

The

BARD'S TALE™



THE OFFICIAL GAME GUIDE



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THE BARD'S TALE™

PRIMA OFFICIAL GAME GUIDE



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Getting Started

Here you'll find everything you'll need to know to get your bearings in *The Bard's Tale* – from controller basics, to the minutiae of battle dynamics, a complete talent list,

A Game Controls

Left Analog Stick (PS2 and Xbox): Moves the Bard around. In typical analog-control fashion, the more you press in any direction, the quicker the Bard will move.

Right Analog Stick (PS2 and Xbox): Controls the camera. Use to zoom out or in on the overhead view, or to rotate the camera angle. Pressing this in will toggle the auto-map in the upper-right on and off, or expand it to full-screen-size.

Directional Pad (PS2 and Xbox): Allows the Bard to issue orders to his party. Press **up** to let forth a cry of "Attack!" or "Charge!", and command the summon to attack whatever enemies are nearest until they are dead; **down** to command the summon to pull back from attack ("Hold back!" / "Back off!"); **left** to command the summon to hold his/her/its position and take a defensive stance ("Stay where you are!" / "Stand your ground!"); and **right** to beckon the summon out of its current action and back to the Bard's side, where it will defend him from nearby attackers. ("Over here!" / "To me!")

Select (PS2) / Back (Xbox): Brings up the status display. Here you can view your equipment, your talents, the tunes you've learned, and the amount of money and number of Adderstones at your disposal.

Start (PS2 and Xbox): Pauses the game and allows you to reload saves, reset your game, or enter an options menu.

L1 Button (PS2) / White Button (Xbox): Brings up the Melee Weapon selection menu.

L2 Button (PS2) / Black Button (Xbox): Brings up the Ranged Weapon and Musical Instrument selection menu.

R1 Button (PS2) / Right Trigger (Xbox): Brings up the Tune selection menu.

R2 Button (PS2) / Left Trigger (Xbox): Brings up the Artifact selection menu.

Square Button (PS2) / X Button (Xbox): Press to open a door or chest, to speak to NPCs within the vicinity of the Bard, or to tip cows.

X Button (PS2) / A Button (Xbox): Press to attack with your equipped weapon. Tap several times to unleash a combo of strikes.

Triangle Button (PS2) / Y Button (Xbox): Press to jump.

Circle Button (PS2) / B Button (Xbox): Press to parry or block an enemy's attack.



B The Bard's Statistics

When the game first begins, you have the option of freely allocating 12 points to the default ratings of your attributes, or of having these 12 points auto-allocated by the computer. These attributes govern the performance of your character in battle situations or in generally interacting with the game world. **Strength** determines what kind of bonus the Bard will



Opening allocation.

C Playing Instruments

Indeed, summoning creatures plays a major factor in the Bard's way of getting on in the world. Find new Tunes (and "upgraded" versions of those Tunes, with superior stats), and you can summon new creatures who will fight at the Bard's side and help him perform tasks. Like the Bard, each summoned creature has its own health rating; when this hits zero, the creature will vanish and must be re-summoned. (Note however that also like the Bard, a summoned creature can have its health replenished by the Caleigh Artifact or the healing-minded Crone, who is herself a summon.) Needless to say, the act of summoning doesn't occur without a price – each creature has its own mana cost, which will draw from the mana pool of the instrument used to summon the minion. Acquiring better instruments gives you larger mana pools to play with, and a larger summon limit (with four as the maximum). Mana will regenerate at a rate



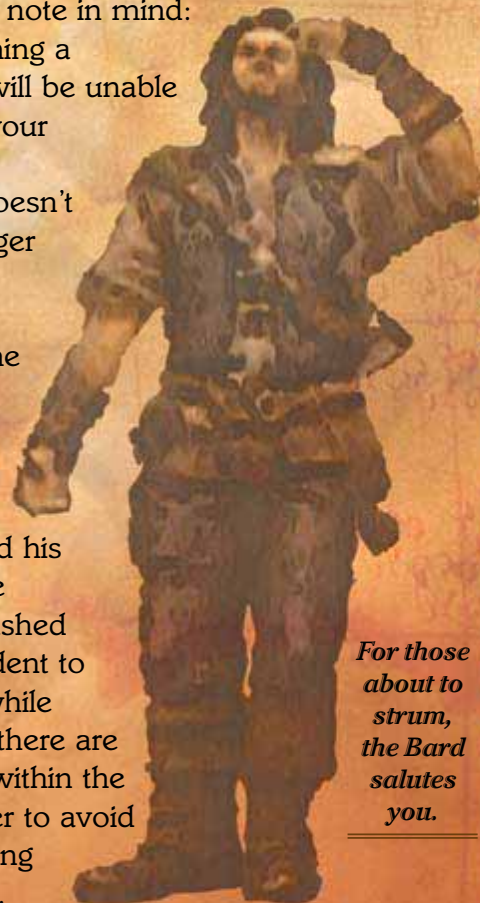
The Tune Menu.

receive when causing damage with melee weapons. **Vitality** corresponds to the size of bonuses he'll receive to his maximum health. **Luck** affects all random dice rolls in the game. **Dexterity** relates to the kind of bonus the Bard will receive for Ranged Weapon attacks. **Charisma** determines what size of a discount of discount the Bard will receive on items in the game's various shops. Finally, **Rhythm** affects the bonuses for health and attack strength of the creatures that the Bard will be able to summon forth. As you can plainly tell, stats are a Bard's best friend – better even than the Heroine summon on a crisp autumn night.

of 1 point per second for a Level 1 Bard, with an incremental increase in the regeneration-rate for every level attained thereafter. Keep this very important note in mind:

While summoning a creature, you will be unable to use any of your weapons.

Summoning doesn't take much longer than a couple seconds; nonetheless, the Bard's hands will be occupied with his, erm, instrument, and his weapon will be temporarily stashed away. It's prudent to run in circles while summoning if there are any creatures within the vicinity, in order to avoid the whole "sitting duck" scenario.



For those about to strum, the Bard salutes you.

D HP, XP, Levels, Talents

Mana points aren't the only thing the Bard will recover over time. Hit Points (HP) – the means by which the Bard's health is gauged, and which deplete when he takes damage (and so on and so forth, you know the HP drill) – will also recover at a rate of 10% of their total amount for every minute of gameplay.



The opening talent list.

Furthermore, the Bard's maximum HP will go up with every level that he gains – a process which, of course, comes about by accumulating experience points (or XP) not only for slaying monsters, but also for completing certain tasks or quests within the game. Let me reinforce the fact that you can receive XP from monsters that the Bard has slayed and that have been slayed by other summons or helpers as well (like Hrafn in the Burial Chamber, for instance). For each level he gains, the Bard will get the chance to allocate two points to any of his six primary statistics, however he chooses. For every other level the Bard gains, he has the choice of

choosing from a list of Talents – these are automatic skills that take effect as soon as he acquires them, such as the ability to use 2-handed weapons, or being able to attack at the same time as blocking with his shield.



TALENT LIST

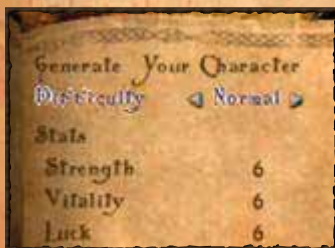


- **Two-Handed Weapons:** Allows the Bard to use two-handed weapons.
- **Dual Wield:** Allows the Bard to use a sword and dirk at once, for a powerful twirling attack.
- **Flail:** Allows the Bard to use flails, which are slow but unblockable.
- **Shield Bash:** The Bard will counter-bash with his shield after blocking an attack, stunning the enemy.
- **Shield Charge:** Hold the attack button to unleash a charging attack that will stun the enemy.
- **Power Shot:** Hold the attack button with a ranged weapon to unleash a powerful arrow that will pass through its target.
- **Critical Strike:** Gives the Bard a chance to inflict a high-damage critical hit on an enemy.
- **Treasure Hunter:** The Bard gains bonus SP for any coins he finds.
- **Dog Training:** The Pup will attack enemies... weakly.
- **Riposte:** When dual-wield weapons are equipped, the Bard will counterattack after blocking and knock down his enemies.
- **Heavy Parry:** When a two-handed weapon is equipped, the Bard will counterattack after blocking and knock down his enemies.
- **Blade Dash:** With dual-wield weapons equipped, hold the attack button and release to unleash a powerful charging attack.
- **Spinning Smash:** With a two-handed weapon equipped, hold the attack button and release to unleash a powerful spinning attack.
- **Whirlwind:** With a flail equipped, hold the attack button and release to unleash a powerful spinning attack that will stun enemies.
- **Arrow Storm:** With a bow equipped, hold the attack button and release to fire multiple arrows that will pass through their targets.
- **Improved Critical Strike:** An improved chance to inflict a high-damage critical hit on an enemy.

E About Difficulty

After you gain a level and are looking to allocate those well-earned stat-points, you might be farther ahead or a little bit more behind on the potency totem

depending on what Difficulty you chose at the onset of the game. Choosing **Easy** will allow you to begin with 8 points attached to each of your primary



Pick a difficulty.

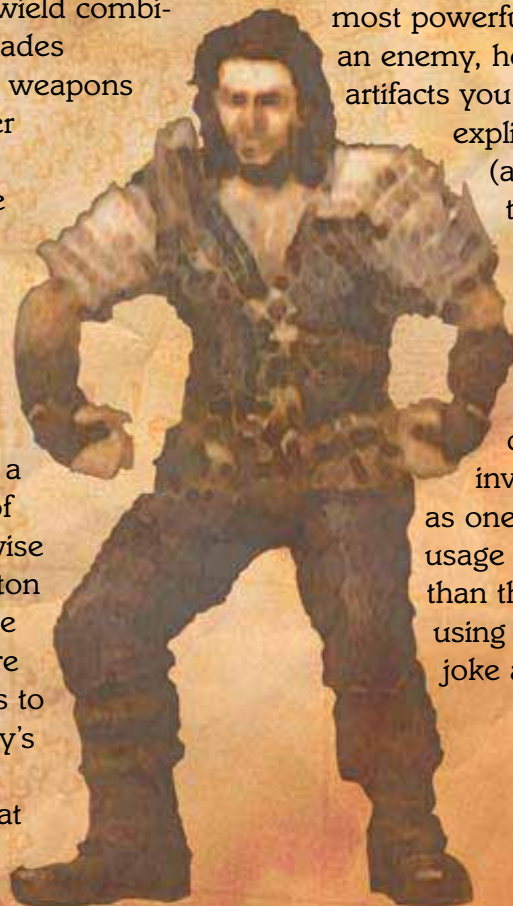
statistics. If you choose **Normal**, which is the default setting, you'll be flush with a ho-hum 6 points per statistic. Not bad, but not great either – it's gonna take you a while to juice up. Going with the **Olde School** setting will take you down to only 4 points per statistic at the start, and you'll find fewer save points as you progress. You might be wondering: Is there any benefit to choosing "Olde School," and any penalty in the way of choosing "Easy" – like, maybe you'll get a great ending with the former, and a crap ending with the latter? Rest easily: **A harder difficulty will not unlock anything new.**

F Rules of Engagement

These rules have nothing to do with the jilted lover of Chapter 3, and everything to do with how well the Bard can thrust where it counts – on the battlefield. Melee weapons – swords, dirks, two-handed swords, and flails – are the up-close and personal weapons that will make up your bread and butter combat tools. Tap the attack button once to let off a single thrust, or tap it several times to execute a combo. Now, how fast your combo will come off depends upon which melee weapon you're using. The nimblest attacks are executed by the dirk and sword, and an especially graceful attack comes in the way of the dual-wield combination of the two – a pair of blades whirling at once. Two-handed weapons are quite strong although rather cumbersome; but they've got nothing on the temporal freeze that accompanies a swing of a flail. It could be weeks before your flail hits its target. They're incredibly strong, but it's unlikely you'll pull off even one flail-combo against the average enemy without taking a heap of damage. At the end of every combo, it's probably a wise idea to tap the block/parry button – it takes a little while to get the exact timing down, but if you're deft (and it probably also helps to be def) you'll deflect the enemy's blows. Note that blows are blockable whether they come at the Bard from the front, side,



Good practice: the Large Wolf.



Curiously enough, the Bard employs this pose when he's showing off his vigor in the heat of battle, and in flagrante delicto.

or behind. More elegant than the melee weapon approach to engagement is that of the ranged weapons – i.e., “bows.” Arrows will fire across screen and then some. If you've got a bow that shoots fire missiles, your targets will take additional damage for the few seconds they're aflame. From the same menu as the one with which you select your bow, you'll be able to choose one of the two musical weapons you'll find late in the game. These both act as powerful melee weapons and, once equipped, override the abilities of the current musical instrument (until you deselect the musical weapon). There's no benefit in the way of being able to summon while attacking, or anything like that, with these weapons. The most powerful assault you can unleash on an enemy, however, comes by way of the artifacts you'll find. See page 124 for a full explication of the various assaults (and defenses) from each of these special items, but know for the time being that each usage of an artifact will take up one, two, or three Adderstones (the “artifact-currency” of the game), depending on whether you invoke its Level 1, 2, or 3 power – as one would assume, each level of usage is progressively more powerful than the one preceding it. As for using your bare fists? Don't even joke around.



Mannanan's Artifact in effect!

GETTING STARTED
WALKTHROUGH
APPENDICES
BONUS MATERIAL

G "Snarky" and "Nice"

Sometimes when the Bard talks to an NPC, he'll be given the chance to respond by letting loose a snide, "snarky" remark, or by playing at being cordial and taking the "nice" approach. Different consequences might occur based on the Bard's reaction -- sometimes drastically different consequences. And keep in mind that playing the nice guy all the time won't necessarily yield the most interesting (or indulgent) result...



A rewarding goose-chase for being snarky.

H The Dice System

You'll notice when you review the statistics of items, summons, or of enemies in either the respective appendix sections or the box-outs scattered throughout the Walkthrough, you'll come across something like, say, **Attack: 2d5+6**. What is this meant to convey? Simply that an attack (or the strength of defense) at any given time will be equal to 2-to-10 plus 6 points of damage. The "d" comes from the traditional pencil-and-paper RPG term for "dice," as in, "Roll two five-sided dice and add six, you paladin! I the Gamemaster command thee!" **The Bard's Tale** is all virtual, so five-sided dice can, in fact, exist.

I The Map Icons

You'll notice while using the maps in this guide that there are circular icons dispersed across

their surfaces. These mark the locations of save points, where you can obviously enough save your game, or of traps. The following is a brief run-down of the various icons.

SAVE POINT You can save your game at this spot.	ARROW TRAP Beware of arrows shooting out from this point.	AXE TRAP Watch for a large axe to spring out here.	BOULDER TRAP A huge boulder will roll when you get here.	CRUSHER TRAP Two slabs will crash together to crush you here.	SPIKE TRAP Be they organic or metallic, spikes pop here.	VINE TRAP A vine will reach out from here to lash you.

J ...And, Drinking

What do you call a traveling musician who opts not to spend half his life in the saloon? Retired. The Bard has his cravings just like any other, and the towns of this land will supply him with plenty of options for throwing a few down the old gullet. Like with the



You too can befriend the incapacitated.

real stuff, there exist a couple drawbacks and benefits to all the brews in the game. An ale will either boost some of the Bard's main six statistics, or it will decrease some, or it will decrease some and boost others.* The effects of an ale will last for a limited amount of time, indicated by the steadily decreasing mug near the health and mana meter on the upper left of the screen. Choose the ale that's right for you! Menus are listed in the Walkthrough section for each town. And don't forget to check out the **"Know Your Ales"** segment in the Bonus Materials section later on in this guide!

*NOTE: Findley's Brew gives you random bonuses/penalties -- although the higher your Luck is, the better the bonuses.

Did You Know...?

The two largest towns in the Orkney Islands are named Kirkwall and Stromness.



WALKTHROUGH





HOUTON and ENVIRONS

Go to the cellar to investigate the rat problem. Defeat giant rat. Find Bannafect in the Fairyhaunt Forest. Investigate the Bugbear in the town cairn. Free Ketill Swart from the Jail in Houton Forest.

TOWN OF HOUTON

A Vermin Among Vermin

The Bard's life is one set to music and wandering, both aspects coinciding when, as is only natural, he decides to pluck a couple notes from his Lute one fair night before popping into a pub called The Drunken Rat, here in this quiet (?) town known as Houton. Whether Houton has any ear for the kind of measure that summons forth a small Rat – as the Bard has just done – remains to be seen. The Rat scurries into the pub and the Bard, following the vermin only because he's following his thirst, steps into the dingy tavern, where he's greeted with relief by the busty and lusty Widow MacRary. Playing hero, the Bard takes care of the Rat – strums a Tune, poof!, the Rat disappears, problem solved, now off to drinking and a little bit of whoring – well, maybe not quite so fast. As it turns out, Mary tells the Bard, there's another Rat in the cellar. Surely the Bard can be a man and dispose of it...?



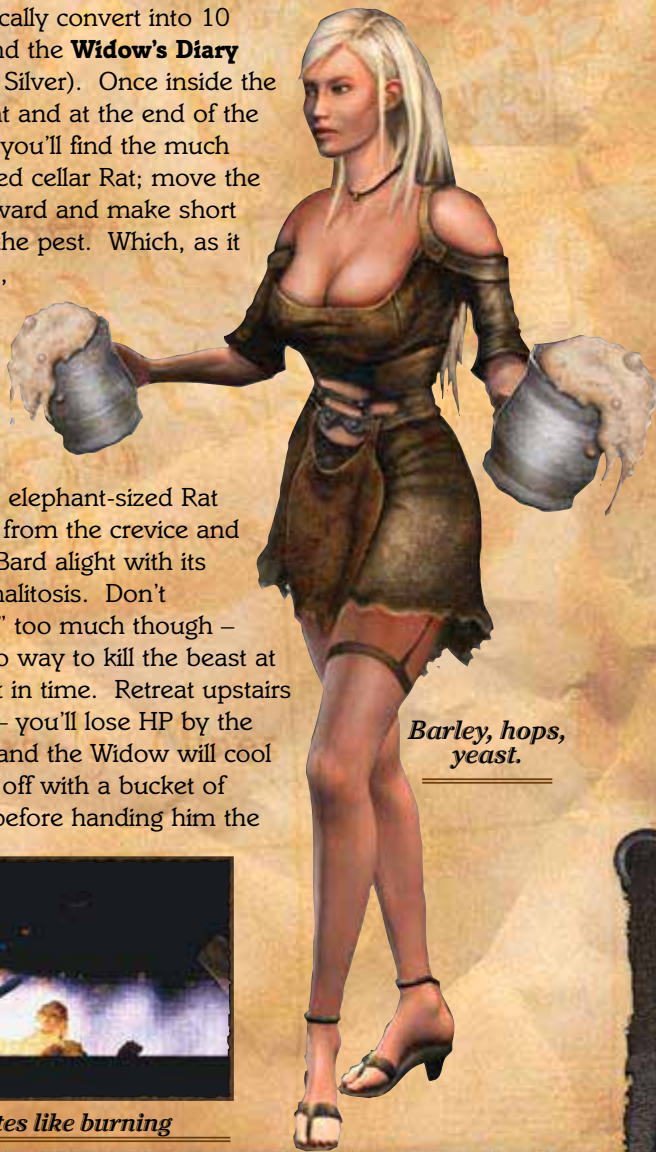
"I knew I should've worn panties."



Beer, beer and, indeed, beer.

You now have control of the Bard. Before you head down to the basement to investigate, have a couple words with the pub patrons; the group of singing louts will regale you with the origins of hops by way of a ditty like something out of Pynchon. Inside of the back-room, pop the chest to obtain a **Silver Candlestick** (which will

automatically convert into 10 Silver) and the **Widow's Diary** (worth 8 Silver). Once inside the basement and at the end of the corridor, you'll find the much ballyhooed cellar Rat; move the Bard forward and make short work of the pest. Which, as it turns out, isn't quite the pest that the Widow had in mind: an elephant-sized Rat emerges from the crevice and sets the Bard alight with its flaming halitosis. Don't "sweat it" too much though – there's no way to kill the beast at this point in time. Retreat upstairs (quickly – you'll lose HP by the second) and the Widow will cool the Bard off with a bucket of water – before handing him the



Barley, hops, yeast.



Tastes like burning

Broadsword. (The Bard's plain-jane Sword will automatically convert into 25 Silver Pieces – going forward, whenever you obtain a weapon better than the one you currently have, the old one will go away and you'll become instantly richer in the amount of the used weapon's SP value.)



From the shadows, ugliness.

With this weapon in hand, charge back down the stairs. Before you can get too far beyond the foot of the steps, a nutty figure named Truncherface will step from the shadows, give the Bard a brief tutorial, then teach him the **Thunder Spider** summoning tune. Play this Tune, and a ball-lightning-like creature will appear over your shoulder – lead it



Smells like victory.

to the giant rat and, tapping the D-Pad “up” to command the electrical beastie to go head-long (or I guess sphere-long) into a charge, the Thunder Spider will unleash a hell of voltage on the vermin, frying it to a crisp.

When you return to Mary and engage her in a chat, you can react to her gratitude with either a “snarky” or a “nice” response. For Mary, “nice” equals “milksoop,” and should you choose that option, well, after bedtime comes on, you'll find yourself hitting the hay all on your lonesome. Be a bit snarky, however, and you'll lay the wench.



(Dramatic re-creation.)

B Truncherface's Tip-Off

Houton town-proper is a pretty sprawling place. On one side you'll find an exit to the Overworld Map; on another an entryway to the Fairyhaunt Woods; and on yet another the threshold of Houton Forest. Yet before you investigate any of these areas, take some time to acquaint yourself with the locals. Like Truncherface, whom you have of course already met. He'll be waiting outside The Drunken Rat for you, and provide some information about your first quest – to track down the Trow called Bannafet in the Fairyhaunt Woods just beyond the town wall, for the purpose of obtaining some new magic. (Check out the locations of the entrances to all these places on the Houton Town Map on the following page.) To



Caleigh, at your service.



Smells like healing.

aid you in your journey, Truncherface will hand over the first Artifact you'll receive in the game: **Caleigh's Amulet**. In the future, when your HP (or your Summon's HP) is getting low, use Caleigh's Amulet's Level 1 ability to regain health. The other two ability levels will raise resistances

and bestow invulnerability to you and the summons. Each of these three dosage-amounts, however, will cost you a number of Adderstones (a sort of magical currency in the game) proportional to their respective power – one, two, and three at a time. Truncherface will start you off with a gift of five of these

Adderstones. As the Bard only has a small number of Adderstones on hand at the present time, be sure to call Caleigh only when you deem it absolutely necessary. She'll come even more in handy the further you get in the game, when you're flush with Adderstones.



“Caleigh.” Say it and weep.

GETTING STARTED

WALKTHROUGH

APPENDICES

BONUS MATERIAL

Houton's Vocal Locals

Before you go stomping off to find Bannafeet however, get acquainted with the rest of the townsfolk. They're a... colorful lot. You won't get many more words than the occasional "Excuse me" from the people on the street, but inside the thatch-roofed brochs you'll get more than a few earfuls. (Some historical context: In our "actual" world, the one in which you're reading this book and holding that controller, "brochs" are Scottish and Orkney rounded tower structures made of heavy stone whose construction date back to 100 B.C.)

Early in your wandering about Houton, you'll come across three encounters of note: **(1)** A man named Daurrad informs you of a Bugbear that has been terrorizing the locals, and that has taken up residence in the Houton Cairn. (And if you were getting all anxious-squirrely trying to get into yon Cairn before this point, note that you won't be able to enter until you track down Daurrad and have a couple words.) A reward is in store if you can destroy the Bugbear and liberate the Cairn. You can be snarky or nice to him, but I would suggest taking the nice tact. (See pg. 16.)

(2) A woman reports that her son Ogan has taken off from home, out of the belief that he is some kind of "Chosen One." If you happen to spot the lad somewhere on the outskirts of town, where he's traipsing in search of a fair maiden... give him a



His woe is your employment.

shout-out from Mummy.

(3) Boyd the Barrelmaker will approach you if you smash up the collection of barrels on the side of his building. He's so impressed with your skills that he offers to pay a fee to you for every barrel you smash up in the future (more barrel-destruction equals more business for him in the way of replacements). It's not like he pays a lot, but he's worth checking in with every once and a while for some SP.



More fun than... nothing.

In addition to gathering these pieces of information, you'll also come across a "Kirk" – a building that bears a striking resemblance to a church, where you can make donations to the priest to regain health, at three "support levels" of incremental efficacy. Keep an eye out too for the Shop – that is, Seamus's Smithy.



The kirk, all they want is your money.

TREASURE

- A** Wanted Poster (10 SP)
Self-Help Book (10 SP)
- B** Beer Bottle x 2 (8 SP)
5 Silver Pieces
- C** Diary (8 SP)
approx. 10 Silver Pieces



Here you can upgrade your Melee Weapon, buy a Bow, don some new Armor... or purchase a mysterious, 10,500 SP Treasure Map. (More on this below, and later in this guide.) It's recommended that you hold off from

SHOP

WEAPONS

Dirk	600 SP
Flail	700 SP
Claymore	800 SP
Longbow	250 SP

ARMOR

Leather Armor	400 SP
Studded Leather	800 SP

MISCELLANY

Treasure Map	4000 SP
--------------	---------

springing for that Claymore – sure, you don't have much money right now, but you'll have some in a little bit – because you'll find a superior weapon when and if you venture into the nearby Bugbear Cairn.

And, when all is said and done, don't forget to drop back into The Drunken Rat to quench your gullet with the hydrating pleasures of alcohol for a few Silver Pieces. Just like the real stuff, it's bound to make your Bard all the more gregarious. The

effects of Ale only last for a short while (check out the mug-meter in the upper left to see how much time you've got left before the bonuses – and penalties – a specific ale incurs disappear), but they can be well worth the couple coins it takes to make a purchase.

You're also bound to run across a happy little white dog in the center of town near the Well. We'll call him the Pup, and needless to say, upon encountering him our gruff hero has to make the choice whether he wants to let loose on the poor mutt, or throw him the bone of congeniality. Take your pick; but I'd suggest letting the Pup tag along – how else are you going to know where buried 4-SP treasure lies? The Pup will dig it up; and later, when you level up enough, he can help in combat.

While on the subject of animals, as a side-note, try pressing the attack button while near one of the hairy oxen creatures that populate the town... *Whoomph*! Animals are **stupid!!!**



Stock up on the good stuff.



Might as well throw him a bone.



Is this Houton, or Butte?

WHAT'S ON TAP...

WIDOW'S WINE +4 CHA, -2 VIT	10 SP
BODD'S BLACK ALE +2 RHY	10 SP
STROMNESS STOUT +2 STR	15 SP
PIG'S MEADE +1 STR, +1 VIT, -4 CHA	5 SP

D Now About That Map...

As I discussed above, there sits somewhere on a shelf at Seamus's fine smithy a certain item that's bound to have caught your eye, most likely because of the 4000 SP price tag attached to its proverbial ribbon. If you can drum up enough cash – and let's face it, it's going to take you a hell of a long time to do so – and I should add, this isn't necessarily something you should be spending all of your early game-time on if you want to enjoy the lush play experience set out for you, so just relax – right, as I was saying, **when** that point comes when you can drum up



This is a map you'll love.

enough cash, definitely purchase the **Treasure Map**. It will unlock new and fantastic areas on the Overworld Map that you really should check out – such as the Ruins of Dun Ailinne, which are located just northeast of Houton. More on these areas a little later in the book; for now, it's worth mentioning that the Overworld Map, which you can get to from the North exit of the town, is the means by which you will travel from one game “chapter” to another – but which also contain a bunch of random, wandering monsters, like Boars or Kunal Trow. These encounters serve more of a “hazard” purpose than anything, and are an attempt to stymie easy progress – to build up XP, try the Fairyhaunt Woods instead...



Not without the Map...

FAIRYHAUNT WOODS



TREASURE

- A** 30 Silver Pieces
- B** Adderstone x 1
10 Silver Pieces
- C** approx. 20 Silver Pieces
Beer Bottle (4 SP)

Fairyhaunt, you're bound to come across some Wolves, who usually travel in small packs – you're not going to come across a single Wolf, is what I'm saying. A couple slashes of the Broadsword (and a couple lightning bolts from the Thunder Spider) will take these creatures out, but they can still lop off a hunk of HP from the Bard if his form is careless. Take this time not just to rack up some XP, but also to get a feel for the distance you need to put between

yourself and a foe when engaging in combat with a melee weapon, then focus on the timing of your shots (and your parries) to ensure that everything goes smoothly. If you're lucky, killing a Wolf will result in the Bard being able to pull a Pelt, worth 5 SP, from the mangled mess. In a nice touch that defies standard RPG-convention, the Wolf Pelt will convert automatically into its monetary equivalent. So no having to take it to a Shop and "sell" it in this game... Sidenote 2: If you have the Pup with you while you encounter these Wolves, he'll keep his distance rather than risk turning into lupus-chow. If he takes significant damage, he's not going to die, he'll just pass out. (The Pup maintains his spring-back-up constitution by not having been neutered. Note however that the Pup won't get all up in any enemy's... mess until you decide to take on the Dog Attack talent available from attaining Level 3 or



He's the Hunter.



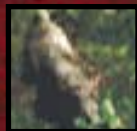
Operation: Spay starts now.

E The Bannafeet Feat

The first thing you'll see after making your way past the Save Point upon entering the Fairyhaunt Woods – a lone Hunter standing around and hanging out. He'll give you a heads-up on a great way to make some extra cash while laying waste to the other fauna on these sylvan paths. (Yes, bad creatures populate the place – I hope I didn't ruin anything for you, intrepid wanderer.) There are Grouse everywhere in the Woods, and all it takes is a Bard with a Pup and a ranged weapon – i.e., the Longbow sitting in Seamus's shop – to take part in the small-game hunt. As the Hunter will suggest, bring a Grouse back to him once you start hunting... But first, let's cover this Banna-business.

As I just noted, once you begin to trudge further into

ENEMIES



WOLF

HP: 20 XP: 20

ATK: 1d5 AC: 0



LARGE WOLF

HP: 55 XP: 50

ATK: 2d5+5 AC: 1d2

beyond.) And one last sidenote: Don't worry about leveling up past 2 or 3 on these Wolves; you'll get the same XP amount from the Kunaltraw just a short time from now. Or, level up if you feel like it; it doesn't matter just yet.

Now, here's a little something you should know

about pack behavior – when only one Wolf is left from a once-populous pack, it will retreat a short distance and et out a loud howl. that will summon more Wolves to attack. The Longbow is great at picking these guys off – three shots will do it right now.

Eventually, after slaughtering your fair share of Wolf packs, you'll come across a strange stone edifice inside of which stands the petite and, let's face it, slightly dorky frame of Bannafeet the Trow. He's a sniveling figure and, although nothing about him smacks of being very trustworthy, he'll give the Bard some interesting information – ONLY IF you respond to him "nicely" rather than "snarkily." A snarky response will unleash Bannafeet's deviousness, and before he'll tell you anything else you'll have to



The loathsome Bannafeet.



A quest made less loathsome.

complete a small "mission" for him: go down the Well in the center of Houton. (Take the nearby shortcut.) Here you will find – an empty room. Don't you see the humor in this? As is evident, Bannafeet is a regular David Brenner, and only by taking the trouble to hear the gales of his laughter in that hollow space will you be able to earn a cool **200 XP**. If you're "nice" right off the bat, you don't get to partake in this XP-pie – he'll just launch right into telling you about the real mission which, if you're snarky, you'll find out about on your return trip to see

him. He'll tell you of his mangy friend Ketill, who apparently has been locked up in a prison in the Houton Forest that can be entered with the password "Fiddlesnarf"; if you free Ketill, then return to Bannafeet, he'll teach you a new Tune. A ditty more powerful than the Rat or the Thunder Spider? Can such a one even exist?!

To get to the prison, you'll have to make your way back to the town, where there's an entrance to the Forest at another breach in the wall. If you want to tie up some loose ends though, it might be a better idea for the time being to pass through the stone gate just beyond Bannafeet's wrecked structure and take the shortcut back into Houton, located conveniently right near the spot where the entrance to the Bugbear-infested Cairn stands. It's in this vicinity where you'll probably run into the sole Large Wolf who calls this neck of the Fairyhaunt Woods his home. He's a lot tougher than a regular Wolf, but if you just stay at a distance and peck him with arrows, you'll be fine.



Emerge here in Houton.



A wolf of gross proportions.



Someone please put this man on a piece of currency.

F Grouching About

But before we move on to the Bugbear Cairn, let's get the most out of these Fairyhaunt Woods. As you've probably noticed by now, when the Pup starts to growl, you know a Grouse is near. At this point, ready your Longbow... and when he yips, stay poised, then fire! A burst of feathers – and you've got game. The Pup will fetch the bird-corpse and then carry it around in his mouth – have the Bard make contact with it and it will automatically cash in for 8 Silver. Do this as many times as you see fit. (And note that if the Pup already has a Grouse in his mouth, but you've come to another patch of the Woods where some fowl might be present, the current Grouse will automatically cash itself in so the Pup will be free to fetch the new one.) However, if you talk to the Hunter at the beginning of the Forest again when the Pup has a Grouse in its mouth, you'll receive **200 XP**, and the Hunting Grounds will be unlocked on the World Map.



Its life = 1/38th of a Diamond.

The Hunting Grounds are maybe most interesting for the Treasure Chests scattered about the property. Other than these, the same method that applied for hunting Grouse in Fairyhaunt Woods applies here as well. Hunt to your heart's content. Some buried pouches containing 4 Silver can also be dug up by the Pup. I suppose I shouldn't sound quite so blasé in my description – you will find in one of the chests, after all, the **Findruine Charm** Token, which will add a +1 bonus to your Vitality. Score!



Step into the Grouse-Shack.



HUNTING GROUNDS

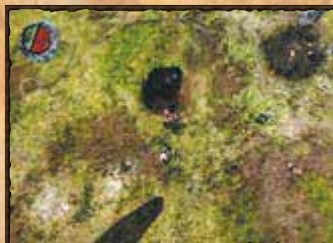
TREASURE

- A** 150 Silver Pieces
Swimming Trunks (8 SP)
Adderstone x 1
- B** Token: Findruine Charm
approx. 250 Silver Pieces
Adderstone x 1
- C** approx. 100 Silver Pieces
Adderstone x 2

BUGBEAR CAIRN

G Bugbear Extermination

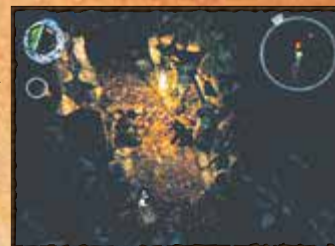
The interior of the Cairn is shrouded in dimness, thus making the place seem at first like a potentially tortuous and confusing dungeon. It's actually pretty straightforward – as soon as you take a couple steps into a corridor, out pops the Bugbear! – and from here on, all you need to do is follow the manic creature as he repeatedly pops out of a dark nook and retreats, whacking at him with your sword the whole way up the corridor. If he leaps out suddenly, do yourself a favor and react quickly, not letting his scraping paws rend your flesh lest you take some lame damage.



The Cairn entrance.

Do yourself this favor to make the going easier: take the eastern route rather than the western one. There is a nasty Spike Trap that will spring out of the ground just as you enter it, so do your best to gingerly step around it without setting it off and taking unnecessary damage. Then proceed on to the southeastern-most chamber, where the **Caladbolg** sits. This is a great upgrade to your current melee weapon, and will be a welcome boon to your attack power when

it comes time to go head to head with the Bugbear himself. In addition to the Spike Trap, you'll also encounter an Arrow Trap further north up the corridor – these stationary turrets will blast arrows toward you, so don't approach the trap directly – if you can tell from the map that one is coming up, stay close to the walls.



Stay clear of the ambush!

This passage will eventually open into a large circular room, at which point the Bugbear will attempt to put his stinking paws on a couple levers along the edges that, once pulled, will spring a series of traps scattered throughout the room – impaling Spike



For the Bugbear's guts.

TREASURE

- A** Polished Bones (4 SP) x 2
Wolf Pelt (8 SP)
Copper Goblet (8 SP)
- B** Caladbolg
- C** Polished Bones (4 SP) x 2
Boar Pelt (8 SP)
Adderstone x 1
- D** 500 Silver Pieces
- E** Brass Ring (4 SP)
Polished Bones (4 SP) x 2
Adderstone x 1



To Houton

BUGBEAR CAIRN

ENEMIES

BOSS



BUGBEAR

HP: 200 XP: 200

ATK: 3d5+3 AC: 1d5+2

In addition to releasing a cloud of dust that will stun the Bard in close quarters, he will trigger traps around the room.

Traps that will spring from the floor, or arrows that will shoot in three directions from a line of turrets like the kind you've already encountered. The Bard will take damage if he's too close, so just watch your position and concentrate on slashing away at the Bugbear as fast as you can.

Don't fight him while you're standing over or in front of the traps – his stun powder will paralyze you in the line of danger and you'll take massive damage. In no time,

victory will be yours – but behold, all is not what it seems... A tricky guy! You'll receive **250 XP** for beating him.

After you stain the faux-fur all bloody-like, go back to the town proper and talk to Daurrad. You'll receive an additional **200 XP** when you talk to him, but depending on whether you were snarky or nice to him, you'll receive a varying amount of Silver Pieces. Were you nice to Daurrad? You'll get an appreciative **75 Silver Pieces**. Were you snarky? You'll get **5 Silver Pieces** – about the price of a losing lottery ticket or whatever the Houton equivalent is.



Stunned by the fuzz!



Daurrad thanks you.

HOUTON FOREST



You thought this guy was an idiot? Wait till Ketill.

H Springing Ketill

The entrance to Houton Forest is on the other side of Houton from the Cairn. Take caution and buy some new armor if you can afford it before going too deep down the path – gang upon gang of Kunaltraw will spring from the trees to hack at the Bard and his party. In engaging these creatures in combat, strike a defensive posture often, or try to run around to the backside of the Kunaltraw – this is the best way to avoid getting counter-stabbed if they chance to deflect your blows with their shields. Before long you'll start leveling up off of these loons. And it's not just XP that you'll receive a lot of here; sheer material wealth will be yours as well once the dead Kunaltraw start dropping convert-to-cash items such as Copper Goblets, Brass Rings, Trow Spears, and Trow Swords. And hey – be inventive. Use the Pup as bait.



And you thought Bannafeet sucked.

Once you get up to the front of the Jail, make use of the Save Point, naturally. Then walk up to the door and, with the kind of response that the Bard might give to the



HOUTON FOREST

question, “Bard, what is your favorite swear word?” you’ll intone: “Fiddle’snarf.” You’ve just netted **200 XP**.



