

## CONTROLS

### Moving About

I--move forward

K--kick a door open/check dungeon wall for secret door

J--turn left

L--turn right

M--learn the location of the party

### Combat

RIGHT & LEFT arrow keys--adjust attack and defense/scale mana cost for a spell.

### Viewing Characters

Press the number (1-6) of the character whos options you want to view.

### Misc

F1--Help file

F2--Music on/off

F4--Fullscreen on/off

F7--Quit game

F8--Restart game

F12--Take a screenshot

BKSP--Backspace. This almost always escapes the current screen.

## The Warriors Tale Manual

Our tale takes place in the town of Hachen Dael, high in the mountains, where the powerful demon Moloch has laid claim to the land. Why the demon came, nobody knows; but his evil grew more powerful each day. Your small band of adventurers must try, where countless others have failed, to destroy Moloch and save the town.

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## INTRODUCTION

In *The Warrior's Tale*, there are three goals you will try to accomplish.

Your first goal is to undo Moloch's evil and restore the city back to its former splendor. Moloch is a very powerful demon and chances are he won't be very friendly! So your second goal is to develop characters strong enough to survive the many pitfalls that await them on the path to glory. Your final goal is to explore the world of *The Warrior's Tale*. There are many surprises and puzzles along the way and part of the fun is encountering them. What lurks in the infamous sewers of Hachen Dael? Where is the tower where Moloch dwells?

## CHARACTERS

### CLASSES

**WARRIOR:** the standard fighter in *The Warrior's Tale*. Warriors gain extra attacks in combat and perform incredible feats of heroism. They also receive a higher defensive bonus when using shields.

**PALADIN:** Paladins are warriors who have sworn to protect the innocent and combat evil wherever they may go. Paladins can cast powerful spells to aide them in the fight against the forces of darkness.

**THIEF:** Thieves are former pickpockets and conmen seeking fortune and glory in the city of Hachen Dael. Their strongpoint lies not in combat, but finding and disarming traps that guard the dungeons beneath the city.

**BARD:** Bards are wandering minstrels that can make magic by playing music. When heard, their songs have magical effects ranging from healing characters to soothing fearsome beasts.

**RANGER:** Often traveling far from their own lands, Rangers are commonly solitary warriors who have experience in the wilderness and with hunting. They do best with missile weapons and know some ways of healing.

**MONK:** A trained warrior in the martial arts, throwing anything at the enemy, be it mind or soul. Monks are trained to fight without the use of armor or even weapons; sometimes they're better off without them.

**MAGE:** Mages devote their time and body to learning the mystical lost arts of magic. Because of their sacrifices, Mages often make poor warriors in combat. But the spells they know make them invaluable in a fight.

## RACES

**HUMAN:** Humans are generally good and bad at all things. They have no positives or negative to stats.

**ELF:** Elves are magical creatures that are quick and light on their feet. They can be quite proficient in magic, but their strength lies with speed and dexterity, making them remarkable archers.

**DWARF:** Dwarves are short, powerful, and strong and are known for their valor and ferocity in combat. Dwarf mages have been known to exist but they are quite rare.

**HALFLING:** Halflings are smaller than dwarves and very quick, even more so than the elf. They are not particularly strong but they make excellent thieves.

**GNOME:** Gnomes are similar in appearance to dwarves but not nearly as strong. They are a very intelligent race making them ideal for mages.

## ATTRIBUTES

Each character has seven basic attributes which define their physical and mental strengths. Attributes can vary from six to even as high as twenty! An average human being would have ten in each. It is a good idea to create characters that are well balanced.

**STRENGTH (STR):** Strength is one of the attributes that adds toward your character's ability to fight in hand to hand combat. It also defines what weapons he or she may use.

**CONSTITUTION (CON):** Constitution measures how healthy your character is and how many hit points they begin with. As they advance in level constitution will also decide how much they gain.

**DEXTERITY (DEX):** Measures hand eye coordination. This adds to your characters ability to fight in hand to hand combat. Missile weapon skills rely solely on this attribute.

**QUICKNESS (QUI):** Agility and nimbleness. This attribute adds to your character's ability to dodge blows and increases their defense. It also is a very important factor to help them strike first in combat.

