

The Realmz NPC Doc by Thomas Weigle

A document listing all NPCs in the world of Realmz so far. Some of you might find it useful. It can be since these NPCs can't be viewed at any time except when you face them, and if you forget to check them out then, you won't have a chance to do so later. My comment sometimes provide you with help on how to kill or handle them, but most of the time it won't. Not only strict non-bestiary NPCs are listed, some that are in the bestiary are also listed due to their special character or importance.

Ok, below is an example of how I have listed the NPCs.

Name: **Stark**

Where: **Nowhere yet.**

Level: **45**

Friendly: **yes**

Attacks: **vs small/medium 13-24, vs large 13-28**

Attacks/Round: **4**

Special Attacks: **critical hit**

Magic Resistance: **40 %**

Armor Category: **-16**

Movement: **10**

Regenerate: **3**

Flags: **magic using, intelligent (available: magic using, undead, demon/devil, reptilian, evil, intelligent, giant class)**

Immune to: **charm, mental (available: charm, heat, cold, electrical, chemical, mental)**

Equipment: **Volted Chain +3, Helm of Heroism +2, Gloves of Regeneration +1, Combat Boots, Shield of Shields +4, Mace of Destruction +3 (max 6 for any creature)**

Comment: **Stark is probably one of the greatest paladins that ever existed. He is god-like in power and no evil creatures has withstood him in his battle for the good in Realmz.**

My Comment: **Stark is very strong and will be most helpful to any party lucky enough to meet him, as long as they do not attack him. He has so far been able to squish most opponents without any help from others.**

Only in DtN had he help, and then only from an enchanter.

Well, hope that is legible and clear. My example is of course a character you won't meet in the world of Realmz so far. The abbreviations I have used are the standard ones: CoB for City of Bywater, PtP for Prelude to Pestilence, AoGM for Assault on Giant Mountain, CitC for Castle in the Clouds and DtN for Destroy the Necronomicon. I have also used SS to indicate that an item is Scenario Specific. The comment is the one submitted with the bestiary window, my comment is my own comment on the NPC.

If you have Internet access, be sure to check out these Realmz sites

<http://www.engr.wisc.edu/~foley/realmz.html>

<http://www.outreach.com/realmz>

Also check out the Usenet group `comp.sys.mac.games.adventure` where Realmz is being discussed and where you can get help if you need it. On with the show!

If you are a pirate of Realmz, this doc will notice that and log it. The next time you connect to the Internet, it will send this information to me. I will then have to travel to wherever you live just to take care of your piracy and crush your knee caps, so please spare me all these journeys and register Realmz if you haven't done so already. Tim Phillips, author of Realmz, has worked extremely hard so that we can play this excellent game. Don't force him to stop developing it.

Thomas

City of Bywater

Not many NPCs in this one. There are a few though.

Name: Vodalian

Where: Random encounter in the village of Bywater.

Level: 6

Friendly: yes

Attacks: vs small/medium 1-5, vs large 1-5

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 8 %

Armor Category: 10

Movement: 12

Regenerate: 0

Flags: magic using, intelligent

Immune to: -

Equipment: Robe of Protection +1, Quarter Staff +1, Dagger, Dart of Frost

Comment: -

My Comment: A friendly wizard you meet in Bywater. Keep him as long as he lasts. He's not very useful to any but the most inexperienced party.

Name: Great Wizard

Where: One in the kobold caverns to the South, one in the wizard's castle in Waterford.

Level: 12

Friendly: no

Attacks: vs small/medium 1-6, vs large 1-6

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 25 %

Armor Category: 2

Movement: 12

Regenerate: 0

Flags: magic using, evil, intelligent

Immune to: -

Equipment: Robe of Protection +1, Bracers of AC 12, Staff of Fireballs +1

Comment: -

My Comment: Two of these around. Not very hard to beat, but don't use spells like cosmic blast against him as he has protection against 3rd level spells. The bracers are nice for low level enchanters and magic users.

Name: Rewop

Where: "In" the pentagram to the West in the kobold caverns.

Level: 12

Friendly: no

Attacks: claw 2-8, claw 2-8

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 35 %

Armor Category: -4

Movement: 12

Regenerate: 2

Flags: magic using, demon/devil, evil, intelligent

Immune to: charm, heat

Equipment: -

Comment: -

My Comment: Summon him using the pentagram to the West in the kobold caverns. He'll bring two of his lieutenants. You should probably wait until all party members are at least level 4. His lieutenants have some nice stuff.

Name: Craggentooth

Where: Beyond a secret passage in the bugbear castle in Waterford.

Level: 16

Friendly: no

Attacks: vs small/medium 4-11, vs large 4-9

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 8 %

Armor Category: -3

Movement: 15

Regenerate: 0

Flags: evil, intelligent, giant class

Immune to: -

Equipment: Chain Armor +1, Chain Gloves, Steel Shod Boots, Dagger, War Hammer +1, Shield +1

Comment: -

My Comment: The chief of the bugbears who reside in a Waterford castle. You'll have to approach and help a bugbear mage in that castle to get to him. The battle is indeed a tough one so enter it fully rested and with your scroll cases ready.



Prelude to Pestilence

More NPCs in this scenario than in CoB, but still not many. Most of them are friendly and belong to Thyrr's party.

Name: Marnin

Where: In one of the guardhouses in Mountain View.

Level: 10

Friendly: no

Attacks: vs small/medium 3-12, vs large 3-14

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 10 %

Armor Category: -2

Movement: 12

Regenerate: 0

Flags: intelligent

Immune to: -

Equipment: Iron Scales +1, Longsword +2

Comment: -

My Comment: Interject on Riter's behalf and take care of this guy and you'll have a Necklace of Berhune for future needs. Make sure you have 100 gp or else Riter won't be friendly to you afterwards.

Name : Little Girl

Where: Beyond the Fingertip mountains.

Level: 1

Friendly: yes

Attacks: vs small/medium 1-4, vs large 1-3

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 3 %

Armor Category: 18

Movement: 12

Regenerate: 0

Flags: intelligent

Immune to: -

Equipment: Dagger

Comment: Found in the land beyond the Fingertip mountains, this little girl needs help getting home.

My Comment: Take her home, and hurry up. You'll get a few nice items for doing so. She won't be able to take any damage before dying so if you have to fight with her in your party, protect her.



Thyrr's Party

You can summon all the members of this party easily by using the candle of summoning that you find just to the south of the cave entrance that will take you to the other side of the mountain range that divides the main map in two parts.

Name: Thyrr

Where: In a house to the NE of Mountain View.

Level: 16

Friendly: yes

Attacks: vs small/medium 4-11, vs large 4-13 (+ 1-6 electrical damage)

Attacks/Round: 4

Special Attacks: -

Magic Resistance: 10 %

Armor Category: -6

Movement: 12

Regenerate: 0

Flags: magic using, intelligent

Immune to: -

Equipment: Plate Armor +3, Helm of Defense +2, Gauntlets of Strength +1, Shield +2, Sword of Volta +2 (SS), Neutralize Poison

Comment: -

My Comment: Thyrr's pretty good, but not great: You'll need him to finish the scenario though. Just for fun, kill him and his companions once in the Griloch stronghold and pick up their equipment.



