**Agility: 15 -> 20**

**Strength: 10 -> 15**

**Constitution: 10 -> 10**

**Stamina: 12 -> 20**

**Restoration: 4 -> 5**

**Nerve: 20 -> 20**

**Manna: 9 -> 10**

US Imperial measurements

C:\Users\Burgess\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\0LM9LILP\MC900065312[1].wmf

Dungeons cleared

|  |  |  |
| --- | --- | --- |
| 1 | Zombie tunnel | * First Dungeon (+1 All Stats) * Dungeon Mastery (+2 All Stats) - For exceptional performance |
| 2 | Annie’s Village |  |
| 4 |  |  |
| 8 |  |  |

Villages

|  |  |  |
| --- | --- | --- |
| Luke’s Village |  |  |
| Annie’s Village |  |  |
| Betty’s Village |  |  |

Winthrop Family – Dragon Liege

|  |  |  |
| --- | --- | --- |
| Earthroamer, Apocalypse  *Dragon’s Throne*.  Base: Dragon Castle | **Throne - Stats:**  **Agility: 55 -> (55 + 13) \* 2 = 136**  **Strength: 50 -> (50 + 13) \* 2 = 126**  **Toughness: 30 -> (30 + 13) \* 2 = 86**  **Restoration: 25 -> (25 + 13) \* 2 = 76**  **Stealth: 50 -> (60 + 13) \* 2 = 146**  **Nerve: 20 -> (30 + 13) \* 2 = 86**  **Manna Control: 20 -> (30 + 13) \* 2 = 86**  **Metamorphosis: 15 -> (20 + 13) \* 2 = 86**  **Interior Space: 15 -> (15 + 13) \* 2 = 56**  **Abilities: Amphibious Mode,**  **Simple Slideouts**  **Features: Level 3 Store**  **Achievements: Giant Killer MAX (+100% to all stats),**  **Dragon Killer (+10 to all stats),**  **First Dungeon (+1 All Stats),**  **Dungeon Mastery (+2 All Stats)**  **Current Level: 33 -> 40** | Population: 7,187,577,878  Selected an apocalypse item: 1,738,274  Radar range: 5km |
| Rock Ledge  Dragon Castle | 500m wide and 40m deep  40m to top  20m to ground |  |
| Luke Winthrop  Conceived: August 17, 2057  Birthday: May 17, 2058 | **Base Stats:**  **Agility: 55 -> (55+13)\*2 = 136**  **Strength: 50 -> (50+13)\*2 = 126**  **Toughness: 30 -> (30+13)\*2 = 86**  **Restoration: 25 -> (25+13)\*2 = 76**  **Stealth: 40 -> (50+13)\*2 = 126**  **Nerve: 0 -> (20+13)\*2 = 66**  **Manna Control: 0 -> (20+13)\*2 = 66**  **Metamorphosis: 5 -> (15+13)\*2 = 36**  **Interior Space: 10 -> (15+13)\*2 = 36**  **Abilities: Amphibious Mode,**  **Simple Slideouts**  **Features: Level 3 Store**  **Achievements: Giant Killer MAX (+100% to all stats),**  **Dragon Killer (+10 to all stats),**  **First Dungeon (+1 All Stats),**  **Dungeon Mastery (+2 All Stats)**  **Free Points: 0**  **Current Level: 33**  Skills:   1. Ambidextrous, Level 2 2. Analysis, Level 1 3. Bartering, Level 1 4. Charisma, Level 3 5. Hyper Movement, Level 1 6. Language Skills, Level 2 7. Leadership, Level 3 8. Mental Fortitude, Level 2 9. Marksmanship, Level 6 10. Pain Control, Level 3 11. Self Control, Level 2 12. Strategy, Level 1 13. Spatial Awareness, Level 1 14. Tactics, Level 1 15. Time Slow, Level 1 16. Trap Detection, Level 1     Nerve: +1/level  Manna: +1/level | 1. Analysis abilities 1 2. Pattern Recognition 3. Language proficiency 4. Visualization    * Eidetic memory 5. Spatial awareness    * Night vision 6. immunity to mental status effects 7. Knowledge absorption 1 8. Parallel thinking 1 9. Eloquence 1   Hyper Movement, Level 1 -  Hyper accelerate while in Time Slow. Drains Manna, Stamina  Time Slow, Level 1 - Perception of time will slow, with the side-effect of increasing metabolic rate. Prolonged use will cause heat stroke and starvation  Elemental Bow Glaive |
| Betty Winthrop  Valkyrie | Agility: +1/level  Constitution: +1/level  \*2 on Agility  Glaive:  Water: 10% less friction when cutting  Repair function |  |
| Todd Winthrop  (former last name Williams)  = Grenadier | Strength: +1/level  Constitution: +1/level  Level 3  Grenades: 3/Minute, 10% strength, can hold 1  Bullets 1: gun bullet 3/s  Bullets 2: riffle bullet 1/s  Bullet 3:  Earth: Riffle 10% sturdier  Wind: Bullets are 10% faster  Water: Bullets travel 10% further and penetrate deeper  Repair function | Riffle, with bayonet, laser scope |
| Annie Ereinion  = Battle Alchemist  Birthday: May 4, 2058 | **Base Stats:**  **Agility: 20 -> 20 (60)**  **Strength: 15 -> 20 (60)**  **Constitution: 10 -> 25 (70)**  **Stamina: 20 -> 20 (60)**  **Restoration: 5 -> 25 (70)**  **Nerve: 20 -> 25 (70)**  **Manna Control: 10 -> 10 (40)**  **Achievements: Giant Killer MAX (+100% to all stats),**  **Dragon Killer (+10 all stats)**  **Free Points: 80**  **Current Level: 17**  Stamina: +1/level  Constitution: +1/level | Alfheim – Empire  Spanish, Chinese, Hindi, and Alfin – Language  Fluoroantimonic acid |
|  |  |  |
|  |  |  |
|  |  |  |
| Annie’s mum Celeste |  |  |
| Annie’s dad Aldar |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| John Hendricks | Mayor of City of Luke |  |  |
| The Dungeon Bosses | Popular band |  |  |