Only the Bard has felt a fiddle’s narf.

Once you enter the prison, you’ll be greeted with two sword-bearing Kunaltraw, whom of course you should kill, and then three prisoners, all of whom claim to be Ketill. There might be some contradiction, and you might end up killing off one or both of the men on the side, but it’s the middle one who turns out to be the guy you want. Pull the three levers six times in any



Only the Bard has felt a fiddle’s narf.

combination, and you’ll accidentally trigger a trap to slaughter one of the three. Repeat the process once more, and you’ll kill another. Listen to the directions of the one in the middle – this is Ketill – and you’ll successfully spring him. As long as you listen to his cries, you’ll keep him alive. If not, well, he might get splattered.

Depending on what goes down here, you’ll either have a Bannafeet who will give up the **Heroine Tune** and **200 XP** upon your return visit to the Fairyhaunt Woods (if Ketill lives), or a disgusted Bannafeet who gives you jack (that would be “Ketill dead”). What would I suggest? Keep Ketill alive, because the Heroine summon will come in big handy when you need to start dealing with the Boars in the upcoming Neversdale Forest.

TREASURE

- A** approx. 20 Silver Pieces
Silver Pouch (4 SP)
Adderstone x 1
- B** Trow Sword (8 SP)
Trow Pants (8 SP)
- C** approx. 30 Silver Pieces
- D** Snowglobe o’ Houton (15 SP)

ENEMIES

	KUNALTROW (SWORD)
HP: 25	XP: 20
ATK: 1d5+2	AC: 0

	KUNALTROW (SPEAR)
HP: 25	XP: 25
ATK: 1d5+4	AC: 1d4

	KUNALTROW (ARCHER)
HP: 25	XP: 20
ATK: 2d5+2	AC: 0

	KUNALTROW (2-SWORDS)
HP: 60	XP: 40
ATK: 4d5+5	AC: 1d4

After you step back into town again, Truncherface will come up to you and offer congratulations. He'll suggest you meet his brother Bodb (maker of fine stout) in Kirkwall, and to help you find it, marks the town on your map – your first real reason to venture out onto the World Map. Truncherface will then hand over **5 Adderstones**.

If you stop to see the Sheriff and Ketill has been sprung free, leaving Houton ensures that you won't be

able to get back into town until you've recaptured the rogue Ketill in Neversdale Forest. If he's dead, the Sheriff will commend your ineptitude – but it's still worth going to Neversdale, as this is the place to which Bannafeet has fled.



Truncherface, not trenchant.



Break me off the math, Trunch.



You should see his other head.





NEVERSDALE FOREST

Journey to Neversdale to capture Ketill Swart. ...OR... Journey to Neversdale to find Ketill's hideout.

NEVERSDALE FOREST

A Cartography and Trow

Neversdale is a small, mushroom-pocked forest, marked on the World Map by Mr. Swart's hideout/treehouse. Of course it's vital for you to bring back Ketill Swart if you ever want to get in the good graces of Sheriff Rucky again (if such a thing, frankly, is even possible) – or, if you've already murdered the scamp, vital for you to track down Bannafeet and procure that damned Tune from the goblinoid wretch – while taking the time to plunder the treasure from Ketill's hideout, Rucky having given you the tip on such. Regardless of which outcome you've put into place, it's evident that the Bard has no loyalties, so mince off to Destination Neversdale for a couple of ill-gotten laughs.



Not much of a hike to N'dale.

But who's that, out on the World Map prairies? It looks like a Trow to be sure, but a slighter, more malnourished specimen than the kind that usually harasses you in these parts. Saunter up to him, and as you step out onto the kind of field that would normally take the form of a "random encounter combat zone," prepare yourself instead to play a game of "Catch the Trow." Once you get your mitts on this jokester, he'll fess up that he's got some wonderful wares for sale – the four Treasure Maps that, with the pricier one for sale at



Talk to me, Trowbaby.

Houton, will unlock all of the Extra Dungeons in the game on the World Map.

Why are Treasure Maps so exciting? The short answer is because they contain treasure; the long answer is because they contain treasure you'll never see otherwise. Sure they're "dear," but each of the Extra Dungeons holds, in addition to some fine silvery baubles, a Token you're not going to find anywhere else. So take a chance on a Map purchase every now and then; indeed, try and save up some money specifically for the purchase of a Treasure Map as often as you're able. And get your map-purchase pacing right – after Chapter 10, for example, the first one will no longer be available in Houton, for various reasons you'll discover later on. If you want the full scoop on these Extra Dungeons, look no further than the Secrets section of this volume.



Deal with a schlemiel.

SHOP

TROW MAPS

Treasure Map 2	4000 SP
Treasure Map 3	4000 SP
Treasure Map 4	4000 SP
Treasure Map 5	4000 SP



NEVERSDALE FOREST

B Treasure Amid Fungus

As you can see, Treasure Chests abound in Neversdale Forest. There are lots of desirable monetary confections, but once you start heading north, across the river, you'll find some items you won't want to be without – like the **Buckler**, the **Eagle Charm** Token (+1 Rhythm), the **Badger Hide Gloves** (+1 Strength) and the **Crone** Tune. Periodically healing the Bard, the Crone is ace.



A approx. 30 Silver Pieces

B 20 Silver Pieces

C Adderstone x 1
Trow Pants (8 SP)

D Adderstone x 1



E Tune: Crone

F Token: Eagle Charm

G 200 Silver Pieces

H Token: Badger Hide
Gloves



I Beer Bottle (4 SP) x 2

J Trow Sword (8 SP)

ENEMIES



KUNALTROW (SWORD)

HP: 25 XP: 20

ATK: 1d5 AC: 0



KUNALTROW (SPEAR)

HP: 25 XP: 25

ATK: 1d5+4 AC: 1d4



KUNALTROW (ARCHER)

HP: 25 XP: 20

ATK: 2d5+2 AC: 0



KUNALTROW (2-SWORDS)

HP: 60 XP: 40

ATK: 4d5+5 AC: 1d4



KUNALTROW (WITCH DOC)

HP: 50 XP: 50

ATK: 2d5+5 AC: 1d4



BOAR

HP: 30 XP: 20

ATK: 3d5+8 AC: 1d2+1



BOAR-RIDER

HP: 40 XP: 20

ATK: 4d5+5 AC: 2d5+1

GETTING STARTED
WALKTHROUGH
APPENDICES
BONUS MATERIAL

C The Monsters Within

Neversdale Forest is the first chapter of the game that includes Boars (not counting the random encounters out on the World Map), and it turns out that Boars are packs of nogoodniks. The frat-brothers of the animal kingdom, Boars will attack our intrepid musician-poet with a high-speed charge that takes off quite a few digits from the old HP. Use the Pup and the Heroine (if you've saved Ketill!) to draw their charge, and then attack with a hand-held weapon from their flank or their rear. Don't let more than two at a time get onto the screen at once – it's too much to handle. Inch forward then draw back.



Full of crashing boars.

The only way to get across the stream to the northern portion of the Forest is to take Chubnik's ferry. When you speak to this cretinous Trow, keep giving him Snarky responses so that you don't have to pay. He'll try and wring you out of 15 SP first, then he'll lower his sailing rate to 10 SP, and finally he'll do you the favor of giving you the ride free of charge. Cross the river.



"How about no silver pieces?"



Neither junk nor dinghy.

After you cross, you're going to meet Ogan – at the moment of some pretty grim circumstances unleashing themselves upon the would-be Chosen One. Don't forget to go back to Ogan's mum's house next time you're back in Houton and break her off the black math. Once this cut-scene subsides, you'll be attacked by a group of Kunaltraw, including the never before seen Kunaltraw Witch Doctor, who can cast a spell that will temporarily bring the Bard's Luck down 10 points. You'll find that statistics at play or not, this "attack" has little real effect. After the battle, go near Ogan and press the button while standing near his person to "collect your



A roguish collection agency.

reward" -- **15 Silver Pieces** and **250 XP**. And then thrill to the Kunal Revue.

A few words on leveling up, before I proceed any further. When you eventually hit Level 5, you should absolutely pick the Heavy Parry talent – coupled with the Two-Handed Weapon talent (which will allow you to wield the Claymore and any other two-handed weapon), you'll be able to perform an automatic counter-attack whenever you block (or, rather, "parry") a blow while a two-hander's equipped. If you think this comes in handy now, just wait till you take on the packs of Large Wolves at Finn's Farm in the next chapter...

D Ketill, Won / Ketill: None

Now back to the matter at hand: Ketill. (If he's still alive, that is.) Ignore his taunting from the edge of the porch, gather up your mettle, and then enter the hideout to recapture the swine – he's easy enough to take out. Just remember whenever he blocks one of your jabs to hit the parry button right away, as he'll definitely have a counter-attack in the works. It's all about the timing. You'll get **300 XP** for beating him. By all means, loot that place – and pick up the aforementioned **Eagle Charm** and **Crone Tune**. Also, **200 Silver Pieces**.

If you've already killed Ketill, Bannafet will be quivering inside the room like the legume-looking chump he is and start to teleport around, throwing out verbal barbs to the effect of, "You have used a sword before, right?" As soon as you pull out your Bow, the little gonad will surrender, handing over the **Heroine Tune** at long last and bequeathing you **300 XP**.

After you're done at the Hideout, head directly south where a pair of valuable

ENEMIES

— BOSS —

KETILL SWART

HP: 100	XP: 300
ATK: 3d5+5	AC: 1d5

Ketill, being a common rogue, doesn't have any skills of note. He's simply quick and good with a pocket knife.



Take that. And that, too.

Badger Hide Gloves sit inside of a chest – but beware: there are Boar-Riding Kunaltraw in this area. These are probably the most savage enemy you'll have faced up to this point. The Badger Hide Gloves should help out a tad, if you can get to the chest – they'll give you a Strength +1 and count as a Token.

With these goons disposed of, head toward Piskey and his little ferry-service. You'll have to pay 105 Silver to get across if you were snarky to Chubnik; if nice, it's free.



If a key could piss: Piskey.

Once you get across the river, you'll be greeted by the insufferable Fnarf and his merry band of Kunaltraw. Ketill (if he's survived Houton Jail) will ask if you can free him – if you're snarky, he'll stay tied up. If you're nice, he'll end up helping you out a bit and then abandoning you toward the end of the fight. It pays to be nice, even if he does end up betraying you – he'll be very helpful in drawing some of the enemy attack for the amount of time he sticks around – if it's just you on your lonesome, things can get really really hairy. (Protip: Make sure you save at the save point here.)

Defeat Fnarf – who is in effect a very strong Kunal Archer – and you'll receive **350 XP**. With Ketill having run off, of course, you need to go after him, if you're ever to be allowed back into Houton again. Find him in the southeast portion of Neversdale Forest South. You'll receive **300 XP** more for finding him! If Ketill was killed back in the Jail, it's just you alone to take on Fnarf and his band – don't run too far south or you'll draw even more enemies into joining the fray. Stick close to the creek.

ENEMIES

BOSS

FNARF	
HP: 100	XP: 0
ATK: 2d6+5	AC: 2d5

Fnarf is a tough little bugga, but it's his aptitude with the Longbow that smarts the most. Stay close to him!



And all hell breaks loose!

Once you bring Ketill back to town, the Sheriff will take him off your hands. And give you **200 XP**. If Ketill was killed back in the Jail, you don't get a thing except a Sheriff with a more docile attitude.

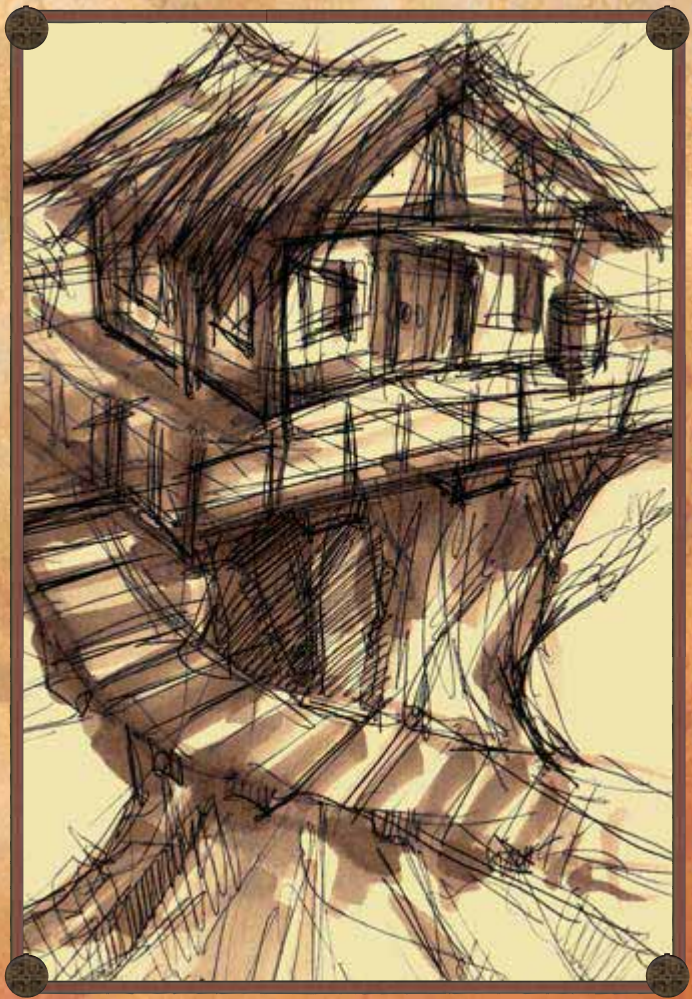


His hiding spot if he runs.

While back in town, report what you've seen to Ogan's mum; if you're nice to her twice, telling her you avenged Ogan, you'll receive the **Rabbit's Foot** Token (Luck + 1) and **200 XP**. If you're any other combination, you'll receive a thanks and **300 XP**, but no Rabbit's Foot.



Grief personified.



Ketill's hideout – will the locals turn it into a museum?



KIRKWALL and ENVIRONS

Find the right Bodb. Learn about this Princess. Get the Magic Bell from Farmer Finn. Find Conner and convince him to win back Farmer's Daughter.

TOWN OF KIRKWALL

A Bodbin' for Bodbs

Upon walking into town you'll be greeted by a young woman who asks/declares that surely you remember her – don't you, dashing Bard? If you're nice, she freaks, if you're snarky, she keeps it together. Needless to say, you haven't seen the last of her...



One-night-stand-off-ish'ness.

Kirkwall: City of Invalids. Or so it would seem once you encounter Bodb, and Bodb, and Bodb, and... well, let me explain. Go to the northeast and talk to, um, Bodb. Be snarky, not nice, and he'll respect your "conviction," and then lead you to another Bodb nearby. (If you're nice, he'll keep brushing you off until at last you relent and give him some sass.) Follow him, and then talk to the new Bodb. The same applies for this one; be nice to him, and you'll essentially be told to be on your way and find the other Bodb for yourself. Be snarky, and you'll be taken to him. A third Bodb, and then a fourth Bodb – they'll lead you to a door and their singing will open it up. In



The first of the Bodb brigade.



"Hey Bodb." "Hi Bodb."

the midst of the song and dance routine, they'll turn over the **Light Fairy** Tune, and you'll be given **350 XP**. They tell you to go inside and there, behind four barrels, you'll discover a passage, which you should of course enter to find what you're looking for. Go inside this Storage Room – and you'll find it's absolutely pitch black. This is where your new Light Fairy summon comes in. Play this tune, and you'll have an illuminating friend show up and light up the room. Head towards the rear and you'll see the four barrels blocking the way. Behind those barrels lies the way to The Hidden Bluff.



Bodbershop quartet?



Turn on your mothlight.

But in what capacity can a pipe-smoking fairy be trusted?



B Moseying About Town

If you take some time first to explore the town, you'll come across quite a few interesting things. A good smithy (with a bad attitude), a nice pub (with the wretched Findley's Brew), and two other Storage Rooms. The first lies to the right of the one you uncovered with the help of the Bodbs. In this Storage Room, which starts out as another pitch black space (until you pull out the Light Fairy – a practice which could run you jail-time and a fine in the real world), you'll find a chest behind some barrels which contains the **Falstone**.



It illumineth the face.

This excellent Token will grant you a 10% bonus to all Experience you obtain. (Note: Take into account the

presence of the Falstone if some of your XP rewards fail to end in a clean "00," "25," or "50" amount.) In a third Storage Room to the east (the one behind the big Firbolg who tells you about his cousin off looking for a tomb in the mountains), you'll find the **Bodyguard** Tune. This summon will defend the Bard from any and all manner of ranged attack. Well, he'll at least give it a try.



It goes without saying that there a ton of barrels in this town. If you smash them all up, you'll probably want to head back to Houton to cash in big style at Boyd's. (As "big style" as Boyd is ever likely to pay.)

Now the Bard's a fake celeb.

SHOP

WEAPONS	
Dirk	600 SP
Flail	700 SP
Claymore	800 SP
Longbow	250 SP
Great Bow	500 SP
ARMOR	
Leather Armor	400 SP
Studded Leather	800 SP
Chainmail	2600 SP
Buckler	800 SP
Targ Shield	2500 SP
INSTRUMENTS	
Harp	750 SP

WHAT'S ON TAP...

BOB'S BLACK ALE	+2 RHY	10 SP
STROMNESS STOUT	+2 STR	15 SP
FINDLEY'S BREW	RANDOM	20 SP
BUGBEAR'S LIGHT BREW		40 SP
-2 STR, -2 VIT, +2 DEX, +2 RHY		

TREASURE

- A** Token: Falstone
- B** Tune: Bodyguard



TOWN OF KIRKWALL

THE HIDDEN BLUFF & FINN'S FARM

Heading Out to Pasture

You'll meet another Bodb when you come out into the new area, along with a Save Point – this is The Hidden Bluff. (This is the northern segment of the Hidden Bluff / Finn's Farm area – the Bluff segment was closed off to you by a gate earlier, as you might have noticed if you had investigated the Farm by means of the two entrances from the town.) It doesn't pay to be nice to these Bodb characters – be snarky the whole time to this dude and you'll come out **150 Silver Pieces** richer, as opposed to nothing if you're nice. You're going to hear about the story behind the brunt of your quest from this guy. Follow the latest Bodb to the front of the stone temple, then enter. Just as the Bodbs inside do their



Killed Bodb and the hidden bluff.

damnedest to summon the image of Caleigh – well, all this talk about the impenetrable tower finds that they just can't keep it up – the tune, that is – without their precious Bell. You're not going to find out any of the requisite information from Caleigh until you track down this little item, so do as Bodb says and search out the Magic Bell in the vicinity of Farmer Finn. Of course, nothing is exactly easy... The Bodbs can't do much for for incentive than "No bell, no babe, my friend!"



Caleigh's goin' back.

As you head south down The Hidden Bluff however you'll come across a pack of Wolves and Large Wolves. Nothing to laugh about, and before you actually engage them, it might do to first visit "The Velvet Hammer," the weapons and armor shop in town – the one with the snobby, snobby proprietor. Pick up a Great Bow to take out these Large Wolves from a



Cerebral Summit '04

ENEMIES



WOLF

HP: 20 XP: 20
ATK: 1d5 AC: 0



LARGE WOLF

HP: 55 XP: 50
ATK: 2d5+5 AC: 1d2



THE HIDDEN BLUFF / FINN'S FARM

distance, and, more expensive, the Chainmail. You can also get the Harp and increase the number of summons you can have out at once to two (in addition to having twice the Mana to play with now). Draw out the Heroine and the Light Fairy, and you're game to take on these Wolves. The Light Fairy, after all, doesn't just have the one talent of illuminating dark spaces – it will also let out a periodic light burst that will stun all enemies onscreen for a couple moments. Pull out the Claymore, and really tear them up; sure, it's a two-handed sword and so a little slower than the Caladbolg, but it packs a wallop. Alternatively, you can use a

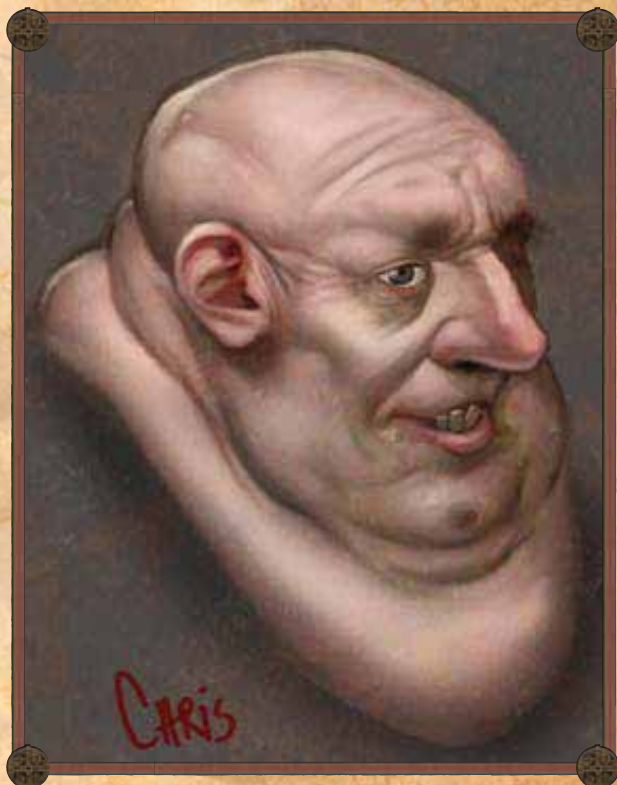


Ponce.



The worst mind of our generation.

combo of a Dirk and a Caladbolg, if you have the Dual Wield talent, to do a nice and graceful carve-up job on these mongrels. Needless to say, this little patch of farm is a lovely place to get some much desired XP – especially



That's the Harp for me, fatty.

when you take into account the fact that, like a smaller Wolf, the last remaining Large Wolf in the pack will do his part to summon more Large Wolves. And repeat, repeat, repeat, ad nauseum. He'll keep summoning more compatriots until you put an end to his life, of course – that is, strike him before he unlooses his howl. Mighty convenient that there's a Save Point here, I might add.



Dual Wield in action.

Now off to do a little investigating. Head over to the east of the circle of stones and you'll find another "Ex-Chosen One." Loot the buggler and you'll be treated to another Trow Musical Revue. You'll get **250 XP** for your gumption, and some **Oak Leaf Armor** worth 100 Silver Pieces from the cadaver. No, this rotted stuff can't compare to your stylin' Chainmail.



Another ex-Chosen One.

Head further south to the pasture and you'll meet Finn, "a bitter old coot." Be snarky and he'll say you can just have the Magic Bell. Of course, then things will take an unwelcome turn and the old love interest will come running out, saying you took advantage of her that one night not so many moons ago. Well, with that, all things go to piss with the Bell, and now you've got to find someone to win back her heart. Namely, Conner. We'll return to this scenario momentarily...



A snarky old codger.

GETTING STARTED
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D Scarecrow Tactics

Now on the other hand... you can be nice to Finn, and and he'll tell you to come with him... Follow him and he'll explain to you that you can have the Bell if you clean off the Crows from his Scarecrows. Sounds easy enough. But after you (or more easily, your Heroine summon) start to pick off the Crows perched up on top of the Scarecrows via some nicely targeted



It starts with crows...

arrows... the Scarecrows come to life. And they are nasty bastards. Use your Claymore if you're feeling risky, but otherwise, just stand at a distance and pluck away at your Great Bow, in tandem with the shots being fired by your Heroine summon. They'll go down easily after a couple hits. Of course they won't go out without a fight – they'll also cast a fear spell that will cause your summons to run away or, if the summons are at the periphery of the spell's range, will stun them.



...and turns into this.

Keep your distance with a bow.



Keep your distance with a bow.

E This Conner Business

Per his request, when you're done, go by Finn's house – you'll get **300 XP**. ... And you're right back to where you would have been if you'd been snarky to Finn from the onset. The dame will now run out and bitch.

Just go back into Kirkwall and follow the yellow goal spot on your map – where else to find a former-betrothed than... the pub. Walk into The Fat Lute, and go over to Conner. If you're nice, he'll go to Finn's without a fight; if you're snarky, he'll start to swing – don't fight back. If you do, he'll just keep getting up. As the faithful



Kah-blooeey.

Narrator will suggest, should you knock him down, "Let – Conner – Win." Allow Conner to pummel the Bard to the point of near-death, and the Farmer's Daughter will go away with him, impressed... and you'll earn **300 XP**. (P.S. – Try summoning a Rat in the pub for **50 SP** and **275 XP**; it makes up for winning nothing if you're nice to Conner.) Finn will now tell you the Bell is yours – around the neck of an old crazy horse in the pasture.

ENEMIES

	CROW	
	HP: 0	XP: 0
	SCARECROW	
	HP: 90	XP: 100
ATK: 3d5+15		AC: 0

F Ornerly, Not Onery

The Ornerly Old Horse isn't that difficult to defeat, as long as you've got your trusty Claymore equipped. It's just the Wolves and Large Wolves in the vicinity that make it something of a trial. They're as interested in pecking at this Horse as you are, and as a result, they'll help you do damage to it. The Horse isn't much in the way of danger – you won't take too too much damage from its angry flailing. Kill the Horse, and the Farmer will come out and complain about the mess – but so what, the Magic Bell is yours, as is **300 XP**.



The Bard suffers from foot-in-mouth.

ENEMIES

— BOSS —

	ORNERLY OLD HORSE	
	HP: 350	XP: 200
ATK: 3d5+2		AC: 0

Except for his erratic motions, the Ornerly Old Horse is generally pretty static. He's target practice.



Handwritten text in a cursive script, likely a game log or journal entry, running vertically along the right edge of the page.

G On to New Calamities

Time to head back to the Bodbs to drop off the Magic Bell. First stop inside of Kirkwall proper and walk to the northeast of the easternmost Storage Room. There you'll find two gentlemen who tell you a reward is waiting for you at Finstown, and unlock the place on your World Map. If you venture out onto the World Map to see Finstown now, you'll find it's marked Chapter IX of the story – the "fiery welcome" will probably do enough on its own to dissuade you from tackling this place just yet anyway. Take the hint of the chapter header, and don't try tackling this till, say, six chapters down the line.



The Hero of Finstown!

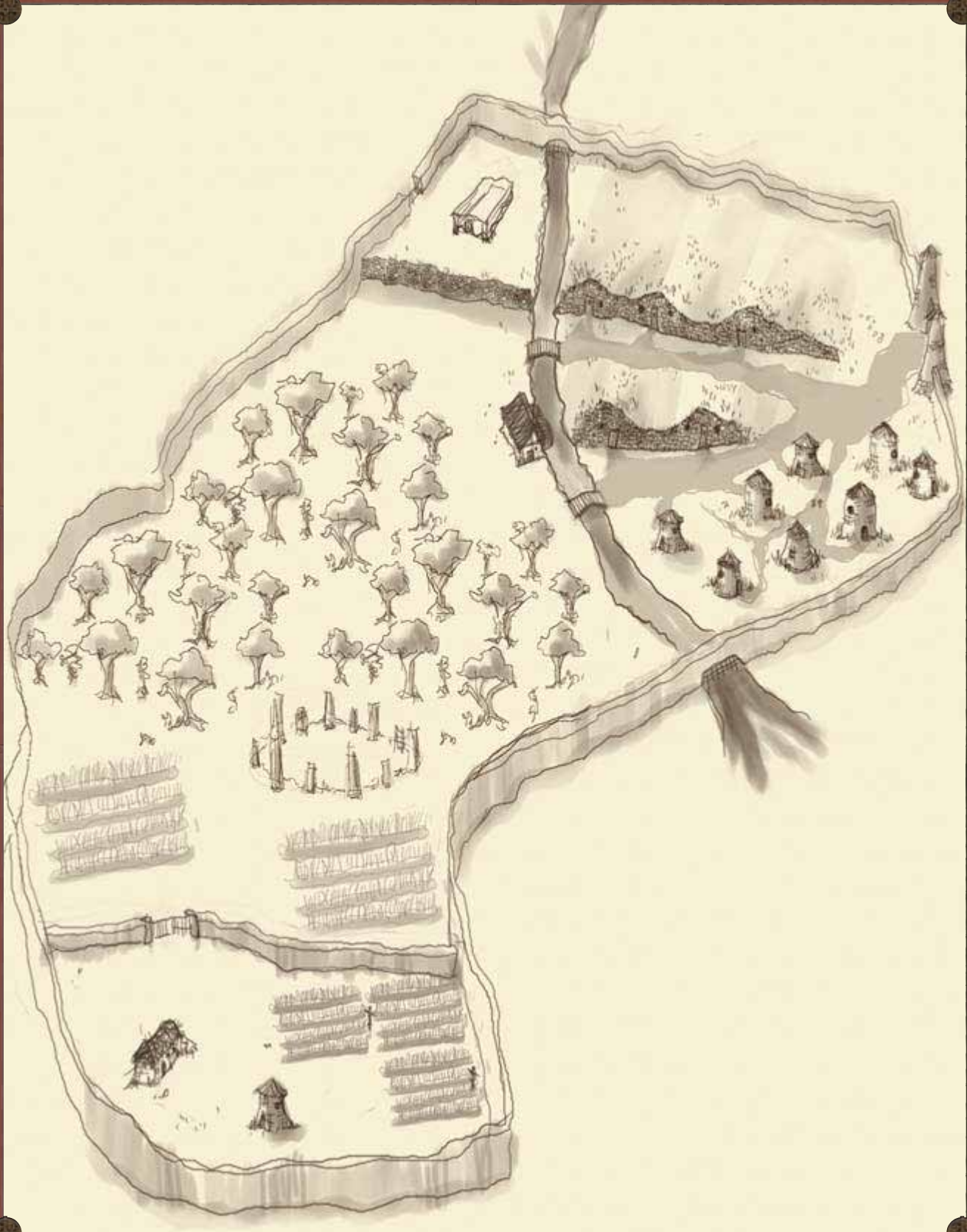
On to the Bodbs – go back to the Temple, and hand over the Magic Bell. After some typical Bodb-ine lollygagging, the Princess Caleigh will tell you that before you can do much to save her, you need to find a lute in the possession of some rank and wily Kunaltrow hiding out in the nearby Highland Park. You'll be given ample favors by the Princess afterward, most surely, but for the time being try and focus on your present mission. Follow the Bodbs outside of the Temple, and they'll unlock the nearby gate... to Highland Park.



The walk to the park.



A Kirkwall without Bodbs: is this paradise?





HIGHLAND PARK

Find Fjarf and get the instrument from him. Return to Bodb in Kirkwall.

HIGHLAND PARK

A The Passion of Mell

How refreshing this will be! Fresh woodland air and a wonderful day for a gallivant. Mildred? Oi, Mildred, you're a Trow. Shortly after you talk with the Trow sitting in the Park's opening grove, an old familiar friend will come into the fray and cause just as much trouble for you this time as he did the first time around. "Let the educational experience begin!" he cries out – but if you have your Caladbolg and Dirk double-equipped with the Dual Wield talent, you're going to be the one playing teacher, or master and servant, or whatever it is you're best at. Slaughter all the Trow and you can proceed onward.

The eastern gate will open after the melee subsides. In past the threshold you'll find a mad old josser who goes by the name of Mell. He says he'll help you get past the electrified energy gates that cordon off the various sections of the park path further east, then up north, and so on. Be nice to him and he'll show you the way – to the best of his abilities.

(If you're snarky with Mell, he'll just wait for you to be nice. And you ain't going anywhere without Mell, as you'll see soon enough.) Basically all you need to do here is to defeat the Hammer-Tossing Kunaltrows – use your Great Bow and/or summon your trusty Heroine, and you'll be able to peck off the Trow from the lower ground level on which you and Mell reside. (Tangential question: As hard up as the Bard is for some action, what's stopping him from summoning some of his female pals – okay, maybe not ones like the Crone, but let's say the Heroine – and sliding into home? Maybe nothing – neither you nor I can tell what goes on in that memory card when you're at work or class. Might it not be that when the console's turned off, the Bard is turned on?) Okay, so anyway, when the two Trow here die, the energy gate will dissipate (thanks to a certain Mell making a noisome buzz – by throwing himself headlong into the field) and you can proceed.



Hello.



Goodbye.



Itchin' for a Mell-tdown.



Gad-zoinks!!!





HIGHLAND PARK

You'll note that Mell's "Fear Factor" counts down at the top of the screen – this is the amount of time that you have until Mell loses his wits and runs back to the beginning. Seeing as the Factor counts down from the two-minute mark, you'll have plenty of time to dispose of the Trow. Just make sure you do – because although you can always backtrack, find Mell, and tell him to rejoin, the energy gates will also reset and you'll have to pick off the Kunaltraw all over again. Note that once you destroy a wave of Trow, when it comes to the next wave, Mell's Fear Factor will reset to the two minute mark. Note number two: If you get far along the path and a point comes where Mell's Fear Factor hits zero, he'll only backtrack a little bit; he won't hightail it all the way back to the beginning. So you can find

(continued next page)



Fear is definitely a factor.

TREASURE

- A** 100 Silver Pieces
Glaisne
Adderstone x 1
- B** Tune: Upgraded Rat
Brass Ring (4 SP)
Copper Goblet (4 SP)
- C** Silver Candlestick (1 SP)
Jeweled Bracelet (60 SP)
Adderstone x 1
- D** 2-Handed Sword (20 SP)
Brass Ring (8 SP)
Adderstone x 1

ENEMIES

	KUNALTROW (SWORD)
HP: 25	XP: 20
ATK: 1d5	AC: 0
	KUNALTROW (SPEAR)
HP: 25	XP: 25
ATK: 1d5+4	AC: 1d4
	KUNALTROW (ARCHER)
HP: 25	XP: 20
ATK: 2d5+2	AC: 0
	KUNALTROW (2-SWORDS)
HP: 60	XP: 40
ATK: 4d5+5	AC: 1d4
	KUNALTROW (CABER)
HP: 30	XP: 40
ATK: 4d5+10	AC: 1d4
	KUNALTROW (HAMMER)
HP: 30	XP: 40
ATK: 2d5+20	AC: 1d4
	BOAR-RIDER
HP: 40	XP: 20
ATK: 4d5+5	AC: 2d5+1

TREASURE

- E** 50 Silver Pieces
Copper Goblet (4 SP)
Adderstone x 1
- F** 200 Silver Pieces
Ruby (100 SP)
Adderstone x 1

him again relatively easily. Now, getting back to business: Bring out the Bodyguard and the Heroine as your two summons for the rest of the Park.

Once you get past the first several energy gates and start to encounter the Boar-Riding Trows, it might be a better idea to switch to a Melee Weapon and get in close, to deal the heaviest damage in the shortest amount of time.

ProTip: Lead the Boar-Riding Trows into the cobblestone "thruways", where they'll have no room to charge around you and your party from another angle. The Boar-Riders will be hemmed in like (not even "like") boars between arches, and you can eradicate them from the face of Bard-earth.



Hemming in the Boar-Riders.

B Deadest Boy in the Park

In the northeast part of the park, you'll come upon yet another Ex-Chosen One, much to the Bard's chagrin. On the corpse of this gutted pauper you'll find **100 Silver Pieces**, **385 XP** (well, you won't find the XP on his corpse per se; they probably come with the smell) and a new weapon – the **Glaisne**, a powerful bow that will replace your current ranged weapon – and which shoots



Happiness in plundering.

fire arrows. What's so great about fire arrows? The fact that when they hit their target, said target will burn up, and incrementally receive more damage across the second or two they stay aflame. When you get to the next bend – you'll receive a great little treasure for your troubles – some monetary junk, an **Adderstone** (which, lets face it, has a little less thrill-value to it now that you've got the Crone healing your ass for free), and a new Tune – the **Upgraded Rat**, or as they call him in Jersey, the Vorpel Rat. This might look the same as your earlier Rat – but it will slay those Trows... at least, it has a better chance than it used to, what with a new, more competent velocity.

Once you get to the northern clearing, you're going to be encountering a lot of Two-Sworded Trow, and hear the sound of some magic-like teleportation going on.

Welcome to Fnarf Country. It's a bloody battle, so make sure you've got the Heroine out and the Crone too, for that matter. After you do some serious slaughter, Fnarf will warp away. Continue westward. But watch out. The first patch of enemies after this section (that is, the group of Trow just south of the save point) have some serious ammo in



The power of the fire arrow.



And the speed of the Rat.

reserve – the combat will get hairier than the Pup's bung, so make sure you weave in and out to the best of your abilities, let the Heroine rip her arrows, and fire your own Glaisne when you have a chance. As you near the halfway mark to the southernmost part of this corridor, it's a good idea to switch to a melee weapon each time Mell electrocutes himself against a barrier, as there tend to be a wave of sword-wielding Trows in front of the ones who are hurling hammers and cabers. Specifically, the Claymore, which has an easier time hacking through the highly block-adept Two-Sword Kunaltraw.



(By the way: if you're wondering what a caber is, I'm here to tell you: It's a massive log-sized piece of wood hurled by competitors in the traditional Scottish Highland games. Whoever throws it farthest wins. I can already hear you asking, But has anyone ever pierced a caber-thrower's guts with arrowheads in mid-toss? To which I answer: Of course! It's Scotland!)

C Annihilation of Fnarf

When you get to the southern clearing, you'll meet Fnarf at long last. Oh, this encounter has simply been too long in the making! The ragged little idiot will keep summoning a pair of Two-Sword Wielding Kunaltraw to attack you (and they're fast as ever) while he warps around the clearing. You'll never get him with your sword, so use your Glaisne to twang off some fire-arrows and take him down for good. As long as you keep Fnarf on the edge of the screen, he'll just stay put and keep taking your arrow blasts – of course, he'll fire off his own at the same time. So do as you did earlier and draw out the Heroine and the Crone – even if just for bait to keep the other two Trow occupied so you can get in some clear shots against Fnarf. If one of the other Trow start to get close to you, run, switch to a melee weapon, and then turn right back around and slash him to bits; it's futile using a bow against those buggers, they just approach too fast. Destroy Fnarf, and you'll receive the **Ornate Lute**. This little item is the sole reason you came for this Sunday jaunt, after all. It has a summoning max of 2, just like the Harp, but it bestows a mana reserve of 300 upon its user. Ddiggghity! Get the goodies in the last chest, and then pass through the gates back to the point whence you started. Mell will give you a new Tune for his odd



Set Fnarf on fire.

ENEMIES

— BOSS —

FNARF	
HP: 125	XP: 250
ATK: 5d5+20	AC: 2d5

Fnarf is a little tougher than he was when you faced him earlier, but he retains the same basic attack method.

gratitude – **The Mercenary**. This squat little fellow is the obvious, but perfect, thing you've been missing from your summon roster so far – a close-quarters, down-and-dirty, competent melee combatant. You'll be calling upon the aide of this angry dwarf until the end of your adventures, I guarantee. Treat him with respect, Bardolator!

