

BARROWS DEEP

The Bard's Tale IV

THE MANUAL

INXILE
ENTERTAINMENT



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Introduction

Once upon a time, in the far-off county of Orange, Brian Fargo led a scrappy band of adventurers to create a trilogy of games that would change the face of computer role playing forever, with 3D-ish graphics, tricky puzzles and traps, and a simple but engaging story.

Now, on the thirty-third anniversary of those first games, he is releasing a new chapter, with all the improvements in graphics, gameplay, and sound you would expect from a modern game, yet with the spirit and story of the originals intact. It is still a world of tricks and traps, mazes and monsters, and challenging combats. It is still the world where Mangar trapped Skara Brae in ice, where Lagoth Zanta stole the Destiny Wand, and where the Mad God Tarjan brought hell and havok to the Seven Realms - and now it is yours to explore anew. Be you Bard, Fighter, Rogue, or Practitioner, your tale is waiting to be told.

Technical Support

If you encounter difficulties installing or running The Bard's Tale IV: Barrows Deep, you can contact our technical support team by email, using our support web page or our official forums.

Support: <http://inxile-entertainment.com/support>

Forums: <https://forums.inxile-entertainment.com/>

The World

“In mist-shrouded Skara Brae, in the darkest hours of the night, sometimes can be heard a voice on the wind. The Song of the Maiden the locals call it - a song sung since before the standing stones grew moss, a song of ill fortune that lures those who hear it to their doom and drives the melancholy to madness, a song, they say, that must never end, for if it does, the world ends with it.”

The Bard’s Tale IV: Barrows Deep takes place in Caith, a land of rolling hills and ancient standing stones, of deep woods and living gods, and of windswept islands and dark secrets. You start your adventure in Skara Brae, a bustling seaport, and from there travel to the Baedish lowlands, the Forest of Inshriach, and the Stennish Isles. There will be villains to fight, companions to meet, traps to avoid, puzzles to solve, songs to sing, lore to learn, weapons of great power to discover, and of course, a story to be told.

Dark days have returned to Skara Brae. The Temple of the Swordfather threatens the Adventurer’s Guild, blaming it for the malevolent magics and monsters that terrorize the populace. If you ever want to live in peace again, you, as an adventurer in good standing, must discover the true culprits behind these attacks, and learn why your beloved city is once again the center of a maelstrom of evil.

Good luck, adventurer.

Disclaimers

Health Warning

Some are susceptible to epileptic attacks or loss of consciousness when looking at certain types of strong flashing lights, images in rapid succession, or the repetition of geometric shapes or flashes, typically associated with epilepsy. Those with such susceptibilities are at risk of attacks when playing video games, even if the person has no medical history or has never experienced such attacks before. If you or a member of your family has already displayed symptoms while playing video games, consult your doctor before playing. If you or a family member displays vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or loss of consciousness, stop playing immediately and consult a doctor.

Also, we want to state specifically and emphatically that we do not condone drinking like the bards do in the game. This is a fantasy story, and the heroes do all sorts of things no one should do in the real world - for instance, robbing graves, casting spells, raising the dead, and fighting demons. All - just like drinking to excess - decidedly not recommended, and probably in violation of your local laws. Don't do it.

Manual Disclaimer

inXile Entertainment may issue updates and patches for The Bard's Tale IV: Barrows Deep. Although the information present in this manual is up to date as of the release version of the game, those patches and updates may potentially introduce changes to the game mechanics, systems or content which are not fully reflected in this manual. Please refer to any patch or update notes from your chosen platform for further details.

Character Creation

Soon after beginning *The Bard's Tale IV: Barrows Deep*, you will have the opportunity to create your own character. If you choose to skip this step, you will play as the default character, the Baedish Bard, Melody. She can attack with a hatchet, gain powers by drinking booze, and play Sanctuary Score to shield her allies. The choice is yours!

If you have decided to create your character, good luck!

