# Realmz™ Manual 7.1

Copyright**©** 1994-99, Tim Phillips.

#### Click book to view version history and whats new in this version Click on the lizard to learn how to make your own scenarios.

**For trouble shooting tips see the next chapter.**

Registration Fee- $20 for Realmz & The City of Bywater Scenario & Prelude to Pestilence Scenario.

Additional scenarios are $13 each. See Chapter 3 for an order form or fill one out online under the Apple menu when you run Realmz.

Realmz is not free. You may try Realmz for 45 days, after which you are obligated to either register Realmz with Fantasoft OR remove it from your computer. If you want to register the scenario driver or additional scenarios please fill out the registration form in Chapter 3 of this manual and send it with your payment to the address on the form. In return, we will send you a registration code so you can register your copy of Realmz and gain additional benefits. (See below)

This manual **MUST** be present in the Realmz folder for Realmz to run. **DO NOT** throw it away.

You may pass along copies of Realmz as long as you pass along only complete unregistered copies, with all files in an unaltered state. You may not charge any fee for Realmz for any reason. You may post it to a local BBS. You may not distribute Realmz on any form of media such as floppy disk or CD ROMwithout [permission from Fantasoft. If you would like to request permission, contact us at: Fantasoft1@aol.com](mailto:Fantasoft1@aol.com)



##### The benefits of having a registered copy are:

1. You will be able to explore the remainder of the initial scenario, "The City of Bywater". You are prevented from exploring a large area until you register.
2. You will be able to playtest a portion of other scenarios to decide if you wish to register each. Additional scenarios are $13 each.
3. You will be able to play scenarios created by others using the Divinity scenario creator.
4. The 'About Realmz' dialog will no longer appear every time you launch Realmz.
5. You will be able to create characters starting as high as the 30th skill level.
6. No restrictions on the maximum skill levels allowed to begin an adventure.
7. Your characters will be saved as they gain skill levels, otherwise they are limited to achieve skill level 7 as a maximum, and will only be able to start any new adventure at the 3rd skill level or less.
8. You will be able to turn the option of Fumbling Weapons and Unique Items off if you so desire.
9. You will be able to select the higher difficulty levels and harder monster sets.

Your support will help ensure the continued development of Realmz and new scenarios. This is largely a one man effort, and every dollar helps.

**[** Realmz represents seven years of intensive effort, and is a quality work. Please do not alter, hack or clone this program except for YOUR OWN private use! Programs as elegant as this one come along only 'once in a blue moon! I encourage you to support Mr. Phillips' efforts by registering your copy, and by sending your comments and messages of encouragement to him! Let a sense of integrity and honesty be your guide in this matter. Sincerely, L.E.F., Manual Editor **]**

 Due to the extreme complexity of this game, there is no way for me to anticipate every possible problem ahead of time. For that reason, I reserve the right to make whatever changes to the scenario engine, game files and game playability at any time. I have put in a lot of effort to make sure that I could add new features with minimal changes to the interface or file formats, but sometimes a major overhaul may be required. If that happens, I will try to include ways of converting old characters and saved games to the new format, but I can't guarantee anything.

##### Questions / Bug reports / Suggestions:

E-mail any bug reports to us at: [Fantasoft1@aol.com](mailto:Fantasoft1@aol.com)

ALWAYS include the version of Realmz that you have. A lot of things change, and without the version number it is pretty tough to verify the problem. Please try to be as specific as possible. A comment such as, "It crashes all the time," is too vague, and will not be of any real value in correcting the problem. Try to describe where you were and what you were doing, along with your system configuration, and any

inits/ extensions you may have been running.

If you need a written reply to a question by U.S. Mail, please include a self-addressed, stamped envelope to facilitate a quick reply with a minimum of effort on our part.

##### I would like to thank the following people in helping to make Realmz possible:

My wonderful wife, Erin Phillips, who patiently (and sometimes not so patiently) supported me by putting up with numerous weekends and evenings over the last 5 years while I worked an almost full-time second non-paying job, attempting to create this dream and make it a reality.

Glenn Andreas: The cool Theldrow font and some nifty icons were derived from his game "Theldrow", not to mention that Theldrow was a big motivator for me to start Realmz.

Lance Linimon for lending a hand in the sound department. Lance has been involved in music and sound since he began playing piano at the age of three. Not long after, he began tinkering around with tape recorders, sound effects records and Moog synthesizers. He has since made music a lifetime hobby and a possible career. Lance has composed a great deal of music, including songs recorded by bands in which he's played an integral role as keyboardist or guitarist, a string quartet which has performed across his home state, music for a play and numerous other works. Several bands repeatedly use him as their producer and engineer on demos and local releases. He is currently preparing to work on solo material in his home studio. His influences include Dead Can Dance (which vaguely inspired Realmz's intro music), Cocteau Twins, Mission of Burma, Supercollider, Wire and Red House Painters, among many others. He can be reached at

E-mail address: [Linimon@delphi.com.](mailto:Linimon@delphi.com)

Lane Foulk for being the first registered owner of Realmz, and for volunteering to edit the Realmz manual. Lane is a 9th grade math and computer teacher, 15-year veteran RPGer, church deacon. Introduced to the Apple // computer in about 1979, the combination had him hooked. Beginning with Akalabeth, Wizardry, Bard's Tale and games of similar ilk, Lane walked the dangerously thin line between keeping a job and wife, raising two beautiful children, and trying to support the fantasy gaming habit while maintaining some

semblance of sanity. Some would argue as to whether he's succeeded or not... In any event, Lane graduated to the Macintosh, playtested the beta version of Realmz, made a few helpful suggestions, contributed at least one nifty graphic, and helped to correct Tim's near-perfect spelling and punctuation! >;-) Lane can be reached [at pilgrim@macol.com](mailto:pilgrim@macol.com)

The beta testers: Randy Lee, Don Henson, Neil Shapiro and Brett Pawlowski.

Also some of the others who chimed in with special insights or graphics: Chris Johnson, Terry Schussler, John

H. Chrostowski, A. Wesley Reese, Andrew Dyer, Gerry Inks, Adam Neuman, Louis I. Dagen and Andy Hunter.

All Fantasy RPGers everywhere: For bothering to read this far. (I don't think I would have.)



# Credits

Realmz uses the sound engine from PlayerPRO 4.4. to play that cool background music.

PlayerPRO 4.4 is a complete music editor/ player (soundtracker) by Antoine Rosset. You can use it on all Macs with NO special hardware ( i.e. MIDI). PlayerPRO can import and play these formats: MOD, S3M, MIDI, MTM, MADx, snd, WAV, AIFF, AIFC. Sound quality from 8 bits, 22Khz, Mono to 16 bits, 44Khz, Stereo.

PlayerPRO is available on CompuServe (Mac forums/ Entertainment forums/ Sound Utilities[19]) and on Internet (ftp.eskimo.com/ wormey/ PlayerPRO).

For more information, you can contact the author of PlayerPRO:

\*----------- Antoine ROSSET -----------\*

\* 16 Tranchees 1206 GENEVA SWITZERLAND \*

[\*-------- rosset@dial.eunet.ch](mailto:rosset@dial.eunet.ch) --------\*

\*------- FAX:(+ 41 22) 346 11 97 -------\*



Artwork by Max S. Fellwalker is copyright 1994-1996 by her and used with her permission. You can contact Max at:

Sleepy Cat Graphics

P.O. Box 608048

San Diego, CA 92160



Artwork by Andy Hunter is copyright 1994-1997 by him and used with his permission. You can contact Andy at:

[Wormius@aol.com](mailto:Wormius@aol.com)

# About This Manual

This manual is not perfect. It's pretty extensive as far as most game manuals go, and I have tried my best to include just about anything an avid player of Realmz could ever want to know. As time goes by, I will add new sections to explain new features as they become available. You may have noticed that some of the text has odd breaks or large amounts of space between some of the paragraphs. That is to help it print correctly on some printers. I can't promise that it will print perfectly on yours, but I have done the best I can.

To go to the next chapter you can click on the box below -OR- you can navigate to other chapters by using the scroll bars at the bottom of the window.

## System Requirements

Realmz requires a Macintosh capable of at least 256 Colors 5 Meg free RAM minimum and a display capable of 640 x 480 resolution or better. It does NOT work with the old Apple 12" monitors or some laptop monitors that have a display resolution less than 640 x 480 in size.

Realmz will not run off a CD ROM. If you are playing Realmz from a CD ROM you need to copy it to your hard drive or it may give you errors.

You will also need 800K of hard disk space for temporary files during game play. This space will be returned to you when you quit Realmz. If you encounter an error during the start of a new game, check to make sure you have at least 800K of hard disk space free.

Each saved game will also require from 300 - 800K of hard drive space depending on the size of the scenario.

## Troubleshooting Realmz

1. May not work with 100% compatibility on all 660AVs, 840AVs or the Mac IIcx in the shop screen. You may want to select the option, "**Fast Trade/Buy/Sell**" in the preferences if you experience crashes in this area. This may help avoid the problem on these systems.
2. The sound may breakup or sound scratchy from time to time. This is not a serious problem. If you allocate more memory to Realmz it should help eliminate the problem.
3. The absolute minimum memory for Realmz is 5 MEG Ram. The more you give it, the better it will run. 10 MEG Ram should be enough to maximize the performance. If you start to experience portions of the screen which do not refresh, or have problems with letters not showing up, this may be a sign that you need

to allocate more memory to Realmz in the Finder's info box. Some screen refresh problems can be solved by selecting REFRESH SCREEN from the preferences menu.

1. Global Village modems seem to give Realmz fits. Don't know why. If you experience random computer freezes or difficulty in launching Realmz, try disabling your modem extensions etc.
2. If you find that your menus all turn black, you might be able to fix the problem by turning on the option "Black & White" menus in the preferences. That may fix the problem. This can happen if you have NOW MENUS installed as well.
3. If the game locks up when you run Realmz or quits right away, try holding the OPTION key when you launch Realmz. This will disable some of the checking it does on video hardware and bypass the screen fade. This may get it to work with your display. If you are using an external display on your PowerBook, #7 below may apply to you as well.
4. If you are using a PowerBook with an external display and the game does not launch, try making the external monitor the startup monitor using the MONITORS control panel. In addition, turn ON video mirroring. Also, #6 above will almost certainly apply if you are using your PowerBook display.

These are the known or suspected problems/ solutions with Realmz. Realmz is a large undertaking for a one-man operation, but I labor on. Please let me know of any bugs you find as that is often the only way it will ever get fixed.

## Realmz Registration / Order Form

##### Mail this completed form with payment to: Fantasoft, LLC

**Call us at: (608) 222-8468 to order by phone Madison, WI 53714-0261**

**Fax this form to us at: (608) 222-8468USA**

SERIAL NUMBER OF YOUR COPY OF REALMZ X- Version

To find the serial number and version of your copy, select "About Realmz" under the Apple menu. The serial number and version will be displayed in the upper left hand corner.

Last Name First Name

Address Apt#

City State Zip/Post Code Country

Phone Number: E-Mail Address:

**I would like to register:**

"Realmz" scenario driver and "City Of Bywater" scenario..........Yes $20 "Assault On Giant Mountain" scenario.............................Yes $13 "Prelude To Pestilence" scenario.............Free With $10 purchase or more "Castle In The Clouds" scenario..................................Yes $13

"Destroy The Necronomicon" scenario..............................Yes $13

"White Dragon" scenario..........................................Yes $13

"Griloch's Revenge" scenario.....................................Yes $13

"Trouble in the Sword Lands" scenario............................Yes $13

"War in the Sword Lands" scenario................................Yes $13

"Twin Sands of Time" scenario....................................Yes $13

"Half Truth" scenario............................................Yes $13

**I would like to order software files by mail:**

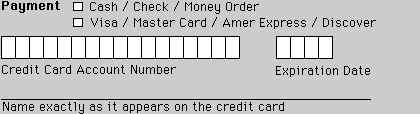
Realmz Character Editor on Disk...............................Yes $10

Divinity-Scenario Creator for Realmz + Character Editor on CD Yes $30

Shareware versions for ALL Fantasoft games + Realmz on CD-ROM Yes $6

\***Foreign orders add $3 if ordering items with a** **in front of them or if paying by personal check drawn on an overseas bank.**

= $



## Divinity Order Form

##### Mail this completed form with payment to: Fantasoft, LLC

**Call us at: (608) 222-8468 to order by phone Madison, WI 53714-0261**

**Fax this form to us at: (608) 222-8468USA**

Last Name First Name

Address Apt#

City State Zip/Post Code Country

Phone Number: E-Mail Address:

**I AM a registered owner of Realmz already.**

**I would like to order:**

Divinity.........................................................Yes $30

#### I am NOT a registered owner of Realmz already.

**I would like to order:**

Divinity (Includes Realmz & City of Bywater Scenario)............Yes $50

**I would like to register additional scenarios for Realmz:**

"Assault On Giant Mountain" scenario.............................Yes $13

"Prelude To Pestilence" scenario.......................................Free

"Castle In The Clouds" scenario..................................Yes $13

"Destroy The Necronomicon" scenario..............................Yes $13

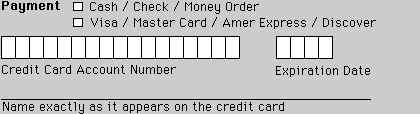
"White Dragon" scenario..........................................Yes $13

"Griloch's Revenge" scenario.....................................Yes $13

"Trouble in the Sword Lands" scenario............................Yes $13

"Twin Sands of Time" scenario....................................Yes $13

\***Foreign orders add $3 for shipping and handling. Total Due** = $



# Exchange Rates

#### If you will be sending us a check that is drawn from a foreign bank, please add $5 to the amount due and multiply by the current exchange rate.

**NOTE: Do not send a check drawn on a foreign bank good for US funds. We have to pay a big fee for that. We CAN deposit checks for a foreign currency without penalty. That is the exact opposite of what you would expect, but that is the way it is.**

**So, if you're from France, send us a check for Francs. If you're from England send us a check for Pounds; etc.**

**You can find the current rate from your bank or look it up in your daily newspaper. Those in the game were correct at the time this version was put out but they may have changed (In your favor) by the time you register.**

**What is the object of Realmz?**

Other scenarios have more of an end goal, but The City of Bywater has no underlying goal for its completion. You are a group of adventurers who has arrived in The City of Bywater with a small amount of money and a great desire for adventure.

This was a first attempt at creating a scenario so I pretty much winged it as I created the scenario driver. The storyline is fairly loose, so you can pretty much go wherever you like, whenever you like. Some people will like this better than strictly linear games that guide you along a path. Finish X, so you can try Y, to get to Z. What happens if X is boring, or you can't figure it out? You would be stuck in that case. Never fear! Now you will be able to do what YOU want to do, not what the game designers want you to do. Pretty slick!

**Disclaimer:** I have not had the chance to beta test this on every configuration. Apple is adding them so fast, who could? It may not work 100% on some systems or with some inits/ cdevs/ extensions. I do not

make any guarantees as to the compatibility now or in the future with any hardware or software, nor do I accept responsibility for any damage caused by this software package for any reason. This software is supplied as is, and any payments on your part are refundable at our discretion.

We reserve the right to make any changes to the game driver, scenarios or their playability at any time. This may be necessary as we develop new scenarios in order to maintain good gameplay, or to add new features.

##### Notes about the included scenario: The City of Bywater

The City of Bywater is an honest city. The average man has little to fear except for the occasional cutpurse. The city is ruled by a kind king. Recently, a tower has been built by a cult of spider worshippers just to the east of the city. Though they have broken no laws, it is widely known that they practice evil ceremonies, and it is rumored that they plan on the eventual overthrow of the king. Many believe the spider tower actually contains NO spiders, but other forms of arachnids instead. Open ranges frequented by goblins lie south of the city. Eastward, tribes of Orcs rove the land. Southeast of the city, the land is largely unexplored. Rumors say that the lands are occupied by small groups of Hill Giants.

**Some Tips:**

1. **Don't be paranoid**. Bywater is an honest town. Don't walk around in fear of the town guard unless you have done something wrong. Realmz is unlike many adventure games that plunge you into trouble for no apparent reason.
2. **A good defense is often your best offense**. Before engaging in a known battle, it is helpful to camp and cast a few defensive spells. This will significantly improve your chances for success in battle.

For example: Just prior to a battle, you should camp, then cast any defensive spells such as Bless, Bark Skin, Protection From Cold, etc.

1. **Save your game often!** This can't be stressed enough! After the successful completion of an encounter or major battle, it's wise to save the game. If your party dies, you will be able to pick up where you left off.
2. **A well-balanced party is essential for success**. To survive, almost any party will need at least one Priest and either a Sorcerer or Enchanter. Priests are very defensive in nature and have a wide variety of defensive and healing spells. Sorcerers and Enchanters have a few defensive spells, but as a whole, have many more offensive spells. Magic is sometimes the only way in certain situations, in or out of trouble.

**Preferences:** After you've played a bit, you may want to customize the game to fit your needs. The Preferences menu will allow you to do this.

**Volume** can be set from within Realmz. When you quit Realmz, the volume will be reset to the volume you had before starting Realmz.

**Delay Speed** refers to the general length of time between messages on the screen, as well as the speed at which you and enemies move around on the game screens. The higher the number, the slower the game will play.

**Default To Last Spell** will automatically preselect the last spell cast by a character whenever that character casts another spell. (Real handy!) You will still be required to select the Power Level of the spell because it will default to Power Level 1.

**Faster Spell Casting** will speed up the flight time of spells for those who hate to wait.

**Faster Spell Resolution** will speed up dealing out damage or conditions from spells that affect a large number of creatures. For large battles this is a big plus in speeding up the game. You can also toggle this option on/ off via the keyboard with **Command-H**.

**Use Offscreen Combatant Hash Marks**: Realmz will put a green, blue or red hash mark around the edge of the screen during combat to give you an idea as to where your friends and enemies are relative to you. If you don't want to see those hash marks turn this option OFF.

**Drop Item Protection** will prevent you from accidentally dropping items and losing them forever. With Drop Item Protection turned on, you must hold down the command key ( ) while clicking the drop button or hitting the 'D' key.

**Forget Treasure Protection** will alert you if you are about to leave money behind during the collection of treasure.

**Fast Trade - Buy - Sell Item** This option eliminates the need to drag items left or right across the screen in order to trade/ buy/ sell items. With this option on, you only have to click on the item and it will automatically be traded, bought or sold.

The big downfall to this method is that you will not see the weight/ cost/ offer of the item prior to the action.

**NOTE**: Even with this option off, you can still perform this method by holding the shift key when clicking on an item. This will give you the added flexibility of being able to trade items quickly while still being able to see more information prior to the action at selected times.

If you have a 660AV, 840AV or a IIcx that crashes in the shop/ trade screen, you may want to turn this option on. It may prevent the game from crashing on these systems.

**Auto Identify** With this option on, the first member in the party who is capable of casting IDENTIFY OBJECTS will attempt to identify items as they are taken during the collection of treasure. This will prevent you from having to cast Identify Objects on items in the items screen.

**Auto Join** When you take items during the collection of treasure, or buy or trade items, they will automatically be joined with similar items. i.e. If your character has 12 torches in a bundle and buys 6 more, he will now have a single bundle of 18 instead of a bundle of 12 and a bundle of 6.

Not all items can be bundled. Items such as torches, parchment, flasks of oil, darts, throwing stars etc. are examples of some that can.

**Auto Cash In** If your character does not have enough gold to purchase an item, gems and jewelry will be cashed in to make enough gold to buy the item. Gems and jewelry from the pool are cashed in first. If there is still not enough gold, then the character's gems and jewelry will be cashed in.

Only gems and jewelry from the pool and the character attempting to buy the item will be cashed in. Gems

and jewelry from other characters will not be cashed in.

**Use Theldrow Font** If this item is checked, the Theldrow font will be used for text. Otherwise a less artistic but easier for some people to read font will be used.

**Show Spell Description** If this item is checked, a brief description of a spell's use, range, damage and effect will be displayed on the game screen during the spell selection process.

**Hide Desktop** If this item is checked the desktop will be hidden.

**Manual Bandage Only In Combat** If checked, you will have to bandage bleeding characters by clicking the 'Bandage' button or by typing 'B' on the keyboard during combat. This will prevent a character that is under 'AUTO' control from bandaging a bleeding character by default.

**Show Bleeding Character Message** A reminder message will appear at the end of each combat round if one of your characters is bleeding. If this message bugs you, you can turn it off here.

**Show Next Combat Round Notifiction** At the end of each combat round, a message box will appear in the center of the screen to inform you that the next combat round has begun. If this message bugs you, you can turn it off here.

**Append Character Caste to Portrait** This option will append the character's caste to the bottom of their portrait whenever it is displayed. When you turn this option on and off, it may not take effect immediately.

**Switch to 256 Colors on Startup** With this option on, Realmz will not ask for permission to switch to 256 Colors if your main monitor is in other than 256 Color mode. It will just do it, and continue to load without bothering you.

**Auto Switch to Melee in Combat** Your character will switch to a melee weapon automatically in combat if you attempt to attack with a missile weapon, but are too close to an enemy.

**Disable Music** Realmz will not initialize the music driver. This will prevent any background music from playing on startup. You will not be able to activate any music unless this option is checked before you launch Realmz.

**Allow Weapon Fumbling** If you do not want to deal with Fumbling Weapons you can eliminate all types of weapon fumbling for both your party and all enemies. All fumbling spells will be worthless as well.

Disabling this option will reduce Victory Points awarded by 10%.

**Allow Unique Items** If you do not want unique item restrictions you can turn that option off. Disabling this option will reduce Victory Points awarded by 10%.

**Auto Journal** This will assume you want every message entered into the Journal. Otherwise you must hit the "J" key to copy the text into the Journal.

**Detailed Item Info** This option will place an item's Damage, Armor Rating Adjustment and To Hit adjustment below the item's name in the Items/ Shop/ Trade screens.

#### What if I don't like some of the terms used in Realmz?

You can edit spell names, race names and caste names by selecting EDIT RACE / CASTE NAMES or EDIT SPELL NAMES from the Preference menu. This will let you redefine the names of these things so they are more to your tastes. In order for you to do this, you MUST have the file "Custom Names" in your Realmz Data Files folder.

## Starting A New Adventure

This manual is rather in-depth and covers many aspects of the game that you are not required to know to have fun. It is intended for those who really want to get into the nuts and bolts of creating characters and watching them progress. If you just want to jump in and start adventuring, you can use some standard characters included with Realmz. Otherwise, you can generate new characters.

12 pre-generated characters are included with Realmz. Six 1st Skill Level and six 3rd Skill Level characters. If you find yourself getting killed too easily with the 1st Skill Level characters, try using the 3rd Skill Level characters. Once you have a better feel for the game, you will most likely want to create your own characters.

To start a new game:

1. Select the name of the scenario you wish to play in the **Adventure** menu.
2. Select **Begin New Adventure** from the **Game** menu.
3. Choose the characters you wish to adventure with.
4. Select the difficulty level for play.
5. Select the monster set you wish to use. The scenario was developed with the normal monster set in mind. If you use MONSTER MONSTERS or MEGA MONSTERS the game will be much harder.
6. Click 'DONE' That's it. The game should now build a new world for you to adventure in. Have fun!

