

Bard's Tale Spells

CONJURER SPELLS

Spellname	Description	Code	Pt. Cost	Range	Duration
Level 1					
MAGE FLAME	A small, mobile "torch" will appear, and float above the spell caster as he travels	MAFL	2	View	Medium
ARC FIRE	A fan of blue flames will shoot from the caster's fingers, doing 1-4 hits of damage to a select opponent, times caster's level	ARFI	3	Foe	---
SORCERER SHIELD	The mage is protected by an invisible "shield" of magic, that turns aside many blows that would otherwise hit him	SOSH	3	Self	Combat
TRAP ZAP	This spell will disarm any trap within 30 feet, in the direction the party is facing. It will also disarm traps on chests	TRZP	2	30'	---
Level 2					
FREEZE FOES	This spell binds your enemies with a magical force, slowing their movements and making them easier to hit.	FRFO	3	Group	Combat
KIEL'S MAGIC COMPASS	A Compass of shimmering magelight appears above the party, telling the direction they face.	MACO	3	---	Medium
BATTLESKILL	This spell increases one of your party member's skill with weapons, increasing the accuracy and ferocity of his attacks	BASK	4	Char	Combat
WORD OF HEALING	With the utterance of a single word the spell caster can cure a party member of minor wounds, healing 2-8 points of damage	WOHL	4	Char	---
Level 3					
ARCYNE'S MAGESTAR	A bright flare will ignite in front of a group of your enemies, temporarily blinding them and causing them to miss the next combat round	MAST	5	Group	---
LESSER REVELATION	This is an extended "Mage Flame" spell which also reveals secret doors.	LERE	5	View	Long
LEVITATION	Partially negates the effect of gravity on the party, causing them to float over traps or up through portals	LEVI	4	Party	Short
WARSTRIKE	Causes a spray of energy to spring from the caster's extended finger, sizzling a group of opponents for 4-16 hits damage	WAST	5	Group	---
Level 4					
ELIK'S INSTANT WOLF	With this spell the caster can make a real wolf appear and join the party, fighting in its defense	INWO	6	Special	---
FLESH RESTORE	This powerful healing spell will restore 6-24 hit points to a party member and cure poisoning and insanity	FLRE	6	Char	---
POISON STRIKE	This spell hurls porcupine-sharp needles from the mages finger into a selected monster, poisoning it	POST	6	Foe	---
Level 5					
GREATER REVELATION	This spell functions like a "Lesser Revelation" spell, only it illuminates a wider area	GRRE	7	View	Long
WRATH OF VALHALLA	Makes a member of your party fight with the strength and accuracy of ancient Norse heroes for the entire combat	WROV	7	Char	Combat
SHOCK-SPHERE	A large globe of intense electrical energy envelops a group of enemies, doing 8-32 hits of damage	SHSP	7	Group	---
Level 6					
ELIK'S INSTANT OGRE	This incantation will cause a real ogre to appear and join the party	INOG	9	Special	---
MAJOR LEVITATION	This will make the party levitate as does the level 3 spell, but its effects will last until dispelled	MALE	8	Party	Indef
Level 7					
FLESH ANEW	This spell behaves like the "Flesh Restore" spell, except that it will affect every member of the party	FLAN	12	Party	---
APPORT ARCANE	Allows the party to teleport anywhere within a dungeon, except for places protected by teleportation shields	APAR	15	Party	---