-End of Manual-

Just kidding! So, if you're creating a character, this is what you need to know...

Archetype

Your Archetype is the overall direction for your character. There are four available to choose from.

Bard

Bards use Spell Points to sing songs so grand they imbue the listener with their mystic properties. Bards provide powerful buffs and debuffs, and can be serviceable combatants in a pinch. Bards gain their power through good humor and a wet whistle, meaning they gain Spell Points and bonuses by drinking on the job.

Starting Ability: Sanctuary Score

Sing a protective song that shields allies from harm.

Practitioner

Practitioners are master manipulators of magic. They generate Spell Points and use them to unleash powerful spells. Practitioners can summon fearsome monsters or assault crowds of enemies with gouts of fire, bolts of lightning, and psychic maelstroms. Among practitioners, there are several established disciplines: Conjurers, Magicians, Sorcerers, Wizards, and the legendary Archmages.

Starting Ability: Arcane Barrage

Fire a bolt of raw arcane energy that rends the soul of its victim.

Fighter

Fighters may be brutish berserkers who fling themselves headlong in the battle and use raw power to carry them through the fight, or more tactical fighters who can duel with an opponent and come out unscathed. Either way, fighters belong at the front of your group, trading blows with enemies and protecting your more fragile characters while conversely being supported by those they protect.

Starting Ability: Taunt

Insult an enemy and invoke his ire, causing that enemy to charge the fighter, ignoring the rest of your party.

Rogue

Rogues excel at deception, misdirection, and finding the perfect opportunity to circumvent defenses and land devastating killing blows on key targets. Rogues also have the ability to conceal your party, making it easier to avoid or ambush enemies.

Starting Ability: Hide in Shadows

Slip away into the shadows, making it impossible for enemies to target you with direct attacks. Attacks launched from the shadows deal bonus damage but reveal your position.

Race/Culture

You may play as any of the seven proud cultures that populate Caith. Each culture carries with it a powerful passive trait that can define your character.

Baed - Human

Occupying the southern lowlands, the Baed are the most “civilized” of Caith’s people. They are a stocky, ruddy race of farmers and craft-folk who live in small towns and stone-walled towns ruled by hereditary lords. Until recently, the Baeds worshipped the traditional gods of Caith, simple deities of harvest, hearth, and hedgerow, but the growing influence of the Fatherites has pushed the old cults underground.

Passive: Baedish Studies

The Baed people are well-educated and clever. Gains 1 bonus Skill Point at level 3, 10, and 18.

Einarr - Human

Descending from the raiding peoples beyond the north sea, the Einarr live on the east coast of Caith, and the many islands that dot the sea beyond it. They are the tallest, fairest, and most sea-loving of all the people of Caith. Geographically separated from the Baed, they continue to worship the gods of their northern ancestors.

Passive: Einarr Temper

These tall and powerful people have a legendary ability to hold a grudge. Each time they’re struck in combat, they gain +1 Strength for the remainder of the fight.

Fichti - Human

The most secretive of Caith's people, the Fichti live in the northwestern forests and survive mostly by hunting and gathering. They are small and dark-haired nature worshippers who are organized into matriarchal tribes and clans.

Passive: Fichti Watch

The Fichti are fiercely protective of their friends and family and will give their life for them if need be. Once per battle, a Fichti will absorb damage from an ally that would otherwise kill them.

Outlander - Human

Many races and peoples come over the sea to Caith - mercenaries from Ambardy, traders from Lestras and Attia, scholars from far Barabi. Some stay and settle. Others become adventurers. They all share the common struggle of being strangers in a strange land.

Passive: Outlander's Resilience

Outlanders may come from a variety of cultures, but they all share one trait. The trials they faced in coming to Skara Brae have made them hardy and unflappable. They're immune to poison, fire, and bleeding.

Dwarf

Dwarves come from the realm of Kinestia, where they live in vast underground holds. They are an insular race, but some find the hold life dull and claustrophobic, and so venture to the world of men, where their skills in metalwork and stonework are in high demand.

