

Warriors of RAS™



Volume II
KATV™

KAIV

BY RANDALL DON MASTELLER

LOADING INSTRUCTIONS

TAPE USERS:

- (1) Power up your computer system.
- (2) If you have a Model III TRS-80, use side **A** of the cassette. Model I owners should use side **B**, the low speed copy.
- (3) Rewind the cassette and press the **PLAY** button on the recorder.
- (4) Type SYSTEM (ENTER).
- (5) Type KAIV (ENTER).
- (6) Kaiv will now load. If a loading error occurs, check the volume on the recorder and try again. Each side of the tape has two copies of the program.
- (7) When loading is complete, Kaiv will begin to run.
- (8) Due to technical reasons, the tape version of Kaiv may not be compatible with disk operating systems.

DISK USERS:

To load the program, simply insert the disk in drive 0 and reset the computer. The program will load and run automatically.

LOADING OLD GAMES AND CHARACTERS:

Warriors of RAS games allow you to save and load old games and characters. Characters can also be loaded between games. To save a game or character, type SAVE during the game.

At the beginning of a game, you will be asked two questions:

Do you wish to play a 'SAVED' game? (Y/N). You can only load games from the game you are playing, e.g. only Kaiv games into Kaiv.

Do you wish to play a 'SAVED' character? (Y/N). If you do, you will be asked if you want to load from tape or disk. Before you answer this question, be sure that the tape or disk containing the character is ready to go in the drive or recorder. Answering the tape or disk question initiates the character load.

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Welcome to the Kaiv!

Before starting, please note that the spelling of cave as given above is intentionally different. The game 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.

"Kaiv" 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). You may outfit yourself with a sword, a full suit of chainmail, and assorted other objects. A great treasure exists in the Kaiv, or so the legends say. In order to procure this treasure for yourself, you enter the Kaiv and face pits, traps, cliffs, cave-ins, acid pools, and, of course, monsters.

Should you find the treasure you seek and get it back out of the Kaiv, you will have come as close to winning as you can. To fully 'defeat' the Kaiv, one would have to defeat all of the monsters (scores of them!) and check every location 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 Kaiv, read on!

Interjection

The game you are about to play is the second in the Warriors of RAS series. Characters used in one game can be loaded and used in the others. See loading page for instructions. While the games are a series, each is a separate game. Kaiv is more complex than Dunzhin, but less complex than The Wylde. For the most part, however, strategies and tactics used in one game will work equally well in the others.

Objective

The objective in playing Kaiv is amusement. The objective for the character you will use is to procure the legendary treasure. It is always found in the most distant area of the Kaiv, or so the legends say. It is for you to hazard the many dangers and fight the dozens of creatures which inhabit the dark caverns, just to find out if the stories are true. Assuming they are, you then only have to get it out safely.

There are two other objectives of interest:

Fortune: Modest treasures from previous expeditions lie about the Kaiv floor, discarded by deceased owners and ignored by monsters hungry only for food. To collect the abandoned wealth, much of which can help you survive, is always to your advantage.

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 Kaiv 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 Kaiv 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

Kaiv 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. Kaiv can be a different game every time it is played, with different mazes, etc. But usually one will play in one Kaiv, 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 a low level of strength and experience. As you play the game, these traits change. Successful battles add to your abilities. If you conquer the Kaiv, or simply want to try a new one, you can save the character instead of the whole game and Kaiv. This character, with all his experience, can be loaded into a new Kaiv, for further exploits. Thus, successfully getting the treasure 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. An appropriate personal computer.
2. Imagination (to truly enjoy it).
3. Courage.
4. Time. (The game is fast-paced and quick in execution, but it is habit-forming!)

Kaiv Floors

The Kaiv is always comprised of five separate areas known as floors. Each floor consists of winding tunnels and open caverns. You as a character will have to explore the floor to learn its layout.

Realize that with every game, a new Kaiv is generated. Thus, it is impossible to predict ahead of time what the Kaiv will look like.

Movement

The speed with which you accomplish walking and fighting depends on your Movement, which depends on your Warrior Level. 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.