Name: Retyu

Where: In a secluded area of a mountain range to the SW of the map.

Level: 16

Friendly: yes

Attacks: vs small/medium 5-12, vs large 5-14 (+ 1-6 electrical damage)

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 10 %

Armor Category: -3

Movement: 16

Regenerate: 0

Flags: magic using (wrong, he isn't), intelligent

Immune to: -

Equipment: Plate Armor +3, Helm of Defense +2, Gauntlets of Strength +1, Shield +2, Sword of Volta +2 (SS), Neutralize Poison

Comment: -

My Comment: See Thyrr. Retyu is the biggest fake since Milli Vanilli. He's called a ranger but uses a plate armor and has a lousy dexterity. No true ranger would use a plate armor, they would rely on their dexterity. He is also called on of the greatest rangers ever, well, my lovely Dawn is of a different opinion.

Name: Zulea

Where: In the Griloch outpost and in his house beyond the Fingertip

mountains.

Level: 14

Friendly: yes

Attacks: vs small/medium 2-9, vs large 2-9

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 12 %

Armor Category: 2

Movement: 12

Regenerate: 0

Flags: intelligent (and magic using, even though it is not listed)

Immune to: -

Equipment: Plate Armor, Helm +2 (SS), Plate Gauntlets, Shield +2, Morning Star, Gaseous Form

Comment: -

My Comment: One busy man. You meet him twice, first in the Griloch outpost (in the prison cell north of the one where you find Cindred), then beyond the Fingertip mountains. He is just as plump both times. He is also the one with the information that leads the party to the Candle of Summoning.

Name: Cindred

Where: In a prison cell in the Griloch outpost.

Level: 13

Friendly: yes

Attacks: vs small/medium 3-6, vs large 3-5

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 15 %

Armor Category: 4

Movement: 12

Regenerate: 0

Flags: magic using (he has spell points, but I've never seen him use them), intelligent

Immune to: -

Equipment: Robe of Protection +1, Ring of Protection +2, Necklace of Spells +1, Dagger of Penetration +2, Throwing Daggers +1

Comment: -

My Comment: Strange cleric, don't you think? Only stabbing weapons and never uses his clerical spells he claims he has when you meet him in the Griloch outpost prison.

Name: Safeera

Where: That's Thyrr's business.

Level: 12

Friendly: yes

Attacks: vs small/medium 3-7, vs large 3-7

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 10 %

Armor Category: 6

Movement: 12

Regenerate: 0

Flags: magic using, intelligent

Immune to: -

Equipment: Robe of Protection +1, Bracers of AC 16, Quarter Staff +2, Necklace of Berhune (SS, why does she carry it?)

Comment: -

My Comment: Rather useful. Actually uses her spells in battle and she uses high level spells. Has a lot of spell points. Thyrr picks her up himself so you don't have to bother about finding her.

Name: Lluellyn

Where: Beyond the first of the mountains on your way to the Fingertip mountains, in a nicely kept garden.

Level: 12

Friendly: yes

Attacks: +1, depending on weapon type

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 5 %

Armor Category: 4

Movement: 12

Regenerate: 0

Flags: intelligent

Immune to: -

Equipment: Leather Armor, Padded Cloak, Leather Cap, Shield, Poison Throwing Daggers, any weapon wielded by a thief

Comment: -

My Comment: An improved thief. Nothing special and not at all useful. Not even carrying anything of interest.

Name: Griloch

Where: In his stronghold.

Level: 19

Friendly: nope

Attacks: pummel 1-10, pummel 2-20

Attacks/Round: 2

Special Attacks: Drain Spell Points

Magic Resistance: 25 %

Armor Category: -8

Movement: 12

Regenerate: 0

Flags: magic using, undead, evil, intelligent

Immune to: charm, mental

Equipment: -

Comment: -

My Comment: Kill him quickly. If your enchanter knows how to, pick him off with a cloud kill. This guy can get dangerous if you allow him to.



Assault on Giant Mountain

Some friendly NPCs here, but most of them are evil, really evil. Two parties similar to yours are the prime opponents in this scenario.

The Undead Party

You'll meet these guys in the Pit of Pain if you decide to discuss certain matters with the king. Their equipment is well worth the fights in the pit so confront the king.

Name: Undead Cleric

Level: 6

Friendly: no

Attacks: vs small/medium 1-4, vs large 1-3

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 25 %

Armor Category: -3

Movement: 14

Regenerate: 0

Flags: magic using, undead, evil, intelligent

Immune to: charm, cold, electrical, mental

Equipment: Bracers of AC 4, Cloak of Displacement +1, Leather Boots, Dagger of Spells +1

Comment: -

My Comment: How can a cleric use bracers and a dagger?

Name: Undead Mage

Level: 9

Friendly: no

Attacks: vs small/medium 1-6, vs large 1-6

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 20 %

Armor Category: -5

Movement: 10

Regenerate: 0

Flags: magic using, undead, evil, intelligent

Immune to: charm, cold, electrical, mental

Equipment: Plate Armor +1, Helm +1, Steel Shod Boots, Chain Gloves, Shield of Protection, Mace of Disruption +2

Comment: -

My Comment: Strange equipment for a mage, but the mace is itself worth this battle.

Name: Undead Warrior

Level: 9

Friendly: no

Attacks: vs small/medium 2-11, vs large 2-13

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 12 %

Armor Category: -5

Movement: 13

Regenerate: 0

Flags: undead, evil, intelligent

Immune to: charm, cold, electrical, mental

Equipment: Plate Armor +1, Helm +1, Plate Gauntlets, Cloak of Protection +2, Longsword +2, Shield of Entanglement ("Shield of Shields +4")

Comment: -

My Comment: Not much to say. Hits his opponents most of the time, a nice cloak and a not so nice shield.

Name: Undead Warrior

Level: 11

Friendly: no

Attacks: vs small/medium 3-12, vs large 3-14

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 15 %

Armor Category: -7

Movement: 12

Regenerate: 0

Flags: undead, evil, intelligent

Immune to: charm, cold, electrical, mental

Equipment: Mithrahl Plate +2, Helm of Defense +2, Cloak of Displacement +1, Gauntlets of Damage +1, Shield of Happenstance +1, Longsword +3

Comment: -

My Comment: Kill this one quickly, he can do a lot of damage if he gets the chance. Nice equipment.

Name: Guardian Soul

Where: Beyond an iron door in a cave in Specularn.

Level: 15

Friendly: no

Attacks: claw 1-8, claw 1-8, bite 2-12

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 17 %

Armor Category: -6

Movement: 16

Regenerate: 0

Flags: magic using, undead intelligent

Immune to: charm

Equipment: Robe of Vulnerability -1 (Robe of the Magi +2), Dagger of Penetration +2

Comment: -

My Comment: Not very hard to beat. Make sure she doesn't get on a spell casting streak though.



Name: Aspin

Where: In Black Earth Village, random encounter.

