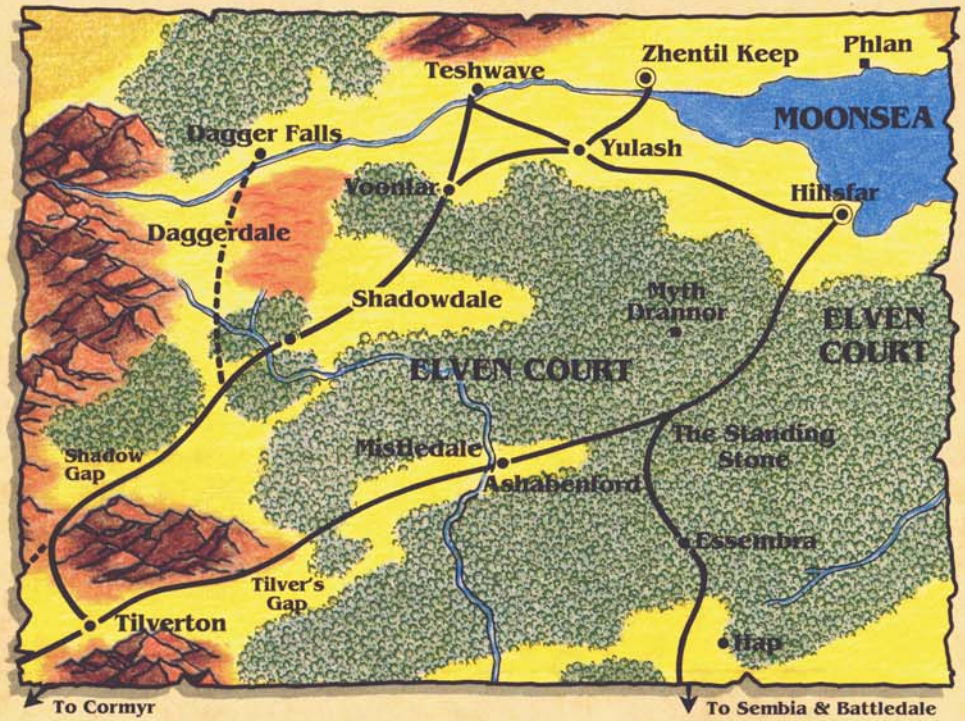


THE DALELANDS AREA OF THE FORGOTTEN REALMS

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Questions or Problems?

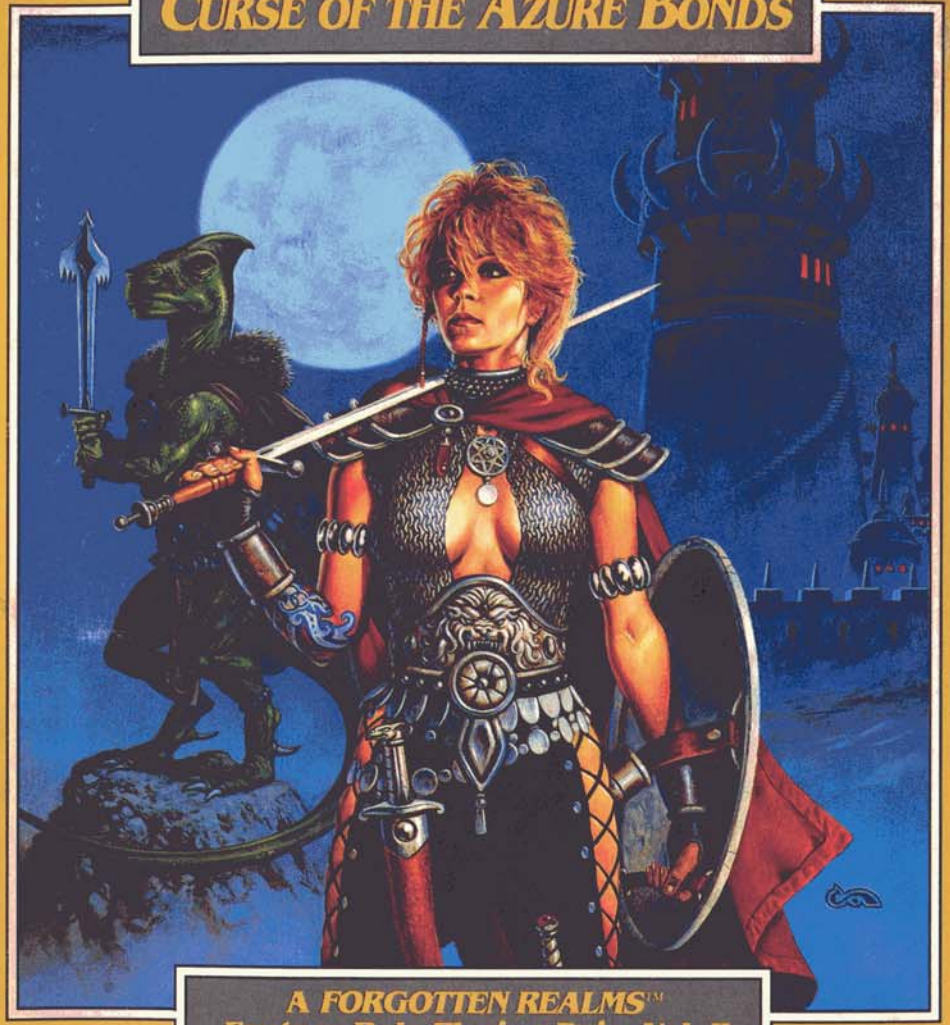
Our main business telephone number is (408) 737-6800. We also have a Technical Support Hotline number: (408) 737-6810, which you can call if you have problems with your disk or need a clarification of the game and/or rules. Both numbers can be called every workday, 9 to 5 Pacific Time.

OFFICIAL

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

CURSE OF THE AZURE BONDS



A FORGOTTEN REALMS™ Fantasy Role-Playing Epic, Vol. II

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INTRODUCTION

Welcome to the official ADVANCED DUNGEONS & DRAGONS® computer product, CURSE OF THE AZURE BONDS, a FORGOTTEN REALMS™ fantasy role-playing epic. This adventure game is based on the rules and background created by TSR, Inc. and a storyline created especially for this game.

The CURSE OF THE AZURE BONDS adventure begins in the frontier city of Tilverton on the border between the great kingdom of Cormyr and the scattered settlements of the Dalelands. The characters begin as experienced adventurers who have been ambushed, captured, and cursed with five magical *bonds*.

Each *bond* is an azure-blue symbol imprinted just under the skin of each character's swordarm. These bonds have dangerous magical powers that can take control of the character's actions. The character's quest in CURSE OF THE AZURE BONDS is to search the Realms for the source of the bonds and rid themselves of the bonds' terrible curse.

WHAT COMES WITH THIS GAME

In addition to the game disks, these items come with the game.

This is the rule book. Refer to this book to answer questions regarding game play.

The adventurers journal contains background information and an introduction to the FORGOTTEN REALMS game world. The journal also includes maps, rumors, and stories that may be true or false. Confirm the true rumors and expose the false ones during the game.

The quick start card explains how to start the game, make menu choices, and indicate items using the computer. It also shows how to get right into the game without having to read through the rules.

The translation wheel provides code letters used throughout the game. The translation wheel can also be used to translate Elvish and Dwarvish runes into English letters.

The translation wheel has four parts:

Espruar (Elvish) runes are printed around the outside rim of the translation wheel.

Dethek (Dwarvish) runes are printed on the rim of the inside, moveable part of the wheel.

Three paths spiral out from the center of the wheel. The paths are identified graphically as:

. . . .

– .. – .. –

– – – –

Six holes, numbered 1 to 6, are under each path. Code letters are read through the holes under the paths.

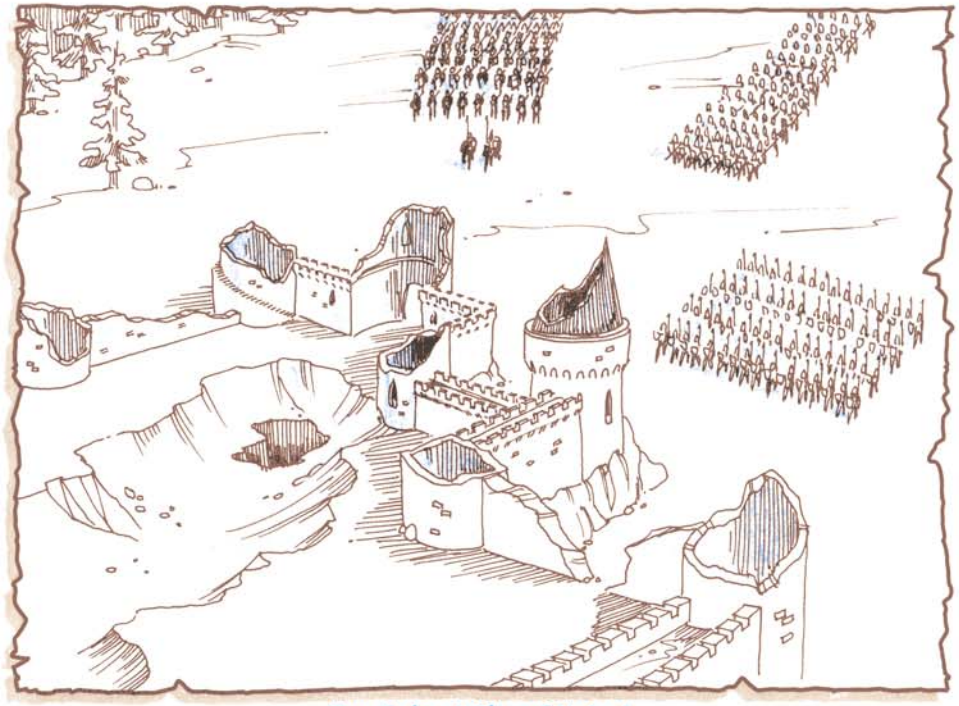
Use the translation wheel when the program displays an Espruar rune, a Dethek rune, a number, and a path symbol. Match the runes at the outside of the translation wheel. Enter the code letter showing in the hole next to the number under the path symbol.

The translation wheel can also be used to translate a Dethek or Espruar rune to an English letter. Match the rune with the tab that says 'Translate From Dethek' or 'Translate From Espruar' on one of the outer rings of the wheel. Read the English letter on the inside ring under the ..... path where it says 'To English.'

GETTING STARTED QUICKLY

Use the instructions on the quick start card and the saved game provided to begin playing CURSE OF THE AZURE BONDS. Use these rules to answer any questions during play.

The party has two main objectives at the beginning of the game: to equip itself for action and to find out about the azure bonds. Read the first journal entry in the adventurers journal. Go to the shop to buy equipment. Go to the hall and train any characters from POOL OF RADIANCE or HILLSFAR who have enough experience to go up a level. Talk to the high priest of the temple, the sage, and the bartender to get information. Then move through the town and check for clues to the source of the party's curse.



The Ruined City of Yulash

TRANSFERRING CHARACTERS FROM POOL OF RADIANCE AND HILLSFAR

CURSE OF THE AZURE BONDS will accept characters that were created in POOL OF RADIANCE and in HILLSFAR. The game will also accept characters that were created in POOL OF RADIANCE or in CURSE OF THE AZURE BONDS and who adventured in HILLSFAR.

Remove characters from POOL OF RADIANCE or CURSE OF THE AZURE BONDS adventuring parties before transferring them between games. Use the add character to party command on the Party Creation Menu to transfer the character.

To transfer a character that was originally generated in POOL OF RADIANCE or in CURSE OF THE AZURE BONDS, and then adventured in HILLSFAR, requires saved game files from both the original game and from HILLSFAR. Refer to the quick start card for additional information.

THE LAYOUT OF THE RULES

Each section of the rules describes how to manipulate the game using the menus on the screen. Choose commands from the menus according to the instructions on the quick start card.

The concept of the "active character" is central to the game. The active character is highlighted on the display. Commands that affect a single character affect only the active character. Commands that affect the whole party do not require an active character.

In combat the active character is chosen automatically according to the character's initiative. At other menus, the active character may be changed before choosing any commands.

All commands are menu based. If a command affects the whole party, choose the command as listed in the quick start card. If the command affects one character, make that character active and then choose the command.

Example: To look at a character's items, indicate the character, choose the view command, and then choose the items command. The computer displays a list of the character's items and their readied status for combat.

Menus are displayed either vertically or horizontally. Use vertical menus to chose the active character or to choose a thing to act upon, such as an item or spell. If there are more choices than will fit on the screen at one time, change pages using the next and prev commands (or the Pg Up and Pg Dn keys.)

Horizontal menus list commands that the character can do or that can be done to the character. When space permits, each horizontal menu is preceded by the menu title. This is set off by a colon and is not an option on the menu. In the rules, menus are shown with their title and each command. As an example, the Camp Menu contains commands for save, view, magic, rest, alter, fix, and exit. It is shown as:

Camp Menu:

CAMP: SAVE VIEW MAGIC REST ALTER FIX EXIT

POINTS OF VIEW

CURSE OF THE AZURE BONDS uses four different points of view: 3-D, area, overland, and combat.

3-D appears in town, underground, or in any other built-up area. This view shows the surrounding area in the direction the party is facing. Rotate the party's facing using the directional controls. The screen displays N,S,W,E (North, South, West, and East) to represent the direction the party is facing. Many 3-D areas are 16 squares by 16 squares in size.

Area provides an overhead view of the party's surroundings. Choose the area command from the Adventure Menu to view the surroundings. The view shows the position of major obstructions such as walls, trees and water. A cursor shows the party's position. The area view can only be accessed while in 3-D.

Overland displays a map of the area of the FORGOTTEN REALMS where CURSE OF THE AZURE BONDS takes place. A cursor shows the party's current location. The map on the back cover shows the same map with the major locations named. To move in the overland, choose a destination and choose how the party will travel.

Combat occurs any time the party fights monsters. In combat, each character and monster is displayed with an individual icon. The battlefield terrain is based on the area the party was in before combat begins. See the combat section for details on how combat operates.

CHARACTERS AND THE PARTY

Characters accomplish quests in the Forgotten Realms. The characters are differentiated by their race, ability scores, and class. A party of several characters is needed to accomplish the quests in CURSE OF THE AZURE BONDS. A party should have a balanced mix of characters with different classes and races.

THE SIX PLAYER RACES IN CURSE OF THE AZURE BONDS

The *Range of Ability Scores by Race* chart lists each player race's limits on ability scores. The *Maximum Level Limits by Race, Class, and Prime Requisite* chart lists each player race's limits on available character classes and maximum level. Non- human characters can combine character classes. Non-human characters may also have additional special abilities. Human characters can be dual-class characters.

Dwarves are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison and can see in the dark using infravision. During combat, Dwarves receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Dwarves can be fighters, thieves, and fighter/thieves.

Elves are a tall, long-lived race. They are nearly immune to sleep and charm spells, can see in the dark using infravision, and are adept at finding hidden objects. During combat, Elves receive bonuses when attacking with swords and bows. They can not be raised from the dead. Elves can be fighters, magic-users, thieves, fighter/magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user/thieves.

Gnomes are shorter and slimmer than their cousins the dwarves. They are especially resistant to magic and can see in the dark using infravision. During combat, Gnomes receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Gnomes can be fighters, thieves, and fighter/thieves.

Half-Elves are hybrids with many of the virtues of both humans and elves. They are resistant to sleep and charm spells, can see in the dark using infravision, and are adept at finding hidden objects. Half-elves can be fighters, magic-users, clerics, thieves, rangers, cleric/fighters, cleric/rangers, cleric/magic-users, fighter/magic-users, fighter/thieves, magic-user/thieves, cleric/fighter/magic- users, or fighter/magic-user/thieves.

Halflings are about half the size of a human, hence their name. They are especially resistant to magic and poison and can see in the dark using infravision. They can be fighters, thieves, and fighter/thieves.

Humans are the most common player-race in the Forgotten Realms. They can be fighters, magic-users, clerics, thieves, rangers, paladins, and dual-class characters.

ABILITY SCORES

Every character has six randomly generated ability scores. Ability scores range from 3 (low) to 18 (high). Each character class has a prime requisite ability score. A prime requisite of 15 or more increases the experience the character receives from adventures.

Strength (Str) is the measure of how much a character can carry. A character with a high strength does bonus damage in combat. Fighters, rangers, and paladins with an 18 strength also have a percent value from 1 to 100 (listed as 01-00), denoting exceptional strength.

Intelligence (Int) is the measure of how well a character can learn.

Wisdom (Wis) is the measure of a character's ability to understand the ways of the world and to interact with the world. A cleric with a high wisdom can memorize additional clerical spells.

Dexterity (Dex) is the measure of the manual dexterity and agility of the character. A character with high dexterity is harder to hit, receives a bonus attacking with missile weapons, and receives a bonus to his armor class. A thief with high dexterity receives bonuses with his thieving skills.

Constitution (Con) is the measure of the overall health of a character. A character with a high constitution receives additional hit points for every hit die (see next page).



The Great Walled City of Zhentil Keep

Charisma (Cha) is the measure of how well the character interacts with others. Charisma is sometimes a factor when the character has an encounter with NPCs.

Each character also has two other important values: Hit Points and Experience Points.

Hit Points (HP) represent the amount of damage a character can take before he begins bleeding to death. To calculate a character's maximum hit points, the computer rolls the character's hit dice and adds any bonuses for level or constitution. A character gains a HP bonus to each hit die if his constitution is over 14. When a character reaches 0 HP, he is Unconscious and may be Dying or Dead, depending on how much damage he has taken.

Experience Points (XP) are a measure of what the character has learned on his adventures. When the character has enough XP he can increase in level and become more proficient in his class. The computer keeps track of XP. New characters begin with 25,000 XP and the corresponding level. Multi-class characters have their XP shared among their classes. See the Table of Experience Per Level for each class' XP requirements.

CHARACTER CLASSES

A character must belong to at least one character class. A human character can begin as one class and later change to another. Non-human characters can have one or more classes at the same time. A non-human character with multiple classes has more playing options, but he increases in level more slowly because his XP is divided among his classes.

Characters receive hit points, spells and abilities based on their class and level. Refer to the Table of Experience Per Level to find the number and size of hit dice a character receives and the number of spells the character can memorize.

Clerics have spells bestowed on them by their deity and can fight with armor and crushing weapons. The prime requisite for clerics is wisdom.

Fighters can fight with any armor or weapons, but they cannot cast magic spells. Fighters can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. The prime requisite for fighters is strength.

Rangers can fight with any armor or weapons and can cast a few druid and magic-user spells at high levels. Rangers can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They do additional damage in combat when fighting giant-class creatures. No more than three Rangers can be in a party at one time. Rangers must be of good alignment and have ability scores of at least 13 in strength and intelligence and at least 14 in wisdom and constitution. The prime requisites for rangers are strength, intelligence, and wisdom.

Paladins can fight with any armor or weapons and can cast a few clerical spells at high levels. Paladins can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They are more resistant to spells and poison, can turn undead creatures as if they were a cleric two levels below their current level and are always surrounded by the equivalent of a protection from evil spell. A paladin may heal 2 HP of damage per level once a day. A paladin may cure disease once a week at 1st-5th level, twice a week at 6th-10th level, and three times a week at 11th level. A paladin will not adventure with any evil characters. Paladins must be of lawful good alignment and have ability scores of at least 9 in intelligence and wisdom, at least 12 in strength, at least 13 in wisdom, and at least 17 in charisma. The prime requisites for paladins are strength and wisdom.

Magic-Users have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their magic books. The prime requisite for magic-users is intelligence.

Thieves can fight with one-handed swords and slings and wear leather armor. In combat they do additional damage 'back stabbing' human-sized opponents. Thieves also have special skills for picking pockets, opening locks, removing traps, moving silently, hiding in shadows, and climbing walls. At 10th level, thieves have a chance to cast magic-user spells off of scrolls. The prime requisite for thieves is dexterity.

Multi-class status constitutes non-human characters who belong to two or more classes at the same time. The character's experience points are divided among the classes involved, even after the character can no longer advance in one or more of those classes. The character's hit points per level are averaged among the classes involved. The multi- class character gains all the benefits of all classes with regard to weapons and equipment.

Dual-class status constitutes a human character who had one class for the first part of his life, and then changed into a new class for the remainder of his life. Once a character changes classes, he cannot advance in his old class. While the character's level in his new class is less than or equal to his level in his old class, the character does not gain hit points and cannot use the abilities of the old class. Once the character's level in his new class is greater than his level in his old class, he gains hit points according to his new class and may use abilities from both classes. Human dual-class magic-users may not cast magic-user spells while they have readied armor.

ALIGNMENT

Alignment is the philosophy a character lives by. A character's alignment can affect how NPCs and some magic items in the game react to the character.

Lawful good characters believe in the rule of law for the good of all.

Lawful neutral characters believe the rule of law is more important than any objective good or evil outcome.

Lawful evil characters believe in the rule of law as a tool to achieve evil ends.

Neutral good characters believe that the triumph of good is more important than the rule of either law or chaos.

True neutral characters believe that there must be a balance between good and evil, and law and chaos.

Neutral evil characters believe that evil ends are more important than the methods used to achieve those ends.

Chaotic good characters believe in creating good outcomes unfettered by the rules of law.

Chaotic neutral characters believe that the freedom to act is more important than any objective good or evil outcome.

Chaotic evil characters believe that chaos is the best environment for creating evil acts.

CREATING A PARTY OF CHARACTERS

A party is a group of characters composed of up to 6 player characters (called PCs) and 2 non-player characters (called NPCs.) The Party Creation Menu shows the characters currently in your party and lists the commands for creating and modifying the party.

PARTY CREATION MENU

Create New Character
Drop Character
Modify Character
Train Character
View Character
Add Character To Party
Remove Character From Party
Load Saved Game
Save Current Game
Human Change Class
Begin Adventuring
Exit to DOS

Create new character is used to build a character. This command displays the following menus to define the character.

- Pick race *lists the choice of the six races a player-character can be in the* FORGOTTEN REALMS.
- Pick gender *lists the gender the character can be. Gender affects the character's maximum strength.*

The computer randomly generates the character's ability scores. Choose roll again to generate a new set of scores. Accept the rolls to take the character as generated. Use the modify character command on the Party Creation Menu to change the character's ability scores and hit points after the character has been generated.

- Pick character class *lists the class or classes the character is qualified for based on his race and ability scores.*
- Pick alignment *lists all the possible alignments for the character based on character class.*
- Name character *provides a 15 character space to type in the character's name.*

The computer displays the complete character screen. Choose the weapon, head and colors for the character's combat icon (the figure that represents the character in combat.) Save the character to disk so that it can be added to the party later. Refer to the Camp section for details on how to select and alter combat icons.

- Exit, *from any of these menus, displays the party creation menu.*

Drop character eliminates a character from the party and erases him from the saved game disk. A dropped character may not be recovered.

Modify character can change the character's ability scores and hit points. Use modify character to change a character generated in CURSE OF THE AZURE BONDS to match a favorite AD&D character. Characters who have been adventuring may not be modified.

Train character increases a character's level when he has gained enough experience points. Training costs 1000 gold pieces (GP) per level. Choose the character to train. If the character has sufficient experience points and money the character advances a level. This takes no game time. See the Maximum Level Limits by Race, Class, and Prime Requisite chart for level limits.

View character displays a character as described under that heading below.

Add character to party transfers characters from the saved game disk into the party. Select the last game the character adventured in from the From Where Menu.

From Where Menu:

FROM WHERE: CURSE POOL HILLSFAR EXIT

- Curse *adds a character whose last adventure was in* CURSE OF THE AZURE BONDS.
- Pool *adds a character whose last adventure was in* POOL OF RADIANCE.
- HILLSFAR *adds a character whose last adventure was in* HILLSFAR. *If the character was originally generated in* POOL OF RADIANCE *or* CURSE OF THE AZURE BONDS *then both the original and* HILLSFAR *saved game files are required. Refer to the quick start card for additional information.*

Remove character from party transfers a character from the party to the saved game disk.

Load saved game reads a previous adventuring party from the save game disk.

Save current game writes the current game to the save game disk.

Human change class allows a human character with appropriate attributes to become a dual-class character.

Begin adventuring restarts the game.

Exit to DOS ends the game.

NON-PLAYER CHARACTERS (NPCS)

During the game the party will encounter NPCs. They may talk to the party, attack the party, and even offer to join the party. There are two kinds of NPCs: those who volunteer to join the party and those who will only give information or fight the party.

NPCs that join the party are treated like player characters, with a few differences. The computer commands NPCs in battle. They have morale. If things are going badly for the party, they may run. Items can be traded to NPCs, but they cannot be traded from conscious NPCs to other characters. If an NPC dies, however, you can use the trade command on the Item Menu to take his items.

VIEWING THE CHARACTER SCREEN

The view command displays the character screen. This screen displays the character's name, sex, race, and age. It also displays his alignment, character class or classes, ability scores and current wealth.

Each character begins the game with 300 platinum pieces, which he can use to buy equipment. Later, as the character

accumulates wealth, the character screen shows how many copper pieces (cp), silver pieces (sp), electrum pieces (ep), gold pieces (gp), platinum pieces (pp), gems, and jewelry the character is carrying. The value of each gem or piece of jewelry varies and is found when the item is appraised. The relative value of each kind of coin is:

1 pp = 5 gp = 10 ep = 100 sp = 1000 cp.

The character screen shows the character's current level or levels and his earned XP. A character with more than one class has his levels listed in the same order as his classes. For example, if a character is a Fighter/Thief with 25,000 XP, his levels are listed as 5/6. A dual-class human character only displays his experience points in his current class.

The bottom of the character display lists combat information. The character's Armor Class is shown as AC; the lower the AC number, the harder it is for opponents to hit the character. The character's To Hit AC 0 (or THAC0) is also listed; the lower the THAC0 number, the better the character's chance to hit opponents.

The character's current HP and damage are listed. If the HP is highlighted, the character is wounded and the HP is less than its maximum value. Damage is how many dice of HP the character inflicts when he hits an opponent in combat. Damage depends on the character's strength and readied weapon.

The encumbrance, or total weight the character is carrying, is listed along with the character's combat move. The character's combat move is based on his readied armor, strength, and total encumbrance.

The screen then lists the character's readied weapon and armor. Finally, the screen lists the character's status, an indication of the current health of the character. The character status can be:

Okay status means that the character has positive HP and can move and fight normally.

Unconscious status means that the character has exactly 0 HP. He cannot move or fight, but is in no danger of dying.

Dead status means that the character has died. Non-elf characters have a chance of being resurrected with a raise dead spell. The character's chance of being resurrected depends on his constitution.

Fled status means that the character fled from the previous battle. After the battle he will rejoin the party and regain his previous status.

Stone status means that the character has been turned to stone by a monster or a spell.

Gone status means that the character has been totally destroyed. Nothing can bring the character back to life.

Choose the view command to display the View Menu and to inspect the active character choose the view command. Not all view commands are available at all times.

View Menu:

ITEMS SPELLS TRADE DROP HEAL CURE EXIT

Items shows all the equipment the character is carrying. Items preceded by a YES are ready for combat. Not all commands in the Item Menu are always available.

Item Menu:

READY USE TRADE DROP HALVE JOIN SELL ID EXIT

- Ready *is used to change the status of a weapon, armor, or other item. Only readied weapons can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow quarrels are assumed to be in a quiver and can be readied at all times.*
- Use *activates an item. Choose the item and then indicate a target.*
- Trade *is used to transfer an item from one character to another. Choose the character to trade to and then choose the item or items to trade. Remember that a conscious NPC will not give up an item once he has it.*
- Drop *permanently removes items from a character. Dropped items may not be recovered.*
- Halve *turns many items combined on the same line into two lines each with half as many items. Halve would turn one line of 42 Arrows into two lines each with 21 Arrows.*
- Join *combines all similar items into one line. No more than 250 similar items can be joined on one line. Some items cannot be joined.*
- Sell *is available under the Shop Menu and is described there.*
- ID *is available under the Shop Menu and is described there.*

Spells is a listing of the spells a character has memorized and can cast (see Magic Menu).

Trade is used to transfer money from one character to another. Indicate which character to trade with, and then indicate which coins and how much are traded to the other character.

Drop permanently removes money from a character. Dropped money may not be recovered.

Heal is displayed only when viewing a paladin. A paladin may heal 2 HP of damage per level once a day. Select the heal command and then choose the character to be healed. The heal command will not be displayed until the paladin can heal again.

Cure is displayed only when viewing a paladin. A paladin may cure disease once a week at 1st—5th level, twice a week at 6th—10th level, and three times a week at 11th level. Select the cure command and then choose the character to be cured. The cure command will not be displayed until the paladin can cure again.

The newly created party appears in an Inn on a side street in Tilverton. The party is ready to begin adventuring.

ADVENTURE MENU

The Adventure Menu allows access to all of the main functions in CURSE OF THE AZURE BONDS. When this menu is displayed the screen shows the 3-D view in front of the party and the party's status. If any party members are injured, their hit points are highlighted for easy recognition.

Adventure Menu:

MOVE VIEW CAST AREA ENCAMP SEARCH LOOK

Move is used in the 3-D view to change the party's facing or to move forward. In 3-D the party can turn right, turn left, turn around, or move forward. Normally, each move forward takes 1 minute. If the party has search on, each move forward takes 10 minutes. Refer to the quick start card for computer-specific details on how to move without choosing this command.

View displays the character screen and the View Menu.

Cast displays the Cast Menu so the active character can throw a magic spell. See the section on Magic for a description of how to cast spells and their effect.

Area shows an overhead view of the area around the party. If the party is lost or in unfamiliar territory this command may not be available.

Encamp displays the Camp Menu. See the Camp section for a description of the commands available from the Camp Menu.

Search turns searching on and off. A party moving with search off takes 1 minute per move forward, has a normal chance of meeting random encounters and finding secret doors, and is taking normal precautions against traps and surprise. A party moving with search on takes 10 minutes per move forward, has an increased chance of meeting random encounters and finding secret doors, and is taking special precautions against traps and surprise. With search on, the party is checking for secret doors, mapping, moving as silently as possible, hiding in any available shadows, and generally being as careful as possible.

Look is used to search an individual square. Executing a look command acts as if the party moved into the current square with search on.

CAMP

The commands on the Camp Menu include day-to-day functions such as saving the game, resting to heal, memorizing spells, and changing game items such as game speed or party order.

Camp Menu:

CAMP: SAVE VIEW MAGIC REST ALTER FIX EXIT

Save writes the state of the characters and the game to the save game disk. Prepare a save game disk according to the instructions on the quick start card.

View displays the View Menu and the character screen of the active character.

Magic is a very important part of CURSE OF THE AZURE BONDS and is described under its own heading. Magical Spells can only be memorized while the party is camped.

Rest allows characters to memorize spells and to heal naturally. Characters catch their normal sleep without having to camp. The initial rest time is established by the time necessary to memorize any spells selected from the memorize command in the Magic Menu. For every 24 uninterrupted hours of rest in camp, each wounded character regains one hit point. Rest can be interrupted by any random encounter. Only take long rests in safe places, such as inns or cleared locations.

Rest Menu:

REST ADD SUBTRACT EXIT

- Rest *starts the clock running after all the memorized spells have been chosen.*
- Add *increases the time that the party will attempt to rest.*
- Subtract *decreases the time the party will attempt to rest. This may keep characters from memorizing all of their chosen spells.*

Alter is used to change the characters in the party and the parameters of the game. The Alter Menu includes:

Alter Menu:

ALTER: ORDER DROP SPEED ICON PICS EXIT

- Order *changes how the characters are listed on the screen and how they are deployed in combat. Characters at the top of the list tend to be in the front line in combat.*
- Drop *eliminates a character from the party and erases him from the saved game disk. A dropped character is gone forever and may not be recovered.*



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- Speed *controls the rate messages are printed on screen. If the game is running too slowly, use the faster command to speed up the displays.*

Speed Menu:

SPEED: SLOWER FASTER EXIT

- Icon *is used to change a character's combat icon. Customize this icon to represent the character's favorite weapons, armor, and colors. Different computers and graphic adapters have different capabilities; experiment to create the best icon for each character.*
- Pics *governs when encounter pictures will be displayed.*

Pics Menu:

PICS: MONSTERS ON/OFF ANIMATIONS ON/OFF EXIT

Monsters On/Off toggles the close-up pictures of encounters on and off. Turning the pictures off speeds up the game.

Animations On/Off toggles the animation of the close-up pictures on and off. Turning the animation off speeds up the game. This command is not available on some computer versions.

Fix is used to cast a large number of cure light wounds spells with a single command. All characters with first level clerical spells will memorize as many cure light wounds as they can, cast them on the party, and then rememorize their previously memorized spells. Fix takes game time and may be interrupted by an encounter.

CIVILIZATION

Civilization provides many features for the adventurer. Many towns and cities contain Inns, Shops, Halls, Temples, and Bars.

Inns provide a safe place to rest using the Camp Menu. While the characters rest they can memorize spells and regain hit points.

Shops provide a place to buy and sell equipment using the Shop Menu.

Shop Menu:

BUY VIEW TAKE POOL SHARE APPRAISE EXIT

• Buy *displays the items available in the shop. Select the items that the active character will buy.*

• View *displays the character screen with the addition of the appraise command in the View Menu, and the sell and ID commands in the Items Menu.*

Sell causes the shopkeeper to make an offer on the highlighted item. Sold items may not be recovered.

ID is used to identify an item. The shop charges 200 gp for the service.

• Take *is used to pick up coins from the party's money pool. Indicate the type and amount of coins to take.*

•Pool *places all of the party members' coins into a money pool. All purchases at the shop come out of the money pool. Use the take or share commands to pick up coins from the money pool.*

• Share *picks up the coins in the money pool, divides the coins into shares, and distributes the shares among the party.*

• Appraise *is used in shops to receive an appraisal of any gems and jewelry the character has. Choose gems or jewelry to be appraised. The shopkeeper makes an offer for the item. Accept the offer and the item is sold. Reject the offer and the gem or piece of jewelry becomes an item on the character's item list.*

Halls are where the characters can advance levels and change classes using the Party Creation Menu.

Temples cast healing spells using the Temple Menu. The commands on the Temple Menu are the same as those on the Shop Menu with the addition of the heal command.

Temple Menu:

HEAL VIEW TAKE POOL SHARE APPRAISE EXIT

• Heal *displays a list of the temple's healing spells. Indicate the spell to cast and confirm that the character is willing to pay the cost. The cost may vary depending on the recipient and circumstances.*

Bars are rowdy places full of gossip, stories, and information. Buy a round of drinks and listen to the stories.

ENCOUNTERS

When a party comes across monsters or NPCs an encounter occurs. If the party surprises the monsters the party can attack by choosing Combat from the Encounter Menu. If the party attacks immediately they receive a bonus to their initiative in combat. If the monsters surprise the party, the monsters can attack immediately and get a bonus to their initiative in combat. If the party or the monsters do not attack immediately, surprise is lost. If the monsters do not attack immediately in an encounter the party can react by choosing from the Encounter Menu.

Encounter Menu:

ENCOUNTER: COMBAT WAIT FLEE ADVANCE/PARLAY

Combat causes the party to attack the monsters. Fighting is explained in the Combat section.

Wait allows the monsters to decide what to do. They may combat, wait, flee, advance (if they are far away) or parlay (if they are adjacent.)

Flee causes the party to run away. If the monsters try to attack, and are faster than the party, combat will occur. If the party flees successfully, it may be retreated a square.

Advance reduces the range to the monsters. When the monsters are adjacent to the party the advance command is replaced by the parlay command.

Parlay allows the party to speak with willing monsters. Choose a speaker (or make the speaker the active character) and then choose a conversation tactic from the Parlay Menu.

