The Manual

About Fantasy Role Playing Games
The Bard's Tale is a fantasy role-playing game. First in a series of Tales of the Unknown, this one is set in the city of Skara Brae.

Like other fantasy role-playing games, there are three objectives you will be trying to accomplish. How you do this is up to you...

Your most important goal is to complete the quest built into the game. In *The Bard's Tale* the city of Skara Brae is threatened by an evil mage called Mangar. You must find Mangar and "persuade" him to release the once-harmonious city from his evil control.

But Mangar is protected by layers of obstacles, mazes and evil henchmen. Your second goal is to develop characters capable of surviving these barriers. These characters are your alter ego in *The Bard's Tale*. They act according to your commands, but over the course of the game they change, much as real people do over a lifetime. They improve their skills in magic, combat, stealth, etc. They amass wealth and treasured objects. And they worry about dying too soon.

Your third goal is to explore the entire world of *The Bard's Tale*. There are numerous goodies, puzzles, and special places in Skara Brae. Part of the fun is finding them, and discovering the layout of this fantasy world. How do you get into the walled off towers? What's in the castle? Where are the legendary catacombs of Skara Brae?



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So turn the page and get started. Skara Brae awaits.

A QUICK OVERVIEW

An orientation for beginners,
a quick start guide for experts.

How to Use This Manual

This manual has three parts. This overview is designed to give first-time adventure gamers a quick sense of the overall gameplay and give experienced fantasy role-players all they need to know to start quickly.

The rest of the manual is reference material about how various parts of *The Bard's Tale* operate, including character building and development, places and mapping, the combat system and the magic system. There is also a listing and description of all the magic spells and the beginning items available in *The Bard's Tale.* Finally, there are hints and clues interspersed throughout the manual.

1. Command Summary Card

Inside the front flap of your album cover is a Command Summary Card, which lists keystroke commands, disk utilities and step-by-step instructions for starting up. If you are an experienced adventurer, this card gives you most of what you need to know; the rest is covered in this section.

2. Adventurer's Guild

The ADVENTURER'S GUILD is where you start each time. This is the ONLY spot a party can be formed, characters created, or characters saved to disk.

3. Use the Pre-Built Party

For your convenience, you will find a pre-built party already waiting for you when you enter the Guild for the first time. The party is called *A Team. They are even outfitted with weapons and armor affordable to characters of their humble stations.

For more about characters and party selection see pages 3-6.

4. Use City Map on the Package

On the inside of your "album cover " is a map of Skara Brae. You'll need it. Notice :

-2 walled-off towers (wonder what's in there?).
-A castle protected by Guardian Statues.
-Temples for healing, Equipment Shop for purchasing more weapons, Taverns for drink and gossip, Roscoe's for more spell energy.
-You'll have to find the Review Board (where levels are awarded and magic is taught) on your own.

Mapping the dungeons and mazes is up to you. You even have to figure out how to get into the mazes on your own. One clue: each of the 16 mazes is set up on a 22 by 22 grid. North is to the top of the screen, East is to the right. Be sure to go to every square; there are lots of specials.

For more about the City of Skara Brae see "Places" on pages 7-8.

5. Combat

Only your first 3 characters and the first 2 rows of monsters can attack in hand-to-hand combat.

There are several new combat commands, including **Party Attack**, for fighting between party members; **Bard Song**, for making magic by playing music; **Hide in Shadows**, to avoid combat.

For more information see "The Combat System" on pages 9-10.

6. Magic

There are 4 classes of Magic Users, each with unique magical capabilities:

Conjurers can create objects and heal adventurers;
Magicians can bestow magical effects on common items;
Sorcerors can create illusions and heighten awareness;
Wizards can summon and control supernatural creatures.

Sorceror and Wizard classes are not available to first level adventurers. To create one of these, you must change class of a Magic User who has achieved 3rd level magic spells in one (for Sorceror) or two (for Wizard) other magical arts. Class change takes place in the Review Board. A Magic User who successfully learns all 7 levels of spells for each of the 4 Magic Classes is an Archmage, one of the most powerful character in *The Bard's Tale*. Once a Magic User leaves a class, he can never return to it.

Magic Users qualify to learn next level spells based on their experience levels, but it takes gold to actually learn the new spells.

Casting spells uses **spell points** in different amounts depending on the spell. Spell points are regenerated automatically when a Magic User is in the City in the daytime, and may also be regenerated in Roscoe's Energy Emporium, or special "Regen" squares in some dungeons.

For more information see "The Magic System on page 11. Magic spells are listed on pages 13-20.

7. The Bard

The Bard makes magic by playing music. He needs an instrument, of course. He can play in combat or during exploration, with different effect. Only one tune at a time. And one tune for every experience level. Then he needs to get a drink from any nearby tavern.

You can listen to his music or not. See the COMMAND SUMMARY card for details.

By the way, the Bard is not too shabby as a fighter.

8. Time

Time waits for no one. Even without keystrokes, time passes, from day to night and back again.

Nighttime is especially nasty. The really evil monsters hit the city streets at night, looking for characters just like you. And, what's worse, you use up spell points faster, because spell points only regenerate in daylight.

Now you know enough to get started, if you are an experienced adventurer. By the way, the tavern on Rakhir Street is the only tavern that serves wine. And that wine "goes down" easily. You may wish to drop by to wet the whistle of your Bard. Good luck!



CHARACTERS

RACES

Humans are not the only race in the world of *The Bard's Tale.* Others are more magically inclined, stronger and smarter. Part of the fun of a fantasy role-playing game is getting to know these different races, and forming your party accordingly. The races and their descriptions are:

HUMAN: While possibly being of hardier stock, this character is nonetheless like you or me.

