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A DRAGONLANCE™ Action Game

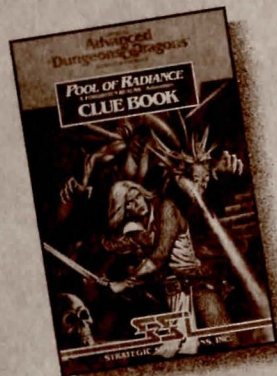
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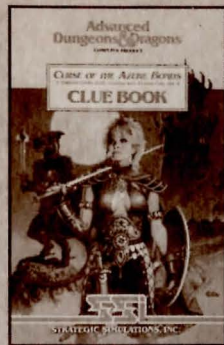


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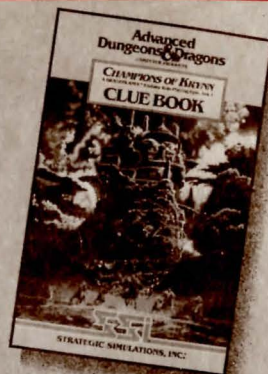
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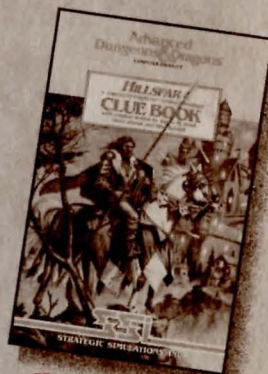
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CLUE BOOK BY GEORGE MACDONALD

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INTRODUCTION

DRAGONS OF FLAME is an action game based on the **ADVANCED DUNGEONS & DRAGONS®** game by TSR, Inc. It is set in the exciting **DRAGONLANCE®** game world. The background used in **DRAGONS OF FLAME** was described in the **DRAGONLANCE®** novel *Dragons of Autumn Twilight* and the **AD&D®** adventure module **DL2**. The characters, monsters, and situations in this game are based on these sources.

The background characters and monsters in **DRAGONS OF FLAME** are also summarized in the background book that comes with the game. With this clue book, the background book, the novel, and the **AD&D®** module available, a player can know almost anything he could want about **DRAGONS OF FLAME**.

Different gamers want different things from a clue book. Some only want hints at the start or when they have trouble in a particular location in the game. Others want maps so that they can orientate themselves. Still others want fine details of how the game works so that they can get the highest possible score. This clue book fulfills all of those needs.

This clue book acts as a gamer's guide to **DRAGONS OF FLAME**. Every important item and hint is included. For gamers who want to get started fast, read the Getting Started Quickly section. For gamers who want maps of the mazes and undergrounds, flip to the maps in the back half of the book. For gamers who want occasional hints, skim the section of the book relating to your trouble and ignore the rest of the book until you need it. And for those who want to get the maximum possible score, read the entire book. This is your clue book, you can get out of it as much information as you want or need.

This clue book assumes that you have read the **DRAGONS OF FLAME** background book and quick start card that came with your game. If you have any questions about the storyline of the game, check your background book first. If you have a problem with the installation or game controls, check your quick start card. Armed with all this knowledge, you are sure to be successful in your quest!

GETTING STARTED QUICKLY:

The following are 29 hints to getting started quickly when playing **DRAGONS OF FLAME**.

At The Start...

1) Use the Hero Select command to bring Tanis, Riverwind, and Tasselhoff to the front of the party, one at a time. Execute the Use command for Tanis's and Riverwind's arrows and Tasselhoff's pouch of bullets.

2) Use the Hero Select command to make Sturm the party leader, Tanis second, Raistlin third, and Goldmoon fourth. This puts two good fighters in the front of the party, and the spell casters in positions three and four where they can cast spells.

3) Choose the Magic Menu and choose a Magic Missile spell for Raistlin to cast.

4) Save the game once you have everyone set.

In The Beginning...

5) Use the quest map to identify where you begin in the wilderness. Note major landmarks on the quest map. Exit the quest map to the wilderness. Note the relationship between the landmarks on the quest map and the same landmarks in the wilderness.

6) Cross the bridge directly to the East. Find the NPC between the rivers. Move into the NPC and have him join the party.

7) Head north between the rivers and find the cache of weapons. Have Tanis pick up the arrows, have Flint pick up the battle axe +3, and have Caramon pick up the two spears.

8) Use the Hero Select command to bring Flint to the front of the party, then execute the Use command to ready his battle axe +3. Then use the Hero Select command to put Flint back into the party.

9) Save the game once you have picked up the NPC, picked up the weapons, executed the Use command on all items, and used the Hero Select command to set the order of all the characters.

10) Head south until you find the road again. Follow the road south towards Pax Tharkas.

Throughout The Game...

11) If your characters are wounded in the open wilderness, rush to a bridge and use the Rest command while the party is in wilderness view. Most monsters are not smart enough to get onto the bridge while in wilderness view.

12) Anytime your lead character gets heavily wounded in combat (his damage bar turns red), press the spacebar to halt the action and bring up the main menu. Use the Hero Select command to move the injured character to the rear and bring up a fresh fighter. It is much more efficient to heal a wounded character than to raise a dead character. Also, each time a character is raised from the dead, he loses a point of Constitution, which may cause him to lose hit points as well.

13) While the action is stopped at the main menu, use Goldmoon's memorized Cure Light Wounds spells to heal up your lead characters. If the battle is very difficult, use Goldmoon's Spiritual Hammer or Hold Person spells for a little extra firepower.

14) When the action gets heavy, remember to generate maximum firepower by using both the lead character to attack (with the direction and attack buttons) and Raistlin's spells (with the '.' key).

15) If the party leader has a ranged attack, and is not in melee combat with the enemy, leap away, turn, and fire while in mid leap. With practice you can get off two shots while leaping and not lose any speed.

16) Do not leap or change orientation while in melee combat. You are just giving the enemy a bunch of free attacks.

17) When fighting only Bozaks and/or Men (both of whom fire deadly ranged attacks) change orientation and make a short move. All of the attacks aimed at you will miss, and the enemy will appear in melee range where they can't use their ranged attacks.

18) Two other ways to avoid ranged attacks are to leap over enemy shots (he will then fire high to try to get you) or to duck enemy shots (he will then fire low to try to get you). Watch the level of an enemy ranged attack and duck or leap to avoid it.

19) If you are being chased by many monsters, and you are near a jumpable river, run towards the river and jump across. Use the quest map and the compass to figure out which way to run to a river. Even after you jump the river, the monsters will try to follow you, and drown like lemmings in the river. Only the flying giant wasp can cross the river. You do not get XP for monsters who drown, however.

20) Use the Hero Select command to examine the characteristics of the NPCs you pick up. Some are much better fighters than others, and some even carry magic weapons.

21) Keep moving through the open wilderness as fast as you can. The number of

monsters in the wilderness increases as the draconian armies sweep south.

22) Griffons and Trolls are the most dangerous monsters in the wilderness. Trolls can be hurt by any weapon, but because they regenerate, they can only be finally killed by magic.

23) Some terrain is impassable in wilderness view, but passable in combat view. You cross some rivers by jumping them. You can climb some cliffs by jumping up intermediate level hills.

24) Save weapons you find to give to rescued NPCs, men, or nomads.

25) You have to execute the Use command on an item before it will do anything.