To generate new characters, select **Generate New Character** from the character menu. See the following chapters for more information on creating new characters:

##### Character Castes • Prestige

**Character Races • Importing Characters Character Attributes • Character Aging**

Each scenario will have a recommended number of Skill Levels with which to begin the adventure. As you add characters to the party, the total number of Skill Levels of the current party is compared to the recommended number.

If you begin the adventure with less than the recommended number of Skill Levels, you will earn Victory Points and Monetary treasure at a faster rate to compensate for the added difficulty. The opposite is also true. If the party has more Skill Levels than the recommended number, then characters will earn Victory Points at a slower rate.

The **City of Bywater's** recommended number of Skill Levels is 6. What this means is that you may start with any number of characters with a total of up to 6 Skill Levels at Normal difficulty to gain Victory Points and treasure at 100% the normal rate. If you have more/ less than this amount, or vary the difficulty level, then the rate at which you gain Victory Points and treasure will vary.

**NOTE**: Registered copies DO NOT have a maximum level limit. The rate at which you gain Victory Points will decline as you add more characters, so if you add too many, you will be hard pressed to gain levels.

## How to Add/Drop Characters From Your Party

To remove a character from the party, select the character, and click **DROP**.

**ERASE** will delete a character from the list of possible characters FOREVER, and remove his character file from your hard drive. **Never** do this unless you are sure you don't want this character anymore.

**Done** will band the party together and start you on the road to adventure. (Provided you have added at leased one character to the party)

**Difficulty level** will adjust the difficulty and frequency of battles and the rate at which characters will gain Victory Points. The game remains the same, but monsters will be tougher or easier. The amount of Victory Points and monetary treasure will also vary by the difficulty level.

**Importing Characters** To import characters from a different copy of Realmz put the character file(s) in the Character Files folder of your new copy. Select **Begin New Adventure** and click the **IMPORT** button. The game will then ask you to locate your existing characters. Once they are selected, they will be added to the list of available characters. NOTE: The IMPORT features does not move any files, you will have to move the character files from your old copy to your new copy prior to clicking on the Import button.

**What makes a good party?** A good party will consist of a well-balanced mix of characters. Too many of any one caste or race is doomed to failure. Each caste has its strong and weak points. See **CHARACTER CASTES** in the Creating Characters chapter for a description of the various castes, including their various strengths and weaknesses.

## Main Screen

For keyboard commands see the chapter titled Keyboard Commands in this manual.

## Character Status Bar



1. Character Portrait. Click to bring up your character information screen.
2. (COMBAT ONLY) GREEN - The character has yet to move that round. RED - The character is not in the battle.

GREY - character has already moved that round.

1. Character's AUTO status: (COMBAT ONLY) Down = In AUTO mode, Up = Normal mode.
2. Character's name.
3. Current Stamina / Maximum Stamina
4. Either dislays the **attacks/round** or the **spell points/max spell points.**
5. Character's Armor Rating

## Action Buttons

You can also select an action by typing the first letter of the command on the appropriate button. In case of duplicates, the letter corresponding to the button will appear in the upper left hand corner of the button.



1. Toggle between camp and adventure mode.
2. Go to Items screen.
3. Cast a spell.
4. Displays current spells affecting the party.
5. Toggle between search mode and standard mode.
6. Use a scroll from the active characters scroll case.
7. Trade items between characters.
8. Exchange money between characters, shops & temples.
9. Rest (while button is held down).
10. Create scrolls.
11. Shows status of light source. (Click on torch to light new torch if someone has one.)
12. Click: Shows items carried by current character. Indicates item is equipped.
13. Click: Shows conditions affecting current character. Indicates permanent condition.

Indicates temporary condition.

 NOTE: For number 12 & 13 above you may hold down the command ( ) key to display the items or conditions of ALL the characters in the party.

1. Heal party (while button is down). All characters capable of casting healing spells will begin casting healing spells on all those injured.

In addition, you will see several other buttons. Here is a list of what they do:

## Special Action Buttons

Makes the party SEARCH the immediate area while button is held down.



Enter a temple. (You can change gold into gems here.)

Enter a shop or warehouse. (You can change gold into gems here.)

Attempt to perform s**E**o**N**m**C**e**O**sp**U**e**N**c**T**ia**E**l**R**a**S**c)tion. (See

**Fatigue:** Displayed below the character information on the main screen is a small bar with an X, Y, and the word 'Fatigue' printed on it. This shows the current X and Y position of the party, and their current level of Fatigue. Note that as the party moves around, a bar will grow next to the word Fatigue. As the bar grows it changes to a dark gray. When it reaches the end the party is too tired to continue and must rest before moving any further.

**Movement:** Moving around is easy. Just place the cursor in the direction you want to go. When you click on the screen the party will move in the direction of the red arrow. You can also use the arrow keys on the keyboard, or the numeric keypad.

The '7', '9', '1' and '3' keys on the keypad allow diagonal movement.

**Terrain:** Different types of terrain take longer to travel over than others. Roadways and open fields are the easiest to traverse, while tunnels, rocky or muddy terrain, or shorelines take more time. If you are in an area that is frequented by wandering bands of monsters, you are more likely to encounter them while moving in areas of slow progress because you are in the area longer. Therefore, to minimize your chance of unwanted encounters, try to stay in open areas.

 Mountains: Impassable

 Road: 5 Minutes

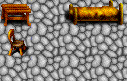
Cave Entrance: 25 Minutes



 Open Ground: 10 Minutes  Wooded Area: 25 Minutes  Rocky Ground: 25 Minutes  River/ Shoreline: 30 Minutes

Buildings/ Tunnels: 15 Minutes

Indoor Area: Base is 1

**NOTE**: If you have SEARCH MODE turned ON, it will take you much longer to travel the same distance. It's nice to just turn it on and leave it, but there are negative results as well. You will have more random monster encounters for any given distance as random encounters are often time dependent.

**Combat Movement:** As characters move around the combat screen, they use movement points. Each character has a maximum movement allowance that is determined when they are created. The total movement allowed during combat by an individual character is determined by a ratio of their maximum movement x (load/ maximum load). For example, consider a character who has a maximum movement of 12 when completely unloaded, and a maximum carrying capacity of 5000. If that character picks up 2500 in weight, they will have a maximum movement of 6 in combat. A character will always have at least 3 movement points per round, even if that character is carrying the maximum load.

The idea that rougher terrain takes longer to cross also holds true during combat. Open areas take 1 movement point to cross while obstacles and muddy or rocky areas take more movement points. Some objects, such as trees or giant fungi, are solid barriers to small creatures, while larger creatures are able to step over or move through these objects.

If you want to swap positions with any character or ally that is one square in size, you can do so by attempting to move on them. You will then be asked if you want to SWAP POSITIONS or to ATTACK YOUR FRIEND. Characters on AUTO or that are ANIMATED will never attack an ally and will always try to swap positions, if needed, to get access to their target.

## Special Note On Random Encounters

**Search Mode:** (No. 5 above) increases the chance of finding secret areas but there is also a downside. Searching takes MUCH more time to traverse the same distance and will increase your chance of encountering wandering monsters. If you are sure you don't expect to find any secret areas, and don't want any more grief than necessary from random battles, then turn search mode off. The spell 'Detect Secret' also increases your chance of finding secret areas, but DOES NOT increase the time spent, nor chance of

encounters.

**Three Dimensional View** Some indoor areas are in a first person, 3D view. Often they can be viewed in one of two ways; either in a 2D-overhead view, or a 3D view. To switch between one view or the other, hit the 'SPACE' bar.

From time to time you may be limited to the 3D view. At times like this you will have to use the 3D view until you leave the area. The 5th level Sorcerer spell "Wizard Eye" will allow the party to see ANY area in 2D for the duration of the spell.

# Character Castes

A character may choose from 19 possible castes. However, some castes are not available to certain races. The tables listed below show which castes are available to the various races and benefits/ penalties they receive.

Some classes may seem initialy very similar and to a degree that is the case. Often some castes start out much stronger early on than others, but will be outdistanced in the long run by more mundane castes.

As an example: Berzerkers and Fighters are very similar in capabilities, however Berzerkers begin much stronger than an ordinary fighter. The advantage of the fighter may soon become apparent as they advance in levels faster and will ultimately surpass any Berzerker in skill in combat. Keep this in mind when choosing castes.

See tables 1.0 - 1.5 in "Appendix of Tables" Table 1.0 Race/ Caste Possibilities

Table 1.1 Minimum Attributes by Caste Table 1.4 Gender Adjustments

Table 1.5 Caste Stamina Table Table 3.0 Caste Spell Casting Abilities



# Warrior Castes

 **Fighter**

Warriors - excel in the art of combat. They are second to none when it comes to physical combat with weapons.

Armor and Weapons - may use any type with a very few exceptions.

Attacks Per Round - will increase as they gain Skill Levels. (See the "Attacks Per Round" chart in the Appendix.)

Chance on Any Successful Attack to Cause a Major Wound: 5% plus 1% per skill level. (A Major Wound hit doubles the damage for that attack.)

 **Fencer**

Warriors - excel in the art of combat. Drilling exclusively in the art of melee weapons they excel at such tactics. They will not use missile weapons of any kind as they find them a cowardly way to do battle. They also shun bashing weapons such as maces.

Armor and Weapons - may use any type of non missile bladed weapon with a few exceptions.

Attacks Per Round - will increase as they gain Skill Levels. (See the "Attacks Per Round" chart in the Appendix.)

Chance on Any Successful Attack to Cause a Major Wound: 2% plus 1% per skill level. (A Major Wound hit doubles the damage for that attack.)

Abilities Acquired at Higher Skill Levels:

18th Level - Shield From Hits: All damage from attacks will be reduced by 5 points to a minimum of 1 point of damage.

## Berzerker

Warriors - capable of entering a battle rage at any given moment, Berzerkers are one man wrecking crews. They refuse to use more sophisticated weapons in battle such as bows and other aimed weapons.

Armor and Weapons - will not use any missile weapons and only light armor.

Resistant to fire damage.

Attacks Per Round - will increase as they gain Skill Levels. (See the "Attacks Per Round" chart in the Appendix.)

Chance on Any Successful Attack to Cause a Major Wound: 2% plus 1% per skill level. (A Major Wound hit doubles the damage for that attack.)

# Archer Castes

 **Archer**

Warriors, a special type of fighter - Skilled woodsmen, who excel in the use of missile weapons such as the bow.

Armor and Weapons - May use padded, leather, or chain armor. Archers receive a Missile Adjustment of

+ 15% to reflect their great skill at archery and will do extra damage above and beyond the normal damage with any missile weapon as they gain in skill levels.

Attacks Per Round - will increase as they gain Skill Levels. (See the "Attacks Per Round" chart in the Appendix.)

Chance on Any Successful Attack to Cause a Major Wound: 3% at all Skill Levels. (A Major Wound hit doubles the damage for that attack.)

Starting at skill level 15 they gain the ability to caste very low level sorcerer spells.

Abilities Acquired at Higher Skill Levels:

10th Level - Missile Shield. Immune to normal missile attacks.

## Marksman

Warriors, a special type of fighter - Skilled woodsmen, who excel in the use of missile weapons such as the bow.

Armor and Weapons - May use padded, leather, or chain armor. Marksman receive a Missile Adjustment of + 20% to reflect their great skill at archery. In addition they gain in skill with missile weapons faster than an Archer but never gain the ability to cast low level sorcerer spells.

Attacks Per Round - will increase as they gain Skill Levels. (See the "Attacks Per Round" chart in the Appendix.)

Chance on Any Successful Attack to Cause a Major Wound: 5% at all Skill Levels. (A Major Wound hit doubles the damage for that attack.)

Abilities Acquired at Higher Skill Levels:

12th Level - Missile Shield. Immune to normal missile attacks.

# Thieving Castes



**Rogue** (Uses Sorcerer Spells)

Thieving is considered an honorable profession in the world of Realmz, or at least one that is tolerated. Rogues are actively sought out to engage in various activities best left to professionals. Capable of many tasks that no other character caste can perform, their abilities include: Disarm Traps, Pick Locks, Pick Pockets, and Sneak Attacks.

Agility is most important for a good Rogue. It would be a short life for a Rogue who went BUMP in the night.

Rogues also have the special skill of reading languages to decipher old maps and instructions. This also includes the deciphering magical writing on scrolls. This lets them cast a spell from any magical scroll.

Armor or Weapons - May wear robes, padded, or leather armor. Use only one-handed weapons, with the exception of bows. Not avid fighters.

Capable of Sneak Attacks: 2% plus 1% per Skill Level. A weapon technique, difficult to learn, but deadly when mastered. If successfully executed, damage inflicted will be three times normal.

Cast Low Level Spells - When a Rogue reaches the 15th skill level, they can begin to cast low level Sorcerer spells.

Abilities Acquired at Higher Skill Levels:

8th Level - Invisibility: They are capable of breaking away from an enemy without getting attacked.

 **Bard** (Uses Sorcerer Spells)

Thieving is considered an honorable profession in the world of Realmz, or at least one that is tolerated. Bards are former rogues and cut purses that have achieved a social rank above that of the common man. Retaining most of the skills of their earlier days, they have shifted some attention towards the more physical arts such as combat.

Bards also have the special skill of reading languages to decipher old maps and instructions. This also includes the deciphering magical writing on scrolls. This lets them cast a spell from any sorcerer scroll.

Armor or Weapons - May wear robes, padded, leather or chain armor. More skilled with weapons than Rogues it takes them longer to gain the ability to cast low level sorcerer spells.

Capable of Sneak Attacks : 5% at all skill levels. A weapon technique, difficult to learn, but deadly when mastered. If successfully executed, damage inflicted will be three times normal.

Abilities Acquired at Higher Skill Levels:

15th Level - Invisibility: They are capable of breaking away from an enemy without getting attacked.

 **Assassin** (Uses Sorcerer Spells)

Skilled in the art of the quick kill, they excel at sneak attacks and crippling blows.

Armor or Weapons - May wear robes and padded armor. Avid fighters when it comes to the techniques of causing crippling hits in a single blow.

Capable of Sneak Attacks: 10% plus 1% per Skill Level. A weapon technique, difficult to learn, but deadly when mastered. If successfully executed, damage inflicted will be three times normal.

Abilities Acquired at Higher Skill Levels:

15th Level - Invisibility: They are capable of breaking away from an enemy without getting attacked.

 **Monk**

Master of the Martial Arts. Astute in the use of the body as a weapon, and knowledgeable of all aspects of the body - both mental and physical. Always seeks an inner peace. Has an additional 10% resistance to mental attacks.

More capable at some abilities such as Disarm Trap, Pick Lock and Pick Pocket than most other castes but

still very modest in skill when compared to a Rogue.

Armor and Weapons - May wear robes, gauntlets and cloaks. May wear only a few types of light armor protection. May also use their bare hands as effective tools of combat. At high Skill Levels they can do massive damage using nothing but hands and feet.

Attacks Per Round - will increase as they gain Skill Levels. (See the "Attacks Per Round" chart in the Appendix.)

Chance on Any Successful Attack to Cause a Major Wound: 5% plus 1% per skill level. (A Major Wound hit doubles the damage for that attack.)

Abilities Acquired at Higher Skill Levels:

5th Level - Permanent protection (1/ 2 damage) from mental-based spells. 10th Level - Permanent protection (1/ 2 damage) from chemical-based spells. 20th Level - Gain the ability to regenerate wounds.

Hand-to-Hand Damage: Ranges at 2 x ability level plus 2 points.

Examples:

1st level Monk does 2 x 1 + 2. Capable Range of Damage = 2 to 4 pts.

10th level Monk does 2 x 10 + 2. Capable Range of Damage = 2 to 22 pts. 15th level Monk does 2 x 15 + 2. Capable Range of Damage = 2 to 32 pts.

# Religious Castes

 **Priest** (Uses Priest Spells)

Warrior-Priests, skilled both in the arts of war and the cloth. But, unlike Crusaders, they generally concentrate a greater amount of their time in the weaving of magic, which is derived from devotion to their deity. Therefore they are much more effective as a magical force in the party but are not as adept at physical combat as a Crusader.

Capable of Turning Thus destroying or changing the alliance of Undead and lesser Demons, Daemons and Devils.

Armor or Weapons - can wear any type of armor, but may use only blunt weapons.

Abilities Acquired at Higher Skill Levels:

10th Level - Magic Aura. Makes it harder for an enemy to hit them and easier for them to hit an enemy. 25th Level - Protection From Foe. Creatures are easier to hit and have a harder time hitting the priest.

Similar to Magic Aura but more powerful.

 **Cardinal** (Uses Priest Spells)

Priests, skilled in the arts of the cloth. Unlike Crusaders and Priests, they generally concentrate most of their time in the weaving of magic, which is derived from devotion to their deity. Therefore they are effective as a magical force in the party but are not as adept at physical combat as a Priest.

Capable of Turning Thus destroying or changing the alliance of Undead and lesser Demons, Daemons and Devils. They initial start out strong in this area but do not gain skill at the same rate as a priest.

Armor or Weapons - can wear most types of armor, but may use only blunt weapons.

Abilities Acquired at Higher Skill Levels:

8th Level - Magic Aura. Makes it harder for an enemy to hit them and easier for them to hit an enemy. 15th Level - Protection From Foe. Creatures are easier to hit and have a harder time hitting the priest.

Similar to Magic Aura but more powerful.

# Magical Castes:

**Sorcerer** (Uses Sorcerer Spells)

Use the arcane powers of magic to weave spells of a destructive nature. Most Sorcerer spells are offensive, rather than defensive in nature.

Armor or Weapons - may use only three weapons in combat: the dagger, the staff, and the dart. They are not capable of wearing any armor that would hinder their movement, since fluid motion of the hands and arms is a must for spell casting. That leaves the Sorcerer with only robes and special magical items for protection.

The Sorcerer's skill in combat with weapons is poor.

Abilities Acquired at Higher Skill Levels:

25th Level - Absorbs Spell Energy From Attacks: When hit with magic spells, they can absorb some of the energy to recharge their own spell points.

 **Cabalist** (Uses Sorcerer Spells)

Spell-weavers. A special caste of Sorcerer that love to use magic in battle. Drawing on arcane magic as well as weaving magic from deities. More adept at the art of spell casting that Sorcerers, they are more feeble by far physically and in combat skills

Armor or Weapons - Very limited.

Abilities Acquired at Higher Skill Levels:

10th Level - Pro' from 1st level spells. Immune to harmful 1st level spells.

20th Level - Pro' from 2nd level spells. Immune to harmful 1st-2nd level spells. 30th Level - Pro' from 3rdt level spells. Immune to harmful 1st-3rd level spells.

 **Enchanter** (Uses Enchanter Spells)

Spell-weavers. A solitary and mysterious caste. Love to talk in riddles and guide a conversation rather than hold it. Draw on arcane magic as well as weaving magic from deities. They have some of the benefits and shortfalls of both Sorcerers and Priests.

Specialize in Summoning spells, for creatures to aid the party in combat.

Armor or Weapons - have a slightly better selection of weapons and armor to choose from than Sorcerers but are still very limited when compared to most castes.

Abilities Acquired at Higher Skill Levels:

25th Level - Absorbs Spell Points: Will recharge spell points at a faster rate.

 **Evoker** (Uses Enchanter Spells)

Spell-weavers. A special caste of Enchanters that use the arcane powers of magic to weave spells of a destructive nature. Most Evoker spells are offensive, rather than defensive in nature. More powerful in the ways of magic than the Enchanters they are more feeble in body. Almost any attacker in close quarters with an Evoker can hack them to pieces in short order.

Armor or Weapons - may use only two weapons in combat: the dagger and the staff. They are not capable of wearing any armor that would hinder their movement, since fluid motion of the hands and arms is a must for spell casting. That leaves the Evoker with only robes and special magical items for protection.

The Evoker's skill in combat with weapons is poor. They are dwarfed by virtually every other caste Front line battle troops they are not.

Abilities Acquired at Higher Skill Levels:

15th Level - Pro' from 1st level spells. Immune to harmful 1st level spells.

25th Level - Pro' from 2nd level spells. Immune to harmful 1st-2nd level spells. 35th Level - Pro' from 3rdt level spells. Immune to harmful 1st-3rd level spells.

 **Warlock** (Uses Enchanter Spells)

Spell-weavers to the extreme. A special caste of Enchanters that thrives on the use of arcane magics.

Specialize in Spell Casting, To the exclusion of anything else, Warlocks cast spells. In physical combat they are pathetic. In magical combat they are lethal.

Armor or Weapons - Extremely limited.

Abilities Acquired at Higher Skill Levels:

25th Level - Absorbs Spell Energy From Attacks: When hit with magic spells, they can absorb some of the energy to recharge their own spell points.

36th Level - Absorbs Spell Points: Will recharge spell points at a faster rate.

# Warrior Wizard Castes:

 **Battle Mage** (Uses Sorcerer Spells, Can't Use Scroll Cases)

Use the arcane powers of magic to weave spells as well as weapons. Though not capable of reaching the highest level of either spell casting or warrior skill, they are much more capable with arms than almost any other magical caste.

Armor or Weapons - may use most types in combat to include some types of missile weapons.

Chance on Any Successful Attack to Cause a Major Wound - 2% at all Skill Levels. (A Major Wound hit doubles the damage for that attack.)

Abilities Acquired at Higher Skill Levels:

15th Level - Pro' from 1st level spells. Immune to harmful 1st level spells.

30th Level - Pro' from 2nd level spells. Immune to harmful 1st-2nd level spells. 45th Level - Pro' from 3rdt level spells. Immune to harmful 1st-3rd level spells.

 **Dabbler** (Uses Sorcerer Spells, Can't Use Scroll Cases)

Warriors - excel in the art of combat but to a lesser extent that the hard-core warriors such as Fighters and Crusaders. However, they do have one advantage. They like to dabble in the arts of magic. Believing a small amount of magic during battle can be a good thing they gain the ability to cast low level spells at the 5th skill level.

Armor and Weapons - may use most types with a few exceptions.

Attacks Per Round - will increase as they gain Skill Levels. (See the "Attacks Per Round" chart in the Appendix.)

Chance on Any Successful Attack to Cause a Major Wound - 3% at all Skill Levels. (A Major Wound hit doubles the damage for that attack.)

Abilities Acquired at Higher Skill Levels:

20th Level - Pro' from 1st level spells. Immune to harmful 1st level spells.

 **Crusader** (Uses Priest Spells, Can't Use Scroll Cases)

Holy warriors, a special type of fighter who can cast Priest spells when they gain enough Skill Levels.

Armor and Weapons - may use any type of armor or weapon except missile weapons and some special

weapons.

Attacks Per Round - will increase as they gain Skill Levels. (See the "Attacks Per Round" chart in the Appendix.)

Chance on Any Successful Attack to Cause a Major Wound - 3% at all Skill Levels. (A Major Wound hit doubles the damage for that attack.)

Capable of Turning Starting at Skill Level 4. (Turning destroys or changes the alliance of Undead and lesser Demons, Daemons and Devils.)

Ability to cast Priest spells when they reach Skill Level 7.

Ability to use any scroll Crusaders can cast any spell from a scroll.

Due to the purity and holy nature of the caste, they are always affected by "Magical Aura".

 **Minstrel** (Uses Enchanter Spells, Can't Use Scroll Cases)

Music has a mystical link to magic in the Realmz, and a Minstrel is a wandering musician who uses that link to good effect. Though they gain proficiency in their craft rapidly during their early career, later advancement becomes fairly difficult. The use of musical instruments helps to hone and strengthen their talents.

