

# Advanced Dungeons & Dragons™

COMPUTER PRODUCT

**HEROES OF THE LANCE**

A DRAGONLANCE™ Action Game

**CLUE BOOK**



**STRATEGIC SIMULATIONS, INC.®**



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## C-64 USERS PLEASE NOTE:

Due to machine limitations, not all aspects of this cluebook are applicable to the C-64 version of HEROES OF THE LANCE. Pits which issue magical bolts or fire jets, and arrow traps are not in the C-64 version. Also, "Sleep" spells do not work on Trolls, and "Web" spells do not work on Hatchling Black Dragons. Additionally, certain portions of the game are not supported in the cassette version.





## INTRODUCTION:

HEROES OF THE LANCE is Strategic Simulations, Inc.'s first ADVANCED DUNGEONS & DRAGONS® action computer game. Set in the DRAGONLANCE® game world, HEROES OF THE LANCE is loosely based on the adventures depicted in *The Dragons of Autumn Twilight* novel and the DLI Dragons of Despair ADVANCED DUNGEONS & DRAGONS® game module. Although the HEROES OF THE LANCE game and the story included in this clue book do not follow the novel or module completely, the game covers some of the major points of the quest presented in the module.

The game's object is to lead a party of eight intrepid adventurers through the ruins of Xak Tsaroth to recover the Disks of Mishakal from the dragon Khisanth's lair. The retrieval of the disks will bring the worship of the True Gods back to the world of Krynn. Along the way, the party is confronted by many monsters and must overcome difficult obstacles. HEROES OF THE LANCE tests both your joystick reflexes and your strategies in dealing with monsters.

This clue book includes many helpful sections which will assist you in completing HEROES OF THE LANCE: complete maps of the ruins of Xak Tsaroth and explanations on how to use them, hints and tactics for defeating the monsters that you will encounter and hints on how to receive higher scores.

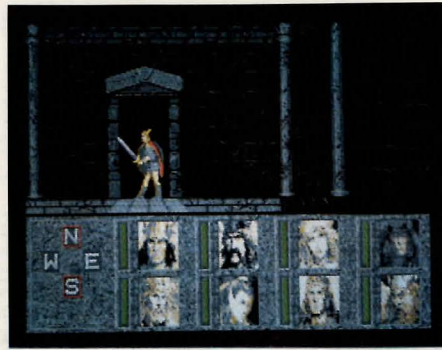
## READING THE MAPS:

During game play, you must pay very close attention to the game compass on the lower left corner of the screen, as shown here. The compass will allow you

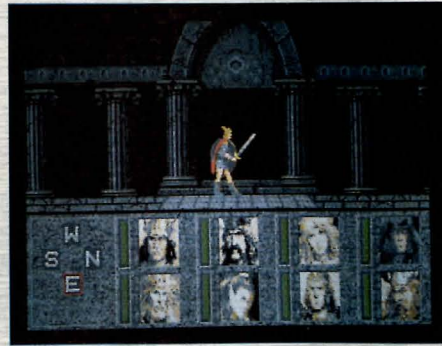


to use the clue book maps to navigate through the depths of Xak Tsaroth. To assist in using the game compass, we have printed a compass next to each map in this clue book.

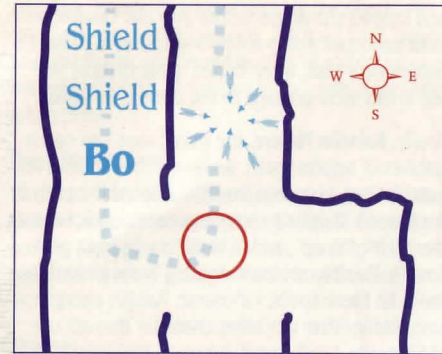
In order to use the game compass you must understand how the characters move through the game and what happens when they turn to pass through a doorway. If you wish to keep your bearings, you must watch what happens when you turn. For instance, when you enter the front door of Xak Tsaroth, you are facing east and the game compass reflects this with the E box pointing in the same direction as your party leader. If you were then to turn around, you would be facing west (see picture top of next column).



At intersections and doorways to other hallways, the game compass highlights to indicate the directions that the party leader may turn. If one of these directions is highlighted, either move the joystick towards the screen (or press the UP arrow on the keyboard) or pull the joystick out from the screen, and the party leader will turn and the party will be in a new hallway. If the party turned at an intersection, the party will be facing in the direction that they turned and looking down a new hallway (the picture below shows the screen that you will find after you turn north in the entranceway to Xak Tsaroth).



Doorways are a bit harder to navigate. When you move from a hallway through a door and into an adjacent hallway, you will find yourself facing in the same or opposite direction as before you went through the doorway. This occurs because there is no hallway between the two parallel corridors. For example, look at the map detail at the top of the next column. You have been travelling down the central hallway. When you reach the place marked with a circle, you will see that both the E and W options are highlighted on your game compass. Therefore you can turn either way. However, if you go E you will find yourself facing S once again in a new north-south hallway. Going back to the central



hallway and then going W puts you in a different north-south hallway, once again facing S. Whenever you go from one hallway to another parallel hallway through a doorway, you will maintain the same compass orientation.

## PATHWAYS TO THE DISKS:

There are two primary pathways to Khisanth's lair and the Disks of Mishakal. The first pathway involves going down through levels 1, 2 and 3 and then into Khisanth's lair through the front entrance. There are indeed many monsters protecting this path and in order to reach Khisanth, the party must cross an additional pit that issues magical bolts. The party must also overcome the Maze as it lies between the 2nd and 3rd levels and protects Khisanth's lair from normal access. This is definitely the most obvious and unquestionably the hardest way to reach the Disks of Mishakal.