26) To move through a door underground, change orientation so that the door is to the right or to the left of the lead character. Choose the Open command, choose the door, and then move through the open doorway.

27) Underground, you only see the north or west walls. If you are in the south half of a two square wide corridor running East and West, you can't see the back wall.

28) If you can't take an item, try switching orientation to make sure you are on top of the item in both directions.

29) The '.' key repeats Raistlin's last spell cast, if he is the second, third, or fourth character in the party.

THE PATH THROUGH THE GAME

There are four major quests in *DRAGONS OF FLAME*: Finding the legendary sword Wyrmslayer, rescuing the elven princess Laurana, and freeing the captured women and then the captured children of Qualinesti. To complete these quests, the party must successfully traverse all sections of the wilderness and underground.

DRAGONS OF FLAME divides into four major sections: The open wilderness, the wilderness maze, the caves of Sla-Mori, and the fortress of Pax-Tharkas. The party must complete each section in turn to complete the victory conditions.

In the open wilderness the party must engage in 'open field running' to avoid monster icons. When combat occurs, the party must defeat the enemy swiftly, before other monsters happen along. The party must find places in the wilderness to rest where monsters will not disturb them. In the open wilderness the party will meet the elf Gilthanas and many men who can join the party. Use the quest map for reference while moving through the open wilderness.

After traversing the open wilderness, the party enters the wilderness maze. The opening into the maze is along the east edge of the forest between the two rivers in the open wilderness. The maze leads through the forest and into the mountains north of Pax Tharkas. The party must find the treasures hidden throughout the maze, and then find the secret entrance to the caves of Sla-Mori. In the maze, the party will be able to rest frequently, and plan for monster encounters that lie ahead, but the monsters will often be upon the party at very short range. Use the wilderness maze map for reference.

Once the party enters Sla-Mori, they must learn to navigate the underground. Mapping, or using the maps later in the clue book, is a good idea. In Sla-Mori, the party will find the legendary sword Wyrmslayer. They must also find a secret door, adjacent to a false door, that will lead the party to the entrance of the fortress of Pax Tharkas. Use the Sla-Mori map for reference.

The party may enter Pax Tharkas in one of two ways: they may climb the chain to the chain level or go through the secret door into the Laurana level. On the chain level

the party will find a number of important treasure items. On the Laurana level, the party will find the princess Laurana. Between these levels, two dragons guard important treasures. On the dragon level, the party will find the captured children of Qualinesti. In the women's prison level across from the dragon level, the party will find the captured women of Qualinesti and be able to complete the game. Use the overview of Sla-Mori and Pax Tharkas to orient the various levels and use the individual level maps to navigate to specific locations.

ITEMS

Characters begin the game with some items. As the game progresses, they find additional items. These items can help the characters complete their quests and are worth experience points (XP). If you are playing for the highest possible XP score, make sure to get all the valuable items in the game.

Normal weapons have only a name. Magic weapons have a name, and a numerical bonus. For example, a two handed sword +3 is a powerful sword that is 3 points easier to hit an opponent with and does 3 additional points of damage each time it hits. Look for weapons with bonuses, they do the most damage and are worth the most XP.

Arrows: All characters who can use a bow need arrows. A quiver of normal arrows contains 20 shots. A quiver of arrows +2 contains 10 shots. Archers must execute the Use command on their arrows to be able to fire their bows. Each quiver of Arrows +2 is worth 50 XP.

Axes: Flint is the only character who uses axes. The battle axes are used as melee weapons and the hand axes are used as ranged weapons. As Flint throws a hand axe he automatically uses any other hand

axes he has so that he is ready for a second attack. A battle axe +3 is worth 1200 XP.

Bows: Riverwind and Tanis begin the game with bows. Gilthanas and Laurana can use a bow, but do not start with one; their bows are found near where they begin the game. Characters with a bow must also have and use a set of arrows to fire.

Bracers of Defense AC 2: These bracers lower any character's armor class to 2 (unless it is already lower than 2). They are especially valuable for characters such as Flint or Caramon who are often in combat, but who have poor initial AC's. Bracers of defense AC 2 are worth 3500 XP.

Clerical Scrolls: Even after the power of the Disks of Mishakal is exhausted and Goldmoon has cast all of her memorized spells, she can still throw magic from scrolls. To cast a clerical spell from a scroll, make Goldmoon party leader and execute the Use command on the scroll. Spells on scrolls have only one use, then the scroll disappears. A scroll with Dispel Magic is worth 300 XP. A scroll with Cure Serious Wounds is worth 500 XP. A scroll with Raise Dead is worth 500 XP.

Chests: These hold items that the characters can take after the chest has been opened. Unfortunately, chests are always trapped. Use Tasselhoff to open the chests; he has a chance to disarm traps before they do any damage.

Disks of Mishakal: These disks were rescued by the companions during their first adventure (chronicled in the game *Heroes of the Lance*). Goldmoon can wield the power of the disks to cast powerful healing spells. The disks contain 100 charges and can cast three different spells: Cure Critical Wounds (which uses 2 charges), Raise Dead (which uses 10 charges), and Heal (which uses 5 charges).

The disks cannot be recharged in **DRAGONS OF FLAME**, so use their power wisely. If a damaged character does not need immediate healing, use the Hero Select command to move him to the back of the party. Later, use Goldmoon's memorized Cure Light Wounds spells to heal the character. This will preserve the charges in the disks for the more important Raise Dead spells. Remember though, that Laurana and Gilthanas are elves and cannot be raised from the dead. Try not to let them die in combat.

Gems: These valuable items can be used after the quest to help fund the war against the draconian armies. Gems are worth 500 XP.

Hoopak +2: Tasselhoff begins with a Hoopak +2, a weapon that is a combination sling and metal shod quarterstaff. Only Tasselhoff can use the hoopak and its sling.

Jewelry: Jewelry is valuable and can be used after the quest to help fund the war against the draconian armies. Jewelry is worth 1000 XP.

Magic User Scrolls: Even after the power of the Staff of Magius is exhausted, Raistlin can throw magic from scrolls. To cast a magic user spell from a scroll, make Raistlin party leader and Use the scroll. Spells on scrolls have only one use, then the scroll goes away. A scroll with Fireball is worth 300 XP. A scroll with Web is worth 200 XP. A scroll with Magic Missile is worth 100 XP.

Potions of Extra Healing: A Potion of Extra Healing will restore some hit points to a character. Use the potion to gain its benefit. The potion has several uses before it is gone. A Potion of Extra Healing is worth 400 XP.

Potions of Healing: A Potion of Healing will restore some hit points to a character. Use the potion to gain its benefit. The potion has one use and then is gone. A Potion of Healing is worth 200 XP.

Pouch of Bullets +1: Each Pouch of Bullets +1 contains 20 shots. Tasselhoff must use his bullets to be able to fire his sling. Each Pouch of Bullets +1 is worth 20 XP.

Quarterstaff +2: Goldmoon begins with a Quarterstaff +2 as her melee weapon. She is the only character who is proficient with, and can use, the quarterstaff.

Rings of Protection: These rings make a character harder to hit and less vulnerable to magic. Once a character has used a Ring of Protection he will not give it up. A Ring of Protection +1 is worth 2000 XP. A Ring of Protection +2 is worth 2500 XP.

