



Walkthrough and comparison

Original game vs. Revision 2018



Main differences between the original Bards Tale, and the revised version

- The graphics, obviously
- The interface – now completely mouse-driven if the user wants
 - Easier to cast spells and maneuver in general
- Combat and spell system:

The same system (adapted from the original BT2) is used for BT 1 and 2, i.e. foes appear at distances from 10 to 90 feet, and spells are valid for some range

 - Calls for different tactics – but doesn't affect difficulty of combats, except the final encounter, which is a bit harder
 - The combat appears better balanced than in the original game – at least I never experienced the whole party being wiped out before my first strike – which happened frequently in the original game.
 - No longer wasted spells. In the original game all spells that were called for were cast during combat – in the revamped version a planned spell is not cast if the monster or group has already been wiped out.
- Character progress and level-up. Advancement is quicker in the new version
 - E.g. to reach level 13 Conjurer in the original required some 230000 XP, in the revised version only 115 are needed. Also, for the fighter classes (who don't change class during the game), advancing was close to impossible at higher levels, so fighters leveled out some time before level 20, without hope for further progress. Fighter classes now have a much "kinder" advancement scheme, and can be expected to reach level 40 and above.
 - Apparently, characters get (on average) more hit points and spell points on level-up, especially magic users.
 - Armor class has no limit. In original game AC lower than -10 was LO, new game shows actual armor class.
- The game can now be saved anywhere, not only in the Adventurers Guild
- Automapping, which makes everything so much easier... (But the mapping was a vital part of the challenge in the original game.)
- Dungeon memory. In the original game everything was reset between visits, the only signs of progress were the items in the party's inventory – now the game remembers the state of the progress. (E.g. when returning to Mad God's temple, we were met with "Welcome back believers. Please continue...") Statues in Skara Brae, once removed stayed that way forever.
- APAR and Phase door. In the original game some areas were protected against teleporting into (using the APAR spell), to force the player to actually solve the intended problems needed to find the way. In the new version the developers seem to have taken a short cut – by protecting entire levels from teleporting into if some such areas existed on the level in the original. Consequently, larger part of the dungeon has to be retraced on return than in the original.
- Spell regeneration zones in dungeons are much more effective than the original. Now it doesn't take long to recharge all spell points – in the original these zones were next to worthless.
- In short – the new version is more FUN to play than the original (certainly also less challenging – but not all challenges equates to more entertainment...)

In the first part of the walkthrough pictures and maps from the original and revamped versions are shown for comparison – later only the new version is shown.

Comparison (part of) advancement schemes for a magician

Magician original game									Magician 2018 revamp								
Lv	KXP	Str	IQ	DX	Con	Lck	HP	SP	Lv	KXP	Str	IQ	DX	Con	Lck	HP	SP
1		14	16	15	10	12	28	15	1		13	15	14	13	8	28	21
2	1.8		17				32	21	2	0.9		16				30	26
3	4				11		34	25	3	2					9	33	31
4	6.5				12		37	30	4	3.5					10	36	36
5	10			16			39	34	5	5			15			39	40
6	14		18				42	38	6	7.5		17				43	43
7	20			17	13		45	45	7	9.6			16			47	47
8	32						46	50	8	15	14					49	51
9	53				14		49	57	9	25					11	52	55
10	93	15					50	63	10	48			17			56	61
11	121					13	52	69	11	60			18			59	65
12	170			18			54	76	12	91	15					62	71
13	234	16					58	83	13	117	16					66	76

Some character pictures, original and revamped



Advancement schemes (2018 playthrough)

Torin Male Dwarf Warrior										?	Martin Male Half-Orc Hunter										?
Lv	KXP	Str	IQ	DX	Con	Lck	HP	#Att	AC		Lv	KXP	Str	IQ	DX	Con	Lck	HP	Crit	AC	
1		18	8	14	16	6	29	1	1		1		18	5	13	18	6	28	5	2	
2	1.1					7	45				2	1.1			14			47	12	1	
3	2				17		56				3	2					7	67	18		
4	3.5			15			74				4	3.5					8	84			
5	5					8	93			A	5	5					9	101	25		A
6	7.5					9	112			B	6	7.5					10	121			B
7	11.4		9				131		0		7	11.4		6				140	28		
8	17			16			141				8	17		7				147	35	0	
9	25				18		160			C	9	25					11	167	41		C
10	42			17			179		-2		10	42			15			186	47		
11	59		10				199				11	59			16			203	54	-1	
12	75			18			212		-3	D	12	75					12	216	61		D
13	100					10	225		-5	E	13	100			17			222	70	-2	E
14	200		11				242		-6	F	14	200					13	240	76	-5	F
15	320					11	258		-7	G	15	320					14	255	81		G
16	413					12	273				16	413		8				275	87	-6	
17	514					13	293		-10	H	17	514			18			290	96	-7	H
18	651					14	310			I	18	651					15	306	103	-10	I
19	712		12				327		-11		19	712		9				324	112	-11	
20	811					15	346		-13	J	20	811					16	342	123	-12	J
22	1053		13			16	386		-15		22	1053					18	370	140		
24	1257		14			17	416			K	24	1257		11				409	156		K
26	1450		15			18	450		-16		26	1450		13				441	173		
27	1564		16				468			L	27	1564		14				457	180		L
31	1933	18	18	18	18	18	526			M	31	1933	18	18	18	18	18	524	213		M
35	2305						594		-18	N	34	2292						576	239	-13	N
38	2680						649			O	38	2662						628	272	-14	O
41	2920						691		-17	P	41	2903						672	293		P
44	3214						733				43	3196						706	306	-23	

Equipment	
Gauntlets – Mthr Gloves - Admt Gloves - Wargloves	
Helm – Mthr Helm – Admt Helm	
Plate – Mthr Scale – Mthr Plate – Admt Plate – Dmnd Plate	
Tower shield – Mthr shield – Dmnd shield	
Halbard – Mthr sword – Hawkblade – Dayblade – Soul mace – Sword of Pak – Dmnd sword – Spectre mace	
Shield ring	
Elf Cloak	



Equipment	
Gauntlets – Mthr Gloves - Admt Gloves - Wargloves	
Helm – Mthr Helm – Admt Helm	
Plate – Mthr Scale – Admt bracers	
Tower shield – Mthr shield – Admt shield	
Halbard – Mthr sword – Crystal sword – Blood axe – Dmnd sword – Spectre snare	
Shield ring	
Elf Cloak	



Advancement schemes (2018 playthrough)

Elrond Male Half-Elf Magic User										?	Athena Female Elf Magic User										?
Lv	KXP	Str	IQ	DX	Con	Lck	HP	SP	AC		Lv	KXP	Str	IQ	DX	Con	Lck	HP	SP	AC	
M1	-	13	15	14	13	8	28	21	8		C1	-	15	13	15	13	8	27	21	8	
2	0.9		16				30	26			2	0.9			16			30	24		
3	2					9	33	31			3	2			17			32	28		
4	3.5					10	36	36			4	3.5					9	34	32		
5	5			15			39	40		A	5	5	16					37	35		A
6	7.5		17				43	43			6	7.5			18			40	39	5	
7	9.6			16			47	47	7	B	7	9.6		14				43	41		B
8	15.9	14					49	51			8	15.9				14		47	44		
9	25					11	52	55		C	9	25					10	51	46		C
10	48			17			56	61	6		10	48	17					54	50		
11	60			18			59	65	5	D	11	60		15				58	53		D
12	91	15					62	71			12	91				15		60	58	2	
13	117	16					66	76			13	117				16		64	63	1	
S1	-										S1	-									
4	17	18				12	83	95			4	17	18	16			11	81	77	-1	
6	35		18			13	93	106			6	35				17	12	94	86		
7	49					14	101	113	2	E	7	49				18		104	92		E
8	58					15	109	120			8	58					13	114	96		
9	67				14		116	125			9	67					14	126	102		
10	88				15		123	132	1	F	10	88		17				138	108		F
11	125					16	131	138			11	125		18				144	113	-6	
13	203				17		146	154			13	203					16	162	127		
W1	-								-3		W1	-									-10
3	28				18	17	164	169	-5	G	3	28	18	18	18	18	18	185	142		G
6	92	18	18	18	18	18	196	188	-7		6	92						214	163		
8	127						211	202			8	127						232	177		
9	192						222	209			9	192						244	183		
10	225						234	216		H	10	225						252	191		H
11	330						244	224		I	11	330						264	199		I
12	490						255	230		J	12	490						274	205		J
13	667						266	235			13	667						280	213		
C1	-										M1	-									
11	64						339	309		K	11	64						346	284		K
14	268						358	331			14	268						368	306		
16	460						374	346			16	460						383	322		
17	576						380	353	-12	L	17	576						391	329	-12	L
21	944						411	385		M	21	944						418	356		M
25	1316						438	414		N	25	1316						443	387		N
28	1691						460	435		O	28	1691						464	405		O
31	1932						482	458		P	31	1932						487	425		P
34	2225						504	477			34	2225						510	444		

Equipment	Mag tp	Lv
Leather gloves – Mthr gloves	Magi	IIII II
Robes – Mthr bracers – Admt bracers	Sorc	IIII II
Staff – Mthr dagger – Mage staff	Wiz	IIII II
Helm	Conj	IIII II
Mthr shield - Luckshield		
Shield ring		
Elf Cloak		

Equipment	Mag tp	Lv
Leather gloves – Mthr gloves	Conj	IIII II
Robes – Mthr bracers – Admt bracers	Sorc	IIII II
Staff – Mthr dagger – Shield staff – Mage staff	Wiz	IIII II
Helm	Magi	IIII II
Mthr shield - Luckshield		
Shield ring		
Elf Cloak		

