

## Gaming - Apple 2 - Bard's Tale - Spells

This table reprinted from the Darkmoon Fallen (R.I.P.) site.

### Bard's Tale Spells

To cast any spell, you must type a four-letter "**CODE**" which corresponds to the name of the spell. Each spell uses up spell points, and may only be cast by the appropriate magical specialist.

You will note that beginning magic users may only choose from the conjurer and magician specialties. As they advance, mages will have the opportunity to become "archmages" and gain additional magic skills in other classes by actually switching to a new specialty.

#### Conjurer Spells

<b>SPELL NAME/Description</b>	<b>CODE</b>	<b>Pt. Cost</b>	<b>Range</b>	<b>Duration</b>
<b>CONJURER SPELLS</b>				
<b>Level 1</b>				
<b>MAGE FLAME</b> A small, mobile "torch" will appear, and float above the spell caster as he travels.	<b>MAFL</b>	2	View	Medium
<b>ARC FIRE</b> A fan of blue flames will shoot from the caster's fingers, doing 1-4 hits of damage to a select opponent, times caster's level.	<b>ARFI</b>	3	1 Foe	---
<b>SORCERER SHIELD</b> The mage is protected by an invisible "shield" of magic, that turns aside many blows that would otherwise hit him.	<b>SOSH</b>	3	Self	Combat
<b>TRAP ZAP</b> This spell will disarm any trap within 30 feet, in the direction the party is facing. It will also disarm traps on chests.	<b>TRZP</b>	2	30'	---
<b>Level 2</b>				
<b>FREEZE FOES</b> This spell binds your enemies with a magical force, slowing their movements and making them easier to hit.	<b>FRFO</b>	3	Group	Combat
<b>KIEL'S MAGIC COMPASS</b> A Compass of shimmering magelight appears above the party, telling the direction they face.	<b>MACO</b>	3	---	Medium
<b>BATTLESKILL</b> This spell increases one of your party member's skill with weapons, increasing the accuracy and ferocity of his attacks.	<b>BASK</b>	4	Char	Combat
<b>WORD OF HEALING</b> With the utterance of a single word the spell caster can cure a party member of minor wounds, healing 2-8 points of damage.	<b>WOHL</b>	4	Char	---
<b>Level 3</b>				
<b>ARCYNE'S MAGESTAR</b> 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.	<b>MAST</b>	5	Group	---

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

## Magician Spells

### MAGICIAN SPELLS

#### Level 1

<b>VORPAL PLATING</b> 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	<b>VOPL</b> 3 Char Combat
<b>AIR ARMOR</b> This spell will make the air around the spell caster	<b>AIAR</b> 3

bind itself into a weightless suit of "armor."

**SABHAR'S STEELIGHT SPELL**  
Causes all metal near the party to glow with a magical light, illuminating the surrounding area.

**SCRY SITE** The walls themselves will speak, under direction of this spell, revealing to the spell caster his location in the labyrinth.

#### Level 2

**HOLY WATER** A spray of water will emanate from the mage's fingers, doing 6-24 points of damage to any undead foe ( e.g. skeleton, zombie, vampire)

**WITHER STRIKE** Any foe at whom this spell is cast is likely to be turned old, thus reducing his ability to attack and defend in combat.

Self  
Combat  
**STLI**  
2  
View  
Short

**SCSI**  
2  
Party  
---

**HOWA**  
4  
1 Foe  
---

**WIST**  
5  
1 Foe  
---

**MAGE GAUNTLETS** Makes a party member's hands (or weapon) more deadly, adding 4-16 points of damage to every wound he inflicts.

**AREA ENCHANT** This spell will cause the dungeon walls within 30 feet of a stairway to call out, if the party is travelling toward it.

#### Level 3

**YBARRA'S MYSTIC SHIELD**  
The air in front of the party will bind itself into metallic hardness, and will accompany the party when it moves, as a sort of invisible "shield."

**OSCON'S OGRESTRENGTH**  
Allows a member of your party to damage monsters as if he were as incredibly strong as an ogre.

**MAGA**  
5  
Char  
Combat

**AREN**  
5  
30'  
Short

**MYSH**  
6  
Party  
Medium

**OGST**  
6  
Char  
Combat

**MITHRIL MIGHT** Increases the armor protection of each party member by enhancing their armor's natural strength by magic.

**STARFLARE** The air surrounding a group of your enemies will instantly ignite, causing them to be burnt for 6 to 24 damage points.

#### Level 4

**SPECTRE TOUCH** This spell will drain a single enemy of 12 to 48 points of damage, as if touched by a spectre.

**DRAGON BREATH** Allows the mage to breathe fire at a group of foes, doing 8 to 32 points of damage to each.

**SABHAR'S STONELIGHT SPELL**  
Makes all stone and earth within range of the party glow with magical light, revealing even secret doors.