Sling: This represents the ranged weapon part of Tasselhoff's hoopak. Like a bow, Tasselhoff must use his pouch of bullets +1 to fire his sling.

Spears: Caramon is the only character who can use spears. He throws the spears as ranged weapons. As Caramon throws a Spear, he automatically uses any other Spears he has so he that is ready for a second attack.

Staff of Magius: This is the staff that Raistlin uses to cast all of his spells. The staff contains 100 charges and can throw 9 different spells. Raistlin can cast spells by being party leader and making a ranged attack, or by being second, third or fourth and using the '' key to recast his last spell.

The staff can be recharged by absorbing Bozak spell attacks. When a Bozak attacks, make Raistlin the party leader and let the spells hit him. Do not let him get into melee combat (he dies easily). When the Bozak runs out of spells and charges, use the Hero Select command to put Raistlin into

the back of the party, and make a fighter the party leader. Do not overcharge Raistlin's staff or it will explode, probably killing Raistlin and wasting many charges from the staff.

Swords: Riverwind, Caramon, Tanis, Sturm, Gilthanas, Laurana, and the men and nomads can use any of the swords. Non-magical swords are not worth any experience points. A broadsword +2 is worth 800 XP. A Longsword +1 is worth 400 XP.

Wyrmslayer: This legendary sword is a two handed sword +3 that does double damage when attacking dragons and draconians. Recovering Wyrmslayer completes one of the party's quests. Wyrmslayer is worth 10,000 XP.

CHARACTERS

Each of the characters has their strengths and weaknesses. All are valuable in completing the quest. Some characters, however, have unique abilities and should be protected at all costs. See the Character and NPC Statistics Summary in Appendix A for details on the capabilities of different characters.

Goldmoon: The first True Cleric since the Cataclysm. Her powers include the ability to memorize clerical spells, utilize the healing powers of the Disks of Mishakal, and the ability to turn or destroy undead. When a memorized spell is cast, it is used up. But, when the party successfully rests, Goldmoon's 12 memorized spells are restored.

Try to protect Goldmoon at all costs. Keep her in position 3 or 4 where her spells are available, but not where she is in immediate danger of becoming party leader. Use Goldmoon's memorized Cure Light Wounds spells to heal characters whenever possible. The Cure Light Wounds spells are regenerated by resting, the Cure Serious Wounds and Heal spells from the Disks of Mishakal are not.

Riverwind: The second strongest character in the party. He also carries a bow. Remember to execute the Use command on his arrows at the start of the game so that he is ready to fire. Late in the game he is a good candidate to carry Wyrmslayer if Caramon has been killed once too often.

Anytime that Goldmoon takes enough damage so that her damage bar goes red, Riverwind will jump to the front of the party to protect her. This can be dangerous if he is already hurt. Try to keep Riverwind healed up if there is a chance that Goldmoon will get hurt.

Raistlin: The party's magic user and their most effective source of ranged fire power. Raistlin's spells come from the Staff of Magius and have a large, but limited, number of charges.

Try to protect Raistlin at all costs. Keep him in position 3 or 4 where his spells are available, but not where he is in immediate danger of becoming party leader. Raistlin has the lowest number of hit points in the party and can be killed in a single blow by a troll or griffon.

Early in the game, fire a Magic Missile from Raistlin. From then on, every time you hit the '.' key, Raistlin will re-cast the Magic Missile spell. Learning to coordinate fighting in melee and casting Raistlin's spells will maximize your firepower.

To generate even more firepower, set Raistlin to throw Fireball spells each time you hit the '.' key. Unfortunately, the party members can take damage from the fireball explosion, the staff will drain three times as fast, and a Fireball spell is overkill against many of the monsters. For a different effect, set the staff to throw Web, Sleep, or Charm Person spells. These are good choices, once you know who your opponents are and if the spells will be effective.

Refer to Appendix B, Monster Statistic Summary, to see which spells are effective against which opponents.

Caramon: The strongest fighter in the party. With Wyrmslayer in his hands he deals out tremendous damage. But, Caramon has a medium number of HP, and he loses them rapidly if he dies and is successfully raised from the dead. Also, he has the worst AC in the party.

Caramon's 'aces in the hole' are his throwing spears. Run up north after crossing the first bridge so that Caramon can grab his full complement of spears. Retrieve the spears after each fight so that Caramon need never be without a ranged attack.

Tanis: The fighter with the second highest number of HP in the party, the best AC, and an archer to boot. Tanis seldom loses hit points when he gets raised from the dead. These qualities make him the perfect back up to any of the more powerful party leaders like Sturm, Caramon, or Flint. Be sure to execute the Use command on Tanis' arrows at the start of the game so that he can fire his bow when needed.

Sturm: He carries the second best weapon in the game, the mighty two handed sword +3. With this weapon, Sturm can kill many smaller monsters in one shot. This is important, as Sturm has only a medium number of HP and a medium AC. A good player learns to time Sturm's swings so that he attacks before the enemy has a chance to attack.

Tasselhoff: An important character because his thievery abilities allow him to try to open trapped chests without being hurt. In combat, his best tactic is to keep away from his enemy, pausing only to occasionally fire his sling at range. With his sling, Tasselhoff can kill very powerful monsters (though it might take a great many shots).

Unfortunately, Tasselhoff is too small to successfully jump rivers.

Flint: The character with the highest number of HP in the party. Make sure the party runs up north after crossing the first bridge so that Flint can grab the battle axe +3. With his powerful battle axe, Flint is a good fighter in melee, and with his throwing axes he is effective at range. His high constitution gives him a good chance to survive being raised from the dead. Flint's varied capabilities make him a good party leader when Sturm or Caramon are injured.

NON-PLAYER CHARACTERS

Along the party's quest they will meet a number of Non-Player Characters (NPCs). These NPCs can be added to the party and can fight alongside the heroes. Adding Princess Laurana to the party is one of the quests.

Eben Shatterstone: A cowardly mercenary. He will never become party leader, and if the rest of the party is killed, Eben will join the enemy to save his own hide. Eben starts the game just south of the party. Do not pick him up, for he will do you no good.

Gilthanas: He begins the game at the opening of the pass to Pax Tharkas. He is a fighter-magic user who can use a bow, a formidable combination. Unfortunately, Gilthanas has few HP and a medium AC. If you add him to the party, journey a little farther southward to pick up a bow and arrows for him.

Gilthanas is best utilized by running and shooting. In combat he will fire three magic missile spells, two web spells, and then use his bow and arrows (if he is so equipped). Whenever the party rests, Gilthanas regains his spells. If Gilthanas can keep his enemies at range, he is an effective fighter. Be careful not to let Gilthanas die. He is an elf and cannot be raised from the dead.

Laurana, Princess of the Qualinesti Elves: Her rescue is one of the party's quests. Laurana has few HP, but her high Dexterity and magic mail give her the best AC in the game. She will be disguised when you find her, so do not accidentally kill the lone person standing in the midst of a group of draconian guards.

When you rescue Laurana, look for her magic sword, hidden in the northwest corner of her room. Her bow and arrows are in the next room to the west. Fully armed, Laurana is a passable fighter, but like Gilthanas, is more effective at range. Be careful not to let Laurana die. She is an elf and cannot be raised from the dead.