Parlay Menu:

PARLAY: HAUGHTY SLY MEEK NICE ABUSIVE

• Haughty *means that the speaker is trying to demonstrate his superiority over the monsters.*

• Sly *means that the speaker is trying to get information out of the monsters without their realizing.*

• Meek *means that the speaker is trying to convince the monsters that the party is not worth attacking.*

• Nice *means that the speaker is trying to be nice to the monsters.*

• Abusive *means that the speaker is trying to browbeat information out of the monsters.*

COMBAT

In combat, the computer determines the order in which each character and monster becomes active. The player controls the actions of PCs. The computer controls the actions of monsters, NPCs, and PCs set to quick combat.

Each character's ability in combat is defined by his THAC0 and AC. The attacker's THAC0 represents his ability to hit in melee or with missile fire. The lower the THAC0 the better the chance to hit the target. A target's defenses are represented by his AC. The lower the AC the harder it is to hit the target. An attack is successful if a random number from 1—20 is greater than or equal to the attacker's THAC0 minus the target's AC. Range, attacks from the rear, magic weapons, magic spells, and other circumstances may affect this chance.

In combat, the first and second attackers strike at the front of a target. The third attacker strikes at the target's rear, unless all the attackers are adjacent. The fourth and any additional attackers strike at the target's rear. The target's AC is substantially reduced against rear attacks.

A thief's back stab is an exception to the facing rules. A thief back stabs if he attacks a target from exactly opposite the first character to attack the target. The thief may not back stab if he has readied armor heavier than leather or if the target is larger than man sized. A back stab has a better chance of hitting the defender, and does additional damage.

A character may not attack an adjacent target with a missile weapon. A character may attack an adjacent target with a thrown weapon.

FIGHTING

In combat the computer chooses the active character. Characters with higher dexterity will tend to go before characters with lower dexterity. A character may hold his action until later with the delay command.

The screen begins centered on the active character. The character's name, HP, AC, and current weapon are displayed. The Combat Menu lists the character's options.

Combat Menu:

MOVE VIEW AIM USE CAST TURN QUICK DONE

Move is used to move a character and to attack. Attack by moving the character into an enemy's square. If the character moves away from an enemy, the enemy gets a free attack at the character's back.

Bows can attack twice per turn. Thrown darts can attack three times per turn. Fighters and paladins of 7th level or greater can attack twice every other turn. Rangers of 8th level or greater can attack twice every other turn. All of a character's attacks are taken against his first target. If the first target

goes down with the first attack, aim the remaining attack at another target. Fighters, paladins, and rangers may sweep several weak targets with one mighty blow.

Refer to the quick start card to find out how to move the character with the computer. The number of spaces a character can move is reduced by the weight he's carrying and the kind of armor he has readied.

A character may flee from combat by moving off the battlefield. A character may move off the battlefield if he can move faster than all enemy monsters. A character may not move off the battlefield if he moves slower than any enemy monsters. A character has a 50% chance to move off the battlefield if he can move as fast as the fastest enemy monster. A character that moves off the battlefield returns to the party after the fight is over. If all active characters flee combat then any dead characters are lost.

View displays the character screen and View Menu. Some options, such as trade, are not available in the middle of combat. The use command appears on the Item Menu and permits the use of an item, such as a wand, in combat.

Aim is used to aim an attack using the following options.

Aim Menu:

AIM: NEXT PREV MANUAL TARGET EXIT

- Next *is used to look at all possible targets, starting with the closest target and then going to the next closest. Next and Prev only indicate targets in the character's line of sight.*
- Prev *(Previous) is the opposite of the next command. Use this command to look at the possible targets starting with the farthest target and working back toward the character.*
- Manual *permits the player to aim anywhere on the map.*
- Target *is used to fire where the cursor is located.*

Use allows a character to activate an item. Indicate the target with the Aim Menu and choose target to use it.

Cast is only available to spell-casters when they have spells available. This command displays the cast options of the Magic Menu (see the description in the Magic Rules). If the character has been hit recently his concentration may be broken and the cast option will not appear.

Turn allows clerics and paladins to destroy undead monsters or turn them away from the party. This has no effect on any other form of monster.

Quick turns control of the character over to the computer. See the quick start card for instructions on how to gain manual control of a character. Under computer control, a fighting character with readied arrows will tend to hang back and fire arrows. If the character has no readied arrows, he will ready a melee weapon and charge.

Done is used when a character has finished his turn.

Done Menu:

GUARD DELAY QUIT BANDAGE SPEED EXIT

- Guard *sets a character to attack the first enemy that moves adjacent.*
- Delay *causes the character to hold his turn until after the other characters and monsters have acted.*
- Quit *ends a character's turn.*
- Bandage *only appears if a party member is bleeding to death. The bandage command will stop the bleeding and keep the character from dying.*
- Speed *changes the game speed and is described under the alter command in the Camp Menu.*



The Village of Hap

AFTER COMBAT

If one or more characters survive on the battlefield at the end of combat, the bodies of unconscious or dead party members stay with the party. If the party flees from combat, all unconscious and dead party members are permanently lost. If ALL the party members are slain go back to your last Saved Game and try again from that point.

When combat is over the Treasure Menu is displayed. Most of the Treasure Menu commands work like the commands in the Temple and Shop Menus.

Treasure Menu:

VIEW TAKE POOL SHARE DETECT EXIT

View displays the character screen and View Menu.

Take is used to pick up treasure. A character carrying a large number of coins and heavy equipment can be slowed in combat.

Take Menu:

TAKE: ITEMS MONEY EXIT

- Items *lists the equipment in the treasure. Frequently, the weapons and armor used by monsters are not listed because they are substandard and not worth taking.*
- Money *displays the number and type of coins in the treasure. Indicate the type and number of coins the active character takes.*

Pool drops all of the party members' coins into the treasure. Use the take or share command to pick up coins from the treasure.

Share picks up the coins in the treasure, divides the coins into shares, and distributes the coins among the party.

Detect casts a Detect Magic spell from the currently active character.

Exit leaves the scene of the battle. If treasure remains, then the option to return to the Treasure Menu is displayed.

MAGIC

Magic is integral to CURSE OF THE AZURE BONDS. Magic-users, clerics, high-level paladins, and high-level rangers can use magical spells.

A spell can exist in one of three forms: in a character's memory, in a character's spell book, and on a scroll.

A spell-caster with a spell in memory has memorized the spell and can cast the spell using the cast command.

Magic-users and high-level rangers write magic-user spells in a spell book. They may only memorize spells that are in their spell book.

Each time a magic-user or high-level ranger increases a level, they can add one new spell to their spell book. They can also scribe a spell from an identified scroll into their spell book. Clerical spells are all available at the appropriate level and are not listed in spell books.

A clerical scroll can be used immediately by a cleric. A magic- user or ranger must cast the read magic spell and ready the magic-user scroll in order to identify the spells on the scroll. Any identified magic-user spell that a character can cast can be scribed from the scroll into his spell book. Only magic-users can cast identified magic-user spells off scrolls. A 10th level or greater thief has a 75% chance to cast a spell from any magic-user scroll. A spell disappears after it has been scribed or cast.

A beginning 1st-level magic-user's spell book contains four 1st-level spells. A beginning 5th-level magic-user's spell book contains six 1st-level spells, two 2nd-level spells, and one 3rd-level spell. Each time a magic-user or high level ranger gains a level of experience, he gains a new spell in his spell book, even though the rise in level may give him the ability to memorize more than one new spell at a time. To gain additional spells, the magic-user or high-level ranger must find scrolls in treasures and copy spells he is capable of casting into his spell book, using the scribe command in the Magic Menu.

Clerical and druidic magic requires no spell books. All clerical and druidic spells of the appropriate level are always available to a cleric, paladin, or ranger. The character need only memorize them. When a cleric finds a clerical scroll, he can use the spells directly from the scroll; he does not need to scribe the spells into a spell book.

Spells do not automatically have their full effect on their target. Each target of a spell gets a saving throw to avoid some or all of the effect of the spell. As a character gains levels, his saving throws improve.

The spell caster is the current character. Spell casters can get a list of their memorized spells from the cast option of the Magic Menu or from the spells option of the View Menu. They can get a list of their spells on scrolls from the scribe option of the Magic Menu.

Magic Menu:

CAST MEMORIZE SCRIBE DISPLAY REST EXIT

Cast displays the Cast Menu and the character's list of memorized spells. Indicate the spell to cast and then indicate the target of the spell. Once a spell is cast it is gone from memory until it is memorized again.

Cast Menu:

CAST NEXT PREV EXIT

Memorize displays the Memorize Menu and the character's spell book or clerical spell list. Indicate the spells to memorize. Once all characters have indicated the spells they want to memorize, choose the rest command to take the time to actually memorize the spells. Memorizing any spell takes a minimum of four hours. Third and fourth level spells take a minimum of six hours; fifth level spells take a minimum of eight hours to memorize. Remember that a spell-caster can have the same spell memorized multiple times.

Memorize Menu:

MEMORIZE NEXT PREV EXIT

A spell is not actually memorized until it has been chosen from the Memorize Menu and the character has rested long enough to imprint the spell on his mind. Memorizing a spell takes 15 minutes of game time per spell level, plus a minimum period of preparation. 1st and 2nd level spells take a minimum preparation of 4 hours. 3rd and 4th level spells take a minimum preparation of 6 hours. 5th level spells take a minimum preparation of 8 hours. If the preparation or learning time is interrupted, some or none of the spells may be memorized.

Scribe displays the Scribe Menu and a list of all of the spells on identified magic-user scrolls. Indicate the spells to be scribed into the character's spell book. Once all characters have indicated the spells they want to scribe, choose the rest command to take the time to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the spell.

Scribe Menu:

SCRIBE NEXT PREV EXIT

Display lists the magic that currently affect the party. These include spells like bless or invisibility and effects like disease.

Rest displays the Rest Menu referred to in the Camp section. A character's spells are not memorized until he has rested the necessary time.

THE SPELLS

Spells are defined by when they can be thrown, their range, their area, their duration, and their effect. The Spell Parameters List summarizes where each spell can be thrown, its range, area, and duration. When using spells from the Camp Menu or the Adventure Menu (such as a find traps), remember that one round equals one minute of game time and one turn equals 10 minutes of game time.

FIRST LEVEL CLERICAL SPELLS

Bless improves the THAC0 of friendly characters by 1. The bless spell does not affect characters who are adjacent to monsters when the spell is cast.

Curse reduces the THAC0 of monsters by 1. The curse spell does not affect monsters who are adjacent to friendly characters when the spell is cast. The target gets no saving throw.

Cure light wounds heals 1—8 HP.

Cause light wounds causes 1—8 HP. The target gets no saving throw.

Detect magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an asterisk (*) is magical.

Protection from evil improves the AC and saving throws of the target by 2 against evil attackers.

Protection from good improves the AC and saving throws of the target by 2 against good attackers.

Resist cold halves the damage and improves saving throws versus cold attacks by 3.

SECOND LEVEL CLERICAL SPELLS

Find traps indicates the presence of traps in the character's path.

Hold person paralyzes targets of roughly human size and shape. You may aim a hold person spell at up to 3 targets.

Resist fire halves the damage and improves saving throws versus fire attacks by 3.

Silence 15' radius must be cast on a character or a monster. That character or monster, and all adjacent to him, cannot cast spells for the duration of the spell.

Slow poison revives a poisoned person for the duration of the spell. The character dies when the spell wears off.

Snake charm paralyzes as many HP of snakes as the cleric has HP.

Spiritual hammer creates a temporary magic hammer that is automatically Readied. It can strike at range and does normal hammer damage.

THIRD LEVEL CLERICAL SPELLS

Cure blindness removes the effect of the cause blindness spell.

Cause blindness reduces the target's THAC0, Armor Class and Saving Throws by 4.

Cure disease removes the effects of disease caused by some monsters or caused by a cause disease spell.

Cause disease gives the target a disease that saps his Strength and HP.

Dispel magic removes the effects of spells that do not have specific counter spells.

Prayer improves the THAC0 and saving throws of friendly characters by 1 and reduces the THAC0 and saving throw of monsters by 1.

Remove curse removes the effects of a bestow curse spell and allows the target to unready cursed magic items.

Bestow curse reduces the target's THAC0 and saving throw by 4.

FOURTH LEVEL CLERICAL SPELLS

Cure serious wounds heals 3—17 HP.

Cause serious wounds causes 3—17 HP. The target gets no saving throw.

Neutralize poison revives a poisoned person.

Poison forces the target to make a saving throw versus poison or die.

Protection from evil 10' radius must be cast on a character or a monster. It improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers.

Sticks to snakes causes snakes to harass the target. The target is unable to attack, move or cast spells for the duration of the spell.

FIFTH LEVEL CLERICAL SPELLS.

Cure critical wounds heals 6—27 HP.

Cause critical wounds causes 6—27 HP. The target gets no saving throw.

Dispel evil improves the target's AC by 7 versus summoned evil creatures for the duration of the spell or until the target successfully hits a summoned evil creature. When the creature is hit, it must save versus spells or be dispelled.

Flame strike does 6—48 HP to the target. If the target makes its save versus magic, it takes half damage.

Raise dead allows the cleric to return any non-elf player character to life.

Slay living causes the target to save versus death or die. If the target makes the saving throw he still takes 3—17 HP.

FIRST LEVEL DRUID SPELLS

Detect magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an asterisk (*) is magical.

Entangle reduces the target's movement to 0. Entangle can only be cast outdoors.

Faerie fire illuminates the enemy and reduces their AC by 2.

Invisibility to animals reduces all attacking animal's THAC0s by 4. It does not affect intelligent targets or enchanted beasts.

FIRST LEVEL MAGIC-USER SPELLS

Burning hands causes 1 HP of fire damage per level of the caster. There is no saving throw.

Charm person changes the target's allegiance in a combat. It only affects targets of roughly human size and shape.

Detect magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded marked by an asterisk (*) is magical.

Enlarge makes the target larger and stronger. The higher the caster's level, the larger and stronger the target gets. If the caster is 6th level the target becomes as strong as an Ogre. If the caster is 10th level the target becomes as strong as a Fire Giant. A target can only be under the effect of 1 enlarge spell at a time. Unwilling targets get a saving throw against this effect.

Reduce negates the effect of an enlarge spell.

Friends raises the caster's charisma 2—8 points. It is often cast just before an encounter.

Magic missile does 2-5 HP per missile with no saving throw. A magic-user throws 1 missile at 1st-2nd level, 2 missiles at 3rd—4th level, 3 missiles at 5th—6th level, 4 missiles at 7th—8th level, 5 missiles at 9th—10th level, and 6 missiles at 11th level.

Protection from evil improves the AC and saving throws of the target by 2 against evil attackers.

Protection from good improves the AC and saving throws of the target by 2 against good attackers.

Read magic allows a magic-user to ready a scroll and identify it. A magic-user may use the spells on a scroll after it has been identified.

Shield negates the magic missile spell, improves the magic-user's saving throw, and increases his AC.

Shocking grasp does electrical damage of 1—8 HP, +1 HP per level of caster.

Sleep puts 1—16 targets to sleep with no saving throw. Up to sixteen 1 hit-die targets are affected. One 4 hit-die target is affected. Targets of 5 or more hit-dice are unaffected.

SECOND LEVEL MAGIC-USER SPELLS

Detect invisibility allows the target to spot invisible targets.

Invisibility makes the target invisible. The THAC0 of melee attacks against invisible targets is reduced by 4. It is impossible to target ranged attacks against invisible targets. Invisibility is dispelled when the target attacks.

Knock is used to open locks. It can be cast from the door-opening menu if the active character has a memorized knock spell.

Mirror Image creates 1—4 illusionary duplicates of the magic-user. A duplicate disappears when it is attacked.

Ray of enfeeblement reduces the target's strength by 25% + 2% per level of the caster.

Stinking cloud paralyzes those in its area for 2—5 rounds. If the target saves, it is not paralyzed, but is nauseous and has its AC reduced for 2 rounds.

Strength raises the target's strength by 1—8 points, depending on the class of the target.

THIRD LEVEL MAGIC-USER SPELLS

Blink protects the magic-user. The magic-user 'blinks out' after he acts each round. The magic-user may be physically attacked before he acts each round, but he may not be physically attacked after he acts.

Dispel magic removes the effects of spells that do not have specific counter spells.

Fireball does 1d6 HP per level of the caster to all targets within its area. If the target makes its saving throw, the damage is halved. A fireball has a 2" radius outdoors and a 3" radius indoors.

Haste doubles the target's movement and number of melee attacks per round.

Hold person paralyzes targets of roughly human size and shape. You may aim a hold person spell at up to 4 targets.

Invisibility, 10' radius makes all targets adjacent to the caster invisible. The THAC0 of melee attacks against invisible targets is reduced by 4. It is impossible to target ranged attacks against invisible targets. Invisibility is dispelled when a target attacks.

Lightning bolt does 1d6 HP per level of the caster to all targets within its area. If the target makes its saving throw, the damage is halved. A lightning bolt is 4 or 8 squares long in a line away from the caster. The bolt will rebound off walls to reach its full length.

Protection from evil, 10' radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against evil attackers.

Protection from good, 10' radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against good attackers.

Protection from normal missiles makes the target immune to non- magical missiles.

Slow affects 1 target per level of caster. The spell halves the target's movement and number of melee attacks per round. Slow can be used to negate a haste spell.

FOURTH LEVEL MAGIC-USER SPELLS

Charm monster changes the target's allegiance in combat. It will work on any living creature. The spell affects 2—8 1st-level targets, 1—4 2nd-level targets, 1—2 3rd-level targets, or 1 target of 4th-level or above.

Confusion affects 2-16 targets. Each target must make a saving throw each round or stand confused, become enraged, flee in terror or go berserk.

Dimension door allows the magic-user to teleport himself to another point on the battlefield.

Fear causes all within its area to flee.

Fire shield protects the magic-user so that any creature who hits the magic-user in melee does normal damage, but takes twice that damage in return. The shield may be attuned to heat attacks or cold attacks. The magic-user takes half damage (no damage if he makes his saving throw) and has his saving throw against the opposite form of attack improved by 2. He takes double damage from the form of attack the shield is attuned to.

Fumble causes the target to be unable to move or attack. If the target makes his saving throw, he is affected by a slow spell.

Ice Storm does 3-30 HP to all targets within its area. There is no saving throw.

Minor globe of invulnerability protects the caster from incoming first, second, or third-level spells.

Remove curse removes the effects of a bestow curse spell and allows the target to unready cursed magic items.

Bestow curse reduces the targets THAC0 and saving throw by 4.

FIFTH LEVEL MAGIC-USER SPELLS

Cloudkill creates a cloud of vapor which instantly kills creatures with 4 or fewer hit dice. Creatures with 4+1 to 5+1 hit dice must save versus poison at -4 or die. Creatures with up to 6 hit dice must save versus poison or die.

Cone of cold does 1d4+1 HP per level of the caster to all targets in a cone shaped area. If the target makes its saving throw the damage is halved.

Feeblemind reduces the target's intelligence and wisdom to 3 so that the target cannot cast spells. The saving throw of a human magic-user is reduced by 4, the saving throw of a human cleric is improved by 1, and the saving throw of non-human characters is reduced by 2. A feeblemind may only be removed by a heal spell from a temple.

Hold monster paralyzes up to 4 targets. It will work on any living creature.

APPENDICES

RANGE OF ABILITY SCORES BY RACE

ABILITY SCORE	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Strength (Male)	8-18(99)	3-18(75)	6-18(50)	3-18(90)	6-17	3-18(00)
Strength (Female)	8-17	3-16	6-15	3-17	6-14	3-18(50)
Intelligence	3-18	8-18	7-18	4-18	6-18	3-18
Wisdom	3-18	3-18	3-18	3-18	3-17	3-18
Dexterity	3-17	7-19	3-18	6-18	8-18	3-18
Constitution	12-19	6-18	8-18	6-18	10-19	3-18
Charisma	3-16	8-18	3-18	3-18	3-18	3-18

Minimum Ability Score - Maximum Ability Score
(xx) = maximum percentage for an 18 strength

MAXIMUM LEVEL LIMITS BY RACE, CLASS, AND PRIME REQUISITE

CLASS	ABILITY	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Cleric	Any	no	no	no	5	no	10*
Fighter	STR 16-	7	5	5	6	4	12*
	STR 17	8	6	5	7	5	12*
	STR 18+	9	7	6	8	no	12*
Paladin	Any	no	no	no	no	no	11*
Ranger	STR 16-	no	no	no	6	no	11*
	STR 17	no	no	no	7	no	11*
	STR 18+	no	no	no	8	no	11*
Magic-User	INT 16-	no	9	no	6	no	11*
	INT 17	no	10	no	7	no	11*
	INT 18	no	11	no	8	no	11*
Thief	Any	12*	12*	12*	12*	12*	12*

no: Characters of this race cannot be of this class.

* : Highest Level Available in CURSE OF THE AZURE BONDS. Normal AD&D Characters have unlimited level advancement in these classes.

ARMOR AND WEAPONS PERMITTED BY CHARACTER CLASS

CLASS	MAX ARMOR	SHIELD	WEAPONS
Cleric	any	any	club, flail, hammer, mace, staff, staff sling
Fighter	any	any	any
Paladin	any	any	any
Ranger	any	any	any
Magic-User	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, short bow, one-handed swords

SPELL PARAMETERS LIST

This is a listing of spells available to player characters as they gain in level. The following are abbreviations used in the list:

Cmbt = Combat only spell
Camp = Camp only spell
Both = Camp or Combat spell
T = Touch Range
dia = diameter
rad = radius
All = All characters in combat
r = combat rounds
t = turns
/lvl = per level of caster
targets = aim at each target.

1ST-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Bless	Both	6	5 dia	6r
Curse	Cmbt	6	5 dia	6r
Cure Light Wounds	Both	T	1	-
Cause Light Wounds	Cmbt	T	1	-
Detect Magic	Both	0	1	1t
Protection from Evil	Both	T	1	3r/lvl
Protection from Good	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

2ND-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Find Traps	Camp	3	1	3t
Hold Person	Cmbt	6	1-3 targets	4r+1/lvl
Resist Fire	Both	T	1	1t/lvl
Silence 15' Radius	Cmbt	12	3 dia	2r/lvl
Slow Poison	Camp	T	1	1 hour/lvl
Snake Charm	Cmbt	3	All	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

3RD-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Blindness	Both	T	1	-
Cause Blindness	Cmbt	T	1	-
Cure Disease	Camp	T	1	-
Cause Disease	Cmbt	T	1	-
Dispel Magic	Both	6	3x3	-
Prayer	Cmbt	0	All	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

4TH-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Serious Wounds	Both	T	1	-
Cause Serious Wounds	Cmbt	T	1	-
Neutralize Poison	Camp	T	1	-
Poison	Cmbt	T	1	-
Protection from Evil 10' Radius	Both	T	2 dia	1t/lvl
Sticks to Snakes	Cmbt	3	1	1r/lvl

5TH-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Critical Wounds	Both	T	1	-
Cause Critical Wounds	Cmbt	T	1	-
Dispel Evil	Both	T	1	1r/lvl
Flame Strike	Cmbt	6	1	-
Raise Dead	Camp	3	1	-
Slay Living	Cmbt	3	1	-

1ST-LEVEL DRUIDICAL SPELLS (FOR HIGH-LEVEL RANGERS)

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Magic	Both	0	1	12r
Entangle	Cmbt	8	4 dia	1t
Faerie Fire	Cmbt	8	8 dia	4r/lvl
Invisibility to Animals	Both	T	1	1t+1r/lvl

1ST-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Burning Hands	Cmbt	T	1	-
Charm Person	Cmbt	12	1	-
Detect Magic	Both	0	1	2r/lvl
Enlarge	Both	.5/lvl	1	1t/lvl
Reduce	Both	.5/lvl	1	-
Friends	Camp	0	All	1r/lvl
Magic Missile	Cmbt	6+lvl	1	-
Protection from Evil	Both	T	1	2r/lvl
Protection from Good	Both	T	1	2r/lvl
Read Magic	Camp	0	1	2r/lvl
Shield	Both	0	1	5r/lvl
Shocking Grasp	Cmbt	T	1	-
Sleep	Cmbt	3+lvl	1-16	5r/lvl

2ND-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Invisibility	Both	0	All	5r/lvl
Invisibility	Both	T	1	-
Knock	Camp	6	1/lvl	-
Mirror Image	Both	0	1	2r/lvl
Ray of Enfeeblement	Cmbt	1+.25/lvl	1	1r/lvl
Stinking Cloud	Cmbt	3	2x2	1r/lvl
Strength	Camp	T	1	6t/lvl

3RD-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispel Magic	Cmbt	12	3x3	-
Fireball	Cmbt	10+lvl	2 or 3 rad	-
Haste	Both	6	5 dia	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	-
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection from Evil 10' Rad	Both	T	2 dia	2r/lvl
Protection from Good 10' Rad	Both	T	2 dia	2r/lvl
Protection from Normal Missile	Both	T	1	1t/lvl
Slow	Cmbt	9+lvl	5 dia	3r+1/lvl

4TH-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Charm Monster	Cmbt	6	1+	-
Confusion	Cmbt	12	2-16, 3 rad	2r+1/lvl
Dimension Door	Cmbt	0	1	-
Fear	Cmbt	0	6x3 cone	1r/lvl
Fire Shield (2 Types)	Both	0	1	2r+1/lvl
Fumble	Cmbt	1/lvl	1	1r/lvl
Ice Storm (Dmg only)	Cmbt	1/lvl	5 dia	-
Min Globe of Invulnerability	Both	0	1	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

5TH-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cloudkill	Cmbt	1	3x3	1r/lvl
Cone of Cold	Cmbt	0	.5/lvl cone	-
Feeblemind	Cmbt	1/lvl	1	-
Hold Monster	Cmbt	.5/lvl	1-4 targets	1r/lvl

WEAPON LIST

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGERTHAN MAN SIZED	NUMBER OF HANDS	CLASS
Axe, Hand	1-6	1-4	1	f
Bardiche+	2-8	3-12	2	f
Bastard Sword	2-8	2-16	2	f
Battleaxe	1-8	1-8	1	f
Bec de Corbin+	1-8	1-6	2	f
Bill-Guisarme+	2-8	1-10	2	f
Bo Stick	1-6	1-3	2	f
Broad Sword	2-8	2-7	1	f,th
Club	1-6	1-3	1	f,cl,th
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Fauchard+	1-6	1-8	2	f
Fauchard-Fork+	1-8	1-10	2	f
Flail	2-7	2-8	1	f,cl
Fork, Military+	1-8	2-8	2	f
Glaive+	1-6	1-10	2	f
Glaive, Guisarme+	2-8	2-12	2	f
Guisarme +	2-8	1-8	2	f
Guisarme-Voulge+	2-8	2-8	2	f
Halberd+	1-10	2-12	2	f
Lucern Hammer+	2-8	1-6	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Jo Stick	1-6	1-4	1	f
Long Sword	1-8	1-12	1	f,th
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Partisan+	1-6	2-7	2	f
Pick, Military	2-5	1-4	1	f
Pike, Awl+	1-6	2-12	1	f
Quarterstaff	1-6	1-6	2	f,cl,mu
Ranseur+	2-8	2-8	2	f
Scimitar	1-8	1-8	1	f,th
Short Sword	1-6	1-8	1	f,th
Spear	1-6	1-8	1	f
Spetum+	2-7	2-12	2	f
Trident	2-7	3-12	1	f
Two-Handed Sword	1-10	3-18	2	f
Voulge+	2-8	2-8	2	f
Composite Long Bow*	1-6	1-6	2	f
Composite Short Bow*	1-6	1-6	2	f
Long Bow*	1-6	1-6	2	f
Light Crossbow#	1-4	1-4	2	f
Short Bow*	1-6	1-6	2	f,th
Sling	2-5	2-7	1	f,th
Staff Sling	2-5	2-7	2	f,cl

(See notes, next column...)

Notes for Weapon List:

+ Polearm

* Must have ready arrows to fire. Two Attacks per round.

Must have ready quarrels to fire. One Attack per round.

f=fighter, cl=cleric, th=thief, mu=magic-user

ARMOR LIST

ARMOR TYPE	WEIGHT IN GP.	AC	MAXIMUM MOVEMENT*
None	0	10	-
Shield, Small#	50	9	-
Leather	150	8	12 squares
Padded	100	8	9 squares
Studded	200	7	9 squares
Ring	250	7	9 square
Scale	400	6	6 squares
Chain	300	5	9 squares
Splint	400	4	6 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

* A character carrying many objects, including a large number of coins, can be limited in movement to a minimum of 3 squares per turn.

A Shield subtracts 1 AC from any armor its used with.

TABLE OF EXPERIENCE PER LEVEL

The following charts show the amount of experience a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and Thieves can never memorize spells.

Remember that all experience earned by a non-human, multiple-class character is divided by the number of classes the character has. The experience is divided even after the character has reached his maximum level in a particular class. A Human dual-class character only earns experience in his second class. The character cannot use the abilities of his first class until his level in his second class exceeds his level in his first class.

CLERIC

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF SPELLS CLERICAL SPELL LEVEL 1	2	3	4	5	LEVEL TITLE
1	0-1,500	1d8	1	-	-	-	-	Acolyte
2	1,501-3,000	2d8	2	-	-	-	-	Adept
3	3,001-6,000	3d8	2	1	-	-	-	Priest
4	6,001-13,000	4d8	3	2	-	-	-	Curate
5	13,001-27,500	5d8	3	3	1	-	-	-
6	27,501-55,000	6d8	3	3	2	-	-	Canon
7	55,001-110,000	7d8	3	3	2	1	-	Lama
8	110,001-225,000	8d8	3	3	3	2	-	Patriarch
9	225,001-450,000	9d8	4	4	3	2	1	High Priest
10	450,001-675,000	9d8+2	4	4	3	3	2	-

* Bonus Spells For Clerics with High Wisdom Ability Score

CLERIC'S WISDOM

	BONUS SPELLS 1	2	3	4	5
9-12	-	-	-	-	-
13	+1	-	-	-	-
14	+2	-	-	-	-
15	+2	+1	-	-	-
16	+2	+2	-	-	-
17	+2	+2	+1	-	-
18	+2	+2	+1	+1	-

Note that these bonus spells are only available when the cleric is entitled to spells of the applicable level. Thus a 6th-level cleric with a Wisdom of 18 can memorize the following spells:

	NUMBER OF SPELLS 1	2	3	4	5
6th-Level Cleric with 18 Wisdom	5	5	3	-	-

FIGHTER

LEVEL	HIT EXPERIENCE	DICE	LEVEL TITLE
1	0-2,000	1d10	Veteran
2	2,001-4,000	2d10	Warrior
3	4,001-8,000	3d10	Swordsman
4	8,001-18,000	4d10	Hero
5	18,001-35,000	5d10	Swashbuckler
6	35,001-70,000	6d10	Myrmidon
7	70,001-125,000	7d10	Champion
8	125,001-250,000	8d10	Superhero
9	250,001-500,000	9d10	Lord
10	500,001-750,000	9d10+3	-
11	750,001-1,000,000	9d10+6	-
12	1,000,001-1,250,000	9d10+9	-

PALADIN

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF SPELLS CLERICAL SPELL LEVEL 1	2	LEVEL TITLE
1	0-2,750	1d10	-	-	Gallant
2	2,751-5,500	2d10	-	-	Keeper
3	5,501-12,000	3d10	-	-	Protector
4	12,001-24,000	4d10	-	-	Defender
5	24,001-45,000	5d10	-	-	Warder
6	45,001-95,000	6d10	-	-	Guardian
7	95,001-175,000	7d10	-	-	Chevalier
8	175,001-350,000	8d10	-	-	Justiciar
9	350,001-700,000	9d10	1	-	Paladin
10	700,001-1,050,000	9d10+3	2	-	-
11	1,050,001-1,400,000	9d10+6	2	1	-

RANGER

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF SPELLS DRUIDIC & MAGIC-USER SPELL LEVEL 1	1	LEVEL TITLE
1	0-2,250	2d8	-	-	Runner
2	2,251-4,500	3d8	-	-	Strider
3	4,501-10,000	4d8	-	-	Scout
4	10,001-20,000	5d8	-	-	Courser
5	20,001-40,000	6d8	-	-	Tracker
6	40,001-90,000	7d8	-	-	Guide
7	90,001-150,000	8d8	-	-	Pathfinder
8	150,001-225,000	9d8	1	-	Ranger
9	225,001-325,000	10d8	1	1	Ranger Knight
10	325,001-650,000	11d8	2	1	Ranger Lord
11	650,001-975,000	11d8+2	2	2	-

MAGIC-USER

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF SPELLS MAGIC-USER SPELL LEVEL 1	2	3	4	5	LEVEL TITLE
1	0-2,500	1d4	1	-	-	-	-	Prestidigitator
2	2,501-5,000	2d4	2	-	-	-	-	Evoker
3	5,001-10,000	3d4	2	1	-	-	-	Conjurer
4	10,001-22,500	4d4	3	2	-	-	-	Theurgist
5	22,501-40,000	5d4	4	2	1	-	-	Thaumaturgist
6	40,001-60,000	6d4	4	2	2	-	-	Magician
7	60,001-90,000	7d4	4	3	2	1	-	Enchanter
8	90,001-135,000	8d4	4	3	3	2	-	Warlock
9	135,001-250,000	9d4	4	3	3	2	1	Sorcerer
10	250,001-375,000	10d4	4	4	3	2	2	Necromancer
11	375,001-750,000	11d4	4	4	4	3	3	Wizard

THIEF

LEVEL	EXPERIENCE	HIT DICE	LEVEL TITLE
1	0-1,250	1d6	Rogue
2	1,251-2,500	2d6	Footpad
3	2,501-5,000	3d6	Cutpurse
4	5,001-10,000	4d6	Robber
5	10,001-20,000	5d6	Burglar
6	20,001-42,500	6d6	Filcher
7	42,501-70,000	7d6	Sharper
8	70,001-110,000	8d6	Magsman
9	110,001-160,000	9d6	Thief
10	160,001-220,000	10d6	Master Thief
11	220,001-440,000	10d6+2	-
12	440,001-660,000	10d6+4	-

GLOSSARY OF AD&D GAME TERMS AND COMPUTER TERMS

Ability Scores. These are numbers that describe the attributes of the characters. There are six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Ability scores range from 3 to 18, the higher the better.

Adventurer. This is a term for one of the characters you play in this game.

Alignment. This is the basic philosophy of a character. See Alignment on page 7.

Character. This is another name for one of the persons you play in the game. A party consists of several characters.

Command. A one or two-word option in a menu. Activating that command allows you either to view another menu or have your characters perform an action.

Dual-Class Character. This is a human character who had one class for the first part of his life, and then changed into a new class for the remainder of his life. Once a character changes classes he cannot advance in his old class. If the character's level in his new class does not exceed his level in his old class then the character cannot use the abilities of the old class. Once the character's level in his new class exceeds his level in his old class, he may use abilities from both classes.

Encounter. This is what happens when a party meets a monster. You are given a menu of choices of how you want to handle the situation.

Enter. The act of giving a command to the computer. How this is done varies depending on the computer.

Experience Points (XP). Every encounter the characters have yields experience points for every character depending on how successful the encounter was for the party. A character who gains enough XP can advance a level if he has enough gold for training.

Facing. In combat, a character faces a certain direction. An attack from the direction he is not facing has a greater chance of doing damage. A character will always face an opponent if he has only one opponent.

Hit Points (HP). This is a measure of how healthy a character is. Damage from weapons subtracts hit points from the character's total. When he has lost all of his hit points, he is unconscious and dying. If his wounds are bound by another party member, he is simply unconscious.

