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OBJECTIVE AND OVERVIEW

This section contains a description of your objective while playing The Destiny Knight, and an overview of the game for players who want to get started quickly. The rest of the manual contains reference information on various game aspects such as buildings and developing characters, finding and mapping the many different locations within the game, and using the combat and magic systems.

Objective

As The Destiny Knight, you must assemble a band of adventurers, track down the seven pieces of the Destiny Wand, and defeat the evil Archmage, Lagoth Zanta. Once you have defeated the evil Archmage and have managed to collect all seven fragments of the Destiny Wand, you must reforge the scepter into a unified whole, thus reunifying the Realm (and winning the game).

Beginning and Experienced Players

If this is your first time in the Realm of the Bard, you should read the whole manual carefully, then keep it handy for reference during game play. If you're a Bard's Tale veteran, the Command Summary Card probably contains all the information you'll need to get started, but keep the manual nearby for reference. Because although The Destiny Knight software operates almost identically to the Bard's Tale, the game itself is more complex.

Beginners: The adventurer starts at the Adventurer's Guild in the Realm's capital city, Tangramayne (see illustration below). If you are using first level characters (as new players probably will) proceed immediately to the starter dungeon. The starter dungeon gives your characters some initial experience points and helps them prepare for the more perilous adventurers that lie outside Tangramayne's walls. Even in Tangramayne, our capital! It is they who have taken the Destiny Wand, with the guidance of an evil Archmage known as Lagoth Zanta.

Although Lagoth has thwarted each of my attempts to gain knowledge of his powers and location, I have been able to discover that the Destiny Wand lies broken in seven pieces, at seven different locations. Lagoth has placed each fragment of the scepter within a Snare of Death - a puzzle room that will require all the wisdom and cunning at your disposal in order for you to survive.

Do you believe in legends? Legend states that, “Unimaginable power is bestowed upon the one who reforges the Destiny Wand ...” Regardless of whether or not you hold faith in the stuff of legend, you must defeat Lagoth Zanta, regain the seven fragments, and reforge the Destiny Wand — it is the only way to save the Realm.

Now I must hurry, for in my attempts to glean knowledge of Lagoth, he must has discovered my prying magic and even how his mercenaries approach. I care not for my own safety, but I pray that my magic is still strong enough to deliver this letter and the accompanying booklet into your hands. The booklet contains powerful quest knowledge which I have gathered using magic and other, more physical, methods. Use it to help you during your quest. My only regret is that I cannot personally be there to counsel you during your quest. May fate smile upon you...and upon me.

-- Saradon

MY NAME IS SARADON, A WIZARD OF SOME FAME AND LITTLE FORTUNE. THOUGH YOU KNOW ME NOT, AND WE HAVE NEVER MET, I FEEL THAT I HAVE KNOWN YOU ALL MY LIFE. FOR THE STORY OF YOUR DEEDS, YOUR ENTANGLEMENT WITH MANGAR AND HIS EVIL HORDE IN SKARA BRAE, FLOWS FROM THE LIPS OF EVERY BARD THROUGHOUT THE REALM. FOR THIS REASON, YOUR COURAGE AND EXPERIENCE, I HAVE CONTACTED YOU ABOVE ALL OTHERS. FOR NOW WE FACE AN EVIL MUCH GREATER THAN MANGAR’S. AN EVIL THAT THREATENS NOT THE SAFETY AND TRANQUILITY OF BUT ONE CITY, NAY ... AN EVIL THAT THREATENS THE EXISTENCE OF THE ENTIRE REALM AND ALL THE CITIES AND CITIZENS WITHIN!


THOUGH LAGOTh HAS THwarted EACH OF MY ATTEMPTS TO gAIN KNOWLEDGE OF HIS POWERS AND LOCATION, I HAVE BEEN ABLE TO DISCOVER THAT THE DESTINY WAND LIES BROKEN IN SEVEN PIECES, AT SEVEN DIFFERENT LOCATIONS. LAGOTh HAS PlACED EACH FRAGMENT OF THE SCEPTER WITHIN A SNARe OF DEATH - A PUZZLE ROOM THAT WILL REQUIRE ALL THE WISDOM AND CUNNING AT YOUR DISPOSAL IN ORDER FOR YOU TO SURVIVE.

DO YOU BELIEVE IN LEGENDS? LEGEND STATES THAT, “UNIMAGINABLE POWER IS BESTOWED UPON THE ONE WHO REFORGES THE DESTINY WAND ...” REGARDLESS OF WHETHER OR NOT YOU HOLD FAITH IN THE STUFF OF LEGEND, YOU MUST DEFEAT LAGOTh ZANTA, REGAIN THE Seven FRAGMENTS, AND REFORGE THE DESTINY WAND — IT IS THE ONLY WAY TO SAVE THE REALM.

NOW I MUST HURRY, FOR IN MY ATTEMPTS TO GLEAN KNOWLEDGE OF LAGOTh, HE MUST HAS DISCOVERED MY PRYING MAGIC AND EVEN HOW HIS MERCENARIES APPROACH. I CARE NOT FOR MY OWN SAFETY, BUT I PRAY THAT MY MAGIC IS STILL strong enough to deliver this letter and the accompanying booklet into your hands. The booklet contains powerful quest knowledge which I have gathered using magic and other, more physical, methods. Use it to help you during your quest. My only regret is that I cannot personally be there to counsel you during your quest. May fate smile upon you...and upon me.

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The Map

The map that's included with The Destiny Knight will help you become familiar with the Realm and the important locations within, but you're on your own inside forests, buildings and dungeons. It's a good idea to keep plenty of graph paper handy while playing so you can create maps of the places you explore. This is especially important in the puzzle rooms because you may have to return to these over and over, making a little more progress each time before you make it all the way through. Keeping a detailed map of your wanderings makes this process easier. Here's a clue: the mazes are set up on a 22 by 22 grid. North is to the top of the screen, east is to the right, and so on. Some of the more important locations are:

**Cities**

- there are six cities in the Realm: Tangramayne, Ephesus, Philippi, Colosse, Corinth, and Thessalonica.

**Castles**

- there are a number of castles you'll need to visit, including: Fanskar's Castle, Dargoth's Tower, and Oscon's Fortress.

