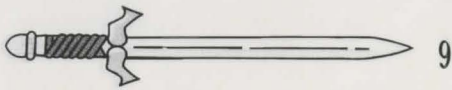
ENCOUNTERS

Whenever the PC Party moves into a hex, previously visited or otherwise, there may be an Encounter. Encounters take many forms. You may meet friendly creatures, or hostile ones. There may be treasure, or useful equipment. There may be any permutation of all the above.

When an Encounter occurs, play is automatically switched to the Tactical View. In the wilderness, this is a portion of the hex the PCs occupy; in a Dungeon, the view is of a room or corridor.

Encounters are triggered by:
The presence of hostile - or friendly - creatures;
The presence of treasure;
The presence of some interesting artefact.
These are not mutually exclusive.
During an Encounter, or at any time when play is in the Tactical View, you can give individual commands to a PC by clicking





9

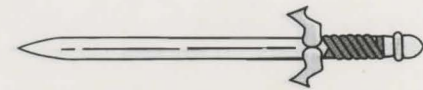
on that PC. This opens a window with up to nine icons. By selecting an icon with the left mouse button, you order the Hero to behave in a particular manner. The nine icons are:

Melee - The PC moves towards and attacks the nearest opponent, using his Melee weapon.

Ranged - The PC fires his ranged weapon; a pointer appears to allow you to select the target.

Cast - The PC can select a Magic Spell to Cast. A window appears with the complete list of the spells that character knows: click on the spell name you wish to employ. See the Spells. Naturally, only spell-casters have this option.

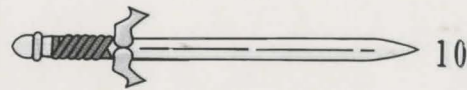
Look - The PC inspects his or her immediate surroundings. This can provide useful information. If you are standing close to some equipment, this will identify it for you.



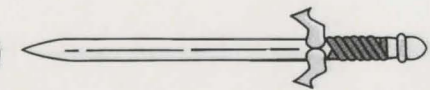
Get - If a PC is adjacent to some equipment or an artefact which the Party has discovered, this command is used to pick it up. A window appears containing a picture of the object: use the left mouse button to drag the item to the PC's backpack.

Talk - Not all creatures are hostile! If you use this command before Combat takes place, a neutral creature can be prevented from attacking you - it might also have vital information to give you.

Move - Once you have clicked on this icon, a pointer appears. Use this to select a target square; once you click on this, the PC starts moving towards that spot. You can leave an Encounter by clicking off the edge of the Tactical View. Underground, this only applies if you click on the space immediately behind a door. Once you have given this command, you can continue to select new target squares for the PC to move to - this helps steer round obstacles.



10



Group Move - As Move, only all four PCs will head for the target square.

Control Button - This works in exactly the same manner as the Control Button beside each PC portrait. Click on to toggle computer control on/off for that PC in Combat.

COMBAT

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

You can take complete control of all or some of the Heroes in the PC Party. Others can be set to switch to Computer (Default) Control automatically at the beginning of a Combat. Beforehand, though, you must give these characters Default Commands, which define their tactics. Because PCs with Default Commands go directly to Computer Control once a Combat begins, it is wise to have set the Defaults before you start having Encounters, such as at the beginning of the game.

In the Tactical View (remember, you can reach this by putting the cursor on the PC Party and clicking the left mouse button), click on a Hero's portrait to bring up their Character View.

At the bottom of the window, there is a heading - Default - and a number of options with 'buttons'. These options include Attack, Ranged, Flee and Cast. The latter only appears for spell-casting characters, along with a non-Default option (Memorise). More about Magic later.

By clicking on the relevant button, you can order a Hero to adopt aggressive or cowardly tactics while under computer control. You can switch on as many Defaults as you desire. These are the normal effects of each Default action:

Attack - The character moves towards and attacks the nearest opponent, using his melee weapon.

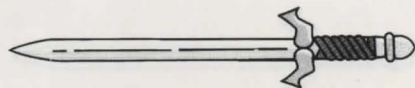
Ranged - The character fires his ranged weapon at a random opponent.

Cast - The character casts combat spells. Naturally, only spell-casters have this option.





11



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

Remember, you can toggle a character between personal and computer control during a combat using their Control Button

The more PCs you have under Computer Control, the easier the game is to play, but you are restricting your tactics in a fight. In particular, spell-casting characters might not operate as you would wish them to.

During Combat, the boxes at the bottom of the screen will contain hit point bars for each of your opponents, providing you with a rough guide to their strength.

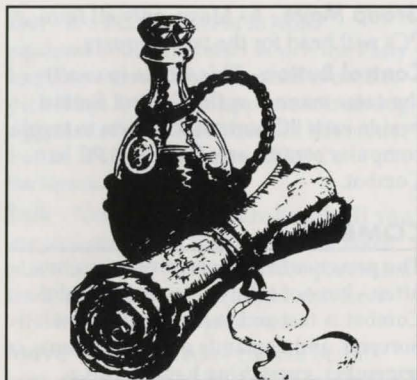
EQUIPMENT AND OTHER GOODIES

As you explore, you will discover various pieces of Equipment, Treasure, Artefacts etc. Naturally, the PCs begin with armor and weapons, a limited supply of food and a few other useful items.

PCs carry most of their gear in backpacks, which can be accessed through the backpack icon beside each PC's portrait. Click on the icon, and a window appears which you use to view the items that PC carries. The arrow buttons on the bottom edge of the window can be used to scroll through the items (they turn blue when you reach the end of the list).

Each PC can also carry one Melee weapon and one Ranged weapon ready for use. These are shown on the main Character View.

Moving equipment around is very simple. When the item you wish to move is in the window, click on and drag it to the target location - this can be another



PC's backpack (for storage) or any PC's portrait (which makes that piece of Equipment Active), or you can discard that item by placing it on the floor.

