Silversword Manual

Contents

Introduction

Around Christmas 2010 I decided to program Silversword. I always wanted to make my own role-playing game and the lack of Bard's Tale-like stuff on the iDevices finally got me to this. Now — at the end of 2011 — with only a few weeks left until the release of the full version, and half a year after the release of the lite version, I am very satisfied with the result.

Before giving credits I want you to know that you can buy the Silversword Compendium as an In-App-Purchase from within the game. Why is that?

I put a lot of effort into creating the skills, spells, classes, races and other game mechanics. You can play the game without the Compendium, but you have to do some research to find out how everything works. If you want to know everything, and want to have detailed information about the mechanics, I ask you to honour my work that I put into the Compendium and to buy it.
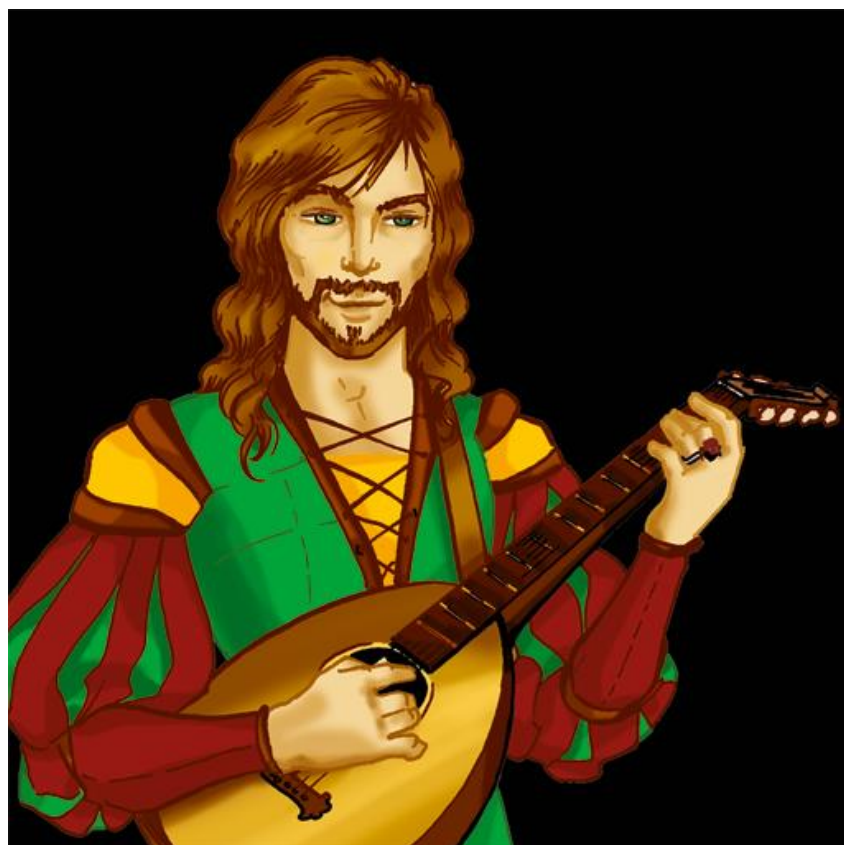
Credits

My special thanks go to:

Frank Klueppel, for creating wonderful graphics, maps, and background stories. Hopefully he will publish his Roleplaying Game RISE someday.

Kristina Giepen, for drawing all characters and creatures. Without her, the game would probably have a different look.

Chris Gerbracht, for giving me feedback, stories and things to think about.

My wife, for doing the french translation.

Further thanks go to:

Ben Schuettler and Lars Heidieker, for helping me out with those nasty Objective-C problems.

And very hearty thanks go to:

All you Silversword Lite players who provided me with valuable feedback throughout the months!

The Game is dedicated to Jens Jochimsthal, who teased me for 20 years with the idea of Silversword — and to my wife, where my heart resides.

Mario J. Gaida

January 2018

About the mechanics

Silversword is a game in the genre of The Bards Tale. This means, it tries to simulate a roleplaying session like you might know from Dungeons & Dragons. You control a group (your „party") of up to seven members. The first four slots are melee slots, meaning that this is the front line when facing enemies. The last three slots are the members in the second row, they have to use ranged weapons, special items or magic spells to participate in combat.

Starting the game

After having installed and started the game, you can choose what type of game you want to play (introduced with update 2.2.5).

Classic game

The classic game is the standard game mode. This game mode has its own leaderboard at Game Center.

Modern Game

The modern game will please the players who don't want their characters to be randomly rolled. This game mode functions like the classic game, but you will be able to distribute 36 points to your stats upon character creation. In addition, you can choose which stat to raise when levelling up.

The modern game mode has its own leaderboard on Game Center.

Legend game

The legend game mode is for players, who want a special challenge. Here are the restrictions / changes:

- You can only save your game in guilds / camp spots.
- HP and SP increases upon levelup are fixed (no randomness here).
- No In App Purchases possible except compendium and expansions.

This game mode has its own leaderboard on Game Center.

With your game mode selected, you are taken to the Ruin Camp.

In the Ruin Camp, you can find new heroes to join you on your adventure.

It might happen that your party is already filled with some brave fellows, but you can of course create your own characters.

General interaction

You play the game by touching the elements on the screen.

The interface is shown in the following screenshot.

A touchable area in the text output (upper right side of the screen) is marked by a Button.

You can move by touching the view (upper left side of the screen) on its upper half, or at its sides. But it is more elegant to use the cross-hair panel, which you can activate by touching the cross-hair symbol on the upper right side of your screen. Change the position of the cross-hair panel by touching and dragging the symbol.

You go into character view by simply touching a character entry in your party roster, which fills up the lower half of your screen.

To change order or to rename or discard a character, see the section "Managing your party".

By touching the Spell Effects area, you can get an overview of active spell effects that are summoned by your party members. It is possible to end an effect before it fades by itself - just touch the entry and confirm.

The party roster

The lower half of the screen is reserved for your party members. You can form a party of up to seven characters. Shown are the name, the armour class (AC), the actual condition, the current hit points, the current spell points, and the class shortcut of each character.

The actual condition may be either your full hit point value, or one of the following:

PSND   your character is poisoned.

NUTS   your character is insane, he may attack your party.

POSS   your character is haunted by evil spirits. Dangerous!

INCP   your character is incapacitated and can't act in combat.

STUN   your character is paralysed, AC counts only 50%!

OLD   your character suffers from aging, setting his stats to 1.

