





# DUNZHIN™

BY RANDALL DON MASTELLER

Copyright 1981, 1982, 1983 by Intelligent Statements, Inc.  
ScreenPlay™ is a trademark of Intelligent Statements, Inc.  
ALL RIGHTS RESERVED

## Welcome to the Dunzhin!

Before starting, please note that the spelling of dungeon as given above is intentionally different. The dungeon you are about to play is so different from any other you may have seen in the past that it wasn't right to use the same spelling.

"Dunzhin" was created by an avid fantasy role-player for use by other avid FRP-ers. Thus, there is never a 'certain' way to proceed or a 'positive' way of winning: there are just many ways to try, each with its own chance of success, based on how good your character is.

The scenario is simple (though the game is not). You are a Level-One Warrior (a beginner), outfitted with a sword, a full suit of chain mail, a magic wand, and a lot more gumption than may be wise. You are sent into the Dunzhin in search of a certain item. While in the Dunzhin you will be faced with pits, traps, nets, wall closings, strange and eerie sights and sounds, and, of course, monsters.

Should you find the Main Item you seek and get it back out of the Dunzhin, you will have come as close to winning as you can. To fully 'defeat' the Dunzhin, one would have to defeat all of the monsters (scores of them!) and check every room for other treasure. This is possible, but if you so elect, be prepared for HOURS of play.

That is, in simple terms, the game. If you are brave enough to challenge the Dunzhin, read on!

---

## Objective

The objective in playing Dunzhin is amusement. The objective for the character you will use is to procure the Main Item. It is always found on the lowest level of the Dunzhin, and is always guarded by a few very nasty monsters. To get the item, you must make your way down to that level and find the right room. You must defeat the monsters which are guarding it, and then get it out safely.

There are two other objectives of interest:

**FORTUNE:** Each level has 15 rooms. In ten of these rooms there is a treasure of some sort. To collect the treasures from all the rooms on all the levels would mean your character spent his time well, and ended up wealthy.

**FAME:** While you start the game as a Level-One (beginner), you can progress in skill by gaining experience. Warriors gain experience only through fighting. Thus to reach a higher Level, you must do battle. Making higher Levels is always to be desired. It increases your defense, your offensive and defensive fighting abilities, and your movement. In other words, reaching a higher Level means you gain a greater chance of survival.

## Rules

The Dunzhin makes use of specific rules for movement, defense, combat, and odds of evading traps, etc. These rules are taken totally from the fantasy role-playing game THE GAME, FANTASY EDITION (copyright 1978) by I.Y. Games Co. Players of Dunzhin who do not have that fantasy role-playing game need not despair. The program has the rules and this book explains them. (THE GAME is available, however, if you are interested. Contact Med Systems.)

## Principles

Dunzhin is based on some typical fantasy role-playing principles. Persons familiar with this type of game can skip this section. For those unfamiliar with role-playing games, a few brief words may be helpful. As the name implies, in these games, the player takes on a role — in this case, a beginning warrior. Unlike adventure-type games, there is no one way to solve each problem. Outcomes are based on your character's experience, traits, and chance. Dunzhin can be a different game every time it is played, with different mazes, etc. But usually one will play in one Dunzhin,

save the game in its entirety, and continue playing until death or victory ensues. As you play the game further, you will develop one or more "characters," or roles. When a new game is begun, your character is assigned, at random, various levels of certain traits, such as strength and intelligence. As you play the game, these traits change. Successful battles add to your abilities. If you conquer the Dunzhin, or simply want to try a new one, you can save the **character** instead of the whole game and Dunzhin. This **character**, with all his experience, can be loaded into a new Dunzhin for further exploits. Thus, successfully getting the Main Item once does not mean the game is rendered useless. You can try it again, and you may not succeed the second time. Or the third. . . .

## Items Needed

1. TRS-80 Model I or Model III with 48K and at least one disk drive.
2. Imagination (to truly enjoy it).
3. Courage.
4. Time. (The game is fast-paced and quick in execution, but it is habit-forming!)