Active Items

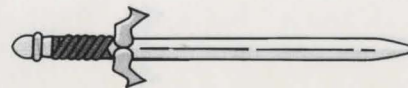
When an Equipment item is dropped onto a PC's portrait, it becomes Active. This means it will be used by that Hero in the appropriate manner; Potions will be drunk, Armor will be put on, Food will be consumed.

In the case of Melee or Ranged weapons, these will be swapped for the previously active weapon (which will go into the backpack).

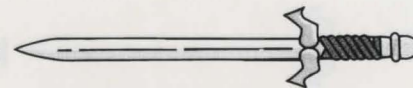
Some weapons have magical power built in, which is most commonly expressed as a "plus" - a bonus to the wielder's chance of hitting and doing damage. The "plus" of a magical weapon is revealed through the Character View; the greater the plus value, the better the weapon.

MAGIC

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



12



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

Memorising spells is handled through the Character View. Click on the Memorise button, and a menu of Spells appears.

Spells are ranked by their level; these are shown in parentheses before the Spell name. A spellcaster can only memorise a certain number of spells at each level - it is easier to learn simple spells than more difficult (and potent!) ones. The numbers on the left show how many of each Spell are currently memorised.

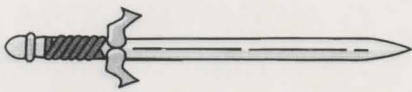
To Memorise additional Spells, left click on the name of the Spell you require. If the PC has the capacity to learn that Spell, it is added to their memory. You can also

discard already-memorised Spells using the right mouse button.

Above the Spell list, there is a graphic showing the hours of the day (see Time). Memorising spells can take up a lot of time, and is best done at Night, when you don't have other things to worry about... Naturally, you can't Memorise spells in the middle of a Combat.

You cast Spells in the Tactical View. Click on the PC, and then the Cast icon. The Spell list appears, and you can select the name of the Spell you wish to Cast. Some Spells may require you to select a target.

Read Spells for the effects of different Spells when Cast.



SPELLS

The following spells are available to your spell-casters.

Clerics:

Cure Light Wounds restores lost 1-8 hit points to a wounded PC. After selecting the spell, click on the portrait of the PC you wish to heal.

Protection From Evil inhibits the attacks of evil creatures.

Turn Undead can repel skeletons, mummies and spectres.

Bless improves the attacking abilities of the PC Party.

Detect Magic reveals the presence of magic.

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

Hold Person freezes a creature in its tracks.

Resist Fire gives limited protection against all fire based attacks

Prayer is a more substantial version of Bless.

Dispel Magic can destroy the effects of enemy magic.

Cure Serious Wounds is a more powerful version of Clear Light Wounds.

Mages:

Sleep causes weak creatures to keel over.

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

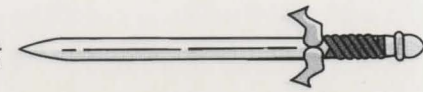
Charm makes an enemy less hostile.

Burning Hands transforms a feeble wizard into a fighting machine.

Web creates a sticky barrier which is hard to break through; use the pointer to select a target square.

Detect Invisible reveals secret doors or hidden items.

Fireball fires a ball of plasma which explodes violently; make sure you are out of the range of this one!



THE REFUGEES

As you will discover, the Refugees are difficult people to keep alive. They may follow your Orders implicitly. They may not. They may trail after the PCs, they may sit still (usually a sign they have run out of Food). They may split into smaller groups. They may even decide that life in Pax Tharkas wasn't so bad, and start back-tracking towards a touching reunion with Verminaard.

No matter how irritating they become, it is your job to keep them healthy. That means steering them away from unfortunate encounters until you can find your goal. In particular, it means moving them far and fast enough away from Pax Tharkas to keep them out of reach of the draconians once they break out.

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

Since their escape, the Refugees have organised themselves. The Council consists of five leaders, who represent the different factions with the Refugees. Elistan, the cleric, is one such leader, a logical man of even temperament, who admires Goldmoon enormously, and with whom Laurana also has a close friendship; another is Briar, a Plainsman like Riverwind and Goldmoon, a man of plain talking and simple motivation who has fallen under the influence of Locar; Locar is himself the third leader, a former priest of the false religion of the Seekers, who works actively against Elistan; the fourth is Eben Shatterstone, a friendly and approachable man who played an important part in the escape from Pax Tharkas; the last is Brookland, leader of



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

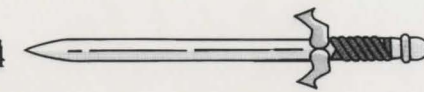
Each night at eight o'clock, or at any time when you attempt to give them a Movement order, the Council will convene to consider matters. If the PCs are present in the same hex, you are given the opportunity to address them. Your advice will be weighed carefully, but it is as much how you say it as what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

The five leaders have their own view as to how things should proceed. You can try reasoning with them, threatening them or get down on your knees and beg; each leader will react in a different way to each approach. Get used to the character of the five leaders - the right approach will be vital to keeping the Refugees as a united group.

TIME

Shadow Sorcerer's real-time environment places the emphasis on quick thinking and astute planning. In the top right of the screen, a graphic shows the passing of time through each day - the bar advances from left to right, returning to the extreme left at midnight. The darker areas represent the hours of night.

Many functions of the game are controlled by the passage of game-time. The most important of these is the escape of the dragonarmies from Pax Tharkas. Almost every action you undertake eats up your lead time, and planning has to take account of this. To give two examples, you have to avoid crossing mountains whenever you can, and you should be careful with your spellcasters,



who take time to re-memorise their magicks.

