Here are just a FEW screenshots to give you a taste of the power of Divinity.

and Editor

Design your worlds using all the land types you have seen in Realmz plus a few you have not.   This is a look at the land editor.   Here you can see a section of the Desert Landscape.

his is the view of the snow landscape.   This is a new landscape currently only available in Divinity and Divine Right.   This is a small segment of land from the upcoming scenairo   "Mithril Vault"

You have full access to the Plains, Underground, Castle and Desert Terrains.   In April of 98 we should be adding a new Swamp and Snow Covered landscape as well.

attle Editor

Designing battles is as simple as choosing the monsters you want involved and placing them in the battle editor.   Too bad for your party that knocking them down isn't as easy as putting them up.

reasure Editor

Fill your dungeons and ancient temples with all sorts of goodies.   Design your a treasure horde that will temp even the wisest of characters to their doom.

onster Editor

Design your own monsters and NPCs.   Be your own little Frankenstein!

tems Editor

Design your own magic items too.   Did you ever what to see what happens when somebody puts on a helm only to find out it is actually the "Cursed Helm of the Bear Trapper!"   Design items to be envied by the gods themselves!

here are lots of other screen you can use to create your own special world.   Some of the editors you have at your command are:

Dungeon Editor
Shop Editor
Action Point Editor
Rogue Encounter Editor
Simple Encounter Editor
Complex Encounter Editor
Time Encounter Editor
Scenario Startup Information Editor
and many others...

Don't get me wrong here.   To create a really good scenario you will have to put in a lot of time and effort.   Making a great game is lots of work but it can be FUN WORK.

For ordering information see chapter 4 of the Realmz Manual.

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