

Dungeon: Harkyn's Castle

Legend:

	Wall		Anti-Magic		Down
	Door		Darkness		Up
	1-way Door		HitPts.-Drain		Trap
	Hints/Text		Telep. from #		Spinner
	Special		# to #		Smoke
	  requires special action				

Level 1



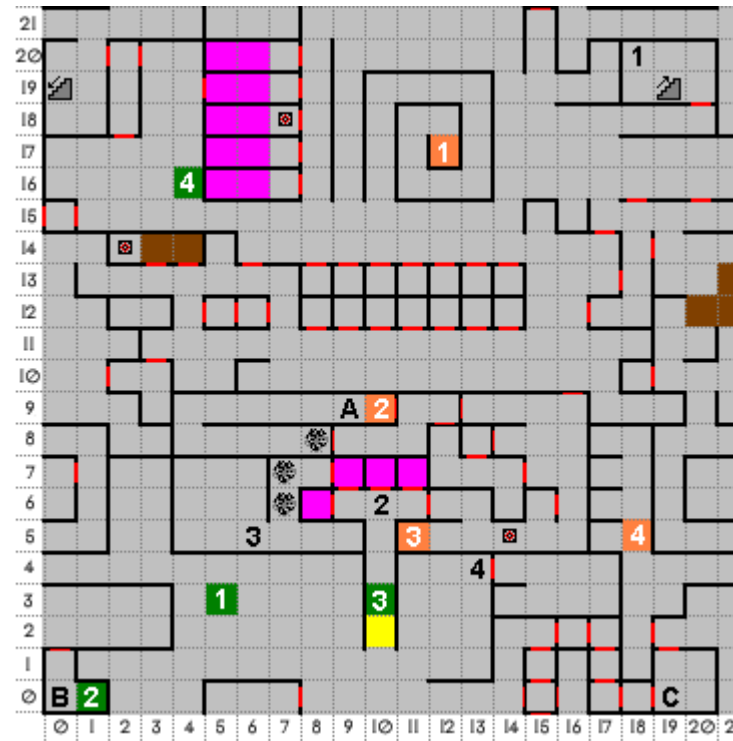
- http://www.rpgclassics.com/shrines/pc/bardstale1/dungeon_harkyncastle.shtml

other characters try to sit on the throne, they loose 15 HitPts.

C: Six warriors in robes guard the room [6 Berserker] -> Battle

D: Important item: "Crystal Sword"

Level 2



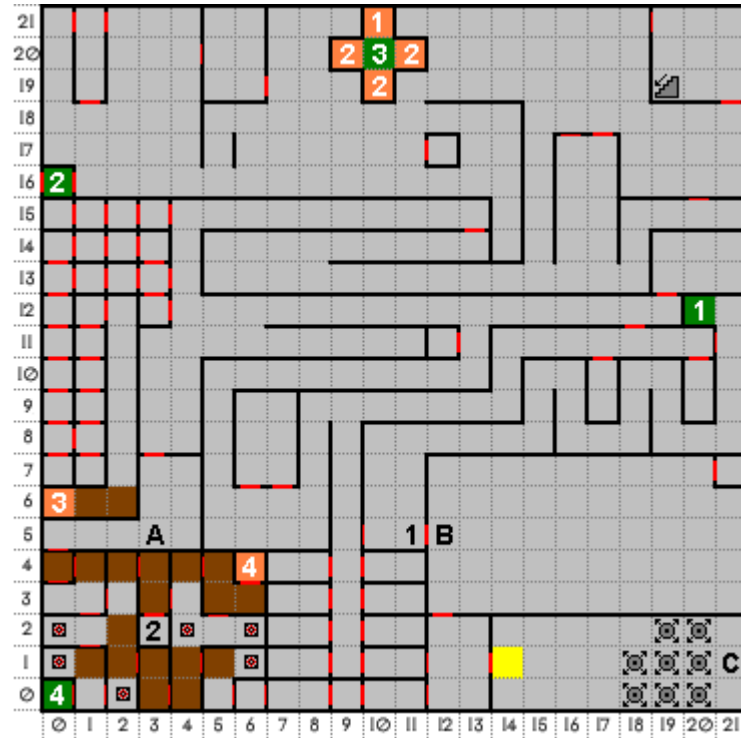
Teleport [APAR] Spell: **IN** / **OUT** / **SAME LEVEL**

1: Something is not quite right here.

2: The air nearby has a foul reek to it.

- 3: You are in a splendid library.
- 4: A sign on the wall reads, "Slave quarters."
- A: An old man gives you this riddle in order to pass: "Once man alive /
Now living death / It drinketh blood / N' stealeth breath." -> Answer:
"VAMPIRE". Else: Fight -> Battle vs. [Master Sorcerer]
- B: Important item: "Silver Square"
- C: Magic Mouth Riddle: "Past warscapes fought by men long dead, and
treasures lost on bloodied fields, the One God lifts his thorn-crowned
head, and lays a strength on friendly.." -> Answer: SHIELDS -> Item:
"Ybarrashield"

Level 3



Teleport [APAR] Spell: **IN / OUT / SAME LEVEL**

- 1: A sign on the wall reads, "The Barracks."
- 2: Written on the wall in blood is: The Crystal Sword will leave the crystal guardian in many pieces.
- A: An old man asks you a question in order to pass: "What tavern lies off Night Archer" -> Answer: "SKULL TAVERN". Else Fight -> Battle vs. [1 Old Man, 2x2 Lesser Demons]
- B: Legions of Baron Harkyn [4x99 Berserker] -> Battle
- C: Statue of the Mad God [Mad God] -> Battle; If you have an "Eye", you'll be teleported behind the gates to Kylearan's Tower.

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