ELF: Patterned after the Tolkien elf, the elf is slight of build, frequently taller than a human, and very inclined to magic.

DWARF: The Dwarven people are short and stout, extremely strong and healthy, but not amazingly intelligent (i.e. ,excellent fighters).

HOBBIT: Hobbits are slightly smaller than Dwarves but are nimble and dexterous. Just the right make-up for a rogue.

HALF-ELF: These crossbreeds are usually blond and fair-skinned, like elves, and get some added size and strength from their human ancestry.

HALF-ORC: An orc is a large, goblin-like creature often found working for evil wizards. The Half-orc, being half human, is not quite as despicable as his orc parent, but you wouldn't want to date one.

GNOME: Gnomes closely resemble dwarves, but have less hair and even shorter tempers. They are also more magically inclined, as a rule.

CHARACTER CLASSES

In fantasy role-playing games, characters choose different "Classes" or professions. There is no single best class; each has its own strengths. Your characters must use teamwork to succeed.

Class selection is the most important aspect of creating a character in *The Bard's Tale.* There are ten different classes of characters, but only 8 can be selected for a newly generated character. Class types carry with them different abilities and limitations, as are roughly covered below:

WARRIOR: the base fighter-type in *The Bard's Tale* , warriors can use nearly every weapon there is. For every 4 levels of experience after the 1st Warriors get an extra attack ability in combat.

PALADIN: Paladins are fighters who have sworn to abstain from all evil and to uphold honor and purity in all places. They can use most weapons and even some that no other fighters can. They get multiple attacks at higher levels. They also have a greatly increased resistance to evil magic.

ROGUE: a professional thief with so-so combat ability, the rogue can hide in shadows, search for traps and disarm them. Without a rogue your party will pay very dearly for the booty it wins.

BARD: The Bard is a wandering minstrel. You'll see him with a tankard of ale in front of him in the less reputable taverns--the rowdier the better.

Bards were once warriors, and can still use most warrior weapons. But they turned to music instead and now play songs with an almost magical effect on other characters. Bards don't get the warrior's advantage of extra attacks in combat anymore--but their magic is so unique, it is almost impossible to survive in Skara Brae without one.

Any true Bard has 6 tunes on his lips, though to play them he must have an instrument equipped. A song played as the party is exploring is long-lasting and continues even after the party returns from combat mode, even if other songs were played during combat. Any songs played during combat are abbreviated and so create different magical effects than the full non-combat versions. The shorter combat versions don't endure as long either, only one round of fighting.

Only one Bard tune can be played at a time. If a second one is played while the first is still playing (by the same or a different Bard), the first will end. A Bard can play as many tunes as he has experience levels before his throat gets dry. Then it's off to a tavern for a drink to rejuvenate his voice. Tough duty, but someone has to do it.

Bard songs vary according to the difficulty of the dungeon. When the going gets tough, the Bard goes drinking.

HUNTER: an assassin, a mercenary, a ninja. The hunter can use most weapons, and has the ability (which grows with experience) to do critical hits in combat (i.e.,to attack a nerve center or other vital area and instantly kill an opponent). A good skill.

MONK: a martial artist, an almost inhuman fighting machine trained to fight without weapons or armor. The monk can use them, but, at higher levels particularly, often does better without.

CONJURER: one of the 4 classes of Magic Users, Conjurers deal in the physical creation and manifestation of real things (like fire, light, healing).

MAGICIAN: another of the 4 classes of Magic Users, Magicians deal with magic as it affects physical objects (i.e., enchanting a sword, making armor stronger, making a dungeon wall disappear).

SORCERER: Sorcerers are Magic Users who deal with the creation and manipulation of illusion. Due to the power of sorcerer spells, this class is not available to newly created characters.

WIZARD: Wizards are Magic Users who are dedicated to the summoning and binding of various supernatural creatures. These creatures are not friendly to humankind and trying to control them is extremely hazardous. The Wizard-class is not available to new characters either.
For more on magic classes, see page 11.

CHARACTER ATTRIBUTES

Each character you create has five basic attributes which define his physical and mental prowess. When you create a character each attribute is randomly assigned a value from 1 to 18, with the higher number reflecting higher capability.

STRENGTH (Shown as "ST" on the screen): Strength is physical power and chiefly affects the amount of damage a character can do to an opponent in hand-to-hand combat. Make sure your fighting characters are strong.

INTELLIGENCE ("IQ"): Intelligence is mental power. A high intelligence rating will enable your Magic Users to get bonus spell points.

DEXTERITY ("DX"): Measures agility & nimbleness. A high score makes your characters harder to hit and helps them strike the first blow in combat.

CONSTITUTION ("CN"): Measures healthiness. It takes more damage to kill a character with a high constitution score. This is reflected in bonus "hit points," the character's life span.

LUCK ("LK"): Luck is an ambiguous attribute, as it has a number of unseen effects on gameplay. For example, lucky characters are more likely to resist evil magic and avoid nasty traps.

OTHER CHARACTER STATISTICS

ARMOR CLASS ("AC"): This statistic reflects the level of protection a character has from physical attack. In classic fantasy role-playing style, the armor class starts at 10 for a totally unprotected, unarmored character with low dexterity, and goes down to -10 (called LO) as his protection improves by armor, spells, or other means.

HIT POINTS ("HITS"): Hit Points measure the damage a character can take before he is killed. The "Hits" statistic shows his potential at fullest health, rather than current status.