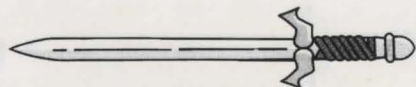
You can't halt the passage of time, but you might want to tweak it a little, particularly the first time you play. If you press the + (plus) key on your keyboard, game-time passes relatively more quickly - all functions of the game are speeded up. Alternatively, press the - (minus) key to allow you more time to think.

MISCELLANY

You can save and restart games through the Options Menu. Click on save, and follow the on-screen instructions to save. Similarly, clicking on Load will restart a previously-saved game.

There are two other Options on this Menu. Heal provides a fast-track method of restoring all the lost hit points of your PC Party. Your cleric spell-casters continue to heal wounded characters are re-Memorising healing spells until everyone is fixed up.

Regroup allows you to reform the PC Party if it splits up for any reason, such as when a character flees off the edge of the Tactical View during Combat.



THE COMPANIONS

TANIS

7th Level Half-Elf Fighter

Str 16 Wis 13 Con 12 Int 12 Dex 16

Chr 15 AL NG Hp 55

AC 4

Armor: Leather Armor +2

Weapons: Longsword +2, Longbow, Arrows

Tanis is torn between the human and elven parts of his heritage. Though he was brought up by the Elves, he was always aware of the many differences that marked him

separate. So, as a young man, he left the Elven homelands and became a wandering adventurer.

Tanis is the natural leader of the Dragonlance Companions. He is a formidable fighter, but also a sensible negotiator. His magical sword - WYRMSLAYER - is a recent acquisition. It's power against draconians (and maybe even dragons themselves) is potent, but unproven.

Laurana has loved Tanis for many years, but the half-elf is torn between her and the half-sister of Caramon and Raistlin, Kitiara. Her whereabouts are unknown.

RAISTLIN

5th Level Human Magic-User

Str 10 Wis 14 Con 10 Int 17 Dex 16

Chr 10 AL N Hp 15

AC 5

Armor: Robes only

Weapons: Staff of Magius

Caramon's twin, Raistlin has grown to be very different to his brother. Having once



seen a simple illusionist, he proved able to copy those tricks. His half-sister, Kitiara, encouraged him to develop his talents and he astounded his tutors at Magic

School by his prowess and the depth of his ambition.

Raistlin left to seek a greater tutor. In the Tower of Sorcery, he was put to terrible tests which wrecked his health, turned his skin a golden hue, and gave him eyes that could only see death.

Raistlin is surly and unpredictable. Even his attachment to his brother is ill-balanced. He has great power, however, and may yet prove to be the most influential of the Companions.

CARAMON

8th Level Human Fighter

Str 18/63 Wis 10 Con 17 Int 12 Dex 11

Chr 15 AL LG Hp 52

AC 6

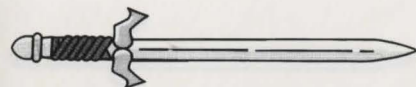
Armor: Ring mail and shield

Weapons: Longsword, Spear



Caramon is Raistlin's twin, and has a strong sense of loyalty towards his more sickly brother. Being extremely strong and robust himself, he protects Raistlin from physical

harm whenever he can, even though he recognises that his twin is not easily understood.



Always cheerful, Caramon is also close to Tika Waylan, and is deeply loyal to all the other companions. Above all, Caramon is decent, dependable and a stout fighting-man.

GOLDMOON

7th Level Human Cleric

Str 12 Wis 16 Con 12 Int 12 Dex 14

Chr 17 AL LG Hp 29

AC 8

Armor: Leather

Weapons: Sling +1



Goldmoon, a princess of a plainsfolk tribe, has become a true cleric following the discovery of a magical crystal staff. Exiled both for proclaiming this, and for her

love for Riverwind, the son of a poor man, Goldmoon found a new home among the Dragonlance Companions. Goldmoon is pure-hearted, brave, dutiful and deeply devoted to Mishakal, the Goddess of Healing. Her clerical skills are vital to the success of the PCs' quest, as are her qualities of trustworthiness and loyalty.

STURM BRIGHTBLADE

8th Level Human Fighter

Str 17 Wis 11 Con 16 Int 14 Dex 12

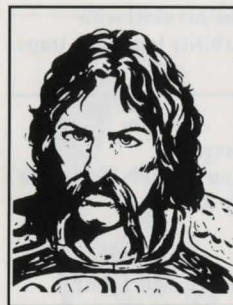
Chr 12 AL LG Hp 47

AC 5

Armor: Chain mail

Weapons: Two-handed sword +3

Sturm is the son of a Solamnic Knight, and adheres to their strict code, even though he has not been knighted himself. In fact, throughout his many long



journeys, Sturm has never found a trace of the Order, only bitter memories of their fall from grace. Sturm carries his father's sword, and follows the Solamnic creed

"Obedience Unto Death". He is dignified, fearless and humane. In Sturm, the Companions exhibit their greatest concern for the victims of the perils which face Krynn.

TASSLEHOFF BURRFOOT

6th Level Kender Thief

Str 13 Wis 12 Con 14 Int 9 Dex 16

Chr 11 AL N Hp 24

AC 5

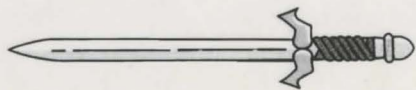
Armor: Leather

Weapons: Hoopak



Tass is a victim to the habitual wanderlust of the Kender race. Novelty excites a Kender like no other, and Tass' curiosity comes in full measure. He collects old maps, and is forever seeking

ways to add new knowledge to them. The other characteristic of the Kender that Tass has inherited in full is their concept of "handling". Tass always seems to have possessions which he is keeping for someone else. He first met Flint after removing his armband for safe-keeping. Full of fun and utterly fearless, Tass has brightened the lives of the Companions, even if he sometimes exasperates them. In



particular, they value his skill with languages, and his ability to disarm traps and unlock doors.