**Forests**

- The forests of the Realm hide a variety of interesting buildings, huts and strongholds (as well as a host of evildoers). Crypts can also be found in the wilderness. The Gray Crypt dungeon is one, in particular, that you won't want to miss.

**Temples**

- for healing wounded party members.

**Taverns**

- for food, drink, and more importantly, information.

**Roscoe's**

- for more spell energy.

**Casinos**

- for gambling types. Be careful, the dealers have been reported to cheat...

**Bedder's Bank**

- for storing your gold for indefinite periods. Bedder doesn't pay interest, but his banks are never robbed or go bankrupt. You can make withdrawals at any branch.

**The Review Board**

- for increasing the level of your characters and learning new magic. This one's not on the map, you must find it on your own.

(For more about mapping and locations in the Realm, see the “Places” section below.)
Archmage: These magic users have learned at least three levels for each of the previous four magic user classes. The Archmage is one of the most powerful and important characters in The Destiny Knight because an Archmage can do almost anything. Remember, Lagoth Zanta is an Archmage... fight fire with fire.

The Conjuror and Magician levels are interchangeable; you start at either one. Sorcerer and Wizard classes aren't available to first level adventurers. To achieve these classes, a magic user must have achieved third level magic spells in the previous magic user class. This means that a Magician who can use third level Magician spells is eligible to become a Sorcerer. A Sorcerer who is using third level Sorcerer Spells is eligible to become a Wizard. But remember, if you skip a magic user class (e.g., starting at Sorcerer instead of Magician), you cannot go back and master the lower level. And if you are striving for Archmagedom, remember that a character can become an Archmage only by mastering at least three spell levels for each of the magic user classes, and a true Archmage has mastered all seven spell levels for each class — Lagoth Zanta did.

The Bard

The bard's music is his magic. With the proper instrument he can play while exploring or fighting (with different effects.) The Bard has seven tunes to choose from, and can play as many songs as experience levels. But the Bard can play only one tune at a time. Because the Bard makes a special kind of magic, he or she can often help when normal magic is ineffective. For instance, if all your light spells are out and you're in complete darkness because your party is in an anti-magic zone, try Bard song number seven, "The Watchwood Melody."

The Sage

The Sage lives alone in the wilderness and is a treasure trove of useful information. You should return to see the Sage after completing every dungeon, for he provides the clues that will guide you in each step of finding the fragments of the Destiny Wand and defeating Lagoth Zanta. But you'll find that the Sage's knowledge isn't given freely. In fact, it's not even cheap. To begin your first adventure, ask the Sage about The Tombs...

Special Members

In addition to the regular characters you create and add to your party, there are also characters who you will meet, conjure, or summon, and who
will join your party during the game. Some of these characters are beneficial to your party (they will help during combat, or while solving a puzzle), others are hostile to your party (they will join your party in order to start intra-party combat).

It is essential that you always have one or two empty character slots in your party so you can add special members. While this leaves the door wide open for creatures such as the Doppleganger monster to infiltrate your ranks, it also gives you the ability to enlist the aid of special characters who may bring you closer to winning the game (or just save your first from a horrendous death). See the “Character Types” section for more information on special characters.

Time

Time is definitely not on your side here. It moves inexorably onward whether or not you touch the computer. And nighttime is not the right time to be caught outside. Especially since you’ll use up spell points faster at night — they only regenerate in daylight. The Adventurer’s Guild is a nice place to spend your first night in the Realm... it’s always daytime when you leave the Guild.

Other places where time becomes an especially important factor are in the Snare of Death puzzle rooms. Once you enter a puzzle room, the game converts to real-time, not game-time. Each puzzle room has its own amount of time in which you must solve the puzzle and get out alive. And remember, your party cannot leave a puzzle room until the puzzle is solved. (See the “Places” section for more information about puzzle rooms.)

CHARACTER TYPES

Humans are only one of many races that can be found in the Realm of the Bard. Half the fun of exploring the Realm is learning about and getting to know the non-human inhabitants. In this chapter we’ll take a look at the different races, classes, and abilities.

Races

Including humans, there are a total of seven races that inhabit the Realm of the Bard. Each of the races that inhabit the Realm are described briefly in the following sections.

Classes

Each of the characters in your party of adventurers must belong to a particular class, or profession. There isn’t a single class that’s the best, your characters must depend on each other and use teamwork to succeed on their quest.

Class selection is the most important aspect of creating a character in the Realm of the Bard. There are ten different classes, but only eight to choose from with a newly generated character. A character’s class is shown in View Character mode, and onscreen at all times by an abbreviation in the CL (Class) column. Each class has its own set of strengths and limitations, which are described briefly in the following sections.

Warrior (displayed onscreen as WA): Warriors can use nearly every weapon they come across. For every four levels of experience after the first, warriors get an extra attack capability during combat.

Human: The people of this race are known for their inventiveness, hardiness, aggressiveness, and downright stubbornness in the face of adversity. A perfect set of traits for survival in the Realm of the Bard.

Elf: These fair-haired, fair-skinned people closely resemble humans but are usually taller, faster, and more agile. The Elven people are highly skilled in the arts — especially magic and war.

Dwarf: These short, stout people are amazingly strong and healthy, but not always very bright. All very good reasons to make sure you have dwarves on your side in a fight.

Hobbit: These small people are wise, nimble, and usually very patient. It is said, if need be, a hobbit can steal the gold-purse from a shadow.

Half-Elf: These people are living proof of the compatibility between humans and elves. They are fair-haired and light-skinned like elves, but gain some bulk and strength through their human ancestry.

Half-Orc: Orcs are large, semi-intelligent, pig-like creatures that can usually be found in the employ of evil wizards. Half-orcs, because they are 50% human, aren’t quite as despicable as full orcs — but they’re sometimes just as dangerous.

Gnome: These people resemble dwarves, but usually have less hair, shorter tempers, and are always better at using magic.

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Paladin (PA): Paladins are fighters who have sworn to fight all evil and uphold honor and purity in all places and situations. Paladins can use most weapons including many that other fighters can’t. Paladins get multiple attacks at higher levels and also have greater resistance to evil magic.

Rogue (RO): Rogues are professional thieves with mediocre combat skills. However, rogues are experts at skulking in the shadows, as well as searching for traps and disarming them. Without a rogue in your ranks, your party’s booty will come at an unusually high price.