**WISDOM (WIS):** Measures how wise your character is in knowledge of themselves and their surroundings. This attribute is vital for monks and increases a mage's ability to cast spells and gain spell points (mana).

**INTELLIGENCE (INT):** A high stat here is necessary to have a good mage. It decides how well they cast spells and how much mana they have to cast spells.

**CHARISMA (CHA):** This represents your characters ability to engage in conversation and barter with other everyday people. A high stat here will allow your character to buy things at cheaper prices. It is also a vital attribute for bards!

### OTHER ATTRIBUTES

**STATUS:** This shows your characters state such as Bleeding, Poisoned, etc. A few basic status effects are:

**Bleeding (BLEED):** This character will take 1 hit of damage per battle round.

**Poisoned (POISON):** This character will take 1 hit of damage each time you move around out of combat.

**Diseased (DISEASE):** Same as poisoned but harder to cure.

**Dead (DEAD):** This character can no longer cast spells or fight. Take them to the temple to be revived.

### TIP: BLEEDING

1. Don't be alarmed if a monster gets a last attack off before it dies. Monsters take bleeding damage at the end of the round too!

**Hit Points (HITS):** How much physical punishment this character can take before dying. This shows the max amount of hits and not what they are currently at.

**Condition (COND):** Shows what current hit points your character is at. When this drops to zero or below your character has died.

**Mana:** This shows your characters current mana level. Mana will decrease after casting spells.

**Experience Points (EXP):** After battles your character will gain experience points. When enough are gained, they will be ready to advance in level, receiving more hit points, more mana, and abilities.

**Gold:** Currency used for buying and selling. Fight monsters or sell your items to get more.

**Level (LV 1):** Shows a measure of advancement in your character's class. The Guild Council will advance a character to higher levels when they have received enough exp.

**Weapon Skills:** Shows the base attack value this character has in combat with weapons. (1handed,2handed,Missile,Unarmed)

**Items:** These can either be worn or carried. They fall into the following categories: Head, Body, Arms, Legs, Weapon, Shield, n/a. Weapons, shields, and armor can be heavier and only characters that meet the strength requirements can use them. A character can carry up to 8 items not including what they wear.

How to Create a Character:

1. When in the tavern press (C)reate Character.
2. Choose gender, race and class for the character.
3. Choose a set of attributes you want for your character. If you don't like what you rolled press (R)e-roll stats.
4. Name your character.
5. If they are a mage, select the two spell areas you wish for them to know.

## LOCATIONS

### THE CITY MAP

#### HOUSES

Most houses in Hachen Dael are empty and abandoned but some are used for hideouts and lairs for the creatures that have been slowly drawn to the city. You can kick in doors to enter a building. When you exit, it will be behind you and you will be facing the building across the street.

#### THE TAVERN

In the tavern you can save your party, load a game, or hire new adventurers to help you along the way. You can also spend the night there and start a new day when you leave again. Entering the tavern at night replenishes mana and energy.

#### TARTH'S EQUIPMENT SHOPPE

Tarth is a retired adventurer from the lost lands. Here you can buy weapons and armor and sell your items. It's a good idea to equip up before exploring a new dungeon.

#### GUILD COUNCIL

The council will evaluate your characters experience and decide whether or not you are ready to advance in level. They also teach new spell areas should your mage master (or grow tired of) their current spell area and wish to switch. Be sure to show respect and make sure your character is in good fighting shape when seeing the guild council. They may not see you if you aren't.

The location of the Guild Council is a secret for if it wasn't Moloch would surely find and destroy them. Explore in the eastern part of town to locate them. Their symbol is on the door.

#### PUB

The pub is a great place to get a drink to replenish your energy for performing feats and singing songs. Barkeepers are also good resources to talk to and they may even drop you a few hints...at a price.

## Kwan's House Of Healing

When your characters run out of mana or your mage is taking the day off, see Kwan to replenish mana or buy healing items.

## TEMPLE

The temple is a holy place where your characters can be healed and restored and even brought back from the dead.

## DUNGEONS

A good idea when dungeon crawling is to explore and map each square in every maze. A clean sheet of graph paper should suffice. And a thief in the first row might be a good idea too for they have a much better eye for finding traps.

You can search for secret doors simply by standing in front of a wall and pressing the "K" key. If there is a secret door there you will move through to the other side. This is very important!