Armor or Weapons - Though dedicated to their craft, Minstrels are free to study the arts of war, if they so choose. A wide range of armor is available, though gloves must allow free enough movement to play instruments and armor must allow for chest expansion. Minstrels may use all but the largest and most complicated weapons.

Attacks Per Round - will increase as they gain Skill Levels. (See the "Attacks Per Round" chart in the Appendix.)

Cast Low Level Spells - When a Minstrel reaches the 4th skill level, they begin to receive spell points, and can access 1st level Enchanter spells. Though they never advance beyond 4th level spells they continue to gain spell points. Their spell points aid in the singing of powerful Minstrel songs, their own impressive form of magic. Many instruments may increase a Minstrel's spell points.

Chance on Any Successful Attack to Cause a Major Wound: 4% plus 1% per level. (A Major Wound hit doubles the damage for that attack.)

Abilities Acquired at Higher Skill Levels:

9th Level - Pro. 1st Level. Immune to 1st level spells.

18th Level - Pro. from mental. Takes half damage from mental based spells. 27th Level - Attack Bonus.

36th Level - Pro. 2nd level. Immune to 2nd level spells.

# Character Prestige

As your character performs deeds both courageous and cowardly his prestige will change. This is a score based on many different factors such as the amount of enemies they have killed or how often they are hit themselves.

Your prestige score is displayed at the top of the character record screen. You can also click a button "Prestige Details" to see a complete breakdown of your characters deeds in combat.

Things such as getting killed, missing in combat or failing to DRVs Spells in combat can all affect hour prestige in a negative way.

When you view Prestige Details, Scores in White affect you in a bad way where as Green scores help your prestige.

##### How prestige points are calculated:

Positive Prestige Points are calculated:

+ (Damage Given - Damage Taken) / 20 **(This could be negative)**

+ Hits Given

+ Attacks Dodged

+ 2 x Undead Destroyed

+ 3 x Undead Turned

+ 3 x Enemies Killed **(Excluding Destroyed Undead Via Turning)**

Negative Prestige Points are calculated:

* 2 x Hits Taken
* 2 x Missed Attacks
* 3 x Number of Spells Cast in Combat
* 35 x Times You Were Knocked Unconscious
* 75 x Times You Were Killed In Combat
* Running away in combat will add 200 points to your prestige penelty with a net result of -200 to your prestige score.

# Character Races

The world of Realmz is a world populated by all manners of beasts. Most are in constant conflict with races of other sorts. However, some actually live in close quarters with little ill feelings towards each other. As you adventure in the world of Realmz, you will meet many fascinating and often hostile races. Your characters may be any of a number of different races. Each race has its strong and weak points.

**Humans**: Humans are by far the most populous of all races. This is due mainly to their incredible ability to adapt to almost any condition, and to

accomplish great feats by sheer determination. Many races scoff at the achievements of humans in public, but few races can contest the success of the human race to inhabit almost every niche of the known world. Human's major weakness is their short life span. Their major strength is their short life span. While longer-living races feel that 70 years is far too short to accomplish anything of great value, it's for that very reason that humans strive so hard to rise to the top. Most fail, but by sheer weight of numbers many great deeds are done.

Typical Human:

Height - 6 feet, 180 pounds Life Span - 70 years

**Elves**: Elves are the eldest of all known mortal races. Elves are slight of build

and none too sturdy, but they are very quick of mind and body agreeable people but tend to shun the more brutish of races. The

hatred for change. They live such long lives that they fail to see the urgency in many situations until it is too late. They wish no ill will on other races but are disgusted by the fast pace and wasteful ways of many races.

**NOTE**: Elves are not capable of regeneration of any kind.

Typical Elf:

Height - 5 1/ 2 feet, 120 pounds Life Span - 250 years

**Shadow Elves**: The Shadow Elves are distant cousins to the Elves that

populate the known regions of the Realmz. Cunning and ruthle are one of the most feared of all humanoid races. They hail from a

most reaches of the Realmz. Their society is based on one simple rule; the strong enslave the weak. It's not uncommon for a Shadow Elf to even place their own blood kin in chains. They learn to kill without mercy from a tender age. One would think their reputation as stoic killers would bind their fate to the gallows but in fact it lends them some protection. Many rich merchants see the value in a bodyguard whose mere presence will ward away many would-be bandits. Due to the savage life of their island habitat, most Shadow Elves never live to die a natural death. Because of assassinations and their hatred for the weak and frail, few members of their sick society die of old age.

**NOTE**: Elves are not capable of regeneration of any kind.

Typical Shadow Elf:

Height and Weight: 5 feet, 110 pounds

Life span 250 years. (If their society lets them live that long)

 **Dwarves**: Surpassed in life span only by the Elves and Gnomes,

Dwarves live to be 200 plus years of age. Dwarves are sturdy fo taller than four feet high. They have an innate hatred for magic an

are populous throughout the world and second only to humans in number. Even though Humans and Dwarves get along quite well, many in both races preach that the other will ultimately have to be eliminated if theirs is ever to truly thrive. Many other races hire Dwarves for construction as they have an incredible ability to work long hard hours without rest even in the worst of conditions. Few races will harass a Dwarven stronghold as they are clever and formidable foes.

Typical Dwarf:

Height and Weight: 4 feet, 170 pounds Life span 210 years

**Furfoots**: Furfoots 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 only three feet in height. Elves are quick of body but appear sluggish when compared to Furfoots who amaze other races with demonstrations of speed and agility. They dwell in pleasant remote areas and seldom leave home to adventure. As with all races, there are always those that have a taste to see the Realmz and the Furfoots are no exception.

Typical Furfoot:

Height and Weight: 3 feet, 80 pounds Life span 130 years

**Gnomes**: Just as Furfoots resemble small Elves, Gnomes resemble small Dwarves. Many other races would find it difficult to tell the two apart if Gnomes

were build slightly stockier. Gnomes are extremely intelligent and curious. They almost always dwell underground but on occasion they are known to travel to the surface. Few in number, they are often the target of more hostile races. They are not known for their skills of war, but few will attempt to defeat their well-planned defenses as they are clever when it comes to crafting tricks and traps for a would be foe.

Typical Gnome:

Height and Weight: 3 1/ 2 feet, 110 pounds Life span 190 years

**Orcs**: Orcs are large, brutish, and none too bright. They are, however, strong and easily manipulated by more intelligent races. Orcs are known to live above and

below ground, and are satisfied with the most meager of possessions. Their large size makes them fierce warriors, if nothing else. Often they are employed by others as mercenaries, for they can be bought with the promise of food or other simple items which most others would consider of little value. Though they are gruff and not well liked by most races, they are tolerated for one very good reason; it is often unwise to upset an Orc, for they are a very populous race and any given Orc has many relatives. It's a common belief that Humans and Dwarves have a larger population than Orcs but rumors have begun to surface that Orcs live in vast numbers in underground cities.... VAST numbers.

Typical Orc:

Height and Weight: 6 1/ 2 feet, 220 pounds Life span 55 years

**Half-Elf**: Strangely enough, Elves, being the longest lived of the mortal races, may only have offspring with one other race other than their own: humans, one of

 the shortest lived. Seldom is such a child born to a willing mother, however, as more often than not, the child is the product of some vile act done unto the mother from some evil-doer. Half-Elves are shunned by both races, but tolerated. It is the Elves' love of life that prevents the mother from allowing any harm to befall the child, but on the child's 20th birthday they are almost always driven away. Half-Elves lead a solitary and lonely life. They share benefits from both races, for they live upwards of 150 years and tend to be physically stronger than true Elves.

**NOTE**: Elves and even Hlaf-Elves are not capable of regeneration of any kind. Typical Half-Elf:

Height and Weight: 6 feet, 150 pounds Life span 150 years

**Half-Orcs**: Half-Orcs are about as low on the social scale as one can get. Even lower than full blooded Orcs. They are a cross of Orc and almost anything else. Orcs

are not known for being picky about what they breed with. Most Half-Orcs die shortly after birth but a few survive. Many are quite intelligent for they seem to receive a fit body from the Orc line and the Knowledge from the other blood line. Since almost anything (save Goblins) are more intelligent than Orcs it would be a plus save for the fact of their low social standing.

Typical Half-Orc:

Height and Weight: 6 feet, 180 pounds Life span 55 years

**Goblins**: Similar in appearance to Orcs, Goblins are extremely numerous and hardy creatures. Though they lack the ability to attain super intelligence, they do

possess qualities that not only lets them survive in almost any environment but to outright thrive in areas even an Orc tribe would shun. Extremely strong and quick for their size it's wise not to underestimate a goblin in physical combat.

Typical Goblin:

Height and Weight: 4 feet, 110 pounds Life span 45 years

**Hobgoblins**: Cousins to the more numerous Goblins, Hobgoblins grow much larger. With an avid appetite for violence and destruction, it's a wonder the

race has survived at all. As it is, they are not very numerous as most other races will attack Hobgoblins at the first opportunity. Over the past decades the most violent tribes have been wiped out and those that remain show some sign of civility. For that reason many of the other races avoid outright warfare on Hobgoblins but still tend to shun them.

Typical Hobgoblin:

Height and Weight: 6 feet, 260 pounds Life span 60 years

**Kobold**: Small reptilian creatures, the Kobold always travels in large packs.

The typical Kobold tends to lean towards the evil side of things but it's not

uncommon to find one of a more gentle and forgiving nature; those individuals are almost always outcast from their tribe. Though somewhat brutal by nature, Kobold society will not harm these outcasts and in fact will lend aid to the isolated individual down on their luck. The small, thin frame of the Kobold does not give due credit to their actual physical strength, but their speed and quickness are their real assets.

Typical Kobold:

Height and Weight: 3 feet, 90 pounds Life span 45 years

**Vampires**: Vampires are an odd race as they are incapable of reproduction as most races know it. Vampires are capable of turning other humanoids into

a Vampire by passing on a portion of their life force. This is never easy and the

parent Vampire runs a great risk of death each time they multiply. Because of the dangers, they tend to shun the act of reproduction until they grow tired of their undead existence. A typical Vampire will only be able to reproduce 2 or 3 times before the act ends his own un-life. Though feared by most races, they are tolerated due to their extreme volatility. Those that are of living flesh and blood seldom wish to risk death to vanquish them. As a rule the longer a Vampire has lived the stronger it becomes. It's rumored the first of their kind still lives nearly 13,000 years after his creation. If legend is correct, many of the lesser gods envy his power.

Typical Vampire:

Height and Weight: 6 feet, 150 pounds

Life span: Infinite (In theory) but few go longer than 300 years before reproduction ends their un-life.

**Lizard Men**: Strong and brutish Lizard Men travel in small bands.

They tend to live near aquatic swamps but are capable of life even in the dry

desert. Unlike most reptiles they are warm blooded. They are excellent warriors as they coordinate well with their fellows to strike at a victim as a group.

Typical Lizard Man:

Height and Weight: 5 1/ 2 feet, 160 pounds Life span 45 years

**Brownie**: Magical in nature the Brownie is a very elusive race. There have been only a few reported sightings of a group of Brownies in excess of 3. Even

Elves are amazed to catch more than a glimpse of 2 or 3 in their long lifetimes. The exact nature of their lifestyles is a mystery even to this ancient text but many elder sages believe the Brownie to be a young pupa stage of the flying Pixie. When asked about such things, most Brownies simply turn invisible never to appear to that individual again.

Typical Brownie:

Height and Weight: 2 1/ 2 feet, 50 pounds

Life span: Unknown but believed to be about 70 years.

**Pixie**: Extremely magical in nature, the Pixie is a complete mystery. Though rare, they do associate with other races from time to time. They radiate a strong

sense of goodwill and nearly every race or wild creature is drawn to them when they are around. Exactly where they come from is unknown but it's believed that they have some magical link to Brownies as it is common to see a Pixie buzzing about the head of a Brownie scolding the Brownie like a bad stepchild.

Typical Pixie:

Height and Weight: 1 1/ 2 feet, 10 pounds

Life span: Unknown but it's said they are the only immortal race that does not have an undead or Nether worldly origin. They still feel the affects of aging and tend to have a useful lifespan of 300 years.

**Leprechaun**: Mischievous by nature, the Leprechaun loves to poke fun at others in a harmless sort of way. They frequent forested areas but are also known

to dwell in the attics of larger mansions of humans and the cellars of Dwarven and Gnomish strongholds. Most other races find their antics enjoyable when not directed at them personally and tend to take a liking to them as a whole. It's believed by most races that the presence of a Leprechaun to be good luck as they are very sensitive to the probabilities of luck and shun those they find to be unlucky.

Leprechauns and Brownies do not seem to get along well. This is a real mystery as both races are goodly and funloving in nature.

Typical Leprechaun:

Height and Weight: 3 feet, 60 pounds Life span: 90 years.

**Demons**: Demons are not native to the plane of Realmz but are often stranded here. Demons are brought to the Realmz through rituals performed by

sorcerers and enchanters. This is almost always done against the Demon's will. When arriving in the Realmz, they often engage in a battle of mental power with the summoning Mage. If they are victorious they often kill the Mage and thus end any chance they have of returning to their native plane. If the Demon is out on a task for the Mage and the Mage meets his doom, a similar fate befalls the demon.

In their native world Demons are brutal and untrustworthy. However, they are not altogether stupid and realize their fate when stranded in the Realmz. They realize it's in their own best interest to get along with those of this world as they are often isolated and have nowhere to turn to for aid if they should encounter hard times. They often accept room and board along with a moderate amount of wealth to act as guards to wealthy merchants. Even rogue vampires and large orcish tribes will shy away from a merchant train that boasts a Demon among its ranks.

Typical Demon:

Height and Weight: Varies by nature of the beast.

Life span: Varies by nature of the beast but averages about 120 years.

**Cathoon**: Lithe and quick, the Cathoon are a strange race indeed. In physical appearance they seem almost a cross between a cat and a bat. Though they have no

wings or retractable claws they do have incredible hearing, night site and a speed and dexterity unmatched by anything on two legs. Normally solitary in nature later in life, they have an innate curiosity when young. Often it is this curiosity that causes an untimely demise. It's said that a Cathoon must be extremely lucky to live to a ripe old age. The old proverb "Curiosity killed the cat" was originally coined by a Cathoon philosopher who stated "Curiosity killed the Cathoon." When they reach their 30th birthday they perform a solitary ceremony known as "The Ritual of Nine Lives." Upon the completion of the ceremony they give thanks for surviving their youth and settle down with a mate to lead a dull and uneventful life.

Typical Cathoon:

Height and Weight: 3-4 feet, 60-80 pounds.

Life span: 65 years but few live past the age of 9. Most perish by the hands and claws of others for sticking their noses into places they should have stayed clear of.



**Importing characters from other versions of Realmz** To import a character from a different copy of Realmz follow these steps:

**NOTE**: This version of Realmz only supports importing characters created with version 5.0 or higher of

Realmz. Any characters from a version older than 5.0 will not work with Realmz 5.0 or higher.

1. Place the character files into the folder named, "**Character Files**" of your new copy. It's very important that you move the files yourself. Import does not actually MOVE any files.
2. Select "**Begin New Adventure**" and click the "**Import**" button.
3. Locate and select all the characters you want to be available in your new copy of Realmz.

# Character Attributes and Aging

**Attributes** Each character has many physical attributes. These attributes will affect how well the character performs in various areas. Each of the attributes is described below. How that attribute may affect certain character castes is also described. This will be modified by many factors such as caste, race and gender. The Appendix has tables that show how character abilities are affected by various attributes.

**Brawn**: Brawn is an indicator of how physically strong a character is. A character's Brawn will determine how much he can carry, extra damage that will be inflicted in battle from physical attacks, as well as increase a character's chance to successfully hit an opponent. From time to time, great Brawn will be needed to perform such feats as bending bars, smashing in doors, and moving heavy objects.

See Tables 2.1, 6.0 in "Appendix of Tables"

Table 2.1 Special Action Modifiers (Brawn Modifier) Table 6.0 Brawn Modification Table

**Knowledge**: Knowledge is the measure of how fast a character can learn new information, and to apply that information to a fast changing situation. A character with high Knowledge is also more resistant to magic and is better able to fend off magical attacks.

**Judgment**: Judgment is the measure of how well a character can apply past experience to the current situation. A judicious character is also more resistant to magic and is better able to fend off magical attacks.

**Agility**: Agility is a measure of a character's speed and reflexes. A character with high Agility is more likely to perform tricky tasks, such as picking a lock, walking a tight rope, etc., and will also be harder to hit in combat. A high Agility is also essential for dodging arrows, rocks, darts or any other thrown weapon. In addition, a good Agility score will increase a character's AR (Armor Rating) and make them more difficult to hit in battle.

See Table 7.1 in "Appendix of Tables"

Table 7.1 Armor Rating Adjustments for Agility

**Vitality**: Vitality is the measure of how hardy a character's body is. Characters with a high Vitality will gain more stamina points per skill level, and will be better able to fend off attacks that affect the body, such as poison or noxious gases.

**Luck**: Luck is an indicator of a character's general good fortune in life. Characters with good luck will, from time to time, have a successful outcome where one who is unlucky would fail. This factor can sometimes reflect the magical nature of some races, such as Furfoots, who benefit from good luck due to unexplained magical properties that are inherent to their race.

See Tables 1.1-1.3 in "Appendix of Tables" Table 1.1 Minimum Attributes by Caste

## Other Attributes

There are many other attributes that each character possesses.

Damage: Damage is the amount of damage a character will inflict in melee combat in addition to that

normally afflicted by any weapon they may be using. This is the sum total of all Brawn bonuses, as well as any magical bonuses from wielded weapons and worn items. This bonus is added to the amount of damage that is done by your weapon if any.

See Table 6.0 & 9.0 in "Appendix of Tables"

Table 6.0 Brawn Modification Table Table 9.0 Weapon Damage Table

Stamina: Stamina is the amount of damage a character can withstand before going unconscious. If a character's stamina falls to 0, then that character will become unconscious. If their stamina falls below -9, they die. Dead characters can only be revived by some type of resurrection.

See Table 1.7 in "Appendix of Tables" Table 1.7 Stamina Table

**Spell Points**: If the character is capable of casting spells, Spell Points are needed to do so. The character can continue to cast spells as long as there are enough points to cast any specific spell.

**Armor Rating** Armor Rating (**AR**) is the measure of how difficult a character is to hit with melee weapons. The higher the AR, the more difficult to hit. AR varies from 0 (the easiest to hit) to 100 (the most difficult to hit). As noted before, AR only determines how difficult it is to hit a character with melee weapons. Missile weapons and spells are determined differently. It also does not affect the amount of damage a character takes from any attack.

When characters put on armor or gain special magical items, their AR can go up, thus making them harder for an enemy to hit in combat.

See Table 7.1 in "Appendix of Tables"

Table 7.1 Armor Rating Adjustments for Agility

**Magic Resistance**: All of the races to which a character may belong, possess at least some resistance to magic. If a character lies within the area of a magical spell, there is a possibility that the character will be able to resist it's effects entirely. Not all spells are capable of being resisted in this way. The damage or effect of various spells is determined in a complex way. For further information on this, see the chapter on Magic Resistance and Damage Reduction.

**Attack Bonus**: This is a composite value that is based on many factors. In general it takes into account all spell effects, conditions and character attributes to come up with a general score. Higher is better and is a good indicator of how easy a character can hit an average foe in battle. This applies to melee combat only.

**Defense Bonus**: Similar to ATTACK BONUS above, this is a composite value that is based on many factors. In general it takes into account all spell effects, conditions and character attributes to come up with a general score. Higher is better and is a good indicator of how easy a character can be hit in battle by the enemy. This applies to melee combat only.

**Skill level**: Skill Level is the measure of how good a character is at performing the various skills that keep them alive. As characters adventure and gain victory points they will advance in Skill Levels. When character gain a Skill Level, they may receive additional stamina and abilities; and, if the characters are capable of casting spells they will gain additional spell points as well.

See the chapter "Victory Points & Gaining Skill Levels" for more information on Skill Levels.

## Character Aging

As your characters moves from adventure to adventure in Realmz they will inevitably get older. Depending on the race and caste of any particular character this can be a good or bad thing.

When you create a character they begin at one of five age groups depending on the caste you pick.

##### Youth Young Prime Adult Senior

Some castes start out older to reflect the advanced years it would take to begin at a specific profession. As an example, a Warrior starts out as a Youth while a Cardinal starts out in his Prime.

Each time a character passes into an age group many of their attributes are modified to reflect the aging process. Just how they are changed depends on which race they are and which age group they just graduated into.

Even if a character starts out in his Prime, all aging changes for his Youth and Young years are accumulated. Example: Lets say a race has its strength affected thusly as it ages:

##### Youth Young Prime Adult Se

**+ 2 Strenght + 1 Strength -1 Strenght -1 Strenght -1 Stre**

If the caste of this character was a warrior it would start out as a youth and would gain + 2 strenght.

If the caste of this character was a warlock it would start out as an adult and would gaine + 2 + 1 -1 -1 = + 1 and would be + 1 to strenght overall.

All affects due to aging are balanced out so by the time they hit Senior they have gained and lost the exact same amount of every statisic.

**So what is it good for you might ask?** For some attributes age is a good thing. Take judgment for example. Judgment tends to improve with age for most races. If you want to be a priest or cardinal it's important to have a high judgement. However, humans tend to be very rash creatures when young.

Because of this they have low judgement but it will slowly increase as they age.

**Maximum Age**: Each race has a maximum age they can attain. When your characters reach that age they will NOT die. (I did not want the bevy of complaints killing off characters would cause.)

Once they reach the highest age group they will no longer be affected by age as they grow older. The purpose of this is to reflect the changes your character would experience over time but I did not want to actually kill off characters when they got too old. If you like to play realistically then just end the characters career.

Characters that are beyond their maximum age for their race will be penalized one third of victory points awarded. i.e. They will only get 66% of victory points they would normally get if they were below their maximum age.

**Magical Aging**: Some monsters can now cause you to age on a successful hit. As an example, if you are hit in combat by a ghost, your character will age slightly. Just how much they will age is based on how tough the monster is and how large an attack he has.

Besides aging due to natural causes and as a result of encounters with supernatural creatures you can also age due to spell effects.

The Adrenaline spell will cause a character to age. The higher the power level of the spell the more he will age.

Most aging due to magical effects is uniform across races.

As an example, a Goblin which can live for about 45 years will age only 75% as much due to magical affects as a Hobgoblin which can live to be 60.

**Special Abilities** Sometimes characters will possess special abilities for one reason or another. For example, your character may have a natural hatred for reptiles and will gain + 5% to hit any creature that is considered a reptile.

If a characters has more than four special abilities, you can view the complete list by clicking on the **Special Abilities** button that appears at the top of the list.

**Special Actions** Each character is also capable of a number of special actions. Some castes can perform some of these actions better than others, however, all castes have some ability at each action.

Picking a lock or attempting to force a lock will bring up a window with a variable number of bars. To be successful in that action you must have all the bars displaying yellow or green. You will have a short time to complete this task. If before the time elapses you click the mouse, the bars will be stopped, and the attempt will be resolved.

See tables 2.0 - 2.3 in "Appendix of Tables" Table 2.0 Base Special Action Values

Table 2.1 Special Action Modifiers (Brawn) Table 2.2 Special Action Modifiers (Agility)

**Conditions** There are many conditions that can affect a character. If a character is under the effect of more than four conditions, you can view the complete list affecting that character by clicking on any button labeled **CONDITIONS**. Conditions preceded by a hollow diamond are temporary and will wear off over time. Conditions preceded by a solid diamond are permanent, and can only be removed by some other means.