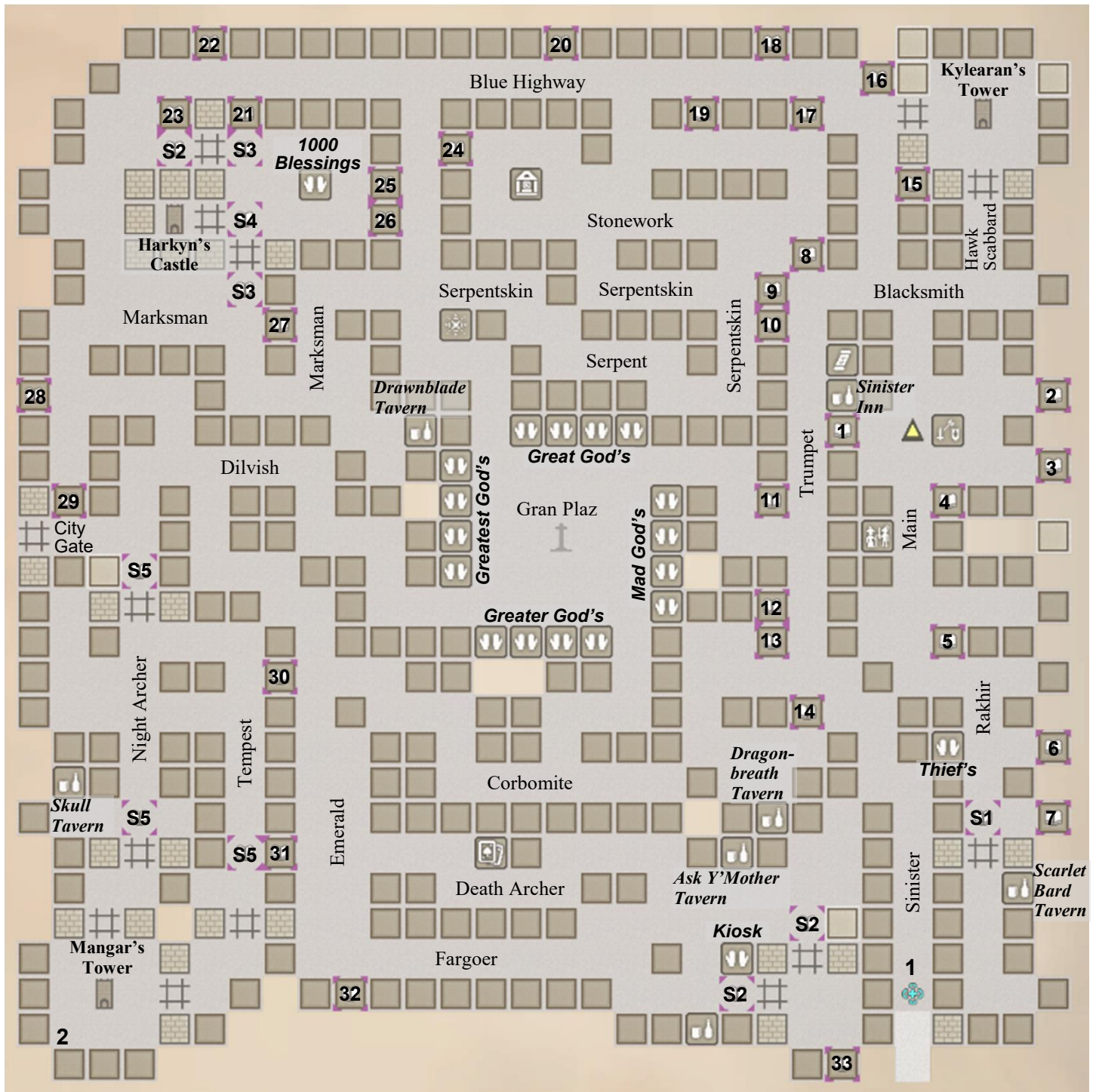
Advancement schemes (2018 playthrough)

Luthien Female Half-Elf Magic User										?	Pug Male Elf Magic User										?
Lv	KXP	Str	IQ	DX	Con	Lck	HP	SP	AC		Lv	KXP	Str	IQ	DX	Con	Lck	HP	SP	AC	
C1	-	10	15	16	8	6	24	20	7		M1	-	15	16	16	8	9	22	20	7	
2	0.9					7	28	24			2	0.9					10	24	26		
3	2			17			32	28	6		3	2					11	28	29		
4	3.5			18			35	33	5		4	3.5				9		32	34		
5	5	11					39	37		A	5	5					12	36	40		A
6	7.5	12					43	41			6	7.5					13	38	46		
7	9.6				9		47	44		B	7	9.6					14	42	51		B
8	15.9				10		51	46			8	15.9				10		45	55		
9	25				11		55	51		C	9	25			17			49	59	6	C
10	48					8	59	56			10	48			18			52	65	5	
11	60	13					63	59		D	11	60				11		55	71		
12	91	14					67	62			S1	-									
13	117		16				70	66	3		2	3.8		17				63	74		
S1	-										3	8.3		18				67	79		
4	17		18		12		81	86	0		4	14					15	73	85		
6	35	15				9	91	100	-1		5	20				12		78	91		D
7	49					10	96	105		E	6	31					16	85	98		
8	58	16					102	110			7	40	16					93	103		
9	67				13		106	117			8	56	17					100	111		
10	88				14		111	123		F	9	74				13		105	118		
11	125	17					114	131			10	92					17	113	123		E
13	203	18				11	130	142			11	114					18	120	131		F
W1	-								-5		12	157				14		126	136		
3	28				15	12	142	154	-7	G	13	201	18					134	141		
6	92				17	13	170	175			W1	-									
8	127				18	14	190	189			4	58				17		155	162	0	
9	192					15	198	196			6	86	18	18	18	18	18	176	176		G
10	225					16	208	201	-10	H	9	151						206	193	-2	
11	330					17	220	208		I	10	251						216	199	-3	H
12	490	18	18	18	18	18	232	216		J	11	335						223	207	-5	I
13	667						243	222			12	450						232	215	-7	J
M1	-										13	650						244	220	-10	
11	64						311	297		K	C1	-									
14	268						332	321			8	16						293	269		
16	460						348	333			11	75						315	288		K
17	576						356	340	-12	L	15	344						343	317		
21	944						383	366		M	17	536						359	331		
25	1316						412	395		N	22	1020						396	368	-12	L
28	1691						432	417		O	25	1392						418	390		M
31	1932						452	440		P	29	1767						445	419		O
34	2225						471	464			34	2301						478	455		

Equipment	Mag tp	Lv
Leather gloves – Mthr gloves	Conj	IIII II
Robes – Mthr bracers – Admt bracers	Sorc	IIII II
Staff – Mthr dagger – Mage staff	Wiz	IIII II
Helm	Magi	IIII II
Mthr shield - Luckshield		
Shield ring		
Elf Cloak		

Equipment	Mag tp	Lv
Leather gloves – Mthr gloves	Magi	IIII I
Robes – Leather armor – Mthr bracers – Admt bracers	Sorc	IIII II
Staff – Shield staff – Mage staff	Wiz	IIII II
Helm	Conj	IIII II
Mthr shield - Luckshield		
Shield ring		
Ali's Carpet – Elf Cloak		

Skara Brae



LEGEND

	Party		Party (No Compass)
	Empty House		Adventurer's Guild
	Garth's Shoppe		Temple
	Roscoe's Energy		Inn
	Bank		Casino
	Review Board		Gate
	Wall		Journal Entry
	Teleport Source		Teleport Destination

S1: Samurai statue
S2: Stone Giant statue
S3: Golem Statue
S4: Gray Dragon statue
S5: Ogre Lord statue

1. Party gets lost – blown northwards by strong wind
2. Exit from sewers level 3 (“long stairs”)



Journal Entries –

Found in buildings in Skara Brae

(Note: These are the same as found in BT 2, even though some are only relevant for one of the games)

1. Explore and map every square in every maze. There are “Magic Mouths” that give hints. There are one-of-a-kind magic items and spell regeneration zones. Good maps will show you the logical spots for secret doors and secret rooms, too.
2. Beware the Doppelganger monster. It enters your party and looks just like one of your members.
3. Be prepared to die a lot with level 1 and 2 characters. Especially at night. Especially when you don’t have any weapons and are just walking to Garth’s Shoppe. It might even be a good idea to stay close to a temple at night, so you can quickly heal any wounds.
4. There’s dungeons deep underneath Skara Brae... Sewers, catacombs, the castle and more, each more dangerous than the one before.
5. Avoid traps. Higher level rogues are excellent at opening chests, but when in doubt use the ‘TrapZap’ spell.
6. Manage your spell points carefully. Don’t waste a spell if you can accomplish the same thing without magic. Torches, for example, often work as well as magic light spells. On the other hand, don’t be shy about using magic in combat. When in doubt, blast ‘em with magic.
7. Deeper dungeons require higher hide-in-shadows skill. Keep upgrading your skill to 100 and beyond or you will be discovered more often.
8. Locate traps, second sight and sorcerer sight spells all identify traps within 30 feet. Trapzap spell disarms all traps within 30 feet.
9. Don’t venture too far into any dungeon without your maximum spell points. A good rule is to leave a dungeon when you are down to one quarter of your maximum spell points
10. You can use ‘Trapzap’ to disarm any traps you encounter.
11. Many of the undead monsters are capable of draining experience levels, turning characters old and gray or even turning characters to stone. Treat the undead with respect. In other words, kill them quickly.
12. Use your spells and Bard songs to lower the armor class of your entire party. The lower the better.
13. Your highest dexterity character will attack earliest in combat. For particularly nasty monsters, your less dexterous characters may not survive long enough to get in a strike.
14. Be sure that your party is fully healed before entering a new dungeon.
15. There are no cursed or bad items.
16. By the way, the tavern on Rakhir Street is the only tavern that serves wine. And that wine “goes down” easily. You may wish to drop by to wet the whistle of your Bard. Good luck!
17. Seek out the Review Board. You need to visit there to be awarded new levels and spells.
18. Temples are divine places of resurrection and complete healing. In fact, this is the only place to cure characters withered or turned to stone.
19. Every mage should know where Roscoe’s Energy Emporium is. He will regenerate your magic if the price is right.
20. If your spell points aren’t recharging fast enough, go see Roscoe. But be prepared for electrifyingly high fees.
21. Experiment with all items you find to determine their capabilities. Magical items are key to success. Remember that an item may only be usable for certain characters and classes, so trade items around if you have to.
22. Gold you receive in battles is pooled for the party and can be used to buy weapons, heal your wounds or regenerate your spell points.
23. The temples can heal your wounds, cure your illnesses and even bring back the dead for the right donation.
24. Don’t be stingy. Equip your fighter with the best armor, weapon, shield, helmet and gauntlets money can buy. After all, they can’t take it with them.
25. Generally, the more expensive the item is, the better it works.
26. Cast a long lasting Bard spell right before entering a tavern. It’s like getting a free spell.
27. Develop a Sorcerer fast. They are very useful in dungeons. Wizards are extremely important in advanced levels; they can summon demons, extremely powerful specials. Develop an Archmage, too. You’ll need one; you’ll want more.
28. Monsters are smart. They usually attack your most vulnerable characters first, unless one of your members represent a significant threat.
29. You can minimize damage by killing off monsters in melee range first. Non-magic users further than 10’ away, will need to advance before they can attack
30. When you are finding your bearings in a maze, remember that each succeeding level goes UP in a tower or castle, and DOWN in a dungeon.
31. After battles you may find items which go into a pool for anyone to use. Sell or drop items if your party inventory gets too full.
32. If you are attacked by more than 2 groups of monsters, concentrate on Magic Users first. If you cannot kill off all the magic-using monsters, you may want to cast anti-magic spells to protect against illusions, possessions and other spells.
33. The home of Longinus the Mad. Summer follows Winter, Darkness follows Day, Singing follows Sorrow, as they stride through Skara Brae.