The other pathway requires the party to jump five pits (one of which only Raistlin can jump) and to cross the deadly fire jets. These fire jets are made more dangerous by arrow traps set between each jet, making the crossing very hazardous. If the party crosses the fifth pit, they will find a chute down into the sewers which contains a back entrance to Khisanth's lair. This is the faster way, but requires quick thinking in Khisanth's lair as Khisanth will attack instantly when the party intrudes.

## TREASURES:

The party can gain many experience points by retrieving certain items found during game play. However, these items cannot be used in the game. They are each worth different amounts of experience points (EPs):

**The Bracelet** – found in the maze (see the Maze Map) It is worth 5000 EPs.

**Shields** – 100 EPs.

**Gems** – 10 EPs each.

**Gold and Silver Bars** – 50 EPs each (gold and silver are not worth as much as steel in Krynn).

**Gold and Silver Chalice** – 50 EPs each.

**Coins** – Represents a small pile of steel coins worth 50 EPs.

**Hunting Knife** – found in the first hallway (use detect invisibility). It is worth 100 EPs.

**Disks of Mishakal** – Worth 2000 EPs. You must retrieve the disks to win the game.

In addition, many items can be found during the adventure that can help the character make it through safely. These items are not worth any experience points and include:

**Potion** – There are five different types of potion in this game, coded by their color:

**Green Potion** – Healing

**Blue Potion** – Extra Healing

**Yellow Potion** – Heroism

**Red Potion** – Charm Monster

**Orange/Brown Potion** – Strength

**Rings** – Magical Rings of Protection make the wearer harder to hit in melee combat.

**Gem Rings** – These rings provide even more magical protection. They also make the wearer harder to hit in melee combat.

**Scrolls** – Only Raistlin can use these and they allow him to cast either a magic missile spell or a lightning bolt spell. Each scroll can be used only once and is consumed when cast.

**Wands** – Again only Raistlin may use these magical items and only two are found in the game. The magical wands are Wands of Magic Missiles and cast the Magic Missile spell when used. They have between three and five charges remaining as they are relics of another time and have lost power over the years.

## TACTICS:

### The Characters:

**Caramon Majere**, the strongest party member, does quite a bit of damage in melee combat. He also carries a spear which can often down a foe in a single blow. However, Caramon's weapons are not magical, which makes it impossible for him to defeat the Wraiths or Spectral Minions.



**Riverwind**, the next strongest character and the best party leader, can hit hard and has magical weapons. He also has a bow so he can engage enemies over pits. However, remember to "Use" his quiver in order to fire arrows.

**Sturm Brightblade** has one major ability that none of the other characters can match: his resistance to pain. All other characters pause briefly after being hit, indicating that they were hit and that it hurt. Sturm, however, won't pause. This prevents him from being hit many times by a monster before he can recover. Unfortunately, this power brings a weakness with it. Sturm swings very slow because he wields a powerful two-handed sword.

**Tanis**, the official leader of the party, is an excellent fighter with a fair number of hit points and a good magical sword. These attributes make him a good second to Riverwind. His jump distance is also the second best in the party.

**Flint Fireforge**, a Dwarf, has a number of abilities that help in this adventure. Flint is short, and therefore is often missed by enemy spells or arrow traps. He is also the toughest character in the party in terms of hit points. He can even heave a throwing axe and often kills weaker enemy monsters with one blow. However, all these skills come at a price. Flint has a very short reach with his battleaxe, thus allowing Baaz Draconians and other enemy fighters to attack him without fear of reprisal. Because of this, it is best not to use Flint for front-line fighting.

**Tasselhoff Burrfoot**, the Kender in the party, is weak in melee combat, strong in ranged combat, and highly skilled. Tasselhoff carries a magical sling which can be quite lethal. However, as he is virtually useless in melee combat, his sling is his only effective defense. Don't forget that Tasselhoff can detect and remove many traps simply by being the front person in the party.

**Goldmoon** is the pivotal party member. She alone has the power to raise party members from the dead and therefore, she should be kept out of the front of the party. Goldmoon can cast three spells that are of tremendous importance: "Raise Dead," "Deflect Dragon Breath," and "Cure Light Wounds." The first spell is important because a character must be brought back from the dead before the party leaves a given hallway or the character will be carried off by the Aghar. (The gully dwarves use the characters for stew). "Deflect Dragon Breath" is used when fighting Khisanth and her hatchlings. Of course, "Cure Light Wounds" is used constantly to

heal injured characters before they die. Goldmoon's most important ability is the destruction of Khisanth. Goldmoon's staff, when hurled at the dragon, will slay it and allow passage to the Disks of Mishakal.

Finally, **Raistlin Majere**, the magic user, can cast a number of helpful spells. As his combat abilities are quite limited, keep him from the front of the party in position #4. Raistlin's most important task is to cast the "Web", "Sleep", and "Charm" spells from position #4. Raistlin can make fighting Trolls an easier task with these spells. Of course, Raistlin also can jump farther than any other character through use of his spells. Don't forget, however, that Raistlin cannot run.

### The Monsters:

The various monsters in Heroes of the Lance all have different characteristics that require special fighting tactics. Although just marching up to the enemy and swinging away with a sword can be effective, many tricks will make your journey through the ruins of Xak Tsaroth much safer.

