

Caverns of Xaskazien

In Caverns of Xaskazien, you control a single adventurer who has descended into a maze of caves to defeat the evil Arch-Daemon, Xaskazien. On the way you will be faced with hordes of Xaskazien's monstrous minions, and confront the boobytraps he has laid to stop those bold enough to enter his lair.

Object: To win Caverns of Xaskazien you must maneuver your character through 30 levels of the dungeon and kill Xaskazien. You lose if your character is killed.

Start: Upon starting the game you will be presented with the title screen. Pressing any key will take you to the options menu. To cycle the hand to the option you want, press "8" to move it up and "2" to move it down. Press "Enter" at the option you want. "Enter Caverns" starts a new game. "Load a Game" will load your previously saved game. "Quit" exits the game.

Stats: Your character is basically defined by 8 stats.

Strength: The stronger you are, the more gold you can carry and the more damage you can potentially do in combat. Specifically – you can carry no more than 10 times your Strength in gold. After that limit, every gold piece you pick up is lost. As far as damage is concerned – on a successful hit, the computer picks a random number from 1 to 10. If this is *less* than your Strength, you do 1 *extra* damage for each point less than your Strength the number picked was.

Dexterity: The more dextrous you are, the easier it is for you to hit monsters in combat. Your chance of hitting with each swing is basically $Dexterity - Monster's\ Defense / 10$.

Intelligence: The smarter you are, the more spell points you will receive. On levels 1 through 10 of the dungeon your spell points are equal to your Intelligence. On levels 11 through 20 spell points = $Intelligence * 2$. On levels 21 through 30 spell points = $Intelligence * 3$. (Proximity to Xaskazien amplifies magic power).

Health: Any time a monster hits you or a trap damages you, you lose Health. When these reach zero or less you are dead and you lose.

Spells: This is the number of Spell Points you have. Higher Spell Points, in general, let you cast more spells and more powerful spells.

Gold: These can be traded at Temples for Experience Points at the rate of 10 Gold for 1 Experience Point.

Experience: Collecting enough of these allows you to increase your Strength, Dexterity or Intelligence by 1 point, or your Health by 5-10 points.

Weapon: This is the weapon your character is currently using.

Armour: This is the armour your character is currently using.

New characters begin the game with Strength 3, Dexterity 3, Intelligence 3, Health 12, Spells 3, Gold 0, Experience 0, Weapon: Dagger, Armour: None, Known Spells: Cure, Light Healing, Magic Missile (more about Known Spells later).

Controls and Squares: (Note – make *sure* your Num Lock is *on*).

- 8 – move up one square
- 6 – move right one square
- 2 – move down one square
- 4 – move left one square
- c – cast a spell
- q – quit and save

When you start a new level you can only see your immediate surroundings. As you move, those squares you come in contact with are revealed. The following descriptions can help you identify squares until you get used to them:

Unexplored territory: Dark gray square. Step up next to it and it will change, revealing what actual territory lies there. Monsters in unexplored territory are unseen, but will always be revealed while occupying explored territory.

Wall: Red bricked square. This cannot be entered by you or most monsters.

Door: Red bricked square with brown door. This square can be entered by you and all monsters *except* Giant Bats, Giant Beetles, Dragons, Nightmares, Giant Rats, Serpents, Giant Spiders, Watchers, Giant Worms, Basilisks, Book Worms, Displacer Beasts, Gelatinous Cubes, Hell Hounds, Rust Monsters, Giant Slugs, Sphinxes, T. Rexes and Wisps.

Heavy Door: Red bricked square with gray door. This square can be entered by you and all monsters that can enter regular doors. However, with each attempt you have a % chance equal to your Strength * 10 to successfully enter, otherwise you just stay put. Monsters that can enter doors have a chance equal to their Experience Value / 30.

Secret Door: Red bricked square with outlined door. This square can be entered by you and all monsters that can enter regular doors. However, with each attempt, you and monsters have only a 1 in 6 chance to successfully enter, otherwise you just stay put.

Temple: White cross. Stepping on this will instantly convert all your Gold to Experience at the rate of 1 Experience for each 10 Gold.

Item: Crossed swords. Stepping on this attempts to retrieve the item. It could be a better weapon, better armour, a map revealing the entire level... or it could be a boobytrap.

Gold: Money bag. There is a random amount here from 10 to 100 gold pieces. Stepping on this attempts to retrieve all gold present. Remember, you can only carry gold equal to your Strength * 10 – after that, all the gold is lost.