RIVERWIND

7th Level Human Ranger
Str 18/35 Wis 14 Con 13 Int 13 Dex 16
Chr 13 AL LG Hp 42
AC 5

Armor: Leather
Weapons: Longsword +2, Short Bow, Arrows



Once a simple hunter, Riverwind's fate has been determined by his love for the princess, Goldmoon. It was the quest he undertook to prove his love for her that found the

Crystal Staff, and that made her a cleric of the True Gods. Goldmoon and Riverwind are the only survivors of their people, who were massacred by the draconians. Riverwind is strong, but extremely reserved. He believes in plain words and decisive action. The people of the other Plains Tribes respect him, and their acceptance of the guidance of the Companions is in no small part because of him. Riverwind and Goldmoon together are a formidable team.

FLINT FIREFORGE

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

Armor: Studded Leather
Weapons: 2 Hand Axes

Flint is a Hill Dwarf, one of those left behind when the Mountain Dwarves retreated into Thorbadin. This, then, is a



very personal quest for him. Brave, but very cynical, Flint is old, even by Dwarven standards. He remains with the Companions because of a deep personal bond to Tanis, and his grudging affection for Tass, with whom he squabbles all the time. Flint has a very strong sense of mission, and an equally strong sense of tradition. He has little trust for other Dwarven cultures, and his quick temper makes him an unlikely candidate as a diplomat...

GILTHANAS

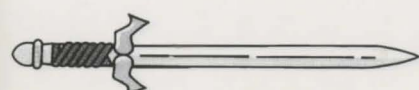
5th Level Elf Fighter / 4th Level Magic-User
Str 12 Wis 10 Con 12 Int 14 Dex 16
Chr 13 AL CG Hp 19
AC 2

Armor: Chain Mail
Weapons: Longsword +1, Longbow and Arrows



Gilthanas is the son of the Speaker of Suns, a major leader of the Elven people. He is nimble, optimistic, and quietly confident in his many skills. He has chosen to

ally himself with the Companions, partly because he can see that they represent the heart of the struggle with the draconians, partly because he is concerned for his sister, Laurana, and her imperfect relationship with Tanis.



LAURANA

4th Level Elf Fighter
Str 13 Wis 12 Con 14 Int 15 Dex 17
Chr 16 AL CG Hp 24
AC 0

Armor: Chain Mail +1
Weapons: Shortsword



Laurana, as the daughter of the Speaker of Suns, has enjoyed great privilege. She grew used to getting her own way, but she is charming enough, and has the good sense, not to be undiplomatic.

She was pledged to Tanis while still almost a child, and loves him still. Her inner strength and optimism have carried her through the disappointment of his seeming indifference. She has chosen to prove herself through her service to the cleric, Elistan.

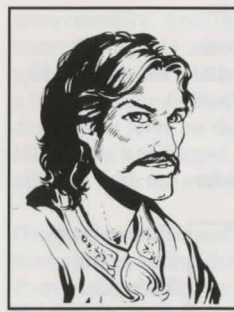
Laurana is a warrior, a leader and a woman of great nobility of mind. She has a great future ahead of her.

EBEN SHATTERSTONE

5th Level Elf Fighter
Str 14 Wis 7 Con 8 Int 15 Dex 13
Chr 15 AL CN Hp 28
AC 4

Armor: Chain Mail
Weapons: Longsword

Eben is a proud man, fighting to restore the wealth and prestige of his family name. Though both handsome and charming, Eben has a tendency to want to be in control of everything, even though he rarely shows himself to be a wise leader. As the foremost among one of the factions of the Refugees, Eben has an



unsettling influence on the Quest, often expressing his philosophy as "Let's Live To Fight Another Day".

TIKA WAYLAN

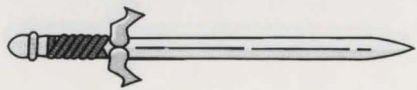
5th Level Elf Fighter
Str 14 Wis 12 Con 13 Int 9 Dex 16
Chr 14 AL NG Hp 30
AC 8

Armor: Leather
Weapons: Shortsword



Tika's father was a thief, and she learned much of his trade. In fact, other than Tass, only Tika has the skill to find and disarm traps and open locked doors. Since the destruction of

the only real home she ever knew, she has possessed a deep hatred of the draconians. Acquiring scraps of armour wherever she could find it, Tika has fought as hard as any of the others. Her fast-thinking and toughness are her greatest assets. She also admires Caramon deeply, while also being fascinated by anything magical.

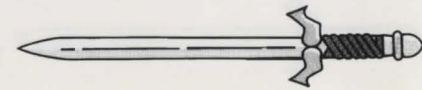
**ELISTAN***7th Level Human Cleric**Str 13 Wis 17 Con 12 Int 14 Dex 12**Chr 13 ALLG Hp 40**AC 5**Armor: Chain Mail**Weapons: War Hammer*

Elistan leads one of the Refugee factions, but his importance goes far beyond that. Having been a Seeker, servant to the False Gods, Elistan is now a true Cleric.

Goldmoon managed to show him what had happened to her, and the same change was wrought in him. With Laurana's assistance, he ministers to the needs of the Refugees during the Quest. Elistan is devoted to peace and the welfare of the Refugees. He does not, however, shrink from doing whatever must be done to escape the wrath of Verminaard's legions. He does, after all, have first-hand knowledge of the evil the dragonarmies can do.

BROOKLAND*5th Level Human Fighter**Str 12 Wis 9 Con 15 Int 10 Dex 10**Chr 6 ALNG Hp 27**AC 8**Armor: Leather**Weapons: Longsword*

Brookland is leader of the Woodfolk, a human faction among the Refugees friendly to Elves. He shares the simplicity and good-heartedness of his people, but also has a stubborn streak. Brookland cannot be rushed or pushed into a decision. His prime concern is the safety



of the Woodfolk, but he is as confused as any about how this can be best achieved. Laurana seems to have his ear.