Bards (BA): Bards are colorful characters. Most Bards are warriors who have given up the art of war for the art of magical music. This doesn’t mean, however, that they’ve forgotten how to handle warrior weapons. But because they’re not true warriors, Bards don’t get the advantage of extra attacks during combat.

Because of their unique form of musical magic, it’s nearly impossible to survive in the Realm without a Bard in your party. Most Bards always have a repertoire of seven songs, but must also have an instrument in order to perform. A Bard song played while exploring is long lasting and will resume after combat mode; even if other tunes were played during the fight. Songs performed during combat are brief, lasting only one round, and their effects differ from the noncombat versions.

Only one Bard tune can play at a time. If a second tune is started by the same or a different Bard, the first song will end. A Bard can play as many tunes as he has experience levels before his throat dries; e.g., if your Bard has four experience levels, he’ll be able to play four tunes from his repertoire. The only cure for a Bard’s dry throat is a large tankard of ale from the nearest tavern. This is one of the Realm’s popular sayings, “When the going gets tough, the Bard goes drinking…”

Hunter (HU): Hunters are often known by other titles; assassin, mercenary, ninja. Hunters can use most weapons and can often instantly kill an opponent by striking a nerve center or other vital area during an attack (A handy skill that increases in accuracy as the hunter accrues experience points).

Monk (MO): Monks are inhuman fighting machines trained in all aspects of the martial arts. Monks can use traditional weapons, but usually (especially at the higher experience levels) are most effective using their bare hands.

Conjurer (CO): Conjurers are the first of the five levels of magic users. They can heal the wounded and create physical phenomena such as fire and light.

Magician (MA): Magicians are the second level of magic users and use their magic to change the properties of physical objects; i.e., enchanting a sword, making armor stronger, or making a dungeon wall disappear.

Sorcerer (SO): Sorcerers are the third level and deal with the creation and manipulation of illusions. This level is very powerful and isn’t available to new characters.

Wizard (WI): Wizards are the fourth level and can summon and bind supernatural creatures. These creatures don’t like our plane of existence and aren’t very friendly. Trying to control these creatures is extremely hazardous and therefore the Wizard level isn’t available newly created characters.

Archmage (AR): Archmages have mastered at least three levels of magic spells for the previous four magic user classes. Needless to say an Archmage can pretty much do as he pleases, and new characters cannot immediately proceed to the Archmage level. If you have an Archmage in your party, you probably don’t need to read any further.

(For more information on the magic classes and using magic, see the “Magic System” section later in this manual.)

Special Members (MN or IL)

Special members (generically called “monsters”) are characters who meet and join your party during its travels. Special members can be either monster (MN) or illusion (IL). There are two ways for special members to join your party:

1. By being summoned, created as an illusion, or using some other magical artifice.
2. By introducing themselves to the party and offering their services as a comrade in arms.

Your party can have up to six special members. They can even be renamed and saved to disk when you return to the Adventurer’s Guild. However, you can’t control special members during combat. Special members pick their own forms of attack and usually go after the first group of monsters your party is facing. Likewise, special members can carry items for your party, but cannot find or use items — only characters you create can use the items they find or purchase in the game. Illusionary members disappear from the party ranks when they are killed. An illusionary party member is killed if any foes disbelieve in its existence. Any items that an illusionary special member is carrying (such as gold) are lost if the illusionary character is killed.
If a nonillusionary special member is attacked by another party member for any reason, the special member immediately turns hostile and fights until defeated. Dead special members can be resurrected and healed just like your regular Destiny Knight characters. You can remove special members from your party with the “Drop Character” command (see your Command Summary Card).

**View Character Attributes**

Each character possesses six attributes that define the physical and mental abilities for the character, as well as the character’s race, class, and possessions. Each of the character’s attributes is randomly assigned a value from 1 to 18 — the higher number, the greater the capability. The following five attributes are found in the View Character mode. (see the Command Summary Card for the key sequence that enters View Character mode.)

- **Strength (displayed in View Character as ST):** Pure, physical power that determines the amount of damage a character can inflict on an opponent in hand-to-hand combat. Make sure your fighting characters are strong.
- **Intelligence (IQ):** Mental power. A magic user gets bonus spell points for a high intelligence score.
- **Dexterity (DX):** Agility and nimbleness. A high score in this area makes your characters harder to hit and helps them land the first blow during combat.
- **Constitution (CN):** Healthiness and survivability. It takes more damage to kill a characters with strong constitution. Strong constitution is usually reflected with bonus hit points (See “Hit Points” below.)
- **Luck (LK):** As always, luck is ambiguous, unpredictable, and has a number of unforeseen effects on your characters’ lives. Lucky characters are more likely to resist evil magic and avoid traps.

**Spell levels (Sorc, Magi, Conj, Wizd):** These four attributes in View Character mode show the spell level for the character. This rating determines the highest group of spells a magic user can use in their class. For instance, a Conjurer with a rating of 3 can only use Conjurer spells up to the third level — higher levels can’t be accessed without a higher rating. There are seven spell levels per magic user class. Like other attributes, the ability to learn new spell levels increases with experience points (but you must pay to learn new spells). The table below lists the progression.

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<th>Experience Level</th>
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**Character Acquisitions**

Also found in the View Character mode are skills or items that your characters acquire during the course of the adventure. There are four categories altogether:

- **Experience Points (EXPER):** Measures the character’s abilities that have been gained by experience. The higher the experience points, the greater the character’s abilities. Characters earn experience after every battle, relative to the success or failure of the battle (success or failure being determined by the number of survivors in your party).
- **Gold:** Gold is as precious in the Realm of the Bard as it is your own world. Your characters start with just enough gold to buy them the bare essentials in armor and weapons to start the quest. Your party can earn more gold from the monsters they defeat in battle, or by selling the things they find in dungeons — the overall strength and armament of your party should determine which method you use in the beginning.
- **Level (LVL):** Reflects the level of achievement within a character’s class. For example, Level 1 is a Novice, while Level 13 is needed to become a Master of a magic user class.
- **Based on experience points, the Review Board promotes characters to higher levels within their class — but only if the character requests promotion in-person; i.e. you must find the Review Board. Advancing levels is important because it usually means increases in attribute scores such as hit points, spell points, and so on.
he is at full power. If the Conjurer casts a Mage Flame spell that costs 2
spell points, the PTS column value drops to 16. The character’s maximum
spell points are listed in the SPL column, while the spell points remaining
are shown in the PTS column.