Icon. This is the small picture of a monster or a character seen in the initial stages of an encounter and during combat. Character icons can be altered using the Alter command in the Camp Menu.

Initiative. This is a semi-random determination of which character in a combat acts first. The characters with higher dexterities have a better chance for a higher initiative.

Level. This describes the power of a number of different items. The power of characters, dungeons, monsters, and spells are all described with levels.

- *Character Level.* This is a determination of how much experience a character has. The higher the level, the more experienced and important the character is. High-level spellcasters can cast high-level spells.

- *Dungeon Level.* This is a measure of how far down in the earth a dungeon is. For the most part, the further down one is, the more ferocious the monsters. Thus, a high-level dungeon refers either to how deep it goes or the relative toughness of the monsters' Monster Level. This is a measure of how powerful monsters are. The higher the level, the more powerful the monster.

- *Spell Level.* Spells come in degrees of difficulty. The higher the level of the spell, the greater the difficulty. Only very experienced magic-users and clerics can learn high-level spells.

Magic. This term covers spellcasting, enchanted items, and any other application of the supernatural.

Melee Combat. This is hand-to-hand combat with weapons such as swords, spears, and fists.

Missile Combat. This is ranged combat with weapons such as bows and arrows, cross-

bows and quarrels, and slings and sling-stones.

Monster. This term actually includes human and other player races as well as ogres and dragons. In general, if it isn't part of your party, it's a monster. Monsters are not necessarily hostile; some may be helpful. That's what the Parlay command in the Encounter Menu is for.

Multi-Class Characters. Non-human characters may belong to two or three classes at the same time. Such multi-class characters split their experience among all their classes, even if they have reached their racial maximum class.

Non-Player Character (NPC). This is a member of a player race who is not controlled by the player. Some NPCs can be brought into a party.

Party. The group of adventurers you form to perform the missions you are given. A party can be reformed for each adventure, and even altered during the course of an adventure.

Player Character (PC). This is a member of a player race who is controlled by the player. The characters in your adventuring party are PCs.

Spell. This is a magic incantation that can alter the nature of reality. Magic-users, clerics, and high-level paladins and rangers can cast spells after memorizing them. If the spell is cast, it is gone from the user's mind and must be re-memorized.

Spell Book. The book a magic-user carries his spells in. If he doesn't have a magic book, he has no spells to memorize.

CREDITS

Based on the TSR Inc. novel, *Azure Bonds* by **Kate Novak** and **Jeff Grubb**
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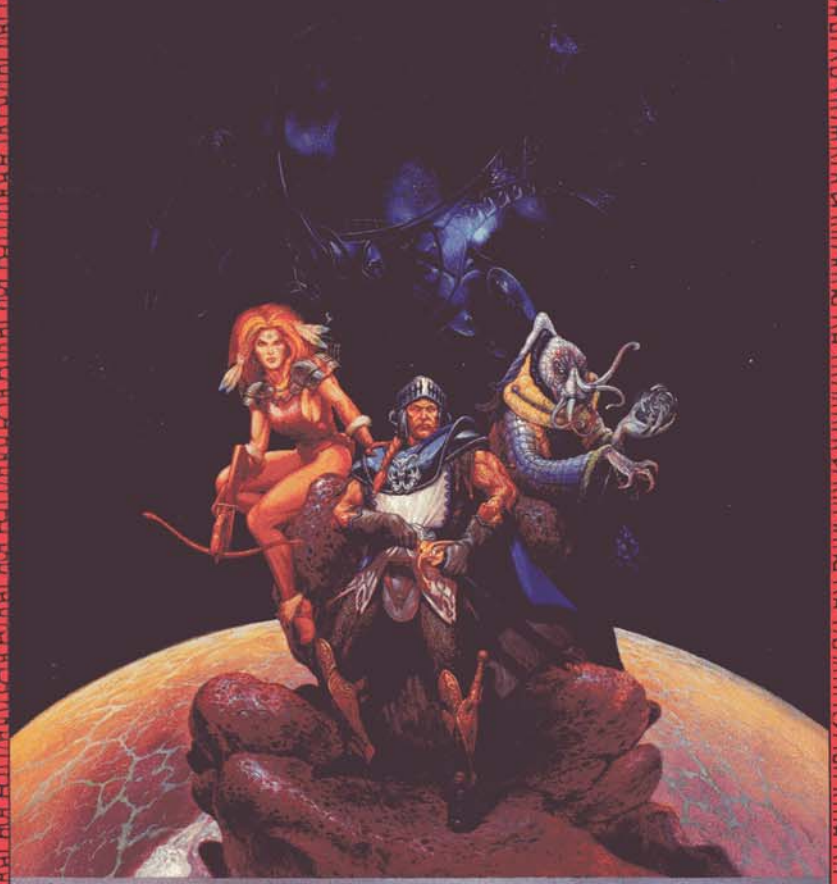
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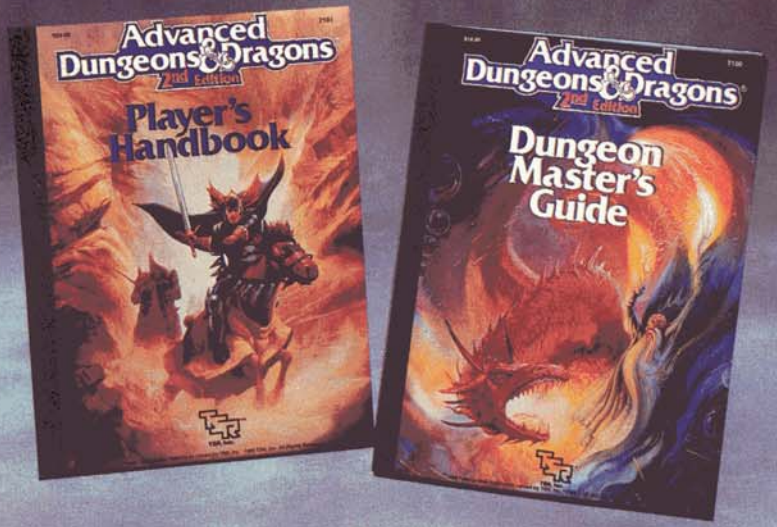
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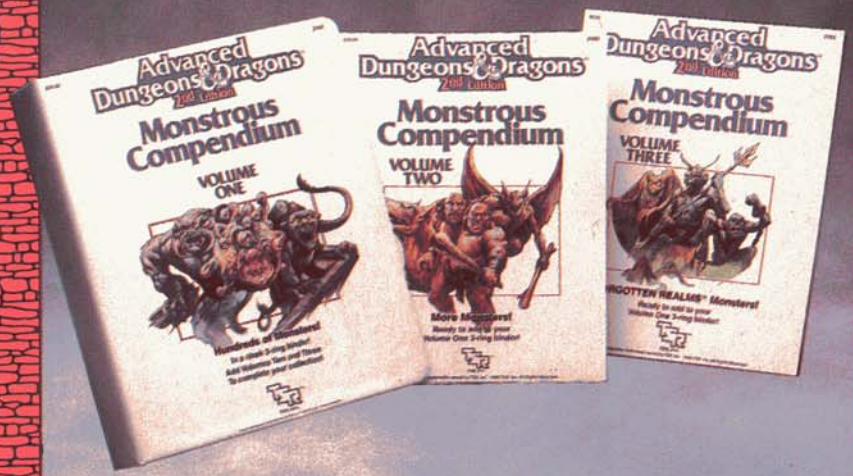
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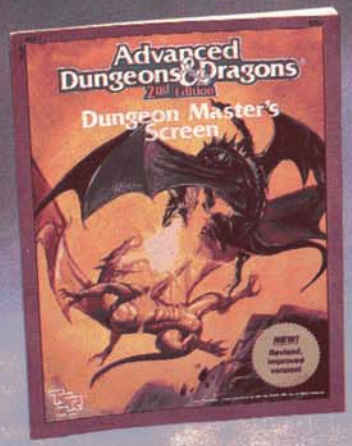
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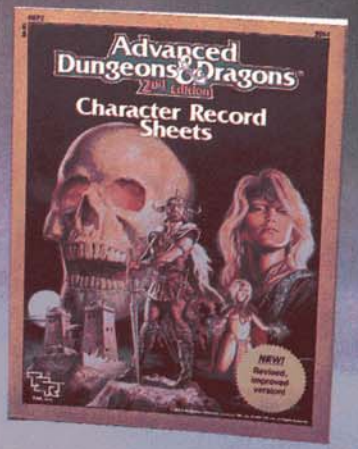
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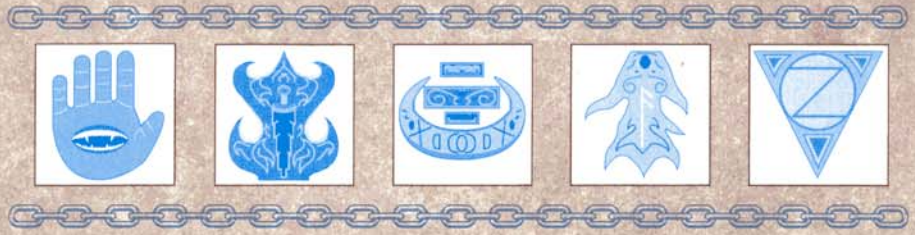
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CURSE OF THE AZURE BONDS

Adventurers Journal



INTRODUCTION
— or —
What Are We Doing in Tilverton, Anyway?

Journal Entry 1

"I am beginning a new journal. My old journal is gone, along with all of the party's equipment. I write here to try to make some sense out of our spotty memories.

"We had all agreed to come south to Tilverton to seek the lost princess, Nacacia of Cormyr. Tilverton is on the border between the Dalelands and Cormyr, and was the last place the princess had been spotted.

"Rumor was that King Azoun's youngest daughter, the Princess Nacacia, ran away from the royal household Of Cormyr almost a year ago. She fled an arranged marriage and ran off with a cleric from Tilverton named Gharri of Gond.

"The latest word was that Nacacia and Gharri had a falling out and that she was seen near Tilverton recently. The king had a large reward out for Nacacia's return. A smart group of adventurers like ourselves could make some powerful friends if they found the princess and returned her to the king.

"Somewhere along the road to Tilverton we were attacked. The brigands must have been invisible, because some of our party went down before we knew what was going on. I vaguely remember dark faces in evil looking helmets firing crossbows into our midst. The crossbow hits were not fatal, but every hit seemed to drop its target. I remember getting hit in the arm. The wound blazed like fire. My head swam. Just before I blacked out, I though that this was a bad end for such experienced adventurers.

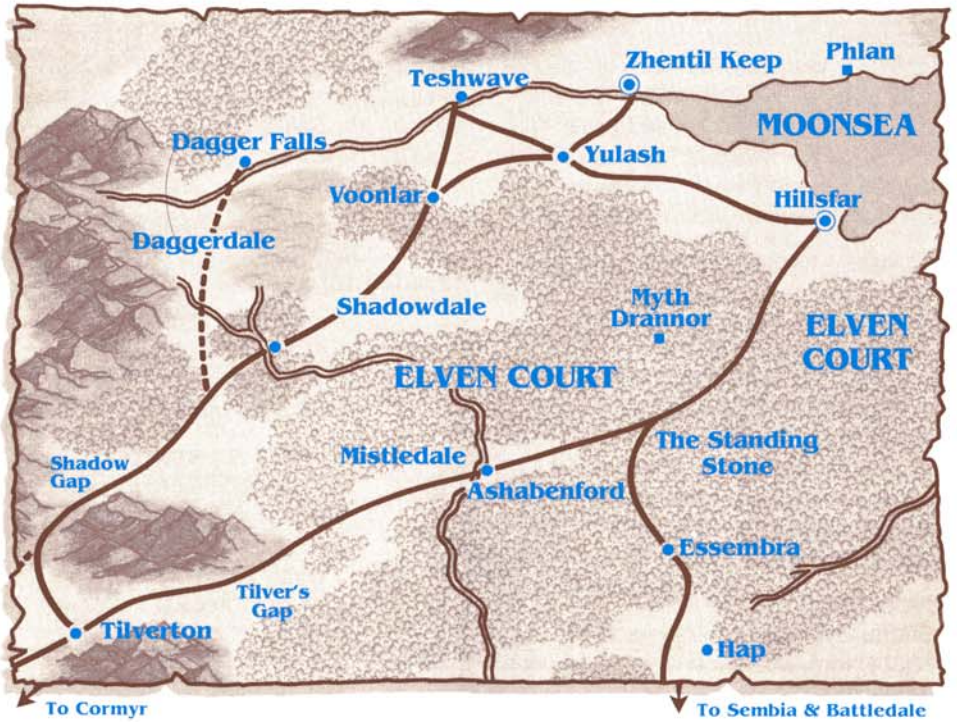
"Now we awake in Tilverton with our wounds healed. Our equipment is gone, but we have found a stash of coins. One of our first priorities must be to buy new equipment.

"I overheard a servant mention the date, but I'm not sure I believe it. If the servant speaks true it is almost a month since the ambush. Almost anything could have happened in that time.

"It seems that almost anything did. Each of us awoke with five azure blue symbols imprinted on our sword arm. The symbols are not tattoos, they seem to exist below the skin. They occasionally feel like they're moving.

"We have devised a plan of attack. Our spell-casters will prepare their spells. We will purchase some new arms and armor. Then we are going out into Tilverton and find out what is going on. Someone must know. And I don't care if we have to roust every sage, priest, and bartender in this town to find out.

"These are some random printed notes I have collected. Their information may be important on our journey. My journal notes *continue on page 10.*



IMPORTANT DALELANDS GEOGRAPHIC REFERENCES

The area shown on the map stretches from Tilverton in the southwest to Phlan in the northeast. It includes the center of the Elven Court, the western shores of the Moonsea, and several of the dales surrounding the Elven Court. The area is sparsely populated, with major concentrations in the cities and towns and farms covering the intervening dales. Each location on the map is described below.

Cormyr is a large civilized nation to the south and west of the Dalelands. The forces of Cormyr have extended their northern border by annexing the city of Tilverton. Cormyr has no known plans to continue its expansion towards the Dalelands.

Dagger Falls is a farming community on the River Tesh and the largest settlement in Daggerdale. The inhabitants of Dagger Falls dislike outsiders of any kind. They fear the expansion of Zhentil Keep may destroy their independence.

The Dalelands include the fertile areas surrounding the vast Elven Court. There are many dales around the Court, including: Shadowdale, Mistledale, Battledale, and Daggerdale.

The Elven Court is a vast forest that was the center of elven civilization in the areas near the Moonsea. When the elves left in The Retreat, the elven court was left empty. Without the elves to control them, evil creatures have begun to multiply deep within the forests. Some fear that these creatures will become a threat to the surrounding Dalelands.

Essembra is the trading center for Battledale. Battledale has seen many conflicts; many bitter enemies find it convenient to hold their wars in Battledale, rather than risk ravishing their own lands. Battledale has lost some of its former power with the retreat of the elves.

Hillsfar was formerly the major trading center between the Elves of the Elven Court and the Humans of the Moonsea reaches. With the retreat of the elves, Hillsfar has been taken over by a ruthless dictator. He has expanded the Red Plume mercenaries and is engaged in a successful military campaign against Zhentil Keep in the ruins of Yulash.

Mistledale is a quiet farming community. Its largest town is Ashabenford, where the River Ashaba crosses the road from Hillsfar to Tilverton.

Myth Drannor was a huge ancient city of elves at the center of the Elven Court. When the elves left the Elven Court, the city was left deserted. Evil creatures, drawn by the elven places of power, quickly rushed into the city and turned it into a foreboding ruin.

Shadowdale is the name of both a town and its surrounding area located where the River Ashaba crosses the road from Tilverton to Voonlar. Shadowdale is a haven for adventurers and happily opens its arms to the power, protection, and riches that successful adventurers bring. Shadowdale is also home to the famous sage Elminster.

The Standing Stone is a large marker commemorating the signing of the agreement whereby the elves allowed humans to settle the Dalelands. The marker is also the closest marker to the ruined city of Myth Drannor.

Teshwave is a medium-sized city that has been recently occupied by the forces of Zhentil Keep. So far the occupation has been a calm affair and the forces of Zhentil Keep think that the people of Teshwave have been cowed.



Gauntlet of Moander

Tilverton is a small city on the southwestern border of the kingdom of Cormyr near the Dalelands. Tilverton was recently taken over by the Cormyr Protection forces and is currently occupied by the 7th Division. However, the occupation is going peacefully, and the people of Tilverton actually seem relieved to be under the protection of the kingdom of Cormyr.

Voonlar is an evil city which has allied with Zhentil Keep. Troops from Voonlar have attempted to invade Shadowdale many times, but have always been turned back.

Yulash is a ruined city that sits on the only trade route from Zhentil Keep to the civilized southlands. The city is currently controlled by the Red Plume mercenaries of Hillsfar after a bitter struggle with the forces of Zhentil Keep. Both sides are preparing themselves for another round of battle.

Zhentil Keep is a major city politically controlled by the evil Zhentrim. The city has been expanding its influence both west and south and many fear any further expansion of its power.

IMPORTANT DALELAND'S POWER GROUPS

The Army of Zhentil Keep is not so much a tool of the city state, as it is a tool of the evil group, the Zhentrim. The army has recently taken the city of Teshwave, patrols the route to Voonlar, and is fighting with the army of Hillsfar over the ruins of Yulash. The army of Zhentil Keep excels in the close cooperation of fighters, mages, and clerics. It also employs Terror Teams of intermediate level clerics, mages, and fighter to sneak behind enemy lines and wreak havoc.

The Cultists of Moander worship a dark, evil god whose power was centered in Yulash. Long ago, the elves of the Elven Court banished Moander to another plane and barred much of his power from the realms. Since then, Moander worship has been reduced to a few fanatic cultists. These cultists were central in creating the first azure bonds and temporarily brought Moander back into the realms. But, Moander was rebanished after a vicious magical combat over Westgate. After Moander's rebanishment, his remaining cultists faithfully began yet another plot to return their master to the realms. Moander's symbol is a black hand with a mouth in its palm.

Elminster the Sage is the most famous resident of Shadowdale. He is a powerful magic-user of indeterminate age. Elminster no longer tutors or works for hire, but he investigates items and issues of great import to the safety of the realms.

The Fire Knives, also known as the Flame Knives, are an organization of thieves and assassins that formerly flourished throughout Cormyr. King Azoun IV of Cormyr drove the Fire Knives from their comfortable niche, and they have been unable to find a new home ever since.

The Fire Knives have sworn to assassinate King Azoun IV and joined the first bonding project as a means to that end. After the fiasco of the first bonding project, the remains of the Fire Knives have moved into the outer edges of the country of Cormyr. They are rumored to be engaged in another plot against the king. The symbol of the Fire Knives is a dagger surrounded by flame.

The Harpers are a secretive group consisting mostly of high level bards and rangers. The overall aims of the Harpers are a mystery, but they are known to support good causes, and to oppose evil groups such as the Zhentrim. The Harpers mostly work behind the scenes, applying as little force as necessary to unravel the plots of evil.

The Knights of Myth Drannor guard the realms from the tremendous powers and unending perils of the ruins of Myth Drannor. They keep the unspeakable monsters inside the city from escaping. They also keep naive adventurers from entering the city and getting hurt.

The Red Plumes of Hillsfar is the generic name for all troops fighting for the city of Hillsfar. The city hires mercenaries of many companies. These companies all fight under the banner of the Red Plumes. Recently, the Red Plumes have expanded greatly. They have just taken control of the ruins of Yulash from the army of Zhentil Keep.

The Red Wizards of Thay are the powerful, paranoid spell-casters who rule the kingdom of Thay. Thay is an evil kingdom, far to the east of the Dalelands. The Red Wizards gain influence in Thay by showing up their fellow wizards, by gaining magical or political power, or by caus-

ing great strife among the enemies of Thay. As far as the Red Wizards are concerned, the enemies of Thay include everyone else in the realms. Each Red Wizard has his own symbol.

The Royal Family of Cormyr rules the Kingdom of Cormyr. The royal family is headed by King Azoun IV, a powerful warrior and a just king. Azoun's advisor, and former tutor, is Vangerdahast a powerful Magic-User. One of Azoun's daughters, the princess Nacacia, disappeared almost one year ago. It is rumored that Nacacia fled the royal family with a priest named Gharri of Gond, a member of the temple of Gond in Tilverton. The King has put out a large reward for the return of the Princess. It is rumored that he is personally searching for Nacacia incognito.

Tyranthraxus is an evil spirit who flourished until recently in and around the ruined city of Phlan. He controlled Phlan with legions of humanoid monsters, and hoped to make it a base for the conquest of the Moonsea reaches. He was reported to draw power from a gateway between the planes called the Pool of Radiance. His main power was the ability to possess powerful creatures and escape even after the creatures body had died. A band of adventurers freed Phlan and defeated Tyranthraxus just in the last year. His spirit was sucked back through the Pool of Radiance and the pool dried up.

The Worshippers of Bane are centered on the Moonsea, but its influence spreads throughout the realms. Bane is the evil god of strife, hatred, and tyranny. The largest temple of Bane is The Black Lord's Altar in Mulmaster. The second largest temple is The Dark Shrine in Zhentil Keep. Bane's symbol is a black left hand on a field of red.

A DALELANDS BESTIARY

This is a list of some of the monsters found in and around the Dalelands and the western shores of the Moonsea. Most monsters can strike fear into the hearts of men, but some are more powerful than others.

The monster's reputation is reflected in its monster level, listed as a Roman numeral after its name. Level I monsters are less powerful than a well-equipped beginning fighter. A Level X monster may be more powerful than several heroes. The power of the monsters raises substantially between level VI and level VII.

Anhkheg (VI): Large burrowing insects with great mandibles. These creatures have been known to spit a powerful acid.

Beholder (X): These powerful spherical monsters have ten eye stalks, each with a deadly attack. A Beholder's attacks are most deadly at short range. Their powerful central eye can negate spells. Beholders are among the most powerful creatures in the realms.

Black Dragon (VII): These powerful dragons breathe streams of acid and have powerful claw and bite attacks.

Bugbear (IV): Hideous, giant-sized goblins who stand over seven feet in height. Bugbears look clumsy but are strong, quick fighters with great stealth.

Crocodile (III): Large reptilian animals with powerful jaws.

Centaur (IV): These good creatures are half men and half horse. They are capable fighters and can be valuable allies.

Displacer Beast (VI): These creatures are large, black puma-like creatures with two tentacles sprouting from their backs. These creatures can appear to be several feet from their actual location.

Dog (II): These faithful servants of man are often trained to be vicious fighters.

Dracolich (X): A reported creation of the 'Cult of the Dragon', a Dracolich is a powerful undead dragon. It has powers from both types of creatures. A dracolich's attacks include a breath weapon and a paralyzing touch.

Efreeti (VII): These large powerful creatures are from the Elemental Plane of Fire. They are very arrogant and will only serve a powerful master.

Ettin (VII): These creatures look like giant two-headed orcs. They have great strength and can wield two spiked clubs that inflict terrible damage in combat.

Gas Spore (II): These floating spheres resemble Beholders, but are actually benign. If a Gas Spore is attacked it can explode.

Giant Slug (VII): These giant creatures can spit a very powerful acid and are resistant to blunt weapon attacks.

Giant Spider (V): These giant creatures have a poisonous bite.

Griffin (VI): These winged beasts have large claws and a razor-sharp beak.

Hell Hound (VI): These other-planar creatures resemble wolves, but they can breathe fire and detect invisible enemies.

Hippogriff (III): These magnificent creatures have the forelimbs and head of an eagle and the body and hind legs of a horse.

Lizardman (III): These are lizard-like humanoids. They are omnivorous but they have a particular fancy for human flesh.

Manticore (VI): These are a winged beast that can fire volleys of spikes from its tail. Each spike hits as hard a crossbow bolt.

Margoyle (V): These stony monsters are immune to normal weapons and can attack many times with their sharp claws and spikes.

Medusa (VI): These are hideous women with snakes for hair. They can turn a man to stone with their gaze.

Minotaur (VI): These are strong bull-headed humanoids. They are cruel man eaters, commonly found in mazes.

Monkey (II): These beasts are sometimes trained to execute specialized tasks by thieves.

Neo-Otyugh (VII): This is a more powerful form of Otyugh. These disgusting scavengers have several vicious attacks and a heavily armored body.

Ogre (IV): These are large, foul-tempered, ugly humanoids. They are strong fighters.

Otyugh (VI): These scavengers have long tentacles that they use to scoop trash into their cavernous mouths.

Owl Bear (V): These large creatures have razor-sharp beaks. They can grab and hug targets for great damage.

Phase Spider (VI): These are giant, poisonous spiders with the ability to phase in and out of this dimension. They are "phased in" until they attack and are "phased out" afterwards.

Rakshasa (VII): These evil spirits use illusion and false civility to take their prey off

guard. Once combat is joined, Rakshasa are powerful fighter/magic-users and are immune to much magic. They have been slain by a blessed bolt from a cross bow.

Salamander (VII): These fiery creatures prefer temperatures of 300 degrees or above and use super-heated metal weapons.

Shambling Mound (VII): These huge creatures resemble animated piles of moss and slime. They attack with their club-like arms and can smother opponents in their slime. Their slimy forms are immune to fire and strengthened by lightning bolts.

Storm Giant (IX): These are the most powerful and respected of the true giants. They are intelligent, physically imposing, and highly magical. They throw powerful bolts of lightning.

Thri-kreen (VI): These are intelligent, carnivorous insect-men who live in burrows. They have four arms and a poisonous bite that paralyzes their foes. They are adept at dodging missile attacks.

Troll (VI): These are large, strong, ugly humanoids. They know no fear and can regenerate wounds. They cannot regenerate wounds caused by fire.

Vegepygmie (III - IV): These semi-intelligent animated plants come in various sizes and often use simple weapons.

Worg (IV): These are evil natured, semi-intelligent wolves. They often cooperate with other creatures in packs.

Wyvern (VII): These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.

A SHORT HISTORY OF THE DALELANDS AND THE ELVEN COURT

One thousand three hundred and fifty seven years ago, humans moving north encountered the Elven Court, a huge outcropping of forest just south of the Moonsea. These humans sought and received permission from the elven rulers to settle the dales around the forest. The Standing Stone was erected to commemorate the occasion.

Out of the agreement, the various human settlements of the Dalelands were born. These settlements included Shadowdale, Mistledale, Daggerdale, and Battledale. The settlements grew around their population centers: Shadowdale, Ashabenford, Dagger Falls, and Essembra.

South and East of the Elven Court lay the human kingdom of Sembia. The Sembians cut at the forest to make planks for their ships. The elves put a stop to this by crushing the Sembians at the battle of Singing Arrows, 473 years ago. The elves and humans then made an agreement that allowed the humans to push a road from Sembia, past the standing stone, to the Moonsea. Where the road met the Moonsea the city of Hillsfar grew.

South and West of the Elven Court lay the human Kingdom of Cormyr. The forces of Cormyr have recently taken over the border town of Tilverton, but any further expansion is hindered by the southern tip of the Desertsmouth Mountains. Shadow Gap and Tilver's Gap lead through the mountains, but the king of Cormyr has not yet risked his armies through the treacherous mountain passes.

Around the Moonsea, Hillsfar and other cities prospered. Zhentil Keep rose to power, fell from grace, and rose again under the power of the Zhentrim. Phlan rose to prominence, was devastated by a blight, ruined by the dragon flight, and then rescued from permanent enslavement by a band of adventurers.

North of the Elven Court, cities outside the Dalelands arose. Yulash prospered as the center of the worship of Moander, until the elves banished Moander from the realms. Teshwave grew as a river town, until it was occupied by the forces of Zhentil Keep. Voonlar grew on the edge of the Elven Court, and continued to grow even though its attacks toward Shadowdale were repulsed again and again. All around the Elven Court humans bustled about, building towns, clearing the wild, and remaking the land in their own image.



Helm of Dragons

But, the battle of Singing Arrows and the road from Sembia to Hillsfar started a great debate among the elves. Could elves and humans live side by side, or was human expansion a threat to the lifestyle of the Elven Court? For hundreds of years the elves secretly debated among themselves. Scant years ago they made their decision. The elves began The Retreat.

The Retreat caught the humans around the Elven Court by surprise. Almost overnight, the inhabitants of the court and the magnificent city of Myth Drannor seemed to disappear. Once the elves decided to leave, they left swiftly. Some elves living in the communities outside the Elven Court left, but others stayed in their new homes.

The Retreat left a huge area empty. Evil forces quickly took advantage of the power vacuum. The bright elven forests quickly became dark and foreboding. The fabled city of Myth Drannor fell into ruins and was overrun by evil creatures. And the road from Sembia to Hillsfar was no longer a safe trek for fat merchants, but a dangerous gauntlet for the adventurous traveler.

After the retreat came the Flight of the Dragons. Hundreds of dragons flew out of the north to devastate cities and towns all around the Dalelands. The dragons were driven off or destroyed, but at tremendous cost. The port in Hillsfar was closed for weeks by the huge body of a fallen dragon. The battle between the witch Sylune and a giant dragon left nothing but a crater of one corner of Shadowdale. But, the flight ended as swiftly as it had come. Once the dragons were gone, the settlements picked up the pieces and went on with their lives.

By now, the inhabitants of the Dalelands have gotten used to the absence of the elves after The Retreat, and the damage from the Flight of the Dragons is old news. They look toward the future where another harvest ripens in the fields, battles between armies rage, and children grow up dreaming of becoming adventurers.

A BARD'S NOTES ON PHLAN AND THE POOL OF RADIANCE

The City of Phlan had risen to prominence, and then fell beneath an overwhelming tide of evil monsters. The ruined city was controlled by a powerful entity, known only as 'The Boss.'

While 'The Boss' looked outward toward even greater conquests, human settlers landed and created a foothold on the edge of Phlan. Adventurers flocked to the city in hopes of claiming a portion of the Phlan's fabled wealth.



Amulet of Lathander

The battle to cleanse Phlan was an epic struggle. First, adventurers cleared the city, block by block. Then, they found and defeated the concentrations of evil monsters and men in the wilderness around the city. Finally, adventurers assaulted the castle where the evil leader held sway.

When the adventurers finally battled their way into the deepest chamber of the castle, they discovered that the infamous 'Boss' of Phlan was an evil spirit named Tyranthraxus the Flamed One. Tyranthraxus had possessed the body of a great bronze dragon and had transported the mystical 'Pool of Radiance' into his lair. The pool was an extra-dimensional portal which gave Tyranthraxus access to information and power from beings on other planes.

Tyranthraxus used his power to augment the dragon's already fearsome combat capabilities. He was also protected by a squad of powerful fighters with magical arms and armor. The adventurers triumphed over Tyranthraxus and his minions only after the most heroic of combats.

When Tyranthraxus was defeated he did not die. His naked spirit rose from the body of the dragon and was drawn back through the Pool of Radiance. The pool drained away and the power of Tyranthraxus was broken. Phlan was free.

Like most heroes, however, the adventurers who freed Phlan did not stay around. It is known that they took a boat from Phlan to the City of Hillsfar across the Moonsea. From there it is rumored that they traveled south and west in search of further adventure.

Journal Entries

These entries include items which adventurers might copy or file in their journal as they travel. During the game these entries are referred to by number. When the game refers to a Journal Entry, read the specific entry and place a checkmark in the box to keep track of which entries have come up in the game. Do not read ahead to other Journal Entries; some tales are false, and may lead your adventurers astray.

❑ *Journal Entry 2*

The assembled dragons glare down upon the party, three ancient dragons of each color: red, green, blue, black, and white. In a booming voice you hear one say, "Mortals, you have chosen a very bad time to confront us. Flee for your miserable lives now, and we shall consider letting you live."

As you consider their magnanimous offer, you hear a great beating of wings. Several dragons quickly push you to the rear, trying to hide you from view. The rest bow their heads in supplication. The gigantic, queen of evil dragons lands amidst the assembled throng. Her five heads scan the gathering - Tiamat has arrived.

❑ *Journal Entry 3*

"I'm afraid that I know all too well what those bonds signify. I was bonded once as well.

"The story began when a Master Harper wanted to make sure that his work would be preserved in pristine form. He was revolted at the thought of his songs and stories being corrupted and changed over time, as all performing arts eventually are. He attempted an experiment to create a kind of flesh golem, a simulacrum of a human being, that would be an immortal vessel for all of his work. In this way he hoped to cheat the effect of time.

"Unfortunately, the Master Bard made a mistake during the creation of the vessel and one of his assistants was killed. When the Conclave of Harpers found out about the experiment, and the reasons behind it, they were appalled. The Conclave stripped the Master Bard of his powers, his magical objects, and his name. They wiped his songs and stories from the collective memories of the entire Realm. It was as if he had never existed. Then, they trapped him in a pocket dimension, and left him there. The Conclave thought the now nameless bard was effectively banished.

"However, a powerful group of magicians and monsters re-created some of the nameless bard's experiment. They tracked the nameless one to his dimensional prison and offered to help him build his vessel. In exchange, the group would have a hand in defining the vessel's "instructions." The nameless bard's obsession with his work blinded him to the evil intent of the group. He agreed to build another vessel.

"I was the result of their efforts. In order to bring me to true life, they needed to sacrifice a being of truth and goodness. The deamon Phalse kidnapped my companion, Dragonbait, from another dimension. Dragonbait is a Saurian; he is the otherworldly equivalent of a Paladin.

"However, with the aid of the nameless bard, Dragonbait was able to thwart the evil ones by gifting me with a portion of his spirit. The nameless one sacrificed himself and engineered Dragonbait and my escape from the evil ones.

"After our escaped I woke up in a strange place, with manufactured memories and symbols such as yours on my arm. Don't worry. My bonds are gone, and I am now fully my own person.

"In order to remove my symbols, I had to overcome the compulsion of the bonds. Each bond is like a magical geas put on you by the person or group represented by the symbol.

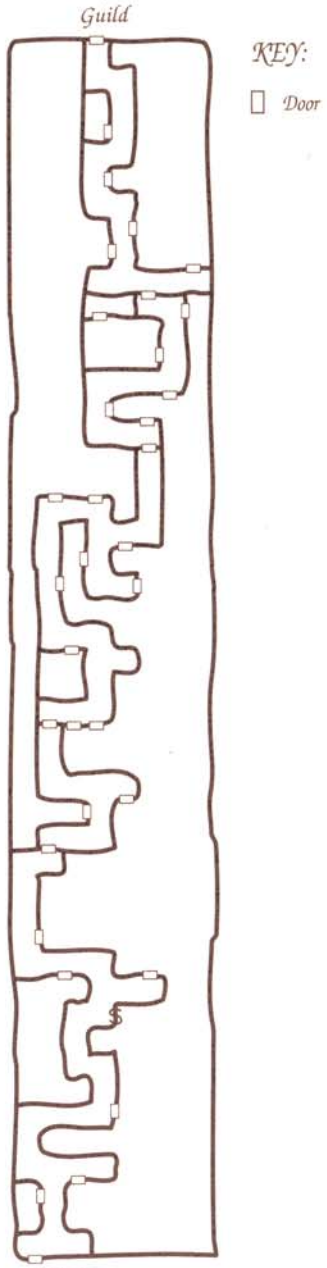
"Your only hope is to destroy the person or group that was involved in creating your bonds. I see the "mouth in hand" symbol of Moander on your arm. Perhaps we can cooperate.

"I am here because of the rumors that Moander is threatening to return again. The cultist of Moander were some of the evil ones involved in my bonding. Since you are here and carry his bond, I assume that he has managed to gather enough power to attempt his return.

"I know that the new altar of Moander is somewhere in this ruined temple. This is his original holy place on our Plane. Let Dragonbait and I help you. We have battled this evil before."

