

I have travelled far and wide in the lands of the Realmz. I have encountered thousands of beasts and creatures during my travels. All these inhabitants that I have faced are not known to the common man. As I now grow old, I feel it is my duty to label all the inhabitants of the Realmz and place them in categories so that you may consult a single book in the future instead of going through the material available today. It is my hope that this book will reach the libraries all over the great Realmz and also that you, my fellow adventurers of this world, will find it useful during your travels. My time of adventures are past, now its time for me to help you.

Stark, Holy paladin of the 33rd Cross, temple of Dal Airann Key:

Name of beast

Level/ Magic Resistance/ AC/ Movement/ Regenerate/ Attacks/ Round

Magic Using/ Undead/ Demon/ Devil/ Reptilian/ Evil/ Intelligent/ Giant Class if anything Immune to Charm/ Heat/ Cold/ Electrical/ Chemical/ Mental if anything

Special Attacks if any

Frequency (Extremely Common/ Common/ Rare/ Very Rare/ Unique)/ Equipment (scale 1-6, 6 is the best)/ Scenario(s) found in

There is no other information than this. To give detailed information about equipment and behaviour would simply be impossible. If any of the spaces should be empty, I will just leave that line out to save space. Below is an example of what this will look like in the different chapters.

Demi Hemerood 25/ 18/ -12/ 18/ 3/ 3 MU/ E/ Int/ GC Immune to Ch

U/ 5/ DtN

Thus, a Demi Hemerood is level 25, has a magic resistance of 18 % and an armor category of

-12. It can move 18 squares in a battle round, it regenerates three points per round and it has three attacks. It is magic using, evil, intelligent and giant class. It is immune to charm and has so far only been encountered once, in the scenario DtN. It has very good equipment, which can be seen at the grade of five that I have given it.

The abbreviations used are

For flags MU, Un, DD, Rep, E, Int, GC For immunity Ch, H, C, El, Ch, M For frequency EC, C, R, VR, U

For scenarios CoB, PtP, AoGM, CitC, DtN

A word about the frequency. To be extremely common, there must be at least 100 specimens of the creature in all of the scenarios. To be common, more than 50 specimens must exist. Rare creatures have been seen less than 50 but more than 20 times. There are less than 20

specimens of a being if it is very rare and unique beings have been seen only once (so far). All beings in the last two chapters are for obvious reasons unique.

For the value of the equipment, 1 means that the being has no magical items, 2 means one or a few low level magical items. For 3, the magical items are generally medium level. For 4, one of the items generally has to be unique, most of the items are medium or high level. For 5, the being only has medium or high level magical items of great value. For 6, all items are magical and there are at least two unique items. The only exceptions allowed are daggers, which some beings carry for strange reasons.

I leave it to you to figure out which scenario abbreviations stands for which scenario. I think you will succeed, otherwise you probably need some more practice before beginning your adventures.

 



# Dwarves

Surpassed in life span only by the elves and gnomes, dwarves live to be 750 - 850 years of age. Dwarves are sturdy folk that grow no taller than four feet tall. They have an innate hatred for magic and have a strong resistance to magic for that reason. Many races laugh at the oddity of the dwarven body for both males and females grow long beards. Dwarves are populous throughout the world and though less numerous are second only to humans in number. Most dwarves have at least some knowledge of the forge and geology. Many other races hire dwarves to construct battlements and run forging operations. The dwarven love of the forge is surpassed only by their love of finely-crafted weapons and armor.

Dwarven Warrior 3-6/ 8/ 4/ 10/ 0/ 1 Int

R/ 1/ AoGM

Some of the dwarven clans remembered the Abyss even when all other races had forgotten it. These were the Doomsayers and their goal was to reunite the Abyss with the Realmz. Their existence is doubted by many, but as I have faced them myself, I know that they exist and that their goal is the destruction of this world and eternal chaos.

Doomsayer Warrior 7/ 8/ 0/ 12/ 0/ 3

E/ Int

C/ 1/ DtN

Doomsayer Cleric 9/ 16/ -4/ 12/ 0/ 1 MU/ E/ Int

VR/ 2/ DtN

# Elves

Elves are the eldest of all known mortal races. With a life span that can exceed 2000 years, they are considered all but immortal by many shorter-living races. Elves are slight of build and none too sturdy, but they are very quick of mind and body. Most elves are agreeable people but tend to shun the more brutish of races. The elves' major downfall is their hatred for change. They live such long lives that they will fail to see the urgency in many situations until it is too late. They wish no ill will on the goodly races but are disgusted by the fast pace and wasteful ways on many races. Due to their conservative ways, elves are seldom found outside their beloved forests.

Elven Prisoner 4/ 5/ 12/ 13/ 0/ 1 Int

VR/ -/ AoGM

# Drow Elves

The Drow are distant cousins to the more common surface elves. Even though their number has diminished radically in the last few years, they are still feared by most other races. The few that find the way to the surface world after having been cast out of the Drow clans have rarely anything to fear. Because of their reputation as killers, many rich merchants hire Drow as bodyguards. Drow elves who are punished by the Drow goddess become driders, an even more frightening being.

Drider

4-8/ 15/ 3/ 16/ 0/ 2

MU/ E/ Int

C/ 1-2/ AoGM, CitC, DtN

# Gnomes

Gnomes, these distant cousins of the dwarves, are long since totally separated from the dwarves in all ways. They still look very much like dwarves and many other races would find it difficult to tell the two apart if gnomes were built slightly stockier. Gnomes are extremely intelligent and curious. They almost always dwell underground but on occasion they are known to travel to the surface. Due to the fact that they are few in number and dwell underground, they are often the target of more hostile races. Their high intelligence gives them the edge in battle, as well as in avoiding it. They are not known for their skills of war, but few will attempt to defeat their well-planned defenses.

Gnome Warrior 3/ 15/ 7/ 12/ 0/ 1 Int

VR/ 1/ CoB

# Halflings

Halflings are odd folk indeed. They are well liked by most races and yet they tend to shun contact with all but their own. They resemble elves in build but are much shorter, growing to about only three feet in height. Elves are quick of body but appear sluggish when compared to halflings, who amaze other races with demonstrations of speed and agility. They dwell in pleasant dwellings in remote areas and seldom leave home to adventure. Due to this fact, halflings encountered outside their communities are often hired cutthroats, thieves or assassins.

Halfling Cutthroat 9/ 10/ -5/ 12/ 0/ 2 E/ Int

VR/ 3/ CoB

Halfling Assassin 12/ 15/ -7/ 14/ 1/ 3 E/ Int

VR/ 3/ CoB

  



As time has gone by, many different kinds of humans have developed. There are many professions, more than can be mentioned in this humble book. I will therefore only discuss the ones you as adventurers might face during your travels in the Realmz.

# The Bywater Royal Army

The army protecting the city of Bywater and the surrounding areas. Due to the rather peaceful surroundings, these warriors are not well-trained and will probably not last long if Bywater would happen to be attacked. The only ones in this army even worthy of calling themselves fighters are the captains, who are strong and experienced warriors, often hired from other armies to provide leadership and extra strength in all the smaller skirmishes against goblins and kobolds in the areas around Bywater.

 1/ 4/ 10/ 12/ 0/ 1

C/ 1/ CoB

 2/ 4/ 8/ 12/ 0/ 1

C/ 1/ CoB

Royal Guard

Royal Corporal

Royal Sergeant

3/ 5/ 7/ 12/ 0/ 1

C/ 1/ CoB

Royal Lieutena

4/ 6/ 6/ 12/ 0/ 1

R/ 2/ CoB

Royal Cap

7/ 7/ 5/ 12/ 0/ 1

VR/ 3/ CoB

# The Truscan Commando

The army of Truscia. These warriors guard the cities of Specularn, Hesbel and Jebilia without much trouble. Although these areas were pestered by giants in the past, they are now much calmer. None of the warriors of the Truscan commando will match a full grown giant, so the population in Trusca can thank their lucky star that no members of that vile kin live in this area. Rumor has it giants are once again back in the area beyond the Grim mountains, though. If this is true, the Truscan Commando will need all their strength to face the threat.

 Truscan Conscript 1/ 4/ 10/ 12/ 0/ 1

EC/ 1/ AoGM

Truscan Warri

2/ 4/ 7/ 12/ 0/ 1

C/ 1/ AoGM

 3/ 5/ 8/ 12/ 0/ 1

C/ 1/ AoGM

Truscan Co

Truscan Ser

4/ 6/ 5/ 12/ 0/ 1

C/ 1/ AoGM

Truscan Com

7/ 7/ 2/ 12/ 0/ 1

R/ 2/ AoGM

# The 42nd Lancers

The pride and glory of Queen Selene, her army has won more battles than most other armies in the Realmz today. They are extremely well equipped for being plain town guards, but this is explained if one considers the many wars that constantly rage in these areas of the Realmz.

