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About This Game

Eschalon: Book I is an old-school role-playing game that will take you across massive outdoor environments and deep into dozens of sprawling dungeons as you seek to uncover the mystery of who you are. It features a tile-built, turn-based game world where the result of absolutely every action is rolled, calculated or statistically determined. Hundreds of items and dozens of creatures await your discovery in this classically inspired RPG.

- A tile-built, turn-based game world where the result of absolutely every action is rolled, calculated or statistically determined. Strategy is paramount to success; careful skill management, equipment selection and magic usage will win your fights, not rapid button clicking. We are very pleased to say this is not another "action RPG".
- Hundreds of items and dozens of creatures await your discovery. A combination of randomly generated treasure and carefully hidden goodies means that no two games will play the exact same way.

-
- Unlimited character development style: Choose from 24 unique skills to make the character you want and 8 base attributes that affect your character's every action throughout the game. The game world does not scale or adjust itself to match anyone's play style, so the ease or difficulty of the game is directly related to how successful you are at developing your character.
 - Combat plays out at your pace. Eschalon: Book I features a turn-based system that allows you to roll through combat as fast or slow you want...make it fast and furious, or analyze every option for maximum advantage.
 - A non-linear storyline means that the game world is open to explore as you desire. Follow the storyline or don't...it's up to you. Just be careful where you go and who you choose to trust- the world of Eschalon can be a deadly place for an inexperienced adventurer.
 - An epic adventure that you must face alone...a single-player RPG carefully designed to feel like the great old school RPGs of the past such as Ultima®, Might & Magic®, and Wizardry®

Title: Eschalon: Book I
Genre: Indie, RPG
Developer:
Basilisk Games
Publisher:
Basilisk Games
Release Date: 17 Nov, 2007

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English

Readied Spell: Fireball / Level 1

Sconskin

Hit Points	Mana Points
60/72	9/136
Encumbrance	Experience
90.9/108 lbs	100080/120000

Casting Fireball, Level 1...
 Acid Grubb suffers 5 points of damage.
 Casting Fireball, Level 1...
 Acid Grubb suffers 7 points of damage.
 Acid Grubb attacks Mai, ToHit probability [31%]
 Miss!
 Casting Fireball, Level 1...
 Acid Grubb suffers 7 points of damage.



Readied Spell: Fireball / Level 1



Hit, but no damage incurred.
Goblin Archer attacks Mai, ToHit probability [12%]
[ToHit Modifiers]: Point-blank shot with bow
Hit, but no damage incurred.
Goblin Archer attacks Mai, ToHit probability [21%]
Miss!
Goblin Archer attacks Mai, ToHit probability [21%]
Miss!



Hit Points 72/72
Mana Points 9/136

Encumbrance 90.5/108 lbs
Experience 10035/20000



eschalon book 1 goblin citadel. eschalon book 1 higher resolution. eschalon book 2 eastwillow. eschalon book 1 guide. eschalon book 1 best character. eschalon book 2 guide. eschalon book i game. eschalon book 2 free download. eschalon book 3 download. eschalon book 2 cheats. eschalon book 1 editor. eschalon book i map. eschalon book 1 divine ore. eschalon book 2 locations. eschalon book 1 fighter build. eschalon book iii registration code. eschalon book 3 how to get to astral range. eschalon book i try gog galaxy more. eschalon book 1 acorn. eschalon book 2 download. eschalon book 2 bronze puzzle. eschalon book 2 kill prospector. eschalon book 2 alchemy recipes. eschalon book 1 armor. eschalon book ii cheats. eschalon book 1 easter egg. eschalon book 1 lilith. eschalon book 1 kill lilith. eschalon book ii review. eschalon book i walkthrough. eschalon book 1 hive queen stinger. eschalon book 3 elderoak forest. eschalon book 1 forum. eschalon book ii. eschalon book 1 android. eschalon book 1 controls. eschalon book 2 alchemy. eschalon book 2 builds. eschalon book 1 keyboard shortcuts. eschalon book 1 character creation guide. eschalon book 1 blackwater. eschalon book 2 download full version. eschalon book 1 crypt. eschalon book 2 broken blade. eschalon book 3 free download. eschalon book i review. eschalon book 1 fast travel. eschalon book 1 gog. eschalon book 1 hive larvae. eschalon book 2 enter port. eschalon book iii expansion. eschalon book iii. eschalon book 1 alchemy recipes. eschalon book 2 hammer lorne. eschalon book 1 dungeon fever. eschalon book 1 character builds. eschalon book 3 lair of the witch