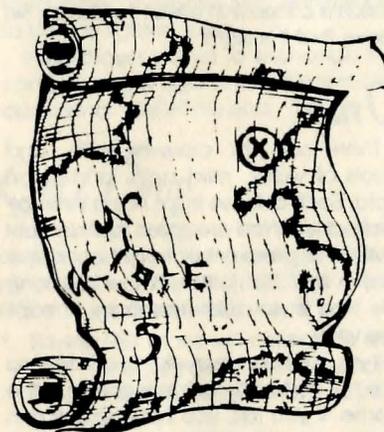
Movement through the Kaiv is done during the "Instruction:" stage. You type in the command "MOVE" (or the abbreviation "M"), your direction and your speed. The directions are: North (N), South (S), East (E) and West (W). Speeds mean merely the number of steps you wish to go in that movement session.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

Your movement factor depends on your Warrior Level and the amount you are carrying. Beginner warriors have 14 points of movement to start with. From this is deducted 1 point for every 30 pounds of weight (30 pounds equals 300 gold pieces). Carrying too much greatly hinders movement of the character. It behooves the player to watch carefully the weight of the objects he is carrying.

Specifying movement is very simple. To go north three steps, you type MOVE NORTH 3 or M N 3. Four steps to the west would be M W 4. And so on. 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 take 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. It holds the floor plan for as long as you are on that floor. While the program knows all there is to know about that 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 Kaiv is not lit, so you can only see where you are with a torch (see below). Even with a torch, the most you can see is 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, 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 slowly (1 step at a time), you will not crash into walls unless you want to. Also, valuable objects in the Kaiv can only be found if you stand right on them. It therefore pays to move one step at a time and to explore every spot. A good reason to move fast, however, is that the program checks for a monster encounter every movement session. Moving M E 9 (East nine steps) would have it check just once while moving M E 1 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 "@" 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.

Query

Should you forget the various commands, the command "QUERY" or "Q" will list them for you. It will also list any abbreviations that may be used.

Buying Items

Whenever you are outside the Kaiv (at the beginning, or exiting later on), you are able to buy items if you have enough money. This is the only time that such purchases can be made. Note that at the beginning of the game, pressing the "@" key in answer to "Item No." will give you a "Standard Pack" to save a lot of typing in. Of course, if you don't like what's in the standard pack you can add to it, or simply assemble your own an item at a time.

Rings and wands cannot be bought; they will be found in the cave. A magic sword (giving added hit potential) can be bought but it costs more than the beginning warrior has. A mystery sword is a sword which works like a regular sword except against some particular type of monster. If you buy one, you will be told which monster it works on. When fighting this type of monster, hitting the creature with the mystery sword gives an extra 12 points of damage. Missing causes the sword to hit you in the chest for a few damage points. This is because the sword is angry at your character's ineptitude. Magic is not always safe!

Inventory

There are 36 different types of objects which can be collected or bought during the course of the game. To see how many of these items the character has, the command "INVENTORY" (or "I") is used. This clears the screen and gives a list of all objects, how many of each are carried, and which, if any, are carried in the right and left hand. Objects carried in hands are marked with RH and LH for right and left hands. In the case of rings, (r) shows that the ring is being worn. For potions, (p) indicates that the potion is currently in effect. For armor, (w) shows that it is worn.

Traps

There are pits, cave-ins, cliffs, and pools of water, mild acid, and harsh acid. 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 cave-ins can inflict a lot of damage. Pools of water give only one point of damage while pools of mild and harsh acid give progressively greater damage.

Cliffs are marked with a slash. If the character absently steps off, he will be severely hurt. The proper means of going down or up a cliff is use of the word "CLIMB." Beginning Level One characters have a 25% chance of success (failure gives damage). Every Level above One adds a 2% chance of success. Use of a rope (i.e. having one in your possession) gives a 50% bonus. There is always at least a 5% chance of failure in climbing a cliff.

If a character has no light to show his way, he cannot see traps ahead of time and thus is more likely to succumb to the damage he deserves for being so reckless.