Before covering each monster individually, there are a few general tricks to remember. Most importantly, the monsters do lots of damage if you try to run over them. This action simulates that the party is running by the monsters heedless of the damage to themselves. This is a good way to lose a character or two and is unwise.

Another point is that if Raistlin is in one of the front four positions, you can always hit the space bar to pause the game, cast a web spell, and then return to the game. This fires a web spell without putting another character in the front. After all, the four front characters are really the ones in the "front line."

### Human Fighters:

These are the least dangerous opponents as they have no combat abilities other than their swords. They can definitely cause some damage and are more than a match for Goldmoon or Raistlin.

### Bozak Draconians:

The Bozak Draconians, with their spell casting abilities, are some of the most dangerous foes you will meet on your journey. They try to stay away from the party and cast attack spells that cause tremendous damage. They should be dealt with by casting either a "Web" or "Sleep" spell and then charging them. Flint is the best party leader when facing a Bozak Draconian as he is short enough to charge under some of the spells the Bozak throws. Flint can also throw his axe and sometimes kill a Bozak with

one shot. Remember, however, that the Bozak will only back away from the party. If forced back into a wall, the Bozak will fire spells rapidly and cause amazing amounts of damage to the party if the party is too close.

### Baaz Draconians:

The Baaz Draconians, although less dangerous than their Bozak cousins, are quite capable of causing serious damage with their swords. Don't try to run past them as they are quite lethal in close combat as well.

### Trolls:

The trolls, found in the ruins of Xak Tsaroth, are quite powerful as they can take an amazing amount of abuse before they die. This ability stems from their regenerative abilities. Even the strongest fighter in the party (either Caramon or Riverwind) will have trouble damaging these monsters. Use a "Web" spell to defeat trolls more easily.

### Spectral Minions:

These monsters sound much tougher than they are. Fight them as if they were fast Human Fighters. Don't forget, however, to make sure you don't try to lead with Caramon as he has no magic weapons. Use Riverwind or Sturm for best results.

### Giant Spiders:

Although they can be quite dangerous if you are busy fighting another monster, normally Giant Spiders are mere pests. Put Flint in front as he can fight when the spider is closer, being somewhat shorter.

### Hatchling Black Dragons:

These Hatchlings are extremely dangerous until you discover how to fight them. They will not allow you to get close enough to use a sword unless you back them up to a pit or wall. However, when cornered, they fight viciously until killed. There are two better methods for defeating them. The simplest is to put one of the two characters that have bows in the front of the party and then fire arrows low (see your rule book for description) at the hatchling. Only shots that are aimed low will hit the Hatchlings. The other valid way to kill the Hatchlings is to cast a "Web" spell low while the Hatchling approaches. Once the beast is webbed, you may close the range and hack it with a sword. Don't forget to use "Deflect Dragon Breath" to avoid taking damage from the Hatchling's acid spit.

### Aghar (Large and Small):

Aghar (Gully Dwarves) are simply nuisance creatures. The best way to deal with them is to avoid them. Run past them and ignore them. If you wish to kill them, though, use Flint as he can hit them the best when they are close.

### Wraiths:

The wraiths are only dangerous if you let them get too close. They attack by draining the lead character's strength at close range. Hit them with magic weapons before they get too close. You don't need to waste arrows on them as they are very slow.

## THE DRAGONLANCE SAGA

### The story continues....

by James M. Ward

Ironclaw trees twist their way into the cloudy sky. Swamp water and mud suck at the feet of those trying in vain to move quietly through the undergrowth as vines, moss, and spider webs hinder progress.

An ancient bridge, now overgrown with moss and slimy ferns, marks the way into massive ruins that the jungle has overtaken. Broken towers sprout like trees through the emerald undergrowth. The barely discernable outline of a plaza can be seen just ahead. Suddenly the jungle erupts with the pain-filled screams of a huge creature fighting for its life. Into this unknown jungle world, once controlled by an ancient civilization, walk the eight most interesting people in the world of Krynn.

"All right! Let's explore this place. Wait a minute, I think I have a map of this city."

"Shush, Tasselhoff, you idiot." Caramon urgently whispers. "There could be enemies all around us. We don't need your mouth giving our position away."

Tanis, trying to be everywhere at once, sees that Sturm is carefully guarding the group's back. The party has already been through some rough times, but the half-elf knows the powerful knight can be counted on to give warning should enemies be moving to catch them.

Flint Fireforge, the dwarf, moves right behind Tasselhoff, the Kender. The dwarf knows of the Kender's ways and never wants to be where Burrfoot can accidentally put a hand in the dwarf's pouch.



The group eases over the bridge and into the plaza. They become a bit separated as each pursues his own interests.

Raistlin stands next to a tremendous obelisk which lies beside its broken pedestal. Strange, dark lettering covers its surface and the spidery runes seem to be traced in a golden metal.

Tanis, checking where everyone is, walks over to the red robed-mage and places his hand on Raistlin's shoulder, "Do you know what these runes say?"

With a wave of his hand, Raistlin casts a simple spell. In a strange chant he reads the words of the obelisk,

"The Great City of Xak Tsaroth  
Whose beauty surrounds you  
Speak to the good of its people  
And their generous deeds.  
The gods reward us  
In the grace of our home."

The two party members turn from the runes and watch Goldmoon and Riverwind enter the tarnished gold double doors of a temple. The green that covers all the other buildings hasn't touched this stone temple. It rises, solid and unbroken, out of the surrounding emerald tangle, as if it were a beacon to weary travelers. Such places are safe resting spots in other cities.