Passive: Dwarven Stubbornness

Dwarves are a stubborn and sturdy people who are almost supernaturally tenacious. Dwarves cannot be stunned, rooted, or forcibly moved.

Elf

The elves live in the realm of Arboria, a place of endless forests and abundant magic than can only be reached by magic portal, and generally they stay there, engaging in internecine intrigues and ignoring the human realm entirely. Some, however, care deeply for humankind, and leave their own land behind to help and protect their younger cousins.

Passive: Elven Wisdom

Elves are a well-educated race with innate magical abilities. Elves have +30% Intelligence and +1 maximum Spell Points.

Trow

Short, scrappy, and mischievous, trow are both loved and feared by the people of Caith. The old tales say a Trow around the house is good luck. The Fatherites, however, say they are dirty thieves who will sicken babies in their cribs. Really, they're just ordinary folk, trying to get along as best they can - which sometimes means taking advantage of human generosity.

Passive: Trow's Advantage

Ever the opportunists, the party gains one Opportunity when a Trow adventurer lands a killing blow. This may happen only once per turn.

Customize

Here you can select a character's portrait, voice, and name. The choices are yours. You may pick any combination you wish.

Skill Trees

Skill Trees are how you level up. Each time you gain a level you're awarded a point to spend on the Skill Tree. Each Skill costs one point. At first, you may only access the first tier of your Archetype's Skill Tree but, as you gain levels and allocate points, you should seek out the Review Board in the Adventurer's Guild to advance to the later tiers. Through your Skill Tree you unlock powerful abilities and passives. You can also train to wear new armor, wield special trinkets, and learn to craft new and powerful weapons of war. Each Skill Tree also features a series of sub-classes, which are represented by linked Skills that culminate in a powerful class passive or unique Ability. Each sub-class represents a specific play-style for that archetype.





Bard

Music - Learn to play magical instruments and sing magical songs that bolster your party and demoralize your foes. Gives "Battle of the Bands" a whole new meaning.

Attack - Train to wield new weapons and deal greater damage. Never a bad thing when the description says damage.

Defense - Train to fight in advanced armors and increase your survival. If you're still alive, you can still talk trash.

Brewing - Train to brew magical booze, as well as create potions, bombs, and other weapons of war. Become the boisterous barroom brawler you always believed the bard should be!



Practitioner

Spellcraft - Train to wield magical implements, cast potent spells, and deal greater damage. Doing more damage is good.

Defense - Train to wear exotic robes to amplify your magic power and increase your survival. Who says mages have to be squishy?

Meditation - Train to focus inner power to better generate and store Spell Points. Sometimes speaking softly for a couple rounds, gives you a veritable tree trunk instead of a stick.

Bladecasting - Train in ancient blade-casting techniques to blend magic and knife fighting into a lethal combo. This just sounds cool.

Crafting - Train to create potions, bombs, and other weapons of war. Someone has to heal, right?



Fighter

Attack - Train to wield new weapons and deal greater damage. Ignore this if you don't like killing enemies.

Defense - Train to fight in the strongest armors and increase your survival. Does the front line really need defense?

Command - Train to command your troops and fight with advanced techniques. Are you qualified to be in charge?

Crafting - Train to create potions, bombs, and other weapons of war. Who needs support when you're a walking arsenal?



Rogue

Attack - Train in the art of assassination, to use new weapons, and deal greater damage. Fair fights are for suckers.

Defense - Train in advanced techniques of deception to avoid your enemies, fight in better armors, and increase your survivability. Can you hit a ghost? Well, yes...but it's hard.

Subterfuge - Learn the arts of Criminality, Espionage, and Deceit... everyone has gold somewhere, right?

Crafting - Train to create potions, bombs, and other weapons of war. Murder bottles!

Important Stats



Constitution

Your adventurer's maximum health points.



Strength

Affects the amount of damage done by most attacks.