Spell Potion: Purple potion. Stepping on this uses the potion, restoring your Spell Points to their maximum.

Dexterity Potion: Pink potion. Stepping on this uses the potion, boosting your Dexterity by 5 for a brief period of time. During this time your temporary Dexterity will be displayed in yellow.

Strength Potion: Gray potion. Stepping on this uses the potion, boosting your Strength by 5 for a medium period of time. During this time your temporary Strength will be displayed in yellow.

Healing Potion: Blue potion. There is one of these found on every level. Stepping on this uses the potion restoring lost Health points by an amount equal to the dungeon level * 3, not exceeding your maximum.

Curing Potion: Green Potion. Stepping on this uses the potion, removing Poison from you, if you have it.

Regular Floor: Black square. *Usually* this is regular floor, allowing passage to you and everyone. However, if you don't have a map of the current level, this could also be "**Cave In**" unrevealing the whole level, or a **Pit Trap**, causing 1 damage * dungeon level.

Altar: White altar flanked by candles. Stepping on this gives you the option of praying once (after this, the altar is defunct). The results are random (the computer picks a number from 1 to 100) with potentials being displayed on the following table:

- 1 – 20%: You are fully healed.
- 21 – 30%: Nothing happens.
- 31 – 40%: You are instantly killed!

- 41 – 50%: You teleport to a random square.
- 51 – 60%: Find a scroll – you gain a new spell.
- 61 – 70%: Double your Gold.
- 71 – 80%: Lose all your Gold.
- 81 – 90%: Booby Trap!
- 91 – 100%: Randomly increase one stat.

Magic Archway: Purple, electrified arch. Entering the arch has one of the following random results (afterwards it is defunct):

- 1: Teleport to a random square.
- 2: Recharge all your Spell Points.
- 3: All your Spell Points drained.
- 4: You are fully healed.
- 5: Take 1 – 10 damage.
- 6: Increase one stat of your choice.
- 7: Lose all your Experience.
- 8: Nothing Happens.

Fountain: Blue fountain. Stepping on this gives you the option of drinking once (after this it is defunct). The results are random:

- 1: Heal 1 – 6 Health * dungeon level.
- 2: Lose 1 – 6 Health * dungeon level.
- 3: Cure poison.
- 4: Become poisoned.
- 5: Attacked by Ochre Jelly!
- 6: Scrying – map the entire level.
- 7: Gain 1 Strength.
- 8: Gain 1 Dexterity.
- 9: Gain 1 Intelligence.
- 10: Nothing Happens.

Idol: Gray statue. Stepping on this gives you the option of stealing the idol's gems. Attempting this has a 40% chance of springing a Booby Trap. There is also a 10% chance the idol will come to life as a Warrior and attack. The gems are worth 10 * dungeon level and can automatically be carried, regardless of Strength.

Pool: Light blue puddle. Stepping on this has one of the following random results (after which it is defunct):

- 1: Cure poison.
- 2: Cause poison.
- 3: Attacked by Ochre Jelly.
- 4: Gain 1 Strength.
- 5: Lose 1 Strength.
- 6: Gain 1 Dexterity.
- 7: Lose 1 Dexterity.
- 8: Gain 1 Intelligence.
- 9: Lose 1 Intelligence.
- 10: Your Armour and Weapons rust (each are downgraded by 1).
- 11: You find sunken treasure (find 10-100 gold pieces worth of either gold or gems).
- 12: Drowning! You take damage equal to your Armour level.
- 13: The pool heals you to maximum.
- 14: Nothing Happens.

Riddle: Pink lips. Stepping on this attempts to answer the riddle (after which it is defunct). You have a chance of successfully answering it equal to Intelligence / 10. If you fail nothing happens. If you

succeed you gain one of the following random things: Weapon, Armour, Spell Point or 10 – 100 gold pieces.

Chest: Gray chest. Stepping on this gives you the option of opening the chest. If you do, there is a 1 in 3 chance it is Booby Trapped. Inside is 10 – 100 gold pieces.

Coffin: Brown coffin. Stepping on this gives you the option of opening the coffin. If you do, there is a 1 in 6 chance it is Booby Trapped. There is also a 25% chance it will unleash one of the following monsters: a Skeleton, Zombie, Mummy, Ghost, Vampire, Wight, Wraith, Phantom or Lich. Inside is from 10 to 100 gold pieces.