BRIAR*5th Level Human Fighter**Str 14 Wis 10 Con 15 Int 13 Dex 15**Chr 11 AL LN Hp 28**AC 7**Armor: Leather**Weapons: Longsword*

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

LOCAR*5th Level Human Fighter**Str 14 Wis 16 Con 10 Int 9 Dex 10**Chr 14 AL LN Hp 19**AC 8**Armor: Leather**Weapons: Longsword*

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

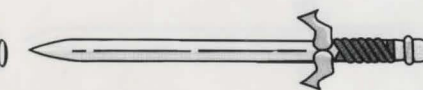
**KRYNN - THE WORLD OF DRAGONLANCE®**

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

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

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

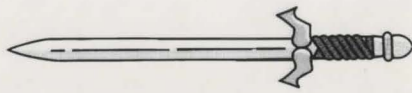
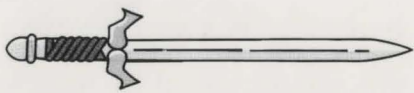
For the other races, only poverty and misery remained. Without the power of true clerics, many suffered and died



unnecessarily. And, then, finally, there came the terrible news that an army was gathering in the north, and embarking on a terrible campaign of enslavement. The draconians were on the march - and their Highlords had forged an awesome alliance with the evil dragons!

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

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

**AD&D® HEROES**

The Heroes of this DRAGONLANCE™ epic is based on the heroic archetypes of the ADVANCED DUNGEONS & DRAGONS® roleplaying game. They come in many shapes and sizes, but all are delineated by their race, abilities and character class.

Among the Dragonlance Companions, there are five races. Dwarves, like Flint, belong to a cunning race of sturdy craftsmen-warriors. They are exceptionally resistant to magic, and can see in the dark with their infravision. Elves are tall, charismatic creatures, with some immunity to certain types of magic, infravision and natural proficiencies with many weapons. Gilthanas and Laurana are Elves.

Tanis is a Half-Elf, sharing some of the characteristics of the Elven race, including Infravision. The ever-curious Kender, like Tass, are curious, nimble and skilled with their hands. This talent is most often expressed through their ability to look after other people's goods without them knowing about it! Finally, there are the many Human cultures. Humans have no special talents, but they are the most adaptable race of all.

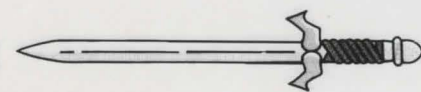
The abilities of all characters are expressed by six attributes, each rated from 3 (awful) to 18 (excellent). Strength (STR) is the measure of brute power. It determines how much a character can carry, and is an important factor in combat. Fighters and Rangers can have exceptional strength, which measures above 18 (such as 18/63; the 63 being a "percentage" rating above 18). Intelligence (INT) is the measure of learning power - it is particular important to Mages. Wisdom (WIS) measures a character's ability to understand the ways

of the world; clerics require high Wisdom scores. Dexterity (DEX) measures manual skills and agility. Constitution (CON) rates the character's robustness. Charisma (CHA) quantifies a character's ability to interact with others.

The third defining factor for all characters is their Character Class. This is a broadly-defined career or profession. The warriors include Fighters, such as Caramon, Flint and Sturm and Rangers like Riverwind. Clerics, like Goldmoon and Elistan, have spells bestowed on them by their deities, while Magic Users memorise their magics from Spell Books and accumulated practice. Thieves, such as Tass, live by their wits, dexterity and through specialised skills such as lock-picking, trap-disarming and moving silently. Some characters can change class - as did Tika, who was once a Thief and is now a Fighter. Others progress through more than once class at a time, as does Gilthanas.

Characters progress through their Character Classes in levels. As they improve their level, they improve the skills relevant to their career. They also gain more Hit Points, which measure the character's ability to survive in combat.

A character's broad outlook on life is summarised by their Alignment. Alignment is categorised along two axes. The Law-Chaos axis measures how the character responds to authority; the Good-Evil axis expresses their general morality. On either axis, it is also possible to be Neutral. So, Lawful Good Goldmoon believes in rules and hierarchy for the good of all, while Lawful Evil Verminaard would prefer to see power used for enslavement. Other combinations place different emphases on character behaviour.

**BESTIARY**

These are the more common Monsters among those you will meet in Shadow Sorceror.



BAAZ



BOZAK



KAPAK

The Sivak are more dangerous still, being fast and capable fighting machines. Finally, the dreaded Aurak can cast powerful magics - they are the cruellest of a savage race.



SIVAK



AURAK

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

The majority are Baaz; simple fighters, savage, but not too dangerous except in numbers.

The Bozak can glide on their leathery wings, but their greatest danger lies in their ability to cast simple magical spells.

The Kapak are tough fighters, who place venom on their weapons.

Spiders: Giant Spiders plague parts of Krynn. They are a nuisance, but only pose a threat to weak parties or if they attack in numbers.



Hobgoblins: Compared to the Draconians, the brutal Hobgoblins are a minor menace, but they have raided the villages of Krynn for centuries, and are flourishing in the chaotic times that have come to the world now.



Slig: The Slig are distantly related to Hobgoblins, and are slightly larger, but even less intelligent. They hate any sign of weakness, and despise all those who show mercy. Their encampments are usually studded with traps.

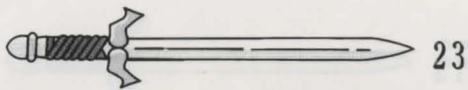
Skeletons: The weakest of the Undead. Skeletons have no mind of their own, and attack with no purpose except to kill or be killed.



Trolls: The hills and mountains shelter a few of these dread beasts, who live in caves and come out only to hunt. The greatest danger they pose is that they are starving - and would find a caravan of Refugees extremely appetising. Trolls are very difficult to kill, since their flesh regenerates from most wounds extremely quickly.