## TIP: DUNGEONS

1. Always check your map for secret doors. Look for the areas where secret doors would be logical and check there. And if something strange is going on...

## COMBAT SYSTEM

The Warrior's Tale is all about fighting. To gain levels you have to fight. If this is your first time playing Warriors Tale, you have to fight.

Combat with enemies occurs randomly and at set locations. Combat is broken down into rounds. At the start of a round, you must give each character an action to perform. Different actions are available to different classes.

**Attack:** This will bring up a new menu with two bars. One represents your character's attack and the other defense. Use the RIGHT and LEFT arrows keys to adjust them until you find what you like. You can take a weaker attack to have a better defense and vice versa. But you can never go above your max attack since wearing magic chain mail doesn't make you swing your broadsword any better!

**Feint Attack:** Your character will put only a single point into attack and the rest into defense. It is possible to hit and even do well with this but in general it's mostly defensive.

**Mighty Blow:** The warrior's favorite move, putting all possible points into their attack, making it best when there are only a few foes left. Be aware that your characters defense is lowest when you take this action.

**Defend:** Put all available attack points to defense. You even get a +10 bonus to defense when doing this desperate action. Helpful when you want to survive long enough for a helping hand from the back rows.

**Use an item:** Some items can aide you in combat such as healing your party or harming your foes. Items shown in grey means they cannot be used.

**Bard Song:** Every bard can play six different songs.

**Cast a spell:** Cast a spell at the party or enemy.

**Hide in Shadows:** Thieves can attempt to duck low and hide during the round and if successful they will go unnoticed; half his attack points will be added to defense in any case.

The first three characters in your party can by attacked by your foes and attack back. The last three can only be attacked by magic and flying foes. For monsters only the first two groups can be attacked and attack back. The last two groups can be targeted with magic.

When the round starts, characters with high quickness perform their action first.

The scrolling speed of the text has two speeds: normal and fast. Use the UP and DOWN arrow keys to adjust it.

At the end of the round all dead monsters will be reduced and your dead party members moved to the back. Monsters in the back groups will move forward as the battle progresses.

At the end of combat treasure and experience points will be shared among all surviving characters.

## SPECIAL CHARACTERS

The special slot (marked S) is for creatures and others that join your party via a special item or summoning spell. They cannot be controlled and act on their own. When they are killed the special slot is cleared.

### TIPS: Combat

1. Use your spells and songs to lower the enemies' defense.
2. Some creatures react differently when attacked by different kinds of weapons. Be sure your party carries a variety of them.
3. Fill the special slot quickly. The special character will take attention off your fighters and you might live longer.

## THE MAGIC SYSTEM

Magic can make the difference between living and dying in The Warrior's Tale. Magic can increase your party's defense and abilities, support your fighters with spells like fireball, or summon a hulking ogre to aid you in battle.

Some spells can only be cast in combat while others only while out of combat. Some are both. Some of the spells that last outside of combat show a symbol in the center of the screen to show when they are active.

All spells have a mana cost. Having mana allows your mages to cast their spells. Some spells have fixed mana costs while others can be scaled. For scaled spells you can allot your choice of mana to power up the effects of the spell. When scaling your spells, the maximum amount of mana you can put is three times the caster's level.

There are magic items found in the dungeons. Magic weapons give an increase to your character's abilities. Be aware that some creatures can only be hurt by magic weapons.

All mages start off with one spell from each of their spell group. There are six different spell groups:

### ENCHANTING

Enchanting spells deal with affecting your party's surroundings and abilities.

### PSYCHIC

Psychic spells affect your foes' minds making them believe your party is stronger or something else that isn't physically present.

### HEALING

Healing spells are very useful ranging from stopping a character's bleeding to restoring lost health points.

### ELEMENTAL

Elemental spells are very strong. While some can affect a party member most directly inflict damage on your enemies.

### ENERGY

Energy spells deal with the mage's life force and use light as components. There are a few attack spells but mostly they are for more general uses.

### SUMMONING

Summoning spells are the most advanced and are not available to first level characters. Summoning involves calling upon entities from other worlds and dimensions to help your party. Summoning can also be used to call upon the lost soul of a fallen adventurer.

Mages who have acquired at least three spell levels in any spell group may choose to change one of the current focuses to learn from another one. The mage will still keep the knowledge of the previous spell group but once they change they can never return to it.