Lair: Gray cave. Stepping on this square gives you the option of entering the specified Lair. Accepting will take you to a new map (at the same dungeon level). This new map is populated entirely by the specified monster type. Lairs are usually well populated by monsters and tend to have an overabundance of gold in them. Lairs never contain a Healing Potion. Note that you cannot return to the map you left. Leaving this map will take you to the next lower dungeon level.

Legendary Land: Brown tower. Stepping on this square gives you the option of entering the specified Legendary Land. Accepting will take you to a new pre-designed map (at the same dungeon level). This new map will be somewhat commensurate in difficulty with your current dungeon level, though some Legendary Lands do have extremely powerful monsters within. Most are well populated by monsters but usually have a great abundance of items and/or gold too.

Spell Book: White, open book. Stepping on this gives you a random spell of a type you do not currently possess. (See Known Spells later).

Ladder: Rarely will you see one of these. Stepping on it gives you the option of climbing up a level. It will not return you to the same map you left, but a new map of the previous dungeon level.

Gemstones: Purple gem. Stepping on this gains you gems worth from 10-100 gold pieces which you may carry regardless of Strength.

Flame: Red, pink and yellow fire. Stepping on this causes you from 1-10 damage.

Ward: Red circle with a triangle in it. No monster may enter this square.

Harsh Taskmaster: A pointing hand. Stepping on this reduces your Health by 1 and increases your Experience by 1.

Booby Trap: Normally these appear as crossed swords (like an item), but with a map or Knowledge spell, they appear as skulls. Stepping on one of these triggers one of the following randomly:

- 1 – Poison Needle. You become poisoned.
- 2 – Spell Drain. Your Spell Points drop to zero.
- 3 – Daggers. Daggers do 1-4 damage.
- 4 – Teleport. You teleport to a random square.
- 5 – Spears. Spears do 1-10 damage.
- 6 – Slide Trap. You descend to the next dungeon level.
- 7 – Acid Trap. Your weapon is downgraded by 1.
- 8 – Rust Trap. Your armour is downgraded by 1.

Poison: If you are ever poisoned, your Health will be displayed in green for the duration. Every few turns, until cured, you will lose 1 Health point.

Combat: Combat ensues anytime you and a monster occupy the same square at the end of your turn. The monster's image and statistics will be displayed at the bottom of the screen. Make sure you note them, since knowing how much Health a monster has left, or its Defense, for instance, can help dictate your strategy (stay and fight, flee, cast a spell, etc.) The way combat works is as follows: The computer picks a random number from 1 to 10 and adds the monster's Defense. If this modified number is less than or equal to your Dexterity, or if the initial number (before the monster's Defense was added) is equal to 1, you hit, causing damage appropriate to your Weapon (see below). Next, the computer picks another number from 1 to 10 and compares it with your Strength. If the number picked is less than or equal to your Strength, you do a random amount of *extra* damage equal to between 1 and your Strength.

Now it is the monster's turn. The computer picks a random number from 1 to 10 and adds your Armour rating (see below). If the number is less than or equal to the monster's Attack rating (or if the initial number is 1), the monster hits, causing random damage appropriate to the monster. Some monsters can also cause poison. On a successful hit, the following monsters have the bracketed chance of poisoning you: Giant Rat (1/5), Serpent (11/20), Giant Spider (16/20), Mummy (automatic), Xaskazien (automatic).

If your Health is now less than or equal to zero, you are dead and lose. If the monster's Health is now less than or equal to zero, it is dead, and you gain Experience points appropriate to the monster.

Experience: Experience is gained by killing monsters, or by trading in gold at Temples (and occasionally by other means). Your Experience statistic displays your Experience points as a ratio (how many you have / how many you need). When you have collected as many Experience points as are listed to the right of the slash, you will gain an Experience Level (as noted next to the statistic "Level" – a rough indication of how tough your character is). At this point you are given the option to increase your Strength, Dexterity or Intelligence by 1, or your Health by a random number from 5 to 10. (Just press the first letter of the stat you wish to increase). You will lose the amount of Experience points required to buy you the level (and retain any excess), and the number to the right of the slash will increase by 10%. Thus, each level of Experience gained makes the next one more costly. Note that you cannot increase your Strength, Dexterity or Intelligence beyond 10.

