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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 experience 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. 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.

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.
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 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 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 Skara Brae without one.

Any true Bard has six songs 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 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.

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 assigned a value from 1 to 18, with the higher number reflecting higher capability.
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:

<table>
<thead>
<tr>
<th>Experience Level</th>
<th>Spell Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
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<tr>
<td>3</td>
<td>2</td>
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<td>5</td>
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<td>7</td>
<td>4</td>
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<td>9</td>
<td>5</td>
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<tr>
<td>11</td>
<td>6</td>
</tr>
<tr>
<td>13</td>
<td>7</td>
</tr>
<tr>
<td>14 and up</td>
<td>7 maximum</td>
</tr>
</tbody>
</table>

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 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 "Hit points," 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.
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.

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 È when he examines it in his view mode or in the Equipment Shoppe. An item which has been equipped is marked with a Œ.

A character may 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.”
4. After being named, the character will be saved to disk, ready to adventure.
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) occur 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 members 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 you 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 member 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.
To cast a spell, you type in 4-letter codes which are a rough abbreviation of the spell name.

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 heightened 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.
### CONJURER SPELLS

<table>
<thead>
<tr>
<th>KEY</th>
<th>CODE, Pt. Cost, Range, Duration</th>
<th>SPELL NAME</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td><strong>CONJURER SPELLS</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>Level 1</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>MAFL, 2, View, Medium</strong></td>
<td>MAGE FLAME</td>
<td>A small, mobile &quot;torch&quot; will appear, and float above the spell caster as he travels.</td>
</tr>
<tr>
<td></td>
<td><strong>ARFI, 3, 1 Foe, ---</strong></td>
<td>ARC FIRE</td>
<td>A fan of blue flames will shoot from the caster's fingers, doing hits of damage to a select opponent, times caster's level.</td>
</tr>
<tr>
<td></td>
<td><strong>SOSH, 3, Self, Combat</strong></td>
<td>SORCERER SHIELD</td>
<td>The mage is protected by an invisible &quot;shield&quot; of magic, that turns aside many blows that would otherwise hit him.</td>
</tr>
<tr>
<td></td>
<td><strong>TRZP, 2, 30 feet, ---</strong></td>
<td>TRAP ZAP</td>
<td>This spell will disarm any trap within 30 feet, in the direction the party is facing. It will also disarm traps on chests.</td>
</tr>
<tr>
<td></td>
<td><strong>Level 2</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>FRFO, 3, Group, Combat</strong></td>
<td>FREEZE FOES</td>
<td>This spell binds your enemies with magical force, slowing there movements and making them easier to hit.</td>
</tr>
<tr>
<td></td>
<td><strong>MACO, 3, ---, Medium</strong></td>
<td>KIEL'S MAGIC COMPASS</td>
<td>a compass of shimmering magelight appears above the party, telling the direction they face.</td>
</tr>
<tr>
<td></td>
<td><strong>BASK, 4, Character, Combat</strong></td>
<td>BATTLESKILL</td>
<td>This spell increases one of your party member's skill with weapons, increasing the accuracy and ferocity of his attacks.</td>
</tr>
<tr>
<td></td>
<td><strong>WOHL, 4, Character, ---</strong></td>
<td>WORD OF HEALING</td>
<td>With the utterance of a single word the spell caster can cure a party member of minor wounds, healing 2-8 points of damage.</td>
</tr>
</tbody>
</table>
Level 3

MAST, 5, Group, ---
ARCYNE'S MAESTAR 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.
LERE, 5, View, Long
LESSER REVELATION This is an extended "Mage Flame" spell which also reveals secret doors.
LEVI, 4, Party, Short
LEVITATION Partially negates the effect of gravity on the party, causing them to float over traps or up through portals.
WAST, 5, Group, ---
WARSTRIKE Causes a spray of energy to spring from the caster's extended finger, sizzling a group of opponents for 4-16 hits damage.