Now head back to the Bodbs limblessly awaiting your return in the Hidden Bluff Temple.



The Mercenary is yours.

D It's All About the Bodbs

Once the Bard returns to the Temple and shows off the Ornate Lute, that fox Caleigh will appear and tell you that you need to go to the large tower east of Kirkwall. In front of the doors, play a tune, any tune – this action will open the door and get you in. And from there, you need to make your way up to the top, and do your best to put out the tower's flame. After you defeat the guardian. For the time being, you'll receive **660 XP** for your efforts (that's 600 XP in terms of pre-Falstone-era deflation) – not bad, but not great considering how much it takes nowadays to go up a level...



Mission accomplished.



What evil lurked behind this gate!



THE FOREST TOWER

Go to the Forest Tower and defeat the Tower Guardian. Find Bodd in Kirkwall. 

THE FOREST TOWER

A The Forest Tower Grove

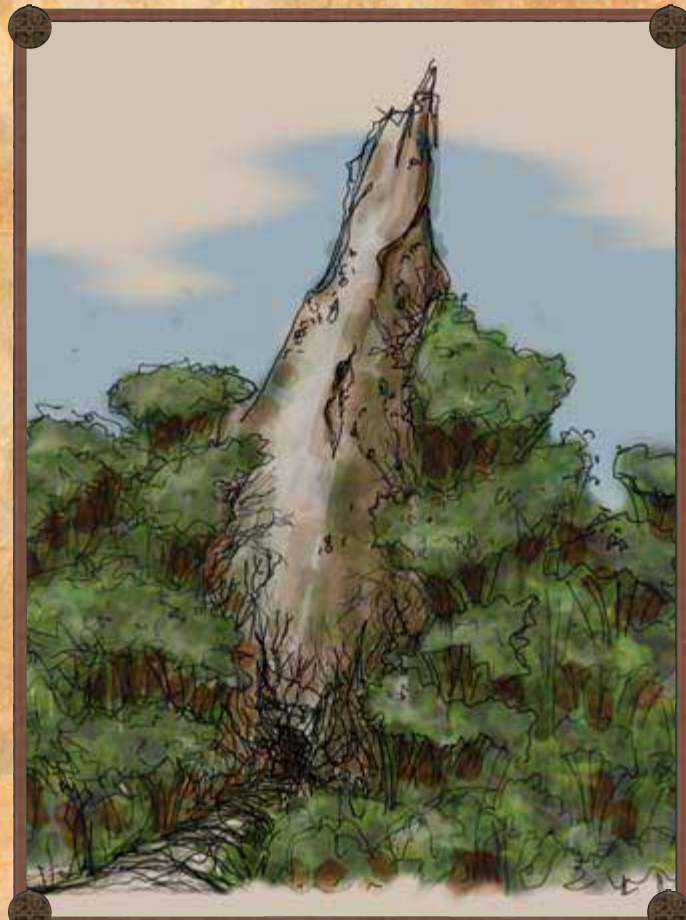
Hark! As soon as you enter the grove of the Forest Tower, you'll be attacked by a group of Large Wolves. Summon the Mercenary as soon as you can, because you'll be attacked by upwards of nine of these Large Wolves at once. If any one strategy can be given against dealing with massive packs of these animals, it's that their turning radius is pretty big, so if you keep circling around the Wolves at only a short distance from their bodies, you'll be able to outmaneuver them to some extent and give them the old blade in the recta. Likewise, if you get surrounded by a huge cadre of Large Wolves, and don't know quite what to do, bear in mind that as long as you have some counter-attack talent in effect, it will be mega-helpful Abandon hope. (Just kidding.) to keep tapping the block button repeatedly and thus get yourself out of the bind as you counter all of their attacks – and deal out spastic death.



Wolves at the door.



Abandon hope. (Just kidding.)



The Forest Tower. Imposing. Daunting. And categorically phallic.

Hit the stump-chests nearby on the west side of the grove, collect the treasure, and then proceed inside the Tower proper...



The Forest Tower is the first tower of the three... There's still a long way to go.

ENEMIES



LARGE WOLF

HP: 55	XP: 50
ATK: 2d5+5	AC: 1d2



TREASURE

A approx. 60 Silver Pieces
Adderstone x 2

B Diamond (300 SP)
Adderstone x 2

◆ THE FOREST TOWER GROVE ◆

B Forest Tower, Level 1

A trap-laden place. And there's so much to see here – so sumptuous are the textures of these corridors – that you must be extra alert to traps which can blend in with the intricate convolutions of the walls and floors. Of course you'll notice a whole new breed of monster inside the organic walls of the Tower – these would be (obviously enough) the Plants. Yellow, red, or blue, these large seed-bearing stalks have it out for mankind, and will bend over and bite you, spew thorns in an irritating array (these last two attacks comes from the Yellow Plants – they have different HP depending on the attack they use), toss your summons an anti-magic rap, or just flat out do some poisoning to the heroic Bard. If you're close



Plant-life, Bard-death.



Pick these up quickly!

enough of course, you can take these satanic stalks out with a few slashes of the blade – the blade in question being your own, and also the Mercenary's.

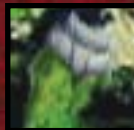
You'll note another odd phenomenon stemming from the biology of these weird-ass flora. Once you chop a Plant down, it will let loose some Seed Pods. Collect them and they convert into Silver Pieces. But if you let the Seeds lie for a couple seconds without picking them up, mini-versions of the Plants will spring up out of the Seeds' places. So attack, attack, attack! And then collect, collect, collect those Seeds.



Watch out for thorny Spike Traps.

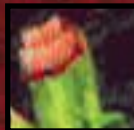
The melee weapon approach works well when you're already in the thick of fighting these things, but if you happen to see the red dots on your auto-map that indicate an enemy is within the vicinity, draw out your bow, and start shooting from whatever distance works until, upon drawing back the string, the screen scrolls forward enough that the Plants will finally come into view. This is a good way to avoid the radius of a thorn blast.

ENEMIES



BLUE PLANT

HP: 20	XP: 40
ATK: N/A	AC: 0



RED PLANT

HP: 30	XP: 40
ATK: N/A	AC: 0



YELLOW PLANT

HP: 25/30	XP: 60/40
ATK: VARIES	AC: 0



Never say die.

I would recommend taking the north path first, with the Crone and the Mercenary as your star summons. Watch out for the thorny Spike Traps on the ground – there are two as you wind your way to the end of the north corridor (see the map for exact locations) – and be prepared to fend off thorns being launched your way by Plants as you near the end. The trouble is worth it however – at the culmination, there sits a chest with a juiced-up Tune:

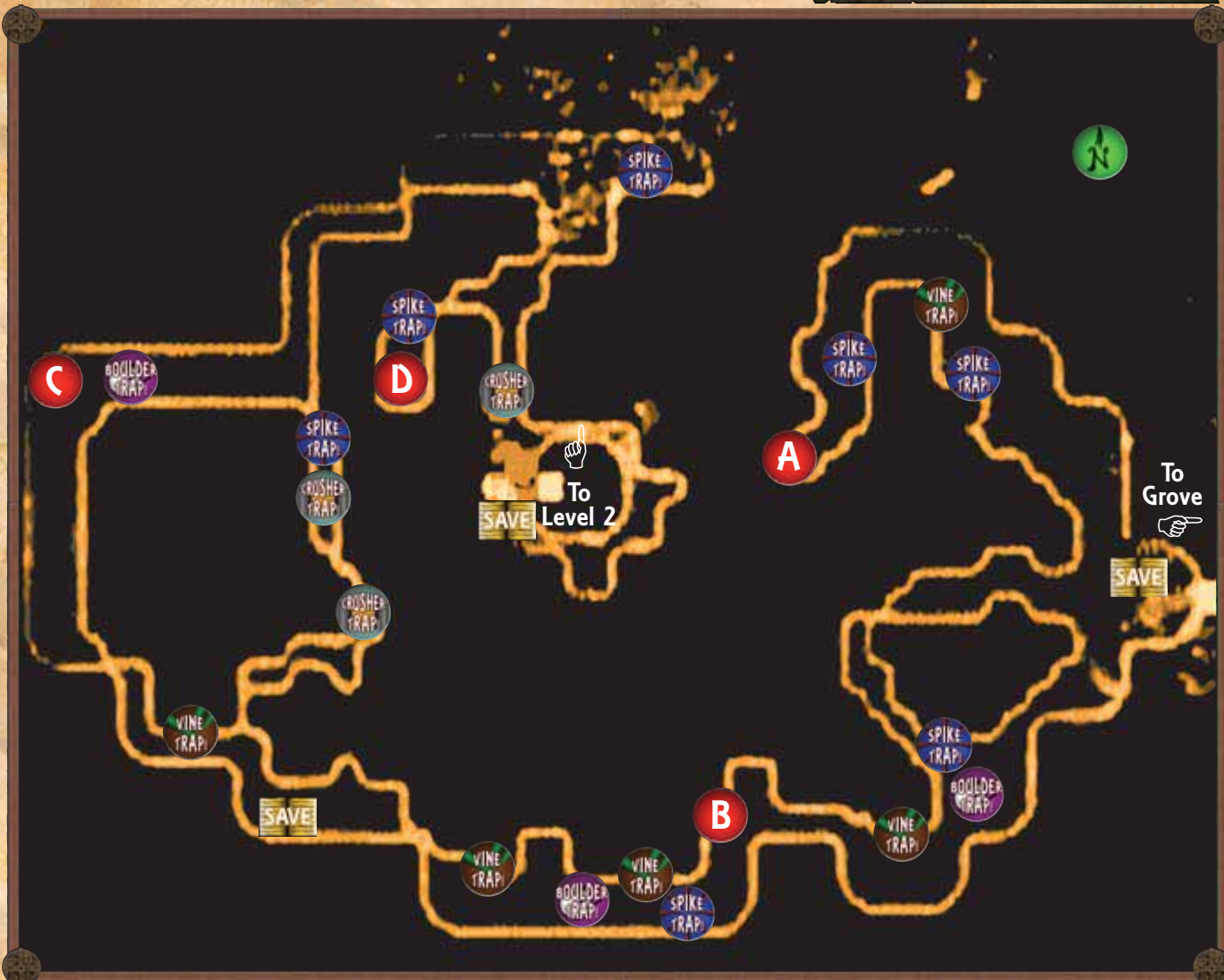


Thirteen volts of raw power.

the **Upgraded Thunder Spider**. This summon functions the same as the old one, basically, but a bit more hardcore in its attack capabilities – namely, it has a much longer range for its electrical bolt attack with some more voltage, and higher HP. (See the Items Appendix for more details.) You might want to replace the Mercenary summon now with the slightly more adept Thunder Spider.

TREASURE

- A** Tune: Upgraded Thunder Spider
- Druid's Almanac (15 SP)
- B** Tune: Explorer (Trap Finder)
- Ruby (100 SP)
- C** 100 Silver Pieces
- D** approx. 75 Silver Pieces
- Jeweled Bracelet (60 SP)



THE FOREST TOWER LEVEL ONE

GETTING STARTED
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Now head back south, taking out all the Plants along the way – but watch out – as you hit the south thruway coming out of the loop, you’ll face a rolling Boulder Trap that will hurtle your way, until its path culminates in exploding into a wall to the north – stay as far on the east side of the screen as you can. In addition, there’s another Spike Trap just underneath one of the carnivorous Plants in this area, so try and attack from a distance, or with the flaming bolts of your Glaisne.



Rolling, rolling, rolling...



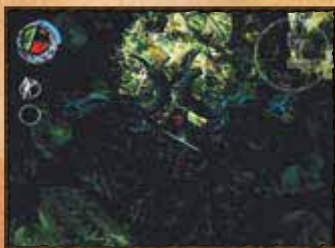
...IMPACT!

As you progress west along the corridor, you’ll come upon a Treasure Chest which holds some nice SP’age in addition to a new Tune – the

Explorer. What’s the purpose of this wee decrepit personage? For starters, he’ll run directly toward any traps in the vicinity and throw himself right into the danger, triggering it (in the case of Spike Traps) or temporarily staving off the trap’s fury (in the case of Crushers that might spring from a wall). You’ll be able to see where the trap is located quite easily using this method; of course, the little man will take some damage. But hey, if he croaks, just resummon. He’ll also put up something like a fight in combat (keywords: “something,” “like”). As I see it, there’s one drawback to having this goof mucking about at your side. If you approach a chest, he’ll run right up to it and pop the lid, then scramble around and collect its contents. It’s not that “he keeps the treasure” or anything – it all goes right to you as though you had picked it up yourself. It’s just that you might not even be aware of what he’s doing, and before you know it, Silver Pieces are hitting your purse, an image of Trow Pants comes flying on the screen, and you’ve got a new dirk. In a nutshell, I keep the Explorer away from treasure, but this is just my own preference.



Good news! He’s found a trap!



Can’t see the Bard? He’s been CRUSHED.

As you make your way further through this trap infested bog of a dungeon (you’re probably a ripe old witness to the anguish right about now), and hit the westernmost part of the level, you have the choice of taking one of two paths northward. Take the western path. There are only enemies here, compared to a veritable gauntlet of traps on the east (see the map on the previous page if you don’t believe me), with no upside at all. At the very top of the westernmost path there’s a chest with **100 Silver Pieces** inside – just wait for the Boulder to come rolling out first before you cave in to your own avarice. Speaking of traps – the Vine Traps along the way, which of course you see clearly marked on the map – you have to keep an eye out for these things, Jimmy! Don’t confuse the large, thick vines (which are harmless) with the deadly ones (which are the small, more tightly wound thin ones). Refer to screenshots.



This is a harmless vine...



...and this is a Vine Trap.

At long last you’ll come to the staircase for Level 2. Go up.



The way up to Level 2.

Forest Tower, Level 2

When you come upon the first place that the path forks in Level 2, take the easternmost route to avoid a Spike Trap and a Vine Trap. There will be killer Plants no matter where you go, of course, so get used to committing herbicide. Once you get past this easy fight, equip your Glaisne. There are a ton of thorns set to sail your way from the bastard Plants.

Other than that, there’s not a lot more on this level that you haven’t already seen on the prior one. Just keep your eyeball on the map here so you know what kinds of traps to expect. When you finally approach the staircase to Level 3 – don’t go rushing up just yet. Take your time to go east and pick up the treasure sitting there.

Here's an additional ProTip: Since there are so many XP-rageous enemies here, it's well worth your while to start leveling up hardcore. Every time you go up the stairs, and then back down them, the enemies on the level, whom you might have completely decimated, will "reset" and reappear, giving you that much more of a chance to earn some Experience Point'age. Try to get up to Level 10 for the Forest Tower Level 3, and then Level 11 for the last floor, coming up very soon.

TREASURE

- A** approx. 100 Silver Pieces
Adderstone x 2
- B** approx. 75 Silver Pieces
Jeweled Bracelet (60 SP)
- C** Houton Land Deed (60 SP)
Pearl (80 SP)
Adderstone x 1
- D** 100 Silver Pieces
Adderstone x 1



THE FOREST TOWER LEVEL TWO

GETTING STARTED

WALKTHROUGH

APPENDICES

BONUS MATERIAL

D Forest Tower, Level 3

Now, if you slip into the little cove just east of the entrance to the level, you'll face some Plants, and then a chest containing a Token, the **Silver Torc**. This won't do much for your fighting acumen, but it will boost your Charisma with a +1 bonus. That means that at any given moment, the Bard will be one point more likely to start frontin'.

This is the level that has the really good treasure, by the way – the Silver Torc was only the beginning of the party. In the second chest along the way, you'll find a new weapon to replace your old Flail – the **Crannderg**. Very slow, but very powerful.



Slow like a ton of bricks.



Herne can also bind you.

blocker, and the Crannderg will smash right through his defenses. Focus on the main man – after sustaining so much damage, he'll warp to another compost mound and mount his attack from there – so follow him around as necessary, and have your summons work over the offending summoned Plants – the Crone and the Mercenary make a good combination here.

After you've defeated Herne, you'll be told to go back to Kirkwall and talk to Bodb who will lead you through the Mountain Pass to the second tower. Oh brodber..... Your reward for having slayed the tower's tyrant: **500 Silver Pieces, 15 Adderstones, and the Herne Artifact**. Step out of the entrance to Herne's Chamber and you'll be taken – to a long cut-scene (which portrays some

E Showdown with Herne

If you're buffed up to Level 11, or even 10, and you've got your Crannderg, or your Glaisne, you're sitting semi-pretty. Just... don't get cocky. Herne has a few main attacks – get close enough and he'll strike you. Fair enough. But if you're standing further away? In that case he'll summon Plants to rise from the ground and attack, two at a time. Kill those and you'll meet two more, et cetera, et cetera. He also has a vicious purple gas that he expels when he's really angry, and on occasion he'll also summon some roots to come up from the ground and bind you to one spot for several seconds. When this happens, you definitely want to



Strike while close...



Herne's poison gas attack.

pull out your Glaisne and fire some arrows at him, as chances are you'll be locked down at a distance where the average melee weapon will have no effect. If it's so slow, why use the Crannderg while in close? Because Herne is an adept



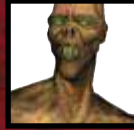
pretty unsettling events going down right now in Kirkwall) – and then it's back to wind your way down on your own...



The Herne Artifact!

ENEMIES

BOSS



HERNE

HP: 400 XP: 300

ATK: 4d5+10 AC: 1d5+1

He'll strike you from up-close, he'll blast you with poison gas, he'll summon roots to bind you, he'll summon Plants.

TREASURE

- A** Token: Silver Torc
- B** Crannderg
- C** Ruby (100 SP)
Mistletoe (8 SP)
- D** 350 Silver Pieces
Stonehenge Keepsake (12 SP)



THE FOREST TOWER LEVEL THREE

F It's Getting Druidy Here

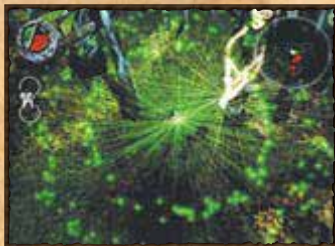
...and battle some of Fionnaoch's wicked Druidic helpers! There are three types of Druids here that you'll face – ones that wield Staves, ones that wield Scythes, and ones that wield Sickles (in varieties of one or two; see Enemies box-out for different stats). All are quite formidable when it comes to blocking blows, so a good Crannderg whack will suffice, although they're a bit limber, so they might get a counterattack off faster.

A two-handed weapon helps out a bit more in tandem, of course, with the summon of your choosing. If the Staff Druids eye you from a distance, chances are they'll shoot green energy beams at you. Get too far away from a Scythe Druid, and he'll make roots rise from the floor to bind you steadfast (à la Herne) and then whack you. Sickle Druids: these guys will slash at you but are also adept at healing their own numbers (the sign that they're casting their heal spells would be the blue energy circling their persons).

General rule when fighting Druids: Just stay close (especially when facing Staff Druids, whose energy beam blasting tendencies are so disagreeable they might as well be called Staph Druids), block as often as possible, and something like victory will be yours. (If you're hardcore, you'll power up to Level 12 before you exit the Tower.)



The deadly energy blasts.



MAYHEM upon leaving.

The environment maps of the Forest Tower's levels will remain the same during this portion, but the environment itself has changed, as you can see – all the greenery is now shriveled and dead. Additionally, there are some new save points to supplement the old ones, and the occasional new Boulder Trap -- all the others have vanished, except for the Boulders, Spike Traps, and Crusher Traps on Level 1. When you finally make your way back out to the Grove in front, be sure you've got all your summons in effect – the Staff Druids will pelt you with emerald beams from a distance and you are DEAD unless you do some evasive thinking. And that evasive action is: Run for it. Run like you never have before, through the druidy gauntlet, zipping this way and that, dodging laser blasts. It really is the only sane way to survive this trial. Don't be ashamed. Your e-girlfriend can't see you cry.

ENEMIES

	DRUID (STAFF)
HP: 60	XP: 75
ATK: 3d5+10	AC: 1d5
	DRUID (SCYTHE)
HP: 110	XP: 175
ATK: 5d5+10	AC: 1d5
	DRUID (SICKLES)
HP: 85/150	XP: 90/250
ATK: VARIES	AC: VARIES

TOWN OF KIRKWALL

G Have a Taste of Hell

What a hell-hole! Remember Farmer Finn's last words? Well, do you? While you were gone, the town has been trashed by some serious undead, or hellspawn, or a wicked combination thereof. Cu Sith – the demons in sheep's-boning – gambol willy-nilly, massacring the townsfolk. You'll see your goal on the auto-map marked by a yellow dot, but inbetween there's a lot of carnage to traverse. The only place open here is the Shop, incidentally (capitalism doesn't take decorum for an answer); so

if, incredibly, you haven't yet stocked up on all the stuff that's offered there, now's your chance. The Cu Sith are actually pretty easy to topple – they're a little less agile than, say, Boars, but they do let off a toxic black stink cloud which can really get under your nose the wrong way if you're too close.

Get to Bodb and – well, not to give away the exchange the two of you have, but some things will happen, and, um.. at least you'll get the location of the Mountain Pass. And **275 XP**.



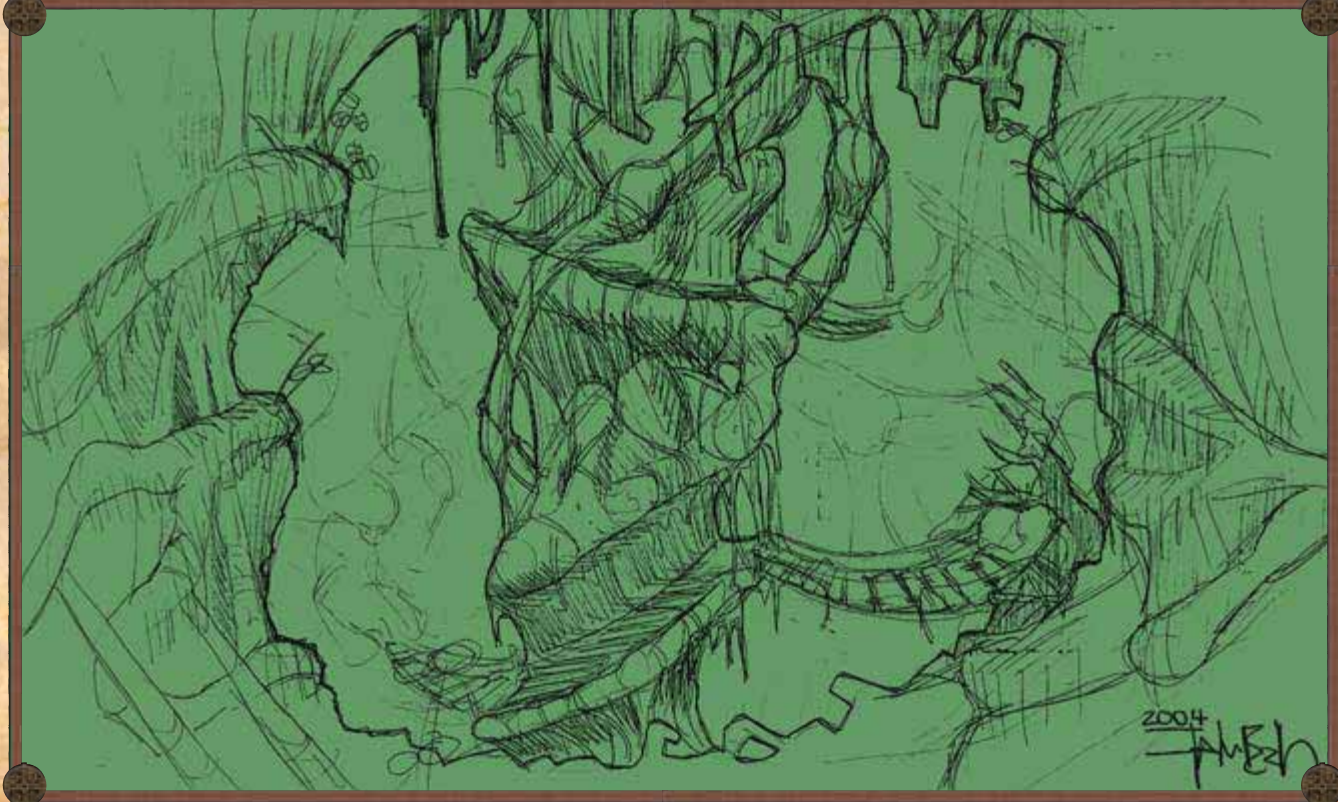
Devastated.

ENEMIES

	CU SITH	
	HP: 100	XP: 50
	ATK: 3d5+10	AC: 0



TOWN OF KIRKWALL





THE MOUNTAIN PASS

Travel to the Mountain Tower through the Mountain Pass. Find the Trow's sword to remove the curse. Locate the stones needed to open the locked doors, and find the way out of the Tomb.

THE MOUNTAIN PASS

A Glowering Gower

Another irksome character awaits you at the beginning of this stage, and this time his name is Gower. He's got a special brew that will warm you up from all this frigid cold if you take a swig. (Too bad Bodb didn't stay alive so you could stay nice and warm with his quilt. Whoops – that was a kilt. Never mind.) When you talk with Gower, keep this in your head – you'll have to pay out 100 Silver Pieces if snarky; 0 Silver Pieces if nice. Of course, after you swig the brew you'll find out his true purpose. You've got to go and bring old Gower back a certain sword for which he's been on the prowl for quite some time from somewhere in this mountainous region. If the impending climb seems like one big downer, the upside is that you'll at least be able to walk around the snowy pass at a normal speed now that you're warmed up.



Meet Gower.

But walk around at some expense of course – you'll encounter some of the more run-of-the-mill enemies here (at this point, anything less than a Druid's got to strike you as pretty refreshing). A few packs of Wolves and Large Wolves stalk the vicinity. Nothing to get too hot and bothered over. As you approach the eastern flank of the Pass, you'll be attacked by a band of Kunaltraw. These aren't quite the



Bite my blade.

threats they used to be, so slash through them like a warm knife through a butler. If you have out your Mercenary, the going will be even easier. Keep heading north, slashing through Wolf and Trow alike, stopping off along the way to hit the semi-lucrative chests dotting the occasional snowy alcove, and finally you'll come to a strange chest at the very top, at what seems to be (or does it?!) a dead-end. The Bard suspects it might be a trap... not to ruin anything, but as you can see from the map, it's an Upgraded Tune: the **Upgraded Mercenary**. As for how you end up in the next section – well, you'll see for yourself.



Now twice as mercenarious.

TREASURE

- A** Viking Axe (20 SP)
Viking Sword (20 SP)
Viking Pants (10 SP)
- B** 100 Silver Pieces
- C** 250 Silver Pieces
- D** Tune: Upgraded Mercenary



THE MOUNTAIN PASS



ENEMIES

	KUNALTROW (SWORD)
HP: 25	XP: 20
ATK: 1d5	AC: 0
	KUNALTROW (SPEAR)
HP: 25	XP: 25
ATK: 1d5+4	AC: 1d4
	KUNALTROW (ARCHER)
HP: 25	XP: 20
ATK: 2d5+2	AC: 0
	KUNALTROW (2-SWORDS)
HP: 60	XP: 40
ATK: 4d5+5	AC: 1d4
	KUNALTROW (WITCH DOC)
HP: 50	XP: 50
ATK: 2d5+5	AC: 1d4
	WOLF
HP: 20	XP: 20
ATK: 1d5	AC: 0
	LARGE WOLF
HP: 55	XP: 50
ATK: 2d5+5	AC: 1d2

THE FROZEN RIVER

B Slipping Below the Waterline

As you go floating upstream on this ice-floe you'll be attacked constantly by Finfolk rising up out of the icy depths. These slimy creatures will strike at you and in packs can be hard to deal with. Just keep hacking away the best you can. When at long last the floe links up with some land, you'll take on some more Large Wolves, but no big deal. Use your Upgraded Mercenary to supplement the carnage. Fight your way north, take the

Adderstone and monetary goodies from the chests, and then hop on to the next ice floe. You'll be attacked by more Finfolk along the trip, of course. And this particular ice-raft goes a long ways, circumnavigating the entire river. You'll eventually hit a small piece of solid land and

TREASURE

- A** approx. 100 Silver Pieces
Snowglobe O' Houton (15 SP)
- B** 75 Silver Pieces
Adderstone x 1
Pearl (80 SP)
- C** Adderstone x 1
approx. 150 Silver Pieces
Ruby (100 SP)
- D** Casgair

ENEMIES



KUNALTROW (SPEAR)

HP: 25 | XP: 25
ATK: 1d5+4 | AC: 1d4



KUNALTROW (ARCHER)

HP: 25 | XP: 20
ATK: 2d5+2 | AC: 0



KUNALTROW (2-SWORDS)

HP: 60 | XP: 40
ATK: 4d5+5 | AC: 1d4



BOAR-RIDER

HP: 40 | XP: 20
ATK: 4d5+5 | AC: 2d5+1



LARGE WOLF

HP: 55 | XP: 50
ATK: 2d5+5 | AC: 1d2



FINFOLK

HP: 200 | XP: 350
ATK: 7d5+10 | AC: 1d5



Land at long last!



THE FROZEN RIVER

be attacked by a ton of Kunaltrow and Large Wolves. After you kill all of these baddies, hit the chest for some riches, save, and then launch off on the next ice floe. You'll still face the requisite river-spawn, but this is a decidedly shorter trip. Watch out for



Attack of the Finfolk.

Kunaltrow arrows as you approach land; slaughter the incriminators, and then save. You've reached your goal. Draw the sword, the **Casgair** (it will replace your Caladbolg) and you'll receive **550 XP**. And crash to the next section.



Got to get you trapped under ice.

THE FROZEN TOMBS

C Twilight of the Draugr

If you examine the door to the north of the main chamber, and the door to the east, you'll find out they're locked, bearing the image of a Raven, and the World Tree respectively. Nothing to do for now with these doors, so head south. (And don't let the frozen anthropods scare you. They're not going to melt – yet.) You'll travel down a stretch of corridor and then hit a giant blocky, crunky wall of ice. Nevertheless, a voice rings out from the opposite side. This is Dolyn – and, like so many times before, rather than just respond cordially, the Bard has to make a concerted effort to decide whether he wants to be snarky or nice to the down-on-his-luck guy. You're not getting anywhere being snarky with him, so you might as well be nice – indeed, he'll promise you a reward if you can find a way to get him out.



Locked doors in the chamber...



Dolyn! Can you hear me, Dolyn!

Now to do some spelunking. First thing – summon the Explorer. (Have you tried giving him an attack command with the D-Pad yet? He'll rebuff you with: "Ex-PLOR-ing!!" It's called the Bard getting a taste of his own snarky medicine.) The Explorer will throw himself in front of the Crusher Traps here and allow you to proceed without getting smashed to bits. But if you're going down a new corridor for the first time, walk, don't run – that way you

won't go running ahead of the Explorer and inadvertently trigger a hazard yourself. Stay clear of the occasional swinging Axe Traps, too (it pays not to stay close to a wall if you can help it, as its from the walls that these blades will spring, and you don't want to get slashed) and proceed through the western corridors. You'll encounter some sword-wielding Draugr along the way. Draugr are a sort of undead Viking (and indeed, the Icelandic Dictionary – seriously – describes the Draugr as most specifically the [un]dead inhabitants of a cairn). They're not that difficult to defeat, and your new sword, the Casgair, will make mincemeat of them.

(continues on p. 52)



CRUNCH!

ENEMIES



DRAUGR (SWORD)

HP: 80

XP: 50

ATK: 3d5+20

AC: 1d5+1



DRAUGR (AXE)

HP: 80

XP: 60

ATK: 2d5+25

AC: 1d3



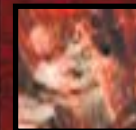
DRAUGR (HAMMER)

HP: 80

XP: 60

ATK: 2d5+15

AC: 1d3



DRAUGR (2-HAND SWORD)

HP: 80

XP: 75

ATK: 4d5+30

AC: 1d5

GETTING STARTED

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BONUS MATERIAL



TREASURE

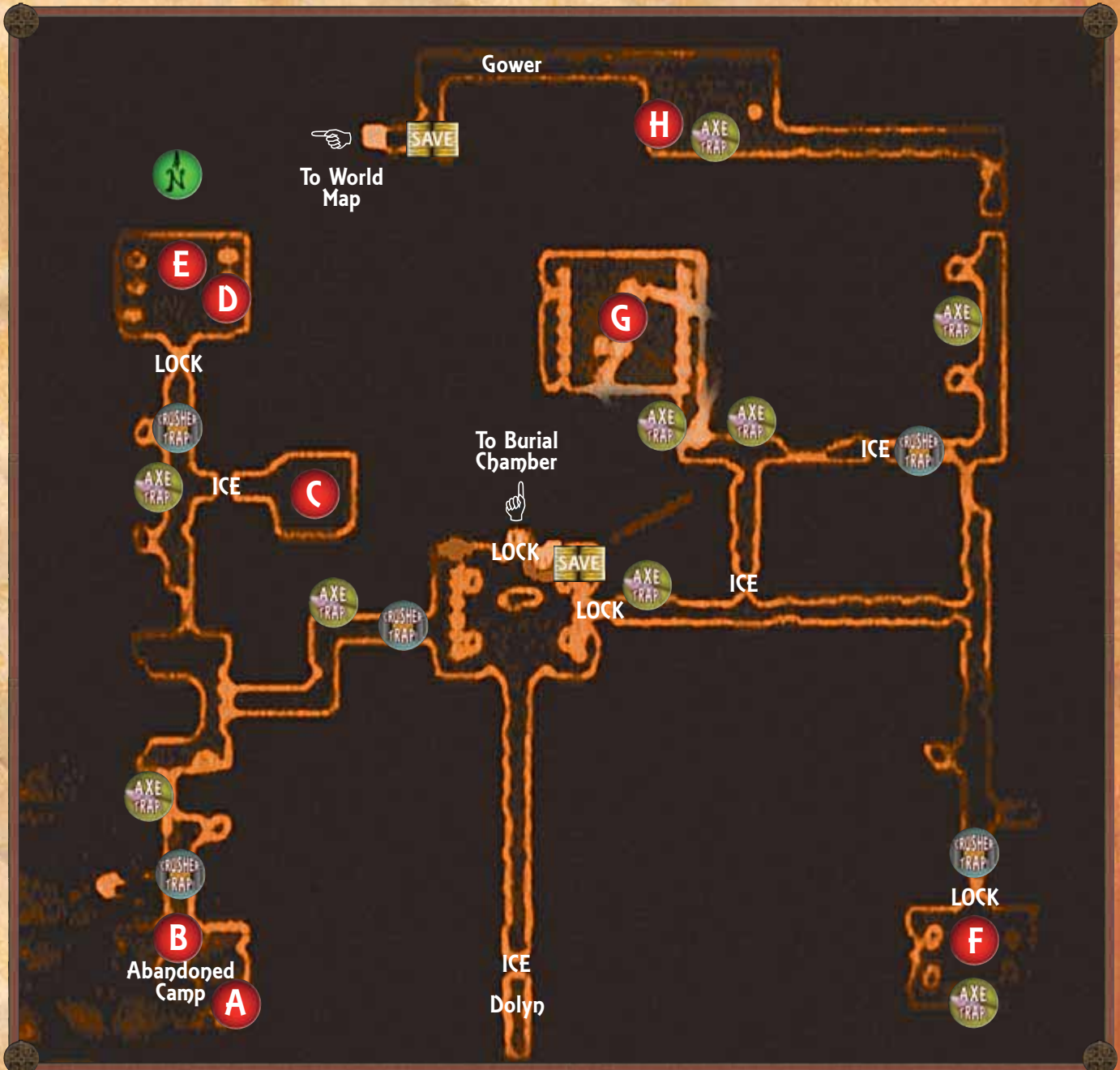
- A** approx. 60 Silver Pieces
Frozen Pants (16 SP)
Adderstone x 2
- B** Raven Stone
- C** 300 Silver Pieces
Adderstone x 2

TREASURE

- D** Diamond (300 SP)
Adderstone x 3
- E** Token: Golden Coronet
Adderstone x 2
- F** approx. 150 Silver Pieces
Adderstone x 1

TREASURE

- G** approx. 80 Silver Pieces
Pearl (80 SP)
Black Pearl (175 SP)
Adderstone x 1
- H** approx. 100 Silver Pieces



THE FROZEN TOMBS

ProNote: Red rays bursting from a Draugr's midsection is a sign that he's at 50% health or below and now in Berserker Mode. Both his attack speed and damage are now increased – real swell. (This occurs later on with Vikings as well.)



Raiding the camp.

Examine the nearby camp – you'll get **550 XP** for your inquisitiveness, have Dounby unlocked on your World Map, and obtain a new object, the **Raven Stone**, which, like Finn's Magic Bell, will not show up in your inventory – it's not a Token, it's a key for that locked door in the main chamber. Return to that main chamber (or is it a "foyer"?), and go through the door to the Burial Chamber.

D The Burial Chamber

Head west and you'll run into a Boulder Trap following the Axe Trap, and your first encounter with some armor-clad Draugr. A sword and dirk combo will only make futile headway, if any headway at all, versus the Draugr's armor – instead use a two-handed sword or your Crannderg. Some Draugr will throw axes at you as well, so stay out of the line of fire until you can make a clear identification on what you're dealing with.

Eventually you'll enter a room that holds the dead viking king, Hrafn. After some existential discussion with this depressed soul (and his sexy Valkyrie co-conspirator), you have to settle in with Hrafn for a private chat. If you're nice, he'll just ignore you. If you're repeatedly snarky, however, you'll get him really QUITE riled up – and the next thing you know, you've got a powerful new fighting partner. Lead Hrafn around the square and you'll be in for a bloody, bloody fight. Yet if you stand back and let Hrafn take the lead, only taking out the occasional Draugr yourself when necessary, you should be able to survive without much trouble. One thing that helps out a little bit to speed things along: for one of your summons here, bring out the Light Fairy. He will on occasion let out his bright light flash and stun all the enemies on the screen, thereby stunting the Draugr as they make their way toward you – allowing Hrafn to destroy enemies all the more quickly. Guide Hrafn toward the north when you come to the fork in the path,



Hrafn's Kills. Check it out.

so you can go up to a chamber containing a save point and a **Golden Chalice** worth 200 Silver Pieces. As you can see, "Hrafn's Kills" are marked at the top of the screen. Once this gets to 25, you'll warp back to his chamber, and be given the following: the Tune for the **Elemental**, the **Jeweled Flute** (which allows you to have three summons out at once), the **Royal Stone** (another keystone), and **880 XP**. Wow! Now head south toward the ice barriers. As you'll see, when the Fire Elemental gets near the frozen soldiers, they'll instantly melt and attack. It's a bit hellish but worth it when you see you can now also melt ice walls. Melt the one in front of the chamber that you couldn't access earlier, fight off the Draugr, and hit the treasure chest to get flush – and get a new **Kite Shield**. Now head south with the



Reward from Hrafn.

