

Oblige / Obaddon Realm 667 Mod Documentation

Introduction

This mod adds a multitude of monsters and weapons to Oblige / Obaddon. This is very much a work in progress, so this document might be out of date by the time you read this.

The methodology behind this mod is fairly simple...

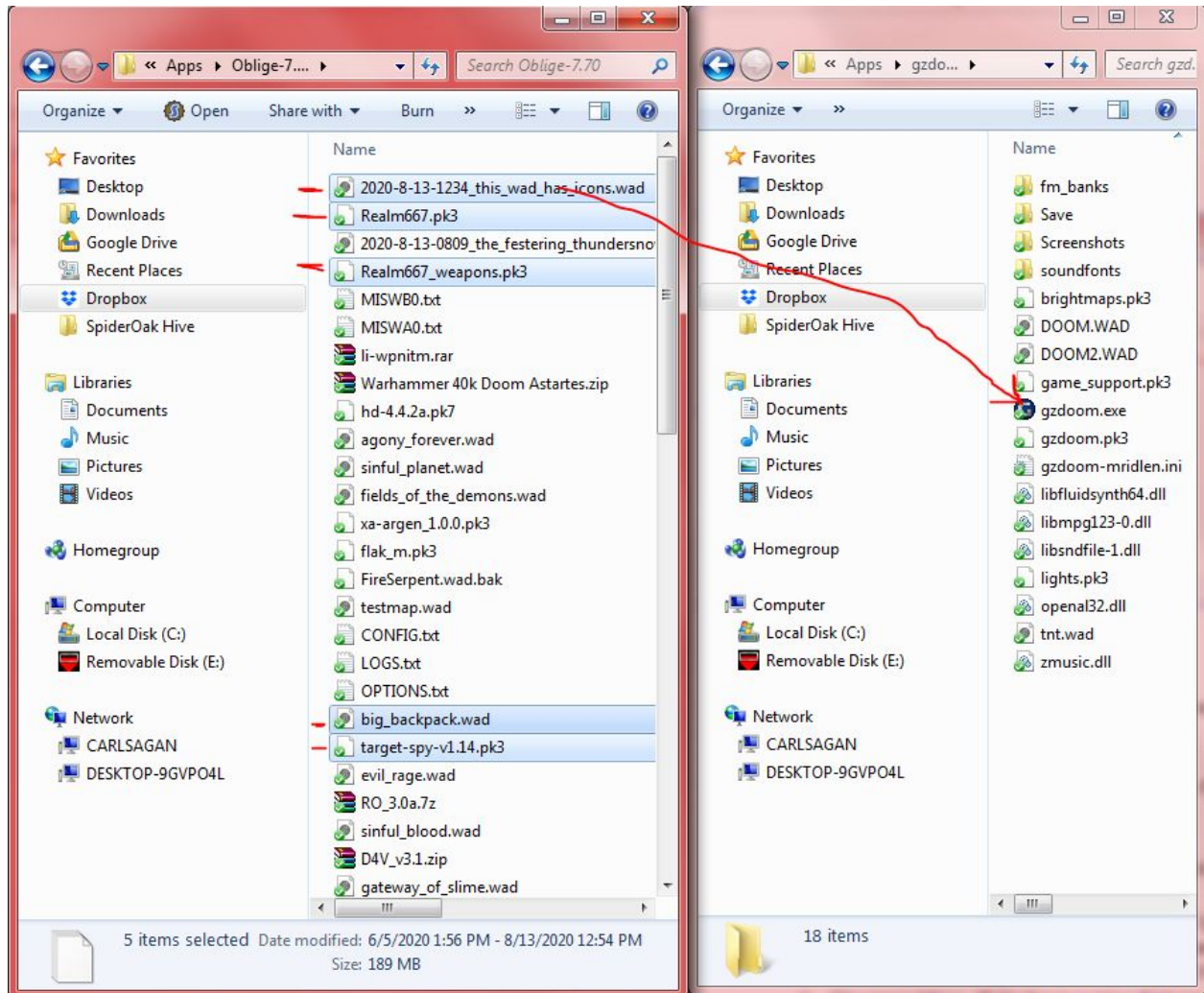
Firstly, it allows you to play Oblige levels with a bunch of new monsters, which was possible before with Colorful Hell or Complex Doom for example. However, this takes it a step further by allowing you to customize which monsters you want to fight and which ones you don't. Same deal with the weapons.

Secondly, it was designed in a very modular way. The pk3 files are just collections of wad files. If you like a specific monster and want to include it in your mod, you can just extract the wad containing that specific monster and include it in your mod. How can you know if you like a specific monster without playing against it first?

Using It

- 1) Download the files and run the oblige.exe
- 2) Verify the REALM667 box is checked (there are 2 of them)
- 3) Generate your level(s)
- 4) Run the generated wad and Realm667.pk3 and/or Realm667_weapons.pk3 with your desired sourceport (only GZDoom was tested)
- 5) I've also included "big_backpack.wad" - some monsters have a lot of HP. You'll need it especially if you are one of those UV-Max players.
- 6) I've included targetspy if you want to file bug reports, it helps to know the name of the monster
- 7) I highly recommend turning on weapon names in GZDoom (for bug reports)
Options -> HUD Options -> Display Nametags -> Weapons

See below image. Just drag and drop the files on the GZDoom.exe. There should be 5 of them to drag and drop: The wad you generated with Oblige, Realm667.pk3, Realm667_weapons.pk3, big_backpack.wad, and target-spy-v1.14.pk3. Hold Ctrl and select all 5 and then drag and drop to the gzdoom.exe.



Recommended Oblige Settings

Some stuff to try that might help your experience:

Miscellaneous

- Big Rooms: Heaps (Big rooms for big monsters)
- Big Outdoors: Heaps (Big outdoors for big monsters)
- Room Heights: Mostly Tall (For tall monsters)

Monsters

- Monster Variety: Heaps (This will ensure that lots of different monsters appear) Note: Don't select "mix it up" if you want lots of different monsters. Go with "Heaps" instead.

