

The Bard's Tale Complete Items Guide

by unity303

Updated to v1.0 on Oct 25, 2006

This walkthrough was originally written for The Bard's Tale on the NES, but the walkthrough is still applicable to the PC version of the game.

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/******\
**
** The Bard's Tale (NES) **
**
** Complete Item List v1.1 **
**
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//////////////////////////////////// 1. INTRODUCTION //////////////////////////////////////

=====

[1a] ABOUT
=====

If you're reading this section, thank you for listening.

A big thanks also to Chameleon and Vic Stevenson for their helpful contributions to GameFAQs.com for Bard's Tale NES. You've inspired me to write my 1st game FAQ.

Playing the game, I was curious to see if I missed any special items. So using an NES Emulator on PC, I poked around the game memory for a bit to unveil all 88 unique items in the NES Bard's Tale. After compiling a list of all the items, I asked myself, why not share with those who might want it? And so it became my first FAQ.

I loved playing this game in 4-color CGA back in the late 80s, running on 5.25" hi density floppies (very good times indeed.) Though Bard's Tale on NES is different, the 8-bit system keeps the graphics true to old school and you gotta admit the huge gray NES cartridge feels just as obsolete as floppy disks. Playing this version really brought fond vivid memories of childhood - animations of Maddogs, restoring magic at the Magic Emporium, the 15 minute wait-while-you-EXP-up when Mind Blading the 99 99 99 99 Berserkers - none of which exist in this version. Nonetheless, I thought to myself... this has got to be what it feels like when old folk talk of days when a nickel would get you a comic book and a soda pop (reminiscing of days no more.) I'm getting older every day but games like this rejuvenate me like a level 8 sorcerer, you know what I mean...? =P Alright, let's get to the items you've come for.

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[1b] HOW TO READ THIS FAQ
=====

Generally, more expensive items are superior so lists are sorted by cost.

? = Means it's found in dungeons as a ?armor, ?gloves, ?helm, etc.

W = Warrior

H = Hunter

R = Rogue (but why bother?)

B = Bard

S = Sorcerer

Z = Wizard

e = Equip-able by class

id = The ID number related to the item (for cheating)

//////////////////////////////////// 2. DEFENSIVE ITEMS LIST //////////////////////////////////////

Armors, Cloaks, Gloves, Helms, Shields.

=====
id | 2a. ARMOR | Cost | W H R B S Z ? |
=====
12 | Robes | 20 | e e e e e e | AC -1
11 | LeatherArm | 400 | e e e e | AC -2
10 | ChainMail | 640 | e e e | AC -4
9 | PlateArmor | 1200 | e | AC -5
33 | AdmtChain | 1600 | e e e e ? | AC -5
34 | Bracers4 | 1800 | e e e e e e ? | AC -4
32 | MthrPlate | 2200 | e e ? | AC -6
52 | Bracers6 | 8000 | e e ? | AC -6
49 | DmndPlate | 8800 | e e e ? | AC -8

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=====
id | 2b. CLOAK      | Cost | W H R B S Z ? |
=====
40 | ElfCloak       | 1200 | e e e           | AC -2
58 | Whitemantle    | 2000 | e e e e e e     | AC -0 (Your party can find it in
    |                |      |                 | the Castle. You must have it to
    |                |      |                 | activate a door at the Castle's
    |                |      |                 | throne. *Thanks rabbi_lou!
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=====
id | 2c. GLOVES     | Cost | W H R B S Z ? |
=====
15 | LeatherGlvs   | 120  | e e e e e e     | AC -1
26 | MthrGloves    | 520  | e e e           | AC -2
51 | WarGloves     | 7000 | e e             | AC -4
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=====
id | 2d. HELM       | Cost | W H R B S Z ? |
=====
14 | Helm          | 200  | e e e e         | AC -1
30 | MthrHelm     | 720  | e e e           | AC -2
42 | DmndHelm     | 2600 | e e             | AC -3
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=====
id | 2e. SHIELD     | Cost | W H R B S Z ? |
=====
13 | RoundShield   | 180  | e e e e         | AC -1
25 | MthrShield    | 400  | e e             | AC -2
31 | ArcShield     | 860  | e e e e         | AC -3
50 | DragonShield  | 8000 | e e             | AC -4
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//////////////////////////////////// 3. OFFENSIVE ITEMS LIST //////////////////////////////////////

Weapons, Rings, Instruments (some instruments can be used in battle).