STON   your character has turned in to stone.

DEAD   guess what?

A red D behind your character's name indicates that he/she is drained and has lost experience points and/or a level! Cure this as soon as possible!

You can switch the roster to a combat view by touching the settings icon (cogwheel symbol in the lower right) and then dragging your finger away from it. Restore the original party roster by doing so again.

The Map & Log Screen

On the map / log screen you can see a map of all explored areas so far. The "All" button leads you to the overview map, with the visited zones linked in. You can touch the green squares to jump to a specific map.

On the map, links to other maps are marked by a red square. By touching it, you will be taken to the linked map.

Upon touching the map, you can add a note it. If you don't want to take a note, just hit OK without entering anything.

If you want to delete a note, touch it twice. The map notes are game specific, so if you start a new game, your notes will not be preserved.

The Ruin Camp

In the Ruin Camp you have the following options:

[Create a character]

[Add a character]

[Remove a character]

[Delete a character]

Create a character

After touching the "Create" Button, you can choose a gender for your new character. This only affects the appearance of your character, but no stats.

You can then choose from one of the available races. A short description of each race can be found in the chapter "Races and Classes of Tarnak".

Choosing a certain race will affect the character's base stats. For example, a dwarf is stronger than a human, but might not be as clever as an elf. In addition, each race has certain special virtues that are shown on the screen once you have chosen a race. For example, human get their attributes raised faster, and elves can aim more precisely with ranged weapons.

Play around with the races and find out which classes each race has to offer. You will find that not all character classes are available for all races. The class will decide in which direction your character develops.

We recommend playing with the preset party for a while to get a feeling for the different skills each class has to offer. Full information on each race and class is provided in the Silversword Compendium.

Important:

All characters are stored in a common place, which you can access in every camp throughout Tarnak. But be aware that they are game dependent - as soon as you start a new game, all characters from previous games will be lost! (Loading an old game is possible of course).

Note: You can only create 25 characters with each new game!

STATS

A character has the following stats, which can be recalled by touching the character in your party roster.

You can switch to the different character information screens by using the arrow buttons which will appear once you are viewing a character.

ST = Strength

The strength affects your damage in melee combat.

DX = Dexterity

The dexterity affects your chance to hit in melee and ranged combat, and also affects your armour class (AC).

CN = Constitution

Your constitution plays an important role in determining how many hit points you will get when reaching a new level.

IQ = Intelligence

Intelligence affects the amount of spell points your character will get (if it gets spell points at all).

LK = Luck

Luck influences your fate in different ways. The obvious ones are the mitigation of trap damage and the chance to resist evil spells.

HP = Hit Points

Your health. If your hit points reach zero, you will become incapacitated. When your hit points reach your negative constitution value, you will die. You may regain hit points by visiting a temple, getting attention from a healing spell, or by walking in the daylight.

SP = Spell Points

Spell points are your pool of power. Every magic spell costs a certain amount of spell points. If your spell points are too low, you won't be able to produce magic effects. You may recharge spell points with certain items – or by walking in the daylight.

AC = Armour class

Imperative for your melee ranks (slot 1 − 4). The lower the AC, the better. The better your armour (don't forget to visit your local armoury), the lower the AC. With a low AC, you won't be hit that much. Useless against magic spells, tho.

THAC0 = To Hit AC0 Chance

This will be known to all D&D Players out there, and is for statistical purposes. Your chance to hit an enemy with AC0 in percent.

Creating your party

You can gather a band of up to seven characters who will travel with you through the world of Tarnak. The first four slots are melee range slots. You can only attack your enemies with your melee weapons if a character is in one of the first four slots! Exception: ranged weapons – special weapons with a higher range – or magic spells. In return, your enemies may only attack the members in the first four slots (the mentioned exceptions apply here, too).

Rule of thumb: Make sure you place characters with high health points and low armour class in the first four slots.

Weapon range: To hit from the last three slots, you must have a weapon with at least range 2 (e.g. Throwing Knife, Throwing Dagger)!

Managing your party

Discard a character

You can discard a character by touching the name and dragging it to the left side of the screen. Upon releasing, you will be asked if the character should leave the party. It will then return to the Ruin Camp where you can pick it up again.

Rename a character

You can rename a character by dragging the name to the right side of the screen. If you enter nothing, the name stays unchanged. Underscores are not allowed and will be replaced.

Change the order

By touching a name and dragging it an inch to either side, you can change the position of your party members afterwards by dragging up and down. Dead members cannot be moved, they always stay in the last ranks.

Spells

There are different schools of magic in Silversword. Each has unique spells that may aid you on your journey.

Spells cost spell points. Spell points regenerate at daytime, and only in certain areas. In dungeons, or at nighttime, you have to use a "Harmonic Gem" / "Harmonic Splinter" to recharge your magical powers. You may also find someone who will re-energize you for gold.

Some spells may only last during a combat, and some spells may only be cast under certain circumstances.

The more you practice a certain spell, the better you will get at it. If you happen to hear a chime during spellcasting, and a symbol appears right behind a spell's name, then you know that you have reached a new level of spell mastery. Spell mastery will decrease the cost for this spell in the future until a spell costs no more than 1 spell point. But this is a long way to go!

You can look up the spell description and cost on your spell page in your character overview. Just touch the proper spell name.

Explanation:

Dist. = Maximum distance of the spell in feet (ft.)

Party	The spell affects your party
Group	The spell affects one target group
All	The spell affects all enemies
Char	The spell affects one character
View	The spell affects everything in view range

Dur. = Duration of the spell

N/A	Immediately or none
Combat	Lasts until the actual combat is done
Short	A few minutes
Medium	Several minutes
Long	Twice as long as medium
Indef.	Until magically dispelled
Spec.	Special duration

Conjurer Spells

The Conjurer deals with utility spells, but can also heal and summon monsters to aid your party in combat.

Level 1

Ray of Fire   Cost: 3 SP   Dist.: 1 Foe / 30 ft.   Dur.: N/A

A ray of fire shoots from the character's finger and aims at a single target, causing 1 to 6 points of damage per caster level.
For use in combat only.

Disrupting Winds   Cost: 4 SP   Dist.: Party   Dur.: Combat

Whirling winds surround the party, hindering the enemy from properly aiming at and hitting your members.
For use in combat only.

Magic Flame   Cost: 2 SP   Dist.: N/A   Dur.: Medium

A magic flame enlightens you and your surroundings. Useful if no torch is available.

