

The Realm of

# WAR

LEVEL AND DUNGEON GUIDEBOOK





**MAXIMUS GAMES**

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**VERSION 0.4  
10/28/2024  
STEVE ENGELHARDT**



# LEVEL 1

## THE FALLEN KNIGHTS OF THE NEW ORDER

**THE FALLEN KNIGHTS OF THE NEW ORDER, ONCE NOBLE DEFENDERS OF THE REALM OF RIESIG, HAVE SUCCUMBED TO DARKNESS. THEIR ARMOR WAS ONCE A SYMBOL OF HOPE BUT NOW RADIATES A AURA OF EVIL. THEY WIELD SWORDS OF GREAT POWER AND THEIR NOW BLACK HEARTS ARE FILLED WITH A THIRST FOR DESTRUCTION.**



 SWORD

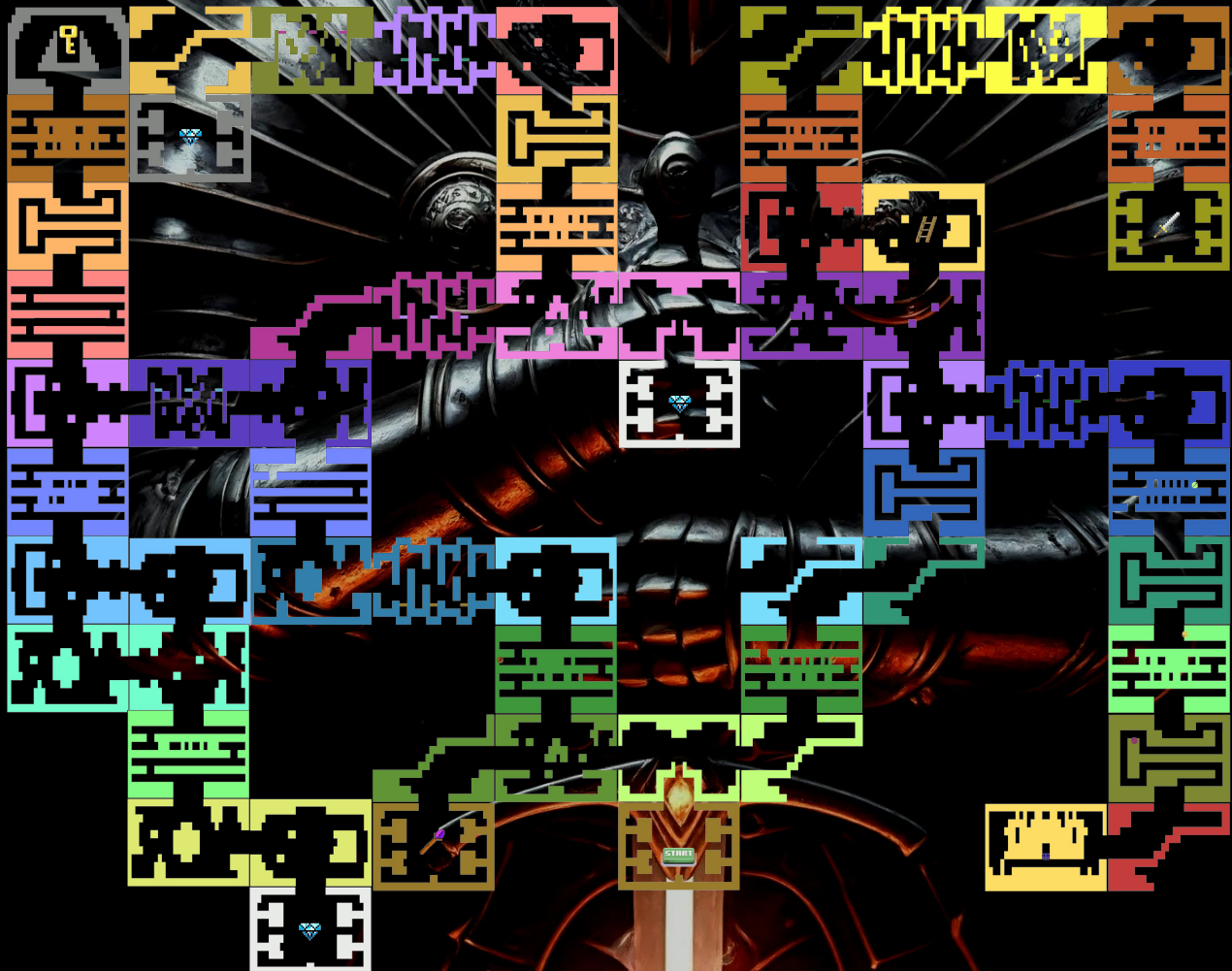
 STAFF

 STAIRS

 GEM

 KEY

 START



# LEVEL 1 DUNGEON

THE KNIGHTS' TOMB

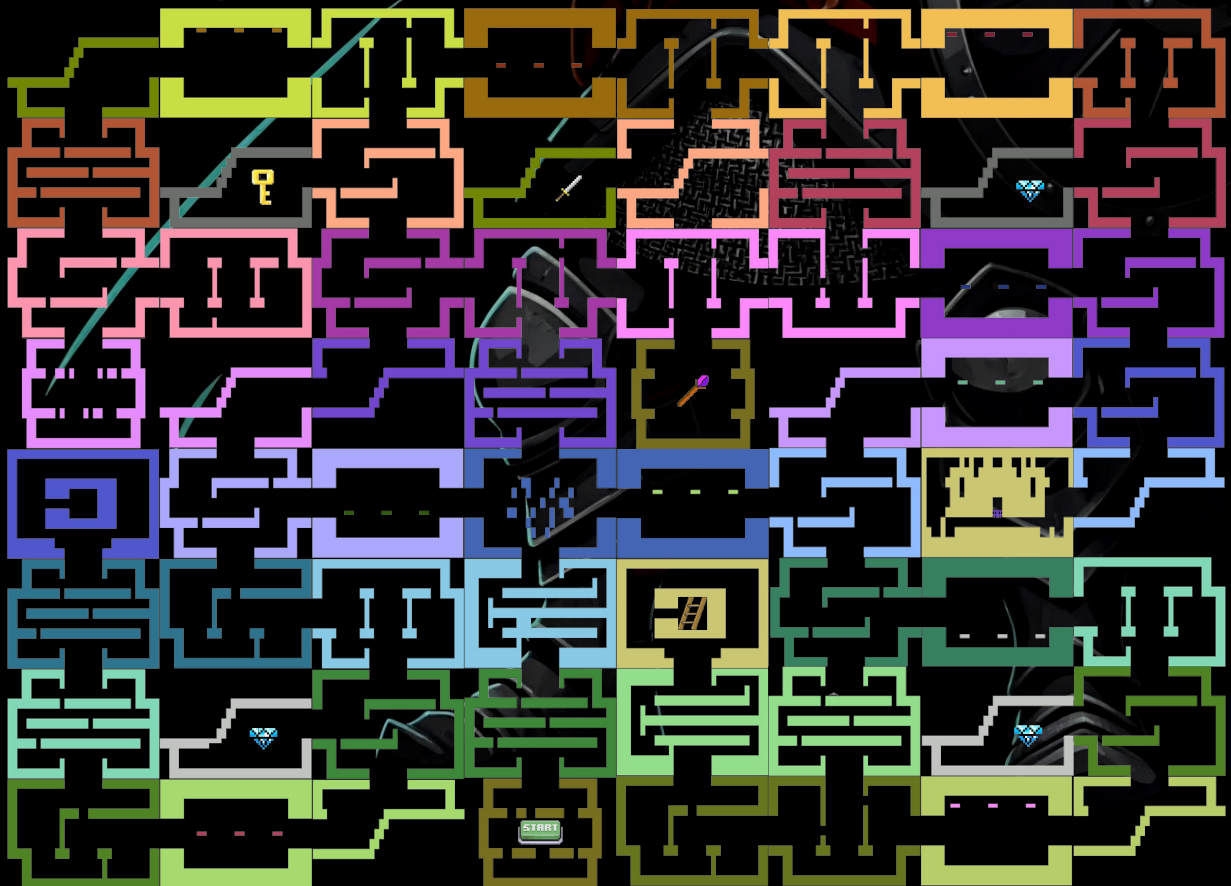




# LEVEL 2

## THE IRON WOLF WARRIORS

**THE IRON WOLF WARRIORS ARE A FEARSOME BAND OF WARRIORS. THEIR ARMOR IS AS TOUGH AS A DRAGON'S SCALE AND THEIR SPIRITS ARE AS FIERCE AS THE WOLVES THEY REVERE. CLAD IN IRON ARMOR AND ARMED WITH POWERFUL SWORDS, THEY ARE FEARED ACROSS THE REALM OF RIESIG. THEIR LOYALTY TO THEIR CLAN IS UNWAVERING AND THEIR COURAGE IS UNMATCHED.**



# LEVEL 2 DUNGEON

THE IRON KEEP

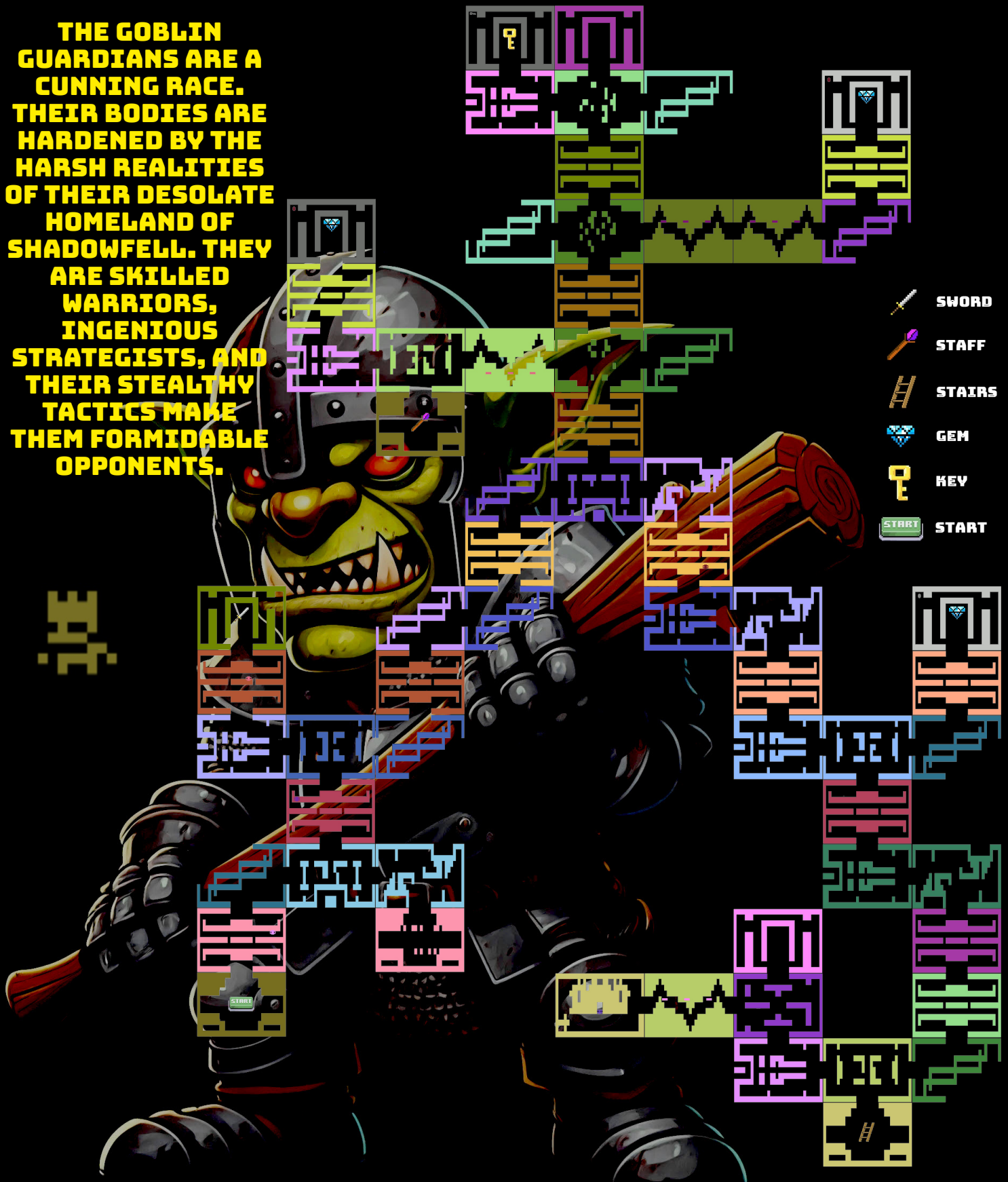




# LEVEL 3

## THE GOBLIN GUARDIANS OF SHADOWFELL

THE GOBLIN GUARDIANS ARE A CUNNING RACE. THEIR BODIES ARE HARDENED BY THE HARSH REALITIES OF THEIR DESOLATE HOMELAND OF SHADOWFELL. THEY ARE SKILLED WARRIORS, INGENUOUS STRATEGISTS, AND THEIR STEALTHY TACTICS MAKE THEM FORMIDABLE OPPONENTS.



# LEVEL 3 DUNGEON

THE GOBLIN GARRISON



A1

B1



B1

A1



# LEVEL 4

## THE DWARVEN ARMY OF STARLIGHT



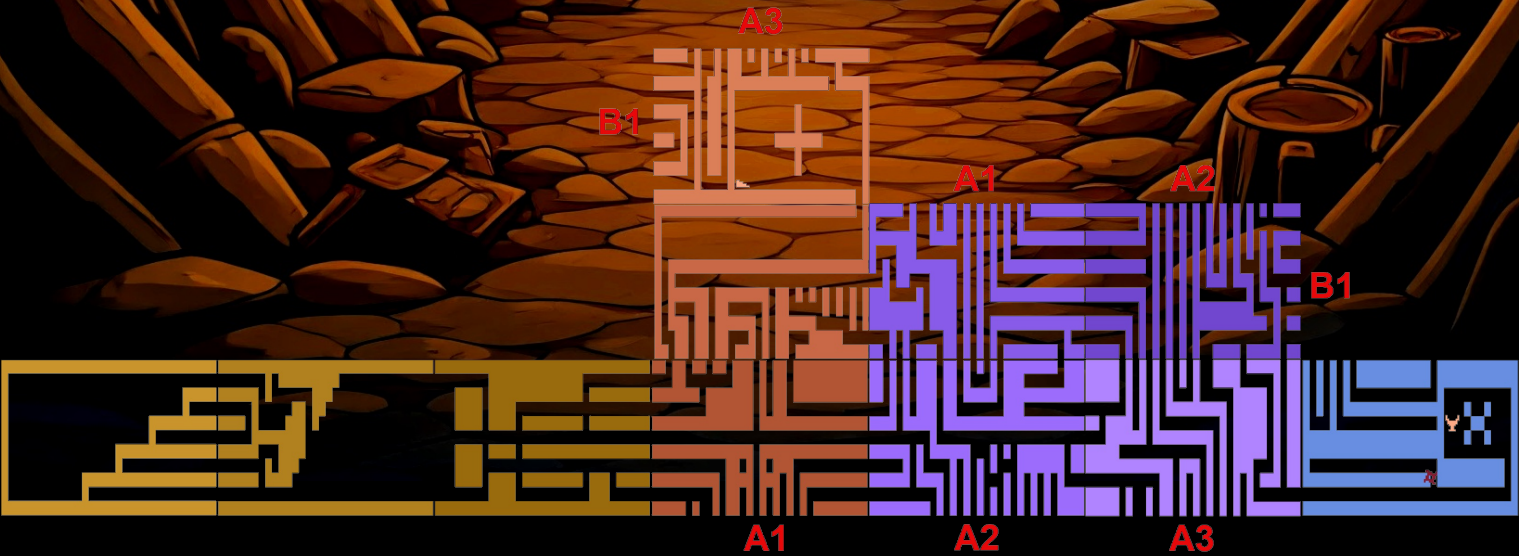
**THE DWARVES OF  
STARLIGHT, ONCE  
NOBLE GUARDIANS OF  
THE REALM, HAVE  
FALLEN TO  
DARKNESS. THEIR  
ARMOR, FORGED FROM  
CORRUPTED  
CELESTIAL ENERGY,  
NOW EMITS A  
MALEVOLENT GLOW.  
THEIR GLOWING EYES  
ARE THEIR WEAPONS,  
CAPABLE OF  
INFLECTING BOTH  
PHYSICAL AND  
SPIRITUAL PAIN.**

-  SWORD
-  STAFF
-  STAIRS
-  GEM
-  KEY
-  START



# LEVEL 4 DUNGEON

THE STARLIGHT MINES





# LEVEL 5

## THE BONE CARVERS



**THE BONE CARVERS ARE A FEARSOME ORDER OF WARRIORS, THEIR BODIES ENCASED IN HULKING IRON ARMOR, THEIR HEADS PROTECTED BY IMPOSING HORNED HELMS. THEIR WEAPONS, CRAFTED FROM THE BONES OF FALLEN FOES AND IMBUED WITH DARK MAGIC, ARE AS DEADLY AS THE WARRIORS WHO WIELD THEM. THEY ARE A TERRIFYING SIGHT.**



# LEVEL 5 DUNGEON

THE CARVER'S CRYPT



A3

A3

A2

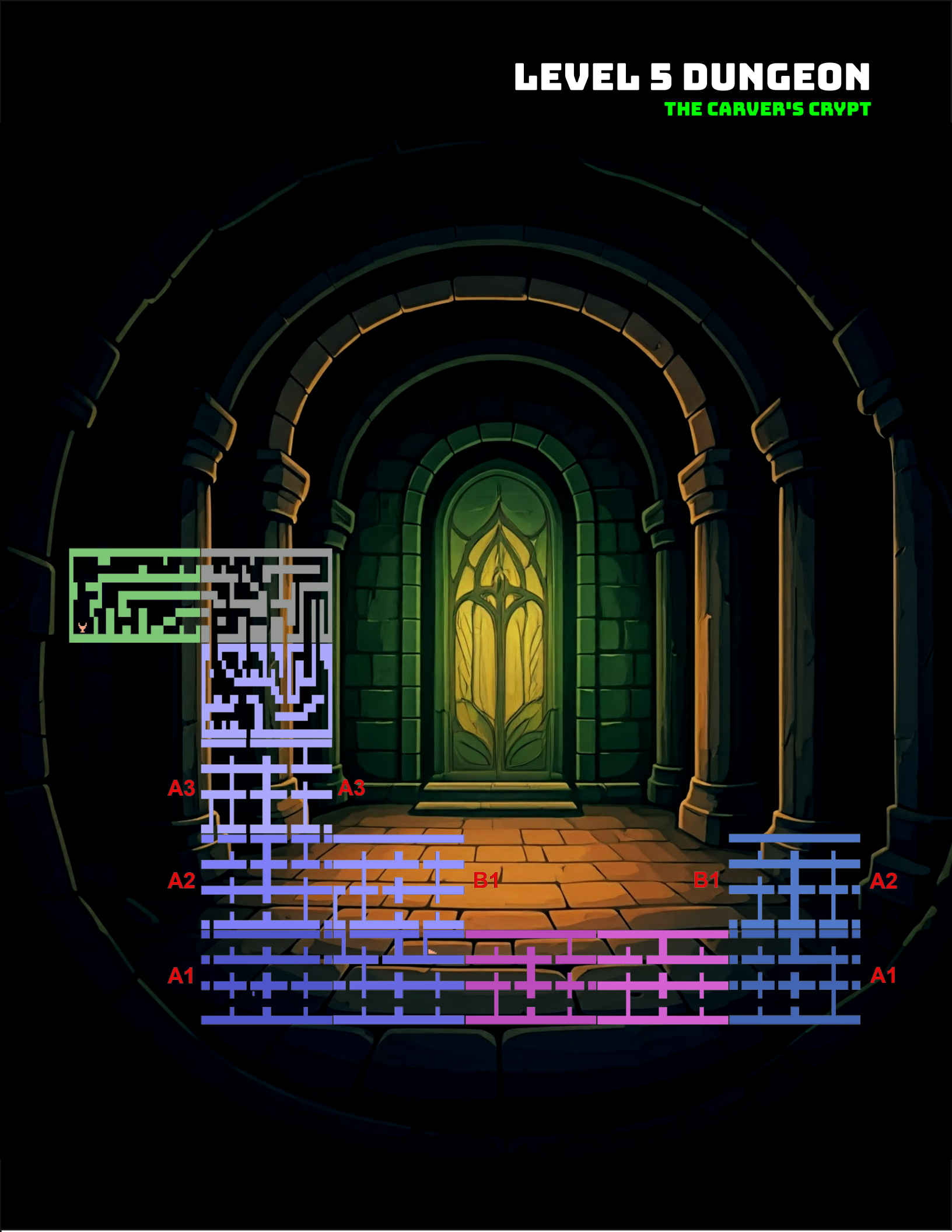
B1

B1

A2

A1

A1





# LEVEL 6

## THE ORC ARCHERS OF THE SEVENTH MOON

THE ORC ARCHERS OF THE SEVENTH MOON ARE FEARSOME WARRIORS, KNOWN FOR THEIR DEADLY ACCURACY AND UNMATCHED POWER. ARMED WITH BOWS THAT CAN PIERCE THE TOUGHEST ARMOR, THEY ARE A CONSTANT THREAT, PICKING OFF ENEMIES FROM AFAR. THEIR ARROWS ARE ENCHANTED WITH DARK MAGIC AND MEAN CERTAIN DEATH.