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=====
id | 3a. WEAPON     | Cost | W H R B W S ? |
=====
 8 | Staff          | 20   | e e e e e e     |
 7 | ShortSword     | 120  | e e e e         |
 6 | BroadSword     | 350  | e e e           |
19 | Lightwand      | 500  |                 | e e | Use @ battle, blinds ALL foes
    |                |      |                 |     | (Arcyne's MageStar)
22 | ShieldStaff    | 700  |                 | e e ? | AC -2
21 | MthrSword      | 800  | e e e           | ? |
27 | ThiefDagger    | 980  | e               | ? | AC -1 *Thanks rabbi_lou!
 5 | Halbard        | 1000 | e e             |
24 | BardSword      | 1100 | e               | ? |
 4 | MthrAxe        | 1400 | e               |
29 | BloodAxe       | 1480 | e               | ? |
36 | CombatStaff    | 1500 |                 | e e ? |
35 | WizWand        | 1600 |                 | e ? | Use anytime, gain ~20 MP (nice!)
28 | Dayblade       | 1600 | e               | ? |
41 | AdmtSword      | 2200 | e               | ? |
46 | Kael'sAxe     | 4800 | e e e           | ? |
47 | Arc'sHammer    | 8000 | e               | ? |
53 | Staff of Lor   | 10000 |                 | e e | Use anytime, gain ~55 HP
=====

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=====
id | 3b. RING      | Cost | W H R B S Z ? | (discarded after usage)
=====
23 | GoldRing      | 10   | e e e e e e   | Use @ battle, awarded XP & gold
    |               |      |                 | doubles! Nice! *Thanks rabbi_lou!
    |               |      |                 |
39 | SquelchRing  | 1800 | e e e e e e ? | Use @ battle, kills 1 target
    |               |      |                 | (like a hunter's critical hit)
=====

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=====
id | 3c. INSTRMT  | Cost | W H R B S Z ? |
=====
16 | Horn          | 100  |           e    |
17 | Harp          | 100  |           e    |
18 | Flute         | 100  |           e    |
38 | Lak'sLyre    | 1600 |           e    ? |
37 | Fireflute    | 2000 |           e    ? | Use @ battle, damage 1 group
43 | FrostHorn    | 2800 |           e    ? | Use @ battle, damage 1 group
45 | FlameHorn    | 3200 |           e    ? | Use @ battle, damage 1 group
48 | DragonHarp   | 8200 |           e    | Use @ battle, damage 1 group
=====

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//////////////////////////////////// 4. MISCELLANEOUS ITEMS LIST //////////////////////////////////////

Keys, General Items, Dolls, ?items (dungeon treasures that need id)