A plus next to the mana cost means the spell can be scaled. These descriptions are available in the game and the abbreviations aren't necessary for casting.

The key for the spell listings is as follows: abbreviation, range, mana cost, and duration.

## ENCHANTING SPELLS

### Level 1

TRZP, View, 3, ---

TRAP ZAP disarms any trap found on chests or in dungeons.

### Level 2

WAFU, Character, 3+, Combat

WARRIORS FURY increases a party member's skill in battle, increasing their attack value.

### Level 3

MACO, View, 5, Long

MAGIC COMPASS creates a shimmering compass of light that follows the party, showing the direction they face.

### Level 4

WITH, Foe, 7, ---

WITHER If this spell is successful a single foe is turned old, reducing its abilities in combat.

### Level 5

OGST, Character, 9+, combat

OGRE STRENGTH allows a party member to damage foes as if they were as strong as an ogre.

### Level 6

CONF, FOE, 11, ---

CONFUSE will cause a single foe to turn and attack its allies.

### Level 7

STTO, FOE/Character, 14, ---

STONE TOUCH will turn any living thing to stone or any stone to living.

## PSYCHIC SPELLS

### Level 1

BLUR, Character, 3+, Combat

BLUR causes a character appear to shift and blur making them harder to strike in battle.

### Level 2

FEAR, Foe, 4, ---

FEAR makes an enemy tremble in fear, lowering their attack and defense.

### Level 3

SPTO, Foe, 5+, ---

SPECTRAL TOUCH deals 1-6 hits of damage to a single foe for each point of mana spent, as if they were touched by a spectre.

### Level 4

MASH, Party, 6+, Combat

MAGE SHIELD creates a magical barrier that protects all party members, increasing their defense.

### Level 5

LEVI, View, 8, Long

LEVITATE negates the effect of gravity on the party, causing them to float over traps and decreasing the chance of an encounter.

### Level 6

WORE, View, 10, ---

WORD OF RECALL teleports the party from within a dungeon to the closet entrance on that level.

### Level 7

MYMD, Foe, 10+, ---

MYSTICAL MANA DRAIN launches a psychic assault against a single foe, depleting them of 0-3 mana points per mana spent and giving it to the caster.

## HEALING SPELLS

### Level 1

STBL, Character, 2, ---

STOP BLEEDING stops the damage a character takes from bleeding.

### Level 2

WOHL, Character, 3+, ---

WORD OF HEALING heals a party member for 1-5 hits per point of mana with a single word from the caster.

### Level 3

CUPO, Character, 4, ---

CURE POISON stops the damage a character takes from being poisoned.

### Level 4

HEWL, Party, 6+, ---

HEALING WIND summons an ancient wind which heals every member in the party for 1-2 hits per point of mana spent.

### Level 5

FLAN, Character, 9, ---

FLESH ANEW undoes the effects of wither and disease.

### Level 6

SOSW, Character, 15, ----

SOUL SWAP causes the caster to die in order to resurrect another party member, who comes back to life with the caster's remaining hit points.

### Level 7

REST, Character, 18, ---

RESTORATION restores a live party member back to their normal status and hit points.

## ELEMENTAL SPELLS

### Level 1

FRFO, Foe, 3+, ---

FROST FOE creates an icy aura around a single target slowing their actions making them easier to strike in battle. Creatures susceptible to cold will take damage instead.

### Level 2

AIAR, Self, 3+, Combat

AIR ARMOR binds the surrounding air into a suit of armor, increasing the caster's defense.

### Level 3

LIBO, Foe, 4+, ---

LIGHTNING BOLT allows the caster to fire a powerful bolt of lightning, which damages a foe for 1-6 hits per point of mana spent.

### Level 4

STSK, Character, 6+, Combat

STONESKIN makes a single party member's skin become hard as stone, temporarily increasing his resistance to physical damage and magic elements.

Level 5

FIBA, Group, 8+, ---

FIREBALL creates a ball of fire which deals 1-3 hits of fire damage per point of mana spent to all foes in a single group.

Level 6

HAIL, Group, 10+, ---

HAILSTORM calls down a storm of sharp icicles upon a group of enemies, dealing each 1-4 hits of ice damage per point of mana spent.