❑ Journal Entry 4

A map marked Sewers.



❑ Journal Entry 5

"We Rakshasa are very fond of gambling. I had been having a streak of bad luck and gone through most of my possessions. Recently, I discovered that Birsheya had been cheating in those games. However, the Clan Lord will not act without proof. Birsheya guards the clan storehouse and I know that there is evidence hidden there. If you help me break in, you may select whatever you want from the storehouse, I just want the proof of Birsheya's cheating."

❑ Journal Entry 6

"The statue in my wheelbarrow was my son. We were west of Teshwave when we spotted a Beholder. We ran and hid, but my son was not quick enough. I have been begging for money to heal him since then. Could you help?"

❑ Journal Entry 7

"I am Fzoul Chembryl, high lord of the Dark Shrine. My 'precious mages', as you call them, have allowed me to follow your minion. Dexam, you overstep your authority. My mark is on these people, and the Imperceptor will know of my work in due time.

"It is I who work for the greater glory of Bane. The powers granted us by Bane, combined with the power of the secular magic-users, will bring about a Banite Hegemony in the Realms, and these bonded tools are central to the consolidation of our power. With them I hope to be able to control and avoid the traps set in magical items by the lawful and the good. The bonded ones are under my control and authority and will remain so for as long as I live."

❑ Journal Entry 8



❑ Journal Entry 9



1. Flaming aura.
2. Can possess other bodies.
3. Involved with the Pool of Radiance.

❑ Journal Entry 10

"I have been laughed at and abused since I first came to Phlan, but now my true genius shall be seen. In the caverns beneath us are the nucleus of my fanatical army. In the river are my dragon navy and soon the gargoyles shall arrive to control the air. I shall let you live long enough to see my victory over the Flamed One. Then you shall be sacrificed to my greater glory." He laughs maniacally as you are led away.

❑ Journal Entry 11

"Your arrival is well timed. We expect the king to fall into our backup trap. It is unfortunate that you attacked the wrong target. But let me introduce the man you tried to kill." He gestures over to two prisoners, tied up against the wall. One is a thin bearded man and the other is a young woman, with a tattered purple sash.

"The man you tried to kill is Giogi Wyvernspur, an excellent mimic." Turning to Giogi, "Perhaps you could give us another rendition of the king's voice.' Giogi looks at you and blanches.

"Also, let me introduce the woman who made the king's arrival possible, Princess Nacacia."

At this point, the princess slips her bonds, sweeps up a handy club and brains the leader. "Quick," she yells, "dispose of his guards before the leader can evoke your bonds!"

❑ Journal Entry 12

Dimswart says, "My name is Dimswart the Sage. I am happy to meet you, though I wish it were under better circumstances.

"I knew some other people who had bonds similar to yours and have spent some time studying them. I see that some of the symbols are missing, however, I would suppose that originally there were five. Essentially, the symbols are power signs of five powerful factions that have banded together.

"Needless to say, they are all extremely evil. Their common purpose is to enhance their collective power. However, if this bonding follows the previous pattern, and with Moander and the Fire Knives involved I have little doubt that it will, each of the evil powers has it's own use for you, to the detriment of the others. That is your greatest advantage.

"I have personal knowledge of one of your bonds. The hand with a mouth is the symbol of Moander. His aspect was destroyed the last time he tried to enter this plane. It's probable that Mogion, his surviving High Priestess, has placed the symbol on you as part of her attempt to bring him back.

"I know little more than the identity and some rumors about the other symbols. The Z encased in a circle on a triangular field is the symbol of the Zhentrim, our hosts I'm afraid. It is said that they have a great hoard of lawful good weapons and magical items hidden somewhere. I was attempting to find out where it is when I was captured. I have determined that the hoard is not at Zhentil Keep. It is rumored that Fzoul Chembryl, the leader of the Zhentrim, is attempting to bring persons of good alignment under his power so that he can use these devices.

"The half moon with three bars is the sign of Dracandros. He is a mighty Red Wizard of Thay, but he has been banished for having an overweening ambition untempered with any sense of tact or timing. It is said he has an obsession with dragons, hence his name. His symbol also resembles that of Elminster of Shadowdale. Dracandros obviously hopes that he can be as powerful as Elminster someday.

"Finally, the claws of flame are the symbol of Tyranthraxus, the flamed one. I thought that it would take him much longer to recover after the recent events in Phlan. His is the greatest threat, as his ambition is the domination of the entire Prime Material Plane, and he controls the Pool of Radiance, which must still exist if he is back.

"To finish off Tyranthraxus you will need three magical artifacts. I know that they have been distributed amongst three of the powers that have bonded you. One of the artifacts, the Amulet of Lathander, is somewhere here in Zhentil Keep. Dracandros has the Helm of Dragons near Haptooth and Mogion controls the Gauntlet of Moander at Yulash. None of these items are of any use except when they are in the vicinity of the Pool of Radiance. Unfortunately, I don't know how their magic works.

"I'm afraid I won't be of much use to you in terms of fighting power. However, I have been adventuring before and know how to stay out of the way."

❑ Journal Entry 13

"It has been deemed necessary to call upon the Mulmaster Beholder Corps to counter the dragons now infesting the River Tesh. Because of the corps destructive impulses, all Zhentrim operative between Teshwave and Dagger Falls are ordered to withdraw from the area. No benefits will be paid to the widows and orphans of those who ignore this order."

❑ Journal Entry 14

The man with no name begins to glow and change. His features become evil and calculating. "Nameless opposed me as you do," the man-form says. "Now his shell protects my fiery essence. The time has come, bow to your new master - bow down to Tyranthraxus!" As he laughs, the bonds on you arms glow brightly. You feel your knees bend as you bow down before him.

❑ Journal Entry 15

"There, Great Ones, you can see that they are part of Elminster's plot to destroy all dragonkind in retaliation for the Dragonflight. You may have these assassins as a sign of my good faith in warning you. You can see on their arms the sign of Tyranthraxus, the enslaver of dragons. This sign marks them as the servants of the enslaver, as well as being pawns of Elminster!"

One Dragon, however, says, "You have not convinced me. I see the glowing bonds on these mortals. I have heard that similar bonds were used to control a warrior that attacked Mistinarperadnacles Hai Draco. I think you control these mortals with their glowing bonds. Free them and then we may judge their actions."

Dracandros says, "But, if I free them, they will attack you!"

The Dragon says, "The few of them... against the many of us! We are not afraid. Or is it you who are afraid of them? You

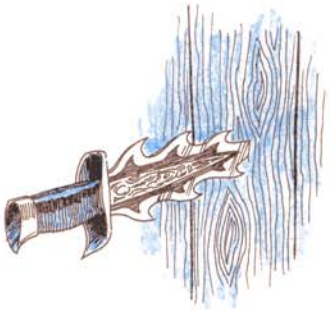
should not be. For if you lie, you should be afraid of me!" With that a drop of smoking acid escapes from the dragon's mouth past his evil, toothy grin!

Dracandros recoils from the dragon and turns to the party. He speaks a meaningless phrase and his symbol slowly disappears. The party is free of another bond.

❑ Journal Entry 16

"The creatures of the deeper caverns have begun to awake. In deference to me, they have made a present of a great artifact. It is one of the three needed to slay the Flamed One permanently. He betrayed me back in Phlan, but now I shall gain revenge. As soon as we have disposed of the Zhentrim we can turn our attention to Myth Drannor and my enemy."

❑ Journal Entry 17



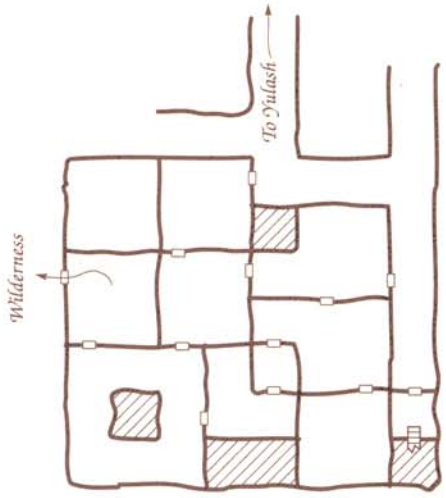
❑ Journal Entry 18

"That bond you wear — the one with the crescent moon — bears a very close similarity to Elminster's symbol. Now Elminster is not the type of man to take kindly to someone claiming that they'd been bonded by him. So, if I were you, I'd slip out of Shadowdale and sail down to Ashabenford. Then I'd work my way south until I found a certain red wizard's tower. After that I'd get him to remove the bond. Or you could hang around here and get turned into a newt by Elminster."

❑ Journal Entry 19

As the cleric casts the spell, the bonds begin to glow brightly. Arcs of blue flame shoot out from them and strike about the room. The characters begin to writhe in extreme pain. The cleric ceases the spell, "These bonds fight my powers, removing them is beyond me. I wish you better luck. Go with Gond."

❑ Journal Entry 20



❑ Journal Entry 21

Alaterian,

Hey, you may be my brother, but if I don't get that 300 gold pieces you owe me I'm gonna come after you with a bastard sword. I don't care if you are a member of the Black Network. They can't watch you all the time. I've still got a few tricks of my own that I can use on a slime ridden, otyugh like you.

Otherwise, Mom and Dad are fine. Sis is getting too big for her britches. I may head down to the village of Hap to look into rumors of a gathering of Black Dragons.

When're you coming back to Essembra? Your wife Lilian wants to know.

By the way, I'll take her instead of the money.

Your loving brother,
Myrixelets

❑ Journal Entry 22

"I don't know why you're crazy enough to want to go down the Pit of Moander, but I can give you free passage through the city. I can guarantee that Red Plumes not molest you, but this is still a city under siege and I can't be nurse-maiding you around. It has been reported that Zhentil Keep has sent some terror teams to annoy us. Some shambling mounds have also been spotted somewhere to the east.

Here's a map to the Pit and the locations of our checkpoints. (see Journal Entry 52) You are welcome to rest in the barracks and eat in the trooper mess. I've indicated them on the map as well. Oh, be careful, the walls and pavement in Yulash have endured some great strains recently, I can't vouch for their stability in most areas of the city."

❑ Journal Entry 23

"Ok, here's the scoop. Ya got yer condemned prisoners, them's as admitted they was guilty. They has ta fight the monsters with out no weapons—we give ya three to one if ya choose the prisoners, straight even if ya choose the monsters. On the other hand, ya got yer accused criminals, them's as said they was not guilt; they gets ta keep their weapons as they're fightin' to see if Bane will judge them as worthy. We give ya two to one on either side. Just set yerself and pays yer money. Only need one platinum piece to play."

❑ Journal Entry 24

The letter reads, "Hail Harper's Friend, we must warn you that Dracandros of Thay seeks to use you against dragonkind. To protect yourself you should seek a deadly blade that he has secreted in the caves below his tower. Still avoid the dragons if possible, they are quite deadly."
The letter is unsigned.

❑ Journal Entry 25

"We spirits of Myth Drannor have grown weak over the centuries. We can now do little but observe. We ask for your help. In return let me reveal to you a secret power of the Thri-kreen. Within this building is a

glowing red web. If you speak the word "Krrkik" while standing before it, then walk into it, you will gain great strength. I have seen many of the Thri- kreen do this."

❑ Journal Entry 26

"The men had been paralyzed by a spell cast by an invading cleric. He was after the prisoners held in the leader's room to the south. Luckily he had finally been overcome in this room."

❑ Journal Entry 27

The wounded men moan in terror about a hammer wielding maniac and a room suddenly filled with flashing blades. They hope the leaders two prisoners are worth their trouble.

❑ Journal Entry 28

Zhentrim troops that have tried to reach Dagger Falls via the River Tesh have been consumed by a dragon lying beneath the waves. It was awakened by someone from Phlan who was betrayed by Zhentil Keep. He must still be somewhere near Dagger Falls, since the attacks have been recent.

❑ Journal Entry 29

The unburned part reads, "... our ally can control flame, skip from body to body and exhibits an array of extra-dimensional powers. It is my conclusion that the Flamed One can be none other than Tyran..."

❑ Journal Entry 30

"So, these are Fzoul's little secret. Very interesting. As the representative of the TRUE priests of Bane, I shall deliver you to Mulmaster and to the grand Imperceptor.

"Once in Mulmaster, I will examine these bonds in my laboratory, to your extreme discomfort I'm afraid. But, you may be comforted that during the final procedure, the one that will result in your death, the pain will not go on for more that two, or perhaps three, weeks.

"Once I have uncovered the secret of these bonds, the Imperceptor will be most angry with his dear little Fzoul, and we may finally rid ourselves of this heretic and his precious mages."

❑ Journal Entry 31

"You were brought in by a group in red robes. They said they'd found you on the road, near death. They paid for your rooms in advance, so you can stay as long as you'd like. You had those tattoos when you came in, but I've never seen anything like them. Filani the sage could help you though, you should go see her, two blocks north."

❑ Journal Entry 32

You are rudely questioned by two of the guards and their commander. For every yes answer you give one of the guards sneers knowingly and marks it down. For every no answer the other guard snorts and marks it in a different ledger. The commander writes down all of your party's vital statistics

including where you came from and your names. Anytime you ask them about their questioning they all turn, sneer, and the commander says, "We are preparing a file on you, this is strictly routine."

❑ Journal Entry 33

"I am Caemir and my ancestors lived and died here in Myth Drannor. I have been plagued recently by evil dreams of my grandfather's tomb being turned into a nest for foul spider things. If you will help me lay his spirit to rest, I will give you this bow which he made." He shows you an exquisitely crafted bow that radiates powerful magic.

❑ Journal Entry 34

"Yeah, well, watch yourself because there's lots of holes ya can't see and walls that are about to come down and brain you. The Red Plume's are crawling all over the place—and they have orders to kill any looters they find. You want to know where the Pit is? You're crazy. Its in the north wall of the northeastern quadrant of the city. That place is enough to make you loony though. Some Red Plume's have jumped ship rather than go on guarding the place. Oh, yeah. The Plumies have set up some checkpoints all over the city. There's one just in front of The Pit and one at the commanders HQ. Can we go now?"

❑ Journal Entry 35

The letter reads, "Friend, we have come upon more news for you. To slay the accursed Flamed One who holds the most powerful of your bonds, you will need three items, the Helm of Dragons, the Gauntlet of Moander and the Amulet of Lathander. Each is held by one of those controlling your bonds. Without these he will be able to ignore your most powerful attacks."
The letter is unsigned.

❑ Journal Entry 36

"We've been here for almost a month whipping these bugbears and wargs into shape. Now you've got the easy part. We can't lead these monsters against Dagger Falls, otherwise they would realize that the Zhentrim were behind this. So you take the beasties to Dagger Falls and attack the city. We'll have a "rescue force" of Zhentil Keep troops arrive soon after and repulse your attack. Then we'll occupy the city as heroes and you'll be paid most handsomely. Well, we're off to Teshwave, good luck."

❑ Journal Entry 37

"This passage was used during funerals by those in the temple. They would transport the deceased remains from the temple to the burial glen through the passage. The passage comes up in a back room of the temple.

"If you try to approach the Temple on the path to the north, or through the ruins to the east, Tyranthraxus minions will spot you and he will be waiting. He does not yet know about this tunnel."

❑ Journal Entry 38

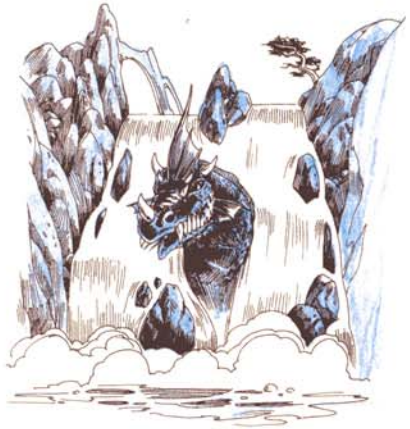
"You bear the symbol of five different organizations. Three I recognize, one I've never seen and the last causes me some concern. The flame and dagger is the symbol of the Fire Knives, a group of assassins who last operated out of Westgate. That group had been destroyed, so they must have a new base of operation. I fear I do not know where.

"The mouth in the palm is the symbol of the god Moander. This god was banished from the world, but he reappeared briefly as a pile of filth. It laid waste to a section of the city of Yulash before its defeat. The cult's color of choice is green.

"The ornate Z in the triangle is the symbol of the Zhentrim, the Black Network. These are an evil alliance of priests, mages and thieves operating out of Zhentil Keep. Some say that they run Zhentil Keep.

"The Flaming symbol I've never seen, so I can give you no information. The last symbol, with the crescent moon, bears a disturbing similarity to a powerful sage in Shadowdale. For my own safety, I'll say no more about it.

❑ Journal Entry 39



❑ Journal Entry 40

Because of the incursions along the River Tesh by Zhentrim forces, all allies are ordered to gather in the caverns beneath the falls. The dragons should be able to hold back the beholders, but I expect Zhentrim troops to follow up the attack. As pay I pledge the standard portion when we loot Teshwave, Voonlar and Zhentil Keep. The plan is nearly complete, come at once.

Signed,
Lord Porphyrys Cadorna

❑ Journal Entry 41

The paper is heavily soiled, but you can make out, "... Knives untrustworthy, cultists unreliable, wizard insane and T seems very dangerous. Expect little reliability from the New Alliance, especially over the bonded subject. Will need to set up our own observation team. Per ..."

❑ Journal Entry 42

The letter reads, "Friend of the Harpers, we are working to provide you with allies. We have arranged for a rather unusual harp player to meet you in Zhentil Keep. In the village of Hap, the mage Akabar Bel Akash works to counter Dracandros. Finally, two excellent warriors have been sent to the Pit to aid you." The letter is unsigned.

❑ Journal Entry 43

An important man from Phlan escaped proper justice. A traitorous Council member, named Cadorna, was raised from the dead and has flown to Dagger Falls.

❑ Journal Entry 44

"I am the current leader of the Swanmays, since Kith and Belinda disappeared on the Great Glacier. We need someone to infiltrate the Red Wizard's Tower and we heard that Dracandros was looking for a party bearing those symbols on your arms.

"Dracandros has gathered all the Black Dragons in the area to his tower. We need to get a special piece of one of them. If you accept our mark you will be eligible for a share of our reward. I have influence with several families that are guarding these caves, so I can get you to the tower. Once there, we would be most happy if you could get us a part of a dragon's heart, or, at least get them to leave the tower."

❑ Journal Entry 45

The centaurs recently had a brush with spiders and Thri-kreen. These monsters were heading north, apparently on a treasure hunting expedition. They were probably headed for Myth Drannor. The Thri-kreen can avoid arrows and their phase spiders are unhittable after they strike.

❑ Journal Entry 46

Most Respected Mogion of Moander,

The Red Wizard Dracandros has provided a magical sending to me, alerting me that you are planning to exterminate the subjects of our little test. While I realize that you are among the survivors of not only a banished god but an earlier alliance, I must protest strongly your intention to eradicate our subjects before they are fully tested.

If you carry out this mad plot and slay our pigeons, then Dracandros, myself, and Lord T will all be forced to hunt you down and slay both you and anything you choose to bring onto this plane. Do not doubt that we can do so. Remember that I represent a more active power that is still at work in this part of the Realms, and will take poorly to your hostile actions. Once the subjects have been fully tested, then we may slay them.

One more thing: I performed the requested research for you, and you are wrong. It is only the gauntlets, not the appearance of Moander himself, which can devour the Pool of Radiance. This further

weakens your argument to bring "old moldy" back onto this plane.

Yours in darkness,
Lord Fzoul Chembryl of Bane,
Zhentil Keep

❑ Journal Entry 47

Near the city of Dagger Falls is the waterfall it was named after. Behind it are deep caverns, abandoned until recently. New activity suggests that a man raised from the dead has taken them over. Dark things are beginning to awake in response.

❑ Journal Entry 48

"You have done well, my pets. The three artifacts that can do me harm are now in my possession. More importantly, the bonds you wear can act as the Pool of Radiance does. With them I can transfer into any of your bodies and use it for as long as I need to. Then, should the body be killed, I can transfer through the bond and back to the Pool — or to another of your bodies. I must thank you for the great freedom you have afforded me. Now come along and we will dispose of those dangerous objects."

❑ Journal Entry 49

A Dark Journey: The four dark elves take you down a long sloping corridor. After many hours, you have descended many miles and begin to pass massive black mushroom forests and a few bizarrely shaped buildings.

Finally, you reach a glowing cavern, with a large temple in the center. The dark elves march you up into the heart of the temple. In an onyx walled room is a perfect, silvery web. In the center of the web is a giant black spider. The spider speaks in a raspy, hollow voice.

"Greetings. I represent the god of the dark elves. You are my prisoners. Your choice is simple, you may be my slaves, or be my lunch."

As you consider retreat, huge stone blocks seal the entrance. A tittering laugh echoes through the room.

❑ Journal Entry 50

Olive says, "Well now, aren't we a fine bunch of adventurers. My name is Olive Ruskettle and I know a bit about those tattoos on your arms. A pal of mine had some similar marks a while back. I wonder where she is...

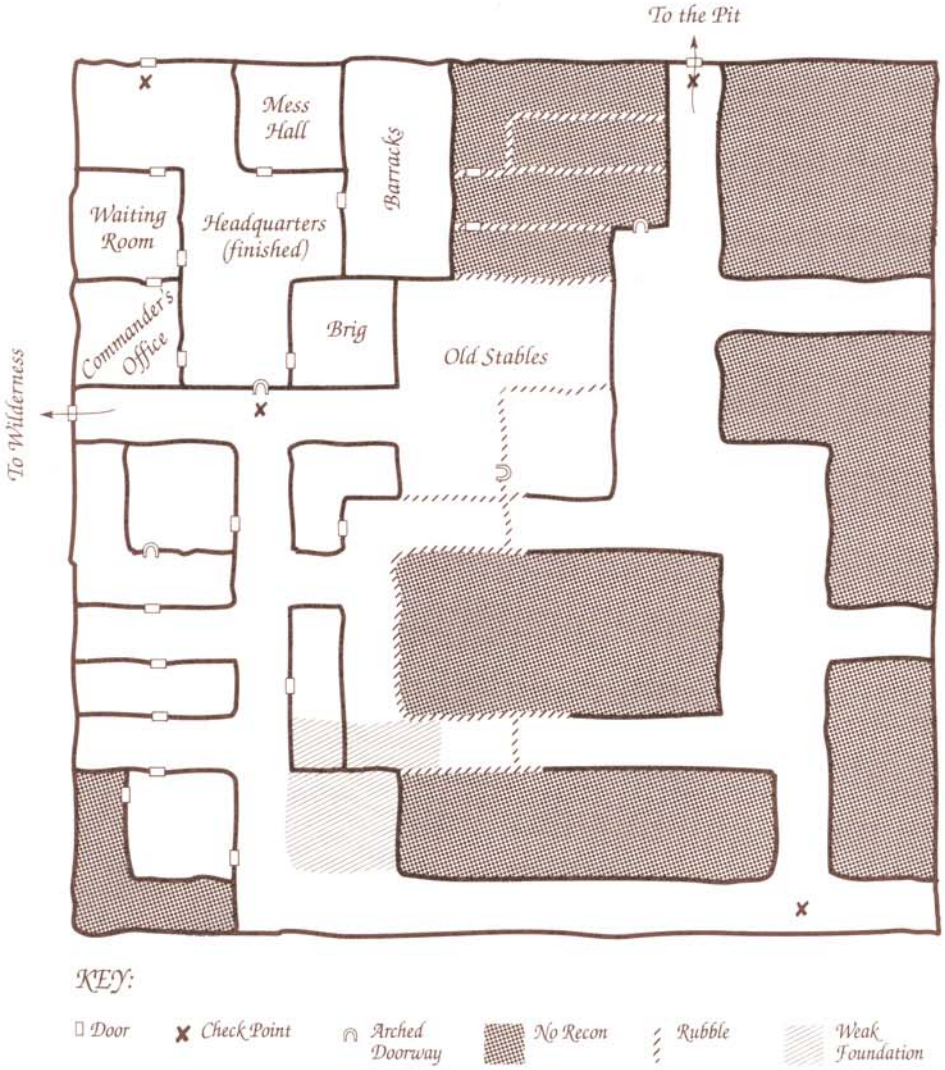
"Listen, you've got to get hold of the Amulet of Lathander. There is a man who could help you but he's been captured and is being held prisoner inside the temple. His name is Dimswart the Sage and he helped that friend of mine I told you about. I have a secret way into the temple. What do you say?"

❑ Journal Entry 51

"The human you are looking for named Dimswart. He's a very good sage, and a music lover, which is why we get along—did you know that I was a Bard? Yes sir, I've got my harp right here and I could sing for you—well, maybe now is not the time. Anyway, Fzoul Chembryl has captured Dimswart in order to learn about the other bonds.

"I can get you to the jail cell but I need your help to get him out. I'll wriggle out in my own way. I can't have any of the Banite Priests catching sight of me. But only someone as slippery as I can squeeze through the route that I know."

❑ Journal Entry 52



❑ Journal Entry 53

Suddenly the roof vaporizes and King Azoun, his wizard Vangerdahast and a troop of royal guards descend into the room. One of the guards points at your party and says, "Those are the ones who tried to kill you, your highness."

The princess leaps up and stands between you and her father. "They were under the Fire Knives' control, they couldn't help themselves. Besides that, they saved me."

The king looks at you and at the princess, "Well, the fact remains that you attempted to kill me. Also, it looks as though you wear more controlling bonds. I will not slay you, but you are banished from all Cormyr lands."

The royal guards come up and begin escorting you out. Suddenly the far door opens and Gharri of Gond steps unsteadily into the room. As you leave the room, you see the princess run over to him and they embrace. Heading out of the hideout you hear the king saying, "Nacacia, time for you to accept the duties of a princess."
The voices fade.

You are taken to the outskirts of town and the guards leave. As you decide on your next move, a horse pounds out of the gate, bearing Gharri and Nacacia. She waves as they race north.

❑ Journal Entry 54

The princess has been talking with the slightly recovered leader. With a dagger to his throat he croaks, "All right, I'll release them." He mouths a meaningless syllable and your bonds fade.

❑ Journal Entry 55

"Your aid of one of our fellows in Tilverton was much appreciated. In return we must warn you that Fire Knives are watching the forest roads for you. Also the Flamed One, in the ruins of Myth Drannor seems to be taking an interest in you. Finally, something malignant seems to be watching the Standing Stones. Beware and Good Luck."

❑ Journal Entry 56

The man says, "Ask me not my name, for names are but labels men apply to that which they do not understand. I know of your bonds, and of your struggle to free yourself, for I helped create the first bonds what seems now so long ago.

"Your last bond, that of Tyranthraxus the Flamed One, is the most dangerous. Whither you know it or not, you are closer to eternal slavery now than ever, for Tyranthraxus need no longer share his power over you with others, he can turn his full fury to making sure that you do not ever escape.

"Your only hope is to catch the flamed one by surprise and deal with him before he can evoke the power of your bonds.

❑ Journal Entry 57

"It is good to speak with those with confidence enough to deal. My clan has taken this spot as a place to rest for a few mortal lifetimes. But, the Flamed One, Tyranthraxus, has stolen our followers and threatened my clan. His power is such that we cannot attack his temple directly, though we hate him with great passion.

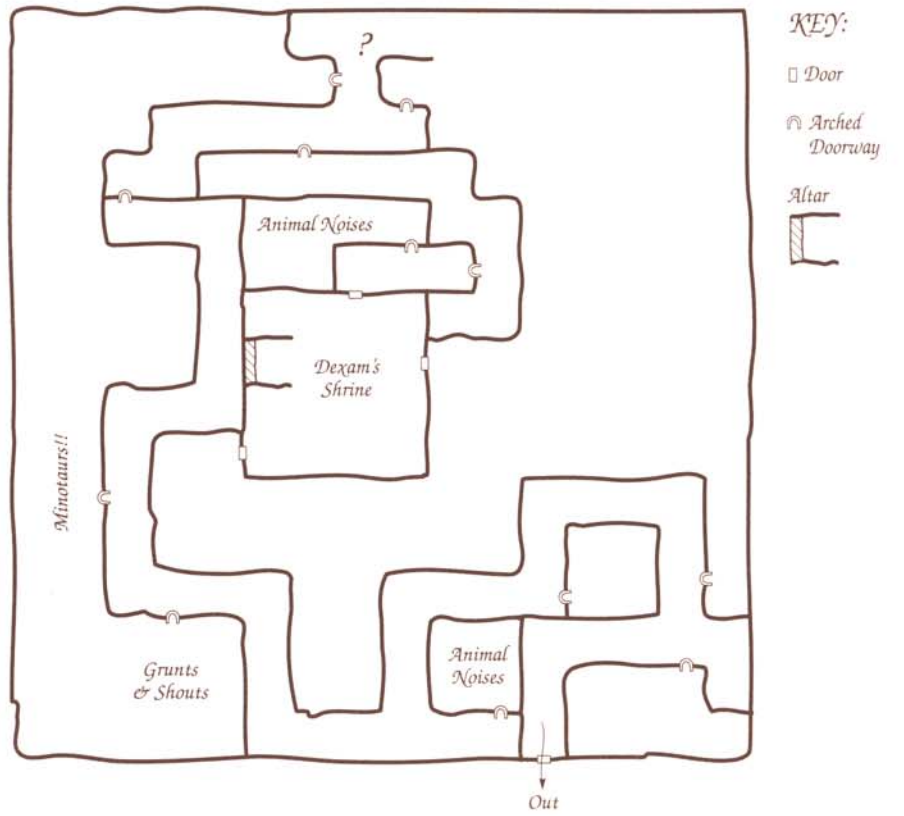
"Now to our deal. You wear the Flamed Ones mark, but I have been told you are his enemy. When you attack his temple we will bend our power to reclaim our followers. That may weaken him enough for you to be victorious."

❑ Journal Entry 58

The letter is written in a crabbed script, "I have deemed the Displacer Beasts to be too weak for my needs. You are instructed to continue their training in the mountains near Tilverton. It would take too many of them to lay waste to the Dalelands, but I don't want them destroyed when the dragons begin their flight. You will be contacted periodically with new instructions."

The letter is signed with a symbol that matches the crescent moon bond on your arm.

❑ Journal Entry 59



Tavern Tales

These entries include items which adventurers might overhear while traveling and meeting other people. During the game these entries are referred to by number. When the game refers to a Tavern Tale read the specific entry and place a checkmark in the box to keep track of which entries have come up in the game. Do not read ahead to other Tavern Tales; some tales are false, and others are important clues that are based on when and where you read them.

❑ Tavern Tale 1

Both the Princess and the King are in town in disguise.

❑ Tavern Tale 2

A flame wreathed giant walks the Elven Court. He only fears three ancient artifacts. One may lie below a waterfall to the north.

❑ Tavern Tale 3

Many soldiers think the Pit is spooky. Some have gone AWOL rather than be put on guard duty there.

❑ Tavern Tale 4

The city's sewer is among the more dangerous in the Dalelands.

❑ Tavern Tale 5

Groups of red robed assassins have been patrolling the forest trails.

❑ Tavern Tale 6

A merchant adventurer named Akabar headed south to investigate Hap. A female adventuring group also headed in that direction.

❑ Tavern Tale 7

With Teshwave in Zhentrim hands the river has become dangerous to travel.

❑ Tavern Tale 8

The Princess always has some piece of purple clothing on, that's how to spot her.

❑ Tavern Tale 9

Someone passed through recently with something he was sure would destroy the plants. He was waving a wand about.

❑ Tavern Tale 10

There's a trap door in the altar which soldiers use to deposit all magic items from their raids.

❑ Tavern Tale 11

A mercenary group from the south was slain by river pirates recently.

❑ Tavern Tale 12

With all the war going on, the rivers are getting dangerous to travel. Dragons and beholders have been seen along the Tesh.

❑ Tavern Tale 13

I hear there are Zhentil Keep terror teams in the area.

❑ Tavern Tale 14

Elminster of Shadowdale passed through in disguise, heading for Teshwave. He may be checking on the river dragons.

❑ Tavern Tale 15

Shamblers will smother you if they can grab you. Have to hack them to pieces quickly.

❑ Tavern Tale 16

Bane likes beholders. Anyone else who gets close to them will die. Best to keep your distance. If you see more than three, then they're probably scouts for the Mulmaster Beholder Corps — flee for your lives!

❑ Tavern Tale 17

Plants have a tendency to walk around here. Nastiest are the Shambling Mounds.

❑ Tavern Tale 18

Buccaneers are raiding the Moonsea again. Ship travel is getting dicey.

❑ Tavern Tale 19

The city was devastated by troops from Zhentil Keep and now all the roads are heavily patrolled.

❑ Tavern Tale 20

Watch out for falling buildings and sink holes in the rest of the city.

❑ Tavern Tale 21

Creatures have been raiding the Dale from the north and west.

❑ Tavern Tale 22

The Zhentrim mages respect only those who are as smart as they are.

❑ Tavern Tale 23

Zhentil Keep covets the Daggerdale because its the best land in the Realms.

❑ Tavern Tale 24

Dragons have been seen flying overhead. They also infest waterfalls along the river Tesh.

❑ Tavern Tale 25

The city clerk's been depressed ever since Tyranthraxus was defeated. She hasn't had any commissions to hand out.

❑ Tavern Tale 26

Dragons have been heading south for weeks. Hopefully far to the south.

❑ Tavern Tale 27

Moander once crawled to the south of here, made a swath called Moander's Road.

❑ Tavern Tale 28

Two ships have been lost travelling to Shadowdale. The river's gotten very dangerous.

❑ Tavern Tale 29

A thief in a purple vest has been raiding the rich houses. She's escaped with the help of a hammer-wielding cleric.

❑ Tavern Tale 30

The Knights of Myth Drannor fear some creatures that can lure people willingly to their deaths.

❑ Tavern Tale 31

Halflings are all thieves.

❑ Tavern Tale 32

Dark Elves have been passing through town. Their equipment always radiates magic.

❑ Tavern Tale 33

Zhentil Keep is hiring mercenaries — or rather several factions are each hiring their own forces. They've also had trouble from an ex-councilman from Phlan.

❑ Tavern Tale 34

Crazy people, with green robes, have been wandering the countryside, especially to the south.

❑ Tavern Tale 35

Zhentrim forces are gathering in Teshwave, perhaps they will march on Shadowdale or Dagger Falls.

❑ Tavern Tale 36

A friendly village of centaurs is hidden in the forests to the south.

❑ Tavern Tale 37

King Azoun of Cormyr is hunting for his wayward daughter in Tilverton.

❑ Tavern Tale 38

I heard that Dimswart the mage has joined the Zhentrim. Who'd of imagined it.

❑ Tavern Tale 39

Fzoul is sending specially trained terror teams to harass Yulash. I hear that he's looking for mercenaries for special training.

❑ Tavern Tale 40

Its been lucky that Zhentil Keep is looking westward for expansion. At least they're a check against Hillsfar.

❑ Tavern Tale 41

Something huge and skeletal has found a lair to the south.

❑ Tavern Tale 42

If you don't want to get into trouble with the Zhentil Keep soldiers, you have to act real humble.

❑ Tavern Tale 43

Some walls and floors are dangerously shaky after Moander's rise from The Pit.

❑ Tavern Tale 44

Red wizards like creatures of fire. Cold attacks are often the best defense.

❑ Tavern Tale 45

Cultists of Moander are starting to roam the area again.

❑ Tavern Tale 46

The Elven Court is guarded by a force of knights. They're trying to keep something in, not keep people out.

❑ Tavern Tale 47

A party of insects was seen heading into the forest, heading for Myth Drannor.

❑ Tavern Tale 48

The Temple of Bane employs beholders to discipline their priests. They also have an entire corps of the critters to destroy major enemies.