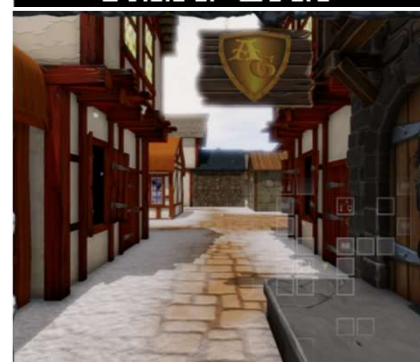
Pictures from Skara Brae



Thou art in the
Guild of
Adventurers.

Add member
Remove member
Create a member
Delete a member
Save party
Leave game
Enter the city

Character Name	AC	Hit	Cnd	SpPt	Cl
Mad Dog	7	7	7	0	??
BR TSHÖBER	-5	99	99	0	Mo
LONNIE	1	132	132	0	Ba
MARCOS	6	70	70	43	Wi
MARIAH	7	52	52	26	Ma
RADAGAST	9	61	61	35	Co
PUG	9	47	47	32	Co



Thou art in the Guild of Adventurers.

Add member to party
Remove member from party
Create a new member
Delete member from roster
Enter the city
More options...

	AC	HIT POINTS	SPELL POINTS	CLASS
1 Gloin	4	19 / 23		Warrior
2 Martin	5	23 / 29		Hunter
3 Pug	8	25 / 26	7 / 10	Magician
4 Athena	8	24 / 24	13 / 16	Conjurer
5 Luthien	8	29 / 29	12 / 12	Conjurer
6 Elrond	8	28 / 28	21 / 21	Magician
7				

Party creation

First task is to create a party of characters (Default party is *not* an option).

From earlier experience I know that the combats are won by the magic users, not fighters, so went for two fighters and four magic users. Could have included a Bard, but that's not essential in Bards Tale 1, so my party was a warrior, a hunter, two conjurers and two magicians. The magic users are planned to learn all spells in all magic classes. (See advancement charts).

Stats should obviously be as high as possible, but the only really important stat is Dexterity – high dexterity means lower armor class and first strike in combat – which translates to you kill the monsters before they kill you.



Welcome to Garth's
Equipment Shoppe,
oh wealthy
travellers!
Which of you is
interested in my
fine wares?

(EXIT)





Thief Temple



Review board



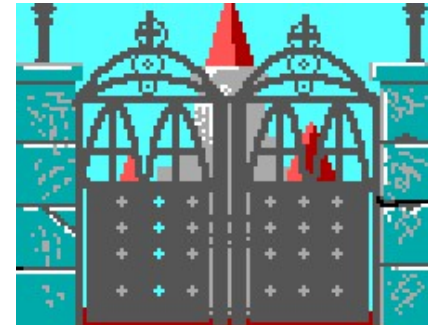
Review Board



Temple of Great gods



Skara Brae



Iron Gate



Roscoe's



Roscoe's Energy Emporium



West Gate



Gran Plaz



Bank



Sinister – infinite road.



Some monsters in Skara Brae



Hobbit,
Dwarf
King

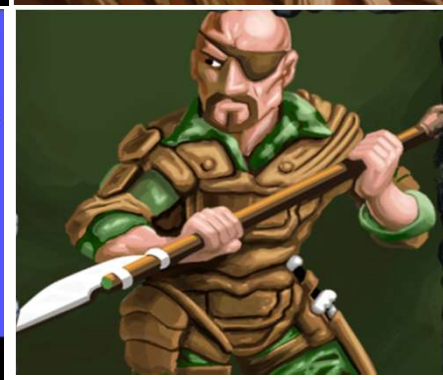
Same picture used for Gnome, Goblin, Goblin Lord



Half-Orc, Orc



Conjurer



Monsters in city:
Hobbits, Dwarves
Kobolds, Goblins, Gnomes
Mad dogs
Hobgoblins, Half-Orcs
Conjurers, Magicians (wither)
Barbarians, Nomads
Mercenaries
Thieves
Spiders
Skeletons



Barbarians



Nomad, Berserkers

Part 1: Exploring Skara Brae

Started by wandering the streets of Skara Brae and entering all the houses. That way party reached level 5 before starting the game proper. Then went south from Adventurer's Guild to Rakhir street, where we were stopped by the Samurai Statue. ("You stand before a gate, which is guarded by a statue of a Samurai warrior. You can: Attack it / Leave it") Attack it – comes to life as a Samurai warrior.



You face death
itself in the form
of 1 Samurai.

Will your stalwart
band choose to
Fight or
Run?



After defeating the statue, the gate to the southern part opened (and note – in the original BT1 the statue had to be killed every time – in the 2108 version once it had been killed the way is open for the rest of the game).

Went to the Tavern (Scarlet Bard) and ordered wine. Was told to go the cellars and fetch the wine ourselves.

(Only way to reach the first dungeon in the game!)



Wine Cellar (A)

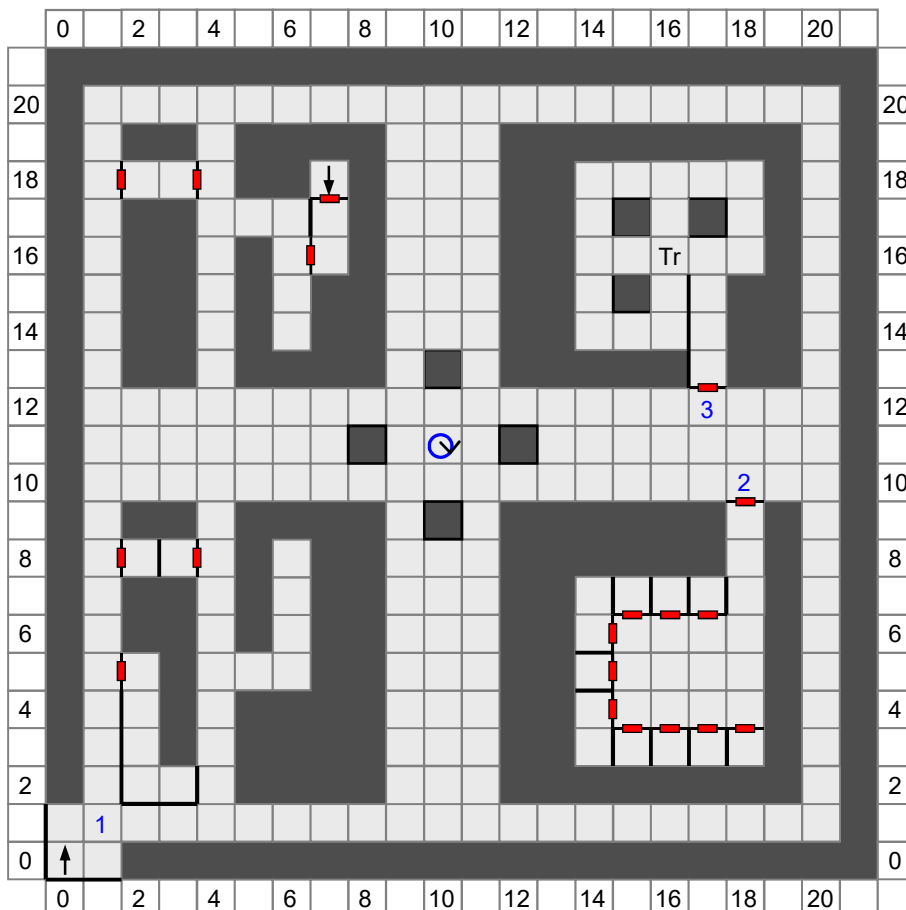
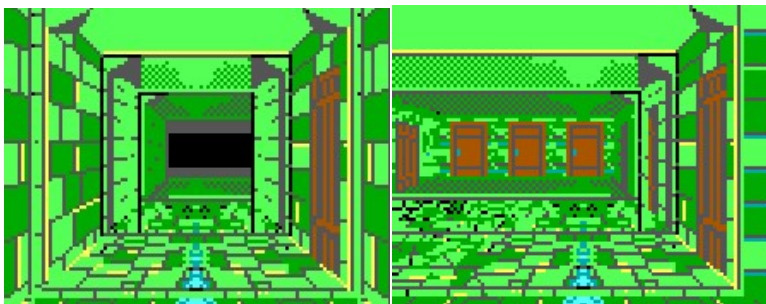
Objective: Learn name of Mad God. Entrance to Mangar's Tower much later in the game.



Same monsters as in city (But appear in up to 4 groups).

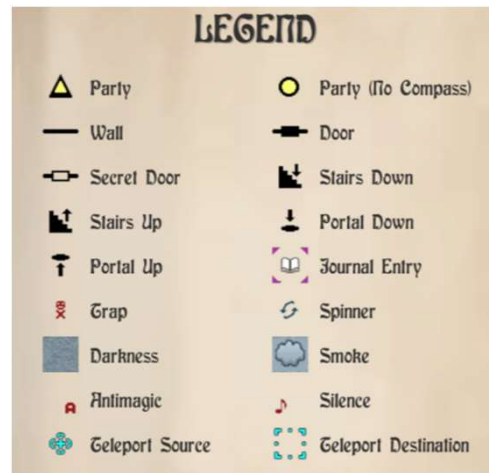
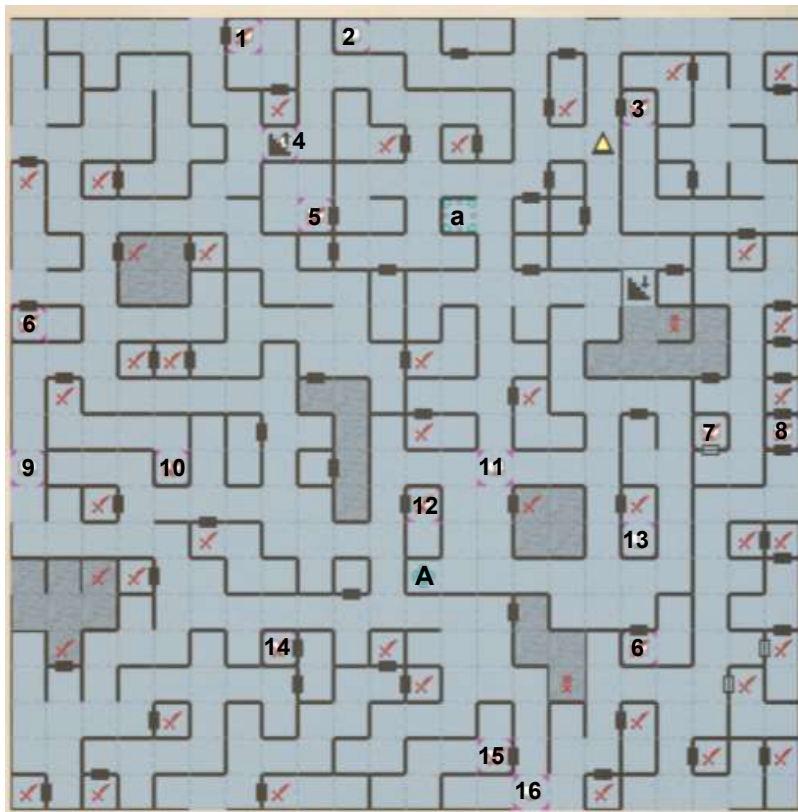
All previously encountered monsters seem to appear in any dungeon.