Armor Class

Every point of armor negates one point of incoming physical damage.
Mental Damage and True Damage ignore armor.



Intelligence

Determines your Focus while channeling or using stances. This will also make some spells more powerful and dictate how well you can hold your liquor.



Opportunity Gems

Combat in The Bard's Tale IV: Barrows Deep is turn-based. Starting out, you have three Opportunity, displayed as gems, to spend each turn. You will gain more as you progress. Your adventurers have Abilities that cost Opportunity to activate. Activate Abilities until you're out of Opportunity before ending your turn. Unlike the other stats, Opportunity is a resource shared by your entire party.



Spell Points

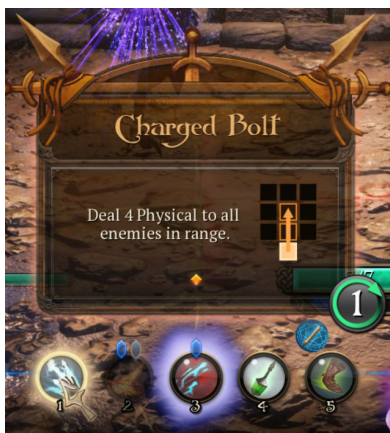
Abilities that use Spell Points display Spell Point Gem icons directly on their Ability icon. The number of gems indicates the number of Spell Points they require to cast. The gems are either lit or unlit, based on how many Spell Points the character currently possesses. If the character lacks the Spell Points needed to cast the spell, the Ability icon is greyed out.

Unlike Opportunity, Spell Points are not a shared resource across your team. Spell Points are generated and stored on the individual character. Generate Spell Points by drinking Elixirs of Focus, meditating, or getting drunk. Some passives also generate Spell Points. Abilities that use Spell Points do not use Opportunity.

Damage & Defense

*"The better you know your foe, the better you can defend yourself.
Not everyone has the luxury of hiding in shadows." - Sir Grady*

Damage Types



Physical

Physical attacks hit Health directly, except what is blocked by Armor (discussed later). Physical Attacks will ignore Focus, so they will not break a channel... unless you kill 'em first.



Mental

The only type of damage that can break Focus while a target is channeling. Any damage that remains after the Focus is broken, is counted against Health. If a Mental Damage attack is used against a non-channeling target, the damage hits Health. Mental Damage ignores Armor.

True Damage

Usually encountered though status effects such as Bleed and Poison, True Damage ignores Armor and cannot be negated in any way.

Status Effects

Good or bad depending on who they are applied to, Status Effects are that little something extra to really swing the tide of battle. From burning to bleeding to rending armor to drinking, Status Effects can have a significant impact on combat.

Defense Types

Armor

Armor will absorb incoming physical damage, reducing the damage received in a flat exchange. If you have 3 Armor and are hit with 5 damage, you will lose 2 health. Present in all the familiar forms, medium and heavy armor will provide you with that extra damage mitigation which can make or break your combat encounter.

Defensive Abilities

Defensive Abilities are just that, they defend. Found in archetype's Skill Trees (such as the Fighter's Deflect or the Bard's Sanctuary Score) and through Trinket items (like the Deployable Barricade). These Abilities can be used to mitigate incoming damage. Always handy in a pinch.

Abilities

Each adventurer can equip up to five abilities to be used in combat. Which abilities your adventurer has equipped can be set in your character sheet and your mastery book. Abilities are gained from your character's archetype and the associated Skill Tree, and can also be found on some special items, such as potions or magic weapons. Equipped abilities are displayed in the center of your Party Grid (discussed later).

Below are the common Abilities and their unique tooltip color:

Purple: *Mental*

Orange: *Physical*

Green: *Healing*

Blue: *Defense*

Gray: *Utility*

In addition to the Ability title and a short description, the Ability tooltips contain information on any Spell Point or Opportunity cost, as well as any cooldown duration.