I bought the trilogy of this at 50% off and I'm still playing the first FREE episode after more than 14 hours. Totally engrossing, it has blown me away. Yes the graphics are dog turd but the gameplay and story progression together with the large open world put the majority of more modern RPGs to shame. Also the difficulty and balancing are spot on and I am told by reliable sources that Eschalon only gets better with each chapter. AAA developers could learn a lot from this. Highly recommended.. Eschalon: Book One reminded me of the old PC games I grew up playing. It's a pretty simple game once you do a few test runs (hence my 40 hour play time it shouldn't take that long to beat). Once I figured out the ideal character build, the game was much easier. Trust me, the game is weighted toward a certain playstyle (my suggestion, make sure you have lockpicking and archery you'll thank me later). I didn't try magic but it seemed underwhelming in this game Melee and archery are definitely the go to skills on this one. Overall, it was a fun experience mixed with a bit of frustration and boredom, but I definitely recommend buying and trying it out.

PROS:

- Old school feel (and to a degree, difficulty)
- Graphics create a good atmosphere
- Every character has a unique portrait (take some tips Wasteland 2)
- Good music and sound effects
- Satisfying character progression
- Story is good enough to keep you interested
- Fairly open ended (you can go wherever you want and there are different results for some quests)

CONS:

- Walking is very slow (there is fast travel but it isn't always the most direct)
- Large empty areas
- Randomized loot chests (change on reload)
- Quite a few spelling errors
- Cheap fighting tactics required: Most fights, you'll be running in circles to make space then taking cheap shots (which miss frequently, even with high dexterity and archery). If you don't keep space, enemies will rip you to shreds and there are some enemies that permanently destroy your items if you melee them.
- Needing copious amounts of healing potions or hours of rest after most fights gets tedious.

. Finishing this game took me 34 hours. Was that good time? Definitely yes, I spent a great time with that. But that doesn't mean that every player will like it as I do. First of all, you must be real RPG fan, and what is most important, you must be old-school gamer. Because this game is true old-school RPG with very poor animations and weak graphics (as for today). But if you're ok with that, you will like it. It has good story, turn based combat and high difficulty level.

VERDICT:

If you're old-school RPG fan, this is what you need.

If you're modern RPG fan but you want to try something classic, this is good choice.

If you're not a fan either of RPG and old-school, you shouldn't even read this, that might harm you.

Like this review? Consider to join [Good Games Giveaways & Reviews group and maybe press big sexy "Follow this curator"](#)

[button on our curation page to read more reviews and win free games.. In a nutshell, Eschalon is a standard 2D single-character fantasy western RPG. \("western RPG" here means "opposite of JRPG"\)](#)

[Eschalon is solid. It's not exemplary, it's not bad. It's the kind of game that would metascore in the 70-75 bracket, filled with games that are worth your time if you're a fan of the genre.](#)

[The story is cliché: save the world by finding the macguffins and slaying the big bad. That doesn't necessarily make it bad. It's not memorable, but it works.](#)

[For the most part, combat in Eschalon is a game of numbers and dice. I played a magick user, and for the first half of the game, all I had was a basic single-target spell. The outcome of a battle essentially boiled down to how many times I could cast it with what mana I had, how many turns it took the enemy to close to attack range \(which is melee for most enemies\), and how many hits both of us could survive. Later on, I got a few area-effect spells, which added a small layer of strategy, though numbers and dice were still the dominant factor.](#)

[The first half of the game was extremely tedious as a magick user. Mana regen is very slow to start, though you can build for quick regen after a few level ups if you eschew everything else. There is a rest function that causes time to pass more quickly, but it can still take as long as a minute to fill back up. Health regen works the same way, and I have to imagine it's just as tedious for melee-centered characters.](#)

[Basically, playing Eschalon Book 1 felt like playing a much, MUCH smaller Elder Scrolls game. That's just me though: your mileage may \(and probably will\) vary.](#)