1. This is the wine cellar of the Scarlet Bard. The air is musty with old wine
2. Rare wines – 50 years and older. Keep Out!
3. Fine wines – 10 years and older. For regular customers only.



Rest of walkthrough: Only 2018-version maps shown.

Sewers Level 1 (B)

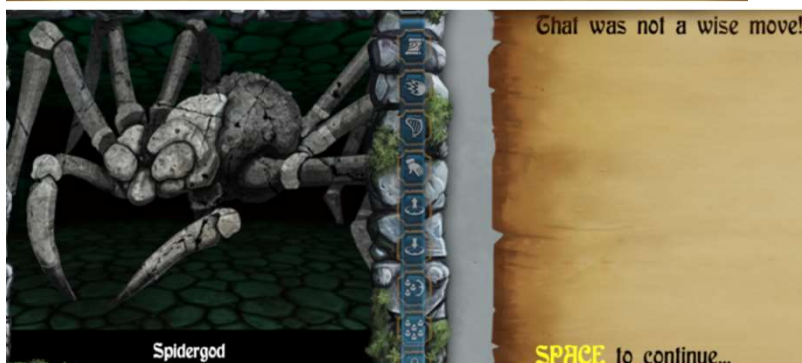


Monsters lurk here – fixed encounter

1. 6 spiders
2. Inscription on wall: Pass the light at night...
3. 5 spiders
4. You are in the sewers under Skara Brae. The shallow water holds unknown terrors. Be careful!
5. 7 spiders
6. 3 Black Widows
7. Inscription on wall: IRKM DESMEG DAEM
8. 5 Black Widows
9. There is something strange going on... (Warning that map wraps around – exit to west here and reappear at eastern edge of map.)
10. Found a statue of a spider god here. We searched the room and it came to life! We encountered 1 spinner.
11. The sewer water seems very warm here...
12. 8 spiders
13. Inscription on wall: Golems are made of stone.
14. A large spider has been etched into the north wall.
15. 4 Black Widows
16. There is a great deal of slime on the walls here.

Nothing exciting here. As we yet don't know the APAR spell had to walk all the way down and up each time our spells needed regeneration. Which means a lot of times before the entire level had been systematically explored.

There is the statue of a large spider here. Do you want to search the room?



2 Jade Monks, and 3 Swordsmen



1 Sorcerer



New monsters:
Jade Monks
Wolves
Orcs
Zombies
Swordsmen
Sorcerers
Black Widows (poison)
Spinners (poison)

Found
Mithril Sword (sale price 150)
Mithril Scale (sale price 450)

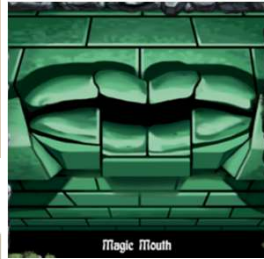


Sewers Level 2 (C)



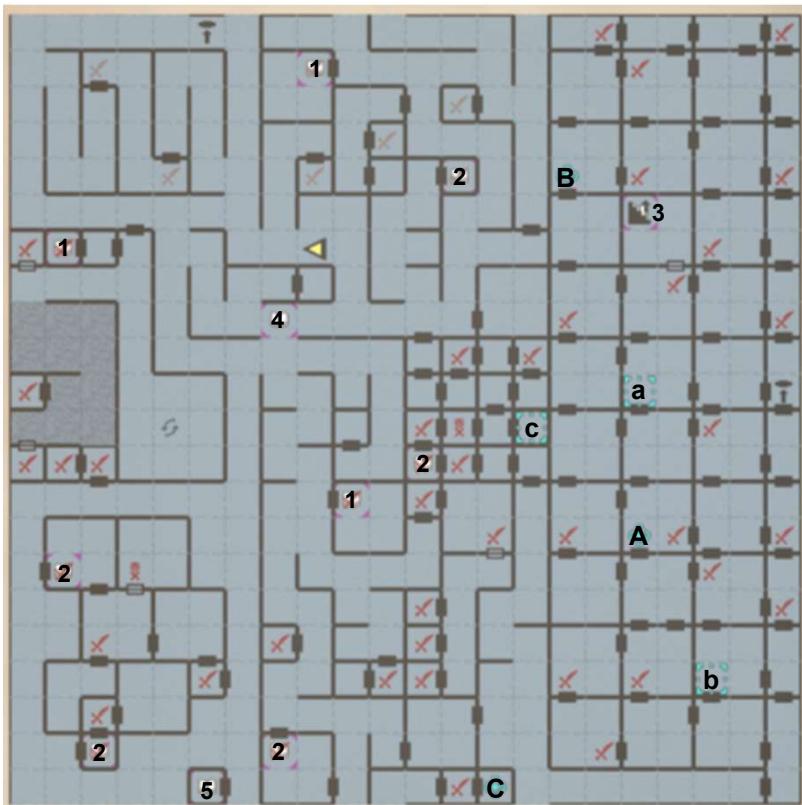
1. 9 – 16 spiders
2. There are some rotted clothes and bones here
3. Something smells
4. 6 – 7 Black Widows
5. There is no exit until the seven words are said.
6. Written in the dirt: Heed not what is beyond understanding
7. A light beam from the surface is mirrored down here and focused to a burning ray, blocking the corridor. Do you wish to Try Crossing? (YES → Some characters died. However, entering the area using PHDO, and passing the ray from south afterwards was no problem...)
8. Magic Mouth: "Know this, that a man called Tarjan, thought to many to be insane, had through wizardly powers, proclaimed himself a god in Skara Brae a hundred years ago. His image is locked in stone until made whole again..."
9. Inscription on wall: Thor is the greatest son of Odin.
10. There are tracks here, leading east.

Explored entire level systematically, and learned the name of the Mad God. (Plus some hints for later dungeons.)



A magic mouth on the wall speaks:
"Know this, that a man called Tarjan, thought to many to be insane, had through wizardly powers, proclaimed himself a god in Skara Brae a hundred years ago. His image is locked in stone until made whole again..."

Sewers Level 3 (D)

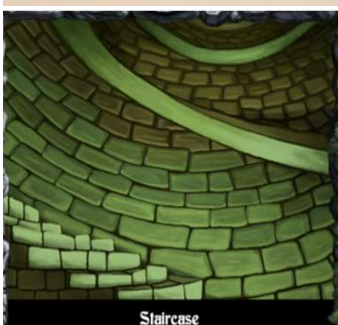


1. 5 – 8 Black Widows
2. 2 – 4 Spinners
3. There are stairs here, which seem to go a long way up. (To behind the gates to Mangar's Tower)
4. Inscription on wall:
The hand of time writes and cannot erase
5. Inscription on wall:
Seek the Snare from behind the scenes

Completed this level also, even though we don't need it before later. At this level learnt APAR and Second sight, which made life a lot easier.

New monsters:
Bladesmen
Wizard (wither)
Goblin Lord
Assassin, Ninja,
Master Thief
Werewolf
Wight (wither)
Samurai
Ogre
Statue

Found (sale price):
Lightwand (500)
Bardsword (350)
Mthr chain (250)
Mthr shield (200)
Mthr dagger (100)
Mthr scale (450)
Bracers[6] (300)
Mthr mace (150)
Mthr gloves (200)
Mthr helm (150)
Lak's Lyre (500)
Ogre Fgn (150)
Samurai Fgn (250)



There are stairs here, which seem to go a long way up. Do you wish to take them?



Sewers



Sewers



Sewers



1 Wight (20), and 1 Werewolf (30)



Ogre



Stone Giant

After completing the Sewers, explored the rest of Skara Brae (except behind inaccessible gates), which means also smashing down the rest of the statues. After that went to the Temple of the Mad God.



Skara Brae



Stone Golem



Ogre Lord



City Gate

You stand before the city gates, which are blocked by a gigantic snow drift.

SPACE to continue...

Then went to the Temple of the Mad God.



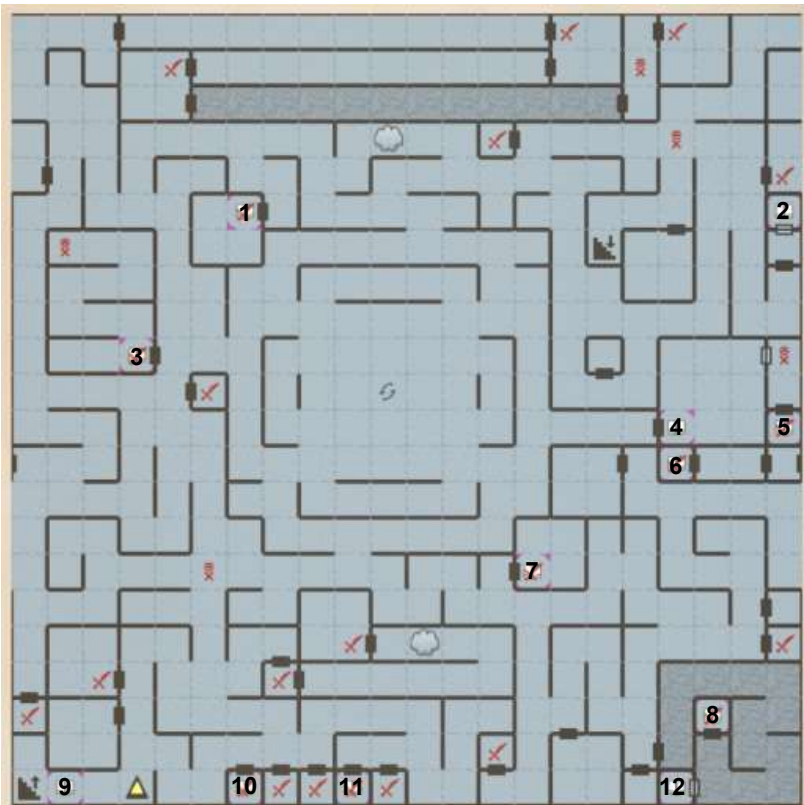
Temple

"Only those who know the name of the Mad One are welcome."
What will thou say?