Condition names in **Magenta** denotes that a condition is cumulative. If a condition is cumulative, then the effect of that condition can be increased by casting spells repeatedly. i.e. Casting regeneration on a character twice is much better than just once. Some conditions that are not cumulative can still be cast multiple times to increase the **duration** of the effect, even though the intensity will not change.

**NOTE**: You may hold down the command key while clicking on any **CONDITIONS** button to display the conditions of all characters in the party at once.

You will notice as your characters suffer from any bad conditions that small icons may appear to the right of their names. This is just a reminder to let you know that your character is suffering from a specific type of condition.

 Small Boots: Something is affecting your characters movement.

 Yin Yang: A general negative condition is affecting your character such as Blindness, Stoned flesh, etc.

 Small Sword: Something is affecting your characters ability to hit enemies or is making you more likely to be hit by your enemies.

 Magic Pyramid: Something is keeping your character from being able to cast spells.  Green Blob: Your character is poisoned or diseased.

 Black Skull: Your character is animated or has been charmed and is acting against you in combat.

## Conditions List

 **In Retreat**: The character will attempt to run away from battle.

 **Helpless**: The character is at the mercy of the enemy. The next attack on the character will knock the character to 0 Stamina.

 **Tangled**: The character's movement is halved. In addition, that character is less

likely to hit in combat and is easier to be hit in combat. A character that is suffering from this condition for the next 5 rounds will have a -5% to hit and any enemy will have + 5% to hit them.

 **Cursed**: It is easier for monsters to hit the character during combat, and more difficult for the character to hit monsters. +/ - 5% (Opposite of Magic Aura)

**Magic Aura**: It is easier for characters to hit monsters during combat, and more difficult for monsters to hit characters. +/ - 5% (Opposite of Cursed)

 **Stupid**: A stupid character will not be able to cast spells.

 **Silenced**: Characters who have been silenced will not be able to cast spells.

**Slow**: Slows movement to half, and reduces the number of attacks. In addition, a slow

character is -15% to hit enemies and + 15% to be hit by enemies.

**Speedy**: Increases movement rate and number of attacks.

**Shield Hits**: Makes the character harder to hit during combat. Effect = 2% x Number of rounds remaining of the condition. i.e. A character suffering from Shield Hits for 7 more rounds will be 14% harder to hit. Six rounds remaining will be 12% harder to hit, etc.

**Shield Pro Jo's**: Makes the character immune to NORMAL missile fire such as arrows and darts.

 **Poison**: Character takes damage every round until the toxin is removed from the blood

or it wears off. Damage = Number of rounds remaining. A character with 10 rounds remaining will take 10 points damage. A character with 9 rounds remaining will take 9 points damage, etc.

**Regenerate**: Character regains stamina at an incredible pace. At the end of each combat round the character will receive 1 point of stamina for each round of the condition remaining. i.e. A character with 5 rounds of regeneration remaining will get 5 points of stamina. A character with 4 rounds of regeneration remaining will get 4 points of stamina, etc...

**Protection from Fire**: Character gains resistance to fire, which reduces the damage taken from all types of heat by half.

**Protection from Cold**: Character gains resistance to cold, which reduces damage taken from all types of cold by half.

**Protection from Electrical**: Character gains resistance to electricity, which reduces damage taken from all types of electricity by half.

**Protection from Chemical**: Character gains resistance to chemicals, which reduces damage taken from all types of chemicals by half.

**Protection from Mental**: Character gains resistance to mental attacks, which reduces damage taken from all types of mental attacks by half.

**Protection from 1st Level Spells**: Character is immune to all 1st Level Spells. **Protection from 2nd Level Spells**: Character is immune to all Spells through 2nd Level. **Protection from 3rd Level Spells**: Character is immune to all Spells through 3rd Level. **Protection from 4th Level Spells**: Character is immune to all Spells through 4th Level. **Protection from 5th Level Spells**: character is immune to all Spells through 5th Level.

**Protection from Evil**: Makes the character more difficult to hit by monsters that are evil. Any

character/ monster with protection from Evil will receive + 10% to hit the enemy and the enemy will get -10% to hit them.

**Strong**: Character is artificially strong, which, during combat, allows them all the benefits of having gained the additional strength. The character will do an extra 3 points of damage for each hit and will gain a + 15% to hit bonus.

**Invisible:** Character is invisible, which allows them to move away from monsters in combat without the monster getting an attack from behind. Attacks against an invisible creature will be made at -10%.

 **Animated**: Character is dead, and has been animated. No Victory Points will be

awarded this character for any reason. This character is now a member of the Undead until raised from the dead. **NOTE**: The scull icon will also appear if your character is charmed and is acting against you in

combat.

 **Stoned**: Character has been turned to stone. character will be a statue until a Stone to Flesh spell has been cast upon them.

 **Blind**: Character has been blinded, which reduces their effectiveness in battle. The blind attack at -15% and all enemies get a + 15% chance to hit the blind.

 **Diseased**: Character will take damage over time until they recover from the disease, or

until a Cure Disease spell has been cast on them. A character with 5 rounds of disease remaining will take 5 points of damage. A character with 4 rounds of disease remaining will take 4 points of damage, etc.

 **Confused**: Character is confused and will vary their actions. Sometimes they will run in

fear, while at other times, they may attack the enemy or even their friends. In addition, a confused character receives a -10% to hit penalty in combat.

**Reflecting Spells**: The character is reflecting all spells that are cast at them, thus affecting the caster. There is only a 33% chance for each spell attack for it to be reflected.

**Reflecting Attacks**: The character is reflecting all attacks, thus damaging the attacker. There is only a 33% chance for each attack for it to be reflected.

**Attack Bonus**: The character will do additional damage in combat. The extra damage is equivalent to the number of rounds remaining of this condition. This condition is cumulative.

 **Hindered Attacks**: The character is less likely to be successful in physical attacks during combat.

**Defense Bonus**: The character is less likely to be hit by physical attacks during combat.

 **Hindered Defense**: The character is more likely to be hit by physical attacks during combat.

**Absorb Spell Points**: Magical caste characters will gain spell points when attacked with magical spells. They will still suffer the effect of the spell.

**Absorbing Energy**: Magical caste characters will gain spell points over time at an increased rate.

**Energy Draining**: Characters will lose spell points over time.

## Victory Points and Gaining Skill Levels

Victory Points are awarded for defeating opponents, and for completing special tasks throughout the adventure. When you are awarded Victory Points, it is added to the number shown in the characters information window. The current Victory Points are shown as a negative number. When you gain Victory Points, they are added to the negative number. When the total shown goes above zero, the character has gained enough knowledge and skills to advance to the next skill level. The Victory Points total will then be lowered by the amount required to gain the next skill level.

New characters start at Skill Level 1. Different castes require different amounts of Victory Points to achieve certain skill levels.

**NOTE**: Only characters that are conscious at the time the Victory Points are awarded will receive the Victory Points. For example, if at the end of battle the total amount of Victory Points are 1000 pts, and only 5 of the 6 party members are conscious, each of the 5 members will receive 200 points, and the unconscious member will receive nothing. Characters that run from battle do not receive Victory Points either.

Sometimes your character may perform actions that awards them Victory Points immediately.

* A character that destroy an undead by attempting to turn them will receive 75 Victory Points per Toughness Level of the monster.
* A character that turn an undead will receive 150 Victory Points per toughness level of the monster.
* A character who is successful at disarming a trap or picking a lock will receive 300 Victory Points per tumbler picked. Each of the colored lines that moves is representative of a tumbler. Example: If an Enchanter picks a lock with 4 tumblers, that Enchanter will receive 1200 Victory Points.
* Anybody who is successful in forcing a lock will receive 300 Victory Points per level of difficulty of the lock. Example: If a fighter forces a lock with 4 lines, that fighter will receive 1200 Victory Points.

### Penalty For Overage Characters

Each race has a maximum age they can attain. Once your character lives beyond that age they will NOT die. They can live forever. However, once they have gone past their maximum age they will get a one third penalty to all victory points awarded. i.e. They will only get 66% as many victory points as they would normally get if they were below the maximum age for their race.

### Calculating Victory Points for Monsters You Kill

The value in Victory Points of an enemy you kill, destroy, slaughter, or blow to pieces in general is calculated as below.

Value of monster = Base Value + (Per Stamina x Actual Stamina Of Enemy) + (Extra Bonuses)

Monster

Toughness Base Per Level Value Stamina

------------------------------

0 15

1

2

3

4

5 10

6 14

7 20

8 30

|  |  |  |
| --- | --- | --- |
| 9 |  | 450 |
| 10 |  | 700 |
| 11 |  | 1100 |
| 12 |  | 1800 |
| 13 |  | 2300 |
| 14 |  | 2800 |
| 15 |  | 3200 |
| 16 |  | 3700 |
| 17 |  | 4200 |
| 18 |  | 4700 |
| 19 |  | 5200 |
| 20 |  | 5700 |
| Over 20 | 6200 | 80 |

**NOTE:** Keep in mind that all Victory Points as calculated above is base. If you began the adventure at a difficulty rating other than NORMAL, or had higher or lower numbers of character skill levels than the recommended number, you may earn higher or lower Victory Points. This is to take into account the difficulty level of play. The harder your setting, the more Victory Points you will earn.

**Damage & Death** As your characters take damage for various reasons, there may come a time when they reach 0 Stamina. When this happens, you will notice that the character's portrait becomes dimmed. This signifies that the character is unconscious and unable to do anything. They are not dead, however, and can heal. In fact, they can fall as low as -9 and still only be unconscious. If their Stamina falls to

-10 or lower, they actually die. The only way to revive a dead character is by spell casting, or by having them revived in a temple.

During combat when a character falls to zero or less stamina, that character will disappear from the combat screen. Each combat round thereafter, that character will bleed for 1 point of stamina until dead, unless they are bandaged. Bandaging a character will stop the bleeding, and thus prevent the character from bleeding to death.

**Healing During Combat** You may heal characters during combat by the use of magical spells, scrolls, potions, unguents, etc. Once a character has become unconscious during combat that character will drop out of combat. Provided that character has not dropped to -10 stamina that character can still be healed and brought back into combat. To do this, cast any healing spell during combat as you would normally.

Since unconscious characters do not have an icon on the battle field to target you will need to target them by selecting their dimmed portrait to the right of the combat screen. If the healing spell brings that character above 0 stamina, that character will re-enter battle.

Characters that are healed and brought back into battle will be a little helpless at first until they clear their head. They will be completely helpless for the remainder of the round (Z Round) in which they rejoin combat.

The following round (Z plus one) they will be reduced to 1/ 2 their normal movement and unable to cast spells.

The following round (Z plus two) they will still be reduced to 1/ 2 their normal movement, but will be able to cast spells.

At (Z plus three) they will be at full movement, and have normal spell casting ability.

**Magic Resistance** Not to be confused with **Damage Reduction Vs**. (DRV) Magic Resistance is the percent chance that a character will be completely unaffected by a spell. This resistance check is in addition to any **Damage Reduction Vs** (DRV) benefits the character may have. To determine whether a character is affected by a spell, Magic Resistance is checked first. If successful, the character is unaffected. If unsuccessful, then the **DRV** check is made to determine the spell's effect.

Spells of a beneficial nature are not subject to Magic Resistance for obvious reasons.

In addition, some spells are crafted in ways that do not allow for magic resistance. Example: Magic Darts can't be resisted.

**Note**: A character that has Protected From 1st Level Spells will resist ALL 1st level spells. The same holds true for Protection From 2nd Level Spells, etc.

**Damage Reduction Vs. (DRV)** Whenever a character is subjected to damage from a magical spell, there is a chance the character will not suffer the full effects of the magic. If a character is successful in their **Damage Reduction Vs**. (DRV), the damage taken by that character is halved.

DRVs are expressed as a percent chance for success. Example: A character with a 20% DRV Heat is hit by a Fire Ball and receives 20 points of damage. A check of **DRV Heat** will automatically be made. If successful, the damage will be reduced by half, thus the character will only take 10 points of heat damage.

In some instances, the effect suffered by the character is an all or nothing deal; as with a Charm Foe or Sandman spell. If the character is successful in **DRV Magic**, the character is completely unaffected.

Some magical attacks require the character to **DRV Caster**. This means the character must pit his ability to resist the magic against the spell caster's ability to cast it. Charm Foe spells are one such example. The character must **DRV Caster** or be charmed by that spell caster.

From time to time an individual member of the party may have to **DRV** some other attribute. For example; if the party steps on a trap, those characters that do not **DRV Agility** may fall in. Therefore, good attribute scores are always of value, even if they do not seem all that important during character creation.

See table 3.0 in "Appendix of Tables"

Table 3.0 Damage Reduction Adjustments for Race in %

**Camp** While the party is camped, they may rest to reduce fatigue by pressing and holding the **REST**

button. While in camp, there is a reduced chance to be involved in random encounters.

While in camp, Sorcerers, Priests, Crusaders and Enchanters may create magical scrolls, provided they possess a scroll case, parchment, and an adequate number of spell points to scribe the spell.

It requires twice as many spell points to scribe a spell as it does to cast the spell outright. As an example, it would cost 4 spell points to cast a level 1 Magic Dart spell. To scribe the same Magic Dart spell would require 2 x 4 = 8 spell points.

**Healing & Iron Rations** If characters are wounded, they may regain their stamina by magical means, but will also heal over time. Characters will regain stamina at a rate of 1 point per 3 levels of skill every 12 hours. Thus a 1st, 2nd or 3rd skill level character will heal 1 point of stamina every 12 hours, a 4th, 5th or 6th skill level character will heal 2 points every 12 hours, a 7th, 8th or 9th skill level character will heal 3 points every 12 hours, and so on.

 The above rate of healing holds true **ONLY IF** someone in the party is carrying Iron Rations. If there are no Iron Rations available for the wounded character to eat, then healing will progress at half the normal rate, rounded down.

Example: A 9th skill level character who has Iron Rations to eat will heal at the rate of 3 points every 12 hours, but will only heal at the rate of 1 points every 12 hours if there are no Iron Rations to consume.

Note that 1 point per 12 hours is the minimum rate for ALL rates of healing. You need not do anything to consume Iron Rations, as they will be used automatically as you heal. The iron rations may be carried by any member of the party, and will be consumed only by the healing party members. Since iron rations tend to be very heavy, it would be advisable to have the stronger party members carry them.

**Spell Casting In Camp** Any allies with the party can be affected by spells while in camp under certain conditions. If you cast an area spell, they will be affected. If you cast a spell that affects all friends, they will be affected. If you cast a spell that increases the number of targets as the power level goes up, they will ALL be affected if you cast it at a power level 1 greater than the number of party members you have. i.e. If you have 6 members in your party and you cast a power level 6 Invisible skin, only the 6 party members will be affected. If you cast it at power level 7, ALL of the allies will also be affected no matter how many you have.

**Healing During Combat** You may heal characters during combat by the use of magical spells, scrolls, potions, unguents, etc. Once a character has become unconscious during combat that character will

drop out of combat. Provided that character has not dropped to -10 stamina that character can still be healed and brought back into combat. To do this, cast any healing spell during combat as you would normally.

Since unconscious characters do not have an icon on the battle field to target you will need to target them by selecting their dimmed portrait to the right of the combat screen. If the healing spell brings that character above 0 stamina, that character will re-enter battle.

Characters that are healed and brought back into battle will be a little helpless at first until they clear their head. They will be completely helpless for the remainder of the round (Z Round) in which they rejoin combat.

The following round (Z plus one) they will be reduced to 1/ 2 their normal movement and unable to cast spells.

The following round (Z plus two) they will still be reduced to 1/ 2 their normal movement, but will be able to cast spells.

At (Z plus three) they will be at full movement, and have normal spell casting ability.

**Maps** From time to time in the adventure you will come into possession of maps. The names of all maps possessed by the party are displayed under the '**Maps/Notes**' menu. To view a map, select the name of the

map from the menu. While the map is displayed, the X and Y location of the top left hand corner of the map is displayed in red in the fatigue bar. If the party is located anywhere on the current map, their location will be displayed.

Note Keeper The first item under the '**Maps/Notes**' menu is Note Keeper. The Note Keeper is a way for you to jot down notes about various things and leave them in the area. When you create a note, a little note icon will appear on the ground. To view what you have written at a later time, simply select **Note Keeper** from the menu again and click the arrow keys until you see the note you wish to read. To erase a note, just erase all text from the note, and close the note.

To view any note, simply use the arrow buttons to move left and right in the notebook. You may only edit/ erase a note if you are actually standing on that particular note.

Journal The second item under the '**Maps/Notes**' menu is **Journal**. The Journal is a way for you to record/ edit the text that is displayed in the text window.

* To record text that is displayed in the text window into the Journal, just type command-T while the text is displayed. You will not be able to record some text. For the most part, anything you would want to record, can be.
* To view a Journal entry, simply select **Journal** from the menu OR type Command-J. You may then click the arrow buttons to move forward or backward in the Journal.

You may also edit the text in the Journal, once it has been entered.

**Spell Points & Learning Spells** Characters that can cast spells will gain additional spell points and spell selection points as they advance in skill levels. Example - A Sorcerer with a Knowledge score of 18 is likely to receive more spell points on advancement than a Sorcerer with a Knowledge of 15.

When characters advances a skill level they may be able to learn more spells as they will also gain spell selection points.

**Spell points are regained over time**. Characters will regain spell points at a rate of 1 point per 2 skill levels every hour. Thus 1st and 2nd skill level characters gain 1 point per hour, 3rd and 4th skill level characters gain 2 points per hour, 5th and 6th skill level characters gain 3 points per hour, etc.

For more discussion of how the number of Spell Selection Points are determined for each caste, see Section

5.0 and Table 5.1 in the "Appendix of Tables"

Figure 5.0 Spell Selection Points Required to Learn Table 5.1 Determining Spell Selection Points

### Spell Casting Definitions:

Spell Level: There are seven levels of spells that a character can cast, with each level containing 12 different spells, for a total of 84 possible spells. Each level of spell requires a different number of Spell Selection Points to learn. However, provided the character has the Spell Selection Points, they can learn any level spell at any time.

Spell Points: Spell Points are the units of arcane energy a spell caster uses to weave magic. The more spell points a character has, the more spells they can cast, and at higher power levels, before they must rest to regain spell points.

Power Level: Most spells can be cast using additional spell points to increase their power level. The higher the power level, the more effective the spell will be.

Area of Effect: Different spells affect different areas. Some affect individuals, some affect a large area, some take the form of a ray, etc.

**Learning Spells**As you gain skill levels, a character will be able to learn more and more spells. Which spells you want to learn is really up to you, so long as you don't try to learn more spells than your spell selection points will allow.

Each spell requires a specific number of spell selection points to learn. As you choose to learn new spells your spell selection points are reduced until you can't learn any new spells. Spells are broken into 7 levels. Each requires a different number of spell selection points to learn.

#### Spell Selection Points Spell Level Required to Learn Each Spell

1

2

3

4

5

6

7

## Determining Spell Selection Points

Crusaders do not begin to gain spells until they reach the 7th skill level. For each skill level over the 6th skill level they receive 2 points plus 1 point for each point of Judgment over 15 plus 1 point for each skill level over the 7th.

Example: A skill level 10 Crusader with a Judgment of 16 will have: 7th: 2 + 1

8th: 2 + 1 + 1

9th: 2 + 1 + 2

10th: 2 + 1 + 3

Total = 8 + 4 + 6 = 18 Spell Selection Points

**Priests:** Receive 3 points plus 1 point for each point of Judgment over 15 plus 1 point for each skill level past the 1st.

Example: A skill level 4 Priest with a Judgment of 17 will have: 1st: 3 + 2

2nd: 3 + 2 + 1

3rd: 3 + 2 + 2

4th: 3 + 2 + 3

Total = 12 + 8 + 6 = 26 Spell Selection Points

**Sorcerer/Enchanter:** Receive 3 points plus 1 point for each point of Knowledge over 15 plus 1 point for each skill level past the 1st.

Example: A skill level 4 Sorcerer/ Enchanter with a Knowledge of 16 will have: 1st: 3 + 1

2nd: 3 + 1 + 1

3rd: 3 + 1 + 2

4th: 3 + 1 + 3

Total = 12 + 4 + 6 = 22 Spell Selection Points

When you create a new character, or every time one who can cast spells gains a skill level, you can select totally new spells if you wish, or simply add new ones. Again, as long as you have spell selection points you can keep choosing spells. Of course, if the only spells left to choose each require more spell selection points than you have left, you will have to either UNLEARN some spells or wait till you gain more points.

### Casting Spells

 To ca**S**st**p**s**e**p**ll**e**s**lblsu,tctolinc.k the

This button will only be visible when the currently-selected character is capable of casting spells. The spell selection screen will appear, and allow that character to select a spell to cast, and its power level.

A green light next to the spell will indicate that you can cast that spell at the present time. If a red light appears, you cannot cast that spell in the present circumstances.

A small eye displayed next the 'Area of Effect' display indicates that the caster must be able to see the target in order to cast the spell.



After selecting the spell you wish to cast, you must select the POWER LEVEL of the spell. Different spells vary as to their effects at higher power levels. Some will increase in damage, area of effect, spell range, number of targets, or with regard to save penalties, etc. (SEE SPELL DESCRIPTIONS).

Higher POWER LEVELS require greater spell points to cast. If the spell points required by the spell at the requested POWER LEVEL are greater than that available to the caster, the POWER LEVEL is reduced to the maximum possible with the available spell points.

##### To target spells during combat place the cursor over the desired target and hit the " T " key on the keyboard. To remove a target simply repeat the process.

**To rotate spells, such as Plane of Force or Plane of Fire, hit the "Return" key.**

**Spell casting:** Spell casting consists of three phases:

1. A character selects a spell to cast.
2. The character selects targets for the spell.
3. The character casts the spell.

Only characters capable of casting magic, and who have not taken damage in the current combat round, can cast spells. In addition, some spells cast on the character may prevent them from casting spells. Example - A character suffering from the effects of a Dumbstruck Spell or Sleep Spell is not capable of casting, even though they may not have taken damage in the current round. To cast a spell, click on the spell cast button. This will display the spell cast window. After you have selected a spell to cast, you must target the recipient. The only exception to this is if the spell automatically affects specific targets. During target selection, the targeting control panel will be displayed instead of the combat control panel.

1. Name of the spell being cast.
2. Current and maximum range of the spell.
3. Spell icon.
4. Power level of the spell being cast.
5. Displays the area of effect for the spell being cast. A shield symbol means that the spot being targeted is not in the area of effect.
6. This area has buttons you can click to perform actions. You can also hit the

first letter (Displayed in yellow) on the keyboard. i.e. You can target spell by hitting the " T " key on the keyboard.

1. Decrease (" - " key) or increase ( " + " key) power level of spell. This will only work on spells

that do not launch as soon as they are cast.

If the spell being cast can only be targeted on those the caster is capable of seeing, then a small eye will appear where the number 5 appears above.



To move the screen around so you can see enemies that are far away, click the mouse button to center the screen on the cursor. You can move around the screen very quickly using this method.

* **T** "arget - Hitting the " T " key selects targets for spells or missile weapons. If the cursor is over a current target, this will remove the target.

