



The Bard's Tale II
The Destiny Knight
Manual



GREETINGS HERO!

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, for 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 tranquillity of but one city, nae - an evil that threatens the existence of the entire Realm and all the cities and citizens within!

Recall now the lessons of your childhood. The story of Turin, the archmage who forged the Destiny Wand in the molten depths of the holy mountain Krontor. The Destiny Wand, the uniting force which has rallied armies to the aid of the Realm, and has maintained peace and prosperity for the last 700 years. But look around you now, where has the power of the Destiny Wand gone? Lawless mercenaries from the neighbouring kingdom of Lestradae have invaded the Realm and now run rampant through the streets. Even in Tangramayne, our capitol! 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 sceptre 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 re-forges 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 re-forge 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 has discovered my prying magic and even now 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



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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 building and developing characters, finding and mapping the many different locations within the game, and using the combat and magic systems.

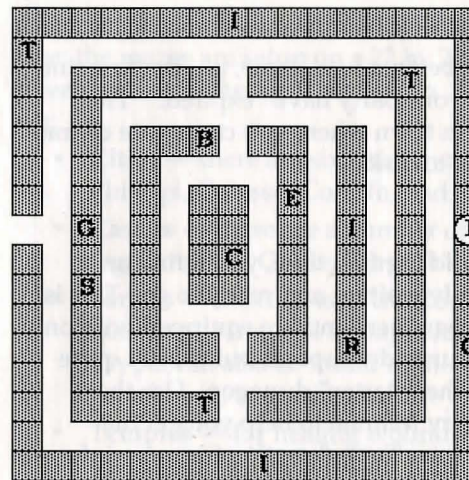
OBJECTIVE

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 sceptre into a unified whole, thus re-unifying 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 Manual 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 adventure starts at the Adventurers' Guild in the Realm's capitol city, Tangramayne (see illustration opposite). 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 adventures that lie outside Tangramayne's walls. It's very important for beginning players to get to the starter dungeon as quickly as possible, because characters lower than level 14 aren't likely to survive for very long anywhere else in the game.



- ① = Starter Dungeon
- B = Bank
- C = Casino
- E = Energy Emporium
- G = Adventurers' Guild
- I = Inn or Tavern
- R = Review Board
- S = Shoppe
- T = Temple

Tangramayne

Veterans: If you're an experienced player with a band of strong adventurers (higher than level 14) transferred from *Bard's Tale*, *Wizardry*™*, or *Ultima III*™, you can set out in search of the Destiny Wand immediately. The first step for any player, however, is to start the game using the instructions on the Command Summary Manual. Once you have entered the game and have left Tangramayne, locate the Sage in the wilderness and ask him about *the Tombs*. (See "The Sage" below for more information.)

COMMAND SUMMARY MANUAL

Follow the instructions on the Command Summary Manual to start *The Destiny Knight* on your computer and to learn the keystroke commands for your machine. The Command Summary Manual also contains instructions for using the disk utilities and for transferring characters from *Bard's Tale*, *Ultima III*™, and *Wizardry*™* (see "Pre-Built Parties").

NOTE: The option to transfer characters may not be available on all computers.



ADVENTURERS' GUILD

This is where you start each time you begin a new game; i.e., the first time you play or after all the characters in your party have "expired." The Adventurers' Guild is the only place in town where you can create characters, form a party, and save characters to disk.

PRE-BUILT PARTIES

When you enter the Adventurers' Guild the first time, you'll find an assembled band of Adventurers already waiting and ready to go. This is the ***ATEAM**. They're all first level characters and are equipped with only the bare essentials in the way of armour and weapons, but they're quite adequate for getting your feet wet in the "starter" dungeon. Use the instructions on the Command Summary Manual to help you get the ***ATEAM** moving, and see the "Character Types" section for more information about characters and party selection.

In addition to using the ***ATEAM**, advanced players can also transfer parties that have already been assembled in *Bard's Tale*, *Ultima III™* or *Wizardry™*. All of the party's attributes, such as experience points, weapons, and so on, are transferred to *The Destiny Knight*. See the Command Summary Manual for step-by-step instructions for transferring characters on your computer system.

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 setup 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 Grey 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.