Garjan

Catacombs Level 1 (E)

Objective: Get Mad God's Eye.

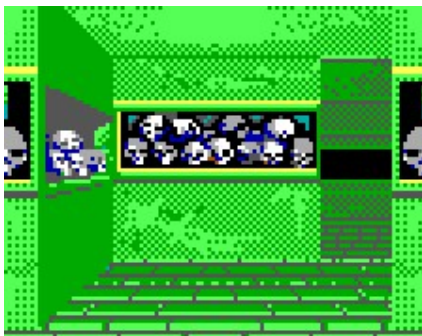


1. 11 Wights
2. Message on wall, scrawled in blood:
"The ancient witch king yet lives..."
3. 66 skeletons
4. You have entered the burial preparation chamber.
Few but the priests of the Mad God have seen this
and lived.
5. 45 Zombies
6. 28 Zombies
7. 39 skeletons
8. 52 skeletons
9. Around you stretches miles of winding, twisting
tunnels. The ancient bones of acolytes jut out of the
earth,
10. 9 Wights
11. 5 Ghouls
12. On the wall is etched this rhyme:
Fifteen doors east / and thou art there
On souls they feast / in the dark one's lair

"Smoke in the eyes": Temporary darkness, but can
restore sight by recasting e.g. Cat Eyes.

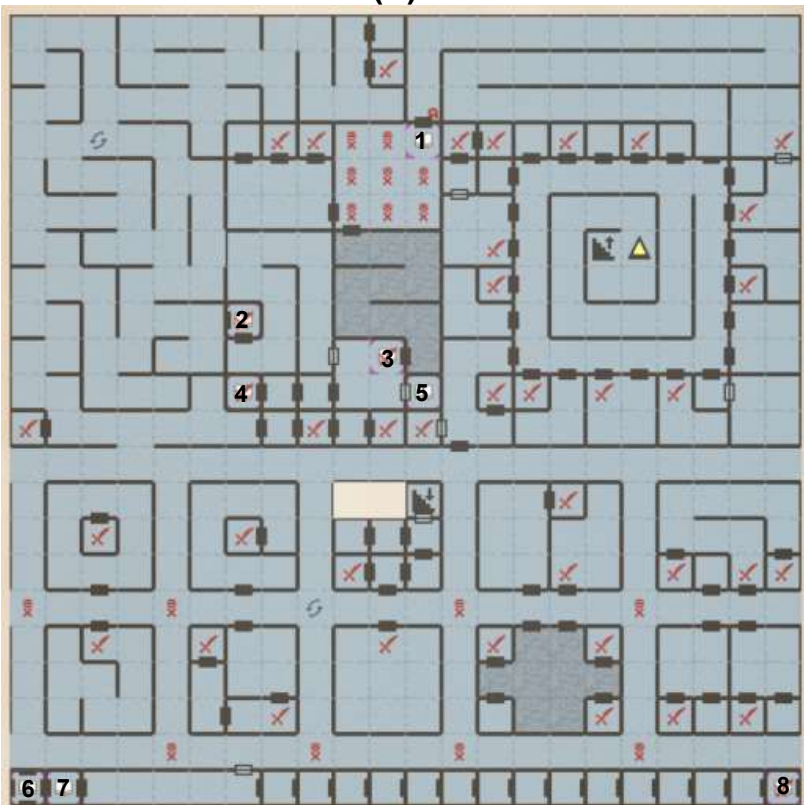
New monsters:
Ghoul (=wight)

Found (sale price):
Mthr Plate (1000)



Althina casts Grap Zap!

Catacombs Level 2 (F)



1. A sign proclaims that you have entered the
chambers of Bashar Kavior, High Priest. Prepare to
die!
2. We have found the High Priest's treasure chamber.
His pet dragon, Sphynx, attacked us!
(1 Grey Dragon)
3. The living chambers of Bashar Kavior, the High
Priest. He immediately attacked us!
(1 Master Sorcerer)
4. 49 Wights
5. A voice from nowhere proclaims:
To the tower fly / A mad one die / Once lost the eye
6. Welcome to the stasis chamber.
7. Stasis chamber ahead. Those who venture ahead
should prepare for a long stay!
(No exit from (6) if entered from (7); but APAR
works, so not that bad. (6) can also from (8), and in
that case can be exited as normal.)
8. 1 Soul Sucker
No big problem in the 2018 version, but close to
impossible in original game.

New monsters:

Doppelganger
Stone Giant,
Stone Elemental
Scarlet Monk
Ogre Magician
Jakalwere
Blue & Grey Dragon

Found (sale price):

Dork ring (50)
Mthr axe (150)
Blood axe (350)
Fin's flute (650) (AC-2)
Kael's axe (300)
Shield Staff (500) (AC-2)
Shield Ring (AC-2)



Aided by hints both found while exploring, and during load-game, it is obvious that our next goal should be Harkyn's Castle. First had to pass the grey dragon statue.



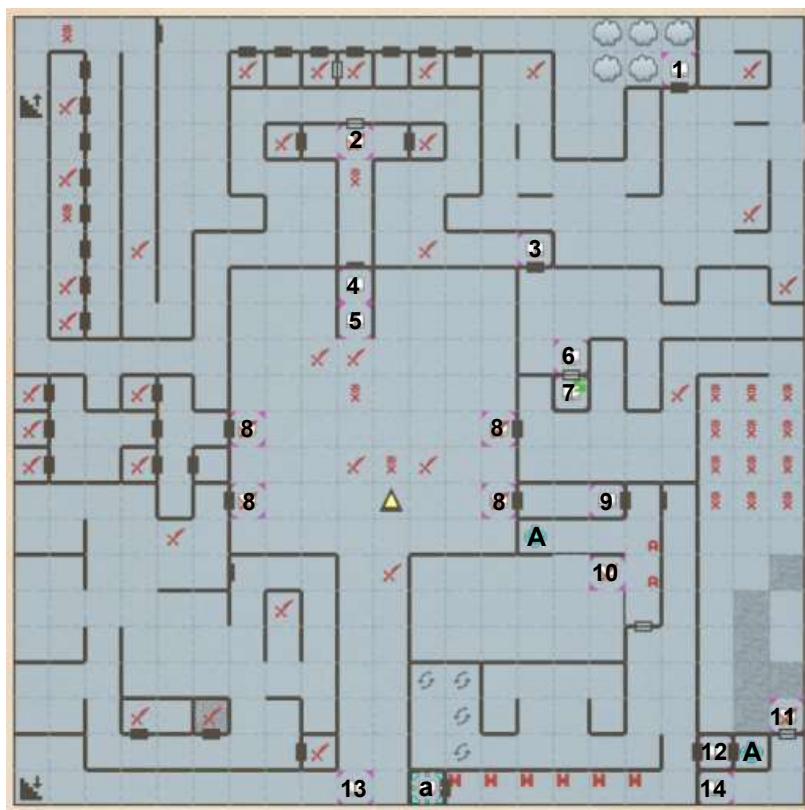
You stand before a gate, which is guarded by the statue of a Grey Dragon. You can:



Before you, lies Baron Harkyn's majestic castle.

Harkyn's Castle Level 1 (H)

Objective: Get Crystal Sword. Get Silver Square.
Gain access to Kylearan's Tower



- S (Rapid) Spell regeneration square
- H Drain health square

1. A sign says, "NO trespassing"
2. We encountered the Captain of the Guard. He screamed "Die, scum!" and attacked us! (1 Master Ninja)
3. Royal Bedroom
4. Baron's Throne
5. Three marble steps lead up to the Baron's throne.
6. Roscoe's Magical Spa. Please leave a favorable review on Mage Book
7. Our spellpoints slowly regenerated (actually it was rather quick...). This chamber is filled with magical energy
8. 1 Golem
9. On the door is etched: GUARD ROOM – Members only.
10. We encountered six warriors, dressed in bright green robes. They screamed "Intruders!" and attacked us (3 Berserkers and 3 Berserkers)
On defending the warriors we took their robes.
11. 1 Jabberwock
12. Sign: "To Jail Cell"
13. A wide corridor leads into Baron Harkyn's Castle. Fabulous tapestries adorn the walls. The flickering torchlight casts strange shadows.
14. There is a magical glowing *Crystal Sword* here. (Essential item)

Notes:

When approaching Baron Harkyn's Throne (4), you get the option:

"You are at the Baron's throne. Who wishes to sit on it?"

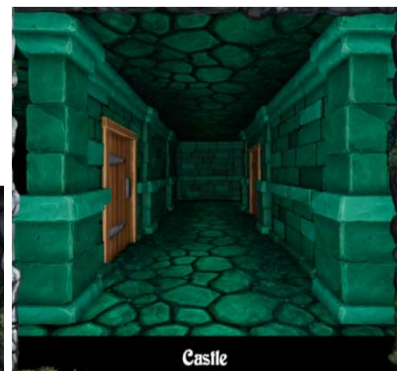
In original game, any character would sit on the throne, and

"The sound of grating stone is heard", where after a door appeared to the north.

In the revamped game, the character who sits on the throne loses some hit points, else nothing happens. Hence the only way to access the northern part is by PHDO (or APAR).