MAGICIAN SPELLS

Spellname	Description	Code	Pt. Cost	Range	Duration
Level 1					
VORPAL PLATING	This spell causes the weapon (or hands) of a party member to be covered with a magical field, which causes him to do an additional 2-8 points of damage	VOPL	3	Char	Combat
AIR ARMOR	This spell will make the air around the spell caster bind itself into a weightless suit of "armor."	AIAR	3	Self	Combat
SABHAR'S STEELIGHT	SPELL Causes all metal near the party to glow with a magical light, illuminating the surrounding area	STLI	2	View	Short
SCRY SITE	The walls themselves will speak, under direction of this spell, revealing to the spell caster his location in the labyrinth	SCSI	2	Party	---
Level 2					
HOLY WATER	A spray of water will emanate from the mage's fingers, doing 6-24 points of damage to any undead foe (e.g. skeleton, zombie, vampire)	HOWA	4	1 Foe	---
WITHER STRIKE	Any foe at whom this spell is cast is likely to be turned old, thus reducing his ability to attack and defend in combat	WIST	5	1 Foe	---
MAGE GAUNTLETS	Makes a party member's hands (or weapon) more deadly, adding 4-16 points of damage to every wound he inflicts	MAGA	5	Char	Combat
AREA ENCHANT	This spell will cause the dungeon walls within 30 feet of a stairway to call out, if the party is travelling toward it	AREN	5	30'	Short
Level 3					
YBARRA'S MYSTIC SHIELD	The air in front of the party will bind itself into metallic hardness, and will accompany the party when it moves, as a sort of invisible "shield."	MYSH	6	Party	Medium
OSCON'S OGRESTRENGTH	Allows a member of your party to damage monsters as if he were as incredibly strong as an ogre.	OGST	6	Char	Combat
MITHRIL MIGHT	Increases the armor protection of each party member by enhancing their armor's natural strength by magic	MIMI	7	Party	Combat
STARFLARE	The air surrounding a group of your enemies will instantly ignite, causing them to be burnt for 6 to 24 damage points	STFL	6	Group	---
Level 4					
SPECTRE TOUCH	This spell will drain a single enemy of 12 to 48 points of damage, as if touched by a spectre	SPTO	8	1 Foe	---
DRAGON BREATH	Allows the mage to breathe fire at a group of foes, doing 8 to 32 points of damage to each.	DRBR	7	Group	---
SABHAR'S STONELIGHT SPELL	Makes all stone and earth within range of the party glow with magical light, revealing even secret doors	STSI	7	View	Medium
Level 5					
ANTI-MAGIC	Causes the ground to absorb a portion of the magical energies cast at the party, frequently allowing the members to escape all damage. Also aids in disbelieving illusions and in turning back magical fire, like a dragon's breath.	ANMA	8	Party	Combat
AKER'S ANIMATED SWORD	A magical sword will appear and fight like a summoned monster in defense of the party	ANSW	8	Spec	Combat
STONE TOUCH	This spell will often turn an enemy to stone, or a stone monster from living stone to dead stone. But it doesn't always work	STTO	8	1 Foe	---
Level 6					
PHASE DOOR	This incantation will alter the structure of almost any wall directly in front of the party, turning it to air for exactly 1 move	PHDO	9	1 Wall	1 Move
YBARRA'S MYSTICAL COAT OF ARMOR	Causes an effect like "Air Armor" to cover every member of the party, lasting indefinitely	YMCA	10	Party	Indef
Level 7					
RESTORATION	Makes all wounds disappear as your entire party is reformed into unflawed bodies. Also cures poisoning and insanity	REST	12	Party	---
DEATHSTRIKE	This incantation is very likely to instantly kill one selected enemy, big or small.	DEST	14	1 Foe	---