Warrior

6/ 4/ 4/ 12/ 0/ 1

C/ 1/ DtN

 8/ 4/ 2/ 12/ 0/ 2

C/ 2/ DtN

War

War

10/ 5/ 0/ 12/ 0/ 2

C/ 3/ DtN

 12/ 6/ -2/ 12/ 0/ 2

R/ 4/ DtN

Warrio

Wa

14/ 7/ -6/ 12/ 0/ 2

VR/ 4/ DtN

# The Cavalry of Realmz

Cavalry Trooper

3/ 10/ 5/ 3-6/ 20/ 0/ 1-2

Int

C/ 1/ CoB, AoGM, DtN

Cavalry Officer

5/ 15/ 5/ 3/ 20/ 0/ 1/ 3

Int

R/ 2/ CoB, AoGM, DtN

# Guards of Lords

McBane Guard 8/ 4/ 6/ 12/ 0/ 1 Int

R/ 1/ CitC

Corporal

9/ 7/ 1/ 12/ 0/ 2

E/ Int

Immune to Ch R/ 2/ CitC

Captain

11/ 15/ -4/ 12/ 0/ 3

E/ Int

Immune to Ch/ C/ El/ M U/ 3/ CitC

Lord Keto's Guard 7/ 7/ 4/ 12/ 0/ 1

Int

R/ 2/ CitC

Lord Keto's Officer 8/ 5/ 3/ 20/ 0/ 1

Int

VR/ 2/ CitC

Lady Keto's Guard 7/ 7/ 4/ 12/ 0/ 1

Int

R/ 2/ CitC

Lady Keto's Officer 8/ 5/ 3/ 20/ 0/ 1

Int

VR/ 2/ CitC

Merdonis Corporal 7/ 5/ 5/ 12/ 0/ 1

Int

R/ 1/ CitC

Merdonis Sergeant 10/ 7/ 2/ 12/ 0/ 1 Int

R/ 2/ CitC

Vlad Warrior 7/ 4/ -1/ 10/ 0/ 2 E/ Int

R/ 1/ AoGM

Vlad Enchanter 5/ 9/ 4/ 10/ 0/ 1 MU/ E/ Int

R/ 1/ AoGM

  



In the last chapter I only discussed the different types of guards and soldiers that you are likely to encounter when travelling to the different cities in Realmz. In this chapter I will list all different types of humans, including all the scum that you are also likely to encounter in faraway cities.

# Thieves, Villains and other Scum

The various bad elements of the human civilization. These sleezebags serve none but themselves and they will do everything they can to make sure they make a profit out of you. Hold tight to your sword, they will just as well slit your throat as your purse.

Thief

1-7/ 2/ 7-14/ 12/ 0/ 1

E/ Int

EC/ 1/ CoB, PtP, AoGM, CitC, DtN

Thief

6/ 5/ 3/ 12/ 0/ 1

Int

R/ 1/ PtP

Mercenary Villain 2-8/ 2/ 10/ 12/ 0/ 1 E/ Int

C/ 1/ CoB, AoGM, CitC

Master Assassin 7-14/ 5/ 6/ 12/ 0/ 2 E/ Int

/R2/ AoGM, CitC, DtN

Warrior Thief

7-9/ 4/ 2/ 12/ 0/ 1-2

E/ Int

/ 2/RAoGM, DtN

Evil Paladin

5-12/ 6/ -2/ 12/ 1/ 2

E/ Int

VR/ 4/ AoGM, CitC

Evil Cleric

6/ 9/ 1/ 12/ 0/ 1

MU/ E/ Int U/ 2/ AoGM

Evil Warrior

7-13/ 4/ -4/ 10/ 0/ 2

E/ Int

VR/ 2/ AoGM, CitC

Evil Ranger

7-15/ 5/ 2/ 11/ 0/ 2

E/ Int

VR/ 3/ AoGM, CitC

Evil Mage

7/ 8/ 5/ 12/ 0/ 1

MU/ E/ Int

VR/ 3/ AoGM. CitC

Evil Enchanter 9/ 12/ 2/ 10/ 0/ 1 MU/ E/ Int

U/ 2/ AoGM

# Miscellaneous Professions

Various spell casters and freelancers of the Realmz. Some of them good, some evil, but most of them neutral and serving their own needs, these people seek fortune.

Apprentice

4/ 7/ 13/ 12/ 0/ 1

MU/ E/ Int VR/ 1/ CoB

Human Mage

4-12/ 8-15/ 12-10/ 12/ 0/ 1

MU/ Int (l 12 also E)

R/ 2/ CoB, AoGM, DtN

High Priest

5-8/ 10/ 13/ 12/ 0/ 1

MU/ Int

R/ 2/ CoB, CitC, DtN

Caravan Guard 9/ 4/ -4/ 12/ 0/ 2 Int

VR/ 2/ DtN

Guard Commander 15/ 6/ 0/ 12/ 1/ 2

Int

VR/ 4/ DtN

Great Wizard 12/ 25/ 2/ 12/ 0/ 1 MU/ E/ Int

VR/ 3/ CoB, PtP

Amons Protege 14/ 15/ 0/ 10/ 0/ 1 MU/ Int

VR/ ?/ DtN

  



# The Griloch

These dark half elves follow their leader Griloch in his ways of terror. They generally show no mercy and are most brutal. Especially the area near the city of Mountain View have been extremely plagued by these horrible warriors.

Griloch Figther 6/ 3/ 4/ 12/ 0/ 1 Int

C/ 1/ PtP

Griloch Captain 7/ 5/ 3/ 12/ 0/ 1 Int

R/ 1/ PtP

Griloch Lieutenant 8/ 5/ 3/ 12/ 0/ 2

Int

R/ 2/ PtP

Griloch General 12/ 6/ -1/ 12/ 0/ 2 E/ Int

VR/ 2/ PtP

Griloch Champion 13/ 12/ -2/ 12/ 0/ 1 E/ Int

R/ 2/ PtP

Griloch Cleric 8/ 3/ 12/ 12/ 0/ 1 MU/ E/ Int

R/ 1/ PtP

Griloch Wizard 9/ 5/ 13/ 12/ 0/ 1 MU/ E/ Int

VR/ 1/ PtP

Griloch Cavalry 8/ 3/ 5/ 12/ 0/ 1 Int

VR/ 1/ PtP

# The Berhune

A strange race. Similar to dwarves in stature and humans facially, these warriors have devoted their lives to fighting Griloch and his army. They will not let anything stop them. A true asset for the good in this war.

Berhune Fighter 8/ 9/ 1/ 12/ 0/ 2 Int

VR/ 1/ PtP

Berhune Sergeant 9/ 9/ 0/ 12/ 0/ 2

Int

VR/ 2/ PtP

Berhune Captain 10/ 10/ -2/ 12/ 0/ 2 Int

VR/ 2/ PtP

Berhune Mage 6/ 7/ 4/ 12/ 0/ 1 MU/ Int

VR/ 1/ PtP

Berhune Cleric 10/ 12/ 3/ 12/ 0/ 1 MU/ Int

VR/ 1/ PtP

  



Perhaps not the most important chapter to adventurers everywhere, this still has some important information to share. For example, an adventurer must know what animals to use as food, what animals to avoid, and other such life dependant information.

# Rats

Rats, these predators of the dead that live all over the Realmz, are very common creatures indeed. They appear in many forms and are known to spread disgusting diseases. Is there anyone out there willing to kill them all? I would consider that a truly great deed.