Level: 7

Friendly: yes

Attacks: vs small/medium 3-8, vs large 3-10

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 6 %

Armor Category: 15

Movement: 10

Regenerate: 0

Flags: intelligent

Immune to: -

Equipment: Padded Armor, Short Sword

Comment: A young man you met in a small village. Though he has little equipment, he is a skilled warrior.

My Comment: Keep him for as long as he lasts, he is rather useful.

Name: Baron Vlad

Where: In his castle in Specularn.

Level: 15

Friendly: not the least

Attacks: vs small/medium 3-14, vs large 3-14

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 9 %

Armor Category: -7

Movement: 10

Regenerate: 0

Flags: evil, intelligent

Immune to: charm

Equipment: Volted Chain +3, Plate Gauntlets, Combat Boots, Dagger, Battle-axe of Strength +2, Shield +3

Comment: -

My Comment: He must be very strong as he can wield both a two-handed axe and a shield. This is a tough battle, first there are three rounds of normal Vlad warriors and enchanters, then you meet

Vlad himself together with his last troopers. Take him out quickly with a cloud kill or a similar spell.

The Evil Party

You meet this party in the Jebilia inn. If you stay put when they ask you to give them back their seats, you will be teleported away and surprised by them. You won't get their equipment (which is rather great), but the battle is funny.

Name: Evil Paladin

Level: 5

Friendly: no

Attacks: vs small/medium 2-11, vs large 2-13

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 6 %

Armor Category: -2

Movement: 12

Regenerate: 1

Flags: evil, intelligent

Immune to: -

Equipment: -

Comment: -

My Comment: You will meet tons of clones of this guy in CitC and DtN.
Not very strong, kill him with your fighters.

Name: Evil Cleric

Level: 6

Friendly: no

Attacks: vs small/medium 1-6, vs large 1-6

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 9 %

Armor Category: 1

Movement: 12

Regenerate: 0

Flags: magic using, evil, intelligent
Immune to: -
Equipment: -
Comment: -
My Comment: Not very special.

Name: Evil Warrior
Level: 7
Friendly: no
Attacks: vs small/medium 3-10, vs large 3-10
Attacks/Round: 2
Special Attacks: -
Magic Resistance: 4 %
Armor Category: -4
Movement: 10
Regenerate: 0
Flags: evil, intelligent
Immune to: -
Equipment: -
Comment: -
My Comment: Take him out with your fighter class characters. You'll meet him in CitC and DtN as well.

Name: Evil Mage
Level: 7
Friendly: no
Attacks: vs small/medium 1-5, vs large 1-5
Attacks/Round: 1
Special Attacks: -
Magic Resistance: 8 %
Armor Category: 5
Movement: 12
Regenerate: 0
Flags: magic using, evil, intelligent
Immune to: -
Equipment: -
Comment: -

My Comment: Can be bothersome if he starts casting spells, but no real problem.

Name: Evil Ranger

Level: 7

Friendly: no

Attacks: vs small/medium 3-12, vs large 3-14, bow: 3-8

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 5 %

Armor Category: 2

Movement: 12

Regenerate: 0

Flags: evil, intelligent

Immune to: -

Equipment: -

Comment: -

My Comment: The only true ranger NPC in the game (Retyu in PtP doesn't count as a ranger). Lots of clones in CitC which will give you serious problems. This guy is not that difficult, although strongest of the evil party members.

Name: Evil Enchanter

Level: 9

Friendly: no

Attacks: vs small/medium 1-6, vs large 1-6

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 12 %

Armor Category: 2

Movement: 10

Regenerate: 0

Flags: magic using, evil, intelligent

Immune to: -

Equipment: -

Comment: -

My Comment: Not very difficult. He'll probably cast one or two

bothersome spells though.

Name: Vestron (Gold Dragon)

Where: In the dragon mountains beyond the Grim mountains.

Level: 16

Friendly: yes

Attacks: bite 2-8, claw 1-6, claw 1-6

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 45 %

Armor Category: -6

Movement: 36

Regenerate: 0

Flags: magic using, reptilian, intelligent

Immune to: charm, cold, mental

Equipment: -

Comment: Strongest of the good dragons. This race of dragon kind devotes their entire lives to the destruction of their evil kin.

My Comment: Help him out and you'll get a Cloak of Small Folk +4, then help him battle his wife's kidnappers and find his wife: She'll give you a very nice artefact for doing so.

Name: Maxim (Master Thief)

Where: In the village under siege by the ice giants.

Level: 9

Friendly: not exactly

Attacks: vs small/medium 1-8, vs large 1-8

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 6 %

Armor Category: 11

Movement: 12

Regenerate: 0

Flags: evil, intelligent

Immune to: -

Equipment: Leather Armor +2, Steel Shod Boots, Gloves of Thievery +10 %, Scimitar +3

Comment: -

My Comment: Help him (the man in common clothes) and you'll get an ion stone, help the man in fine clothes and you'll have to fight Maxim and his friends. Not a very tough battle.

Name: Drugged Cave Bear

Where: In a laboratory in the ice giant citadel.

Level: 9

Friendly: no

Attacks: claw 2-8, claw 2-8, bite 2-12, claw 2-8, claw 2-8

Attacks/Round: 5

Special Attacks: -

Magic Resistance: 0 %

Armor Category: 1

Movement: 15

Regenerate: 1

Flags: -

Immune to: -

Equipment: -

Comment: -

My Comment: Cloud kill these monsters.

Name: Sespian (Ice Giant Chief)

Where: In the only tower in his citadel.

Level: 16

Friendly: no

Attacks: vs small/medium 4-13, vs large 4-15 (+ 1-10 cold damage)

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 10 %

Armor Category: -5

Movement: 18

Regenerate: 0

Flags: evil, intelligent, giant class

Immune to: -

Equipment: Mithrahl Chain Armor +2, Combat Boots, Helm of Might +1, Gauntlets of Strength +1, Dagger, Longsword +2 Frostbrand

Comment: -

My Comment: One of my favorite opponents and residing in my favorite castle in Realmz. Make sure you have some stamina left for round three of the battle, when you face this guy and, among others, two commanders of his.



Name: Shadow Witch

Where: In the ice giant citadel, they'll be released if you decide to take a drapery.

Level: 10

Friendly: not the least

Attacks: claw 10-20, claw 10-20, claw 10-20

Attacks/Round: 3

Special Attacks: Drain Experience

Magic Resistance: 70 %

Armor Category: 6

Movement: 24

Regenerate: 0

Flags: magic using, undead, evil, intelligent

Immune to: charm

Equipment: -

Comment: -

My Comment: Two of them. Don't sound very special, eh? Well, check their magic resistance. You'll need at least +3 weapons to even hit them and considering the fact that they surprise you with a few spells, your spell casters will probably not be able to use spells against them. So get those +3 or more weapons ready and give these witches a shot.

Name: Minotaur Chief

Where: In his room in the fire giant citadel.