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=====
id | 4a. GENERAL  | Cost | ? |
=====
1  | Torch        | 6    |   | Use @ map, see in dungeons (Mage Flame)
2  | Potion       | 20   | ? | Use anytime, self heals various illnesses
3  | Drop         | 14   | ? | Use anytime, gains 1 bard song (lost voice)
20 | KielsCompss  | 120  |   | Use @ map, find coordinates (Scry Site)
44 | DagStone     | 2600 |   | (unclear purpose)
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=====
id | 4b. KEYS     | Cost | Found @      |
=====
88 | HereticProof | 2000 | Sewers       | Catacombs Entry
54 | CrystalKey   | 20000 | Castle      | Kylearan Entry
57 | CrystalFig   | 30000 | Castle      | Kylearan Golem
55 | CrystalEye   | 35000 | Catacombs   | Castle Entry
56 | JadeKey      | 40000 | Kylearan    | Mangar Entry
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=====
id | 4c. DOLLS    | Cost | Calls          | AC | HP |
=====
59 | FighterDoll  | 2000 | Thief          | 7  | 10 |
60 | FighterDoll  | 2000 | DarkFighter   | 1  | 80 |
61 | FighterDoll  | 2000 | DarkHunter    | -1 | 64 |
62 | FighterDoll  | 2000 | Berserker     | 1  | 84 |
63 | FighterDoll  | 2000 | MangarGuar    | -1 | 300 |
64 | FighterDoll  | 2000 | Ninja         | -9 | 180 |
65 | FighterDoll  | 2000 | Dark Knigh    | -1 | 400 |
66 | SpiderDoll   | 2000 | Spider        | 6  | 18 |
67 | SpiderDoll   | 2000 | Tarantula     | 6  | 60 |
68 | DemonDoll    | 2000 | Xorn          | 0  | 0  |
69 | DemonDoll    | 2000 | LesserDemo    | 0  | 80 |
70 | DemonDoll    | 2000 | Demon         | 0  | 100 |
71 | MageDoll     | 2000 | Conjuror      | 9  | 8  |
72 | MageDoll     | 2000 | Sorcerer      | 9  | 14 |
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73	MageDoll	2000	Wizard	8	44
74	MageDoll	2000	H Sorcerer	6	110
75	WolfDoll	2000	Maddog	6	10
76	WolfDoll	2000	Giant Rat	8	16
77	WolfDoll	2000	Wolf	7	40
78	WolfDoll	2000	Werewolf	-2	60
79	WolfDoll	2000	Jackalwere	5	160
80	WolfDoll	2000	Houndlwere	2	136
81	OgreDoll	2000	Ogre	1	100
82	OgreDoll	2000	Ogre Mage	3	80
83	OgreDoll	2000	Ogre Lord	0	160
84	OgreDoll	2000	Golem	-6	160
85	OgreDoll	2000	Ice Giant	0	400
86	HydraDoll	2000	Xorn	0	0
87	OldManDoll	2000	Old Man	8	500