## Dunzhin's Layout

The first thing the program determines is the number of floors the Dunzhin will have. There will be anywhere from four to seven levels in the Dunzhin. You as a character will never know how many.

After the program determines how many floors there will be in the Dunzhin, it randomly selects a floor plan for each level in the Dunzhin. Thus, it is impossible to predict ahead of time what the Dunzhin will look like.

## Rooms

There are 15 rooms on each floor. Where they are on that floor depends totally on the randomly selected floor plan. It is up to you to find them.

Each room is designated by a letter ranging from A to O. For anything directly related to that room to occur, you must superimpose your character image

over the room letter (move on top of it).

Many of the rooms contain treasure. Once you have been told that treasure is there, it is automatically put into your treasure pouch.

Somewhere in the Dunzhin (you never know where), there are nine rooms, three with each of the following traits:

1. **Gas**—Poisonous Gas.
2. **Teleportation**—Moves you randomly to some other room. This may be on the same floor or on a different one, either up or down.
3. **Regeneration**—Heals you up to the maximum that a warrior of your level can be.

On the each of the first, third, and fifth (if it exists) floors, there is a room designed to repair your weapon (if it was broken during a battle) and to recharge your wand (if it is exhausted). While the repair rooms are always on the mentioned floors, you don't know which room it is until you enter it.

If you fight a monster, your armor will get damaged and may even disappear after a while. There can be up to three rooms in the Dunzhin which contain an armor-repair table. One is always found on either the first or second floor, one is on either the third or fourth floor, and if they exist, one is on either the fifth or sixth floor. Thus there are always two such rooms, and sometimes three. While this armor-repair room is nice, it is not always available. Once you have used a particular room once, the table disappears and you cannot use it again.

On the last (lowest) floor in the Dunzhin is a room which contains the Main Item you seek, guarded by several extra-nasty monsters. When you finally discover this room, you will be told.

If you should crash into a wall just before standing on the room letter, you will have to move off the wall and onto the letter. If you meet a monster before you collect the treasure, you must conclude that encounter before you can get the treasure.

## Movement

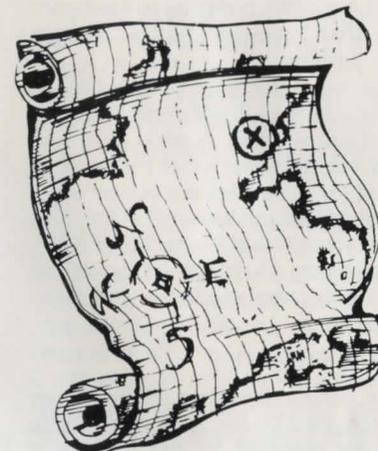
The speed with which you accomplish walking and fighting depends on your Movement, which depends on your Warrior Level. Your movement factor depends very much on your Warrior Level. If you are a beginner, five is the maximum you can go. Every three Warrior Levels attained gives you one more step, up to the maximum of nine. Players need not concern themselves too much with such facts as the program ensures that you don't do more than you are allowed. If you specify more movement than you are capable of, the program will substitute your maximum movement instead.

Movement through the Dunzhin is done during the "Instruction:" stage. You type in both your direction and your speed. The directions are: North (N), South (S), East (E) and West (W). Speeds mean merely the number of steps you wish to go in that movement session. One would mean you were walking slowly, while nine would mean running like heck.

Specifying movement is very simple. To go north three steps, you type N3. Four steps to the west would be W4. And so on. You can also use the TRS-80 arrow keys to move one step in any direction. This will move you immediately without pressing the ENTER key. To move more than one step, you must use the letter-number sequence, and press ENTER.

After you specify your directions, you begin to move. The program shows your movement on the screen. It also shows you rather abruptly when you have over-estimated the clearance and walked smack-dab into a wall (happens quite often, actually).