❑ Tavern Tale 49

Voonlar's been building up troops again. Glad they have rotten commanders.



Mysterious Wand

❑ Tavern Tale 50

That crazy halfling running around here thinks she's a bard. She sings OK but she ain't as good as Zazania Swallowtounge.

❑ Tavern Tale 51

A black ship with a large crate came from Mulmaster — Bane's highest temple. The Inquisitors are probably in town.

❑ Tavern Tale 52

The release of Moander from the Pit was a plot by Zhentil Keep.

❑ Tavern Tale 53

If you're polite and respectful to a Bane priest, they have to be respectful back, no matter what they really think.

❑ Tavern Tale 54

Dragons have been seen flying near Hillsfar. Something's happening in the south. Also creatures have been accumulating near Dagger Falls — some ancient caverns have been reopened.

❑ Tavern Tale 55

The Cormyr representative was preparing to leave after hearing the king found his daughter, but he was called back because she escaped again.

❑ Tavern Tale 56

Green robed cultists have been seen around the Pit. They must be pining for Old Moldy.

❑ Tavern Tale 57

The city guard is pulling out away from the Temple. They don't want to get caught in a crossfire.

❑ Tavern Tale 58

Voonlar hopes to build an arena for criminals, like Zhentil Keep has.

❑ Tavern Tale 59

A young woman with a purple sash stole the crown jewels from the ruins of the Yulash palace. Rode through the gate and escaped with a man.

❑ Tavern Tale 60

Huge shapes have flown over the forest, heading south.

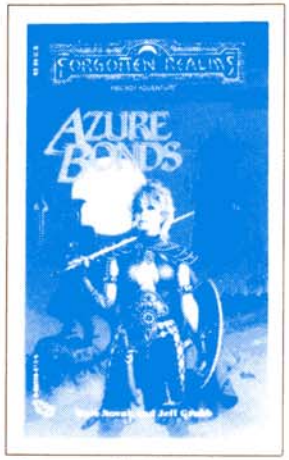
❑ Tavern Tale 61

The Stojanow River valley is being converted to farms again. The pyramid is now used as part of the irrigation system.

❑ Tavern Tale 62

The previous high priest of Gond, Gharri, was Princess Nacacia's lover for while.

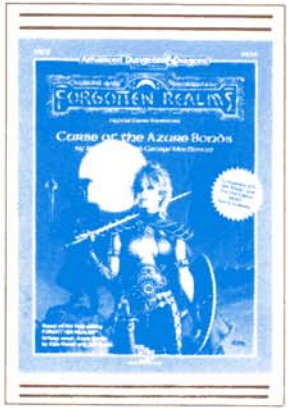
Magical Mystery in the Realms



The novel *Azure Bonds* finds Alias, sword wielder of the Realms, in an unfamiliar tavern with a design of mystical tattoos glowing eerily on her sword arm. The menace of these blue glyphs is soon evident. Aided by a southern mage, a halfling bard, and a mute lizardman, Alias begins her quest for the creators of the tattoos that bind her destiny.

Curse of the Azure Bonds is an AD&D® adventure module set in the Forgotten Realms. Player-characters wake up to find bizarre magical tattoos on their arms; it's up to the player-characters to work through a wild adventure to get rid of their curse.

Converted to a paper module from the official AD&D computer module from SSI, this adventure, written by Jeff Grubb, is based on the *Forgotten Realms*™ novel *Azure Bonds*, by Jeff Grubb and Kate Novak.



Don't miss these exciting products from TSR! The novel, *Azure Bonds* and the module, *The Curse of the Azure Bonds* are both on sale now at your local hobby or book store.

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Apple II Series Quick Start Card

OFFICIAL
Advanced Dungeons & Dragons®
COMPUTER PRODUCT

CURSE OF THE AZURE BONDS

Before Beginning Play: You should back up both sides of all three game disks as well as the front side of the Boot Disk before beginning play. You may do this with either a commercial copy program or the copy utility included on the Boot Disk.

WRITE PROTECT THE COPIES, put the originals away and play off of the copies. Format two blank disks as save game disks. While playing the game you should alternate saving the game first to one disk and then to the other. This way you will always have two backup positions in case your characters get into a particularly nasty situation. Whenever the computer prompts you to change disks, place the correct disk in the drive and press the joystick button or RETURN.

To Start The Game: Connect your computer and monitor. If you use a joystick, make sure it is properly connected. Turn on the monitor. Insert the Boot Disk into Disk Drive 1 and then turn on the computer.

The first screen will give you a number of options: Play with Sound, Joystick Installed, Fast Computer CPU, Copy Curse Game Disk, and Play Curse of the Azure Bonds. These will appear each time you boot the game.

To change an option, use the up or down arrow keys to highlight that option and press the Return key. EXAMPLE: The default option for sound is Yes (sound on). To turn the sound off, highlight this option and press the Return key.

If your computer has an accelerator card or if you are playing on a IIGS at fast speed, you should set the Fast Computer CPU to Yes. You will need to change the joystick option to Yes if you are playing with a joystick.

The first time you boot the game, you should use the Copy Curse Game Disk option to make copies of the disks we give you (unless you have another copy program you wish to use for this purpose). To start the game, highlight the Play Curse... option and press Return (Note: you will not be able to give commands with your joystick until after you have left the first screen).

To Use a Joystick: If you are using a joystick, you will have to initialize it at the start of each game. This initialization process tells the program how to read your joystick correctly. To initialize the joystick, you should place it as directed (center, left center, right center, top center, and bottom center) and press Return when the joystick is in the desired position. When this is done, center the joystick again and pres return one more time to start the game.

To Transfer Characters From Pool of Radiance: You will need your Pool of Radiance saved game disks. All characters from Pool of Radiance must be removed from their adventuring party before they can be transferred to another game. Follow the directions in the rules to load characters from Pool of Radiance.

Using The Translation Wheel: After choosing Play Game, two symbols, a path, and a number are displayed. Find the first symbol on the outside of the Translation Wheel, and the second symbol on the inside, moveable part of the wheel. Match the two symbols and type the letter shown in the numbered box under the indicated path. For example, if the computer displays:



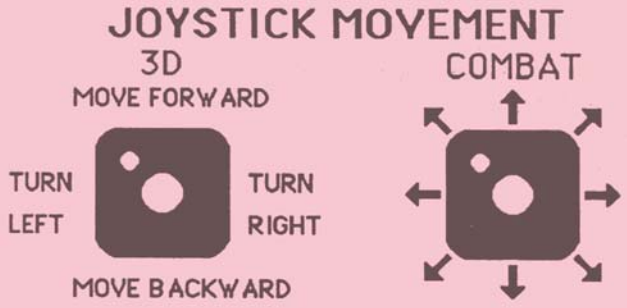
type the letter X. The game will load and display the Party Creation Menu.

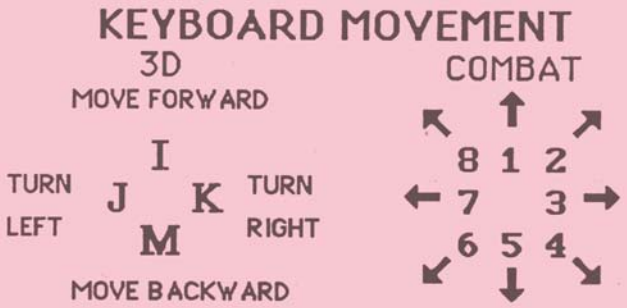
How To Make Choices: Curse of the Azure Bonds is controlled using menus. One command on each menu is highlighted. Use the joystick or cursor keys to indicate the command you want and press the joystick button or RETURN to select your choice. For example, to look at an overhead view of the surrounding area, highlight the Area command and press the joystick button or RETURN.

Some commands, such as View, act only on a single character. Use the joystick or cursor keys to highlight the character you want to be active and then choose the command. For example, to view a character's ability scores, highlight the character's name in the character list and choose the View Command.

Some commands toggle the program between two states. When you select one of these commands the name on the screen changes to reflect the new state of the program. For example, if you select the Pictures On command in the Pics Menu it will change to Pictures Off. From then on the monster's animated picture is not displayed when you have an encounter.

How To Move Around: In 3D travel the party can move forward, turn right or left, or move backwards. In combat you can move in any of eight directions. In the overland view the party picks its destination and mode of movement off of a menu. You may use the joystick or keyboard interchangeably to move in any mode. If you have a problem making a diagonal move with a joystick in combat, use the 2,4,6 or 8 keys instead.





To Begin Playing Quickly: A pre-rolled party of adventurers is stored as a saved game on disk side 3.

Choose Recall Save Game from the Party Creation Menu. Insert disk side 3 in the drive when the save game disk is requested.

After the saved game is loaded choose Begin Adventuring. Read the Journal Entry on the first page of the Adventurers Journal. Choose the Encamp command from the Adventure menu. Have all of your spell casters memorize spells. Exit camp and choose Move from the Adventure Menu.

Move through the city carefully. Listen to what different NPCs have to say. Move West to the weapons shop and buy each of your characters starting equipment. Visit the sage across the street from the temple and listen to what she has to say. Visit the temple and talk to the high priest. Visit the bar and listen to the rumors. When you think you have enough information, leave town to find adventure. Things will begin to happen hot and heavy from then on!

Tips On Successful Adventuring: The first thing you want to do is memorize spells. Then you will need to equip all your characters. Move to the weapons shop and Pool your money. Buy your fighters banded mail, a shield, a broad sword, a two handed sword, a long composite bow, and many arrows. Buy your clerics banded mail, a shield, a staff sling, and a flail. Buy your thieves leather armor, a broad sword, a short bow, and many arrows. Buy your magic users a dagger, a staff and a bunch of darts. After you have completed your purchases, use the View, Items, and Ready commands to prepare all your characters' equipment for battle. Once you have bought everything you need use the Share command and pick up all the money.

Visit everyone in town and listen to what they have to say. The bonds and their effects are a mystery to your characters, and information can be as useful as a fireball spell (well, almost as useful!). After you have listened to everything that everyone has to say, leave the city to begin your quest.

As your party fights it will use up spells and lose Hit Points. When you find a safe place to rest, use Encamp and use the Fix command to regain Hit Points. Then memorize spells to keep your spell-casters at maximum efficiency.

Once your characters have enough experience points and money, look for places to train. Most cities in the overland have training halls, and training halls may also be hidden in other places. Make sure you have 1000 gp worth of coins for each character that wants to train. If your characters need

additional Experience Points, search near the cities in the overland or patrol the forest near the Standing Stone.

As you adventure you may hear a dreamlike voice warn you that, 'Great danger lies ahead, be fully prepared!' Heed such warnings by saving your game and putting that save aside. Keep that saved game aside until the party is safely back into the overland. Good luck!

Tips on Successful Combat: The following are useful tips while fighting in Curse of the Azure Bonds:

Identify enemy spell casters at the beginning of each battle. Attack them with spells and missile weapons. Be sure to do damage every round to keep them from casting spells. Concentrate your attacks; it is normally better to eliminate one monster than to wound two monsters. Eliminate helpless monsters before they become active again.

Keep your Paladin near the middle of the front of your party so that his Protection from Evil can improve the AC and Saving Throw of those adjacent. Keep your party together so that they can concentrate their attacks on the monsters. Protect your party's flanks so that monsters will not be able to get to spell casters and archers.

Learn the range and area of effect of offensive spells like: Magic Missile, Stinking Cloud, Fireball, Cone of Cold, and Cloudkill. Decide where you will throw a spell before you choose Cast. Use the Aim command to check the range and line of sight to your proposed target. Make sure that the spell will attack the monsters and not the party.

Some spells have special effects that make them especially useful. Stinking Clouds can make up to four targets helpless. Fireballs are larger indoors than they are in the overland. Hold spells can be targeted against several different enemies. Lightning Bolts can bounce off walls and attack one target twice with the same spell.

If your party loses a very tough fight, go back to your last saved game. Just before triggering the fight, prepare your party with spells like: Bless, Prayer, Protection from Evil, Protection from Evil 10' radius, Enlarge, Invisibility 10' radius, and Haste. You can also prepare for a fight with magic items such as Potions of Giant Strength, Potions of Invisibility, or Dust of Disappearance. Cast the spells and use the items just before triggering the fight. Use Haste sparingly; it ages your characters 1 year each time it is used.

Differences In the Apple II Version: The Apple II version of Curse of the Azure Bonds is slightly different than the rules. These differences include:

Pressing the <ESC> key is the same as choosing the Exit command in a menu. While moving in combat the <ESC> key will 'take back' your current move, but it will not erase any damage you have taken during the move.

There is no Exit To DOS on the Party Creation Menu. Turn your computer off and then on to run other programs. Some items can only be Readied in combat or in camp. If you try to ready these items in other places the computer responds 'NOT HERE'.

The following commands can be given at the Combat menu or while a party character is moving under computer control. Press the key to execute the command.

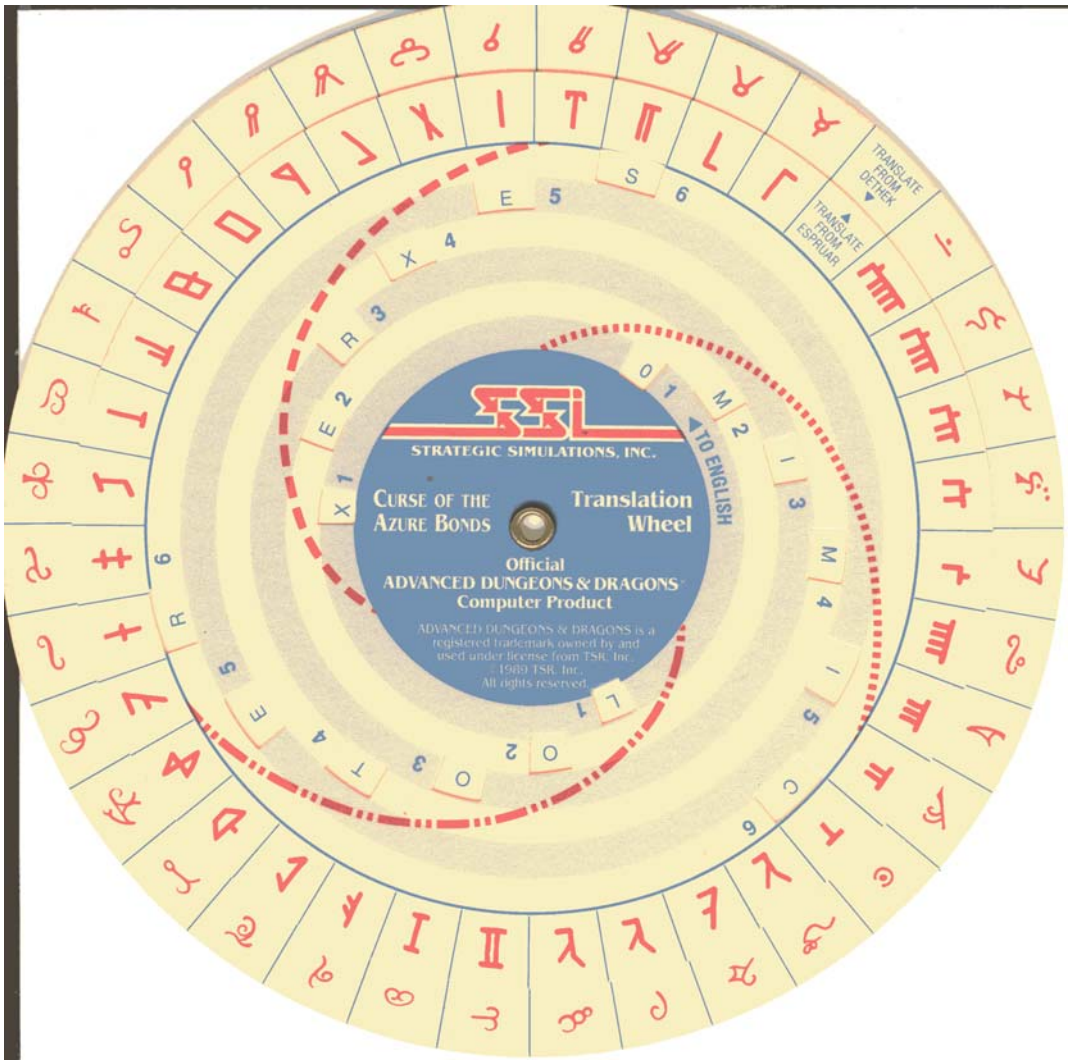
Q: Sets all characters to Quick (computer control).
<SPC>: Resets all characters to manual control.
M: Toggles magic spell use on or off for characters set to Quick.

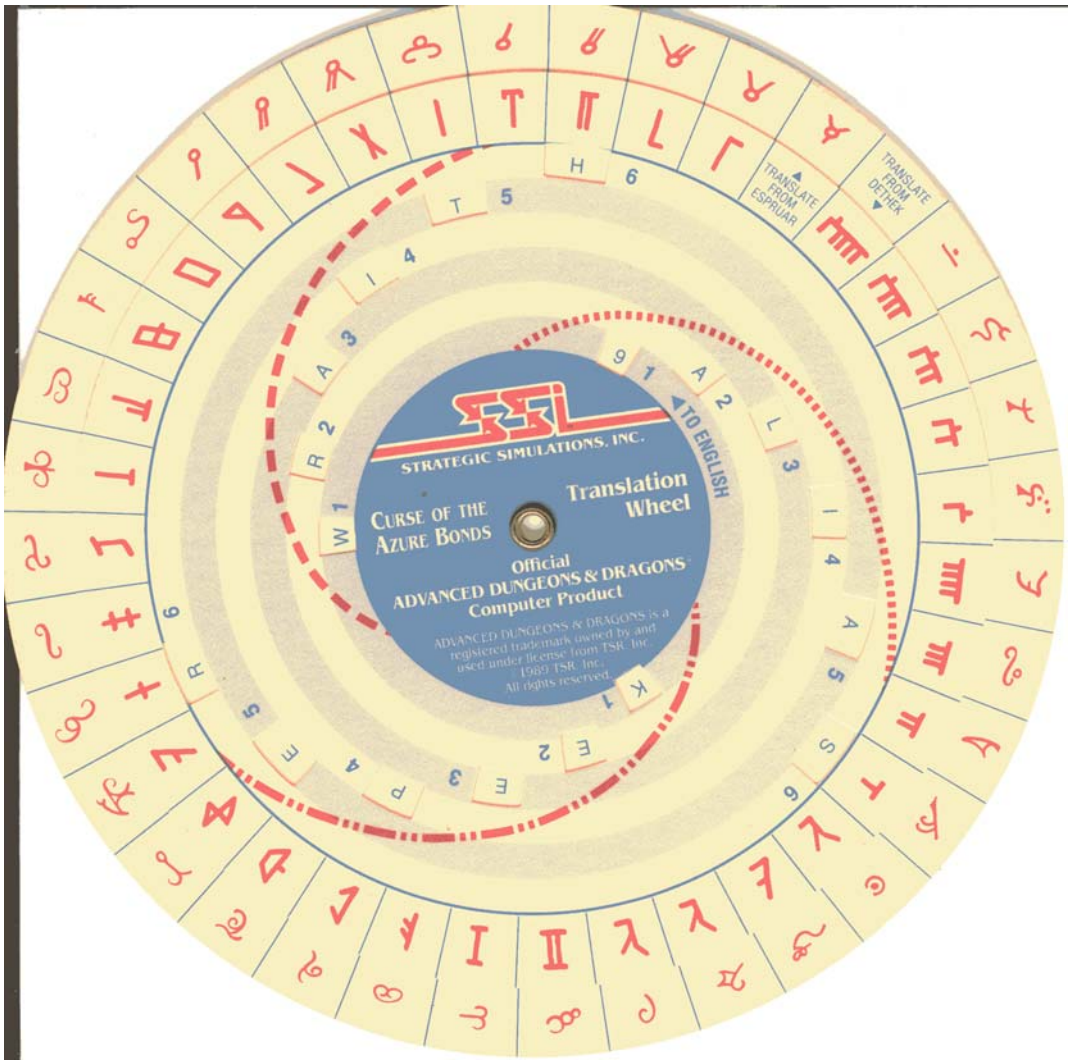
Characters set to Quick will use Readied magic items. Characters set to Quick with Readied arrows will use their bows if no enemy is adjacent.

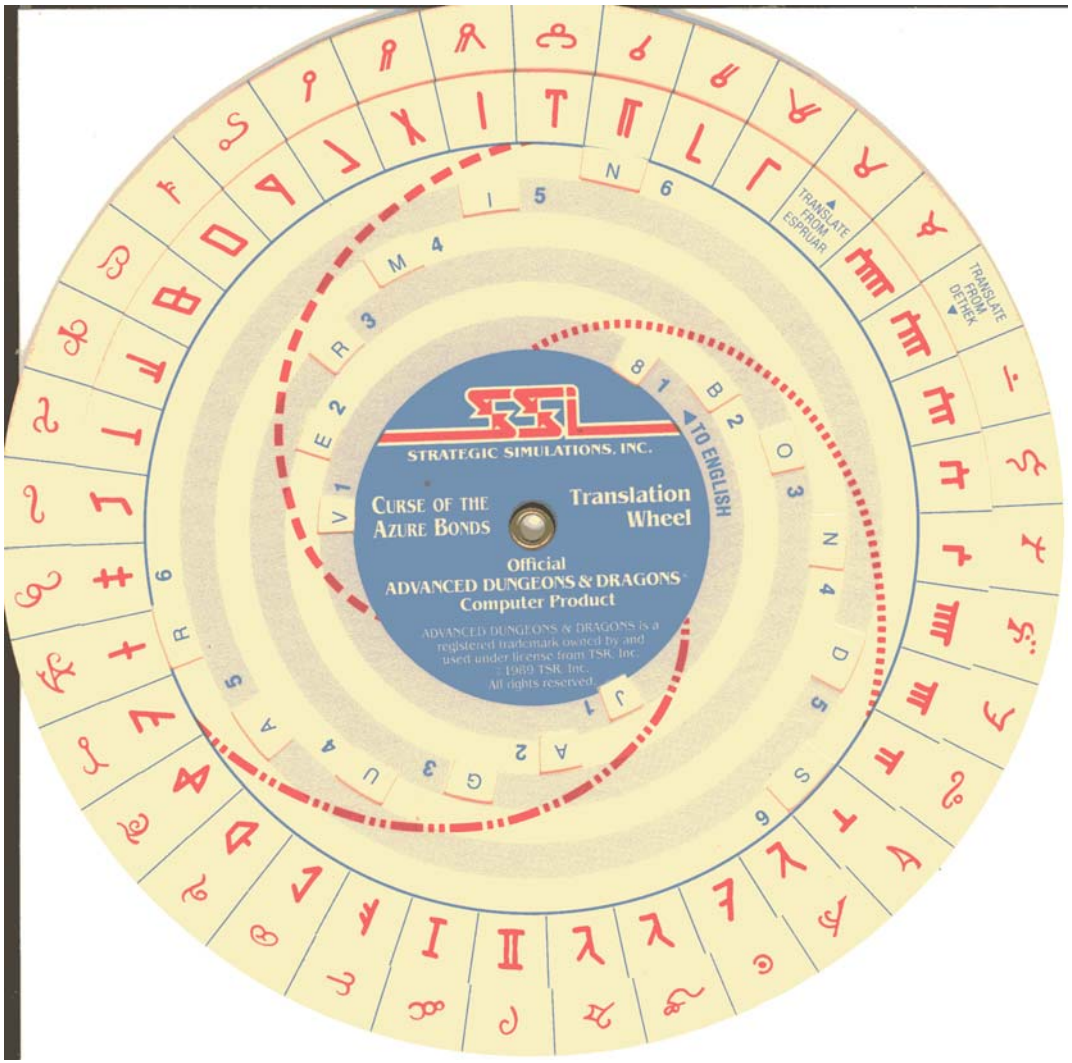
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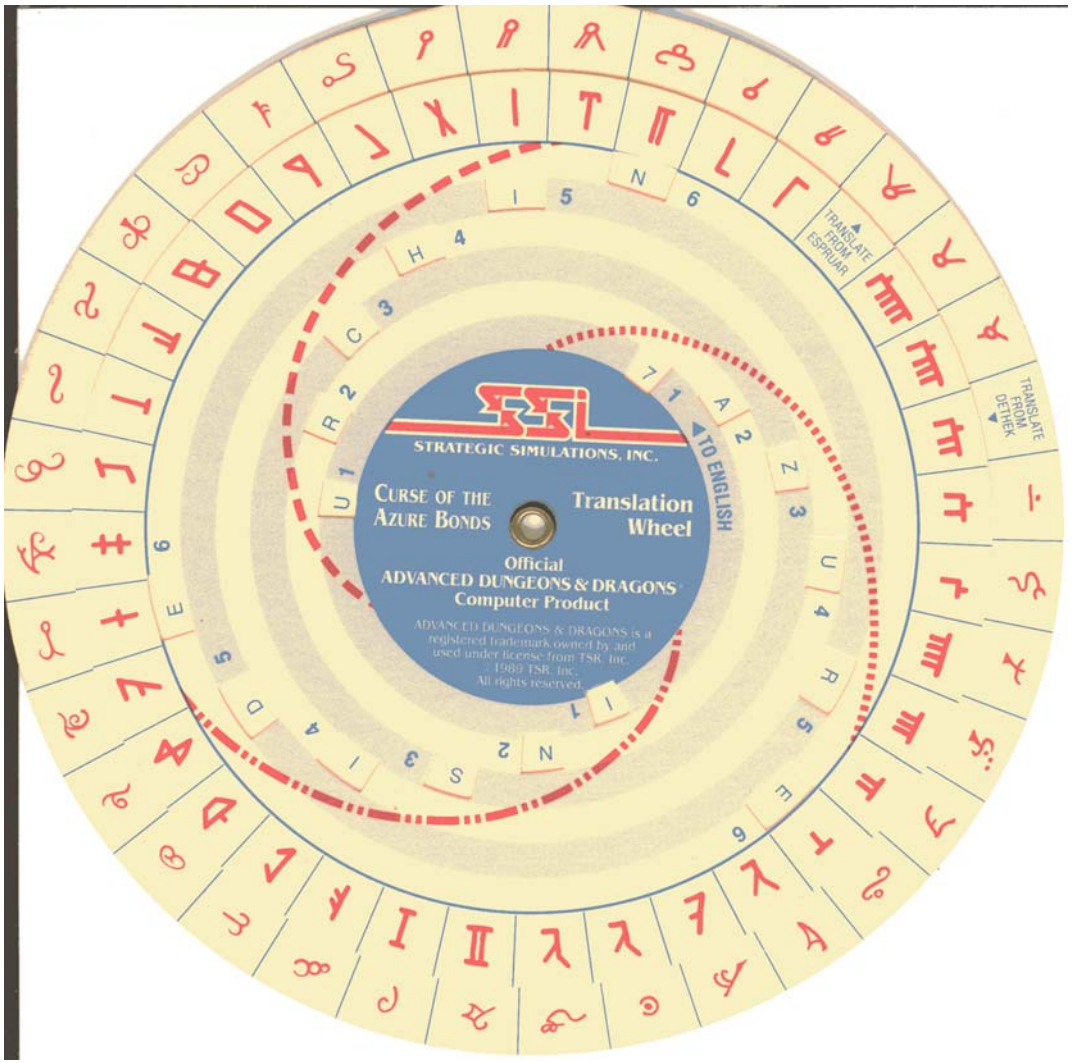


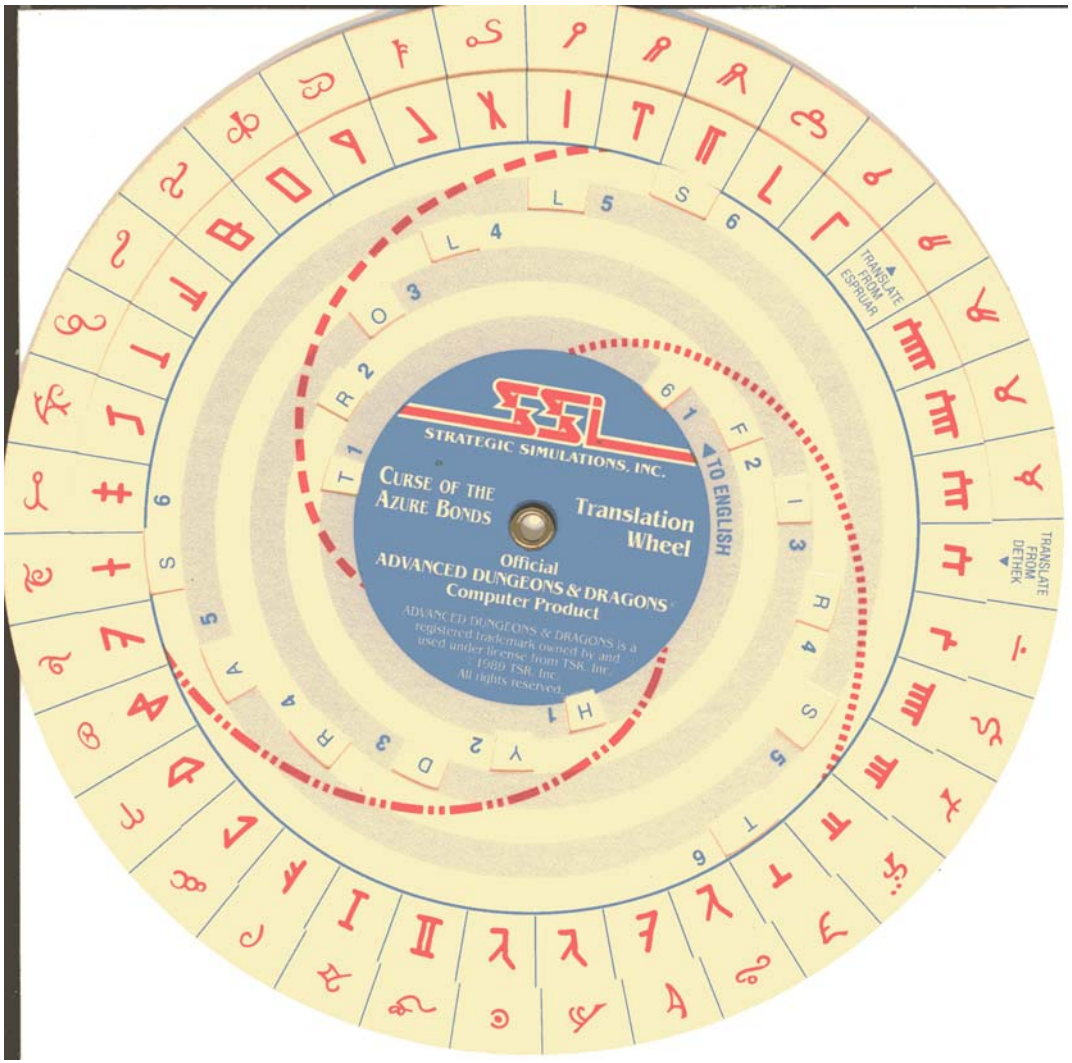
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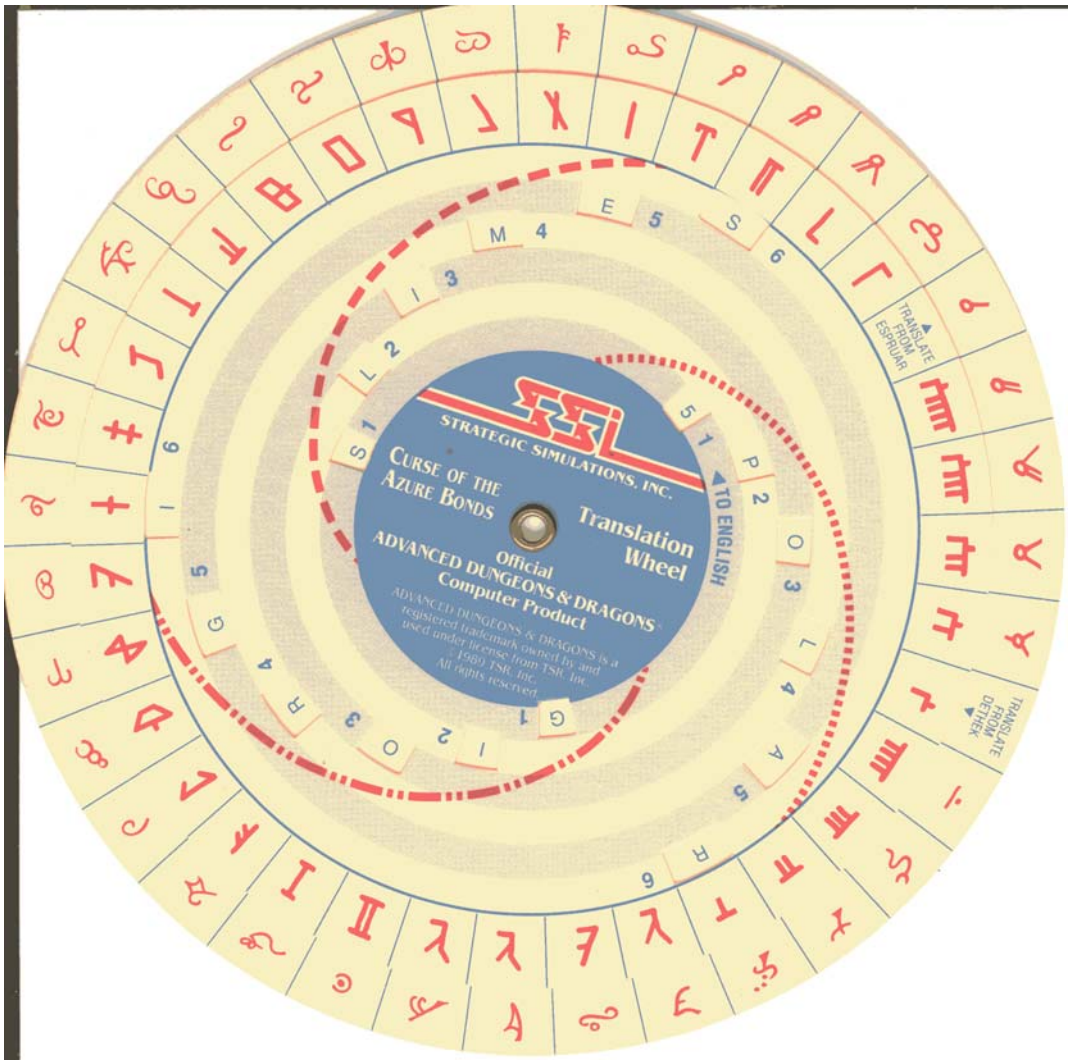