Class (CL): Shows the character’s class in abbreviated form. See “Classes”
to learn the onscreen abbreviation for each class.

Creating a Character

If you decide that you want to create your own characters for your quest,
you can use the Create Character mode. Create Character mode only works in
the Adventurer’s Guild. Use the command shown on your Command
Summary Card to enter Create Character mode, then use the following
procedures to build your characters one-by-one:

1. Select a race for the character.
2. Next the computer displays a set of attribute values for the character
   which are like a combination of genes and luck. There is a lowest
   possible value for each attribute of each race — these are the genes.
The computer then “rolls the dice” and adds the random number to
   each of the attributes — this is the luck. The sum of the gene and luck
   values are then displayed as the attribute values for the character.
3. If you’re satisfied with the computer’s “dice roll”, choose a character
   class, then name the character. If you want to try for a better set of
   attributes, use the command listed on the Command Summary Card to
   make the computer “reroll the dice.”
4. After the character’s name is assigned, the character is saved to your
   character disk.
5. To use the character, you must add him or her to your party with the
   Add command shown on the Command Summary Card.

Tips from the Adventurer’s Guild: Characters

1. Don’t be too concerned about losing a Level 1 character; just make
   another. When your characters reach level 3, however, backup your
   character disk regularly with your favorite disk copy utility.
2. You have several options if your favorite character is killed. You can
   spend spell points to resurrect the character with magic, or gold to
   resurrect the character in a temple. You can turn off the computer,
   reboot, and reload your party from the point where you last saved them
to disk (meaning all the characters lose all the gold and experience points they may have earned since the last time they were saved). Or you can delete the dead character from your main character disk, and replace the character from your backup disk.

3. 16s, 17s and 18s can often make a big difference when “rolling” for a character’s attributes. For example, Dexterity gives everyone bonus armor protection and first strike capabilities; Strength enables you to do extra damage in combat; Luck often allows you to survive even if you accidentally spring a trap; and Constitution provides all characters with extra hit points. Although it makes no difference in the first allotment, magic users with high intelligence ratings get bonus spell points in later turns.

4. Many races have a specific attribute they excel in. Pay close attention to the starting attributes when designing your party.

5. Develop a Sorcerer fast — they’re quite useful in dungeons. Wizards are very important at advanced levels because they can summon extremely powerful special members. Work toward Archmagedom. You’ll need at least one, and wish you had many more.

6. The *ATEAM, while excellent for the starter dungeon, may not last long at the advanced levels. Experiment with a hunter: because of their “critical hit” capability, a hunter can often vanquish superior monsters. And don’t overlook monks — after the sixth level they are probably the best fighters of all.

7. Warriors and other fighters are often less effective against the higher level, magic-using monsters, but without their protection, your Magic Users won’t survive long enough to learn the higher level magic spells.

8. Keep a slot open for special members. There will be times when you need to temporarily enlist the services of a special member to help your party through certain portions of the game. If all the member slots in your party are filled, you won’t be able to add a special member.

9. You can save special members with your party, but you must either rename the party, or save the special members separately.

10. Beware the Doppelganger monster. It enters your party and looks just like one of your characters. Dealing with one Doppelganger monster isn’t so bad, but if you have a number of empty member slots and multiple Doppelgangers enter your party, things can get pretty confusing.

11. The first character in your party is the group leader. Having a high level, high luck character in that slot can help you avoid a lot of trouble. A Paladin is the most effective group leader.

12. Pay close attention to character statistics while exploring. If you see that your character’s spell or hit point are draining for no apparent reason, you may be in a special square — move immediately. There are many special squares in The Destiny Knight that can affect your party in various (and lethal) ways — watch out for them.

13. Always leave open slots for new items in your inventory. Some puzzles require you to take or possess a certain item inorder to solve the puzzle. Having no room in your inventory prevents you from solving these types of puzzles.

PLACES

With six cities, 25 dungeon levels, and wilderness that you can fully explore, there are a lot of places you can visit in your travels through the Realm. Even characters with high intelligence attributes are bound to get lost without some diligence on your part.

Maps

A map of the Realm, that shows main routes and general locations, is included with The Destiny Knight. Use this map to help find your way around the Realm, but beware, the Realm is a big place and not all places have been explored and mapped. If you find that your party is going where no man, or elf, has gone before, make a map. Also, if you ever become lost, press “?” and The Destiny Knight displays your location and the time of day.

Unmarked Buildings

Most of the buildings in the Realm are unmarked and can be entered by moving the party Forward (see the Command Summary Card for the Forward command) through the building’s door. Often, however, an unmarked building will be inhabited by a group of the vicious invaders and your party will have to fight for their lives. Other times, an unmarked building may house the entrance to a dungeon.

If you suspect that a building houses the enemy, a dungeon entrance, or if you’re just out looking for a good fight, use the Kick command (see the Command Summary Card) to kick in the door and get the drop on the cretins. Remember: Fighting is good for your party — it builds experience points.
Casinos

Casino gambling is a favorite way to relax after a hard day of battling orcs, and casinos are found in almost all of the Realm's cities. The casinos play a game whose closest equivalent is blackjack, and it's reported (but not substantiated) that many of the dealers cheat through their teeth when they're stiffed for a tip.

Bedder’s Bank for the Bold

Bedder — an old half-elf who reportedly sold his mother to a band of lonely orcs in order to finance his first branch — will deposit your gold for safekeeping at any of his bank's branches throughout the Realm. Although stingy old Bedder doesn't pay interest on your deposits, his bank is never robbed and you can withdraw your gold at any time, at any branch. When you withdraw your gold, you must withdraw the entire amount. You can, however, make partial deposits. Another nice feature of Bedder’s Bank is that the gold you deposited will still be there if you quit and restart the game (even if you’re using a new set of characters).

Taverns

Taverns are favorite places to obtain refreshment and gossip. Watch out for your Bard in taverns — he has a tendency to overtip the bartender and tip over the barmaid.