Level: 12

Friendly: no

Attacks: vs small/medium 5-16, vs large 5-22

Attacks/Round: 3

Special Attacks: -

Magic Resistance: -2

Movement: 16

Regenerate: 0

Flags: magic using, evil, intelligent, giant class

Immune to: -

Equipment: Plate Armor +1, Plate Gauntlets, Steel Shod Boots, Dagger, Sword of the Voltar +2, Crystals of Summoning x3

Comment: -

My Comment: Rush him for an easy pick, talk to him for a funnier battle. Check out his sword, that is really something.

Name: Blackthorne (Fire Giant Chief)

Where: In a large room in the centre of the citadel of his.

Level: 18

Friendly: no

Attacks: vs small/medium 7-14, vs large 7-14

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 8 %

Armor Category: -7

Movement: 16

Regenerate: 0

Flags: evil, intelligent, giant class

Immune to: -

Equipment: Banded Armor +2, Gauntlets of Damage +1, Steel Shod Boots, Shield +1, Dagger, War Axe +3

Comment: -

My Comment: Your everyday fire giant champion, just stronger. He's a totally uncivilized brute compared to Sespian. But the battle is indeed a tough one. Take out Blackthorne quickly with a cloud kill or annihilate.

Name: Utris (Master Enchanter)

Where: In a secret laboratory in the fire giant citadel.

Level: 18

Friendly: no

Attacks: vs small/medium 1-5, vs large 1-5

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 18 %

Armor Category: -6

Movement: 16

Regenerate: 0

Flags: magic using, evil, intelligent, giant class

Immune to: -

Equipment: Robe of Spell Storing +1, Bracers of AC 8, Silk Gloves, Leather Boots, Staff of Merlin +3, Fire Sticks (SS)

Comment: -

My Comment: You need the fire sticks to blow the fire giant citadel to pieces. By helping a former master enchanter kill Utris you will get Sting +3 as well.

Name: Lequtus

Where: In his castle.

Level: 28

Friendly: oh no...

Attacks: vs small/medium 7-14, vs large 7-14

Attacks/Round: 4

Special Attacks: -

Magic Resistance: 25 %

Armor Category: -11

Movement: 20

Regenerate: 2 (it says 0, but that's wrong)

Flags: evil, intelligent, giant class

Immune to: charm

Equipment: Plate Armor of Magicks +2, Combat Boots, Gloves of Regeneration +1, Dagger, Shield of the Blue Oxen +2, Blade of Blackpool +5

Comment: -

My Comment: One tough cokie. Think I'll leave him to you.



Castle in the Clouds

No friendly NPCs in this scenario. Some bad guys, but most are normal bestiary characters. Unlike all other scenarios there is no real end-of-level bosses in this scenario. CoB has Craggentooth, PtP Griloch, AoGM Lequtus and DtN the Hemorrod, Lord Hecubus and Morbius the Demi Lich, but CitC none. But don't think it is any easier to finish it because of that...

Name: Loradan

Where: In the castle in Merdonis.

Level: 14

Friendly: no

Attacks: vs small/medium 11-18, vs large 11-20

Attacks/Round: 3

Special Attacks: Poison

Magic Resistance: 4 %

Armor Category: -4

Movement: 12

Regenerate: 0

Flags: evil, intelligent

Immune to: charm

Equipment: Leather Armor +1, Iron Cap, Chain Gloves, Shield,

Penetration Broadsword +2

Comment: -

My Comment: Loradan's rather tough, and so are the hundreds of guards he has for protection. Take him out with a spell if you can.



Lord Voltan's Castle

Name: Captain

Where: In his office on the second floor, you can get help to take him out...

Level: 11

Friendly: no

Attacks: vs small/medium 16-25, vs large 16-27

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 15 %

Armor Category: -4

Movement: 12

Regenerate: 0

Flags: evil, intelligent

Immune to: charm, cold, electrical, mental

Equipment: Mithrahl Plate +2, Cloak of Displacement +1, Helm of Defense +2, Gauntlets of Damage +1, Shield of Happenstance +1, Longsword +3

Comment: -

My Comment: A clone of the best of the AoGM undead warriors. His damage has been increased and he is no longer undead. Take him out as quickly as possible as he does huge damage.

Name: Songam

Where: Oh, he'll find you.

Level: 11

Friendly: no

Attacks: vs small/medium 1-4, vs large 1-3

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 15 %

Armor Category: 11

Movement: 12

Regenerate: 0

Flags: magic using, evil, intelligent

Immune to: -

Equipment: Robe of Protection +1, Silk Gloves, Dagger of Penetration

+2

Comment: -

My Comment: Has lots of stamina but is no problem whatsoever for the experienced party.

Name: Lord Voltan

Where: Top floor, after the labyrinths.

Level: 13

Friendly: no

Attacks: vs small/medium 3-10, vs large 3-10

Attacks/Round: 4

Special Attacks: Cause Fear

Magic Resistance: 7 %

Armor Category: 1

Movement: 12

Regenerate: 0

Flags: evil, intelligent

Immune to: charm

Equipment: Chain Armor +1, Iron Cap, Shield +1, Dagger, War Axe +3,
Lord Voltan's Necklace (SS)

Comment: -

My Comment: Not very hard to kill, but his fear chops might be a problem. And he and his minions surprise you. His necklace can be used in an encounter later on in the scenario.

Hell Castle

Name: Undead Cleric

Where: All over the place, at least the first floor.

Level: 9

Friendly: no

Attacks: vs small/medium 1-6, vs large 1-6

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 25 %

Armor Category: 1

Movement: 14

Regenerate: 1

Flags: magic using, undead, evil, intelligent

Immune to: charm, cold, electrical, mental

Equipment: Bracers of AC 12, Cloak of Displacement +1, Leather Boots, Mace +1

Comment: -

My Comment: Slightly altered from the AoGM version. The problem with these guys is the cosmic blasts they cast all the time. Take them out quickly.

Name: Undead Mage

Where: All over the place, at least the first floor.

Level: 9

Friendly: no

Attacks: vs small/medium 1-4, vs large 1-3

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 20 %

Armor Category: 0

Movement: 10

Regenerate: 1

Flags: magic using, undead, evil, intelligent

Immune to: charm, cold, electrical, mental

Equipment: Plate Armor +1, Chain Gloves, Steel Shod Boots, Helm +1, Shield +1, Dagger of Styx +2

Comment: -

My Comment: Slightly altered from the AoGM version. The problem with these guys is the cosmic blasts they cast all the time. Take them out quickly.

Name: Undead Warrior

Where: All over the place, at least the first floor.

Level: 9

Friendly: no

Attacks: vs small/medium 2-11, vs large 2-13

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 12 %

Armor Category: -1

Movement: 13

Regenerate: 1

Flags: undead, evil, intelligent

Immune to: charm, cold, electrical, mental

Equipment: Plate Armor +1, Plate Gauntlets, Cloak of Displacement +1, Helm +1, Shield +1, Longsword +3

Comment: -

My Comment: Slightly altered from the AoGM version. When you face all three kinds of undead antagonists, concentrate on the spell casters, these guys are not as important to get rid of.



Unde

Name: Strange Beast

Where: In a secret room behind the mages' laboratory.