Elfenheim

Village of Luke

|  |  |  |
| --- | --- | --- |
| Mayor John |  |  |
|  |  |  |
|  |  |  |

Village of Annie

|  |  |  |
| --- | --- | --- |
| Mayor |  |  |
|  |  |  |
|  |  |  |

Dungeon Rules

* Beware of unearned loot

By now it was dark, so I pressed the Night Mode, causing the blinds to come down.

I then went to the dinette and began transforming it into a bed, pulling out bedding from the dinette bench drawer. After a moment Annie helped me.

We then did the same for the sofa, converting it into a bed.

“So where do you want to sleep?” I asked.

C:\Users\Burgess\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\0LM9LILP\MC900065312[1].wmf

The next day after breakfast, Dad switched *Dragon’s Throne* into driving mode. He sat in the driver’s seat and pressed the start button.

Morning stuff done, Dad asked, “What should we do now? It appears we are trapped on this ledge with no way of leaving, and the village is ready to be upgraded. Although I admit it is an amazing view.”

“Might as well upgrade the Dragon’s Throne,” I suggested.

We all headed to the front and dad said, “I found a package and a letter. The letter is for you Annie.”

Annie frowned and said, “Read it.”

Dad jumped into the driver’s seat and began reading.

Annie dear, I’m glad you’re doing well. Congratulations on conquering that dungeon, especially with weapons barely suited for the task.

Annie let out a stream of profanity.

Annie dear, remember profanity is unladylike.

Annie’s face turned red and I just laughed.

Normally it is our tradition to give our children some accommodations when they get their first class.

Imagine our surprise when we discovered that Luke has an Apocalypse item.

Therefore we shall give you a device that will extend the functionality of your item.

This will allow you to create a satellite extension or a base camp you can return to at will. First synchronize it with your vehicle and place it wherever you want.

After that you will have a mansion with an anti-spawning area, just like a village stone.

By the way, the dungeon core can be used to create a Fast-Travel portal. This can be connected to your village

Also, gold can substitute for XP.

Dad removed the device form the packaging. He hesitated a moment and then touched it to the screen.

Synchronization item detected

Synchronize with it?

Yes/No

Dad selected ‘Yes’.

How would you like to share experience

1. None
2. 5% experience
3. Equal Share

There were other choices, but these seemed the most relevant.

“Equal works for me, especially since lack of levels don’t seem to affect us,” I said.

Dad selected, Equal Share. However, this would only work going forward.

“There’s a new tab,” I said, pointing.

Dad pressed the tab called City Management.

Would you like to manage all your properties here?

Yes/No

Dad pressed ‘Yes.’

In the tab was one entry for our one village.

Scrolling, Dad pressed Upgrade on the village. This turned the village into a Large Village, unlocking added features.

“Let’s plant the mansion stone,” Dad said and got out of the driver’s seat.

Outside, Dad asked, “Now where should we put it? How about in the center? In time its area will cover the entire platform.”

Putting words into action, Dad did just that. However, the only thing that happened was that a pillar appeared.

“What should we call it?” Dad asked.

“What’s your family name?” Annie asked.

“Winthrop,” Dad said.

“Then how about the Winthrop Manor?” Annie suggested.

Aaaa

“How come we were given a choice if we want automatic looting?” Annie asked.

“Because in principle, you can butcher a monster like an animal,” I replied. “Since that takes vastly more effort, the value of the materials retrieved should exceed the loot given from automatic looting.

“Remember what your parents said. The system wants to challenge us. So we making items would be better than us relying on the store or on monster drops.

“Although I question the value of zombie bodies and skeleton bones,” I added.