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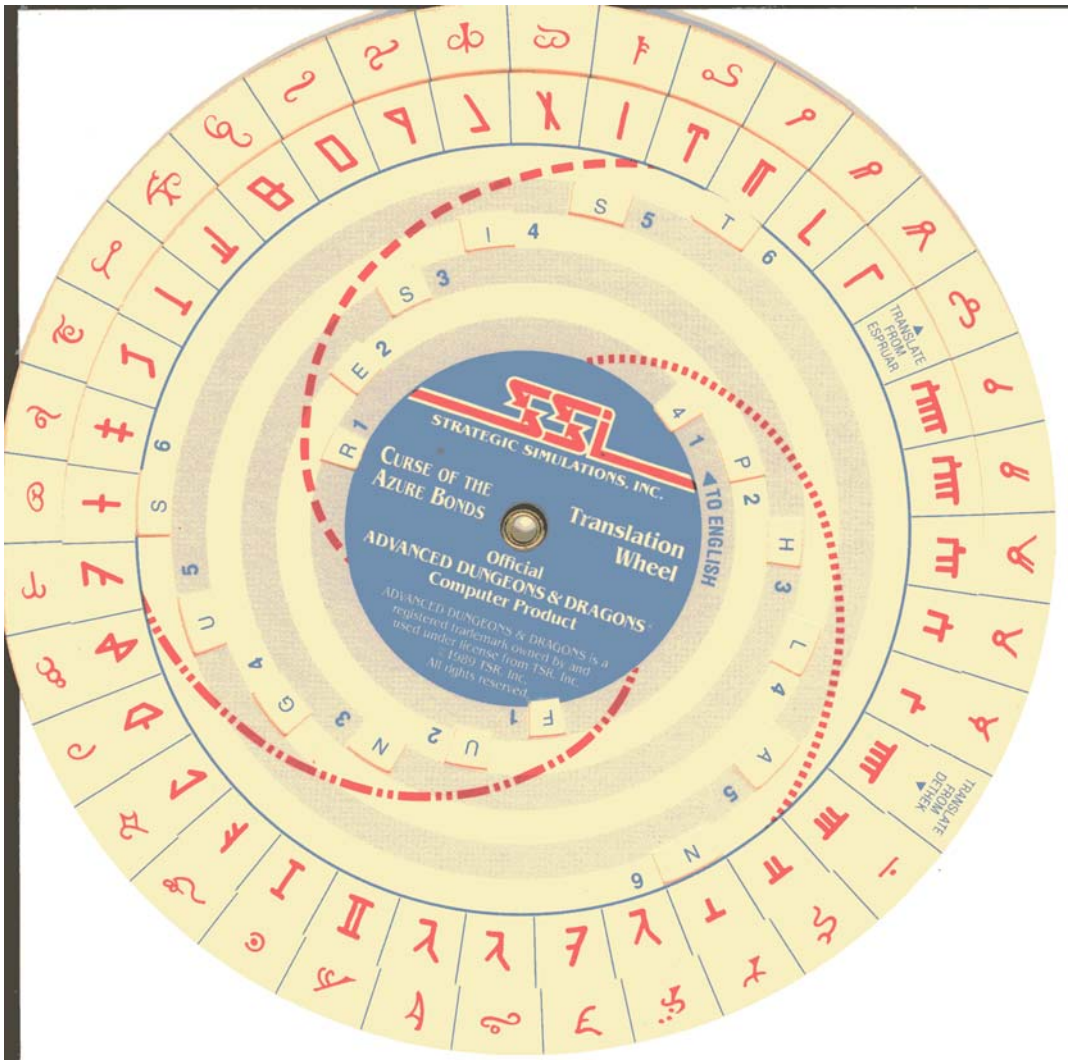

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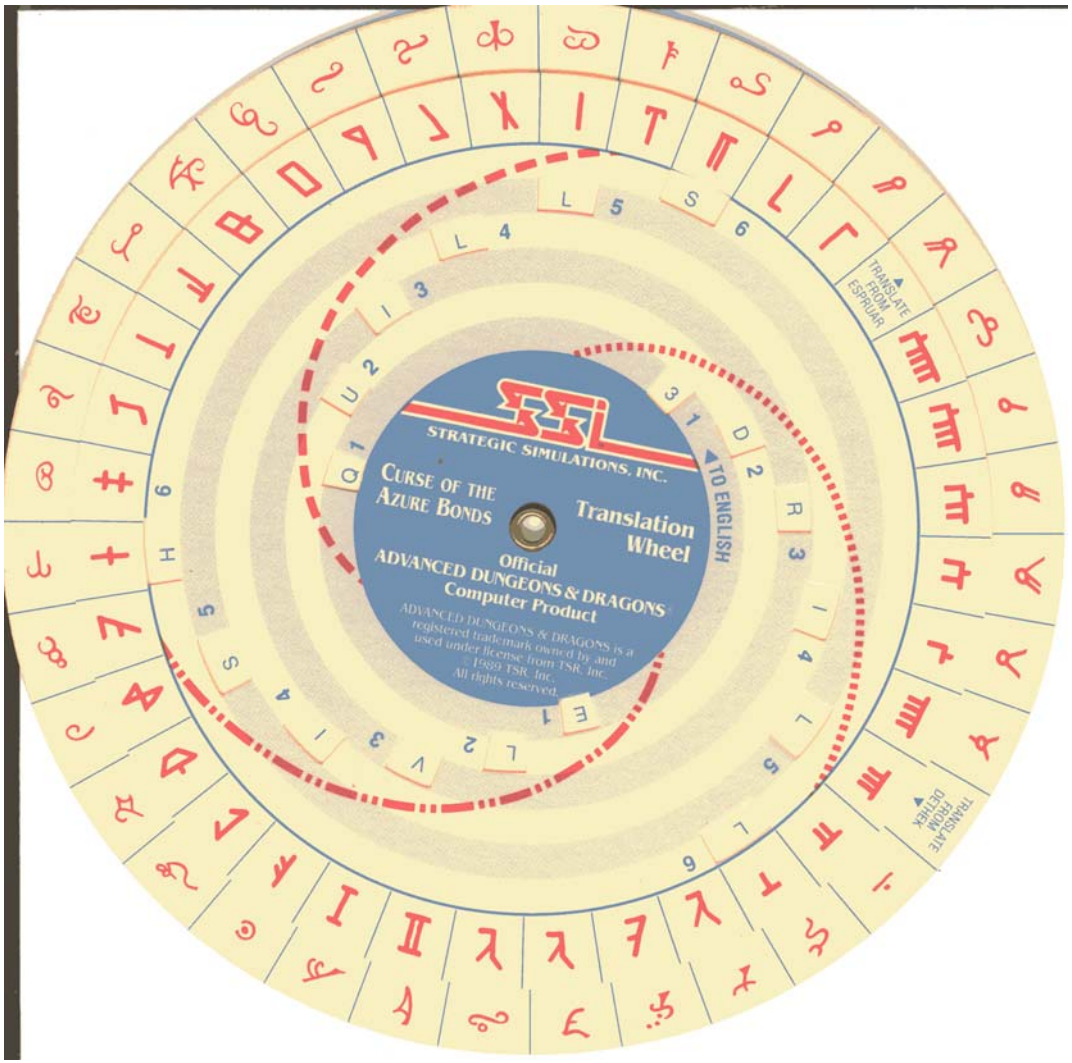

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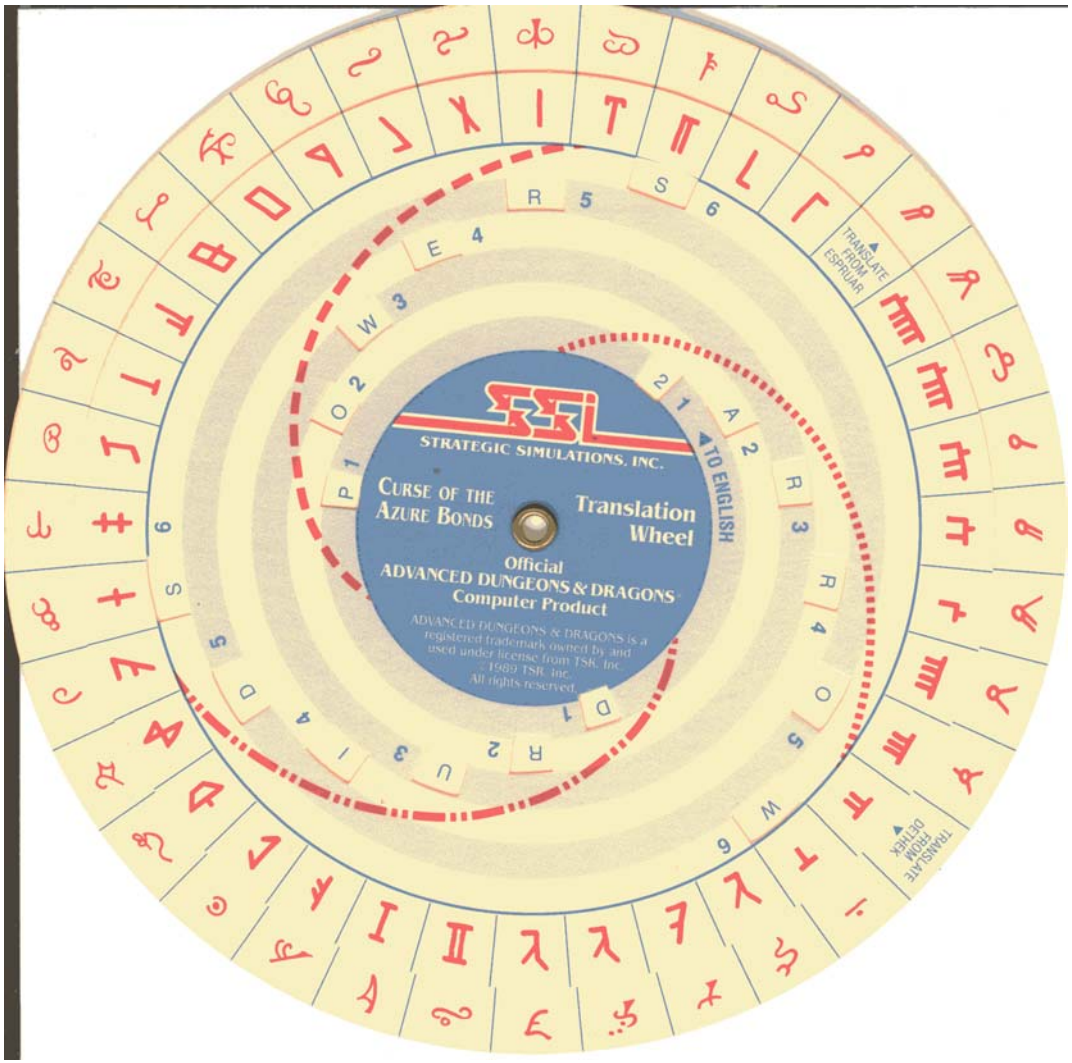

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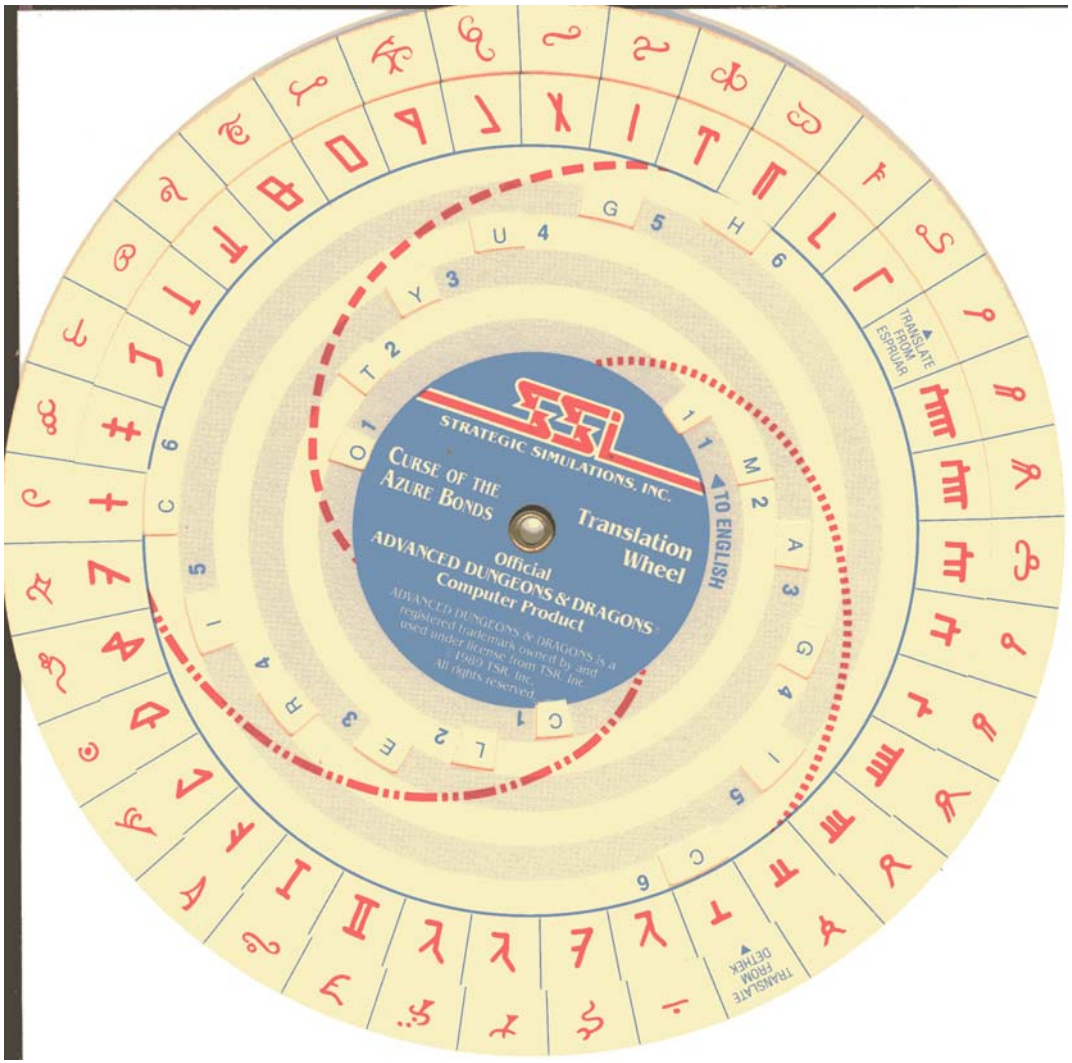

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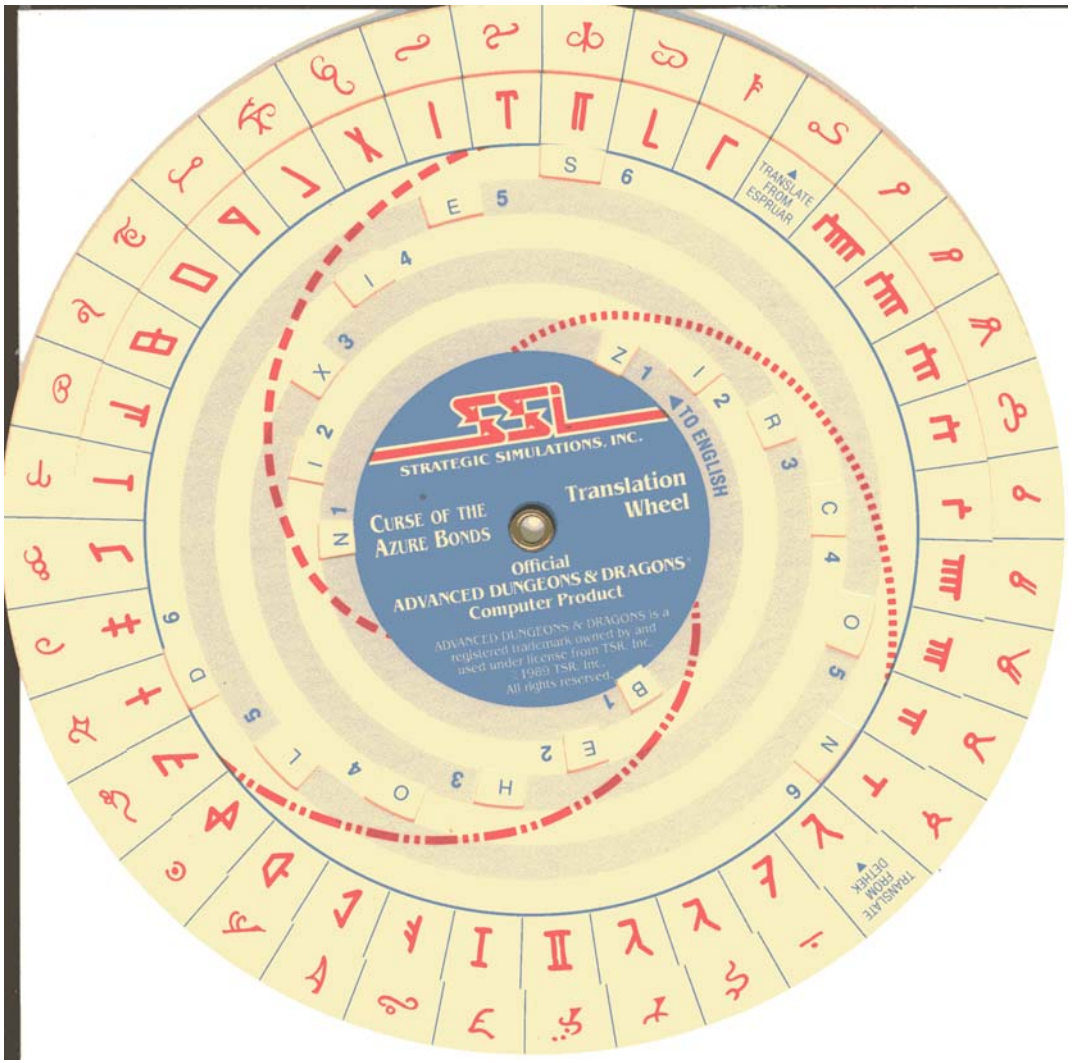

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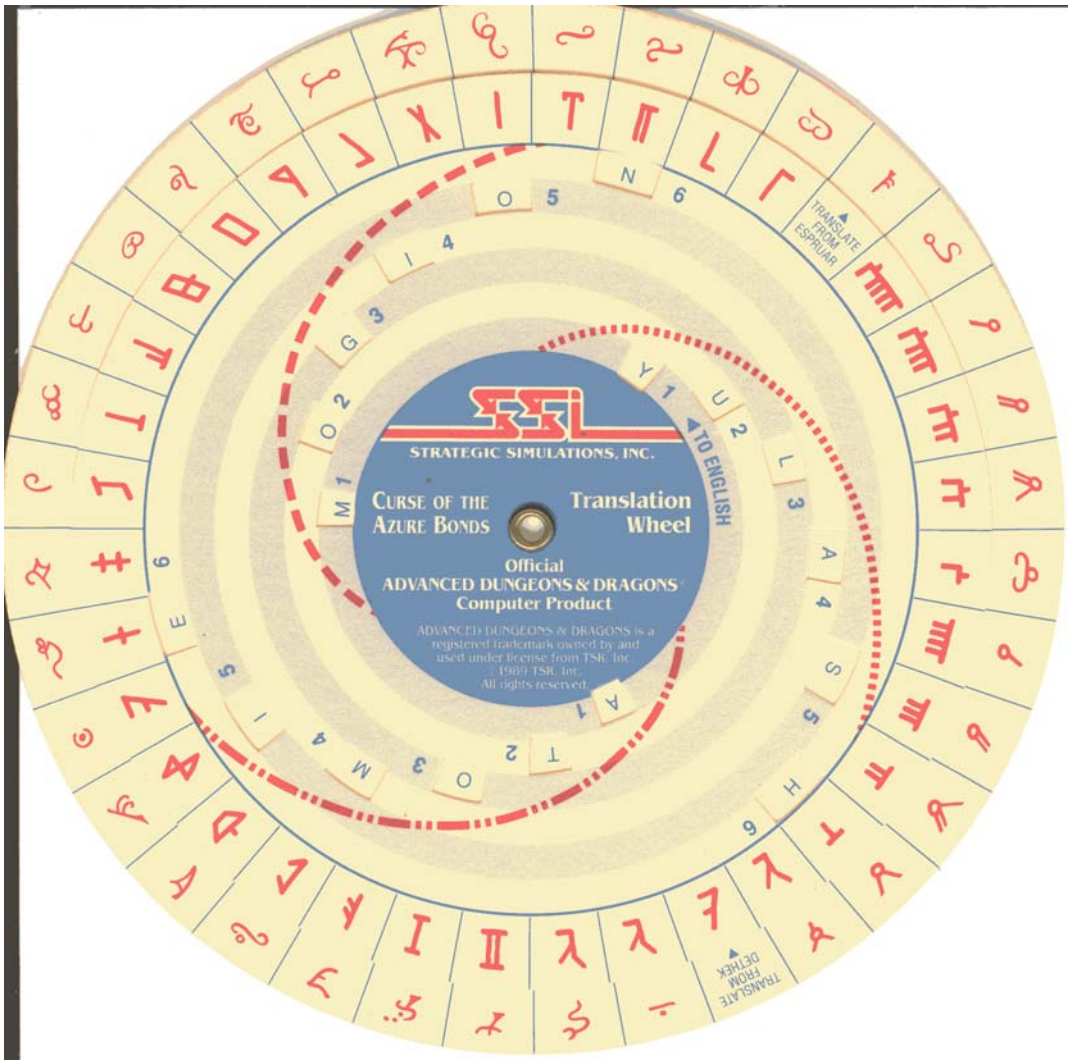

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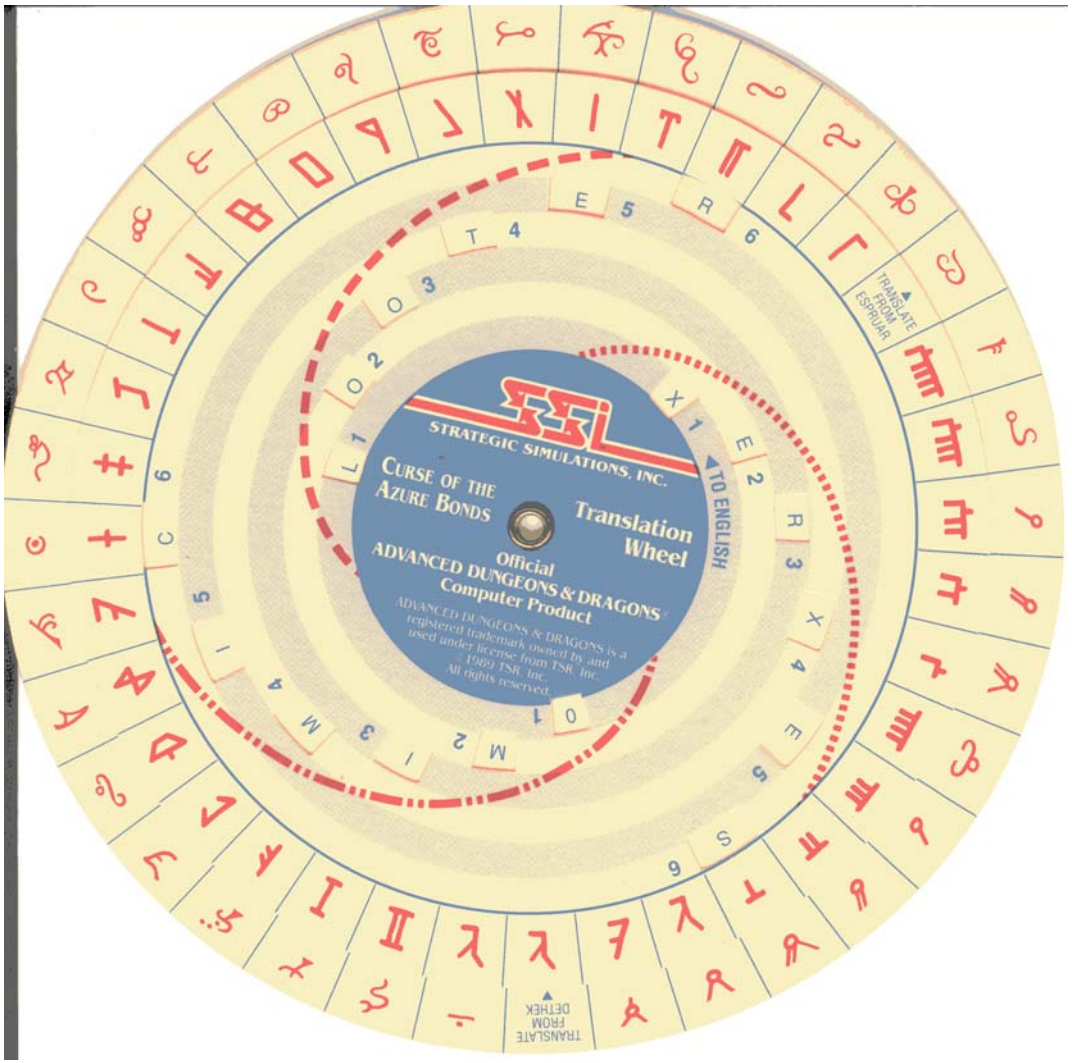

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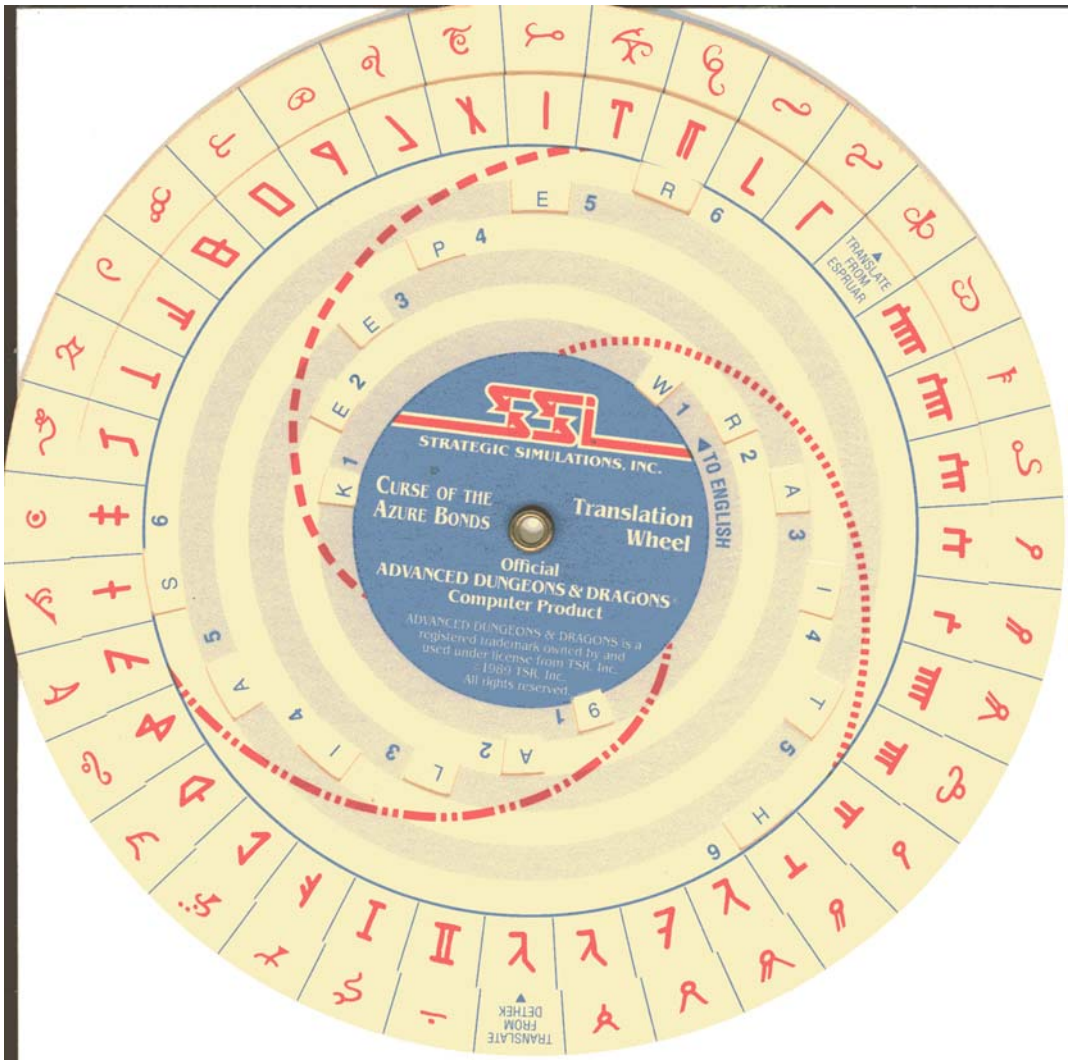

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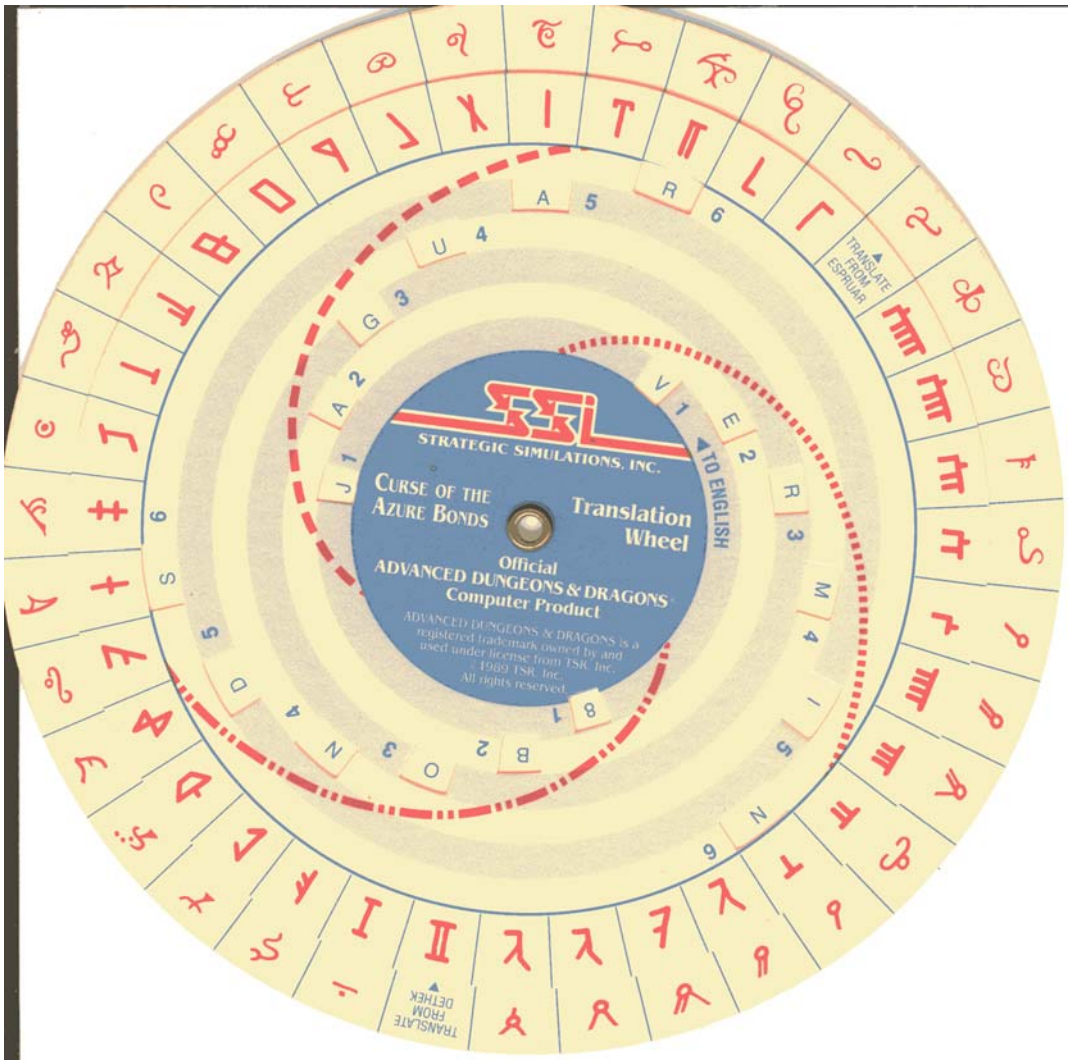

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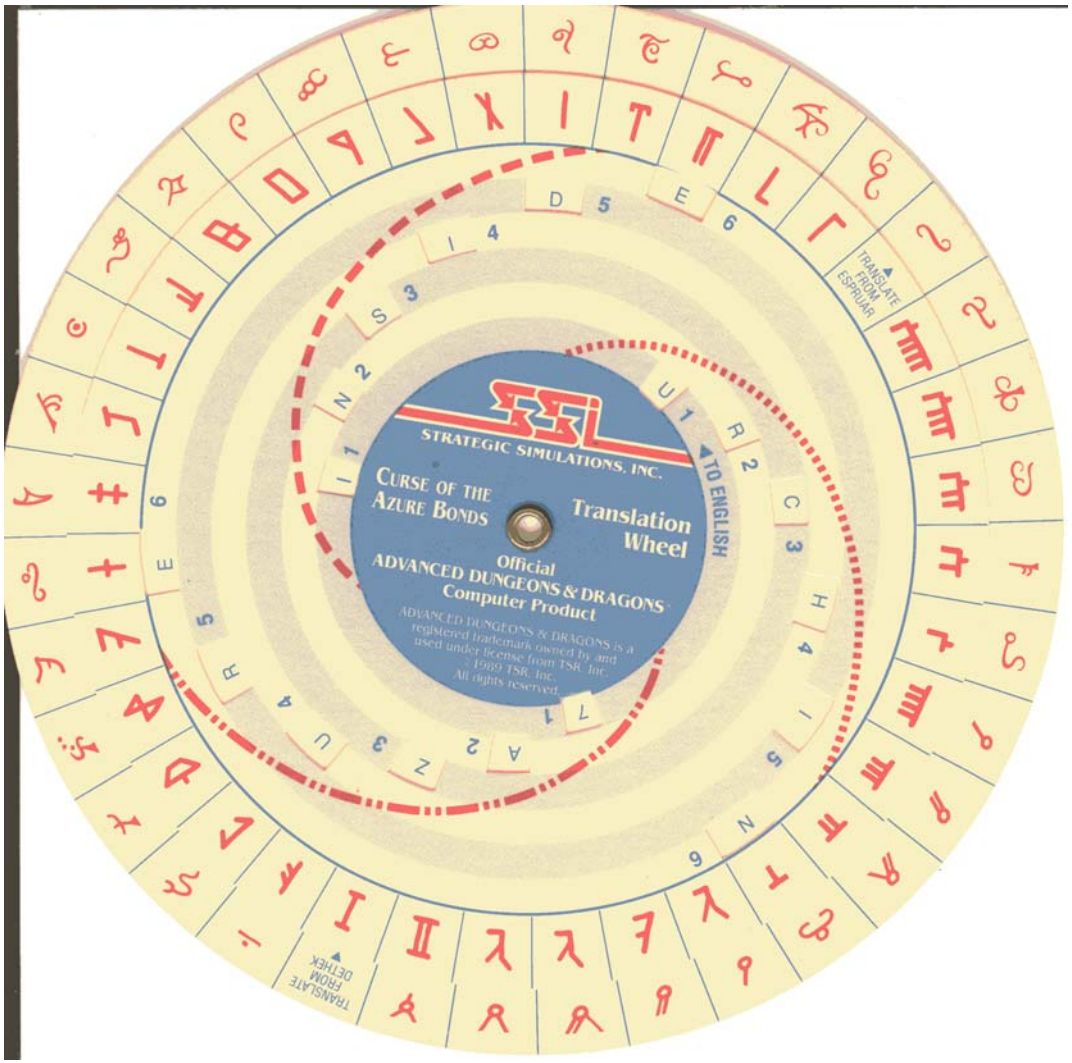