Movement is also very important in battles. The battle sequence (see below) has you take a blow, the monster takes one, you again, the monster again, and so on. This all takes place within the space of a ten second melee period. If you should use up all your blows in that time period, you don't get another blow. The same goes for the monster. Thus it is possible that you may get an extra blow or two because you are faster than the monster, or vice versa.



## Mapping

There are many adventure games on the market. Most force you to draw your own maps. Some show you the map used in the game. This program does a bit of both. While the program knows all there is to know about the floor, what it shows you is only what YOU know about it.

Thus, at the beginning of any floor, the screen is clear. As you move, the computer draws on the screen a map of what you see. The Dunzhin is very dimly lit, so you can only see where you are and one step in any direction. To help you out, what you have already learned regarding that floor remains on the screen throughout your entire journey on that floor.

When you leave one floor for a new one (via stairs or the teleport rooms), the screen is cleared and everything you've learned about the new level is shown. If you haven't been there before, you know nothing and that is what the screen shows (a blank).

While people are sometimes forgetful, the program isn't. Though you may spend hours down below the first floor, when it comes time to return there, you'll be shown all that you have previously learned.

One major problem with this procedure is that if you move into unexplored areas, you don't know where the walls

are. It becomes common to crash into walls that "pop up" as you explore virgin territory.

Final note: If you move slow (1 step at a time), you will not crash into walls unless you want to. A good reason to move fast, however, is that the program checks for a monster encounter every movement session. Moving E9 (East nine steps) would have it check just once, while moving E1 nine times would call for nine monster encounter checks!

## Information

The bottom five lines of the screen are not used by the floor plan. These lines are reserved for the passing of information back and forth between you and the program. When the program has something to tell you, it will say it here. When you are asked for directions, you will type the response here.

All traps have a graphics display in the floor plan area when they occur. They also have further information placed in the "command" area (those bottom five lines). Both are equally important. Neither are displayed for very long. Both vie for your attention. Life, and the game, are tough!

## Facts

If at any time that you are in the "Instruction" stage you wish to check on how well you are faring, you can instruct the program to "FACTS" (or "F" or "FA") in place of a movement command. The screen will clear and many pertinent facts regarding your character are displayed. You may look at this information for as long as you wish. When you want to continue the game, simply press any key. The screen will clear and the floor plan as you left it will be reconstructed.

## Traps

There are pits, trip wires, slippery floors, nets, and walls which come out of other walls to trap you. Each of these traps has a timer attached to it. You are given that amount of time to press a key

to get out of the way in time. You will not know how long this time is, so quick reactions to traps are vital.

If you succeed in avoiding a trap, you are not hurt and you may continue the game. If you fail, you pay the price in defense points. Different traps vary in severity. Pits and wall-closings can inflict a lot of damage. Trip wires always give one point. Slippery floors give between 0.1 and 0.5 points of damage.

The initial location of the pits and trip wires is randomly decided before the game starts. They will remain in place throughout the entire game. There will be anywhere from 0-10 pits and 0-5 trip wires on any floor, and their locations will vary from floor to floor.

Wall-closings, slippery floors, and nets are totally random and can occur at any time without warning. Beware!

Nets do not hurt you. They do, however, trap you for a set amount of "hacks". These hacks are done by you to free yourself and are specified during the "Instruction" stage (i.e. say HACK (or "H" or "HA") instead of W2, E3, etc.). You cannot move from a location while you are trapped in the net. Should a monster appear, you cannot run from him (you can try to hide, however). If you elect to fight (or are forced to), you are at a serious disadvantage, being tangled up as you are.

## Fog

Every now and then the area becomes fogged in. When this occurs, the displayed floor plan is replaced with a pure white screen and you can't see anything. The length of time the fog will last is random. It is decremented by your movement, so the only way to get rid of it is to move. If you stay put, so does the fog.

All traps work perfectly well in fog. All monsters can see without hindrance in fog. You, unfortunately, cannot.

If you should move into an unexplored area while in fog, that area remains unexplored even after the fog lifts, since you couldn't see what was there in the fog.