Giant Rat

1/ 0/ 15/ 6/ 0/ 1

C/ -/ CoB, PtP

Diseased Rat 1/ 0/ 15/ 6/ 0/ 1 Confuse

R/ -/ PtP

Cave Rat

3/ 0/ 15/ 6/ 0/ 1

C/ -/ AoGM, CitC

Diseased Rat 7/ 0/ 5/ 10/ 0/ 2 Cause Disease R/ -/ DtN

# Other Mammals

Proto-Badger

3-5/ 0/ -5/ 8/ 0/ 3

VR/ -/ CoB

Sabre Feline

8-14/ 0/ 3--6/ 12/ 18/ 0/ 3

C/ -/ CoB, PtP, AoGM, DtN

Cave Bear

9/ 0/ 4/ 15/ 0/ 3

C/ -/ CoB, PtP, AoGM

Elder Cave Bear 11/ 0/ 4/ 15/ 0/ 3 U/ -/ PtP

Drugged Cave Bear 9/ 0/ 1/ 15/ 1/ 5

VR/ -/ AoGM

Giant Boar

9/ 0/ 8/ 14/ 0/ 1

VR/ -/ CoB

Proto-Hyena

9-13/ 0/ 6/ 16/ 0/ 3

Immune to Ch

C/ -/ CoB, PtP, AoGM, CitC

Proto-Hyena Pet 25/ 60/ 3/ 26/ 0/ 3 GC

Immune to Ch U/ -/ CitC

# Special Mammals

The mammals listed below are very special in nature and are not common to all parts of Realmz like most other animals mentioned previously in this chapter.

Herd Animal 10/ 0/ 20/ 12/ 0/ 1 R/ -/ DtN

Vulg Wolf

8/ 0/ -3/ 20/ 0/ 3

E

VR/ -/ DtN

Silverback Wolf 8/ 0/ -3/ 20/ 0/ 3 VR/ -/ DtN

Hell Bat

6-8/ 0/ 8-4/ 20/ 0/ 1

MU/ E

R/ -/ CoB, AoGM, CitC

War Mammoth 25/ 0/ -4/ 16/ 0/ 1 Immune to C VR/ -/ DtN

Behemoth

35/ 0/ -4/ 16/ 0/ 2

VR/ -/ DtN

  



Very common in the Realmz, these critters often grow to be enormous and are extremely dangerous to travellers. Do not face them unless you have to.

# Insects

Giant Ant

2-4/ 0/ 10/ 12/ 0/ 1

Immune to Ch/ M

C/ -/ CoB, AoGM, DtN

Warrior Ant

4-5/ 0/ 4/ 12/ 0/ 2

Immune to Ch/ M

C/ -/ CoB, AoGM, CitC, DtN

Queen Ant

13/ 5/ 1/ 10/ 0/ 3

MU

Immune to Ch/ M VR/ -/ AoGM, DtN

Giant Centipede 2/ 0/ 7/ 15/ 0/ 1 Immune to Ch/ M Poison

VR/ -/ CoB, AoGM

Giant Beetle

3/ 0/ 15/ 10/ 0/ 1

Immune to Ch/ M VR/ -/ CoB, AoGM

Giant Bee

3-5/ 0/ 15-6/ 18/ 0/ 1

Immune to Ch/ M Paralyze

C/ -/ CoB, AoGM, DtN

Giant Wasp

2-5/ 0/ 14-5/ 24/ 0/ 1-3

Immune to Ch/ M Paralyze

C/ -/ CoB, AoGM, DtN

Small Carrion Crawler (Carrion Worm) 2-5/ 0/ 14/ 10/ 0/ 3

Paralyze

R/ -/ CoB, AoGM, DtN

Carrion Crawler (Carrion Worm) 3-10/ 0/ 10/ 14/ 0/ 3

Paralyze

R/ -/ CoB, AoGM, DtN

Giant Scorpion 4/ 0/ 5/ 14/ 0/ 3

Immune to Ch/ M Paralyze

VR/ -/ CoB, CitC

Whip Scorpion 8-9/ 0/ 4/ 14/ 0/ 4 Immune to Ch Poison

VR/ -/ CoB, CitC

Mental Flea

5/ 3/ 10/ 10/ 0/ 1

Int

Immune to Ch/ M Mental Damage VR/ -/ CoB, AoGM

# Spiders

Giant Spider

1/ 0/ 10/ 12/ 0/ 3

R/ -/ CoB, PtP

Silt Spider

5-8/ 0/ 8/ 12/ 0/ 1

C/ -/ CoB, PtP, AoGM, CitC, DtN

Vesp Spider

6-10/ 0/ 7/ 14/ 0/ 1

Cause Fear

R/ -/ CoB, PtP, AoGM, CitC, DtN

Giant Widow

7-15/ 0/ 4/ 14/ 0/ 3

Immune to Ch

R/ -/ AoGM, CitC, DtN

Rock Spider

8-10/ 0/ 6/ 14/ 0/ 1

Paralyze

VR/ -/ CoB, PtP

Dune Spider

9-11/ 0/ 4/ 14/ 0/ 1

 Poison

VR/ -/ CoB, PtP

Trench Spider

9-15/ 5/ 0--2/ 14/ 0/ 3

l 15 Paralyze

R/ -/ AoGM, CitC, DtN

Guardian Spider 10/ 5/ 0/ 14/ 0/ 3 Paralyze

VR/ -/ CoB, PtP

Widow of the Web 16/ 20/ -4/ 16/ 2/ 3 MU/ E/ Int Immune to Ch Charm

VR/ -/ CoB, PtP

# Crabs

Coal Crab

5-9/ 0/ 6/ 12/ 0/ 2

VR/ -/ AoGM

Leopard Crab

6-18/ 0/ 4/ 12/ 0/ 2

VR/ -/ AoGM, DtN

Fire Crab

7-15/ 0/ 2/ 12/ 0/ 2

Immune to H Fire Damage

R/ -/ AoGM, CitC, DtN

Bone Crab

8-12/ 0/ -2--12/ 12/ 0/ 2

R/ -/ AoGM, DtN

Stone Crab

15/ 50/ -6/ 9/ 0/ 2

Immune to Ch/ M VR/ -/ AoGM

  



The world of Realmz has a lot of reptiles, as did most of the previous worlds that existed. "Where there is water, there are reptiles" is an old but indeed true saying among the Green monks. Only a few of these reptiles are important to the adventurer in Realmz. I will discuss these in this chapter.

# Snakes

Common, but dangerous, these monsters should be avoided if possible. Their poisonous bites will clearly be the end of you if their bites will not beat them to it.

Viper

3/ 0/ 14/ 8/ 0/ 1

Rep Poison VR/ -/ PtP

Giant Snake

10-16/ 0/ 8-3/ 8/ 0/ 1

Rep Poison

R/ -/ CoB, PtP, AoGM, CitC, DtN

Mammoth Snake

20-25/ 0/ -2--7/ 16/ 0/ 2

Rep Poison

VR/ -/ AoGM, CitC

Earth Wyrmm 15/ 5/ -6/ 12/ 0/ 1 Rep

R/ -/ DtN

# Dinosaurs

Very old reptiles who are rumoured to have existed in the Realmz even before the elves. Noone can tell for sure where they come from.

Dinosaur

4-6/ 0/ 10/ 22/ 0/ 1

Rep

VR/ -/ CoB

Dinosaur

4-7/ 0/ 7/ 12/ 0/ 3

Rep Poison VR/ -/ CoB

Dinosaur

6-9/ 0/ 8/ 12/ 0/ 1

Rep

VR/ -/ CoB

Dinosaur

6-10/ 0/ 9-4/ 12/ 0/ 1

Rep

VR/ -/ CoB, AoGM

Dinosaur

14-24/ 0/ 2/ 10/ 0/ 1

Rep

VR/ -/ CoB

Dinosaur

16/ 0/ -2/ 8/ 0/ 1

Rep

VR/ -/ CoB, AoGM

# Lizards

Cave Lizard

5-7/ 0/ 6/ 6/ 0/ 1

Rep

R/ -/ CoB, AoGM

Terror Beast

16/ 6/ -2/ 16/ 0/ 1

Rep

VR/ -/ CoB, AoGM

Dragon Lizard

15-24/ 5/ 5--5/ 12/ 0/ 3

Rep Poison

VR/ -/ CoB, AoGM, CitC, DtN

# Intelligent Reptiles

Some reptiles in Realmz have developed over the years to become intelligent creatures. They have created entire civilizations and are not far behind the Sluk when compared.

Kobold

1-2/ 2/ 15/ 10/ 0/ 1

Rep/ E/ Int

EC/ 1/ CoB, AoGM

Troglodyte

3-5/ 3-0/ 10-6/ 12/ 0/ 2

Rep/ Int (l 5 also E) VR/ -/ CoB

Ezak

7/ 5/ 6/ 12/ 4/ 3

Rep/ E/ Int R/ 1/ DtN

# Shantiles

Common in Realmz, shantiles are humanoid reptiles known for their bad temper. They are classified as intelligent, although most humans would consider them moronic. They populate large underground caverns and prefer to stay in the vicinity of underground lakes and rivers, if possible. Shantiles are not dependant on running water to survive, but it will make them happier. They have a general disliking of strangers and will not back off if intruders enter their territories.