Men & Nomads: These abound in the wilderness. Each will have something to say and they can act as fighters and pathfinders. They vary greatly in fighting quality; some have reasonable HP and good weapons, other are barely armed or skilled. All fight only with sword.

A good use for men and nomads is as pathfinders. Use them to attempt river jumps, or when you must jump through a large party of monsters. If the party is full of men and nomads when another NPC comes along, the NPC will displace a nomad.

MONSTERS

The quest would be a cake-walk if it were not for the monsters in the way. Each monster has its own unique set of characteristics, and is a unique challenge. See the Monster Statistic Summary in Appendix B for details on the capabilities of different monsters.

Aghar: These are almost comical enemies. They do little damage and have poor armor but can take a reasonable amount of damage.

Baaz: These are the lowest class of draconians. They do reasonable damage, have good armor, but take very little damage to kill.

Bozaks: The most dangerous draconians in this game. They do reasonable damage, have good armor, and take a reasonable amount of damage to kill. Bozaks have the power to throw Magic Missile spells. They will hang back and throw spells until they run out, then they will charge into melee.

It is most efficient to engage Bozaks in melee combat. To defeat individual Bozaks who are at range, change orientation and make a short move. The spells in flight will miss and the Bozak will appear where the character was before moving. Turn and engage the Bozak in melee combat.

Bozaks also explode after they die. When the final blow is struck, leap away to get as far from the explosion as possible. If your party leader is gravely wounded, press the spacebar and use the Hero Select command to put a healthy character up front to take the damage from the explosion.

Dire Wolves: These are very fast creatures with reasonable defenses and attacks. You cannot run away from Dire Wolves.

Dragons: The most fearsome beasts in **DRAGONS OF FLAME**. An individual dragon can easily kill the entire party.

In melee, a dragon does awesome damage, has the best armor of any monster, and takes a lot of damage to kill. It can kill many of the characters in a single attack.

At range, the dragon can breath fire. Each fire attack has a good chance to kill a character. A character can almost never survive a second fire attack.

The most potent weapon against a dragon is Caramon carrying the sword Wyrmslayer. The party must survive the rush into melee, and then kill the dragon before it eats too many characters.

To kill a dragon, get as close as possible to the dragon before it comes on screen. Rest to regain Goldmoon's memorized spells. Have Goldmoon throw her Protection From Evil, Prayer, and Bless. Arrange the characters in the party so that characters like Flint, Tanis, and Sturm, (those with the most hit points) are up front. They each have a chance to absorb a fire attack without dying. Place the fighter carrying Wyrmslayer fourth, so that he won't be killed by the fire attacks. Make sure all characters are fully healed. Move Goldmoon and Raistlin to the back of the party, to protect them. Then save the game.

Move in to face the dragon. Run (do not leap) forward. The fire attacks are too low to dodge, and come too rapidly to leap over. After a character is hit by a fire attack, press the space bar and use the Hero Select command to rotate him to the back of the party. Exit the menu and keep running toward the dragon. The party may get hit two or three times, but will end up adjacent to the dragon.

Press the space bar and use the Hero Select command to bring the character with Wyrmslayer to the front. Back him up with the other healthy fighters. You may consider using Goldmoon's Heal or Raise Dead spells on powerful fighters for even more backup. If you are willing to risk Goldmoon or Raistlin in the third or fourth spot, you can cast Goldmoon's Spiritual Hammer spell, and Raistlin's Magic Missile spells. Then exit the menu and attack the dragon hand-to-hand with Wyrmslayer. The combination of Wyrmslayer and any attack magic spells should kill the dragon in a few blows.

Once the dragon is defeated, raise any dead characters, heal any wounded characters, and look for the dragon's treasure. Know that you have defeated the most powerful enemy in the game.

Giant Wasps: These monsters have reasonable armor and hit points, but can fly and do a lot of damage. Because they fly, they will not drown when they chase the party across a river.

Goblins: These are among the least dangerous enemies in the game. They take the least damage to kill, do little damage, and have a poor chance to hit the characters. Unfortunately, they look just like their more powerful cousins, the hobgoblins.

Griffons: These are powerful creatures with good defenses. They take a lot of damage to kill and do tremendous damage in return. If possible, keep out of melee with griffons, leap away and kill them with arrows or spells instead.

Hobgoblins: These are the more dangerous cousins to the goblins. They take more damage to kill, do more damage, and have a better chance to hit the characters. Even with these advantages, hobgoblins are among the lesser foes you will face.

Kapak: These are an intermediate level of draconian. They take more damage than Baaz, but deliver less damage per hit and have similar armor.

Men: These are worthy opponents because of their powerful bows. If a man is allowed to stand off and shoot arrows, he can do a lot of damage. In melee, however, men die very quickly. To defeat an individual man who is at range, change orientation and make a short move. The arrows in flight will miss and the man will appear where the character was before moving. Turn and engage the man in melee combat.

Stirges: These are disgusting flying creatures that live only underground. They have poor armor, take little damage to kill, and have poor attacks. Kill them with a few swift blows.

Trolls: These are the most powerful enemies that the party will come into repeated contact with. Trolls have reasonable armor, take a lot of damage before they die, and can deal out tremendous blows. Also, because of their power to regenerate, trolls cannot be finally killed by melee weapons.

A troll is best engaged at range with missile weapons and magic spells. If the party does end up in melee combat with a troll, use the '.' key to have Raistlin throw Magic Missile spells to finish off the troll. If Raistlin is unavailable, then hit the beast several times to reduce its hit points and then finish it off with Goldmoon's Spiritual Hammer spell.

War Dogs: These are fast creatures with poor defenses that do reasonable damage when they hit.