Level 4

INWO, 6, Special, ---
ELIK'S INSTANT WOLF With this spell the caster can make a real wolf appear and join the party, fighting in its defense.
FLRE, 6, Character, ---
FLESH RESTORE This powerful healing spell will restore 6-24 hit points to a party member and cure poisoning and insanity.
POST, 6, Foe, ---
POISON STRIKE This spell hurls porcupine-sharp needles from the mage's finger into a selected monster, poisoning it.

Level 5

GRRE, 7, View, Long
GREATER REVELATION This spell functions like "Lesser Revelation" spell, only it illuminates a wider area.
WROV, 7, Character, Combat
WRATH OF VALHALLA Makes a member of your party fight with the strength and accuracy of ancient Norse heroes for the entire combat.
SHSP, 7, Group, ---
SHOCK SPHERE a large globe of intense electrical energy envelops a group of enemies, doing 8-32 hits of damage.

Level 6

INOG, 9, Special, ---
ELIK'S INSTANT OGRE This incantation will cause a real ogre to appear and join the party.
MALE, 8, Party, Indefinite
MAJOR LEVITATION This will make the party levitate as does the level 3 spell, but its effects will last until dispelled.

Level 7

FLAN, 12, Party, ---
FLESH ANEW This spell behaves like the "Flesh Restore" spell, except that it will affect every member of the party.
APAR, 15, Party, --
APPORT ARCANNE Allows the party to teleport anywhere within a dungeon, except for places protected by teleportation shields.

MAGICIAN SPELLS

KEY
CODE, Pt. Cost, Range, Duration
SPELL NAME Description

Level 1

VOPL, 3, Character, Combat
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.
AIAR, 3, Self, Combat
AIR ARMOR This spell will make the air around the spell caster to bind itself into a weightless suit of "armor."
STLI, 2, View, Short
SABHAR'S STEELIGHT SPELL Causes all metal near the party to glow with magical light, illuminating the surrounding area.
SCSI, 2, Party, ---
SCRY SITE The walls themselves will speak, under direction of this spell, revealing to the spell caster his location in the labyrinth.
STSI, 7, View, Medium
SABHAR’S STONELIGHT SPELL Makes all stone and earth within range of the party glow with magical light, revealing even secret doors.

Level 5
ANMA, 8, Party, Combat
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.

ANSW, 8, Special, Combat
AKER’S ANIMATED SWORD A magical sword will appear and fight like a summoned monster in defense of the party.

STTO, 8, 1 Foe
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.

Level 6
PHDO, 9, 1 Wall, 1 Move
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.

YMCA, 10, Party, Indefinite
YBARRA’S MYSTICAL COAT OF ARMOR causes an effect like “Air Armor” to cover every member of the party, lasting indefinitely.

Level 7
REST, 12, Party, ---
RESTORATION Makes all wounds disappear as your entire party is reforged into unflawed bodies. Also cures poisoning and insanity.

DEST, 14, 1 Foe, ---
DEATHSTRIKE This incantation is very likely to kill one selected enemy, big or small.
Sorcerer Spells

Key
- Code, Pt. Cost, Range, Duration

Spell Name Description

Level 1

MIJA, 3, 1 Foe, ---
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.

PHBL, 2, Party, Combat
Phase Blur The entire party will seem to waver and blur in the sight of the monsters, making the party very difficult to strike.

LOTIR, 2, 30 Feet, Short
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.

HYIM, 3, Group, ---
Hypnotic Image If successfully cast, this spell will make a group of your enemies miss the following attack round.

Level 2

DISB, 4, Party, ---
Disbelieve This spell will reveal the true of any illusion attacking the party, causing it to instantly vanish.

TADU, 4, Special, Combat
Target-Dummy A magical illusion appears in the party’s special slot. Unable too attack, it will serve to draw enemy attacks to himself.

MIFI, 4, 1 Foe, ---
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.