"I don't know what those two are up to, but we had better not let them get too far ahead," Tanis says motioning the others to follow as he quickly leaps up the stairs to the temple doors and enters with the other five close behind.

"Burrfoot, give me back my throwing dagger," Flint says grabbing the Kender by the throat.

The Kender squeaks, "I don't think I have it." However, when Fireforge shakes him, the weapon falls with a clatter to the marble floor. "Ah, that is, I was going to give it back, after we were done with this part of the adventure."

Flint slams the Kender to the ground. He'd had just about enough of this doll's foolishness. Not having that dagger during a fight could have been his death.

Tasselhoff, smiling as if nothing important in the world were happening, bends to pick up the weapon, "But here," the Kender says taking the blade and polishing it on his dirty sleeve, "you should take better care of your weapons."

Flint only sighs. Sturm can tell that the dwarf wanted to do more but now isn't the time. Tanis, looking daggers at both of them, motions everyone ahead.

They move down the corridor, following Riverwind and Goldmoon to the opening of a second set of gold doors. As Goldmoon enters the next chamber, they all notice the polished marble statue of Mishakal standing in the center of a circular room.

In this temple Mishakal's form is draped in flowing robes. Her hair sparkles with a light all its own and flows around her shoulders and neck. A feeling of warmth and love fills the hearts of everyone viewing the statue. Suddenly, the goddess' form raises her hands and motions to Goldmoon.

"Beloved disciple, the gods have not turned away from man. With your help, the end of darkness can be reached. Kryn's people are about to face their greatest test. You must return the truth and power of the true gods to men. It is time to restore the balance.

Far below this temple rests the Disks of Mishakal. These platinum plates are all you need to call on my power and gain the power of the other gods. You must recover these disks.

Your task is complicated by the evil forces who have placed a powerful dragon to guard these disks. I charge your staff; if you present it boldly, never wavering, you shall prevail, but only if you are stout of heart."

Goldmoon holds the staff, now full of power. The presence of the goddess leaves her temple. Goldmoon turns to the others with a new glow on her face.

Caramon is the first to go to her side. "Are you all right? You look stunned."

Suddenly, Riverwind is beside her and glaring at Caramon. "She is filled with the spirit of the goddess. You heard the words, now we must obey." With that the huge plains warrior moves his lady out of the temple.

"Gee," Tasselhoff says to Caramon, "Riverwind sure didn't like you touching Goldmoon. Maybe you should give these back to him."

To everyone's horror, Tasselhoff holds Riverwind's throwing axe and spare boots. It was easy to imagine what the seven foot warrior would do when he found out Burrfoot had his weapons. The other party members were accustomed to the Kender's antics, but the grim manners of Riverwind could spell trouble for them all.

"Put those away, you little idiot!," Raistlin says pushing the Kender towards the exit. "The next time we camp, if we survive this day, you find a way to get those back where they belong."



With Goldmoon, Riverwind, Caramon, and Tanis in the lead, the others follow into a dark tunnel. This must be the way to the chamber of the dragon. Brass-colored Draconians attack the group less than three steps into the tunnel! Standing a little over five feet tall, these creatures walk like men, but have the faces of dragons. The battle rages for a few seconds with Riverwind at the front, protecting Goldmoon. His blade bites deep and kills a Draconian. The creature turns all gray and falls to dust with a crackling noise. The other two Draconians fall in the same way. Tasselhoff sifts through the dust, but finds nothing of use.

"I will lead for a moment," Raistlin whispers.

Raistlin, Caramon, Tasselhoff, and Flint take the lead down the second corridor and Raistlin casts a spell. Tanis recognizes it as a "Detect Magic" spell. The half-elf cannot perform this magic, but has seen elves do it often enough to know the spell.

As they all move down the second corridor, Raistlin whispers, "Look behind that pillar." Caramon rushes ahead and finds a hidden potion.

"It is a potion of healing," Raistlin says. "Keep it safe, my brother. We will need its help soon." With Raistlin still in the lead, the group moves down twisting corridors. Suddenly, just ahead they hear the sound of men drinking and talking. The party turns the corner and finds a band of human fighters. Before Raistlin or any other heroes can raise a hand to talk, the men draw their weapons and attack.

However, the mage is not surprised and acts before these new foes can strike first blood. Using a "Sleep" spell, Raistlin puts the band of fighters down. But, the effort greatly affects the caster.

Coughing, he bends over racked in pain while the others are left to take care of their enemies.

Riverwind, Goldmoon, Sturm, and Tanis take the lead and Goldmoon directs the party into downward-sloping areas. Some pits are easy to jump over, but the Draconians waiting on the other side aren't so easy to ignore.

These Draconians are very different from the last group of dragonmen the party faced. These monsters are taller and of a different color. The group of heroes knows they are in trouble when magic missiles burst from the Draconians fingers and strike Riverwind in the chest.

Taking the pain, the powerful plains warrior uses his bow and strikes down the lead draconian mage. Then, the rest of the Draconians retreat. At first, none of the heroes can determine why the Draconians fled. Then Raistlin shouts, "Back, run for your lives!"