Masteries

Any Abilities acquired through the Skill Tree may be equipped through the Mastery Book on the Character Sheet. Here is where you will swap between spells and physical attacks, utility and damage, and buffs and debuffs to make each adventurer work for you.

Gameplay Concepts

The land of Caith is in turmoil, and your quest is a perilous one. To survive, you will need knowledge and skilled companions. Here is all you'll need to know to add allies to your party and make your way in the world.

Party and Companions

As you venture forth, you will encounter quite a few adventurers like yourself – a perk of being in the Adventurer's Guild! Your party starts with a set number of slots, but this number increases as the game progresses. Any character you do not take in your active party will return to the Adventurer's Guild. This way, you can always rearrange the party as you see fit. Speaking to any character who can join your party will open the Party Menu automatically.

Another option, outside of the characters you will encounter along your journey, is to create mercenaries to round out your active party members. Purchased from the Mercenary Vendor in the Adventurer's Guild, these mercenaries are always available provided you have obtained a Mercenary Token on your adventure.

Gaining Experience

Experience Points (XP) are gained primarily by defeating enemies in combat, and can also be gained by completing quests. Earning enough Experience Points will level-up your party members, granting them more Skill Points to spend.

Skill Trees

In Character Creation, you will begin with 3 Skill Points. Each time your adventurers level up they earn a Skill Point. Spend your Skill Points in your Skill Tree to grow in power, learn new Abilities, and train to use new gear.

The Skill Trees are broken into three tiers. To unlock the second and third tiers of Skills you must spend 8 and 16 Skill Points respectively. The first time you unlock a tier, you'll have to travel to the Adventurer's Guild to be judged worthy of advancement by The Review Board.

Combat

Combat in The Bard's Tale IV: Barrows Deep takes place on a 4x4 grid, with your party standing on one side and the enemy standing on the other. Gameplay is turn-based, with your side and then the enemy trading off turns with each other. The total amount of moves you can make is determined by how much Opportunity you have.

First Strike

First Strike is displayed when you engage the enemy, giving your party the first attack. When approaching the enemy, your cursor will change from the standard arrow to **Charge**. Using Charge allows you to close distance and get that first attack.

Spotted

If the enemy sees you first, **Spotted** will be displayed before combat, and the enemy team will have the first attack.

Attacks, Items & Abilities

In order to attack, use an equipped item, move, or activate any other ability simply: Select the character you want to use, press their Ability button, and then select your target. Who an Ability will hit depends entirely on where your adventurer stands on the battlefield and the targeting pattern of the Ability they're using. Keep an eye on the damage previews provided so you don't attack the wrong target. That's embarrassing.

Some items and Abilities can be used at any time out of combat. Abilities that do not grey out during exploration can be used at any time out of combat from the Ability Bar. Items like food and torches may be selected from the Inventory.

Focus

Enemies and adventurers Focus when preparing powerful Abilities or while they're in powerful combat stances.

To execute a Channeled Ability a combatant must Focus for one or more turns. You can stop an enemy from Focusing by dealing Mental Damage. When the Focus meter is completely drained the Ability or stance is canceled. If a channeled Ability is not broken in time, it'll execute automatically at the start of the turn. Abilities that deal mental damage are often purple and will glow while an enemy is Focusing.

Spell Points

Spell points can be generated by using Abilities like Chug or Meditate. Practitioners also passively generate Spell Points. These can be used to fuel magic spells and bardic songs that can't be activated using Opportunity. Spells are easy to spot because of the spell gems on their Ability icon.

Health

When a party member's Health reaches zero and they are incapacitated, their portrait will be greyed out and unavailable. You cannot use or select the party member in this state. If you win the fight, any unconscious party members will stand back up with a quarter of their maximum Health restored.

End Turn

If you've used all your Opportunity and have no Spell Points to spend, press the End Turn button to let the enemy's turn proceed. When their turn ends, you regain your Opportunity, Ability cooldowns progress, and any channeled Ability from the previous round will activate, starting your next turn.



