

The Bard's Tale I

Weapons

Name	Price	To Hit	Damage	AC	Special	Class
Dagger	20		1d4			all
Staff	20		1d8			all
Short Sword	30		1d8			Wa Pa Ro Ba Hu
Mace	60		1d8			Wa Pa Ro Ba Hu Mo
War Axe	70		2d4			Wa Pa Ba Hu
Broadsword	80		2d4			Wa Pa Ba Hu
Halbard	200		1d16			Wa Pa Hu Mo
Mthr Dagger	200	+1	1d4+1			all
Admt Dagger	300	+2	1d4+2			all
Mthr Axe	300	+1	2d4+1			Wa Pa Ba Hu Mo
Mthr Mace	300	+1	1d8+1			Wa Pa Ro Ba Hu Mo
Mthr Sword	300	+1	2d4+1			Wa Pa Ro Ba Hu
Admt Mace	400	+2	1d8+2			Wa Pa Ro Ba Hu
Dayblade	400	+1	3d8+1		MAFL	Wa Pa Ba Hu Co Ma So
Admt Sword	500	+2	2d4+2			Wa Pa Ba Hu
Crystal Sword	500	+1	2d16+1		Kills Crystal Golem	Wa Pa Ba Hu
Broom	600	+2	1d4+2		MALE	Co Ma So Wi
Hawkblade	600		3d8			Wa Pa Ba Hu
Kael's Axe	600	+2	5d4+2		Poison	Wa Pa Ba Hu
Pureblade	600		2d16		FLAN	Pa
Bardsword	700	+1	2d8+1		Unlimited bard songs	Ba
Blood Axe	700	+2	6d4+2			Hu
Dmnd Dagger	800	+3	1d4+3			Wa Pa Ro Ba Wi
Shield Staff	1,000	+1	1d16+1	+2		Wa Pa Hu Co Ma So Wi
Thief Dagger	1,100		5d4		Increases chance to hide	Ro
Dmnd Sword	1,200	+3	2d4+3			Wa Pa Hu
Soul Mace	1,500	+1	2d8+1		Possession	Hu Wi
Sword of Pak	3,000	+2	3d8+2		LESU	Wa Hu
Arc's Hammer	4,000	+1	4d8+1		LERE	Wa Pa Ba Hu
Mournblade	4,000	+1	2d16+1		Level Drain	Hu
Wither Staff	4,000	+2	3d4+2		Old	Ro Hu Mo Wi
Mage Staff	5,000		3d8	+2	Regenerates 1 SP/turn	Co Ma So Wi
War Staff	6,000		4d8			Wa Ro Ba Hu Co Ma So Wi
Sorcerstaff	8,000	+3	3d4+3	+2	DIIL	Co Ma So Wi
Conjurstaff	8,000	+2	3d4+2			Co Ma So Wi
Staff of Lor	9,000	+1	5d4+1		REST, Insanity	Co Ma So
Powerstaff	12,000	+1	3d8+1		WAST	Co Ma So Wi
Spectre Mace	20,000	+5	3d8+5		Level Drain	Wa Hu Wi
Death Dagger	60,000	+3	3d4+3		Critical	Wa Ro Ba Hu Mo Wi
Stoneblade	70,000	+1	3d8+1		Stone	Wa Hu
Troll Staff	100,000	+4	4d4+4		Regenerates 1 HP/turn	Wa Ro Ba Hu Co Ma So Wi
Spectre Snare	200,000	+1	4d16+1	+8	SPBI, Critical	Wa Ba Hu Wi

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Armor

Name	Price	AC	Class
Robes	40	+1	all
Leather Armor	70	+2	Wa Pa Ro Ba Hu Mo Wi
Chain Mail	150	+3	Wa Pa Ba Hu
Scale Armor	300	+4	Wa Pa Ba Hu
Mthr Chain	500	+4	Wa Pa Ba Hu
Bracers [6]	600	+4	all
Plate Armor	700	+5	Wa Pa
Admt Chain	800	+5	Wa Pa Ba Hu
Mthr Scale	900	+5	Wa Pa Ba Hu Co Ma So
Bracers [4]	1,000	+6	Ro Ba Hu Mo Co Ma So Wi
Admt Scale	1,200	+6	Wa Pa
Admt Plate	1,600	+7	Wa
Mthr Plate	2,000	+6	Wa Pa
Dmnd Plate	4,000	+8	Wa