 SWORD

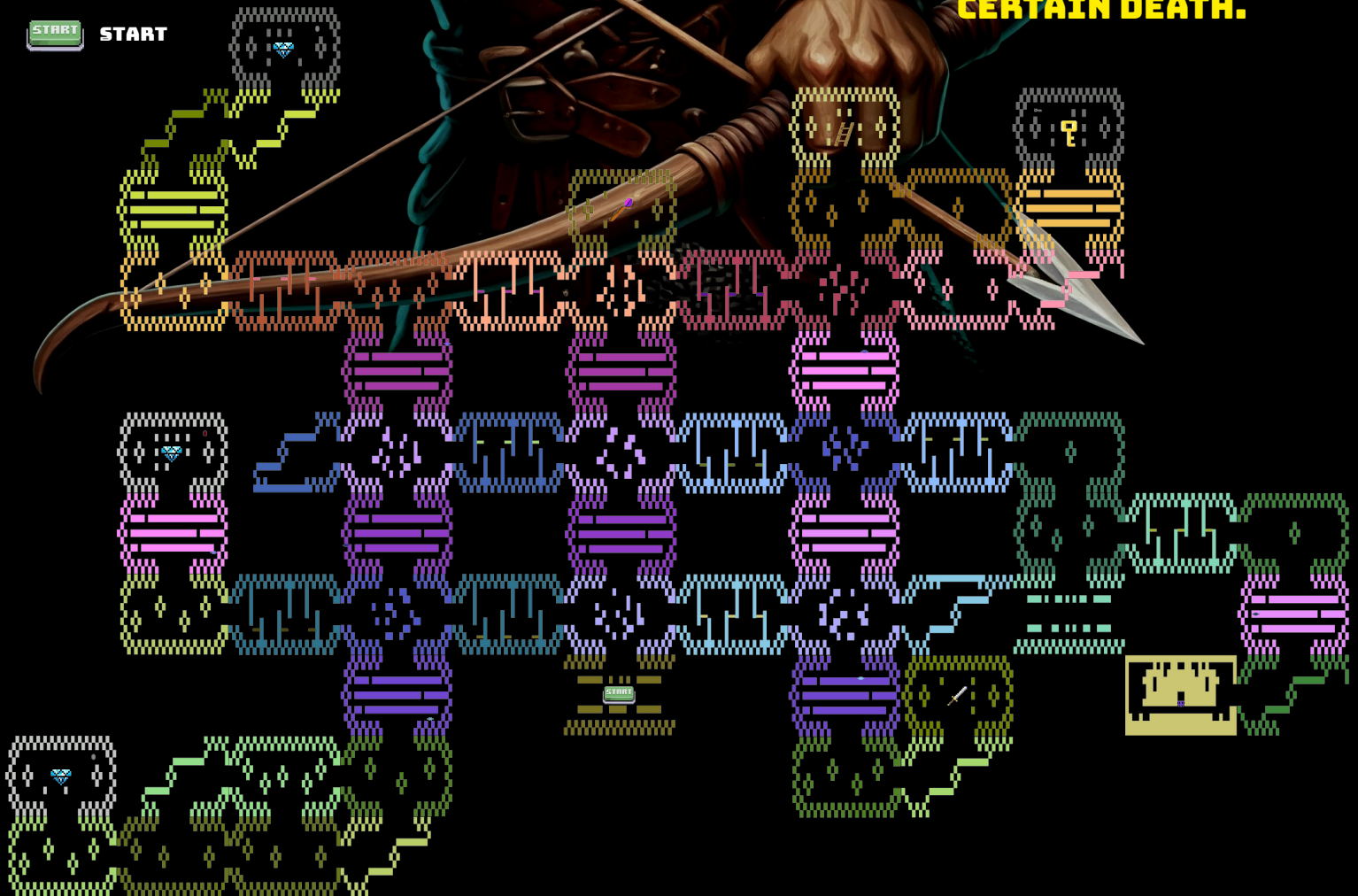
 STAFF

 STAIRS

 GEM

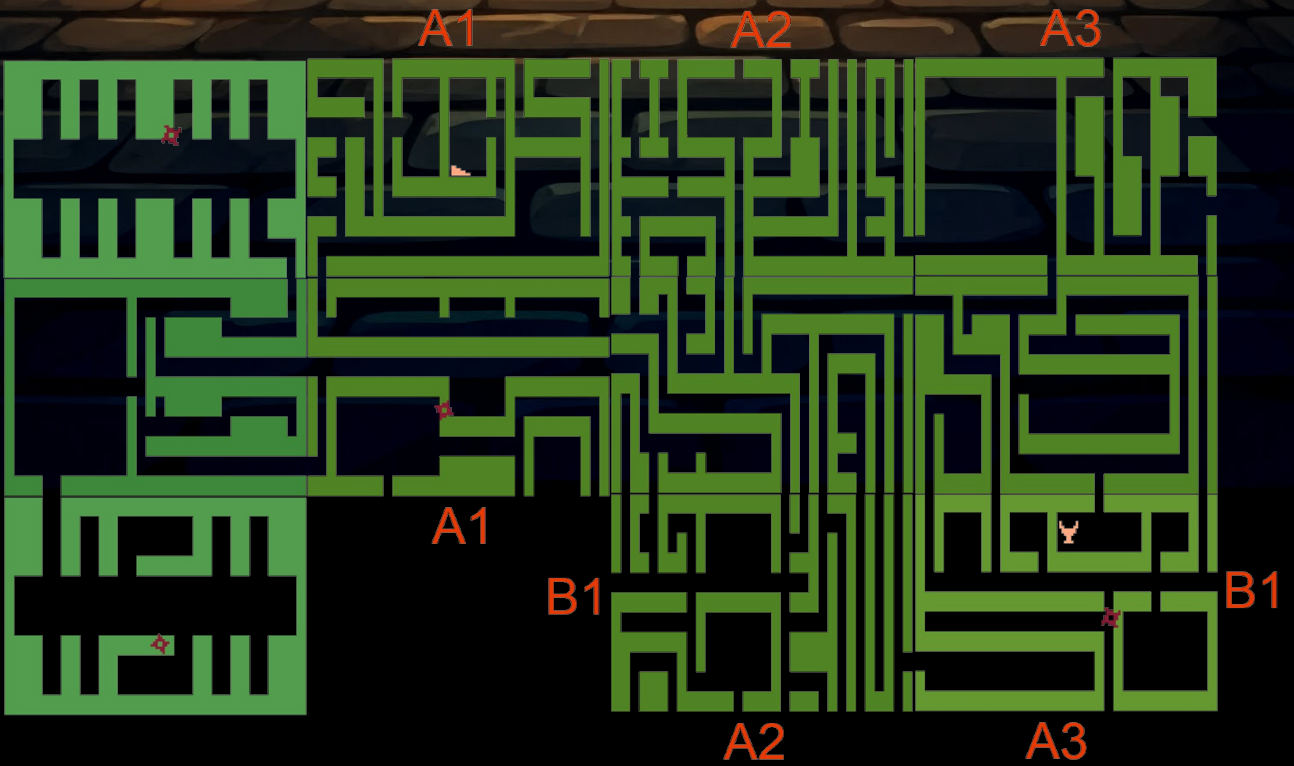
 KEY

 START



# LEVEL 6 DUNGEON

THE ARROW'S NEST



# LEVEL 7

## THE SHADOW MAGES OF MORGHUL

**THE SHADOW MAGES OF MORGHUL ARE ENIGMATIC BEINGS WHO DRAW POWER FROM THE DARKEST CORNERS OF THE UNIVERSE. THEY CAN MANIPULATE SHADOWS, SHROUD THEMSELVES IN DARKNESS, AND CAST ILLUSIONS THAT CAN DECEIVE EVEN THE MOST WATCHFUL EYE. THEIR MASTERY OF THE SHADOWS MAKES THEM FORMIDABLE OPPONENTS, CAPABLE OF STRIKING FROM THE UNSEEN.**



SWORD



STAFF



STAIRS



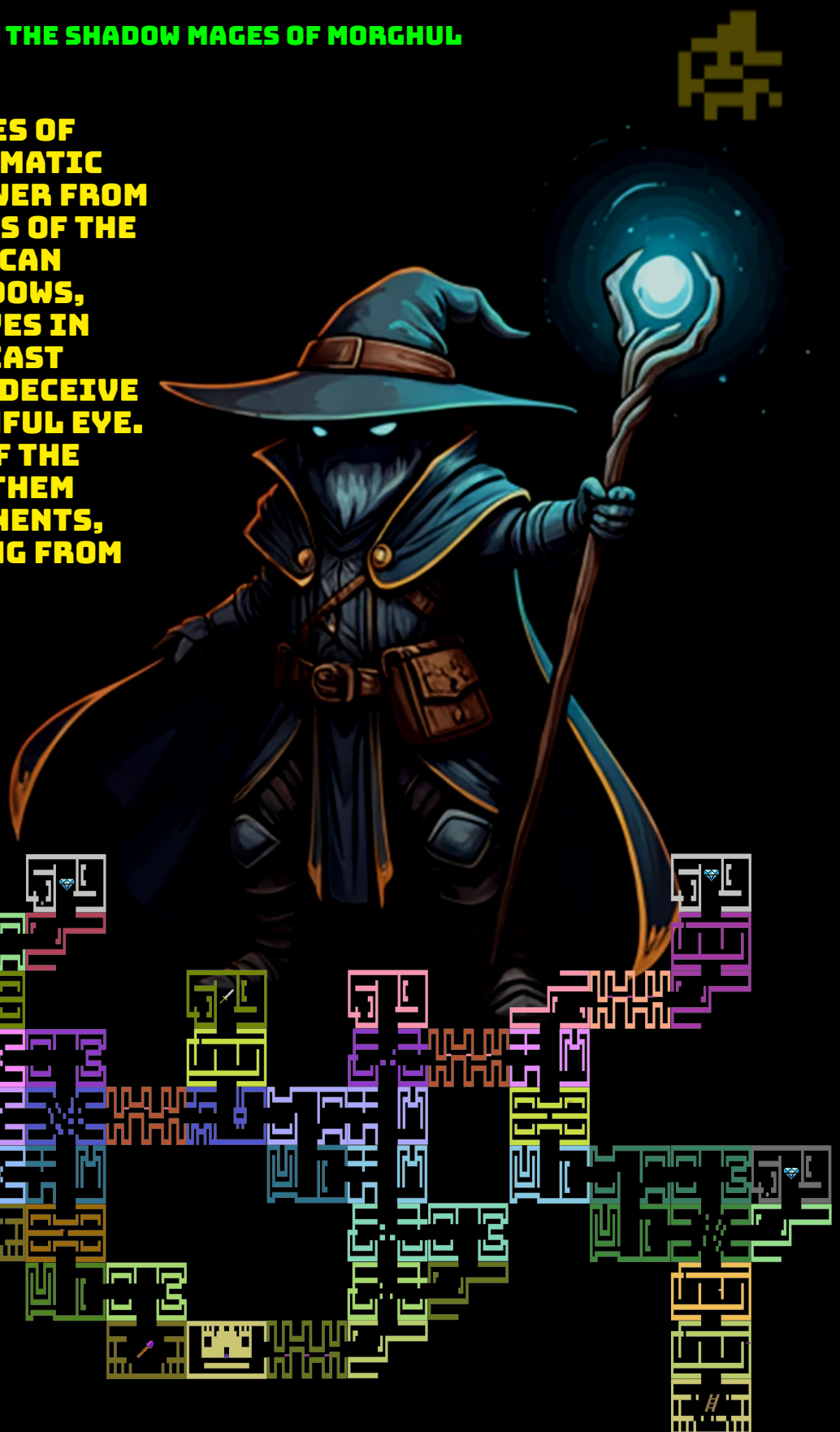
GEM



KEY



START





# LEVEL 7 DUNGEON

THE SHADOWED SANCTUM

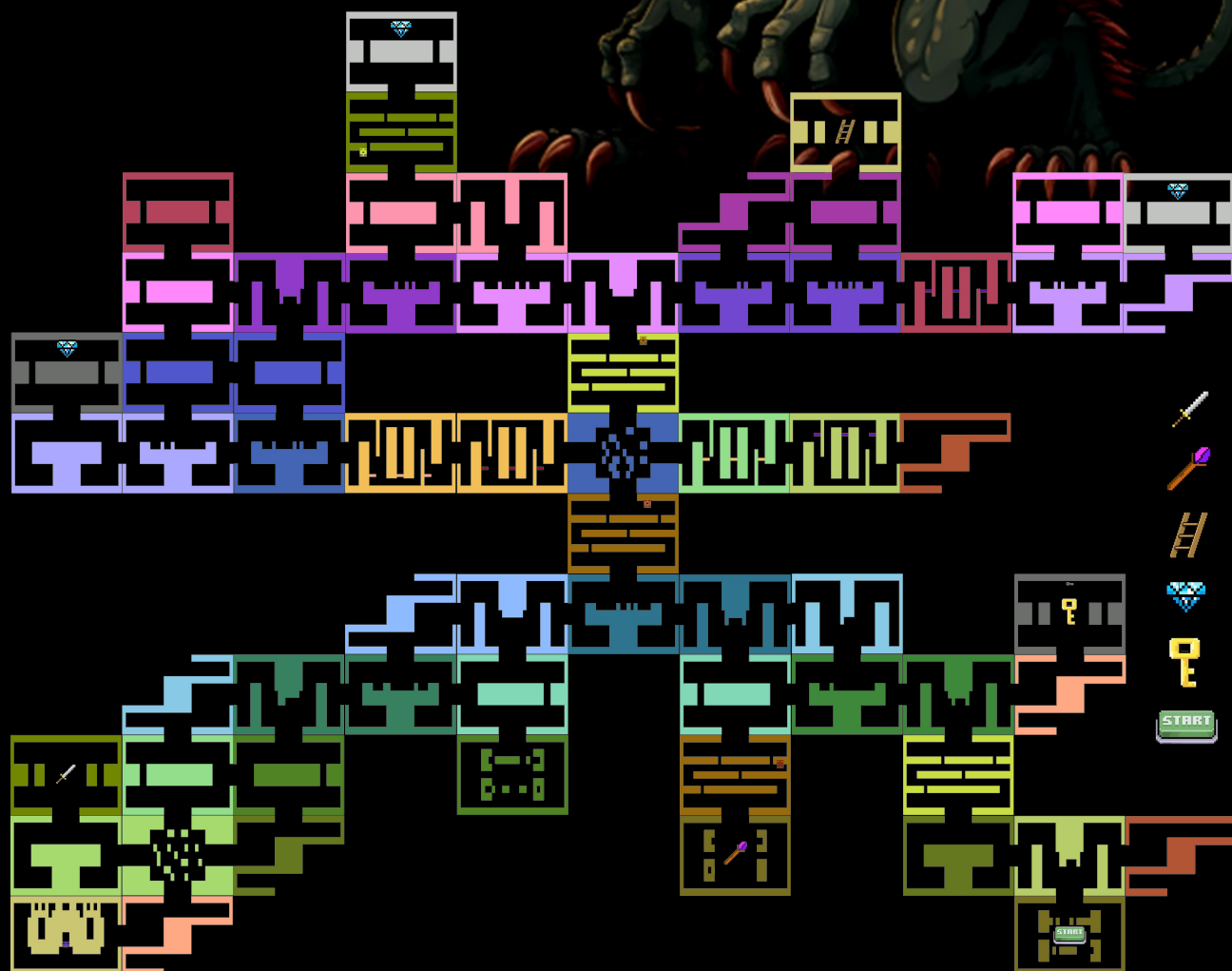








# LEVEL 8

## THE DRAGONBOURNE OF THE RED SKIES



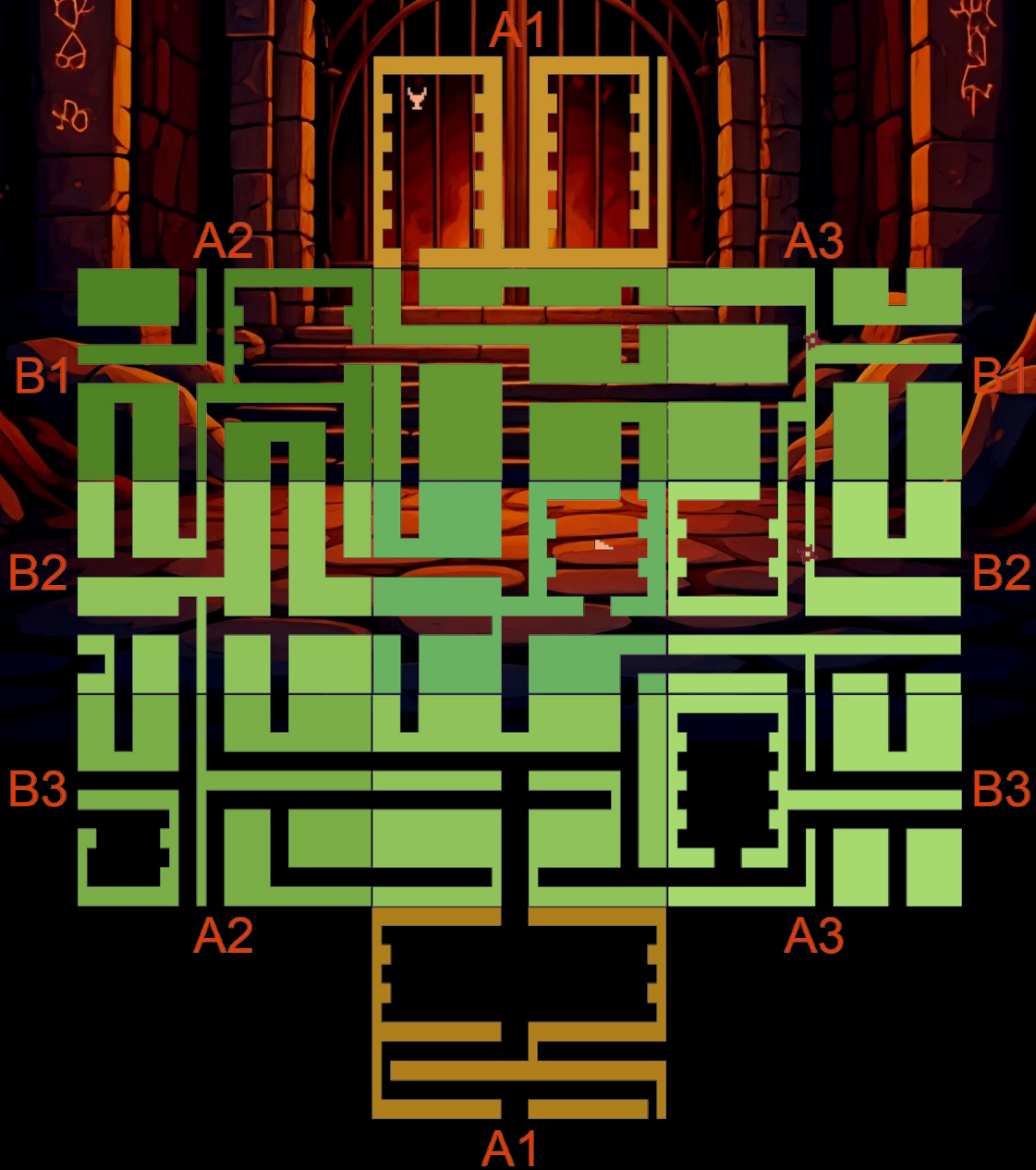
**THE WINGED  
DRAGONBOURNE ARE A  
FEARSOME BREED, THEIR  
BODIES INFUSED WITH  
THE ESSENCE OF  
DRAGONS, GRANTING  
THEM THE ABILITY TO  
SOAR THROUGH THE  
SKIES. THEIR CLAWS RIP  
THROUGH FLESH AND  
BONE AND THE SKIES  
TURN A SHADE OF  
CRIMSON WHEN THEY  
SWARM AND ATTACK.  
THEIR AERIAL ASSAULTS  
ARE A TERRIFYING  
SPECTACLE.**