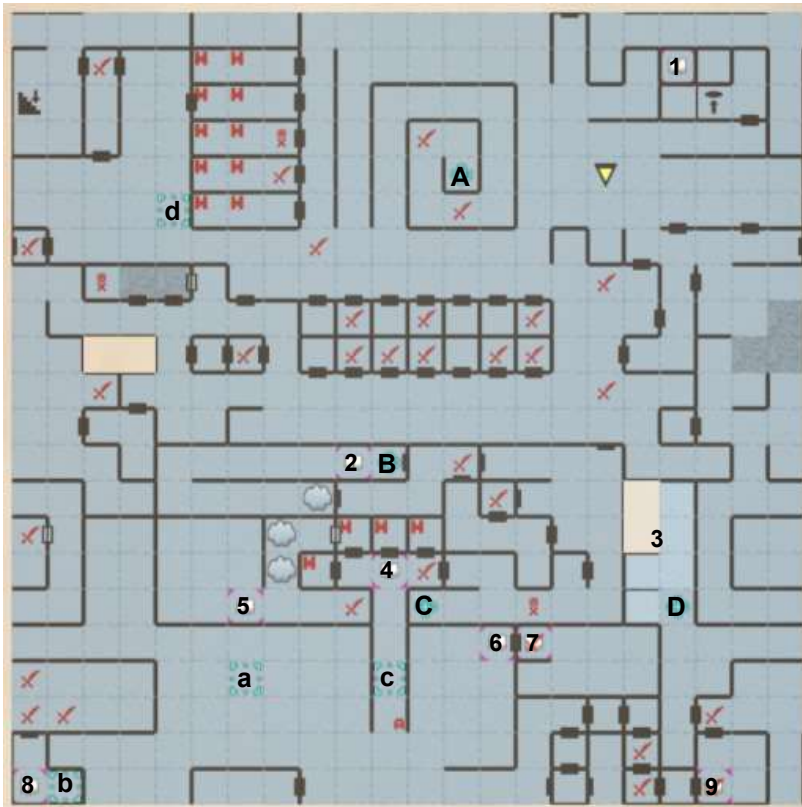
This must be a bug – actually the only one I found in the revamped game.

The spell regeneration room (7) is really useful – from now on party used it between all dungeon visits for the rest of the game (APAR in – APAR out)



New monsters:
Master Ninja (Guard Captain)
Jabberwock

Harkyn's Castle Level 2 (I)

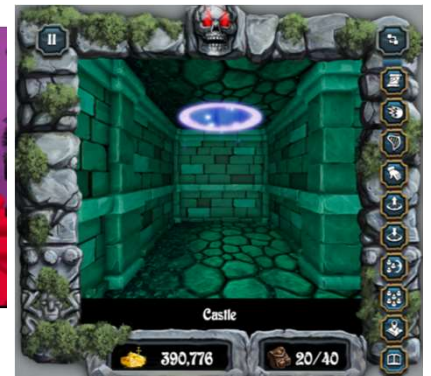
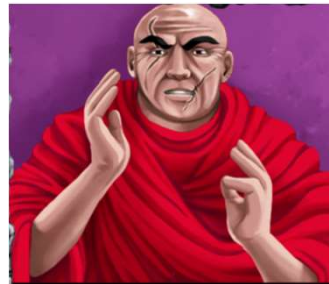


Entire level is protected vs. APAR and PHDO

1. Something is not quite right here
(The walls surrounding the portal move as party moves, so what's shown here is just one of many configurations.)
2. There is a wizened man here. He asked if we would answer his riddle:
"Answer this riddle to pass:
Once man alive / Now living death
It drinketh blood / N' stealeth breath"
(Answer: Vampire)
3. This area inaccessible due to no PHDO / APAR.
(In contrast to original game)
4. The air nearby has a foul reek to it
5. You are in a splendid library
6. Sign on wall: "Slave quarters"
7. 8 Mangar Guards
8. There is a **silver square** floating in the center of the room (essential item).
9. Magic Mouth:
"Past warscapes fought by men long dead,
and treasures lost on bloodied fields,
the one God lifts his thorn-crowned head,
and lays a strength on friendly..."
(Answer: Shields)
We found a magical Ybarra Shield.

New monsters:

Lurker
Fire Giant
Samurai Lord, Mangar Guard
Hydra
Seeker
Dwarf King
Azure Monk
Green Dragon, Copper Dragon
Weretiger



A wizened man appears before you, saying, "Have you come to answer my riddle?"



Dungeon view when area protected vs APAR / PHDO (Glowing skeleton eyes)

"Answer this riddle to pass:

Once man alive
Now living death
It drinketh blood
It' stealeth breath"

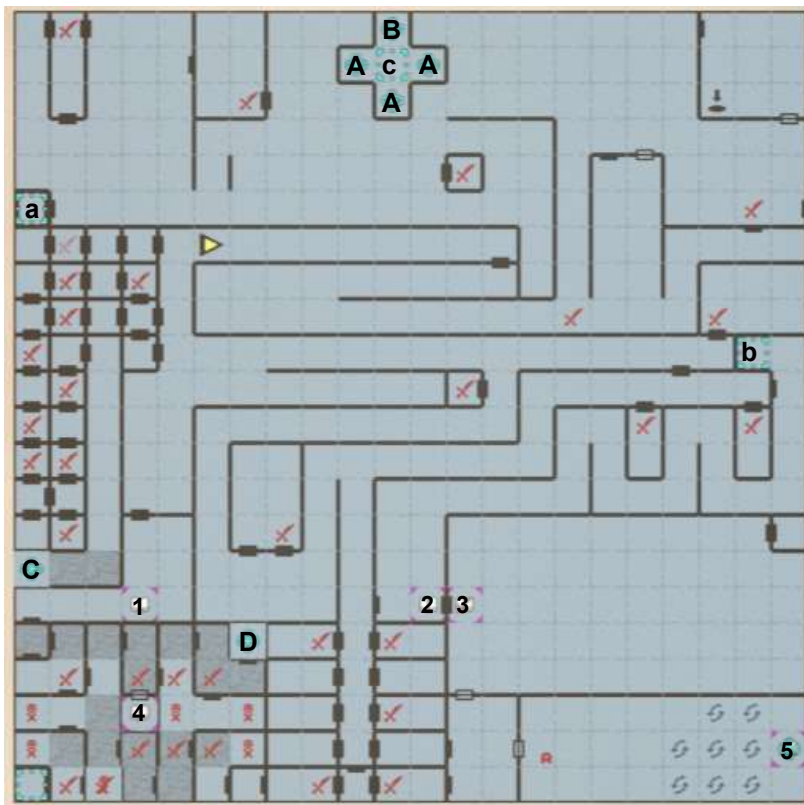
vampire



Found (sale price):
Hawkblade (250)
Admt shield (250)
Admt chain (400)
Admt scale
Admt helm
Admt dagger (150)
Pureblade (300)

(12-72, +8)
Ali's Carpet (400)
Exorwand (500)
Broom (300)
Luckshield (400)
(AC3)
Magic Mouth (500)
(SESI spell)

Harkyn's Castle Level 3 (J)



APAR and PHDO is OK on this level

1. An old man asked us this question to pass:
"What Tavern lies off Night Archer Street?"
(*Skull Tavern*)
2. Sign on wall: "The Barracks"
"Official robes required"
3. We were recognized as intruders and attacked by the legions of Baron Harkyn.
(99 Berserkers, 99 Berserkers, 99 Berserkers, and 99 Berserkers) ... The room is filled with the bodies of dead Berserkers. [169K XP]
4. Written on the wall in blood:
The Crystal Sword will leave the crystal guardian in many pieces.
5. There is a gold statue of a fifteen feet tall warrior here.
(If party doesn't have eye, nothing happens – if the eye is in the inventory:)
The eye we had levitated into the statue's empty socket and it groaned "I HUNGER" and came to life.
(1 Mad God) ... Where the golden statue had once stood, now is a swirling portal ... a teleport to another place :
Teleporter to behind gates outside **Kylearan's Tower** (Note, this teleporter works also if party comes back here later.)



A gold statue of a fifteen foot tall warrior stands before you. Will you approach it?



An Eye levitates from the party and goes into the statue's empty socket.

The walls shake as the statue stands suddenly, flinging marble everywhere. Gaze at the awesomeness of 1 Mad God (20').

Advance ahead
Fight bravely
Run away



Demon Lord

Claws for 32 to 128 damage.

Successful hit does: Stoned

Special Attack: Greater Summoning, Breath

Inventory

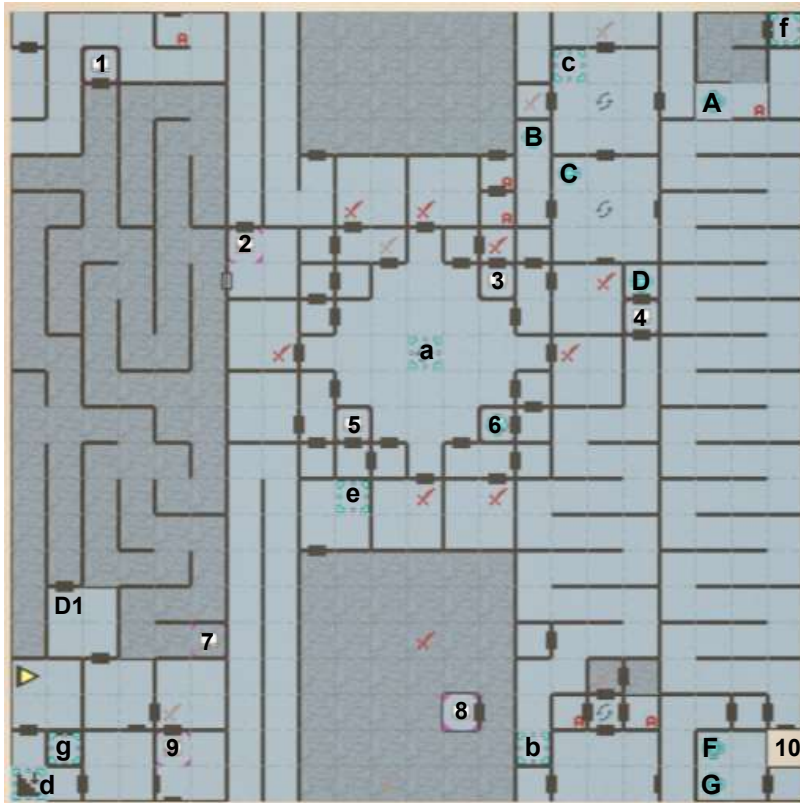
Rick Demon Lord from the party.

The exploring of Harkyn's Castle ended by being teleported to Kylearan's Tower.

In stead of entering the tower, the party exited by the gates, and leveled up and sold items before returning to the Castle (APAR to level 3 near the teleporter) and being teleported to Kylearean anew.

Kylearan's Tower (K)

Objective: Get Silver Triangle. Get Onyx Key.



1. There is a **silver triangle** floating in the center of the room. (Essential item)
2. 6 Green Dragons
3. An inscription on the wall:
Made of earth / Yet without soul
As living statue / he is whole
4. Kylearan (see picture)
... after encounter: There is an **Onyx Key** lying on the floor (essential item)
5. Inscription on the wall:
As guardian he must walk...
The first part of his name means rock
6. A Magic Mouth asked this riddle:
"Name the one of cold, foretold twofold"
(STONE GOLEM)
On correct answer, teleported to "e"
7. A voice speaks softly, saying: "Beware the sting at the tail (south) of the serpent way."
8. Magic Mouth: "Name the endless byway and your path shall be guaranteed" (SINISTER)
Answering correctly opens door D1 at SW end of darkness. Needed for progress.
9. There is a crystal statue of a Golem here. It wants to fight us. (1 Crystal Golem)
Note: The golem must be killed with the Crystal Sword (final blow must be with the sword). Else it rises again ... "The Golem's shattered body reformed and attacked us again!" – So until it gets the final blow with the Crystal Sword party can't progress past this point.
10. "It's a trap – there's no way out". No doors, no magic works, and health continuously drained. In other words – no-go-area...

