

The Bard's Tale Spells and Songs Guide

by TheChameleon

Updated to v1.1 on Aug 9, 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 Version)       ..  
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..      Spells & Songs Guide ..  
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- I. Introduction -

First off, allow me to introduce myself. I am T.J. Burns, also known to many as the Chameleon. I have been a longtime gamer, I own my own gaming store, Chameleon's Den (<http://chameleonsden.com>), and I am the creator and administrator of Traderz, an online game trading community. As you can see, gaming's in my blood. =)

Due to the nature of my business, and thanks in part also to Traderz, I get the chance to play all of my favorite classic games, and have checked online many times for information on various games..

At one point along the road, we acquired The Bard's Tale, and I took to the challenge of beating it. As I played the game, I had some questions over what various spells and songs did, so I checked online for resources. To my vast surprise at the time, there was very little information about the NES version of The Bard's Tale there, so I decided to write my first guide...

It's been updated a few times over the years, but here it is...

- II. Wizard Spells -

No party is complete without magic users and spells. You learn new spells at the Review Council, by talking to them and Acquiring Spells when you are ready....

--Spells You Start With--

Mage Flame: 2MP Non-Combat spell that creates light, like a torch.
Gleam: 2MP Combat spell that blinds a group of enemies, lowering their chances of hitting you.
Arc Fire: 3MP Combat spell. Attacks one enemy with fire.

--Spells You Get At Level 2--

Mage Blade: 3MP Combat spell. Makes a magical sword for if you want to attack with your Wizard.. Not very useful IMO.
Word of Healing: 4MP spell that can be used both in and out of combat. Seems to heal about 20 HP.
Corrosion: 4 MP Combat spell that cuts in half the defense power of a group of enemies. Very useful until you get Armor Collapse.

--Spells You Get At Level 4--

Trap Zap: 3 MP Non-Combat spell that lets you avoid traps.. The only trapsthat I came across were trapped treasure chests though...
Lesser Reveal: 4 MP Non-Combat spell that allows you to see secret doors. Very useful in the dungeons!
Starflare: 6 MP Combat spell. Attacks one group with fire.
Flesh Restore: 7 MP Non-Combat spell. Cures poison and heals about 40 HP

--Spells You Get At Level 8--

Animated Sword: 9 MP spell that can be used both in and out of combat. Creates "Living Sword", which is added to your party like a charmed creature.
Armor Collapse: 9 MP Combat spell that lowers a group of enemies' defense to 1/4 of what it originally was.
Create Figurine: 11 MP Interesting Combat spell that can turn an enemy into a doll, which can be sold or used to summon that creature later.

Emit Flare: 12 MP Combat spell. A simple but powerful attack.

--Spells You Get At Level 14--

Arcyne's Magestar: 10 MP Combat spell. Blinds all enemies and can cause them to miss their turns.

Flesh Anew: 12 MP spell that can be used in or out of combat.. This very powerful spell heals your entire party 150 HP or so.

Arc Blizzard: 22 MP Combat spell that attacks one group with a magical blizzard.

--Spells You Get At Level 20--

Quake Call: 5 MP Combat spell. Attacks all enemies.

Greater Revelation: 15 MP Non-Combat spell. Reveals secret doors for longer.

Stone to Flesh: 18 MP spell that can be used both in and out of combat. This spell cures being turned to stone.

--Spells You Get At Level 26--

Restoration: 28 MP Non-Combat spell that recompletely restores all party members' status and HP.

Dragon's Breath: 32 MP Combat spell that attacks one group.

- III. Sorcerer Spells -

As with the Wizard, you learn new spells at the Review Council, by talking to them and Acquiring Spells when you are ready....

--Spells You Start With--

Image of Terror: 1 MP Combat spell that can cause an enemy to run away.

Scry Site: 2 MP Non-Combat spell that works like a compass.

Battle Skill: 3 MP Combat spell that raises one party members attack and defense.

--Spells You Get At Level 2--

Instant Wolf: 3 MP spell that can be used in and out of combat. It summons an illusionary "Wolf" to fight in your party.

Mind Darts: 3 MP Combat spell. Attacks a group.

--Spells You Get At Level 4--

Invincible: 3 MP Combat spell. Extremely boosts a party member's attack and defense, but it deals severe damage to that character when the spell wears off.

Sorcerer Sight: 5 MP Non-Combat spell. I'm not certain what it does, but believe that it may help you sense where random fights are waiting for you.

Wind Warrior: 5 MP spell that can be used in and out of combat. It

summons an illusionary "Warrior" to fight in your party.

Disbelieve: 7 MP Combat spell that can erase illusionary creatures.

--Spells You Get At Level 8--

Magic Water: 6 MP Combat spell that hurts a group of undead monsters.

Mind Blade: 6 MP Combat spell that can instantly kill an enemy.

Instant Ogre: 10 MP spell that can be used in and out of combat. It summons an illusionary "Ogre" to fight in your party.

Rejuvenation: 10 MP Non-Combat spell that cures OLD.

--Spells You Get At Level 14--

Dispossess: 12 MP Non-Combat spell that cures "possession".

Image of Hate: 12 MP Combat spell that causes your enemies to fight each other.

Wind Giant: 18 MP spell that can be used in and out of combat. It summons an illusionary "Giant" to fight in your party.

--Spells You Get At Level 20--

Mind Storm: 18 MP Combat spell that damages one group.

Beyond Life: 30 MP Non-Combat spell that brings a party member back to life when they are dead.

--Spells You Get At Level 26--

Inspect: 16 MP Non-Combat spell that allows you to detect dopplegangers in your party.. The other way to get rid of them is to kill the party member they are mimicing.

Wind Dragon: 28 MP spell that can be used in and out of combat. It summons an illusionary "Dragon" to fight in your party.

Demon's Breath: 38 MP Combat spell that can instantly kill a group.

- IV. Bard's Songs -

The bard is perhaps your most unique character class. Many people's first impressions of the bard are bad ones.. You see, the bard has a limited number of songs that he can sing. This number is based on his current level. At level 1, he can sing 1 song, at level 18 he can sing 18, etc.. He has to drink root beer in a tavern to be able to sing again after using them all, or he can use Drops for a quick 1 song pick me up...

His songs can be quite powerful, when used correctly..

---Out of Combat Songs---

The Traveller's Tune: This song will instantly teleport your party back to the

Adventurers' Guild. An extremely useful song, and yes, it can even be used in dungeons!

Wayland's Watch: This song lowers the chance of random encounters.

The Seeker's Ballad: One of the most powerful songs, The Seeker's Ballad has the effect of enhancing your whole party's armor, lowering their AC by 2 while in effect.

---In Combat Songs---

Freeze Voice: This song freezes all enemies, making them randomly miss their turn in combat entirely!

Lucklaran: Lowers your enemies' chances of successfully casting spells.

Falkentyne's Fury: A very powerful song which enhances your party's battle skills, raising their attack and defense.

Badh'r Kilnfest: This song has a random chance of charming an enemy. If successful, the enemy will join your party! (It will stay in your party until you charm another one, it dies, or you return to the Adventurer's Guild.

- In Closing... -

I hope this guide helps those of you who, like me, weren't sure where to begin in this game. Feel free to do whatever you like with this guide, but remember, don't alter it, sell it, etc..

Have fun, and keep gaming...

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.. Chameleon's Den ..
.. <http://chameleonsden.com> ..
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.. Traderz (Free Game Trading Site) ..
.. <http://traderz.chameleonsden.com> ..
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- Questions & Answers -

Have any questions about this guide? Comments? Feel free to email me!
chameleon@glenmora.com