Fetch/Store/Swap

As mentioned previously, the program keeps track of what the character is carrying in each hand. All other inventory is stored in the pack. To bring an object from the backpack and into the hand the command "FETCH" is used as in "FETCH SWORD". The item will be placed in the first free hand found, starting with the right. If no hand is free, you will be told.

To move an item from the hand to the backpack, the command "STORE" is used, as in "STORE SWORD". But don't try to store a lighted torch.

If the player wishes to exchange the contents of the right and left hand, the command "SWAP" is used.

Get/Drop

To retrieve dropped items or to procure something discovered while exploring, the command "GET" is used. GET can be used in two ways:

1. Saying GET alone will collect the first item found at your current location. If only one item is there, that is all that is needed.
2. Saying GET SWORD (for example) will get that specific item if it is at your location. Thus GET allows selective retrieval.

GET puts the item in your backpack. Sometimes it is wise to divest oneself of excess weight. To do this, use the command "DROP". The program can remember up to forty items dropped in the Kaiv. Note that whenever an object is gotten or dropped, the weight carried will be recalculated and movement adjusted if needed.

Pick

With cave-ins and the like causing major blockages, and with walls inconveniently placed, it may be desirable to make your own path. This can be done with a "pick" and with the command "PICK". If you have a pick with you, one pixel at a time will be removed. The maximum needed to eradicate a wall is therefore six "picks", although

sometimes it will be less. Once an area has been cleared, it will remain marked with a "." to remind you of your handiwork.

The use of wands of fire, cold, and lightning handle walls in like manner, though they take out wall sections all at once. Beware of this, however. No section of wall can take too much before disaster strikes due to structural weakness. If you press your luck, you get it back, all BAD!

Eat/Drink

Due to biological reasons, it is necessary to eat and drink from time to time. Having food and water (small "packets" of each) is therefore vital. The player is warned when the character is suffering from hunger or thirst. Shortly thereafter the character will begin to take damage and perhaps even die from the abuse. Provided appropriate items are in the pack, the commands "EAT" and "DRINK" will act to consume them. Thus, "EAT FOOD", "DRINK WATER" or "DRINK PORTION OF STRENGTH".

Light/Extinguish

To light a torch, and thus have illumination to see where you are going, you must first "FETCH TORCH" before you can "LIGHT TORCH". Lighting a torch requires that flint and steel are in your inventory. Torches only last a limited number of moves. When they burn out, the program will tell you, and discard the worthless torch for you. This discard does not affect the drop queue (i.e. it is not one of the forty items remembered) since it is worthless. If you should want to put out the torch before it has burned out, use the "EXTINGUISH TORCH" command. Do this BEFORE trying to store it in your pack!

Rings

There are eight different rings which can be found and used in the game. Some are useful offensively, some defensively, and some serve other functions. To use a ring, you must first "WEAR" it. Then you can "USE" it whenever you wish. Some rings are one-shot types, that is, they will only work once (fireball, teleport), while others continue to work until you "DISUSE" them (healing, shields).

Wear/Remove

To put on armor or rings, the command "WEAR" is used. To take such items off, use "REMOVE". Simple, isn't it?

Wands

There are six different magical wands usable in Kaiv, all offensively oriented. During a battle, the character can "FETCH WAND OF LIGHTNING" and then give the command "USE WAND OF LIGHTNING". Each monster has a chance of evading the effects of your wand (called "saving"). Those creatures which don't save are dead.

Potions

To titillate the player, eight different types of potions are available. All are useful at some time or another. Each potion taken has a time limit. Once that limit is reached, the potion is no longer active. Note that drinking a potion before a previous one has finished is not permitted.



Wall-Crashing

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

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 Kaiv 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, you see a graphics display and the program tells you that you have an encounter. It also tells you what it is you have met and how many of them there are in the group.

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 fight, try to hide (HIDE), run like the dickens (RUN), or try to bribe him (BRIBE). The last three options work sometimes, but not others.

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 several areas of the body used in the combat system. The humanoids (such as yourself) have eight areas: Head, Chest, Abdomen, Right Arm, Left Arm, Right Leg, Left Leg, and Neck. Four-legged creatures will have areas such as Head, Neck, Body, Right Fore-leg, Left Fore-leg, Right Hind-leg, and Left Hind-leg. 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.