CONDITION ("COND"): Condition shows the character's present number of hit points. For example, if a character with 10 Hit Points is wounded for 7 hit points, his Condition will drop to 3. Another wound of 3 or more hit points will kill him. If he is fully healed, his Condition will return to the full 10 again. (Even though his Condition score changes, his Hit Points stay at 10.)

SPELL POINTS ("SP PT"): This shows current spell point status. Points are used up with each cast of a magic spell. If a Conjurer has 20 spell points and casts a Mage Flame spell at a cost of 2 spell points, his new total would be 18. A character's maximum spell points are listed in his view-character mode.

EXPERIENCE POINTS: This measures abilities gained by experience, the higher the number, the better the character. Characters get experience points for successful combat, according to the difficulty of the fight and the number of characters who survive. The amount is indicated after every successful combat. A character's running total of experience points is indicated in view -mode.

GOLD: Gold is the unit of currency in this world. Your characters start with just barely enough gold to buy the armor and weapons they need to survive. There are two ways to get rich enough to buy better equipment: taking gold from the monsters you defeat in combat or selling items you find in dungeons. The first way is more fun.

LEVEL ("LV 1"): Level is a general measure of achievement within a character's class. Level 1 is a novice, Level 13, for example, is required to become a Master of a Magic User class.

The Review Board will promote a character to higher levels based on his experience points, but only upon the character's in-person request. An advance in level is very important because it generally means an increase in attribute scores, hit points, spell points and other abilities.

SPELL LEVELS (e.g., "MAGI 1"): This shows the highest group of magic spells a character can use in any of the 4 classes of Magic Users. There are 7 groups of magic spells for each different class.

To learn a new group of magic spells (a "spell level"), a Magic User must advance two experience levels. (NOTE: spell levels and experience levels are not the same thing!) For any of the four magic classes, a Magic User advances as follows:

Experience Level	Spell Level
1	1
2	1
3	2
5	3
7	4
9	5
11	6
13	7
14 and up	7 maximum

To change class to Sorceror, a Magic User must first have learned Spell Level 3 (or higher) in at least one magical art. To change to Wizard, a Magic User must first have learned Spell Level 3 (or higher) in two other magical arts.

ITEMS: Items fall into 10 categories: Weapons, shields, armor, helms, gloves, musical instruments, figurines, rings, wands, and miscellaneous. Only one item of each type can be **equipped** for use at any one time. For example, two different shields cannot be used at once to protect a character, though the spare shield could be toted around.

Some items can only be used by specific characters. For example, only Bards can use musical instruments. An item which can never be used by a character is marked with a θ when he examines it in his view mode or in the Equipment Shoppe. An item which has been equipped is marked with a Δ.

A character can carry up to 8 different items.

How To Create a Character

1. While in the Adventurer's Guild, select a race.
2. Character attribute numbers displayed are a combination of genes and luck. For each different race there is a lowest possible number for each attribute (the "genes"). The computer then adds a random number (the "luck") to each attribute.
3. If you are satisfied with the "roll of the dice", choose a character class, then name this character. If you aren't satisfied "reroll the dice."
3. After being named, the character will be saved to disk, ready to adventure.



PLACES

THE CITY MAP

There is a map of Skara Brae on the inside of the album cover your program disk came in. Notice that there are several important looking places that are blocked off. Like the castle, and the two towers protected by locked gates. There must be a way to get in there, wouldn't you think?

Use your map to guide you in Skara Brae. If you ever get lost just press the "?" key and the program will tell you where you are and what time of day it is.

UNMARKED BUILDINGS

Most buildings in Skara Brae are unmarked. But some of them are inhabited by the corrupt creatures who have skulked into Skara Brae. So kick in a few doors and find them. Remember that fighting is good for you; it's the only way to build up enough experience to challenge Mangar. You should be disappointed when you kick in a door, screaming a battle cry, and find it empty. No fun.

When you exit a building and enter the street, the building will be behind you, and you will be facing the building or landmark across the street.

THE ADVENTURER'S GUILD

The Guild is like a union hall where adventurers "hang out" hoping to join a party. This is where you form a party, and where all adventures begin.

GARTH'S EQUIPMENT SHOPPE

Garth is one of yesterday's almost forgotten heroes, now retired from active adventuring to supply tomorrow's would-be greats. At Garth's Shoppe characters can buy armor and weapons, sell items, have items identified, or pool all the party's gold for buying expensive items. Due to a deal with the city blacksmith, Garth has an infinite supply of basic armor and supplies. But unique items found in labyrinths, even if sold to Garth, remain in his inventory only until they are sold.

Occasionally an item won in combat will remain unidentified. This means that its general type might be apparent (e.g.,shield, ring), but not which exact type (e.g.,Dragon shield, Ring of Power). Garth can identify this item for you...for a price.

THE REVIEW BOARD

The Review Board is a group of high level representatives from all ten different classes. Upon your request in person, the Board will determine whether a character has accumulated enough experience points for advancement to higher levels. The Board teaches new spells to Magic Users who qualify for higher spell levels,too, but charges for this training. It pays the rent.

You may have to do a bit of exploring to locate the Review Board. And it's closed at night.

TAVERNS

Taverns are the Bard's favorite places for gossip and refreshment. There's even a tavern named after him. Watch him carefully though; the Bard has a tendency to overtip the bartender.

DUNGEON DELVING

The term "dungeon" refers to any indoor labyrinth, designed for mapping, combat and puzzle interaction. They take a variety of forms, from towers to catacombs, and have a varied number of levels for each. You can go up or down to levels higher and lower than the one you're on via stairways, portals, and teleportation.

Stairways are not visible from a distance. But when you move onto one you will be asked if you wish to ascend or descend.