Realm667 Monsters

- Shade - This monster is disabled by default. It will quickly self replicate and fill the level with lost souls. They are transparent and hard to see.

- Obsidian Statue - This is literally just a statue. It can block you from the exit, so be ready with the “noclip” command.

Realm667 Weapons

- Satcheler - this gives you free ammo, but it is disabled by default. Set it to “scarce” or “less” to enable it. You only need one and it doesn’t use ammo.

Weapons

I’ve noted this elsewhere but I highly recommend using the included big backpack mod. Some of these weapons really need it.

Here is a brief review of what these weapons do and how they stack up. Some opinions and info that might be helpful.

1. Slot 1 Weapons - many are disabled by default.
 - a. Axe - I modded this to have more power, but it still is very useless in most situations, so I have disabled it by default.
 - b. Demonic Leech - Sucks enemy health and gives it to you. I modded it to give you 200% health every hit so it would still be useful with this mod. Enabled by default.
 - c. Shield Gun - Puts up a shield around you. Fairly useless. Disabled by default.
 - d. Claymore Mine - Puts down a mine that explodes when enemies walk over it. Disabled by default.
 - e. Pipebomb - Like the one in Duke Nukem. Disabled by default.
 - f. Landmine Layer - Lays landmines that explode when enemies walk over them. Disabled by default.
 - g. Grenades - Something screwy with the animation, so I disabled it. Still not a great weapon overall. Disabled by default.
 - h. Hand Grenade - Hold down fire to charge your throw. A simple click will have it slow motion dropped about 10 feet in front of you. Not very good. Disabled by default.
 - i. Knife - Slash your enemies. Weak. Disabled by default.
 - j. Landmine Layer (Strife) - somehow different than the other one? Looks the same to me. Disabled by default.
 - k. Fist Redux - I sped it up, and powered it up, but it’s still not useful. Disabled by default.
 - l. Double Bladed Chainsaw - I modded it to be much more powerful even against stronger enemies. Enabled by default.
 - m. Satcheler - Drops ammo satchels and it recharges it’s satchels quickly. Basically cheating (endless ammo), so it’s disabled by default.
 - n. Flashlight - Shines a light. Cool effect, but probably useless in most cases. Disabled by default.
 - o. Machete - The slashing pattern is a little weird. Not very good so disabled by default.
2. Slot 2 Weapons (pistols and rifles)

- a. Sniper Rifle - I modded this weapon to have much more power. Zoom with alt fire. Still fairly weak.
- b. Zombieman Rifle - Slow firing and weak
- c. M40 Rifle - I modded this weapon to have much more power. Better than Sniper Rifle. Zoom with alt fire.
- d. Angled pistol - I guess this is different than the regular pistol somehow? Fairly weak.
- e. Scatter Pistol - Like something out of Quake 2. It shoots a trio of fast moving projectiles. Alt fire is single fire. Fairly weak.
- f. Colt 45 - Kills most weaker enemies in one shot. Decent power.
- g. Rifle - Is this different than the Zombieman Rifle? Seems fairly similar.
- h. Plasma Bolter - I've been struggling to find a good use for this. It's a plasma weapon that shoots at pistol speed.
- i. Mag 60 - shoots 3 round bursts. Decent power.
- j. Raptor - Primary fire is decent power. Secondary fire is a melee attack that will kill a lot of enemies in one shot (I made it more powerful).
- k. Reaper - Fires fairly accurate and fast, but you have to click the trigger each time. Decent power.
- l. Strife Pistol - The pistol from Strife. I left it as is. Fairly weak.
- m. Bayonet Rifle - Primary shoots, secondary lunges you forward in a bayonet attack. Fairly weak, but can be abused to run really fast.
- n. Silenced Pistol - Like the regular pistol, but shoots faster and sounds like James Bond. Might be a little more accurate too.
- o. iGun - This is an apple product. Good power. This will be a good weapon to find in the early game. (I modded it to use only 1 bullet per shot)
- p. Plasma pistol - You know the plasma rifle? This shoots those things but much much slower. Good power.
- q. Glock 18 - As good as the original Chaingun, or better. Shoots pretty fast and can take down large enemies.
- r. Bolter - A machine pistol stolen from the Warhammer mod (you should check out the mod, it's quite fantastic). So much fun to play with this weapon. I modded it to be a little more powerful. Can take down large enemies in one clip. I should note this uses special ammo for the clip (30 bullet clip, with an extra 1 because?? Who knows?), but uses regular clip ammo (bullet) when changing out the clip. If this makes sense play with it and you'll figure it out. Hit reload key or alt fire to reload. This is one of my favorite recent additions.
- s. Raygun - a nod to Flash Gordon or other space opera. Shoots rings that pass through enemies. Really powerful against groups. I modded it to shoot a lot faster.
- t. Cryobow - I modded this to have more power. It freezes enemies when they die. Kind of useless in that they are dead at that point. Still really powerful against big enemies in the early game or when you run low on ammo.