## Oddities

To spice up the Dunzhin, there are numerous things you can see, hear, or feel while traveling through the area. There are also odd people you can encounter which are different from the "normal" monster.

Mad Marvin, the old hermit, likes to throw bricks at people as well as do other interesting things. An invisible female can grant a bit of well-being (if she likes you) or mess you up (if she doesn't). But she's fickle and changes her mind from time to time. Finally, there is a ghost who apparently likes solitude, for when you meet him, he invariably teleports you to some other area of the same floor.



## Wall-Crashing

As mentioned under "Movement," you can crash into walls by misjudging distances or moving too fast into unexplored areas. Crashing into the wall does you no good at all. Do it too many times and you'll take a point of damage!

## Certainty Checks

Periodically, the program likes to check to see if you know what you're doing. It will ask you. Then it will tell you if you are right or wrong in your assumptions. Being right means the program will give you a slight benefit in all troubles for a short period. Being wrong means the opposite.

## Typos

The program is perfect (ha!). Humans, unfortunately, are not. It is, therefore, quite possible that we make mistakes. Should you err in the game, several things can happen.

If your error was one of judgement, you can get hurt and possibly even die (your character, that is). If you erred in typing, the program checks to ensure that your command was a valid one. If so, it carries it out. If not, it lets you try again.

## Battles

In the Dunzhin there exist many different types of monsters, all of whom will wish to deprive you of life and limb from time to time.

When you encounter a monster, the program tells you that you are having an encounter. It also tells you what it was you have met and how many of them there are in the group. You will also see the monster(s) approaching you on the map.

Sometimes the monster(s) does not wish to engage in combat with you (at that time). You have the option of letting him go OR forcing him into a fight (in this case, you get one free blow).

Usually the monster(s) wants to fight. In this case, you may agree to a fight (type FIGHT), try to hide (HIDE), run like the dickens (RUN), or try to bribe him (BRIBE). The last three options work only sometimes. You can also SUBDUE the monster. This means battling him until he dies or gives up. It's usually easier to subdue a creature than to beat him, but he may return to fight you later if you only subdue him.

If you choose to fight, the blows alternate. You get one, the monster gets one, and so on. This continues until one or both of you runs out of blows. As previously mentioned, differences in speed can mean that one or the other opponent can get a couple of extra blows at the end. If both of you are still alive at the end of the 10 second battle period, a new session is instantly begun. This continues until one of you is no more.

There are eight areas of the body used in the combat system. They are: Head, Chest, Abdomen, Right Arm, Left Arm, Right Leg, Left Leg, and Neck. Some areas are harder to hit than others (the neck is the hardest, the chest the easiest) and the difficulties vary by

the monster. Thus, it takes a fair bit of experience to learn battle tactics. For example, one should not go for the Elf's neck because it is all but impossible to hit. Most areas can be abbreviated to one or two letters.

Each of the body areas has its own "defense" (how many points of damage it can take). The neck is the weakest, while the chest is the strongest. Different monsters have different area defenses. Experience, again, teaches you which is which. To hit the skeleton in the chest is usually a sure winner, while a troll is often only tickled by such a shot.

Striking a blow does not necessarily mean you hit your opponent. Sometimes you miss. Should you hit, the program determines how hard you hit. You have a sword which can inflict 1-12 points of damage per blow. Sometimes you do well, sometimes you don't.

Monsters, according to type, have protection in the form of tough skin or armor. This stops a certain amount of damage (varying from monster to monster and area to area). If you, for example, met a skeleton and inflicted six points of damage to the chest, you would defeat that creature. Doing that to a warrior in plate mail (which stops the first six points of damage) is an entirely different story.

If you become frustrated with missing, you can opt for AIM (or "AI") instead of an area. Aim deprives you of one swing but greatly increases the chance of hitting on the next one.

If you continually inflict little or no damage, you can opt for FORCE (or "F" or "FO"). This is a wild, hard swing. It lowers your chance of hitting, but greatly increases the damage if you do hit. Force does not deprive you of a hit.