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Shields

Name	Price	AC	Special	Class
Buckler	40	+1		Wa Pa Ro Ba Hu Mo Wi
Tower Shield	100	+2		Wa Pa Ba Hu
Mthr Shield	400	+3		Wa Pa Ro Ba Hu Mo
Admt Shield	500	+4		Wa Pa Ba Hu
Luckshield	800	+2	Increases Luck	all
Dmnd Shield	1,000	+5		Wa
Arcshield	2,000	+3	STFL	Wa Pa Ro Ba Hu Mo
Pure Shield	2,000	+5		Pa
Ybarrashield	10,000	+3	YMCA	Wa Pa Ba
Dragonshield	15,000	+3	53-67 group dmg	Wa Pa Hu

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Helmets

Name	Price	AC	Special	Class
Helm	50	+1		Wa Pa Ba Hu Mo
Mthr Helm	200	+2		Wa Pa Ro Ba Hu
Admt Helm	400	+3		Wa Pa Ba Hu
Dmnd Helm	1,100	+4		Wa Pa
Lorehelm	8,000	+2	SOSI	Wa Pa Ba Wi
Travelhelm	10,000	+3	APAR	Wa Pa Ba Hu
Spirithelm	50,000	+3	LESU	Wa Hu

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Gloves

Name	Price	AC Class
Gauntlets	40	+1 Wa Pa Hu
Leather Gloves	80	+1 Wa Pa Ro Ba Hu Mo Wi
Mthr Gloves	400	+2 Wa Pa Ro Ba Hu Wi
Admt Gloves	500	+3 Wa Pa Ba Hu
Wargloves	3,000	+5 Wa Pa Ba

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Rings

Name	Price	AC	Special	Class
Dork Ring	100			all
Shield Ring	700	+2		all
Ring of Power	40,000		MIBL	Co Ma So Wi
Deathring	60,000	+1	ANDE	Hu Co Ma So Wi
Troll Ring	80,000		Regenerates 1 HP/turn	all

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Instruments

Name	Price	AC	Special	Class
Flute	130			Ba
Harp	130			Ba
Mandolin	130			Ba
Lak's Lyre	1,000		GRRE	Ba
Fire Horn	1,200		33-46 group dmg	Ba
Fin's Flute	1,300	+2		Ba
Heal Harp	7,000		WOHL	Ba
Galt's Flute	10,000		INWO	Ba
Frost Horn	12,000		52-59 group dmg	Ba
Flame Horn	20,000		86-101 group dmg	Ba
Truthdrum	20,000		DIIL	Ba
Spiritdrum	30,000		LESU	Ba
Pipes of Pan	30,000	+2	GRRE	Ba

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Wands

Name	Price	AC	Special	Class
Exorwand	1,000		DISP	Co Ma So Wi
Lightwand	1,000		MAFL	Co Ma So Wi
Wizwand	12,000	+2	PRSU	Wi
Dragonwand	14,000	+1	42-43 group dmg	Co Ma So Wi
Ogrewand	30,000	+1	INOG	Co Ma So Wi

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Figurines

Name	Price	AC	Special	Class
Golem Fgn	300		Golem	all
Ogre Fgn	300		INOG	all
Giant Fgn	400		War Giant	all
Samurai Fgn	500		Samurai	all
Titan Fgn	600		Titan	all
Dragon Fgn	800		Dragon	all
Mage Fgn	1,000		Mage	all
Old Man Fgn	1,000		Old Man	all
Lich Fgn	1,200		Lich	all
Mongo Fgn	1,500		Mongo	all
Thor Fgn	2,000		Thor	all

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Misc. Items

Name	Price	AC	Special	Class
Torch	5		Light	all
Lamp	15		Longer duration than Torch	all
Elf Cloak	500	+2		Wa Pa Ro Ba Wi
Ali's Carpet	?	+2	MALE	Ro Mo Co Ma So Wi
Silver Circle	1,000	+1	Needed in Mangar's Tower Level 5	all
Silver Square	1,000	+1	Needed in Mangar's Tower Level 5	all
Silver Triangle	1,000	+1	Needed in Mangar's Tower Level 5	all
Magic Mouth	1,200		AREN	?
Master Key	1,200		Opens all gates	?
Speedboots	2,000	+1	Increases chance to flee	?
Kiel's Compass	6,000		SCSI	?
Arc's Eye	10,000		SOSI	?
Dag Stone	10,000		GRRE	?
Eye	50,000		Awakens Mad God	all
Onyx Key	100,000		Opens Mangar's Tower	all

Sources

<http://shrines.rpgclassics.com/pc/bardstale1/>
http://bardstale.wikia.com/wiki/Tales_of_the_Unknown:_Items
<http://www.oocities.org/svipdaag/vidgames/BT1items.htm>

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