Portals are holes in the floors and ceilings, and are visible from a distance. You will not go through a portal merely by standing on it; you must first command your character to do so. If he jumps down through a portal, he will be damaged from the fall unless he is using a levitation spell. The only way to go up through a portal is by levitation.

The locations of dungeon entrances are well-kept secrets, but there are plenty of hints in Skara Brae.

ROSCOE'S ENERGY EMPORIUM

If your spell points aren't recharging fast enough, go see Roscoe. But be prepared for electrifyingly high fees.

TEMPLES

Temples are divine places of resurrection and complete healing. In fact, this is the only place to cure characters who have been withered or turned to stone. A resurrected character retains all the items, gold and experience points he had before dying, but he comes to life with only 1 hit point. When he finds out how much it costs to be resurrected, he may turn over in his grave.

Tips from the Underground: Places

1. Your first three dungeons should be the sewers, the catacombs and the castle (in that order). Each is progressively tougher. Don't attempt the catacombs without a party of level 9 or higher characters.
2. Explore and map every square in every maze. There are "Magic Mouths" that give hints. There are 1-of-a-kind magic items and spell regeneration zones. Good maps will show you the logical spots for secret doors and secret rooms, too.
3. Avoid traps. Higher level rogues are excellent at opening chests, but when in doubt use the "Trapzap" spell. TRZP is guaranteed to work with no harm to the party, unless, of course, the trap is protected by even more powerful magic. In fact, you can use TRZP to disarm any traps you encounter. Gas Cloud traps have doomed many brave but foolish adventurers. If you set off a trap and nothing happens, you were lucky not good. You could have been killed.
4. Be sure that your party is fully healed before entering a new dungeon.
5. When you are finding your bearings in a maze, remember that each succeeding level goes UP in a tower or castle and DOWN in a dungeon.



THE COMBAT SYSTEM

The Bard's Tale is a game of fighting. It's the only way to build experience. Fortunately, Mangar and his gruesome creatures are very evil, so don't worry about their feelings. Kill them, if you can.

Combat with "monsters" (the generic term for all opponents) occurs both randomly and at set locations. You can also initiate intra-party combat at almost any time, in case one of your members is turned to the dark side. At the outset of combat a list of foes will be given, broken down into the number of foes in each group. The maximum is 99 monsters per group, with up to four groups.

Combat is divided into a series of "rounds," like a boxing match. At the start of each round, each of your characters must decide what action he will undertake in the upcoming melee, unless, of course, your party decides to run away. A menu of possible selections will appear for each character. These options are as follows.

Attack foes: To physically assault foes in the first or second group of monsters.

Party attack: To assault another member of the party, including special members.

Defend: Do not interact this round - reduces chance of being hit.

Use an item: Make use of a magical item held in the character's inventory and currently equipped. This may require specifying a target for the effect.

Bard Song: Bards can play a short tune to affect the party or the foremost group of monsters in some fashion.

Cast a spell: Cast a spell at the party or a group of foes. The spell code must be entered, and a target identified.

Hide in shadows: A rogue can try to avoid combat altogether by hiding and, if successful, will be skipped as a target of attack in the upcoming combat round.

The first three characters in your party can be attacked physically by monsters, and can attack back. The last three characters can only be struck by magical attacks, and can only attack back with magic. This simulates your first three characters being up on the front line of attack, with the last three characters acting as backup in case one of the first three is killed. The first two groups of monsters are in a similar position; they are the only monsters who can attack or be attacked physically.

Once all the choices for your characters have been entered, the round begins. The most dexterous characters or monsters usually make the first strike, but luck, character level and character class also affect this. In evenly matched fights, the outcome often depends on which side gets in the first blow.

The rate of scrolling of the combat messages can be speeded or slowed. See the Command Summary list of keystrokes for details.

At the end of a combat round, dead monsters will be removed from the ranks of your foes, and dead characters will be shuffled back to the end of your party. A fresh group of monsters may also advance into the first two ranks to give their fellow monsters a breather.

At the end of combat, treasure and experience points will be split among the battle's survivors.

SPECIAL MEMBERS

The **special slot** (marked "S") is for monsters who can become part of your party. They can join by:

1) Being summoned or created as an illusion, or some other artifice related to a cast spell, or

2) Introducing themselves to the party and offering their services as a comrade.

Specials cannot be controlled in battle; they choose their own attack mode and generally go after the primary group of monsters the party is facing. Specials are cleared out of the S slot when killed. Illusionary specials (created by a sorcerer) are cleared out if any foes disbelieve them.

If a non-illusionary special is attacked by another member of the party for any reason, it will turn immediately hostile and fight until defeated!

Tips from the Underground: Combat

1. Usually the highest dexterity character attacks first. For particularly nasty monsters (like blue dragons) attack with your highest dexterity characters first. Your less dexterous characters may not survive long enough to get in a first strike.
2. Use your spells and Bard songs to lower the armor class of your entire party. The lower the better.
3. If you are attacked by more than 2 groups of monsters, concentrate on Magic Users first. If you cannot kill off all the magic-using monsters, you may want to cast anti-magic spells to protect against illusions, possessions and other spells.
4. You can minimize damage by killing off all but one monster in either of the first two attacking groups. As a general rule, attack groups with only one monster last, unless it is a deadly monster.
5. Many of the undead monsters are capable of draining experience levels, turning characters old and gray or even turning characters to stone. Treat the undead with respect. In other words, kill them quickly.
6. Be prepared to die a lot with level 1 and 2 characters. Especially at night. Especially when you don't have any weapons and are just walking to Garth's Shoppe. It might even be a good idea to stay close to a Temple at night, so you can quickly heal any wounds.
7. Fill the special slot quickly. Conjure or summon a monster or create an illusion, if necessary. The special member will take a lot of heat off your fighters. Monsters tend to attack special members first.
8. Monsters are smart. They usually attack your most vulnerable characters first, unless one of your members represents a significant threat.