Dungeons

Dungeons take a variety of forms such as towers, catacombs, or tombs and each can have a varied number of levels. You can go up to higher or down to lower levels by using stairways, portals, or teleportation; whichever is more convenient or readily available.

Stairways are not visible from afar, but you’re asked whether you want to ascend or descend when your party steps onto one. Dungeons also contain plenty of special squares that may affect your party in varied, and sometimes deadly, ways. If you suddenly see that your character’s spell or hit points are draining away, you may be in a special square. Move your party to safety as quickly as possible.

Portals appear as holes in the floor or ceiling and are only visible from a distance. Your character won’t go through a portal simply by standing on it, you must give the command to do so (see the Command Summary Card). If a character jumps down a portal, the character will be damaged by the fall unless
5. When finding your bearings in a labyrinth, remember that each successive level goes up in a tower or castle, and down in a dungeon or tomb.

6. The segments of the Destiny Wand are hidden within real-time puzzle rooms known as Snares of Death. The game will alert you when your party has entered one. Once inside, you have a limited amount of time to complete the various tasks, puzzles, and riddles within the room and retrieve the segment. In some rooms the tasks must be completed in a specific order, in other rooms the order isn't important. In any case, if you take too long in a puzzle room, your entire party will instantly perish. There is a Snare of Death in every dungeon with the exception of the starter.

COMBAT SYSTEM

You're going to have to fight to become The Destiny Knight. There's no avoiding it (except temporarily); it's the only way to build experience points and win the game. But don't worry, most of the monsters you'll meet during the game will give you plenty of incentive to fight — and you won’t always be able to run.

Combating “monsters” (a generic term for all opponents) occur randomly and at set locations. You can also use intra-party combat should one of your members turn to the dark side. A list of foes (broken down by the number of foes in each group) is given at the beginning of the battle. The maximum number of foes is up to four groups of monsters. Any groups of monsters within 10’ of your party is within melee range and can physically attack your party. Some monsters, however, begin attacking far away and may throw illusionary or summoned foes into your path to keep your party from advancing. This tactic is difficult to defeat, but with the right combination of magic and missile weapons, your party can fight back.

Combat Actions

Like a boxing match, combat is divided into a series of rounds. You must decide what action each of your characters will take in the upcoming melee at the beginning of each round — unless you decide you want to run away. A menu of battle options appears for each member of your party at the beginning of the round. Each menu option is described below.

(A)ttack Foes: Tells the character to physically assault members of any group of monsters within 10’.
Tips from the Adventurer’s Guild: Combat

1. The character with the highest dexterity rating and level number usually attacks first. Use the character with the highest dexterity rating to attack especially fearsome creatures such as Dragons. Less dexterous characters might not survive long enough to get in the first strike.

2. Use spells and Bard song to lower the armor class of your entire party. Remember, the lower the armor class rating the better.

3. If attacked by more than two groups of monsters, concentrate your efforts on the magic users first. If you can’t kill all the magic-using monsters, cast magic-repellant spells to protect your party from illusions, possessions, and other spells.

4. As a general rule, attack groups containing only one monster last, unless it contains a particularly deadly monster, then attack it while your party is strong.

5. Many undead monsters (monsters who have returned from the dead; i.e., zombies) can drain experience levels, rapidly age characters, critically hit, or even turn characters to stone. Treat the undead with respect — kill them quickly.

6. Be prepared to lose a lot with level one and two characters; especially at night and when you’re walking unarmed to Garth’s Equipment Shoppe. In fact, it’s a good idea to stay close to Temples at night so you can heal wounds quickly.

7. Remember that you cannot physically attack a group of monsters that are more than 20’ away. You can’t advance up to them either, if there is another group already within melee range. For this reason, keep a well-stocked supply of missile weapons (i.e., arrows, spears, axes, etc.) — they allow you to attack monsters who hide behind others.

MAGIC SYSTEM

Magic is power. But although magic often means the difference between success and failure in the Realm of the Bard, it isn’t always necessary or wise to rely on magic. There are places in the Realm where magic doesn’t work, and certain monsters who are highly resistant to magic. Sometimes your characters will just have to work up a sweat using good old brute force.
Residual Spells

The best way to tell if your party is in an anti-magic zone is to watch your residual spells. Residual spells are magic spells that work for long periods of time, such as light spells, trap detection, secret door detection, and magical armor. Most residual spells display a symbol above the main message box onscreen to tell you that the spell is still active. If one symbol disappears, the spell has expired. If all but a magic light spell disappears, you are probably in an anti-magic zone. All spells except magic light are canceled in anti-magic zones.

Spells have a point cost. Each spell costs the casting mage a small amount of sorceral energy. A mage can recharge his sorceral energy in three ways:

1. Enter direct sunlight. Sorceral energy recharges automatically in direct sunlight.
2. Regenerate at Roscoe’s Energy Emporium. Roscoe has prices that would make OPEC blush.
3. Find one of the special regeneration zones scattered throughout the Realm. Regeneration zones can be anywhere in dungeons.

Magic Items

Inanimate objects can possess magical power also. Magical weapons, for instance, inflict extra damage, while magical armor provides extra protection. Other magical items radiate special energy that is beneficial to your party. You may even need to find magic keys or talismans which are necessary and that will give you access to secret or protected areas in the Realm. Magical items are often hidden in dungeons or carried by monsters.

The general rule is: the more powerful the item, the harder it is to obtain. The most powerful magic items are usually found in the most challenging dungeons, guarded by the fiercest monster. When you obtain one of these important items, be sure to guard it well — it may be the key to becoming The Destiny Knight.

Casting Spells

You cast spells by typing a four-letter abbreviation of the spell name when the computer prompts you to do so. The entire list of spells, codes, and spell points required for each begins in the “Conjurer Spells” section later in the manual.
special member controlled by your Wizard, these otherworldly creatures will stay in your party and fight until defeated.

In addition to summoning Negative Plane creatures, the Wizard can often trap and control normal monsters, and can harness incredible energy sources as well.

Archmagedom: Archmages are the wise ones who have progressed through at least three levels for each of the four mage classes. This gives the Archmage the ability to pick and choose from up to 75 of the known spells. The Archmage is one of the most powerful and well-respected characters in the Realm of the Bard.