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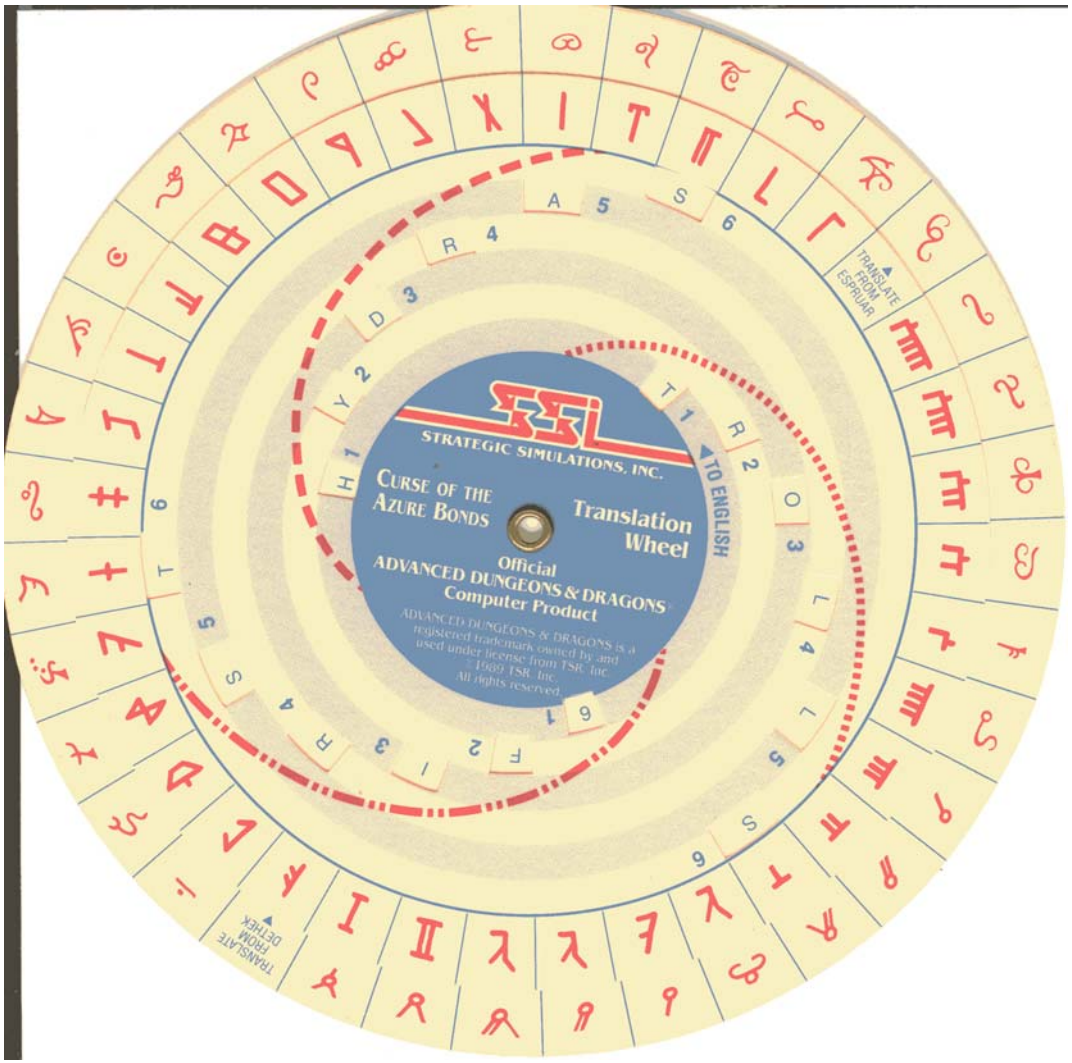

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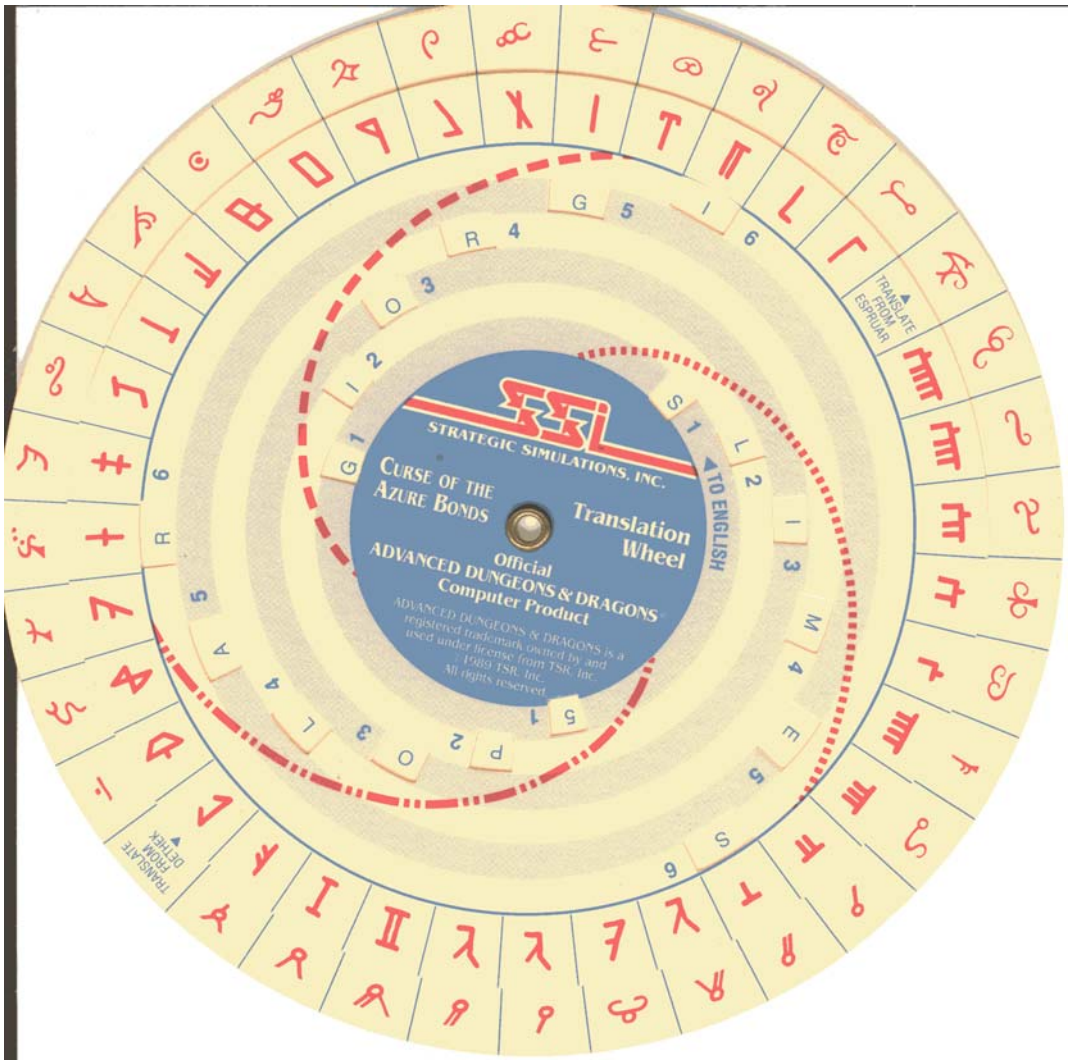

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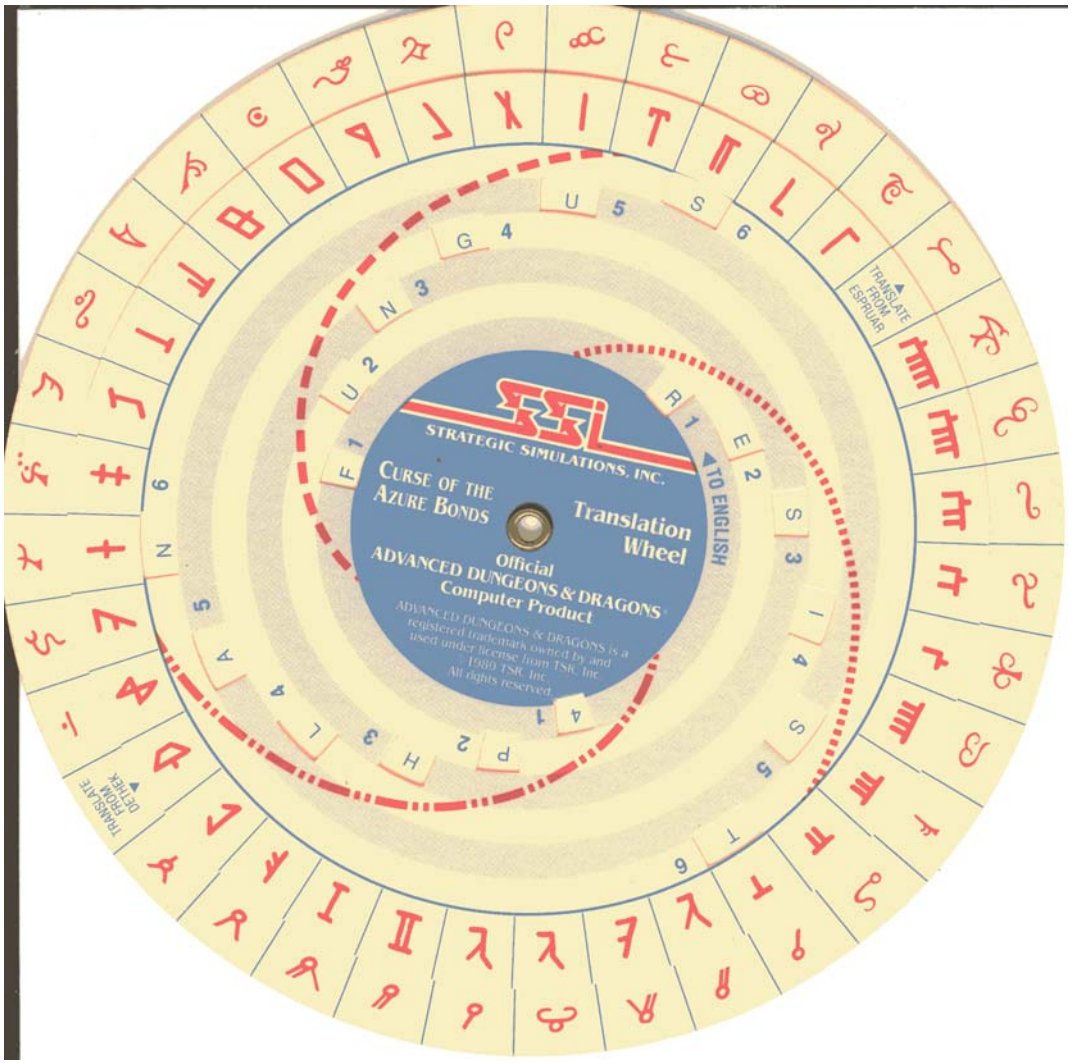

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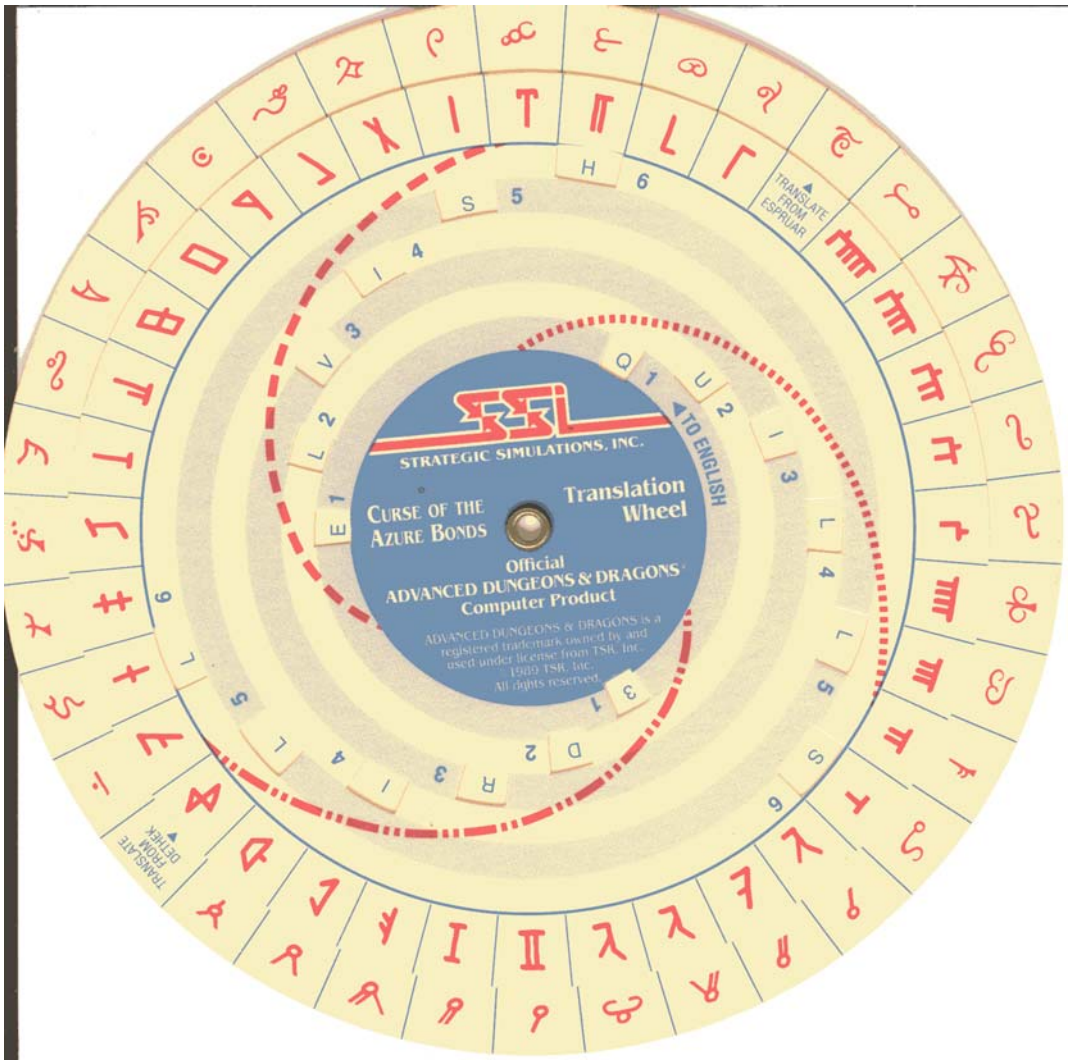

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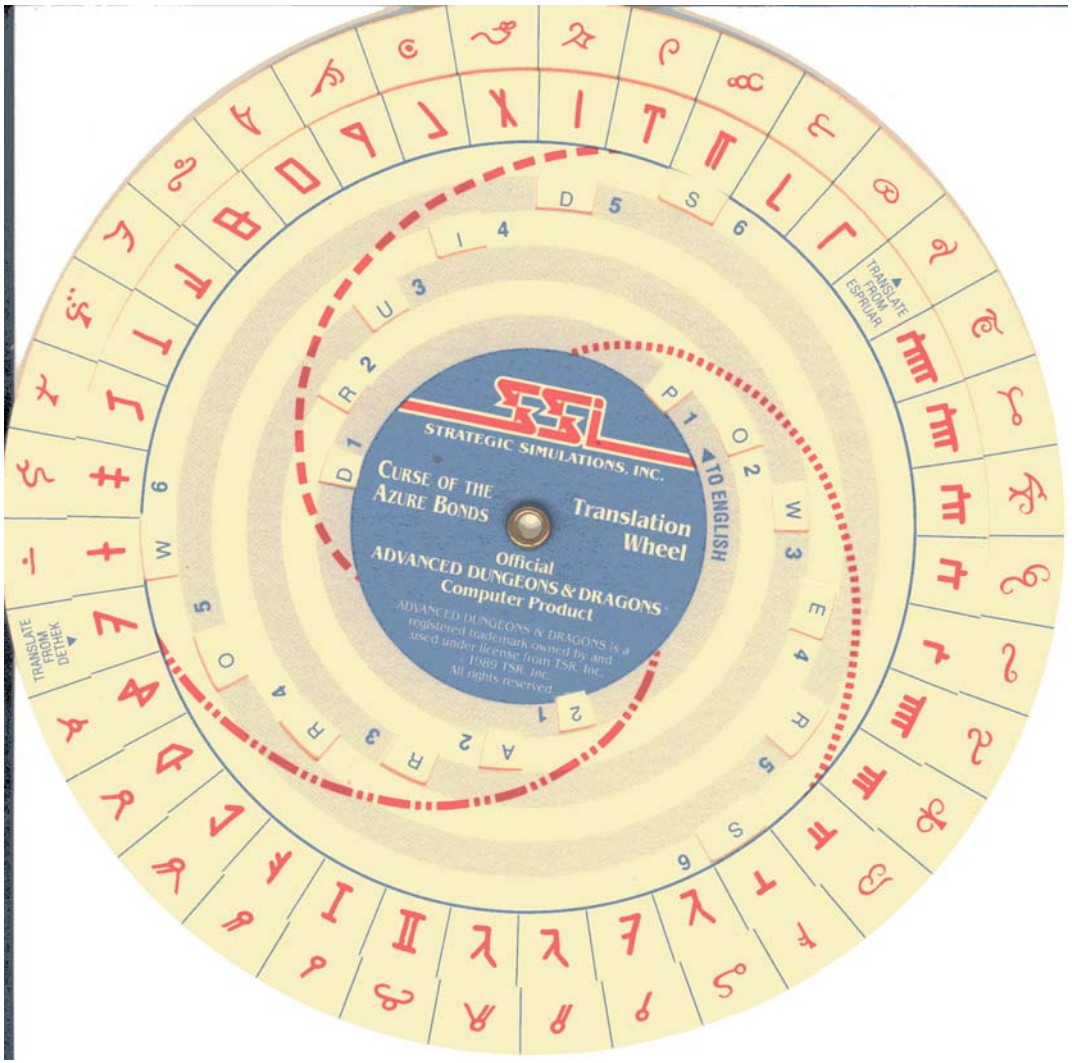

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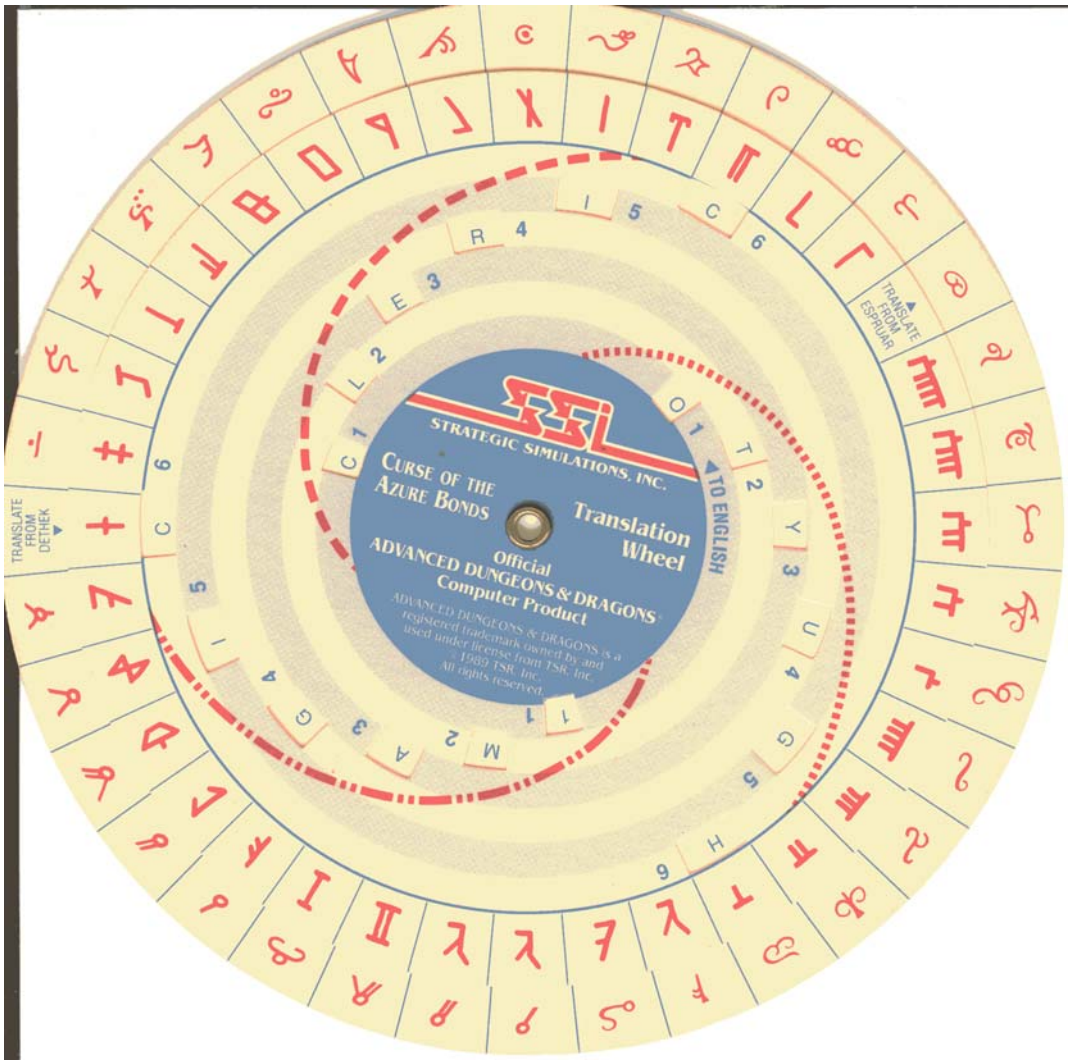

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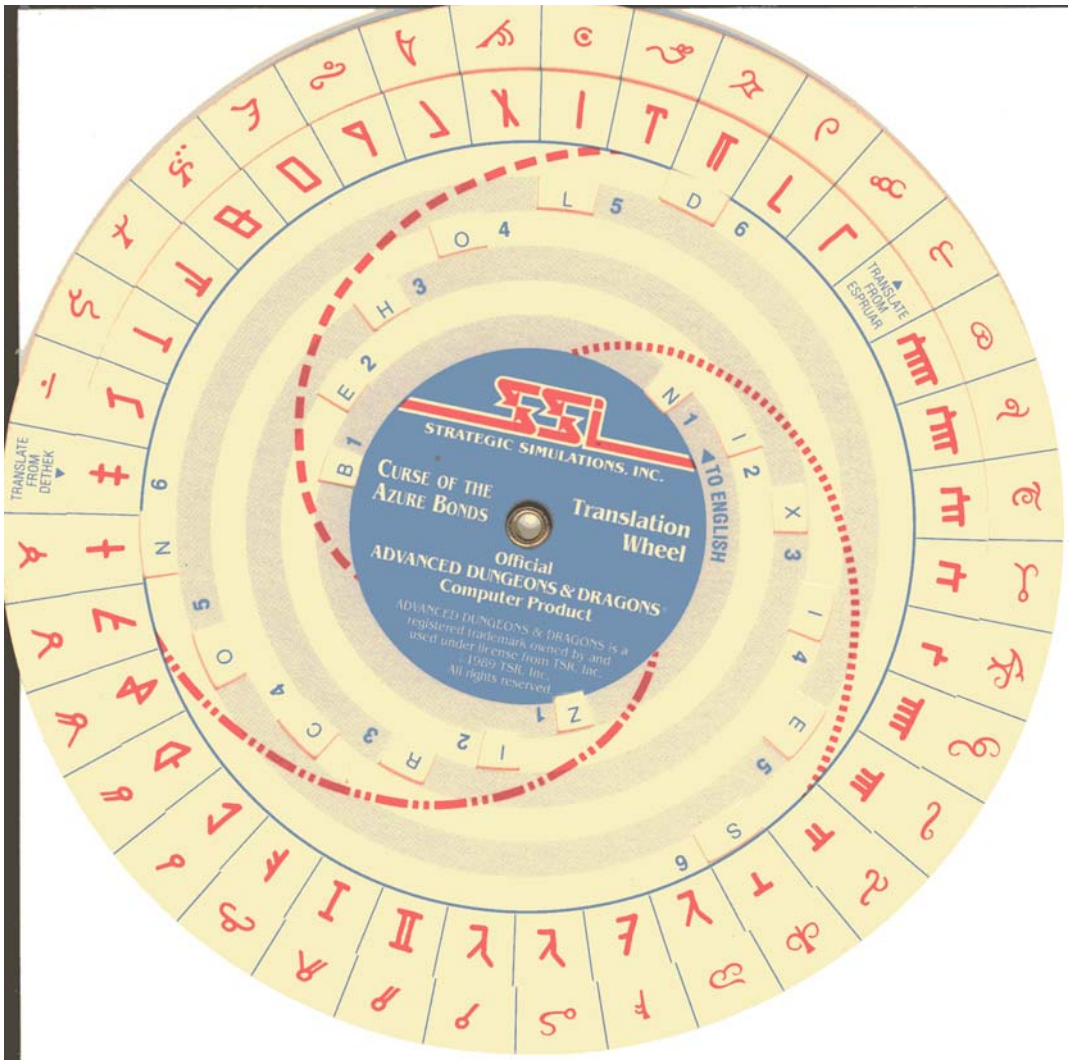

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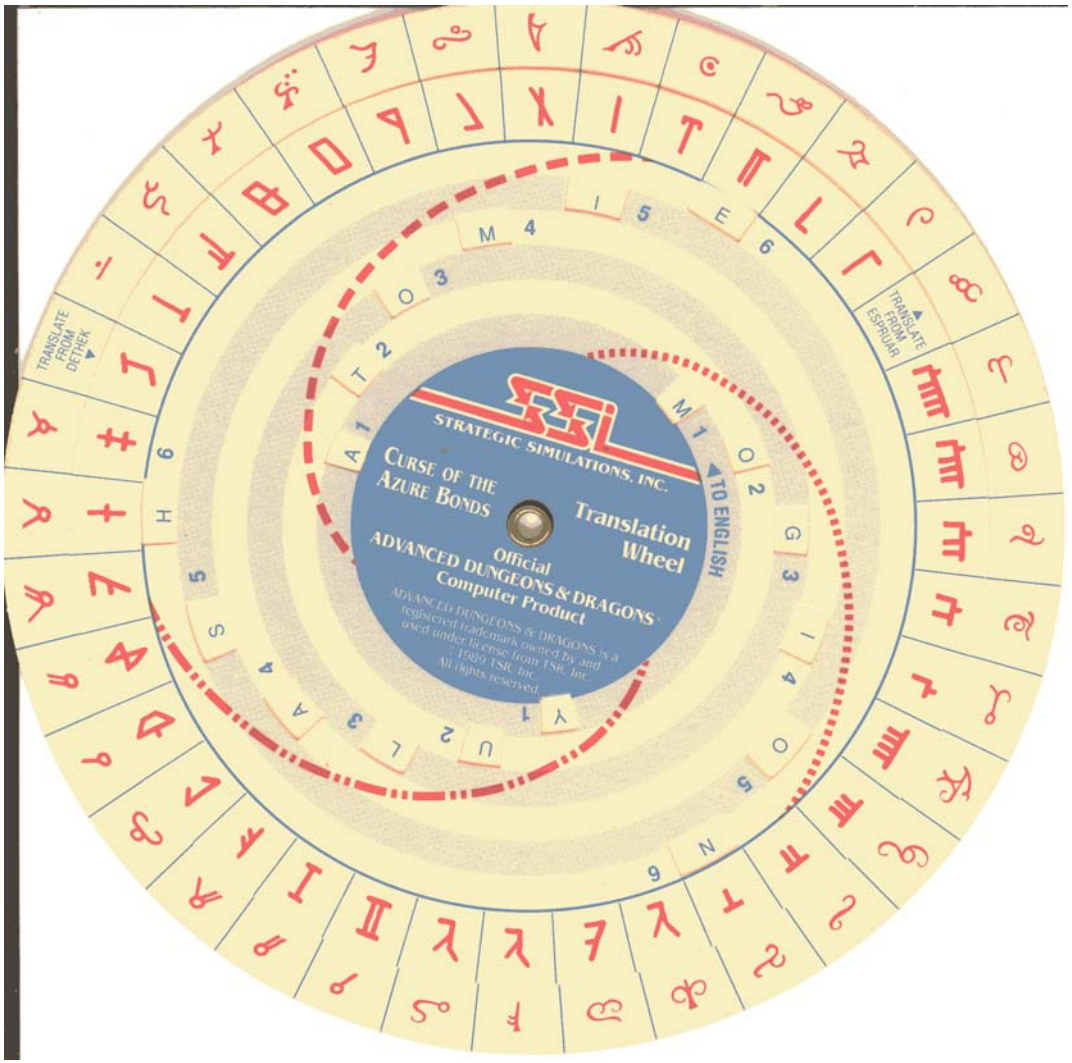

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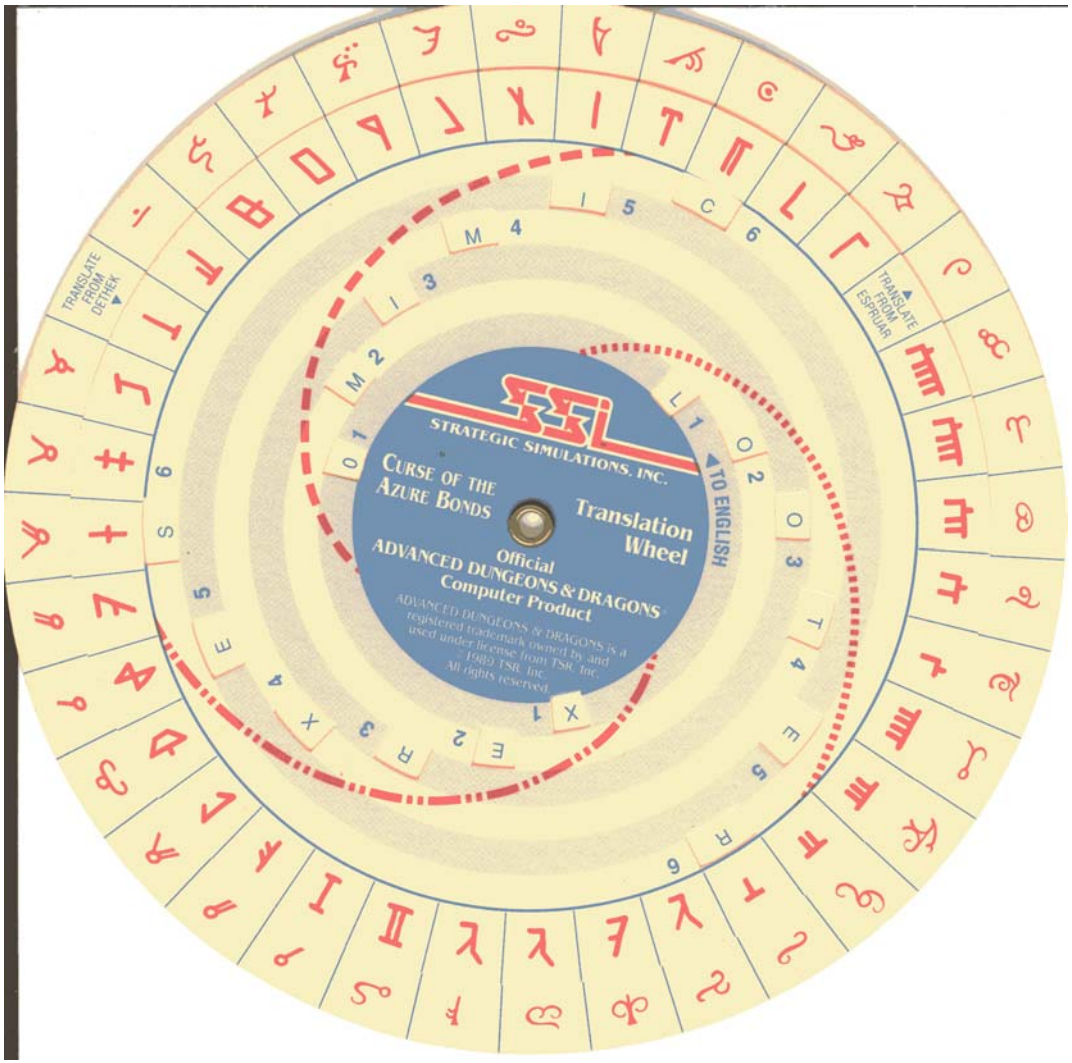

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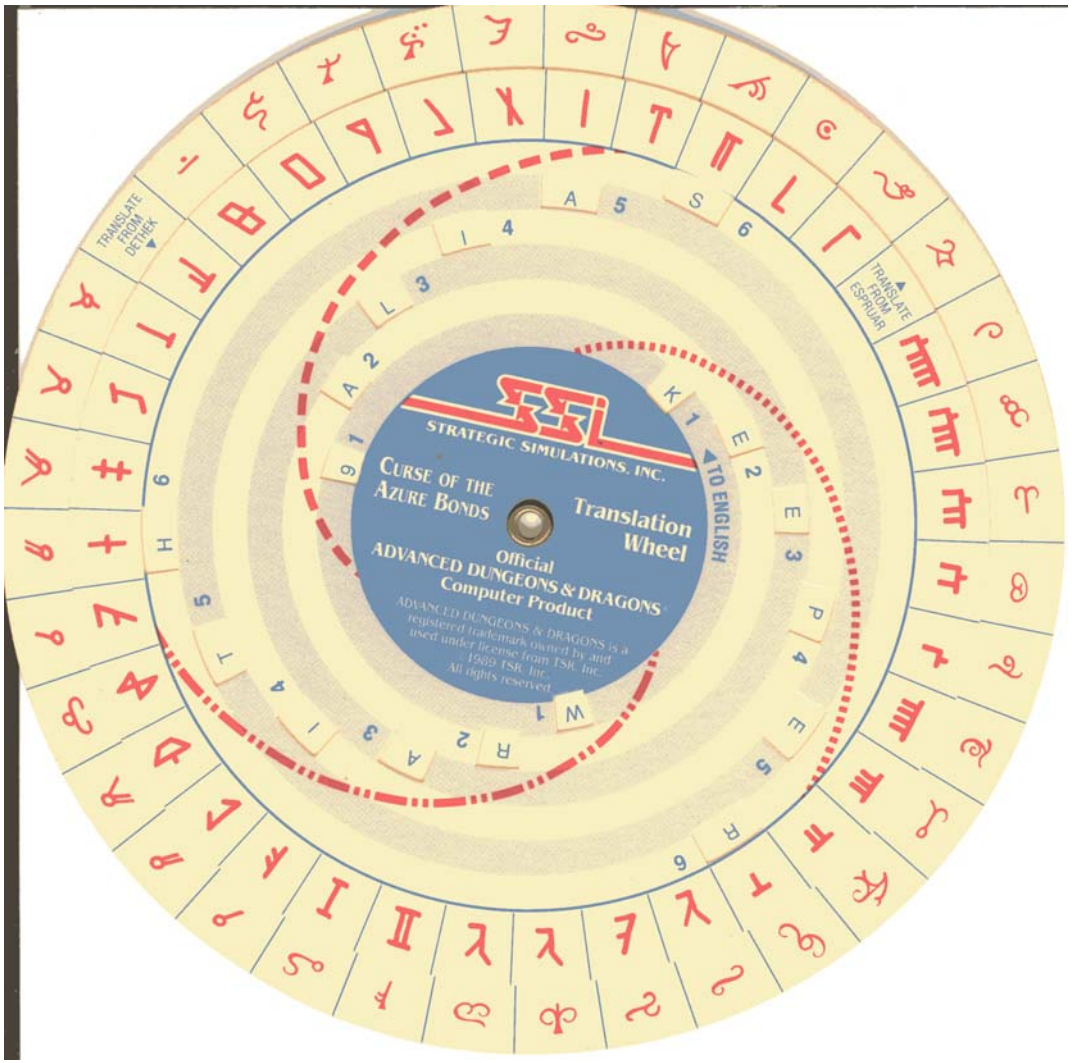