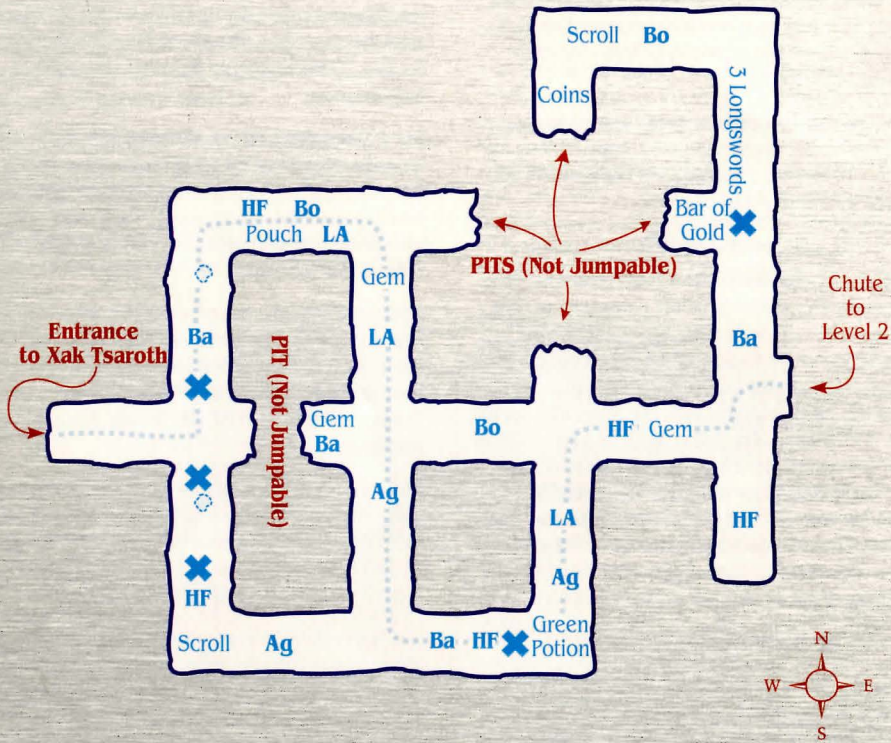
The band has enough faith in Raistlin not to question his commands. Moving back, they all wait. Then the body of the slain draconian explodes in a magical fire! If the party hadn't retreated a few steps, they all would have been caught in the blast.

The fight with these monsters rages on. Both groups attack from a distance and every time a Draconian of this color falls, the heroes move back to avoid the death blast. Often the other Draconians are caught in this blast and die themselves. Tasselhoff is the first to say, "I don't think these draconians are too bright." No one disagrees with him.

"Maybe we killed them all and the going will be a bit smoother," Caramon said while helping his brother over a rough pit. Somehow no one believes the future will be any smoother.



# Level 1

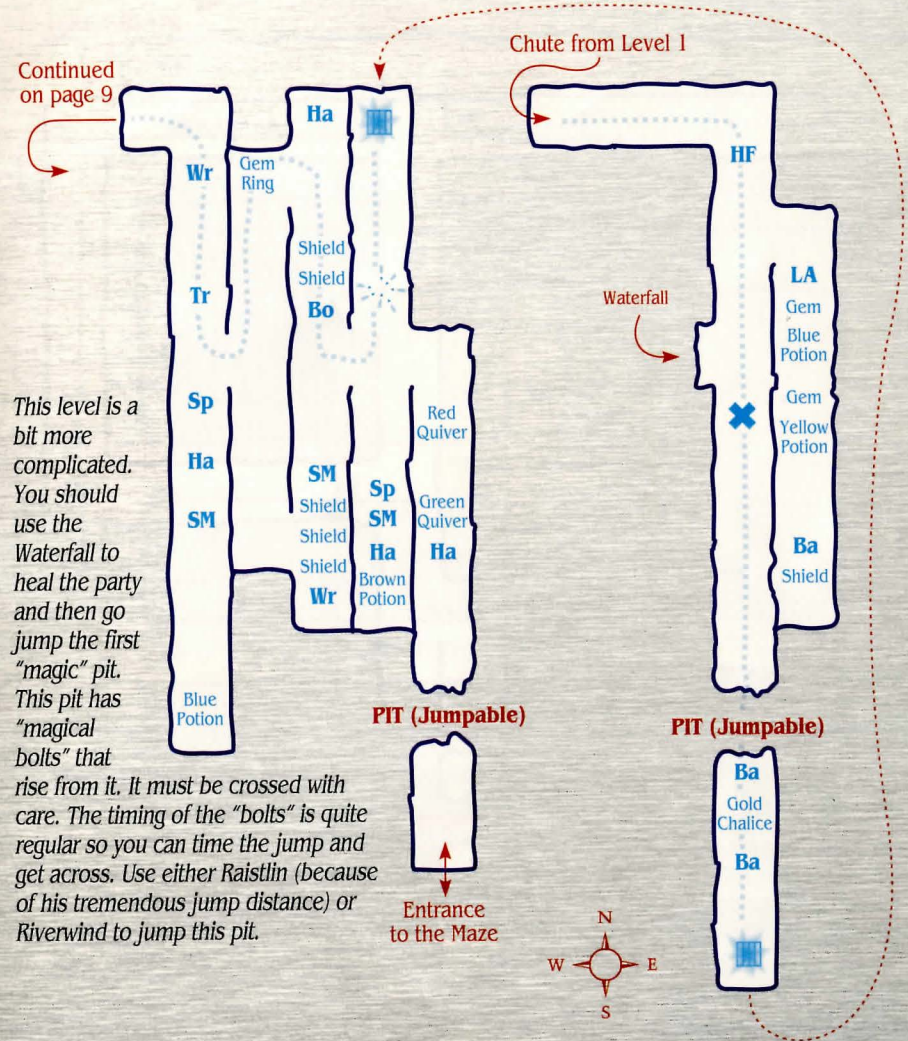


After entering the ruins, turn north and follow the dotted line through the first level. When confronted with the Bozak Draconian in the center hallway, don't forget to use the "Web" spell. If you are trying for a really high score, don't use any healing spells unless you absolutely must. Wait for the Waterfall on level 2.