Haunt: In times like these, it is hardly surprising that so many Undead have returned. Haunts return to inhabit places they were associated with before. They are not always dangerous, but can be provoked to defend their "homes."



Zombies: Foul, Undead creatures, reeking of decay and disease. They are not too tough, but wise men shun them.



Wights: Creatures of the night, these evil spirits wish only to slay those fortunate enough to still be living...



Ghouls: Ghouls are moderately tough opponents, though they are possessed of a grim cunning lost to their simpler cousins, such as Zombies.



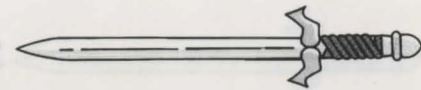
Ghosts: These are among the most feared Undead of all; spirits of humans so evil in life that they remain bound to the world, seeking out the essence of the living to fuel their continued existence.



Giant Wasp: Even though they have grown to fantastic size, these creatures pose no great threat individually. Their nests, however, are bound to be heavily guarded. It is rumored that the Royal Jelly stored within has great healing power.



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



Death Knight: The Knights of Solamnia were once the protectors of Krynn, but their "failure" in the aftermath of the destruction of Istar brought them to ruin. Some Knights failed to live up to the high code of honor the Knights had sworn to abide by... these have been bound to the world as Death Knights. They are unspeakably evil, corrupted by the darkest forces, but their fierce pride means they can never find rest.



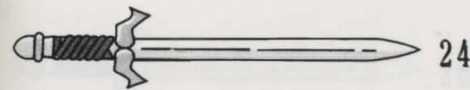
Lizard Men: The marsh-dwelling Lizard Men have always been shunned by the other races, since they are vile and cruel, and indulge in unspeakable rites in their secret shrines.



Dwarves: This part of Krynn was once, of course, ruled over by the Mountain Dwarves. Though it has been many centuries since they withdrew into the mountains, they left behind other Dwarfen races, some of whom may be friendly, others of whom will be hostile. Most notoriously, the Aghar are well-known for being stupid, quick-tempered and cruel.



Dragons: The greatest threat of all. Now that the evil Dragons have returned to Krynn, how can mere mortals stand against them? In the distant past, great wars were fought between the Dragons of good and Evil, but the last such war seemed to end with the triumph of good.



How can the Dragons have returned, and what ties them to the Draconians? The answer may never be known, but the sight of the Dragon Highlord, Verminaard, atop Ember, his red dragon steed, is to be greatly feared. If only the good dragons would return...

GLOSSARY

Ability Scores: These scores rate a PC's Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma on a scale of 3-18.

Alignment: This is a simple assessment of a PC or Monster's core outlook on life.

Armor Class: This is a rating assessing the defensive capabilities of a PC or Monster. The lower the score, the harder to hit they are.

Character Class: The occupation a PC follows.

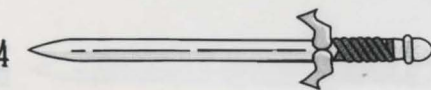
Encounter: Any meeting between the PCs and a Monster or friendly Character, entering a significant place or discovering treasure is an Encounter.

Experience Points: These are awarded during the game for victories in Combat, and count towards your Victory Score. In AD&D®, they also measure your progress through the different levels of your Character Class.

Hit Points: A measure of a PC or Monster's ability to survive being hit in Combat.

Icon: In the Wilderness, there are icons - pictures - to show the whereabouts of the PC Party, the Refugee group(s) and the draconian forces.

Level: PCs have Levels; they show how far that PC has progressed through their Character Class. Spells also have Levels, showing how difficult they are to master.



Magic: Many characters can cast spells. Many pieces of equipment can be enchanted. In AD&D®, all manner of things can be made possible through magic.

Melee: Any combat at close quarters.

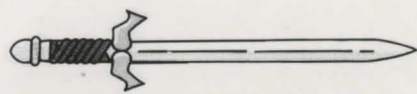
Monster: A catch-all term to describe the PCs' opponents.

Party: A group name for the 4 PCs.

Player Characters (PCs): The four Dragonlance Companions under your control. Any of the other Heroes can be substituted for them.

Race: Characters can be Human, Dwarven, Elves, Half-Elves or Kender.

Spell: An incantation that causes a magical effect to occur.



SHADOW SORCERER JOURNAL ENTRIES

1. The Story So Far

After many earlier adventures, the Dragonlance Companions gathered together in the village of Solace, bringing back bread tales of war. The brooding hordes of the Draconians were gathering in the north - what could stand against them? One of those who dared was a young woman called Goldmoon, and it was she who rediscovered the true gods, being granted clerical magic as reward. But what could one woman do against the armies of evil, even if that woman were supported by the greatest heroes of the world of Krynn had ever known?

Rushing south ahead of the black armies, the Companions came to the fortress of Pax Tharkas. A large number of slaves were working the mines there, under the control of the Dragonlord, Verminaard. The Companions freed the slaves, and escaped Pax Tharkas, sealing its mighty gates between themselves and Verminaard's legions.

It is only a matter of time before Verminaard breaks out from the fortress. When he does, he will demand a terrible price from the Companions and his former slaves...

2. Pax Tharkas

Pax Tharkas was once the boundary between the elves of Kith Kanan to the north, and the Dwarves of the kingdom of Thorbadin to the south. This much is common knowledge. The Elves withdrew to Qualinesti, and the armies of the great mage, Fistandantilus, are said to have thrown back the dwarves. Now it is the lair of Verminaard and his red dragon - Ember, and the cage which holds the armies of the draconians in check.