- u. Hunting Rifle - Fairly slow shooting speed, but has a lot of bang for the buck. This is the weapon of choice when ammo is running low. Great against everything but hordes of small enemies (or Otents).
3. Slot 3 weapons (shotguns and scatter weapons)
- a. SPAS-12 - Clearly made before widescreen monitors. Decent power.
 - b. Doom 3 SSG - Meh. Left as is. Fairly weak and slow.
 - c. Duke Shotgun - Hail to the chief, baby. I modded this one to have more power, so it's better than the original shotgun.
 - d. Swat Shotgun - Fires medium fast and has a little knockback. Not a bad choice in the early game.
 - e. Winchester Yellowboy - It's a gold shotgun. Pretty decent.. Can't complain...
 - f. Model 1887 - weak sound effects, but not a bad shotgun.
 - g. Singleshot - fairly powerful shots. Semi slow reload.
 - h. Pump Action Shotgun - Fast reloading. Good for the early to mid game.
 - i. Super Shotgun (KDIZD) - Left as-is. Painfully slow reload and lackluster damage.
 - j. Coachgun - Slow firing, but has a lot of kick. Good damage.
 - k. Nailgun (SG) - Uses special nail ammo that you can only get from backpacks at the moment. Decent power though.
 - l. Quad Shotgun - Primary fire is like a regular shotgun. Secondary fire will reload if less than 4 or fire all 4 at once. Pretty devastating against larger enemies.
 - m. Flak Cannon - Uses special flak ammo that you can only get from backpacks at the moment. It's like the one in Unreal Tournament. Not bad power, and has a wide area.
 - n. Tactical Shotgun - Not a bad shotgun. Useful in early to mid game.
 - o. Western Shotgun - Misspelled "Wenstern" for some reason, but I think it's supposed to be western. Pretty good shotgun.
 - p. Autoshot - Fires a clip of shells. Hit alt fire or reload to reload it. Not bad, but the reload breaks up fights. Good in the early or mid game.
 - q. Plasma Shotgun - Shoots 3 plasma balls. Very powerful and useful always.
 - r. Smasher - Rapid fire shotgun. Not super powerful, but has great stun.
 - s. Dual Laser - Not really a shotgun, but fits the image. Shoots 2 focused laser blasts. Good at a distance. Medium power. Good in the early to mid game.
 - t. AA-12 Shotgun - Oh ho ho ho! This thing fires FAST! Downside is that you can only hold 999 shells with the expanded backpack mod, but this will take down small enemies like nothing else.
 - u. Side-by-Side - This shotgun fires fairly slow, like the Coachgun. However, it shoots with the power of a BFG. Takes most common enemies down with a single shot, frequently more than one of them.
 - v. Egasmasher - If you like the Quake shotgun, you're in luck. Welcome to the fast firing Egasmasher. It will mow down most enemies quickly. It will chew through ammo. Not as fast as the AA-12, but watch your ammo count.
4. Slot 4 Weapons.
- a. Heavy Machine Gun - Shoots fairly fast. Not a bad weapon.

- b. Rivet Gun - Shoots projectiles fairly slowly, and uses special ammo that can only be found in backpacks.
 - c. Heavy Chaingun - Like the one in Doom 64 kinda. Really nice feeling.
 - d. Nailgun (MG) - shoots nails that can only be found in backpacks. Decent but lackluster.
 - e. MP5 - shoots fast and has a kick. Try the silenced one, it's better somehow.
 - f. MP40 - shoots slowish. Eh, it's ok I guess but I hardly ever use it.
 - g. Heavy Carbine - Looks and sounds cool, but fairly weak. It will kick you backwards.
 - h. Machine Gun - rat a tat tat. Meh, it's ok.
 - i. Action Machine Gun - Step 1) Load 9999 round clip. Step 2) fire 3 round bursts. Good in the early game.
 - j. Micro Uzi - Very satisfying to use, although not very powerful. I just love Uzis.
 - k. Pulse Rifle - Kind of has a 90's look to it, like Blake Stone or something. Not a terribly good weapon. Good in the early game only.
 - l. AK-47 - Shoots fast and decent power. Good in the early to mid game.
 - m. Autogun - Has a high damage per bullet. Looks and sounds great. Good for early to mid game.
 - n. Light Machine Gun - Meh. Another machine gun. These all feel a little bit different and they are all better than the original Chaingun. Good early game weapon.
 - o. Suppressed MP5 - this one is way better than the regular MP5 because it doesn't kick.
 - p. Butcher Gun - Looks and feels amazing. Fires 100% accurately.
 - q. Uzi - Almost exactly like the Butcher, but sounds and looks different.
 - r. Smart Gun - Shoots fast and fairly accurately, but has a cooldown. Great on weak troops.
 - s. Uber Minigun - Uses a lot of bullets, but it's a good choice against hordes of small enemies and large enemies alike. Has a long spinup and cooldown. Good choice early or mid game.
 - t. Thompson SMG - Nothing beats a Tommy Gun for firing speed. It can mow down troops like nothing else. Watch your ammo because this one is a big spender.
 - u. Heavy Rifle - Shoots fast projectiles that will severely harm your enemies. Good always. Good choice if have some ammo, but not a great lot. (I modded this weapon... it's a lot different than the original in a lot of ways, almost a new weapon with the same sprites)
 - v. Minigun (Skulltag) - Has a cooldown, but shoots really fast and is a great choice during the early and mid game.
 - w. M16 - Not sure if it fires faster than the Tommy Gun. Sure does fire fast and take stuff down quickly.
5. Slot 5 Weapons (Rockets, Grenades, and Misc)
- a. Plasma Ballista - Uses plasma ammo. Like the Cryobow. Does a lot of damage and fires slowly. Good against small numbers of big enemies. Great choice if you are running low on ammo.

- b. Bio Pipebomb Launcher - Uses special ammo only found in backpacks. Shoots sticky bombs that are exploded with alt fire. Pretty cool idea.
 - c. Skeletal Revenge - Uses special ammo only found in backpacks. Shoots heat seeking missiles. Not a great weapon, but not terrible. Note: the alt fire grenade launcher never runs out of ammo.
 - d. M79 - I take great pride in speeding up the animations of the reload. This thing is actually kind of useful now. Takes regular rocket ammo. It's like a grenade launcher type thing. Shoots an arcing projectile that explodes on impact.
 - e. 40mm Grenade Launcher - Uses special ammo only found in backpacks. Not bad, but not really that useful. I tend to kill myself with it.
 - f. Double Grenade Launcher - When you have the high ground in an elevator battle, this is your best bet to wipe out the minions below. Decently powerful dual grenades. Uses regular rocket ammo.
 - g. Grenade Launcher (Skulltag) - If you like the one in Quake, this one is your cup of tea. Bounces like crazy and you can ping it off walls to kill things.
 - h. UTNT Flamethrower - Uses special ammo only found in backpacks. Fries enemies with flames that continue burning afterward. What's not to like?
 - i. Grenade Launcher (KZIDZ) - Similar to the Skulltag one, but with a little different physics. Good if you like that sort of thing. I just tend to kill myself with it.
 - j. Hellstorm Cannon - Great against big enemies at medium range. Uses special ammo only found in backpacks.
 - k. UTNT Pyrocannon - Uses regular rocket ammo, but uses a crapton of it. Stand back if you plan on using it.
 - l. Rocket Launcher MkII - This mod has a lot of enemies that suddenly appear in your face, so I was never comfortable with any weapon that had splash damage. The solution was an upgraded rocket launcher that does more damage but doesn't harm doomguy. Also fires faster, and the projectiles travel faster. It sounds overpowered, but it's really not as OP as you'd think with some of these monsters.
 - m. Unmaker - Uses special ammo only found in backpacks. Makes a skooshing sound as you unmake things. Fairly powerful against just about everything.
 - n. Nerve Gas Launcher - does good in situations where there are a lot of weak enemies and you can run away from them. Just fire 10-20 rounds in their direction and wait a minute or so.
6. Slot 6 Weapons - Energy and Plasma Weapons
- a. EMS Rifle - a railgun that needs reloading. Reloads quickly (I modified it). Hit reload to reload (I haven't added an alt fire reload but that may be done by the time you read this). Good for the early to mid game in some situations.
 - b. Shock Rifle - I made a shock rifle that uses the railgun sprites. You can do a combo by firing the alt fire and then shooting it for a big explosion.
 - c. Repeater - There's a Repeater Zombie that uses this powerful weapon. Has its place in the arsenal.