-  SWORD
-  STAFF
-  STAIRS
-  GEM
-  KEY
-  START

# LEVEL 8 DUNGEON

THE FORGOTTEN FORTRESS

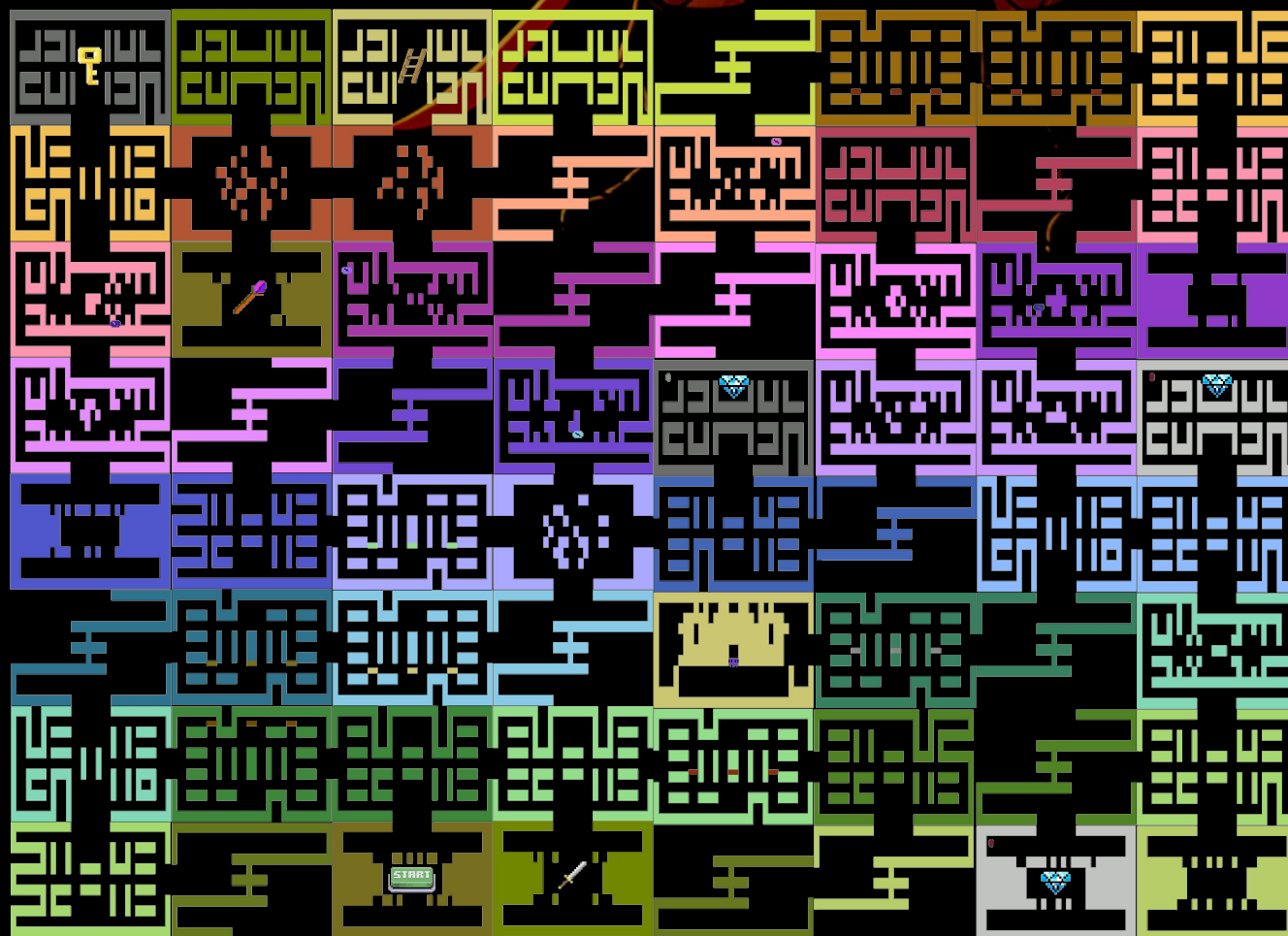
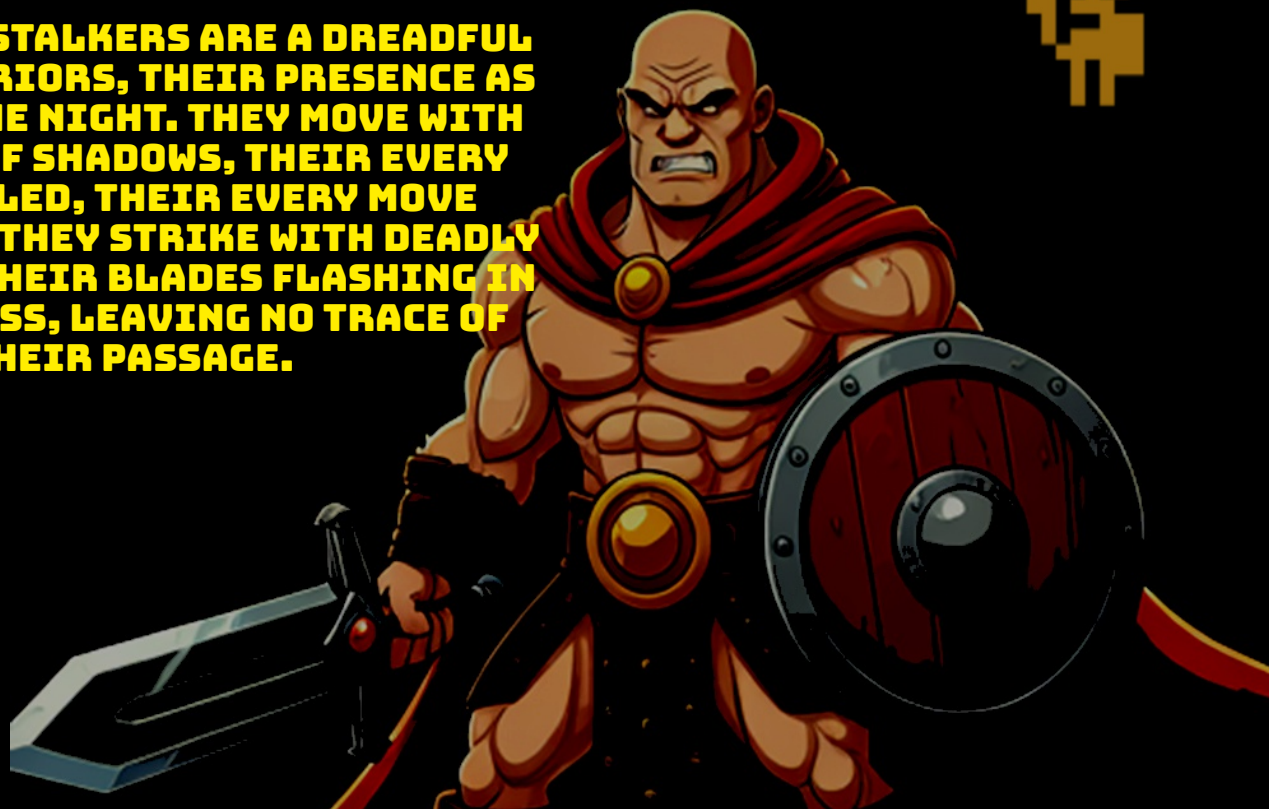




# LEVEL 9

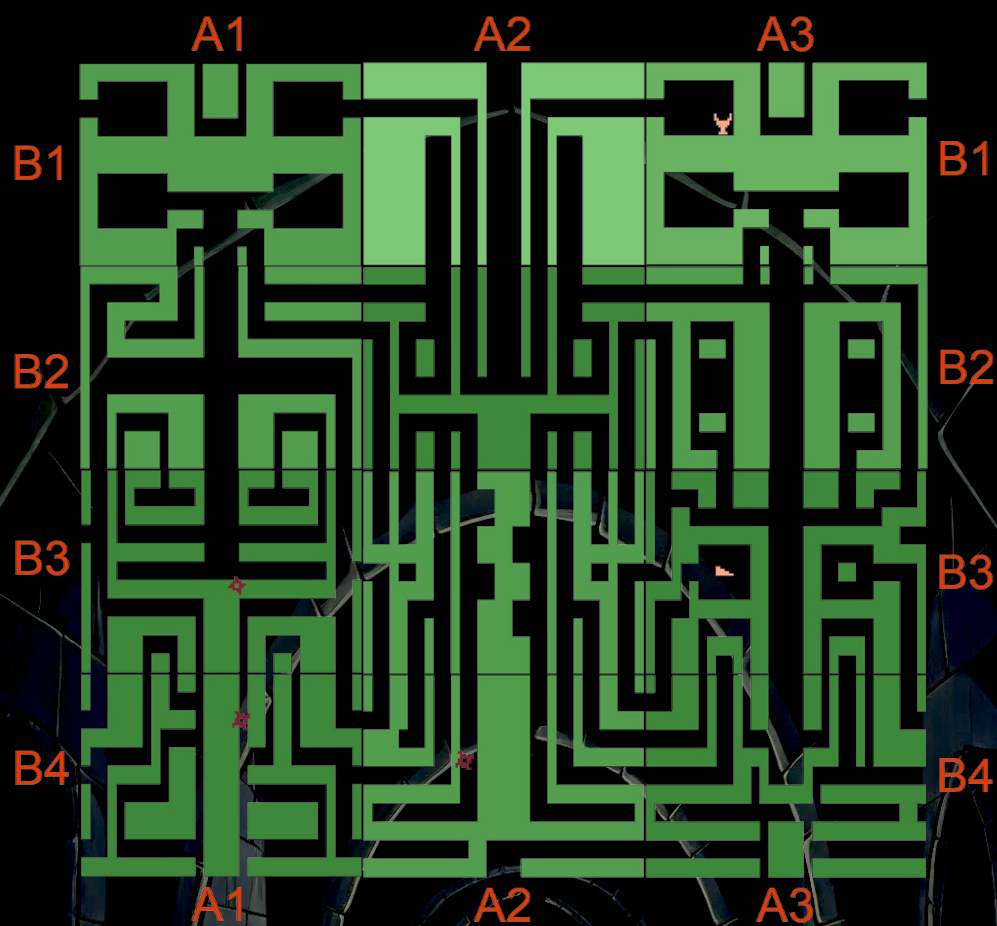
## THE SWORD STALKERS OF MORDHEIM

THE SHADOW STALKERS ARE A DREADFUL BAND OF WARRIORS, THEIR PRESENCE AS SILENT AS THE NIGHT. THEY MOVE WITH THE GRACE OF SHADOWS, THEIR EVERY STEP MUFFLED, THEIR EVERY MOVE CALCULATED. THEY STRIKE WITH DEADLY PRECISION, THEIR BLADES FLASHING IN THE DARKNESS, LEAVING NO TRACE OF THEIR PASSAGE.



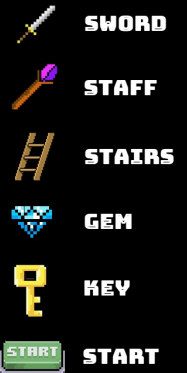
# LEVEL 9 DUNGEON

THE STALKER'S DEN

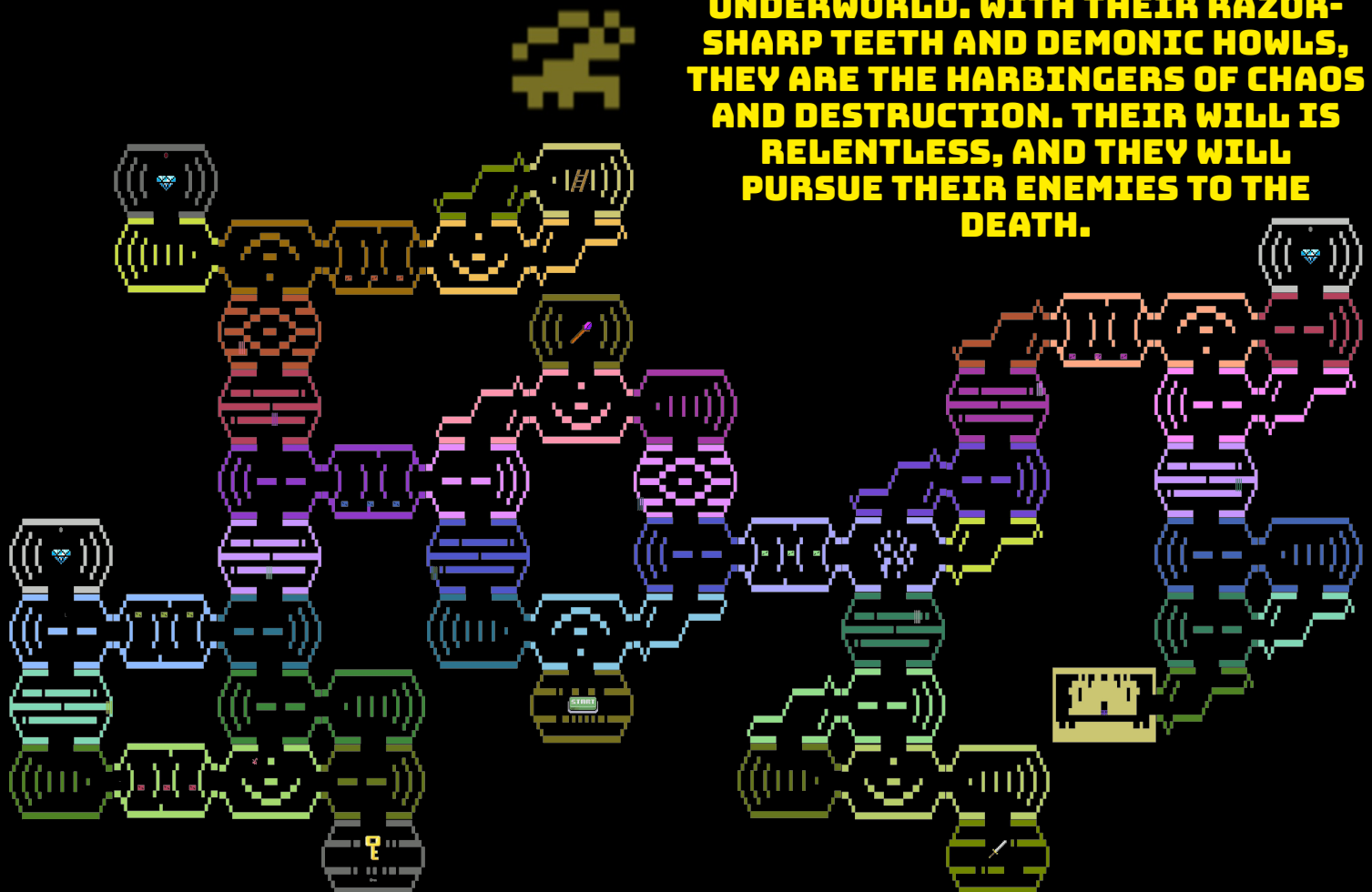


# LEVEL 10

## THE HELL HOUND ARMY OF NYX



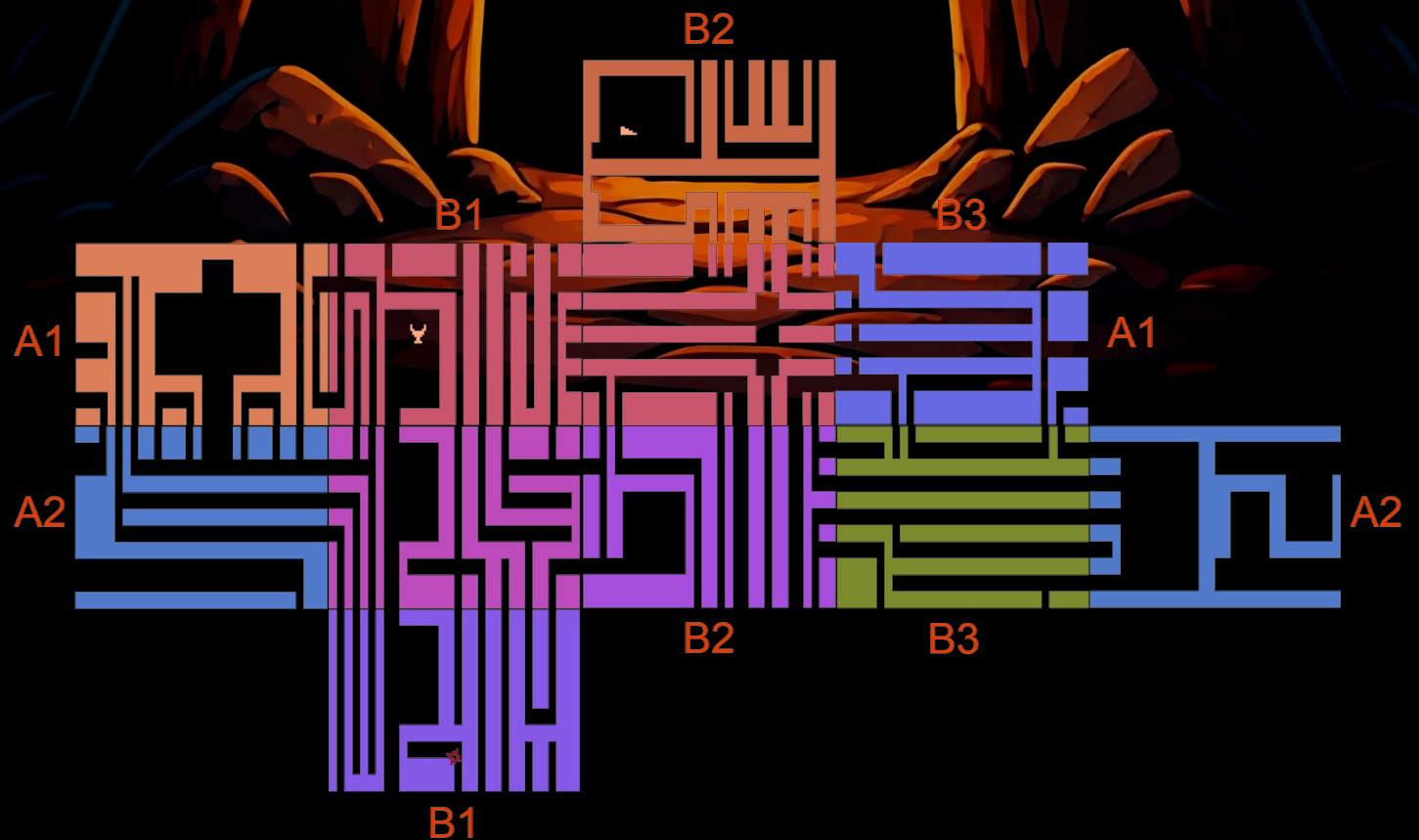
**THE HELL HOUNDS OF NYX ARE TERRIFYING CREATURES, BORN FROM THE DARKEST DEPTHS OF THE UNDERWORLD. WITH THEIR RAZOR-SHARP TEETH AND DEMONIC HOWLS, THEY ARE THE HARBINGERS OF CHAOS AND DESTRUCTION. THEIR WILL IS RELENTLESS, AND THEY WILL PURSUE THEIR ENEMIES TO THE DEATH.**