**Abort** - will cause the spell to be canceled.

**Space** - will cause the spell to be cast. If you wish to cast the spell before targeting the maximum number allowed, this will cause the spell to be launched immediately.

**Next** - **Prev** - **Center** - work in an identical fashion as in the combat control panel described above.

Clicking on any character or Monster while holding the command key down will display the combat information block for that character or Monster.

Area of effect for spells

* 1. **Area Spells**: Spells that cover larger areas at higher Power Levels.
  2. **Multi Target**: Spells that allow the caster to select one target per Power Level of the spell.
  3. **Self**: These spells affect the spell caster only, and do not allow the caster to select targets.
  4. **Ray**: Spells that travel in a line from the caster to the target, and which will affect any creature that lies in between the two.
  5. **Fixed**: These spells cover a fixed area regardless of the Power Level.
  6. **Rotating**: Spells with a fixed size but the caster can rotate the area of affect by pressing the return key on the keyboard during targeting.
  7. **Touch**: These spells affect only targets that the character can touch or is adjacent to.
  8. **Open Area**: These spells affect an open area only, not creatures. Example - The spell 'Summon Monster' must be cast into an open area for the monsters to materialize in.
  9. **Friend**: These spells will affect everyone that is friendly to the spell caster.
  10. **Enemy**: These spells will affect everyone that is hostile to the spell caster.
  11. **Special**: These spells have a special area of affect that may change according to the spell. Example - Repulsive Bubble affects all squares adjacent to the caster, but not the caster.
  12. **Single**: These spells will affect a single target.
  13. **Party**: These spells will affect the party as a whole. These spells are not combat spells but rather general spells used during the adventure. i.e. Fly, Water Breathing, Feather Fall, etc.

**Spell Damage** Spells do many different things, but many have the sole purpose of causing physical damage to the target. The different types of damage caused by spells can be broken down into eight categories, plus a 'Special' category.

Heat: Spells that create heat or flame. Cold: Spells that remove heat from an area. Electrical: Spells that produce electricity.

Chemical: Spells that produce a caustic substance.

Mental: Spells that attack the mind.

Magical: Spells that use arcane powers to cause damage.

Physical: Spells that cause damage by physical means such as crushing or cutting.

Charm: Spells that attempt to tinker with the workings of the mind without actually harming the mind.

Special: Spells that do not cause physical damage, but rather attempt to impart a physical condition such as Flesh to Stone, Entangle, etc.

**Note**: Some spells such as Plane of Force or Plane of Flame can be rotated to different orientations. The cursor will become a rotating arrow to signify that the spell can be rotated. To rotate the spell through its different orientations, simply press the return key.

## Scrolls

Using Scroll Cases: To use a scroll case click on the scroll button when it appears. This button will only appear when the selected character can use a scroll. Scroll cases must be equipped to use. To cast a spell from the scroll case, click on the name of the scroll. Scroll cases have a maximum capacity of 5 scrolls.

Using Scrolls: To use a solitary scroll, i.e. one that is not inside a scroll case, you must USE that item from within the items screen. Scrolls that you find or purchase CANNOT be inserted into a scroll case.

Rogues, Crusaders, Sorcerers, Priests and Enchanters can all use any scroll they find.

Making Scrolls: While in camp, characters who can cast spells can create scrolls by clicking on the create scroll button. These scrolls will be added to the scroll case that the character has equipped. They cannot be removed or traded as individual scrolls once created.



**NOTE**: This button will only appear when the selected character has a piece of parchment, has a scroll case equipped, and is capable of casting spells.

**NOTE**: To create a scroll, the caster must expend twice the normal spell points required to cast the spell.

**Casting spells during an encounter** From time to time the party will be involved in special encounters that may require them to cast a certain spell in order to complete a task. Many of these spells may have no visible effect when cast at any other time. It is for these special cases that many of the spells exist. **HINT**: As an example, if you enter the library in the City of Bywater and cast the spell 'Detect Magic', it will reveal a special book that is on the shelves. It is in this type of encounter that many spells may be used to find new and interesting ways to solve puzzles.

**Note**: Be warned, however, that one cannot account for all the possible results of each spell being cast in every situation. Some spells that may seem like they should have some desired result in a given situation, may have no result at all. Even Realmz has its programming limitations.

**Defining spells for quick casting** To define a spell for quick casting, bring up the casting dialog by clicking on the SPELLS button. Select the spell and power level of the spell you wish to assign to a key combination. Once you are happy with your choice, type Command - #, where # is a number on the keyboard from 1 through 9. The 0 (Zero) key is automatically defined as the last spell cast by that character. NOTE: You can't use the number keys on the keypad, you must use the row of numbers along the top of the keyboard.

This will assign that spell to that Command # combination. To view which spells are already assigned, simply type the number on the keyboard without the command key down. The current spell defined for that slot will be displayed if you are in the main screen. If your in the spell casting screen, it will select that spell.

**Quick Casting Of Spells** To cast any spell that has been previously defined, simply press the Command key and the number on the keyboard for the spell you wish to cast. i.e. If you have defined Command-3 to be a power level 7 SHINE spell, just press Command-3 and POOF, light!

To view the defined spells of any character, just type the number key without the command key; the name and power level of the spell will be displayed on the screen.

If at any time you can't cast the spell requested do to timing restrictions, lack of spell points or for some other reason, you will get an error sound and nothing will happen.

**Spell Casting In Camp** Any allies with the party can be affected by spells while in camp under certain conditions. If you cast an area spell, they will be affected. If you cast a spell that affects all friends, they will be affected. If you cast a spell that increases the number of targets as the power level goes up, they will ALL be affected if you cast it at a power level 1 greater than the number of party members you have. i.e. If you have 6 members in your party and you cast a power level 6 Invisible skin, only the 6 party members will be affected. If you cast it at power level 7, ALL of the allies will also be affected no matter how many you have.

**Combat** Frequently you will have to do combat with enemies of various types. Sometimes you will have allies to aid you in your fight.

From time to time you will be able to avoid battle if you wish to do so. In these cases, you will be asked if you wish to engage in battle. If you do, every character in your party will move and attack before any of the enemies. Of course, from time to time, you will be surprised and the entire enemy force will move before any member of your party.

Combat Map Combat takes place on a tactical scale that allows you to control each character individually. The combat screen is similar to the adventure screen in that it shows the status of your party members in the upper right of the screen. However, in combat, only one character or monster may take action at any one time.

The order of combat is determined at the beginning of the battle. When it is a character's turn, the screen will center on that character, and display vital information in the combat information block. The combat information block (CIB) is in the lower left of the screen.

Using weapons Using most weapons in battle is automatic. To attack an enemy, you simply attempt to move onto them. Missile weapons such as bows, throwing stars, darts, etc. are different. These

weapons require you to target an enemy. To select a target, click the weapon (No. 2 below) on the Combat Control Panel. This will allow you to select targets in the same way as spell casting.

As you advance in skill levels some castes gain extra attacks. See table 8.0 & 9.0 in "Appendix of Tables"

Table 8.0 Attacks Per Round Table 9.0 Weapon Damage Table

Fumbling your weapon in combat From time to time your characters may make a poor move which causes them to fumble (drop) their weapon. In this case, you will need to ready a new weapon, or fight with your bare hands. The weapon you fumble will not be available to the character until the end of combat. At the end of combat, all fumbled weapons will be returned to the party in the treasure collection screen.

The higher the skill level of your character, the less often they will fumble their weapon. Start juggling those knives for practice.

### Combat Information Block & Combat Control Panel



* + 1. Character or enemy icon. **(Click to display information sheet)**

##### Weapon wielded. (If your weapon is capable of casting a spell or is a missile weapon, this button will be raised)

* + 1. Current stamina.
    2. Movement points remaining.
    3. Spell points remaining.
    4. Attack type. **(Click to display monsters attacks and damage).**
    5. Weapons charge (If Applicable)
    6. Condition of character or monster.
    7. Character or Monster's Armor Rating
    8. Click to show conditions affecting current character.

Indicates permanent condition.

Indicates temporary condition.

* + 1. Click to show items possessed by character or monster.

Indicates item is equipped.

 Many options during combat are displayed in the block of small buttons with words on them. You may perform the stated action by clicking on the button, or by pressing the key corresponding to the first letter of the command.

Note: No. 11 above displays a popup menu. You may wear or remove items by selecting them in the popup menu, thus avoiding having to go to the Items screen. This holds true whenever you see a popup menu of items possessed by a character. You may also hold the command key to display the items possessed by all the characters in your party. You may not wear or remove items if all the characters are displayed however.

## Combat Control Panel (CCP)

During combat, the CCP will be displayed in the lower right hand of the screen. The CCP will allow the character to do various things during combat.

* + 1. The **AUTO** button turns control of the character over to the computer FOR THAT ROUND ONLY. Characters on **AUTO** will not cast spells, but will use missile and melee weapons as is appropriate for attack. (NOTE: characters under auto control tend to be pretty dumb when it comes to strategy.) Also, you can put your character into permanent AUTO by clicking the button with a small "A" on it next to their portrait. To remove them from AUTO mode, click the button again.
    2. The **ITEMS** button will bring up the Items screen. You may ready or remove items, or USE some items such as wands or other magic items. You may also equip or remove items from within the popup menu that appears when you select the **ITEMS** button.
    3. The **SPELL** button will allow a character to cast a spell.
    4. The **SCROLL** button will allow a character to use a scroll from their scroll case.
    5. The number of enemies left to defeat.
    6. The **Turn** button allows Priests and Crusaders to attempt to turn undead. This button will only appear if the active character has the ability to turn undead.
    7. The icon of the character or Monster that is being acted upon is displayed here.
    8. Here is a large bank of buttons. Each can be activated by clicking on them or by hitting the letter in yellow. i.e. You can **B**andage a wounded character by typing **B** on the keyboard. Each button is explained in detail below.
    9. This small button will toggle between your hand weapon and your missile weapon if you have one. If you have a missile weapon, it will be raised.

By clicking **Next** or **Previous** (or 'N' or 'P' on the keyboard), you may scan forward or back through the

order of combat. The CIB of that individual will be displayed.

##### Note: By holding down the command key and moving the cursor around the combat map, you may see the CIB of whoever or whatever is under the cursor. Very Handy!!! In addition, the cursor will change to a shield if that character or monster is currently guarding against attacks. In the lower right message field the range to the target and whether that target is blocked from your line of sight is displayed.

The **Center** button (or 'C' on the keyboard) will center the combat map on the current character.

The **Finish** button (or 'F' on the keyboard) will end a character's turn for that combat round. (NOTE: The character will not guard against attacks.)

The **Guard** button (or 'G' on the keyboard) will end a character's turn for that combat round and cause him to guard against attacks. The first hostile that approaches the guarding character will be first attacked by that character before they can attack the character.

The **Delay** button (or 'D' on the keyboard) will delay that character's turn to the end of the combat order. That character will remain in his new position in the combat order for following rounds.

The **Move** button (or 'M' on the keyboard - this used to be the SHIFT command with the 'S' key) centers the map on the cursor. This is a convenient way of looking around the combat map.

The **Bandage** button (or 'B' on the keyboard) will allow the current character to bandage another character. This will stop the wounded character from bleeding to death. It takes a FULL round to bandage a character. You cannot be involved in ANY combat prior to bandaging a character that round.

The **Reveal Friends** button (or 'R' on the keyboard) will reveal who is hostile and who is friendly towards the party.

The **Escape** button (or 'E' on the keyboard) will allow your character to break away from combat. Your character must be at least 10 paces away from the nearest enemy and cannot be affected by Slow, Tangle, Confusion or Helpless. Characters that escape from combat will not be awarded any Victory Points at the end of combat. (Gutless cowards!)

The **Undo** button (or 'U' on the keyboard) will allow you to revert your character's position to the beginning of that combat round. Your character must not have been involved in any combat attacks, either offensive or defensive. For example, if your character moves away from an enemy who then takes a swing at your character's back, that character cannot UNDO their movements.

The **Weapon** button (or 'W' on the keyboard) will toggle between your hand/ missile weapon. It acts the same as if you click on button #20. This is to allow for those of you who prefer to use keys vs. the mouse.

The **Target** button (or 'T' on the keyboard) will allow you to activate your missile weapon or special ability of your hand weapon. It acts the same as button #2. This is to allow for those of you who prefer to use keys vs. the mouse.

**Attack Forms** There are three forms of attack: Melee Combat, Missile Fire, and Spell Casting.

**Melee Combat:** consists of using physical attacks such as biting and clawing, or weapons such as swords and maces, at close quarters with an enemy. To use a melee weapon in combat, you must be adjacent to the enemy you wish to attack. To attack, simply attempt to move onto the foe you wish to attack. The result of your attack will flash in the lower right of the screen.

**Missile Fire:** consists of attacks using bows, slings, darts and hurled objects such as rocks and boulders. Targeting is handled exactly the same as spell casting, which is described in detail below. Some

missile weapons require a certain distance to use. Items such as bows and throwing stars can only be used when there are no enemies adjacent to the user.

**Spell casting:** Spell casting consists of three phases; a character selects a spell to cast, selects target(s), then actually casts the spell. Only characters capable of casting magic and who have not taken damage in the current combat round, can cast spells. In addition, some spells cast on the character may prevent them from casting spells. Example - A character suffering from the effects of a Dum struck spell or Sleep spell is not capable of casting, even though they may not have taken damage in the current round. To cast a spell, click on the spell cast button. This will display the spell cast window. After you have selected a spell to cast you must target the recipient. The only exception to this is if the spell automatically affects specific targets.

During target selection, the targeting control panel will be displayed instead of the combat control panel.

1. Name of the spell being cast.
2. Current and maximum range of the spell.
3. Spell icon.
4. Power level of the spell being cast.
5. Displays the area of effect for the spell being cast. A shield symbol means that the spot being targeted is not in the area of effect.
6. This area has buttons you can click to perform actions. You can also hit the

first letter (Displayed in yellow) on the keyboard. i.e. You can target spell by hitting the " T " key on the keyboard.

1. Decrease (" - " key) or increase (" + " key) power level of spell.

If the spell being cast can only be targeted on those the caster is capable of seeing, then a small eye will appear where the number 5 appears above.



To move the screen around so you can see enemies that are far away, simply click the mouse button to center the screen on the cursor. You can move around the screen very quickly using this method.

* **T** "arget - Hitting the " T " key selects targets for spells or missile weapons. If the cursor is over a current target this will remove the target.

**Abort** - will cause the spell to be canceled.

**Space** - will cause the spell to be cast. If you wish to cast the spell before targeting the maximum number allowed, this will cause the spell to be launched immediately.

**Next** - **Prev** - **Center** - work in an identical fashion as in the combat control panel described above.

Clicking on any character or Monster while holding the command key down will display their combat information block.

**Turning Undead/Demons/Daemons/Devils** In addition to melee, missile and spell combat, there is a special event that can be performed by Priests, Crusaders and Cardinals. (Crusaders do not gain this ability until the 4th skill level). It is known as TURNING. If there are undead, demons, daemons

or devils involved in combat, Priests, Crusaders and Cardinals can attempt to turn them. If they succeed in TURNING such a creature, it will join the Priests, Crusaders or Cardinals side in combat. Each Character can attempt TURNING only once per battle. The creature may also be destroyed if the character did well in TURNING but failed to actually turn the creature.

If the current character is capable of TURNING, a button will appear in the combat control panel (pictured as No. 17 in the CCP above). By clicking on this button, the character will attempt TURNING. There are three possible results:

1. the Undead/ Demon/ Daemon/ Devil will be unaffected
2. the Undead/ Demon/ Daemon/ Devil will be destroyed
3. the Undead/ Demon/ Daemon/ Devil will be TURNED, and will fight on the side of the Priest, Crusader or Cardinal.

Turning Probability for Priestly Castes

Actually, this is more of a formula than a table. This applies to any creature that is classified as Undead, Demon, Daemon or Devil. This can only be done by castes such as Crusader, Priest or Cardinals. If a characters ability to turn is less than 1% then they will not be presented with the option to TURN during combat.

##### Chance = Characters Base Chance -5% X Monster Toughness.

This chance applies to each and every creature involved in the battle. If the character is successful, the creature will be destroyed. If the character does a particularly good job at turning, the creature will not be destroyed, but actually TURNED. This means the creature will change allegiance, and will now fight on behalf of the Priest or Crusader, instead of against them.

**Running Away** If a character wishes to flee from battle, they may do so by reaching the edge of the combat map. Any character that flees from battle, or is unconscious or killed at the conclusion of battle, will receive NO Victory Points for that battle. If an enemy flees from battle, the party will receive full Victory Points for that enemy as if they had defeated it in battle.

If all characters become unconscious or are killed in battle, you have failed and the adventure will end. Sometimes the edge of the battle map cannot be reached due to mountains or walls. In this case, you will not be able to flee from battle in that direction.

**Attacking A Friendly Character Or Monster** To attack a friendly character or monster move into them as in a normal attack. You will be asked if you wish to attack your friend or not. If you do so, that character/ monster will turn against the party if it is not one of your original party members.

**Victory Points Gained by Defeating Enemies** To determine the Victory Point value of an enemy you kill, destroy, slaughter or blow to pieces in general:

Victory Point Value of Monster = Base Value + (Per Stamina x Actual Stamina of Enemy)

Monster

|  |  |  |
| --- | --- | --- |
| Toughness | Base | Per |
| Level | Value | Stamina |

------------------------------

0 15

1

2

3

4

5 10

6 14

7 20

8 30

|  |  |  |
| --- | --- | --- |
| 9 |  | 450 |
| 10 |  | 700 |
| 11 |  | 1100 |
| 12 |  | 1800 |
| 13 |  | 2300 |
| 14 |  | 2800 |
| 15 |  | 3200 |
| 16 |  | 3700 |
| 17 |  | 4200 |
| 18 |  | 4700 |
| 19 |  | 5200 |
| 20 |  | 5700 |
| Over 20 | 6200 | 80 |

**NOTE:** Keep in mind that all Victory Points as calculated above is base. If you began the adventure at a difficulty rating other than NORMAL, or had higher or lower numbers of character skill levels than the recommended number, you may earn higher or lower Victory Points. This is to take into account the difficulty level of play. The harder your setting, the more Victory Points you will earn.

In addition, some monsters award extra victory points to reflect their toughness.

**Collecting Treasure** Throughout the game the party will collect various treasures. At the bottom of the treasure screen will be several buttons. Here is what they do.



Casts Discover Magic. Magical items will be highlighted by a glowing aura. This button will only be available if someone in the party is capable of casting Discover Magic.



Allows the party to collect monetary treasure, or to leave behind any gold, gems or jewels they no longer wish to carry. This button will appear dimmed if no money is currently waiting to be collected. However, even if dimmed you can click on it to access the Money screen.



Allows you to scroll up and down the list of items if there are too many to see on one screen.

In addition to awarding treasure, this is where any Victory Points will be awarded to the party. A small message box will appear, telling of the amount of Victory Points each conscious member of the party has received.



You may also hold the Option key and click on an item to bring up its fact sheet. Option-click will bring up the fact sheet in the items and shop screens as well. This is a more in depth report giving you more info than what's given when you place the cursor over it.

If your characters have too many items and you want to drop some, you can do so by clicking on the buttons labeled "**Drop**" just to the right of the characters portrait.

## Items



Unidentified items will have their names displayed in an Outlined style.

All actions can be completed either by clicking on the appropriate button, or by pressing the highlighted letter on the keyboard.

To wear or remove an item, double-click on that item or hold down the command key & single-click the item. You may also use the up and down arrow keys to select items, and the RETURN, ENTER or SPACE keys to wear/ remove an item as well.

An item that is currently being worn/ equipped has a metallic background to show it is in use.

##### NOTE: If the background of a worn/equipped item is red instead of metallic, then that item is scenario-specific. Scenario-specific items are not available to the character in other scenarios.

**Use**: Allows the character to use an item such as a potion or magic item. NOTE: This is not the same as wearing and removing an item. If you wish to use an item during an encounter, select the item you wish to use, and click this button.

**Show**: Displays a fact sheet giving known information about the item. If the item is not identified, the fact sheet (shown below) will be incomplete, and will only display what you know about the item. You may also hold the Option key and click on an item to bring up the fact sheet. Option-click will bring up the fact sheet in the shop and treasure collection screens as well.

**Cast Identify**: Providing someone in the party can cast Identify Objects, they will identify all items of the current character. The true name of all non-cursed items will now be displayed, and the fact sheet will be complete. Spell points will be deducted from the character who casts the identify objects spell.

**Pay To Identify**: Provided there is a shop or temple available to the party, and the party has at least 20 gold pieces, the shopkeeper or temple leader will identify the item that is selected. This has all the same effects as if you cast Identify Objects yourself, but you won't lose any spell points, and it only works on one item at a time. If an item is already identified, then no gold will be deducted.

**Drop**: This item will drop the item from the characters inventory permanently. **Once an item is dropped, there is no way to retrieve it.**

**Join/Split**: Some identical items may be combined in order to save space. Rations, Potions, Torches etc. can be combined with similar objects.

**Fact Sheet** Displayed when you SHOW or IDENTIFY an item. The fact sheet will list any special abilities which are imparted by an item. If the current character is not capable of using the item due to caste or ractial reason that will also be displayed.

It also gives miscellaneous facts such as magical bonus, weight, any adjustment to the wearer's brawn, luck,

armor rating, movement, magic resistance or maximum spell points. In addition, the amount of damage a weapon inflicts will be displayed.

**Damage**: The maximum amount of damage the weapon will inflict.

**Heat, Cold, Electric**: The amount of extra damage caused due to these properties. Example: Sting is a magical dagger that has a flaming blade. It will do normal damage for a + 3 dagger plus 1 to 4 additional points of heat damage.

**Evil, Undead, Demonic**: The amount of extra damage caused due to these properties. Example: A Nethermace is a magical mace that does additional damage to a wide range of demonic creatures. It will do normal damage for a + 2 mace plus 1 to 12 points of damage to any creature that is a demon, daemon or devil.

Most items that are worn will only allow you to wear one at a time. i.e. You can't wear two sets of gloves. You can, however, wear two rings, but they must be of different types. In addition, you can equip one melee weapon such as a sword or club, and one missile weapon such as a bow or throwing stars. During combat you can toggle the active 'ready' weapon between the melee and missile weapon.

Some items also require 2 hands to use, such as a Two-Handed Sword or Pike Axe. If you equip a weapon of this type, you may not equip a shield. The limitation of the number of hands you have does not apply to missile weapons. A missile weapon can be used in combat without having to remove your shield.

**Unique Items** Some items in Realmz are considered unique and the party may only have one of them. Many of these unique items appear in more than one location, yet you will only be able to take the first one you find. This is to allow for some people not finding some items, or allowing them to attain some items that are in scenarios they have not played.

**Magic Items** Some magic weapons are labeled + 1, + 2, + 3 etc. etc. Each + 1 of a weapon means that it will do 1 extra point of damage over and above the normal damage for a weapon of that type. In addition, each + 1 adds a 5% chance to hit your enemy. i.e. A Longsword + 3 adds 3 damage to the total done and is

+ 15% to hit.

Magic items such as potions, scroll, rings, etc., etc. are very numerous in Realmz. Each scenario can

add/ change the attributes of some items so there will never be a limit as to what you may find in Realmz.

When your characters equip an item that is only available in the scenario you are playing, it will have a red background instead of the standard gray. This will make it easier for you to know which items are not available in other scenarios.