- d. Plasma Repeater - Shoots plasma balls that do a lot of damage. Kicks you backwards.
 - e. Laser Cannon - Rapid fire and fairly accurate. You'll probably be really happy when you find this weapon. Good mid game weapon.
 - f. Gatlaser - Rapid fire but not accurate. Has a wind up. Good against hordes of small enemies.
 - g. Ion Spray - Best way to waste plasma ammo, but boy it's sure powerful.
 - h. Stunner Rifle - I modded this to shoot a little faster. Similar to the Raygun, it shoots circle projectiles that pass through enemies. It's more powerful and shoots faster, but also uses more ammo per shot.
 - i. Channeler - Great for wiping out rooms of weak enemies. It shoots enemies and bounces around the room shooting the other enemies too. It's hard to see what's on the screen.
 - j. Electrogun - Great stunning weapon. Decent damage too.
 - k. Freeze Rifle - Freezes enemies when they die. So not super useful in that regard. Still a decent weapon on par with the Plasma Rifle.
 - l. Karasawa - Shoots a projectile that pierces through enemies and bounces around. Ammo is dropped by Karasawa Zombies and also found in backpacks. Really fantastic weapon that will get you out of a bind sometimes.
 - m. Mancubus Arm. Left as-is. Not a terribly great weapon, but not terrible.
 - n. Plasma Beam - Shoots an accurate beam of plasma that will stun and drain your enemies. Really good in some situations. Not really that powerful.
 - o. Pulse Nailgun - Uses bullets. Fires projectiles that stun your targets really well. Feels more like a plasma weapon so I put it in slot 6.
 - p. Railgun - Shoots a railgun shot. Do you know what a railgun is? This is a railgun. Not a bad weapon in certain situations.
 - q. Spray Cannon - Has a spinup, and then fires like crazy. Similar to Gatlaser, but slightly different.
 - r. UAC Plasmatic Rifle - Feels like the plasma rifle in Doom 3. Not too bad actually. I like it a lot.
7. Slot 7 Weapons - Weapons of Mass Destruction
- a. BRPS - Kind of weak, even though I buffed it. Shoots a single shot that kills an enemy... maybe...
 - b. Plasma Splitter - Pretty cool weapon. Shoots a BFG strength beam at enemies. Good for getting yourself out of a pickle. Kicks you backwards.
 - c. Toaster - Nothing beats the Toaster for killing lots of big enemies. It shoots a flame that passes through objects and kills things quickly, even big things. Great for getting yourself out of a pickle.
 - d. Black Hole Generator - Summons a black hole wherever it connects with solid material. Takes a bit of practice. Great against flying enemies, they just get sucked right in.
 - e. Nuclear Missile Launcher - Save before using this one. It will kill almost everything in one shot, but larger enemies like the Annihilator might require more

than one shot. Stand back. Way, way, way back. And be ready to run for cover. And don't enter the blast radius while the flames are still there, because it's radioactive. Good choice when nothing else works.

- f. BFG 10k - Has a little splash damage, so don't use up close. Shoots BFG shots at rapid fire.
- g. BFG 2704 - This is probably how you imagined the BFG if someone explained it to you. Firing this unleashes a swarm of shots that cover a wide range. Kills most common enemies in one shot.

Enemies

I've left most of these enemies unchanged from their originals, since Oblige does a good job of balancing them. I did have to rename certain actors because there were conflicts.

- 1. Abbadon - This is a Cacodemon type. Medium difficulty.
- 2. Afrit - A floating fire shooting Baron. Medium difficulty.
- 3. AgathoDemon - I modified this one to not be invincible when invisible. Medium difficulty.
- 4. Agaures - Similar to Imp, it shoots fireballs at you. There's an invisible version as well. Easyish.
- 5. Allied Marines - Not implemented yet, but you can still use their summon tags from the console (summon <monster name>). These are friendly units.
 - a. Summon: MarineAlly"xx" (Fist, Pistol, MG, CG, SG, Minigun, Chainsaw, Plasma, Rocket, BFG9000, SSG, Railgun, HSMissile, GL, BFG10K, Flamethrower, Sniper)
- 6. Annihilator - Cyberdemon type. If you see one of these save your game because you'll probably die a few times. Very hard. One of the hardest.
- 7. Arachnobaron - A Baron spider. Shoots plasma balls. About as hard as a Baron.
- 8. Arachnophyte - A weak Spider Mastermind that can fly. Shoot it until it dies. Easy/Medium.
- 9. Arachnotron MK2 - Not sure what makes it different. I guess different AI? About the same difficulty.
- 10. Aracnorb - A floating brain that shoots spiraling shots at you.
- 11. Aracnorb Queen - Save if you see one. It's a floating brain that uses psionic attacks on you.
- 12. Archduke Chocula - This is a monster I invented for this mod. A Baron type. Summons Admiral Crunch, a weaker version of the Hell Knight. Very challenging.
- 13. Archon of Hell - This is a Baron type that shoots a couple different attacks and has a fair bit of health. Don't underestimate it. Medium/Hard.
- 14. ArchvileVariants - These are some monsters I cooked up for this mod.
 - a. ArchvileBlack - Summons hordes of Imps. Take it down before it overpowers you.
 - b. ArchvileGold - A weak archvile that summons other weak archviles. They still hit you with full strength, so kill them quickly.
 - c. ArchvileBrown - A very slow moving Archvile with a lot of health. Still hits just as hard, so take cover before you die.