# LEVEL 10 DUNGEON

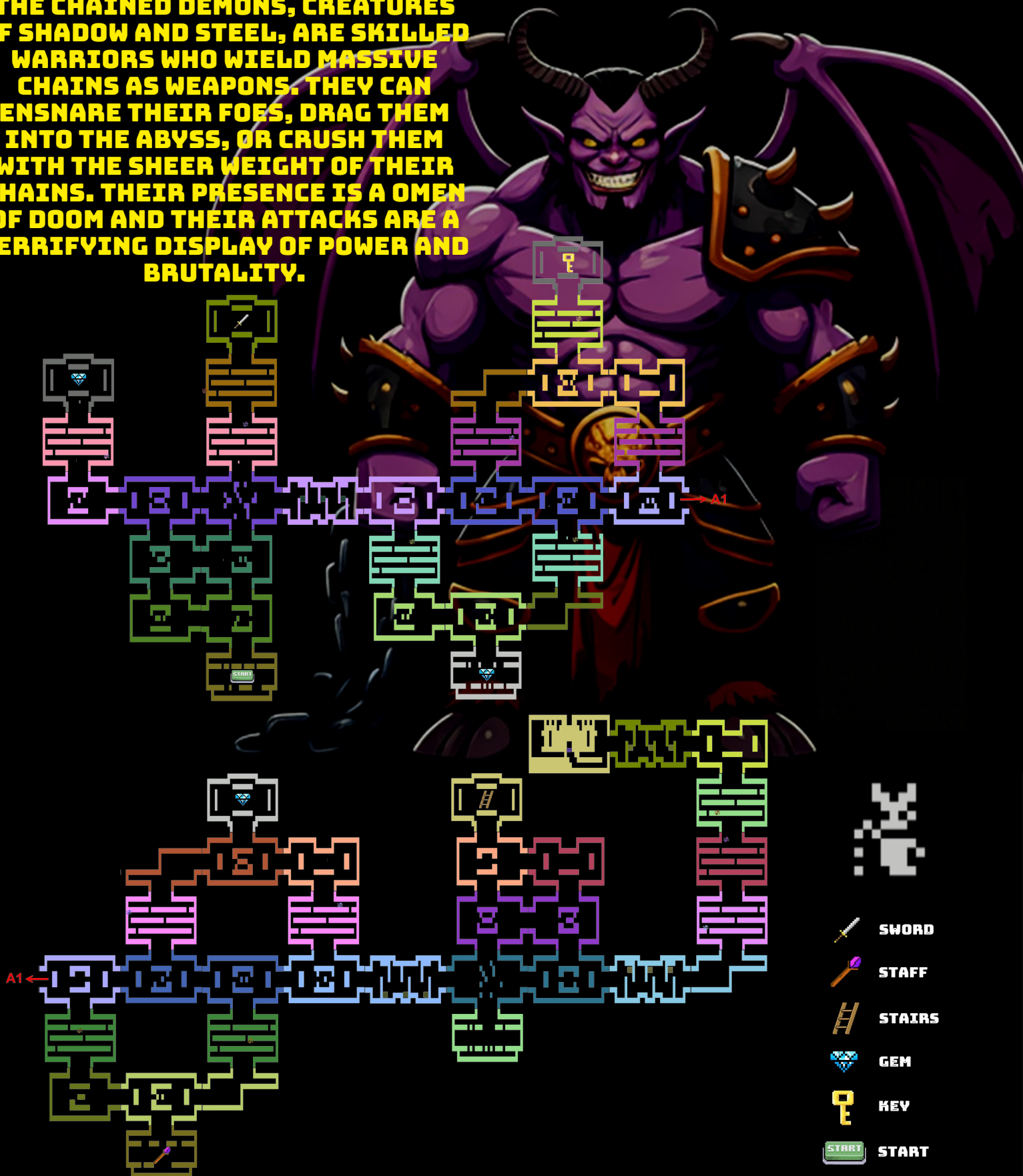
THE CURSED CATHEDRAL



# LEVEL 11

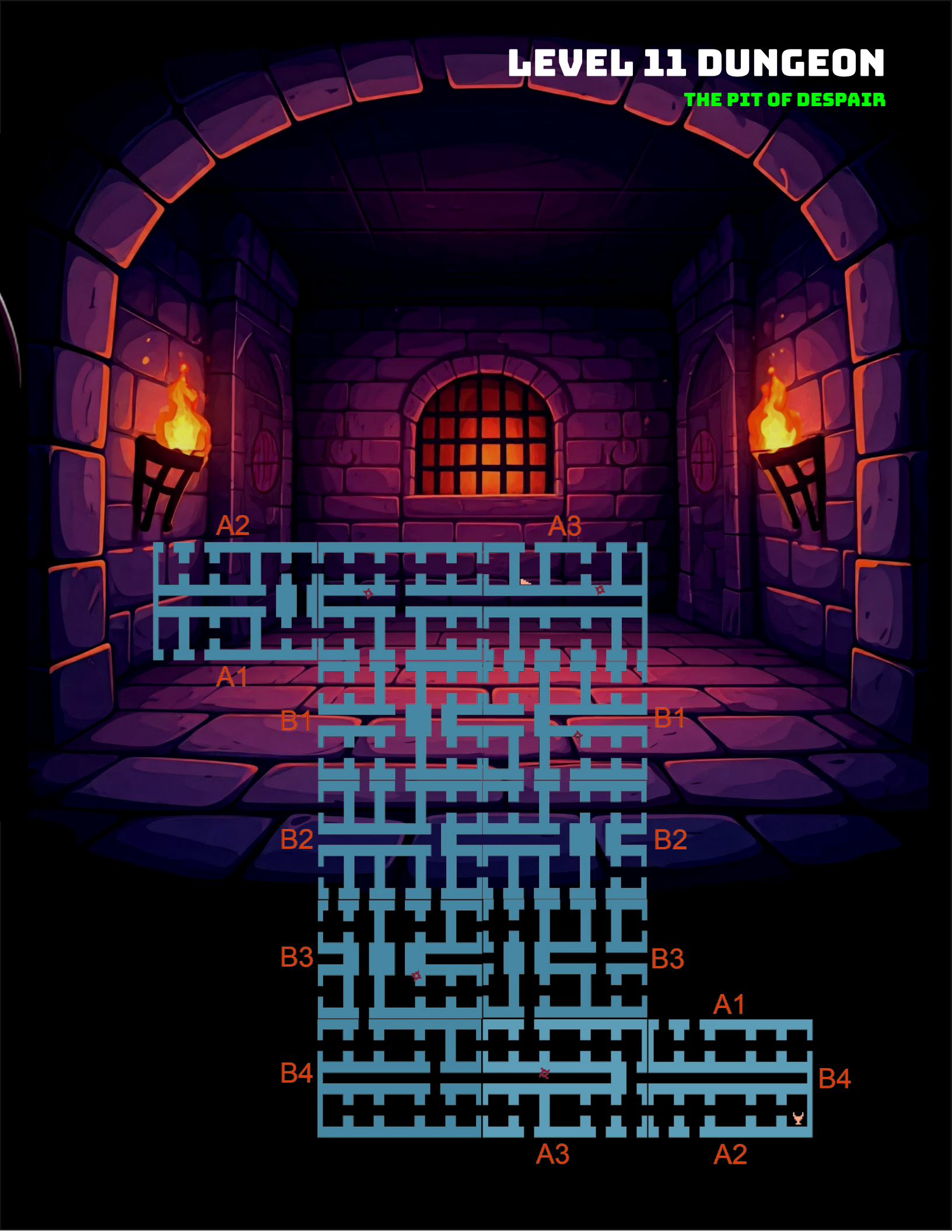
## THE CHAINED DEMONS OF GEHARRA

THE CHAINED DEMONS, CREATURES OF SHADOW AND STEEL, ARE SKILLED WARRIORS WHO WIELD MASSIVE CHAINS AS WEAPONS. THEY CAN ENSNARE THEIR FOES, DRAG THEM INTO THE ABYSS, OR CRUSH THEM WITH THE SHEER WEIGHT OF THEIR CHAINS. THEIR PRESENCE IS A OMEN OF DOOM AND THEIR ATTACKS ARE A TERRIFYING DISPLAY OF POWER AND BRUTALITY.



# LEVEL 11 DUNGEON

THE PIT OF DESPAIR





# LEVEL 12

## THE BLOB ARMY OF THE SERPENT'S LAIR

**THE BLOB ARMY IS A WICKED HORDE OF AMORPHOUS CREATURES, SUMMONED BY THE SERPENT LORD OF RIESIG, RISING FROM THE HALLS OF IT'S LAIR. THEY ARE A NIGHTMARE TO FACE, THEIR UNPREDICTABLE ATTACKS AND CORROSIVE TOUCH MAKING THEM A DEADLY THREAT.**



# LEVEL 12 DUNGEON

THE LOST LABYRINTH



# LEVEL 13

## THE FIRE MAGES OF THE DRAGON'S HOARD

THE FIRE MAGES OF THE DRAGON'S HOARD ARE A FEARSOME ORDER OF PYROMANCERS, THEIR BODIES IMBUED WITH THE FIERY ESSENCE OF DRAGONS. THEY COMMAND FLAMES THAT CAN CONSUME ENTIRE ARMIES AND THEIR SPELLS RAIN DESTRUCTION UPON THEIR ENEMIES. THEIR POWER IS A TESTAMENT TO THE ANCIENT, ARCANES KNOWLEDGE THEY POSSESS, MAKING THEM A FORCE TO BE FEARED.

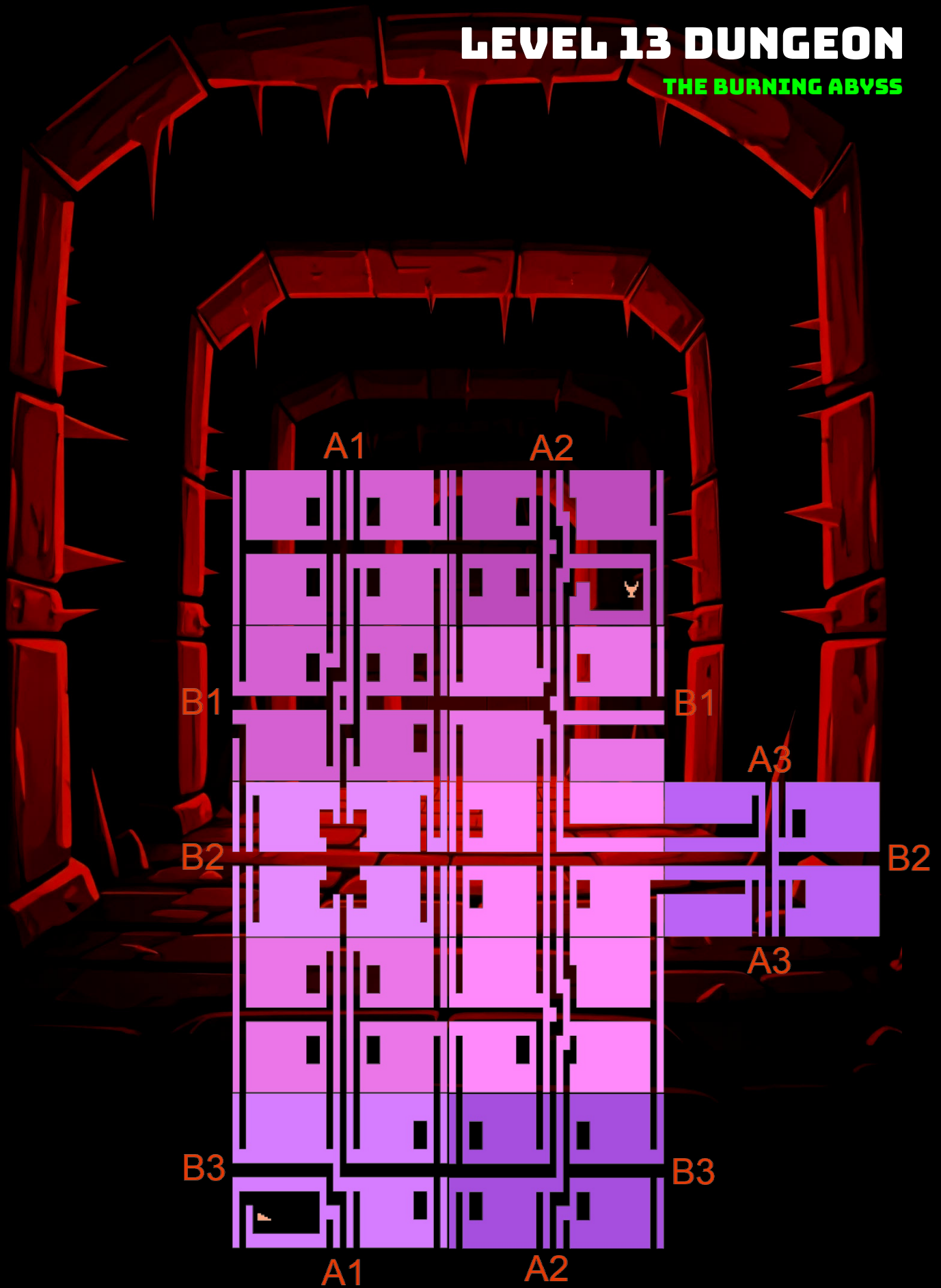


- SWORD
- STAFF
- STAIRS
- GEM
- KEY
- START



# LEVEL 13 DUNGEON

THE BURNING ABYSS



# LEVEL 14

## THE BATTERING RAMS OF THE SHATTERED ISLES

THE BATTERING RAMS OF THE FORGOTTEN ISLES ARE A FEARSOME HORDE OF RAMS, THEIR BODIES HARDENED BY THE HARSH ISLAND WINDS AND THEIR SPIRITS TEMPERED BY COUNTLESS BATTLES. USING THEIR MASSIVE HORNS, THEY CHARGE INTO BATTLE, THEIR HORNS SHATTERING SHIELDS AND SPLINTERING BONE. THEIR RELENTLESS ATTACKS ARE A FORCE OF NATURE, CAPABLE OF LEVELING EVEN THE MIGHTIEST FORTIFICATIONS.



SWORD



STAFF



STAIRS



GEM



KEY



START



# LEVEL 14 DUNGEON

THE BATTERING RAM'S BASTION





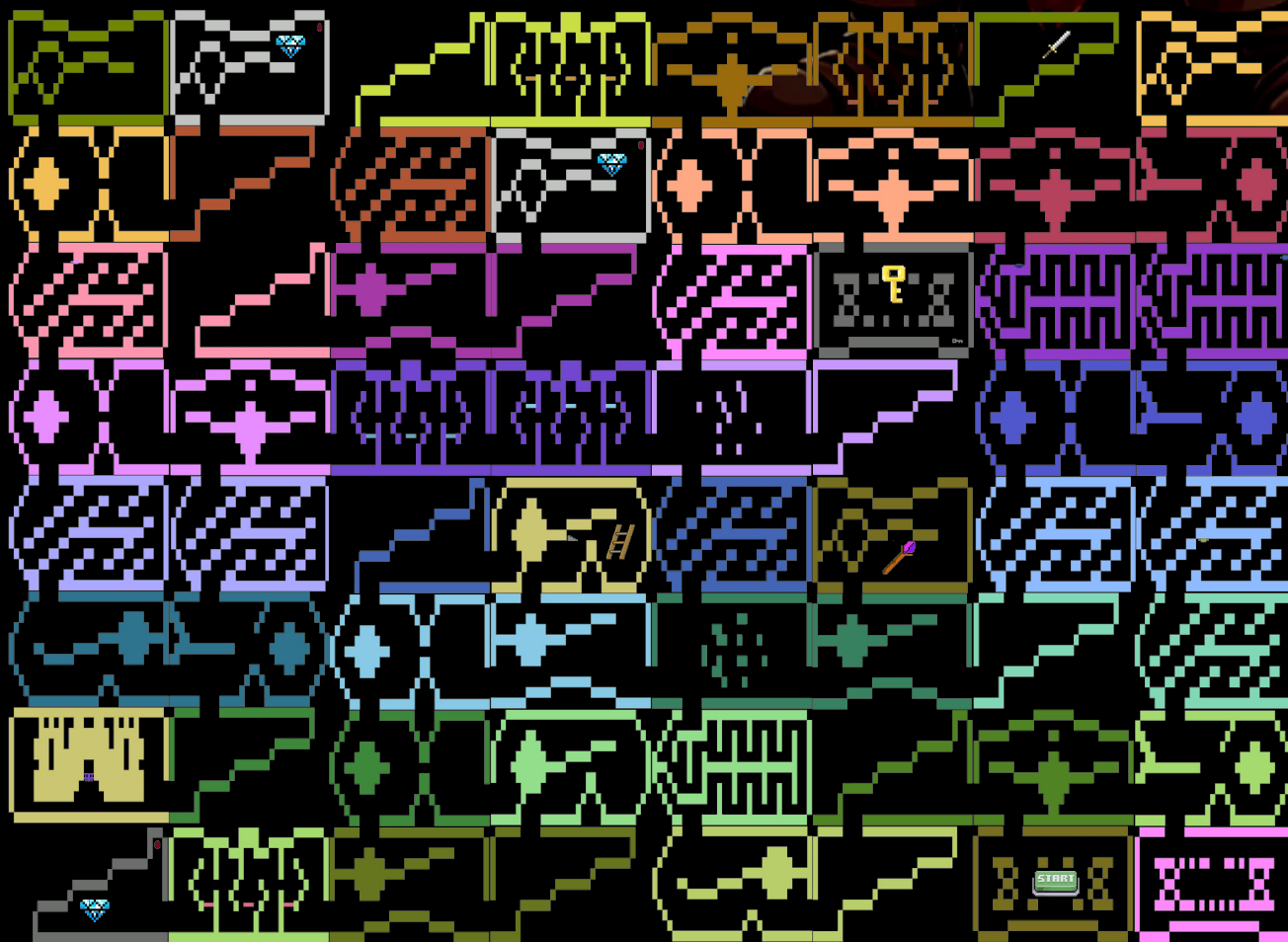
# LEVEL 15

## THE GOBLINS OF THE FORGOTTEN LEGION

THE GOBLINS OF THE FORGOTTEN LEGION ARE AN INTIMIDATING HORDE, THEIR HEARTS FILLED WITH A THIRST FOR BLOOD AND PLUNDER. THEY ARE THE REMNANTS OF THE OLD REALM, NOW DRIVEN TO THE FRINGES OF THE WORLD. NOW THEY SEEK TO RECLAIM THE REALM OF RIESIG, THEIR WEAPONS RAISED HIGH, THEIR WAR CRY ECHOING THROUGH THE NIGHT.



-  SWORD
-  STAFF
-  STAIRS
-  GEM
-  KEY
-  START



# LEVEL 15 DUNGEON

THE GOBLIN'S GAUNTLET





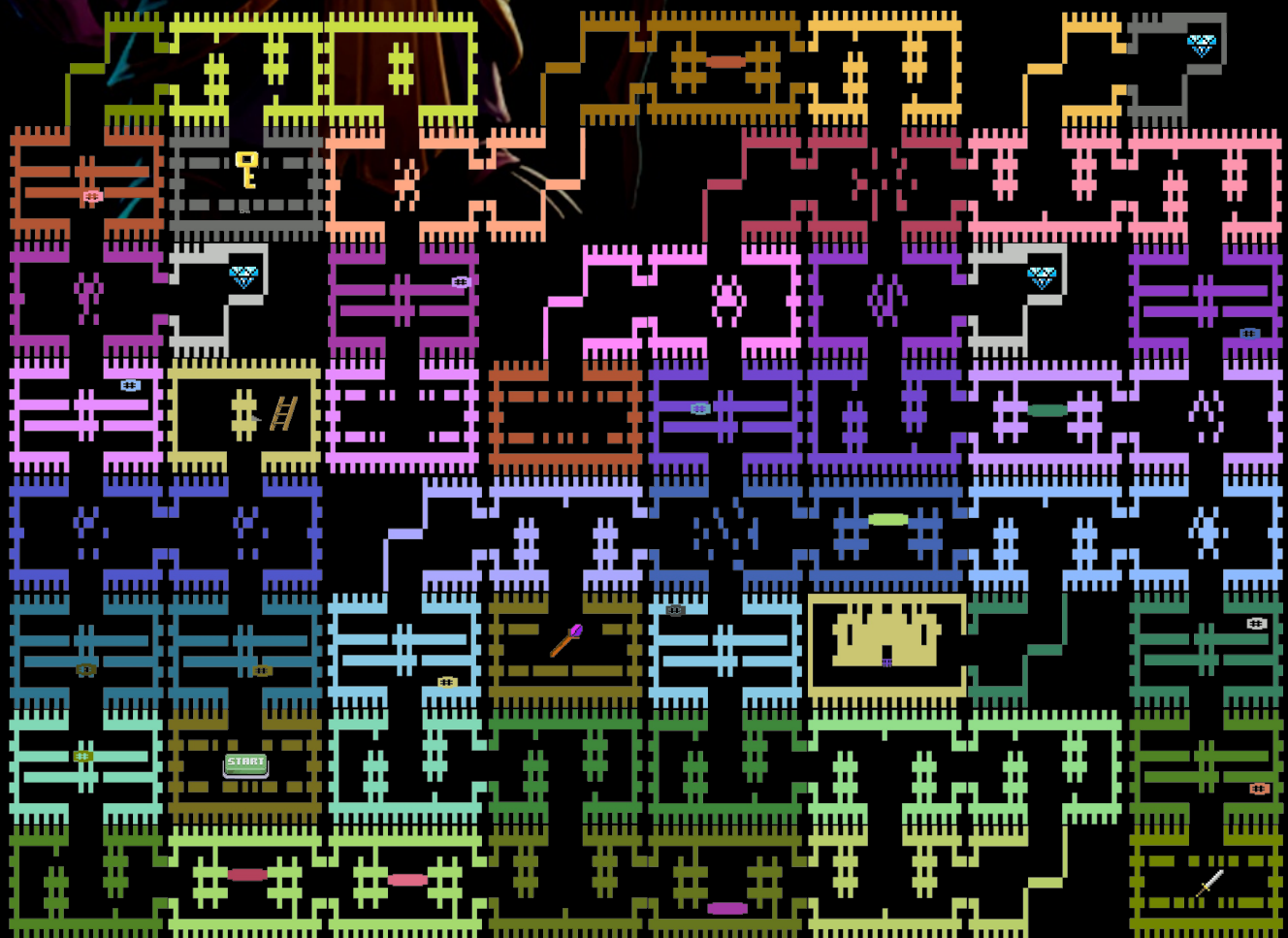
# LEVEL 16

THE DEMONIC MAGES OF THE SOURCEROUS SYNDICATE

THE DEMONIC MAGES ARE CHILLING SORCERERS, THEIR BODIES AND MINDS CORRUPTED BY DARK MAGIC. WITH HORNS THAT PIERCE THE HEAVENS AND EYES THAT BURN WITH INFERNAL FIRE, THEY COMMAND THE FORCES OF DARKNESS, SUMMONING DEMONS AND UNLEASHING CHAOS UPON THE REALM OF RIESIG.