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=====
id | 4d. ?Items | Id Cost | Identified Item |
=====
```

89	?Item	3	Potion
90	?Item	7	Drop
91	?instrument	1000	FireFlute
92	?instrument	800	Lak'sLyre
93	?instrument	1400	FrostHorn
94	?instrument	1600	FlameHorn
95	?Ring	900	Squelch ring
96	?Gloves	260	MthrGloves
97	?Gloves	3500	Wargloves
98	?Helm	360	MthrHelm
99	?Helm	1300	DmndHelm
100	?Armor	1100	MthrPlate
101	?Armor	900	AdmtChain
102	?Armor	900	Bracers4
103	?Armor	4400	DmndPlate
104	?Armor	4000	Bracers6
105	?Shield	200	MthrShield
106	?Shield	430	ArcShield
107	?Shield	4000	DragonShield
108	?Weapon	400	MthrSword
109	?Weapon	350	ShieldStaff
110	?Weapon	550	BardSword
111	?Weapon	490	ThiefDagger
112	?Weapon	800	Dayblade
113	?Weapon	740	BloodAxe
114	?Weapon	800	WizWand
115	?Weapon	750	CombatStaff
116	?Weapon	1100	AdmtSword
117	?Weapon	2400	Kael'sAxe
118	?Weapon	4000	Arc'sHammer

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//////////////////////////////////// 5. TIPS //////////////////////////////////////
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[5a] Garthe Sells Back
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Garthe sells the items you've sold him (in case you didn't know.) They are underneath the instruments near the previous bottom of Garthe's list. HereticProof is the only item you can't buy back.

=====
[5b] Use Non-class Items!
=====

Usable items do not need to be equipped to be used! This is very important to remember. It means items can be used by anyone. Your hunter can play a DragonHarp to attack a group, your bard can use the Staff of Lor to regain +60 HP, your Sorcerer can use the WizWand to gain +20 MP. Don't drop that FlameHorn just cause your bard has already equipped an instrument.

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[5c] Mangar Level 4 Walkthru
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I know this is way off-topic but here's a Mangar level 4 walkthru since Vic's GameFAQ didn't have one. Begin level 4 @ 5E,13N and travel as follows:
N E N E E E E E E E E S S (teleports to 3E,15N) then go W (@ 2E,15N the wall-doors activate) then go N W W S S S S S S S S S S (now at 16E,5N)
E E S S S E E S W W W N N N (stairs to level 5 at 1E,4N).

//////////////////////////////////// 6. TREASURE CHEAT TIPS //////////////////////////////////////

Chances are you're not playing this game on a traditional Nintendo gamepad. If you're running Bard's Tale on a Nintendo emulator, here are a couple ways you can cheat to get a desired treasure item. One easy method involves saving/restoring the memory state to ensure treasures at the end of any battle. Another more powerful method is to search memory for an item ID of a particular item (i.e. Robes), then changing that item ID (i.e. to Bracers6).

=====
[6a] SAVING/LOADING GAMES (easy)
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Almost all emulators can save/load games. This save/load method may be obvious for some but I figured others may not realize this method exists. Steps to your treasure of choice:

(1) When you think it's the last round of a battle, save the game. Let's say you just decimated 9 Ghouls and you've got 1 to go. While it's still your turn, save the game on the 6th character's decision before battle continues (i.e. >Guard/Cast/Use).

(2) Then hit >Guard and let the round begin. When you win, wait for that treasure chest picture. No luck? Just load your saved game to go back to the beginning of this step. Keep trying, you always can get something when you're in dungeons.

(3) Ok, so now you've got your treasure chest. Save your game again.

(4) Open the treasure chest. If you don't get a treasure you want, reload to re-do this step. Otherwise, you've got the treasure you want. Keep in mind different dungeons give different treasures... don't expect a WizWand from the Wine Cellar, a LightWand is more appropriate.

=====
[6b] SEARCHING MEMORY (harder - but useful beyond this game)
=====

Tired of casting Mage Sword? How about learning wizardry on a level that transcends the realm of Bard's Tale? There is usually some option called the "Cheat" or "Search" in the computer emulator world. Some say learning this annihilates the fun... but perhaps a voice within you is yearning to tap into these secret, yet graspable powers. If you're interested, read the help file for your particular emulator (or Google Groups on emulator cheating), then come back and have fun playing god with these steps.

(...zero to thirty minutes later...)

Okay, so you've read up on cheating/memory searching or you already know how to use it. Here's how to transform Robes into Diamond Plate Mail:

All items have ID numbers (they're listed above) that "flip" or toggle between two values, depending on whether the item is equipped. All values in my lists correspond to the unequipped state. To get the equipped value of an item, simply add 128 to the item ID. (a.k.a. an 8-bit MSB flip to computer geeks.) For example, Robes are item number 12 when unequipped, but 140 when equipped (12+128=140). All you have to do is let the emulator search the NES computer memory for any value change from 12 to 140. Some emulators even let you just search for an absolute change of value, which is the best way to do this - you'll never need to look up the original item id cause you can just search for the memory that flips +/- 128. Once you have found the Robes location in memory, change its value to 49 to transform it into a Diamond Plate Mail. Remember to toggle off the cheat once the change has been registered, otherwise you won't be able to equip it. (Another nerdy note: all values described are in decimal, not to be confused when entering hex values.)

I recommend using this method sparingly, if at all. I claim no responsibility if you expand this method to modify a party member's strength/exp/HP and you suddenly find the game incredibly boring - though IMHO, editing memory is fun in & of itself. :)

//////////////////////////////////// 7. UPDATES //////////////////////////////////////

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[7a] v1.1 (2006-10-24: rabbi_lou's contributions)
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Thanks to rabbi_lou for great info that I've confirmed on these items!

- [_] WhiteMantle: "The Whitemantle is found in the Castle and is used to get past the throne."
- [_] ThiefDagger: "The ThiefDagger actually gives a Rogue AC -1. That feature makes it kind of nice."
- [_] Goldring: "Ok, this is probably the biggest change. The GoldRing is probably one of the best, most useful items in the entire game (seriously). When used in battle, it says it just breaks, however, it doubles the experience points and gold you receive at the end of battle. I use them when fighting Aildrek and Tarjan, doubling my experience points! Tarjan gives around 18,000 normally, so he gives 36,000 points with the GoldRing! I love the GoldRing. I save them up for the bosses."

If you have any additional info for the unclear item (DagStone) or just want to say hi: write gTmefTqs (at) unity303.com replacing capital T's with a's. Enjoy your Canadian root beer and have fun liberating Skara Brae.