## KEY

	Hidden Item	Ag	Aghar(Gully Dwarf)
	Preferred Path	Ba	Baaz Draconian
	Trap	Bo	Bozak Draconian
		HF	Human Fighter
		LA	Large Aghar (Gully Dwarf Warrior)

# Level 2



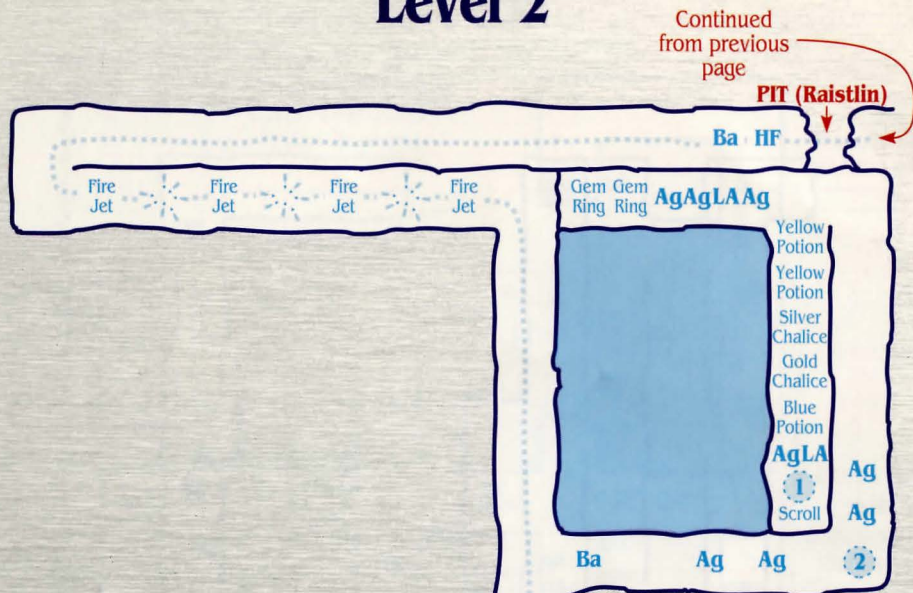
This level is a bit more complicated. You should use the Waterfall to heal the party and then go jump the first "magic" pit. This pit has "magical bolts" that rise from it. It must be crossed with care. The timing of the "bolts" is quite regular so you can time the jump and get across. Use either Raistlin (because of his tremendous jump distance) or Riverwind to jump this pit.

## KEY

	Arrow Trap	Ag	Aghar(Gully Dwarf)	LA	Large Aghar (Gully Dwarf Warrior)
	Preferred Path	Ba	Baaz Draconian	SM	Spectral Minion
	Transporter	Bo	Bozak Draconian	Sp	Giant Spider
	Trap	Ha	BlackDragon Hatchling	Tr	Troll
		HF	Human Fighter	Wr	Wrath



# Level 2



After passing through the teleporter, follow the dotted line to the sewers. (If you want a really high score, you should go through the maze and pick up the Bracelet). You will have to cross a pit that only Raistlin can jump and must make it across the dreaded fire jets. These fire jets are quite capable of killing any character in seconds. You should run across them, jumping any tall flames. Sturm is the best choice here as he won't stop and go "ouch" when he runs across the flames.

**PIT (Jumpable)**

**PIT (Jumpable)**

**PIT (Jumpable)**

**PIT (Jumpable)**

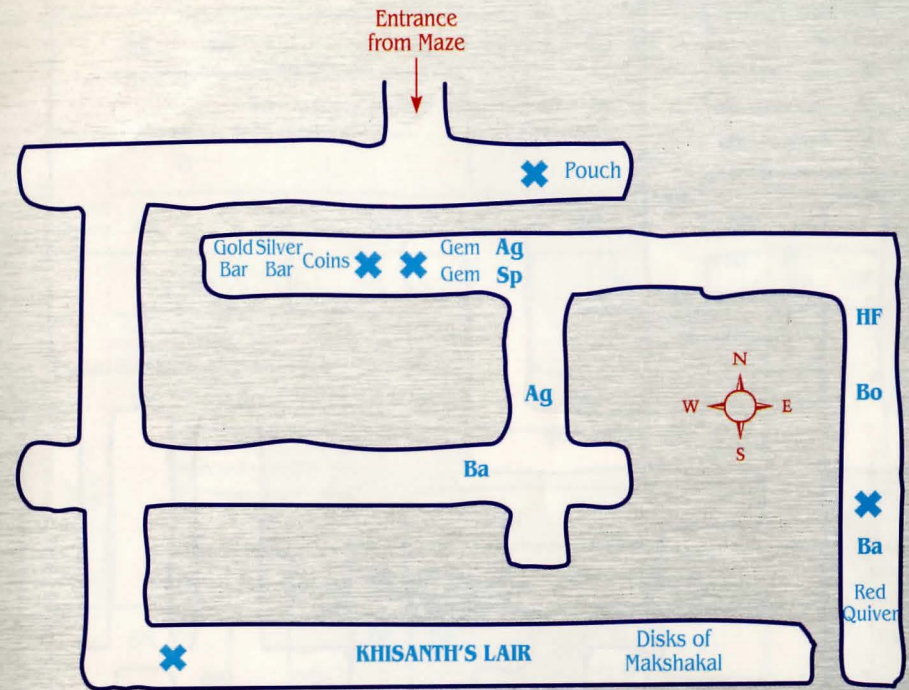
Chute to the Sewers



## KEY

	Arrow Trap		Destination of 1-way Passage	Ag	Aghar(Gully Dwarf)
	Hidden Entrance to 1-way Passage		Preferred Path	Ba	Baaz Draconian
				HF	Human Fighter
				LA	Large Aghar (Gully Dwarf Warrior)