Moving Up In Rank

Mages who know at least three spell levels in an art (a magic user class), can move up to a new mage class with the blessing of the Review Board. This means a level 5 Conjurer can become a level 1 Magician.

Moving to the new class resets the character’s experience points to 0, but leaves the other attributes such as hit points, spell points, and gold as they were. The character also retains knowledge, and can use all the Conjurer spells — but only through spell level 3.

Once a character moves to a new magic user class, he or she cannot go back and learn the skipped spell levels.

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## The Book of Spells

The following sections list and describe all of the spells known to Realm magic for each of the four mage classes. The sections are organized as follows:

<table>
<thead>
<tr>
<th>KEY</th>
<th>CODE</th>
<th>Pt. Cost</th>
<th>Range</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPELL NAME — a brief description of the spell’s effect and any special instructions for use.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The range of effectiveness is measured in number of game squares, with each square equivalent to 10 feet (10’). The range terms are defined below:

- **View** affects line of sight.
- **1 Foe** affects a single monster, regardless of the number your party faces.
- **1 Wall** affects a wall in the direction the spellcaster faces.
- **All Foes** affects all the monsters your party faces.
- **Group** affects 1 of up to 4 monster groups.
- **Self** affects the spellcaster only.
- **##’** affects anything in the direction the spellcaster is facing for the number of feet specified with ##.
- **Char** affects the party member you designate.
- **Special** affects the special member you designate.
- **N/A** provides information, knowledge, or some other effect that renders a range measurement Not Applicable.

In addition to a range, spells have a duration or lifetime. The duration terms are defined below:

- **Combat** lasts until combat ends through party victory, monster victory, or running away.
- **1 Move** lasts for exactly one move.
- **1 Round** lasts for the entire round of combat.
- **Short** lasts a few minutes only.
- **Medium** lasts several minutes.
- **Long** lasts twice as long as Short spells.
**Conjurer Spells**

**Level 1**

- **MAFL 2** VIEW MEDIUM
  - Mage Flame: A small self-propelled “torch” appears and floats above the spellcaster as he travels.

- **ARFI 3** 1 FOE (10’) N/A
  - Arc Fire: A fan of blue flames jets from the spellcaster’s fingers, inflicting 1 to 4 hits of damage, which are multiplied by the spellcaster’s level, on the selected opponent.

- **TRZP 2** 30’ N/A
  - Trap Zap: Disarms any trap within 30 feet (3 squares), in the direction the spellcaster is facing. TRZP also works on chests, but still costs the same amount of spell points.

**Level 2**

- **FRFO 3** GROUP COMBAT
  - Freeze Foes: Binds your enemies in magical force, slowing them down and making them easier to hit.

- **MACO 3** N/A MEDIUM
  - Kiel’s Magic Compass: A compass of shimmering magelight appears above the party and shows the direction they face.

- **WOHL 4** CHAR N/A
  - Word of Healing: Lets a spellcaster heal a party member who suffers from 4 to 16 points of damage by uttering a single word.

**Level 3**

- **LERE 5** VIEW LONG
  - Lesser Revelation: An extended Mage Flame spell that also reveals secret doors.

**Level 4**

- **INWO 6** PARTY N/A
  - Elrik’s Instant Wolf: Summons a giant, extremely fierce wolf to join your party.

- **FLRE 6** CHAR N/A
  - Flesh Restore: A powerful healing spell that restores 10 to 40 hit points to a party member, including those stricken with insanity or poisoning.

**Level 5**

- **GRRE 7** VIEW LONG
  - Greater Revelation: Operates like Lesser Revelation, but illuminates a wider area for a longer period of time.

- **SHSP 7** GROUP (20’) N/A
  - Shock-Sphere: Creates a large globe of intense electrical energy that envelops a group of enemies and inflicts 10 to 40 hits of damage.

**Level 6**

- **INOG 9** PARTY N/A
  - Elrik’s Instant Ogre: Materialize the biggest, meanest ogre you’ve ever met to ally with your party.

- **MALE 8** PARTY INDEF
  - Major Levitation: Operates like Levi from level 3, but it lasts dispelled (i.e., until the spell is terminated by some event such as activating an anti-magic square).

**Level 7**

- **FLAN 12** PARTY N/A
  - Flesh Anew: Operates like FLRE, but affects every member of the party.
AREN 5 30' SHORT
AREA ENCHANT: causes the dungeon walls within 30 feet (3 squares) of a stairway to call out if the party is headed toward the stairs.

Level 3
MYSH 6 PARTY MEDIUM
YBARRA’S MYSTIC SHIELD: causes the air in front of the party to form an invisible shield that’s as hard as metal and precedes the party as they move.
OGST 6 CHAR COMBAT
OSCON’S OGRESTRENGTH: endows a specific party member with the strength of Elik’s ogre for the duration of the battle.
STFL 6 GROUP (40’) N/A
STARFLARE: ignites the air around your enemies, scorching them for 10 to 40 damage points.

Level 4
SPTO 8 1 FOE (70’) N/A
SPECTRE TOUCH: drain a single enemy of 15 to 60 points of damage; like a touch from death itself.
DRBR 7 GROUP (30’) N/A
DRAGON BREATH: let’s the spellcaster breathe fire at a group of monsters, inflicting 11 to 44 points of damage on each monster.

Level 5
ANMA 8 PARTY COMBAT
ANTI-MAGIC: causes the ground to absorb a portion of the spells cast at the party by monsters. Often allows the party to escape unharmed. This spell also aids in disbelieving illusions and shielding against magical fire such as Dragon Breath.
STTO 8 1 FOE (10’) N/A
STONE TOUCH: usually turns an enemy to stone (except those already made of stone).

Level 6
PHDO 9 1 WALL 1 MOVE
PHASE DOOR: turns almost any wall to air for exactly one move.

MAGICIAN SPELLS

KEY
CODE Pt. Cost Range Duration
SPELL NAME — a brief description of the spell’s effect and any special instructions for use.

Level 1
VOPL 3 CHAR COMBAT
VORPAL PLATING: causes the weapon (or hands) of a party member to emit a magical field that inflicts, which causes 2 to 8 points of additional damage.
QUFI 3 CHAR N/A
QUICK FIX: regenerates a character for precisely 8 hit points up to the character’s maximum hit point level.
SCSI 2 PARTY N/A
SCRY SITE: causes a dungeon or wilderness pathway to reveal the party’s location.