E Back to Dolyn, Etc.

Fire Elemental in tow and revisit the trapped Dolyn. As it turns out, he's the Firbolg you heard about back in Kirkwall. For your valorous commitment to his liberation, you'll take in **880 XP** and the **Tree Stone**. Try not to have the Elemental out as you pass back through the main room, as there are four clusters of frozen Vikings there, and it's better not to wake them up. Go back to the western corridor first and up to the small section where an ice wall stands. Take the Elemental out and have him melt the ice wall – inside is a chest with **300 Silver Pieces**, and **Adderstones x 2**. Now take Dolyn to the northwesternmost room, and have him unlock the door. Inside, a chest with great riches, and one with a new Token – the **Golden Coronet**, which will grant you a Charisma bonus of +2. Note: If you're unrelentingly snarky to Dolyn, he'll run off after you free him... and be killed by a trap – you'll find the **Ring of Tara** Token (+2 to Rhythm) on his body in the locked section of the Tombs discussed below. (This also means you'll never be able to get the White Book of Rhydderch Token later on – see page 86 for details.)



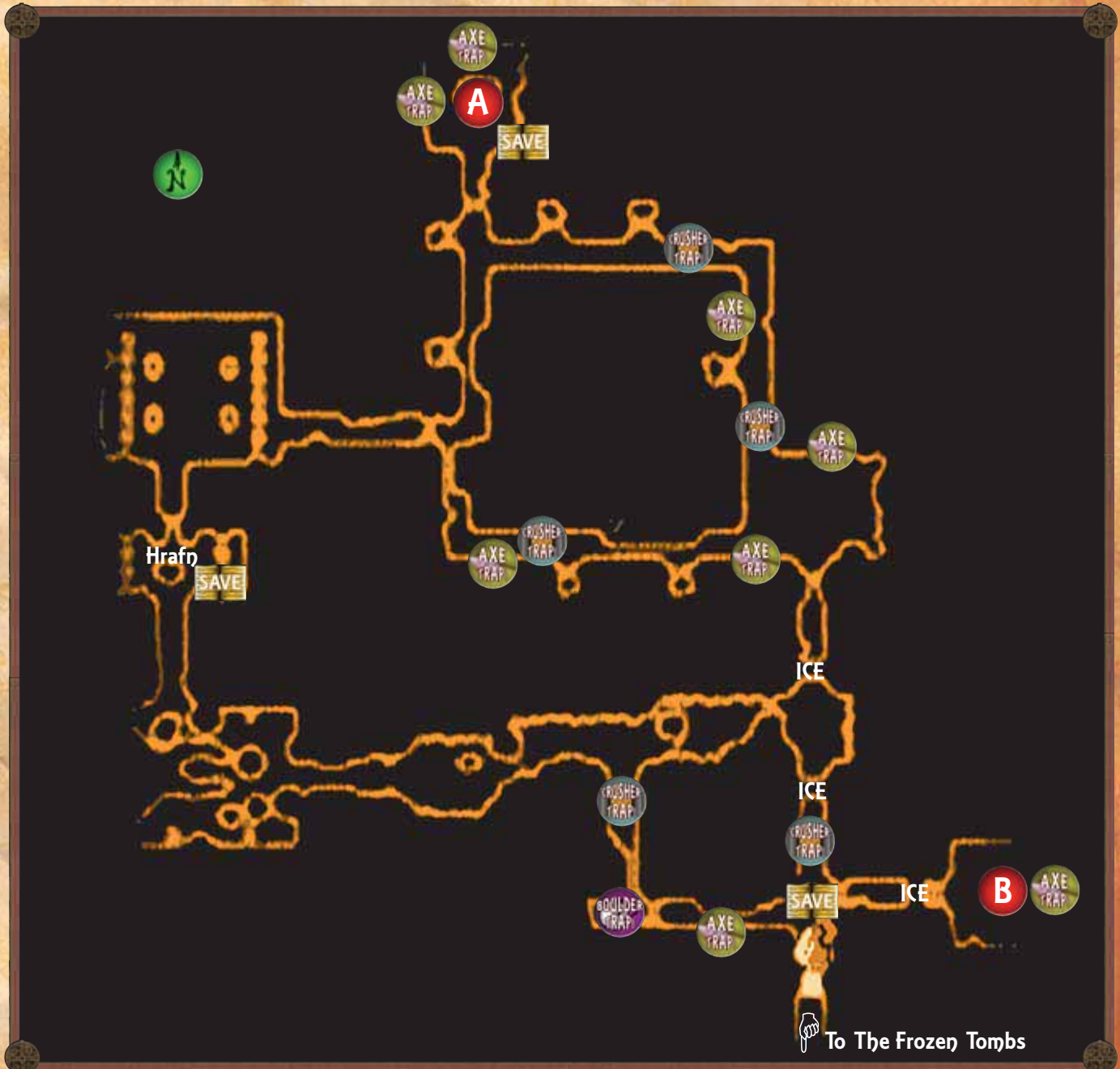
The Elemental at work.

Go back to the main room and unlock the eastern door. Make your way north and have your way with all the

treasure in the area. At this point, Dolyn, if he's still alive, will leave you and give you **880 XP** for all your trouble. It's then that Gower reappears. If you're snarky, you'll get **330 XP**. If you decide to be nice, you'll actually have to give the Casgair back (and here your sword will revert to the one you had prior to the Casgair), – but will receive a new Token – the **Badge of Wind** will grant you a +1 bonus to your Dexterity. On now to the tower...

TREASURE

- A** Golden Chalice (200 SP)
Viking Sword (20 SP)
Adderstone x 1
- B** Jeweled Sword (20 SP)
Amethyst (80 SP)
Ruby (100 SP)



THE BURIAL CHAMBER



THE MOUNTAIN TOWER

Defeat the Tower Guardian.

THE MOUNTAIN TOWER

A In a Frozen Grove

Take in that fresh mountain air. It's a fair sight – the beautiful vista, the color of the arctic sky... the luxurious folds of the Druid Cathbad's cloak. Not something you were planning on (or rather something you might have been planning on if you've kept in mind that this is **The Bard's Tale** and not a youth-group retreat). Nevertheless, accept it as fact. When Cathbad first focuses his



Easy, boy.

skunk-eye on you, you'll enter into conversation and have the choice either to react snarkily or nicely. If you're snarky, you'll get to take on an unaccompanied Cathbad in battle – such is the blow to his pride that he tells his lame Trow peers to back up; if you choose to be nice, he brings in all the surrounding Kunaltraw to the fray. The long and short of it is, choose to be snarky,



You'll also fight some Cu Sith.

then summon your Heroine and your Mercenary and chop Cathbad to bits. He'll let go of **five Adderstones** when he's dead. As for the Trow, they'll be content to hightail it.

ENEMIES

BOSS



CATHBAD

HP: 250 XP: 100
ATK: 5d5+30 AC: 2d5+2

He'll attack in the same manner as a Staff Druid – melee assaults and energy-beam blasts.

ENEMIES



KUNALTROW (SWORD)

HP: 25 XP: 20
ATK: 1d5 AC: 0



KUNALTROW (SPEAR)

HP: 25 XP: 25
ATK: 1d5+4 AC: 1d4



KUNALTROW (2-SWORDS)

HP: 60 XP: 40
ATK: 4d5+5 AC: 1d4



BOAR-RIDER

HP: 40 XP: 20
ATK: 4d5+15 AC: 2d5+1



CU SITH

HP: 100 XP: 50
ATK: 3d5+10 AC: 0



The Mountain Tower is the second tower of the three... You're getting closer...



TREASURE

- A** approx. 250 Silver Pieces
Pearl (80 SP)
2-Handed Sword (30 SP)
Adderstone x 1
- B** approx. 425 Silver Pieces
2-Handed Hammer (10 SP)
Adderstone x 1
- C** approx. 300 Silver Pieces
Jeweled Bracelet (60 SP)

THE MOUNTAIN TOWER GROVE

B Mountain Tower, Level 1

When you first step inside the Mountain Tower, you'll enter into a large gladiatorial kind of space. Here you'll meet the master of the house, the intimidatingly named Lugh. (Yes, that's pronounced "Lou.") You'll face four time trials over which Lugh shall preside (but over which he won't take part). Generally speaking, they're not too hard. You have three minutes for each battle to defeat four waves of the clockwork-mechanoid Lugh Fighters (along with their Boar and Boar-Riding comrades). It's best to pick another weapon rather than your dual-wield sword/dirk combo, because that sort of attack comes at these targets from too many side-angles really to do much against their adept lateral sword blocks – but a two-handed sword will have an easier time at slashing right



His name will strike fear in your heart.



First wave of Lugh Knights.

through. If you really want to break these guys down to their constituent gearwork, circle to the back or the side where their sword-blades can't face you. Destroy them all and then Lugh decides he'll just see you at the top of the tower. Naturally, you'll first need to check out the antechambers whence his minions came. Unfortunate occurrence though – the gate will close behind you so you can't get back out to the save point before you progress further. The north-eastern antechamber holds a corpse with the **Upgraded Light Fairy Tune**. Head to the north and you'll meet some of the larger Lugh Spear Knights – they pack a bit more punch than their smaller compatriots, but they're not much more difficult to defeat.



Wave of Armored Boars.



ENEMIES

	LUGH FIGHTER	
	HP: 40	XP: 90
	ATK: 4d5+5	AC: 2d3+3
	ARMORED BOAR	
	HP: 75	XP: 50
	ATK: 6d5+25	AC: 2d3
	ARMOR BOAR RIDER	
	HP: 115	XP: ?
	ATK: 6d5+25	AC: 2d3
	LUGH KNIGHT (SPEAR)	
	HP: 60	XP: 100
	ATK: 5d5+10	AC: 3d5+3



The ground level ain't so bad, but once you start going up...

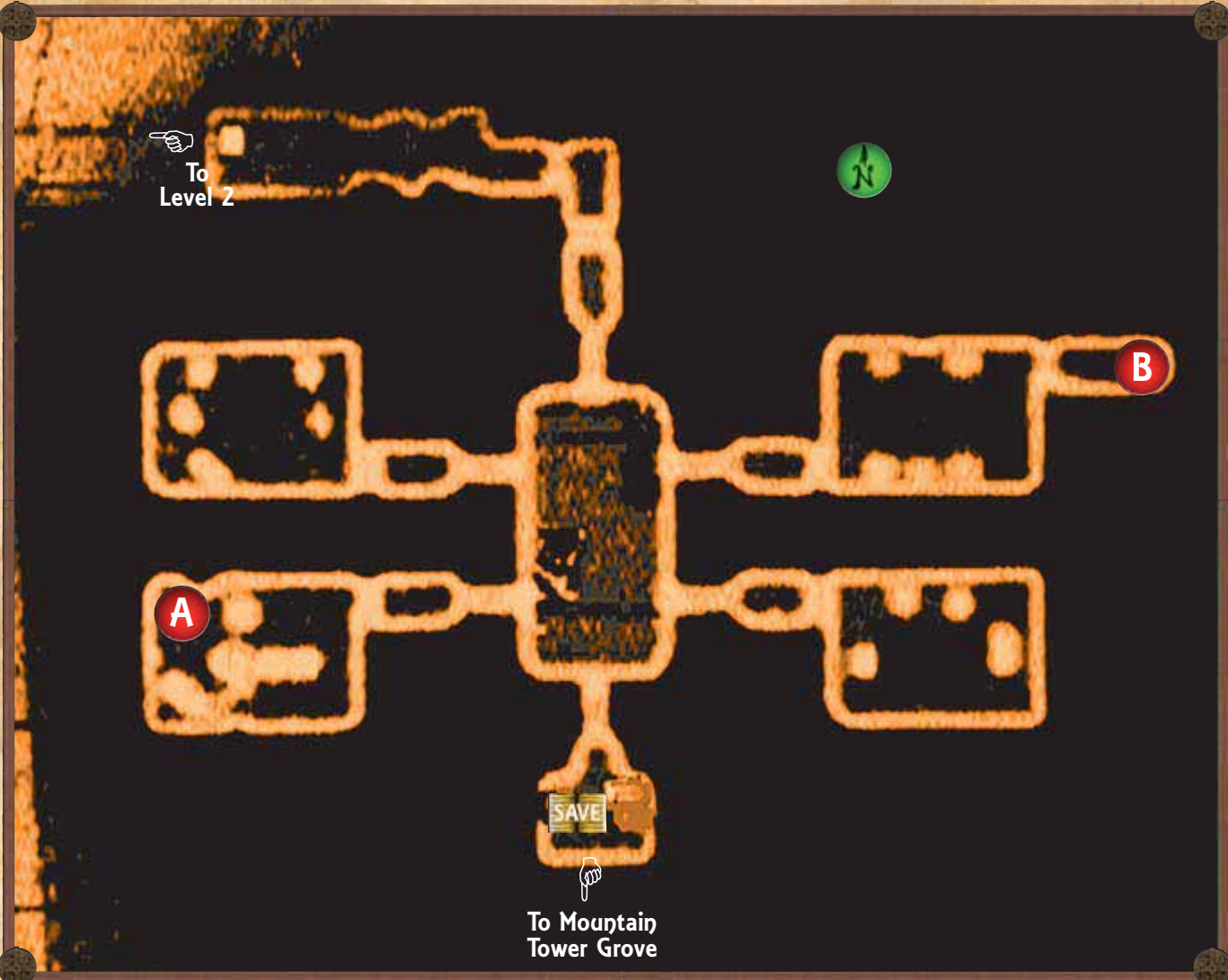
TREASURE

A

Ancient Bracelet
(300 SP)
Adderstone x 3

B

Tune: Upgraded Light
Fairy



THE MOUNTAIN TOWER LEVEL ONE

GETTING STARTED
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C Mountain Tower, Level 2

Let me take a moment to reiterate the advice I doled out when talking about the Forest Tower – take advantage of the “enemy reset” that will occur when you travel upstairs one level and then come back down, so that you can make the most of obtaining some XP. Now, once you’re ready to plunder through this stage, you might want to summon the Explorer. He probably won’t be of much help if you take the long way around (the easternmost path), as you’ll only encounter some Lugh Knights and Lugh Boars. But if you head south the first chance you can, you’ll run into some traps. In fact down that very corridor there’s a Crusher Trap right off the bat – so walk slowly, and don’t proceed ahead of the Explorer. There are also some Spike Traps – which are obvious enough to see as here they poke up through huge grates in the floor. Just walk gingerly around them. One upside to the Crusher Traps in this stage – if you can bait some of the Lugh Knights to come charging at you down a corridor that’s got a Crusher, the trap will spring and smash the enemies to bits.

As you make your way to the southeastern-most part of the stage, you’ll be greeted by a large Lugh Knight Bomber, -- he’ll send



Let your summon do the walking.



Let him do the crunching, too.



Here’s the lever you need to pull...

his forces to attack you around some floor Spike Traps. Watch out for the bombs he tosses, they’ll take a sizable chunk off your health. When they’re all dead, press the lever, and the gates will open. More Lugh Knights run out, but at least you can proceed. (Why DO game-enemies put the levers on the outside of important places they’re trying to protect?)

Just like earlier in the level the more “stepped” passage-way is laden with traps, but some treasure too – like the Token known as the **Silver Horseshoe**, which will provide a bonus of +2 on your Luck. At the end of the stage, you’ll come to a group of Centurion-like women guarding a lever that IS on the other side. Well, snarky or nice, they’re not letting you in. Unless you summon your trusty Vorpall Rat, who will scare the bejeezus out of the dames such that they’ll end up opening the gates and running outside. The way is open, and you’ve just earned yourself **1100 XP**.

ENEMIES

LUGH KNIGHT (BOMBS)	
HP: 150	XP: 200
ATK: 5d5	AC: 3d5



Battle with the Bomber.



The Rat goes to work.



TREASURE

A 2-Handed Sword (20 SP)
2-Handed Axe (10 SP)
Golden Chalice (200 SP)
Jeweled Sword (200 SP)

TREASURE

B Ruby (100 SP)
Adderstone x 1
Pearl (80 SP)

C Ancient Bracelet (300 SP)
Adderstone x 2

TREASURE

D Token: Silver Horseshoe
Gears (16 SP) x 3
Adderstone x 2

E Adderstone x 1
Jeweled Sword (200 SP)
Gears (16 SP)
Fancy Pants (120 SP)



THE MOUNTAIN TOWER LEVEL TWO

GETTING STARTED
WALKTHROUGH
APPENDICES
BONUS MATERIAL

D Mountain Tower, Level 3

You'll be greeted by a few Lugh Spears and a bunch of Lugh Knights here. Make your way to the small room where the second treasure chest awaits – and at long last, you'll receive an upgrade for your trusty Claymore – the all-but-unpronounceable **Claidheamh Soluis!** An electric

E Lugh's Chamber at Last

When fighting Lou, err, Lugh, I'll admit that the beginning of the scuffle makes it seem like it's possibly going to be even easier going than you had with fighting Herne.

Between yourself, the Mercenary, and whatever other summon you feel like taking out, you're going to really start carving this guy up. But just when you're starting to feel good about yourself, about twenty axes start to spin around his torso, and you realize he's basically impenetrable. In a somewhat unexpected turn, you'll have to pull out your Glaisne and start firing from a distance, but only one shot at a time, two at MAX – he's too fast for any more, and when he gets near you he'll deliver some huge damage – and you'll be getting juggled about a bit by all the axes. He also hurls a projectile your way that will bridge the gap between him and your ranged-weapon-using-self, so don't stay in one place too long. The best way to do away with Lugh – and note that at this point, any summon you have out he'll pretty much



Crikey! Avoid - the - axes.

F Druidic Descent

Guess who's back? The Druids. But now that you're all grown up (sort of) they're not so hard to handle anymore. You'll notice the shaking of the screen as you and your party progress downward: this is a bad sign – the tower is falling to pieces. Summon the Knight and give him a whirl to check out his power against enemies. Then examine some of your other new goodies – if you try out Lugh's Artifact, you'll summon forth the man himself to grant you (with his Level 1 power alone) spinning axes, which will surround your person; you'll retain these for around thirty seconds. This is a great item. Additionally, the save point that was the first one when you came up is no longer there on Level 3. On Level 2 you'll start to encounter some scythe-wielding Druids, too.

blade, quite appropriate for the battles you're waging here against a populace of ridiculous war-mongering automatons. You'll finally be able to save at just under the halfway mark of this level – you deserve it (you, not the Bard). There are so many Lugh Spear Knights here that it will also probably do to bring out the Bodyguard for this level. Once you get yourself all healed up, ascend the steps to meet Lugh.

instantly vanquish – is to run around the small mausoleum-like structure, and keep him following you.

Keep an eye on where the red dot is (that's him, obviously enough), so that you don't peep around the corner only to find you've unwittingly joined an axe tango. The reward? **15**

Adderstones;
Tune: Knight;
Tune: Upgraded Explorer; and the **Lugh Artifact.**

Also, the Island Map will become unlocked on your World Map – the last tower! But not so fast...

It's an onslaught like you wouldn't believe when you step outdoor (replete with Cu Sith) so immediately summon Lugh and you'll carve right through all the enemies in a splended fit of mayhem. Leave this place, and enter East Dounby.

ENEMIES

BOSS

LUGH

HP: 450	XP: 750
ATK: 4d5+20	AC: 2d5

The axes circling him bring the concept of the lawnmower into the Bard's world. Also watch out for his projectiles!

ENEMIES

	DRUID (STAFF)
HP: 60	XP: 75
ATK: 3d5+10	AC: 1d5
	DRUID (SCYTHE)
HP: 110	XP: 175
ATK: 5d5+10	AC: 1d5
	CU SITH
HP: 100	XP: 50
ATK: 3d5+10	AC: 0

TREASURE

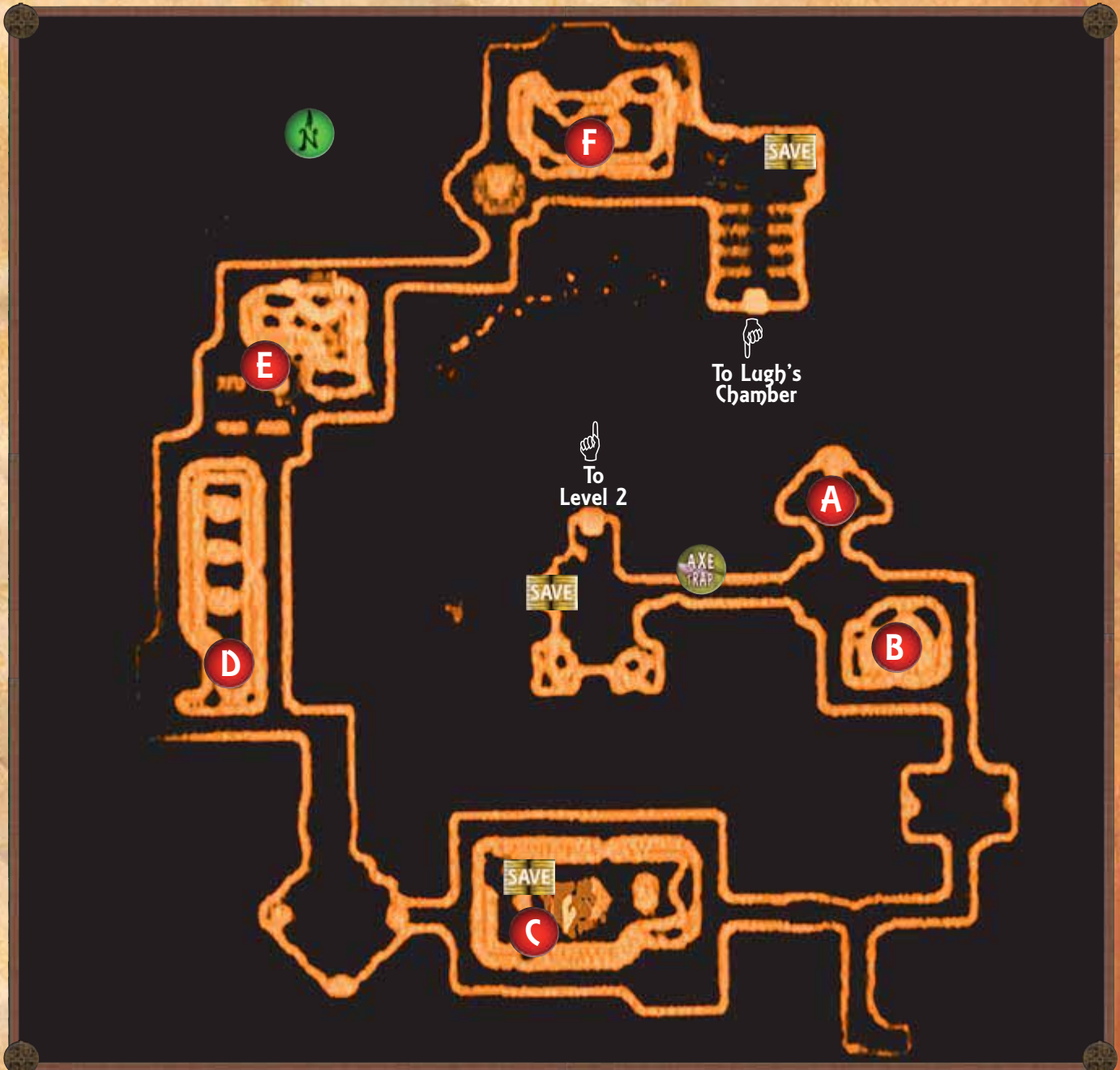
- A** approx. 600 Silver Pieces
- B** Adderstone x 1
Claidheamh Soluis

TREASURE

- C** Emerald (200 SP)
2-Handed Sword (30 SP)
Amethyst (80 SP)
Pearl (80 SP)
- D** approx. 500 Silver Pieces
Emerald (200)
Jeweled Bracelet (60)
Adderstone x 1

TREASURE

- E** 2-Handed Sword (30 SP)
2-Handed Axe (10 SP)
Ceremonial Sword (200 SP)
Jeweled Sword (200 SP)
- F** Fancy Pants (120 SP)
Ruby (100 SP)
Houton Land Deed (60 SP)
Adderstone x 1



THE MOUNTAIN TOWER LEVEL THREE



DOUNBY and ENVIRONS

Meet Dugan in the Aiken Drum. Carry out errands for Jean and Jacques, and for their clientele.

EAST DOUNBY

A Citizens Insane

What's the first thing you notice about Dounby? The dark, probably typhus-ridden alleyways. Okay, the second? The sickly drizzle that makes every jaunt to the pub feel like a real-estate advertisement aimed at an all-flu-virus demographic. (Who knew influenza had television sets? It's called nanotech, baby.) All right, all right – the third thing? The fact that the Druids have taken over the town! Huzzah! As if you haven't seen enough of these lepers already across the last several chapters. If you chance to visit the Sheriff he'll tell you that the presence of the Druids is indeed a problem ("Oh, for real?"), but he's already got some interesting people locked up – not because of crimes against humanity, mind you, but for the sake of "their own safety." Hmm... sounds vaguely New World Order-ish to me. After greeting these Chosen Ones, you'll receive another Kunaltrow musical revue, although at this point, it almost goes without saying. And by the way, you'll receive **550 XP** just for stopping by.

If you stop by Donnan's house, the Bard has a choice to be nice or snarky. Snarky will only get you escorted out the door and... that will be that. If you feel like lending some niceness to the old soul, you won't really get any

information from him this way either. Caltir, in a house located on the south part of the East Dounby loop, is the same kind of woman – snarky or nice, nothing happens immediately.

Something interesting, however, occurs if you chance to walk near the little



Meet Donnan.



The Druids have come!



It's like daycare in here.





EAST DOUNBY

ENEMIES

	DRUID (STAFF)	
	HP: 60	XP: 75
	DRUID (SCYTHE)	
	HP: 110	XP: 175
	DRUID (SICKLES)	
	HP: 85/150	XP: 90/250
	ATK: VARIES	AC: VARIES

cellar door that's slightly ajar – you'll find out it goes down into "The Old City." Hold off from here until you can get into West Dounby and power-up with some new weapons from O'Dell's.

B Les frères curieux

Gaelic meets Gallic in the house of the Reynard brothers – you'll find this odd confection just north of West Dounby's threshold. The wily brothers (and indeed, "reynard" is Old French for "fox") will give you the rather sordid task of shaking down the keeps-to-himself guy you met earlier, Donnán, for the amount of 50 Silvers. (At least, they'll readily hand over this info to you if you're nice to them.)



Bon soir, salauds.

If you go to Donnán and are in turn nice to him, he'll tell you that Jean and Jacques owe HIM money. Return to the Reynard brothers, explain to them what Donnán told you, and they'll tell you about a Silver Frog over at Caltir's place which needs reclaiming. It's at this point that you'll

receive **880 XP**, for, um, kind of completing your task. Now go to Caltir, – be nice to her, and return once more to the two frères. Once the Bard is rough with them, they'll hand over a Tune (the **Knocker**) and **1100 XP**. (Note: Try summoning the Knocker in front of the bro's to see what happens; you'll take in another **1100 XP**.) After taking care of this, head to the goal marker on your map, and enter West Dounby.



Merci pour le chocolat.

WEST DOUNBY

The Hoppin' Part of Town

Once you arrive in West Dounby, you might be feeling something like that unique blend of piety and delirium tremens that only a musician can really know, so head for the Kirk, and then on to "The Tup," the first of two pubs in the major schmetropolitan area known as West Dounby. Once inside The Tup, you can partake of a talent show. Just talk to the Crier, hit the stage, and you and some of your summon friends will start to show off their stuff. As a reward, you'll "earn" **50 Silver Pieces**, **880 XP**, and most importantly, get a new Token – **Boots of Quickening**, which grant the Bard a +2 bonus to his Dexterity.



WHAT'S ON TAP...

WIDOW'S WINE	+4 CHA, -2 VIT	10 SP
STROMNESS STOUT	+2 STR	15 SP
SILKBEARD'S SWILL		20 SP
	+2 STR, +2 VIT, -2 DEX, -2 RHY	
PIG'S MEADE	+1 STR, +1 VIT, -4 CHA	5 SP



The Tup - not The Peach Pit.

Keep your pubcrawl goin' and head to The Aiken Drum. Take a couple seconds and listen to the "jam band" – doesn't that guy in the back on the right look just a tad familiar? You'll also find your contact, Dugan, here. Make contact with him to learn about the Shadow Axe, which you need to get into your hands in order to open the next tower. The instrument is waiting for you in The Greenlands, a prairie land west of Dounby. (It will be unlocked on your map now.) You'll also receive **1100 XP** for talking with your Aiken contact here.



WHAT'S ON TAP...

BODD'S BLACK ALE	+2 RHY	10 SP
FINDLEY'S BREW	RANDOM	20 SP
CAP. FARGO'S RESERVE		125 SP
	+2 ALL STATISTICS	
BUGBEAR'S LIGHT BREW		40 SP
	-2 STR, -2 VIT, +2 DEX, +2 RHY	

Go to O'Dell's and

stock up. There are some nice things here, even if the interim proprietor, Dood, is a completely daft bugger. The Lochaber Axe will be a great replacement for your previous two-handed weapon. (Know where the term "Lochaber" comes from? It's a small area located in the Scottish Highlands. Fort William was constructed there by the scurrilous Oliver Cromwell in 1654 to placate Highland denizens – until it drew the ire and the fire of Charles "Bonnie Prince Charlie" Stuart's Jacobite forces in 1745 – the nearby hamlet of Maryburgh being reduced to cinders in the process.)



Follow the bouncing ball.



Come home to Dounby - where there's always a light on for you.



WEST DOUNBY

SHOP

WEAPONS

Silver Dirk	2500 SP
Quicksilver Rapier	3500 SP
Granite Flail	3500 SP
Lochaber Axe	4000 SP
Elderwood Bow	2000 SP
Blackthorn Bow	3000 SP

ARMOR

Chainmail	2600 SP
Scalemail	4200 SP
Targ Shield	2500 SP
Kite Shield	4500 SP



*Early concept art of our hero, the Bard.
Now you have a template to follow for
your next big Halloween party. Too bad
you can't smell an illustration's breath.*

THE OLD CITY

D The Hoppin' Part of Town

Now about this underground Old City... Talk to the Metal Mouth (there's one attached to the wall near either entrance to this place – whether you try to come in from East or West) to get some cryptic, roundabout, and altogether puzzling information. Shortly afterward, you'll be attacked by Cu Sith. When you enter the area where a kind of yuletide glitter hangs in the air, your summons will dissipate. This is an "anti-magic zone," and as the game progresses, you're going to come across a few more of these – just when you want to see them least.

The first chest in The Old City (assuming you're entering from the West Dounby entrance) holds an **Upgraded Crone** Tune. Soon after obtaining this, you'll encounter your first taste of Zombies – the Entrail Grabbing type, to be exact. Their stomachs will burst open and their intestines unfurl like gastroflails with the Bard as target. They're really pretty weak, now that you're all geared up, and only derive their real strength from traveling in packs. Go to the south and find the chest that holds an entirely new Tune – the **Brute**. This fat chum hurls boulders. He's useful, but he's not exceptional – I suggest staying with the old Mercenary and Knight standbys for the time being. Make it to the extreme southwest and you'll find a new instrument, the **Silver Harp**. Then bring

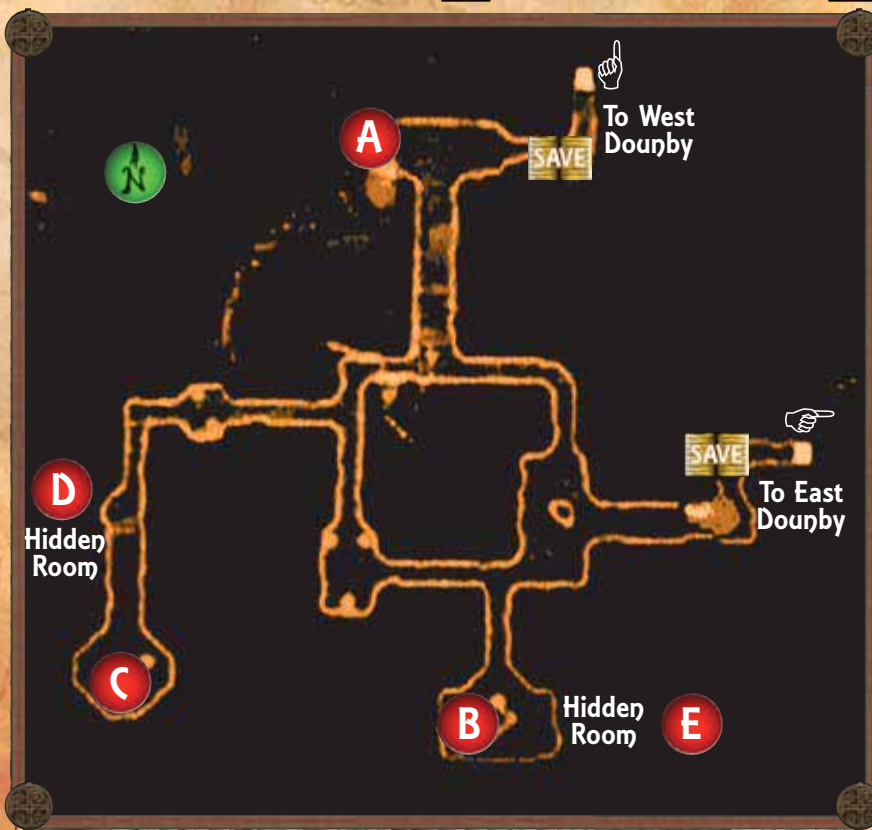
out the Explorer and seek out the hidden rooms..! Thus ends your business (for the time being) in Dounby Town. If you'd like to move on to The Greenlands, go right ahead – but there's also Finstown crying out for you to collect your reward, if you recall the information you got back in Kirkwall. To get back to the eastern portion of the continent, travel through East Dounby, and on to the World Map.

ENEMIES

	CU SITH
HP: 100	XP: 50
ATK: 3d5+10	AC: 0
	ZOMBIE (ENTRAILS)
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5

TREASURE

- A** Tune: Upgraded Crone
Amethyst (80 SP)
Adderstone x 2
- B** Tune: Brute
Adderstone x 2
Fancy Pants (120 SP)
- C** Silver Harp
Ceremonial Sword (200 SP)
Amethyst (80 SP)
Adderstone x 1
- D** Jeweled Sword (200 SP)
Adderstone x 3
- E** approx. 500 Silver Pieces
Black Pearl (175 SP)
Adderstone x 2



THE OLD CITY





FINSTOWN and ENVIRONS

Go to Finstown and find out about your reward. Find and talk to Silkbeard.

FINN'S FOREST

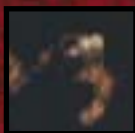
A Finn-Folk Attack!

You'll be attacked almost from the get-go by very fast-firing Snipers who have their eye-sights locked on you for blasting with flaming arrows. What a welcome for a supposed hero – quite obviously something's rotten in Finstown. Bring out your Heroine and the Crone and any other summons you want – at the very least they'll act as dummies for the men – who can retwang their arrows quite quickly. You typically won't have much of a chance to get in anything less deft than your regular dual-wield set. When you finally make your way to the north, just near the Save Point stands a large Viking of a man. He will tell you to go find Silkbeard in the building in town that "still has most of its windows intact." Sounds promising.

Don't let yourself get caught in the crossfire of the Snipers' flaming arrows, or you'll go up like a haystack.



ENEMIES



SNIPER

HP: 60 XP: 100

ATK: 6d5+40 AC: 1d5

FINN'S FOREST

TOWN OF FINSTOWN

B In Trowle's Pub

Once in Finstown, you'll find the place is in pretty dire straits. It seems like every place these days has its occupiers, doesn't it? Demons in Kirkwall, Druids in Dounby, Vikings in Finstown – who's next? In a nutshell, Finstown looks astonishingly bombed.

How to approach this town: well, why not start out with a drink. Go in to Trowle's Pub, and poke around, buy some Stromness Stout if you feel up to it... and then give tribute to your time in Houton by summoning the Rat. One of the Vikings will



Trowle's Pub.

get so scared that he'll end up giving you the **Mantel of Ossian** for promising to keep his cowardice a secret. This Token grants you a +3 bonus to your Charisma. Now no Kirk priest will be able to resist the Bard's sexy charm!

WHAT'S ON TAP...

STROMNESS STOUT	+2 STR	15 SP
FINDLEY'S BREW	RANDOM	20 SP
SILKBEARD'S SWILL		20 SP
+2 STR, +2 VIT, -2 DEX, -2 RHY		
BUGBEAR'S LIGHT BREW	40 SP	
-2 STR, -2 VIT, +2 DEX, +2 RHY		

ENEMIES



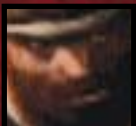
VIKING (SWORD)

HP: 175 XP: 300
ATK: 5d5+10 AC: 2d5



VIKING (AXE)

HP: 175 XP: 300
ATK: 2d5+20 AC: 1d5



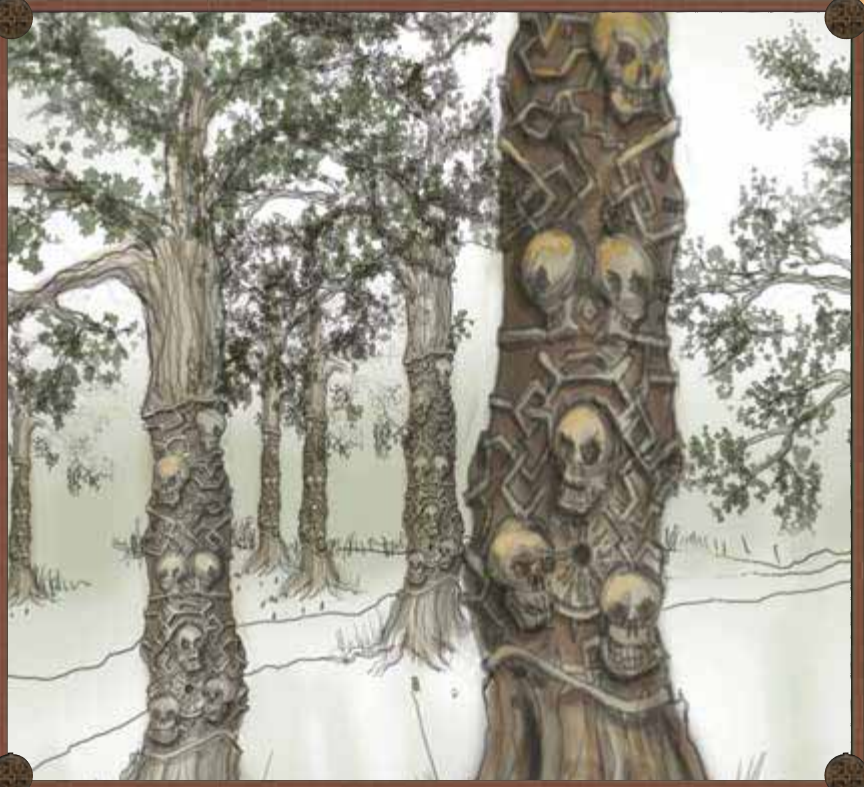
VIKING (HAMMER)

HP: 175 XP: 300
ATK: 3d5+5 AC: 1d5



VIKING (2-HANDED)

HP: 200 XP: 350
ATK: 7d5+5 AC: 2d5+1



Finn's Forest – a sylvan stretch that will soon go up in flame.