[THE VERDICT: Eschalon is a solid RPG that will entertain an RPG fan for about 20 hours. It's not the best game out there, but it's not the worst either.. So, I don't have a lot of logged hours on this game on Steam, but I bought it on DRM-free CD a decade or so ago and beat the crap out of it at the time, and have since replayed most of it as one of the few offline games my garbage laptop can support. If you like turn-based, story-heavy RPG's that also support indie game development by small companies, this one's worth the price. The game does have some limitations, but it's D&D/Diablo-esque \(if Diablo were turn based\), where you can pick your stat upgrades, talents, etc. There really are a lot of ways that the game can be "broken," and borderline cheat your way through once you learn how the mechanics work, and it's easy to make mistakes during character development that make the game harder. You can also save-scum your way through, both to get drops, and to basically loot every thing ever. It's easy to miss out on great loot by making wrong conversation choices. In any case, it's generally fun, it's expansive, and there are a lot of ways to play it, so I do recommend. It does hold up to the test of time.. TO BUY OR NOT TO BUY: Eschalon: Book 1 by JunkStar](#)

PROS:

- ★[Old-school isometric GUI](#)
- ★[Utilizes an effective variant of turn-based strategy](#)
- ★[12-15 hour playthrough feels significant, but not overwhelming](#)
- ★[Great character customization and strategies](#)

CONS:

- ★[Steep learning curve](#)
- ★[More linear than you might expect from an open world game](#)
- ★[Small gameworld compared to others of the genre](#)
- ★[Slow walking animation](#)
- ★[Superflous gold/items beyond 10 hours of gameplay](#)
- ★[Surprisingly uninteresting story](#)

[FINAL DECISION: You will get you money's worth even at the full price of \\$6 if you are into classic, isometric RPG games like Ultima. Buy it!. Its not a bad game. Somewhat older graphics and style of gameplay. It seemed very simplified game at first but later it becomes harder as you start to travel further from the beginning. I realized later after constantly dying often that this wasnt so simple of a game. Some creatures are extremely hard to kill, and the trick of running to edge of the map to heal on the other side of the next map, is what I mostly did to try and survive. \(that and to save often\) Its a worthy game in my opinion and I enjoyed very much. Just waiting for the next version to come out on steam.. Great old-school rpg, stat-heavy with turn based](#)

action, which you really won't notice that much since they have implemented it very well in the game.

If you like games of this genre, this series is a fantastic addition to the collection! =). (Before I get going, I'll say that Book 2 is much improved and although I'm only a few hours in, I can probably recommend Book 2. Writing is more polished, graphics feel fresher, and controls feel more responsive. Book 1 isn't necessary to play or understand the story of Book 2.)

Slow paced and feels more like a shallow copy of old school CRPGs (hey, that *looks old-fashioned*, or, nobody does *that* in RPGs anymore, let's put that into Eschalon) rather than capturing the deep magic that made old school CRPGs worth reviving (as in "why did they do that, and does it still make sense? If so, let's put it in and modernize it just a bit"). Don't get me wrong, I like turn-based (Western) CRPGs, love Spiderweb Games (Exile through Avadon even), and I even fire up one of the top roguelikes now and then (Nethack, ADOM, dwarf fortress, Cataclysm DDA, etc.), and Eschalon Book 1 falls flat by comparison. I've played Ultima 4-8, Wasteland, Fallout 1-2, Baldur's Gate, Arcanum, and I've probably played other awesome turn-based overhead CRPGs that I can't remember. I'm sure I've played some clunkers too, but I felt I had to put up this negative review if only b/c I cannot figure out why so many people seem to like this game enough to recommend others play it--the hype for this game, from "pro" reviews and players, makes me wonder how many of those even played a quarter of the games I listed up top.

Eschalon Book 1 is a passable timesink, but do yourself a favor and fire up an actual classic or one of the better old-school-style titles this side of 1999. Even if it's cheap, there's still your time to consider--a playthrough takes about 20-40 hours depending on how OCD you get on doing quests and leveling up, and much of that will be spent slowly walking your single toon around obstacles since there's no click-move.

As for the plot, it's pretty straightforward w/o any real interesting twists, the writing is passable, but there's no real drama, tension, or even humor. There's *some* sure, but most of it is rather flat and just something to check the box.

Now, nobody ever came out and said this was a "love letter" to old-school CRPGs, but much of the marketing kept hyping up it's old-school-ness. To that I respond: 1) actual old CRPGs did it better, 2) some of those old CRPGs are still playable now, 3) newer CRPGs in old-school-style have also done it better.