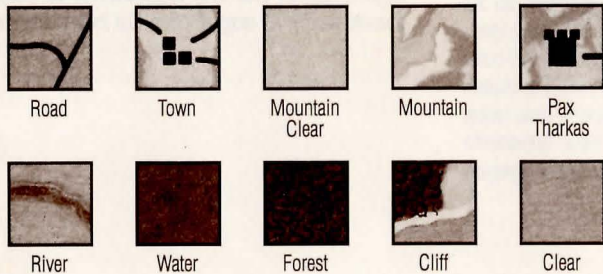
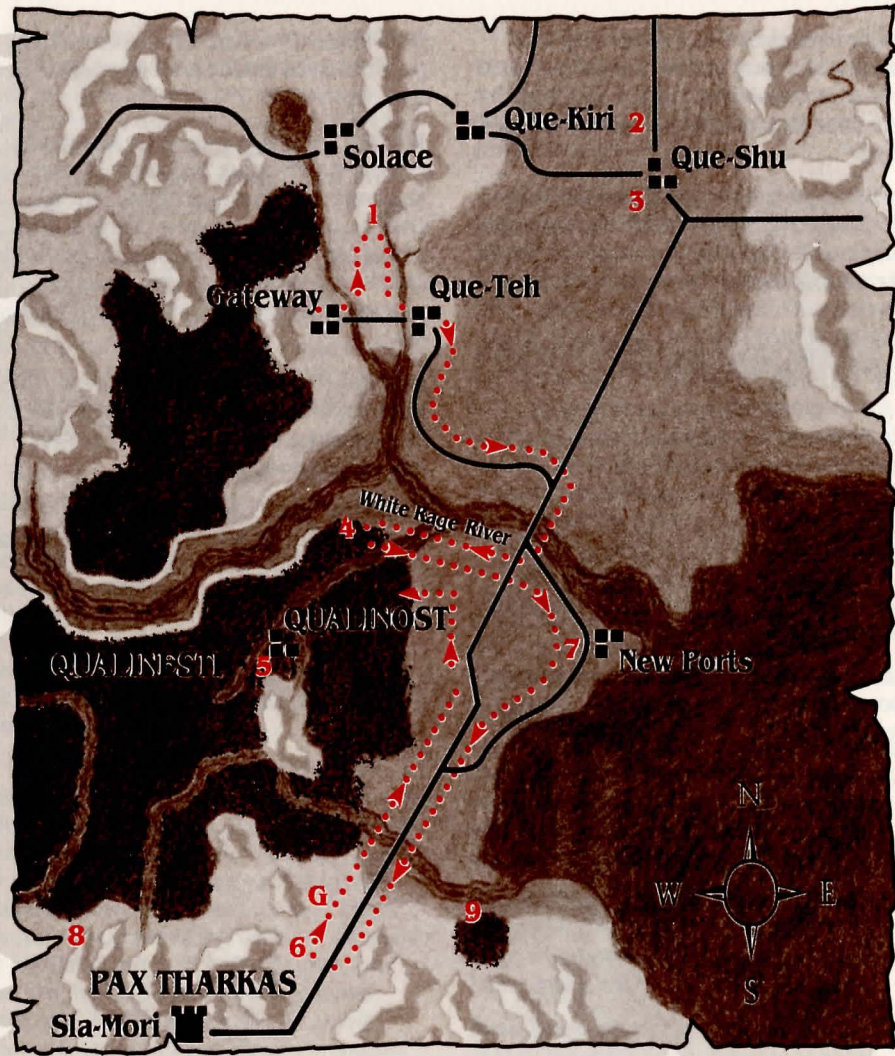
Wild Dogs: These are fast creatures with poor defenses that do poor damage when they hit.

Wights: These are undead creatures with reasonable defenses, that take a reasonable amount of damage before they die. They do poor damage when they hit. But, wights can only be hit by magical weapons. Caramon does not start with a magical weapon and cannot kill Wights until he gets one.

Wraiths: These are powerful undead. They have better defenses and take and deliver more damage than wights. They require magical weapons to kill.

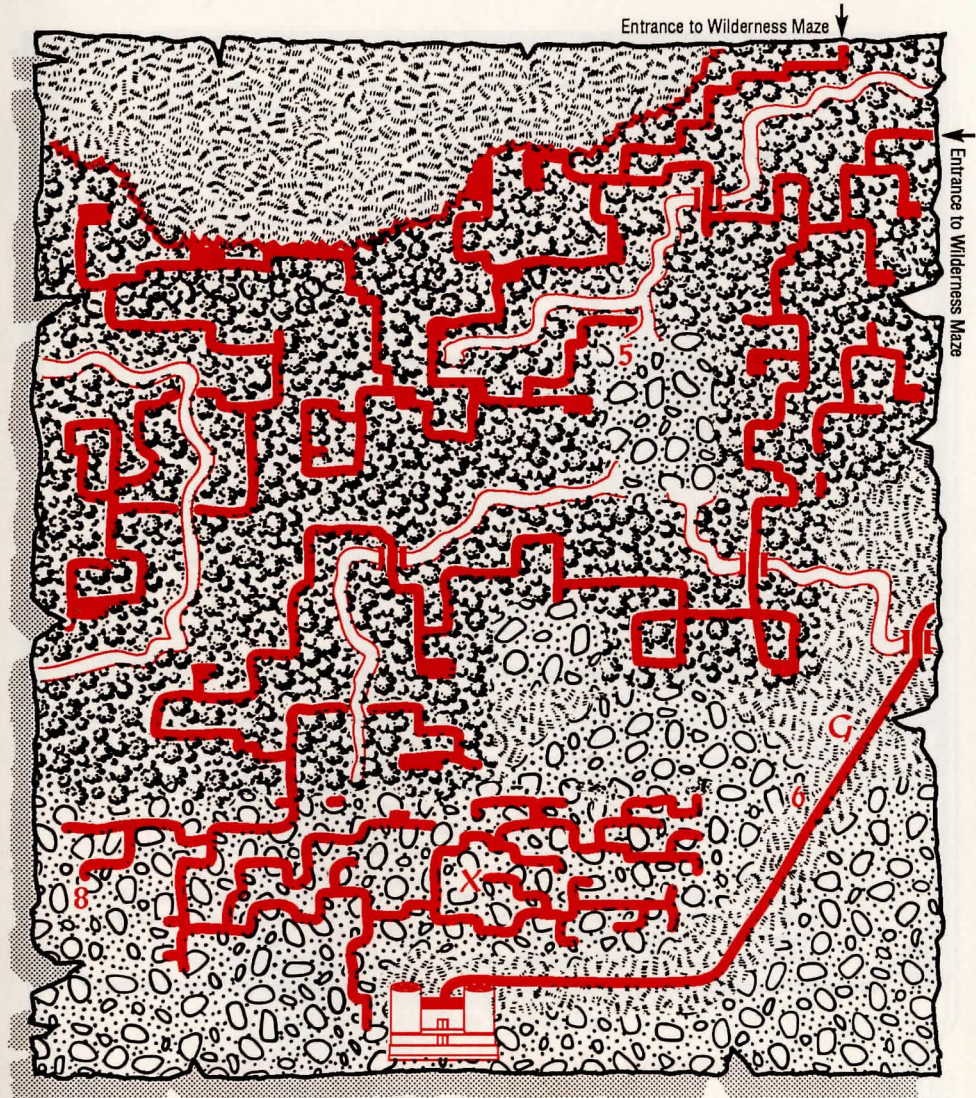
Zombies: These are the least of the undead in the game. They have poor armor and take few hits to kill. They can do reasonable damage when they hit.

WILDERNESS MAP



.....➔ Suggested path through the Open Wilderness to the entrance of the Wilderness Maze