WAND (or "W" or "WA") instead of an area will result in the use of your magic wand. If it still has power, the wand will blow the monster(s) away. If it is empty, you just wasted one blow and probably looked a bit silly. Your wand is given between one and three charges at the beginning of a game, and one to three every time you go to a wand recharge room.

If you can't hit, can't hurt, and can't

conjure, you can always try to RUN again. The monster may get a free blow at you, and you may not even get away, but it is something to try.

Once you have chosen and taken a blow at your opponent, it gets a whack at you, assuming it lived through your blow. It will go for any one of your eight body areas. It may or may not hit, depending on how nasty a monster it is and how good a warrior you are.

If you are hit, you take damage. Your armor stops some of the damage, and you take the rest. All things said above about armor and body area defenses apply to you as well as to the monsters.

Thus the battles rage. While there is a fair amount of randomness to the fighting, it is all within very logical parameters. If you are a poor warrior, your performance will generally be poor. High Level warriors seldom miss low Level monsters.

Some monsters possess special powers to stun or paralyze you during battle. In such a case, you will see a message instructing you to "save" to avoid being stunned. To attempt to "save", simply hit any keyboard key. If luck is with you, you will not be stunned. If not, you will be temporarily incapacitated while the monster gets a few free blows at you.

## Monsters

There are eighteen different types of monsters in the Dunzhin. They can be divided into three broad categories based on nastiness: six low, six medium, and six high. See Appendix A for description, of the monsters.

No monster is easy to defeat. The low monsters are easier than medium and high, but never laugh them off. Some of the monsters have special tricks up their sleeves as well. Be wary!

## Thieves

Dunzhin may harbor several thieves. Thieves are a very crafty breed of human. Given the chance, they will steal your treasure pouch. If this happens, you cannot collect any treasure or the Main Item. You will have to find the thief

(SEARCH is useful, see below) and defeat him to reclaim your treasure pouch.

## Search

The option exists to go "searching" for monsters of any type. Just type SEARCH. This is very useful when seeking thieves or low level monsters. Note that this increases your chances of meeting monsters of ANY type. STOP ends the search.

## Experience

Every monster you defeat by fighting gives you experience. This increases depending on a ratio between how good you are and how good the collective opposition is. If you are a 10th level warrior (pretty darn good) and you defeat one lowly skeleton, you'll receive virtually no experience for your trouble. Defeating five skeletons while at the first (beginning) level gives you oodles of experience.

When you finally accumulate enough experience to move up a Level, you are so told, and ALL your statistics are reconfigured. Periodically checking FACTS (see above) will keep you apprised of your condition.

## Saving Games

You may leave the Dunzhin in two ways, voluntarily or not. You may leave voluntarily by typing SAVE. Or you may leave by less benign means, i.e., death by violence. When you type SAVE, the game will ask if you wish to save the entire game (your character, the Dunzhin, monsters, treasures and all), save just your character (to try a new Dunzhin), or return to the game. If you save the game, you can then use these files to resume your game at a later time. If you save the character only, the program will ask for a file name in which to save the character. You can thus accumulate different characters.

When you leave the Dunzhin by actually walking out the door on the first floor, it rates your performance. This is done by examining your Warrior status, your treasure accumulation, and wheth-

er or not you have the Main Item. If you did poorly, it will say so (no mercy!).

## Final Note

The Dunzhin is fun and interesting, but it is never easy. As we said at the beginning, it was designed by and for avid fantasy role-playing game enthusiasts. We may make some converts with it, but some people are just not suited for this type of game. If you are not "into" dungeon exploring and monster fighting, don't expect this game to amuse you. If you are, this is the game for you!