THE MAGIC SYSTEM

Magic is power. It can make the difference between success and failure in *The Bard's Tale.*

It is not always necessary or wise to rely on magic, though, because magic is by no means foolproof. There are some places where magic never functions, and some monsters who are highly resistant to spells. Sometimes you just have to wade in with fists flying and get dirty.

The best way to tell that your party has wandered into an anti-magic zone is that all **residual spells** except light spells are cancelled.

Residual spells are magic spells that keep working for more than just an instant. Light spells, trap detection, secret door detection and magical armor are some examples. Most residual spells cause a graphic symbol to appear in the central blank strip on the screen, to keep the player aware that the duration hasn't yet expired.

All spells have a point cost. In other words, all spells cost the mage casting them a bit of his internal energy. This energy is returned automatically in direct sunlight, and may be regenerated at Roscoe's Energy Emporium or in special regeneration zones you have to discover.

There are magical items hidden in the dungeons and carried by the monsters of *The Bard's Tale.* Magical weapons do extra damage. Magical armor gives extra protection. Other magical items radiate special energies. There are even magic keys and talismans necessary to get into certain important parts of the game. The most powerful magic items are secreted in the most challenging dungeons and are guarded by ferocious monsters. When you win one, you should be very proud and very happy. They can be the key to success against the wickedest opponents.

To cast a spell, you type in 4-letter codes which are a rough abbreviation of the spell name. The entire list of spells, codes and spell points required begins on page 13.

All Magic Users, even Level 1 novices, start the game with knowledge of all level 1 spells in their magical art. Rather than learning one spell at a time, Magic Users always learn whole groups ("spell levels") of spells at once. It's the closest thing to mass production in Skara Brae. Here is a description of the four magical arts.

CONJURING

Conjuring deals with the instantaneous creation of objects and effects through the channeling of a mage's power. Conjurer spells are potent, but not unlimited in effect, since the exercise of creation takes a large amount of energy to produce even a moderate effect.



A conjurer can also produce effects that distort non-solid things to produce new effects, like the distortion of space and time required to teleport human bodies to a new location.

MAGIC

Magic (meaning the art practiced by a magician) deals with bestowing magical effects on common objects. The items do not become magical, but radiate fields of power for the duration of a spell (which is usually the length of combat).

The gist of Magic is that it can increase an item's capability, give it a totally new capability, or change its form to something totally different.

Some examples: making a sword do greater damage, making dungeon walls glow with a magical light, or causing a wall to totally vanish for 1 move.

SORCERY

The byword of sorcery is, "seeing is believing." Sorcery does not deal with a physical manifestation, but rather a creation of illusion and a tapping into a heightenend sense of awareness.

An illusion is an image envisioned by the spell caster, which he then lays over the retinas of all who watch, augmenting this with appropriate stimulation of nerve endings to fool the other four senses. The human mind, believing an illusionary creation to be real, can be hurt or even killed by it, unless it is somehow disbelieved.

A sorcerer, with the aid of his art, can also perceive certain special things hidden from view.

WIZARDRY

Wizardry deals with the summoning and control of supernatural creatures. The wizard has fewer spells than the other three classes, but his are by far the most potent.

The creatures he can summon come from another plane of existence, called the Negative plane. They join the special slot in the party, and will fight until defeated.

The wizard has some ability to trap and control normal monsters, as well.

Mages who have learned at least 3 spell levels in an art may elect to change to another mage class at any time. Thus, a level 5 conjurer could choose to become a level 1 magician. His experience points would be reset to 0, but he would retain his previous attributes, hit points, spell points, and all knowledge of his conjurer spells. He would be unable to learn any higher conjurer spells, however; once a mage leaves a magic art, he cannot return to it.

A mage can become a conjurer, magician, or sorcerer as a second class. A mage can become a conjurer, magician, sorcerer, or wizard as a third class. A mage who has knowledge of all 7 levels of spells in all 4 classes is called an Archmage, and is one of the most powerful personages in the world of *The Bard's Tale.*

CONJURER SPELLS

KEY (see page 20 for glossary)

SPELL NAME/Description	CODE Pt. Cost Range Duration
CONJURER SPELLS **Level 1**	
MAGE FLAME A small, mobile "torch" will appear, and float above the spell caster as he travels.	MAFL 2 View Medium
ARC FIRE A fan of blue flames will shoot from the caster's fingers, doing 1-4 hits of damage to a select opponent, times caster's level.	ARFI 3 1 Foe ---
SORCERER SHIELD The mage is protected by an invisible "shield" of magic, that turns aside many blows that would otherwise hit him.	SOSH 3 Self Combat
TRAP ZAP This spell will disarm any trap within 30 feet, in the direction the party is facing. It will also disarm traps on chests.	TRZP 2 30' ---
Level 2	
FREEZE FOES This spell binds your enemies with a magical force, slowing their movements and making them easier to hit.	FRFO 3 Group Combat



KIEL'S MAGIC COMPASS A Compass of shimmering magelight appears above the party, telling the direction they face.	MACO 3 --- Medium
BATTLESKILL This spell increases one of your party member's skill with weapons, increasing the accuracy and ferocity of his attacks.	BASK 4 Char Combat
WORD OF HEALING With the utterance of a single word the spell caster can cure a party member of minor wounds, healing 2-8 points of damage.	WOHL 4 Char ---
Level 3	
ARCYNE'S MAGESTAR A bright flare will ignite in front of a group of your enemies, temporarily blinding them and causing them to miss the next combat round.	MAST 5 Group ---