# Level 3



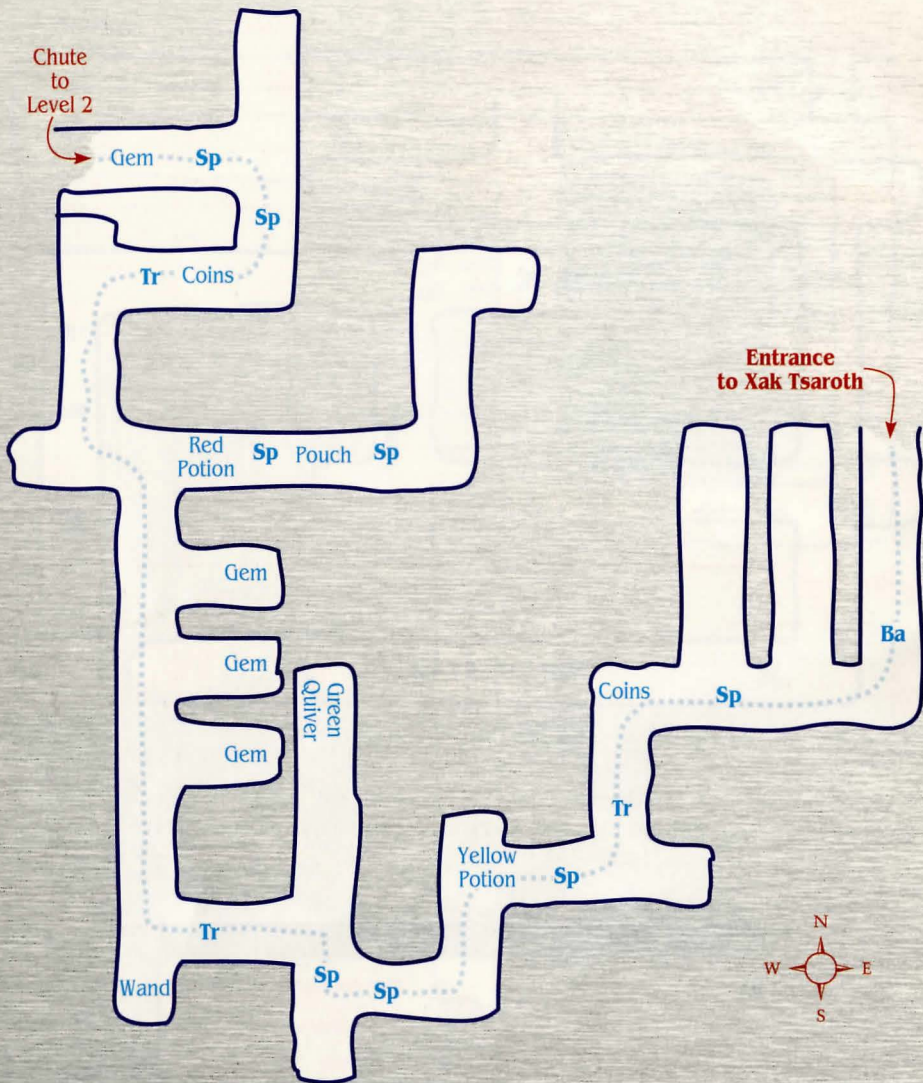
Reached after passing through the maze, this level is quite simple. Follow the pathway to the dragon and don't forget that you can't save your game if you are within Khisanth's lair.

## KEY

	Trap	Bo	Bozak Draconian
Ag	Aghar(Gully Dwarf)	HF	Human Fighter
Ba	Baaz Draconian	Sp	Giant Spider