Level 2
HOWA 4 1 FOE (10’) N/A
HOLY WATER: holy water sprays from the spellcaster’s fingers, inflicting 6 to 24 points of damage on any foe of evil or supernatural origin.
MAGA 5 CHAR COMBAT
MAGE GAUNTLETS: makes the hands (or weapon) of a party member more deadly by adding 4 to 16 points of damage to every wound it inflicts on a foe.
SORCERER SPELLS

KEY
CODE  Pt.  Cost  Range  Duration
SPELL NAME — a brief description of the spell's effect and any special instructions for use.

Level 1
MJA  3  1 FOE (40')  N/A
MANGAR'S MIND JAB: casts a concentrated blast of energy at one opponent, inflicting 2 to 8 points of damage for each experience level of the spellcaster.

PHBL  2  PARTY  COMBAT
PHASE BLUR: causes the entire party to waver and blur in the sight of the enemy, rendering your party difficult to strike.

LOT 2  30'  SHORT
LOCATE TRAPS: heightens the spellcaster's awareness in order to detect traps within 30' along the direction the spellcaster is facing.

Level 2
DISB  4  PARTY  N/A
DISBELIEVE: reveals the nature of any attacking illusion, causing it to vanish.

WIWA  5  PARTY  N/A
WIND WARRIOR: creates the illusion of a battle-ready ninja among the ranks of your party. The ninja will fight until defeated or disbelieved.

FEAR  4  GROUP  COMBAT
WORD OF FEAR: an incantation that causes a group of enemies to quake in fear, thus reducing their ability to attack and inflict damage.

Level 3
WIOG  6  PARTY  N/A
WIND OGRE: similar to ELIK'S OGRE, but the WIOG is an illusion.

INVI  6  PARTY  N/A
KYLEARAN'S INVISIBILITY SPELL: an invocation that renders the party nearly invisible to the enemy.

SES 6  30'  MEDIUM
SECOND SIGHT: heightens the spellcaster's awareness in order to detect all manner of traps and tricks that lie directly ahead.

Level 4
CAEY  7  VIEW  INDEF
CAT EYES: endows the entire party with perfect night vision for an indefinite periods of time.

WIDR  12  PARTY  N/A
WIND DRAGON: creates an illusionary red dragon to join the ranks of your party.

Level 5
DIIL  8  ALL FOES  COMBAT
DISRUPT ILLUSION: destroys any illusions among the ranks of the enemy and prevents new illusions from appearing. This spell also exposes any Dopplegangers within the party.

MIBL  10  ALL FOES (30')  COMBAT
MANGAR'S MIND BLADE: strikes every opposing group within range with an explosion of energy capable of inflicting 25 to 100 points of damage.
WIZARD SPELLS

KEY
CODE Pt. Cost Range Duration
SPELL NAME — a brief description of the spell’s effect and any special instructions for use.

Level 1
SUEL 10 PARTY N/A
SUMMON ELEMENTAL: creates a fire-being from the raw elements of the universe to join and fight for your party.

Level 6
WIGI 13 PARTY N/A
WIND GIANT: creates an illusionary storm giant that joins and fights for the party.
SOSI 11 30’ INDEF
SORCERER SIGHT: operates like the SECOND SIGHT spell, but lasts indefinitely.

Level 7
WIMA 14 PARTY N/A
WIND MAGE: creates an illusionary Archmage to join your party.
WIHE 16 PARTY N/A
WIND HERO: creates an illusionary hero to join your party.
MAGM 40 ALL FOES (90’) N/A
MAGE MAELSTROM: assaults a group of spellcasters and may do one of the follow: inflict 60 to 240 points of damage, turn them to stone, or kill them outright. However, because the maelstrom is illusionary in nature, a disbelieving monster can totally disarm it.

FOFO 11 GROUP (10’) N/A
FANSKAR’S FORCE FOCUS: lands a cone of gravitational energy on a group of your foes, inflicting 25 to 100 points of damage.

Level 2
GATE 12 PARTY N/A
GATE: bids a shadowy wraith to unwillingly join your party.
DEBA 11 1 FOE (30’) N/A
DEMON BANE: inflicts 100 to 400 points of damage on a single creature of evil or supernatural origin.

Level 3
FLCO 14 GROUP (30’) N/A
FLAME COLUMN: creates a cyclone of flame that lashes out and delivers 22 to 88 points of damage to a group of your foes.

Level 4
PRSU 15 PARTY N/A
PRIME SUMMONING: forces a powerful undead creature to join and fight for your party.
ANDE 14 CHAR COMBAT
ANIMATE DEAD: reanimates a dead character with living strength so he or she attacks enemies as if truly alive — combat only spell.

Level 5
SPBI 16 1 FOE N/A
BAYLOR’S SPELL BIND: If successful, this spell possesses the mind of an enemy and forces him to join and fight for your party.
SOWH 13 1 FOE (70’) N/A
STORAL’S SOUL WHIP: whips out a tendril of psionic (mind) power to strike a selected foe, inflicting 50 to 200 damage points.
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**Level 6**

**GRSU 22** PARTY N/A
**GREATER SUMMONING:** operates like PRIME SUMMONING but causes a powerful elemental creature to appear and fight for the party.

**BEDE 18** CHAR N/A
**BEYOND DEATH:** restores life and one hit point to a deceased character.

**Level 7**

**WIZW 16** GROUP (50’) N/A
**WACUM’S WIZARD WAR:** creates a pyrotechnical storm over a group of monsters, inflicting 50 to 200 damage points.

**HERB 25** PARTY N/A
**SUMMON HERB:** summons Herb to join your party. Herb is really busy, but he'll hang out with your party for a while if you need him.

**Archmage Spells**

**Level 1**

**HAFO 15** ALL FOES 1 ROUND
**OSCON’S HALT FOE:** if successful, this spell causes every attacking group to do nothing during the next round.

**MEME 20** GROUP (50’) N/A
**MELEE MEN:** pulls an attacking group into melee range (10’) regardless of how far they were when they began attacking.