FEAR, 4, Group, Combat
Word of Fear This incantation will make a group of your enemies shake in fear, reducing their ability to attack and do damage.

Level 3

WIWO, 5, Special, ---
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.

VANI, 6, Self, Combat
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.

SESI, 6, 30 Feet, Medium
Second Sight The mage will experience heightened awareness and be able to sense stairways, special encounters, spell negation zones, and other unusual occurrences.

CURS, 5, Group, Combat
Curse Causes a group of your enemies to fear you greatly, lessening their morale and their ability to hit and damage you.

Level 4

CAEY, 7, View, Indefinite
Cat Eyes The members of the mage’s party will all receive perfect night-vision, which will last indefinitely.

WIWA, 6, Special, ---
Wind Warrior This spell will create the illusion of a battle-ready warrior that joins your party.

VINV, 7, Party, Combat
Kylearan’s Invisibility Spell This invocation will perform a Vanishing Spell on the entire party.

Level 5

WIOG, 7, Party, ---
Wind Ogre This spell will create the illusion of an ogre, which will accompany and fight with your party.

DIIL, 8, Party, Combat
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
doppelgangers in the party.
MIBL, 8, All Foes, ---
MANGAR'S MIND BLADE A sharp explosion of psychic energy that inflicts
10-40 hits to each and every enemy you face.

Level 6

WIDR, 10, Special, ---
WIND DRAGON This incantation will create an illusionary red dragon to fight
with your party.
MIWP, 9, Character, ---
MIND WARP This spell will make a member of your party go totally insane.
Useful for possessions.

Level 7

WIGI, 12, Special, ---
WIND GIANT This spell will create an illusionary storm giant, to join with, and
fight for, your party.
SOSI, 11, 30 Feet, Indefinite
SORCERER SIGHT This spell functions the same as the "second sight", but it
will last indefinitely.

WIZARD SPELLS

KEY
CODE, Pt. Cost, Range, Duration
SPELL NAME Description

Level 1

SUDE, 6, Special, ---
SUMMON DEAD This will gate into our universe a zombie or skeleton to fight
for the party.
REDE, 4, Group, ---
REPEL DEAD This spell will do 16 to 80 points of damage to a group of
undead creatures.

Level 2

LESU, 8, Special, ---
LESSER SUMMONING This spell will gate into our universe a lower power
 elemental or demon, who will (under protest) join the party.
DEBA, 8, 1 Foe, ---
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.

Level 3

SUPH, 10, Special, ---
SUMMON PHANTOM This spell will bring a medium level undead creature
into the party.
DISP, 10, Character, ---
DISPOSSESS This spell will make any possessed party member to his normal
state.

Level 4

PRSU, 12, Special, ---
PRIME SUMMONING This spell gates in a medium level elemental or demon,
to fight with the party.
ANDE, 11, Character, ---
ANIMATE DEAD Gives a dead character undead strength, making him attack
your enemies as though he were truly alive.

Level 5

SPBI, 14, 1 Foe, ---
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.
DMST, 14, Group, ---
DEMON STRIKE This spell works like Demon Bane, but it will affect an entire
group of demons.
**Level 6**

SPSP, 15, Special, ---

SPELL SPIRIT This spell will gate in a higher-level undead creature to fight for the party.

BEDE, 18, Character, ---

BEYOND DEATH This spell will restore life and one hit point to a character.

**Level 7**

GRSU, 22, Special, ---

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

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**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 soothe 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.

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**SPELL KEY GLOSSARY**

**Range Terms**

View | spell affects line of sight
---|---
1 Foe | spell affects a single monster, regardless of how many you face.

**Group**

Group | spell affects 1 of 4 monster groups
Self | spell affects spellcaster only

**30 Feet**

30 Feet | 3 squares in the direction you face
Character | one of 6 party members or special
Party | spell affects all 6 party members
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"
Indefinite | 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 Sorcerer 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.

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 deflect 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.