COMBAT

Only the first four characters and monsters within melee range can engage in hand-to-hand combat. *The Destiny Knight* uses the same combat modes as *Bard's Tale*, such as Party Attack, Bard Song, and Hide in Shadows, but *distance* now has an effect on combat. Enemies appear within a range of 10 to 90 feet from your party. Enemies 10 feet away are in *melee range* and can



attack or be attacked with hand-held weapons. Melee range always begins at 10' unless you have any type of elongated weapon.

Weapons that are thrown or shot, such as axes, spears, and arrows, are known as *missile weapons* and have a range in which they are effective. These weapons are usually non-recoverable; they can be used only once. There are, of course, exceptions to this rule. Some magical missile weapons (such as the Zen arrow) can be reused, and at least one non-magical missile weapon (the boomerang) can be reused because it returns to the one who threw it. To throw or shoot a weapon, select the "Use" function during combat. And naturally, to use arrows you must have a bow. See the "Combat System" section for descriptions of more weapons and ranges.

Spells (including Dragon Breath) also have effective ranges. Shorter ranges will usually have normal effectiveness, while longer ranges will have decreased effectiveness; e.g. if a spell range is listed at 30' and you use it at 60', the spell will not be as effective at the longer range. See the "Magic System" section for descriptions of all spells and ranges.

MAGIC

There are five levels of magic user which are described below.

Conjurers: Can create objects such as fireballs or magic compasses out of thin air, as well as heal wounded party members.

Magicians: Can bestow magical effects on common items. They can make metal glow, or make the air around an adventurer as strong as a suit of armour.

Sorcerers: Can create illusions, such as additional party members. Or they can heighten the party's awareness by giving the party members such abilities as better night vision.

Wizards: Can summon and control supernatural forces, such as summoning elementals or reanimating the dead.

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 he or she possesses in 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 Doppelganger 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 party 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 night-time *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 Adventurers' 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.

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 the dwarves on *your* side in a fight.

Hobbit: These small people are wise, nimble, and usually very patient. It is said that, 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.

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 on-screen 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 on-screen 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.

Paladin (PA): Paladins are fighters who have sworn to fight all evil and uphold honour 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.

Bard (BA): Bards are colourful 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 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; 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 non-combat versions.

Only one Bard tune can play at a time, and the tunes vary according to the difficulty of the dungeon. 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 the source of 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 centre 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 more 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 armour stronger, or making a dungeon wall disappear.

Sorcerer (SO): Sorcerers are the third level and deal in the creation and manipulation of illusions. The 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 to 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 Adventurers’ 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 special member is killed if a foe disbelieves 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 non-illusionary 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 Manual).



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 the number, the greater the capability. The following five attributes are found in the View Character mode. (See the Command Summary Manual 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 durability. It takes more damage to kill 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 overleaf lists the progression.



Experience Level

Spell Level

1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5
11	6
12	6
13+	7

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 in your own world. Your characters start out with just enough gold to buy them the bare essentials in armour 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.

Items (1-8): Up to eight items can be carried at one time. Items fall into ten categories; weapons, shields, armour, helms, gloves, musical instruments, figurines, rings, wands, and miscellaneous. You must *Equip* the character with the item in order to use it (see your Command Summary Manual for the Equip command). Only one item from each type can be equipped at one time. This means that your character can't use two shields at once, even though there may be two shown in the inventory.

Certain items can be used only by specific characters. For example, only Bards can use musical instruments. An item that can't be used by a character is marked with a 'Q' in View Character mode or the Equipment Shoppe. An item that has been equipped (so the character can *use* it) is marked with a * symbol.

ON-SCREEN STATISTICS

In addition to the ten basic attributes shown in View Character mode, there are an additional five characteristics that determine your characters' attributes in other areas such as health, experience, armour class, and so on. The next five attributes are listed in on-screen columns at all times.

Armour Class, (AC): Reflects the level of protection a character has against physical attack. Armour class starts at 10 for a totally unprotected character with low dexterity. As the character's protection improves through armour, spells, and other means, the armour class drops to -10, and eventually all the way to L+ (the equivalent of a -21 armour class). Once your character's armour class reaches L+, the display doesn't change even though the armour class may continue to go lower than -21.