LESSER REVELATION This is an extended "Mage Flame" spell which also reveals secret doors.	LERE 5 View Long	
LEVITATION Partially negates the effect of gravity on the party, causing them to float over traps or up through portals.	LEVI 4 Party Short	
WARSTRIKE Causes a spray of energy to spring from the caster's extended finger, sizzling a group of opponents for 4-16 hits damage.	WAST 5 Group ---	
Level 4		
ELIK'S INSTANT WOLF With this spell the caster can make a real wolf appear and join the party, fighting in its defense.	INWO 6 Special ---	
FLESH RESTORE This powerful healing spell will restore 6-24 hit points to a party member and cure poisoning and insanity.	FLRE 6 Char ---	
POISON STRIKE This spell hurls porcupine-sharp needles from the mages finger into a selected monster, poisoning it.	POST 6 Foe ---	
Level 5		
GREATER REVELATION This spell functions like a "Lesser Revelation" spell, only it illuminates a wider area.	GRRE 7 View Long	
WRATH OF VALHALLA Makes a member of your party fight with the strength and accuracy of ancient Norse heroes for the entire combat.	WROV 7 Char Combat	
SHOCK-SPHERE A large glove of intense electrical energy envelops a group of enemies, doing 8-32 hits of damage.	SHSP 7 Group ---	
Level 6		
ELIK'S INSTANT OGRE This incantation will cause a real ogre to appear and join the party.	INOG 9 Special ---	
MAJOR LEVITATION This will make the party levitate as does the level 3 spell, but its effects will last until dispelled.	MALE 8 Party Indef.	
Level 7		
FLESH ANEW This spell behaves like the "Flesh Restore" spell, except that it will affect every member of the party.	FLAN 12 Party ---	
APPORT ARCANE Allows the party to teleport anywhere within a dungeon, except for places protected by teleportation shields .	APAR 15 Party ---	

MAGICIAN SPELLS



Level 1

VORPAL PLATING This spell causes the weapon (or hands) of a party member to be covered with a magical field, which causes him to do an additional 2-8 points of damage	VOPL 3 Char Combat
AIR ARMOR This spell will make the air around the spell caster bind itself into a weightless suit of "armor."	AIAR 3 Self Combat
SABHAR'S STEELIGHT SPELL Causes all metal near the party to glow with a magical light, illuminating the surrounding area.	STLI 2 View Short
SCRY SITE The walls themselves will speak, under direction of this spell, revealing to the spell caster his location in the labyrinth.	SCS I 2 Party ---

Level 2

HOLY WATER A spray of water will emanate from the mage's fingers, doing 6-24 points of damage to any undead foe (e.g. skeleton, zombie, vampire)	HOWA 4 1 Foe ---
WITHER STRIKE Any foe at whom this spell is cast is likely to be turned old, thus reducing his ability to attack and defend in combat.	WIST 5 1 Foe ---
MAGE GAUNTLETS Makes a party member's hands (or weapon) more deadly, adding 4-16 points of damage to every wound he inflicts.	MAGA 5 Char Combat
AREA ENCHANT This spell will cause the dungeon walls within 30 feet of a stairway to call out, if the party is travelling toward it.	AREN 5 30' Short

Level 3

YBARRA'S MYSTIC SHIELD The air in front of the party will bind itself into metallic hardness, and will accompany the party when it moves, as a sort of invisible "shield."	MYSH 6 Party Medium
OSCON'S OGRESTRENGTH Allows a member of your party to damage monsters as if he were as incredibly strong as an ogre.	OGST 6 Char Combat

MITHRIL MIGHT Increases the armor protection of each party member by enhancing their armor's natural strength by magic.	MIMI 7 Party Combat	
STARFLARE The air surrounding a group of your enemies will instantly ignite, causing them to be burnt for 6 to 24 damage points.	STFL 6 Group ---	
Level 4		
SPECTRE TOUCH This spell will drain a single enemy of 12 to 48 points of damage, as if touched by a spectre.	SPTO 8 1 Foe ---	
DRAGON BREATH Allows the mage to breathe fire at a group of foes, doing 8 to 32 points of damage to each.	DRBR 7 Group ---	
SABHAR'S STONELIGHT SPELL Makes all stone and earth within range of the party glow with magical light, revealing even secret doors	STSI 7 View Medium	
Level 5		
ANTI-MAGIC Causes the ground to absorb a portion of the magical energies cast at the party, frequently allowing the members to escape all damage. Also aids in disbelieving illusions and in turning back magical fire, like a dragon's breath.	ANMA 8 Party Combat	
AKER'S ANIMATED SWORD A magical sword will appear and fight like a summoned monster in defense of the party.		ANSW 8 Spec Combat
STONE TOUCH This spell will often turn an enemy to stone, or a stone monster from living stone to dead stone. But it doesn't always work.		STTO 8 1 Foe ---
Level 6		
PHASE DOOR This incantation will alter the structure of almost any wall directly in front of the party, turning it to air for exactly 1 move.		PHDO 9 1 Wall 1 Move
YBARRA'S MYSTICAL COAT OF ARMOR Causes an effect like "Air Armor" to cover every member of the party, lasting indefinitely.		YMCA 10 Party Indef.
Level 7		
RESTORATION Makes all wounds disappear as your entire party is reforged into unflawed bodies. Also cures poisoning and insanity.		REST 12 Party ---
DEATHSTRIKE This incantation is very likely to instantly kill one selected enemy, big or small.		DEST 14 1 Foe ---