Level 7

CHLI, All Foe, 14+, ---

CHAIN LIGHTNING functions the same as lightning bolt, but will jump from foe to foe, dealing 1-2 hits of damage to all enemies.

## ENERGY SPELLS

Level 1

MATO, View, 2+, Long,

MAGIC TORCH causes a small torch to appear and follow the party, illuminating their surroundings.

Level 2

ENFI, Foe, 3+, ---

ENERGY FIST creates a large fist of energy which does 1-4 hits of damage to a foe for each point of mana spent.

Level 3

BLLI, Group, 5, ---

BLINDING LIGHT creates a flash of light, blinding a group of monsters, causing their attacks to miss the following round.

Level 4

ENWE, Group, 6+, ---

ENERGY WEB creates a web of energy around a group of monsters, entangling them.

Level 5

FICO, Foe, 6+, ---

FIRE COIN charges a single piece of gold with energy, making it a thrown weapon that detonates on impact dealing 2-6 hits of damage to a single foe per point of mana spent.

Level 6

WAST, Group, 8+, ---

WARSTRIKE fires a burst of energy at a group of monsters, dealing 1-3 hits of damage per point of mana spent.

Level 7

LIDR, Foe, 10+, ---

LIFE DRAIN steals 1-3 hit points from a single foe per point of mana spent.

## SUMMONING SPELLS

Level 1

CODE, Special, 5+, ---

CONJURE DECOY creates a decoy illusion; though unable to fight, its purpose is to draw enemy attacks.

Level 2

CRWO, Special, 6+, ---

CRY WOLF summons a wolf to join the party and fight in its defense.

Level 3

DASW, Special, 8, ---

DANCING SWORD creates a magical sword to fight like a summoned monster in defense of the party. The sword gains an extra attack for every 4 levels of the caster.

Level 4

ANDE, Special, 10+, ---

ANIMATE DEAD raises an undead creature from the ground to fight in the party's defense.

Level 5

SUOG, Special, 14+, ---

SUMMON OGRE summons an ogre to join the party and fight in its defense.

Level 6

BANI, Foe, 16+, ---

BANISH banishes a single ghost, demon, or devil from this plane, removing them from combat.

Level 7

BEDE, Character, 22, ---

BEYOND DEATH restores life and one hit point to a fallen character.

## SPELL KEY GLOSSARY

View	affects line of sight for the party
Foe	affects a single monster
Group	affects all monsters in a single group
All Foes	affects all monsters in all groups
Self	affects the caster only
Party	affects all party members
Special	affects "S" slot only
Character	affects party member or special

## DURATION Terms

Combat	lasts until one side is defeated
Short	lasts only for a little while
Medium	lasts for a while
Long	lasts for a long time

## FEATS

Some characters can perform heroic feats in combat or noncombat situations. A character can perform only a limited number of feats per day equal to their level plus three. When they grow tired take them to the nearest pub to replenish their energy. Characters of each class gain feats at specific levels.

Feat	Level		Description
----	-----	-----	-----
Second Wind	1	War	the warrior regains a small amount of hit points
Mighty Leap	7	War	lets the warrior make attack on any group
Healing Hands	1	Pal	heals a party member for 2-3 hits per level
Divine Shield	3	Pal	creates a shield to protect the caster
Holy Light	7	Pal	deals 1-3 hits of damage per level to an undead group
Bless Weapon	8	Pal	use holy water to bless a non-magical weapon (Permanent)
Ki Strike	1	Mon	deals 4-6 hits of damage per level
Iron Fist	7	Mon	increases the monk's unarmed damage
Perfect Self	10	Mon	heals the monk from poison, bleeding, and disease
Ribbon Dance	12	Mon	attacks every enemy in a group
First Aid	1	Ran	stops a character's bleeding
Precise Shot	3	Ran	deals 3-5 hits of damage per level
Arrow Rain	12	Ran	deals 1-2 hits of damage per level to group
Sneak Attack	1	The	deals 1-8 hits of damage per level
Scry Site	3	The	finds the party's location in a dungeon

## BARD SONGS

In order to play a song, bards must first have an instrument equipped in the hand that would normally carry a shield.

### 1. FAFNIR'S FURY

This song instills courage in your party increasing their attack. Lasts only one round of fighting.

### 2. WANDERER'S MELODY

The most basic song learned by all bard apprentices will illuminate the party's surroundings, providing light for dungeons.