Items: You begin the game with no armour and only a dagger for your weapon. Each time you find a new weapon or armour, it will be one level improved over the last. The progression of weapons and armour is as follows:

Weapon

None – 1 damage
Dagger – 1 to 4 damage
Short Sword – 1 to 6 damage
Long Sword – 1 to 8 damage
Two Handed Sword – 1 to 10 damage
Magic Sword + X – 1 to 10 damage + X

Armour

No Armour – 0 Defense
Leather Armour – 1 Defense
Chainmail Armour – 2 Defense
Scalemail Armour – 3 Defense
Platemail Armour – 4 Defense
Magic Armour + X – 4 Defense + X

Maps: Maps reveal the entire level. Note that Pit Traps appear as Gray squares with Black Xs, Cave Ins appear as a crumbling arch and Booby Traps appear as skulls.

Spells and Spell Points: You begin the game with Spell Points equal to your Intelligence. Each time you enter a new level or map, your Spell Points are restored to their maximum. For dungeon levels 1 through 10 your maximum Spell Points are equal to your Intelligence. For dungeon levels 11 through 20 they are twice your Intelligence. For dungeon levels 21 through 30 they are three times your Intelligence.

To cast a spell, press "c". This will bring up the spell listing, in alphabetical order. Each spell has its casting cost (the amount of Spell Points that must be spent to cast the spell) in parentheses beside it. You will note, that some spells are listed in gray, and others in white. White spells are Known to you – provided you have the necessary Spell Points, you may cast it. Gray spells are Unknown, and you may not cast them. Spells can only become Known to you if you find them – usually by stepping on a Spell Book.

The Spells and their effects are:

Armour (4): For 60 turns your Defense is raised by 2.

Brawn (10): For 120 turns your Strength is raised by 5.

Cure (3): Poison is removed from you.

Death (9): The monster you are fighting is instantly dead. This will not work on Xaskazien.

Escape (1): You descend to the next dungeon level.

Fireball (5): You do 10-20 damage to the monster you are fighting.

Grievous Healing (6): You gain 10-20 Health, not to exceed your maximum Health.

Heal (2): Also known as Light Healing, this restores 1-4 Health, not to exceed your maximum.

Improve (20): You choose an increase to Strength, Dexterity, Intelligence or Health.

Jenerate Gold (2): You conjure 10-100 gold pieces.

Knowledge (8): The entire level is revealed to you, as if you had found a map.

Light (2): For 120 turns you reveal unexplored territory within a range of 2 instead of 1.

Magic Missile (1): You do 1-4 damage to the monster you are fighting.

Nullify Traps (1): All traps within 1 square of you are destroyed. (Note this only affects open traps such as Pit Traps and the ones that masquerade as Objects (not the ones on chests and coffins, etc.))

Object Creation (17): You gain either a Weapon or Armour, randomly.

Psychic Fear (4): For 60 turns, all monsters will avoid you.

Quest (8): For 30 turns, all Experience you gain through combat (not spellcasting) is doubled.

Restoration (15): Your Health is restored to its maximum.

Swordmastery (10): For 30 turns your Dexterity is increased by 5.

Teleport (2): You teleport to a random square on the current map.

Undead Destruction (5): Instantly kills any undead monster you are fighting (Ghost, Lich, Mummy, Phantom, Skeleton, Vampire, Wight, Wraith or Zombie).

Vampirism (9): For 30 turns, you gain 1 Health for every damage you do in regular combat (not to exceed your maximum).

Wall Pass (1): For 30 turns you may walk through walls. Note that it is possible to trap yourself in solid rock if the spell expires when you are surrounded by walls.

Xchange (5): Trade a point of Strength, Dexterity or Intelligence for a point of Strength, Dexterity or Intelligence.

Yes or No (5): To be used in desperate situations – either you or the monster you are fighting is instantly killed... 50% chance of either.

Zpeed (3): For 120 turns you move more quickly, able to outrun even Fast monsters.

Bestiary

There are many different monsters that haunt Xaskazien's caverns. You will have to defeat dozens of them en route to the arch-daemon. Here follows a brief description of each, outlining their stats and any special abilities they may have.

Basilisk – Speed: Average, Health: 30-60, Attack: 8, Defense: 2, Damage: 1-8, Levels: 19-29, Exp: 24.

One of the most feared creatures in the dungeon, the Basilisk's very gaze is deadly. After every round of combat, there is a 10% chance that you meet its gaze and are instantly killed. They cannot pass through doors.

Bat, Giant – Speed: Fast, Health: 1-3, Attack: 1, Defense: 0, Damage: 1-2, Levels: 1-7, Exp: 2.

Giant Bats are not hard to kill, but their great speed can make them a nuisance. Expect them to show up at any time on the lower levels and then to tag along until either you are they are dead. They cannot open doors of any kind, so this can be a good way to shake them if you're hurting.