15. AutoShotgunGuy - Self explanatory. Medium difficulty.
16. Azazel - If you see this black winged demon, save your game. You'll probably die a couple times. Hard/Very Hard.
17. BabyCaco - A cute baby cacodemon. Shoots fast fireballs at you.
18. Bad - a flying skull that shoots at you. Don't underestimate them, especially in the early game.
19. Beam Revenant - An annoying hitscan revenant that shoots a plasma beam at you. They are difficult in the early game.
20. BeamZombie - Similar to the Beam Revenant, but with less health. Shoots a beam at you. Easy/Medium.
21. Beheaded Kamikazi - From Serious Sam, this enemy runs quickly at you and then explodes. Kill it quickly. Easy.
22. Belphegor - A red baron type. Medium difficulty.
23. BFG Commando - One of the more frustrating Zombies to face. Medium.
24. Blind Pinky - Not too hard, but runs really fast once it hears you, and bites extra hard. Easy.
25. BloodDemon - A pinky that is extra strong and fast. Medium.
26. BloodFiend - A pinky that shoots at you as well as bites you. Medium.
27. BloodSkull - A flying skull that shoots at you. Easy/Medium.
28. Blot - A smoke monster that will quickly drain your health. Good thing it's weak. Easy.
29. BruiserDemon - A Baron type that shoots fire at you. Look out for this one. Hard.
30. Cacodemon Elemental - This is a monster I created for this mod. A large Cacodemon that summons Baby Cacodemons. Has a lot of health. Hard.
31. Cacodemon Railgun - This is a monster I created for this mod. A Cacodemon with a nasty railgun attack that is hard to dodge. Medium.
32. Cacodemon ShockRifle - This is a monster I created with help from Jekyll Grimm (Beautiful Doom) based on an idea from De-M-oN. Shoots a shock ball and then does a combo on it if it comes within range of the player. Hiding behind cover might not always help you. Hard.
33. Cacolantern - A cacodemon with more health that looks a little like a Jack-o-Lantern (orange) and shoots a different projectile. Medium.
34. Caco Lich - Watch out for these. They look like a cacodemon, but they have a couple different attacks that can be devastating. Medium/Hard.
35. Catharsi - A sort of Quake 2 style enemy (not sure if intentional) that drops a bomb when it dies. Hard in the early game, but fairly easy after you get good weapons. Just take cover.
36. ChaingunDemon - A pinky that shoots you with a chaingun. Then once you kill it partway, it drops the chaingun and just attacks you with its teeth. Medium.
37. ChaingunMajor - A zombie with a chaingun. Easy/Medium.
38. ChaingunSpider - A spider that shoots you with a chaingun. Similar to an arachotron. Easy/Medium.
39. Chainsaw Zombie - Keep your distance because it will kill you fast. Easy.
40. Cheogh - A flying monster that isn't too hard but has a lot of health. Medium/Hard.

41. Cheshire - Not implemented yet. A weird Cacodemon that plays tricks on your mind.
42. Chubbs - A squatty little monster that shoots plasma at you and doesn't stop. Similar to a chaingunner, but with plasma instead.
43. CoreTentacles - There are 2 varieties, one on the ground and one on the ceiling. Either way, these are not to be trifled with. The big plasma shot will kill you in one hit. Medium/Hard.
44. CrackoDemon - A Cacodemon type. Their attacks can be pretty devastating if you can't get out of the way. Medium/Hard.
45. Crash - If you hear that annoying Team Rocket style laugh, brace yourself. Crash plays like a human, moves quickly, and shoots a plasma rifle. Kill her with extreme prejudice. Medium/Hard.
46. CyberBaron - A Baron that shoots rockets and plasma and has a lot of health. Hard.
47. CyberFiend - A Pinky type that shoots giblets at you. Medium.
48. CyberImp - An imp that shoots you with plasma. Easy.
49. CyberMastermind - A Cyberdemon Spider. Shoots chaingun and rockets. Find some good cover. Hard.
50. Cybruiser - Like the Cyber Baron, but only shoots rockets and has more health. Hard/Very Hard.
51. Dagfall Skeleton - Melee enemy. Easy.
52. Dark Cardinal - A flying Cyberdemon type with some powerful attacks. Run for cover and save your game. Hard/Very Hard.
53. Dark Devil - An imp type with more health. Easy.
54. Dark Imp Nami - An imp variant. Easy.
55. Dark Imp Nether - An imp variant. Easy.
56. Dark Imp ST - An imp variant (from skulltag). Easy.
57. Dark Imp Void - An imp variant. Easy.
58. Darkness Rift - A cloud that summons monsters. Medium/Hard.
59. Death Incarnate - A revenant that just doesn't stay dead. Really annoying. Medium/Hard.
60. Deep One - This Cthulu type monster is fairly powerful and has a lot of health. Medium/Hard.
61. Defiler - A pain elemental type monster that shoots a hard to stop attack. Medium/Hard.
62. Demolisher - A very hard Spider with dual chainguns and a powerful attack. Hard/Very Hard.
63. Devastator Zombie - Save your game. This is the hardest of the zombies. Fortunately dies fairly quickly. Hard.
64. Devil - An Imp variant that has more health. Medium.
65. Devilworms - Comes in 4 varieties: Baby, Teen, Adult, and Elder. The Elder ones are fairly hard. Easy/Medium/Hard.
66. Diabloist - An Archvile type that is really annoying. Save your game. Kill it dead. Hard/Very Hard.
67. Divine Shadow - An Archvile type with a hard to dodge attack. Get some cover. Hard.
68. DoubleChaingunner - one of the harder zombies. Medium/Hard.
69. Drone - Little flying robots that shoot you with plasma. Medium.