Trap Zap   Cost: var   Dist.: 30 ft.   Dur.: N/A

The famous trap destruction spell. Use this spell to disarm traps in front of you, or to unlock certain doors. The cost depends on the chest / place.

Level 2

Freeze Foes   Cost: 3 SP   Dist.: Group   Dur.: Combat

A chilling wind engulfs your enemies, making them slow and easier to hit.
For use in combat only.

Magic Compass   Cost: 3 SP   Dist.: Group   Dur.: Medium

This compass always shows the right direction.

Word of Healing   Cost: 4 SP   Dist.: Char   Dur.: N/A

This spell can be used to treat serious wounds. It heals 4 to 24 points of damage.

Level 3

Minor Revelation   Cost: 5 SP   Dist.: View   Dur.: Long

This is an extended magic flame spell that also reveals hidden doors and other secret passages.

Levitation   Cost: 4 SP   Dist.: Party   Dur.: Short

Makes your party float above the ground. You can cross certain water areas if the current permits.

Battle Strike   Cost: 5 SP   Dist.: Group / 30 ft.   Dur.: N/A

Hits all creatures of a single enemy group, striking them with powerful

force. 6 to 24 points of damage are inflicted, if a target doesn't resist.
For use in combat only.

Level 4

Phlebotomy   Cost: 6 SP   Dist.: Char   Dur.: N/A

A mighty healing spell that returns 4 to 40 hit points to an injured character. Cures even insanity and poison.

Instant Wolf   Cost: 6 SP   Dist.: Party   Dur.: N/A

Dendarion's Instant Wolf. Summons a giant and extremely fierce wolf to join your party.

Level 5

Electrify   Cost: 7 SP   Dist.: Group / 30 ft.   Dur.: N/A

Creates a globe of intense electrical energy that envelopes a group of enemies and inflicts 5 to 80 damage points.

Level 6

Blessing of Remigius   Cost: 9 SP   Dist.: Party   Dur.: N/A

Works like Phlebotomy, but effects every member of the party. Named after the famous ale-brewer Remigius, who was also a barber-surgeon.

Flying Carpet   Cost: 9 SP   Dist.: Party   Dur.: Indef.

Operates like Levitation, but it lasts until the spell is terminated by an anti-magic force.

Level 7

Creo Corpus   Cost: 12 SP   Dist.: Char   Dur.: N/A

A health spell that revives all the hit points for one lucky member of the party.

Farther Foe   Cost: 40 SP   Dist.: Group   Dur.: N/A

Pushes a group of foes 40 feet further away from your party. A total distance of 90 feet is the limit.

Summon Jack   Cost: 12 SP   Dist.: Party   Dur.: N/A

Materializes the famous Jack Crow, who will aid you with his pointy rapier.

Magician Spells

The magician is more offensive than the Conjurer. He has not only blasting combat spells, but also protective ones.

Level 1

Quick Fix	Cost: 3 SP	Dist.: Char	Dur.: N/A

Quickly heals a light wound, returning 8 hit points.

Shield of Light	Cost: 2 SP	Dist.: Char	Dur.: Short

Protects a single party member, lowering his armour class.

Enchanted Blade	Cost: 3 SP	Dist.: Char	Dur.: Combat

Adds magic power to a member's weapon, making it cause more damage.
You should cast this spell at the beginning of a fight.
For use in combat only.

Level 2

Open Eyes	Cost: 5 SP	Dist.: Group	Dur.: Short

This spell warns you about stairs being near in the direction you are facing.

Holy Water	Cost: 4 SP	Dist.: 1 Foe / 10 ft.	Dur.: N/A

This spell can be used to hurt a single undead creature for 8 to 48 points of damage.
For use in combat only.

Magical Gauntlets	Cost: 5 SP	Dist.: Char	Dur.: Combat

Enhances a member's combat power, allowing him to deal more damage.
For use in combat only.

Level 3

Mystical Shield   Cost: 6 SP   Dist.: Party   Dur.: Medium

Protects your party with a powerful magic shield.

Star Fire   Cost: 6 SP   Dist.: Group / 40 ft.   Dur.: N/A

Burns a group of enemies with magic fires, inflicting 10 to 40 points of damage.
For use in combat only.

Troll Strength   Cost: 6 SP   Dist.: Char   Dur.: Combat

Empowers a member of your party with troll strength, greatly increasing his or her damage in combat.

Level 4

Spectre Touch   Cost: 8 SP   Dist.: 1 Foe / 70 ft.   Dur.: N/A

Drains a single enemy of 4 to 60 hit points as if it were touched lightly by death.

Dragon Breath   Cost: 7 SP   Dist.: Group / 30 ft.   Dur.: N/A

Lets the spellcaster belch a breath of fire at a group of monsters, inflicting 8 to 64 points of damage on each monster.

Level 5

Absorb Magic   Cost: 8 SP   Dist.: Party   Dur.: Combat

Surrounds your party with an anti-magic zone, causing most enemy spells to be resisted.

Giant Strength   Cost: 10 SP   Dist.: Party   Dur.: Combat

Instills tremendous power in your party, increasing THAC0 and damage by 10.

Level 6

Gabriel's Cloak   Cost: 10 SP   Dist.: Party   Dur.: Indef.

This powerful shield from the Guardians of Light will protect you until magically dispelled.

Shatter Walls   Cost: 10 SP   Dist.: 10 ft.   Dur.: Spec.

Vaporizes any wall that is not protected by a magic aura or spell, so that you can walk through. But be quick!

Level 7

Restoration   Cost: 25 SP   Dist.: Party   Dur.: N/A

Regenerates the body of every party member to perfect condition; even cures insanity or poisoning.

Coup De Grâce   Cost: 16 SP   Dist.: 1 Foe / 10 ft.   Dur.: N/A

Instantly kills a selected enemy.

Hailstorm   Cost: 11 SP   Dist.: Group / 50 ft.   Dur.: N/A

Strikes a group of monsters with an avalanche of ice, causing 10 to 120 points of damage.

Softener   Cost: 20 SP   Dist.: Char   Dur.: N/A

Softens the stoned flesh of an afflicted member, giving back the natural state.

Sorcerer Spells

The Sorcerer is a master of illusion. As long as his enemies believe in his tricks, they are in great danger.

Level 1

Brain Stab   Cost: 3 SP   Dist.: 1 Foe / 40 ft. Dur.: N/A

Mortifer's Brain Stab casts a concentrated blast of energy at one opponent, inflicting 2 to 8 points of damage for each experience level of the caster.