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

3. Ancient Document

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

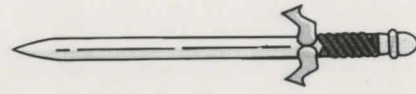
4. The Southern Road

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

5. The Refugee Council

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

First, though, you are invited to address them, to make a case for your own plans. You sense that there are differences among the Council, who are unsure that you can lead them to a safe haven in these uncharted lands. Locar is most openly hostile, but he is too cowardly to contradict you openly, and saves his spite for any comment offered by Elistan. Briar seems to follow him, though he accepts the counsel of Goldmoon and Riverwind also; he wants a simple, immediate solution. Brookland too has no time for complicated plans; his people are anxious, and want to find a place of safety soon. Elistan listens quietly, as always. He trusts you more than any of the others. Eben also seems to hang on your every word. He has been your comrade-in-arms, but he is cautious...



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

Click on the number appropriate for your choice:

- (1) Entreat, (2) Plea For Loyalty, (3) Reason, (4) Threaten, (5) Be Aggressive.

6. The Village of the Neidar Dwarves

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

After a short delay, you are shown into the presence of the Neidar King. He explains a little of the history of this land. Finally, he offers what help he can. "I cannot let you stay here. Your Refugees could not be accommodated in our simple village, and their presence would bring the wrath of the draconians upon us. But I would wish you well in your Quest to find a place of safety. If there is anything I can do to help, then you have but to ask."

Click on the number appropriate to your choice:

- (1) Rest - the Neidar will let you stay until the following Dawn, and will help staunch your wounds as best they are able.
- (2) Ask for food.
- (3) Ask about the location of Thorbadin.
- (4) Offer to do something for them.
- (5) Leave.

7. The Aghar

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

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

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

Click on the number appropriate to your choice:

- (1) Rest - the Aghar will let you stay until the following Dawn, and will help staunch your wounds as best they are able.
- (2) Ask for Food. Having seen what the Aghar eat, this may not be wise.
- (3) Ask about the location of Thorbadin.
- (4) Offer to do something for them.
- (5) Leave.

8. The Mad Wizard

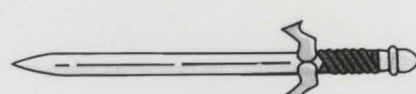
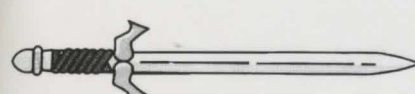
"My name is Fizban," he announces. "I'm a great wizard, y'know. If you hadn't caught me unawares, I might have fried you with a bolt of lightning. Still, it's them pesky draconians who have got it coming. I aim to destroy their army right here!"

The old guy looks several cents short of a full dollar, and you get ready to leave. Then you catch sight of a draconian patrol entering the valley below. You're trapped!

Fizban smiles, and hefts a snowball. The draconians come closer. It looks like you're in for an unpleasant scrap, but at least you have the element of surprise. At least you have for a moment, because Fizban rises up above the parapet, and yells "ATTACK!" - hurling his snowball into the middle of the patrol.

They looked as shocked as you, but only for a moment. Seconds after Fizban's shout ceases to echo around the mountains, a wall of snow sweeps down and buries the draconians.

"That'll teach 'em!" smiles Fizban. "Seems to me you could



have been a little faster off the mark there." You call up to Fizban, to ask what help he can offer. He returns a very hearty HAL-OO-OH! Suddenly the part of the glacier you are standing on slips away!

9. Advice from the Neidar

"Though this land was once all part of the land of Thorbadin, there are many others living here now. 'Ware the trolls in their caves, the lizardmen in the marshes. If there is a way through to the southern mountains, it will be very difficult to find. Always look carefully, for the way that is hidden in the shadows at dawn may be easily revealed by the light at sunlight."

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

"Finally, I must warn you of the dangers of the marshland, and of Skullcap Mountain. The Guardian of the Marshes is rumoured to be most dangerous indeed; seek out those who are permitted to pass."

"As for Skullcap, you must know that it is the tomb of the wizard Fistandantilus, who made war against the dwarves and built a great tower with which to breach the Dwarf-gates. But he was defeated, and caused the tower to explode, destroying the armies of friend and foe alike. The shattered stump of the tower is that mountain we call Skullcap. If you must venture near that terrible place, take great care, for the legends of our people say that Fistandantilus was not consumed in his own fire, but lives on..."

10. Advice from the Aghar

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

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

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

"Why, of course - you're quite right! No-one would want to go there. It's just that the wizard was seeking a way to break into Thorbadin himself... it's possible that whatever he managed to find was buried with him, wouldn't you say?"

11. The Entrance Chamber to Skullcap

Nothing on the outside of Skullcap could have prepared you for what you find inside. The 'jaws' of the Skull are actually moveable, and huge chains disappear through the floor of the entrance chamber, to some control room below. It seems that the entire fortress could be closed off - provided that the machinery is still in working order after all these years.

Nothing would be able to pass through those terrible jaws once they were closed. If you could bring the Refugees here, Skullcap might act as a temporary sanctuary from the forces of evil without.

Of course, that means locking the Refugees in with whatever evil lurks within...

12. The Map to Thorbadin

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

13. Operating the mechanism

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

It takes much of your combined strength, but you finally manage to throw the mighty lever, and the mildewed chains rattle and crack as they slide through the slots in the ceiling. Somewhere high above, you hear the grinding roar of rock as the fortress is sealed tight...

Fistandantilus destroyed this place before while trying to invade Thorbadin. Within the tunnels and mazes deep within the mountain, you are confident there is a way to progress deep under the mountains, out of sight of Verminaard's raging legions. Once safely away from his vengeance, you can search for the Mountain Dwarves once more.

As for you, dear player, this concludes the story of the Shadow Sorcerer. If you wish to continue the epic tale of DRAGONLANCE™, watch out for the next volume.

14. The Key Ring

Experimenting with the ring, you find the Green Key slips onto it by some strange means. The ring also buzzes with a strange energy which guides you to the key even when they are apart. By further experimentation, you receive a strong impression that the ring is also tuned to other keys, scattered about the lands hereabouts. Although, you have no idea what the keys could be for, or how many there might be, at least you have a clear idea where some of them are hidden.