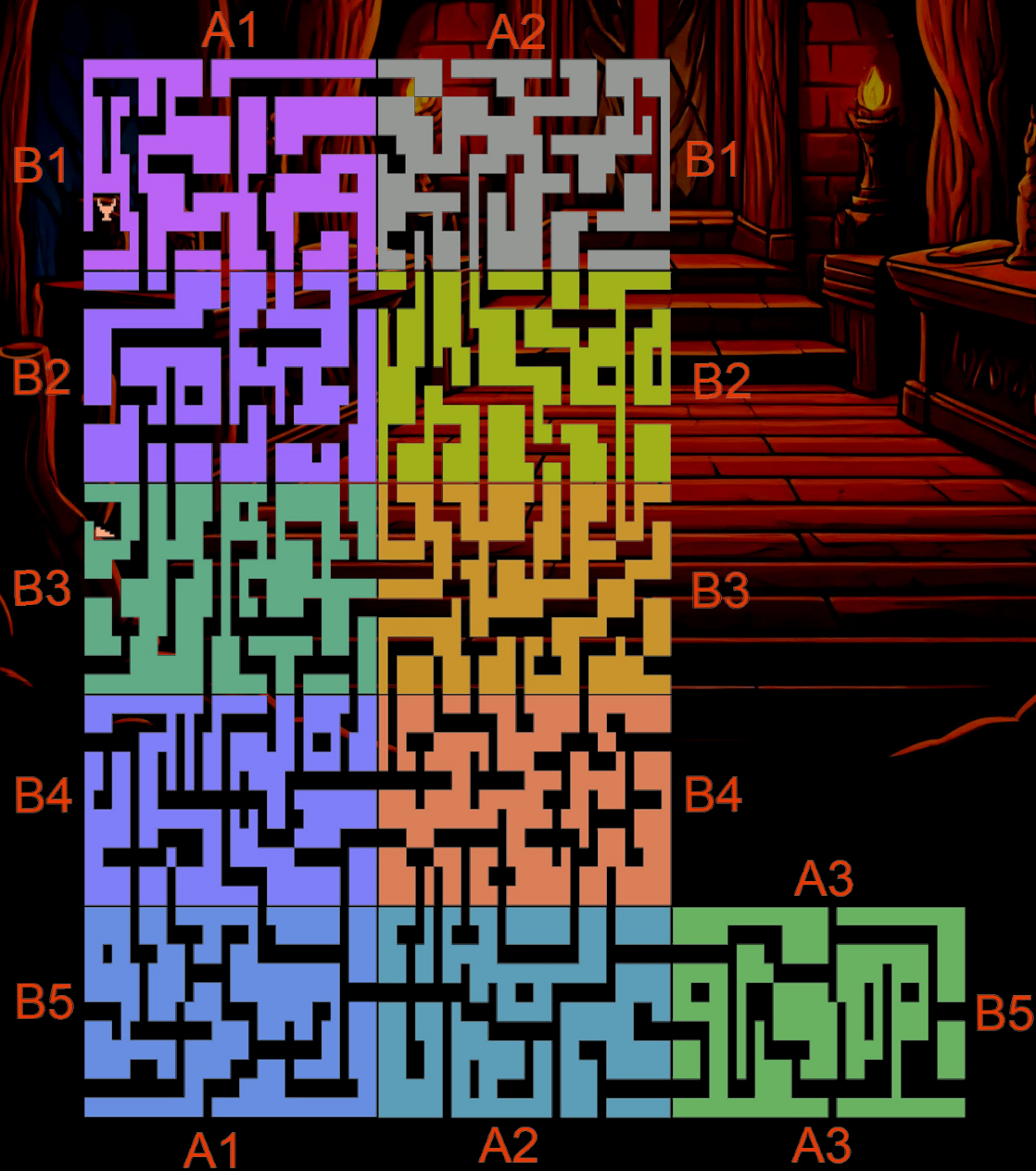
-  SWORD
-  STAFF
-  STAIRS
-  GEM
-  KEY
-  START





# LEVEL 16 DUNGEON

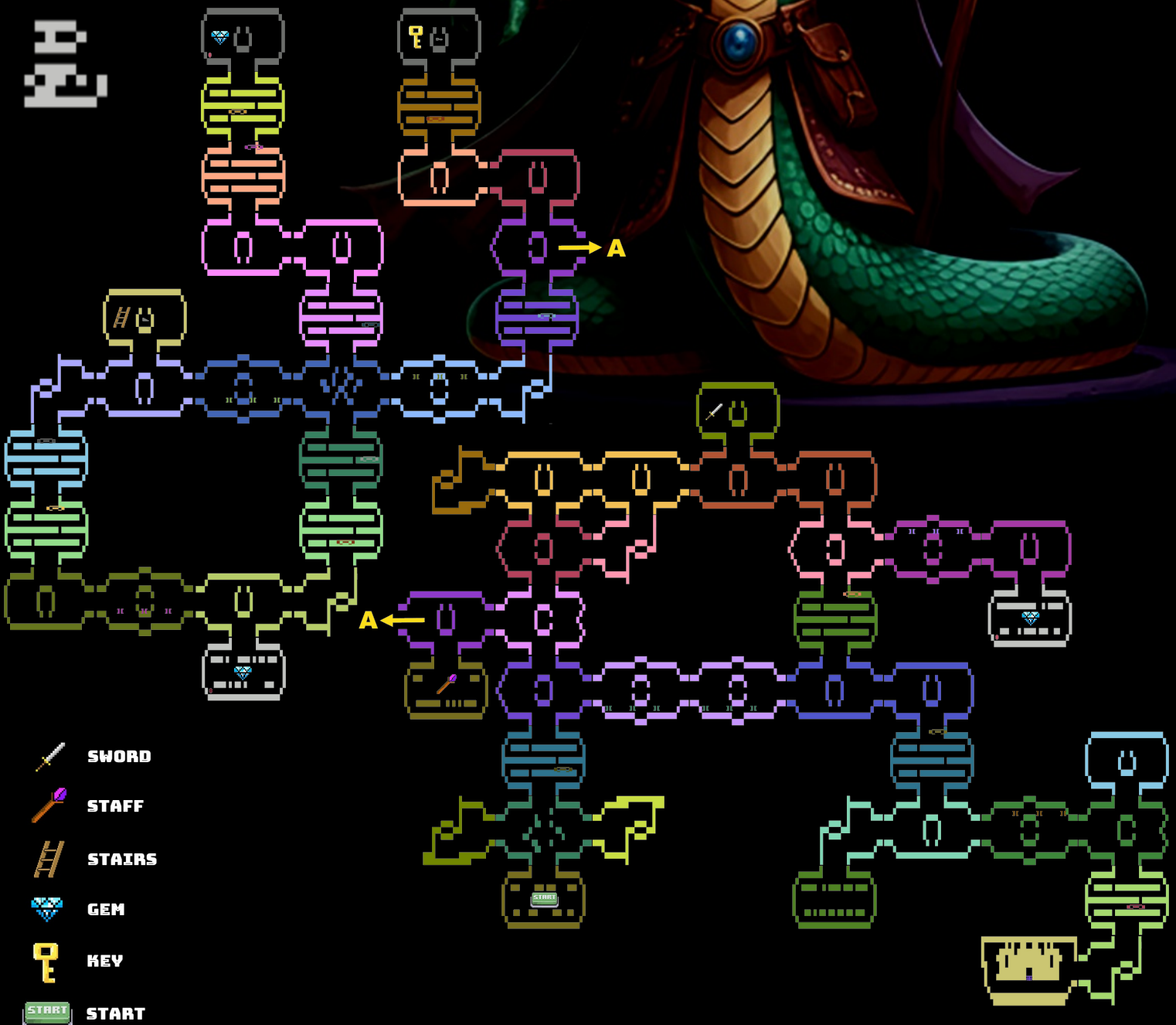
THE ENCHANTER'S ENCLAVE



# LEVEL 17

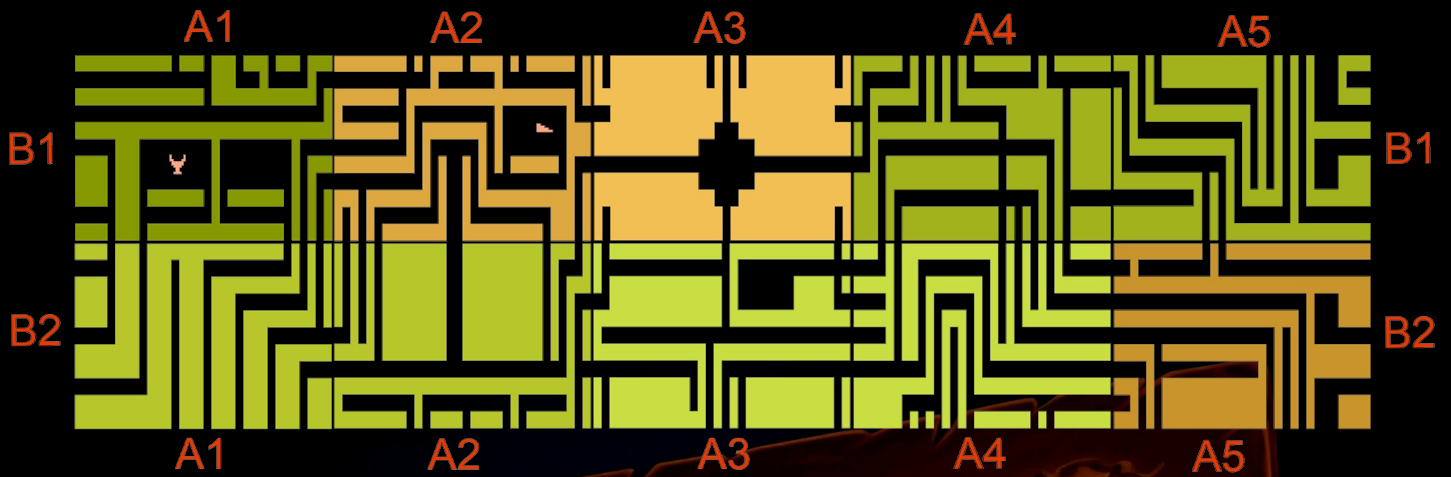
## THE MASTERS OF VENOM

**THE MASTERS OF VENOM ARE A MYSTERIOUS AND FEARED ORDER OF SORCERERS WHO DRAW POWER FROM THE SERPENTINE ENERGIES OF THE REALM. THEY CAST VENOMOUS SPELLS AND HAVE THE POWER TO CONTROL SERPENTS, MAKING THEM ONE OF THE MORE FORMIDABLE FOES IN RIESIG.**



# LEVEL 17 DUNGEON

THE VIPER'S VAULT

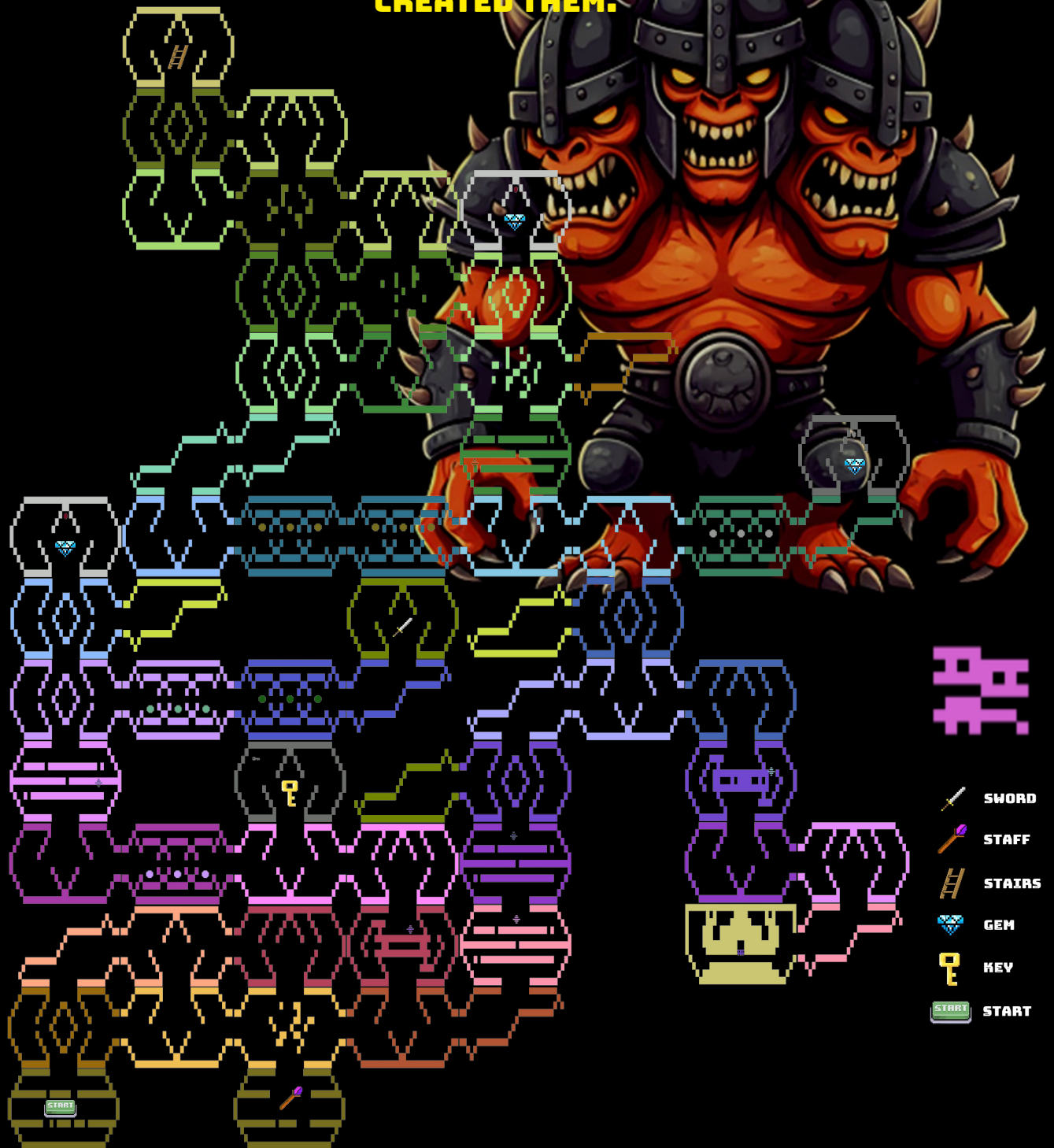




# LEVEL 18

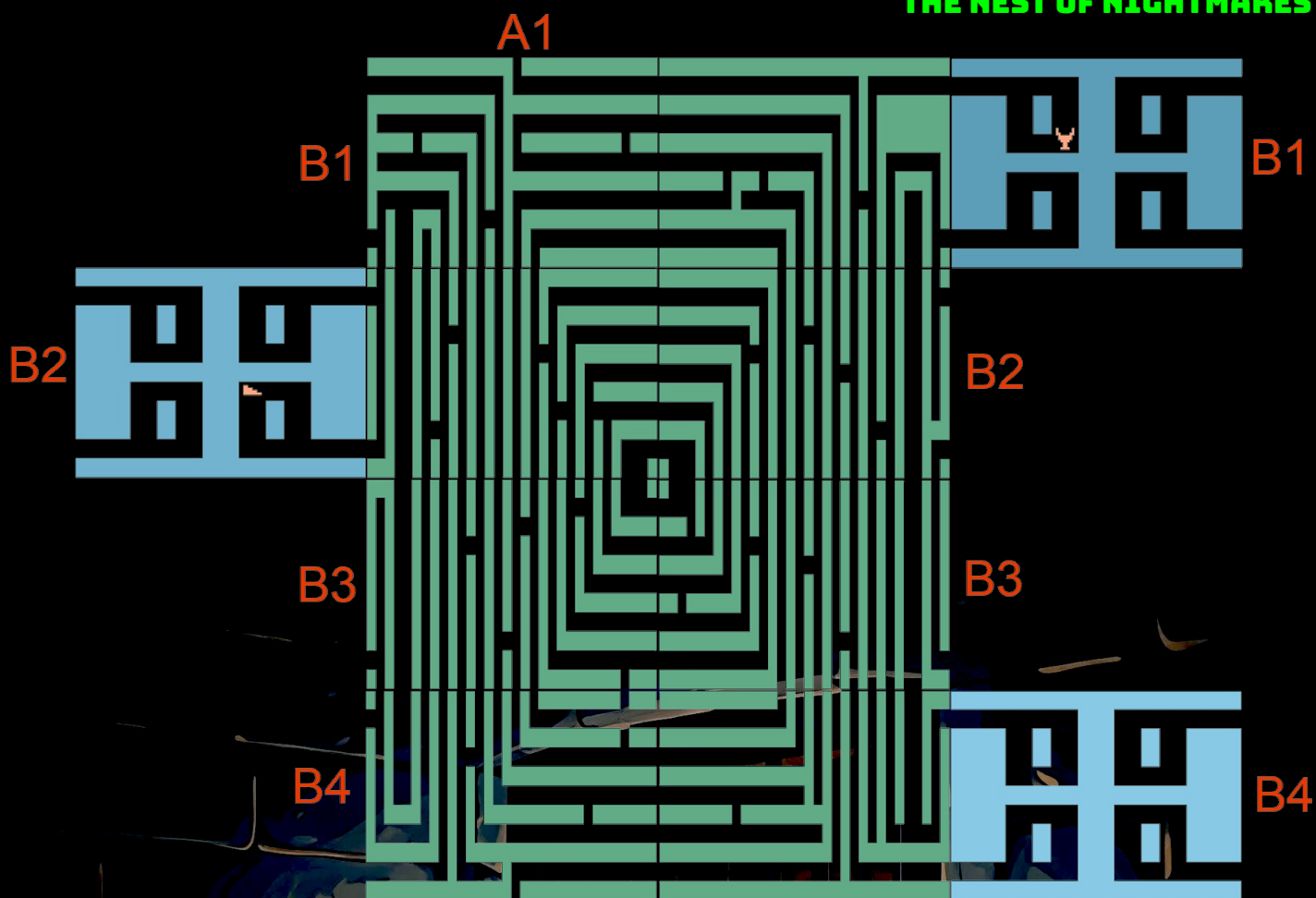
## THE ABOMINATIONS OF THE LOST KINGDOM

THE ABOMINATIONS ARE COLOSSAL MONSTROSITIES, THEIR BODIES TWISTED AND GROTESQUE, THEIR MULTIPLE HEADS SNARLING WITH ANGER AND MALICE. EACH HEAD POSSESSES ITS OWN UNIQUE ABILITIES, MAKING THEM INCREDIBLY DANGEROUS FOES. THESE CREATURES OF NIGHTMARE ARE A TESTAMENT TO THE DARK POWER THAT CREATED THEM.



# LEVEL 18 DUNGEON

THE NEST OF NIGHTMARES



# LEVEL 19

## THE SERVANTS OF THE NECROMANCER

**THE SKELETAL SWORDSMEN,  
A DARK LEGION OF THE  
UNDEAD, ARE COMMANDED BY  
A POWERFUL NECROMANCER.  
THESE SKELETAL WARRIORS  
WIELD SWORDS OF BONE AND  
SHADOW, THEIR STRIKES AS  
SWIFT AND DEADLY AS THE  
GRIM REAPER HIMSELF.  
UNDER THE NECROMANCER'S  
COMMAND, THEY ARE AN  
UNSTOPPABLE FORCE, THEIR  
PRESENCE A SIGN OF  
IMPENDING DOOM TO ALL.**