Blur Image   Cost: 2 SP   Dist.: Party   Dur.: Combat

Causes the entire party to become blurry in the eyes of the enemy, making your party tougher to strike.

Find Traps   Cost: 2 SP   Dist.: 30 ft.   Dur.: Short

Gives you awareness for trap detection. Works only in the direction you are facing.

Level 2

Disbelieve   Cost: 4 SP   Dist.: 90 ft.   Dur.: N/A

Reveals an attacking illusion for the true nonphysical object that it is, causing it to vanish.

Summon Shadow   Cost: 5 SP   Dist.: Party   Dur.: N/A

Creates the illusion of a battle-ready ninja in the ranks of your party. It will fight until defeated or disbelieved.

Vision of infernal terrors Cost: 4 SP   Dist.: 90 ft.   Dur.: Combat

Causes a group of enemies to cower in fear, reducing the ability to attack and inflict damage.

Level 3

Summon Shadow Ogre   Cost: 6 SP   Dist.: Party   Dur.: N/A

Summons an illusionary shadow ogre to join your party.

Invisibility   Cost: 6 SP   Dist.: Party   Dur.: Combat

Invoke this spell to render the entire party nearly invisible to the enemy.

Second Sight   Cost: 6 SP   Dist.: 30 ft.   Dur.: Medium

Heightens awareness so the spellcaster will detect all traps, stairs and secrets in front of him.

Level 4

Daylight   Cost: 7 SP   Dist.: Party   Dur.: Indef.

Causes darkness to flee, giving infinite light.

Summon Hailstorm   Cost: 12 SP   Dist.: Party   Dur.: N/A

Creates an illusionary shadow storm giant to join the ranks of your party.

Level 5

Force of reason   Cost: 8 SP   Dist.: 90 ft.   Dur.: Combat

Reason hinders illusions from being believed in and new illusions from appearing.

Mind Blade   Cost: 10 SP   Dist.: All / 30 ft.   Dur.: N/A

Mortifer's Mind Blade strikes every opposing group within range with an explosion of energy capable of inflicting 25 to 100 points of damage.

Level 6

Summon Norse   **Cost: 11 SP**   **Dist.: Party**   **Dur.: N/A**

Summons a nordic giant to fight for your party.

Sorcerer Sight   **Cost: 11 SP**   **Dist.: 30 ft.**   **Dur.: Indef.**

Gives your sorcerer indefinite awareness of traps, stairs and secrets.

Level 7

Odin's Court   **Cost: 20 SP**   **Dist.: All / 40 ft.**   **Dur.: N/A**

Calls upon ancient gods to hold court, inflicting 55 to 300 points of damage on every enemy within range.

Ancient Hero   **Cost: 16 SP**   **Dist.: Party**   **Dur.: N/A**

Summons a hero from the golden ages to make a last stand against your foes.

Preclusion   **Cost: 50 SP**   **Dist.: 90 ft.**   **Dur.: Combat**

A hermetic force shield that will prevent any creatures from appearing during fight.

Mage Maelstrom   **Cost: 40 SP**   **Dist.: 90 ft.**   **Dur.: N/A**

Assaults a group of opposing spellcasters and may hurt them, turn them to stone or kill them outright. This spell is illusionary in nature, and will only work if not disbelieved.

Wizard Spells

A wizard calls upon the services of elements and demons, giving him power beyond imagination, and ultimately power over death.

Level 1

Summon Elemental   Cost: 10 SP   Dist.: Party   Dur.: N/A

Summons a fire elemental from the planet's core to fry your foes.

Giant Weight   Cost: 11 SP   Dist.: 10 ft.   Dur.: N/A

Manipulates gravity, smashing down a single group of enemies and inflicting 25 to 100 points of damage.

Level 2

Demon Bane   Cost: 11 SP   Dist.: 30 ft.   Dur.: N/A

A prayer to the Guardians of Light, inflicting 100 to 400 points of damage on a single creature of demonic origin.

Unholy Summoning   Cost: 14 SP   Dist.: Party   Dur.: N/A

Summons a lesser demon to join your party for a while. Be careful, it's loyalty will fail eventually.

Level 3

Sodar's Cleansing   Cost: 14 SP   Dist.: Group / 30 ft.   Dur.: N/A

Creates a cyclone of flame that lashes out and delivers 100 to 290 points of damage to a group of your foes.

Exorcism   Cost: 12 SP   Dist.: Char   Dur.: N/A

Cures a possessed party member, returning him to the normal state of mind.

Level 4

Repel Dead   **Cost: 12 SP**   **Dist.: Group / 60 ft.**   **Dur.: N/A**

Mortifer's perdo corpus spell sends undead creatures back to where they came from, inflicting up to 350 damage.

Set Beacon   **Cost: 1 SP**   **Dist.: Party**   **Dur.: N/A**

Sets a magical beacon to which you can travel back in times of need.

Travel to Beacon   **Cost: 50 SP**   **Dist.: Party**   **Dur.: N/A**

Summons a magic force to guide you back to your beacon, if you have set one before, and if the magic can find a way.

Level 5

Mind Control   **Cost: 16 SP**   **Dist.: 1 Foe / 90 ft.**   **Dur.: Combat**

If successful, this spell controls the mind of an enemy, possessing him and making him fight for the party.

Mortifer's Soul Whip   **Cost: 13 SP**   **Dist.: 1 Foe / 70 ft.**   **Dur.: N/A**

Whips out a tendril of psionic power to strike a selected foe, inflicting 100 to 500 damage.

Level 6

Beyond Death   **Cost: 18 SP**   **Dist.: Char**   **Dur.: N/A**

Brings a dead character back to life, giving one health point as a welcome back gift.

Call of the Wild   **Cost: 22 SP**   **Dist.: Party**   **Dur.: N/A**

Summons a powerful demon from the underground. Don't mess around with this spell.

Level 7

Lightning Strike   **Cost: 16 SP**   **Dist.: Group / 50 ft.**   **Dur.: N/A**

Creates a magic thunderstorm above one enemygroup, striking it with lightning and inflicting 100 to 300 damage points.

Demon War   **Cost: 25 SP**   **Dist.: Group / 50 ft.**   **Dur.: N/A**

Unleashes the terrorising power of demons into the enemy ranks, causing 200 to 600 points of damage.

Archmage Spells

The Archmage has mastered at all previous professions and unlocked the inner secrets of both combat and healing magic. A genious to be feared.