**Level 2**

**BASP 28** PARTY MISC
**BATCH SPELL:** performs the following multiple spells: GREATER REVELATION, YBARRA’S MYSTICAL COAT OF ARMOR, SORCERER SIGHT, MAJOR LEVITATION, and KIEL’S MAGIC COMPASS.

**Level 3**

**CAMR 26** PARTY N/A
**CAMARADERIE:** has a 50% chance of calming any or all monsters in your party that have turned hostile.

**Level 4**

**NILA 30** GROUP (90’) N/A
**FANSKAR’S NIGHT LANCE:** launches a chilling missile against a group of foes, inflicting 100 to 400 damage points.

**Level 5**

**HEAL 50** PARTY N/A
**HEAL ALL:** a BEYOND DEATH spell that resurrects every dead member (including those turned to stone), and heals all wounds, paralysis and insanity.

**Level 6**

**BRKR 60** PARTY N/A
**THE BROTHERS KRINGLE:** the brothers are always ready to help friends in trouble. Enough brothers appear to fill the empty slots in your party.

**Level 7**

**MAMA 80** ALL FOES (90’) N/A
**MANGAR’S MALLET:** inflicts 200 to 800 bone-crushing damage points against every monster group you face.
Bard Songs
The Bard has seven tunes that he can sing one at a time while exploring or during combat.

1. The Archer’s Tune: Double the party’s missile damage, and cuts the missile damage inflicted by a foe in half. Missile weapons are those weapons that are thrown or shot such as arrows, spears, and axes.

2. Spellsong: Bonus to saving roll. This means the party is less likely to be damaged by magic and traps.

3. Sanctuary Score: Lowers the Armor Class for all party members.

4. The Melee March: Increases the party’s hit points for extra protection and also increase the damage points inflicted on enemies.

5. Zanduvar Carack: Protection from traps when played under normal conditions, but heals during combat.

6. Rhyme of Duotime: Regenerates spell points at twice the normal speed when played under normal conditions, and provides extra attacks during combat.


Tips from the Adventurer’s Guild: Magic

1. Don’t venture too far into dungeons without your maximum spell points. It’s a good rule is to leave a dungeon when you’re down to one quarter of your maximum spell points.

2. Carefully manage your spell points. Don’t use a magic light spell when a torch will work just as well. But don’t be shy about using magic in combat. If you’ve got it, flaunt it...rock ‘n’ roll.

3. Locate traps. Second Sight and other sorcerer sight spells can identify traps within 30 feet (3 squares). The Trapzap spell disarms all traps within 30 feet.

4. Play a long-lasting Bard song right before entering a tavern — it’s like getting a free spell.

5. Try using a light spell or singing bard tune number 7 even in anti-magic zones. Though the spell won’t last, it will provide a brief flash of light that may help you get your bearings. This trick occasionally works with ordinary torches and lanterns.

ITEMS
The following items are found in Garth’s Equipment Shoppe in unlimited quantities:

- Torch: lights your way in dungeons. Not nearly as precious as spell points.
- Lamp: longer duration than a torch, but more expensive too.
- Broadsword: most damaging nonmagic sword
- Short Sword: a lighter sword that can be used by all mages.
- Dagger: usable by all, not too effective
- War Axe: a heavy, damaging weapon that can be used by rogues or magic users.
- Halbard: a combination battle axe and pike. The most damaging nonmagical weapon.
- Staff: a short, heavy club.
- Spear: a javelin-like weapon that must be thrown.
- Buckler: a small round shield.
- Tower Shield: a larger shield.
- Leather Armor: the lightest armor.
- Scale Armor: stronger than chain mail and difficult to pierce.
- Plate Armor: strongest nonmagical armor.
- Robes: nice around the house but no protection in a dungeon.
- Helm: head protection from all but the fiercest attack.
- Leather Gloves: light protection for the hands.

6. The screen flashes when your party is teleported. This is handy to know because many dungeon corridors look alike, and it’s sometimes hard to tell when your party has been teleported to a new location.
Gauntlets  metal gloves.
Mandolin  the Bard’s instrument of war...
Long Bow  used to launch arrows at your opponents.
Arrows  missile weapons that must be launched with the long bow.

**Item Abbreviations**

- **FGN** the abbreviation for figurine; a magical statuette that can come to life.
- **MTHR** an abbreviation for Mithril, an elven metal with magical qualities.
- **ADMT** abbreviation for Adamant, another magical metal.
- **DMND** abbreviation for Diamond; the hardest substances in this world or the Realm.
- **SGMT** a segment of the Destiny Wand.

**Tips from the Adventurer’s Guild: Items**

1. Generally, the more expensive an item is, the better it works. Just like in your own world.
2. There are no cursed or bad items, but some may be useless.
3. Don’t be stingy. Buy the best equipment you can afford — spend the whole bank roll. After all, if your party is well equipped they’ll get more gold from the monsters they defeat, and if your party is killed, the saved gold won’t do you any good anyway.
4. Experiment with the items you find to determine their capabilities. Magical items are often the key to success, and remember, an item may be magical for only certain characters or classes, so trade the item between your characters.
5. Make sure that some characters have open space in their inventory, or your party won’t be able to pick up new magical items in their travels.
6. Save your party to disk as soon as they capture a particularly interesting or powerful magic item. This way, even if disaster strikes, you’ll still have the item.

7. The Sage can answer questions about the purpose behind some of the items you’ll find in the higher level dungeons, but be prepared to pay a steep price.
8. Destiny Wand segments contain powerful magic. Each segment contains magic that creates its own specific effect. You will have to experiment with the segment to learn how to use the magic.
9. The Destiny Knight game disks and manual aren’t protected by magic shields or quick fixes. Don’t leave them where little monsters can eat them.
10. Here’s a final clue that may (or may not) help you:

Beyond the Bard’s Tale, as was told,
An epic great will now unfold
And in the quest, before thy sight,
A mortal man becomes the Knight.
Of wounds this many can never die;
His lips will never, voice the cry
Which doomed another, ages gone
Who now is trapped as evil’s pawn.
Of puissant might and matchless brawn
The knight’s fierce fate is plainly drawn
Upon the tome of life, in fact
And in this power lies the pact.

So seek the wand, and face the snare
Yet in no way can you prepare
For Zanta’s wrath and endless guile —
Now try the quest, friend... for a while.

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