70. Doom RPG Ghoul - Revenant type. Shoots poison gas at you. Medium.
71. Dune Warrior - Invisible rocket wielding zombie. These are rare but will kill you. Hard/Very Hard.
72. Elite Guard - From Star Wars? "Stop rebel scum!" Easy/Medium.
73. Enhanced Caco - A stronger Cacodemon. Medium.
74. Ethereal Soul - A lost soul type that disappears and reappears. Medium/Hard.
75. Evil Knight - A knight that shoots a shotgun blast of plasma at you. Easy/Medium.
76. Exterminator - A fast moving zombie with a sort of nailgun attack. Hard to describe. Medium.
77. Eyes - Those green eye circles? These are enemies that look like that. There are 4 varieties: explosive, poison, spider, and bat.
78. Fallen - A fiery flying demon. Sounds really scary, but really not all that hard. Easy/Medium.
79. Female Plasma - A zombie with plasma pistol. Easy.
80. Female Rail - A zombie with a railgun. Easy/Medium.
81. Female Scientists - 4 different varieties. Easy.
82. Female Sergeant - A shotgun female. Easy.
83. Female Zombie - Easy.
84. Flamer Zombie - Will probably kill you before you realize what hit you. Shoots a flamethrower. Hard/Very Hard.
85. Fleshspawn - A flying mouth that shoots you. Easy/Medium.
86. Flesh Wizard - There are 2 varieties: Flesh Wizard and X Wizard with slightly different programming. They move very quickly and become invisible. Similar to the Slender Man. Looks and sounds scary. Fighting them is like playing whack-a-mole. Wait till they appear and shoot them with a shotgun. Medium/Hard in groups.
87. Flying Imp - An imp that flies. Not too bad. Easy/Medium.
88. Fly King - A little fly that spawns other flies. Note: These are very easy, but can get out of control and overload your computer. If you run into problems open the console and type "kill flyking" and "kill badfly".
89. Forgotten One - A lost soul variant. Easy/Medium.
90. Former Ranger - A machine gun wielding zombie. Easy.
91. Freezer Zombie - Uses a freeze rifle. Easy/Medium.
92. Fusion Spider - Shoots slow moving plasma in a wide pattern. Easy/Medium.
93. Gatekeeper - A large boss enemy with a lot of health. Hard.
94. Ghost Revenant - Shoots you and makes your screen yellow (note: I modded it to make your screen less yellow). Maybe it weakens you or something? Medium.
95. Giant Bat - 2 kinds. One is awake and one is asleep. Easy.
96. Giant Rat - Rodents of Unusual Size. Easy.
97. Grell - A flying monster that shoots plasma at you. Easy/Medium.
98. Guardian Cube - A flying monster that shoots plasma at you. Easy/Medium.
99. Hades Sphere - A flying projectile that explodes when it gets near you.
100. Haedexebus - A harder Mancubus type. Medium/Hard.
101. Hangman - A hanging turret that shoots you. Easy/Medium.

102. Hazmat Zombie - Shoots you with a fire extinguisher or something. Easy.
103. Head Monster - There are 2 kinds, the visible one and the invisible one. Either way, they shoot you or bite you. Easy/Medium.
104. Heaven Guard - One of the harder zombie types. They play like a human, shooting you with ring plasma. Hard in groups.
105. HeavyCarbineGuy - A tough zombie that sometimes drops armor. Medium.
106. Hectebus - A harder Mancubus type. Medium/Hard.
107. Helemental - An archvile type that just shoots you with things. Medium.
108. (Hell) Paladin - A shielded Cyber Lion that shoots grenades and heat seeking plasma at you. Wait till his shield is dropped and then shoot him. He is invincible while the shield is up. Medium/Hard.
109. Hell Hound - A demon dog that attacks you. Easy.
110. Hellion - An archvile type I think? Medium.
111. Hell Rose - A cool enemy that spawns vines that attack you. Reminds me of the old NES and SNES games. One is Easy, a bunch is Very Hard.
112. Hells Fury - Does a heat seeking attack that is hard to dodge. Medium/Hard.
113. Hellstorm Archon - A hard Baron type with a devastating attack. Hard.
114. Hell Warrior - A shielded Lion that is invincible when the shield is up. Medium/Hard.
115. Hierophant - A flying type monster. Does a variety of RPG style attacks that weaken you. A really cool enemy to fight. Medium/Hard.
116. Horned Imp - This little bastard shoots you with a shotgun and drops landmines all over. You can shoot the mines, but still really annoying. One is Easy, many can be Hard.
117. Illus - Imp type that sort of teleports to hit you from a distance. Really creepy. Easy/Medium.
118. Imp Abomination - a tougher imp variant. Medium.
119. Imp Skulltag - an imp variant. Easy.
120. Imp Trite - a spider with an imp head. LOL. Easy.
121. Imp Void - an imp variant. Easy.
122. Incubus - Shoots plasma and rockets. Hard.
123. Infernal Spider - There are 4 sizes of spider. The Small and Big ones shoot fire and spawn smaller spiders. Note: I nerfed the Big spiders health from 12000 to 6000, because that was just way too much health. Easy/Medium/Hard/Very Hard
124. Inferno - A pain elemental type that shoots fire. Medium.
125. Jetpack Zombie - A zombie with a jetpack and a machinegun. Medium.
126. Juggernaut - A slow moving melee attacker that has way too many muscles and a lot of health. Medium.
127. KarasawaGuy - One of the harder zombies. Shoots karasawa shots. Drops karasawa ammo. Medium/Hard.
128. Lesser Mutant - An imp variant with a lot of health and a different attack. Medium.
129. Lord of Heresy - A Baron type variant that shoots multiple fireballs. Medium.
130. Machinegun Zombie - Easy.
131. Maephisto - A weird TV Set of a monster. Medium/Hard.
132. Mauler Demon - A pinky variant with a charge attack. Easy.