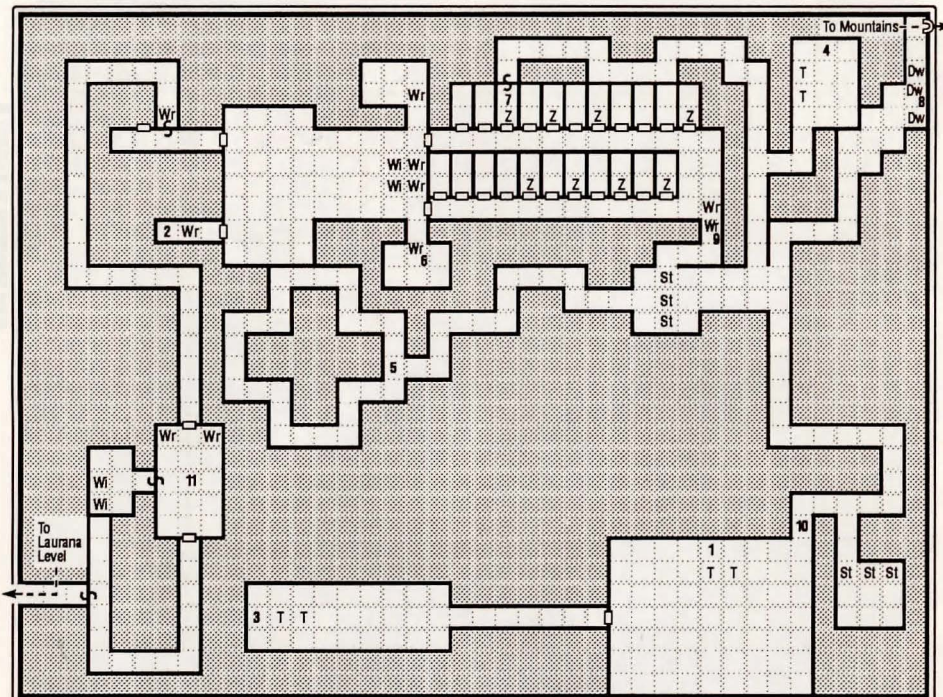
WILDERNESS MAZE MAP



Key for the Wilderness Map/Wilderness Maze Map

- | | |
|--|--------------------------|
| 1 - Arrows, Battle Axe +3, 2 Spears | 7 - 2 Potions of Healing |
| 2 - Gem | 8 - Broadsword +2 |
| 3 - Gem | 9 - Jewelry |
| 4 - 2 Potions of Extra Healing, Arrows +2 | G - Gilthanas |
| 5 - Scroll with Web spell, Scroll with Fireball spell, Arrows +2 | X - Entrance to Sla-Mori |
| 6 - Bow, 2 Arrows | |

SLA-MORI MAP

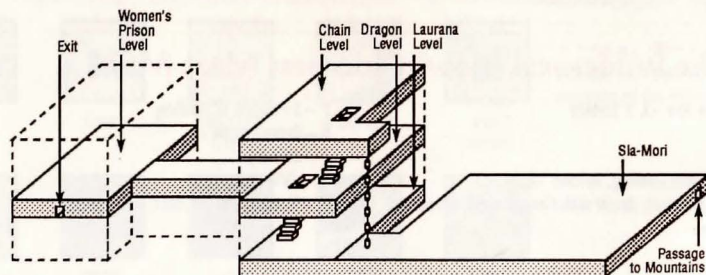


KEY

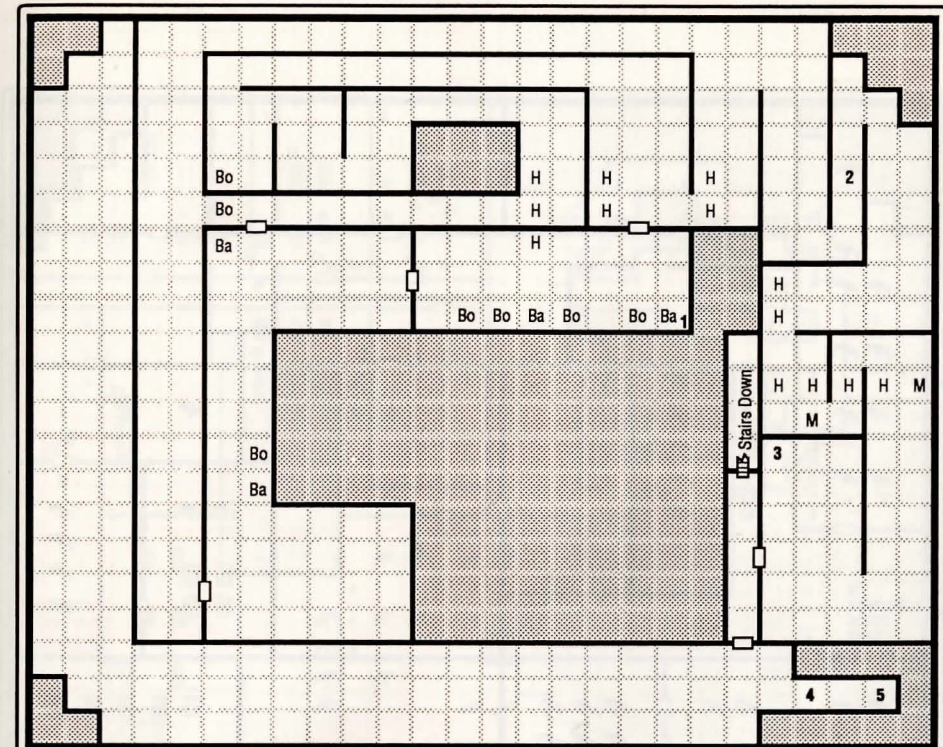
Wall	⤷ Arched Doorway	Dw Dire Wolf	T Troll	Wr Wraith
◻ Door	⚡ Secret Door	St Slirge	Wi Wight	Z Zombie

- | | |
|---|-------------------------------------|
| 1 - Wyrmslayer | 4 - Ring of Protection +1 |
| 2 - Trapped Chest containing Scroll with Raise Dead spell, Scroll with Cure Serious Wounds spell, Jewelry | 5 - Scroll with Magic Missile spell |
| 3 - Trapped Chest containing Scroll with Cure Critical Wounds spell, Scroll with Dispel Magic spell, Gem | 6 - Pouch of Bullets +1, Arrows +2 |
| | 8, 9, 10 - Traps |
| | 11 - Chain to Chain Level |

OVERVIEW - PAX THARKAS & SLA-MORI



CHAIN LEVEL MAP

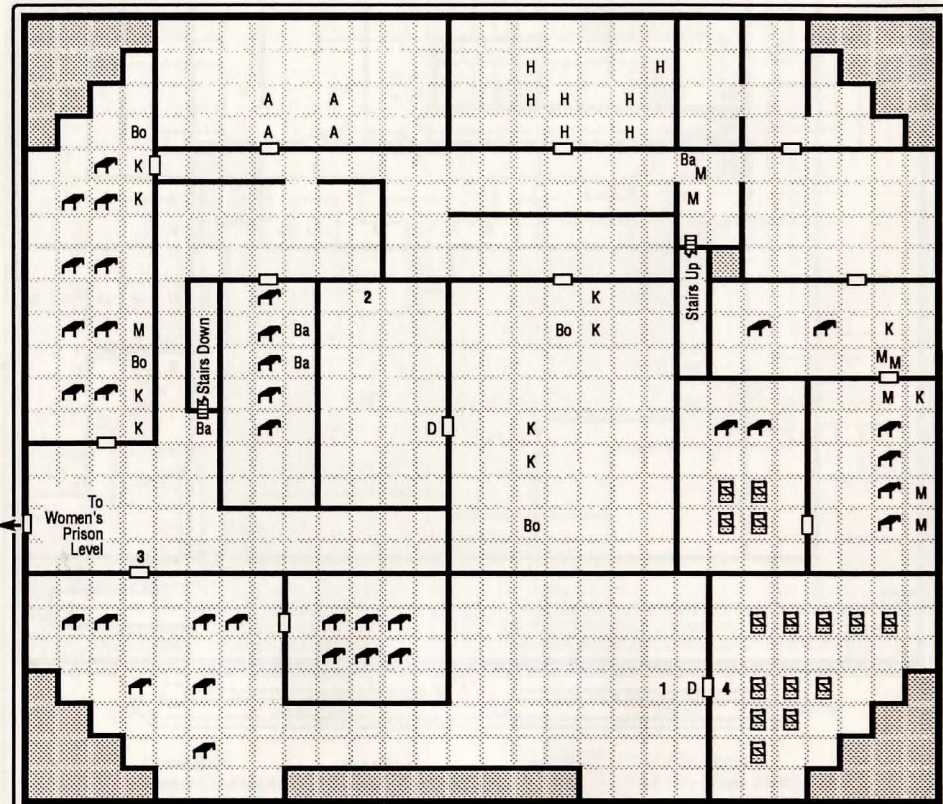


KEY

Wall	⬆ Stairs	Bo Bozak	M Men
◻ Door	Ba Baaz	H Hobgoblin	

- | |
|---|
| 1 - Trapped Chest containing Scroll with Raise Dead spell |
| 2 - Invisible Potion of Extra Healing, Trap |
| 3 - Throwing Axes |
| 4 - Trap |
| 5 - Chain to Sla-Mori |