Level 1

Hesitation	Cost: 50 SP	Dist.: All	Dur.: Spec.

Mortifer's Hesitation causes every attacking group to miss all their attacks during the next round.

Close Combat	Cost: 35 SP	Dist.: Group / 90 ft.	Dur.: N/A

Elodan's answer to cowards, bringing a single group of enemies 40 feet closer to your group.

Level 2

Sodar's Guidance	Cost: 48 SP	Dist.: Party	Dur.: Indef.

Calls upon the power of Sodar, to give divine guidance on your journey.

Rejuvenation	Cost: 35 SP	Dist.: Char	Dur.: N/A

Rejuvenates a character, curing the effects of oldness.

Level 3

Camaraderie	Cost: 26 SP	Dist.: Party	Dur.: N/A

Tries to soothe all members in your party that have turned hostile.

Level 4

Aureus' Night Lance	Cost: 30 SP	Dist.: Group / 70 ft.	Dur.: N/A

Launches a chilling ice missile against a group of foes, inflicting 200 to 600 damage points.

Level 5

Divine Restoration   Cost: 150 SP   Dist.: Party   Dur.: N/A

A powerful creo corpus spell that resurrects every dead party member (except those turned to stone), curing poison, insanity and restoring full health.

Level 6

Call to Arms   Cost: 60 SP   Dist.: Party   Dur.: N/A

The Imperial Guard of the Comkarthian Empire is willing to help friends in need. Summons enough guards to fill your ranks.

Level 7

Sodar's Wrath   Cost: 80 SP   Dist.: All / 90 ft.   Dur.: N/A

Inflicts 400 to 1200 bone-crushing damage points against every monster you face.

Dragoncaller Spells

The Dragoncaller uses magic only known to the dragonlands. His mind has to be free of other magic types so only non-spellcasters might follow his path. This class is available in the expansion "Rise Of The Dragons" only. A character that should become a Dragoncaller has to be at least level 20 and you must have defeated Maruziel first to make this class available.

Level 1

Guardian Spirit   Cost: 30 SP   Dist.: Char   Dur.: Spec.

Protects a creature with ancient power, granting a second chance when receiving a lethal hit. Monsters are not protected. A protected character will show a star symbol right of his AC value.

Dragon Tooth   Cost: 15 SP   Dist.: Group / 40 ft. Dur.: N/A

Cuts down the enemy with dragon spikes for 200 to 800 points of damage.

Mark of eternal loyalty   Cost: 75 SP   Dist.: Party   Dur.: Spec.

Grants the loyalty of all summoned creatures in your party.

Level 2

Blood of Asphgyr   Cost: 15 SP   Dist.: Party   Dur.: Medium

Dragon blood will pulse through your veins, regenerating your whole party over time.

Dragon Flight   Cost: 10 SP   Dist.: Party   Dur.: Indef.

Will lift you in the air at appropriate places.

Level 3

Recall of Arsyth   Cost: 100 SP   Dist.: Party   Dur.: N/A

Summons the ancient force of Arsyth to teleport you back to your beacon, if you have set one before. This will not transport guest members.

Set Dragon Beacon   Cost: 1 SP   Dist.: Party   Dur.: N/A

Sets a magical beacon to which you can teleport back in times of need.

Level 4

Vision of the Dragon   Cost: 150 SP   Dist.: N/A   Dur.: N/A

This powerful spell reveals the current map to your party, except protected areas.

Great Tattoo   Cost: 45 SP   Dist.: All / 90 ft.   Dur.: N/A

The Great Tattoo brings all your enemies into melee range so that your drill sergeants can inspect them carefully.

Level 5

Dragon's Fury   Cost: 30 SP   Dist.: All / 90 ft.   Dur.: N/A

Inflicts 400 to 1600 fire damage points against every monster you face.

Heart of Asphgyr   Cost: 35 SP   Dist.: Party   Dur.: Medium

The heart of the mighty Asphgyr will regenerate your party.

Zyrak's Trench   Cost: 30 SP   Dist.: All / 90 ft.   Dur.: N/A

Puts your party in a defensive stance, pushing all enemies back to 90 feet distance.

Level 6

Summon Young Dragon   Cost: 100 SP   Dist.: N/A   Dur.: N/A

Summons a young dragon from the outer planes to join your party.

Guardian Angel   Cost: 100 SP   Dist.: Party   Dur.: Spec.

Protects your party with ancient power, granting a second chance when receiving a lethal hit. Monsters are not protected.

Level 7

Wrath of Dragons   Cost: 50 SP   Dist.: All / 90 ft.   Dur.: N/A

Summons the spawn of the fire dragon which brings death upon your enemies, inflicting up to 3000 fire damage points against all foes. Will not work in dungeon maps.

Magic Storm   Cost: 30 SP   Dist.: All / 90 ft.   Dur.: N/A

Assaults all opposing spellcasters and may hurt them, turn them to stone or kill them outright.

Summon Astral Dragon   Cost: 200 SP   Dist.: N/A   Dur.: N/A

Summons a dragon from the astral planes to join your party.

Alchemy

You might get the chance of learning some alchemic recipes. Alchemic effects work like magic spells, but they are cast at the very beginning of the combat round, making them very useful.

You will need certain ingredients for each alchemic recipe.

Level 1

Clean Blood   Dist.: Char   Dur.: Spec.   Ing: 1 Garlic

This tincture will cure poison.

Fireflies   Dist.: Party   Dur.: Long   Ing: 2 Charcoal

A swarm of fireflies will illuminate your surroundings and show secrets.

Fumble   Dist.: All / 30 ft.   Dur.: Combat   Ing: 2 Sulphur

This itching powder lets your enemies forget their action with a certain chance.

Restore Body   Dist.: Char   Dur.: Spec.   Ing: 2 Garlic

This potion will heal your wounds.

Level 2

Blinding Light   Dist.: Group / 90 ft.   Dur.: Combat   Ing: 1 Sulphur

This bright flame will dazzle one enemy group so that their attack chance is reduced.

Disruption   Dist.: Group / 30 ft.   Dur.: Long   Ing: 1 Mandrake Root

A magic powder that will disrupt the enemy's magic resistance.

Spore Bomb   Dist.: Group / 30 ft.   Dur.: Combat   Ing: 2 Sulphur

This explosive mixture will hurt one group of enemies.