15. The Southern Mountains

The map shows the far south of these lands, and the impassable peaks between them and the Dwarven Kingdoms of Thorbadin. The passes, you are told, are sealed with great gates which make those at Pax Tharkas look like a farm entrance by comparison. There appears to be no obvious way through them for the Refugees.

16. The Neidar's Request

"In a cave north-west of here there lives a swarm of giant bees. They are deadly foes, and many of our bravest warriors have perished seeking the treasure that lies within those caves."

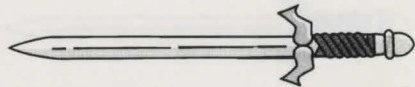
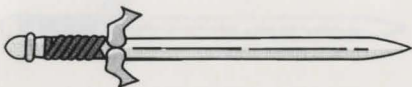
"What treasure? The bees produce a sweet nectar, a Royal Jelly. It heals the sick, and provides vitality. We need that nectar for our old, our sick and our infants."

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

17. Aghar food is hardly appetising. They eat what other subterranean dwellers eat - namely various varieties of worms, grubs and grim fungi. Whatever else you decide, your first meal amongst the Aghar convinces you the Refugees could never live in this place.

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

"We have a stick of great magic, which summons dragons. We keep it in our temple, where you must not go! We have a dragon made of stone there, and we are trying to make it come to life, so that it can defeat the red dragons, and save us! But we do not understand the words on the magic stick. Perhaps you could help us?"



You offer to assist, but explain you will need to see this 'magick stick'. The Highbulp becomes suspicious.
"No! You will take magick stick from us and make other dragons come to be your slave. This is no good for us. We do not need your help at all!"

19. "I'm very glad you came along! I thought I was at the end of my road, no mistake! So, least I can do is to point you in the right direction, eh? Take this map, I hope it does you service."

"See here - I have marked all the paths through the swamp, Beyond, there lie the mountains, and there I cannot help you."

"Beware - for there are many enemies in the Swamp. Along the main track there lives a vile wyrm, a green dragon. The toll he charges for all to pass is the same - their lives! Only the Jarak Sinn seem able to pass freely."

"The Jarak Sinn? They are Lizard folk, living here in the marshlands. I don't know much else about them, save that they are rumoured to have an altar to their God hereabouts."
"Thanks again for rescuing me!"

20. The Return of Fizban

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

"I thought you'd need my help again. A promise is a promise. I said I'd help, and I will!"

He rumages in his pack, spilling out an odd assortment of spell components and trivial junk. After a few moments, these are joined by a purple key. Fizban ignores it, but you recognise it as the final key that you have looked so long for, and fit it to the lock.

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

You tell of the current turn of events, and of Verminaards red dragon, Ember, in particular.

"A red? Don't worry - from now on you can leave Ember to me!"

If you encounter any problems loading or playing SHADOW SORCERER, call one of our product support representatives on:

021-625-3366(10am to 5 pm - Monday to Friday).
They will be happy to answer any query you have.

CREDITS

Program Creation:
U.S. Gold Ltd.

Project Manager:
Mike Wilding

Developer:
**George MacDonald,
Jeff Groteboer**

Programming:
Graham Lilley

Graphics:
**Kevin Bulmer &
Arc Developments**

European Product Manager:
Robert S. Malin

Playtesting:
**U.S. Gold Ltd. &
Strategic Simulations, Inc.**

Based on the Module:
**DL3. Dragons of Hope by
Tracey Hickman**

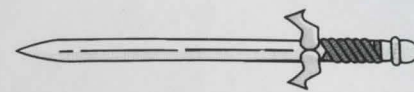
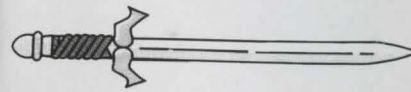
Original Cover Graphic:
Larry Elmore

Documentation:
**Paul Cockburn,
George MacDonald**

Graphic Design & Desktop Publishing:
**The Camel Advertising and
Marketing Group**

European Pre-press Production:
David H. Brown

Duplication Co-ordination:
Shakil Ahmed



LIMITED WARRANTY

Strategic Simulations, Inc. ("SSI") warrants that the diskette(s) on which the enclosed program is recorded will be free from defects in materials and workmanship. If the diskette(s) prove defective in any way, return them to U.S. Gold Ltd. Units 2&3 Holford Way, Holford, Birmingham B6 7AX, who will replace the diskette(s) free of charge.

SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE DISKETTE OR THE GAME DESCRIBED IN THIS RULEBOOK, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM AND GAME ARE SOLD "AS IS". THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM OR GAME EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OF EXCLUSION MAY NOT APPLY TO YOU.)

ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE and the TSR logo are trademarks owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc., Sunnyvale, CA, USA.

Copyright © 1991 Strategic Simulations, Inc. All Rights Reserved. Copyright © 1991 TSR, Inc. All Rights Reserved.

This handbook, any other accompanying printed material and the computer programs, on the accompanying floppy disks described herein, are copyrighted and include proprietary information belonging to SSI, Inc and TSR, Inc. No one is permitted to give or sell copies of this handbook, any other accompanying printed material and the computer programs, on the accompanying floppy disks or listings of the programs on the disks to any person or institution except as provided for by written agreement with TSR, Inc. No one may copy, photocopy, reproduce, translate or reduce to machine readable form this handbook or any other accompanying printed material, in whole or in part, without the prior written consent of TSR, Inc.

Any person reproducing any portion of this program for any reason, in any media, shall be guilty of Copyright violation and subject to the appropriate civil or criminal legal action at the discretion of the copyright holder(s).

WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham
B6 7AX. Tel: 021 625 3366.