Beetle, Giant – Speed: Average, Health: 40-81, Attack: 8, Defense: 4, Damage: 1-9, Levels: 20-30, Exp: 25.

These trundling bugs have thick hides and can take a serious beating before going down. They cannot pass through doors.

Berserker – Speed: Average, Health: 20-40, Attack: ?, Defense: ?, Damage: 1-7, Levels: 11-21, Exp: 16.

The Berserker is an unpredictable opponent. Every turn its Attack changes to something between 1 and 10, and its Defense to something between 0 and 3.

Book Worms – Speed: Average, Health: 22-48, Attack: 7, Defense: 3, Damage: 1-8, Levels: 15-25, Exp: 20.

The Book Worms consume knowledge and have no qualms about attacking you to get it. Each successful hit will destroy a random spell from your spellbook. They can't get through doors.

Bugbear – Speed: Average, Health: 1-8, Attack: 3, Defense: 0, Damage: 1-3, Levels: 2-12, Exp: 7.

Distant relatives of the goblin and hobgoblin, Bugbears are very well trained. Any time they land a successful hit, they immediately get a second free attack.

Demon – Speed: Fast, Health: 82-184, Attack: 10, Defense: 4, Damage: 1-15, Levels: 25-30, Exp: 30.

Fast, winged evil, these are some of the fiercest opponents you will face in Xaskazien's lair. They are best handled quickly with a Death Spell, or avoided when possible.

Displacer Beast – Speed: Fast, Health: 25-54, Attack: 7, Defense: 6, Damage: 1-4, Levels: 16-26, Exp: 21.

The cat-like Displacer Beast attacks with the tentacles protruding from its back and uses its considerable powers of illusion to ensure it never gets in the way of your blade. They are blocked by doors.

Doppelganger – Speed: Fast, Health: Max Health, Attack: Dexterity, Defense: Armour, Damage: Weapon, Levels: 10-20, Exp: 15.

The Doppelganger is a fierce opponent because it mimics you. It's Health is equal to your Maximum Health, its Attack is equal to your Dexterity, its Defense is based on your Armour and its Damage is based on your Weapon. The only two advantages you have against it are your Strength bonus damage (it does not get this) and any spells you can throw at it.

Dragon – Speed: Average, Health: 65-131, Attack: 10, Defense: 4, Damage: 1-12, Levels: 24-30, Exp: 29.

Ferocious and deadly, the great dragons are too large to fit through the small framed doors in the labyrinth. If one of them has already taken a few chomps out of you, escape through a door may be your best bet.

Ettin – Speed: Average, Health: 15-35, Attack: 6, Defense: 0, Damage: 1-6, Levels: 10-20, Exp: 15.

The two-headed Ettin gets two attacks in combat. Its constant self-bickering does leave it more open to an attack than many other creatures found at this level.

Fungus – Speed: Immobile, Health: 25-54, Attack: 5, Defense: 0, Damage: 1-8, Levels: 13-23, Exp: 18.

These purple growths attack by releasing corrosive spores into the air. They are rooted to the ground, so cannot chase you. The only time you need fight one of these is if it blocks your passage, or if you simply want the combat practice.

Gelatinous Cube – Speed: Slow, Health: 2-12, Attack: -, Defense: 0, Damage: 1-3, Levels: 5-15, Exp: 10.

These cubic assemblies of gelatin sweep through the dungeon halls, devouring all in their path. They are easy to avoid, and blocked by doors, but in combat every “swing” of theirs automatically hits.

Ghost – Speed: Average, Health: 22-48, Attack: 7, Defense: 3, Damage: 1-8, Levels: 15-25, Exp: 20.

Blue and incandescent, their incorporeality can make them difficult to hit, but also affords them one other ability: they can walk through walls. There’s no hiding from an angry ghost, though they may be outrun.

Giant – Speed: Fast, Health: 40-90, Attack: 8, Defense: 2, Damage: 1-9, Levels: 18-28, Exp: 23.

With their mighty clubs, giants pack a wallop. Their huge size also means they take large steps, letting them move quickly, and they can take a lot of damage before they fall. But they’re easier to hit than a lot of other beasts you’ll meet this deep.

Goblin – Speed: Average, Health: 1-5, Attack: 2, Defense: 0, Damage: 1-2, Levels: 1-8, Exp: 3.

Goblins are nasty, if generic, dungeon dwellers. Not hard to dispatch, though a little more feisty than their kobold buddies.

