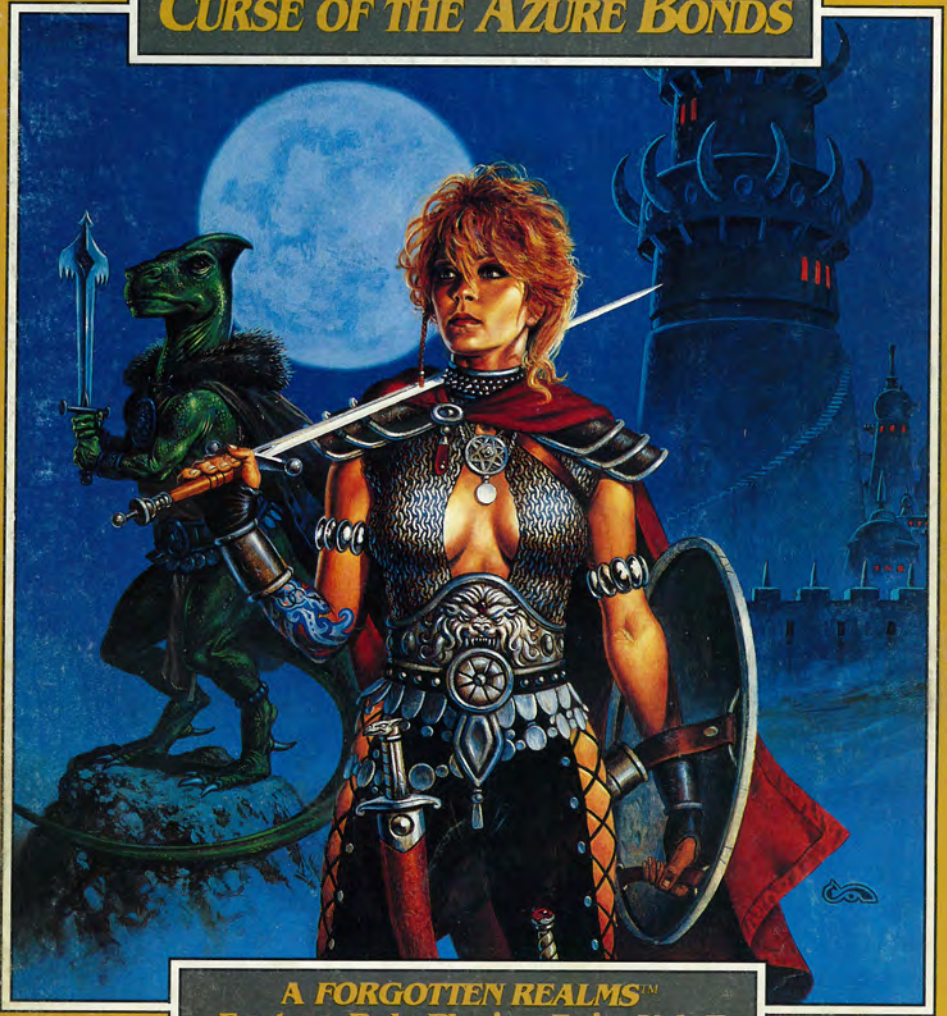
OFFICIAL

# 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.

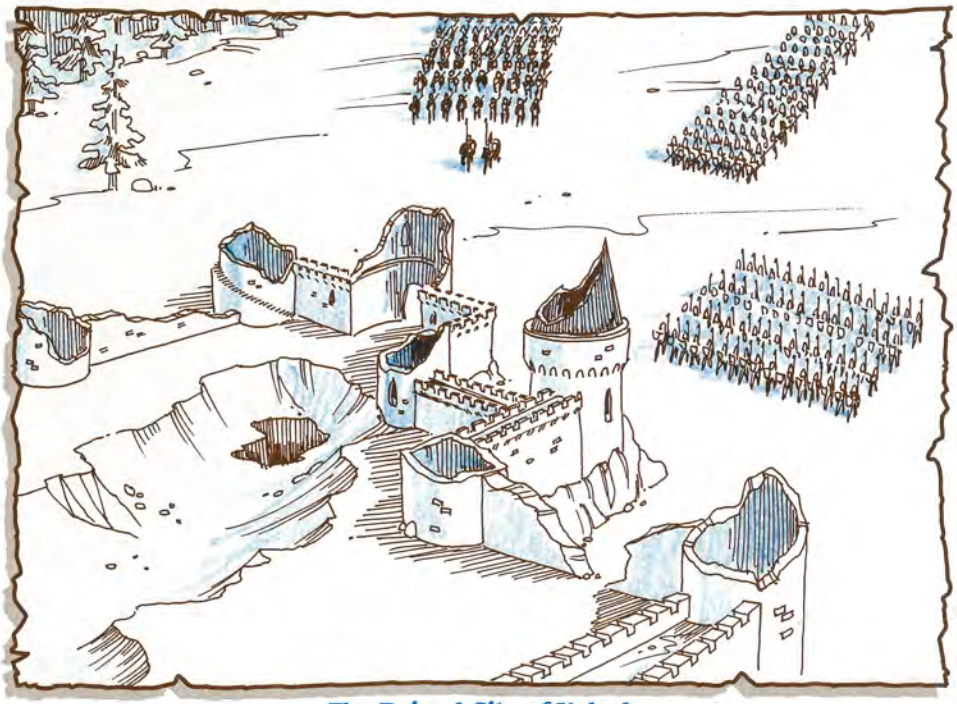
Use the translation wheel when the program displays an Espruar rune, a Dethek rune, a number, and a path symbol. Match the runes at the outside of the translation wheel. Enter the code letter showing in the hole next to the number under the path symbol.

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



***The Ruined City of Yulash***

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.