It would be a very large task indeed to tell you what each and every item does, so you may have to experiment a bit to find the items exact nature. There is a **Realmz Book of Items** that gives detailed info on 99% of all items found in Realmz. See the chapter "Realmz Support Files" for locations where you can find this baby.

**Cursed Items** Some magic items that appear to be beneficial are, in fact, cursed. In order to remove cursed items you must cast a Remove Items spell on that character or take them to a temple and pay to have it removed. There is only two ways to know if an items is cursed.

1. Put it on. If you do and it's name changes to something you really don't like, then odds are it's cursed.
2. Sell it to a shop. When for sale, any cursed items will have their true name and stats shown.

**Encounters** From time to time, the party will encounter some special situation. During special encounters, a prompt will appear so you may decide what the party would like to try to resolve the situation.

Most encounters are easily handled, but some can be very open as to the choices the party may make. On these occasions you will see an action bar such as the one below.



In order, from left to right, the option buttons shown are:

1. Cast a spell.
2. Use a scroll from a characters scroll case.
3. Use an item.
4. Perform a physical action.
5. Attempt to use special abilities such as Pick Locks, Disarm Trap etc..
6. Speak a word.
7. Back away from the whole situation. (Not always available)

Not all of these options will be available at all times. If a particular option is not available for that encounter, it will be marked out.

Selecting either of the first two options will cast the spell (or scroll) that you will select, then the outcome of that action will be displayed.

To use an item, you will be given the opportunity to select the item you wish to use in the items window, then just click the **USE** button.

If you choose to perform a physical action, you will be prompted to select from a list of possible actions. The cursor will display the number of possible choices which you will have to complete a successful action.

If you attempt to use a special ability, such as Pick Lock, a special screen will be displayed. There, you may select the character and the ability that they will attempt to use. Only those special abilities that apply to the specific situation will be highlighted.

If you choose to Speak, you will be prompted to type in exactly what you wish to say. This feature often requires only one word. Complex sentences or phrases are not generally required. For example - If you say the word "Waterford" to the old librarian in town he will respond with what he knows of the old sunken city of Waterford. If you were to type, "What do you know about Waterford" you would get NO response from him.

**Encounter Types** A type of encounter that is not available in the first scenario is the open- ended encounter. To put it in plain words, you may attempt just about anything, at any time, by selecting the encounter button in the lower right hand corner of the game screen.



This will bring up the action bar.



From the Action Bar, you may attempt anything, in hopes it will yield results. It is important to note, that by doing actions from within this mode, you are attempting to perform that action on your environment, and not the party itself.

**Shops** When you happen upon a shop, the **SHOP** button will appear at the bottom of the screen. To enter the shop, click on the **SHOP** button.



The shop is a place where you can buy and sell weapons, armor, magic and a variety of other things.

To buy or sell items, select the character who wishes to buy or sell on the left side, and make sure the shop keeper is displayed on the right. If a character is showing on both the left and right sides, you may switch the right side to the shop keeper by clicking on the category of items you wish to buy. You may now buy or sell by dragging items left or right as you wish. To trade between characters, place one on either side, and drag items left or right to trade.

**Note**: If a selected item is not usable by the character on the other side of the trade/ shop screen, the cursor will change to a small red stop sign. The character will still be able to buy or obtain the unusable item. This is only a warning flag to show whether an item is usable or not, so you don't accidentally obtain an item for a character that they cannot use.

**Note**: If an item is equipped, it must be unequipped before it can be traded or sold. To equip, or remove items, while in either the shop or trade screen, hold down the command key and click the desired item. It will then be equipped or removed.

When selling items, the shopkeeper will make an offer to buy the specific item. If you choose to sell that item, the selling price will be added to the money pool. When purchasing items, the required funds will be deducted from the character and the money pool automatically.

The amount of money the shop keeper will offer for an magical unidentified item will be a lot less than if the item is identified.

**Mac AV and CX Users**: The following note may be of real interest to you. This will allow you to deal in the shops without having to drag items. Some AV and CX systems have reported that the game locks up in the shop while dragging items.

**Note:** You may hold the shift key down when clicking on an item to pass it to the other side more quickly. If the shop keeper is on the other side you will buy or sell the item. This is quite a bit quicker than dragging items back and forth, but you do not get to see the cost, offer and weight of the item being traded, bought or sold.

**Note**: You may also hold the Option key and click on an item to bring up the fact sheet. Option click will bring up the fact sheet in the items and treasure collection screens as well.

## Temples



When you enter a temple, you will see a screen that displays the types of healing that the temple offers, and the going price. The money will be deducted from the party pool or character automatically. You may also change gold into gems, and visa versa, while in a temple.

**Money Changing** If you find yourself being bogged down by lots of gold, you can trade in gold for gems. You may change money whenever there is a shop or temple available to the party. To do so, click the money bag icon. This will take you to the money swap screen.

You will now notice that the buttons with the money icons are now raised. By depressing them you may exchange money. You may change jewelry in for gems and gems in for gold and if you are in a shop or temple gold in for gems. (You can NEVER change gems into jewelry.) This is handy because gold is quite heavy. As the party accumulates wealth, you will find that the sheer weight of gold will reduce your characters to pack mules and reduce their movement in combat. Therefore, trade up to gems whenever possible. **NOTE**: It takes **115** gold to purchase a gem of 100 gold piece value, so only trade gold in for gems when it is warranted, as you will lose a bit in the trade.

Table 1.0 Race / Caste Possibilities (Part I)

Shadow Half Half

Caste Human Elf Elf Elf Orc Orc Dwarf Gnome Furfoot Goblin

Fighter • • • • Monk • • • Crusader • •

Archer • • • • Rogue • • • Sorcerer • • • Priest • • Enchanter • • • • Evoker • • • Cardinal •

Cabalist • • • • Berzerker • •

Bard • • •

Fencer • • • •

Marksman • • • • Assassin • • •

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dabbler | • |  |  | • |  | • |  | • |
| Battle Mage | • |  |  | • |  | • |  | • |
| Warlock |  |  | • |  |  | • |  | • |
| Minstrel |  | • |  |  | • |  | • |  |

Table 1.0.1 Race / Caste Possibilities (Part II)

Hob Lizard Lepre-

Caste Goblin Kobold Vampire Man Brownie Pixie chaun Demon Cathoon

Fighter • • • Monk • •

Crusader •

Archer • • Rogue • •

Sorcerer •

Priest •

Enchanter •

Evoker •

Cardinal •

Cabalist •

Berzerker • •

Bard •

Fencer • • • Marksman •

|  |  |  |
| --- | --- | --- |
| Assassin | • • • |  |
| Dabbler | • • • |
| Battle Mage | • • |
| Warlock |  | • |
| Minstrel |  | • |

Table 1.1 Attribute Minimum / Maximum by Caste\*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Caste Brawn | Knowledge Judgment | | Agility Vitality\_ Luck | | | |  |
| Fighter | 8/25 | | 4/19 | | | | 4/20 |
| Monk | 14/22 | | 5/20 14/23 | | | |  |
| Crusader | 11/23 | | 8/22 12/25 | | | |  |
| Archer 12/22 6/22 7/22 14/25 | | | | | | | |
| Rogue | 5/20 |  | | 5/23 |  | 4/20 | |
| Sorcerer | 4/10 |  | | 8/25 |  | 5/2 | |
| Priest | 5/23 |  | | 5/23 |  | 8/25 | |
| Enchanter | 4/19 |  | | 8/25 |  | 5/25 | |
| Evoker | 4/18 | 12/23 | |  | 6/25 |  | |
| Cardinal | 5/19 | 7/25 | |  | 14/25 | 4 | |
| Cabalist | 4/20 | 13/25 | |  | 6/24 | 5 | |
| Berzerker | 11/24 | 4/18 | |  | 4/18 |  | |

Bard 7/22 8/23 8/23 Fencer 12/23 5/21 6/21 16/25

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Marksman | 11/23 | 6/22 | 7/22 |  | 12/25 |
| Assassin | 5/23 | 9/20 |  | 14/22 |  |

Dabbler 10/23 11/23 13/23 7/2 Battle Mage 12/23 12/23 14/23 9/23 Warlock 4/18 15/25 9/24 Minstrel 9/23 11/23 13/24

\*Maximums can be exceded in special cases or from changes due to character aging.

Table 1.2 Attribute Minimum / Maximum by Race\*

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Race | Brawn | Knowledge Judgment | | Agility | | Vitality | Luck |  | |
| Human |  | 5/25 | |  | | 4/25 |  | 4/25 | |
| Shadow Elf 4/22 7/25 4/25 6/ | | | | | | | | | |
| Elf | | 6/22 |  | | 7/25 | | | 4/25 |  |
| Orc | | 8/25 |  | | 4/22 | | | 4/20 | 4 |
| Furfoot | | 5/20 |  | | 5/23 | | | 4/23 |  |
| Gnome | | 5/23 |  | | 11/25 | | | 4/25 |  |
| Dwarf | | 8/25 |  | | 4/24 | | | 4/25 |  |
| Half Elf | | 4/24 |  | | 3/25 | | | 4/25 |  |
| Half Orc | | 5/25 | 4/22 | | 4/23 | | | 4/24 |  |
| Goblin | | 8/22 | 4/17 | | 4/16 | | | 4/24 |  |
| Hobgoblin | | 8/25 | 4/15 | | 4/12 | | | 4/23 |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Kobold | 5/21 | 5/14 | 4/17 | 11/25 |
| Vampire | 10/22 | 12/23 | 10/23 | 14/22 |
| Lizard Man | 11/25 | 4/18 | 4/16 | 4/22 |

Brownie 5/18 5/25 4/20 7/

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Pixie | 3/15 | 6/25 | 6/25 |  | 14/25 |
| Leprechaun | 5/21 | 5/23 | 4/23 |  | 7/25 |
| Demon | 4/23 | 7/23 |  | 3/23 |  |
| Cathoon | 6/22 | 9/22 | 4/17 |  | 15/25 |

\*Maximums can be exceded in special cases or from changes due to character aging. Table 1.3 Gender Adjustments

Sex Brawn Agility Judgement

|  |  |  |  |
| --- | --- | --- | --- |
| Male: | +1 | -1 |  |
| Female: | -1 | +1 | +1 |

Table 1.4 Caste Stamina Table Caste **Initial Per Lev**•**e M l ax Bonus**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Fighter | 1 | - 15 | |  | 1 | - 10 |  | Unlimited | |  |
| Crusader | 1 | - 15 | |  | 1 | - 10 |  | Unlimited | |
| Archer | 1 | - 12 | |  | 1 | - 10 |  | Unlimited | |
| Monk | 1 | - 12 | |  | 1 | - 8 |  | Unlimited | |
| Rogue | 1 | - 10 | |  | 1 | - 8 |  | Unlimited | |
| Sorcerer |  | 1 | | - 8 |  |  | 1 | - 6 | | 3 |
| Priest | 1 | - | 12 |  | 1 | - 8 3 | | | | |
| Enchanter | 1 | - | 8 |  | 1 | - 6 3 | | | | |
| Evoker |  | 1 | - 8 |  |  | 1 - 4 2 | | | | |
| Cardinal | 1 | - | 10 |  | 1 | - 6 2 | | | | |
| Cabalist | 1 | - | 8 |  | 1 | - 4 2 | | | | |
| Berzerker | 1 | - | 20 |  | 1 | - 8 Unlimited | | | | |
| Bard | 1 - 18 | | | |  | 1 - 6 | |  | 3 | |
| Fencer | 1 - 15 | | | |  | 1 - 8 | |  | 3 | |
| Marksman | 1 - 18 | | | |  | 1 - 8 | |  | 4 | |
| Assassin | 1 - 10 | | | | 1 | - 5 | | 2 |  | |
| Dabbler | 1 - 12 | | | |  | 1 - 8 | |  | 4 | |
| Battle Mage | 1 - 12 | | | | 1 | - 8 | | 3 |  | |
| Warlock | 1 - 8 | | | | 1 | - 4 | | 1 |  | |
| Minstrel | 1 - 15 | | | | 1 | - 10 | | 4 |  | |

•Characters receive one point of stamina each level for each point of Vitality over 15. This is held to a maximum as dictated by "Max Bonus" above.

**Example:** Characters with a 16 Vitality receive +1 stamina per skill level.

Characters with a 17 Vitality receive +2 stamina per skill level etc.

### Table 2.0 Base / Levelup Special Action Values for Caste in %

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Caste** | Attack | | Sneak Lock | Force Act | Acrobatic Wound | | Major Secret | Detect Trap | | Detect Disarm Trap Lock | | Pi |
| Fighter | | 0/0 | 12/3 | 2/0 | 5/1 | 1/0 | | 1/0 | 0/0 | | 0/0 | |
| Monk | | 0/0 | 8/2 | 8/4 | 2/1 | 5/0 | | 10/0 | 5/0 | | 10/0 | |
| Crusader | | 0/0 | 10/2 | 5/1 | 3/0 | 1/0 | | 1/0 | 0/0 | | 0/0 | |
| Archer | | 0/0 | 8/1 | 4/0 | 3/0 | 1/0 | | 1/0 | 0/0 | | 0/0 | |
| Rogue | | 2/1 | 0/0 | 6/3 | 0/0 | 15/3 | | 8/2 | 5/3 | | 5/3 | |
| Sorcerer | | 0/0 | 0/0 | 2/0 | 0/0 | 5/2 | | 5/0 | 5/0 | | 0/0 | |
| Priest | | 0/0 | 10/1 | 2/0 | 0/0 | 5/2 | | 5/0 | 2/0 | | 0/0 | |
| Enchanter | | 0/0 | 0/0 | 2/0 | 0/0 | 5/2 | | 5/0 | 5/0 | | 0/0 | |
| Evoker | | 0/0 | 0/0 | 2/0 | 0/0 | 10/1 | | 5/0 | 5/0 | | 0/0 | |
| Cardinal | | 0/0 | 0/0 | 2/0 | 0/0 | 10/1 | | 5/0 | 3/0 | | 0/0 | |
| Cabalist | | 0/0 | 0/0 | 2/0 | 0/0 | 10/1 | | 5/0 | 5/0 | | 0/0 | |
| Berzerker | | 0/0 | 15/2 | 6/2 | 8/1 | 1/0 | | 1/0 | 0/0 | | 0/0 | |
| Bard | | 10/0 | 0/0 | 10/2 | 0/0 | 25/1 | | 20/1 | 15/1 | | 20/1 | |
| Fencer | | 0/0 | 5/1 | 6/1 | 3/2 | 1/0 | | 1/0 | 0/0 | | 0/0 | |
| Marksman | | 0/0 | 0/0 | 3/1 | 4/0 | 1/0 | | 1/0 | 0/0 | | 0/0 | |
| Assassin | | 5/1 | 0/0 | 8/2 | 0/0 | 13/2 | | 15/1 | 10/2 | | 10/2 | |
| Dabbler | | 0/0 | 5/1 | 5/1 | 3/0 | 3/1 | | 2/0 | 2/0 | | 0/0 | |
| Battle Mage | | 0/0 | 5/1 | 5/1 | 3/0 | 3/1 | | 2/0 | 5/0 | | 0/0 | |
| Warlock | | 0/0 | 0/0 | 2/0 | 0/0 | 1/2 | | 8/0 | 10/0 | | 0/0 | |
| Minstrel | | 4/1 | 5/1 | 3/1 | 3/1 | 1/2 | | 3/1 | 1/1 | | 5/0 | |

Special Action Modifiers

Table 2.1 •Brawn Modifier

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Action | 3 | 4 | 5 | 6 | 7 | 17 | | 18 | 19 | 20 | 21 | 22 | | 23 | | 24 | | 25 26+ |
| Sneak Attack | -5 | -4 | -3 | -2 | -1 | 1 | | 1 | 1 | 2 | 2 | 2 | | 3 | | 3 | | 3 4 >> |
| Force Lock | -75 | -60 | -45 | -30 | -15 |  | 5 | 10 | 15 | 20 25 | | | 30 | | 35 | | 40 45 50+ | |
| Acrobatic Act | -75 | -60 | -45 | -30 | -15 | 5 |  | 10 | 15 | 20 25 30 | | | 35 | | 40 | | 45 50+ | |
| Major Wound | -5 | -4 | -3 | -2 | -1 | 1 |  | 2 | 3 | 4 5 6 | | | 7 | | 8 | | 9 10+ | |
| Disarm Trap | -10 | -8 | -6 | -4 | -2 | 2 |  | 4 | 6 | 8 10 12 | | | 14 | | 16 | | 18 20+ | |

Table 2.2 •Agility Modifier

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Action | 3 | 4 | 5 | 6 | 7 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 26+ |
| Sneak Attack | -5 | -4 | -3 | -2 | -1 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 4 5 >> |
| Acrobatic Act | -20 | -15 | -10 | -5 | -2 | 5 | 8 | 11 | 15 | 20 | 25 | 30 | 35 | 40 45+ |
| Disarm Trap | -25 | -20 | -15 | -10 | -5 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 50+ |
| Pick Lock | -25 | -20 | -15 | -10 | -5 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 50+ |

•These adjustments apply only to initial attribute scores. Magically altered attributes will not award additional bonuses or penalties. All additions to these skill are awarded when a character gains a new skill level.

Table 3.0 Caste Spell Casting Ability

Spell Begins Maximum Maximum Spells Can U

Caste Class At Level Spell Level Castable/Round Scrollcase

Fighter • • • •

Monk • • • • Crusader Priest 7 4 1

Archer Sorcerer 15 2 1

Rogue Sorcerer 15 3 1

Sorcerer Sorcerer 1 7 2

Priest Priest 1 7 2

Enchanter Enchanter 1 7 2

Evoker Enchanter 1 7 3

Cardinal Priest 1 7 3

Cabalist Sorcerer 1 7 3

Berzerker • • • • Bard Sorcerer 20 3 1

Fencer • • • • Marksman • • • • Assassin Sorcerer 15 3 1

Dabbler Enchanter 5 5 1

Battle Mage Sorcerer 5 5 1

Warlock Enchanter 1 7 3

Minstrel Enchanter 4 4 1

### Table 5.0 Spell Selection Points Required to Learn Spells Spell Level Points Required Per Spell Learned

1

2

3

4

5

6

7

Figure 5.1Determining Spell Selection Points

Characters that are capable of casting spell starting at higher skill levels will

not begin to accumulate spell selection points until they reach the necessary level required to cast spells. Example: Crusaders can not caste priest spells until they reach level 7. Once they reach level 7 they will begin to accumulate spell selection points as shown below.

Crusader Example: For each skill level over the 6th Skill Level they receive 2 points plus 1 point for each point of Judgment over 15 plus 1 point for each skill level over the 7th.

Example: A Skill Level 10 Crusader with a Judgment of 16 will have: 7th: 2 + 1

8th: 2 + 1 + 1

9th: 2 + 1 + 2

10th: 2 + 1 + 3

Total = 8 + 4 + 6 = 18 Spell Selection Points

**Priest Castes:** Receive 3 points plus 1 point for each point of Judgment over 15 plus 1 point for each skill level past the 1st.

Example: A Skill Level 4 Priest with a Judgment of 17 will have: 1st: 3 + 2

2nd: 3 + 2 + 1

3rd: 3 + 2 + 2

4th: 3 + 2 + 3

Total = 12 + 8 + 6 = 26 Spell Selection Points

**Sorcerer/Enchanter Castes:** Receive 3 points plus 1 point for each point of Knowledge over 15 plus 1 point for each skill level past the 1st.

Example: A Skill Level 4 Sorcerer or Enchanter with a Knowledge of 16 will have: 1st: 3 + 1

2nd: 3 + 1 + 1

3rd: 3 + 1 + 2

4th: 3 + 1 + 3

Total = 12 + 4 + 6 = 22 Spell Selection Points

Table 6.0 Brawn Modification Table

##### To Hit Damage\* Brawn Adjustment Adjustment

|  |  |  |  |
| --- | --- | --- | --- |
| 3 | -20% |  | -1 |
| 4 | -15% |  | -1 |
| 5 | -10% | 0 |  |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 | -5% | 0 |  |
| . | 0% | 0 |
| . | 0% | 0 |
| . | 0% | 0 |
| 16 | +5% |  | +1 |
| 17 | +5% |  | +2 |
| 18 | +10% |  | +2 |
| 19 | +10% |  | +3 |
| 20 | +15% |  | +3 |
| 21 | +15% |  | +4 |
| 22 | +20% |  | +4 |
| 23 | +20% |  | +5 |
| 24 | +25% |  | +5 |
| 25 | +25% |  | +6 |
| 26 | +30% |  | +6 |
| 27 | +30% |  | +7 |
| 28 | +35% |  | +7 |
| 29 | +35% |  | +8 |
| 30 | +40% |  | +8 |

\*Each caste begins to gain a strength bonus at a specific brawn value for that caste and has a maximum bonus they can attain. In general, the more Warrior-like the cast is, the earlier they will get a strength bonus and the higher that bonus can go. Non warrior castes such as Warlocks may get only a limited bonus for strength.

### Table 7.0 Armor Rating Adjustments for Base Armor Types

##### Armor

**Rating Permitted**

**Armor Type Adjustment Caste / Race**

Robe +3 All

Padded +6

Leather +9

Chain +15

Banded +21

Plate +27

Gloves, Soft +1

Gloves, Hard +2

Helm, Steel +3

Helm, Leather +2

Cap +1 All

Shield +6

Cloak +2 All

Gauntlets +2

Boots, Soft +1 All Boots, Hard +2

Table 7.1 Armor Rating Adjustments for Agility

##### Agility Armor Rating Adjustment

15 +2

16 +4

17 +6

18 +8

19 +10

20 +12

21 +14

22 +16

23 +18

24 +20

25 +22

26 +24

27 +26

28 +28

29 +30

30 +32

Table 8.0 Attacks Per Round By Caste

These castes gain 1/2 attack per round at the specified levels. Maximum attacks are limited by race and caste so if your race has a maximum attacks of 4 they can never have more than 4 attacks per round. Excess 1/2 attacks are carried over to the next round where they become a full attack every other round.