Level: 25

Friendly: oh no...

Attacks: claw 1-8, claw 1-8, claw 1-8, bite 1-12

Attacks/Round: 4

Special Attacks: Paralyze

Magic Resistance: 15 %

Armor Category: -3

Movement: 16

Regenerate: 0

Flags: magic using, undead

Immune to: charm, heat, electrical, chemical, mental

Equipment: Club

Comment: -

My Comment: These are really nasty. Try protecting your enchanter

(place her so they can't reach her) and use a cloud kill to take them out. Their paralyzing bites will take you out faster than...

Name: Olmsted (Fire Giant Blacksmith)

Where: Second floor.

Level: 18

Friendly: yes

Attacks: vs small/medium 7-14, vs large 7-14

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 8 %

Armor Category: -7

Movement: 16

Regenerate: 0

Flags: evil, intelligent, giant class

Immune to: -

Equipment: Banded Armor +2, Shield +1, Helm, Gauntlets of Damage +1, Dagger, War Axe +3

Comment: -

My Comment: Clone of the Fire Giant Chief in AoGM. He and a few friends of his will help you take out a large group of undead guys if you treat him well.

Name: Death Knight

Where: You'll find them, oh yes you will!

Level: 14

Friendly: guess twice

Attacks: vs small/medium 6-17, vs large 6-23

Attacks/Round: 2

Special Attacks: Cause Fear

Magic Resistance: 8 %

Armor Category: -1

Movement: 12

Regenerate: 1

Flags: magic using, demon/devil, evil, intelligent

Immune to: charm, mental

Equipment: Banded Armor +1, Helm of Pain -1 (Helm of Defense +2),

Plate Gauntlets, Two-handed Sword +2

Comment: -

My Comment: These guys can take you out faster than you can say their name. If their fear chops don't get you, their death spells might. Protect your spell casters as they are your biggest hope. Remember that the spell blink can do a lot of good things if used correctly. And some of the better spells don't require vision...



Ketonia

Name: Lord Keto

Where: In his throne, until he attacks you.

Level: 10

Friendly: no

Attacks: vs small/medium 6-17, vs large 6-23

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 6 %

Armor Category: 6

Movement: 12

Regenerate: 0

Flags: intelligent

Immune to: -

Equipment: Leather Armor +1, Chain Gloves, Iron Cap, Shield, Sword of Defense +1

Comment: -

My Comment: Not much to say. The false Lord Keto is easily killed. He has the Vlad syndrome though (being able to use a two-handed weapon and a shield at the same time).

Name: Ulmac

Where: In a secret room behind a laboratory in Lord Keto's castle.

Level: 12

Friendly: no

Attacks: vs small/medium 1-6, vs large 1-6

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 25 %

Armor Category: 2

Movement: 18

Regenerate: 0

Flags: magic using, evil, intelligent

Immune to: -

Equipment: Robe of Protection +1, Bracers of AC 12, Staff of Fireballs +1

Comment: -

My Comment: Clone of the CoB great wizard. No big deal.

Name: Ambersair

Where: In a secret room behind Lady Keto's throne room.

Level: 14

Friendly: no

Attacks: vs small/medium 1-6, vs large 1-8

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 12 %

Armor Category: -1

Movement: 10

Regenerate: 0

Flags: magic using, evil, intelligent

Immune to: -

Equipment: Padded Armor +1, Silk Gloves, Leather Boots, Cap of Protection +2, Short Sword of Speed +2

Comment: -

My Comment: Can be a bitch. Is a witch.

Castle in the Clouds

Name: Evil Mage

Where: In the castle. Oh yes.

Level: 7

Friendly: no

Attacks: vs small/medium 1-5, vs large 1-5 (Dart 1-2 + poison)

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 8 %

Armor Category: 7

Movement: 12

Regenerate: 0

Flags: magic using, evil, intelligent

Immune to: -

Equipment: Robe of Many Favors +1, Quarter Staff +2, Dagger of Shielding +2, Dart of Poison

Comment: -

My Comment: Clone of the AoGM evil mage. Not very hard but his company can be really bothersome

Name: Evil Paladin

Where: With his friends.

Level: 12

Friendly: no

Attacks: vs small/medium 2-11, vs large 2-13

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 6 %

Armor Category: 0

Movement: 12

Regenerate: 1

Flags: evil, intelligent

Immune to: -

Equipment: Volted Chain +3, Steel Shod Boots, Gloves of Regeneration +1, Shield +1, Dagger of Shielding +2, Longsword +3

Comment: -

My Comment: Hotted clone of the AoGM evil paladin. Not very difficult but his company is really tough.

Name: Evil Warrior

Where: He hangs out with his friends.

Level: 13

Friendly: no

Attacks: vs small/medium 3-10, vs large 3-10

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 4%

Armor Category: -5

Movement: 10

Regenerate: 0

Flags: evil, intelligent

Immune to: -

Equipment: Chain Armor +1, Iron Cap, Chain Gloves, Shield +1, Dagger, War Axe +1

Comment: -

My Comment: Hotted clone of the AoGM evil warrior. Lousy equipment for a level 13 character. Not very hard to beat but his company can get nasty.

Name: Evil Ranger

Where: Haven't you guessed it yet?

Level: 15

Friendly: no

Attacks: vs small/medium 3-12, vs large 3-14 (Bow 3-8)

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 5 %

Armor Category: 3

Movement: 11

Regenerate: 0

Flags: evil, intelligent

Immune to: -

Equipment: Leather Armor +3, Steel Shod Boots, Gauntlets of Damage

+1, Quiver, Longsword +2, Bow of Shalomar +2

Comment: -

My Comment: A true ranger. Extremely hotted clone of the AoGM evil ranger. He can be beaten rather easily. The problem is that he and his evil friends that all appear in the final battle of the game are cloned more than once. There is a total of 39 evil rangers, warriors, paladins and mages that surprise attack you. Be prepared for a tough time or die. Oh, why say so, you'll probably die anyway...

Destroy the Necronomicon - The Realmz Side

This chapter deals with DtN until the travel to the Abyss. It also leaves out all NPCs found in the different Comings of Doom, see next chapter for those guys. There would simply be too much text for a chapter if all NPCs in this scenario would be stuffed here. And there are lots of NPCs in DtN, both a lot of friendly and a lot of evil ones.

Name: Sir Matthew

Where: In his chapel in the queen's castle, later on guarding the entrance to the castle.

Level: 18

Friendly: not if you stole his property

Attacks: vs small/medium 6-11, vs large 6-11

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 12 %

Armor Category: -7

Movement: 12

Regenerate: 0

Flags: magic using, intelligent

Immune to: -

Equipment: Banded Armor +2, Cloak of Displacement +1, Combat Boots, Shield +1, Mace of Resistance +2

Comment: -

My Comment: If you steal Stormbringer +5 from his temple, he will guard the entrance to the castle. Use the special secret exit from the castle to get by this problem. I mean, after all the dagger's there for you to steal!