In order to strike a blow, use the command HIT and the area of the body you wish to target, such as HIT CHEST. You may spell out the body part you wish to strike, or use abbreviations. The abbreviation for HIT is "H". For the body parts, they are:

H - head	C - chest
A - abdomen	RA - right arm
LA - left arm	RL - right leg
LL - left leg	N - neck
B - body	RF - right fore-leg
LF - left fore-leg	RH - right hind-leg
LH - left hind-leg	

Be sure you are wearing your armor and that you have a sword in hand before attempting a battle!

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 platemail (which stops the first six points of damage) is an entirely different story.

If you become frustrated with missing, you can opt for AIM 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. 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.

If you can't hit and/or can't hurt, you can always try to RUN, HIDE or BRIBE 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.

If you have magical protection (potions and rings), the amount of protection they afford is taken off AFTER the armor's protection. Thus, even with magic, your armor gets damaged in battle.

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 damage you during battle. In such a case, you will see a message instructing you to "save" to avoid being hurt. To attempt to "save", simply hit any keyboard key. If luck is with you, you will not be hurt. If not, you will be informed of what has unfortunately happened to you.

The Kaiv has other objects that can help you in battle. See the sections below called Wands, Rings, Potions, and Buying Items.

Monsters

There are twenty-four different types of monsters in the Kaiv. They can be divided into three broad categories based on nastiness: eight low, eight medium, and eight high. See the Addendum for descriptions 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!

Of special note is that vampires and wraiths need a magic or mystery sword to hurt them. Crosses ward off vampires. A gorgon, which can turn you to stone, won't if you have a mirror (how's that for a hint?).

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.

The Legend

Legends are sometimes true and sometimes not. When you have traveled down to the lowest level of the Kaiv, you will encounter a series of "★" characters which denote the location of the treasure trove. If you move onto one of these symbols, the program will tell you what treasure is there.

The treasure is in the form of gold. You can choose how much of it to collect, depending on your character's strength (to carry the weight) and greed. Remember that the journey to the surface is just as long and dangerous as that down. Weigh your character down with too much gold and you may not get him out alive.

Final Note

Don't expect to defeat the Kaiv with your first couple of characters. It takes practice and experience to learn what to do and when. Enjoy the game for the fun of it and for any advancement you may make over your previous games. Once you have finally defeated the Kaiv, smile blissfully and preen yourself with pride. Then take another character and try it again. The object of playing this game is to have fun. It is the hope of the author that you find it.

Addendum to "Kaiv"

The adversaries which are confronted in 'Kaiv' are explained below:

WOLVES — Group I

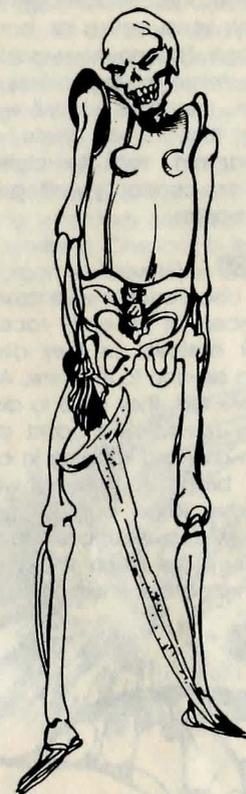
Calling out in the night with cries demanding pity, these animals would gladly take mercy, though they grant it to no one. Wolves appear as large, dark grey dogs, blending into the darkness, until they draw near. Wolves do not act as insanely as their canine cousins, but their domestic appearance is deceptive.

GHOULS — 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 but had 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 — 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 Kaiv aimlessly destroying all they encounter. Unblinking, expressionless abominations which mock their former race by their very non-existence, zombies walk slowly about the Kaiv clothed in rags and tatters, their skin rotting and decayed. They are armed with broken or dented swords.