Way through:

From stairs (SW corner) to F → f; A → a, check on (3) and (5), go to (6) → e, to (8) and reply, continue to SW corner of darkness, and winding path to (2), then to (1) and get triangle. Then to (9) and defeat golem, through S door and eventually arrive at north end of serpent path. Follow path to end, exit map south and continue to B → b. Follow hall north to (4) and Kylearan.

This is the entry chamber to Kylearan's Amber Tower. A stairwell leads up to a lofty level of chambers. Do you want to take the stairs?



A crystal statue comes to life before you, ready to attack! Will you fight it?

Greetings! I am Kylearan, oh perservant ones, the good wizard of Skara Brae. Put away your weapons, for I am your ally, not an enemy.

You have passed my tests, and now can continue on to your true quest, the source of evil in Skara Brae – Mangar the Dark, my nemesis. Mangar's tower, at the opposite corner of Skara Brae from mine, is a five level deathtrap, which can only be entered by use of an onyx key.

Good luck, and remember, seeing is not always believing.



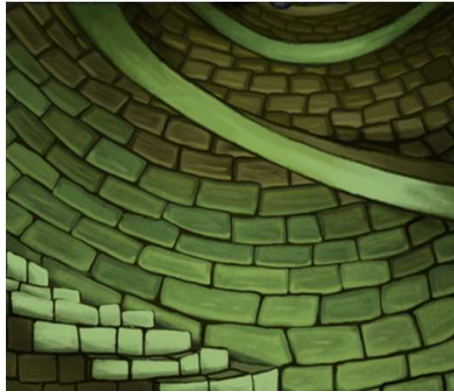
A magic mouth on the wall speaks to you, saying this:
"Name the one of cold, foretold twofold!"

stone golem



You stand before an iron gate, beyond which stands Mangar's tower to the west.

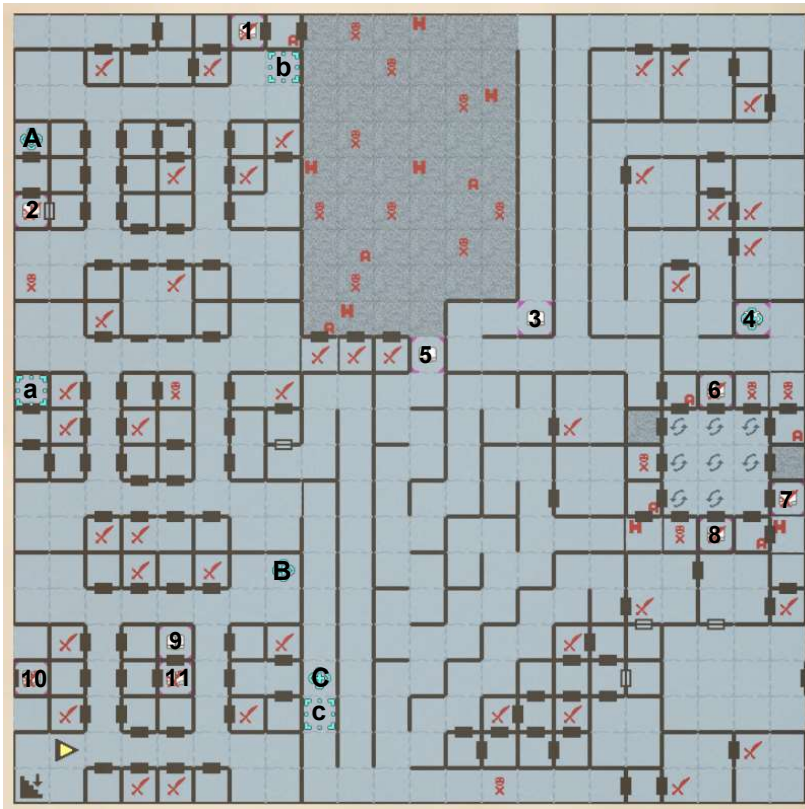
As the gate to Mangar's Tower is securely locked, we need to enter by the back entrance. I.e. back to the Catacombs, APAR to the stairs "going a long way up" on level 3, and ascend to the courtyard by Mangar's Tower.



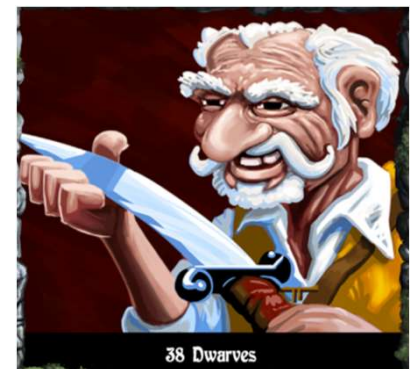
This is the entry chamber to Mangar's Tower. A stairwell leads up to the first level of traps and terrors. Shall you take the stairs?

Mangar's Tower Lv 1 (L)

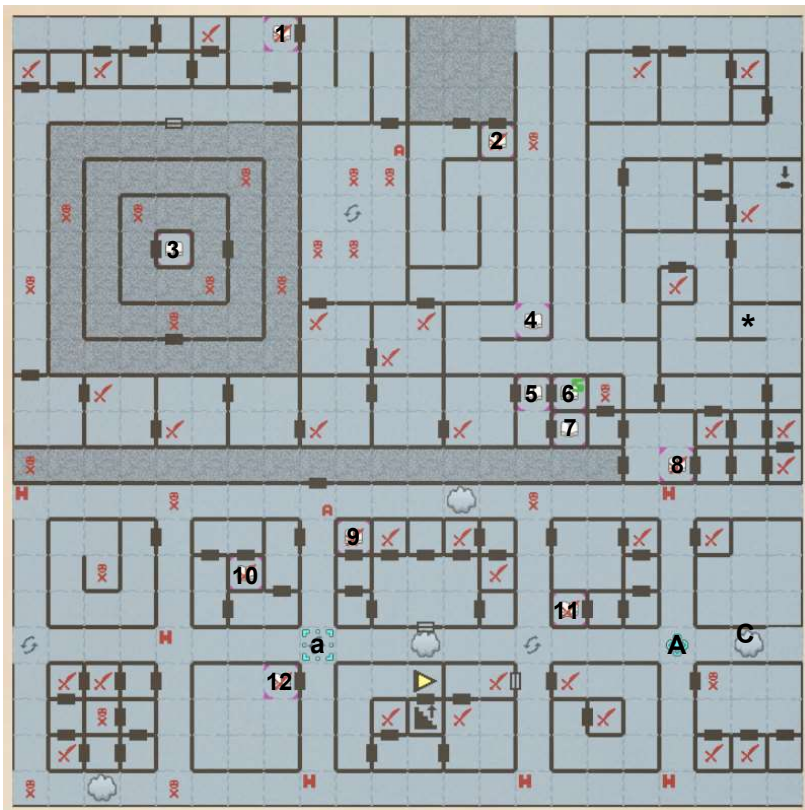
Objective: Win game.



1. 3 Maze Masters
2. 56 Dwarves
3. "Ahead lies the exit, oh faithful ones"
4. Magic Mouth: "Perseverance in all things" – was then teleported to level 2 straight above.
5. Ahead lies the deathfield!
6. 34 Evil Eyes
7. 2 Master Magicians
8. 20 Ghosts
9. On the wall is etched:
Beyond the lie / Before the slip
A passage north / Will fake a trip
And upward go / To evil's grip
Yet not an inch / Will seem to dip
10. 96 Samurai
11. 68 Mercenaries



Mangar's Tower Lv 2 (M)

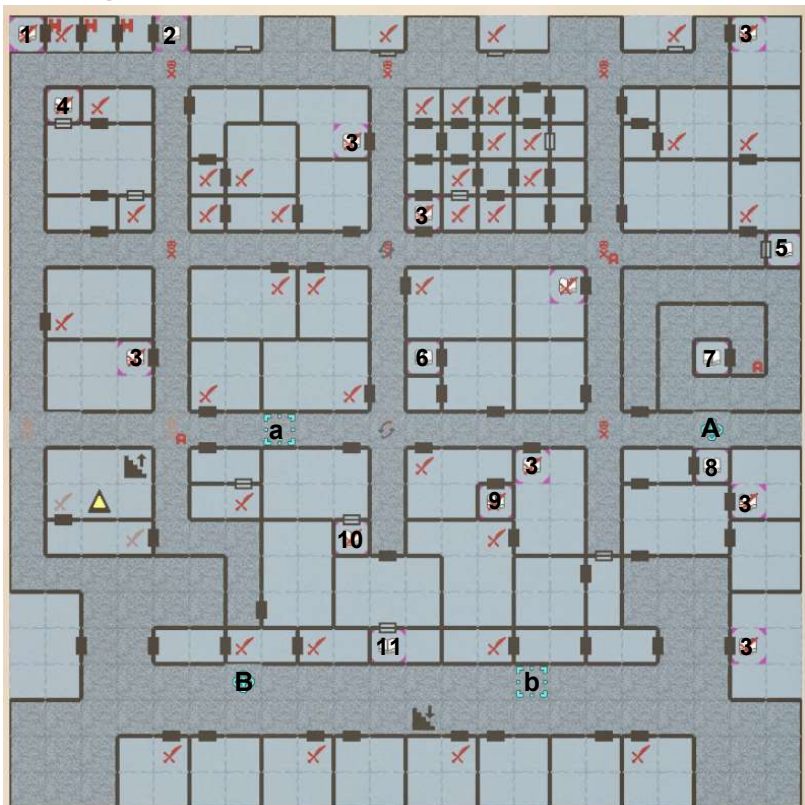


* Teleported from level below

1. 97 Hobbits
2. 3 basilisks
3. Magic Mouth:
Two shapes yours, one's around
Speak the shape and find found
(CIRCLE) ...
There is a **silver circle** floating in the center of the room (Essential item)
4. "Ahead lies the exit, oh faithful ones"
5. A sign reads, "Keep out! This means you! Signed, Roscoe"
6. Our spell points regenerated! – This room is reeking with magical energy.
7. On the wall is etched: The Spectre Snare can catch a foe and bind him lest his spirit go...
8. 1 Mind Shadow
9. 2 Bandersnatchers
10. 1 Soul Sucker
11. 67 Samurai
12. 32 Ghouls

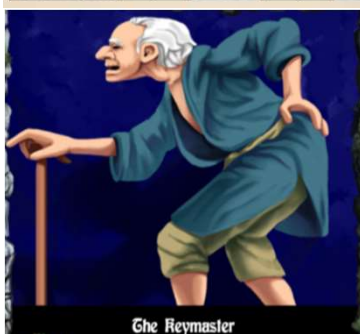
From * to (3) to get silver circle, and then further to stairs south center.