Level 3

Divine Dust   **Dist.: Char**   **Dur.: N/A**   **Ing: 1 Garlic**

The divine dust will resurrect a dead party member (except if turned to stone), curing poison, insanity and restoring full health.

Magic Missile   **Dist.: 1 Foe / 30 ft.**   **Dur.: Long**   **Ing: 1 Mandrake Root**

Strikes a distant target with a critical hit.

Level 4

Gas Cloud   **Dist.: All / 50 ft.**   **Dur.: N/A**   **Ing: 2 Mandr., 2 Sulphur**

Contaminating the air, this cloud inflicts 400 to 1600 damage points against every monster within 50 ft.

Level 5

Magic Spores   **Dist.: Party**   **Dur.: Short**   **Ing: 3 Ginseng**

This blast of magic spores will regenerate your spell points slowly.

Bard Songs

Your bard will start with three different songs to aid you on your journey. You will be able to acquire new songs in Bard Guilds and other mystic places.

Remember that a Bard can only play one song at a time. If you switch to another song, the previous one will cease.

The number of songs your Bard can play is in accordance with his level. Then, he will need something to drink. So have a wineskin ready at any time!

Tune of Illumination

This magic song will enlighten the surroundings of the party, allowing you to see in dark dungeons.

Song of Life

Not only does this song raise your party members' spirits, it also tends your wounds, healing you over time. A very powerful magic song!

Traveller's ditty

Do not underestimate the effects of this song. It calms most creatures you encounter, so that they will let you pass unharmed. This is very important in the beginning, because running away from enemies may not succeed every time.

Paladin Prayers

Your paladin will start with one prayer, the "Blessing of Sodar". He can achieve new prayers every other level. Beware, acquiring a new prayer is an exhausting ritual which needs many expensive components.

Some prayers will gain greater power as the Paladin grows stronger.

Blessing of Sodar

When this prayer is answered, the whole party gains a toHit bonus in combat, making it easier to drive evil forces off the face of the planet. This bonus will rise for every five levels of the Paladin.

Shield of Sodar

Sodar will protect your party from enemy blows upon answering to this prayer. The protection will rise for every five levels of the Paladin.

Grace of Sodar

Divine Power flows through the heart and soul of a single party member, restoring its health, curing poison and insanity.

Sodar's Recall

If this prayer to Sodar is answered, you may bring back life to one fellow party member.

Crusader's Path

Following the Path of the Crusader, your party won't be noticed by the roaming creatures of Tarnak.

Empowering

This spell brings back memories, restoring lost experience points and removing draining effects.

The Races and Classes of Tarnak

The Races

Choose from one of seven races that wander the realms of Tarnak.

Humans

Humans, namely the citizens of the Comkarthian Empire, are the predominant race in this part of Tarnak. They are known for being jack-of-all-trades, with an enormous capability of adjusting to their environment, which lead them even to the most remote corners of the world.

In contrast to the inhabitants of other countries like Bartaslan or Trasganol, the Comkarthians are often judged as privileged, or – more commonly speaking – arrogant.

Dwarves

The seven clans of the dwarves live in the land of Tolkradim, located beyond the Border Mountains which separate the wild lands from the Vitarie plain.

They are ruled by their mysterious High-Thain, who dwells in the heart of the mountains. Usually, all dwarves prefer to stay within their never-ending mines. However, they sometimes leave their homes and team up with other races. From time to time, these dwarves of clan Laks Thalon wander the world, be it in search of greater riches or on a crusade against orckin. Don't mess with them! Even though they are seldom taller than four feet, they can quickly tailor you to eye level.

Elves

Not much is known about the elves. They live in the mysterious eternal forest in the far south.

Due to whatever reason, all elven races have an affinity to magic, which is also present in the wood elves. However, most of them prefer engaging in typical activities like hiding in the forest or firing arrows at roaming orcs.

Their good combat reflexes and an outstanding perception make them fair fellows – although no one really understands their jokes, if they ever make any.

Hobbits

Halflings, or "Hobbits" as they call themselves, live in rural areas within their own land Korlach located south of the Comkarthian Empire.

Halflings don't happen to be interested in monsters, magic or religion, except of Elkaria, the goddess of home and protection. Keeping their house and the green in shape is a day-filling job and they do it thoroughly. The few exceptions happen to accompany bands of different adventurers, in hope of experiencing a nice adventure or hearing a fantastic tale. They are careless. Others have to take care of them, else they are soon in the care of a big jam.

Gnomes

For thousands of years the gnomes have been separated from the other races of Tarnak and they still live within their strongholds deep below the Ahtersgron Mountains in the far north.

Beside their addiction to all kind of mechanisms they are known for their practical approach to the use of magic.

If a party is lucky enough to have a gnome magician of the house of Gorapan with them, they should place a tanklike fellow in front and let the artillery take care of the poor enemies.

High-Men

The High Men of Algarot are said to be the most educated race in all Tarnak. They share the versatility of humans but also have the elflike affinity to magic.

Describing themselves as an "advanced civilization", they usually have some problems dealing with other people who don't clean their hands before taking a meal or laugh about bad jokes. They are drunk very fast tho, which makes them good company nonetheless.

Barbarians

The tribe of Trasgarians who fled from the war of the humans settled down in the northern rikes. Learning the tradition of the shamanistic religion, they called themselves Bear-garians which is pronounced Barbarians in Barensprak, the language of the northern rikes.If you ignore the permanent complaint about the warm weather (despite the whatever temperature) you

will be rewarded by a furious warrior. Not quite as clever as the high men, but with long-lasting breath whenever it comes to physical action.

The Classes

Warrior

Warriors usually protect weaker members of a party and at the same time make their weapons thin out the frontline of the enemy.

Weapons, armour, brute force and fun in kicking some asses. Hey it's a warrior, what else do you expect?

Paladin

Being trained in weapons and faith, the paladin is called a holy warrior. While all gods of Tarnak have their own orders, the Paladin of Silversword is a member of the Order of Light following the godmother Sodar. He can pray for divine help, making him a valuable addition for any party. Because of the divine nature of his spells, his spell points cannot be recharged by mundane means (including Harmonic Gems).

Rogue

The world of Tarnak is a hard and unfair place. Thanks to the rogues, the distribution of goods and gold is a bit more just. Beside these self-sacrificing deeds, a rogue is also somewhat trained in combat and has an exceptional sense for danger.

Bard

These holy musicians are carrying the blessing of Lirudalin, the goddess of joy, upon them. Their tunes will not only charm kings and ladies, but also monsters and beasts. Beside the enjoyment of a good song, the bards also use their magical powers to support the party.