Hit Points (HIT PTS): The two columns that show hit points reflect the amount of damage a character can take before dying and the character's current condition. The HIT column shows the character's total number of hit points, or the character's potential at full health. The PTS column shows the actual current *condition* of the character. For example, if a character has an HT column that contains 20 and a PTS column that contains 20, the character is at full health. If the character takes 3 points of damage during battle, however, the HIT column remains at 20 while the PTS column drops to 17; thus showing you the character's total *potential* hit points, and the current *actual* status.

Spell Points (SPL PTS): These two columns show the total possible and current actual spell point status. Spell points are used with each spell the character casts. The amount of spell points used is determined by the spell itself. For instance, if a Conjuror's SPL and PTS columns both contain 18, he is at full power. If the Conjuror 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 point *remaining* are shown in the PTS column.

Class (CL): Shows the character's class in abbreviated form. See "Classes" to learn the on-screen abbreviation for each class.

CREATING A CHARACTER

If you decide that you want to create your own characters for your quest party, you can use the Create Character mode. Create Character mode only works in the Adventurers' Guild. Use the command shown on your Command Summary Manual 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 Manual to make the computer "re-roll 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 Manual.

TIPS FROM THE ADVENTURERS' 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 favourite disk copy utility.
2. You have several options if your favourite 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, re-boot, 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. 16's, 17's, and 18's can often make a big difference when "rolling" for a character's attributes. For example, Dexterity gives everyone bonus armour 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 of the Doppelganger monster. It enters your party and looks just like one of your characters. Dealing with one Doppelganger 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 points 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 in order 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 really 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 Manual for the Forward command) through the building's door. Often, however, an unmarked building will be inhabited by 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 Manual) to kick in the door and get the drop on the cretins. Remember: Fighting is good for your party — it builds experience points.



ADVENTURERS' GUILD

The Adventurers' Guild is the "union hall" where unemployed characters hang out, hoping to join a quest party. The Adventurers' Guild is the only place you can create and add new characters to your party. There is an Adventurers' Guild in every city.

GARTH'S EQUIPMENT SHOPPE

Garth is a retired hero whose deeds are recalled in many a Bard song, so his knowledge of weaponry and other artifacts is vast. You can buy, sell, or identify armour, weapons, and other items at Garth's chain of equipment shoppes in almost every city throughout the Realm. You can also pool all of the party's gold for purchasing those special (but expensive) items. Garth's success as a hero and businessman are known throughout the Realm and the blacksmiths of the Realm gladly provide his shoppes with an endless supply of basic armour and weapons.

Unique items brought back from the dungeons can be sold to Garth, but they won't be re-supplied if they're sold to other adventurers (other residents of the Realm *do* purchase equipment from Garth's shoppes). Occasionally you may find an object that you suspect is special. Although you may be able to identify the object's general purpose (i.e., ring, shield, sword), you may not be able to identify its specific type (i.e., Ring of Power, Dragon Shield, Sword of Zar). Garth can probably identify these objects for you, but Garth doesn't work cheap.

REVIEW BOARD

The Review Board is composed of representatives for the ten different classes from all over the Realm. Based upon your accumulated experience points, the Review Board will consider your in-person request for advancement to higher levels. The Review Board also teaches new spells (for a nominal fee) to magic users who qualify for advancement.

There is a Review Board in almost every city of the Realm, but you'll need to do a bit of searching in order to find them — and it's important that you find them. Your success in the Realm depends upon the ability to progress to higher character levels. By the way, the Review Board is closed at night and on all government proclaimed holidays.



CASINOS

Casino gambling is a favourite 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 favourite places to obtain refreshment and gossip. Watch out for your Bard in taverns — he has a tendency to over-tip 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 characters' 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 Manual). If a character jumps down a portal, the character will be damaged by the fall unless a levitation spell is used. A levitation spell is the *only* way to travel *up* through a portal.

The location of dungeon entrances are well-kept secrets, but there are plenty of clues throughout the Realm — if you look hard enough.

ROSCOE'S ENERGY EMPORIUM

Roscoe's a cagey old mage who opened his chain of Energy Emporiums hoping to cash in on the sorcerel energy crisis of '27. Even after the evil archdemon was destroyed and the sorcerel energy continuum was restored, Roscoe found that his Energy Emporiums could still turn a healthy profit. They're still around today, serving the energy needs of all magic users. Spell points aren't recharging fast enough? Go see Roscoe - but be sure to bring *plenty* of gold.