The maximum attacks per round may be higher than is actualy gained by any particular caste as they may gain extra attacks per level due to their race.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Caste**  Fighter | **Initial/Max**  1.0 / 6 | | | **Levels that gain 1/2 attack per round**  5, 10, 15, 20, 25, 30, 35, 40 | | |
| Monk | 1.0 / 6 | | | 4, 7, 11, 14, 19, 23, 27, 31 | | |
| Crusader | 1.0 / 6 | | | 6, 12, 18, 24, 30, 36, 42, 48 | | |
| Archer | 1.0 / 6 | | | 5, 11, 17, 23, 29, 35, 41, 47 | | |
| Rogue | 1.0 / 6 | | | 4, 7, 11, 14, 19, 23, 27, 31 | | |
| Sorcerer | 1.0 | / | 2 | 15 |  |  |
| Priest | 1.0 | / | 3 | 10, | 20 |  |
| Enchanter | 1.0 | / | 2 | 20 |  |  |
| Evoker | 1.5 | / | 3 | 17, | 25 |  |
| Cardinal | 1.5 | / | 4 | 15, | 25, | 35, 45 |
| Cabalist | 1.5 | / | 3 | 25, | 35 |  |
| Berzerker | 2.0 | / | 5 | 4, | 8, | 12, 16, 20, 24 |

Bard 1.5 / 5 4, 7, 10, 13, 16, 19

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Fencer | 2.0 | / | 6 | 4, | 7, | 10, | 13, | 16, | 19, | 22 |
| Marksman | 1.5 | / | 6 | 7, | 14, | 21, | 28, | 35, | 42, | 49, 56 |
| Assassin | 1.5 | / | 6 | 4, | 7, | 11, | 14, | 19, | 23, | 27, 31 |
| Dabbler | 1.0 | / | 4 | 7, | 14, | 21, | 28, | 35, | 42 |  |
| Battle Mage | 2.0 / 3 | | | 7, 13, 19, 25, 31 | | | | |  | |
| Warlock | 2.0 / 3 | | | 15, 25, 35, 45 | | | | |  | |
| Minstrel | 1.0 / 4 | | | 4, 8, 12, 16, 20, | | | | | 24 | |

### Table 8.1 Initial / Maximum Attacks Per Round By Race (Still subject to caste limitations)

##### Initial Maximum Race Attacks/Round Attacks/Round

|  |  |  |
| --- | --- | --- |
| Human | 1 | 4 |
| Shadow Elf | 1 | 4 |
| Elf | 1 | 4 |
| Orc | 1 | 4 |
| Furfoot | 1.5 | 5 |
| Gnome | 1 | 4 |
| Dwarf | 1 | 4 |
| Half Elf | 1 | 4 |
| Half Orc | 1 | 4 |
| Goblin | 1.5 | 5 |
| Hobgoblin | 1.5 | 5 |
| Kobold | 2 | 6 |
| Vampire | 1.5 | 4 |
| Lizard Man | 1 | 5 |
| Brownie | 2 | 6 |
| Pixie | 2 | 6 |
| Leprechaun | 1.5 | 6 |
| Demon | 1.5 | 4 |
| Cathoon | 1.5 | 5 |

Table 8.2 Initial Attacks Per Round By Caste (Still subject to race limitations)

**Initial Maximum Race Attacks/Round Attacks/Round**

|  |  |  |
| --- | --- | --- |
| Fighter | 1 | 6 |
| Monk | 1 | 6 |
| Crusader | 1 | 6 |
| Archer | 1 | 6 |
| Rogue | 1 | 6 |
| Sorcerer | 1 | 2 |
| Priest | 1 | 3 |
| Enchanter | 1 | 2 |

|  |  |  |
| --- | --- | --- |
| Evoker | 1.5 | 3 |
| Cardinal | 1.5 | 4 |
| Cabalist | 1.5 | 3 |
| Berzerker | 2 | 5 |
| Bard | 1.5 | 5 |
| Fencer | 2 | 6 |
| Marksman | 1.5 | 6 |
| Assassin | 1.5 | 6 |
| Dabbler | 1 | 5 |
| Battle Mage | 2 | 4 |
| Warlock | 2 | 3 |
| Minstrel | 1 | 4 |

Table 9.0 Weapon Damage Table

\*Note: This is just a brief list of some of the more common non magical weapons. Realmz sports litteraly 100's of special and magical weapons. Many will do special damage such as heat or cold damage in addition to normal damage.

##### Permitted

**Melee Weapons Damage No. HANDS Caste/Race**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe, Battle Axe, Pike Axe, Stone Axe, War  Club Dagger Dart Flail Halberd  Hammer, Battle Hammer, Stone Hammer, War  Jo Stick Mace  Morning Star Nunchaku Spear | | 1 | - 12 |  | 2 |  | Varies |  | | |
|  |  |  |  |  | 1 - | 12 |  | 2 |
|  |  |  | 1 | - 7 |  | 1 | Varies |  |
| 1 | - 8 |  | 1 |  | Varies |  |  |  |
| 1 | - 6 |  | 1 |  | Varies |  |  |  |
| 1 | - 4 |  | 1 |  | Varies |  |  |  |
| 1 | - 2 |  | 1 |  | Varies |  |  |  |
| 1 | - 8 |  | 1 |  | Varies |  |  |  |
| 1 | - 14 |  | 2 |  | Varies |  |  |  |
| 1 | - 8 |  | 1 |  | Varies |  |  |  |
| 1 | - 7 |  | 1 |  | Varies |  |  |  |
| 1 | - 8 |  | 1 |  | Varies |  |  |  |
| 1 | - 6 |  | 2 |  | Varies |  |  |  |
| 1 | - 6 |  | 1 |  | Varies |  |  |  |
| 1 | - 8 |  | 1 |  | Varies |  |  |  |
| 1 | - 6 |  | 1 |  | Varies |  |  |  |
| 1 | - 8 |  | 2 |  | Varies |  |  |  |
| Staff |  |  |  | 1 | - 6 | | 2 |  | Varies |  |
| Staff, | Quarter | 1 | - 5 |  | 2 |  | Varies |  |  |  |
| Sword, | Broad | 1 | - 8 |  | 1 |  | Varies |  |  |  |
| Sword, | Long | 1 | - 10 |  | 1 |  | Varies |  |  |  |
| Sword, | Scimitar | 1 | - 8 |  | 1 |  | Varies |  |  |  |
| Sword, | Tip | 1 | - 12 |  | 1 |  | Varies |  |  |  |
| Sword, | Two-Handed | 1 | - 12 |  | 2 |  | Varies |  |  |  |

Sword, Short 1 - 6 1 Varies

**Missile Weapons Damage No. HANDS Caste/Race**

aries

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Bow | 1 | - 6 |  | 2 | Varies Varies Varies | |
| Cross Bow | 1 | - 6 |  | 2 |
| Throwing Axe | 1 | - 6 |  | 1 |
| Throwing Dagger |  | 1 - | 4 |  | 1 V | |
| Throwing Hammer | 1 | - 6 |  | 1 |  | Varies |
| ••Throwing Star | 1 | - 6 |  | 1 |  | Varies |

••These weapons have two attacks per round. Both attacks are at the same target. i.e. Throwing Stars have 2 attacks at 1-4 each for a total of 2-8.

Table 10.0 Turning Probability

Actually, this is more of a formula than a table. This applies to any creature that is classified as Undead, Demon, Daemon or Devil. This can only be done by castes such as Crusader, Priest or Cardinals. Though not of a priestly nature, warlocks also gain the ability to turn undead at higher levels. If a characters ability to turn is less than 1% then they will not be presented with the option to TURN during combat.

Also, Pixies and Vampires will have a small chance to turn very low level undead. This ability will not grow as they advance in levels.

##### Chance = Characters Base Chance -5% X Monster Toughness.

This chance applies to each and every creature involved in the battle. If the character is successful, the creature will be destroyed. If the character does a particularly good job at turning, the creature will not be destroyed, but actually TURNED. This means the creature will change allegiance, and will now fight on behalf of the Priest or Crusader, instead of against them.

**Combat Shortcuts** To view the general locations of ALL monsters and characters in combat, press 'R' on the keyboard. Lines will originate from your current character, to each character and monster in combat. Thus, you will know in what direction the enemy lies.

To get vital information on any character or monster in combat, hold down the command key, and click on any monster or character. Their information block will appear in the lower right of the screen. If you let up on the mouse button, the info block will remain. You can then click on the monster's icon **(1)** in the info block to bring up additional information on that monster (or character). You can also click on the conditions **(10)** or items **(11)** buttons to reveal that information as well. If you want quick information on the monster's attacks only, you can click on the little button labeled Attacks **(6)**.



If you have a missile weapon equipped, or if your current melee weapon is capable of casting spells, you can click on the items icon **(2)** to use/ cast that item. This is only available if the icon is placed on a raised button. (The picture above is NOT such an example.)

To scroll around the combat screen using only keys, you can either hit the 'S' key on the keyboard to center the screen on the cursor, OR you can hold the option key down as you hit the arrow keys (or number keys on the keypad) to move the screen around.

**Shortcuts Usable at Any Time** If you click on **(10)** Conditions or **(11)** Items buttons while holding the command key, a popup menu will show you the items or conditions of ALL the characters in the party, not just the current character. This will hold true ANY TIME you see the conditions or items buttons.

**Frequently Asked Questions Q**: What do I gain by registering?

**A**: The following are some of the many benefits of registering:

1. You will be able to finish the remainder of the first scenario, "The City of Bywater".
2. The 'About Realmz' box will not appear every time you play Realmz.
3. You will be able to create characters starting as high as the 30th Skill Level in ability.
4. You will not be restricted on the maximum levels allowed to begin an adventure.
5. You will be able to playtest scenarios that are released in the future.
6. You will be able to play third party scenarios created with Divinity™
7. Your characters will be saved as they gain levels, otherwise they are limited to achieve skill level 7 as a maximum, and only be able to start any new adventure at the 3rd skill level.
8. You will be able to turn the option of 'Fumbling Weapons' and 'Unique Items' off, if you so desire.
9. You will be able to select higher difficulty levels and harder monster sets.
10. The sense that you are helping to support the production of quality shareware at a time when such products are in notoriously short supply. You also are gaining 'ownership' of a product which you have acquired by honest means. (And honesty is always its own reward!)

**Q**: Will I get any new scenarios by mail?

**A**: Not automatically. When we release new scenarios they will be uploaded to our web site. [http:// www.fantasoft.com](http://www.fantasoft.com/)

**Q**: How do I delete a character from the party, or replace them with someone new, once the game has started?

**A**: Select '**Modify Party**' under the character menu. This will bring up the same screen you used to assemble the party.

**Q:** How do I know when I have completed the scenario, The City of Bywater.

**A**: You won't. The City of Bywater has no main goal. You will find many smaller quests within the scenario, but none will end the game. You can continue to adventure for as long as you wish. You may find that as you adventure further away from the city, the adventure is actually quite large. The reason there is no goal in The City of Bywater is because I created it as I was programming the scenario driver, and it just sort of came together without a main theme.

**Q**: I have already paid my $20 to register. Why should I continue to pay for each scenario?

**A**: The whole idea behind Realmz is that you can take your characters from one scenario to the next and see them grow in ability. Each scenario takes a long time to create and a large amount of effort on our part.

Your continued support will make the job of creating new scenarios beneficial for both of us. Registered owners of Realmz will be able to playtest a good portion of new scenarios before having to register; but without that support, the incentive for us to create new scenarios would simply not be there.

**Q:** How do I get characters I got from a friend into my copy of Realmz?

**A:** To import a character, put the character's files in the "Character Files" folder. Launch Realmz and select '**Begin New Adventure'**

Now click the **IMPORT** button. You can now locate each character you wish to import into your copy of Realmz.

**Q:** How do I change gold into gems, this stuff is getting heavy?

**A:** Money changing is allowed only when you are standing on a shop or temple. Walk onto a shop or temple and click the "Money" button. Now "Pool" all your money. You will notice that the button with the little bag of gold will be active. By clicking and holding this button, you can trade 115 gold for 1 gem worth 100 gold. You lose a little in the deal, but even shop keepers need the opportunity to earn a livelihood.

**Q:** Are there any tip sheets to help me find my way around?

**A:** You can find tip sheets on America Online, CompuServe and our web site.

**Q:** How can I rotate spells such as Plane of Force?

**A:** Press the return key during targeting.

**Q:** Where to I get third party scenarios to play with Realmz?

**A:** To make your own scenarios and even sell them as shareware you need Divinity. You can learn more about Divinity from our web site as well as download scenarios already created by others at: [www.fantasoft.com](http://www.fantasoft.com/)

## Keepboard Commands

#### Main Game Screen

A = Area search C = Camp/Break camp E = Encounter

G = Go shop H = Heal

I = Items

K = Create scroll L = Use scroll

R = Rest S = Spells

T = Trade items with other characters M = Money

0-9 (NON KEYPAD KEYS) Display pre-defined spells. Command + 0-9 (NON KEYPAD KEYS) Cast pre-defined spells.

Command-N = Note Keeper

Command-H = Toggle "Fast Spell Resolution" on or off. Command-K = Refresh/Redraw the entire screen.

Command-T = Take a Journal Entry

Command-J = View Journal (Must have taken at least one entry first) Return = View Selected Character

#### Combat Screen

A = Auto move character. (Computer will control your character for one round) B = Bandage a character

C = Center screen on current character D = Delay turn

E = Escape battle

F = Finish turn (Ends turn without guarding) G = Guard

I = Display items screen

L = Cast a spell from a scroll M = Center screen on cursor

N = Center screen on next character or Monster to move

P = Center screen on previous character or Monster to move R = Review friends and enemies

W = Toggle between Missile/Melee weapon Return = Rotate spells such as Wall of Fire

0-9 (NON KEYPAD KEYS) Display pre-defined spells. Command + 0-9 (NON KEYPAD KEYS) Cast pre-defined spells.

#### Character Movement In Combat

or

 + Command on a character or monster to show status information.

 + Option on a character/enemy to show if they are guarding against attack.

OR

#### During Spell Casting In Combat

OR

Most of the keys are identical to the standard keys during combat with a few changes.

<Space Bar> or <Enter> on Keypad = Launch Spell

+ /- keys = Change power lev

A =

<Return> = Rotate

#### Items Screen

|  |  |  |
| --- | --- | --- |
| C | = | Cast identify on selected item. |
| D | = | Drop selected item. |
| P | = | Pay to identify selected item. |
| J | = | Join selected item with those of the same type. |
| S | = | Split item in half. |
| U | = | Use item. (For use in combat/camp/encounters) |
| T | = | Trade items with other characters. |

 + Option on an item to show item description.

+ Command on an item to wear/remove it.

#### Trade & Shoping Screens

I = Go to items screen

D = Return to previous screen M = Money screen

P = Pool party money S = Share party money

 + Option on an item to show item description.  + Command on an item to wear/remove it.

#### Spell Casting Screen

A = Abort casting

C = Cast currently selected spell

<Return> = Cast currently selected spell

0-9 (NON KEYPAD KEYS) Display pre-defined spells

Command + 0-9 (NON KEYPAD KEYS) Define spell for quick casting

and power level.

or level

Select sp

## Realmz Spell List

This is a semi-complete list of spells as they are used in Realmz. This section only describes spells that do NOT cause damage in combat.

This is a text only version. If you can open a "Microsoft Word" document, you may want to examine the file "Realmz spell list (Word Format)" as it contains charts that give you more specific information.

## First Level Sorcerer Spells:

**Discover Magic**: This spell will reveal all items that have magical properties. It can be cast during combat or while collecting treasure. It will not give specific information about magical items.

**Enchanted Blade**: Will cause the target to cause more damage during combat. The target does not need to possess a weapon. It will cause even those who are using their bare hands to do more damage.

**Free Fall**: Will allow the party or individuals to descend a long distance without taking damage.

**Identify Objects**: This spell will reveal specific information on a group of items. Casting it while in the Items screen will reveal the true nature of all items on that character. This will not detect if an item is cursed so beware.

**Leap**: Allows the party to leap over large objects.

**Open Lock**: Will open a lock. This spell will not always work. It depends on the complexity of the lock and the power level of the spell as you cast it.

**Shine**: Will cause a magical flame to illuminate dark areas.

**Sparkling Armor**: Protection against physical attacks.

**Superfly**: Allows the party to perform amazing acrobatic acts..

## Second Level Sorcerer Spells:

**Discover Secret**: Increases the chance the party will detect a secret area.

**Dig Hole**: Creates a magical hole in the ground..

**Invisible Skin**: Makes a magical skin around the targets. Those wearing the magical skin are invisible. Invisible creatures can move away from enemies during combat without the penalty of being attacked.

**Itching Skin**: Decreases the ability of the target to hit during combat.

**Hover**: Allows the party to hover or float over a pit or chasm.

**Limited Phase**: Allows the caster to teleport during combat. The character's move is over after teleporting.

**Protection from Foe**: Makes the target more difficult to hit by enemy creatures.

## Third Level Sorcerer Spells:

**Arcanic Bubble**: Allows the target to absorb spell points from spells that affect the target.

**Destroy Magic**: Removes all non-permanent magical effects on the target during combat.

**Fantastic Wings**: Each person in the party will sprout magical wings that will allow them to fly for a short time.

**Adrenalin**: This spell will add a magical substance to the bloodstream. All those affected will move faster and have more actions per round than normal.

**Magic Screen I**: Renders the targets completely immune to 1st level spells.

**Slug**: This spell will add a magical substance to the bloodstream. All those affected will move slower and have fewer actions per round than normal.

**Waterworld**: Will create a temporary bubble around the party. By force of will they can cause the bubble to move through water as if it could swim.

## Fourth Level Sorcerer Spells:

**Improved Arcanic Bubble**: Same as Arcanic Bubble with improved targeting options.

**Magic Screen II**: Renders the targets completely immune to 2nd level spells.

**Magic Shield**: Renders the targets completely immune to 2nd level spells.

**Minor Attack Deflector**: Causes all physical attacks to be reflected and to be inflicted on the attacker 33% of the time.

**Power Drain**: Causes the target to lose spell points.

**Power Surge**: Causes the target to gain spell points.

**Remove Item**: Removes all cursed items from the body of the target.

**Silence**: Affected targets will be unable to cast spells during combat due to a magical blockage placed on the vocal cords.

**Sleepwalk**: Will reduce the level of fatigue for the party.

## Fifth Level Sorcerer Spells:

**Phase**: Allows the caster to teleport during combat while still allowing him to perform some action. The action must be physical. No spell casting can be performed after phasing.

**Charm Foe**: Affected targets will change their allegiance to that of the caster, thus fighting for the caster instead of against.

**Heal Small Wounds**: Heals damage.

**Magic Screen III**: Renders the targets completely immune to 3rd level spells.

**Minor Spell Deflector**: Spells cast on those affected by this spell will reflect and affect the caster instead 33% of the time.

**Creature Summon 1**: Will cause creatures to appear from the void and fight for the caster during battle.

**Power Gather**: Will cause the target to accumulate spell points at an accelerated rate.

**Power Wither**: Will cause the affected targets to lose spell points each round during combat.

**Wizard Eye**: Allows the caster to see through walls. It will also let you see a TOP-DOWN view of all 3D only areas..

## Sixth Level Sorcerer Spells:

**Major Charm Foe**: Same as Charm Foe but with better targeting.

**Heal Medium Wounds**: Heals damage.

**Fearful Thoughts**: Causes those affected to run away during battle, for a short time.

**Magic Screen IV:** Renders the targets completely immune to 4th level spells.

**Major Attack Deflector**: Improved target options for Attack Deflector.

**Creature Summon 2**: Summons stronger creatures than CS 1.

**Shape Earth**: Moves lots of dirt.

**Thought Lace**: Increases the party's resistance to Charm spells.

## Seventh Level Sorcerer Spells:

**Heal Major Wounds**: Heals damage.

**Magic Screen V**: Renders the targets completely immune to 5th level spells.

**Major Spell Deflector**: Improved targeting options for spell deflector.

**Multi Mutiny**: Those affected will change allegiance and fight for the caster.

**Multi Invisible Skin**: Allows the caster to encase everyone within a large area in magical skins that make them invisible.

**Multi Sandman**: Causes everyone in a large area to DRVs Mental or fall asleep.

**Creature Summon 3**: Summons stronger creatures than CS 2.



## First Level Priest Spells:

**Magic Aura**: Those affected will be harder to hit in battle and will hit their own targets more often.

**Heal Small Wounds**: Heals damage.

**Discover Magic**: Will reveal, during combat or during treasure collection, if items are magical in nature.

**Fearful Thoughts**: Those that do not DRVs Mental will run away during combat for a short time.

**Free Fall**: Allows the party to descend pits and cliffs without taking damage. **Soul Bind**: Those that do not DRVs Caster will be held in place and be helpless. **Shine**: Creates a magical flame that will illuminate dark areas.

**Protection From Cold**: Reduces damage taken by cold based spells by 1/ 2.

**Protection From Heat**: Reduces damage taken by heat based spells by 1/ 2.

**Vorpal Plate**: Will make those affected harder to hit in battle.

## Second Level Priest Spells:

**Charm Foe**: Those that do not resist will change allegiance to that of the caster.

**Heal Blindness**: Cures Blindness.

**Heal Disease**: Cures Disease.

**Heal Poison**: Cures Poison.

**Heal Serious Wounds**: Heals damage.

**Discover Secret**: Will increase the party's chance of finding secret or hidden areas.

**Dumb Struck**: Those struck dumb will not be able to cast spells.

**Invisible Skin**: Will cause target to grow a second skin that will cause them to become invisible. Invisible characters or monsters can move away from enemies without being attacked from behind.

**Itching Skin**: Those affected will have a reduced chance to hit their opponent during combat.

**Shield From Projectiles**: Those affected will be immune to normal missiles such as arrows, darts, etc.

**Silence**: Will cause all those in an area who do not resist to have a magical block placed in their throats. Those affected cannot cast spells.

**Super Brawn**: Those affected will have an increased chance to hit during combat and the damage done will be increased.

## Third Level Priest Spells:

**Confuse**: Those affected will do one of several things during each round they are affected: They may run away, attack friends or foe, or they may just stand around in total dismay for that round.

**Destroy Magic**: This spell will remove all non-permanent spell affects on those it is cast on.

**Limited Phase**: Allows the caster to teleport during combat. The caster's round will end after teleporting.

**Minor Attack Deflector**: Causes all physical attacks to be reflected and do damage to the attacker 33% of the time.

**Protection From Electrical**: Reduces all damage done by electrical bases attacks to be reduced by 1/ 2.

**Psi Shield**: Reduces all damage done by mental bases attacks to be reduced by 1/ 2.

**Remove Items**: Removes all cursed items from the body of the target.

**Sandman**: Causes those who do not DRVs Mental to fall asleep and be helpless.

**Slug**: This spell will add a magical substance to the bloodstream. All those affected will move slower and have fewer actions per round than normal.

**Vorpal Shield**: Reduces damage taken by those affected by 5 pts per attack. Any attack will still do at least 1 point of damage.

## Fourth Level Priest Spells:

**Puppet Master**: Will cause dead characters to become animated. They will not gain any victory points while animated and cannot use spells or missile weapons.

**Cause Blindness**: Will blind those that do not resist. This will greatly hinder them during combat.

**Heal Major Wounds**: Heals damage.

**Tangle Weed**: Will cause magical tendrils to entangle anyone moving in an area thus restricting their movement.

**Fearful Thoughts**: Those who do not DRVs Mental will run away during combat for a short time.

**Sphere of Protection**: Will cause the caster to be immune to spells up to the 4th level.

**Adrenalin**: This spell will add a magical substance to the bloodstream. All those affected will move faster and have more actions per round than normal.

**Major Soul Bind**: Same as Soul Bind but will affect more creatures.

**Minor Spell Deflector**: Will cause spell effects to be reflected and affect the caster 33% of the time.

**Poison**: Poisons those who do not DRVs Chemical.

**Protection From Foe**: Will make those affected more difficult to hit in combat by the enemy.

## Fifth Level Priest Spells:

**Phase**: Same as Limited Phase, only the caster will be able to perform some physical action afterward. No spells can be cast from memory after phasing.

**Major Charm Foe**: Same as Charm Foe but with better targeting.

**Heal**: Heals damage.

**Disease**: Will cause those affected to be diseased and take damage until a Heal Disease spell is cast on them.

**Enchanted Blades**: This will cause those affected to do more damage in combat. It is not necessary to have a weapon to gain this benefit. Even those who use their bare hands will do more damage.

**Plague**: This will cause bugs, snakes, frogs, rats and any other nearby vermin to well up and attack anything in sight.