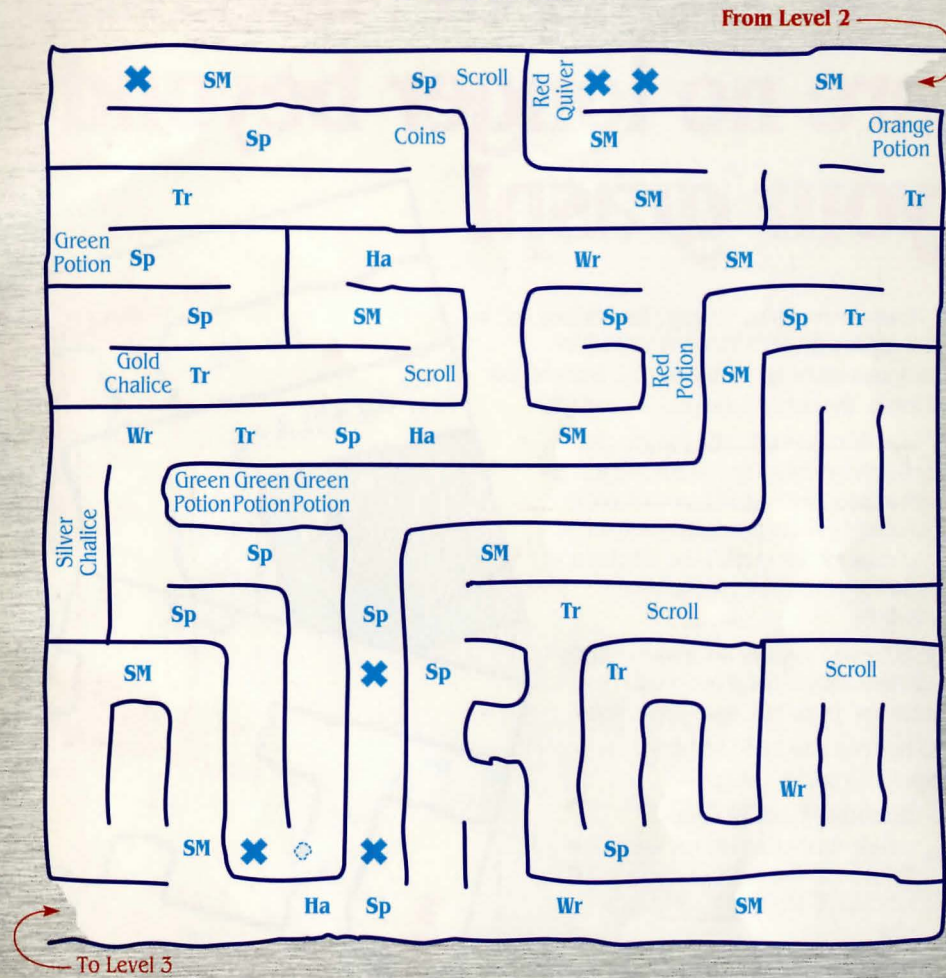
# The Sewers



The Sewers are reached after the fire jets and many pits on level 2. Here, you will be faced with **MANY** trolls. Use sleep spells on them and then keep going. For highest scores, keep wandering the halls. There are many wandering monsters here.

KEY	
	Preferred Path
Ba	Baaz Draconian
Sp	Giant Spider
Tr	Troll

# The Maze



Finding your way through the maze is quite difficult at first. You will find that your compass shows places to turn at all archways. However, only the hallways marked on the map can be followed. Turning at any other archways results in your party facing an unjumpable pit. Don't forget the hidden item in the southwest portion of the maze. That is a hidden bracelet worth 5000 experience points.

KEY			
	Hidden Item	Ha	Black Dragon Hatchling
	Trap	SM	Spectral Minion
		Sp	Giant Spider
		Tr	Troll
		Wr	Wraith





# The Disks of Mishakal are no longer beyond your grasp!

HEROES OF THE LANCE, Strategic Simulations, Inc.'s first **ADVANCED DUNGEONS & DRAGONS**® computer action game, will test the limits of your abilities. You need all the help you can get!

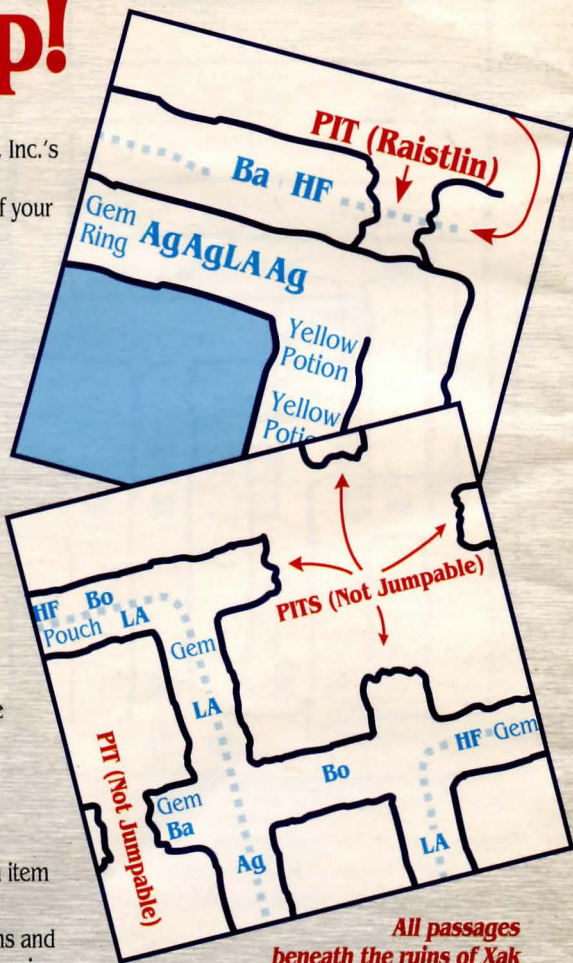
Take this clue book with you into the passages beneath Xak Tsaroth and you go well armed. The information contained between these covers spells doom for the countless monsters and traps which stand between you and the precious disks you seek:

- Complete maps of the passages under Xak Tsaroth, with locations of all monsters, traps, pits, and special items.
- Hints on how to defeat each monster type, for example—

### **Hatchling Black Dragons:**

...shots that are aimed low will hit the Hatchlings. The other valid way to kill the Hatchlings is to cast a "Web" spell low while...

- Clues on which path through the game is safest.
- Lists of experience point values for each item help expert players achieve higher scores.
- Descriptions of each character's strengths and weaknesses make it possible for even the novice player to play successfully to the end of the game and to gain the final treasure: the Disks of Mishakal.
- PLUS, a short story by TSR author James M. Ward which takes the adventurers' point-of-view as they enter the ruins of Xak Tsaroth!



**All passages beneath the ruins of Xak Tsaroth are mapped in detail, and reveal the locations of all monsters, traps, pits and special items!**

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