

# Realmz Tip Sheet for The City of Bywater

The following is a means of finding most of the areas of interest within the first scenario, The City of Bywater. This sheet will give you the X and Y coordinates of most encounters and areas of interest. There are some that are not on this list so don't be surprised when you find one that is not on this list. Also, some encounters happen in a random location in a certain area and will happen at a random time. In this case the X and Y coordinates will have a " ? " instead of a value. Many of these random encounters are not cataloged below.

It may or may not tell you how to complete a particular encounter. The descriptions are brief and do not give you all the possibilities of what might happen if you perform different things.

Location

Description

## City of Bywater:

X:0

Y:21

Gladiator Games: You may enter the games to gain experience and treasure.

X:24 Y:10

Temple.

X:16

Y:17

This leads to an old crypt that is described later in this list as CRYPT.

X:13

Y:17

This leads to an underground cavern complex that is being used by the king's high cleric. The cleric is gathering an undead army to attack the spider tower. Joining him is one way to attack the tower with a little help on your side. The cleric is located at X:24 Y:11 in this cave complex.

X:57

Y:62

There is a hidden hole that leads underground. Underground is a small area inhabited by slime creatures. To the northeast you find another hole that leads up onto the island. On the island are large creatures. Gorgons to be exact. No real treasure to be had.

X:41

Y:41

The area around the giant bushes has a large population of giant bees.

X:7

Y:6

Town brothel: Wink at the dwarf. He will take you in back and attempt to ambush you. If you survive you will receive the profits from the brothel.

X:25

Y:6

Cook house: Be nice to the waiter and pay for the wine to get the hint as to the wines origins.

X:28

Y:8

Town library: Ask the librarian about "Waterford". Cast detect magic to find a book of knowledge. This book will increase the readers wisdom by one point permanently.

X:10

Y:6

Blacksmith: Avenge the blacksmiths son to receive a reward of magical gifts.

X:9

Y:12

Shop: This shop is quite ordinary and has most basic supplies.

X:39

Y:15

Leather shop: This shop specializes in leather goods and has a few magical items for sale.

X:9

Y:13

Ale house: Talk with the seedy looking orc. After he is killed wait around for the town guard. They will thank you and give you an invitation to the castle and to the guardhouse.

X:9

Y:17

Gate magistrate: If you do not have an invitation to the castle you may buy one for 300 gold or offer a forged one. If you show a forged one they will attempt to seize you. Let them seize you and explain it is a mistake. They will give you an invitation to the castle.

If you take the magistrate hostage the town guard will be on the lookout for you and attack you on sight.

X:6

Y:19

Secret entrance to the castle. This will allow you to gain entrance to the castle courtyard without having to pass through the gate.

X:50

Y:4

Secret entrance to the spider tower. This will allow you to gain entrance to the castle without having to fight the gate guards.

X: ?

Y:?

Gutter snipe: Use a fly or spider climb spell or a rope to rescue the dog. If you do you will receive experience and the boy will tell you about the secret entrance to the castle.

X:13

Y:10

Madam Otiks Magic Shop: This shop is closed. To make her open it up you must encounter the ruffians beating on an old woman. If you save her and bid her good day she will open up the shop to you. If you take her dagger the shop will remain closed to you for the rest of the game.

X:72

Y:13

There is a large iron door here. Behind the door there is an imprisoned skeletal giant. Very nasty.

X:2

Y:44

You will find a map to the kobald caverns in this hut clutched in the hand of a dying goblin.

X:2

Y:48

You can enter this cave by digging. You may find many gems until a minarite shows up.

X:5

Y:87

A goblin king will make an offer to join with you to attack the kobalds. If you except he will lead you and a party of his warriors to a secret entrance to the kobald caves.

X:24

Y:89

The location of a great iron door that leads to the kobald caverns. You cannot gain entrance to the kobald caverns in any way through this door until the kobalds on the other side are killed.

X:20

Y:89

Secret entrance to the kobald caverns. The kobald caverns are quite large and a complete description of where to find stuff in the caverns follows below under the heading 'Kobald Caverns'.

X:49

Y:85

Monsters live here.

X:89

Y:88

At the end of this long cave is an old wizards hut, location X:43 Y:26 which has two magical books. One will be a book of knowledge, and the other is a cursed book of flame runes. (Do not read it.) The rest of the cave is inhabited by wandering monsters.

X:89

Y:69

This cave leads to a large cavern inhabited by gnolls. There is no treasure here save what is on the gnolls themselves.