TEMPLES

As divine institutions of resurrection and complete healing, temples are the only places that can cure characters who have been withered or turned to stone. A resurrected character still has the same item, gold, and experience points, but is resurrected with only one hit point. Although a dead character can be brought back to life, he may have to sell his soul in order to do it.

TIPS FROM THE ADVENTURERS' GUILD: PLACES

1. Your first adventure should be in the starter dungeon in Tangramayne. The starter dungeon is at the opposite end of town from the Adventurers' Guild. Instructions and details about this dungeon are presented when you party enters. Any party is allowed in the starter dungeon, but only characters less than level 12 receive the maximum reward for completing the starter dungeon.



2. Explore and map every square in every maze. There are "Magic Mouths" that give hints. Mazes also contain one-of-a-kind magic items and spell regeneration zones. In addition to keeping you alive, carefully drawn maps will show the logical places for secret doors and rooms.
3. Avoid potential traps. High level rogues can easily open chests, but use the "Trapzap" spell when in doubt. TRZP is guaranteed to protect the party from harm. TRZP will disarm any trap you encounter, including the innocuous Gas Cloud traps — which have doomed many brave (but foolish) heroes.
4. Make sure all members of your party are fully healed before entering a new dungeon.
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) occurs randomly and at set locations. You can also use intra-party combat should one of



your characters 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 group 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 inevitable melee at the beginning of each round — unless you decide you want your party to run away or advance. 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'.

(P)arty Attack: Tells the character to physically assault another member of the party, including special members. (See "Special Members" in the "Character Types" section above.)

(D)efend: Tells the character to simply defend during the round, thus reducing the chance of being hit.

(U)se an Item: Tells the character to use a magic item or missile weapon from the inventory that's currently equipped for use. You may be required to specify a target for the effect.

(B)ard Song: Tells the Bard to play a short tune that will affect the party in some fashion.

(C)ast a Spell: Tells a magic user to cast a spell at the party or a group of foes. You must enter the spell code and specify a target.

(H)ide in Shadows: Tells a rogue to try and avoid combat by hiding in the shadows. If successful, the rogue is skipped as a target when the combat round begins.



Your first four party members (Ø-3) can be physically attacked by monsters and can also retaliate. The last three characters can be attacked with magic only, and can retaliate with magic only. Using this method puts your first four characters on the front line of attack, and holds the others in reserve in case the front four don't fare too well. Monsters within melee range operate similarly; they're the only groups that can attack or be attacked physically.

When the battle commands for all your party members have been entered, the round begins. The most dexterous and powerful characters and monsters usually strike first, but luck, character level, and character class also play a role in the combat. The outcome of evenly matched battles, however, often depends on getting in the first blow.

The scrolling speed of the combat messages can be increased or decreased according to your taste. See the Command Summary Manual for details on this option.

Dead monsters are removed from the ranks of your foes, and dead characters (including non-illusionary special members) are moved to the end of your party list at the end of every combat round. When combat ends — when either your party or the monsters are destroyed — treasure and experience points are distributed among the survivors.

TIPS FROM THE ADVENTURERS' 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 armour class of your entire party. Remember, the lower the armour 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-repellent 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 of 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 armour. Most residual spells display a symbol above the main message box on-screen 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 cancelled in anti-magic zones.

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

1. Enter direct sunlight. Sorcerel 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 powers also. Magical weapons, for instance, inflict extra damage, while magical armour 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 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 monsters. 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.



MAGIC USERS

Magic users begin the game with the knowledge of all the spells for their magic user class and level. Magic users learn new spells by level (in groups), rather than one spell at a time. Each level can contain from 2 to 4 spells. For instance, a first level Conjurer will automatically know all the Conjurer spells for the first level (a total of 3 spells). A third level Conjurer will know the first, second, and third level Conjurer spells (a total of 9 spells.)

Conjuring: Conjurers perform the instantaneous creation of objects and effects by channelling their sorcerel energy. Conjurer spells are potent, but not omnipotent because of the enormous amount of energy required to create even a moderate effect.

Conjurers can also affect natural phenomena to produce new effects. One example would be distorting the space-time continuum in order to teleport living creatures to new locations.