 SWORD

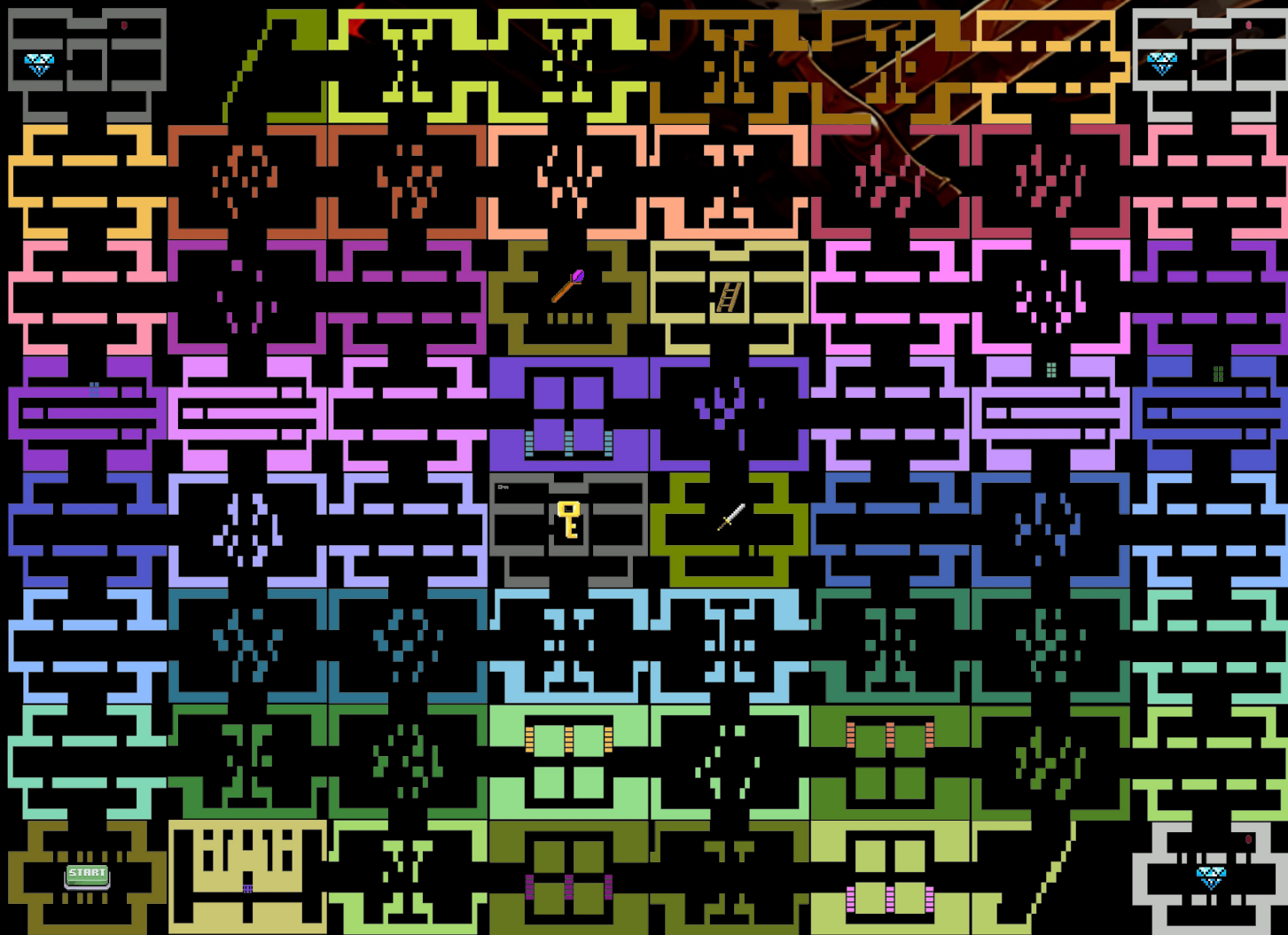
 STAFF

 STAIRS

 GEM

 KEY

 START





# LEVEL 19 DUNGEON

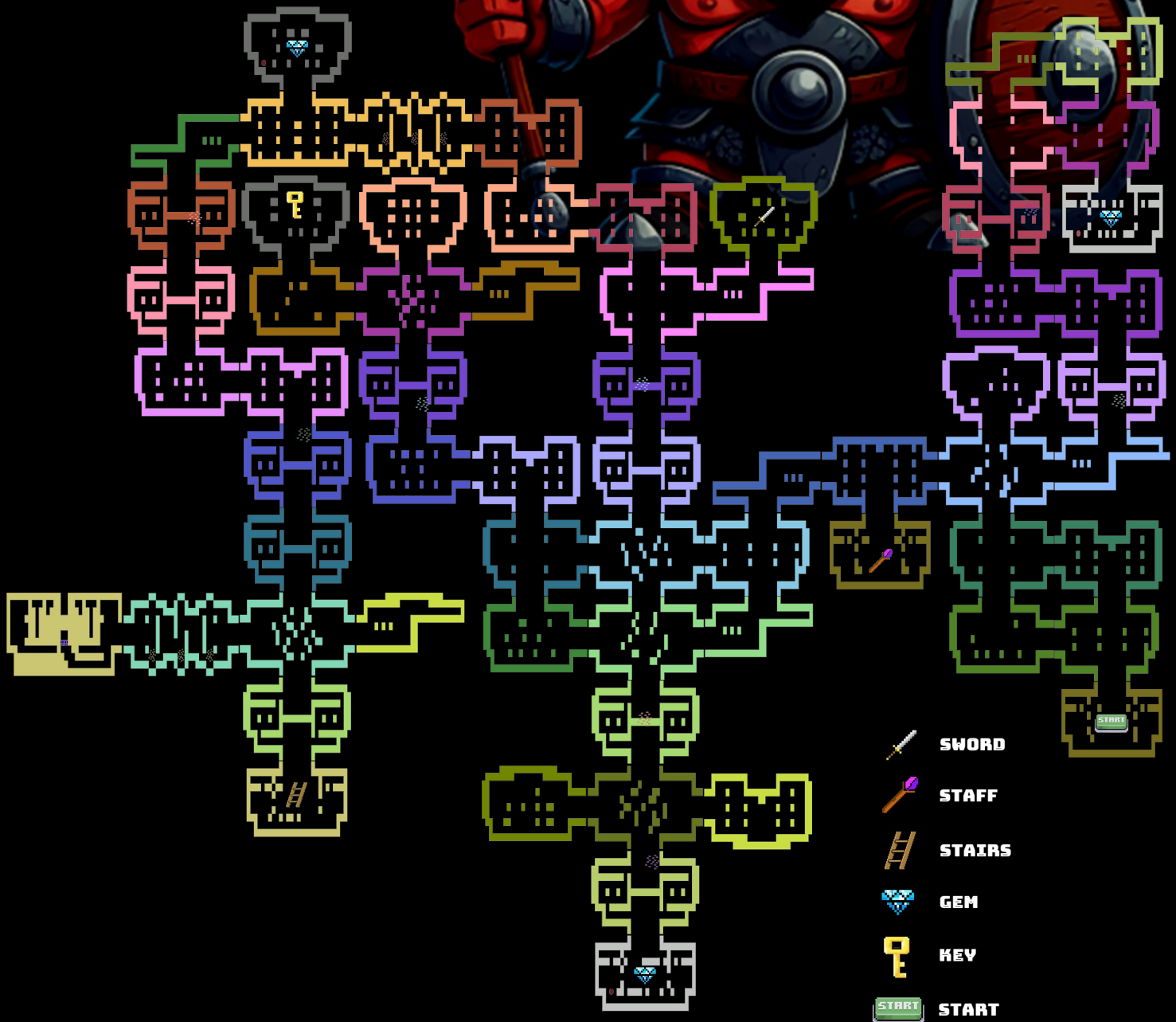
THE TOMB OF THE FALLEN









# LEVEL 20

## THE DEMON TORMENTORS OF THE DAMNED

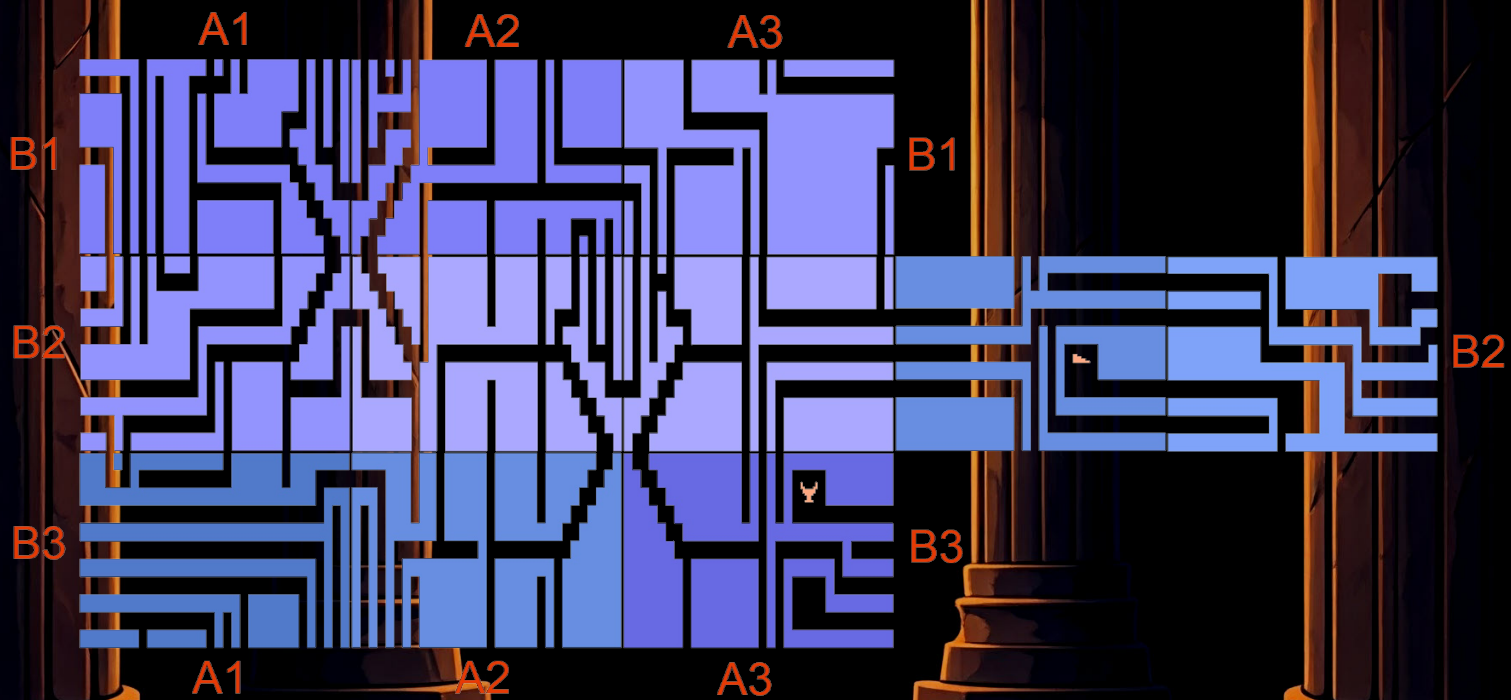
THE DEMON TORMENTORS ARE CREATURES OF PURE MALICE, THEIR SADISTIC GRINS SPEAK TO THE UNSPEAKABLE SUFFERING THEY HAVE CAUSED. ARMED WITH MACES AND CHAINS, THEY DELIGHT IN INFLECTING PAIN AND TORMENT UPON THEIR VICTIMS, THEIR LAUGHTER ECHOING THROUGH THE DEPTHS OF THE UNDERWORLD.



-  SWORD
-  STAFF
-  STAIRS
-  GEM
-  KEY
-  START

# LEVEL 20 DUNGEON

THE ASYLUM OF AGONY

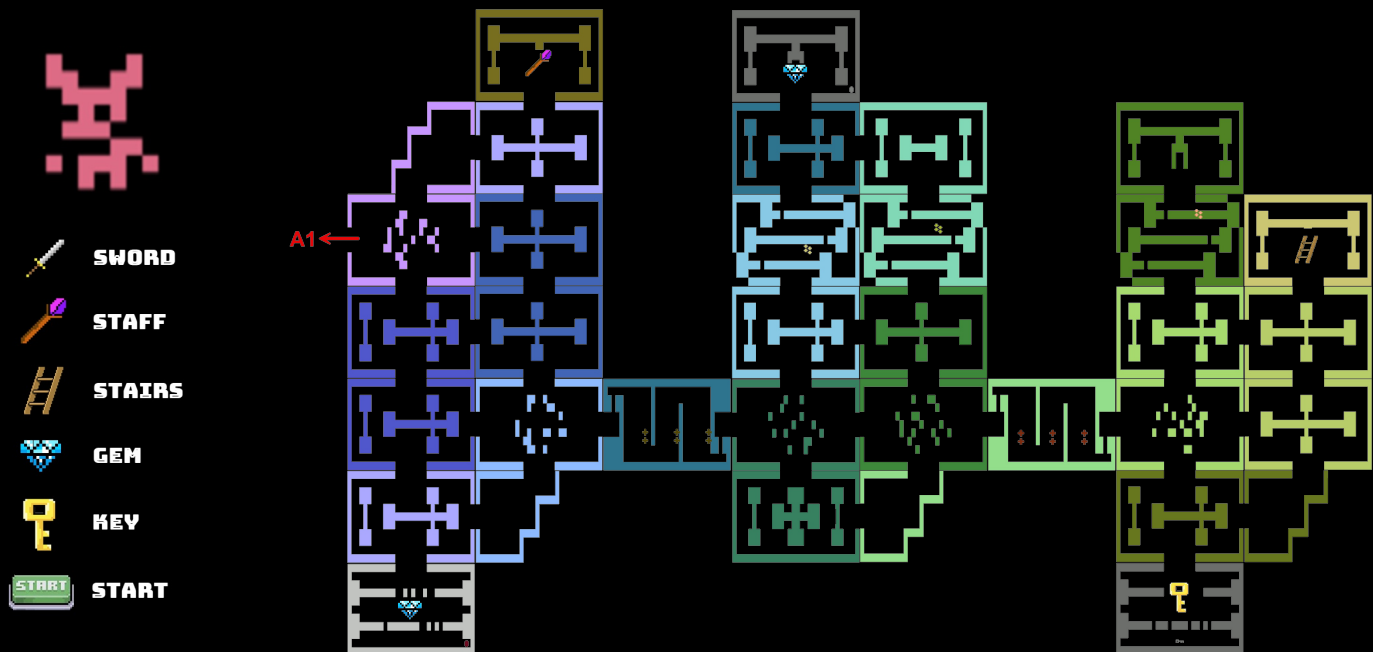
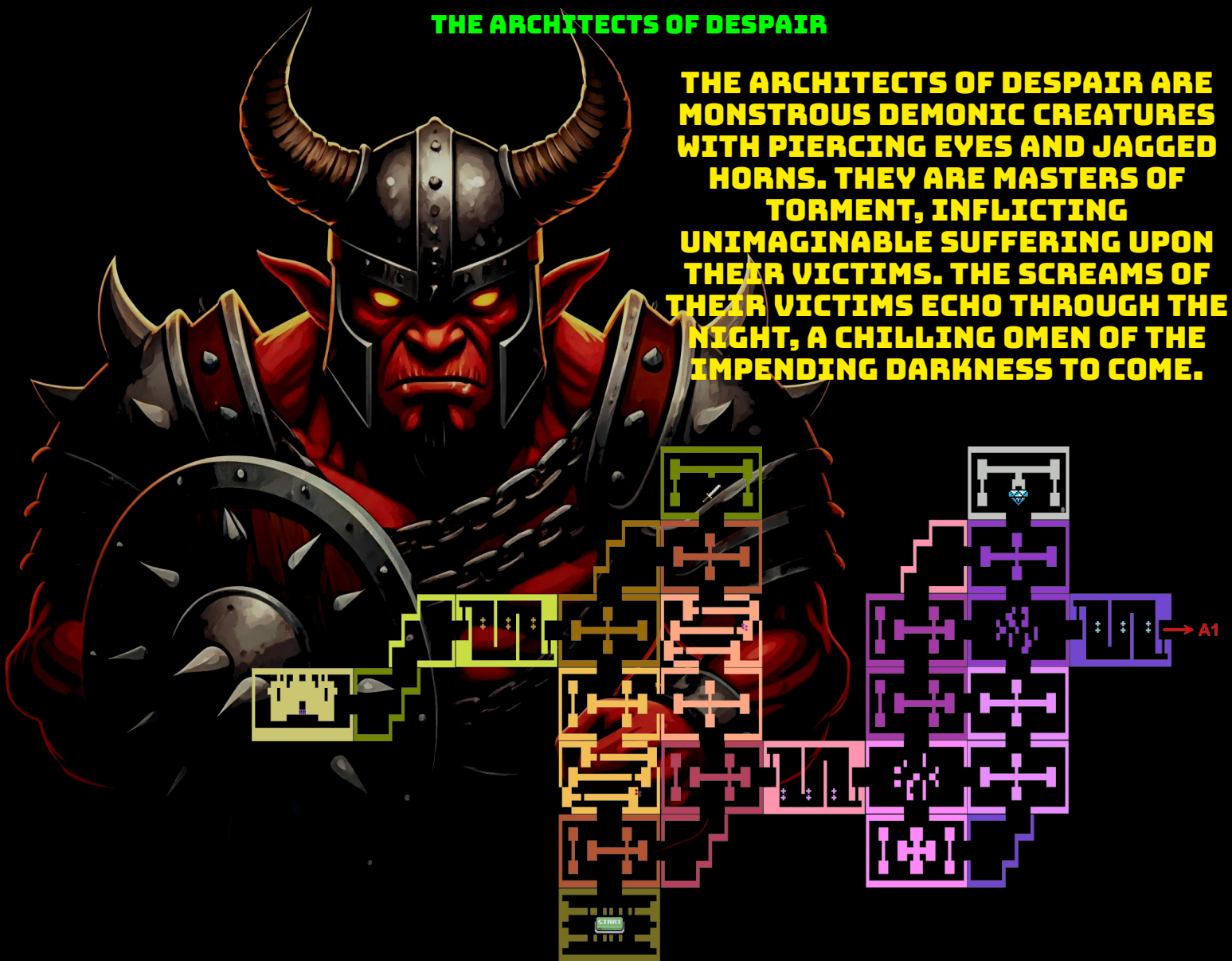




# LEVEL 21

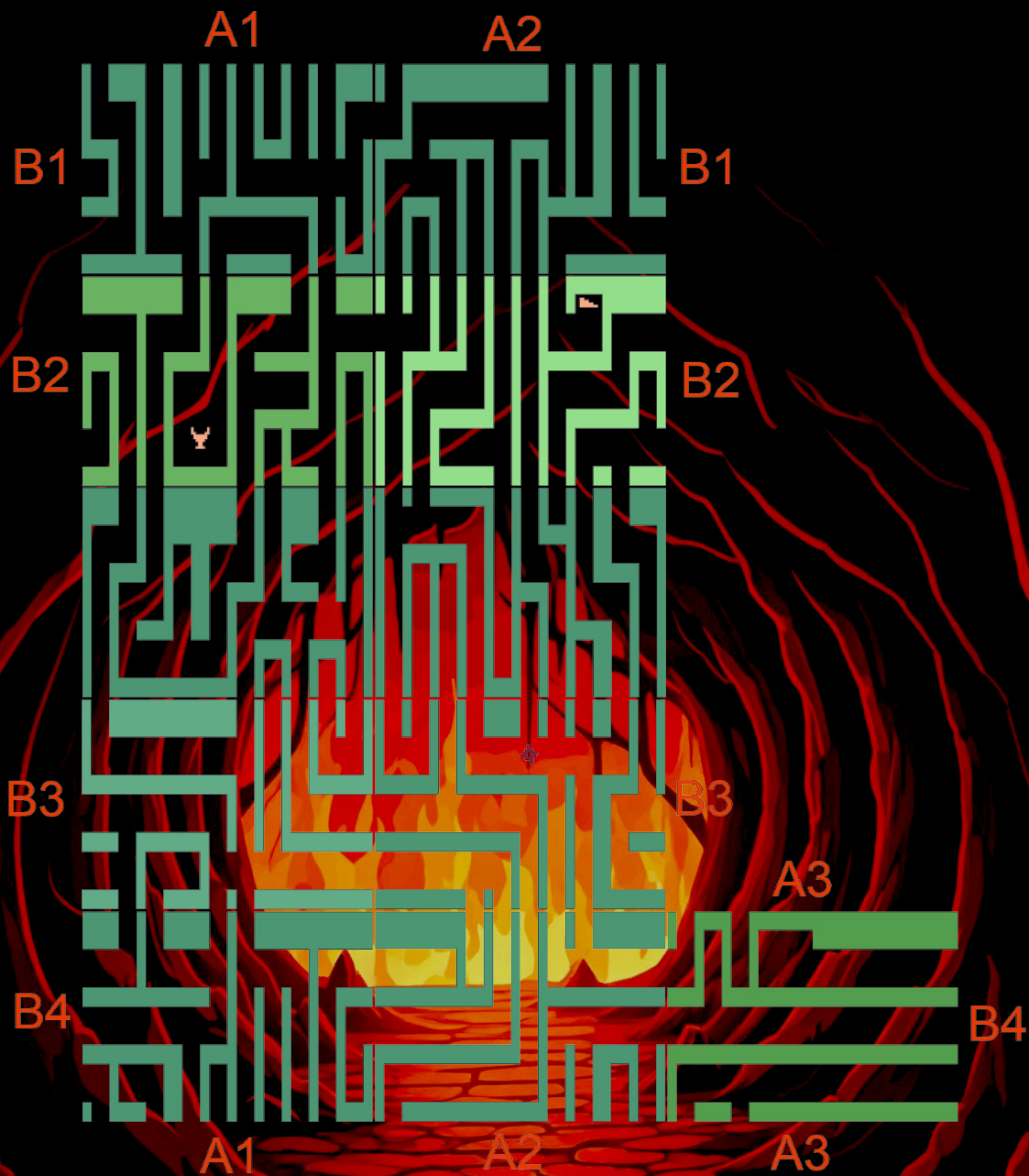
## THE ARCHITECTS OF DESPAIR

**THE ARCHITECTS OF DESPAIR ARE MONSTROUS DEMONIC CREATURES WITH PIERCING EYES AND JAGGED HORNS. THEY ARE MASTERS OF TORMENT, INFLECTING UNIMAGINABLE SUFFERING UPON THEIR VICTIMS. THE SCREAMS OF THEIR VICTIMS ECHO THROUGH THE NIGHT, A CHILLING OMEN OF THE IMPENDING DARKNESS TO COME.**



# LEVEL 21 DUNGEON

THE DUNGEON OF DOOM



# LEVEL 22

## THE BERSERKERS OF THE NORTH WIND

THE BERSERKERS OF THE NORTH WIND ARE A WAR HARDENED BAND OF WARRIORS, FORGED IN THE ICY WINDS OF THEIR DESOLATE HOMELAND. WIELDING MASSIVE MACES, THEY ARE UNSTOPPABLE FORCES ON THE BATTLEFIELD, THEIR BLOWS SHATTERING BONE AND SPLINTERING SHIELDS. THEIR BATTLE CRIES ECHO THROUGH THE FROZEN LANDSCAPE, A CHILLING REMINDER OF THE INEVITABLE DESTRUCTION THEY BRING TO THEIR ENEMIES.