133. Melee Revenant - Slaps you around. Medium.
134. Minigunner - Uses the Skulltag Minigun. Medium.
135. Moloch - One of the hardest bosses, save your game. Very Hard. Good luck!
136. NailBorg - A Borg with a nailgun. Drops a nail bomb. Easy/Medium.
137. NailBorg Commando - A Borg with a nailgun. Drops multiple nail bombs. Medium.
138. Netherworld Drone - A melee attacker. Hits really hard. Medium.
139. Netherworld Queen - Shoots fire at you. Hard.
140. Nightmare Spectre - A spectre variant that moves really fast. Easy/Medium.
141. Nightmare - This ghastly monster appears to attack you and then disappears. Medium.
142. Nightmare Demon - A demon variant that moves fast. Easy/Medium.
143. Nightshade - Yet another pinky variant with a projectile attack. Easy/Medium.
144. Obsidian Statue - There are 2 types, one is a statue and one is an enemy. The statue type is disabled by default because it caused situations that prevented you from being able to complete a level. Hard to dodge. Hard.
145. Otent - An Imp spawner. Get it? Imp Otent... eh?
 - a. Gold Otent - Spawns 4 Imps at a time and has a lot of health. Hard/Very Hard.
 - b. White Health - Spawns 4 Imps at a time and has a fair bit of health. Hard.
 - c. Otent - Spawns 2 Imps at a time and has a medium amount of health. Medium.
 - d. Weak Otent - Spawns 2 Imps at a time. Easy/Medium.
146. Overlord - The hardest Cacodemon type. Has a couple powerful attacks. Really cool stuff. Very Hard.
147. Pain Elemental Elemental and Pain Elemental Elemental Elemental - The first one spawns Pain Elementals. The second one Spawns Pain Elemental Elementals. Inception. These are too big to spawn in most maps, so set the map to tall and big rooms and such and you *might* see one. I created these monster variants. Hard/Very Hard.
148. Phantasm - A lost soul variant that is fairly hard. Medium/Hard.
149. Phantom - A really tough Afrit variant that can move through walls and shoots a hard to dodge attack. Hard.
150. Phase Imp - Becomes visible and invisible.
151. Pissed Off Imp - This was a monster I created for this mod. This imp just gets madder and faster as you shoot it. There are 3 levels: Junior, Regular, and Elite. They differ only in health. Easy/Medium/Hard.
152. Plasma Demon - A pinky that shoots plasma.
153. Plasma Elemental - A plasma shooting Pain Elemental that shoots plasma in all directions when he dies. Medium.
154. Plasma Zombie - a plasma pistol wielding zombie. Easy.
155. Poe - A creepy ghost of a Cacodemon that appears and disappears and spawns fake versions of itself. Medium/Hard.
156. Poison Soul - A lost soul type that spews clouds of poison. Medium.
157. Poltergeist - Stuff that looks like pickups (and nukage and candles) but is actually going to try to kill you. If you see any pickups that start floating, run away very fast. Depending on the type of poltergeist, it can be easy, medium, or hard.

- 158. Profane One - A tough Baron type that can resurrect enemies. Hard.
- 159. Psychic Soul - A lost soul type that does a hitscan attack on you, and teleports around. Medium.
- 160. PulseNailgunZombie - Shoots a Pulse Nailgun. Medium or Hard depending on the quantity of them.
- 161. Pustule - Is a blob of flesh that explodes when it touches you.
- 162. Pyro Demon - This Baron type will make big fires happen. Hard / Very Hard.
- 163. Pyro Imp - Makes flames. Medium.
- 164. PyroPork - A pig with a flamethrower. Easy/Medium.
- 165. Pyro Zombie - One of the hardest Zombies. By the time you see him, it's usually too late and you are dead. That flamethrower is like the UTNT Flamethrower. It's a barbecue waiting to happen. Hard / Very Hard.
- 166. Quad Shotgun Zombie - One of the harder zombies. Medium / Hard.
- 167. Rail Arachnotron - Arachnotron that shoots a railgun.
- 168. RailBot - A robot that clings to the ceiling and shoots lasers at you. Easy / Medium.
- 169. Random Elemental - Shoots out one of 16 different types of lost soul variants. Medium.
- 170. Rapid Fire Trooper - A zombie with a machine gun. Easy.
- 171. Repeater Zombie - Uses the Repeater and will mow you down if you don't stop him first. I've been killed by him more times than I want to admit. Medium.
- 172. Rictus - A Lost Soul type that shoots fire at you. Don't underestimate this bad boy. You'll probably get killed a few times. Hard.
- 173. Rifle Commando - Commando with a Rifle. Easy/Medium.
- 174. Rifle Zombieman - I don't see much different from the regular Zombieman, but there is a slight difference I suppose. Easy.
- 175. Roach - Takes less damage when flinching I believe. Sort of an Imp style monster. Easy/Medium.
- 176. Rocket Imp - Anything with rockets is hard. They will kill you easily and without much warning. Hard.
- 177. Rocket Zombie - Again, rockets. Hard.
- 178. Rocket Zombie 2 - Also rockets. Hard.
- 179. Rottweiler - Arf arf. Easy.
- 180. Satyr - Sort of a Hell Knight but melee only.
- 181. SawedOff Zombie - Shoots a sawed off shotgun. Easy/Medium.
- 182. Segway Zombie - Runs you over with a Segway. Harder than it sounds. Medium.
- 183. Shade - Asexually reproducing Lost Soul that will overrun the entire level with copies making the level unbeatable. Disabled by default. Very Very Hard.
- 184. Shadow - Similar to the Roach, but a little different. Medium.
- 185. Shadow Hunter - Creepy robed figure with a shotgun, does a weird splitting thing. Medium/Hard.
- 186. Shadow Trooper - Invisible troop with night vision. Easy.