### *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 quar-*

*rels 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 THACOs 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 THACO 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

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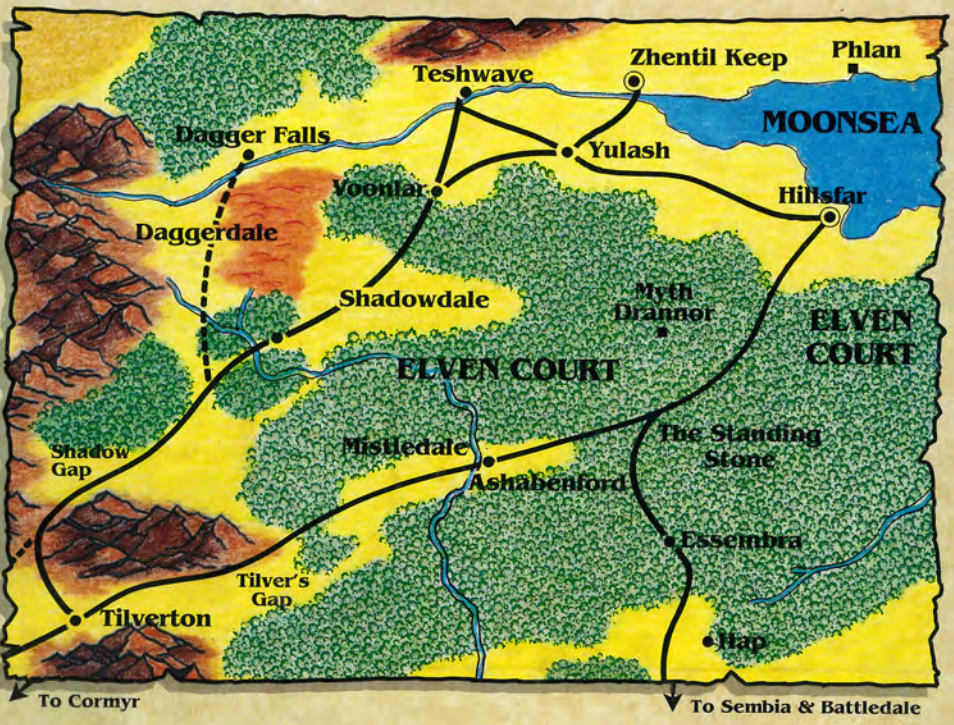
Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program,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

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

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

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

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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.