Shantile

3-6/ 0/ 12/ 12/ 0/ 2

Rep/ Int

C/ -/ CoB, PtP, AoGM

Shantile

9/ 5/ 7/ 16/ 0/ 2

Rep/ Int/ GC

C/ -/ CoB, PtP, AoGM

Proto-Shantile 11/ 5/ 7/ 16/ 0/ 2 Rep/ Int/ GC VR/ -/ DtN

# Viperions

The race of viperions is not old compared to most other races. The viperions were originally an evil experiment conducted by an evil demon noble. He tried to unite a green dragon and a gargoyle, and the offspring was the first viperions. After a few millenia as slaves, the viperions managed to break free and create a civilization of their own, much thanks to the evil god Vul, who helped them in their battle for freedom in return for the souls of all dead viperions that would ever exist. Many viperions have regretted this bargain by their ancestors, especially once they passed on to the other side.

As most cultures of the Abyss, the viperions are evil. Their religion is evil, their actions are evil and even their relations are based on evil.

Viperion

12/ 8/ -4/ 14/ 1/ 2

Rep/ E/ Int Immune to Ch R/ 2/ DtN

Viperion Priest 16/ 14/ -6/ 14/ 1/ 2 MU/ Rep/ E/ Int Immune to Ch VR/ 2/ DtN

Neo-Viperion

24/ 15/ -12/ 30/ 2/ 3

MU/ Rep/ E/ Int Immune to Ch Poison

VR/ -/ DtN

  



Dragons are not very common creatures and we should be thankful for that. They are very powerful and almost always vile. The only good dragons are the Gold dragons, and they are constantly occupied with the task of seeking out and destroying their evil kin. Dragons use magic or their powerful breath in combat if they can, although their bites and claws are strong enough to deal with most foes.

Green Dragon

9-15/ 20/ 0/ 24/ 0/ 3

MU/ Rep/ E/ Int Immune to Ch

R/ -/ CoB, PtP, AoGM, CitC

Young Green Dragon 7/ 20/ 0/ 24/ 0/ 3

MU/ Rep/ E/ Int Immune to Ch VR/ -/ PtP

Ancient Green Dragon 15/ 20/ -5/ 24/ 0/ 3

MU/ Rep/ E/ Int Immune to Ch U/ -/ PtP

Blue Dragon

12/ 18/ -2/ 24/ 0/ 3

MU/ Rep/ E/ Int Immune to El

VR/ -/ CoB, AoGM, CitC

Red Dragon

14-17/ 20/ -5--8/ 24/ 0/ 3

MU/ Rep/ E/ Int Immune to H

R/ -/ CoB, AoGM, CitC

Young Red Dragon 6/ 13/ 0/ 18/ 0/ 3 MU/ Rep/ E/ Int Immune to H

VR/ -/ AoGM

Ancient Red Dragon

20/ 20/ -7/ 24/ 0/ 3

MU/ Rep/ E/ Int Immune to H VR/ -/ CitC

Gold Dragon

16-20/ 45/ -6/ 36/ 0/ 3

MU/ Rep/ Int Immune to Ch/ C/ M

VR/ -/ PtP, AoGM, CitC

Emerald Dragon 18/ 15/ -7/ 24/ 0/ 3 MU/ Rep/ E/ Int Immune to Ch VR/ -/ DtN

Fire Drake

18/ 15/ -7/ 24/ 0/ 3

MU/ Rep/ E/ Int Immune to H Fire Damage VR/ -/ DtN

Frost Dragon

19/ 20/ -12/ 24/ 0/ 3

MU/ Rep/ E/ Int Immune to C Cold Damage VR/ -/ DtN

Ice Dragon

30/ 20/ -14/ 36/ 0/ 3

MU/ Rep/ Int/ GC Immune to C Cold Damage VR/ -/ DtN

  



Most giant races were created by the migthy and immortal Lequtus, son of the god of war and an elven princess. They are generally very evil and brutal and their culture see no bonds when it comes to vicious deeds all over Realmz. Some of the races are not evil and some are more cultural than the average giant. But these are merely exceptions to a terrible rule.

# The Ogres

Not true giants, these creatures are not among the races created by Lequtus. They were created because the gods, seeing the intelligent races becoming more civilized all the time, thought it necessary to have a race that could easily be controlled by all other races. The ogres were created only for the purpose to be controlled by those more intelligent than themselves and they have remained a weak-minded race ever since. Powerful wizards have managed to control thousands of ogres just by using simple magics, such as magic missiles. The ogres fear magic more than anything else, and chances are high that an ogre will run away if he encounters magic in any form. Ogres always use leather armor, they like the smell of dead animal.

Ogre

4-7/ 3/ 9/ 14/ 0/ 1

E/ Int/ GC

C/ 1/ CoB, AoGM

Ogre Chief

9-14/ 6/ 7-2/ 14/ 0/ 2

E/ Int/ GC U/ 2/ AoGM

Ogre Bully

9/ 5/ 0/ 14/ 0/ 3

E/ IntGC

U/ 3/ AoGM

# The Bugbears

The offspring of magic, bugbears as a race were created a long time ago by a mad fire giant wizard who mated a cave bear and an ogre. Since then they have developed as a race and are now more civilized than their relatives. They are still brutish compared to most other races though, and very weak of mind. Bugbears are often the victims of mind slayers and powerful undead creatures because of their poor mental abilities. They refuse to use any magical artifacts, only bugbear chiefs have ever been known to even touch magical weapons. They often settle down in castles abandoned by others, and once the bugbears have been in those castles, noone will ever come near them due to the stench of these creatures.

Bugbear

6-7/ 5/ 5/ 12/ 0/ 1

E/ Int/ GC

C/ 1/ CoB, AoGM

Bugbear Champion 9-15/ 7/ 0/ 15/ 0/ 1 E/ Int/ GC

C/ 1/ CoB, AoGM, CitC

# The Minotaurs

Minotaurs do not belong to the original races of giants that Lequtus created, although they are the only ones who can match the true giants in strength. Their bodies are larger than those of ogres and bugbears and they enjoy figthing. In battle they always use their beloved

battle-axes. They are much more intelligent than the other half-blood giants and equal the more civilized races of giants in behaviour. Due to their intelligence, minotaurs do not fear magical weapons or any magic for that matter. They are also perfectly capable of creating functional societies and villages, but the main difference between the minotaurs and other giants is that they are not evil.

Minotaur

5-7/ 2/ 10/ 16/ 0/ 1

Int/ GC

EC/ 1/ CoB, PtP, AoGM, CitC

Minotaur Sergeant 7/ 2/ 10/ 16/ 0/ 2 Int/ GC

VR/ 2/ PtP

Minotaur Commander 8/ 4/ 6/ 16/ 0/ 2

Int/ GC

VR/ 2/ PtP, AoGM

Minotaur Champion 12/ 4/ 6/ 16/ 0/ 2

Int/ GC





# The Hill Giants

VR/ 2/ PtP, CitC

Minotaur Chief 12/ 9/ -2/ 16/ 0/ 3 MU/ E/ Int/ GC U/ 3/ AoGM

Hill giants are by far the most common of the giant kin in Realmz, and also the most uncivilized of the true giants. They live near the mountains and prefer caves to buildings. One of their favorite methods of combat is to throw large rocks at their adversaries and they are very accurate. If they have to engage in melee combat they prefer crude weapons such as stone axes and clubs to swords. They do use the occasional battle hammer and flail, but only if they can lay their hands on such weapons after a raid. You see, hill giants are no good craftsmen and even the creation of a flail is a difficult operation for these brutes.

Hill Giant

8/ 3/ 10/ 16/ 0/ 1

E/ Int/ GC

C/ 1/ CoB, AoGM

Young Hill Giant 6/ 2/ 10/ 14/ 0/ 1 E/ Int/ GC

R/ 1/ CoB, AoGM

Hill Giant Commander 12/ 6/ 10/ 16/ 0/ 2

E/ Int/ GC VR/ 2/ AoGM

# The Ice Giants

A strange race of giants indeed, the ice giants are far more civilized than any of their kin. These were the first giants to learn how to read and write in common and they use that knowledge to gain in power. The ice giants don't fear magic, in fact, they use it with pleasure. They house the only magical academies for giants in all of Realmz. The ice giants are not unfamiliar with a single one of the schools we know of and they use their magic in combat to bolster the strength of their troops. Because of their knowledge, the ice giants make their own magical weapons and armor. Their powerful ruler, Sespian, is even known to use one of the finest blades ever made.