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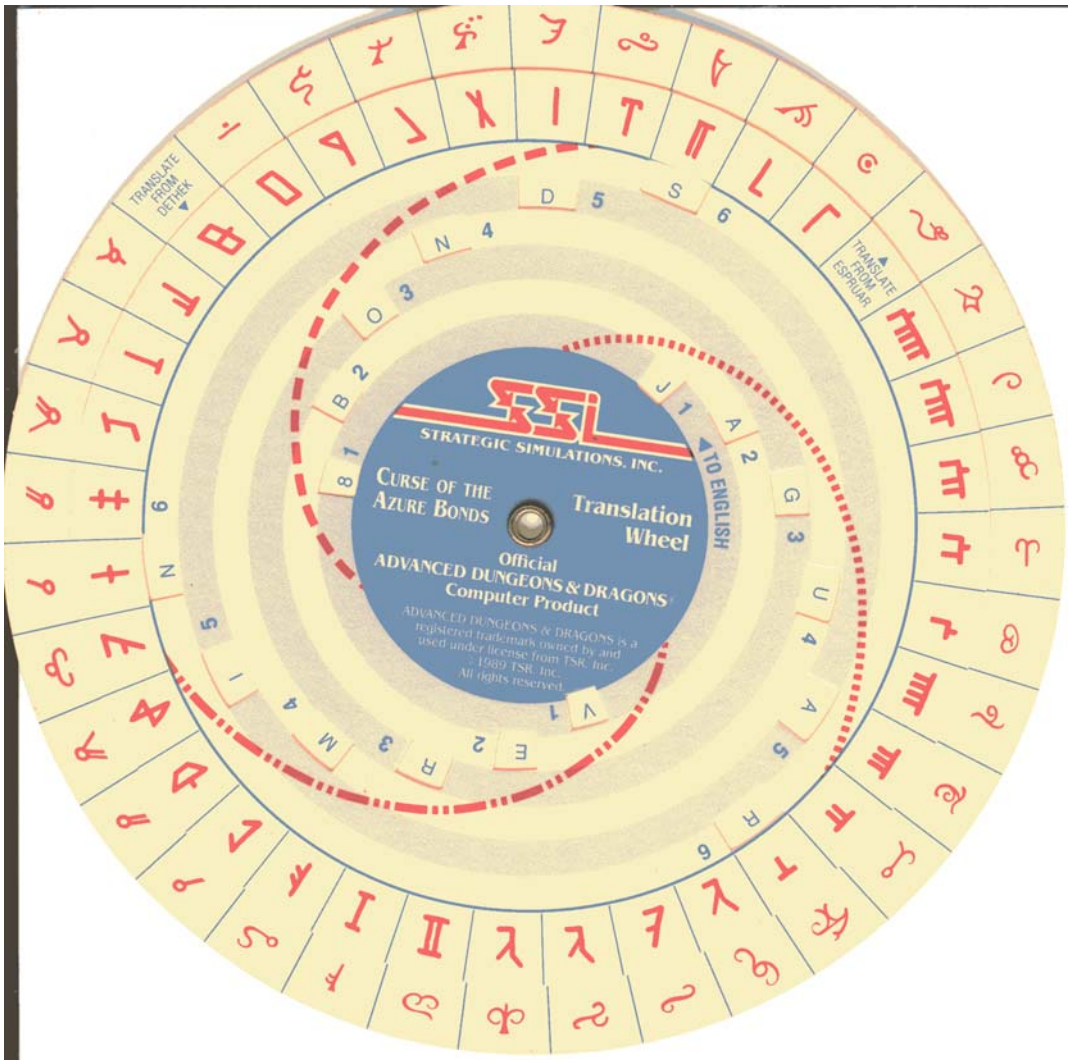

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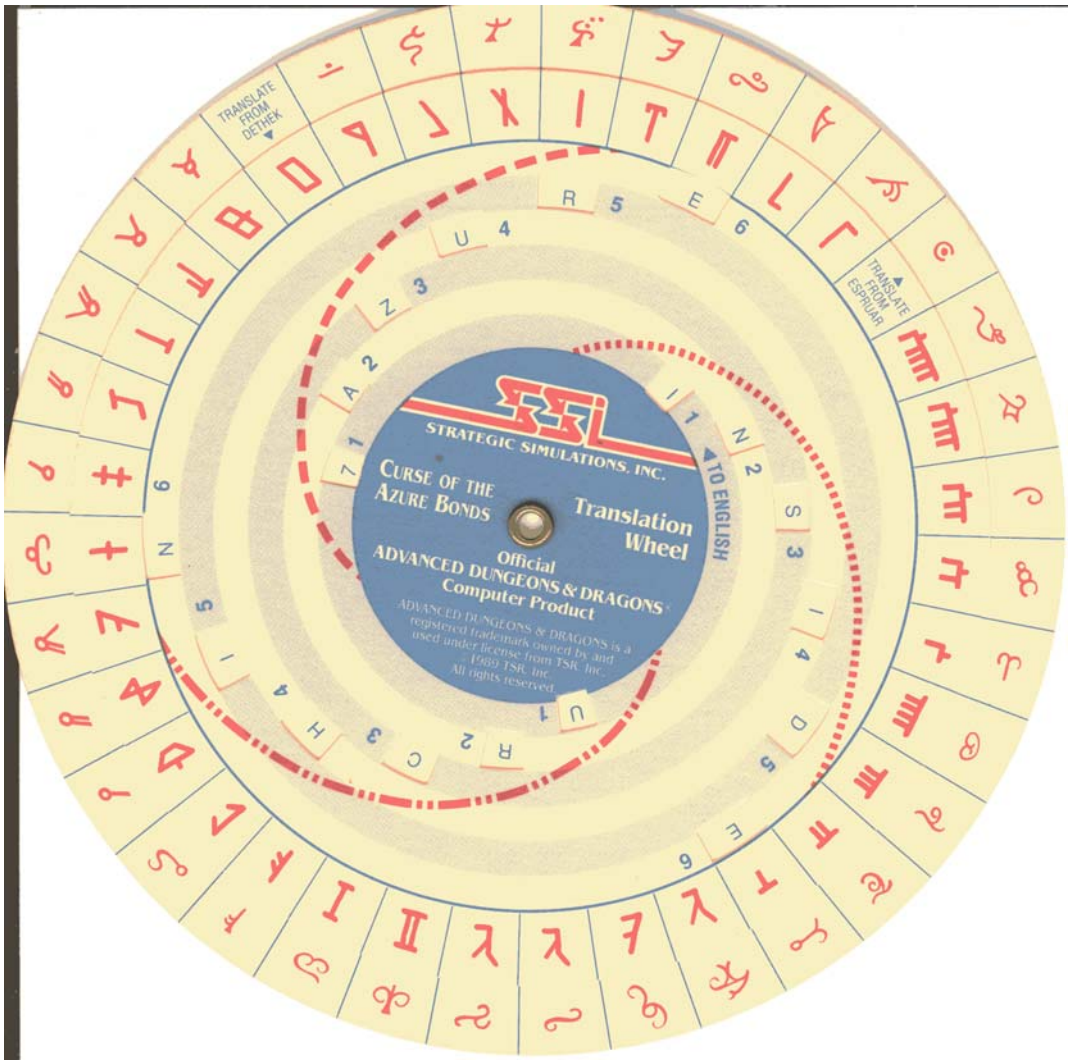

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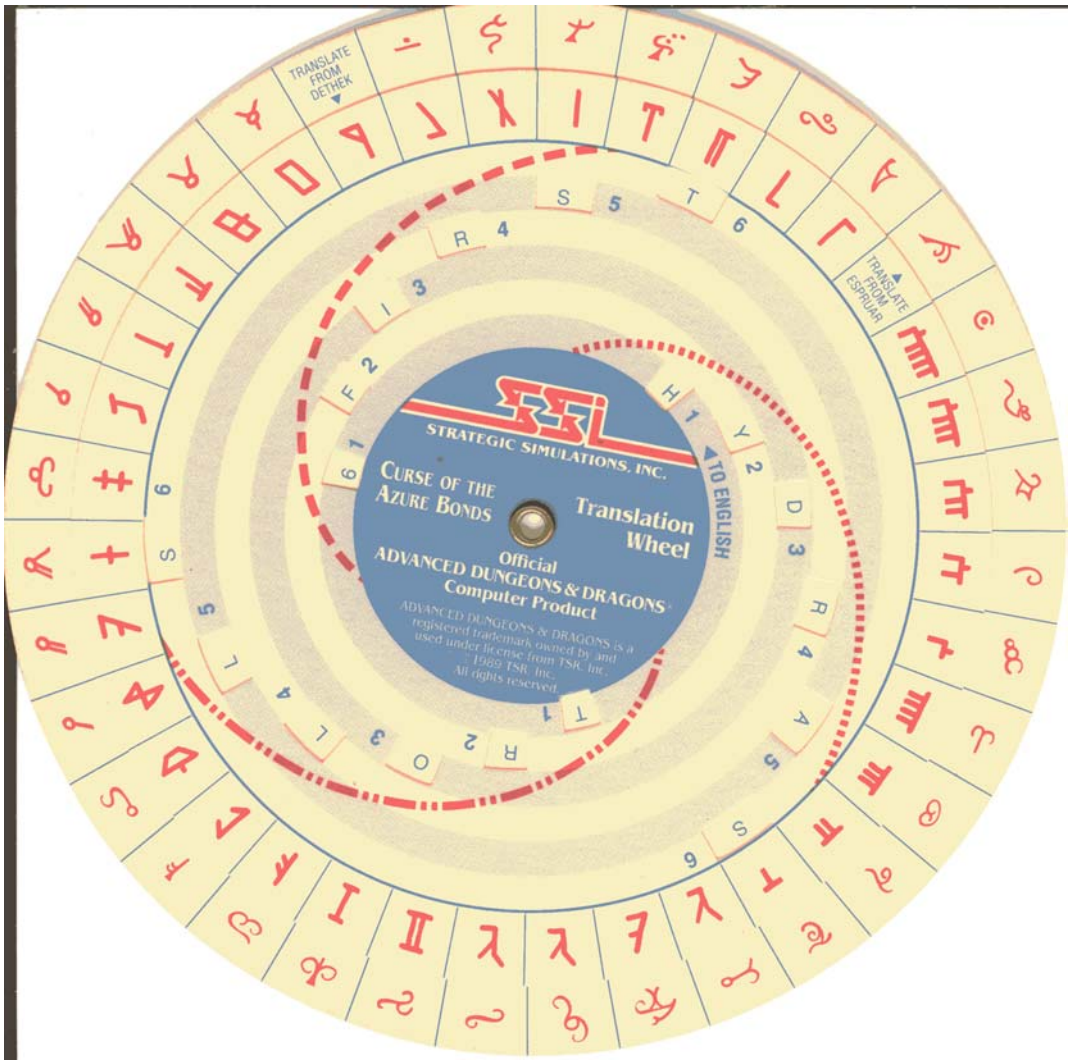

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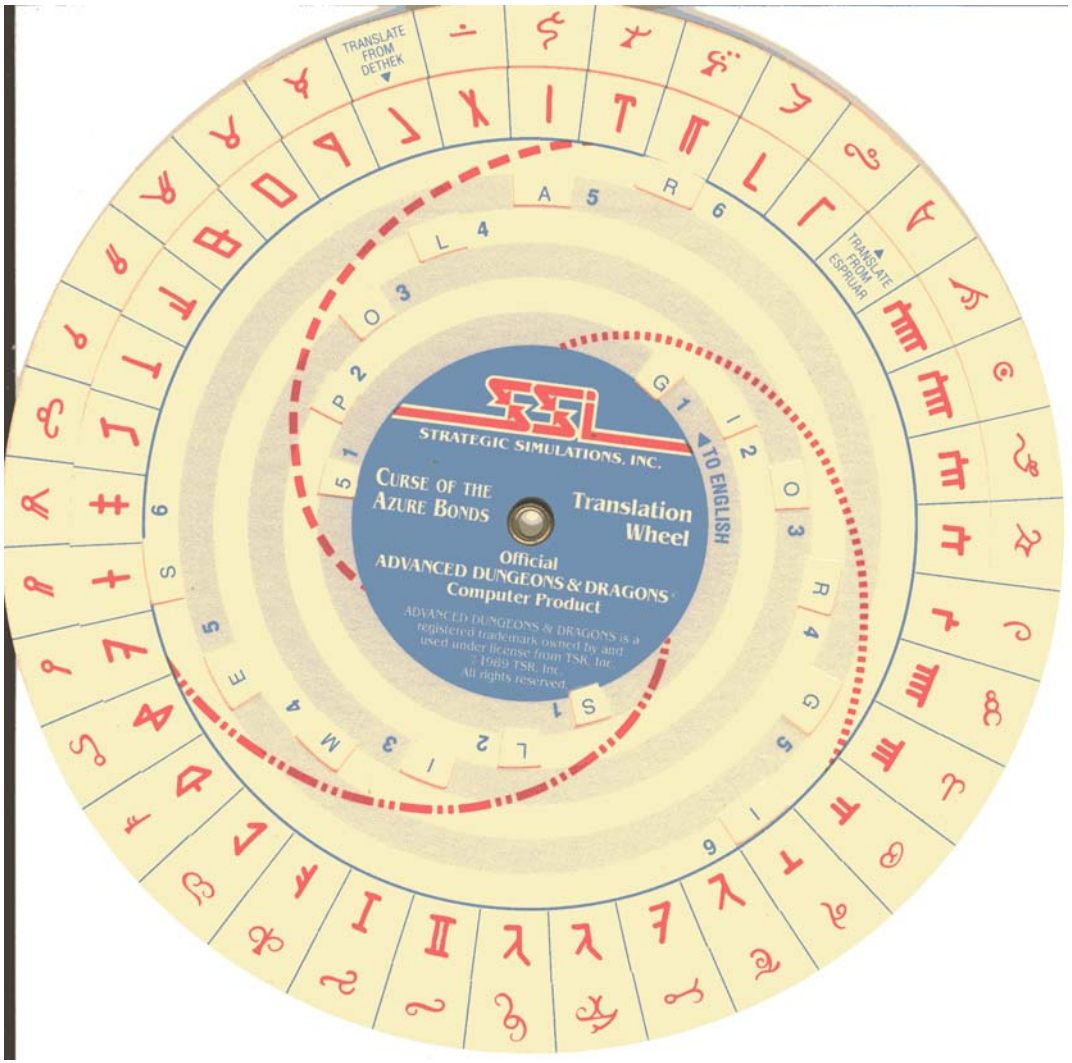

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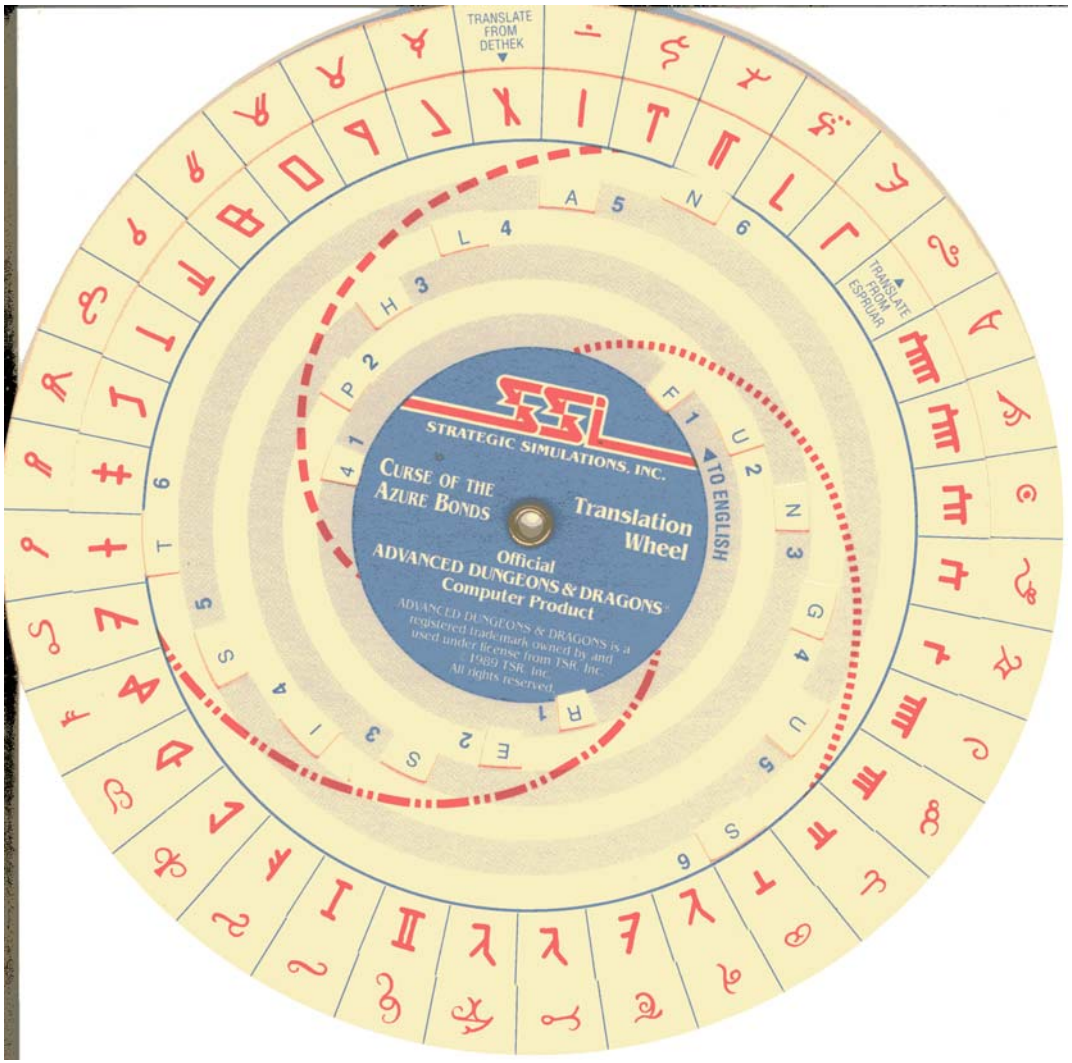

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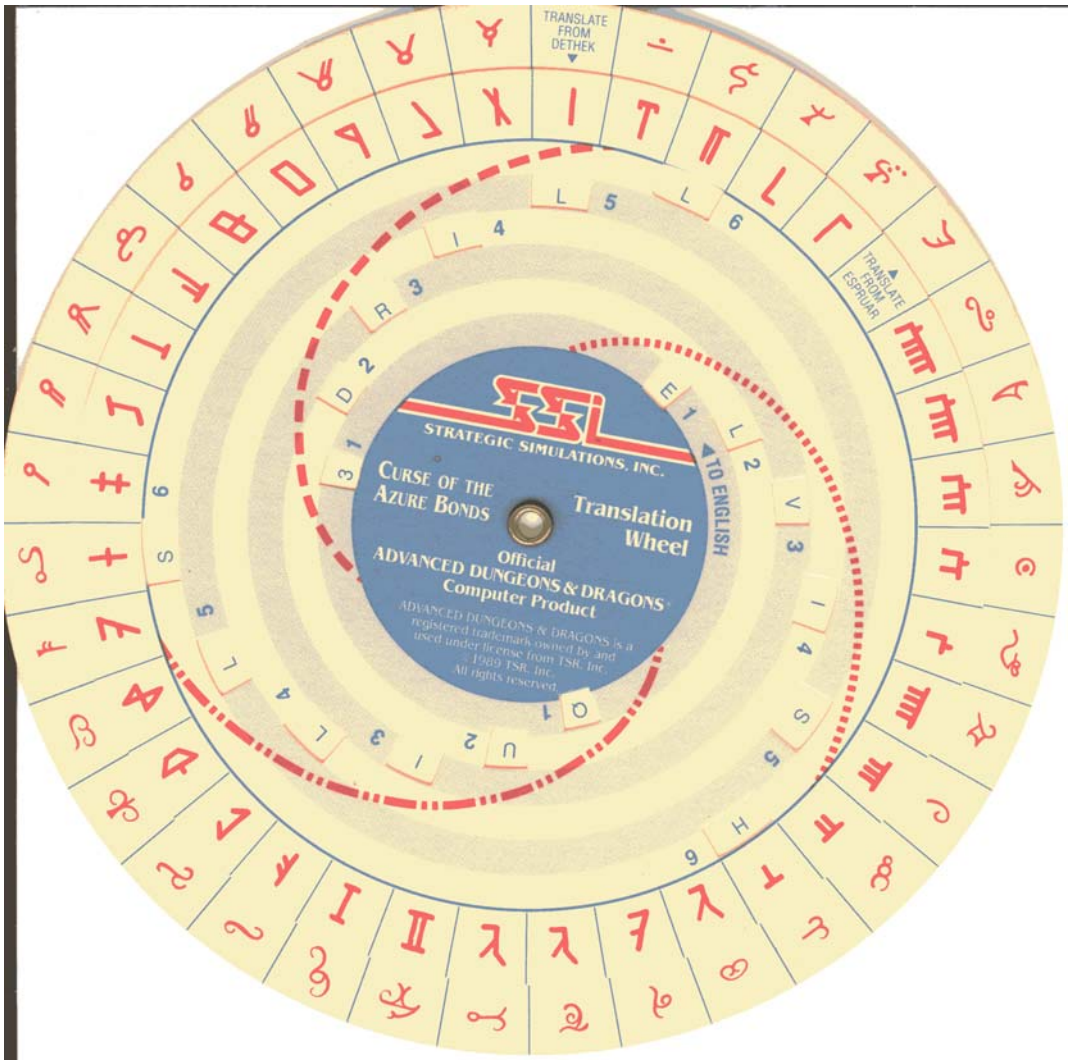

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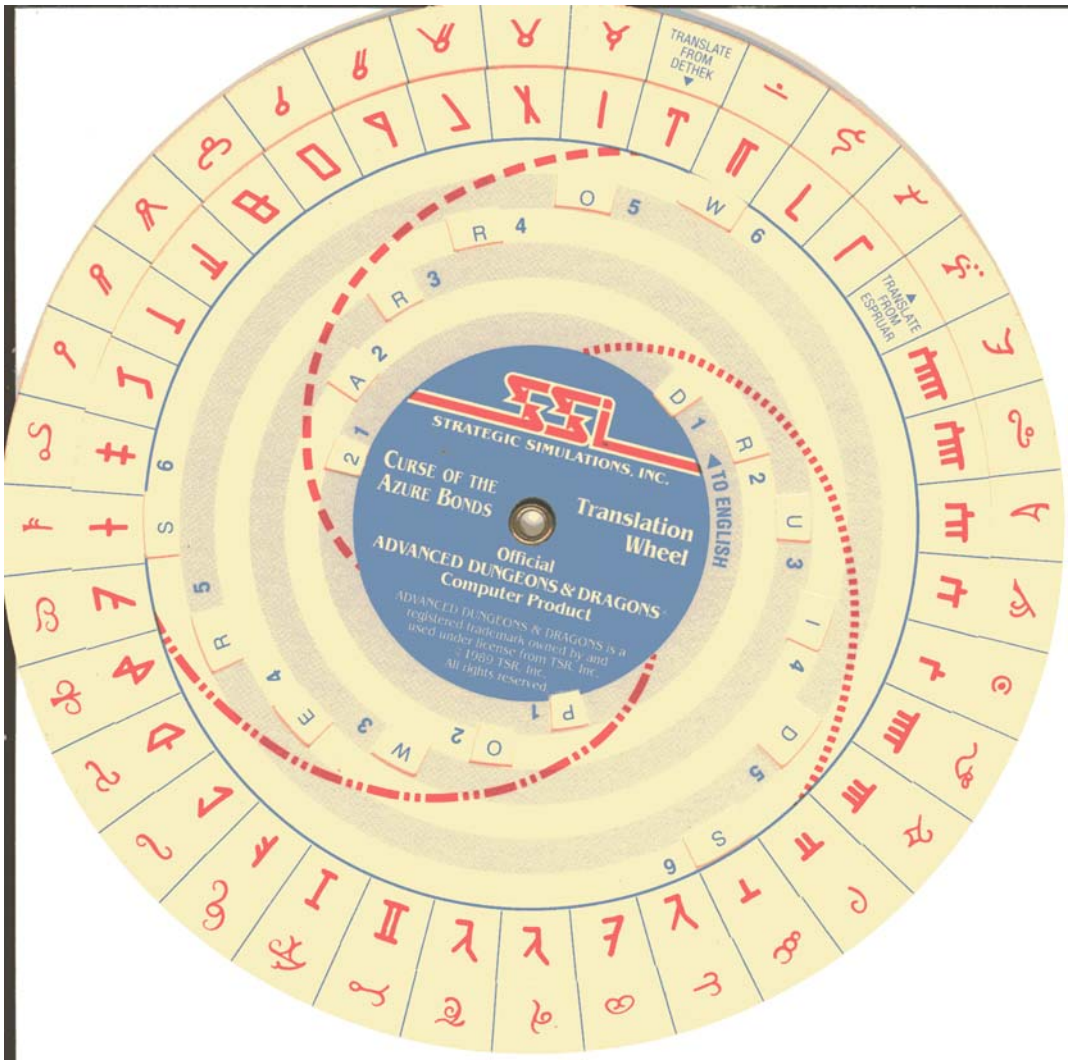

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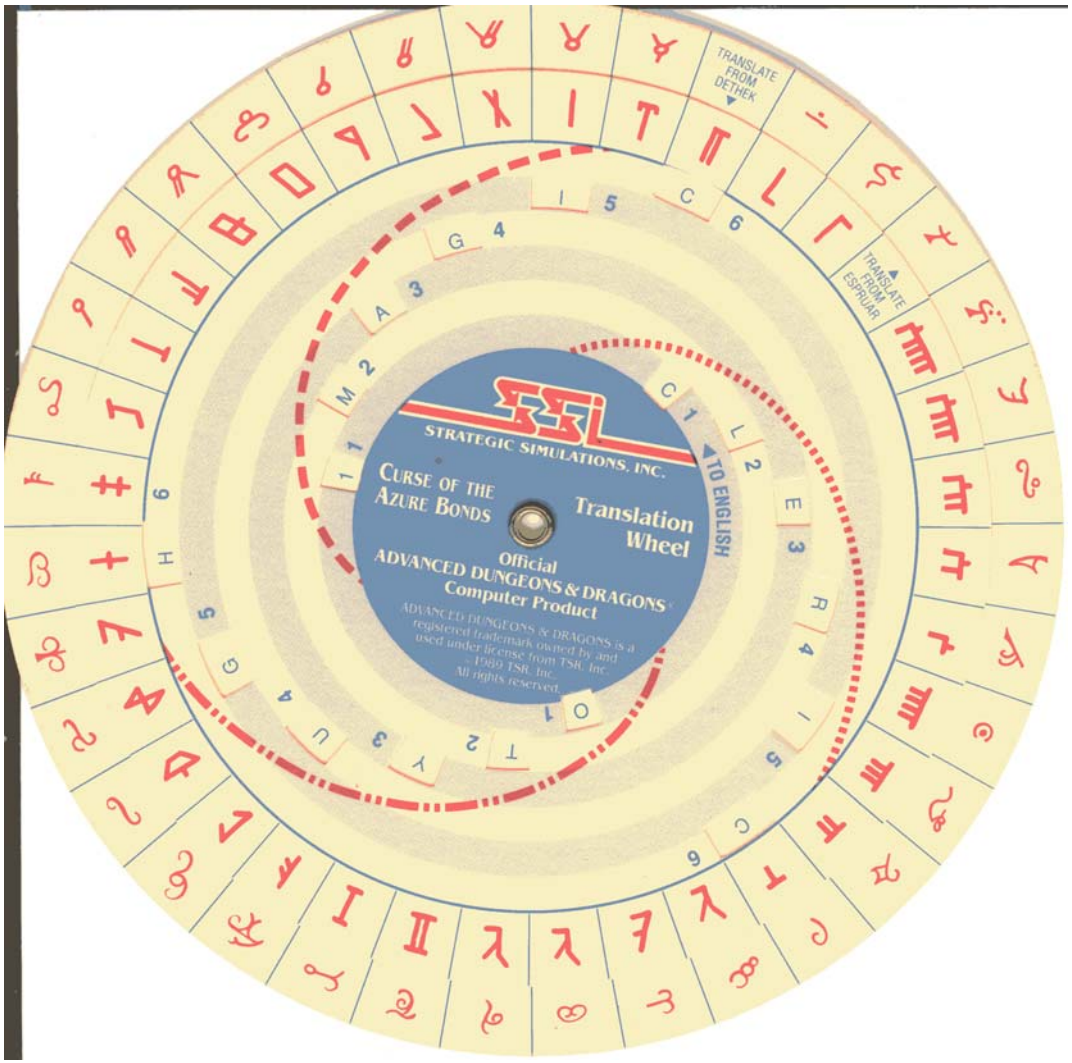

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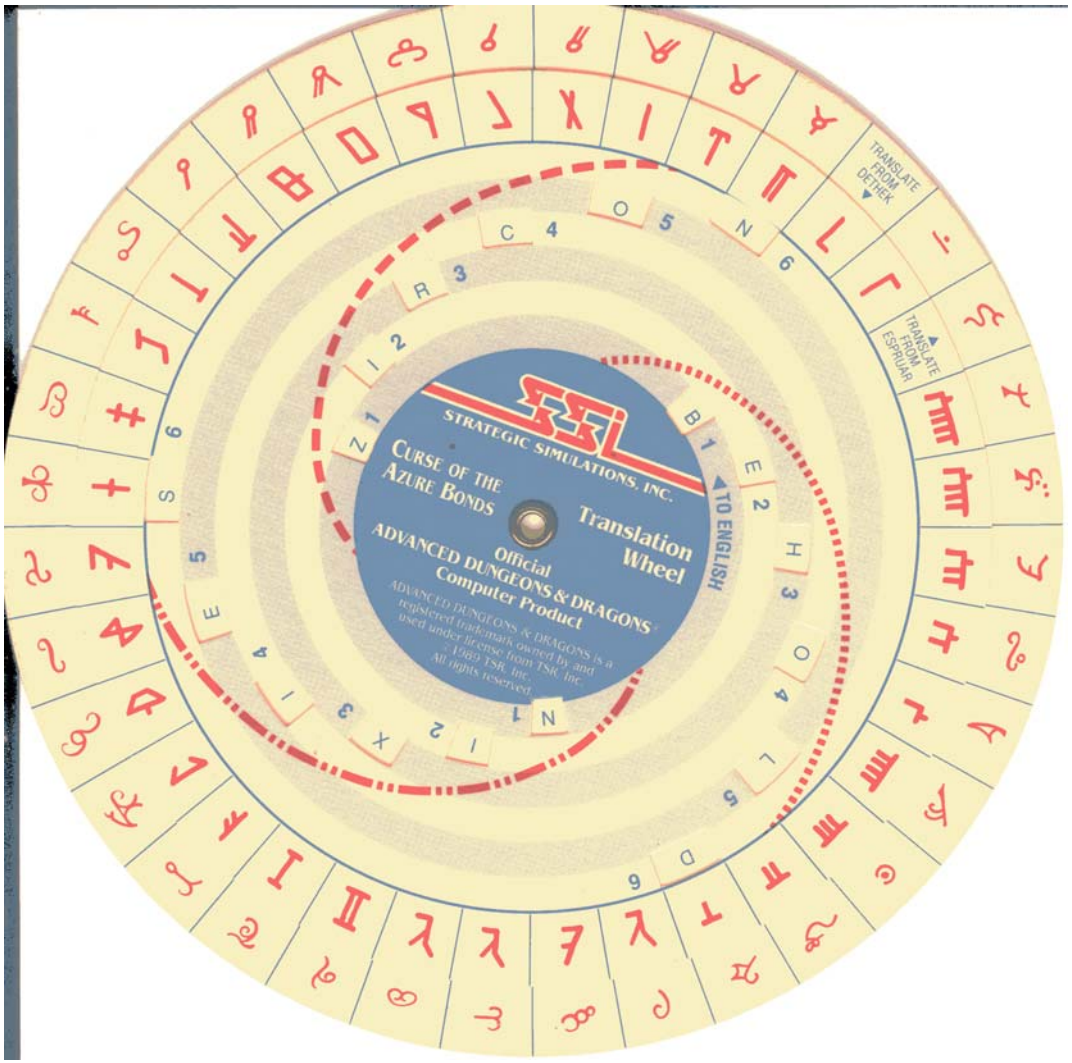

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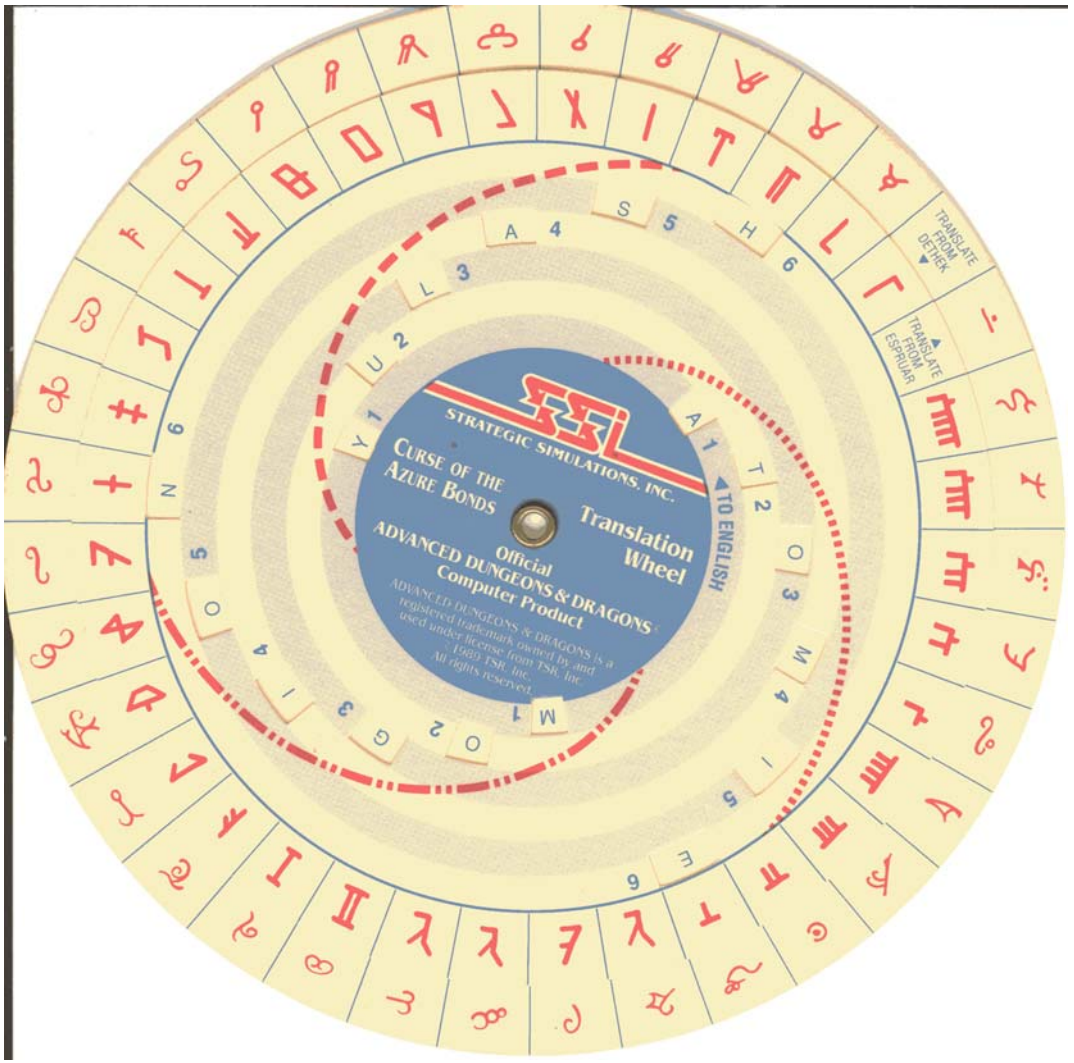

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