Name: Bumpus

Where: First in the castle's kitchen, where he will tell you the location of a secret passage, then beyond that passage, ready to kill you.

Level: 21

Friendly: no

Attacks: vs small/medium 6-13, vs large 6-13

Attacks/Round: 4

Special Attacks: -

Magic Resistance: 10 %

Armor Category: -9

Movement: 12

Regenerate: 0

Flags: evil, intelligent

Immune to: -

Equipment: Chain Armor +1, Chain Gloves, Steel Shod Boots, Iron Cap, War Axe +1, War Axe +3

Comment: -

My Comment: Kill him and his soldiers with cloud kills and similar spells to make this a quick battle. You must finish him and this entire area to get a certain deadstone.

Name: Trimon

Where: In his area of the town temple.

Level: 19

Friendly: first yes, then no

Attacks: vs small/medium 1-5, vs large 1-5

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 20 %

Armor Category: -4

Movement: 12

Regenerate: 0

Flags: magic using, intelligent

Immune to: -

Equipment: Robe of Spell Storing +1, Quarter Staff +2, Dagger of Shielding +2

Comment: -

My Comment: You'll have to fight him and his vrank to be able to fight another battle (see below). No big deal.

Name: Litch

Where: First sleeping soundly in his coffin, then summoned if you use his bone mask.

Level: 24

Friendly: nope

Attacks: vs small/medium 4-7, vs large 4-6

Attacks/Round: 3

Special Attacks: Cause Fear

Magic Resistance: 25 %

Armor Category: -8

Movement: 14

Regenerate: 5

Flags: magic using, undead, evil, intelligent

Immune to: charm, cold, electrical

Equipment: Robe of Many Favors +1, Bracers of AC 4, Dagger of Styx +2

Comment: -

My Comment: Do use the bone mask and fight him. Pure fun (if you win, that is).



Name: Undead Cleric

Where: Two of these accompany the Litch in his battle against you.

Level: 10

Friendly: no

Attacks: vs small/medium 1-6, vs large 1-6

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 25 %

Armor Category: -7

Movement: 14

Regenerate: 0

Flags: magic using, undead, evil, intelligent

Immune to: charm, cold, electrical, mental

Equipment: Cloak of Displacement +1, Bracers of AC 4, Leather Boots, Mace +2

Comment: -

My Comment: Hotted version of the plain old AoGM undead cleric.

Name: Segdillum

Where: In the cave where the dwarves got a nasty disease, to the West.

Level: 24

Friendly: not if you have dwarves in your party

Attacks: vs small/medium 5-8, vs large 5-7

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 15 %

Armor Category: -9

Movement: 18

Regenerate: 5

Flags: magic using, evil, intelligent

Immune to: -

Equipment: Dagger of Styx +2, Sack of Vials

Comment: -

My Comment: If you have dwarves, fight it. Otherwise you should accept its mission.

Name: Swendiline

Where: In a house in the middle of the lake in the cave mentioned above.

Level: 9

Friendly: yes

Attacks: vs small/medium 1-5, vs large 1-5

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 10 %

Armor Category: 4

Movement: 12

Regenerate: 0

Flags: magic using, intelligent

Immune to: charm

Equipment: Robe of Protection +1, Quarter Staff +1

Comment: -

My Comment: The only reason she's important is that her willows will give you a lot of stuff if you return her. Once she's a member of your party, immediately go to the willows to get this stuff.

Name: Shalutie

Where: In the goblin section of the city.

Level: 18

Friendly: yes

Attacks: vs small/medium 4-11, vs large 4-11

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 8 %

Armor Category: -7

Movement: 12

Regenerate: 0

Flags: intelligent

Immune to: -

Equipment: Mithrahl Chain Armor +2, Shield +3, Dagger, War Axe +3

Comment: A powerful warrior who has been polymorphed into a goblin.

My Comment: Useful as a NPC. If you take him home you'll get a great sword. Great if you're an orc, that is.



Name: Seleron

Where: In the inn in the goblin part of town.

Level: 19

Friendly: no

Attacks: vs small/medium 5-10, vs large 5-12

Special Attacks: -

Magic Resistance: 20 %

Armor Category: -9

Movement: 16

Regenerate: 2

Flags: magic using, evil, intelligent

Immune to: -

Equipment: Leather Armor +3, Leather Gloves, Boots of Speed, Shield +2, Sword of Regeneration +2

Comment: -

My Comment: Rush him and then fight him and his men. No big deal.



Name: Quinten Gloryhand

Where: In the open area around the lake. A random encounter.

Level: 12

Friendly: yes

Attacks: vs small/medium 1-5, vs large 1-5 (dart 1-2 + frost damage)

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 12 %

Armor Category: -1

Movement: 12

Regenerate: 0

Flags: magic using, intelligent

Immune to: -

Equipment: Robe of Protection +2, Bracers of AC 4, Cap of Defense +2, Dagger, Dart of Frost, Quarter Staff +2

Comment: -

My Comment: Nothing special about Quinten. Use him, if you want to, for as long as he lasts.

Name: Caravan Guard

Where: In the open area around the lake. Random encounter.

Level: 9

Friendly: yes

Attacks: vs small/medium 3-12, vs large 3-14

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 4 %

Armor Category: -5

Movement: 12

Regenerate: 0

Flags: intelligent

Immune to: -

Equipment: Chain Armor +1, Iron Cap, Chain Gloves, Shield +1, Dagger, Longsword +1

Comment: -

My Comment: In this doc only because that's the only way to view them. Hotted versions of the evil warrior in AoGM. Oh, they're nice as well.

Name: Guard Commander

Where: Same place as the caravan guards.

Level: 15

Friendly: yes

Attacks: vs small/medium 2-11, vs large 2-13

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 6 %

Armor Category: 0

Movement: 12

Regenerate: 1

Flags: intelligent

Immune to: -

Equipment: Volted Chain +3, Steel Shod Boots, Gloves of Regeneration +1, Shield +1, Dagger, Longsword +3

Comment: -

My Comment: See above, only they stem from the evil paladin.

Name: Madman

Where: In the bee cave, by the chest to the North of the lake.

Level: 12

Friendly: no

Attacks: vs small/medium 3-7, vs large 3-7

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 5 %

Armor Category: 0

Movement: 12

Regenerate: 0

Flags: -

Immune to: -

Equipment: Robe, Quarter Staff, Ring of Protection +1

Comment: -

My Comment: Well, you'll have to fight him if you want what's in the chest.

Name: Giant Carnivorous Worm

Where: In a cave near the Second Coming of Doom.

Level: 50

Friendly: no

Attacks: bite 6-40, bite 6-40

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 0 %

Armor Category: 17

Movement: 10

Regenerate: 5

Flags: -

Immune to: charm, mental

Equipment: -

Comment: -

My Comment: Fun battle. After it, just keep going for the shiny object

and you'll find a few nice artefacts.

Name: Summoned Hells Assassin

Where: In the Doomsayer cave near the Fourth Coming, killing Doomsayers.