### 3. WARRIOR'S BALLAD

This song makes your party more agile and harder to hit, increasing their defense. Lasts only one round of fighting.

### 4. ELVEN TUNE

An ancient tune from the Elvish lands, this song will heal your bard outside of combat and the party during combat.

### 5. MINSTREL'S LULLABY

This song can put a single foe to sleep.

### 6. ADVENTURER'S COURAGE

This song can rally a shaken party from the effects of fear.

## HINTS and TIPS

### Characters

1. If a character dies, you have a few options: revive them with magic, take a trip to the temple, or load your previous game.
2. When rolling character stats, it's a good idea to try and get at least 16 or 17 in the character's key attributes. But don't let your other stats drop too low and use common sense when rolling them (e.g. warriors need good strength, dexterity, and quickness; thieves need good dexterity, intelligence, and quickness, etc.)
3. Most races other than humans have small bonuses or penalties to different stats. Pay close attention to the changes.
4. Fighting classes are very good early on but be sure to develop a magic user or two so they can help your fighters in combat. The last few dungeon levels are real tough.

5. Make sure some characters carry less than eight items or else the party will never be able to pick up new items in the dungeons.

6. Always try to equip your new weapons. Some materials are lighter and require less strength to wield them.

### Magic

1. Don't wander too far in the dungeons without enough mana. It's better to turn back and replenish than to push a bad position and die.

2. Conserve mana! Some effects can be achieved with items instead.

3. Trap zap automatically disarms any trap that is found so make good use of it.

4. When you enter the tavern at night, all surviving characters regain their mana and energy for feats. This can be very helpful!

### Fighting

1. Bows allow characters to fire from back rows so its a good idea to have some archers.

2. Sometimes normal weapons aren't enough for magical creatures. Silver and blessed weapons are the best way to go.

3. Monsters have weaknesses. Find them and use to your advantage.

4. Remember to make full use of your feats and items during combat.

5. The first row in your party is very important! That character's abilities are deciding factors when running away, exploring in dungeons, and affecting encounter chances. A nimble and clever character is much more likely to spot traps and avoid monsters!

### Saving and Loading

1. **IMPORTANT SAFETY TIP:** Under no circumstances should you tamper with any files in your game directory. If you want to start a fresh game, you must copy the game executable to a \*new\* directory and start there. You will be unhappy if you try to give your favorite character "Aragorn" a quadrillion gold pieces and find that he's no longer loadable; if this happens...**SORRY!!!** (with apologies to the late Dave Hargrave)

## ITEMS

The basic items found in Tarth's Equipment Shoppe are available in unlimited quantity

Name	Skill	Required Strength	Description
Torch	--	--	provides light for dungeons
Lantern	--	--	lasts longer than a torch
Throwing Dagger	Missl	--	usable by anyone, but one time use
Dagger	hand	--	usable by anyone, but not very effective
Shortsword	1hand	10	light and easy to use
Broadsword	1hand	12	heavier and more damaging than shortsword
Rapier	1hand	11	a light, sharp pointed thrusting weapon
Mace	1hand	12	a solid, one handed weapon
Halberd	2hand	15	a combination of an axe and a pike
Battleaxe	2hand	16	a highly damaging weapon
Short bow	Missl	--	allows a character to attack from first five rows
Longbow	Missl	12	longer range than the shortbow and more damage
Staff	2hand	--	usable by anyone, but requires both hands
Buckler	--	9	a small round shield
Wooden Shield	--	14	provides more protection than the buckler
Kite Shield	--	15	provides moderate protection
Tower Shield	--	16	the largest shield, providing good defense
Robes	--	--	keeps you warm
Lth Vest	--	10	lightweight armor, wearable by almost anyone
Lth Armor	--	12	most common armor good against light weapons
Chain Mail	--	15	light metal mesh armor
Scale Mail	--	16	more protection
Plate Mail	--	17	best non-magical armor, warrior's dream
Leather Boots	--	--	might stop a nail
Leather Gloves	--	--	useful for gardening
Gauntlets	--	14	metal gloves
Skull Cap	--	10	covers the head
Helm	--	14	protects against head injuries

Send questions, comments, or feedback to:

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<http://www.battlephase.com>

Have Fun!

## CREDITS

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