GETTING STARTED
WALKTHROUGH
APPENDICES
BONUS MATERIAL

C The Silkbeard Situation

Enter Silkbeard's headquarters in the northeast section of town. Inside, you'll find a fully functioning weapons shop, which includes some wonderful new pieces of armor.

Silkbeard will praise you for having unloosed the Dragon on the town. He says you can take anything you want, but you can't touch his treasure. Well, then what are you here for? Nor, once you get to the Armory, will you be greeted with open arms – you'll be attacked by the Viking guards as soon as you try to get inside. Kill them all off – they're no pushovers, so take out as many decoys, I mean, summons as you can in the interim to help deflect the blows. After you take them all out, go up to the door and the fellows on the other side will ask your identity – you can be snarky or nice, and either way you're getting a fight, but only by nice do you get treated to a little exchange between the men. Kill them off, then pop the treasure chests.

Perhaps the best treasure contained in here, besides the big-time wealth, is the **Broonie's Cloak** Token, which gives the wearer a +10% health regen rate. When you step back outside, you'll get attacked by Vikings – this is the new law of the land. The Viking Hammerwielders are especially to be guarded against, as they will stun the dickens out of you with their blows.

Go near the Prison Camp. The onslaught of Vikings is too much for any one man to handle at this point – free them with a nice comment, rather than a snarky (which will get you nothing) – you'll earn **1100 XP**, and the gate will open. Additionally, speak to the refugee inside and you'll get a new instrument – **Finn's Lute**. We're talking three summons out at once with this baby, and 400 mana. Be nice to the girl who calls you a chiseler, and you'll get **400**



He never ate his bread-crust.



Sharp-dressed Norse.



Only if you're nice.

XP. Be snarky and you'll get kicked in the nuts and get **451 XP** (oh la la!). Kill off all the Vikings, then head north to Silkbeard's – you'll find the place deserted. Open the treasure chests he tried so hard to keep you away from. Big wealth inside, but bigger tune'age – two Tunes: the **Rogue** and the **Gouger**.

Of course, as you're heading to leave and as you approach the exit, there you'll find Silkbeard and company. Summon the Knight and the Mercenary, bring out the Enchantress, and go to town. You can pull back to the surrounding land where the coast is clear if things get too hot and heavy, so you can heal with some breathing space. Just keep hacking away and eventually Silkbeard will drop. Go visit the Village Elder. You can be snarky or nice, but either response just gets you the gratitude of nothing. After you leave for the World Map, should you choose to re-enter Finn's Forest again, it will be filled with angry Vikings.





To Finn's Forest

Trowle's Pub

SAVE

Silkbeard

E B A

D C Finstown Armory

Prison Camp

TOWN OF FINSTOWN

TREASURE

A

Viking Pants (10 SP)
Token: Broonie's Cloak
Viking Axe (20 SP)
Diary (8 SP)

B

Granite Flail
Amethyst (80 SP)
Viking Sword (20 SP)
Pearl (80 SP)

C

Viking Axe (20 SP)
Diamond (300 SP)
Jeweled Bracelet (60 SP)
Scathach's Mail

D

300 Silver Pieces
Ceremonial Sword (200 SP)
Copper Goblet (4 SP)
Adderstone x 1

E

200 Silver Pieces
Adderstone x 1
Black Pearl (175 SP)
Amethyst (80 SP)

F

Amethyst (80 SP)
Jeweled Bracelet (60 SP)
Adderstone x 1
Tune: Rogue

G

475 Silver Pieces
Adderstone x 1
Pearl (80 SP)
Houton Land Deed (60 SP)

H

Tune: Gouger (Health Stealer)
Jeweled Sword (200 SP)
Ruby (100 SP)
Adderstone x 1

SHOP

WEAPONS

Silver Dirk	2500 SP
Quicksilver Broadsword	3500 SP
Granite Flail	3500 SP
Lochaber Axe	4000 SP
Elderwood Bow	2000 SP
Blackthorn Bow	3000 SP
Blackthorn Great Bow	4500 SP

ARMOR

Scalemail	4200 SP
White Bronze	5500 SP
Chainmail	
Kite Shield	4500 SP
White Bronze	5000 SP
Targ Shield	



Let your summons help out.



Silkbeard slaughter!

ENEMIES

BOSS

SILKBEARD



HP: 700 XP: 750
ATK: 10d5+5 AC: 3d5

Silkbeard has the same skills as the regular Viking, it just takes a longer time to hack him down to his knees.



THE GREENLANDS

Defeat the Nuckelavee. Travel to Stromness to Find a way to get to the Island Tower. Bring MacRath to Dounby – maybe Dugan knows what the hell he's saying. Go to the ruins of MacRath's castle and get the Shadow Axe from the dungeon.

SOUTH & NORTH PLAINS

A The Southern Plain

Holy-moly! Not only does this hallucinatory sequence find you taking on a pack of Druids, you'll also get to come face-to-beak with the... "Pet" – a giant roc-like bird-creature with no compunctions about swooping down for the kill upon you and your party. Just stay focused and you'll be able to eliminate him somewhat easily. Although The Greenlands itself won't put you any closer geographically to the Island Tower, you will discover here that the town of Stromness will (although even that place is two steps away from your destination).

*Descent of...
"the Pet."*



ENEMIES

	DRUID (STAFF)
HP: 60	XP: 75
ATK: 3d5+10	AC: 1d5
	DRUID (DARK)
HP: 200	XP: 200
ATK: 8d5+20	AC: 1d5

GREENLANDS SOUTH PLAIN

GETTING STARTED WALKTHROUGH APPENDICES BONUS MATERIAL



ENEMIES

	REDCAP
HP: 125	XP: 250
ATK: 8d5+20	AC: 0
	ZOMBIE (ENTRAILS)
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5
	ZOMBIE (HEAD)
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5
	ZOMBIE (GUTS)
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5

B The Northern Plain

Wretched new enemies here: the Redcaps. These manic demonfolk gambol about like over-eager hairless cats – but you’ll find their predilection for tearing apart nearby Druids quite amusing. Anything with two legs is a target

for these goons though, so they’ll turn on you just as quickly.

In the middle of the Northern Plain, you’ll find a man very upset – and get **1050 XP** for meeting him. This guy proves to be your man – but before anything further of importance can occur, you must take on the Nuckelavee...

TREASURE

- A** approx. 666 Silver Pieces
Adderstone x 3
- B** 666 Silver Pieces
- C** approx. 575 Silver Pieces
- D** 500 Silver Pieces
Adderstone x 1
- E** Self-Help Book (10 SP)
Diary (8 SP)
Chianti (60 SP) x 2

ENEMIES

BOSS

	THE PET
HP: 500	XP: 750
ATK: 5d10+40	AC: 1d5+3

The Pet will pluck Druids from the ground, ascend to the sky, drop them, and then swoop down again – take cover.



First they'll hit Druids...



...then they'll come after you.

Oh, you knew this moment was coming for quite some time, I reckon. The best strategy for The Nuckelavee is to circle around him, hack from the side or rear – and don't rely too much on your summons, as the little "skull pal" Spirit that the Nucklavee has whirling around the place will draw mana from our fellow Bard.



Nucklavee: no Lollipopkid.

It might be worth your while here, as with so many other boss battles, to invoke the Level 3 invincibility of the Caleigh Artifact.

After taking out the Nuckelavee, examine the disconcerting ring of tombstones here – after which point, the Zombies will attack. (When you get a proper moment to

examine these stones, you'll find some significance in their names.) Now it's back to Dounby with your new friend in tow. (Indeed, from this point on in the game, if you ever decide to return to Houton, you'll find it's overrun by Zombiefolk, absolutely pillaged, with every shop made inaccessible.

ENEMIES

— BOSS —

THE NUCKELAVEE	
HP: 500	XP: 750
ATK: 7d10+50	AC: 1d5+2

Small Spirits will whizz about the vicinity of the Nuckelavee, sapping valuable mana away from the Bard.

WEST DOUNBY

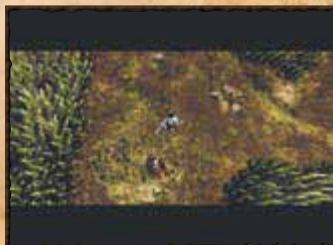
A Back to The Aiken Drum

Very simple mission here: Bring MacRath back to Dugan in the Aiken Drum. You'll be given **1320 XP** and be told

you must follow MacRath to the ruins of his castle – where, down in the dungeon, you'll find the Shadow Axe.

ENEMIES

	DRUID (STAFF)
HP: 60	XP: 75
ATK: 3d5+10	AC: 1d5
	DRUID (SCYTHE)
HP: 110	XP: 175
ATK: 5d5+10	AC: 1d5
	DRUID (SICKLES)
HP: 85/150	XP: 90/250
ATK: VARIES	AC: VARIES



Is this freak your man?



Dugan, is this freak my man?



MACRATH'S DUNGEON

A Wrath of MacRath's

Go back to Greenlands North near the Cemetery where at the glowing gate you'll find the entrance to the Dungeon. You'll receive **2200 XP** from MacRath, after which you should enter.



Enter the Dungeon.

MacRath's Dungeon is an insane complex of teleportation portals, which will warp you from one dank and/or enemy-ridden and/or anti-magic-bedecked room to the next. The icons on the stone portals (which correspond to the symbols on the gravestones above ground) will give you a clue as to which room you're headed after a while, but look, you went so far as paying for this guide (maybe), so get your money's worth by just fixing your eye on the maps conveniently displayed here – a much easier method of cluing yourself in to the dungeon's spatial plan.

Go around one of the far corners in the first segment of Lord Bauder's Dungeon and you'll run into the Apologize Man from Houton! Be as adamantly snarky as ever, and you'll have just earned yourself **1100 XP**. Note before you take the first portal that

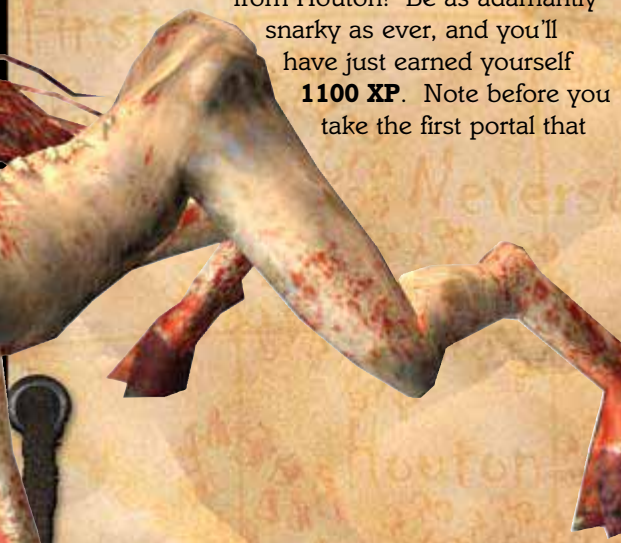
there's no "return portal" in the immediate vicinity of your landing spot in the next room, so just keep trudging on, being careful once you get inside of the "pool of blood" room to avoid the Spike Traps on the floor while engaging the Zombies in combat.



Oh, not you again.



1: LORD BAUDER'S DUNGEON





In Room 2, take out the Explorer in the north room to unlock a secret room, inside of which you'll find the **Fae Locket Token** – giving you a nice +2 Vitality bonus (and which, despite the name, ascribes no penalty to the Bard's virility).

In Room 3 you'll face a gauntlet of traps and will have the "pleasure" of speaking to a Metal Mouth, who will really have nothing much to say at all – although that won't stop him from getting out a couple good bons mots.



A lotta claptrap.

2: LORD BAUDER'S DUNGEON

TREASURE

- A** Token: Fae Locket
Adderstone x 1
- Brain (8 SP)
Eyeball (4 SP)
- B** Ruby (100 SP)
Pearl (80 SP)
- Token: Belt of the Oak
Skinsalve (10 SP)
Adderstone x 2
- C**
- Token: Behemoth
Adderstone x 2
Amethyst (80 SP)
- D**



3: THE PASSAGEWAY OF INEVITABLE DEMISE



4: LORD MERRIMONT'S DIVINATION CHAMBER

In Room 4, you'll meet a floating skull who will demand that you perform some hokus-pokus to go on any further – light the torches around the room, and he'll teach you a little bit of magic. He was expecting a great demon-lord, but... he ends up getting something else. As a result, and a disembodied man of his word, he'll have no choice but to fork over his Tune – the **Enchantress**, who will do a nice job every now and then of healing any summons you have out around you. Before you travel further beyond into the door that the Spirit has opened for you, light the torches three more times – the first two go-rounds will summon one Kunaltrow each, but the third time will summon none other than your old friend Bodb, who has a message for you from the afterlife. Part of a message. Inside the room you'll find a chest containing a new Token -- the **Belt of the Oak**, which will give you a +2 on your Strength.



Light the torches...

Inside Room 5, Lord Apono's Lecture Hall, you'll encounter some Zombies, but also some Shades, which are sort of "non-enemy combatants," for the most part undefeatable by normal weapons but who will disappear as soon as your Light Fairy touches one of them. They're not really classifiable as "attackers," but they still serve to impede your progress slightly.



5: LORD Apono's LECTURE HALL



By the way: If you're in a spot in the dungeon where no anti-magic zones exist, it's probably worth bringing out the Light Fairy for the simple sake of brightening things up slightly even if the room isn't completely pitch-black, as it can get pretty dark in this place.

6: LORD LOKIN'S HIDDEN NICHE

TREASURE

- A** Tune: Upgraded Heroine Adderstone x 1
- B** Tune: Upgraded Knight Adderstone x 1
- 350 Silver Pieces
- C** Houton Land Deed (60 SP)
Adderstone x 2
- D** 500 Silver Pieces
Adderstone x 1
- E** approx. 800 Silver Pieces
Adderstone x 1



7: THE PASSAGEWAY OF INEVITABLE DEMISE



8: THE ZOMBIE LOUNGE

Rooms 7 and 8 are all anti-magic – your summons will instantly dissipate inside these crescent-moon-shaped, and squiggly encephalitic snake-shaped, rooms.

Room 9, Lord Pershing's Dance Hall Macabre finds a legion of Zombies engaged in dance class. School's out, folks. But an epic battle against the undead has begun. Throw your grimoires out the window – it's aggression time.



9: LORD PERSHING'S DANCEHALL MACABRE

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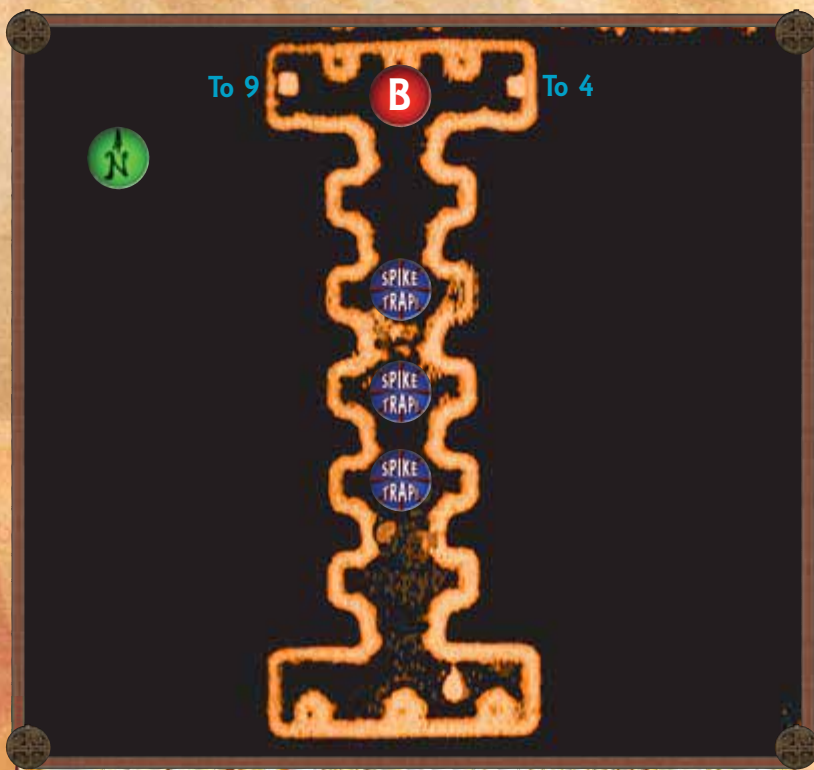
10: THE OUBLIETTE

Rooms 10 and 11 are only worth passing through for the sake of their treasure. Room 12 is a different story – here you’ll fight “The Zombie,” whose name, incidentally, is Burt. His skill on the Shadow Axe will summon forth supplementary Zombies (no “The” with these) – so bring out the Crone, the Mercenary, and the Knight and go to town. In addition, you’ll find that using Lugh’s Artifact will really do a number on taking down this skeleton crew. Hang in there, keep chopping off his little Zombies (they’ll keep regenerating, but so what), and it’s monsters: mashed. You’ll get the **Shadow Axe** and **4400 XP**. Not only will the Shadow Axe serve as a great weapon (and allow the Bard to let loose in the style of a prog-rock guitarist, as his quasi-mullet always seemed to suggest he one day would) (P.S. - why don’t video-game heros ever rock out in the key of Yo La Tengo?), but it will also let you summon four at once. There’s a chance that when the Shadow Axe slices an enemy, it will strike him with “Fear,” causing him to run amuck.

TREASURE

- A**
 - approx. 200 Silver Pieces
 - Jeweled Bracelet (60 SP)
 - Skinsalve (10 SP)
 - Adderstone x 1

- B**
 - approx. 350 Silver Pieces
 - Emerald (200 SP)
 - Black Pearl (175 SP)
 - Adderstone x 1



11: THE AXE-PORTAL ROOM

Once you get back to the World Map, you'll find a Priest out in the northern vicinity who wanders with no purpose but to heal you. His services will save you the hassle of trudging back to East Dounby if you've taken a beating and a wallop.

ENEMIES

BOSS

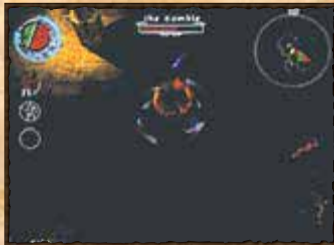
THE ZOMBIE

HP: 600	XP: 800
ATK: 6d5+5	AC: 2d5+5

The Zombie will use his Shadow Axe to continually summon Zombies to help him out.



12: LORD FABIAN'S CONSERVATORY



Butchery with Lugh's Artifact.



The very powerful Behemoth Tune.



The wandering Priest.





STROMNESS and ENVIRONS

Meet up with Hatcher. Make your way to the Shop. Lead Hatcher to the gate. Pass through The Farm to get to The Firbolg Mines.

TOWN OF STROMNESS

A Draugr Blood Drive

You learn shortly after arriving that the Draugr have no intentions of letting you pass through to the Firbolg Mines for passage to the Island Tower unless you're slashed, shagged, and trashed. The Bard makes a good point that alive or dead, either way he's going to get to that Tower, – and with these conciliatory intonations, the fight begins. This is nothing you haven't already faced, so just get hacking. As the narrator will comment, however, whenever you kill two Draugr, two more will seemingly spring up out of nowhere to take their place. It's going to be quite a night in Stromness.



Make ecto-blood flow/radiate!

To further complicate the situation, the mass deforestation of the town has made it so that many of the stump-chests containing treasure blend in with the regular non-chest stumps. Don't be fooled by imitations! Look to the map for the real deal.



Stump, stump, chest!

You'll also find a curious anti-Draugr barrier around Hatcher's house. Once you step inside the barrier, you'll find that no Draugr will be able to penetrate the magic field, and will perish as a result of touching it. Next to Hatcher's house, you'll find a small Trow. Be snarky to

him, and you'll receive an **Upgraded Gouger Tune**, and **880 XP**. Be nice, and you'll get some warnings about the Finfolk in the Mines. It's the sour man the Trow can relate to – and the polite man he scorns!

There's an anti-Draugr barrier in place at the edge of the eastern piers as well, which will serve as a nice place to get away from the Draugr to if you need to heal. Here near the save you'll find the Shopkeeper, but he's unwilling to give you service unless you talk to Hatcher and bring him – it's like trying to get in to some crappy club, even though the whole town's been blitzed.

Also reprazentin' on the Stromness east-side is a wee Trow standing on a pier; he won't give you anything if you're snarky, but if you're nice, you'll get the **Upgraded**

ENEMIES



DRAUGR (SWORD)

HP: 80 XP: 50
ATK: 3d5+20 AC: 1d5+1



DRAUGR (AXE)

HP: 80 XP: 60
ATK: 2d5+25 AC: 1d3



DRAUGR (HAMMER)

HP: 80 XP: 60
ATK: 2d5+15 AC: 1d3



DRAUGR (2-HAND SWORD)

HP: 80 XP: 75
ATK: 4d5+30 AC: 1d5



TOWN OF STROMNESS

Elemental Tune, along with a nice reward in the amount of **880 XP**.

Talk to Hatcher, and you'll receive **1650 XP**, and he'll lead you to the Firbolg Mines. Of course, it's a dangerous place, this Stromness – and nothing ever goes correctly right off the bat anyway. Stick close to him, and he'll take you to the Shop on the east so you can finally get inside. The trick is to defend him from the encroaching Draugr. If he dies along the way, the Firbolg Mines will be unlocked on the World Map, but you won't get in to the shop. He's a bit of a weakling, but as long as you have your summons near the old geezer, you stand a good chance of saving him – he has his own bow for self-defense as well. If you already happened to find the Armor of Llyr, there's no need to buy the White Bronze Scale Mail, as they have the same statistics. The Bow of Bile Dathi can fire exploding arrows. If you buy the Ancient Flute, you'll also get the **Upgraded Brute** tune as a bonus.



Elemental'y, my boy.



...then they'll come after you.

TREASURE

- A** 666 Silver Pieces
Adderstone x 1
- B** 666 Silver Pieces
Adderstone x 3
- C** 666 Silver Pieces
Adderstone x 2
- D** 666 Silver Pieces
Armor of Llyr

SHOP

WEAPONS

Vipersteel Dirk	7000 SP
Ravensteel Broadsword	8000 SP
Onyx Flail	8000 SP
Frecraid	9000 SP
Blackthorn Great Bow	4500 SP
Bow of Bile Dathi	6500 SP

ARMOR

White Bronze Chainmail	5500 SP
White Bronze Scalemail	8500 SP
White Bronze Targ Shield	5000 SP
White Bronze Kite Shield	7000 SP

INSTRUMENTS

Ancient Flute	4000 SP
---------------	---------

THE FARM

B Animal Nitrate

Now stick close to Hatcher. There's a positively stomach-turning battle coming up at the end of this section, and if he manages to survive this confrontation, the **Ddraig Goch Bow** will be yours. The battle is with the pulsating, gross Haggis Monster. He'll let an explosion of haggis fly through the air, raining down on your party. I suggest having out at least two summons, one melee and one ranged, and making use of the Level 3 Caleigh Artifact invulnerability power as quickly as you can. Approach the main portion

TREASURE

- A** approx. 600 SP
Adderstone x 3
- B** approx. 300 Silver Pieces
Token: Four Leaf Clover
Adderstone x 1
- C** 250 Silver Pieces
- D** approx. 450 Silver Pieces
Token: Golden Thistle
Ring
Adderstone x 1

ENEMIES

BOSS



HAGGIS MONSTER	
HP: 650	XP: 800
ATK: 5d5+10	AC: 0

The Haggis Monster will unleash an explosion of blood-ripe haggis upon all in the vicinity.

ENEMIES



ZOMBIE COW	
HP: 175	XP: 300
ATK: 15d5+15	AC: 6d5



ZOMBIE ROOSTER	
HP: 50	XP: 100
ATK: 5d5	AC: 0



ZOMBIE SHEEP	
HP: 150	XP: 200
ATK: 2d5+5	AC: 1d5

THE FARM

of the creature and slash away. Once he's defeated, you'll receive **3300 XP** and the most powerful shield in the game: the **Ochain**.

Now make your way east, and proceed through the entrance to the Firbolg Mines.



Haggis explosion.



Get near, and slash.



An eye on the prize.



Haggis. It's what's for dinner.



THE FIRBOLG MINES

Meet up with Hatcher. Make your way to the Shop. Lead Hatcher to the gate. Pass through The Farm to get to The Firbolg Mines.

THE FIRBOLG MINES

A Digging for Air

You'll meet some nice Firbolg Miners around here, but only when you encounter Culainn will you find out what's going down – some miners have gotten trapped behind a collapsed wall, and they're doing the best to dig them out. But could do with some reinforcements. If you're nice, you're charged with helping to gather up some of the miners you see around the place and lead them back to the rescue squad. You have a limited amount of time until the lost team runs out of air – you'll be able to see on the top of the screen the air remaining (a timer counting down) versus the percentage of the digging-out complete. Get moving! And watch out for Finfock inside!



Get searching for miners!



FINFOLK

HP: 200 XP: 350

ATK: 7d5+10 AC: 1d5

ENEMIES

One shot from them will kill a following Firbolg. Get them all free, and you'll get **2200 XP**. You'll also get the incredible **Ego Sword**, which has a magnificent range, and an additional **2200 Silver Pieces**. If you're snarky to

Culainn, you'll get **1000 Silver Pieces** right off the bat, then the **3300 XP**. You have the chance to be snarky or nice again when Culainn says he has something that might interest you more than silver – be snarky twice and you won't get the sword. But who would pass up the offer of a speaking sword? You'll get **2000 Silver Pieces** instead.



A match made in heaven.

If you happened to keep Dolyn alive (he was the Firbolg trapped way back in The Frozen Tombs), you'll also encounter this chap here. Out of gratitude for your freeing the trapped miners, he'll give the Bard a very valuable Token indeed – the **White Book of Rhydderch**. This Token will add a +50 bonus onto your maximum number of mana points. With benefits like that, it's hard to believe Rhydderch's book isn't a best-seller throughout the land – although it's probably only a "limited edition of 1."

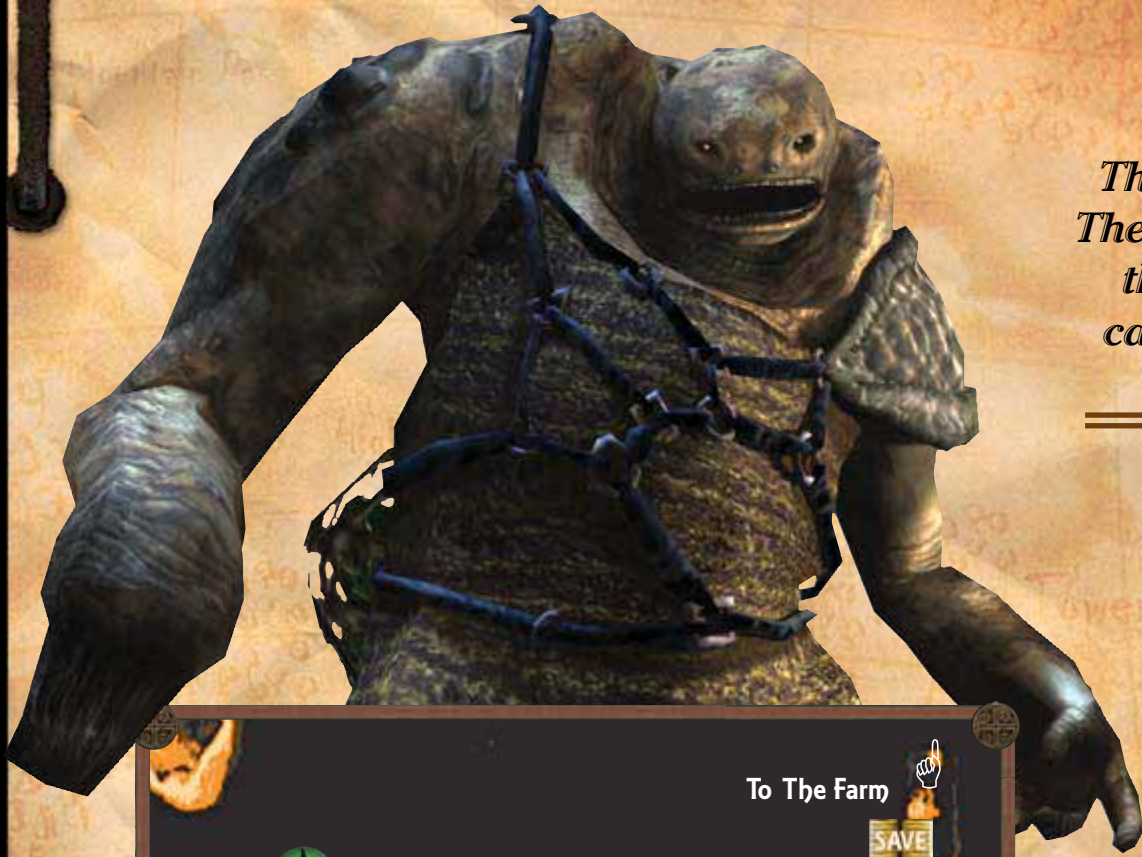


The other White Book.

Head down to the southeast where the save point is, and you'll find a raft docked at the shore. Hop onto the float.



Get on the raft.



*The Firbolg Mines:
The struggle between
the workers and
capital shall go on
forevermore.*



THE FIRBOLG MINES

TREASURE

- A** 1000 Silver Pieces
Coal (1 SP) x 3
- B** Diamond (300 SP)
Ruby (100 SP)
Amethyst (80 SP)
Adderstone x 1
- C** 2000 Silver Pieces
Adderstone x 2
- D** 250 Silver Pieces
Ruby (100 SP)
Diamond (300 SP)
Adderstone x 1

THE UNDERGROUND RIVER

B Earth and Water Mix

Well, it should come as no surprise that you'll be attacked by Finfolk on the way here. When you take safe harbor, it won't be long before you encounter some Rock Swine – think of these as rock-covered Boars in terms of their behavior. Your Ego Sword will dice them up, but it might be a little slow on the swing. Head south where a chest awaits and you'll also get your first taste of an encounter with an Earth Golem – another rock-covered beastie, albeit one who chucks rocks at a high velocity from a distance.

Inside of this chest you'll find SP in the amount of the magic number, 666.



Quartzly little piggies!



Finfolk Lord battle.

When you get back on the raft you'll end up encountering two Finfolk Lord along the way. Surrounded by an electrical field and significantly taller than their weaker brethren, these "Super Finfolk" are the chiefs of the Finfolk world. Get off the raft and head for the Caverns.

TREASURE

- A 666 Silver Pieces
 Ruby (100 SP)
 Adderstone x 2
- B Diamond (300 SP)
 Adderstone x 3

ENEMIES



FINFOLK

HP: 200 | XP: 350
 ATK: 7d5+10 | AC: 1d5



FINFOLK LORD

HP: 350 | XP: 400
 ATK: 10d5+20 | AC: 2d5+2



ROCK SWINE

HP: 100 | XP: 200
 ATK: 5d5+30 | AC: 1d5



EARTH GOLEM

HP: 100 | XP: 200
 ATK: 6d5+20 | AC: 4d5



THE UNDERGROUND RIVER

THE FINFOLK CAVERNS

C Thicker Than Water

Once you get out of here you'll fight some Ffolk and some Ffolk Lords on foot. Make your way north to find a man named Olav. He suffers from diarrhea of the mouth – if you keep interrupting him snarkily he'll finally stop and tell you that he wants proof that you've killed the Firbolg in the cave, for which he'll give you a reward. Being nice to Olav while he talks won't get him to shut up, but if you let him finish to the end without snarkily interrupting, you'll get **850 XP** and the **Lightning Stone**, a token, which will give add a +3 bonus to your Dexterity.

If you find the Firbolg Bannock

(located in the southwestern section of the Caverns' northern half), and are snarky, he'll run away to the clearing just north. You'll see him being maimed by Ffolk. If, at this point, you are snarky and allow him to die, you'll get **550 XP** and the Token:

(cont. next page)



Let the man speak!



Here's Olav's nemesis.

TREASURE

- A** Diamond (300 SP)
Adderstone x 1
approx. 600 Silver Pieces
- B** Black Pearl (175 SP)
Lobster Bib (12 SP)
Swim Trunks (8 SP)
Adderstone x 2
- C** Diamond (300 SP)
Tune: Upgraded Knocker
- D** Black Pearl (175 SP)
Pearl (80 SP)
Adderstone x 2

ENEMIES



FINFOLK

HP: 200 | XP: 350
ATK: 7d5+10 | AC: 1d5



FINFOLK LORD

HP: 350 | XP: 400
ATK: 10d5+20 | AC: 2d5+2



EARTH GOLEM

HP: 100 | XP: 200
ATK: 6d5+20 | AC: 4d5



THE FINFOLK CAVERNS

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Firbolg Armbands (which are Strength + 3, in bonus terms). Report back to Olav for **1650 XP** and the **Upgraded Bodyguard** Tune. If you were nice to the Firbolg, and you can lead him to the raft, he'll end up giving you the **Firbolg Armbands** anyway, -- go back to Olav and you'll get the Tune and the **1650 XP** all the same.

When you head to the southern portion you'll reach an energy gate, blocking your way. Summon the Bodyguard (newly upgraded), and approach the gate -- he'll absorb the energy, and you're free to progress. Fight off the Finfolk and Finfolk lord in the western chamber and then pop the chests, for wealth, Adderstones, and the **Upgraded Knocker** Tune. Before you exit on the raft, enter the Obligatory Lava Level. You'll find another Chosen One -- if you're snarky, he'll run across, pluck the chest open across the skinny rock bridge, and on the way back -- well, not to give anything away, but the Bard will be able to get the **Upgraded Behemoth** Tune from his person. If you're nice to the Chosen One and convince him to sit, he'll give you **2200 XP** and the **Harp of Ages**, which has a four summon limit and 600 mana.



Defusing the gate.



Reward from the Chosen.



The Firbolgs have gone through hell and back in their time.

THE NARROW SEA

D Turbulent Waters

This is a zone of nothing but heavy combat. It's pretty tough going, I'm not gonna lie. You'll fight Finfolk, Finfolk Lords, new serpentine Tentacles that anchor your raft until you kill them (allowing Finfolk to keep popping up even more ad nauseum than they already are), and, worst of all, the repetition of Sea Monster heads. Absolutely summon your Heroine so she can



Reward from the Chosen.

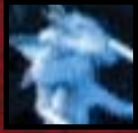
continually pelt the beast with arrows from a distance -- he's out in the water, so ranged weapons are your best bet for making any kind of contact with this thing. Additionally, he'll fire a vomitous bile at you which isn't nice, and will continually summon Finfolk the whole time. It is one nasty fight. There are a finite number of Finfolk in this battle though -- dodge the sputum attacks and kill them off, then take aim with your bow from the position on the raft pictured. All the while the Sea Monster is attacking, stationary as he is, your raft



Blast from this spot.

will be held in place by four of the smaller Tentacle creatures that emerge from the snotgreen sea-tide. They won't attack you or cause any real harm – they're really only interested in flexing.

ENEMIES



FINFOLK

HP: 200 XP: 350

ATK: 7d5+10 AC: 1d5



FINFOLK LORD

HP: 350 XP: 400

ATK: 10d5+20 AC: 2d5+2



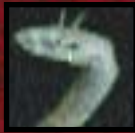
TENTACLE

HP: 25 XP: 1

ATK: 1d5-1 AC: 0

ENEMIES

BOSS



SEA MONSTER x 4

HP: 200 XP: 300

ATK: 4d5+10 AC: 1d5+2

Projectile-vomits a green bile from its saliva ducts. Avoid at all costs!

TREASURE

A

approx. 1000 Silver Pieces
Black Pearl (175 SP)
Adderstone x 1
Jeweled Bracelet (60 SP)

B

approx. 900 Silver Pieces
Swim Trunks (8 SP)
Diamond (300 SP)
Adderstone x 1

C

approx. 800 Silver Pieces
Black Pearl (175 SP)
Adderstone x 2



The Bard dries off.



THE NARROW SEA



THE ISLAND TOWER

Defeat the Tower Guardian.



THE ISLAND TOWER

A The Grove Outside

Redcaps and Druids abound on the outer grounds of the Island Tower. There are no real surprises here, and all you really need to do is make your way up the grounds, toward the entrance to the tower, hitting the treasure chests along the way. Go in and out of the Grove

entrance, to the World Map and back to the Grove to keep fighting enemies if you're not yet up to Level 20 or so.

If it wasn't clear yet by this point in the game, you're reaching the end of your quest. I'll take a moment here to tell you that while the challenge ahead is still rather significant, you will have seen, with this tower, the full spectrum of enemies. Just not the full array of bosses...