Mangar's Tower Lv 3 (N)



1. On the wall is etched: The One has said that the first man is blessed and the last is **damned**.
2. You smell burning coals
3. 1 Mongo
4. On the wall is etched: On the many levels, several are ancient but the sixth is **forever**.
5. On the wall is etched: As the One God has said, the third is **passion** if you have love and life.
6. On the wall is etched: We speak of One God, eternal is he, his fifth is almost certainly **be**.
7. An old man called "The Keymaster" wants to sell us something for 50000 gold pieces. We bought a Master Key from the old man for 50000 gold.
[Master Key allows party to pass through the gates to Kylearan's Tower and Mangar's Tower, hence no need to go through castle or sewers. Not that great advantage, but we had lots of gold so who cares...]
8. On the wall is etched: In all the land, the fourth is **and**.
9. On the wall is etched: The One God's second is surely **with**.
10. On the wall is etched: Do not scry, the first is **lie**.
11. A Magic Mouth asks the riddle: "Speak the seven of the One God, in sequence, and seek the lost stairs."
We correctly answered the riddle and some stairs appeared. (Must return here every time we need the stairs.)

Learning all clues means exploring the entire level. Else shortest route from stairs to (11), answer riddle and proceed to stairs up (west, south of center).



The Keymaster

A magic mouth on the wall talks:

"Speak the seven of the One God, in sequence, and seek the lost stairs."

lie – with – passion – and – be – forever – damned
(entered with RETURN after each word)

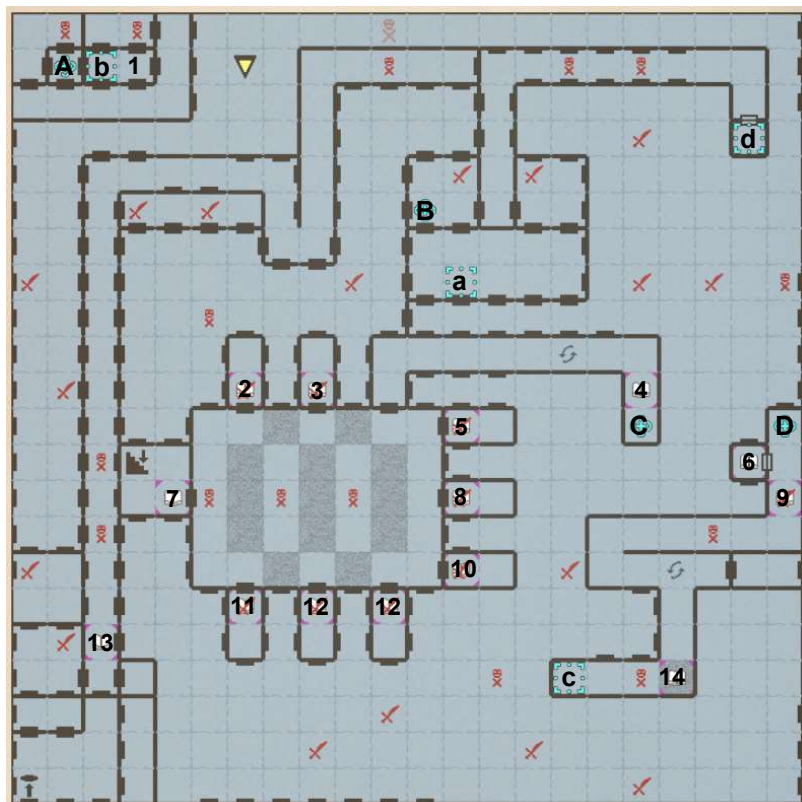
An old man is here, and says to you:

"I am the Keymaster. I have something to sell you for the low price of 50000 gold pieces. What say you? Do we have a deal?"





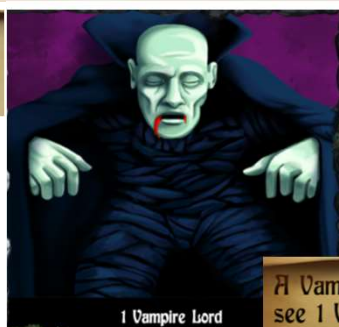
Mangar's Tower Lv 4 (O)



1. When party stepped on this square, all doors were converted to walls, and all walls to doors. Map is shown after conversion. On later visits to the level the map is shown as here, but the door / wall layout is as original, and must be transformed anew – can be confusing!
2. 50 Ghosts
3. 9 Wraiths
4. The shape of a skull is etched on the floor.
5. 7 Lesser Demons
6. Magic Mouth: "Name the greatest son of Odin and win his aid" (THOR – should be known; but else the answer was found in the sewers)
We were awarded a small figurine of Thor.
7. On the wall is etched: Welcome to Mangar's Crypt
8. 1 Vampire Lord (not sure if you have to kill him to proceed, but did it just to be safe...)
9. 2 Hungry Red Dragons (see picture)
10. 8 Ghosts
11. 1 Spectre (avoid...)
12. 5-6 Vampires
13. Tracks lead south down this corridor
14. A gust of wind blows through here

From stairs to (8) and kill Vampire Lord. Then to C → c, and northwards to (9) (Dragons), and D → d. Continue to B → b, which looks like a dead end – a room with no exit – until you move to (1) and there are doors everywhere. Take the teleporter A → a, and an easy route to the portal in southwest corner.

There is a large black coffin in this tomb.
Do you wish to open it?



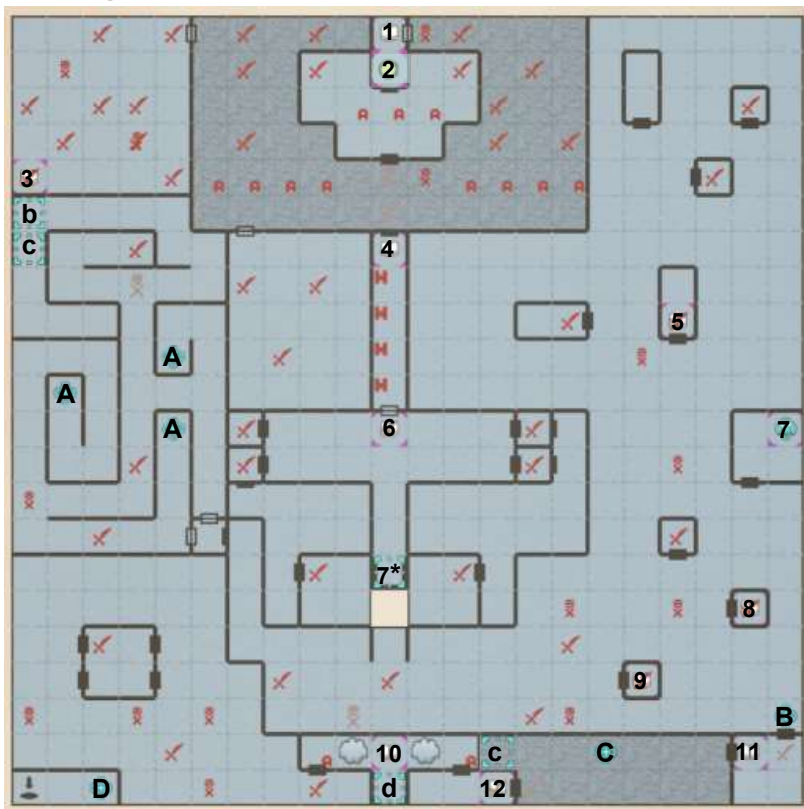
A Vampire Lord rises from the coffin. He seems rather disturbed. You see 1 Vampire Lord.



Two sleeping dragons awoken at your passage. "Hmm, humans for dinner again, Gor," says the small one. "Why don't we get any pork up here?"

As Gor gasps his last, he croaks out, "we should have sent out for pizza instead... Haaaahrrrrgg..."

Mangar's Tower Lv 5 (P)



1. A magic mouth speaks to the party:
"What can bind the mightiest foes?"
(SPECTRE SNARE – hint of this correct answer was found on level 2) – A magic lasso appears.
2. Mangar the Dark
(3 Vampire Lords, 2 Demon Lords, 1 Mangar (50'))
3. Mangar's treasure trove, guarded by two very hungry dragons.
(1 Black Dragon, 1 Black Dragon)
4. On the wall to the north are etched 3 geometric shapes: a square, a circle, and a triangle.
A voice whispers, "You see farther. Passage has been granted."
(Need silver triangle, square, and circle to pass this point).
5. 1 Archmage
6. 4 Spectres (try to run...)
7. There is a pool of boiling liquid here. Will the party dive in?
(YES → teleported to 7*)
8. 4 Balrogs
9. 3 Ancient Enemies
10. A magic mouth speaks to you: "Death to those who would attack the mighty one!"
11. An evil spirit possessed one of our party!
12. 5 Storm Giants

From portal (SW) to D → d, and continue to (11), where one character is possessed. This was a greater problem in the original version, where you needed an Exorwand (or kill the character), but in the new version the Dispossession spell is available – so no problem. B → b can't be avoided, and party makes its way back to B-room and the pool at (7). Dive in and get ported to 7*. Continue north – the spectres (6) drain levels so only fight if you have to. Straight north to Mangar – the fight is more challenging than in the original version since Mangar is now at 50 feet and can't be taken down by death touch or stoning. Was actually a pretty tough fight, and few characters survived – even after several attempts...

This is Mangar's treasure trove. Two dragons are here, and they're very hungry. You're in some real trouble.



1 Black Dragon, and 1 Black Dragon



4 Balrogs



Mangar!



3 Vampire Lords, 2 Demon Lords, and Mangar (50')

You stand in the antechamber of Mangar the Dark, evil Archmage of Skara Brae. Mangar glares at you with deep hatred. "Die, mortals!" he screams.

Rylearan, the good Archmage, appears before you in a flash of light. "Well done!" he cries, beaming. "Your quest in Skara Brae is fulfilled!"

"The evil one is now defeated, and his spell of winter will soon end."

"You will all, as a symbol of my gratitude, receive 300,000 experience bonus. Also take this 300,000 gold to share amongst yourselves. Fare well and live long!"



Rylearan