Golem – Speed: Slow, Health: 15-35, Attack: 6, Defense: 0, Damage: 1-6, Levels: 12-22, Exp: 17.

These massive automatons of steel or stone are impossible to hurt even with the mightiest blows. The only way to take down a Golem is with a spell.

Gremlin – Speed: Average, Health: 1-3, Attack: 2, Defense: 0, Damage: 1-3, Levels: 1-8, Exp: 3.

The Gremlin’s true passion is gold, so watch out. After landing any hit, they will steal an amount of gold from you (if you have it) equal to the damage they did times ten.

Halfling – Speed: Fast, Health: 1, Attack: 1, Defense: 0, Damage: 1, Levels: 1-6, Exp: 0.

Halflings are probably the most annoying creatures in the caverns. Killed with a single swat, they nonetheless have a penchant for kamikazeing any adventurer that enters their home. The worst thing about halflings is that, since they represent such a small threat (at least individually), killing them garners you no experience.

Hell Hound – Speed: Fast, Health: 1-8, Attack: 4, Defense: 0, Damage: 1-5, Levels: 3-13, Exp: 8.

Ferocious, cunning dogs, these creatures can breathe fire. At the end of every round of combat, whether or not they hit, they automatically do 1 damage with their fire breath. Fortunately, they lack the opposable thumbs to operate doors.

Hobgoblin – Speed: Average, Health: 2-7, Attack: 2, Defense: 0, Damage: 1-3, Levels: 1-10, Exp: 5.

The slightly larger cousin of the goblin, they’re a little tougher and a little more damaging.

Imp – Speed: Average, Health: 1-4, Attack: 1, Defense: 0, Damage: 1-2, Levels: 1-7, Exp: 2.

The mischievous imps can get you into all sorts of trouble. After landing any hit on you, they will teleport you to a random spot on the same level.

Jelly – Speed: Slow, Health: 15-35, Attack: 7, Defense: 1, Damage: 1-6, Levels: 12-22, Exp: 17.

Sometimes known as Ochre Jelly, this amorphous blob can squeeze itself under doorcracks to get at you, and can sometimes be found filling basins and shallow depressions where, in dim lighting, it can be mistaken for milky cave water. Its Achilles heel is its speed.

Kobold – Speed: Slow, Health: 1-4, Attack: 1, Defense: 0, Damage: 1-2, Levels: 1-6, Exp: 1.

Second in weakness only to the evil halflings, kobolds provide a slight challenge.

Lich – Speed: Average, Health: 60-120, Attack: 9, Defense: 4, Damage: 1-12, Levels: 24-30, Exp: 29.

The most fearsome of the undead, on any successful hit, the Lich will drain you of all your Spell Points.

Mage – Speed: Average, Health: 1-4+DL, Attack: 5, Defense: 0, Damage: 1-10, Levels: 9-19, Exp: 14.

Xaskazien's disciples in magic, these ones have at their disposal spells that can do massive damage. They are generally quite frail and unadept at defending themselves, fortunately, however, the more devout mages are granted lairs closer to Xaskazien's own. Therefore, expect them to be more challenging with each level you descend. (Their Health is equal to 1-4 + the current dungeon level).

Mind Flayer – Speed: Average, Health: 20-43, Attack: 7, Defense: 1, Damage: 1-6, Levels: 14-24, Exp: 19.

The Mind Flayer has flailing tentacles on its head. If any of these should touch you, it will drain your Intelligence by 1 point.

Morlock – Speed: Average, Health: 6-17, Attack: 5, Defense: 0, Damage: 1-6, Levels: 7-17, Exp: 12.

While the Morlock presents a serious threat in combat, it is even more dangerous to allow it to walk free. The Morlock is an expert trap builder, and every turn has a 1 in 6 chance of creating a pit trap in its current square.

Mummy – Speed: Slow, Health: 30-71, Attack: 9, Defense: 3, Damage: 1-8, Levels: 19-29, Exp: 24.

The well preserved and bandaged dead, these slow walking corpses carry with them disease which they can pass on to any they touch. (Any hit causes Poison).

Naga – Speed: Average, Health: 40-90, Attack: 8, Defense: 2, Damage: 1-9, Levels: 18-28, Exp: 23.

With the body of a great serpent and the head of a human, the Naga wields the magic power of confusion. Every hit it lands will erase your map.

Night Hag – Speed: Average, Health: 15-35, Attack: 6, Defense: 0, Damage: 1-6, Levels: 13-23, Exp: 18.