Exploration



Waypoints

Knowing where you're trying to go is important. Active quests will produce Waypoints in the world for you to follow to help reach your objectives. Simply run over the Waypoint to cause the next one to appear.

Luck Stones

Luck Stones are artifacts placed around the world of Caith. When you approach and interact with them, they will allow you to save your game. If you fall in battle or quit and come back, you will reappear at the last Luck Stone you visited.

Ancient Luck Stones are a special type of Luck Stone. Unlike their regular golden cousins, you may choose to save your game here or, if you're daring, you can instead consume the Luck Stone's magic; destroying the stone but gaining Experience for your entire party. Choose wisely.



Standing Stones

The world of Caith is dotted with ancient Standing Stones which allow adventurers to travel great distances. Those who possess a special Song of Exploration ability, the Wildland Whistle, may use it while standing in the center of the ring to activate them.

Upon activation, your Map Screen will appear and show all of the Standing Stones you have previously discovered. Selecting one will allow you to fast travel to that location.



Menus & Interface

HUD

The Heads-Up Display, or HUD, gives you immediate information on the game world.

Cursor

The cursor appears in the center of the screen. When you look at different objects in the world, you will see the cursor change to indicate what action you will take, whether that's talking to a character, charging at an enemy, or opening a chest.



Some objects cannot be interacted with without special Adventuring Tools, such as bombs or rope. These can be used to help you explore, solve puzzles, and find new locations, and will be used automatically if you have them in your Inventory.



Minimap

This miniature map appears in the top-right of the HUD. It displays your immediate surroundings, and will show icons representing waypoints, merchants, enemies, and character locations.

Party Bar



The Party Bar allows you to view all of the characters within your party.

Stat Bars

The Stat Bars are floating elements that appear next to characters in your Party Bar. These indicate various key stats of characters. These include:



Health Bar - When selected, a character's Health will be displayed numerically. When unselected, a separator is used to break Health Bars into sections of 10hp for easy reference.



Spell Point Bar - This begins to fill at the start of each combat. It shows how many Spell Points the character currently has.



Focus Bar - When a character is channeling, or has a stance in effect, a Focus bar and counter appears above the Health Bar.



Armor - Each point of Armor reduces the amount of Physical Damage taken from Abilities.



Abilities Bar

The Abilities Bar shows the currently selected character's Abilities. Each adventurer has up to four Abilities, and a move Ability available for use.



Songs of Exploration

Songs of Exploration are magical songs your party will learn on your journey. These may be used at any time to produce various special effects in the world.



Character Sheet & Inventory



Character Sheet

Your Character Sheet displays important details about the current selected party member. This includes:

XP - Each character's progress to their next level-up.

Stats - Individual character's important numbers.

Passives - Special perks your character always has.

Character Model - What your character looks like.

Active Abilities - The character's currently available Abilities.

Mastery Book - Abilities you have mastered.

Equipment - The character's currently equipped items.



Inventory

Your Inventory contains all the items your party is currently carrying.

Items - Different items take up different amounts of space.

Sub-Menus - Select an item to see all the ways you can interact with it.

Pages - You begin with 2 inventory pages and a quest item page. An additional inventory page will be available for purchase as you progress in game.

Skeatt - Money!

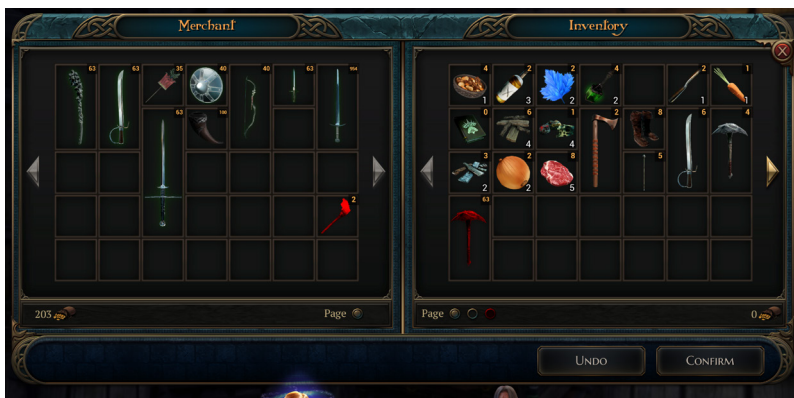
Tooltips - Hover the cursor over an item to see more information.