SORCEROR SPELLS



Level 1

MANGAR'S MIND JAB The mage casts a concentrated blast of psychic energy at one opponent doing 2-8 hits of damage for each experience level of the mage.	MIJA 3 1 Foe ---
PHASE BLUR The entire party will seem to waver and blur in the sight of the monsters, making the party very difficult to strike.	PHBL 2 Party Combat
LOCATE TRAPS In a state of magically-heightened awareness, the spell caster will be able to sense a trap within 30 feet, if he faces it.	LOTR 2 30' Short
HYPNOTIC IMAGE If successfully cast, this spell will make a group of your enemies miss the following attack round.	HYIM 3 Group ---

Level 2

DISBELIEVE This spell will reveal the true nature of any illusion attacking the party, causing it to instantly vanish.	DISB 4 Party ---
TARGET-DUMMY A magical illusion appears in the party's special slot. Unable to attack, it will serve to draw enemy attacks to himself.	TADU 4 Spec Combat
MANGAR'S MIND FIST A higher power "Mind Jab," does 3-12 hits of damage to one foe, times the experience level of the mage.	MIFI 4 1 Foe ---
WORD OF FEAR This incantation will make a group of your enemies shake in fear, reducing their ability to attack and do damage.	FEAR 4 Group Combat

Level 3

WIND WOLF This spell creates an illusionary wolf to join the party. This and other illusions are only effective as long as an enemy "believes" them. Depending on power and location, the monster may see through the illusion, and cause it to vanish.	WIWO 5 Spec ---
KYLEARAN'S VANISHING SPELL The mage casting this spell will turn nearly invisible in the eyes of his enemies, who will have great difficulty in striking him.	VANI 6 Self Combat

SECOND SIGHT The mage will experience heightened awareness and be able to sense stairways, special encounters, spell negation zones, and other unusual occurrences.	SESI 6 30' Medium	DISRUPT ILLUSION This spell will destroy any illusion fighting the party, and any new illusions created later in the combat. It will also point out any dopplegangers in the party.	DIIL 8 Party Combat
CURSE Causes a group of your enemies to fear you greatly, lessening their morale and their ability to hit and damage you.	CURS 5 Group Combat	MANGAR'S MIND BLADE A sharp explosion of psychic energy that inflicts10 - 40 hits to each and every enemy you face.	MIBL 8 All Foes ---
Level 4		**Level 6**	
CAT EYES The members of the mage's party will all receive perfect night-vision, which will last indefinitely.	CAEY 7 View Indef	WIND DRAGON This incantation will create an illusionary red dragon to fight with your party.	WIDR 10 Spec ---
WIND WARRIOR This spell will create the illusion of a battle-ready warrior that joins your party.	WIWA 6 Spec ---	MIND WARP This spell will make a member of your party go totally insane. Useful for possessions.	MIWP 9 Char. ---
KYLEARAN'S INVISIBILITY SPELL This invocation will perform a Vanishing Spell on the entire party.	INVI 7 Party Combat	**Level 7**	
Level 5		WIND GIANT This spell will create an illusionary storm giant, to join with, and fight for, your party.	WIGI 12 Spec ---
WIND OGRE This spell will create the illusion of an ogre, which will accompany and fight with your party.	WIOG 7 Party ---	SORCERER SIGHT This spell functions the same as the Second Sight spell, but it will last indefinitely.	SOSI 11 30' Indef

WIZARD SPELLS



Level 1

SUMMON DEAD This spell will gate into our universe a zombie or skeleton to fight for the party.
SUDE
6
Spec

REPEL DEAD This spell will do 16 to 80 points of damage to a group of undead creatures.
REDE
4
Group

Level 2

LESSER SUMMONING This spell will gate into our universe a lower power elemental or demon, who will (under protest) join the party.
LESU
8
Spec

DEMON BANE This spell will do 32 to 128 points of damage to a single demon. The power to summon is the power to destroy.
DEBA
8
1 Foe

Level 3

SUMMON PHANTOM This spell will bring a medium level undead creature into the party.
SUPH
10
Spec

DISPOSSESS This spell will make any possessed party member return to his normal state.
DISP
10
Char

Level 4

PRIME SUMMONING This spell gates in a medium level elemental or demon, to fight with the party.
PRSU
12
Spec

ANIMATE DEAD Gives a dead character undead strength, making him attack your enemies as though he were truly alive.
ANDE
11
Char

Level 5

BAYLOR'S SPELL BIND This spell if successful possesses the mind of any enemy, forcing him to join your party and fight in its defense.
SPBI
14
1 Foe

DEMON STRIKE This spell works like Demon Bane, but it will affect an entire group of demons
DMST
14
Group

Level 6

SPELL SPIRIT This spell will gate in a higher-level undead creature to fight for the party.	SPSP 15 Spec ---
BEYOND DEATH This spell will restore life and one hit point to a character.	BEDE 18 Char ---

Level 7

GREATER SUMMONING This spell will gate a greater demon into our universe and bind him to the party.	GRSU 22 Spec ---

BARD SONGS

1. FALKENTYNE'S FURY
This tune increases the damage your party will do in combat, by driving them into a berserker rage.

2. THE SEEKER'S BALLAD
This song will produce light when exploring, and during combat it will increase the party's chance of hitting a foe with a weapon.

3. WAYLAND'S WATCH
This song will sooth your savage foes, making them do less damage in combat.

4. BADH'R KILNFEST
This is an ancient Elven melody, which will heal the Bard's wounds during traveling, and heal the party's wounds during combat.

5. THE TRAVELLER'S TUNE
This melody makes the members of your party more dexterous and agile, and thus more difficult to hit.