Hunter

Collecting and hunting have always been the elementary actions to get one's stomach filled. At some point in history it was recognized that a good hunter could make use of his deadly bow to kill more than just animals. Keep on with this modern use of a hunter and let some shafts be fixed to your enemies' breasts.

Monk

Religion is a central preoccupation of Tarnak's citizens. Beside other traditions like the shamanistic lore or the ancestral worship, the faith in the

gods is the main religion. As a servant of Zargan, lord of the battle, a monk is sent out into the world preaching his religious doctrines. Luckily, he also has enough time serving Zargan by kicking some foes.

Conjurer

As an apprentice of the house of Harvon, the conjurer is specially trained in spells conjuring and charming creatures. He can also summon all kinds of useful items like a mug of beer, some limb a companion has lost in battle or a ballista ready to fire... well at least he can try to.

Magician

House Gorapan calls its apprentices Magicians and trains them casting elemental battle spells. This house of battle mages likes to provide magic wielders with a subliminal tendency to brutality and you seldom find exceptions.

Sorcerer

Having become a master of magic, an apprentice can call himself a sorcerer. Magic wielders of this rank are allowed to adopt the secret knowledge of the Magicians' guild and to learn more powerful spells.

Wizard

A grandmaster of one of the five lores of magic is called a wizard. They use a very powerful kind of magic. Being the source of anger, a wizard usually ends up with a very short lifespan, if not protected by heavy armour.

Archmage

The seven archmages are the heads of the entire Magicians' guild. There is no living creature on Tarnak that has a deeper understanding of magic than these enlightened scholars... except perhaps Dragons and Daemon lords. However, for safety reasons, it is not recommended to go into such a discussion.

Items

Each character can carry a certain number of items in his inventory (15 Items, stackables count as 1). Items may be weapons, armour, consumables (wine, potions, arrows) or other miscellaneous items (e.g. quest items, keys). Don't drop an item if you are not sure if you may need it later. Rule of thumb: Important items can not be sold to merchants! So better keep them.

The main stats of an item can be described using the follow information:

AC

The Armour Class this item gives upon equipping it.

Dmg

The damage this item will cause upon hitting an enemy. Your damage is modified by your strength. Damage is shown in the format 1d8, meaning one 8-sided dice is rolled (returning a random number between 1 and 8). 3d8 will give a result between 3 and 24. For every attack your fighters may have, this damage is rolled and summed up.

SV

If an item has a SV Bonus, it means that your Saving Value is modified. Your Saving Value will help resisting enemy spells.

toHit

If an item grants a toHit Modification, your chance of landing an attack on an enemy will increase.

Charges

An item can have a certain number of charges, indicated by a #. Arrows for example come in packs of 20. With every attack, an arrow will be lost. The same goes for other „consumables". If you use the item as often as the number indicates, it will be gone for good after the last use.

Stackables

Some items, for example Throwing Weapons, can be stacked. A stacked item will occupy only one slot in your inventory. The game will aid you in managing stacked items, mainly your throwing weapons – which will be

recovered by the attacker after a victory. The number of items in a stack will be shown by [ ] brackets.

You have several item options available:

- **Equip / Unequip item**
  Be sure to equip your weapons and armour! Otherwise you will not be able to use them in combat.

- **Trade**
  Trade the item to another character in your party (except monsters). You can only trade to a character that has still inventory space left!

- **Trade all**
  If you have stacked items, you can trade the whole stack to another character.

- **Gather all**
  This option allows you to gather all items of this type from your fellow party members, but only if they do not have them equipped. Useful for collecting certain items with one character = saves inventory space.

- **Drop**
  Drops an item for good. The item can not be recovered by any means.

Parcel Service IAP

You can buy the "Parcel Service" Add-On via the ingame shop. This will give you some more options:

- **Trade to bank**
  Immediately transfers the selected item to your bank account where you can withdraw or sell it later.

- **Trade all to bank**
  Transfers a whole stack of stacked items to your bank account.

The Parcel service will also give some more options in the bank.

Runes

Throughout Tarnak, only a few Dwarven Runesmiths remain. The can combine the power of runes with other items, mainly weapon and armour.

If you happen to find a rune, search for a runesmith. He can help you attach the rune to a suitable container item. After that, the item will be more powerful – but cannot be sold again, because the rune binds it to your party, rendering it useless for other travellers. Not every runesmith can process all runes. The most powerful runes can only be attached by special rune masters, which might be very hard to find. But it's worth the effort.

Travelling around

As you walk around the different places of Silversword, you will encounter certain specialities of the game.

Day and Night

A day lasts about 20 minutes gametime. In most overland places, your hit points and your spell points will regenerate slowly during daylight (varying through the nature of the place).

Once night falls, this regeneration stops. And beware – the creatures of the night are mostly more dangerous than their daywalking fellows!

In addition, some shops may only open during daylight (or nighttime). You can enter the ruin camp (or any other camp/inn) to take a rest, cure any afflictions (also lose any active spell effects), and continue your journey on the next day. Note: If it is not yet evening, the time won't be set to the next morning upon leaving a camp.

Doors

Some doors are locked. Then you may try to force them open – or let a rogue pick the lock. In addition, the Trap Zap spell might open the door for you.

But some doors require a special key – without this key, the door won't open, no matter what you try.

To activate the door menu with options for opening it, just touch the door, or bump into it.

Chests

Chests follow the same rules as locked doors, except that they might be guarded by a trap! In addition, a certain game of speed and luck may be needed before you can pick a chest's lock.

Chest Mini Game

The chest game is simple. Just try to get all gizmos green!

If you jam the lock (a gizmo stays red), you may try to unjam it. Unjamming might cause a trap to set off so be careful.

The Trap Zap spell might help – but you have to pay the price (spell points).

The more dangerous the place is, the more gizmos the trap will have.

The better your Open Lock skill is, the easier it will be to succeed.

You may also want to use Lockpicks to eliminate some gizmos first.

Combat

The world of Tarnak is a dangerous world! Many creatures are evil and will try to rob, murder and sometimes even eat you. Enemies can attack you at certain spots, or may randomly spot you. As you travel along, you will eventually recognize the fixed combat spots. Some enemies are meant to be overcome before you can travel on. If you run away from them, your party will be pushed back to where they come from.

Some enemies will gather again when you enter an area you visited before.

Others may be gone forever as soon as you defeat them.