Crafting



Any recipes found while adventuring or earned through your Skill Tree will all be available for you to create through the Crafting Menu found in your Inventory. Broken up into categories, your Crafting Menu will let you know what's required for each recipe as well as your current inventory amounts for each ingredient. If all ingredients are present, the item will be available to be crafted.

Merchants



Trading with a merchant will open a screen showing both your Inventory and theirs. You may buy and sell at the same time, with the total value of the transaction of all items displayed.

Journal

This screen contains both your Map and your Quest Log. You may switch between them using the tabs at the top of the window.

Map

The Map Screen displays your current location by default. You may use the menu on the left side of the screen to also view other locations you have previously visited



Quest Log

The Quest Log contains a record of all your current and completed quests and objectives. Selecting a quest at the left side of the screen will show you its details in the main Journal area. While you have a quest selected you can press the “Track Quest” button to display quest information on screen while you’re exploring, as well as see any waypoints associated with that quest.



Skill Tree



The Skill Tree includes all of the different Skills that your party members may learn. As they gain Experience Points, they'll level up and get more Skill Points.

The Skill Tree is divided into multiple categories, each of which is split into several tiers. You may spend your Skill Points at any time in each category, but to unlock a new tier, you will need to spend a total number of Skill Points across all categories, and visit the Review Board to unlock the next tier.

Pause Menu



The Pause Menu pauses gameplay and also allows you to access the game options, load a previous saved game, return to the Main Menu, or exit the game. But you don't want to do that one.



Items & Equipment

Weapons

Standard Weapons

Main Hand weapons come in two categories: One-Handed and Two-Handed. Two-Handed weapons will take both the Main Hand and Off-Hand weapon slots.

Off-Hand items/weapons are usually control or support items which can be used round out or supplement certain adventurers' Abilities. Anything from Shields to Instruments can go here. Depending on how you have built your party, certain classes will allow you to hold some weapons in your off-hand as well.



Elven Puzzle Weapons

The elves' fascination with nature, craft, and enchantment finds its ultimate expression in their puzzle weapons. Originally designed so that no one but the owner could unlock their full powers, these unique weapons consist of three parts: The Pommel (Seed), The Grip (Roots), and The Hilt or Collar (Leaves).

Each part of the weapon must be solved in sequence, beginning with the Pommel, and unlocks a boon upon completion as well as allowing you to advance to the next section. Boons are permanent upgrades to the weapon. Each unlocked boon is stronger than the last, giving the weapon wild new properties.



Armor

Armor has three different equipment slots in your Character Sheet: **Body**, **Boots**, and **Helmet**.

You will have the option to wear **Light**, **Medium**, and **Heavy** armors, as well as **Mana** or **Power** robes for your magic users.

Body and Helmet pieces should be familiar equipment, but Boots will provide additional movement options to your adventurers.



Trinkets

Trinkets are small consumables and ornaments that generally don't have stats, but provide powerful utility Abilities. Things like potions, grenades, booze, and traps all go in your Trinket slot.



Books & Notes

You may encounter books and notes on your adventure. To read them, you can select them in the Inventory. You may find details on the history and culture of Caith, as well as important clues and hints to help you solve puzzles.

Locations

Skara Brae and its surroundings are full of danger and secrets. Here are some of the major locations you will visit on your adventure.