ENEMIES

	DRUID (SCYTHER)
HP: 110	XP: 175
ATK: 5d5+10	AC: 1d5

	DRUID (SICKLES)
HP: 85/150	XP: 90/250
ATK: VARIES	AC: VARIES

	DRUID (DARK)
HP: 200	XP: 200
ATK: 8d5+20	AC: 1d5

	REDCAP
HP: 125	XP: 250
ATK: 8d5+20	AC: 0

THE ISLAND TOWER GROVE

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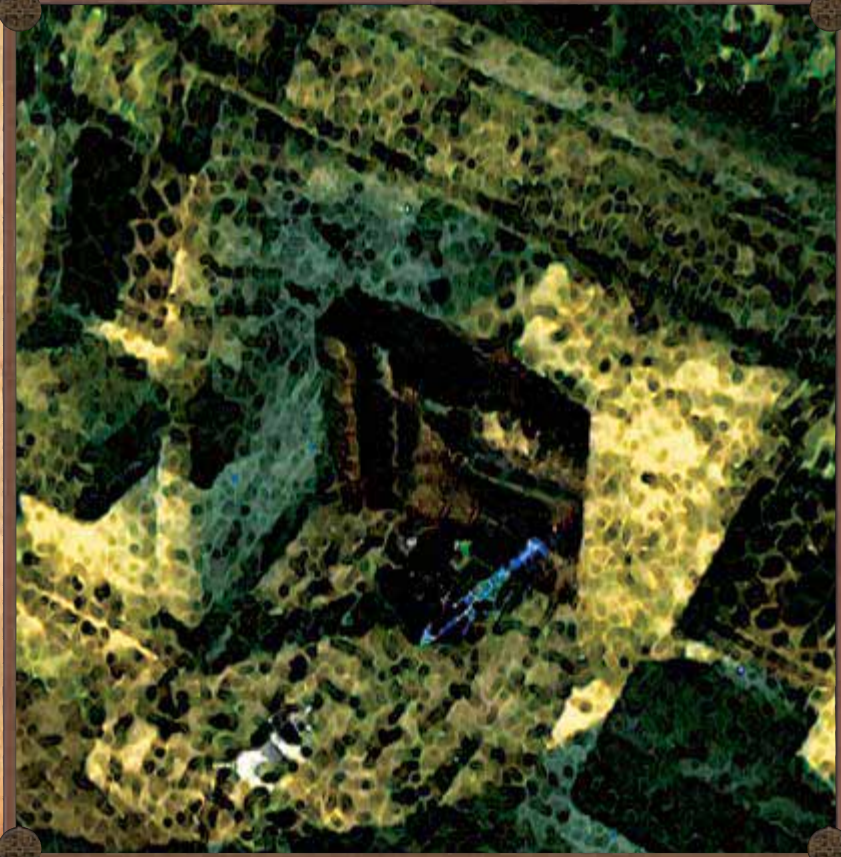
It's been a long slog under the channel. But at long last you've made it to the final Tower.

TREASURE

- A** Emerald (200 SP)
Ancient Bracelet (300 SP)
Diamond (300 SP)

- B** Jeweled Sword (200 SP)
Adderstone x 1
History of Dounby (90 SP)

- C** Adderstone x 2
Black Pearl (175 SP)



The Firbolgs have gone through hell and back in their time.

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B The Island Tower, Level 1

Note that your Pup can dig up Amethysts on this stage. Stay sharp around the traps (no pun intended?) and keep fighting off the Rock Swine and the Earth Golems all around. You'll find the **Upgraded Enchantress** tune in the first chest on this level – good news for your summons. In the second chest, you'll come upon something even more interesting – **Ossian's Lute**. This instrument has a summoning limit of 4, but a mana maximum of a whopping 800. Throw a summon-party, step on the elevator, and ascend up to the second level.



The rocky road ahead.

C The Island Tower, Level 2

There's no way back down to Level 1 once you come up to Level 2 – so, taking into consideration the “magic seal” placed on the door the Bard is extra-stuck inside. The arrow-traps that litter this level (out in greater numbers than on the prior floor) are the least of your worries. Watch out for the quasi-invisible Phantom Draugr – they're basically like invisible Vikings, though not **that** invisible, for their forms have something of a shimmer, and the sword and shield combo is certainly visible. Once you



A gauntlet of arrow-traps.



The Basluath is yours.

come across the first chest, watch it, as there's an Arrow Trap right in front of it that will blast you. Worth popping though – you'll get the **Basluath** to replace your Dirk weapon – this is the most powerful Dirk in the game. There are lots of chests here, and as long as you can stay alive fighting the Phantom Warriors and staying clear of the Arrow Trap-rigged statues (or at least approaching them from an oblique angle – see their locations on the Level 2 map on page 96) you'll be fine. The chest in the northeast holds the **Upgraded Rogue** Tune.

There's a huge contingent of Phantom Warriors in the last clearing of the level, where the Level 3 elevator is. You will definitely need to fall back and take a breather as the pack of Distortion Draugr that call this place “their territory” are unrelenting.

ENEMIES

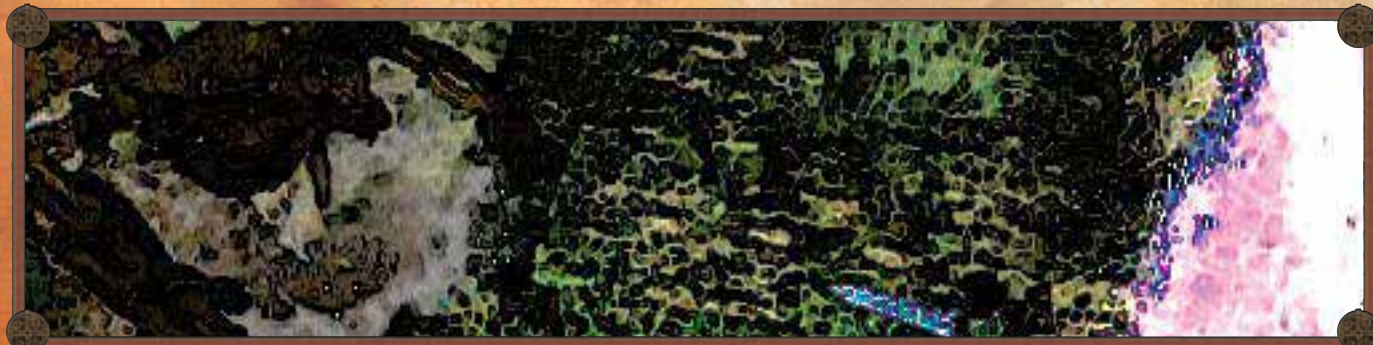
	ROCK SWINE
HP: 100	XP: 200
ATK: 5d5+30	AC: 1d5

	EARTH GOLEM
HP: 100	XP: 200
ATK: 6d5+20	AC: 4d5

	PHANTOM DRAUGR
HP: 125/150	XP: 200/300
ATK: VARIES	AC: 0



Fighting the Distortion!



TREASURE

A Tune: Upgraded Enchantress Adderstone x 1
Diamond (300 SP)

TREASURE

B Ossian's Lute Adderstone x 1
Diamond (300 SP)
Ancient Bracelet (300 SP)



THE ISLAND TOWER LEVEL ONE

TREASURE

A Basluath
Ruby (100 SP)
Ceremonial Sword (200 SP)
Diamond (300 SP)

B Adderstone x 1
Golden Chalice (200 SP)
Amethyst (80 SP)
Emerald (200 SP)

TREASURE

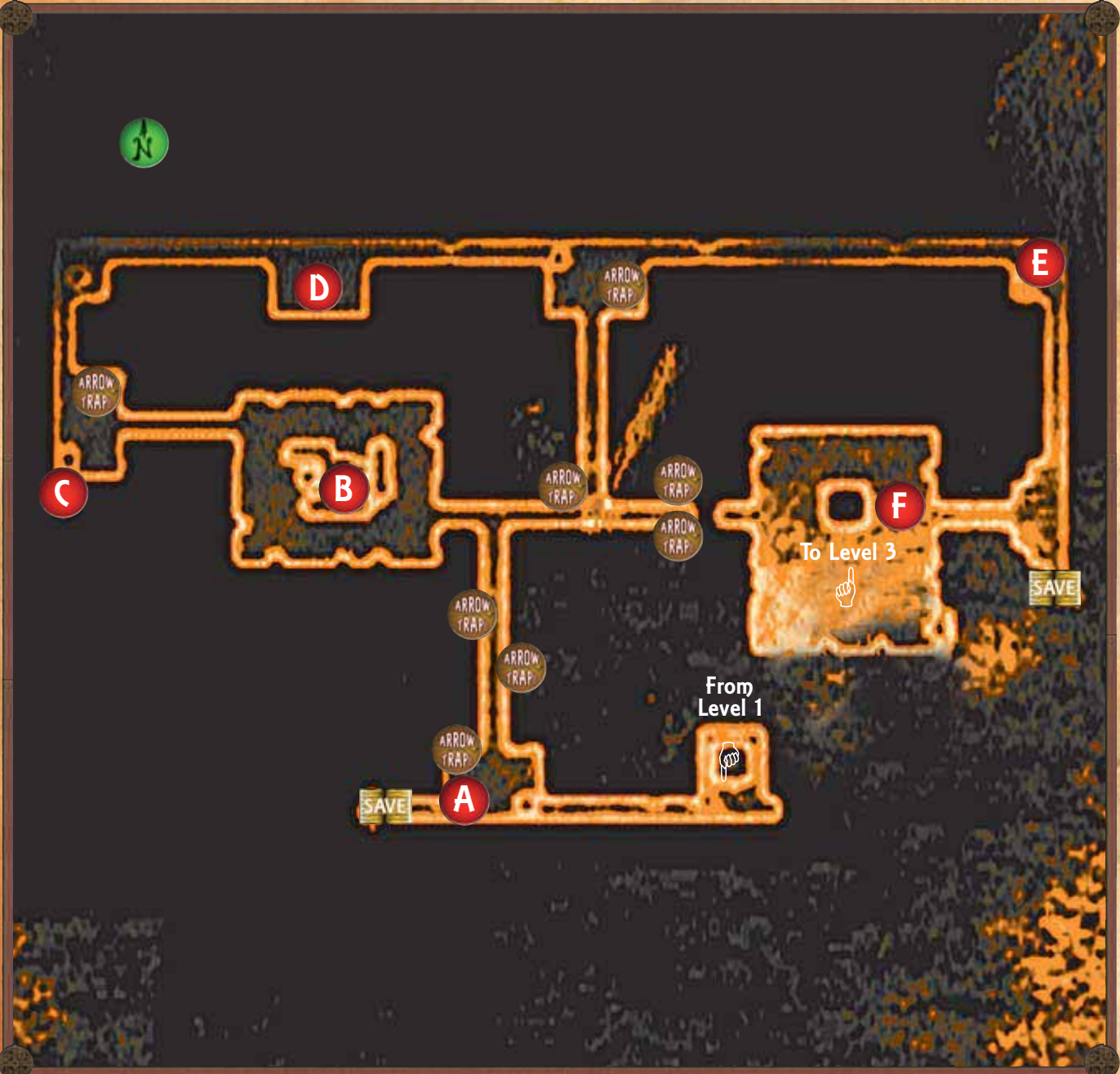
C Ruby (100 SP)
Black Pearl (175 SP)
Houton Land Deed (60 SP)

D Jeweled Sword (200 SP)
Emerald (200 SP)
Fancy Pants (120 SP)
Adderstone x 1

TREASURE

E Upgraded Tune: Rogue
Diamond (300 SP)
History of Dounby (90 SP)
Amethyst (80 SP)

F Ceremonial Sword (200 SP)
Ancient Bracelet (300 SP)
Emerald (200 SP)
Adderstone x 1



THE ISLAND TOWER LEVEL TWO

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TREASURE

A 999 Silver Pieces

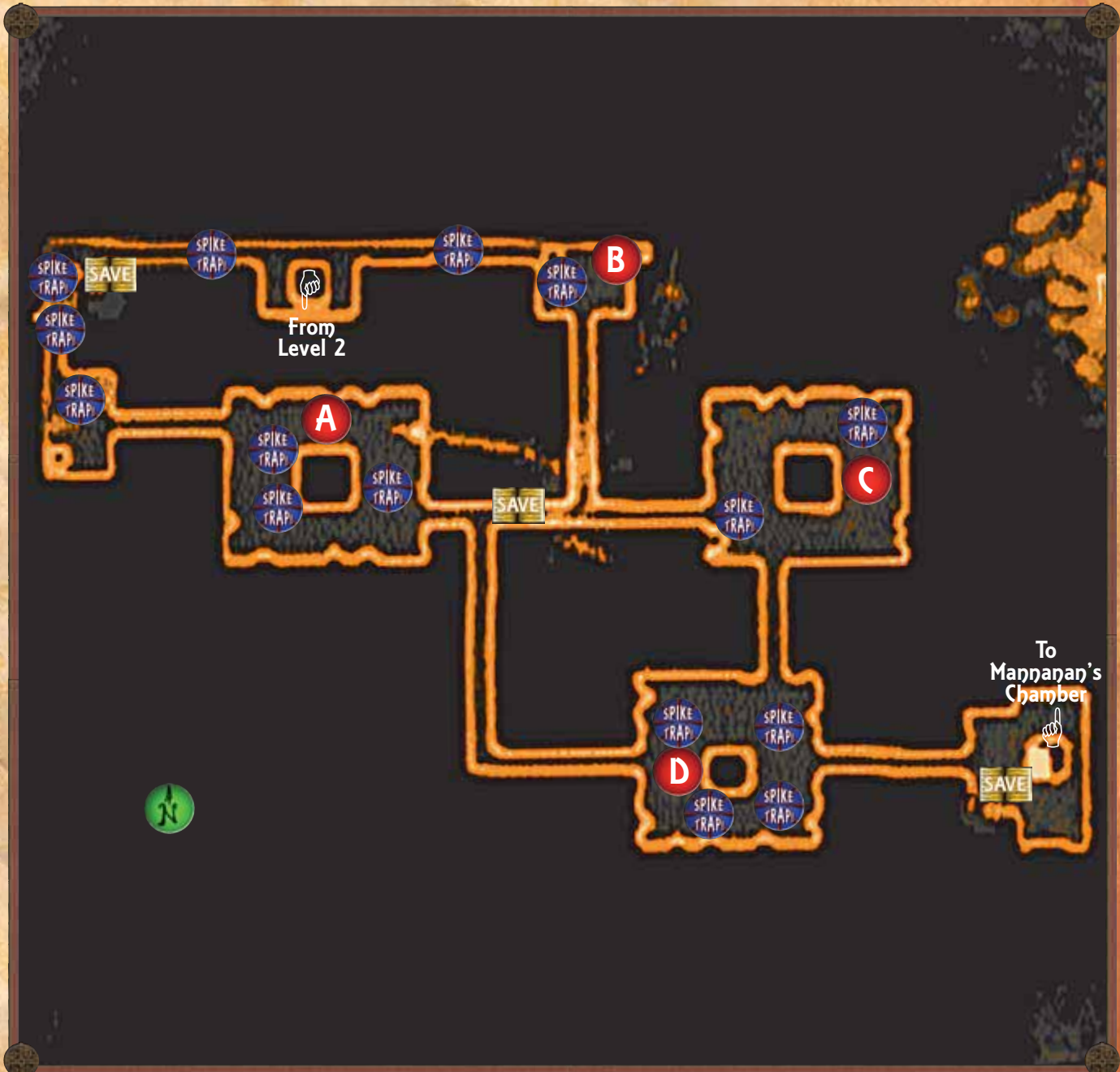
B approx. 850 Silver Pieces
Adderstone x 1
Golden Chalice (200 SP)
Stonehenge Keepsake (12 SP)

TREASURE

C approx. 500 Silver Pieces
Book of the Dun Cow (200 SP)
Adderstone x 1
Balor's Eye

TREASURE

D History of Dounby (90 SP)
Druidic Pants (15 SP)
Fancy Pants (120 SP)
Chianti (68 SP)



To Manngan's Chamber

THE ISLAND TOWER LEVEL THREE

GETTING STARTED
WALKTHROUGH
APPENDICES
BONUS MATERIAL

D The Island Tower, Level 3

The Fire Boars here are pretty furious, but they're slightly easier to handle than the Distortion Draugr. Though as you can see, this place is pretty fire-trashed. The most valuable treasure comes from the easternmost room, where you'll find the **Balor's Eye**, a new type of flail. As slow as ever, but how extraordinarily deadly.



A curious burning sensation.

The last room of the stage brings together all the

baddies you've fought inside so far – Rock Swine, Earth Golems, Phantom Draugr – with the addition of Fire Boars and Fire Lugh Fighters. It's an incredibly furious battle – have your Artifacts at the ready, and your best summons out all at once – the Crone, the Mercenary, the Knight and, for fortification's sake, the Enchantress. After you waste this pack of evil-doers, approach the save point, do your business (save points are sort of the restrooms of **The Bard's Tale**) and ascend the elevator to Mannanan's Chamber...



Carnage in the last chamber.

ENEMIES



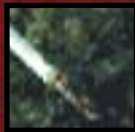
ROCK SWINE

HP: 100 XP: 200
ATK: 5d5+30 AC: 1d5



EARTH GOLEM

HP: 100 XP: 200
ATK: 6d5+20 AC: 4d5



PHANTOM DRAUGR

HP: 125 XP: 200
ATK: 8d5+10 AC: ??



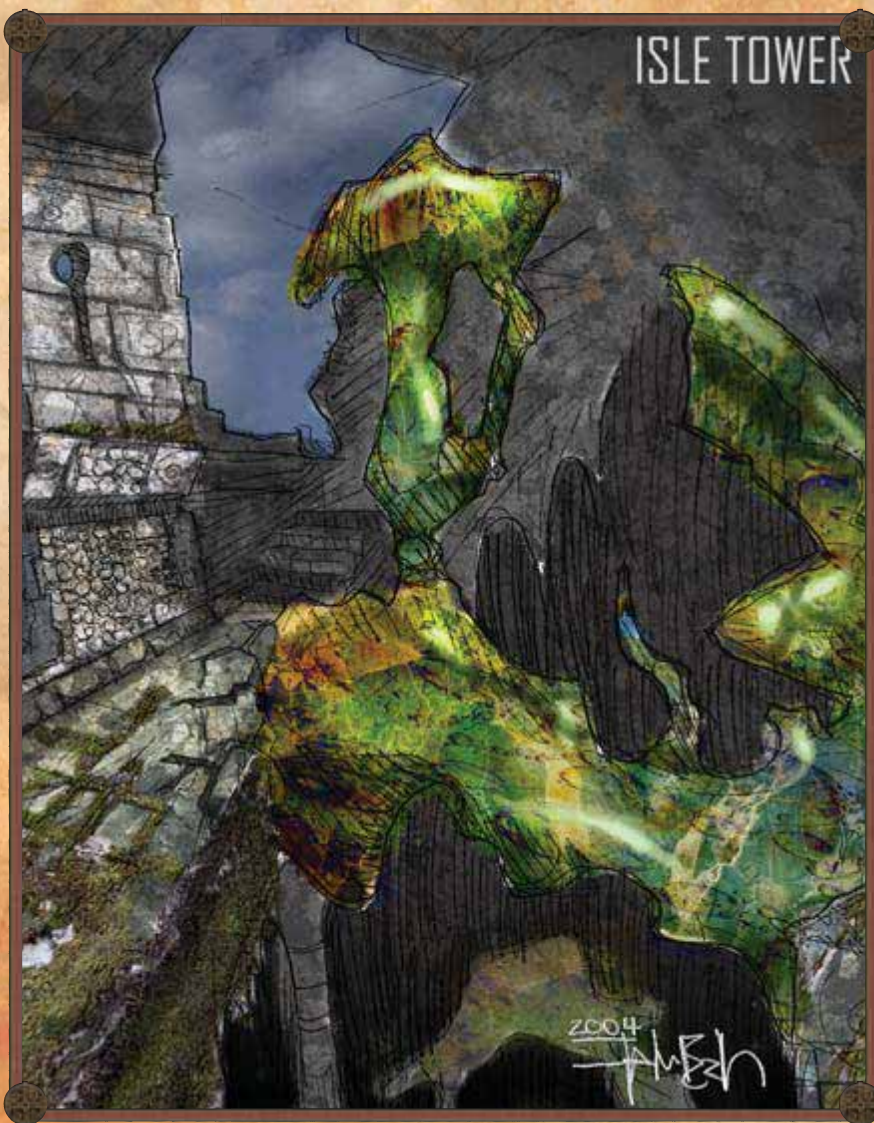
FIRE BOAR

HP: 125 XP: 100
ATK: 8d5+50 AC: 2d5+1



FIRE LUGH FIGHTER

HP: 120 XP: 200
ATK: 6d5+30 AC: 1d5



E Mannanan's Chamber

Here you are, the big face-off with the last of the three Tower bosses. A few things about this deadly, deadly guy. For one, he will shoot electrical beams your way that, if you are standing nearby and are struck, will constantly decrease your damage until the field finally dissipates from your body in about two and a half seconds. Additionally, Mannanan will transform into a tornado and follow you around, whipping up mayhem for you and your summons, inflicting a great deal of damage as a result. After he circles the central dais several times, he will finally resolve to his normal physical form, at which point you should draw out your summons again (as by this point it's highly likely they've been crushed by the 'nado) and have at him. See the four steps up to the dais? Take



Electrical storm a-brewin'.



And HP-loss accruin'.



advantage of these when the tornado cuts too close, so you can flee across to the opposite side. The other big attack by Mannanan is the atomic explosions he'll unleash everywhere (now you know why Level 3 of this place looks like such a disaster area). When Mannanan is in explosive form, just run around and dodge the falling fire – not much more can be said other than: "Pay attention! And avoid! (And/or use your Caleigh Artifact!)" Needless to say, he can only be damaged in physical form. Stay as far away as you can from the tornado, as his electrical blasts have quite a range.

Defeat Mannanan and receive the **Mannanan Artifact** and **15**

Adderstones. As you'll see, you can let out a hooray

for not having to descend the tower like you did the last two times and take on a swarm of Druids. No, this time around, you're off – on the back of... a flaming manta-ray.

ENEMIES

BOSS

MANNANAN	
HP: 1000	XP: 1000
ATK: 6d5+30	AC: 4d5

Avoid the tornado wrath, then dodge the atomic bomb wrath. You might suffer massive damage in this battle.



Hallucinogenic!!!! Yet real.

Fly to Dounby Tower and you'll enter Chapter 14 – the Bard will summon the Knight, Rogue, Gouger, and Heroine – and you've come full circle.



THE DOUNBY TOWER

Defeat MacKay. Enter the Tower. Make a huge life-decision.



THE DOUNBY TOWER

A Along Comes MacKay

Listen, as soon as you show up, with your four summons out and at the ready, you're going to come face to face with... another Druid. But don't fret. This is the last Druid you'll face in the game... with the exception of the ones

on the 12th Floor of the Tower looming in front of you. This cowl'd goon, the nefarious

right-hand Druid of the Fionnaoch gang, goes by the name of MacKay. (And if that weren't enough to strike fear into your heart, know that this name means he's the son... of KAY.) The on-screen confusion can be pretty hectic once the battle begins,, but it's nothing you haven't already seen before. Just plow through these creeps, and wipe out good old Mackay. Once you've



Kay's son rips it up.

Just plow through these creeps, and wipe out good old Mackay. Once you've killed the last Druid, the Tower doors will open. Sadly, you're about to witness your final Kunaltrow revue. Cry like a man, sweet Yardley.

ENEMIES



DRUID (STAFF)

HP: 60 XP: 75
ATK: 3d5+10 AC: 1d5



DRUID (SCYTHE)

HP: 110 XP: 175
ATK: 5d5+10 AC: 1d5



DRUID (SICKLES)

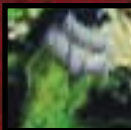
HP: 85/150 XP: 90/250
ATK: VARIES AC: VARIES



DRUID (DARK)

HP: 200 XP: 200
ATK: 8d5+20 AC: 1d5

ENEMIES



BLUE PLANT

HP: 20 XP: 40
ATK: VARIES AC: 0



RED PLANT

HP: 30 XP: 40
ATK: VARIES AC: 0

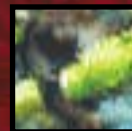


YELLOW PLANT

HP: 25/30 XP: 60/40
ATK: VARIES AC: 0

ENEMIES

BOSS

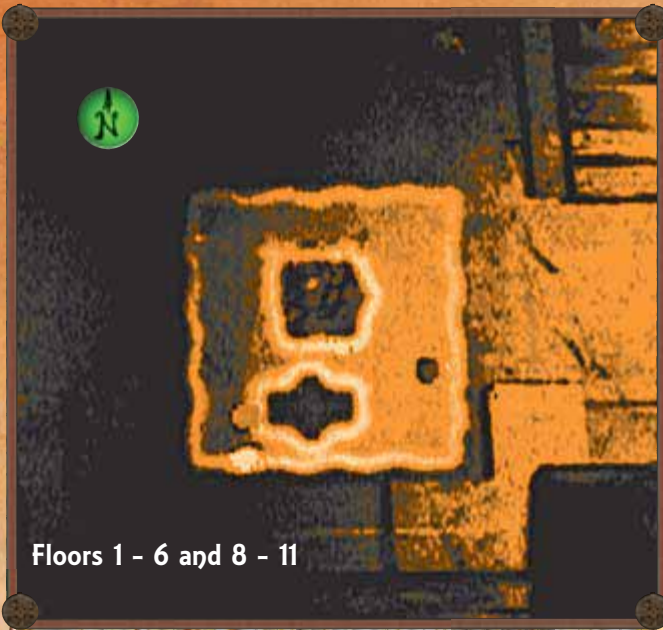


MACKAY

HP: 200 XP: 200
ATK: 8d5+20 AC: 1d5

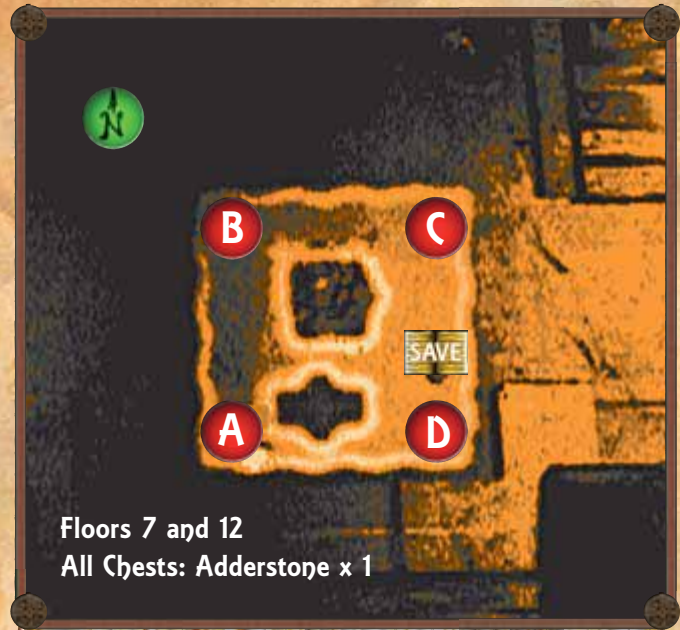
MacKay follows the same behavioral pattern as a Dark Druid.





Floors 1 - 6 and 8 - 11

THE DOUNBY TOWER A



Floors 7 and 12
All Chests: Adderstone x 1

THE DOUNBY TOWER B

FLOOR 1 The Kunaltrow Battle

This floor sets the precedent for the others that will follow. Not much in the way of treasure here, nor any difficulty in finding your way to a new elevator – the same blueprint beneath your feet pretty much repeats all throughout. What does differ are the enemies that you'll fight from floor to floor. The gameplan:



Kunaltrow Freak Out.

slaughter all enemies; proceed upward. Two floors contain save points and some nice **Adderstone** treasure. (See above to get an idea of the variation in floor contents.) Anyway, after you meet the master of the house on Floor 1, you'll be attacked by – Kunaltrow?! Well, there are a lot of them. Once you've killed them all, the gates surrounding the elevator will drop, and you can proceed upward.



KUNALTROW (SWORD)

HP: 25	XP: 20
ATK: 1d5	AC: 0



KUNALTROW (SPEAR)

HP: 25	XP: 25
ATK: 1d5+4	AC: 1d4



KUNALTROW (2-SWORDS)

HP: 60	XP: 40
ATK: 4d5+5	AC: 1d4



KUNALTROW (ARCHER)

HP: 25	XP: 20
ATK: 2d5+2	AC: 0



KUNALTROW (WITCH DOC)

HP: 50	XP: 50
ATK: 2d5+5	AC: 1d4

FLOOR
2

The Cu Sith Battle

You faced these guys a lot later in the game than around the time you were also fighting Kunaltraw, but they'll make up your second group of opponents in the Tower regardless of chronology. Hack these marrow-dripping mutts up and watch out for their dreaded Dread Howl attack – the one that looks like they're burping up skunk meat.



The Bard pulls a boner.



CU SITH

HP: 100	XP: 50
ATK: 3d5+10	AC: 0

FLOOR
3

The Scarecrow Battle

Lots of Scarecrows here – take a position on the perimeter, because if you get hemmed in by these buggers you might never get out. From the sidelines, launch one fire-arrow after another and light them up. They'll be a snap.



Hay-fever sufferers, beware.



SCARECROW

HP: 90	XP: 100
ATK: 3d5+15	AC: 0

FLOOR
4

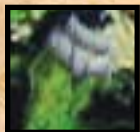
The Plant Battle

There are more Plants per square meter on this floor than you've ever seen in any one place throughout the game. Run along the edges, and try to get out of the way of the thorn attacks – summon your Bodyguard to help out in this task. After you kill a Plant, definitely try and pick up



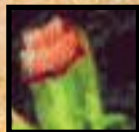
Crazy strains indeed.

all the seeds it drops that you can, to ward off as many teeny Plant-spawn as possible. There are more satisfying ways in life to cultivate your green thumb, but they lie beyond the scope of this book.



BLUE PLANT

HP: 20	XP: 40
ATK: VARIES	AC: 0



RED PLANT

HP: 30	XP: 40
ATK: VARIES	AC: 0



YELLOW PLANT

HP: 25/30	XP: 60/40
ATK: VARIES	AC: 0

FLOOR
5

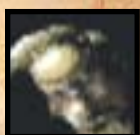
The Lugh Fighter Battle

Just hack and slash these overeager automatons. Circle the Lugh Fighters who wield Spears and take any old strategy you want to clean up the others. In case your summons get wasted here on the fifth floor, don't forget to resummon some new ones before you head up to the



Taste joint-grease.

sixth – there are some especially noisome and enervating mixam-abobbins upstairs.



LUGH FIGHTER

HP: 40	XP: 90
ATK: 4d5+5	AC: 2d3+3



ARMORED BOAR

HP: 75	XP: 50
ATK: 6d5+25	AC: 2d3



LUGH KNIGHT (SPEAR)

HP: 60	XP: 100
ATK: 5d5+10	AC: 3d5+3

FLOOR 6 The Redcap Battle

With your fiercest melee summons surrounding you, use the devastating Mannanan Artifact to summon the big man himself and draw the Redcaps all together into one bunch with the tornado, then wipe them out with your dual-wielded fury. This is a pretty gruesome fight.



Redcaps fall upon your head.



REDCAP	
HP: 125	XP: 250
ATK: 8d5+20	AC: 0

FLOOR 7 The Zombie Battle

What you've got here is another rough battle. You'll be flanked by the walking dead, and you can deal with them in the same way that you have previously. Summon the Behemoth, a Mercenary, the Knight, and go to. Despite the battle, this floor constitutes a "rest stop" – there is a



Leper-fingers in your mouth.

save point here and four treasure chests. Inside each is one **Adderstone**. Save at the point, then ascend; you won't have another rest stop until the eleventh floor.



ZOMBIE (ENTRAILS)	
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5



ZOMBIE (HEAD)	
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5



ZOMBIE (GUTS)	
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5

FLOOR 8 The Draugr Battle

The axe-throwers are the worst to deal with here, as they'll just keep stunning you and stunning you over and over again. What to do: draw the sword-swingers away from the axe-stunners, who will stay more stationary. Move so the axers are off-screen, then deal with the



Save the axers for the end.

sworders on your own. Finish the axers off one at a time when all is clear.



DRAUGR (AXE)	
HP: 80	XP: 60
ATK: 2d5+25	AC: 1d3



DRAUGR (HAMMER)	
HP: 80	XP: 60
ATK: 2d5+15	AC: 1d3



DRAUGR (2-HAND SWORD)	
HP: 80	XP: 75
ATK: 4d5+30	AC: 1d5

FLOOR 9 The Zombie Animal Battle

Hope you're in the mood for rotten nuggets. These are the kinds of animals that, if the Bard were a hunting man (well a man who hunted more than just lame grouse), and he brought the carcasses back home to cook, upon throwing them into a boiling cauldron, all the meat would



Cockle-doodle-baa-moo splat.

turn grey. They shouldn't pose too much of a problem. Just watch out, as always, for the Zombie Sheep's crazy sleep attack.



ZOMBIE COW	
HP: 175	XP: 300
ATK: 15d5+15	AC: 6d5



ZOMBIE ROOSTER	
HP: 50	XP: 100
ATK: 5d5	AC: 0



ZOMBIE SHEEP	
HP: 150	XP: 200
ATK: 2d5+5	AC: 1d5

FLOOR
10

The Finfolk Battle

Yeah... it's gonna be pretty tough justifying the swearing to Mom, or the neighbors or whoever with this one. I'm not gonna lie, this room is probably the hardest part in the game to this point. It's a non-stop onslaught of gooey fin-philandering, and if the Bard isn't careful he'll get



Watch the folk scene die out.

pimped. Since you don't have any spawn at your side who can projectile vomit sodium chloride, you'll have to make do with the regular crew and your most nimble dual-wield pairing of Basluath and the ol' Ravensteel.



FINFOLK

HP: 200	XP: 350
ATK: 7d5+10	AC: 1d5



FINFOLK LORD

HP: 350	XP: 400
ATK: 10d5+20	AC: 2d5+2

FLOOR
11

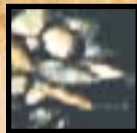
The Earth & Fire Battle

Yeah, I think the last room was still the most difficult. But that doesn't mean this room is any slouch either. Just as you took on the elements of water during the last battle, so will you now face the forces of fire. Keep slashing through these guys, using everything at your disposal.



A little bit of everything.

When you're done, you can go up to the twelfth floor and make use of the well-deserved save point waiting for you there.



ROCK SWINE

HP: 100	XP: 200
ATK: 5d5+30	AC: 1d5



FIRE BOAR

HP: 125	XP: 100
ATK: 8d5+50	AC: 2d5+1



EARTH GOLEM

HP: 100	XP: 200
ATK: 6d5+20	AC: 4d5



FIRE LUGH FIGHTER

HP: 120	XP: 200
ATK: 6d5+30	AC: 1d5

FLOOR
12

The Druid Battle

This floor is pretty bad though, I have to admit. The Staff Druids will of course summon green energy beams to rain down from the heavens, so be spry as ever when taking them on. Destroy all of these, then open the four chests – same as with Floor 7 – and find an **Adderstone** in each.



Does it ever end? Yes, it does.

Save at the save point, then head to the elevator to rise up to the unluckiest number of them all... and the final battle.



DRUID (STAFF)

HP: 60	XP: 75
ATK: 3d5+10	AC: 1d5



DRUID (SICKLES)

HP: 85/150	XP: 90/250
ATK: VARIES	AC: VARIES



DRUID (SCYTHE)

HP: 110	XP: 175
ATK: 5d5+10	AC: 1d5



DRUID (DARK)

HP: 200	XP: 200
ATK: 8d5+20	AC: 1d5

FLOOR
13

The Final Battle

You have four options laid out before you after strutting into the room. The first option, "Out of Here," involves... no battle whatsoever.

Choose that option and watch one of the most refreshingly radical denouements in RPG history play out. If it's action you want however, you're going to have to choose either "Pick Fionnoach" or "Pick Caleigh." If you choose "Get Advice," you'll be privy to some wise words by those wisest advisors, your summon party.



Choose wisely, jerk.

ENEMIES

BOSS



EVIL CALEIGH

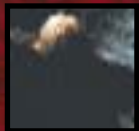
HP: 600 XP: N/A

ATK: 6d5+50 AC: 1d5

Evil Caleigh will split into different forms, summon flaming rain, and charm male summons (except the Light Fairy).

ENEMIES

BOSS



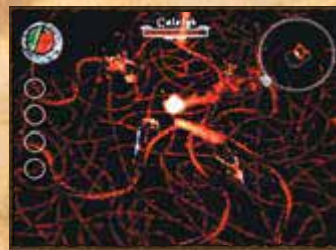
FIONNAOCH

HP: 1000 XP: N/A

ATK: 6d5+50 AC: 7d5

He'll slow you down with magic, and "grab" and pull you near; he'll supplement his attack with summons.

correct one, but once you strike a false Caleigh the sham will vanish – so by process of elimination you'll know where you have to aim. When the job is done, you'll be treated to an ending that trumpets our hero's chivalrous nature.



Evil Caleigh in the Blood Dimension.

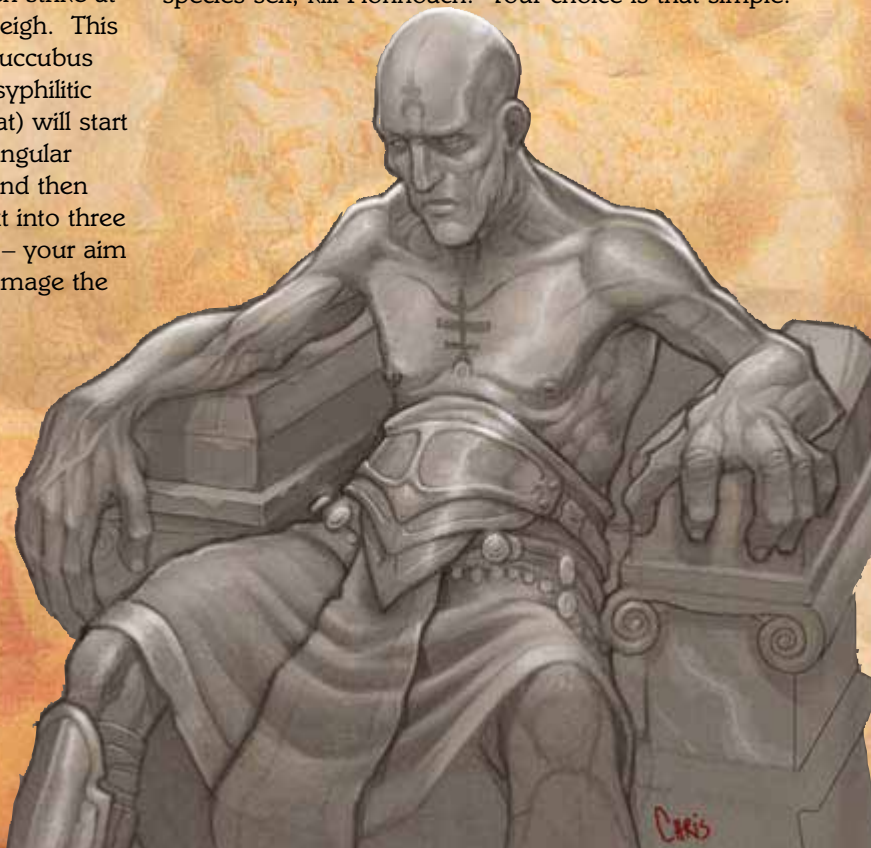
Pick Caleigh: Choose this option, and you'll have to fight Fionnoach. The core of his assaults consists of creating a slow-motion field that forms around the Bard in order to impair his actions, then pulling him close to strike with the staff. The showdown doesn't get much more complicated than this; if I had to choose which of the two final boss battles was the more difficult, despite the stats, I'd pick the fight with Evil Caleigh – so if you're looking for a "challenge" and an "invigorating sense of moral self-congratulation," choose that battle. But if you're looking for an ending with the promise of inter-species sex, kill Fionnoach. Your choice is that simple.