Ice Giant Warrior 10/ 5/ -3/ 16/ 0/ 1 E/ Int/ GC

C/ 2/ AoGM

Ice Giant Enchanter 9/ 10/ 6/ 14/ 0/ 1 MU/ E/ Int/ GC

VR/ 2/ AoGM

Ice Giant Mage 9/ 9/ 5/ 14/ 0/ 1 MU/ E/ Int/ GC VR/ 2/ AoGM

Ice Giant Cleric 10/ 8/ 4/ 14/ 0/ 1 MU/ E/ Int/ GC R/ 2/ AoGM

Ice Giant Commander 15/ 7/ -1/ 16/ 0/ 2

E/ Int/ GC VR/ 3/ AoGM

# The Fire Giants

The community of the fire giants is a brutal one and the rulers are always the strongest in the tribe. A traditional duel between the two strongest fire giants is held every year to ensure that they are ruled by the strongest living giant. Blackthorne, chief of the fire giants, has for years sent some of the more intelligent fire giants to live with Sespian's ice giants. Although Sespian despise Blackthorne for his uncivilized manners and Blackthorne Sespian for his snobbery, they both realize that the strength of the good races is enough to crush them if they don't cooperate.

Fire Giant Warrior 10/ 4/ -2/ 14/ 0/ 1 E/ Int/ GC

R/ 2/ AoGM, CitC



Fire Giant Fletcher 10/ 4/ 4/ 14/ 0/ 2

E/ Int/ GC

R/ 2/ AoGM, CitC

Fire Giant Champion 12/ 6/ -4/ 14/ 0/ 2

E/ Int/ GC

R/ 2/ AoGM, CitC

Fire Giant Enchanter 13/ 12/ 2/ 16/ 0/ 1 MU/ E/ Int/ GC

VR/ 2/ AoGM

# Miscellaneous Giant Races

These giants are part of no particularly strong giant communities or they do not belong to the Realmz. For your convenience I have stuffed them together in this last part of the chapter.

Stone Giant

20/ 0/ -3/ 18/ 0/ 2

Int/ GC VR/ 1/ DtN

Crimson Amazon 12/ 8/ 1/ 12/ 0/ 2 MU/ Int/ GC

VR/ 2/ DtN

Frost Giant

13/ 7/ -5/ 18/ 0/ 2

E/ Int/ GC Immune to C R/ -/ DtN

Rothian Giants 15/ 8/ -10/ 18/ 0/ 2

Int/ GC VR/ 3/ DtN

Ice Titan

15/ 10/ -14/ 18/ 0/ 2

Int/ GC Immune to C R/ 4/ DtN

Ice Titan Cleric 15/ 15/ -3/ 18/ 0/ 1 MU/ Int/ GC Immune to C VR/ 3/ DtN

  



These are the races of orcs, goblins, hob goblins and gnolls. Usually, trolls are also counted among the sluk, although they are much viler than the other races. The word Sluk is very old in Common and was probably derived from the Middle Orcish "s'lyg" about 3800 years ago. "S'lyg" was the Orcish term for humans, elves, and their ilk. Generally, orcs and goblins are not evil, while hob goblins and gnolls are most brutal. Nobody has yet encountered a friendly or peaceful troll.

# The Goblins

Weakest of the Sluk, these creatures have after centuries of evil wrongdoings learned to live side by side with humans and other civilized races. Many goblins preach the doom of their race unless they manage to live in peace with others. As they are weak, they are easily enslaved and this has happened often during their existence. Only if they act in a way that will win the trust of the good races can they survive in the future.

Goblin

1/ 2/ 13/ 12/ 0/ 1

Int

C/ 1/ CoB

Goblin Archer 1/ 2/ 13/ 12/ 0/ 1 Int

R/ 1/ CoB

Goblin Champion 3/ 3/ 10/ 12/ 0/ 1 Int

VR/ 1/ CoB

Goblin Shaman

3-8/ 10/ 16/ 12/ 0/ 1

MU/ Int

VR/ 1/ CoB, AoGM

Goblin Chief 4/ 6/ 8/ 12/ 0/ 2 Int

U/ 2/ CoB

# Hob Goblins

Hob goblins are stronger than the goblins and therefore not as afraid to get in trouble with the good races of Realmz. Although still weak compared to many of the brave troops that guard the cities and villages throughout Realmz, they don't have much problems with raiding villages and sacking remote castles. They know that number is an important factor in all combat and thus travel in very large groups. They do not fear magic but still don't have access to many artifacts of magical nature, mostly because they are worthless in everything but

terror of the innocent and have to trade anything of value they lay their hands on to other races just to get food.

Hob Goblin

3/ 4/ 13/ 12/ 0/ 1

E/ Int

EC/ 1/ AoGM, DtN

Hob Goblin Archer 3-6/ 2-5/ 13/ 12/ 0/ 1

E/ Int

C/ 1/ AoGM, DtN

Hob Goblin Champion 5-7/ 3/ 10/ 12/ 0/ 2

E/ Int

C/ 1/ AoGM, DtN

Hob Goblin Shaman 9/ 15/ 0/ 12/ 0/ 1 MU/ E/ Int

VR/ 1/ DtN

Hob Goblin Chief 8/ 6/ 8/ 12/ 0/ 2

E/ Int

VR/ 1/ DtN

# The Orcs

Orcs are the most peaceful of all Sluk, and probably the most intelligent. Almost all orc clans and tribes live in harmony with the other good races. Orc warriors are often employed by the armies of the cities throughout Realmz. They are well known for their strength and loyalty, althought orcs of these armies occasionally turn against their former employers.

In the orc clans, a council is often selected just as in other communities. If this is not the case, the orcs have probably favored one wise and intelligent orc to lead the clan. Most orc clans trade with humans and elves and they speak Common very well because of that. They prefer to live in or near forests but they sometimes settle down in rocky areas if those provide better natural shelter. Orcs are not afraid of magic although they rarely wield magical weapons.

Orc Warrior

1-4/ 3/ 10/ 12/ 0/ 1

Int

EC/ 1/ CoB, AoGM

Orc Warrior

4-7/ 6/ 6/ 12/ 0/ 2

Int

EC/ 1/ CoB, AoGM, DtN

Orc Archer

1-6/ 3/ 10/ 12/ 0/ 1-2

Int

R/ 1/ CoB, AoGM

Orc Champion 5-9/ 6/ 8/ 12/ 0/ 2 Int

R/ 1/ CoB, AoGM

Orc Shaman

3-7/ 7/ 10/ 12/ 0/ 1

MU/ Int

VR/ 1/ CoB, AoGM

Orc Prisoner 4/ 5/ 9/ 12/ 0/ 1 Int

VR/ 1/ AoGM

# The Gnolls

Standing over seven feet tall, these huge Sluk would be excellent warriors if they weren't so lazy. Just like all other Sluk their laziness is prominent, but the gnolls are worse than even the goblins. They are also evil, more evil than any of their kin races. Only the strongest and the most intelligent of the gnolls ever manage to do anything worthwhile.

Gnoll

3-9/ 0-4/ 7/ 12/ 0/ 1

E/ Int

EC/ 1/ CoB, PtP, AoGM, CitC

Gnoll Commander 8/ 8/ -1/ 12/ 0/ 2

E/ Int

VR/ 2/ AoGM

Gnoll Chief

12/ 10/ -3/ 12/ 0/ 3

E/ Int

VR/ 3/ AoGM

# The Trolls

Among the vilest of all races in the Realmz, these brutes match many of the Hellspawn when it comes to being evil. They are giant sized and extremely strong, but fortunately not smart enough to battle the good races without leadership. Sometimes giants use trolls for extra strength in wars, but even they are careful in their use of these evil creatures. The Stygian trolls have managed to rise above the average troll in terms of intelligence.