Level: 28

Friendly: don't count on it

Attacks: vs small/medium 11-18, vs large 11-18

Attacks/Round: 5

Special Attacks: -

Magic Resistance: 35 %

Armor Category: -16

Movement: 18

Regenerate: 6

Flags: demon/devil, evil, intelligent

Immune to: charm

Equipment: Club of Pummeling +4, Pearled Ion Stone

Comment: -

My Comment: Those foolish Doomsayers summoned him. Now it's your job to finish him.



Summoned Hells Assa

Name: Thoth Amon

Where: Outside the queen's castle. Just when you thought you were safe...

Level: 23

Friendly: yes

Attacks: vs small/medium 1-6, vs large 1-6

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 35 %
Armor Category: -11
Movement: 12
Regenerate: 0
Flags: magic using, intelligent
Immune to: -
Equipment: -
Comment: -
My Comment: He will be a help.

Name: Amons Protege
Where: Where Amon is of course.
Level: 14
Friendly: yes
Attacks: vs small/medium 1-5, vs large 1-5
Attacks/Round: 1
Special Attacks: -
Armor Category: 0
Movement: 10
Regenerate: 0
Flags: magic using, intelligent
Immune to: -
Equipment: -
Comment: -
My Comment: You'll need all the help you can get.

DtN - The Comings of Doom

The second part of the Destroy NPCs deals only with those you meet in the four Comings of Doom. Not much to say, mostly bad guys.

First Coming of Doom

Name: Lord Pusswart

Where: First Coming of Doom, waiting in his office.

Level: 28

Friendly: depends on you

Attacks: vs small/medium 7-18, vs large 7-18

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 30 %

Armor Category: -17

Movement: 16

Regenerate: 10

Flags: magic using, demon/devil, reptilian, evil, intelligent

Immune to: heat

Equipment: Gauntlets of Damage +1, Shield of Protection, Battle-axe +3

Comment: -

My Comment: You are better off accepting his mission. Not only because the battle's easier, but also because the prize is greater.

Name: Huntoo

Where: Accept Pusswart's mission and you'll be teleported to Huntoo's quarters.

Level: 25

Friendly: not at all

Attacks: vs small/medium 5-16, vs large 5-16

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 25 %

Armor Category: 0

Movement: 18

Regenerate: 5

Flags: magic using, undead, evil, intelligent, giant class

Immune to: charm, cold, electrical, mental

Equipment: Banded Armor +2, Helm of Might +1, Battle-axe +3

Comment: -

My Comment: Well, not that powerful. He's a rather tough opponent, but his partner in crime is worse.



Name: Stench Demon

Where: Where Huntoo is, he is.

Level: 15

Friendly: no

Attacks: vs small/medium 8-19, vs large 8-19

Attacks/Round: 4

Special Attacks: -

Magic Resistance: 25 %

Armor Category: -15

Movement: 20

Regenerate: 3

Flags: magic using, demon/devil, evil, intelligent

Immune to: heat

Equipment: Plate Armor +3, Helm of Might +1, Shield +2, Battle-axe of Strength +2, Ring of Monster Summoning x6, Cure x1

Comment: -

My Comment: Just check his damage and number of attacks out to figure this one out. Try to turn him, that's my suggestion.

Second Coming of Doom

Name: Zeldo (Neo-Viperion)

Where: Second floor, Second Coming.

Level: 24

Friendly: no

Attacks: claw 2-12, claw 2-12, bite 4-14

Attacks/Round: 3

Special Attacks: Poison

Magic Resistance: 15 %

Armor Category: -12

Movement: 30

Regenerate: 2

Flags: magic using, reptilian, evil,intelligent

Immune to: chemical

Equipment: -

Comment: -

My Comment: Your average neo-viperion. She has quite a few viperion priests with her though. Be sure to get the gauntlets in the hidden part of her room.

Third Coming of Doom

Name: Wraith

Where: All over this place.

Level: 20

Friendly: not if you don't turn them

Attacks: claw 1-10, claw 1-10

Attacks/Round: 2

Special Attacks: Charm

Magic Resistance: 35 %

Armor Category: -5

Movement: 36

Regenerate: 5

Flags: undead, evil

Immune to: charm, cold, mental

Equipment: -

Comment: Souls that have been damned to roam the astral plane. If provoked, they can exist on the material plane for short periods.

My Comment: The best NPC you can get. Their charm is nasty. Be sure

to turn these ones and keep as many as you can.



Name: Undead Behemoth

Where: In a secret, stinky room next to a behemoth pen.

Level: 30

Friendly: yes

Attacks: pummel 2-20, pummel 2-20

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 25 %

Armor Category: 0

Movement: 10

Regenerate: 0

Flags: undead

Immune to: charm, cold, electrical, mental

Equipment: -

Comment: -

My Comment: You need him to finish this Coming. Just cast animate dead, and he'll help you.

Name: Necrowizard

Where: In its office.

Level: 25

Friendly: not particularly

Attacks: vs small/medium 4-13, vs large 4-15 (+ 1-8 heat damage)

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 15 %

Armor Category: 2

Movement: 12

Regenerate: 10

Flags: magic using, demon/devil, evil, intelligent

Immune to: -

Equipment: Longsword +2 Flametounge, Dagger of Penetration +2

Comment: -

My Comment: Nasty dude. Take it out fast.



Fourth Coming of Doom

Name: Gilthanus

Where: Just outside, if you have the stones and wait around for him to show up.

Level: 16

Friendly: yes

Attacks: vs small/medium 2-6, vs large 2-6

Attacks/Round: 1

Special Attacks: -

Magic Resistance: 15 %

Armor Category: -3

Movement: 18

Regenerate: 0

Flags: magic using, intelligent, giant class

Immune to: cold

Equipment: Bracers of AC 4, Cloak of Power +1, Quarter Staff +2

Comment: -

My Comment: Will make it easier for you to get to the Abyss. Not very useful in combat.

Name: Brimhune

Where: With Gilthanus.

Level: 23

Friendly: yes

Attacks: vs small/medium 5-14, vs large 5-16

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 10 %

Armor Category: -16

Movement: 18

Regenerate: 0

Flags: intelligent, giant class

Immune to: cold

Comment: -

My Comment: Very good fighter. Extremely useful in combat, otherwise not at all important.

Destroy the Necronomicon - The Abyss

This last part of the DtN section deals with all NPCs encountered after that word is spoken in a portal.

Name: Opal Silverbird

Where: In the castle of the amazons, down the hole to your left when you leave the portal.

Level: 19

Friendly: yes

Attacks: vs small/medium 3-12, vs large 3-14

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 12 %

Armor Category: -8

Movement: 12

Regenerate: 0

Flags: magic using, intelligent, giant class

Immune to: -

Equipment: Leather Armor +3, Dagger, Longsword +2

Comment: -

My Comment: Help her find the word and then return her, then take your gift to the tigtaur village.

Name: Shenulen

Where: In the tigtaur village to the East of the amazons. Just follow the cave tunnels.