Fionnoach the Exasperated.

Pick Fionnoach:

Choose this option, and you'll have to fight Evil Caleigh. When you go into battle, make sure you dodge the flames and then strike at Evil Caleigh. This sultry succubus (okay, syphilitic hag-goat) will start off in singular form, and then will split into three or four – your aim is to damage the



Did You Know...?

Dounby is a small village on the Orkney Mainland. No menacing towers stand within its vicinity.




APPENDICES




enemies appendix

The following is an all-in-one reference guide to the creatures and enemies who will attempt to break the Bard's steely resolve. You'll also find Special Attacks, and Items Dropped (listed in order of probability).


TYPE:	WOLVES	
WOLF	HP: 20	XP: 20
	ATK: 2d5+5	AC: 0
Items Dropped: Wolf Pelt, Sheepskin, Red-Hooded Cloak, Picnic Basket		

TYPE:	WOLVES	
LARGE WOLF	HP: 55	XP: 50
	ATK: 2d5+5	AC: 1d2
Items Dropped: Wolf Pelt, Large Wolf Pelt		

TYPE:	KUNALTROW	
KUNALTROW (SWORD)	HP: 25	XP: 20
	ATK: 1d5+2	AC: 0
Items Dropped: Trow Sword, Trow Pants, Snowglobe o' Houton, Family Pictures		

TYPE:	KUNALTROW	
KUNALTROW (SPEAR)	HP: 25	XP: 25
	ATK: 1d5+4	AC: 1d4
Items Dropped: Trow Spear		


TYPE:	KUNALTROW	
KUNALTROW (ARCHER)	HP: 25	XP: 20
	ATK: 2d5+2	AC: 0
Items Dropped: Bow, Arrows		


TYPE:	KUNALTROW	
KUNALTROW (2 SWORDS)	HP: 60	XP: 40
	ATK: 4d5+5	AC: 1d4
Items Dropped: None		


Did You Know...

Trow are a wee faerie-folk who have dwelt for centuries throughout the Orkney Islands - FACT. What are the names of two of the most historically notorious Trow? Truncherface and Bannafect.


TYPE:	KUNALTROW	
<input type="checkbox"/> KUNALTROW <input type="checkbox"/> (WITCH DOCTOR)	HP: 50	XP: 50
	ATK: 2d5+5	AC: 1d4
Special: Heal spell, Hex spell Items Dropped: Polished Bones, Brass Ring		


TYPE:	KUNALTROW	
<input type="checkbox"/> KUNALTROW <input type="checkbox"/> (CABER)	HP: 30	XP: 40
	ATK: 4d5+10	AC: 1d4
Items Dropped: Lifting Belt		


TYPE:	KUNALTROW	
<input type="checkbox"/> KUNALTROW <input type="checkbox"/> (HAMMER)	HP: 30	XP: 40
	ATK: 2d5+20	AC: 1d4
Items Dropped: Lifting Belt		

TYPE:	BOAR	
<input type="checkbox"/> BOAR	HP: 30	XP: 20
	ATK: 3d5+8	AC: 1d2+1
Items Dropped: Boar Pelt, Boar Tusk		

TYPE:	BOAR	
<input type="checkbox"/> ARMOR <input type="checkbox"/> BOAR	HP: 75	XP: 50
	ATK: 6d5+25	AC: 2d3
Items Dropped: Gears		

TYPE:	BOAR	
<input type="checkbox"/> FIRE <input type="checkbox"/> BOAR	HP: 125	XP: 100
	ATK: 8d5+50	AC: 2d5+1
Items Dropped: Coal		

TYPE:	BOAR + RIDER	
<input type="checkbox"/> BOAR <input type="checkbox"/> RIDER	HP: 40	XP: 20
	ATK: 4d5+15	AC: 2d5+1
Items Dropped: Boar Pelt, Boar Tusk		


TYPE:	BOAR + RIDER	
<input type="checkbox"/> ARMOR <input type="checkbox"/> BOAR RIDER	HP: 115	XP: 100
	ATK: 6d5+25	AC: 2d3
Items Dropped: Gears		

GETTING STARTED


WALKTHROUGH


APPENDICES


BONUS MATERIAL

TYPE:	BIRD	
CROW	HP: 0	XP: 0
	ATK: 0	AC: 0
Items Dropped: None		


TYPE:	SCARECROW	
SCARECROW	HP: 90	XP: 100
	ATK: 3d5+15	AC: 0
Special: Casts Fear spell.		
Items Dropped: Ruby, Diploma		

TYPE:	PLANT	
BLUE PLANT	HP: 20	XP: 40
	ATK: N/A	AC: 0
Special: Anti-Magic spell; replicates in "small versions" via Seed Pods		
Items Dropped: Seed Pod		

TYPE:	PLANT	
RED PLANT	HP: 30	XP: 40
	ATK: N/A	AC: 0
Special: Poison attack; replicates in "small versions" via Seed Pods		
Items Dropped: Seed Pod		

TYPE:	PLANT	
YELLOW PLANT	HP: 25/30	XP: 60/40
	ATK: VARIES	AC: 0
Special: Melee "Bite" attack (3d5+20) or ranged "Thorn" attack (2d5+12); replicates in "small versions" via Seed Pods		
Items Dropped: Seed Pod		

TYPE:	DRUID	
DRUID (STAFF)	HP: 60	XP: 75
	ATK: 3d5+10	AC: 1d5
Special: Energy Blast		
Items Dropped: Mistletoe, Druidic Pants, Mistletoe, Wanted Poster, Stonehenge Keepsake, Almanac		


TYPE:	DRUID	
DRUID (SCYTHE)	HP: 110	XP: 175
	ATK: 5d5+10	AC: 1d5
Special: Root Summon spell		
Items Dropped: Mistletoe, Druidic Pants, Mistletoe, Wanted Poster, Stonehenge Keepsake, Almanac		

TYPE:	DRUID	
DRUID (SINGLE or DUAL SICKLE)	HP: 85/110	XP: 90/250
	ATK: VARIES	AC: 1d5+2/4d5
Special: Heal spell		
Items Dropped: Mistletoe, Druidic Pants, Mistletoe, Wanted Poster, Stonehenge Keepsake, Almanac		


The Cu Sith are a strange breed of Scottish faerie-folk also known as the Black Angus. Their name is pronounced "cugh shee," and translates to English as "faerie dog."


TYPE:	DRUID	
DRUID (DARK)	HP: 200	XP: 200
	ATK: 8d5+20	AC: 1d5
Special: Energy Blast Items Dropped: Mistletoe, Druidic Pants, Mistletoe, Wanted Poster, Stonehenge Keepsake, Almanac		

TYPE:	CU SITH WOLF	
CU SITH	HP: 100	XP: 50
	ATK: 3d5+10	AC: 0
Special: Dread Howl (4d5 + 25) Items Dropped: Polished Bones		


TYPE:	FINFOLK	
FINFOLK	HP: 200	XP: 350
	ATK: 7d5+10	AC: 1d5
Special: While swimming, HP: 75; able to cast Heal spell Items Dropped: Pearl, Seashells, Black Pearl, Lobster Bib, Swim Trunks		

TYPE:	FINFOLK	
FINFOLK LORD	HP: 350	XP: 400
	ATK: 10d5+20	AC: 2d5+2
Special: Heal spell Items Dropped: Black Pearl		

TYPE:	DRAUGR	
DRAUGR (SWORD)	HP: 80	XP: 50
	ATK: 3d5+20	AC: 1d5+1
Special: Does extra damage in "berserker" mode Items Dropped: Viking Sword, Frozen Horn, Frozen Meat, Frozen Viking Pants		

TYPE:	DRAUGR	
DRAUGR (AXE)	HP: 80	XP: 60
	ATK: 2d5+25	AC: 1d3
Items Dropped: Throwing Axe		

TYPE:	DRAUGR	
DRAUGR (HAMMER)	HP: 80	XP: 60
	ATK: 2d5+15	AC: 1d3
Items Dropped: Throwing Hammer		


TYPE:	DRAUGR	
DRAUGR (2-HAND SWORD)	HP: 80	XP: 75
	ATK: 4d5+30	AC: 1d5
Items Dropped: Two-Handed Sword		


GETTING STARTED


WALKTHROUGH

APPENDICES


BONUS MATERIAL


TYPE:	DRAUGR	
<input type="checkbox"/> PHANTOM DRAUGR <input type="checkbox"/> (REG. & 2-HAND)	HP: 85/110	XP: 90/250
	ATK: VARIES	AC: 0
Special: Regular Sword (8d5+10) or Two-Handed Sword (10d5+20) Items Dropped: None		


TYPE:	LUGH FIGHTER	
<input type="checkbox"/> LUGH FIGHTER	HP: 40	XP: 90
	ATK: 4d5+5	AC: 2d3+3
Items Dropped: Gears, Picture of Lugh		


TYPE:	LUGH FIGHTER	
<input type="checkbox"/> LUGH KNIGHT <input type="checkbox"/> (SPEAR)	HP: 60	XP: 100
	ATK: 5d5+10	AC: 3d5+3
Items Dropped: Gears		

TYPE:	LUGH FIGHTER	
<input type="checkbox"/> LUGH KNIGHT <input type="checkbox"/> (BOMBS)	HP: 150	XP: 200
	ATK: 5d5	AC: 3d5
Items Dropped: None		

TYPE:	LUGH FIGHTER	
<input type="checkbox"/> FIRE LUGH <input type="checkbox"/> FIGHTER	HP: 120	XP: 200
	ATK: 6d5+30	AC: 1d5
Items Dropped: Coal		


TYPE:	ZOMBIE	
<input type="checkbox"/> ZOMBIE <input type="checkbox"/> (ENTRAILS)	HP: 100	XP: 100
	ATK: 4d5+5	AC: 1d5
Items Dropped: Brain, Eyeball, Rotting Pants, Skin Salve		

TYPE:	ZOMBIE	
<input type="checkbox"/> ZOMBIE <input type="checkbox"/> (HEAD)	HP: 100	XP: 100
	ATK: 4d5+5	AC: 1d5
Items Dropped: Rotting Pants, Skin Salve, Self-Help Book, Beer Bottle		


TYPE:	ZOMBIE	
<input type="checkbox"/> ZOMBIE <input type="checkbox"/> (GUTS)	HP: 100	XP: 100
	ATK: 4d5+5	AC: 1d5
Special: Poison damage Items Dropped: Rotting Pants, Brain, Eyeball, Skin Salve		

Did You Know...?


In Scottish mythology, Redcap is a wicked spirit who gained his name by repeatedly soaking his cap in human blood, as a crude means of dyeing the garment.


TYPE:	SNIPER	
□ SNIPER □	HP: 60	XP: 100
	ATK: 6d5+40	AC: 1d5
Items Dropped: Bow, Arrows, Brass Ring, Sniper Pants		

TYPE:	VIKING	
□ VIKING (SWORD) □	HP: 175	XP: 300
	ATK: 5d5+10	AC: 2d5
Special: Does extra damage in "berserker" mode Items Dropped: Viking Sword, Haunch of Meat, Drinking Horn, Viking Pants, Beer Bottle		

TYPE:	VIKING	
□ VIKING (AXE) □	HP: 175	XP: 300
	ATK: 2d5+20	AC: 1d5
Items Dropped: Throwing Axe		

TYPE:	VIKING	
□ VIKING (HAMMER) □	HP: 175	XP: 300
	ATK: 3d5+5	AC: 1d5
Items Dropped: Throwing Hammer		

TYPE:	VIKING	
□ VIKING (2-HAND SWORD) □	HP: 200	XP: 350
	ATK: 7d5+15	AC: 2d5+1
Items Dropped: Two-Handed Sword		

TYPE:	REDCAP	
□ REDCAP □	HP: 125	XP: 250
	ATK: 8d5+20	AC: 0
Items Dropped: Polished Bones, Chianti		

TYPE:	ZOMBIE ANIMAL	
□ ZOMBIE COW □	HP: 175	XP: 300
	ATK: 15d5+15	AC: 6d5
Items Dropped: Steak		

TYPE:	ZOMBIE ANIMAL	
□ ZOMBIE ROOSTER □	HP: 50	XP: 100
	ATK: 5d5	AC: 0
Special: "Zombie Chicken" variation has 3d5 attack. Items Dropped: Nugget		


GETTING STARTED


WALKTHROUGH


APPENDICES

BONUS MATERIAL


TYPE:	ZOMBIE ANIMAL	
ZOMBIE SHEEP	HP: 150	XP: 200
	ATK: 2d5+5	AC: 1d5
Items Dropped: Mutton		

TYPE:	ROCK CREATURE	
ROCK SWINE	HP: 100	XP: 200
	ATK: 5d5+30	AC: 1d5
Items Dropped: Ruby, Emerald, Diamond		

TYPE:	ROCK CREATURE	
EARTH GOLEM	HP: 100	XP: 200
	ATK: 6d5+20	AC: 4d5
Items Dropped: Ruby, Emerald, Diamond		


TYPE:	TENTACLE	
TENTACLE	HP: 25	XP: 1
	ATK: 1d5-1	AC: 0
Items Dropped: None		

THE BOSSES


CHAPTER:	1: HOUTON AND ENVIRONS	
BUGBEAR	HP: 200	XP: 200
	ATK: 3d5+3	AC: 1d5+2
Special: Throws a peculiar "Stun Dust," and springs interior traps.		


CHAPTER:	2: NEVERSDALE FOREST	
KETILL SWART	HP: 100	XP: 300
	ATK: 3d5+5	AC: 1d5
Special: None – melee attacks only.		

CHAPTER:	2: NEVERSDALE FOREST	
FNARF	HP: 100	XP: 0
	ATK: 2d6+5	AC: 2d5
Special: None – ranged attacks only.		

CHAPTER:	3: KIRKDALE AND ENVIRONS	
ORNERY OLD HORSE	HP: 350	XP: 200
	ATK: 3d5+2	AC: 0
Special: None – melee attacks only.		


CHAPTER:	4: HIGHLAND PARK	
FNARF	HP: 125	XP: 250
	ATK: 5d5+20	AC: 2d5
Special: In early encounters, he'll teleport around the screen, staying out of harm's way, but in the final battle, he'll use his bow.		

CHAPTER:	5: THE FOREST TOWER	
HERNE	HP: 400	XP: 300
	ATK: 4d5+10	AC: 1d5+1
Special: Capable of poisoning, summoning Plants, and engaging roots to snag his enemy for several seconds.		

CHAPTER:	7: THE MOUNTAIN TOWER	
CATHBAD	HP: 250	XP: 100
	ATK: 5d5+30	AC: 2d5+2
Special: Attacks in the same manner as a Staff Druid – melee assaults and energy-beam blasts.		

CHAPTER:	7: THE MOUNTAIN TOWER	
LUGH	HP: 450	XP: 750
	ATK: 4d5+20	AC: 2d5
Special: Surrounds himself with a deadly shield of spinning axes in addition to hurling spears.		

CHAPTER:	9: FINSTOWN AND ENVIRONS	
SILKBEARD	HP: 700	XP: 750
	ATK: 10d5+5	AC: 3d5
Special: None – melee attacks only.		

CHAPTER:	10: THE GREENLANDS	
THE PET	HP: 500	XP: 750
	ATK: 5d10+40	AC: 1d5+3
Special: The Pet will attack with a disorienting plummet from the sky.		


*Got gears for veins?
Then Lugh wants
YOU in his beloved
corps.*





“DEATH IS GLORY”


Legend has it that the Nuckelavee was the most feared creature among all the faerie-folk in the Orkney Islands' ancient epoch – and, furthermore, that he was scared to death of rainwater.


CHAPTER:	10: THE GREENLANDS	
THE NUCKELAVEE	HP: 500	XP: 750
	ATK: 7d10+50	AC: 1d5+2
Special: Summons small Spirits which attack with a strength of 8d5+20 and sap mana from the Bard.		


CHAPTER:	10: THE GREENLANDS	
THE ZOMBIE	HP: 600	XP: 800
	ATK: 6d5+5	AC: 2d5+5
Special: Continually summons helper-Zombies with his Shadow Axe.		


CHAPTER:	11: STROMNESS AND ENVIRONS	
HAGGIS MONSTER	HP: 650	XP: 800
	ATK: 5d5+10	AC: 0
Special: Unleashes a hailstorm of haggis from the skies.		

CHAPTER:	12: THE FIRBOLG MINES	
SEA MONSTER	HP: 200	XP: 300
	ATK: 4d5+10	AC: 1d5+2
Special: Volleys a poisonous bile cloud.		

CHAPTER:	13: THE ISLAND TOWER	
MANNANAN	HP: 1000	XP: 1000
	ATK: 6d5+30	AC: 4d5
Special: Alternates between a whirlwind and atomic explosion attack every time he loses 100 HP.		

CHAPTER:	14: THE DOUNBY TOWER	
MACKAY	HP: 200	XP: 200
	ATK: 8d5+20	AC: 1d5
Special: Follows the same pattern as Dark Druids – energy-beam blast attack.		

CHAPTER:	14: THE DOUNBY TOWER	
EVIL CALEIGH	HP: 600	XP: N/A
	ATK: 6d5+50	AC: 1d5
Special: Splits herself into mirage images, summons a flaming rain, and charms all male summons... except, erm, the Light Fairy.		


CHAPTER:	14: THE DOUNBY TOWER	
FIONNAOCH	HP: 1000	XP: N/A
	ATK: 6d5+50	AC: 7d5
Special: Casts a Slow spell on the Bard, has the ability to “grab” the Bard and pull him close, and summons forth Druids and Plants.		


items appendix


The following is an all-in-one reference guide to the Weapons, Armor, Instruments, Cash-In Items, Tokens, Artifacts, and Summon Tunes of the game. You'll find complete statistics, along with the respective cash value of an item after you upgrade to something a bit (or a lot) more powerful.


— weapons


— swords


	name: Sword	cash value: 10 SP
	damage: 1d5	special: none

	name: Broadsword	cash value: 60 SP
	damage: 3d5+2	special: none


	name: Caladbolg	cash value: 100 SP
	damage: 3d5+4	special: none

	name: Quicksilver Broadsword	cash value: 350 SP
	damage: 4d5+2	special: Magic Aura: 100% 2d5

	name: Casgair	cash value: 600 SP
	damage: 5d5+2	special: Magic Aura: 100% 3d5


	name: Ravensteel Broadsword	cash value: N/A
	damage: 6d5+2	special: Magic Aura: 100% 4d5 Mana Burst: 25% 5d5

— dirks

	name: Dirk	cash value: 60 SP
	damage: 3d5+1	special: none

	name: Silver Dirk	cash value: 250 SP
	damage: 5d5+1	special: none

	name: Vipersteel Dirk	cash value: 700 SP
	damage: 6d5+2	special: Poison: 50% 3d5


	name: Basluath	cash value: N/A
	damage: 7d5+4	special: Poison: 100% 4d5 Life Drain: 50%

two-handed

	name: Claymore	cash value: 80 SP
	damage: 4d5+5	special: none


	name: Claidheamh Soluis	cash value: 150 SP
	damage: 5d5+7	special: Electrical: 100% 1d5

	name: Lochaber Axe	cash value: 400 SP
	damage: 6d5+9	special: Electrical: 100% 2d5

	name: Frecraid	cash value: N/A
	damage: 8d5+12	special: Electrical: 100% 2d5 Lightning Storm: 100% 4d5

flails

	name: Flail	cash value: 70 SP
	damage: 4d5+4	special: Unblockable: 100%


	name: Crannderg	cash value: 150 SP
	damage: 5d5+6	special: Unblockable: 100% Stunning Blow: 25%


	name: Granite Flail	cash value: 350 SP
	damage: 6d5+10	special: Unblockable: 100% Stunning Blow: 35%

	name: Onyx Flail	cash value: 800 SP
	damage: 8d5+14	special: Unblockable: 100% Stunning Blow: 45%


	name: Balor's Eye	cash value: N/A
	damage: 9d5+14	special: Unblockable: 100% Sonic Slam: 35%

bows


	name: Longbow	cash value: 25 SP
	damage: 4d6+5	special: none


	name: Great Bow	cash value: 50 SP
	damage: 5d6+6	special: none

	name: Glaisne	cash value: 100 SP
	damage: 6d6+7	special: Fire Arrows: 100% 2d5


	name: Elderwood Bow	cash value: 200 SP
	damage: 7d6+8	special: Fire Arrows: 100% 3d5

bows (continued)


	name: Blackthorn Bow	cash value: 300 SP
	damage: 8d6+9	special: Fire Arrows: 100% 4d5


	name: Blackthorn Great Bow	cash value: 450 SP
	damage: 9d6+10	special: Fire Arrows: 100% 5d5

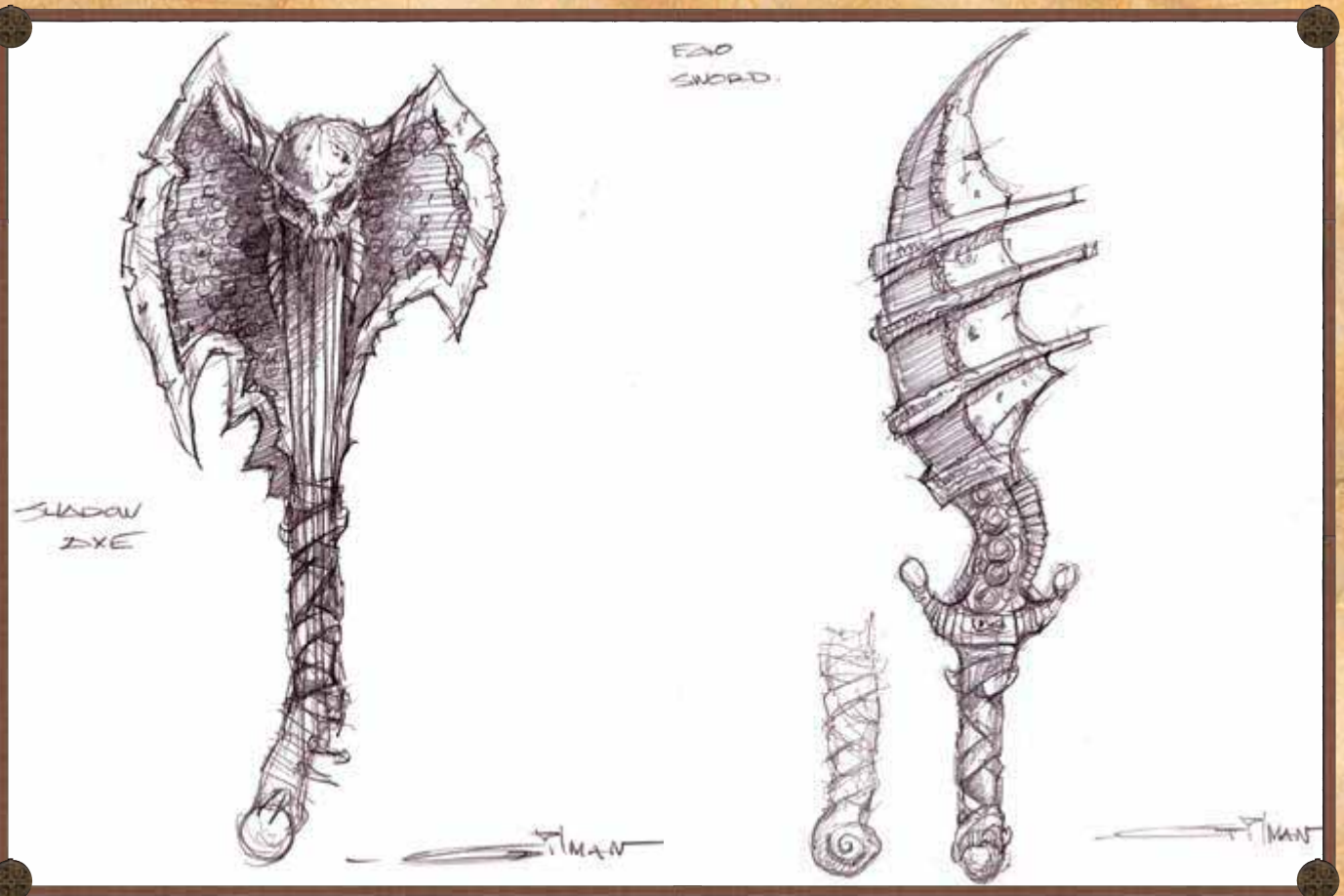
	name: Bow of Bile Dathi	cash value: 650 SP
	damage: 10d6+11	special: Exploding Arrows: 100% 6d5

	name: Ddraig Goch	cash value: N/A
	damage: 11d6+12	special: Dragon Flame Arrows: 100% 7d5

musical weapons

	name: Shadow Axe	cash value: 250 SP
	damage: 6d5+8	special: Fear Strike: 75% Mana: 400 Summoning Limit: 3

	name: Ego Sword	cash value: N/A
	damage: 8d5+12	special: Mana: 400 Summoning Limit: 3



GETTING STARTED


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APPENDICES

BONUS MATERIAL


armor


body armor


	name: Padded Armor	cash value: 20 SP
	protection: 1d1	special: none


	name: Leather Armor	cash value: 40 SP
	protection: 1d2	special: none


	name: Studded Leather Armor	cash value: 80 SP
	protection: 1d2+1	special: none

	name: Oak Leaf Armor	cash value: 100 SP
	protection: 2d2	special: none


	name: Chainmail	cash value: 260 SP
	protection: 2d2+1	special: none

	name: Scalemail	cash value: 420 SP
	protection: 3d2	special: none

	name: Scathach's Mail	cash value: 500 SP
	protection: 3d2+1	special: none


	name: White Bronze Chainmail	cash value: 550 SP
	protection: 4d2	special: none


	name: Armor of Llyr	cash value: 650 SP
	protection: 4d2+1	special: none


	name: White Bronze Scalemail	cash value: N/A
	protection: 4d2+1	special: none





shields


	name: Buckler	cash value: 50 SP
	protection: 1d2	special: none


	name: Targ Shield	cash value: 250 SP
	protection: 1d2+1	special: none

	name: Kite Shield	cash value: 450 SP
	protection: 2d2	special: none

	name: Dubgilla	cash value: 550 SP
	protection: 2d2+1	special: Healing Shield: 10%


	name: White Bronze Targ Shield	cash value: 500 SP
	protection: 3d2	special: Healing Shield: 20%


	name: White Bronze Kite Shield	cash value: 700 SP
	protection: 3d2+1	special: Healing Shield: 30%

	name: Ochain	cash value: 800 SP
	protection: 4d2	special: Healing Shield: 40%


instruments

instruments


	name: Lute	cash value: 25 SP
	mana: 100	summons: 1

	name: Harp	cash value: 75 SP
	mana: 200	summons: 2

	name: Ornate Lute	cash value: 150 SP
	mana: 300	summons: 2

	name: Jeweled Flute	cash value: 250 SP
	mana: 300	summons: 3


	name: Silver Harp	cash value: 300 SP
	mana: 400	summons: 3


	name: Finn's Lute	cash value: 500 SP
	mana: 500	summons: 3

instruments (continued)

	name: Ancient Flute	cash value: 400 SP	
	mana: 500	summons: 4	regen: 125%

	name: Harp of Ages	cash value: 500 SP	
	mana: 600	summons: 4	regen: 150%

	name: Grimh's Flute	cash value: 600 SP	
	mana: 700	summons: 4	regen: 150%

	name: Ossian's Lute	cash value: 700 SP	
	mana: 800	summons: 4	regen: 150%

tokens

Badger Hide Gloves		Strength +1
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Belt of the Oak		Strength +2
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Firbolg Armbands		Strength +3
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Fíndruíne Charm		Vitality +1
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Fae Locket		Vitality +2
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Phial of Medb		Vitality +3
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Rabbit's Foot		Luck +1
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Silver Horseshoe		Luck +2
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Four Leaf Clover		Luck +3
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Badge of the Wind		Dexterity +1
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Boots of Quickeníng		Dexterity +2
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Lightning Stone		Dexterity +1
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Silver Torc		Charisma +1
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Gold Coronet		Charisma +2
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Mantel of Ossian		Charisma +3
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Eagle Charm		Rhythm +1
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Ring of Tara		Rhythm +2
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Cormac's Chalice		Rhythm +3
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Golden Thistle Ring		+50 Max Hit Points
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White Book of Rhydderch		+50 Max Mana
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White Book of Hergest		+10% Mana Regen
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Golden Spyglass		+10% Treasure Value
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Amulet of Llyr		+1d5 Armor Bonus
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Broonie's Cloak		+10% Health Regen
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Falstone		+10% to XP
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artifacts



artifact:
Caleigh

category:
Healing


effects:
I: Heals Bard and summons.
II: Blesses Bard and summons.
III: Bestows Bard and summons with a temporary invulnerability to damage.



artifact:
Herne

category:
Debilitation


effects:
I: Summons roots to bind all enemies.
II: Large area-spray of poison.
III: Summons vines to entangle and constrict on-screen enemies.



artifact:
Lugh

category:
Attack/Protect

effects:
I: Surrounds the Bard with spinning axes, a "weapon wall."
II: Same, but with shooting spears.
III: Same, but with shooting swords.



artifact:
Manngan

category:
Destruction

effects:
I: A tornado damages and knocks back enemies.
II: Same, but with lightning that stuns.
III: Mega-damage firestorm.

cash-in items

ITEM	VALUE
Almanac	15 SP
Amethyst	80 SP
Ancient Bracelet	300 SP
Arrows	4 SP
Bottle of Chianti	60 SP
Black Pearl	175 SP
Boar Pelt	8 SP
Boar Tusk	2 SP
Book of the Dun Cow	200 SP
Bow	30 SP
Brain	8 SP
Brass Ring	4 SP
Ceremonial Sword	200 SP
Coal	1 SP
Copper Goblet	4 SP
Cu Sith Pelt	8 SP
Diamond	300 SP
Diary	8 SP
Diploma	60 SP
Drinking Horn	8 SP
Druidic Pants	15 SP
Emerald	200 SP
Empty Bottle	4 SP
Eyeball	4 SP
Family Picture	8 SP
Fancy Pants	120 SP
Fertilizer	8 SP
Frozen Horn	17 SP
Frozen Meat	8 SP
Frozen Viking Pants	16 SP
Gears	16 SP
Golden Chalice	200 SP
Grouse	8 SP
Haggis	20 SP
Haunch of Meat	10 SP
History of Dounby	90 SP
Houton Land Deed	60 SP
Jeweled Bracelet	60 SP
Jeweled Sword	200 SP

ITEM	VALUE
Lifting Belt	8 SP
Lobster Bib	12 SP
Mistletoe	8 SP
Money Bag (Buried)	4 SP
Mutton	12 SP
Nuckle Heart	250 SP
Nugget	1 SP
Pearl	80 SP
Picnic Basket	5 SP
Picture of Lugh	10 SP
Polished Bones	4 SP
Red-Hooded Cloak	10 SP
Roasted Chicken	8 SP
Rotting Pants	4 SP
Ruby	100 SP
Seashells	4 SP
Seed Pod	3 SP
Self-Help Book	10 SP
Sheepskin	8 SP
Silver Candlestick	10 SP
Skin Salve	10 SP
Sniper Pants	8 SP
Snowglobe O' Houton	15 SP
Steak	10 SP
Stonehenge Keepsake	12 SP
Swim Trunks	8 SP
Trow Pants	8 SP
Two-Handed Axe	10 SP
Two-Handed Hammer	10 SP
Throwing Axe	10 SP
Throwing Hammer	10 SP
Trow Spear	8 SP
Trow Sword	8 SP
Two-Handed Sword	30 SP
Viking Axe	20 SP
Viking Pants	10 SP
Viking Sword	20 SP
Wanted Poster	10 SP
Wolf Pelt	4 SP

tunes

These are the sixteen summons of the game, with “upgraded” versions noted as well.




The Rat	
TYPE: Utility	HP: 5
ATTACK: 1d5	AC: 0
SPECIAL: Upgrade: HP: 10, Attack: 12d6+20.	




The Light Fairy	
TYPE: Utility	HP: 20
ATTACK: n/a	AC: 4d5
SPECIAL: Periodically stuns onscreen enemies for 1.5 seconds. Upgrade: For 2 seconds.	




The Gouger	
TYPE: Utility	HP: 200
ATTACK: n/a	AC: 1d5+1
SPECIAL: Steals HP from enemies to heal summons. Upgrade: HP: 300, Atk: 6d5+15, AC: 1d5+2.	




The Explorer	
TYPE: Utility	HP: 150
ATTACK: 0	AC: 1d5
SPECIAL: Searches out and triggers traps. Upgrade: HP: 200, AC: 1d5+2, finds hidden rooms.	




The Crone	
TYPE: Defense	HP: 30
ATTACK: 1d2	AC: 1d5
SPECIAL: Casts Heal spell of 15-40 HP on the Bard. Upgrade: HP: 60, Atk: 1d2, AC: 1d5+2, Heal: 35-75 HP.	



The Enchantress	
TYPE: Defense	HP: 100
ATTACK: 1d2	AC: 2d5
SPECIAL: Casts Heal spell on summons. Upgrade: HP: 175, Attack: 1d2+1, AC: 2d5+2.	



The Rogue	
TYPE: Defense	HP: 100
ATTACK: 2d5+20	AC: 1d5
SPECIAL: Blocks melee attacks. Upgrade: HP: 150, Atk: 4d5+30, AC: 1d5+2.	



The Bodyguard	
TYPE: Defense	HP: 125
ATTACK: 1d5	AC: 1d5+2
SPECIAL: Blocks ranged attacks. Upgrade: HP: 175, Atk: 1d2+1, AC: 2d5+4.	

tunes (continued)



The Thunder Spider

TYPE: Element HP: 60
 ATTACK: 2d3+1 AC: 0
 SPECIAL: Upgrade: HP: 120, Attack: 3d3+4.



The Knocker

TYPE: Element HP: 120
 ATTACK: 6d2+2 AC: 1d5
 SPECIAL: Upgrade: HP: 150, Attack: 10d2+5.



The Elemental

TYPE: Element HP: 100
 ATTACK: 4d5+10 AC: 0
 SPECIAL: Able to melt ice walls. Upgrade: HP: 150, Attack: 6d5+20.



The Behemoth

TYPE: Element HP: 150
 ATTACK: 4d5+10 AC: 1d5
 SPECIAL: Upgrade: HP: 200, Attack: 6d5+20, AC: 2d5.



The Heroine

TYPE: Attack HP: 70
 ATTACK: 2d5+2 AC: 1d5
 SPECIAL: Ranged attack. Upgrade: HP: 150, Atk: 4d5+4, AC: 2d5.



The Brute

TYPE: Attack HP: 100
 ATTACK: 5d5+10 AC: 1d2
 SPECIAL: Chucks rocks. Upgrade: HP: 160, Atk: 6d5+20, AC: 1d2+2.



The Mercenary

TYPE: Attack HP: 75
 ATTACK: 3d5+5 AC: 1d5+1
 SPECIAL: Upgrade: HP: 125, Attack: 6d5+5, AC: 2d5.



The Knight

TYPE: Attack HP: 100
 ATTACK: 3d5+4 AC: 4d5+1
 SPECIAL: Upgrade: HP: 150, Attack: 5d5+4, AC: 5d5+2.

Did You Know...?

A great number of Orkney knights figure in Sir Thomas Malory's sprawling proto-novel, 'La Morte d'Arthur' (Old French for "The Death of Arthur").



BONUS MATERIAL



SECRETS...

Five Extra Dungeons exist in the game which can only be accessed by purchasing treasure maps for sale from the Trow on the World Map, and Seamus in the Town of Houton. In these Extra Dungeons you'll find Tokens to complete your collection... as much as possible, that is. The highest number of Tokens you can carry is twenty-four out of the twenty-five total in the game... unless you cheat. This section will teach you how to do that, along with helping you get through these Extra Dungeons the fair-and-square way.

EXTRA DUNGEON 1 - RUINS OF DUN AILINNE

This dungeon appeared on the World Map as a result of your purchasing the most expensive map (and item) in the game, and indeed, it's the longest of the extra dungeons. But there are some real prizes to find in here, if you can cope with the abundance of traps everywhere..



The dark hidden room.

The western wing contains a room that doesn't appear on the automap, but which exists nonetheless – this will be a common feature to the Extra Dungeons that lie ahead of you. (Note the location of Treasure Chest A on the map). The chest in this secret room (opened as always by summoning the Explorer) holds **Gnimh's Flute**, alongside some monetary goodies.



The Golden Spyglass.

When you enter the eastern wing, you'll walk right into an anti-magic zone where your summons will automatically dissipate. Walking through the door of the easternmost room and saunter around the spikes, which lie just past the threshold. Slice up the Zombies inside and take the loot – despite the size of this place there's only one chest.

Progressing north up the main corridor, you'll find two Arrow Traps blasting away in a criss-cross pattern – this is

hard to avoid, but I would suggest either waiting an interval and running through, or pulling out your shield and blocking one set of bursts (walk into the line of fire and prepare the shield only during an interval in the traps firing) and then continuing around them – or, another option, summon your Bodyguard. Right past these dual arrow shooters everything turns anti-magic again. Hang west when a corridor opens up, and you'll come into another anti-magic zone, -- watch out for the two Crusher Traps, and then the Zombies near the chest.

In the final, most northern room, you'll still have to contend with anti-magic dust in the air, which is a real set-back, as there are a lot of Zombies here that some summons would make a tad easier to deal with. In the chest you'll get the **Golden Spyglass** Token.

ENEMIES

	ZOMBIE (ENTRAILS)
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5
	ZOMBIE (HEAD)
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5
	ZOMBIE (GUTS)
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5

Did You Know...? "Dun Ailinne" is a hill-fort located, in our own world, in Ireland's County Kildare.