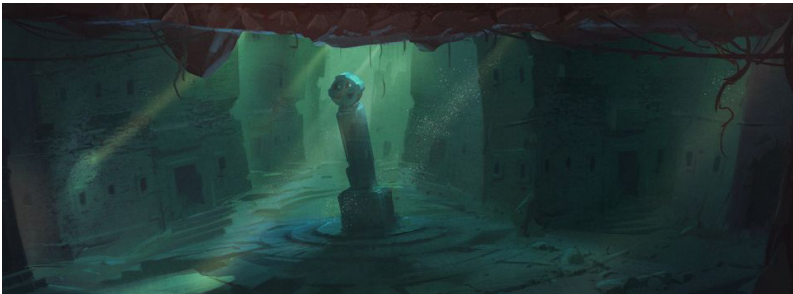
Skara Brae

A bustling sea port town with a long history of fending off attacks from mad men, sorcerers and gods.



Old Skara Brae

Buried in the mud after Tarjan took his vengeance upon it, this is the original Skara Brae, now hidden beneath the streets of the new town.



Baedish Lowlands

The rolling farmlands that feed Skara Brae, these seemingly placid fields hide ancient histories and mysteries.



Forest of Inshriach

Home of the Fichti, the Inshriach is an untamed wilderness of wild creatures and dark corruption.



Glossary

Adventurer

Each character you control is an adventurer.

Stats

Adventurers have 5 core stats: Strength, Constitution, Armor, Intelligence, and Spell Points.

Party

This refers to all the adventurers under your control collectively.

Party Bar

This refers to the User Interface element at the bottom of your screen that has all your adventurers on it.

Item

Items are found in the Inventory. They can sometimes be equipped, used, inspected, bought, and sold.

Ability

Abilities are actions you can take in combat. Melee attacks, magic spells, and even using potions are all Abilities. Key Ability types:

Arcane - This Ability's damage is determined by Intelligence rather than Strength.

Battle Ready - This Ability starts off cooldown in combat.

Channel - The combatant will become inactive for the number of turns listed while preparing the Ability, rendering them incapable of acting. Can be ended prematurely by Mental damage.

Drunken - When your Bard reaches this number of Drunken stacks, they unlock their songs' secondary effects.

Stance - A channeled Ability that allows the combatant to keep acting.

Skill Tree

Each adventurer has their own Skill Tree based on their archetype. The Skill Tree is populated with Skills that can be bought for one Skill Point each. Each time an adventurer levels up, they earn one Skill Point.

Skills

Skills are purchased within the Skill Tree to improve your character. Skills can grant stats,

passives, crafting recipes, and Abilities.

Passive

Passives are properties of an adventurer that are always in effect. Many passives have trigger conditions under which they'll activate.

Status Effect

Status Effects are bonuses or penalties that have a limited duration. For example, being poisoned is a status effect which only lasts for a few turns.

Boon

Boons are special passives that are granted by correctly solving elven puzzle weapons. There are special enhancements to the puzzle weapon that will grant your adventurer extra Abilities to aid in combat.

Luck Stone

Luck Stones are magical pillars where you can save your game and restore your party's health. They come in two varieties, Gold and Ancient. Gold Luck Stones can be saved at as often as you like. You can choose to bind an Ancient Luck Stone to turn it into a regular golden Luck Stone, or consume it for bonus Experience Points. If you consume it then it is removed for the rest of the game.

Standing Stone

Standing Stones are massive stonehenge-like circles of ancient carved rock. You can activate them by singing the Wildland Whistle. Once you have two or more unlocked, you can use the Wildland Whistle to open up the fast travel menu and warp between them. We call this the High Road.

Standing Stone of Gratitude

Standing Stones of Gratitude are ancient monuments to great heroes of Skara Brae. Interact with them to gain bonus experience.

Merchant

Merchants are characters who you can buy and sell items with.

Review Board

The Review Board is located on the bottom floor of the Adventurer's Guild. Whenever you have spent 8 Skill Points in a skill tier, you may return to the Review Board to unlock your next tier.

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