 SWORD

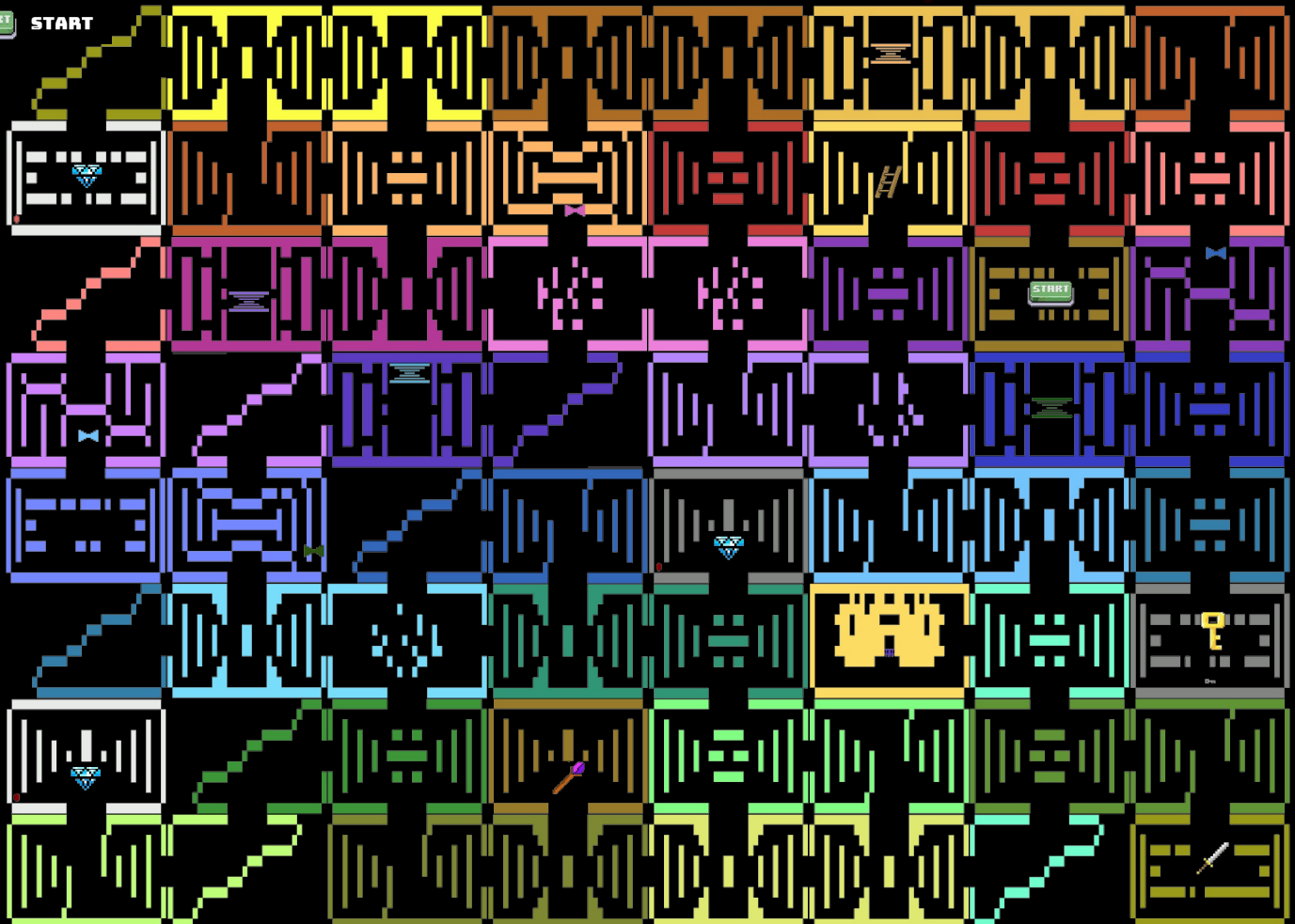
 STAFF

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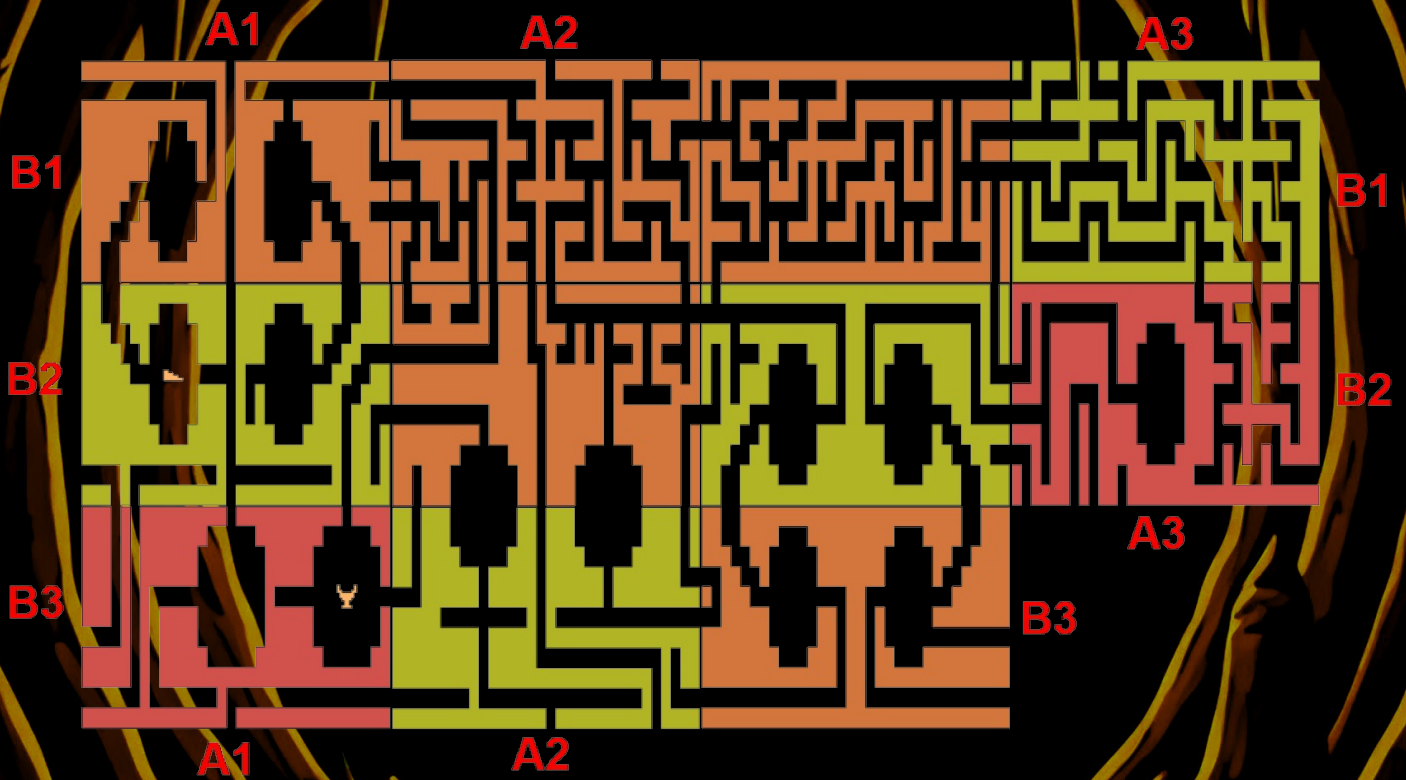
 START





# LEVEL 22 DUNGEON

THE BERZERKER'S BURROW

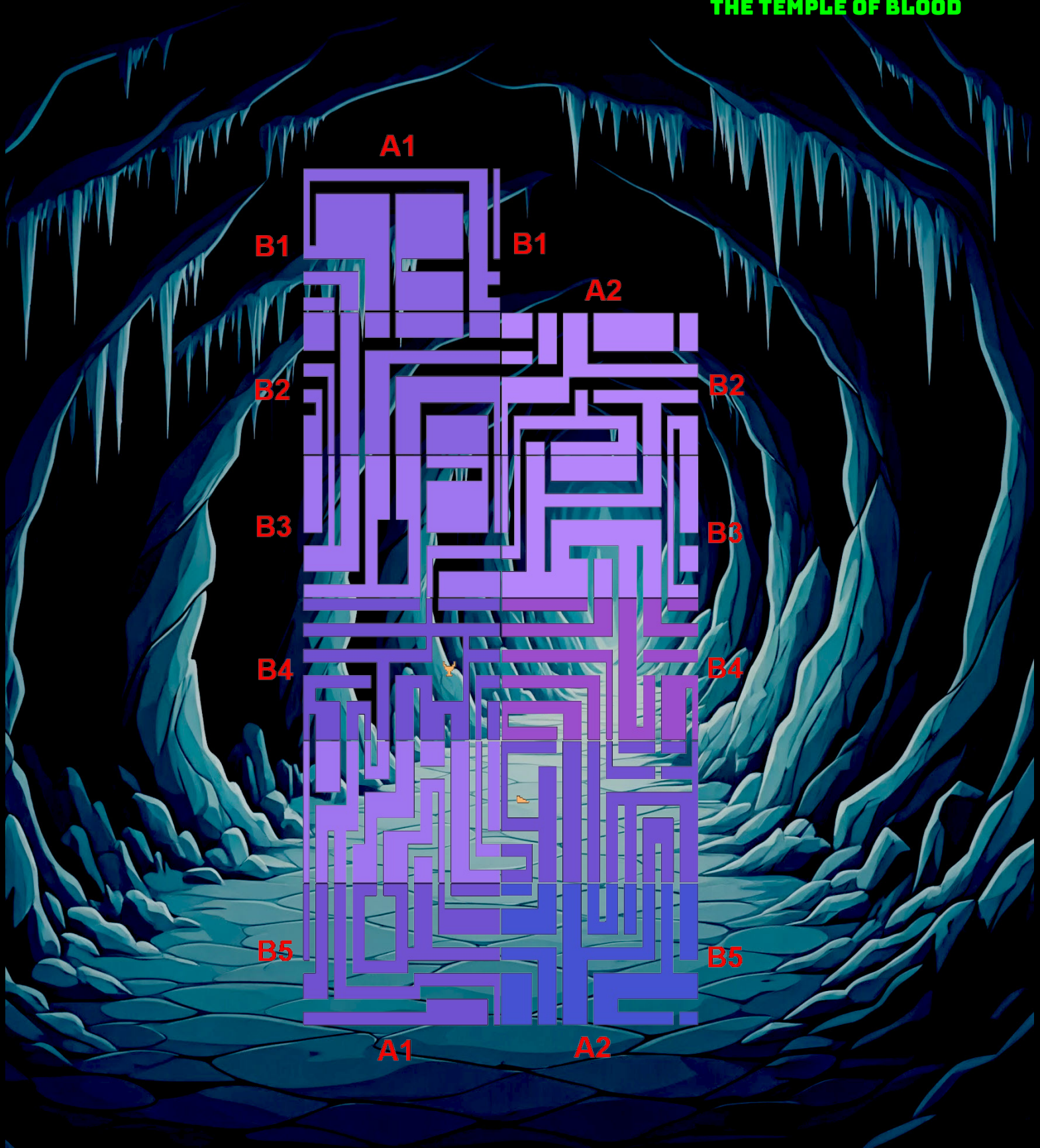






# LEVEL 23 DUNGEON

THE TEMPLE OF BLOOD





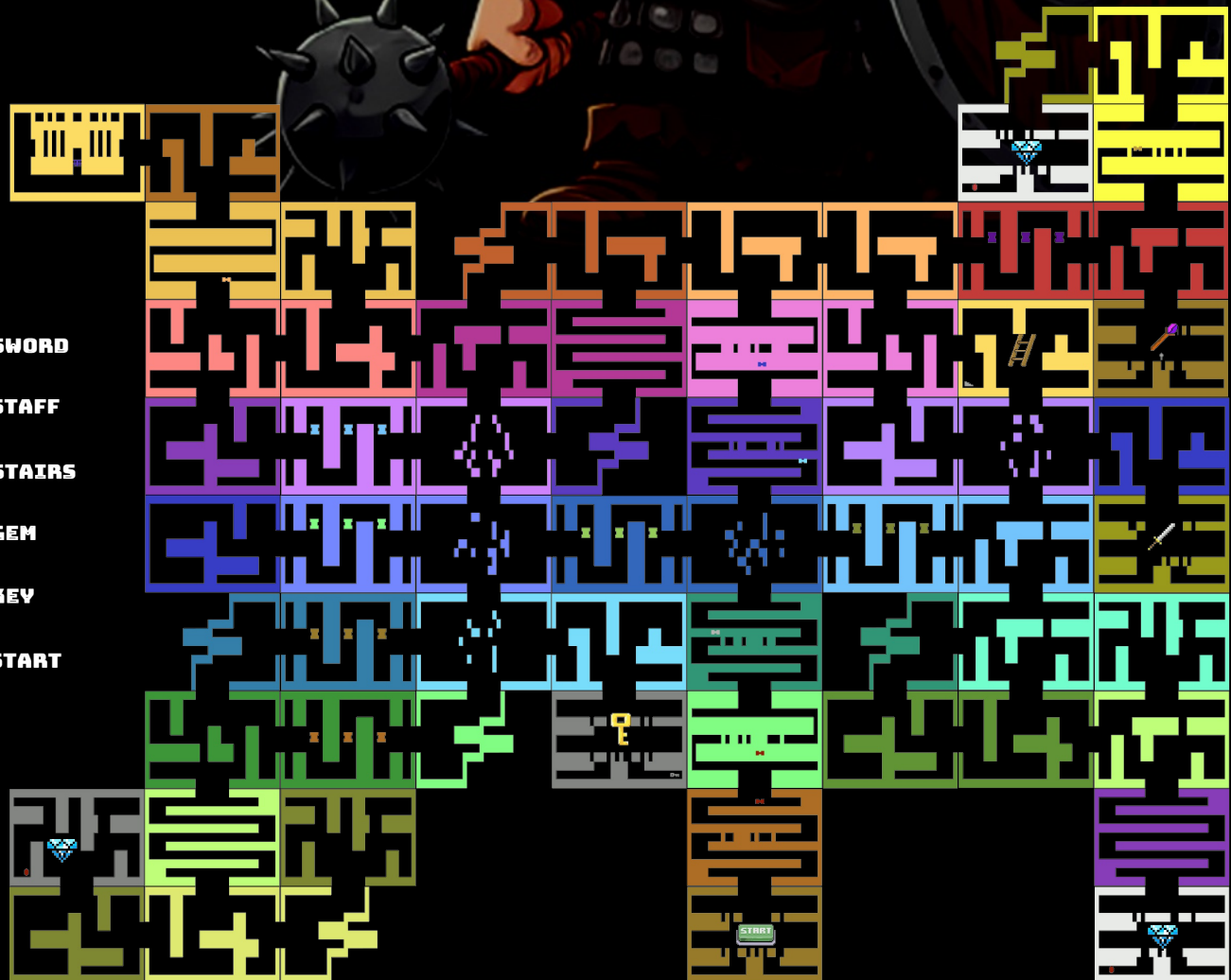
# LEVEL 24

## ONE EYED WARRIORS OF VANAHEIM

THE ONE-EYED WARRIORS OF VANAHEIM ARE FEARED ACROSS THE REALM OF RIESIG, EACH HAVING SACRIFICED ONE EYE TO GAIN ENHANCED PERCEPTION AND SUPERNATURAL ABILITIES ON THE BATTLEFIELD. THEIR SINGLE EYE BURNS WITH A COLD, CALCULATING INTENSITY, A SYMBOL OF THEIR UNWAVERING FOCUS AND DEADLY PRECISION.

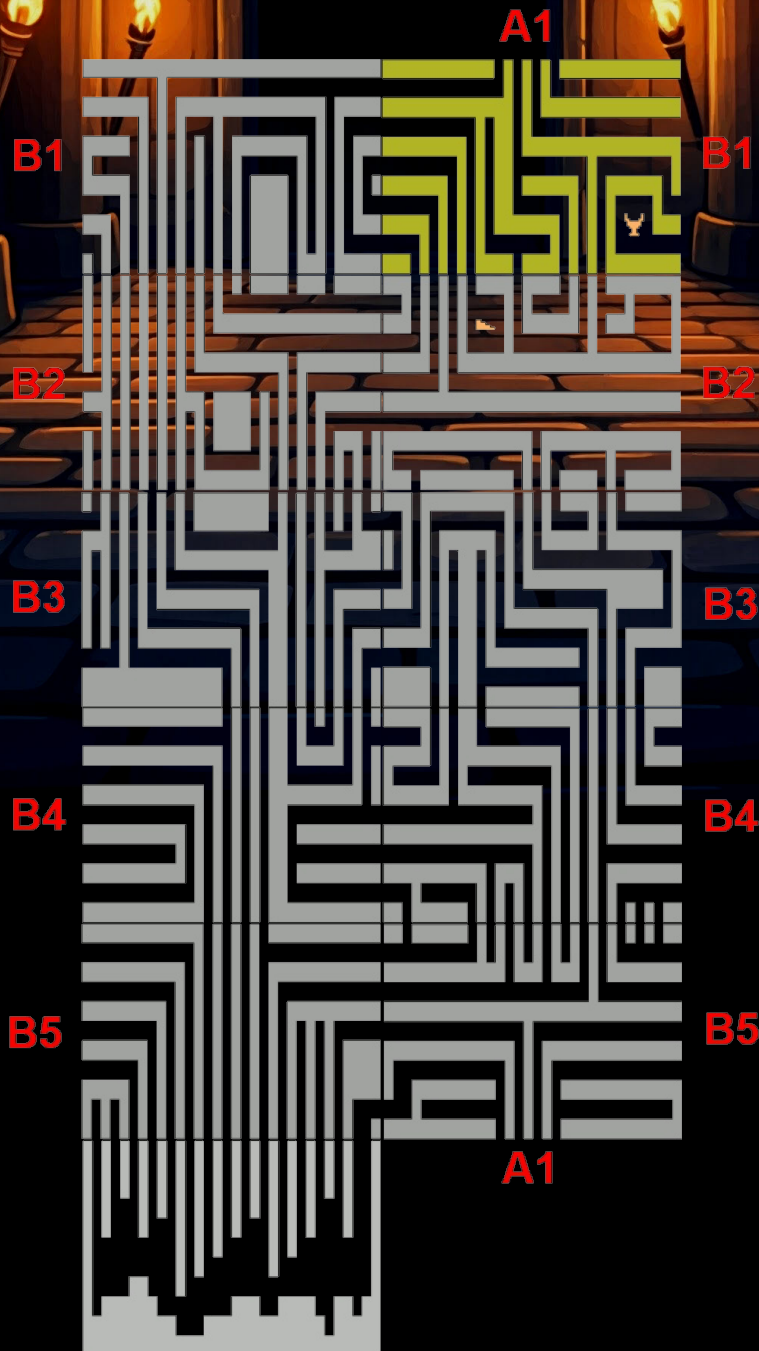


-  SWORD
-  STAFF
-  STAIRS
-  GEM
-  KEY
-  START



# LEVEL 24 DUNGEON

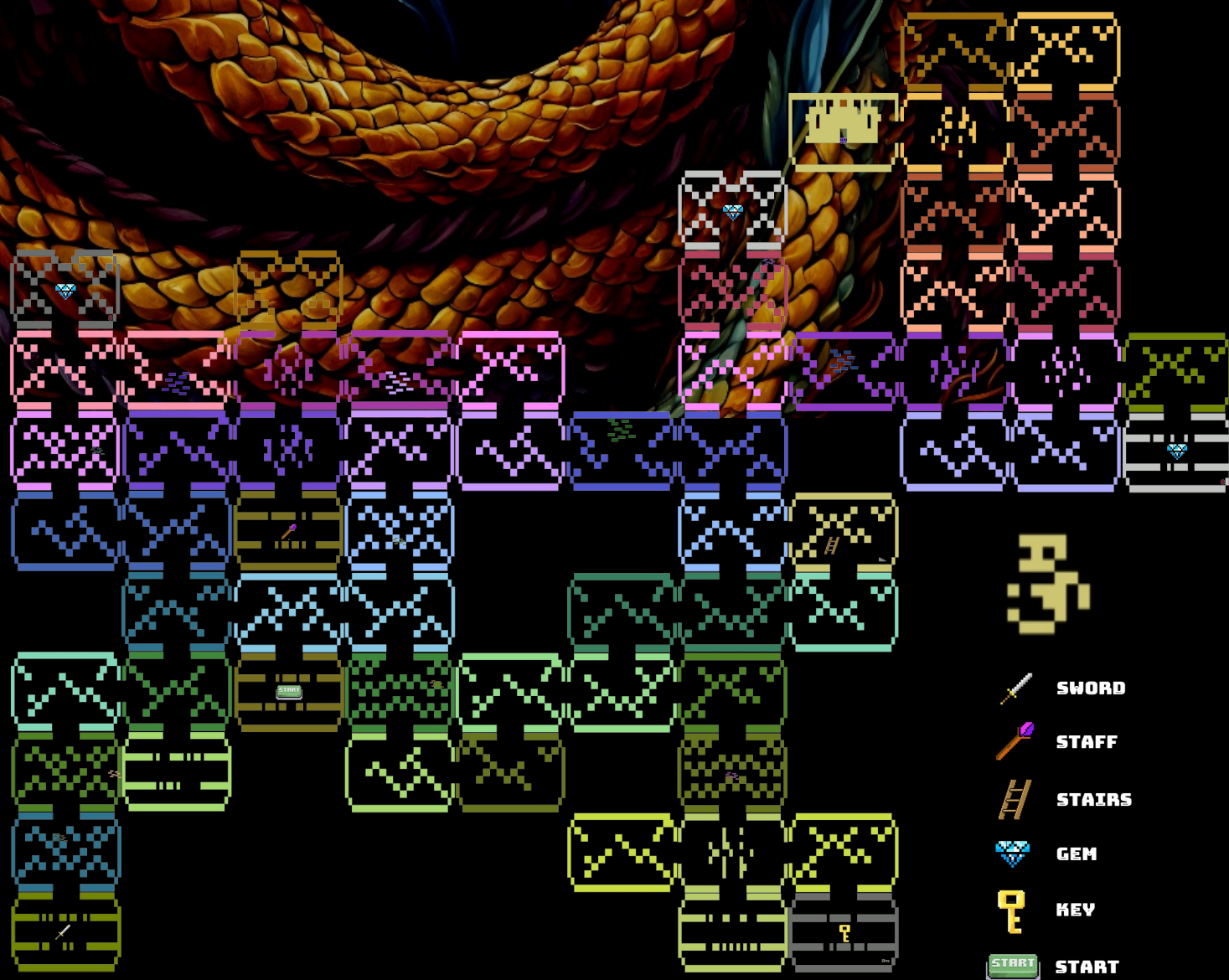
THE HALLS OF THE BATTLEWORN



# LEVEL 25

## THE SERPENTS OF DOOM

THE SERPENTS OF DOOM ARE A FEARSOME ORDER OF WARRIORS, THEIR BODIES SCALED AND HARDENED BY BATTLE. ARMED WITH RAZOR-SHARP CLAWS AND VENOMOUS FANGS, THEY ARE DEADLY ASSASSINS, STRIKING THEIR UNSUSPECTING VICTIMS FROM THE SHADOWS OF THE NIGHT SKY.