**MIMI**  
7  
Party  
Combat

**STFL**  
6  
Group  
---

**SPTO**  
8  
1 Foe  
---

**DRBR**  
7  
Group  
---

**STSI**  
7  
View  
Medium

**AKER'S ANIMATED SWORD**  
A magical sword will appear and fight like a summoned monster in defense of the party.

**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

**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.

**YBARRA'S MYSTICAL COAT OF ARMOR** Causes an effect like "Air Armor" to cover every member of the party, lasting indefinitely.

#### Level 7

**RESTORATION** Makes all wounds disappear as your entire party is

**ANSW**  
8  
Spec  
Combat

**STTO**  
8  
1 Foe  
---

**PHDO**  
9  
1 Wall  
1 Move

**YMCA**  
10  
Party  
Indef.

**REST**  
12

**Level 5**

**ANTI-MAGIC** Causes the ground to absorb a portion of the magical energies cast at the party, frequently allowing the members to escape all damage. Also aids in disbelieving illusions and in turning back magical fire, like a dragon's breath.

**ANMA**  
8  
Party  
Combat

reforged into unflawed bodies.  
Also cures poisoning and insanity.

Party  
---

**DEATHSTRIKE** This incantation is very likely to instantly kill one selected enemy, big or small.

**DEST**  
14  
1 Foe  
---

## Sorcerer Spells

*SORCERER SPELLS***Level 1**

**MANGAR'S MIND JAB** The mage casts a concentrated blast of psychic energy at one opponent doing 2-8 hits of damage for each experience level of the mage.

**MIJA**  
3  
1 Foe  
---

**PHASE BLUR** The entire party will seem to waver and blur in the sight of the monsters, making the party very difficult to strike.

**PHBL**  
2  
Party  
Combat

**LOCATE TRAPS** In a state of magically-heightened awareness, the spell caster will be able to sense a trap within 30 feet, if he faces it.

**LOTR**  
2  
30'  
Short

**HYPNOTIC IMAGE** If successfully cast, this spell will make a group of your enemies miss the following attack round.

**HYIM**  
3  
Group  
---

**Level 2**

**DISBELIEVE** This spell will reveal the true nature of any illusion attacking the party, causing it to instantly vanish.

**DISB**  
4  
Party  
---

**TARGET-DUMMY** A magical illusion appears in the party's special slot. Unable to attack, it will serve to draw enemy attacks to himself.

**TADU**  
4  
Spec  
Combat

**MANGAR'S MIND FIST** A higher power "Mind Jab," does 3-12 hits of damage to one foe, times the experience level of the mage.

**MIFI**  
4  
1 Foe  
---

**WORD OF FEAR** This incantation will make a group of your enemies shake in fear, reducing their ability to attack and do damage.

**FEAR**  
4  
Group  
Combat

**Level 3**

**WIND WOLF** This spell creates an illusionary wolf to join the party. This and other illusions are only effective as long as an enemy "believes" them. Depending on power and location, the monster may see through the illusion, and cause it to vanish.

**WIWO**  
5  
Spec  
---

**KYLEARAN'S VANISHING SPELL** The mage casting this spell will turn nearly invisible in the eyes of his enemies, who will have great difficulty in striking him.

**VANI**  
6  
Self  
Combat

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

## Wizard Spells

### WIZARD SPELLS

#### Level 1

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

#### Level 2

<b>LESSER SUMMONING</b> This spell will gate into our universe a lower power elemental or demon, who	<b>LESU</b> 8 Spec
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#### Level 4

<b>PRIME SUMMONING</b> This spell gates in a medium level elemental or demon, to fight with the party.	<b>PRSU</b> 12 Spec
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will (under protest) join the party. ---			
<b>DEMON BANE</b> This spell will do 32 to 128 points of damage to a single demon. The power to summon is the power to destroy.	<b>DEBA</b> 8 1 Foe ---	<b>ANIMATE DEAD</b> Gives a dead character undead strength, making him attack your enemies as though he were truly alive.	<b>ANDE</b> 11 Char ---
<b>Level 3</b>		<b>Level 5</b>	
<b>SUMMON PHANTOM</b> This spell will bring a medium level undead creature into the party.	<b>SUPH</b> 10 Spec ---	<b>BAYLOR'S SPELL BIND</b> This spell if successful possesses the mind of an enemy, forcing him to join your party and fight in its defense.	<b>SPBI</b> 14 1 Foe ---
<b>DISPOSSESS</b> This spell will make any possessed party member return to his normal state.	<b>DISP</b> 10 Char ---	<b>DEMON STRIKE</b> This spell works like Demon Bane, but it will affect an entire group of demons	<b>DMST</b> 14 Group ---

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**Level 6**

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

**Level 7**

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