SKELETONS — Group I

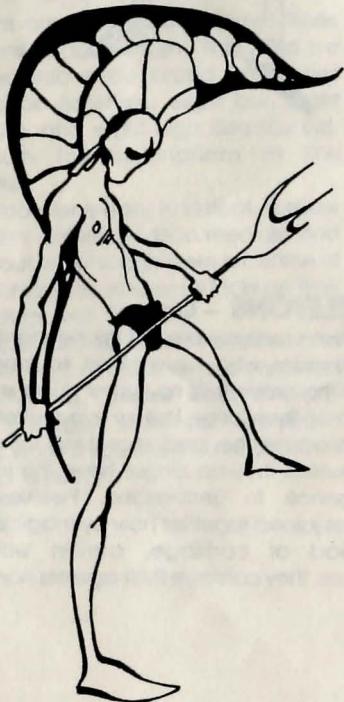
These creatures are but the remnants of zombies who have been so long from the grave that no skin or sinew remain on their forms. Hollow eye-sockets stare across the land searching for a rest which they no longer have the intelligence to understand. Fleshless bones joined together now by magicks instead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

FIGHTERS — Group I

Low-level warriors, outfitted only in leather armor and sometimes with a leather helmet, these humans generally earn their keep 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 — 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.



ELVES — 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.

LIONS — Group I

Strong, majestic animals truly deserving of their respected status, lions move slowly about the Kaiv, taking their food as they desire. They are completely lacking in pity, although they mercifully kill their prey quickly. Their golden fur is kept scrupulously clean, and their rich brown manes add a ferocious look which is well deserved.

DIREWOLVES — Group II

Ancestors of the modern wolf, the direwolves are huge, unrelenting hunters, capable of killing a normal man with but one bite. These animals fear nothing and respect no one. Larger than a timber wolf, the direwolf is cloaked in a thick brown-black coat tipped with silver. The fangs of this awesome creature can reach five inches in length.

OGRES — 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 predominate 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).



GARGOYLES — Group II

Ferocious and evil, with tortuous designs akin to that 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.

COCKATRICES — Group II

A 'rooster' egg hatched by a toad on a dungheap, 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 feet 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.

GORGONS — Group II

Like their distant cousins the harpies, gorgons take great pleasure in the pain and agony of their victims. They use jagged swords as weapons, and generally kill for sport, rarely with any hope of gain. The gorgon has a shapely humanoid body, but a hideous face, with glowing eyes, crimson lips, and deathly pale skin. Their "hair" is a writhing mass of vipers. Gorgons typically wear crude and tattered clothing, when they can be bothered to wear anything. One look in the eyes of the gorgon will turn a man to stone if he does not 'save'.



HARPIES — 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.

WARRIORS — 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 chainmail armor with a chainmail helmet. Their clothing is usually in good repair and they are generally well-groomed.



GOBLINS — 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 with long elvish ears give them a well-deserved sinister look. They prefer to use maces as weapons and wear leather armor (seldom in good repair).



MANTICORAS — Group III

The manticora is an arrogant creature, and with good reason. Highly intelligent, extremely subtle, it seldom commits an error and never stoops to admit one. The manticora possesses a perfect leonine body, strong and supple, and the giant head of a human being. It has large wings and a long tail containing multiple spikes which it can hurl at will.

CAVEBEARS — 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 fitting its size. Giant claws and teeth gnash constantly during battle, eager to rend to pieces anyone in their reach.

GRIFFONS — 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 that of a giant hawk. The griffon's eyes are a startling bright blue, as is its tongue.



VAMPIRES — Group III

Cursed to live forever in darkness, thirsting for the blood of the living, the vampire fears nothing save the holy power represented by the cross. Tall gaunt figures with deep set crimson eyes and pale skin, vampires move silently through dark corridors in search of blood. To stare into a vampire's eyes is to risk a paralyzing hypnosis. Vampires can reduce the warrior's experience Level by two if the character does not 'save'.

WRAITHS — Group III

Large black shadows, robbed of all form, wraiths are the utmost in evil natures. Cursed to wander undead as punishment for the unholy of crimes, they destroy for no other reason than malice against the mortal life they desire. Two glowing, blood-red orbs are all that distinguish the pulsating shadow-form from the blackness in which it walks. Wraiths can rob one level of experience from those who do not 'save'.



WYVERNS — 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.



LORDS — 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 — 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 chainmail.

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	

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