Envious of your youth and vitality, the Night Hag will try to steal it from you. Every hit she lands drains your Dexterity by 1 point.

Nightmare – Speed: Fast, Health: 36-71, Attack: 8, Defense: 3, Damage: 1-8, Levels: 17-27, Exp: 22.

Flaming, intelligent, demonic horses, these denizens of the underworld are still stymied by a simple door.

Ogre – Speed: Average, Health 11-26, Attack: 5, Defense: 1, Damage: 1-6, Levels: 7-17, Exp: 12.

Gray skinned, these hulking humanoids wield heavy clubs.

Ooze – Speed: Slow, Health: 11-26, Attack: 5, Defense: 0, Damage: 1-6, Levels: 9-19, Exp: 14.

The extremely corrosive Ooze can be the bane of adventurers because any hit it lands reduces your Weapon by 1 level.

Orc – Speed: Average, Health: 1-6, Attack: 3, Defense: 0, Damage: 1-3, Levels: 1-11, Exp: 6.

Pig snouted humanoids, these monsters carry vicious spears to match their tempers.

Phantom – Speed: Average, Health: 40-81, Attack: 9, Defense: 3, Damage: 1-8, Levels: 21-30, Exp: 26.

Phantoms are completely invisible. You never know where they are lurking in a dungeon, until they attack.

Rakshasa – Speed: Average, Health: 54-98, Attack: 9, Defense: 4, Damage: 1-10, Levels: 22-30, Exp: 27.
The Rakshasa is a spirit taking mortal form. They are completely immune to offensive spells.

Rat, Giant – Speed: Average, Health: 1-4, Attack: 3, Defense: 0, Damage: 1-2, Levels: 1-9, Exp: 4.
Rats are often the harbingers of disease. Any bite has a 20% chance of causing Poison.

Rust Monster – Speed: Average, Health: 2-5, Attack: 2, Defense: 1, Damage: 1-2, Levels: 1-10, Exp: 5.
These monsters are only really dangerous once you have acquired Armour, because each hit they land will reduce your Armour level by 1. They cannot pass through doors.

Serpent – Speed: Fast, Health: 1-8, Attack: 5, Defense: 1, Damage: 1-4, Levels: 6-16, Exp: 11.
Lightning fast, these creatures carry a horrible toxin. Each bite has a 55% chance of causing Poison.

Shambler – Speed: Slow, Health: 36-71, Attack: 8, Defense: 3, Damage: 1-6, Levels: 17-27, Exp: 22.
A walking pile of filth and garbage, the Shambler is a natural conveyor of infection. Each point of damage it inflicts is *permanent*, lowering your Maximum Health.

Skeleton – Speed: Average, Health: 1-8, Attack: 4, Defense: 0, Damage: 1-3, Levels: 2-12, Exp: 7.
The animated remains of the skeletal dead, these creatures pose a moderate threat to the inexperienced adventurer.

Slug, Giant – Speed: Slow, Health: 11-26, Attack: 5, Defense: 2, Damage: 1-5, Levels: 8-18, Exp: 13.
Giant Slugs have a thick, rubbery hide, making them difficult to kill. Any hit you land in combat does only ½ the regular damage. (Spells have their normal effect). Giant Slugs are blocked by doors.

Sphinx – Speed: Average, Health: 40-81, Attack: 9, Defense: 3, Damage: 1-9, Levels: 20-30, Exp: 25.
The Sphinx is a vastly intelligent creature, fond of riddles. The only way to defeat it is to outwit it. In combat vs. a Sphinx your Intelligence score is used both to determine whether or not you hit (in place of Dexterity) and any bonus damage (in place of Strength). They are blocked by doors.

Spider, Giant – Speed: Average, Health: 15-35, Attack: 6, Defense: 1, Damage: 1-6, Levels: 11-21, Exp: 16.
Hairy backed, eight-legged freaks, these creatures can cause Poison on a hit, 80% of the time.

Thief – Speed: Average, Health: 1-4, Attack: 2, Defense: 1, Damage: 1-2, Levels: 1-9, Exp: 4.
These greedy individuals roam the labyrinth looking for treasure. It is important to kill them on sight, because as they wander the dungeon, they will steal any gold or gems they find lying about.

Titan – Speed: Average, Health: 50-99, Attack: 9, Defense: 3, Damage: 1-10, Levels: 23-30, Exp: 28.
Even larger than the Giants, Titans wield massive warhammers, which in addition to being damaging, have a 33% chance, with each hit, of pounding you down to the next level.