TREASURE

A Gimh's Flute
History of Douby (90 SP)
Amethyst (80 SP)
Ancient Bracelet (300 SP)

B Amethyst (80 SP)
Ancient Bracelet (300 SP)
Golden Chalice (200 SP)
666 Silver Pieces

TREASURE

C 666 Silver Pieces
Adderstone x 1
Jeweled Sword (200 SP)
Diamond (300 SP)

D Amethyst (80 SP)
Adderstone x 2
Ruby (100 SP)

TREASURE

E Amethyst (80 SP)
Emerald (200 SP)
Diamond (300 SP)
Token: Golden Spyglass



RUINS OF DUN AILINNE

EXTRA DUNGEON 2 - CAIRN OF ARDAGH

Watch out for the Spike Traps here while you take out all the Kunaltraw and other beginning-level slew of creatures. It seems at first like you're not going to make your investment back for purchasing this map – the most valuable chest holds a little over a thousand Silver Pieces in value inside. But looks can be deceiving... in the northeastern section of the map, you'll find a hidden room – and in here you'll get your hands on the Token known as the **Amulet of Llyr**, which gives you a valuable +1d5 bonus to your armor!



Small potatoes, these guys.



A hidden room!



CAIRN OF ARDAGH

ENEMIES



KUNALTROW (SPEAR)

HP: 25 XP: 25

ATK: 1d5+4 AC: 1d4



KUNALTROW (2-SWORDS)

HP: 60 XP: 40

ATK: 4d5+5 AC: 1d4



KUNALTROW (WITCH DOC)

HP: 50 XP: 50

ATK: 2d5+5 AC: 1d4



BOAR

HP: 30 XP: 20

ATK: 3d5+8 AC: 1d2+1



BOAR-RIDER

HP: 40 XP: 20

ATK: 4d5+15 AC: 2d5+1

TREASURE

A 700 Silver Pieces
Black Pearl (175 SP)
Emerald (200 SP)

B approx. 500 Silver Pieces
Adderstone x 1
Jeweled Sword (200 SP)
Amethyst (80 SP)

C History of Douby (90 SP)
Diamond (300 SP)

D Token: Amulet of Llyr
Ruby (100 SP)
Pearl (80 SP)
Emerald (200 SP)

Did You Know...?

Ardagh is a small village in County Longford, Ireland that hosts the ruins of the ancient St. Mel's Cathedral, while Carrowmore in County Sligo hosts a massive cemetery of some of Ireland's oldest megalithic tombs.

EXTRA DUNGEON 3 - CAIRN OF CARROWMORE

The Draugr are fearsome here, and they'll hurl their weapons like there's no tomorrow. In the second and third of the three burial chambers to the north, you'll find some Arrow Traps – so keep in mind that with nothing to win, opening those doors is like opening a can of snakes. It's the first door you want to pop. There's a plethora of hidden rooms here, stuffed with treasure, like the **Dubgilla**, and Token: **Phial of Medb** (+3 to Vitality).

TREASURE

- A** approx. 800 Silver Pieces
Self-Help Book (10 SP)
Pearl (80 SP)
Golden Chalice (200 SP)
- B** approx. 500 Silver Pieces
Amethyst (80 SP)
Adderstone x 1
Ceremonial Sword (200 SP)
- C** approx. 1400 Silver Pieces
Ruby (100 SP)
Adderstone x 1
Diamond (300 SP)



A lot of Draugr...



CAIRN OF CARROWMORE

ENEMIES



DRAUGR (SWORD)

HP: 80 XP: 50
ATK: 3d5+20 AC: 1d5+1



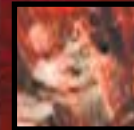
DRAUGR (AXE)

HP: 80 XP: 60
ATK: 2d5+25 AC: 1d3



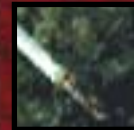
DRAUGR (HAMMER)

HP: 80 XP: 60
ATK: 2d5+15 AC: 1d3



DRAUGR (2-HAND SWORD)

HP: 80 XP: 75
ATK: 4d5+30 AC: 1d5



PHANTOM DRAUGR

HP: 125/150 XP: 200/300
ATK: VARIES AC: 0

TREASURE

D approx. 300 Silver Pieces
Pearl (80 SP)
Ancient Bracelet (300 SP)
Houton Land Deed (60 SP)

E 1000 Silver Pieces
Viking Pants (10 SP)
Fancy Pants (120 SP)
Druidic Pants (15 SP)

F approx. 500 Silver Pieces
Adderstone x 2
Dubgilla

G Token: Phial of Medb
Adderstone x 1
Jeweled Sword (200 SP)
Jeweled Bracelet (60 SP)

EXTRA DUNGEON 4 - RUINS OF EMAIN MACHA

First thing to do when you get here – bring out the Light Fairy. It's pitch black when you start off in this place – and later on, around Chest D and E, an anti-magic zone will dissipate your Fairy-helper. So stumble around in the dark until you find the chest! This is a rather lengthy extra dungeon, so just watch out for all the Spike Traps everywhere. Make your way to the final chamber and get the Token **White Book of Hergest**, which will give you a +10% boost to your mana regen rate!



Treasure!



ENEMIES

	ZOMBIE (ENTRAILS)
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5
	ZOMBIE (HEAD)
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5
	ZOMBIE (GUTS)
HP: 100	XP: 100
ATK: 4d5+5	AC: 1d5
	ZOMBIE COW
HP: 175	XP: 300
ATK: 15d5+15	AC: 6d5
	ZOMBIE ROOSTER
HP: 50	XP: 100
ATK: 5d5	AC: 0

Did You Know...?

Emain Macha is the site of the ancient capital of Ulster in Ireland. Its name means "Macha's Twins," and is derived from an old myth involving Ulster's male populace being cursed to experience, at the moment of their greatest peril, the labor pains associated with the bearing of twins by a barred mother-to-be. Macha, quick with child and forced to outrace a cart to free an idiot spouse, got her revenge.

TREASURE

- A** Emerald (200 SP)
Black Pearl (175 SP)
Ruby (100 SP)
Amethyst (80 SP)

- B** Ceremonial Sword (200 SP)
Golden Chalice (200 SP)
Ancient Bracelet (300 SP)
Alderstone x 1

TREASURE

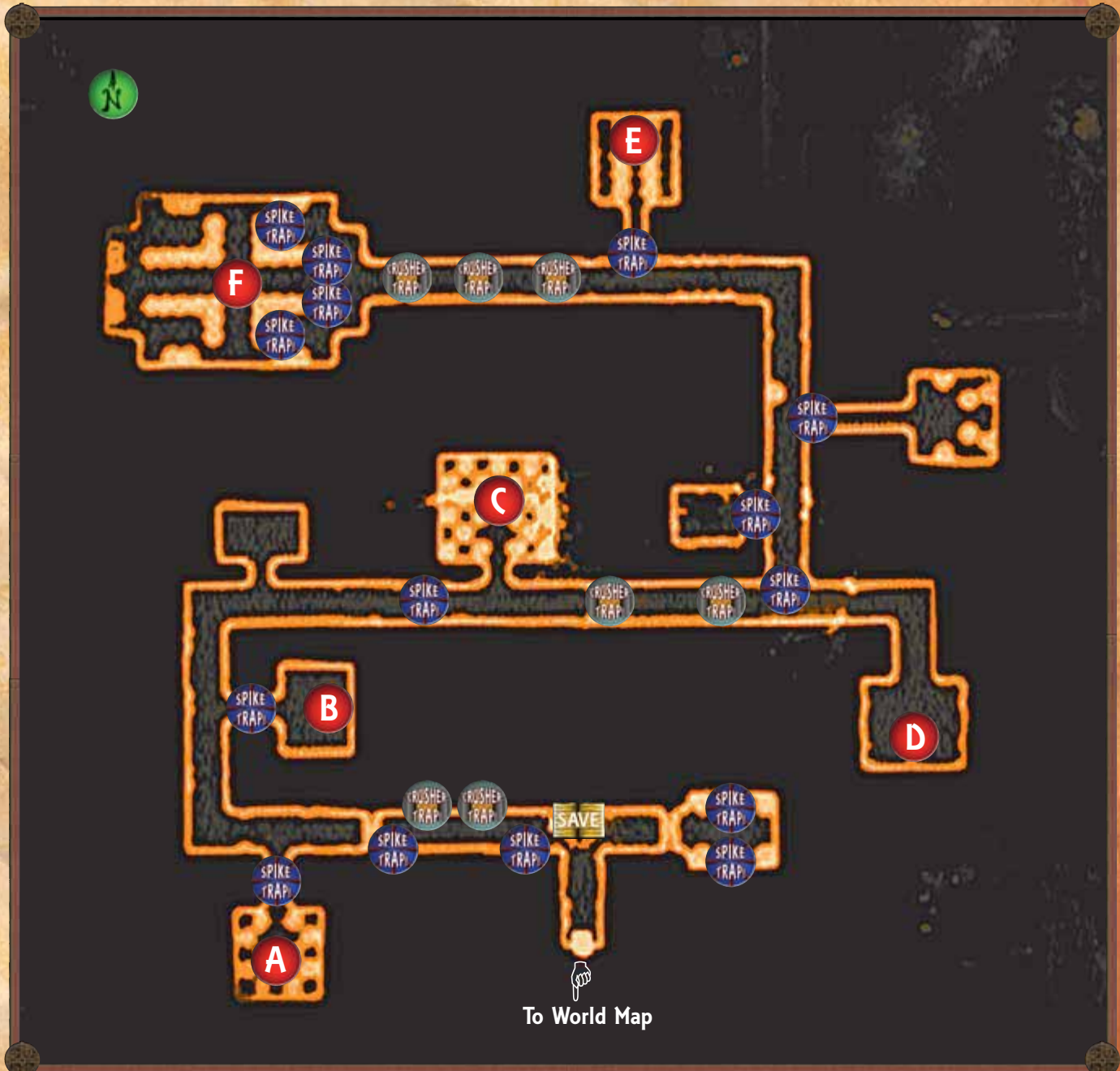
- C** Brain (8 SP)
Jeweled Bracelet (60 SP) x 2
Haggis (20 SP)
Emerald (200 SP)

- D** Alderstone x 1
Fancy Pants (120 SP)
Bottle of Chianti (60 SP)
Skin Salve (10 SP)

TREASURE

- E** Ceremonial Sword (200 SP)
Book of the Dun Cow (200 SP)
Houton Land Deed (60 SP)
Alderstone x 1

- F** 1200 Silver Pieces
Ruby (100 SP)
Alderstone x 1
Token: White Book of Hergest



RUIN OF EMAIN MACHA

EXTRA DUNGEON 5 - RUINS OF TARA

Upon strolling into the fifth and final Extra Dungeon, you'll come upon a giant blood pool. If you're able to shake the fact this symbol of genocide from your retinas, you'll glom on to the fact that undead farm animals are using this recreational facility as a bathing and pissing station. (It's common knowledge that kidney stones are rampant among the undead population, so this might account for the volume of the crimson pool.) Make your way past the harmful farm-fauna and into the spikey chamber to the northeast – and then to the room beyond, where you'll find lots of wealth in addition to the Token known as **Cormac's Chalice**, which will grant the Bard a +3 bonus to his Rhythm.



Just like in "Red River."



Another hidden room!

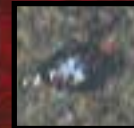
ENEMIES



ZOMBIE COW

HP: 175 XP: 300

ATK: 15d5+15 AC: 6d5



ZOMBIE ROOSTER

HP: 50 XP: 100

ATK: 5d5 AC: 0



ZOMBIE SHEEP

HP: 150 XP: 200

ATK: 2d5+5 AC: 1d5



RUINS OF TARA

TREASURE

A

Emerald (200 SP)
Ancient Bracelet (300 SP)
Ruby (100 SP)
Adderstone x 1

B

approx. 1000 Silver Pieces
Meat (10)
Mutton (10)
Jeweled Sword (200 SP)

C

approx. 1000 Silver Pieces
Haggis (20 SP)
Meat (10 SP)
Mutton (10 SP)

D

approx. 1000 Silver Pieces
Adderstone x 3
Token: Cormac's Chalice

SPECIAL SECRETS

the extras menu

You know how when you fire up your game, and you go into the opening menu, you're confronted with an option for an "Extras Menu"? Have you ever wondered how you unlock these extra pieces of artwork, musical pieces, and movies, and furthermore, what they consist of? Look no further than here, dear reader – only you and your MRI technician know whether the draw of these extras is powerful enough to compel you to spend the massive amounts of time saving up the



The complete Art Gallery.



The complete Song Gallery.

in-game cash to pop them up for your viewing... without cheating, that is. But we'll get to that later. (If you don't mind either way, then note that the extreme numbers you're about to get hit with are pretty much arbitrary digits.) The uncontrollable urge to unlock each gallery might subside after you learn that the movies consist of the opening titles and the game's endings.



The complete Movie Gallery.

Entries in the Extras Menu are unlocked whenever your memory card contains a saved game in which donations have been made to a Kirk that meet or exceed the amounts that follow. (You see, the donations did have a purpose beyond virtual good-will after all.)

ART	DONATION
Extra Art 1	400 SP
Extra Art 2	600 SP
Extra Art 3	2000 SP
Extra Art 4	3000 SP
Extra Art 5	4500 SP
Extra Art 6	6000 SP
Extra Art 7	7000 SP
Extra Art 8	12000 SP
Extra Art 9	14000 SP
Extra Art 10	18000 SP
Extra Art 11	26000 SP

SONG	DONATION
Extra Song 1	200 SP
Extra Song 2	8000 SP
Extra Song 3	16000 SP
Extra Song 4	10000 SP
Extra Song 5	1500 SP
Extra Song 6	2500 SP
Extra Song 7	3500 SP
Extra Song 8	5000 SP
Extra Song 9	20000 SP
Extra Song 10	22000 SP
Extra Song 11	28000 SP

MOVIE	DONATION
Extra Movie 1	100 SP
Extra Movie 2	60000 SP
Extra Movie 3	50000 SP
Extra Movie 4	70000 SP
Extra Movie 5	4000 SP
Extra Movie 6	1000 SP

SPECIAL SECRETS

(continued)

Since this is the Secrets section, I'd be remiss not to be giving any away. Tell you what – enjoy the Art Gallery, and the Game's Endings. They're on me. (Naturally, they're larger onscreen.)



Art Gallery 1



Art Gallery 2



Art Gallery 3



Art Gallery 4



Art Gallery 5



Art Gallery 6



Art Gallery 7



Art Gallery 8



Art Gallery 9

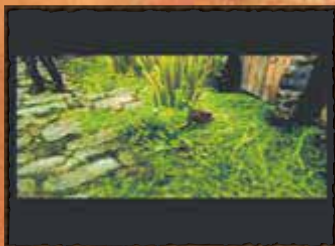


Art Gallery 10



Art Gallery 11

SPOILER!!!!!!!!!!



If you fight Evil Caleigh, you get this ending. Back to old habits again.

SPOILER!!!!!!!!!!



If you fight Fionnaoch, you get this ending. The perfect couple.

SPOILER!!!!!!!!!!



If you choose to... do nothing at all, you get this ending. Get down.

—| cheat codes and god mode |—

You couldn't ask for a better secret-section heading than that, could you? You've lucked out here, because **The Bard's Tale** has cheat codes in spades... not to mention a killer cheat menu that gives you control over essentially every variable in the game. If you want to play fair, don't use any of these codes. If you don't want to play fair, go right ahead. Better still, if you've already beaten the game like a true hero (or absolute traitor to the human race, depending on which of the three endings you've chosen), and want to hack around with the environment, give yourself some items you weren't able to collect the first time around, or simply want all twenty-five Tokens in your possession, this is the section for you. So read on, would-be bardolator...

- To initiate the following codes, hold down **L1** and **R1** (for the PS2 version of the game) or the **Left Trigger** and the **Right Trigger** (for the Xbox version of the game), and press the D-Pad as follows:

Mega Damage: Up, Down, Up, Down, Left,

Right, Left, Right: This allows the Bard to inflict "Damage x 100" whenever he attacks.

Non-Hitable: Left, Right, Left, Right, Up, Down, Up, Down: Enemy attacks will pass right through the Bard.

Non-Hurtable: Right, Left, Right, Left, Up, Down, Up, Down:

Also known as "immortality." The holy grail of cheats – the code that puts the "god" in "god mode."



Mega Damage On!

Supplies: Up, Up, Down, Down, Left, Right, Left, Right: Don't even finish thinking what you're thinking about this code, or you'll be eating moldy peaches in your dreams. This one gives you a full slew of Silver Pieces and Adderstones.

Full Health and Mana: Left, Left, Right, Right, Up, Down, Up, Down: Whenever you need to be refreshed, this is your code. And yet, could there be more hidden codes? These lips are sealed...



A History Lesson

It wasn't long after the sixth grade let out that I found myself plunked down daily in the corner of a friend's den, staring at the CRT of an "IBM-compatible" computer. Onscreen, without fail: **The Bard's Tale**. I recall with great fondness the fabulous misadventures of we three pre-adolescents at large in sprawling Skara Brae – well, before I go further I'll pause to massage the memory a little bit more, and here surprise myself to discover that "sprawling" Skara Brae unfurled across a portion of the screen no larger than the upper-left quadrant. All those hours, the whole visual record of our explorations... it's a little hard to believe the source of so much enjoyment had been a rectangle of two and a half by four inches; larger dimensions than the screen of even the latest and greatest hand-held portable, to be sure, but pretty tiny real-estate for what felt like a playground of epic proportions. As such, the infamous "rectangle" strikes me now as something of a singularity, space super-focused – all the three-dimensionality, city-streets and dungeon corridors, hurtling forward and passing away at break-neck speed across this itty-bitty tableau... Skara Brae and the dungeons seemed almost willfully condensed, compressed, by their invisible creators. A kind of paradox, the smallness of this window-on-the-world piquing so strong a sense of Skara Brae's vastness; yet the sensation existed, and thus did Skara Brae feel all the more actual in its minuscule frame, like the glimpse of another dimension roiling and continuously surfacing at the center of a black hole – the rest of the screen being occupied, of

course, by the matrices of character stats and real-time text updates describing the action.*

I don't think the computer even had a sound card. (Or, if the thing did have one, its 12-year-old owner, like so many of the era's millions of personal computer users – still "hobbyists" by 1989? – couldn't get it to configure with his system.) And the graphics, although admittedly more impressive than those of my beloved NES games, were often static in the non-3D sequences, usually containing only the barest hint of animation. Still, it didn't matter – the game world, like a new codex, was there to be read and, more importantly, descried. The **Bard's Tale** games required of the player a significant time commitment for play – not unusual for an RPG – in addition to a certain deftness at plotting out the dungeon maps on graph paper; massive subterranean labyrinths made cartography supplies essential. These being the days before the Internet (if not exactly before the Arpanet), part of **The Bard's Tale's** intrigue lay in the fact that the series really seemed to evoke, and invoke, a kind of communality which, despite the game technically containing only a "one-player mode," implicitly encouraged the rudimentary tenets of something like "team play" – put one person on mapping duty, and swap shifts with another

* Maybe the data on the periphery of the game window reinforced the black-hole/flip-dimension "reality" of Skara Brae that much more – in my mind's eye all the updates and statistics resemble the sprawling science and quantum exchange that take the black-hole from the realm of mysterious metaphor to light-bending reality. The numbers are spinning at the cusp...

player for consecutive stretches of nothing more than leveling up. (Oh, there was lots of leveling up to be done in **The Bard's Tale**, one random monster encounter after another... and you could only save above ground, at the inn.) One felt comfortably alone in the world playing the missions of the game, as though there were no one else in a million-mile radius undertaking the same adventure (one of the nice things about life before cyberspace); one could therefore take all the time in the universe to conquer the damn thing without feeling like some San Antonio maniac was putting in more hours per diem than you ever could.

But there were other things that made the experience special, too – the unique packaging, for example, played a big part. All three **Bard's Tale** games came in a kind of 10-inch 45-rpm vinyl record sleeve, like a slip-case for the game's floppy disks. A wonderfully illustrated, sepia manual added to the tactile pleasure. Perhaps most potent, and certainly unique to my personal experience of the game, was the fact that much of the ambience of our play sessions had been created by the environment around the computer – the den in which we huddled, the crackling fireplace behind us – the nutcracker and walnuts atop the heavily-lacquered, oak-surface coffee-table – the curio cabinet against the wall facing the computer, eight feet away, inside of which, among my friend's small library of games, stood the box for another title, another legend of the Golden Age – **Wasteland** – but that... that's a tale for another time.

It all seemed to stand in for the flickering firelight of the inn...

The Bard's Tale: A Chronology

Tales of the Unknown, Volume 1: The Bard's Tale

(1985, Interplay Productions / Electronic Arts)

Create a party of six adventurers, then travel through the streets of Skara Brae and dungeon after dungeon, in search of the wicked Mangar.

The Bard's Tale II: The Destiny Knight

(1986, Interplay Productions / Electronic Arts)

Find the seven pieces of the Destiny Wand and destroy the diabolical archmage Lagoth Zanta. There are now six cities to explore, in addition to a bank, a casino, and an expanded network of dungeons.

The Bard's Tale III: Thief of Fate

(1988, Interplay Productions / Electronic Arts)

With auto-mapping and save-anywhere features newly at your disposal, lead your party across seven dimensions to destroy Mangar's master, the Mad God Tarjan.

The Bard's Tale Construction Set

(1991, Interplay Productions)

Put your design acumen to the test by creating your very own dungeon adventures. Try your hand at level layout, item creation, and monster genetics, then mix the ingredients into a home-made recipe for that aromatic dish called "Epicness."

team interview

The following interview was conducted in August and September of 2004 with the following members of the InXile production team: Matt Findley (Creative Director), Brian Fargo (Executive Producer), Eric Flannum (Lead Designer), and Maxx Kaufman (Art Director).

Brian and Matt, you're obviously aware that people have been crying out for a new chapter in the "Bard's Tale" saga for some time – this is obviously a very different game than the others. Can you say something about when you decided it was time to revisit the series, and when you decided to take it in a new direction? Did these two ideas happen at once, or did one follow the other?

Brian: I've wanted to revisit the series for some time but due to timing issues I was not able to ever consider it. Once I left Interplay I knew the first game would be an RPG, but I was not sure what the first one would be. It was then that I decided to pursue the concept of a new *Bard's Tale* since it would be the perfect beginning for the new company. As for the direction of the game, that really came about from playing all the recent RPGs and seeing how they approached the genre. My first reaction was that the console RPGs for the most part still treated the audience like they were 12 years old, yet the average player was closer to 30. I wanted to bring a PC intelligence to the console world, much the way *Knights of the Old Republic* ended up doing a bit later.

Matt: Once we committed to doing *The Bard's Tale*, we knew we had to push the genre in a new direction. The entire category was so devoid of personality, and I found it to be really odd how seriously the games were taking themselves. The style of writing in these games has not really grown at all since the original *Bard's Tale*, and we felt strongly that it was time for that to change.

Matt, how did you come to the "Bard's Tale" series – do you and Brian go way back, or did you first become familiar with the games purely as a fan?

Matt: My first introduction to the *Bard's Tale* series was just as a fan, playing the games on my college roommates' computer. They inspired me to continue making games on my own, and to pursue a job in the industry. It was actually a couple of years later, after I played *Wasteland* in 1988 that I wanted to go work for Brian at Interplay. I started working for Brian in 1989 and we worked together for 13 years until we left to start inXile.

Brian, what's it like to revisit a series over a decade later, when game development is no longer a matter of sitting down and strictly coding, but working with art directors, sound designers, texture artists, A.I. engineers, etc.? – a

stark contrast to the day's when the director was also heavily involved in so much of the actual programming.

Brian: Ironically the concept of using a production mentality in which the director (i.e., me) did not do the coding was the genesis of the early Interplay success. As common sense as it sounds, I always looked for experts in their fields to provide their part of equation. This was not always the case some 20 years ago. But there is no doubt that the budgets have gotten much bigger along with the team sizes. For many games that has translated to hollow-feeling games with great production values. But for us, we did want to keep that single-artistic-vision feel that some of the old games used to have. We want to do games that offer innovative ideas and charm that you don't get from a factory.

Brian, what was your take on the NES version of the "Bard's Tale" game released by FCI? (The one in which the pub only seemed to serve "grape juice.")

Brian: The poor Bard must have been having a drinking problem back then and had to only drink juice. Or perhaps it was vodka and grape. I vaguely remember that game but it was just a port from PC to console with no consideration of the console mentality.

How long did this project take from beginning to end (in August 2004)? What were some of the most difficult challenges you encountered in getting the game finished – (logistical, technical, or both)?

Eric: Brian and Matt had already started the initial design when I came onboard around November of 2002. We staffed up gradually from there as we began working through the design of the game. We didn't start up full production until early in 2003 at which point we had the majority of our team in place. Most of our challenges occurred pretty early on in the process, as we were not only trying to create a game, but also trying to create a company at the same time. Once everyone had settled into their various roles things progressed quite smoothly with our most egregious problem probably being trying to find parking around here during the summer! (We have the good fortune to have our offices located pretty close to the beach.)

GETTING STARTED
WALKTHROUGH
APPENDICES
BONUS MATERIAL

How long did the music composition and recording process take?

Eric: We began working with Tommy Tallarico Studios very early in the development process. The entire process was ongoing over probably the entire final year of production.

How did the Scottish-Gaelic feel of the game come about?

Brian: The original *Bard's Tale* took place in the city of Skara Brae which was a small hamlet in the Orkney Islands. In that first *Bard's Tale*, the name of that city was nothing more than a name. I decided to do some research on that part of the world and lo and behold it has a rich vein of fantasy subject matter that was both original and somewhat familiar at the same time. It was fascinating to discover that folklore, and see what an impact it had on J.R.R. Tolkien and *Dungeons & Dragons*.

At what point in the game's conception did you decide to rebel against the "same old RPG" conventions?

Eric: This happened pretty early in development as it was one of the main things that Brian and Matt had always had in mind for the game. Of course, right at the beginning we didn't intend the game to be an outright comedy. We wanted the game to have humorous elements and characters, but didn't want things to get too wacky. As we began to write and design the game, eliminating things we didn't like and emphasizing things we liked, we found that the comedic elements were really standing out as the highpoints of the game. It wasn't long until undead sheep, giant chickens, and too many guys named Bobb worked their way into the design and the game became a lot more comedic and silly. We went from mocking a few of the old tried and true conventions to outright lampooning a genre we are all terribly fond of.

The game's dialogue is legitimately witty and seems extremely well conceived in so many parts, given what normally passes for the writing in video games – who did the majority of the script, and what kind of boundaries, if any, were placed on the dialogue beforehand?

Brian: We decided to have us designers (myself, Matt Findley, and Eric Flannum) take the first pass at all the design and dialogue since we had a strong background in game design. And while none of us was particularly strong in dialogue, we knew how to set up some fresh and interesting situations. We then turned our situations over to the dialogue writers who took our material to the next step and made it more entertaining than what we had done alone. We didn't have many boundaries other than to not rely on or use any topical ideas that would require someone to know anything outside the world we created.

How long did the voice recording sessions take? Why does it seem like there are so many more competent voice actors nowadays (especially on this game) than there were back in the era of, say, "Last Alert" on the TurboGrafx-16? Is it just that the money's a lot bigger?

Brian: The voice recording sessions were quite long. We spent 20 hours with Cary Elwes alone, and there were over 100

speaking parts in the game in total. In order to have the great personality we were striving for, we felt the need to record all the lines in the game. In general though, game players demand more quality than they did back in the days, so we needed to step up to the challenge and deliver what is expected.

One of the things I love most about the game from an art-design standpoint is how fabulously the characters are modeled. There doesn't seem to be any of the insane blocky angularity to the human bodies that normally gets associated with American and European game titles. Were you kind of consciously throwing down the gauntlet here?

Maxx: When creating the characters we made a concerted effort to make them as interesting as possible. We wanted the player to be intrigued by the characters' faces and bodies. As an example, when we created the shopkeepers we exaggerated the features of their faces and bodies.

Related to the character models, is their extraordinary detail (textures aside) accomplished by a high polygon count, or something closer to the kind of "spline-based" models we read about every now and then...?

Maxx: All models were created with polygons in 3ds max. The average polygon-count per character was 3000. The textures were created at high resolution and then reduced to fit the memory restrictions of the PlayStation2. I believe the combination of high-resolution textures and the polygon-count accounts for their detail.

What are your feelings about the move from the traditional 4:3 aspect ratio to the 16:9 "widescreen" ratio on newer television sets? Is it a wider canvas to play with, or does it force the developer to make every environment "super wide"? Also, do you find that in a top-down or isometric game, it paradoxically makes the game-environment more claustrophobic, in that there's an expanded sense of width but not a lot in the way of "seeing ahead, north or south"?

Eric: Although we haven't seen games exclusively for widescreen yet, I imagine when we do it will change how some of the more traditional game perspectives are dealt with. For example, in a game with [*The Bard's Tale's*] perspective, the developer could utilize the extra space for a split screen mode or interface elements (such as maps, health displays). Extra space available on a screen is really only going to be a good thing as we are constantly running out of screen real-estate when we are planning out our designs.

The series was originally created by Michael Cranford, whom Brian Fargo shared Scenario Design duties with on the original two games. Did Michael have any input on this project at all? What does he make of this next-gen incarnation of the series?

Brian: Michael did not give input on the project, but I did bring him in to show the direction when it was about halfway done. He absolutely loved the humor and the approach we took to it.

the original bard

Robert Burns



Many players of *The Bard's Tale* wouldn't be surprised to learn that the game's titular Bard wasn't the only Scots-based bloke to regale his countrymen with rhythm and lyric.

Born on January 25th, 1759, Robert Burns would go on to become one of the most central and beloved figures in Scotland's rich cultural tapestry. A poet and songwriter of wild lyrical invention, Burns predates fellow-Scotsman Stuart Murdoch (of Belle & Sebastian fame) with his finely tuned blend of wry domestic portraiture and sentimental "occasional" verse. It was at the age of fifteen – **fifteen** – that the young poet first came into renown, galvanizing city- and country-folk alike with the 1786 publication of his volume entitled **Poems, Chiefly in the Scottish Dialect**. As you'll witness below, the "Scottish dialect" is not the Queen's English; it's likely that any readers who have begun their college survey courses in literature will sniff out some easy similarities with Geoffrey Chaucer, by means of the slightly "understand-it-here, baffle-me-there" shuffle of the vocabulary – a sort of "pre-mix," if you will, of our modern English. But where Chaucer versified plump friars and courtly love, Burns advocated the fall of organized religion and the rise of Courtney Love – which is to say, all things colloquial, from the pleasures of whiskey to maudlin sing-a-longs at New Year's Eve. (Yes, the lyric to "Auld Lang Syne" comes straight from Burns's pen... well, except maybe for the first verse and the chorus, which he's said to have discovered jotted on a pub napkin.)

Below you'll find some first-rate examples of Burns's verse – picking up an edition of the Burns songbook or collected poems from your local library or bookstore is highly recommended. Press "pause," if only for a couple hours, and explore this other strange, hilarious, and exhilarating realm...

From "To a Mouse" –

I'm truly sorry man's dominion
Has broken nature's social union,
An' justifies that ill opinion
Which makes thee startle
At me, thy poor, earth-born companion
An' fellow-mortal!

...

But, Mousie, thou art no thy lane,
In proving foresight may be vain;
The best-laid schemes o' mice an' men
Gang aft a-gley,
An' lea'e us nought but grief an' pain,
For promis'd joy! ...

From "Scotch Drink" –

O thou, my Muse! guid, auld Scotch Drink!
Whether thro' wimplin worms tho jink,
Or, richly brown, ream owre the brink,
In glorious faem,
Inspire me, till I lisp an' wink,
To sing thy name!

...

When neebors anger at a plea,
An' just as wud as wud can be,
How easy can the barley-brie
Cement the quarrel!
It's aye the chepeast Lawyer's fee
To taste the barrel. ...

From "Green Grow the Rashes, O" * –

Green grow the rashes, O;
Green grow the rashes, O;
The sweetest hours that e'er I spend,
Are spent among the lasses, O.

For you sae douse, ye sneer at this,
Ye're nought but senseless asses, O;
The wisest Man the warl' saw,
He dearly lov'd the lasses, O. ...

* (see also R.E.M.'s "Green Grow the Rushes," from their 1985 album *Fables of the Reconstruction*, which in some ways as effectively captures the American South as Burns does the genial Scots character – "Green grow the rushes go / The compass points the worker home.")



Know Your Ales



BY KEVIN ORLOSKI, ESQ.

By now you've probably spent plenty of time drinking in the pubs of *The Bard's Tale*, and as you make your way to the end of this guide, you might discover that all this virtual pub-time has left you with more questions than answers about the real thing. Tried your hand at wine drinking, and realized it's not your bag? Had dilemmas choosing which beer is good for you at the trendy local microbrewery, because of the foreign-sounding names of the brews? (Even the experts can't tell you what the difference is between the "summer brew" and the "winter brew," by the way.) Well, you needn't bluff your way through an awkward beer conversation anymore – this is your novice guide to all popular types of beer. It might get you started on what could be a lifelong passion. But remember, never drink and drive, not even on a Segway Human Transport.

Mead: As those D&D'ers already know, it's hard to find a place that serves mead, and almost as hard to find anyone with any familiarity with it whatsoever (putting aside those kindred souls in the Society for Creative Anachronism). Dropping the word "mead" in a conversation in the same sentence as "honey" and "Beowulf" has never failed to get laugh in the right crowd. But, we're sure that if you ever do get a taste of it that you'll enjoy its blueberry, almost cranberry, aroma.

Bock: The Thor of all beers. You might think it gets its name from the pleasurable, yet subtle, metallic attack with which the beer hits the front of your palate when it splashes onto the front of your tongue. Or, maybe it gets its name from the rosin-like froth that foams at the top of a heaping flagon. Perhaps you think it's because it's been brewed for centuries by the Nordic people, whose seafaring ways can be detected in the salty aftertaste that keeps you wanting to drink more and more of the stuff. Nope – it's none of that. It's because this beer will smack you in the head with an iron hammer by the amount they charge for this stuff. **Ridiculous.** Puh-leeeeeze.

Ale: The most common beer drunk throughout Western Europe. Remember a few years back when the Berlin Tigers kicked the game-ending field goal in overtime to defeat the Barcelona Well-Wishers, thus winning the first NFL Überbowlentasse? The terror that struck your heart when it looked like the snap had been botched; followed by the elation, the utter out-of-control unity felt by an entire city, nay, an entire nation, as the ball ever so slightly clipped the left pole and bounced safely through the T. Men raised their hands, strangers hugged strangers, mothers kissed their children, children pumped their fists, girlfriends left boyfriends for richer men, boys kissed peach-fuzzed and hairy-faced girls. It felt like all things

were possible for an instant. Well, that's sorta what ale tastes like, if that moment tasted like flat soda.

Lager: Pronounced "logger" – from the French Admiral Pierre L'Enfant Lougerre, who led his troops during the Napoleonic Wars. "Lougerre," loosely translated, means "to drink softly" or "to sip." This beer is named for the admiral who, although unable to maintain munitions or a basic supply-line while leading his troops through the harsh German and harsher Russian winters, never broke said lines for any beer brewed by locals. The phrase "he's got a lager in his pants" comes from Lougerre's practice of permitting his troops to carry bottles of lager, secreted away in their pants pockets, onto the battlefield. They drank merrily – until they were slayed like the dogs that they were. In its thick brew, you can almost taste the blood of so many countless wasted lives. These men didn't pee in their pants, they were just shot in the groin.

Ice: If you guessed "marketing scheme," award yourself two points. Then refer yourself to the description of Ale.

Pilsner: "Pilsner" starts with a "p," because it's the politic drinker who imbibes this brew; in one way or another, every pilsner-drinker is a social-member of the P.A.C., or Pilsner Action Committee. You can't dim nor can you outdebate the sharp acidity and rigid malty taste of a standard pilsner. Well, you could, but you'd be wrong to do so. So don't do it. Unpatriotic. Don't question it.

Porter: The cousin of the steak that goes by the same name. The beer that helped build the Transcontinental Railroad. Because of its heartiness, it was served on trains before refrigeration techniques became what they are today. It was also the most common beer drunk during Prohibition. But not so fast – "historical relevancy" doesn't mean "tasty." In an era when hard alcohol tasted so bad that mixed drinks were invented to dilute the flavor, what do you think a warm porter tasted like?

NearBeer: Also known as "non-alcoholic beer." If you guessed "marketing scheme that never caught on" then refer yourself to the description for Ale once more, only add subtle flavors of rejuvenated dried-up, chewed-up gum.

Stout: Well, you've made it this far. You may as well know this: After the first sip of beer, every beer tastes the same. Really. Try it. I've won more bar bets this way. After the first beer, the taste becomes indistinguishable from dish water. No joke.

THANKS for the MEMORIES!

"Not the first time I've been asked that question. Yes, you heard right, Chubniks' magical waterway transportation service will, for a modest fee, whisk you not just across the raging Chubnik river, but also transport you into...the future! (Depends on how long it takes to cross the river.)"

"Hmmm... interesting. Look, could you conjure up something that sticks to the ground? A nice carriage perhaps."

"I enjoy a man with a quick tongue. I'll see you get the finest room in the Inn... it's the one right next to mine."

"Don't blink! Don't Breathe! Just admire this fine mail. Close your eyes. Feel it! Visualize it! Now buy it!"

"There are only two things that really get my blood flowing. One you can't afford and the other would not be socially acceptable. Now how shall we do this?"

"Now be fareful as you get out because the dock is made out of hickory wood and it can get slick if it's wet. Which makes it a very slippery hickory dock!"

"You better be damn rich, that's all I can say."

"Very practical choice. If I lived in poverty this would be my choice as well. I'm just speculating of course."

"There once was a Bard from Houton / Who was venturing towards a mountain / On his way through the pass / He slipped on his arse / And his head shot blood like a fountain."

"Let me guess... only she can defeat the evil? Always a tower isn't it? Nobody's ever held at ground-level anymore."

"I knew he would be of no use. But like the hair on my backside, he will return!"

"Oh, it's bad luck to be you / Don't think for just a second it's not true / When your life is run amuck, you will see that you're the schmuck / Oh, it's bad luck to be, really bad luck to be, nobody could disagree, it's a freakin' guarantee! / - It's bad luck to be you! Diddly doo."

"He'll kick in your nuts, and he'll serve them with beer! / So one final thought before I depart / And this, my friend, comes straight from the heart / We'd all be fine if not for that bell / And that horse- killing wanker who opened up hell / Nuckelavee, o Nuckelavee we cannot win we must admi / Who could it be who set you free? he really must be a dim-wit / Nuckelavee, o Nuckelavee are big and evil and heinous / Who could it be who set you free? he really must be an anus."

"And still nothing happened as the Bard stood around and did... nothing."

"And so ends our tale with the tragic death of our hero. I can't believe I said that with a straight face."



The Bard. End of story.

GETTING STARTED
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