Magic: Magicians can bestow magical effects on common objects. This is not to say that the item becomes magical, it doesn't. But it does radiate magical energy *for the duration of the spell*. Spells usually last as long as the combat continues.

The main purposes of the magic practised by Magicians are to increase an item's capabilities, give the item new capabilities, or to transform the item into something completely different. For example, a magician might cast a spell that makes a sword inflict more damage, makes dungeon walls glow, or causes a wall to totally vanish for one move.

Sorcery: Sorcerers can cast illusions and possess a heightened sense of awareness. The Sorcerer's motto is, "Seeing is believing." Sorcerers create illusions by first envisioning an image, then magically projecting that vision onto the retinas of all who watch.

When supplemented with the appropriate stimulus to the victim's other senses, the illusion is so real it can hurt, even kill, the victim. Naturally, the illusions are only effective as long as the victim *believes* them to be real. As soon as the victim stops believing in the illusion, the spell is broken. Because of their heightened senses and precise control of the mind, Sorcerers can often see things that aren't readily apparent.



Wizardry: Wizards can summon and control supernatural creatures and energies. The Wizard has fewer spells to choose from than the other classes, but Wizard spells are by far the most powerful.

The creatures a Wizard summons come from the *Negative Plane*. As a 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 spell 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 Ø, 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.



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:

MAGE CLASS

Level #:	CODE	PT. COST	RANGE	DURATION
Spell Name — a brief description of the spell's effect and any special instructions for use.				
The range of effectiveness is measured in the 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 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.			
∞	signifies a spell that hits with full effectiveness up to the listed range, and at reduced effectiveness when it hits at double the listed range. For instance, if you use a spell with a listed range of 30' against a foe who is 60' feet away, the spell will hit your foe with reduced effectiveness.			
N/A	provides information, knowledge, or some other effect that renders a range measurement Not Applicable.			
In addition to a range, spells also have a duration or lifetime. The duration terms are defined as follows:				



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.
Indef	lasts until the party enters the Adventurers' Guild or an anti-magic zone.
Misc	has multiple or variable ranges.
N/A	is so short, assigning a duration is Not Applicable. The result of the spell is immediate.



CONJURER SPELLS



LEVEL 1:

MAFL	2	VIEW	MEDIUM
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MAGE FLAME — a small self-propelled “torch” appears and floats above the spellcaster as he travels.

ARFI	3	1 FOE (10')	N/A
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ARC FIRE — a fan of blue flame 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
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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
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FREEZE FOES — binds your enemies in magical force, slowing them down and making them easier to hit.

MACO	3	N/A	MEDIUM
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KIEL’S MAGIC COMPASS — a compass of shimmering magelight appears above the party and shows the direction they face.



WOHL	4	CHAR	N/A
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WORD OF HEALING — lets the 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
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LESSER REVELATION — an extended MAGE FLAME spell that also reveals secret doors.

LEVI	4	PARTY	SHORT
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LEVITATION — partially nullifies gravity causing the party to float over traps, or up or down through portals.

WAST	5	GROUP (20') ∞	N/A
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WARSTRIKE — an energy stream shot from the spellcaster’s finger that sizzles a group of foes for 5 to 20 hits of damage.

LEVEL 4:

INWO	6	PARTY	N/A
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ELIK’S INSTANT WOLF — summons a giant, extremely fierce wolf to join your party.

FLRE	6	CHAR	N/A
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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
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GREATER REVELATION — operates like LESSER REVELATION, but illuminates a wider area for a longer period of time.

SHSP	7	GROUP (30') ∞	N/A
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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

ELIK'S INSTANT OGRE — materializes 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 until 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.

APAR 15 PARTY N/A

APPORT ARCANE — teleports the party within a dungeon to any location that's not protected by a teleportation shield. Also teleports the party between cities that are in the range of +1 to 6. Your party always arrives in the city's Adventurers' Guild.

FAFO 18 GROUP N/A

FAR FOE — moves a group of foes 40 feet further away from your party, up to a maximum distance of 90 feet.

INSL 12 PARTY N/A

ELIK'S INSTANT SLAYER — materializes a slayer that joins your party. What's a slayer? The name speaks for itself...