Protect yourself, fight – or try to run away. But rewards will be given only to those who are brave.

Each victory will give you a certain amount of experience points and gold (shared among the surviviors). You may even find a valuable item or two.

The chance for getting more gold and more items increases in dungeon areas (the areas where you need a light soure, as a rule of thumb). If you happen to find a chest after a fight, you should open it – else you will only

get experience points (no gold, no items!). Waste your rogue, or waste your spell points — it's worth the effort.

How Combat starts

A combat is made up of combat rounds.

Every round each participant has the chance to do one action (if capable[1]).

Before the combat begins, your enemies will be listed, with their distance in relation to your party. The distance is given in feet. 10 feet distance is the minimum. 10 feet means: melee range! Normally, your enemies have to be in 10 feet distance before your melee fighters (first 4 slots) can attack them. Exceptions: Extra long weapons, ranged and certain throwing weapons.

Before each round, you have the option of charging the enemies. With the command "Charge!", all of your members will simply go into attack mode, whatever weapon they hold. So make sure you are in range, and your weapons are readied when choosing this option.

You will have some of the following commands to choose from for each member:

Attack

Will try to attack a random enemy of an enemygroup. If there is more than one group, you will have to choose which one to attack. Remember: For most melee weapons, the enemygroup has to be in 10 ft. range!

If the Attack option is not shown, the character has no suitable weapon equipped (or is out of ammunition if wielding a bow).

Defend

Do nothing, keep your defences up. Adds 50% to your AC.

Reload

If the character has a bow equipped, AND suitable ammunition in his or her inventory, the character will spend the round with equipping the ammunition. If there is more than one type of ammo available, the most lethal one is chosen.

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[1] No action possible if: STUNNED, STONED, DEAD, INSANE or POSSESSED.

Use Item

The character can use an item out of its inventory. If it is an item that must be applied to another character, you can choose the target (e.g. healing balm). If this option is not shown, the character carries no usable items.

Cast a spell

If the character is a caster, you may choose this option. After selecting a spell you might have to select a target as well. In the heat of a combat you have no chance of evaluating different spells, so better learn your tools before a fight (Exception: Use the "Change equipment" option to view the spell descriptions).

Hide in shadows

If the character has the "Hide" skill, it can try to hide in shadows. If successful, it will advance 10 feet towards the enemies. The hidden status is indicated by a grey character slot. If discovered, the hidden status will be gone and any movement towards the enemies will be in vain.

If attacking from out of the shadows, the toHit chance is doubled as well as the inflicted damage.

A hidden character won't be afflicted by enemy spells, and won't be attacked!

Change equipment

If you want to change the weapon of a character, or equip a special item, or just recall your skill and spell descriptions, you can go into the character screen with this action.

Move to position

With this command you can advance or retreat to another position within the party. Please beware that the positions of your members may change before the character can move (due to death for example). Don't confuse yourself by moving too many characters at once.

How combat is evaluated

At the beginning of each round, the initiative is determined. The dexterity of a character plays a big role in this. Members with a high dexterity are likely to act before others. Remember this when rolling for a new character.

Hidden members always act first.

The computer determines the initiative for your enemies as well.

After all actions are set, you can start the round.

The output window will show you the result of the fight in order of the initiative.

Some actions may not be performed — because the creature might not be able to act anymore. If you kill a creature before it can attack, you made it!

If you know that enemies will likely be faster than you, you might want to cast a healing spell during the first round (just in case of).

After all participants have acted, the round is complete.

If your enemies are dead, you have won the fight.

If your party members are dead, or no longer able to act — the game is over.

Settings

Apart from adjusting the game from within the ingame settings screen, you can also use the Settings App on your device. Not all options are available from within the game - please check them out in your Settings App!

Game Center

This turns the Game Center interface on. Your actual score (sum of all experience points collected in your actual game[2]) as well as your achievements will be uploaded after each fight and after certain events.

At this time, Apple has shut down the Game Center so the feature isn't working any longer as it used to be.

iCloud

With version 2.07 of the game, iCloud saving is possible. Make sure that you have turned iCloud Saves ON in the Settings App. This option is only available in the Settings App, NOT from within the game.

In addition, you have to enable your iCloud Account for saving documents.

Once iCloud is enabled on your device, you have one additional save game slot that you can use to share a game with several devices.

Caution: Saving to iCloud overwrites any previous Silversword game in the iCloud. You have only one slot here, you have been warned!

If you need to send your iCloud savegame to me / our user support, save it to a regular slot first. Then it becomes available via the iTunes App Sharing.

Text Delay

When combat messages are presented, a short pause is made after each output. With this slider you can adjust the delay. The lower, the faster the text will scroll.

Sound Volume

The overall sound volume of the game.

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[2] Experience points from former Caster careers sum up.

Low Resolution

The low resolution settings are recommended for users with iPod devices. It will reduce memory consumption by simplifying the graphics.

Turn Animation

By sliding the next view in upon turning, the illusion of actually rotating is created. You can turn this sliding on or off here.

Retrieval Messages

When using throwing weapons, your characters will collect them after each fight (only if you defeated the enemy). By turning this option on, an additional output after the fight will be generated, stating which character retrieves lost throwing weapons. You can turn this off to save time.

Show XP to next level

If you enable this option, the experience points needed for the next level will be shown on your character screen. If disabled, the experience points are shown in the format *actual xp / needed xp*.

Display time

Turning this option on will show the ingame time right below the settings icon. If you touch it, it will show the real time. Handy for knowing what time it is – and for knowing when night will fall.

Keyboard support

Turning this option on will activate the bluetooth keyboard support. The following keys are available:

W	–	Move forward
A	–	Turn left
D	–	Turn right
S	–	Move backward
1-7	–	View character / exit character screen
C	–	Cast a spell
U	–	Use an item
M	–	Show map
P	–	Play a song

Depending on the context, the keys have a different function. Mostly the first letter of a button will work (" Cancel " is activated by pressing "c"). Item lists, spell lists, and other options (mostly during combat) may require to use the uppercase letter, please note that!
The keyboard support is not 100% implemented, but you should be able to enjoy the game ☺

Changing the game language

At the moment, English, French and German is available. You can change the game language here, but you have to restart Silversword afterwards.

If you have any questions, please contact info@silversword-rpg.com

You will find our forums here:

http://silversword-rpg.com/phpbb3/index.php

Enjoy your stay in Tarnak :-)

Kind regards

Mario

Last Edited: 2019-09-10