X:52

Y:86

An old grave has been dug up here. If you bury the bones you will receive experience.

X:88

Y:13

Orc Village: If you find the chiefs daughter who is giving birth and bring the babe back to the chief, he will reward you with gifts. The woman is

somewhere in the area. You will have to search the area to find her. In addition wandering bands of orcs will not attack you if you have returned the orc babe. This encounter will not be available if you side with one of the kings men to raid the orc village. So if you want these items, do this encounter before you attack the village.

X:77

Y:37

Old entrance to the buried city of Waterford. This area is quite large and complex and descriptions for the encounters for this area are below under the heading, 'Sunken City'.

X:?

Y:?

If you encounter Ranthog, a wounded giant and you help him he will give you a map to a cache of treasure.

X:39

Y:56

Once you have helped Ranthog, this is the location of the treasure he gives you.

Kobald Caverns:

X:2

Y:42

The site of a failed demonic summoning. You may collect the treasure or you may choose to invoke the summoning. If you choose to invoke the summoning you will be confronted by Rewop, a demon of great evil and two of his lieutenants.

X:43

Y:4

This cave is the home of a kurtulmak deity. It is very powerful.

X:50

Y:5

A band of ogres are camped here. If you kill them you will find an ion stone on one of them.

X:49

Y:56

This is a red dragons lair. It has a sizable treasure larder.

X:50 Y:25

Long tunnel that leads to a nursery of strange deamons. This nursery is being kept by a group of green dragons for use as food. X:83 Y:89 is the location of the dragons treasure hoard.

## Sunken City:

X:11

Y:6

This is an old shop. Pick the lock or use a Knock or Disarm Trap spell or force the door to gain entry. The lock is not trapped. There is a good amount of treasure here. Do not use any fire based spells in this area. This will cause something inside the building to explode.

X:5

Y:36

The hovel of an old man. Listen to his story and collect the treasure. You may rest here safely without being attacked.

X:7

Y:50

An old wizards laboratory. Treasure is here. One of the potions is water breathing. Use it to swim to the other side of the water tunnel. On the other side is nothing of value except some battles with bone worms and shantilies.

X:27

Y:23

This ornate building has a trap. If you pull on the bag there is a chance that you will set off a trap. If you do not set it off you will have the option to enter the trap anyway. The trap places you in a cave where many trollacs fight to escape the trap before they are killed by carrion crawlers. If you trigger the trap the building will shift on it's foundation. The next time you visit the building you will find that the cave in will have shifted the building off it's foundation and has expose some treasure.

X:12 Y:6

Old temple. This one is on you to figure out where everything is. I can't tell you everything. Just make sure you ready for a tough fight. Repeat.....TOUGH.

X:5

Y:25

This is an old temple. There are numerous rooms in this temple. It has

been abandoned since the great sinking. X:22 Y:33 is the location of a magic robe. X:30 Y:34 is the location of several magic objects. There is only a certain chance that the party will find these items for they are buried in a pile of worthless junk. Many of the rooms in this temple have groups of cacodaemons living in them and also there are many store rooms with supplies of iron rations.

X:15 Y:13

Secret wall that leads to a large stash of magical supplies.

X:32

Y:37

This is an old wizards tower. The outside corners have walls that are false. They are teleporters and will transport the party to that is nearest. This tower is several floors high. As you enter each floor the stairs to the next floor up is guarded by a creature. Each creature is stronger than the last. At the top of the tower is the wizard that still occupies this tower. Everything else in this temple you will have to find out for yourself.

## Crypt:

X:15

Y:9

This alcove has a bunch of cleaning supplies. There is a chance the party will find an old map that shows the location of a secret door that leads to a cave and a secret passage that leads to a treasure chest chained to the wall.

X:21

Y:28

Secret door that leads to a cave. The cave is the former site of the kings cleric. He used the area to animate dead bodies as he built his army of undead to attack the spider tower.

X:42

Y:27

This box can be opened by casting knock, disarm trap or by using some iron keys you find in the casket at the following location.

X:37

Y:24

In this room there is an old casket. There appears to be nothing inside. If you feel inside you will find an invisible body. The body is wearing a necklace of invisibility and has some iron keys to open the box mentioned above.

X:16  
Y:15  
Ghouls.

Throughout the game there are other battles and random encounters that will interest you. This is just a list of some of the more important or interesting encounters. It is not intended as a complete help manual but as a way for you to make sure you find most things of interest.