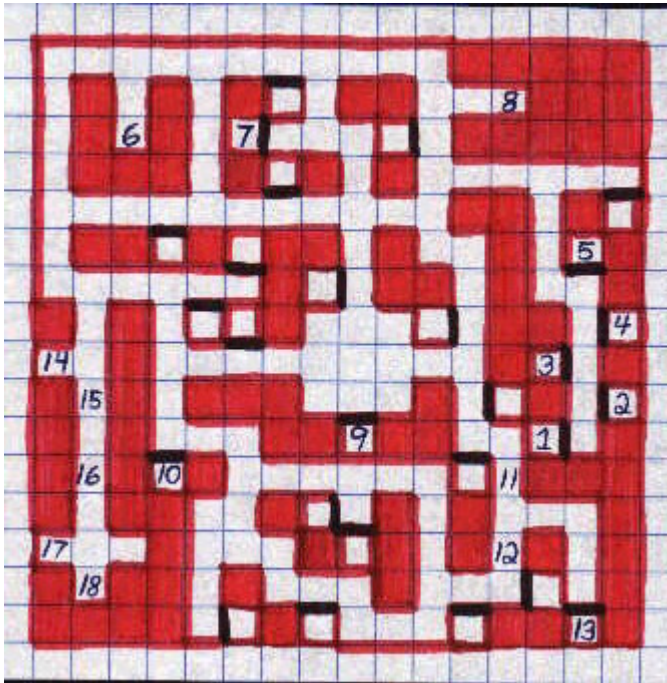


Maps

Here are many useful maps, that will help you in The Bard's Tale. The red areas are walls, the black areas doors, and the numbers are key areas.

Map of Scara Brae



Key Areas:

- 1 - Adventurers' Guild.*
- 2 - Garth's Equipment Shoppe.*
- 3 - Drawnblade (Inn).*
- 4 - Temple.*
- 5 - Review Council.*
- 6 - Castle Entrance.*
- 7 - Archmage Inn.*

8 - Iron Gate. Beyond it you can see the Tower of Kylearan.
9 - This is a temple that has a strange atmosphere. A healer approaches you. "We praise Tarjan the Great. You are not one of us. State your business!" [note: This is the entrance to the Catacombs].

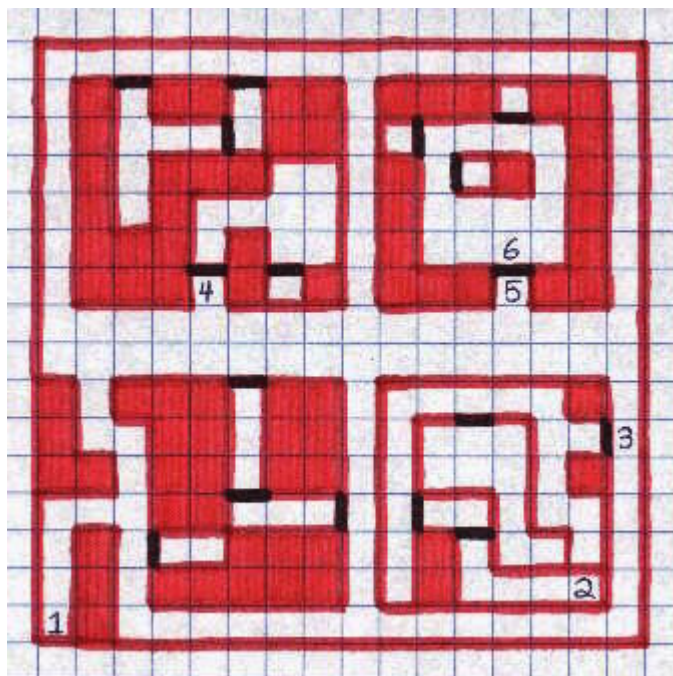
- 10 - Dragon Breath (Inn).*
- 11 - Wizard statue.*
- 12 - Wizard statue.*

13 - Scarlet Bard [Entrance into the Cellar] If you want to enter the cellar, just ask for some grape juice.

- 14 - City Gate which leads out of the city.*
- 15 - Mangar Guard.*

16 - Iron Gate. Beyond it you can see the Tower of Mangar.
17 - Stairs, which lead down into the Sewer.
18 - Entrance into the Castle.