6. LUCKLARAN
This song sets up a partial "anti-magic" field, which gives party members some increased protection against spell casting.

SPELL KEY GLOSSARY

Range Terms

View	-- spell affects line of sight.
1 Foe	-- spell affects a single monster, regardless of how many you face
All Foes	-- spell affects all monsters you face
Group	-- spell affects 1 of 4 monster groups
Self	-- spell affects spellcaster only
30'	-- 3 squares in the direction you face
Char	-- one of 6 party members or special
Party	-- spell affects all 6 party members and special
Special	-- spell affects "S" slot only; summoned creature enters combat next round

Duration Terms

Combat	-- spell lasts until all monsters or all party members are killed, or until party runs away
Short	-- spell lasts only a few minutes
Medium	-- spell lasts a little longer
Long	-- spell lasts twice as long as "Short"
Indef.	-- spell lasts until party enters the Adventurer's Guild or an anti-magic zone



TIPS FROM THE UNDERGROUND

Characters

1. Don't be concerned about losing a Level 1 character. Just make another one. But when your characters reach the 3rd level, back them up regularly using your favorite disk copy program.
2. If your favorite character gets killed, there are several things you can do. You can resurrect him by magic or in a temple by spending spell points or gold. You can turn off the computer and reboot, and your entire party will be restored, but without the experience, gold and magic items they have won since the last time you saved game. Or you can load the character from your back-up disk onto the main disk, after first deleting the dead character from your main disk. NOTE: you can only restore a character by rebooting if you have previously saved your party by exiting the game when in the Adventurer's Guild.
3. In "rolling" a character's attribute numbers, 17s and 18s can often make a big difference, as follows: Intelligence gives Magic Users bonus spell points; Dexterity gives fighters (but not Bards) bonus armor protection and first strike capability; Strength allows fighters to do extra damage in combat; Luck allows Rogues to survive even if they accidentally set off a trap; and Constitution gives all characters bonus hit points.
4. Most character races have at least one attribute they are particularly high in. Pay close attention to starting attributes when designing your party.
5. Develop a Sorceror fast. They are very useful in dungeons. Wizards are extremely important in advanced levels; they can summon demons, extremely powerful specials. Develop an Archmage, too. You'll need one; you'll want more.
6. Your pre-built party, excellent for beginning levels, may not be the best group for advanced levels. You may want to experiment with a hunter, because his "critical hit" capability can vanquish superior monsters, and the monk, who is perhaps the best fighter of all after he reaches the 6th level.
7. Warriors and other fighters often play less of a role against higher level, magic-using monsters. But without the protection of their armor and strong arms, your Magic Users would not survive long enough to learn the higher level magic spells.
8. Beware the Doppelganger monster. It enters your party and looks just like one of your members.

Magic

1. Don't venture too far into any dungeon without your maximum spell points. A good rule is to leave a dungeon when you are down to one quarter of your maximum spell points.
2. Manage your spell points carefully. Don't waste a spell if you can accomplish the same thing without magic. Torches, for example, often work as well as magic light spells. On the other hand, don't be shy about using magic in combat. When in doubt, blast 'em with magic.
3. Locate traps, second sight and sorceror sight spells all identify traps within 30 feet. Trapzap spell disarms all traps within 30 feet.
4. Cast a long-lasting Bard spell right before entering a tavern. It's like getting a free spell.

ITEMS

These are the basic items found in Garth's Equipment Shoppe in unlimited quantity:

Torch	-- for light in dungeons
Lamp	-- longer duration than a torch
Broadsword	-- most damaging non-magic sword, only usable by fighters
Short Sword	-- a lighter sword, usable by all but mages
Dagger	-- usable by all, not too effective
War Axe	-- a heavy, damaging weapon, not usable by bards, rogues, or magic users
Halbard	-- a combination battle axe and pike, the most damaging non-magical weapon
Mace	-- the most powerful weapon a rogue can use; an armor crusher
Staff	-- a simple, non-magical cudgel
Buckler	-- a small round shield
Tower Shield	-- a larger shield
Leather Armor	-- the lightest armor, wearable by all but magicians and conjurers
Chain Mail	-- light metal mesh armor, best against light weapons
Scale Armor	-- better still, difficult to pierce
Plate Armor	-- strongest non-magical armor
Robes	-- will dull old knives, but that's it
Helm	-- covers the head and saves the adventurer's good looks
Leather Gloves	-- some protection for the hands
Gauntlets	-- metal gloves
Mandolin, Harp, Flute	-- musical instruments for use by Bards

Item Abbreviations

FGN is an abbreviation for Figurine, a magical statuette which can come to life.

MTHR is an abbreviation for Mithril, an elven metal with magical qualities.

ADMT is an abbreviation for Adamant, another magical metal.

DMND is an abbreviation for Diamond, one of the hardest substances known to man or monster.

Tips from the Underground: Items

1. Generally, the more expensive the item is, the better it works. Almost like real life.
2. There are no cursed or bad items, unlike real life.
3. Don't be stingy. Equip your fighters with the best armor, weapon, shield, helmet and gauntlets money can buy. After all, he can't take it with him.
4. Experiment with all items you find to determine their capabilities. Magical items are key to success. Remember that an item may only be magical for certain characters and classes, so trade items around if you have to.
5. Make sure some of your characters carry less than 8 items, or else the party will never be able to pick up new magical items in the dungeons.
6. Whenever your party captures an especially interesting or powerful magic item, save the party as soon as possible. That way, even if disaster strikes, you will never lose that powerful armor, weapon, talisman or whatever.
7. This manual is not protected by magic shields or air armor. Don't let your dog eat it.

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