## Appendix One

The adversaries which are confronted in "DUNZHIN" are explained below:

### Ghouls

Number 0 — Group I

Thriving off living flesh, these cursed humans are extremely evil and chaotic. Sick and demented vagabonds, they would attack their own kind if they had but the courage. Extremely emaciated with huge bulging eyes and a long, slithery tongue, ghouls walk about naked. They possess malformed hands like claws and feet with toes as long as fingers. Their touch can paralyze those who do not 'save'.

### Zombies

Number 1 — Group I

Deceased humans reanimated by arcane magicks to perform unholy duties as dictated by their masters, these undead souls become lost when their creators die or banish them: hence, they roam The Dunzhin aimlessly destroying all they encounter. Unblinking, expressionless abominations which mock their former race by their very non-existence, zombies walk slowly about The Dunzhin clothed in rags and tatters, their skin rotting and decayed. They are armed with broken or dented swords.

## Skeletons

Number 2 — Group I

These creatures are but the remnants of zombies who have been so long from the grave that no skin or sinew remains on their forms. Hollow eye-sockets stare across the land searching for a rest which they no longer have the intelligence to understand. Fleshless bones joined together now by magicks instead of cartilage, armed with swords, they continue their ageless non-life.



acting as bandits and cutthroats. Though they would like to make a name for themselves with their swords, they lack what it would take. Over their armor, these men usually wear dirty rags for clothing. Fetid odors are constantly wafting from unwashed bodies.

## Dwarves

Number 4 — Group I

Basically disagreeable with anyone, these members of an elder race go about their business as they desire, challenging anyone to interfere. While by no means evil, they tend to dislike humans by nature. Short and stout, always with a beard ranging in color from dark brown to brilliant white, dwarves have large bulbous noses and heavy eyebrows set over darkened eyes. They are given to wearing brown leather garments without adornments.



## Warriors (low)

Number 3 — Group I

These low-level warriors, outfitted only in leather armor and sometimes with a leather helmet, generally earn their keep

## Elves

Number 5 — Group I

The oldest of the humanoid races, the elves are proud and not given to dealings with humans except when it is necessary. Even then, they are usually prone to taking rather than requesting. They are quick and deadly with a sword, as well as far more intelligent than the average human. Clothed in natural garments woven with their own brand of magicks, elves have tall, lithe bodies, upturned eyebrows and pointed ears. Noble men with strong bearing, they normally tower above humans, for whom they have great disdain.

## Harpies

Number 6 — Group II

Carnivorous, extremely evil and destructive creatures, harpies paralyze their victims with horrendous screeching. At the end of a battle, harpies prefer to torture their victims for enjoyment before consuming the flesh from still living unfortunates. The harpy has the body of a giant vulture with the upper torso of a human (male or female) unprotected by clothing or armor. Their hair matches the dirty grey color of their lower feathered bodies. They use swords as weapons, though they could employ their lower claws if necessary.



## Gargoyles

Number 7 — Group II

Ferocious and evil, with tortuous designs akin to those of the harpy, the gargoyle prefers the darker abodes of dungeons and caves but will forage the countryside when hunger demands. Looking much as now depicted on building parapets, these creatures have tough



leathery skin. Long, narrow wings carry them about in their searches. They stand five feet in height with a thick horn on their foreheads. In addition to the power of their claws, the gargoyle can harm victims through paralysis (if one does not 'save'), thus giving the gargoyle more opportunities to inflict unhampered damage.

## Ogres

Number 8 — Group II

Extremely irritable and argumentative humanoids, ogres seldom gather in large groups. They invariably carry large clubs as weapons though their huge fists could also be used. Ogres stand six feet high with very muscular bodies of a reddish color. Elvish ears, long black hair, and huge wide feet are the predominant features of these creatures, who wear but a simple loincloth. Their arms are far longer and thicker than humans' and their long, sloping foreheads and noses show their rather low intelligence (though they are innately crafty).

## Warriors (medium)

Number 9 — Group II

Strong, powerful, somber individuals, warriors who have reached a 'medium' level of experience expect little out of life other than a chance to fight and possibly die. They still take what they wish, as they did when they were less talented, but now it is without malice or hard feelings. Warriors of this group normally dress in full chain mail armor with a chain mail helmet. Their clothing is usually in good repair and they are generally well-groomed.