SWORD



STAFF



STAIRS



GEM



KEY



START



# LEVEL 25 DUNGEON

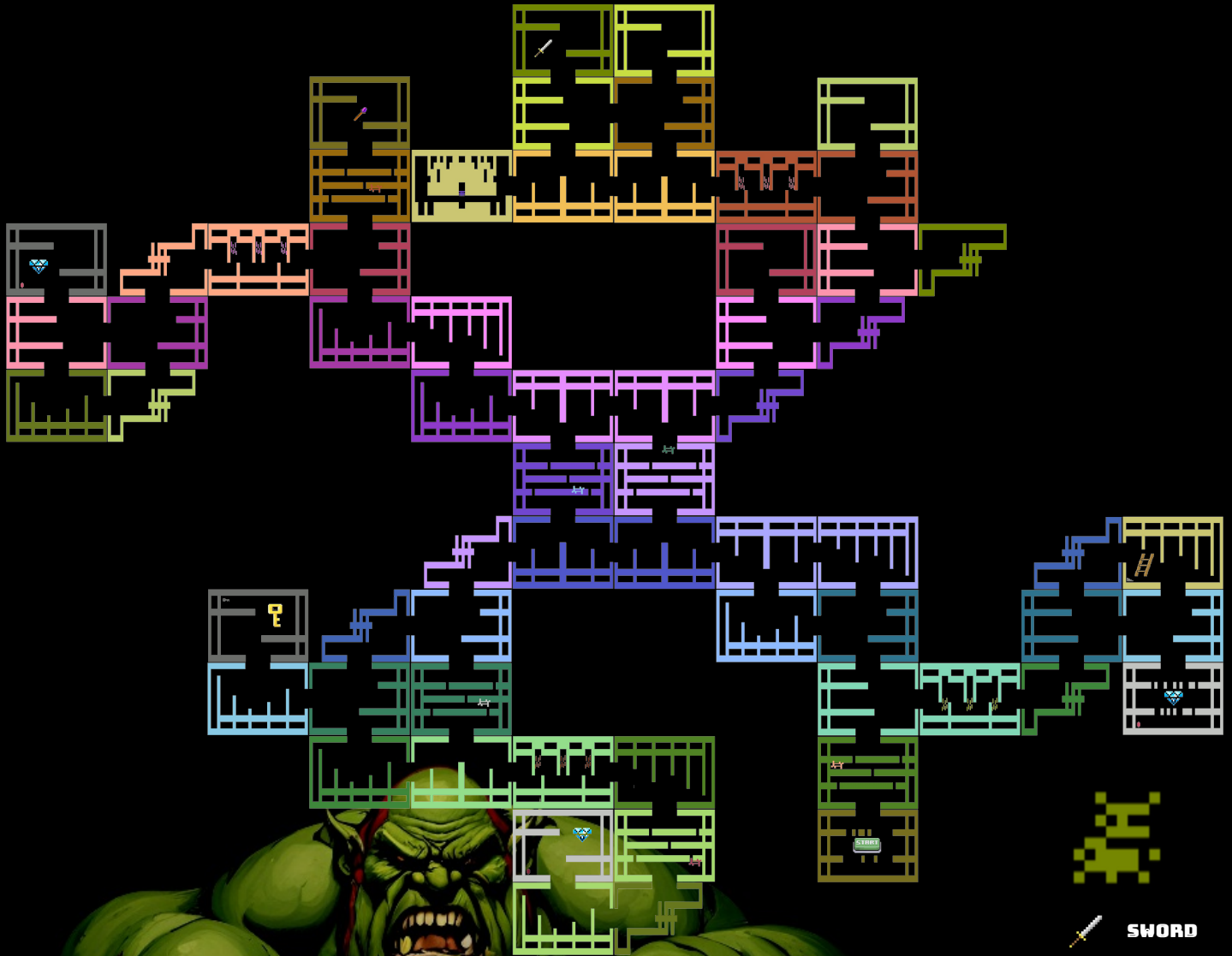
THE SERPENT'S SANCTUM



# LEVEL 26

## THE TITANS OF TARTARUS

THE TITANS OF TARTARUS ARE A PARTICULARLY GRUESOME BREED OF GIANT ORCS, THEIR BODIES TOWERING OVER EVEN THE LARGEST OF MEN. THEY WIELD COLOSSAL WEAPONS, CAPABLE OF SHATTERING MOUNTAINS AND LEVELING CASTLES. THESE BRUTAL WARRIORS ARE THE EMBODIMENT OF RAW POWER, THEIR PRESENCE ALONE STRIKING FEAR INTO THE HEARTS OF THEIR ENEMIES.



 SWORD

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# LEVEL 26 DUNGEON

THE TOMB OF TITANS





# LEVEL 27

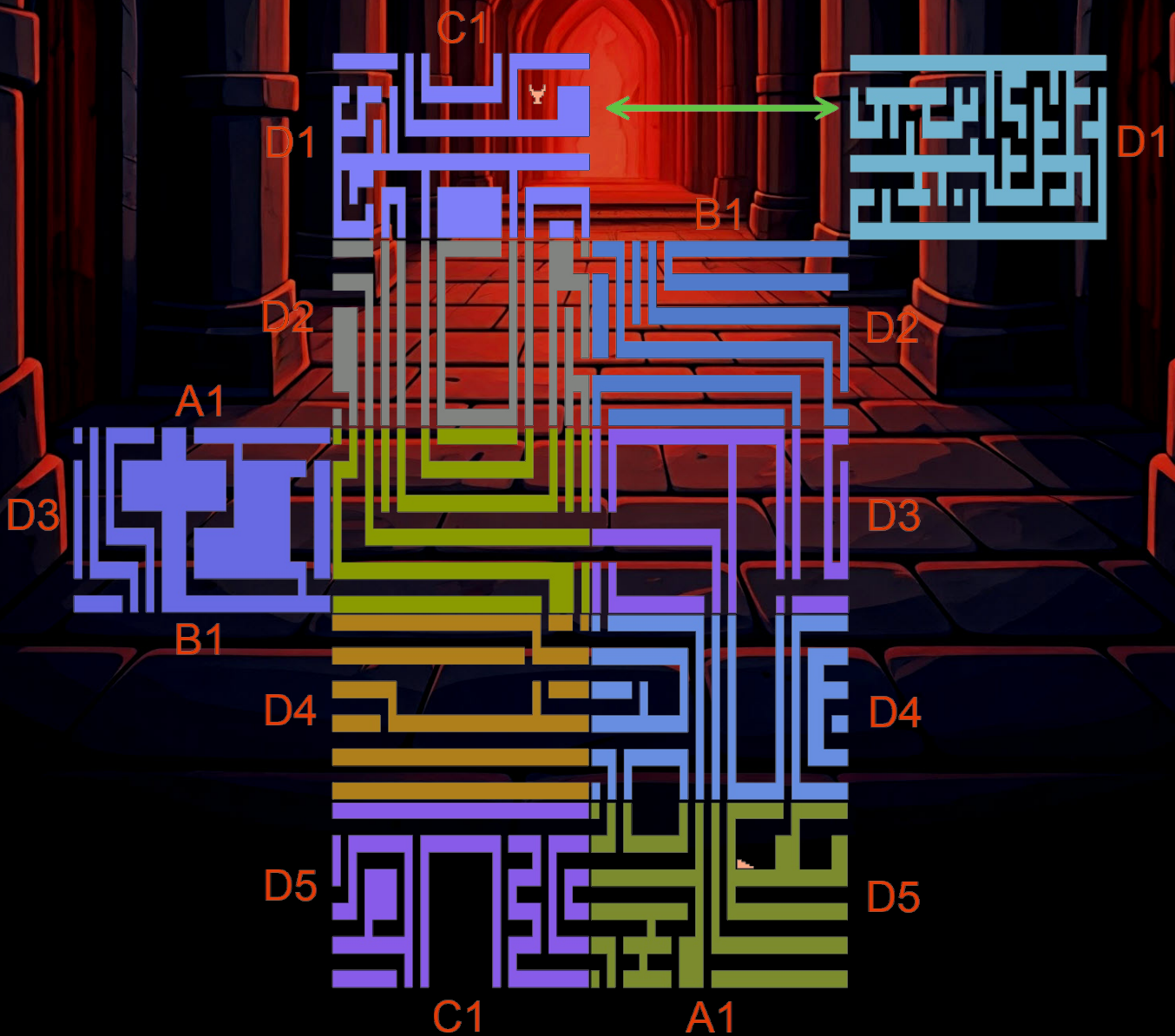
## THE DEMON SCOURGE OF THE SCORCHED EARTH

**THE DEMON SCOURGE ARE A RAVENOUS HORDE OF INFERNAL BEINGS, ESCAPED FROM A PORTAL TO HELL. ARMED WITH SWORDS OF SEARING FLAME, THEY ARE RELENTLESS IN THEIR PURSUIT OF DESTRUCTION AND CHAOS. THEY ARE THE EMBODIMENT OF DOOM, THEIR PRESENCE A GUARANTEE OF SUFFERING AND DESPAIR TO THOSE THAT CROSS THEIR PATH.**



# LEVEL 27 DUNGEON

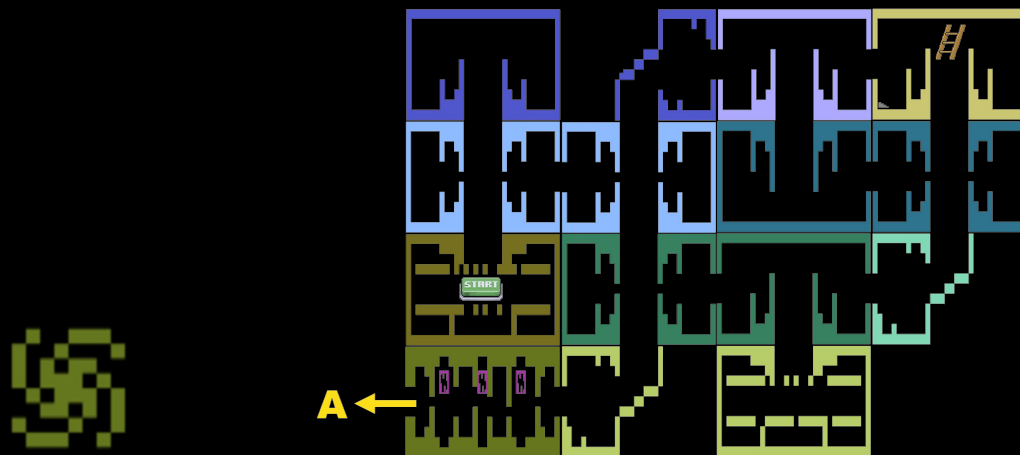
THE INFERNAL CRYPT









# LEVEL 28

## THE PYREBORN

THE PYREBORN ARE EVIL ELEMENTAL BEINGS FORGED IN THE HEART OF THE SUN ITSELF. THEY ARE BEINGS OF PURE, CONSUMING FIRE, THEIR BODIES RADIATING INTENSE HEAT, SEARING ANY WHO DRAW NEAR. THEY WIELD FLAMES AS WEAPONS, ABLE TO INCINERATE ENTIRE ARMIES WITH A SINGLE BREATH.

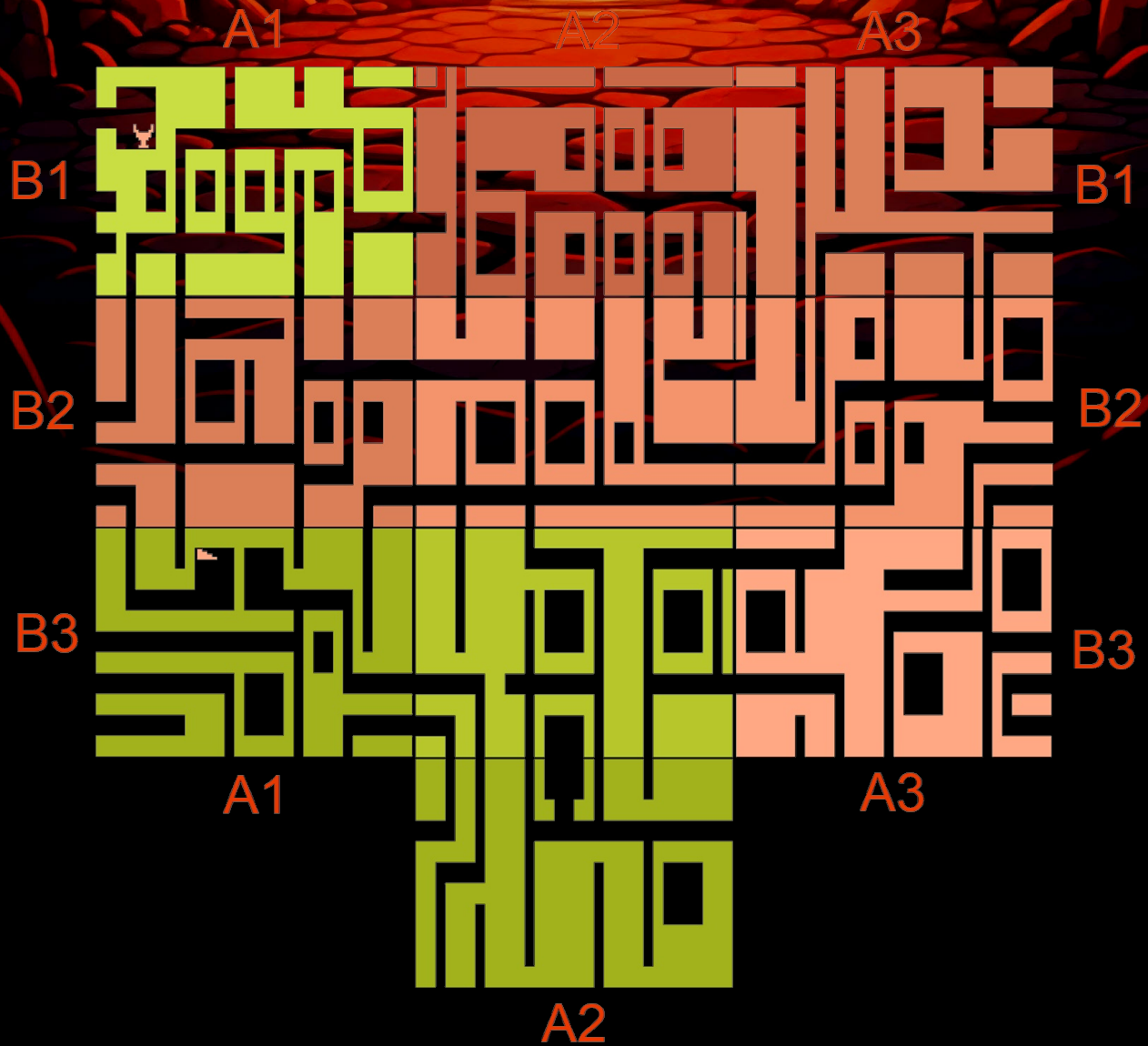


-  SWORD
-  STAFF
-  STAIRS
-  GEM
-  KEY
-  START



# LEVEL 28 DUNGEON

THE FURNACE OF FATE



# LEVEL 29

## THE LIGHTNING MASTERS OF EREBOS

**THE LIGHTNING MASTERS ARE BEINGS OF PURE ENERGY FORGED FROM THE RAW POWER OF DARK MAGIC. THEY ARE SWIFT AND DEADLY, THEIR BODIES CRACKLING WITH ELECTRICITY. WITH A SINGLE STRIKE, THEY CAN LEVEL CASTLES AND SHATTER EVEN THE STRONGEST DEFENSES.**



 SWORD

 STAFF

 STAIRS

 GEM

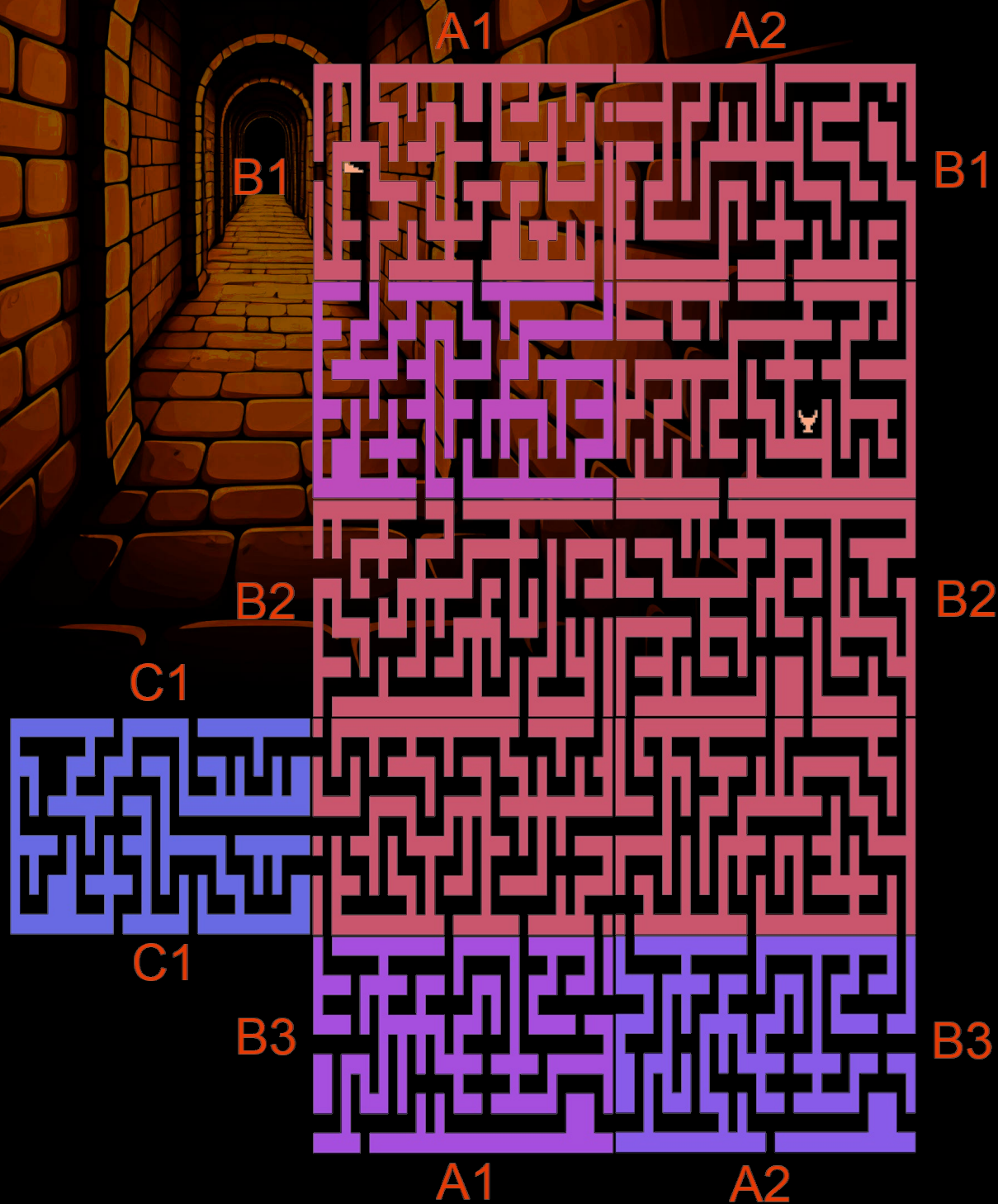
 KEY

 START



# LEVEL 29 DUNGEON

THE SHRINE OF SHOCK

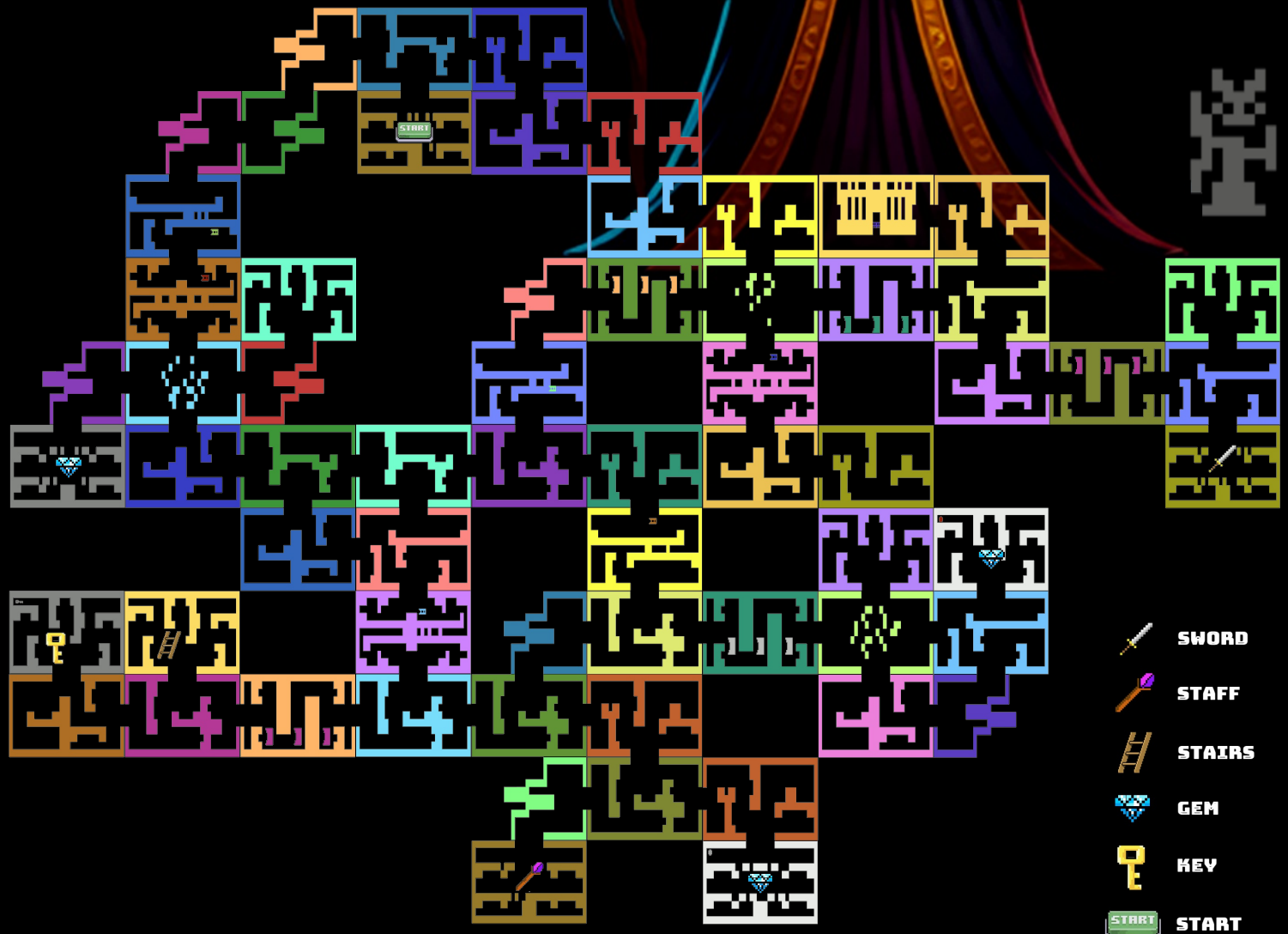




# LEVEL 30

## THE DEMON LORDS OF THE DARK COUNCIL

THE DEMON LORDS ARE ANCIENT, MALEVOLENT BEINGS OF IMMENSE POWER, RULING OVER THEIR OWN DOMAINS WITHIN THE ABYSS. THEY ARE CUNNING STRATEGISTS AND FORMIDABLE WARRIORS, CAPABLE OF TWISTING REALITY TO THEIR WILL. THEIR TWISTED AMBITIONS OFTEN INVOLVE THE CORRUPTION OF MORTAL REALMS AND THE ENSLAVEMENT OF COUNTLESS SOULS.



# LEVEL 30 DUNGEON

THE HEART OF DARKNESS