Troll

9-14/ 6/ 6-1/ 16/ 2-5/ 2

E/ Int/ GC

C/ 1/ CoB, PtP, AoGM, CitC, DtN

Young Troll

3-5/ 3/ 12/ 12/ 1/ 1

E/ Int/ GC

VR/ 1/ CoB, AoGM

Giant Troll

12-15/ 3/ 4/ 16/ 2/ 2

E/ Int/ GC VR/ 1/ AoGM

Mad Troll

15/ 9/ -5/ 16/ 3/ 2

E/ Int/ GC U/ 1/ PtP

Mad Giant Troll 14/ 3/ 4/ 20/ 2/ 4 E/ Int/ GC

U/ 1/ CitC

Necrite Troll 8/ 3/ 5/ 12/ 1/ 2 E/ Int/ GC VR/ 1/ DtN

Stygian Troll

10-12/ 8/ -3--6/ 18/ 0/ 2

E/ Int/ GC

C/ 1-2/ AoGM, DtN

  



Undead beings are placed in two categories, the lower undead beings, who are easily controlled by clerics or more powerful demons, devils or other undead beings, and the higher undead beings who rarely can be controlled by other beings. Lower undead beings can be turned rather easily and can often be used as fodder by most paladins and clerics. Higher undead beings are very difficult to turn and if they are they can only occasionally be kept by the person turning them due to their immense strength.

# Lower Undead Beings

Skeletal Warrior

1-2/ 0/ 12-15/ 10-6/ 0/ 2

Un

Immune to Ch/ C/ M C/ 1/ CoB, AoGM

Zombie

2-5/ 0/ 15/ 6/ 0/ 1

Un

Immune to Ch/ C/ M C/ -/ CoB, PtP, AoGM

Skeleton

5/ 0/ 6/ 10/ 0/ 2

Un

Immune to Ch/ C/ El/ M R/ -/ CitC

Spectral Servant 6/ 12/ 4/ 12/ 2/ 1 Un/ Int

Immune to Ch/ C/ El VR/ -/ AoGM

Ghoul

3-7/ 5/ 12/ 12/ 0/ 3

Un/ E

Immune to Ch/ M Paralyze

R/ -/ CoB, PtP, AoGM

Ghast

7/ 9/ 3/ 12/ 1/ 3

Un/ E/ Int Immune to Ch/ M VR/ -/ AoGM

Flesh Fiend

12/ 10/ -1/ 12/ 3/ 2

Un/ E

Paralyze VR/ -/ DtN

Ghost

9/ 15/ 4/ 24/ 0/ 1

Un

Immune to Ch/ C/ Ch Drain Experience

VR/ -/ CoB

Skeletal Knight 12/ 15/ -2/ 22/ 4/ 2 Un/ E

Immune to Ch/ C/ El/ M VR/ 3/ DtN

Ogre Zombie 5/ 0/ 11/ 9/ 0/ 1 Un

Immune to Ch/ C/ M VR/ -/ AoGM

Giant Zombie

7-9/ 0-2/ -8-7/ 10-12/ 0/ 1

Un (l 9 also E)

Immune to Ch/ M (l 7 also C/ El) VR/ -/ CoB, PtP

Skeletal Beast

12-20/ 15/ 10/ 16/ 0/ 3

Un

Immune to Ch/ C/ El/ M

R/ -/ CoB, PtP, AoGM, CitC, DtN

Flesh Golem

15-20/ 35/ 6-0/ 12/ 0/ 2

Un

Immune to Ch/ M

R/ -/ AoGM, CitC, DtN

Undead Behemoth 30/ 25/ 0/ 10/ 0/ 2 Un

Immune to Ch/ C/ El/ M VR/ -/ DtN

# Higher Undead Beings

Undead Cleric

6-10/ 25/ 1--7/ 14/ 0-1/ 1-2

MU/ Un/ E/ Int

Immune to Ch/ C/ El/ M R/ 2-3/ AoGM, CitC, DtN

Undead Mage

9/ 20/ 0--5/ 10/ 0-1/ 1

MU/ Un/ E/ Int

Immune to Ch/ C/ El/ M VR/ 2/ AoGM, CitC

Undead Warrior

9/ 12/ -1--5/ 13/ 0-1/ 2

Un/ E/ Int

Immune to Ch/ C/ El/ M R/ 2/ AoGM, CitC

Undead Warrior 11/ 15/ -7/ 12/ 0/ 3 Un/ E/ Int

Immune to Ch/ C/ El/ M U/ 3/ AoGM

Wraith

20/ 35/ -5/ 36/ 5/ 2

Un/ E

Immune to Ch/ C/ M Charm

VR/ -/ DtN

Litch

24/ 25/ -9/ 14/ 5/ 3

MU/ Un/ E/ Int Immune to Ch/ C/ El Cause Fear

U/ 4/ DtN

Mummy

8-13/ 15/ 10-0/ 10-12/ 0/ 2

Un/ E

Immune to Ch/ C/ M Drain Experience

R/ -/ AoGM, CitC, DtN

Shadow Witch 10/ 70/ 6/ 24/ 0/ 3 MU/ Un/ E/ Int Immune to Ch Drain Experience VR/ -/ AoGM

Necro Mummy

17/ 25/ -3--6/ 16/ 0/ 3-4

Un/ E

Immune to Ch/ C/ M Drain Experience VR/ -/ AoGM, DtN

Vampire Bat

12/ 10/ 2/ 12/ 0/ 3

MU/ Un/ E/ Int Immune to Ch/ M Drain Experience U/ -/ PtP

Vampire

13/ 0/ 3/ 20/ 0/ 1

MU/ Un/ E Immune to Ch/ H VR/ -/ CitC

Skeletal Giant 13/ 25/ 6/ 18/ 0/ 2

MU/ Un/ E/ Int/ GC Immune to Ch/ C/ El/ M VR/ 2/ CoB, PtP, CitC

Spectre

15/ 20/ 0/ 24/ 0/ 2

MU/ Un/ E

Immune to Ch/ C/ Ch Drain Spell Points VR/ -/ CoB

Lich

17/ 25/ -2/ 12/ 0/ 3

MU/ Un/ E/ Int Immune to Ch/ M Drain Spell Points U/ -/ PtP

Animated Reaper 20/ 1/ -2/ 12/ 2/ 2 MU/ Un/ DD/ E/ Int Immune to Ch/ M U/ 4/ PtP

  



These vile creatures normally only exist in the Abyss, but they occasionally travel to Realmz, either ordered by their masters, because they have been summoned or because they want a vacation from the terrible fire pit we know as the Abyss. They are categorized as slave races, as Hellspawn or as Abyss nobles. The slave races are not true natives of the abyss but are used by the Abyss nobles in wars. The Hellspawn are always demons or devils. They are not necessarily much different from the slave races in terms of freedom, many of these races are used by the nobles as well. The nobles, on the other hand, are extremely powerful and often rule over enormous amounts of lower creatures. To explain just how powerful they are is almost impossible, as we have never seen anything like it in the Realmz.

# Abyss Slave Races

Cacodaemon Warrior 2-6/ 12/ 7/ 12/ 0/ 5

Rep

Immune to Ch/ M EC/ -/ CoB, CitC, DtN

Cacodaemon Warlord 7-14/ 15/ 5-0/ 12/ 0/ 5

Rep (l 14 also DD/ E/ Int)