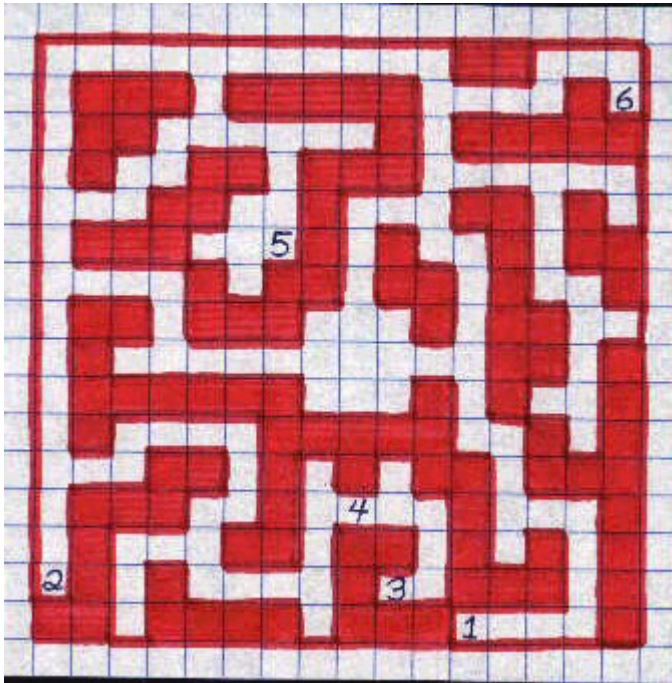
Map of the Cellar at Scarlet Bard



Key Areas:

- 1 - Stairs, leading down from Scarlet Bard.*
- 2 - Stairs, leading down into the Sewer.*
- 3 - You notice a cold wind blowing from somewhere.*
- 4 - Cheap Grape Juice. Help yourself.*
- 5 - Good Grape Juice. Private.*
- 6 - There are empty bottles on the floor. There is no grape juice.*

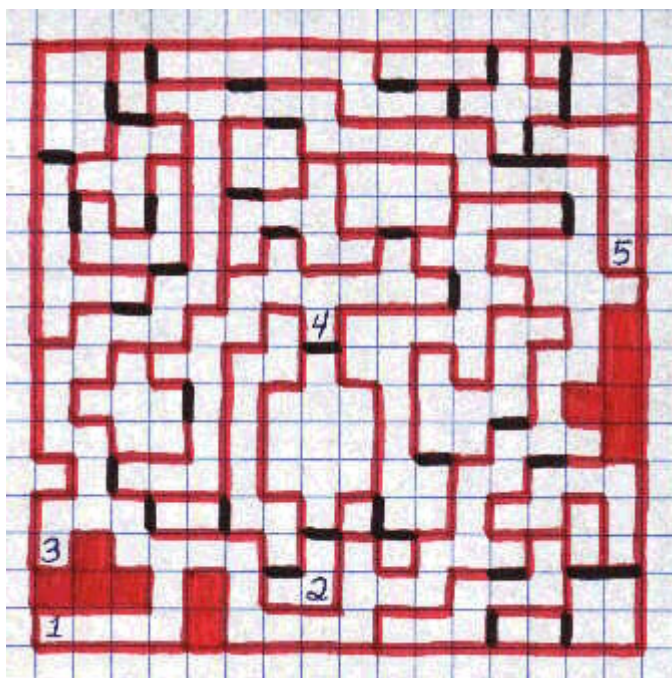
Map of the Sewer, Level 1



Key Areas:

- 1 - Stairs, leading down from the Cellar at Scarlet Bard.*
- 2 - Stairs, leading up to Scara Brae.*
- 3 - Heretic Proof.*
- 4 - Spider Statue.*
- 5 - Magic Mouth.*
- 6 - Magic Mouth.*