## Goblins

Number 10 — Group II

Operating on the 'rule of the strongest' principle, the goblin race is extremely warlike. They dislike the daylight and relish the darkness. Females of the species are totally unintelligent, thus beneath consideration. Goblins stand four to five feet in height and weigh around 170 pounds, making them stout though quite muscular. Dwarfish features along with elvish ears give them a well-deserved sinister look. They prefer to use maces as weapons and wear leather armor (seldom in good repair).



## Cocatrices

Number 11 — Group II

A 'rooster' egg hatched by a toad on

a dung heap, the cockatrice enjoys an understandably foul and vicious temper. It can be provoked by the merest whisper and seldom is willing to compromise once a battle is started. Standing 4' high, the cockatrice resembles a combination of a rooster (with a majestic crop) and a peacock (with glorious tail plumage). Normally a light reddish color, the cockatrice turns deep red when excited. The cockatrice's bite can turn those not 'saving' into stone.

## Griffons

Number 12 — Group III

Carnivorous and highly destructive, the griffon is nevertheless quite an impressive creature. It possesses the pride of the lion with the ferocity of the tiger and the arrogance borne of power. The griffon possesses the golden body of a lion, complete with a magnificent mane, while the head, claws, and wings of the griffon are like those of a giant hawk. The griffon's eyes are a startling bright blue, as is its tongue.



## Wyverns

Number 13 — Group III

Said to be a cousin to the dragon, the wyvern belies its relationship by being basically stupid, evil, and highly prone to attack for no reason. While possessing a poisonous stinger on its tail, the wyvern will limit its weaponry to the bite in enclosed areas. Five to six feet long, with a four foot tail, the wyvern has a solid scaly covering of brownish-grey. Standing three feet high

and possessed of huge bat-like wings, these creatures do somewhat resemble their cousins, in miniature.



## Warriors (high)

Number 14 — Group III

Gallant knights, noblemen, and the like make up this category. Highly proficient with their weapons, these fighters are above the petty squabbings of lesser men — they do not need to ask for anything. Dressed in full, spectacular plate mail with a war helmet, this warrior-type covers his armor in garments made of the finest fabrics. Beards and hair are always neatly groomed.

## Trolls

Number 15 — Group III

Totally independent from all other races, the troll shuns the company of any non-troll. The troll is physically oriented and prides himself on his physique. Any attitude not of humility towards the troll invariably sparks conflict. The average troll stands eight feet high and weighs nearly half a ton. Extremely muscular and broad-shouldered, the troll has green colored skin, long jet-black hair, and rough facial features. They seldom wear armor as their skin is as tough as man-made chain mail.

## Minotaurs

Number 16 — Group III

The minotaur is a solitary creature who ensures his privacy through strong action. He enjoys a good fight, but does not engage in harrassment: he will kill quickly and surely if need be. Consisting of the cloven-footed lower torso of a two-legged bull combined with the male upper torso, the minotaur has a bullish face, complete with two long, sharp horns.



## Cavebears

Number 17 – Group III

The cavebear is considered an animal, but its awesome power makes it more of a monster to those who meet it. It is the ancestor of the modern grizzly bear: ferocious, unyielding, and deadly. While standing, the cavebear reaches a height of ten feet. It weighs well over half a ton and hosts a hunger befitting its size. Giant claws and teeth gnash constantly during battle, eager to rend to pieces anyone in their reach.



## ARCHIVES

Level	Experience	Date Achieved
1	0	
2	2,500	
3	5,000	
4	7,500	
5	10,000	
6	15,000	
7	25,000	
8	50,000	
9	75,000	
10	100,000	
11	200,000	
12	300,000	
13	400,000	
14	500,000	
15	750,000	
16	1,000,000	
17	1,250,000	
18	1,500,000	
19	1,750,000	
20	2,000,000	