187. Shotgun Variants - I made some shotgun variants for this mod. There are 3 variants: Brown (weak and slow), Green (medium and fast), Gold (strong and faster). They shoot a triple burst of shells.
188. Skeleton - A melee enemy. Easy.
189. Slime Imp - Shoots slime. Easy/Medium.
190. Slime Worm - From Freedoom. Shoots an arc of slime. Easy/Medium.
191. Small Rat - About as hard as you'd expect. Very Easy.
192. SMG Zombie - Easy/Medium
193. Smoke Monster - The one from Lost. It's actually not able to slip through certain places, so you can sometimes get it trapped behind bars or something and kill it. Don't underestimate it. It teleports right on top of you and then kills you. It's one of the harder enemies. Hard.
194. Snake Imp - An imp that looks like a snake. Medium.
195. Sniper Zombie - Despite how weak the sniper rifle is, the Sniper Zombies will do some severe damage to your health. Medium
196. Sonic Railgun Zombie - Shoots a railgun attack. Medium.
197. Soul Harvester - A more challenging Imp variant. Medium.
198. Source Guardian - A large enemy (Duke Nukem style?) with a lot of health. Hard.
199. Spirit Imp - When it dies, it comes back as a ghost and then revives any fallen enemy it comes across. Medium/Hard.
200. Squire - A Baron type. Medium/Hard.
201. Stalker - A Lost Soul type that teleports around. Medium by itself, but Hard in groups.
202. Stealth Fighter - An invisible troop that shoots you. Medium.
203. Stone Demon - Shoots rocks. Medium.
204. Stone Imp - Shoots rocks. There is a second version which is hidden as a green pillar. Medium.
205. Suicide Bomber - Like the Beheaded Kamikaze but has more health. Medium/Hard
206. Superdemon - It's a Cyberdemon without the Cyber. Shoots plasma balls. Hard.
207. Super Flying Imp - Like the flying imp but shoots more powerful shots. Medium/Hard
208. Super Imp - Like the Super Flying Imp but no wings. Medium
209. Super Shotgun Zombie - This guy can mess you up. Medium
210. Supreme Fiend - One of the harder enemies. It has a couple different attacks, one of which shoots bombs all over. Very Hard.
211. Swarm - Looks like a corpse, but then bugs come out. Easy.
212. Tentacled Commando - Like the one from Doom 3, but not as hard. Easy/Medium
213. Terminator - One of the harder enemies. Has a couple different attacks, and a lot of health. Save your game if you see one of these guys. Very Hard.
214. Terror - A Lost Soul that brings a cloud of darkness around with it. Medium.
215. Tesla Coil - A turret that will shoot slowly and accurately. Medium.
216. Thamuz - A Cyberdemon type that is slightly harder than a regular Cyberdemon. Hard.
217. Time Imp - This imp can stretch and pause time in ways I didn't realize were possible with DECORATE script. It's pretty amazing actually what NovaKiller was able to pull off.

That being said, keep your distance from the Time Imp! After it dies, it reverses time and becomes alive again (only once though). Kill it with extreme prejudice. Hard.

218. Tornado Demon - Again, it's pretty cool what you can do with DECORATE script.

This is an Archvile type that makes a tornado. Medium/Hard.

219. Tortured Soul - A Pain Elemental type that shoots poison clouds. Medium.

220. Trash Monster - From Star Wars, this monster pops up from the floor.

221. Trite - A weak little spider that pounces at you. Easy.

222. UACBot - This walking robot will shoot grenades at you and has a fair bit of health. Medium/Hard.

223. UberChaingunner - Shoots you using the Uber Chaingun. Serious threat! Medium.

224. Undead Hunter - Has a shotgun. Medium.

225. Undead Priest - Has 2 shotguns. Hard, especially in groups.

226. UnMaker Zombie - Has an Unmaker which will make quick work out of you. Hard.

227. Volacubi - There are 3 kinds of Volacubus: Regular (like a Mancubus), Slime, and Plasma. Medium/Hard.

228. Vulgar - An Imp type monster that shoots plasma at you. Easy.

229. Warlord of Hell - Like a Squire but bigger and has more health. Medium/Hard.

230. Watcher - A sort of Cacodemon type flying monster.

231. Weakener - A Cacodemon type that will weaken you. Medium/Hard.

232. Wicked - From Quake I think. Medium.

233. Wraith D3 - From Doom 3. Warps toward you and melees you. Easy/Medium.

234. Zombie Flyer - A flimsy flying car with lasers. Spawns a Shotgunner. Medium.

235. Zombie Fodder - There are 2 types, the regular one that is melee only, and the "Quake Fodder" one that will shoot stuff at you. They come back to life. Kill it with explosives so it doesn't come back.

236. Zombie Henchman - A western looking zombie that shoots rapidly and has a fair bit of health. Medium.

237. Zombie Marine - Has a good bit of health. Medium.

238. Zombie Missile Tank - Save your game, these are killing machines. Shoots rockets at you. Hard.

239. Zombie Plasma Tank - Just as bad as the Missile Tank, but shoots Plasma. Hard.

240. Zombie Railgunner - Medium.

241. Zombie Scientist - 5 varieties. Easy.

242. Zombie Scientist Headless - Shoots an automatic weapon. Medium.

243. Zombie Scientist Plasma - Shoots a plasma pistol. Easy.

244. Zombie Tank - Not as hard as the Missile or Plasma varieties. Medium/Hard.

245. Zombie Variants - There are 3 variants that I created: the Grey Zombie (weak), White Zombie (medium), and Gold Zombie (strong). Medium/Hard.

246. ZSec - A zombie security guard. Medium.

247. ZSpecOps Machinegun - Any of the ZSpecOps are dangerous. Medium/Hard.

248. ZSpecOps Railgun - Any of the ZSpecOps are dangerous. Medium/Hard.

249. ZSpecOpsShotgun - Any of the ZSpecOps are dangerous. Medium/Hard.

Other Notes

I've included ObAddon into the addons. I did not develop it, nor am I associated with it. I am not going to try to keep an updated copy, but I might update it from time to time when I feel like it.

Visit: <https://github.com/caligari87/ObAddon>

Tested versions:

GZDoom 3.2.1

GZDoom 4.3.3

Incompatible versions:

GZDoom 2.2.0

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