SORCERER SPELLS

Spellname	Description	Code	Pt. Cost	Range	Duration
Level 1					
MANGAR'S MIND JAB	The mage casts a concentrated blast of psychic energy at one opponent doing 2-8 hits of damage for each experience level of the mage.	MIJA	3	1 Foe	---
PHASE BLUR	The entire party will seem to waver and blur in the sight of the monsters, making the party very difficult to strike.	PHBL	2	Party	Combat
LOCATE TRAPS	In a state of magically-heightened awareness, the spell caster will be able to sense a trap within 30 feet, if he faces it.	LOTR	2	30'	Short
HYPNOTIC IMAGE	If successfully cast, this spell will make a group of your enemies miss the following attack round	HYIM	3	Group	---
Level 2					
DISBELIEVE	This spell will reveal the true nature of any illusion attacking the party, causing it to instantly vanish	DISB	4	Party	---
TARGET-DUMMY	A magical illusion appears in the party's special slot. Unable to attack, it will serve to draw enemy attacks to himself	TADU	4	Spec	Combat
MANGAR'S MIND FIST	A higher power "Mind Jab," does 3-12 hits of damage to one foe, times the experience level of the mage	MIFI	4	1 Foe	---
WORD OF FEAR	This incantation will make a group of your enemies shake in fear, reducing their ability to attack and do damage	FEAR	4	Group	Combat
Level 3					
WIND WOLF	This spell creates an illusionary wolf to join the party. This and other illusions are only effective as long as an enemy "believes" them. Depending on power and location, the monster may see through the illusion, and cause it to vanish	WIWO	5	Spec	---
KYLEARAN'S VANISHING SPELL	The mage casting this spell will turn nearly invisible in the eyes of his enemies, who will have great difficulty in striking him	VANI	6	Self	Combat
SECOND SIGHT	The mage will experience heightened awareness and be able to sense stairways, special encounters, spell negation zones, and other unusual occurrences	SESI	6	30'	Medium
CURSE	Causes a group of your enemies to fear you greatly, lessening their morale and their ability to hit and damage you	CURS	5	Group	Combat
Level 4					
CAT EYES	The members of the mage's party will all receive perfect night-vision, which will last indefinitely	CAEY	7	View	Indef
WIND WARRIOR	This spell will create the illusion of a battle- ready warrior that joins your party	WIWA	6	Spec	---
KYLEARAN'S INVISIBILITY SPELL	This invocation will perform a Vanishing Spell on the entire party	INVI	7	Party	Combat
Level 5					
WIND OGRE	This spell will create the illusion of an ogre, which will accompany and fight with your party	WIOG	7	Party	---
DISRUPT ILLUSION	This spell will destroy any illusion fighting the party, and any new illusions created later in the combat. It will also point out any dopplegangers in the party	DIIL	8	Party	Combat
MANGAR'S MIND BLADE	A sharp explosion of psychic energy that inflicts 10 - 40 hits to each and every enemy you face	MIBL	8	All Foes	---
Level 6					
WIND DRAGON	This incantation will create an illusionary red dragon to fight with your party	WIDR	10	Spec	---
MIND WARP	This spell will make a member of your party go totally insane. Useful for possessions	MIWP	9	Char	---
Level 7					
WIND GIANT	This spell will create an illusionary storm giant, to join with, and fight for, your party	WIGI	12	Spec	---
SORCERER SIGHT	This spell functions the same as the Second Sight spell, but it will last indefinitely	SOSI	11	30'	Indef

WIZARD SPELLS

Spellname	Description	Code	Pt. Cost	Range	Duration
Level 1					
SUMMON DEAD	This spell will gate into our universe a zombie or skeleton to fight for the party	SUDE	6	Spec	---
REPEL DEAD	This spell will do 16 to 80 points of damage to a group of undead creatures	REDE	4	Group	---
Level 2					
LESSER SUMMONING	This spell will gate into our universe a lower power elemental or demon, who will (under protest) join the party	LESU	8	Spec	---
DEMON BANE	This spell will do 32 to 128 points of damage to a single demon. The power to summon is the power to destroy.	DEBA	8	1 Foe	---
Level 3					
SUMMON PHANTOM	This spell will bring a medium level undead creature into the party	SUPH	10	Spec	---
DISPOSSESS	This spell will make any possessed party member return to his normal state	DISP	10	Char	---
Level 4					
PRIME SUMMONING	This spell gates in a medium level elemental or demon, to fight with the party	PRSU	12	Spec	---
ANIMATE DEAD	Gives a dead character undead strength, making him attack your enemies as though he were truly alive	ANDE	11	Char	---
Level 5					
BAYLOR'S SPELL BIND	This spell if successful possesses the mind of an enemy, forcing him to join your party and fight in its defense	SPBI	14	1 Foe	---
DEMON STRIKE	This spell works like Demon Bane, but it will affect an entire group of demons	DMST	14	Group	---
Level 6					
SPELL SPIRIT	This spell will gate in a higher-level undead creature to fight for the party	SPSP	15	Spec	---
BEYOND DEATH	This spell will restore life and one hit point to a character	BEDE	18	Char	---
Level 7					
GREATER SUMMONING	This spell will gate a greater demon into our universe and bind him to the party	GRSU	22	Spec	---

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