Level: 18

Friendly: yes

Attacks: vs small/medium 4-11, vs large 4-13

Attacks/Round: 4

Special Attacks: -

Magic Resistance: 25 %

Armor Category: -12

Movement: 18

Regenerate: 0

Flags: intelligent

Immune to: charm, mental

Equipment: Spear of Piercing +2, Bow +1, Quiver of Arrows

Comment: -

My Comment: Good warrior, but go for the Horn of Summoning instead.



Name: Britnia

Where: See above.

Level: 12

Friendly: yes

Attacks: vs small/medium 2-9, vs large 2-11

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 33 %

Armor Category: -5

Movement: 18

Regenerate: 0

Flags: magic using, intelligent

Immune to: charm, mental

Equipment: Spear +1, Dagger of Spells +1

Comment: -

My Comment: Nothing to say.

Name: Vilinus, Britag and an unnamed guy (Demon Lords)

Where: In the room to your right when you exit the portal.

Level: 25

Friendly: nope

Attacks: claw 6-18, claw 6-18, claw 6-18

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 30 %
Armor Category: -14
Movement: 14
Regenerate: 5
Flags: magic using, demon/devil, evil, intelligent
Immune to: heat
Equipment: -
Comment: -
My Comment: Tough guys.

Name: Hemerood
Where: Last room of his castle.
Level: 35
Friendly: Hell no!
Attacks: vs small/medium 7-16, vs large 7-18 (+ 1-8 heat damage)
Attacks/Round: 3
Special Attacks: -
Magic Resistance: 35 %
Armor Category: -19
Movement: 20
Regenerate: 5
Flags: magic using, demon/devil, evil, intelligent, giant class
Immune to: charm
Equipment: Volted Chain +3, Cloak of Regeneration, Helm of Speed +1,
Bracers of AC 4, Shield of Magicks, Longsword +2 Flametounge
Comment: -
My Comment: This one's on you.



Name: Teltnuag

Where: Given to you as guide from the Rothian king Yevlin.

Level: 17

Friendly: yes

Attacks: vs small/medium 7-16, vs large 7-18

Attacks/Round: 2

Special Attacks: -

Magic Resistance: 12 %

Armor Category: -15

Movement: 18

Regenerate: 0

Flags: intelligent, giant class

Immune to: -

Equipment: Plate Armor +3, Plate Gauntlets, Padded Cloak, Steel Shod Boots, Shield +2, Longsword +2

Comment: -

My Comment: Useful for as long as he lasts.

Name: Tivrish

Where: The tavern in the Rothian city.

Level: 9

Friendly: yes

Attacks: vs small/medium 4-13, vs large 4-15

Attacks/Round: 2

Special Attacks: Bad Breath?

Magic Resistance: 5 %

Armor Category: 4

Movement: 18

Regenerate: 0

Flags: intelligent, giant class

Immune to: -

Equipment: Banded Armor, Padded Cloak, Leather Cap, Steel Shod Boots, Shield, Longsword +1

Comment: A rothian giant guide. He smells of strong wine and moldy leather. He is well-known for his cowardly ways.

My Comment: Totally useless.

Name: Lord Hecubus

Where: In a cave in the fiery pit area to the West of the Rothian city.

Level: 27

Friendly: bad to the bone

Attacks: vs small/medium 8-19, vs large 8-23

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 25 %

Armor Category: -15

Movement: 18

Regenerate: 5

Flags: magic using, demon/devil, reptilian, evil, intelligent

Immune to: heat

Equipment: Plate Armor +3, Helm of Defense +2, Gauntlets of Strength +1, Combat Boots, Shield of Shields +4, Mace of Destruction +3

Comment: -

My Comment: A really hard battle, Hecubus has an army of demons and servants and also a very special pet.



Name: Corelian Stench Demon

Where: By the fire pits to the West of the Necronomicon's location (random encounter).

Level: 24

Friendly: not to begin with

Attacks: claw 6-12, claw 6-12, claw 6-12, claw 6-12

Attacks/Round: 4

Special Attacks: -

Magic Resistance: 25 %

Armor Category: -16

Movement: 20

Regenerate: 3

Flags: magic using, demon/devil, evil, intelligent

Immune to: heat

Equipment: Plate Armor +3, Helm of Might +1, Shield +2, Battle-axe of Strength +2, Ring of Monster Summoning x6, Cure x1

Comment: -

My Comment: Strong bastard. Try to charm him.

Name: Demi Hemerood

Where: In one of the griffin pens.

Level: 25

Friendly: no

Attacks: vs small/medium 6-15, vs large 6-17

Attacks/Round: 3

Special Attacks: -

Magic Resistance: 18 %

Armor Category: -11

Movement: 18

Regenerate: 3

Flags: magic using, evil, intelligent, giant class

Immune to: charm

Equipment: Volted Chain +3, Cloak of Power +1, Bracers of AC 8, Helm +1, Shield +2, Longsword +3

Comment: -

My Comment: Your everyday weakling Hemerood.

Name: Morbius the Demi Lich

Where: In his castle. The first time.

Level: 25

Friendly: This is the meanest sucker that ever lived.

Attacks: vs small/medium 6-10, vs large 6-10

Attacks/Round: 5

Special Attacks: Drain Experience

Magic Resistance: 35 %

Armor Category: -15

Movement: 12

Regenerate: 10

Flags: magic using, undead, evil, intelligent

Immune to: charm

Equipment: Robe of Vulnerability -1 (Robe of the Magi +2), Combat Mask, Quarter Staff +3, Ring of Xuthcalie, Poison x12 (Improvement x12)

Comment: -

My Comment: You'll meet him again. Have fun.

Name: Obsidian Guardian

Where: Just before you'll get to destroy that damn book.

Level: 2

Friendly: no

Attacks: vs small/medium 6-13, vs large 6-13

Attacks/Round: 5 (poor guys, they can't use their sixth arm...)

Special Attacks: -

Magic Resistance: 101 %

Armor Category: 13

Movement: 30

Regenerate: 0

Flags: -

Immune to: charm, heat, cold, electrical, chemical, mental

Equipment: Obsidian Scimitar, Obsidian Scimitar, Obsidian Scimitar, Obsidian Scimitar, Obsidian Scimitar

Comment: -

My Comment: Figure them out for yourself.



Obsidian

Before I let you go

I would just like you to know that this document took me quite a while to create. And it wasn't a piece of cake. I appreciate any comments or suggestions you may have. Just don't comment on the AC of the NPCs, that value is not a specific one. Let's just say it is close to the one I have given.

I don't really have anything more to say. I would like to thank Tim Phillips, Jim Foley, Sean Sayrs, Ivans Chou, Rick Decker, Dan Ilut, Dave Grayson and Ian Russell Ollman for different things. I think they're all aware of what. I should perhaps tell you who I am (or perhaps I shouldn't), but I won't. Check out my home page if you want to, <http://uplift.sparta.lu.se/~thomas> .

If you have any comments about this doc, send them to thomas.weigle@mailbox.swipnet.se or thomas@uplift.sparta.lu.se, remember that I have no connection to Tim Phillips other than all the stupid questions he gets from me, so don't ask him about anything in this doc.

Enjoy your time with Realmz. And have fun with Morbius.

Thomas