T. Rex – Speed: Average, Health: 65-131, Attack: 10, Defense: 4, Damage: -, Levels: 25-30, Exp: 30.
Perhaps the single most feared monster in the dungeon, the T. Rex can devour you with a single chomp. Any hit by the T. Rex instantly kills you. These are best avoided, or hammered with a Death Spell. They cannot pass through doors.

Troglodyte – Speed: Average, Health: 6-17, Attack: 5, Defense: 0, Damage: 1-5, Levels: 5-15, Exp: 10.
These green skinned, lizard-like humanoids are a serious threat to the inexperienced adventurer.

Troll – Speed: Average, Health: 25-54, Attack: 8, Defense: 2, Damage: 1-8, Levels: 16-26, Exp: 21.
Green skinned giants, these creatures have the unique ability of Regeneration, gaining from 1-6 Health every turn, up to a maximum of 54. It is rumoured that certain Troll Heroes can muster even more than that. It is recommended, therefore, that if you start a fight with a Troll, you finish it.

Vampire – Speed: Average, Health: 54-98, Attack: 9, Defense: 3, Damage: 1-10, Levels: 22-30, Exp: 27.

One of the foulest of the undead, these bloodsuckers drain your life energy for their own. For each damage they do, they gain 1 Health.

Warrior – Speed: Average, Health: 1-8+DL, Attack: 4, Defense: 1, Damage: 1-5, Levels: 3-13, Exp: 8.

Like Mages, Xaskazien's Warriors are granted lairs based on prowess. Their Health is equal to 1-8 + the current dungeon level.

Watcher – Speed: Average, Health: 50-99, Attack: 10, Defense: 3, Damage: 1-10, Levels: 23-30, Exp: 28.

Large, floating eyes, these beasts attack with a directed heat vision.

Wererat – Speed: Average, Health: 11-26, Attack: 6, Defense: 1, Damage: 1-5, Levels: 8-18, Exp: 13.

Transformed halfway between a human and a rat, these creatures can be tough.

Werewolf – Speed: Fast, Health: 20-43, Attack: 6, Defense: 2, Damage: 1-7, Levels: 14-24, Exp: 19.

Transformed halfway between a human and a wolf, these creatures can be tougher.

Wight – Speed: Average, Health: 2-12, Attack: 4, Defense: 0, Damage: 1-3, Levels: 4-14, Exp: 9.

Wights are among the more feared undead in the dungeon, because every hit they land drains the victim of 1 Strength point.

Wisp – Speed: Average, Health: 1-6, Attack: 2, Defense: 1, Damage: 1-3, Levels: 1-11, Exp: 6.

These streaking balls of energy can be very hard to predict. Every turn they have a 1 in 6 chance of teleporting themselves to a random location in the dungeon. Despite their amazing powers of mobility, they cannot pass through doors.

Worm, Giant – Speed: Average, Health: 50-95, Attack: 9, Defense: 3, Damage: 1-10, Levels: 21-30, Exp: 26.

Large and purple, worms can take a beating and dish out damage to match. They cannot pass through Doors.

Wraith – Speed: Average, Health: 6-17, Attack: 4, Defense: 1, Damage: 1-4, Levels: 6-16, Exp: 11.

With the chilling touch of the grave, every hit landed by a wraith drains from 1-10 Experience points from the victim.

Xaskazien – Speed: Slow, Health: 300, Attack: 12, Defense: 5, Damage: 1-20, Levels: 30, Exp: 31.

The Arch-Daemon, himself, kill this creep and you win. Every hit he lands causes Poison. He is immune to the Death Spell.

Zombie – Speed: Slow, Health: 6-17, Attack: 5, Defense: 0, Damage: 1-4, Levels: 4-14, Exp: 9.

A truly vicious undead creature, it is fortunate the zombie is slow because it poses a significant threat to the low-level adventurer.

Within the caverns also lie special monsters. These are creatures of great evil who have risen above the ranks of the others of their kind. They appear normal on the map, however, when their stats are displayed, their name will be printed in red, and it will be an individual name (like Anthrax, or Skullhack), rather than the monster type name. These monsters always have the maximum Health for their kind. In addition they will have a bonus of 1 to their Attack or Defense, or else their Health will be 50% higher yet. These monsters are worth 1 extra Experience point if killed, and always carry a special item which is instantly retrieved if they are killed – a Weapon, Armour, Map or gemstones worth 10-100 gold pieces (which you may carry regardless of Strength).