**Major Attack Deflector**: Same as Minor Attack Deflector but with improved targeting ability.

**Multi Invisible Skin**: Will cause those over a large area to grow a second skin. This skin will turn them invisible.

**Hands to Clay**: Will allow the target to push stone around as if it were only clay.

**Paralyzing Wall**: Will create a wall of stunning magic that will paralyze those who do not resist.

## Sixth Level Priest Spells:

**Statue**: Will cause the flesh of the target to turn to solid stone. This will kill any creature. The only way to bring back a character from this condition is to have Flesh cast on them.

**Major Spell Deflector**: Same as Minor Spell Deflector, but with improved targeting abilities.

**Minor Summon**: Will summon creatures from the great void to do battle for the caster during combat.

**Watergate**: Will form a air bubble around the party. By force of will they can navigate the bubble as if it could swim in the water.

**Revive Dead**: Will resurrect a dead character.

**Weakness**: Drains a large amount of spell points from the target.

**Flesh**: Will return any character who was turned to stone back into flesh and blood.

**Teleport Party**: Will allow the party to teleport to a specific area. This spell can only be used in special encounters.

## Seventh Level Priest Spells:

**Improved Arcanic Bubble**: The same as Arcanic Bubble but with improved targeting.

**Improved Power Drain**: The same as Power Drain but with improved targeting. **Major Summons**: Same as Minor Summons but will summon stronger creatures. **Multi Mutiny**: Will cause creatures over a wide area to be friendly to the caster.

**Power Drain**: Will drain the target of a massive amount of spell points.

**Stun**: Will cause the target to become helpless.

**Regenerate Stamina**: Will cause those affected to regain stamina during combat. This spell will also work on those with Elven blood.

**Sentry**: When Sentry is in effect, the party will not be surprised by random battles. However, special battles/ encounters will still be activated.

**Spirit Drain**: Will cause the target to lose a large amount of spell points every combat round.



## First Level Enchanter Spells:

**Ogre Hide**: Those affected will have physical damage reduced by 5 points/ attack. Any successful attack will still do at least 1 point of damage.

**Discover Magic**: Will show if any objects worn by enemies or objects during the collection of treasure are magical in nature.

**Enchanted Blade**: Will cause those affected to do more damage in combat. Those affected do not need to have a weapon in order to receive this benefit.

**Shrink Foe**: Will make those affected easier to hit in combat.

**Limited Phase**: Will allow the caster to teleport during combat. The caster's turn will be over after phasing.

**Chemical Protection**: Halves all damage from chemical based attack against them reduced by 1/ 2. **Electrical Protection**: Halves all damage from electrical based attack against them reduced by 1/ 2. **Silence**: Those affected will not be able to cast spells due to a magical barrier in the throat.

**Voiceover**: The caster can throw his voice thus causing a diversion of sorts.

**Splinters**: The caster can cause a limited amount of wood to shatter into thousands of small splinters.

## Second Level Enchanter Spells:

**Heal Blindness**: Cures blindness.

**Daze**: Will cause those affected to do one of several things.: They may attack their enemies, their friends, or run away.

**Discover Secret**: Will increase the party's chance of discovering secret areas.

**Creature Summon I:** Will summon creatures form the void to fight for the caster during battle.

**Noxious Cloud**: Will cause a cloud of noxious vapor to appear. Those that enter and do not resist will become helpless. **Dragon Hide:** All those affected will have their skin transformed into dragon hide. This new skin will absorb damage. **Vorpal Plate**: Will make those affected harder to hit in combat.

## Third Level Enchanter Spells:

**Arcanic Bubble**: Will allow the caster to absorb spell points from magical attacks that affect the caster. The caster will still be subject to the affects of these attacks.

**Phase**: Allows the caster to teleport during battle. The caster will still be able to perform some type of physical action after teleporting such as attacking with a weapon.

**Enchanted Blades**: The same as enchanted blade but with improved targeting capabilities.

**Identify Objects**: This spell will reveal specific information on a group of items. Casting it while in the Items screen will reveal the true nature of items on that character. This will not detect if an item is cursed so beware.

**Creature Summon 2**: Will summon more powerful creatures than Creature Summon 1.

**Power Drain**: Will drain spell points from the target.

**Power Surge**: Will infuse the target will additional spell points.

**Hands to Clay**: Will allow the caster to shape stone as if it were made from clay.

## Fourth Level Enchanter Spells:

**Statue**: Will cause the flesh of the target to turn to solid stone. This will kill any creature. The only way to bring back a character from this condition is to have Flesh cast on them.

**Major Vorpal Plate**: Similar to Vorpal Plate but with improved targeting capabilities.

**Mind Blank**: Will cause the target to forget any spells they know making it impossible for them to cast spells.

**Minor Attack Deflector**: Will cause physical attacks to be reflected back and do damage on the attacker.

**Creature Summon 3**: Will summon more powerful creatures than Creature Summon 2.

**Fantastic Wings**: Each person in the party will sprout magical wings that will allow them to fly for a short time.

**Flesh**: Will cause petrified characters to return to a fleshy state.

**Speak Language**: Will allow the caster to converse with creatures who they otherwise would not be able. It also allows the caster to read any written language.

**Warmth**: Will reduce damage taken from cold based attacks by 1/ 2.

## Fifth Level Enchanter Spells:

**Destroy / Turn Undead**: Allows the caster to Destroy or Turn undead. No victory or prestige points are awarded for any undead destroyed or turned in this fashion.

**Destroy Magic**: Will eliminate any non-permanent magic affecting the targets.

**Fearful Thoughts**: Those who do not DRV Mental will run away during combat for a short time.

**Minor Spell Deflector**: Will cause all spell based attacks to be reflected back at the caster 33% of the time.

**Missile Screen**: Will render those affected immune to all types of missiles. i.e. arrows, rocks, darts, Throwing Stars, etc..

**Creature Summon 4**: Will summon more powerful creatures than Creature Summon 3.

**Power Gather**: Those affected will gain spell points at an increased rate.

**Power Wither**: Those affected will lose spell points over time.

## Sixth Level Enchanter Spells:

**Puppet Master**: Will restore dead characters to 1/ 10th of their maximum hit points. These characters are not truly alive but in a state of animation. They will not gain any Victory Points nor can they cast spells or use missile weapons.

**Charm Foe**: Creatures that do not resist will become friendly to the caster and fight for them during combat. The party will gain no Victory Points for any creatures that are charmed at the end of a battle.

**Disarm Trap**: This is a dual function spell. It both disarms traps and opens locks. The higher the power level the better the chance of success. Even if the disarm trap portion fails the spell may still open the lock. Each portion of the spell is determined separately.

**Major Attack Deflector**: Similar to Minor Attack Deflector but with improved targeting capabilities.

**Creature Summon 5**: Will summon more powerful creatures than Creature Summon 4.

**Poison Cloud**: Will cause DEATH if creature does not resist. If creature DOES DRV Chemical, then it only does 1-2 x Power Level damage. Chance for creature to resist is their normal DRV Chem + 35% - (5% x Power Level).

**Transmute Other**: This spell will cause an enemy that does not resist to be transformed into some other type of creature. Beware, the

new creature could be considerably weaker or stronger than the original. There is no way to tell.

**Sentry**: When Sentry is in effect the party will not be surprised by random battles.

## Seventh Level Enchanter Spells:

**Multi Morph Other**: Similar to Transmute Other but with improved targeting capabilities.

**Major Spell Deflector**: Similar to Minor Spell Deflector but with improved targeting capabilities.

**Multi Regenerate Stamina**: Those affected will regenerate stamina at an accelerate rate. This spell will even affect those of Elven blood.

**Creature Summon 6:** Will summon more powerful creatures than Creature Summon 5.

**Revive Dead**: This spell will revive a dead character.

**Teleport Party**: Will allow the party to teleport to a specific location. This spell is only used in special encounters. **Shape Earth**: Will allow the caster to move or shift massive amounts of dirt, stone or any other inorganic material. **Paralyzing Wall:** Will create a wall of stunning magic that will paralyze any who enter and do not resist.

## Realmz Support Files and Web Sites

There are many files that you may find useful or interesting. Here is a listing of what is out there and some locations where you can find them.

World Wide Web

##### The OFFICIAL Fantasoft web site.

[http:// www.fantasoft.com](http://www.fantasoft.com/)

##### Usenet

comp.sys.mac.games.adventure

##### Realmz: Book of Items

By: Dan Ilut - [dci1@cornell.edu](mailto:dci1@cornell.edu)

A cool DocMaker document that has 99.9% of the items listed, what scenario they can be found in and some other cool info about each item. A must download.

##### Realmz: Book of Special Characters

[By: Thomas Weigle (thomas.weigle@mailbox.swipnet.se)](mailto:thomas.weigle@mailbox.swipnet.se)

Another DocMaker document that lists the special characters in Realmz and a little history about each one.

##### Realmz: Book of Beasts

[By: Thomas Weigle (thomas.weigle@mailbox.swipnet.se)](mailto:thomas.weigle@mailbox.swipnet.se)

I have traveled 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 is passed, now it is time for me to help you.

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

##### Realmz: FAQ (Frequently Asked Questions)

by: Ivans Chou [(ichou@mercury.bih.harvard.edu)](mailto:ichou@mercury.bih.harvard.edu)

Got a question? If so, odds are you're not the first one to have the same questions. Get them answered the easy way. Get this Realmz FAQ. You might just learn something new.

## Divinity™

Until now the Average Joe who wanted to make a fantasy game had learn to program, spend lots of money and struggle for years in hopes of creating something cool.

Well despair no more. With the Release of Divinity this dismal situation has changed and so will your life. You now have at your fingertips the ability to create incredible worlds without having to know one scrap of programming language. Everything you need is integrated into one software package.

That fantastic adventure that's been bubbling away in your head for years can finally see the light of day and without having to go insane trying to learn how to program. (I have already done that for you.) The world of Fantasy RPGs has just entered a new age. Don't regret missing it while lying on your death bed.

For a look at a screen shots and a downloadable DEMO of the Divinity editor check out our web site. [http:// www.fantasoft.com](http://www.fantasoft.com/)

You can give your scenario away for free or distribute them as shareware. Everything you need to create your own scenario is included.

When you order Divinity you get:

* Full version of Divinity.
* Full version of Divine Right. (A special version of Realmz used to debug your scenario)
* Complete electronic documentation that explains the scenario editor in detail.
* A tutorial scenario to help explain the concepts of scenario creation.
* A code generator that lets you make registration codes for your scenario if you decide to sell it as shareware.

Just a few of the things you control in Divinity include:

* + Write your own storyline with a rich and colorful background.
  + Design your own items such as weapons, shields, armor or magical objects.
  + Create your own landscapes and populate them with heroic allies and foul beasts.
  + Create your own races and castes for use as party members in your scenario.
  + Customise your own land graphics. You can litteraly make your own landscapes.
  + Design your own monsters and special characters ranging from mole worms to demonic gorgons. You control every aspect of creature design. They can explode upon death, multiply when chopped in half, summon allies during battle, inflict poisonous bites, etc. It's up to you to create a soft cuddly bunny or a raging Vracktasaurus. Only your imagination will limit the creatures you can create.
  + Place hidden dungeons and puzzles in your castles and caverns to spice up the adventure or kill off a few nosy characters who get too bold.
  + Much, much more. Everything you need is all there and you can even use your own artwork and sounds if you like. The sky is the limit.

For ordering information see Chapter 4 of this manual or click on the order form icon below.

View and print the order form for Divinity

## What's new in 7.1

* The level of toughness displayed in the bestiary would revert to displaying the "Normal Monster Set" toughness when you would click Left or Right even if the sceanrio was set to "Monster Monsters" or "Mega Monsters" Fixed.
* Added support for a few new features needed by the new scenarios "Half Truth" and "War in the Sword Lands"
* MIsc. corrections in the scripting routines.

## What's new in 7.0.8

* Fixed a problem with creating new characters if you have created a minstril previously.
* Fixed a scripting problem that could cause incorrect branching on checks vs. completed quests.

## What's new in 7.0.7

* Saved games info could get corrupt and cause it to drop more NPCs from the party than it should.

## What's new in 7.0.6

* Fixed a problem with character appearing inside solid objects at the start of battle. This would sometimes happen if you had less than 6 characters.

## What's new in 7.0.3

* The ATI Video cards in many of the newer Macs does not like to do CopyBits using the transparent copy mode. As such, I have changed the way spell targeting is handled on screen. I have also changed the way item icons are display while dragging them back and forth in the trade/shop screen.

## What's new in 7.0.2

* Fixed a miscalculation in experience awarded.
* Fixed a problem that would cause the names of some cursed items to not appear.

## What's new in 7.0

* Realmz 7.0 is the first version that is both Mac / PC compatible. Your character files should be usable on both the Mac and PC version. Saved games will NOT be compatible between Mac and PC.

In the past we have always offered free updates and that policy still stands as long as you update on the same platform you registered on. If you ordered the Mac version in the past and want to update to the PC version there will be a platform transfer upgrade fee.

It cost a small fortune to get Realmz ported to PC and we simply can't afford to give it away for free. The upgrade fees are as follows:

Realmz: $10

Each scenario you wish upgrade to a new platform: $5

Realmz Character Editor: $5 if you choose to get the new version via e-mail, $6 if you need it mailed to you on floppy disk.

To help avoid confusion, here is an example:

Let's say you registered Realmz, and three scenarios. To transfer your registration to windows for all of those items would cost you $10 + 3 x $5 = $25 If you choose to only get Realmz plus one of those three scenarios then the cost would be $10 + $5 = $15

In addition, all 3rd party scenarios created with Divinity can easily be converted to the Windows file format so all 3rd party scenarios should be availabel in both Mac and PC format shortly if they are not already.

* Increased the maximum stats from 25 to 30. NOTE: The limit for most cases will still be 25 during character creation, however, with the addition of some items and with the affects of aging on some characters you can now reach as high as 30 on all stats.

In the past, exceeding 25 for any stats may have had a detrimental affect on your character. That should no longer be the case.

## What's new in 6.2

* Made some interface changes to the Divinity DEMO to make it easier to look up information on the scripting codes. Check it out!
* The preference "Show Next Round Notification" has been changed to "Show Additional Notifications"

Some machines have been reported as locking up when the small notification window appears after each round of combat, during item identification or when casting spells that affect all enemies. If this applies to you, you can avoid this problem by turning this preference OFF.

* Many internal additions to allow for more variety of game play by scenarios currently in development as well as 3rd party scenarios.

## What's new in 6.1.2

* Fixed a minor bug in the treasure collection screen that would cause the Dagger of Styx +2 to become corrupt. This same bug may be responsible for a number of other problems but I am not sure. In any case it is fixed now.
* Some systems would encounter a lot of Type 1 errors in some situations. Those should now be eliminated.

## What's new in 6.0.4

* A number of minor bug fixes plus one major one that would cause the opening splash screen on some machines to crash.

## What's new in 6.0

* Released "Trouble in the Sword Lands" scenario. This scenario is easily the largest scenario ever released by Fantasoft and is sure to keep you up way past nappy time.
* You can now play third party scenarios created with Divinity directly in Realmz 6.0 or higher. To find out more about where to get third party scenarios or how to may your own point your web browser to [**www.fantasoft.com**](http://www.fantasoft.com/)and enter the Games section and head for the Realmz section.
* Added two new menu options in the "Adventure" menu to allow you to install or remove third party scenario titles. See the chapter "Making Your Own Scenarios" for more info on this subject.
* Added a new Caste: Minstrel. For more info about the Minstrel Caste see the chapter "Character Castes"
* You can now rename your characters in the "View Character Info" screen. Just click on the characters name in the upper right hand corner and type your new name.
* Helpless characters and monsters will now be marked with a blue background during battle.
* Characters and monsters that are offscreen during combat will be denoted with a hash mark near the edge of the screen in their general direction. This is an easy way for you to tell where everybody is relative to the current character.

There is also a new preference for turning this option on or off if you don't like it.

* In addition, music in formats other than MOD or MAD are now supported. You can now play music in S3M, MTM, MED, XM, IT as well. However, it may not work 100% with these new formats so you will have to trust in luck for any particular song to work or not.

Music will now pick up where it left off when switching between areas.

## What's new in 5.1.2

* Actually, most of the changes have to deal with adding support for new features in Divine Right. However, a few of those spill over into Realmz and are supported even if they are not used.
* You can now get "Contact Info" about each scenario by selecting "About this scenario" under the apple menu when playing a scenario. This will only hold true for versions 5.1.2 of scenarios or higher.
* Added support for Scenario Restrictions. None of the standard Realmz scenarios currently have any restrictions but custom scenarios created using Divinity may have them. These restrictions may ban certain character castes or races. It may also put a limit on the number of characters that may join the party as well as the maximum level a character can be in order to join the party.
* Added support for custom designed spells, races and castes. Again, this is for those that use Divinity to create their own scenarios. If your interested in making your own scenarios then check out our web site for information on Divinity. [http://www.fantasoft.com](http://www.fantasoft.com/)

## What's new in 5.1

* Changed the way the Music Menu works. Each music selection can now be in one of three states. You may have to reselect your music you want to play as a result of this change the first time you run a saved game.

OFF Music will stop when you are in this area.

Music will play in this area.

* + Music will not change in this area, BUT if music is already playing from a different area it will continue to play.
* Added a colum to the "Spell Casting Ability" table to show which caste can or can't use scroll cases and the type of scroll case they can use.
* Data files for two new land types. Swamp and Desert. These files are used in a limited fashion in the newest version of some scenarios. They are also used by "Divine Right LE"
* Corrected a number of minor bugs.

## What's new in 5.0.5

* Changed the caste "Berzerker" a bit. They can now no longer use leather or chain armor. They can however now use small and medium sized shields and are resistant to fire.
* Fixed a number of problems with aging as well as added support for magic items that can cause you to age or get younger. If you download the latest versions of the scenairos you can

find a few Aging and Youth potions sprinkled about.

* Elves and Vampires will now get 100% of the victory points they deserve. A bug caused them to suffer from the "Over Age Penelty" thus reducing the victory points awarded them by 33%.
* Fixed a bug that would cause some castes to not get the correct amount of stamina during levelup.
* Other Minor Bug fixes. (As always)

## What's new in 5.0.4

* Bug fixes.
* Improved "Item Information" screen.

## What's new in 5.0.1

* Some kills in combat did not add to your prestige. That is fixed.
* Reveal Friends now works properly again.
* Fixed a problem with the "Identify" buttons in the treasure collection screen.
* Re-registration should now work properly on all computers.
* Places some limitations onto the number of spells that can be cast per round by various castes. See below table for current values.

### Caste Spell Casting Ability

|  |  |  |
| --- | --- | --- |
|  | | Spell Begins Maximum Maximum Spells |
| Caste  Fighter Monk | Class | At Level Spell Level Usable/Round  • • •  • • • |

Crusader Priest 7 4 1

Archer Sorcerer 15 2 1

Rogue Sorcerer 15 3 1

Sorcerer Sorcerer 1 7 2

Priest Priest 1 7 2

Enchanter Enchanter 1 7 2

Evoker Enchanter 1 7 3

Cardinal Priest 1 7 3

Cabalist Sorcerer 1 7 3

Berzerker • • • • Bard Sorcerer 20 3 1

Fencer • • • Marksman • • •

Assassin Sorcerer 15 3 1

Dabbler Enchanter 5 5 1

Battle Mage Sorcerer 5 5 1

Warlock Enchanter 1 7 3

**What's new in 5.0**

##### New Pricing Structure For Game And Scenarios.

* **Special note:** Characters and saved games from versions prior to 5.0 are not compatible. You will not be able to use any of your old characters and saved games with version 5.0 or higher. Major changes have taken place in both gameplay and in the way things are done under the hood. These changes make it impossible to make old characters / saved games to work or be updated to the new format. Onward and upward.
* As far as gameplay is concerned, the largest change you will notice right away is the addition of a lot of new castes. See the chapter "Creating Characters" for more info on the specific castes.
* You can now create characters starting as high as level 30.
* All newly created characters will start with basic equipment.
* Realmz now keeps track of your characters prestige. This is an overall score based on how well your character performs in battle. The better they do the higher the prestige score. You can view your prestige in the character record screen.

##### How prestige points are calculated:

Positive Prestige Points are calculated:

+ (Damage Given - Damage Taken) / 20 **(This could be negative)**

+ Hits Given

+ Attacks Dodged

+ 2 x Undead Destroyed

+ 3 x Undead Turned

+ 3 x Enemies Killed **(Excluding Destroyed Undead Via Turning)**

Negative Prestige Points are calculated:

* 2 x Hits Taken
* 2 x Missed Attacks
* 3 x Number of Spells Cast in Combat
* 35 x Times You Were Knocked Unconscious
* 75 x Times You Were Killed In Combat
* Running away in combat will add 200 points to your prestige penelty with a net result of -200 to your prestige score.
* All races and castes have a starting and maximum number of attacks per round. For more info on this see tables "8.0 Attacks Per Round By Caste" and "8.1 Attacks Per Round By Race" in the Appendix of tables.
* Castes capable of casting spells that have multiple attacks per round will be able to use either melee or spell casting abilities for all attacks.
* Swapping positions with another character during combat now requires 5 movement points.
* Characters are now affected by age. As they age they may gain or loose attributes. To see how age affects any specific race click the "View Aging" button during the selection of a characters race during character creation -OR- in the character statistics screen.

Each race has a maximum age they can attain. When your characters reach that age they will NOT die. (I did not want the bevy of complaints that would cause.)

Once they reach the highest age group they will no longer be affected by age as they grow older. The purpose of this is to reflect the changes your character would experience over time but I did not want to actually kill off characters when they got too old. If you like to play realistically then just end the characters career.

In addition, some monsters can now cause you to age on a successful hit. As an example, if you are hit in combat by a ghost, your character will age slightly. Just how much they will age depends on how large an attack the creature has and toughness of the creature.

Besides aging due to natural causes and as a result of encounters with supernatural creatures you can also age due to spell effects.

The Adrenaline spell will cause a character to age. The higher the power level of the spell the more he will age.

Most aging due to magical effects is uniform across races. As an example, a Goblin which can live for about 45 years will age only 75% as much due to magical affects as a Hobgoblin which can live to be 60.

* Victory Point Penelty For Overage Characters. Characters that are beyond their maximum age for their race will be penalized one third of victory points awarded. i.e. They will only get 66% of victory points they would normally get if they were below their maximum age.
* Race and Caste restrictions on items are now back in. Some items can only be used by specific races and castes. I had to remove some of those limitations a while back in order to keep things working but they are now back in.
* You can now view your characters base aging, caste and race adjustments from the "Character Record" screen. These stats are what was applied when they were initialy created.
* In the past any pre-defined spells for use with the quick casting keys was lost when you started a new game or changed the makeup of the party. Now those definitions are saved with each character. If you define a number of spells for quick casting for your character those defined spells will not change unless you want them to change.
* Replaced the Enchanter spell "Discover Invisible Objects" with "Destroy or Turn Undead" This spell will allow the enchanter an attempt to turn undead as if they were a priest. No victory points are awarded for turning or destroying undead in this way nor does it garnesh the caster any prestige points.
* **Note**: Warlocks and Crusaders gain the ability to turn undead at higher levels. Pixies and Vampires each gain a bonus to turn undead and will have a small chance to turn low level undead regardless of their caste. This ability will not get stronger as they gain in levels unless they happen to be a caste that gains in this ability as they gain levels.