DRAGON LEVEL MAP

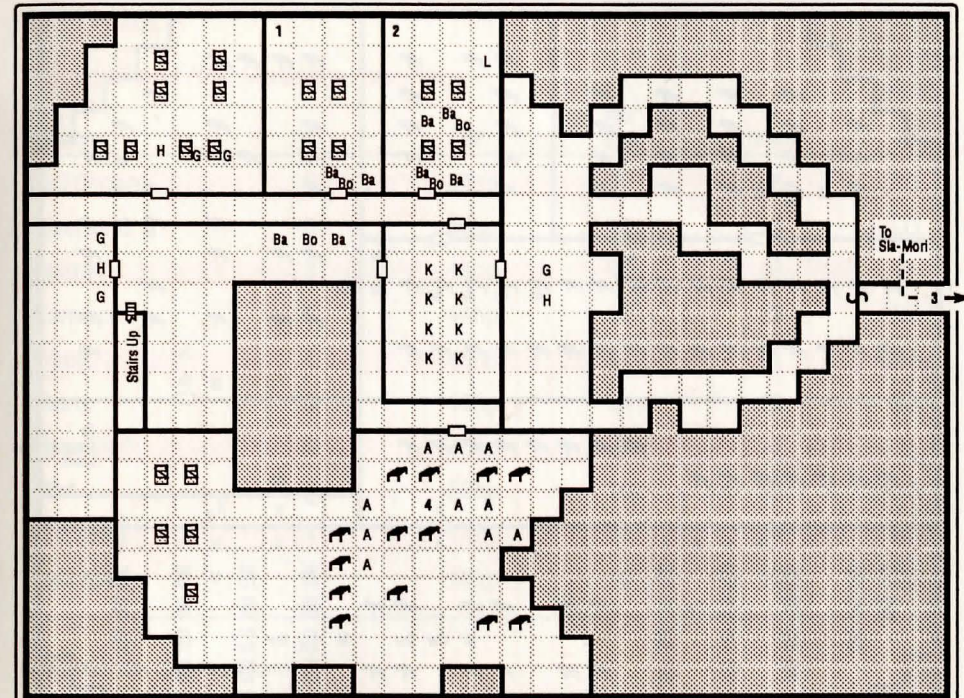


KEY

- Wall
- Table
- A Aghar
- Bo Bozak
- H Hobgoblin
- M Men
- Door
- Bed
- Ba Baaz
- D Dragon
- K Kapak
- Stairs

- 1 - Trapped Chest containing Bracers of Def AC2
- 2 - Ring of Protection +2, Scroll with Raise Dead spell
- 3 - Trap
- 4 - Children to be rescued

LURANA LEVEL MAP

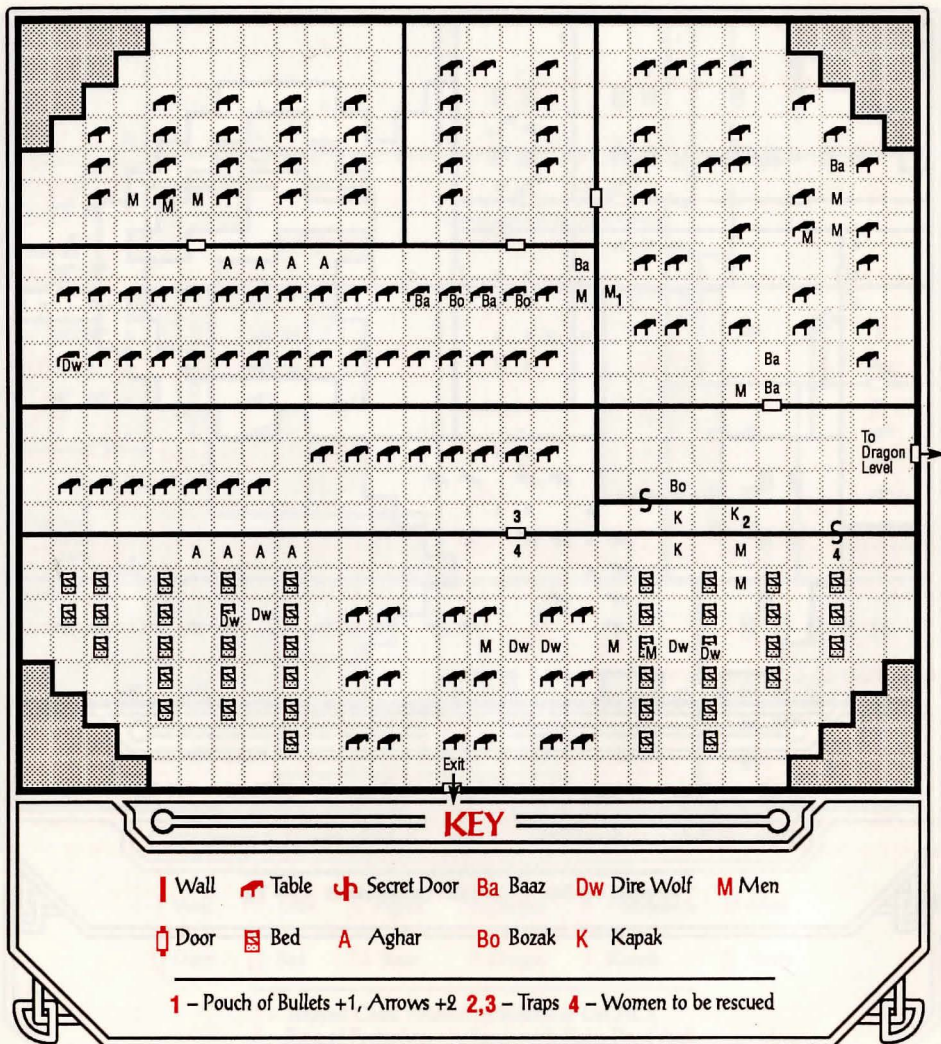


KEY

- Wall
- Table
- Stairs
- A Aghar
- Bo Bozak
- K Kapak
- M Men
- Door
- Bed
- Secret Door
- Ba Baaz
- H Hobgoblin
- L Laurana

- 1 - Arrows +2, Bow
- 2 - Invisible Longsword +2
- 3, 4 - Trap

WOMEN'S PRISON LEVEL MAP



APPENDICES

APPENDIX A

Character and NPC Statistics Summary:

Character	AC	HP	Max DMG	THACØ	AL
Goldmoon	6	24hp	8	16	LQ
Riverwind	5	36hp	13	13	LQ
Raistlin	5	11hp	10	18	N
Caramon	6	44hp	11	12	LQ
Tanis	4	45hp	11	14	NG
Sturm	5	40hp	14	10	LQ
Tasselhoff	6	20hp	8	17	N
Flint	6	52hp	10	15	NG
Gilthanas	4	17hp	10	16	CG
Laurana	0	18hp	10	18	CG

Character: the character's name.