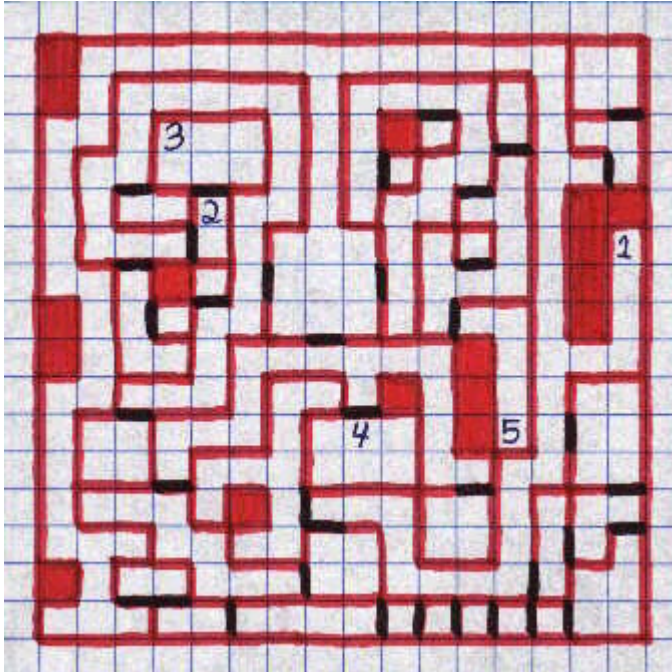
Map of the Catacombs, Level 1



Key Areas:

- 1 - Stairs, leading down from the Temple.*
 - 2 - Magic Mouth.*
 - 3 - Magic Mouth.*
 - 4 - Entrance to the Crypt.*
 - 5 - Stairs, leading down to the Catacombs, Level 2.*
-

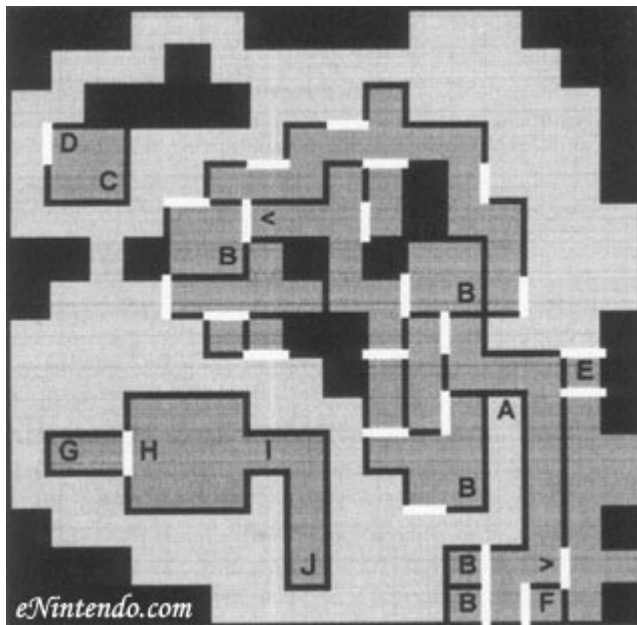
Map of the Catacombs, Level 2



Key Areas:

- 1 - Stairs, leading up to the Catacombs, Level 1.*
 - 2 - Entrance to the Room of Clerics.*
 - 3 - You notice a book open. You read it. "The Great Tarjan's Statue is one-eyed. When both of his eyes are opened, Tarjan will revive."*
 - 4 - Magic Mouth.*
 - 5 - Stairs, leading down to the bottom of the Catacombs [otherwise known as Catacombs, Level 3].*
-

Map of the Bottom of the Catacombs (Catacombs Level 3)



Key Areas:

A - Stairs, leading up to the Catacombs, Level 2.

B - Teleports you to C.

C - Place where B teleports you to.

D - Magic Mouth: "Mangar's wicked power made Aildrek turn over in his grave. The one that steps into his grave will suffer a terrible disaster."

E - You see blurred letters on the wall: "Go to the castle and look for Tarjan's statue. Show the Crystal Eye to the Blue Dragon."

F - Teleports you to G.

G - Near where Aildrek is.

H - Before you lies the ancient burial chamber of King Aildrek, now a creature of darkness.

I - Aildrek rises from his coffin and roars: "Now mortal men, I will attack your spirits!"

J - Stairs leading back to Scara Brae.

< or > - One-way door.

--- - Door.

Map of Level 1 of the Castle

Coming Soon!

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