C/ -/ CoB, AoGM, CitC, DtN

Succubus

8/ 21/ -2/ 10/ 0/ 2

MU/ Rep/ E/ Int Immune to Ch/ M VR/ 2/ CitC

Craven Gargoyle 14/ 18/ -10/ 18/ 0/ 3 Rep/ E/ Int

Cause Fear VR/ -/ DtN

Ice Ogre

15/ 10/ -14/ 12/ 0/ 2

E/ Int Immune to C C/ 2/ DtN

Snow Yeti

19/ 5/ -7/ 20/ 0/ 3

E/ GC

Immune to C R/ -/ DtN

Frost Beast



# Hellspawn

19/ 10/ -12/ 20/ 0/ 3

MU/ E/ GC

Immune to C VR/ -/ DtN

Slime Demon

1-6/ 5/ 18-12/ 6/ 1/ 1

DD/ E

Immune to Ch/ M

l 6 Chemical Damage EC/ -/ CoB, CitC, DtN

Winged Devil

3-7/ 5/ 8/ 24/ 0/ 1-2

MU/ DD/ Rep/ E/ Int Immune to H

EC/ 1-2/ CoB, CitC, DtN

Demon

7/ 10/ 4/ 24/ 0/ 3

DD/ E

Immune to H VR/ 2/ DtN

Hecubus Servant 12/ 15/ -7/ 12/ 5/ 3 MU/ DD/ Rep/ E/ Int Immune to H Paralyze

VR/ -/ DtN

Hellion

15/ 20/ -3/ 18/ 5/ 2

MU/ DD/ E/ Int Immune to H R/ 2/ DtN

Hell Beast

8/ 5/ 5/ 24/ 0/ 1

DD/ E/ Int Immune to Ch C/ 1/ CitC

Hell Beast Commander 11/ 7/ 1/ 24/ 0/ 2

MU/ DD/ E/ Int Immune to Ch/ H Cause Fear

R/ 2/ CitC

Vrack

9/ 4/ -4/ 18/ 0/ 2

DD/ Rep C/ -/ DtN

Stone Demon 10/ 50/ -3/ 12/ 0/ 5

Immune to Ch/ M VR/ -/ AoGM

Minor Demon

10-18/ 15/ 4/ 16/ 0/ 2

DD/ E/ Int (l 18 also MU) Immune to H

VR/ 2--/ CoB, AoGM, CitC

Cendook Demon 12/ 25/ -6/ 18/ 3/ 5 DD/ Rep/ E/ Int R/ -/ DtN

Xyfin

12/ 8/ -6/ 14/ 0/ 2

DD/ E/ Int/ GC Immune to Ch VR/ 1/ DtN

Succubus

12/ 20/ -3/ 22/ 0/ 2

MU/ DD/ E/ Int Immune to H VR/ 2/ DtN

Pit Demon

18/ 25/ -7/ 18/ 0/ 2

MU/ DD/ E/ Int Immune to H VR/ 2/ DtN

Hells Assassin

24/ 35/ -16/ 18/ 6/ 5

DD/ E/ Int Immune to Ch R/ 2/ DtN

# Abyss Nobles

Death Knight 14/ 8/ -2/ 12/ 1/ 2 MU/ DD/ E/ Int

Immune to Ch/ M Cause Fear

VR/ 2/ CitC

Demon Lord

25/ 30/ -15/ 14/ 5/ 3

MU/ DD/ E/ Int Immune to H VR/ -/ DtN

Evil Eye

25/ 25/ -12/ 14/ 0/ 1

MU/ DD/ E/ Int Immune to C Paralyze

VR/ -/ DtN

Cacodaemon Lord 12/ 15/ 5/ 12/ 0/ 5 MU/ DD/ E

Immune to Ch VR/ -/ CitC

Demi Hemerood 25/ 18/ -12/ 18/ 3/ 3 MU/ E/ Int/ GC Immune to Ch

U/ 5/ DtN

Necrowizard

25/ 15/ 2/ 12/ 10/ 5

MU/ DD/ E/ Int VR/ 3/ DtN

Hemerood

35/ 35/ -18/ 20/ 5/ 3

MU/ DD/ E/ Int/ GC Immune to Ch

U/ 6/ DtN

  



These beings just don't fit in anywhere else in this book. Their origins are often unknown and their existence in the Realmz is doubted by many. Most of them are very rare, and all lead secret lives. Not much is known about any of the races in this chapter.

# Humanoid Beings

Beast Man

4/ 2/ 10/ 12/ 0/ 1

R/ 1/ CoB, PtP, AoGM

Hag

6/ 15/ 7/ 12/ 0/ 2

E/ Int

VR/ -/ AoGM

Old Hag

7/ 8/ 12/ 12/ 0/ 1

MU/ E/ Int U/ 1/ AoGM

Tigtaur

7/ 18/ 3/ 18/ 0/ 2

Int

Immune to Ch/ M VR/ 1/ DtN

Greckle

10-12/ 12/ 2--4/ 12/ 0/ 2

MU/ E/ Int

R/ 2/ AoGM, DtN

Madman

12/ 5/ 0/ 12/ 0/ 2

U/ 2/ DtN

Stygian Witch 12/ 20/ 1/ 12/ 0/ 1 MU/ E/ Int

VR/ 1/ AoGM

# Freaks of Nature

Olive Slime Man

1-6/ 0/ 16-4/ 6-8/ 0/ 1

Immune to Ch/ El/ Ch/ M Chemical Damage

R/ -/ CoB, AoGM, DtN

Yellow Mold Man

1-6/ 0/ 16-4/ 6-8/ 0/ 1

Immune to Ch/ El/ Ch/ M Chemical Damage

R/ -/ CoB, AoGM

Mush-Man

7-9/ 5/ 10/ 9/ 2/ 2

Immune to Ch/ M

C/ -/ CoB, AoGM, CitC, DtN

Giant Frog

3/ 0/ 14/ 14/ 0/ 1

-/ -/ -

Larva

7-8/ 0/ 10/ 10/ 0/ 1

Immune to Ch

Paralyze/ Chemical Damage R/ -/ AoGM

Axe Beak

8-11/ 0/ 7/ 16/ 0/ 1

R/ -/ AoGM

Purple Worm

10-17/ 0/ 6/ 10/ 0/ 1

Immune to Ch/ M VR/ -/ AoGM, CitC

Mutant

18/ 2/ 5/ 16/ 0/ 3

Rep/ GC

U/ -/ AoGM

Wicked Willow 18/ 10/ -8/ 10/ 0/ 4 Immune to Ch/ M Entangle

VR/ -/ DtN

Strange Beast

25/ 15/ -3/ 16/ 0/ 4

MU/ Un

Immune to Ch/ H/ El/ Ch/ M Paralyze

VR/ 1/ CitC

Fungoid

25/ 50/ 0/ 14/ 8/ 5

Int

Immune to Ch/ M Chemical Damage VR/ -/ DtN

# Creatures Not of this World

Shadow Mite 8/ 5/ -7/ 10/ 0/ 5 VR/ -/ DtN

Mind Slayer

10-15/ 15/ 2--1/ 12/ 0/ 2-3

MU/ E/ Int

R/ --2/ CoB, PtP, AoGM, DtN

 Astral Ooze

14/ 10/ 0/ 10/ 5/ 1

Immune to Ch/ Ch/ M Chemical Damage VR/ -/ DtN

Megalo Roper 11/ 5/ 6/ 6/ 0/ 5 E/ Int

R/ -/ CoB, PtP, AoGM, CitC

Medusa

15-17/ 10-11/ -2--8/ 10-12/ 0/ 2

MU/ Rep/ E/ Int Curse/ Cause Fear VR/ --2/ CitC, DtN

Gazer From Beyond 20/ 45/ -10/ 24/ 2/ 1 MU/ Rep/ E/ Int Immune to Ch

VR/ -/ CoB, CitC

Earth Elemental 20/ 50/ -10/ 8/ 6/ 2

Immune to Ch/ H/ C/ El/ M VR/ -/ DtN

Cycloid

25/ 45/ -14/ 24/ 2/ 1

MU/ Rep/ E/ Int Immune to Ch U/ -/ DtN

  



Sorry, Stark, but I think it is time for me, the human behind this book, to take over. The beings in this and the next chapter are very special. They are all unique in the sense that they have a name or a feature of some kind. You will only meet these beings once (ahem) during your travels through Realmz and when you do so you should be aware of the fact that all of them are essential to the story or to a part of the story. All beings in these two chapters have clickable icons which will bring up a window with information about their use and their equipment. These characters are listed according to which scenario they appear in and how far into that scenario they will enter the scene, not how difficult they are.

# City of Bywater

Rewop

12/ 35/ -4/ 12/ 2/ 2

MU/ DD/ E/ Int Immune to Ch/ H U/ 2/ CoB

Craggentooth 16/ 8/ -3/ 15/ 0/ 3 E/ Int/ GC

U/ 2/ CoB

# Prelude to Pestilence

Marnin

10/ 10/ -2/ 12/ 0/ 2

Int

U/ 2/ PtP

Thyrr

16/ 10/ -6/ 12/ 0/ 4

MU/ Int U/ 3/ PtP

Retyu

16/ 10/ -3/ 16/ 0/ 3

Int

U/ 3/ PtP

Zulea

14/ 12/ 2/ 12/ 0/ 1

MU/ Int U/ 2/ PtP

Cindred

13/ 15/ 4/ 12/ 0/ 1

MU/ Int

U/ 3/ PtP

Safeera

12/ 10/ 6/ 12/ 0/ 1

MU/ Int U/ 2/ PtP

Lluellyn

12/ 5/ 4/ 12/ 0/ 1

Int

U/ 1/ PtP

Griloch

19/ 25/ -8/ 12/ 0/ 2

MU/ Un/ E/ Int Immune to Ch/ M Drain Spell Points U/ -/ PtP

# Assault on Giant Mountain

Guardian Soul 15/ 17/ -6/ 16/ 0/ 3 MU/ Un/ Int Immune to Ch U/ 2/ AoGM

Spectral King

15/ 21/ -6/ 16/ 2/ 2

MU/ Un/ Int Immune to Ch/ C/ El U/ -/ AoGM

Baron Vlad

15/ 9/ -7/ 10/ 0/ 3

E/ Int

Immune to Ch U/ 4/ AoGM

Maxim (Master Thief) 9/ 6/ 11/ 12/ 0/ 3

E/ Int

U/ 3/ AoGM

Sespian (Ice Giant Chief) 16/ 10/ -5/ 18/ 0/ 3

E/ Int/ GC U/ 4/ AoGM

Blackthorne (Fire Giant Chief)