AC (Armor Class): the lower the number the harder the character is to hit.

HP (Hit Points): the number of points of damage a character can take before dying. The larger the number the harder the character is to kill.

MAX DMG (Maximum Damage): the maximum damage a character can do in one attack in melee combat against a man sized target. Most characters do additional damage against larger than man sized targets.

THACØ (To Hit Armor Class Ø): the lower the number the easier the character will hit monsters.

AL (Alignment): what the character's alignment is, L=Lawful, N=Neutral, C=Chaotic, G=Good

APPENDIX B

Monster Statistics Summary:

Monster	AC	HD	Max DMG	THACØ	AL	Can Sleep?	Can Hold person/ Charm person?	Can Web?	Where is?	XP
Aghar	8	4	6	15	N	Y	Y	Y	U	60
Baaz	4	2	8	16	LE	Y	Y	Y	WU	90
Bozaks	2	4	8	15	LE	Y	Y	Y	WU	250
Dire Wolves	6	3+3	8	16	NE	Y	N	Y	U	130
Dragons	-1	77hp	46	9	CE	N	N	N	U	7760
Giant Wasps	4	4	12	15	N	Y	N	Y	WU	395
Goblins	6	1-1	6	20	LE	Y	Y	Y	WU	15
Griffons	3	7	24	13	N	N	N	N	W	695
Hobgoblins	5	1+1	8	18	LE	Y	Y	Y	WU	30
Kapak	4	3	4	16	LE	Y	Y	Y	WU	120
Men	9	1	8	20	N	Y	Y	Y	WU	20
Stirges	8	1+1	3	18	N	Y	N	Y	U	50
Trolls	4	6+6	28	13	CE	N	N	N	WU	790
War Dogs	6	2+2	8	16	N	Y	N	Y	W	70
Wild Dogs	7	1+1	4	18	N	Y	N	Y	W	35
Wights	5	4+3	4	15	LE	N	N	N	WU	645
Wraiths	4	5+3	6	15	LE	N	N	N	U	730
Zombies	8	2	8	16	LE	N	N	Y	U	40

Monster: the monster's name.

AC (Armor Class): the lower the number the harder the monster is to hit.

HD (Hit Dice): the first number is the number of hit dice, the second number is the hit point bonus. The larger the numbers the more damage the monster will take before dying. Dragons always take 77 hp before dying.

MAX DMG (Maximum Damage): the maximum damage a monster can do in one melee attack.

THACØ (To Hit Armor Class Ø): the lower the number the easier the monster will hit the character.

AL (Alignment): what the character's alignment is, L=Lawful, N=Neutral, C=Chaotic, E=Evil.

Can Sleep?: is the monster affected by the Sleep spell, Y=Yes, N= No.

Can Hold Person or Charm Person?: is the monster affected by the Hold Person or Charm Person spells, Y=Yes, N=No.

Can Web?: is the monster affected by the Web spell, Y=Yes, N=No.

Where is?: where is a monster found, W=Wilderness, U=Underground.

XP (Experience Points): the number of experience points the character gets for killing the monster.

APPENDIX C

Hot Keys and Main Menu:

ESC	Exit Menu
H	Hero Select and Status Screen
C	Clerical Spells
	# Cure Light Wounds
	# Protection From Evil
	# Find Traps
	# Hold Person
	# Spiritual Hammer
	# Prayer
	# Bless
	# Dispel Magic
	* Turn Undead
	o Cure Critical Wounds (2)
	o Raise Dead (10)
	o Heal (5)
M	Magic User Spells
	Charm Person (1)
	Sleep (1)
	Magic Missile (1)
	Web (2)
	Detect Magic (1)
	Detect Invisible (2)
	Burning Hands (1)
	Fireball (3)
	Final Strike (All)
U	Use
R	Rest
T	Take
O	Open
G	Give
I	Inspect
D	Drop
P	Put
S	Shut
Q	Quest Map
	Save Game
	Restore Game
X	XP
Ø	Toggles between Wilderness and Combat views
.	Casts Raistlin's last spell
V	Toggles sound volume on and off

Memorized spells, recharged by resting

* Ability, always available

o Spells powered by the Disks of Mishakal (100 Charges)

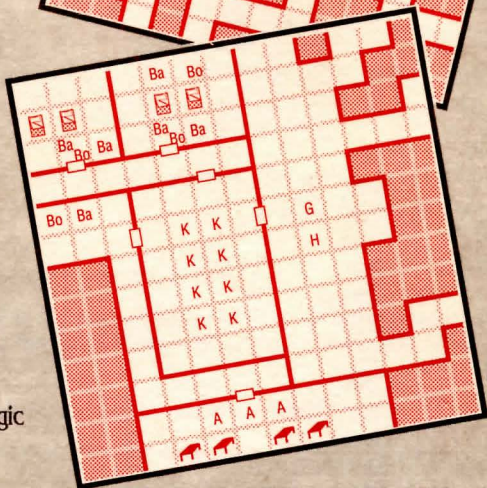
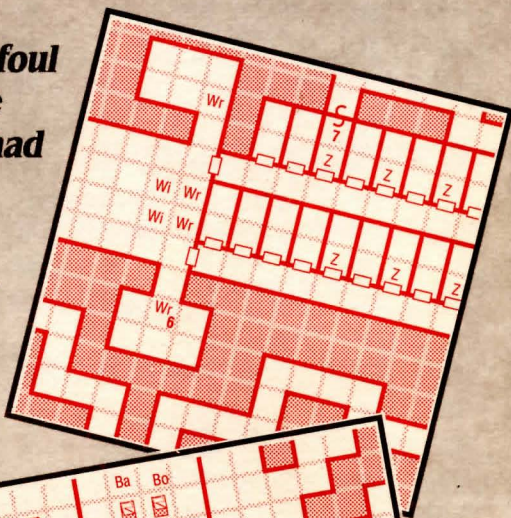
Numbers in parentheses are the number of charges it takes to cast the spell.

You are holding the keys to Pax Tharkas!

Dep in the heart of this foul fortress, captives of the malevolent Dragonarmies had all but given up hope of rescue...

...until now! Armed with this clue book, your heroic quest to rescue prisoners held deep within Pax Tharkas will almost certainly succeed! The **DRAGONS OF FLAME CLUE BOOK** contains everything you need:

- 29 specific hints on how to start, move through, and complete the game.
- Complete maps of the Wilderness Maze, the secret caves of Sla-Mori, and all four levels of the fearsome fortress of Pax Tharkas.
- Statistics and hints on how to combat every monster in the game, including detailed instructions on how to kill the amazingly powerful dragons.
- Descriptions and locations of every magic item in the game.
- A summary of the capabilities of each character in the game, and how best to utilize them toward completing your quest.



The secrets of Sla-Mori, Pax Tharkas and much more are revealed in highly detailed maps!

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