MAGICIAN SPELLS



LEVEL 1:

VOPL 3 CHAR COMBAT

VORPAL PLATING — causes the weapon (or hands) of a party member to emit a magical field that inflicts 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.



AREN	5	30'	SHORT
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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
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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
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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
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STARFLARE — ignites the air around your enemies, scorching them for 10 to 40 damage points.

LEVEL 4:

SPTO	8	1 FOE (70')	N/A
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SPECTRE TOUCH — drains a single enemy of 15 to 60 hit points; like a touch from death itself.

DRBR	7	GROUP (30') ∞	N/A
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DRAGON BREATH — lets 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
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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
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STONE TOUCH — usually turns an enemy to stone (except those already made of stone), instantly killing the enemy.

LEVEL 6:

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

YMCA	10	PARTY	INDEF
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YBARRA'S MYSTICAL COAT OF ARMOUR — operates like YBARRA'S MYSTIC SHIELD, but lasts indefinitely.

LEVEL 7:

REST	12	PARTY	N/A
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RESTORATION — regenerates the body of every party member to perfect condition; it even cures insanity or poisoning.

DEST	14	1 FOE (10')	N/A
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DEATHSTRIKE — very likely to instantly kill one selected enemy.

WZWA	11	PARTY	N/A
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WIZARD WALL — creates a wall of force that travels with the party and absorbs many of the enemy's attacks.

SASP	30	PARTY	N/A
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SAFETY SPELL — teleports your entire party to the Adventurers' Guild in Tangramayne, minus all gold. Use this spell only in dire emergencies because it is not 100% reliable.



SORCERER SPELLS



LEVEL 1:

MIJA 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.

LOTR 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 true 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 illusory 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 entire party nearly invisible to the enemy.

SESI 6 30' MEDIUM

SECOND SIGHT — heightens the awareness of the spellcaster 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 period of time.

WIDR 12 PARTY N/A

WIND DRAGON — creates an illusory 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 Doppelgangers within the party.

MIBL 10 ALL FOES (30') ∞ N/A

MANGAR'S MIND BLADE — strikes every opposing group within range with an explosion of energy capable of inflicting 25 to 100 points of damage.



LEVEL 6:

WIGI 13 PARTY N/A

WIND GIANT — creates an illusionary storm giant that joins and fights for your 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 following: 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.

???? 100 UNKNOWN UNKNOWN

???? — known only as "The Dreamspell," it is the subject of myth and speculation and no one knows this spell's code. Legend has it that this is a spell of such magnitude that it can actually rip the fabric of reality in half.



WIZARD SPELLS



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.

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.



DISP 12 CHAR N/A

DISPOSSESS — returns a possessed party member to the normal state of consciousness.

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 on 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.

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 HALTFOE — if successful, this spell causes every attacking group to do nothing during the next round.

MEME 20 GROUP 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.

BATCHSPELL — performs the following multiple spells: GREATER REVELATION, YBARRA'S MYSTICAL COAT OF ARMOUR, 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 party 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 Armour 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.
7. **The Watchwood Melody:** Creates light. May work even in anti-magic zones.

TIPS FROM THE ADVENTURERS' GUILD: MAGIC

1. Don't venture too far into dungeons without your maximum spell points. It's a good rule 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.
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.

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 non-magic sword.
Short Sword	a lighter sword that can be used by all by mages.
Dagger	usable by all, but not too effective.
War Axe	a heavy, damaging weapon that can't be used by rogues or magic users.
Halbard	a combination battle axe and pike. The most damaging non-magical 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 Armour	the lightest armour.
Chain Mail	light, metal-mesh armour. Protects best against light weapons.
Scale Armour	stronger than chain mail and difficult to pierce.



Plate Armour	strongest non-magical armour.
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.
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 substance in this world or the Realm.
SGMT	a segment of the Destiny Wand.

TIPS FROM THE ADVENTURERS' 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. Magic 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:

1. $\Downarrow\Downarrow\Downarrow\Leftarrow\Uparrow\Leftarrow\Leftarrow\Leftarrow\Leftarrow\Uparrow\Rightarrow\Rightarrow\Rightarrow\Rightarrow\Uparrow\Leftarrow\Uparrow$
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*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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- Type of computer you own
- Any additional system information
- Type of operating system or DOS version number
- Description of the problem you are having

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