18/ 8/ -7/ 16/ 0/ 3

E/ Int/ GC U/ 2/ AoGM

Utris (Master Enchanter) 18/ 18/ -6/ 16/ 0/ 1

MU/ E/ Int/ GC U/ 4/ AoGM

Lequtus

28/ 25/ -12/ 20/ 2/ 4

E/ Int/ GC Immune to Ch U/ 6/ AoGM

# Castle in the Clouds

Loradan

14/ 4/ -4/ 12/ 0/ 3

E/ Int

Immune to Ch Poison

U/ 2/ CitC

Songam

11/ 15/ 11/ 12/ 0/ 1

MU/ E/ Int U/ 2/ CitC

Lord Voltan 13/ 7/ 1/ 12/ 0/ 4 E/ Int

Immune to Ch Cause Fear

U/ 2/ CitC

Olmsted (Chained Blacksmith) 18/ 8/ -7/ 2/ 0/ 3

E/ Int/ GC U/ 2/ CitC

Olmsted (Fire Giant Blacksmith) 18/ 8/ -7/ 16/ 0/ 3

E/ Int/ GC U/ 2/ CitC

Lord Keto

 10/ 6/ 6/ 12/ 0/ 2

E/ Int

U/ 2/ CitC

Ulmac

12/ 25/ 2/ 18/ 0/ 1

MU/ E/ Int U/ 3/ CitC

Lady Keto (Death Witch) 10/ 30/ 12/ 12/ 0/ 2

MU/ Un/ E/ Int Immune to Ch U/ 2/ CitC

Ambersair

14/ 12/ -1/ 10/ 0/ 1

MU/ E/ Int U/ 2/ CitC

# Destroy the Necronomicon

Sir Matthew

18/ 12/ -7/ 12/ 0/ 3

MU/ Int U/ 3/ DtN

Bumpus

21/ 10/ -9/ 12/ 0/ 4

E/ Int

U/ 2/ DtN

Trimon

19/ 20/ -4/ 12/ 0/ 1

MU/ Int U/ 3/ DtN

Seleron

19/ 20/ -9/ 16/ 2/ 3

MU/ E/ Int U/ 4/ DtN

Segdilium

24/ 15/ -9/ 18/ 5/ 2

MU/ E/ Int U/ 2/ DtN

Giant Carnivorous Worm 50/ 0/ 18/ 10/ 5

Immune to Ch/ M

U/ -/ DtN

Lord Pusswart

28/ 30/ -17/ 16/ 10/ 3

MU/ DD/ Rep/ E/ Int Immune to H

U/ 3/ DtN

Huntoo

25/ 25/ 0/ 18/ 5/ 3

MU/ Un/ E/ Int/ GC Immune to Ch/ C/ El/ M U/ 3/ DtN

Summoned Hells Assassin 28/ 35/ -16/ 18/ 6/ 5

DD/ E/ Int Immune to Ch U/ 4/ DtN

Lord Hecubus

27/ 25/ -15/ 18/ 5/ 3

MU/ DD/ Rep/ E/ Int Immune to H

U/ 6/ DtN

Morbius the Demi Lich 25/ 35/ -15/ 12/ 10/ 5

MU/ Un/ E/ Int Immune to Ch Drain Experience U/ 5/ DtN

Obsidian Guardian 2/ 101/ 13/ 30/ 0/ 5

Immune to Ch/ H/ C/ El/ Ch/ Int U/ 2/ DtN

Thoth Amon

23/ 35/ -11/ 12/ 0/ 1

MU/ Int U/ ?/ DtN

  



This page lists all the NPCs that have the sign *NPC* attached to their icons in the NPC selection screen. Many of them have a purpose of some sort or will make something to happen that would otherwise never have been witnessed by you. None of them is necessary to finish the scenarios, although some of them will be of much value. As in the previous page, there are additional information in popup windows. The use of NPCs was not added to Realmz until version 2.2 so all the scenarios except Destroy the Necronomicon were created without them, and although there are a few in those scenarios, most NPCs are to be found in DtN.

# The Earlier Scenarios

Vodalian

6/ 8/ 10/ 12/ 0/ 1

MU/ Int U/ 2/ CoB

Little Girl

1/ 3/ 18/ 12/ 0/ 1

Int

U/ 1/ PtP

Aspin

7/ 6/ 15/ 10/ 0/ 2

Int

U/ 1/ AoGM

Vestron

16/ 45/ -6/ 36/ 0/ 3

MU/ Rep/ Int Immune to Ch/ C/ M U/ -/ AoGM

# Destroy the Necronomicon

Shalutie

18/ 8/ -7/ 12/ 0/ 3

Int

U/ 3/ DtN

Quinten Gloryhand 12/ 12/ -1/ 12/ 0/ 1 MU/ Int

U/ 3/ DtN

Swendiline

9/ 10/ 4/ 12/ 0/ 1

MU/ Int U/ 2/ DtN

Stench Demon

15/ 25/ -16/ 20/ 3/ 4

MU/ DD/ E/ Int Immune to H U/ 4/ DtN

Undead Behemoth 30/ 25/ 0/ 10/ 0/ 2 Un

Immune to Ch/ C/ El/ M U/ -/ DtN

Gilthanus

16/ 15/ -3/ 18/ 0/ 1

MU/ Int/ GC Immune to C U/ 3/ DtN

Brimhune

23/ 10/ -16/ 18/ 0/ 3

Int/ GC Immune to C U/ 4/ DtN

Opal Silverbird 19/ 12/ -8/ 12/ 0/ 3 MU/ Int/ GC

U/ 2/ DtN

Britnia

12/ 33/ -5/ 18/ 0/ 2

MU/ Int

Immune to Ch/ M U/ 2/ DtN

Shenulen

18/ 25/ -12/ 18/ 0/ 4

Int

Immune to Ch/ M U/ 2/ DtN

Teltnuag

17/ 12/ -15/ 18/ 0/ 2

Int/ GC U/ 3/ DtN

Tivrish

9/ 5/ 4/ 18/ 0/ 2

Int/ GC U/ 2/ DtN



Corelian Stench Demon 24/ 25/ -16/ 20/ 3/ 4

MU/ DD/ E/ Int Immune to H U/ 4/ DtN

  



# What About it?

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# Totally Free?

No. If you use this document I ask two things of you. First, please register Realmz. This is probably one of the best shareware products Macintosh users will ever come across and it is really cheap, just $ 25 for the driver and $ 10 to $ 15 for each scenario. I suggest that you support Tim Phillips and Fantasoft so that this excellent game can continue to be developed. Besides, the more interesting beasts will never be encountered if you don't register Realmz. Second, send me an e-mail and let me know what you think of it. I of course appreciate suggestions and comments.

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[http:// emporium.turnpike.net/ Z/ zen/ Realmz.html](http://emporium.turnpike.net/Z/zen/Realmz.html)

I'd also like to, nay, I must thank David Grayson for his input and the extensive work on the Books of Realmz Site he has done, take a look at

[http:// www.seas.ucla.edu/ ~ grayson/ realmz/ Realmz\_Books.html](http://www.seas.ucla.edu/~grayson/realmz/Realmz_Books.html)

to see for yourselves. I must also thank Dan Ilut, both for his Book of Items and for his help with this book, and Rick Decker and Ace for their feedback, help and suggestions. Finally, I would like to thank Mark Wall and Green Mountain Software for creating DOCMaker and helping me out.

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[Realmz Sketchbook - http:// emporium.turnpike.net/ Z/ zen/ Realmz.html](http://emporium.turnpike.net/Z/zen/Realmz.html) Stark's Realmz Page - [http:// uplift.sparta.lu.se/ ~ thomas/ realmz.html](http://uplift.sparta.lu.se/~thomas/realmz.html)

Web Versions of the Books of Realmz

[http:// www.seas.ucla.edu/ ~ grayson/ realmz/ Realmz\_Books.html](http://www.seas.ucla.edu/~grayson/realmz/Realmz_Books.html) Usenet

comp.sys.mac.games.adventure

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