If you read this and still played the game, no problem, even if you found you liked it enough to at least *want* to play it *a second time* (how many Yes-recommenders honestly think they'd *want* to play a second time? That's not even *actually* playing it twice, but just *thinking* about it?). I'm not saying I know all for everybody. If you played it and didn't like it, then at least know you've not gone crazy considering how many reviews recommend it. If you have yet to play it, seriously, track down and play the other names I've dropped first, then maybe you can at least be so busy putting in the hours into those that you won't even have to think about Eschalon.. Be warned! If you're a fan of casual RPGs, this one is not for you. It's an epic quest of XP grinding, min-maxing and filling your inventory with alchemical ingredients. Therefore I'm going to give this one a thumbs down.

There's some pen-and-paper retro charm to Eschalon that makes it worthwhile to people who really love turn based and number-driven adventures with no dedicated run buttons. You have to rest for eight hours to regain mana in order to kill a single bumble bee. If that's your thing, who am I to judge?

Awesome old school RPG

I had played Book I & II at their release eons ago and was a bit afraid of replaying them because the games are very old and I recently had a ton of problems with Fallout 3 & Fallout New Vegas (the latter still being a major PITA, to the point where I haven't been able to finish it). Well I had no problems at all with Book I, the game doesn't mind my modern system (windows 7 64 bits and wireless KB & mouse), the old resolution is fine and doesn't even mess up my desktop icons (I read that this was a problem for some). That said is the game still worth it, considering its very rigid old style gameplay? Well... Hell yeah! Everything about this game is good: the enemies, varied and fun, some of them quite unusual to the classical RPG genre; the magic system: varied and easy to use; the places: you can see the care for details like the indoor house decorations or the creepy cemeteries; the music: so good and non intrusive; the quest journal: simple and efficient. The best thing is that there's a lot of different character builds possible, some being harder than others (Magic users being the easiest to play). I played and unarmed magician and by the first third of the game I was already quite efficient and toward the last third I was mowing down (or burning) everything that moved. I was quite surprised to kill the ending boss so quickly. The cons are too few dialogues and the main quest itself being quite short. But as you can see fully replaying the game took me 48 hours, so there's quite a lot to do. So I don't regret playing Book I again and totally recommend it! Any RPG fan shouldn't miss out playing these gems.. Before I get going, I'll say that Book 2 is much improved and although I'm only a few hours in, I can probably recommend Book 2. Writing is more polished, graphics feel fresher, and controls feel more responsive. Book 1 isn't necessary to play or understand the story of Book 2.)

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Eschalon: Book 1 represents a classic rpg experience with a turn-based combat system and great love for detail. In addition it

provides a decent character development system and well-done soundtrack for the depicted locations.

The only shortcoming of this game is the relatively slow-paced gameplay.

Trivia:

The developers of the Eschalon series kept this project a secret for a long time, believing most game developers release too much information about their products, spoiling the game when you eventually play it.

Achievements:

The game has no Steam achievements.. If you like old school single character RPGs than Eschalon is exactly what you're looking for. It's 2-D slightly skewed perspective is reminiscent of the later Ultima games, while the character development is more on par with a Baldur's Gate game, allowing you to choose which skills and spells to improve as you level. The story is simple but effective, and you consistently feel there is a purpose to your actions, propeling you on to the next area or quest. It's simple old school fun in an RPG, and it works. Eschalon Books I and II provide hours of entertaining gameplay and are recommended for anyone looking for that early 90's feel from an RPG.. Playing this trilogy for the second time through. While not graphically superior to any RPG of late, this game franchise has one of the most involved story lines you could ever ask for. Seriously deep character development are coupled with a world that you will completely get lost in. The story will take you through a lifetime of betrayal, friendships and evil that will leave you speechless. Any fan of RPG's will be right at home here with a D&D style interface, Ultima style spell books and some of the most memorable adventures I have personally ever been a part of. Every second of this game drips with pure love from the developer whom I can only assume is an even bigger nerd than I am :). My play time (16 hours) is what you will spend on one playthrough without much grinding and if you know what to do and were to go. As long as I know this game by heart (played it long time ago), it was just a refresher before playing Book 2-3 and Balrum. If you expect to try different builds in Book games please consider to go with warrior in this Book as next Books will add useful additional content and mechanics to test your healer and mage.

Performance.

Flawless as usual :) My OS is Linux - Debian 9 x64. This game is what we can call a true Linux port. works as expected, no issues found. It uses somehow limited screen resolution 800x600 (blends well with game old style look and feel) so make sure to select fullscreen and use 4:3\5:4 screen if you have one instead of widescreen to keep original picture.

10\10 highly recommended! it's a real gem, and it's your lucky day to find this game FREE

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