

Mental Block (Enchantment, Charm)

Level: 4
Range: 10"
Duration: Permanent

Area of Effect: 1 creature
Components: V, S, M
Casting time: 6 segments
Saving throw: neg.

This spell may be cast on any humanoid except enchanted & undead creatures. It will prevent the recipient from performing some specified action (e.g. drawing his sword, harming the spell-caster etc.). There is a 95% chance that the recipient will be unaware the spell has been cast. The spell can only be used to stop actions which the recipient is usually conscious of. That is they cannot be prevented from breathing or stop their heart beat etc. This spell can only be removed if the caster is killed, the material component destroyed, or by exorcism. The material component of this spell is a bar or rod of iron or steel.

Silver Surfboard

- made of solid steel coated w/ silver
- 1000 gp value. - size of surfboard. It cannot be destroyed by physical means & it can't be hurt by fire or cold.

While on it, the proper person can never be knocked off by any means. Only a person knowing the secret command word can use it.

It is controlled by thought means only & will respond exactly to the thought commands of the ~~caster~~ person only. It can fly from 6" off the ground to 150 ft. in the air. It can go from 0 m.p.h. to 60 m.p.h. It glows constantly and negates darkness spells. It will respond to commands up to 10 miles away.

Electro pua

- Looks like a translucent (jelly) w/ pink mesh inside. Once it starts fighting, small sparks start flashing all over the place inside. (It attacks w/ tentacles)
After 5 rounds, it is the bolts of electricity all come together & it explodes giving off in damage however may hurt it
has left
6+2 hit die
AC 7

Magie Messenger

level: 3

Range: 0

Duration: Until fulfilled

Area of Effect: Special

(Conjuration, Summoning)

Components: V, S

Casting Time: 6 segments

Saving Throw: none

When this spell is cast, a small (1' by diameter) silver globe with a mouth upon it appears.

In 25 words or less, a message can be carried by it at any specified time (i.e. "tell Grandall ~~that~~ the wizard of the white council if ~~I die, the message~~ I die" results in the message being delivered when the caster dies.

The sphere travels invisibly and at a speed of 60 m.p.h. by the most direct route to its destination where it materializes to deliver the message. It automatically avoids all obstacles & cannot be stopped. It will not materialize until it comes to the recipient. The recipient always knows who sent it as it begins every message w/ the spell-caster's name.

Troll-Kin

No. appearing: 1-12

Armsman class: 5

Move: 9"

Hit die: 3

% in lair: 30%

No. of attacks: see below

Damage/attack: see below

Special attacks: none

Special defenses: none

magic resistance: standard

Intelligence: average

Alignment: Chaotic (generally evil)

Size: L (7-8" tall)

Psionic ability: nil.

This is the result of crossing humans or orcs w/ Trolls. This gives lower hit die, AC etc but higher intelligence. This allows for much more discipline and adaptability to fighting en masse. They can attack w/ both hands (1-4 ea) per melee round but usually have shields and weapons. These are generally created by very high level MU's & (evil) chaotic clerics for use in armies.

The weapons they use are clubs or axes, or jagged scimitars. They have str. 16-17 and add +1 to damage for weapon type. They are thinner & shorter than true trolls & have some hair. They have the occasional plate of natural armor on their skin but not like true trolls. They can speak orcish troll (The language they use when talking between themselves). Also, if in an area for a long while, they can pick up the language of the area. The occasional one (10%) speaks common tongue.

Troll

No. Appearing: 1-8

Armour class: 2

Move: 9"

Hit Dice: 6+6

% in lair: 20%

No. of attacks: see below

Damage/attack: see below

Special attacks: none

Special defenses: none

magic resistance: standard

Intelligence: low

Alignment: Chaotic (generally evil)

Size: L (7-10' high)

Psionic ability: nil

Trolls were created long ago by an ancient evil and while they can't breed, they are so hard to destroy, they still survive in large numbers. Trolls are much taller and wider than normal humans, but conform generally otherwise. Their bodies are covered in thick large, overlapping scales. They have large claws on hands and feet (both have three digits) with which they use in battle, doing 1-2 w/ each hand. They have 18/00 strength and are capable of bursting thru doors etc. Their heads are squat and ugly and their mouths are full of jagged teeth. They can be surprised fairly easily (1-3 on d6) as they are rather stupid and slow to react. Once in battle, they will generally fight to the death. They hate (and ~~shy~~) bright lights and if fully in the sun, will turn to stone.

Olog-hai - Trolls trained for battle which use shields and large clubs and axes. The quicker and more intelligent than usual & thus adaptable to discipline.

They speak a common tongue, Olog-hai, and speak it in a long, low, guttural voice. They are very slow to react.

NAMES SUITABLE

✓ ABOMBI	XAPUR	SHAMLA
ACHERON	SERIDA	PANTHENIA
AGRAPUR	SHELAI	PHALKAR
AKBITANIA	JUGRA	PERGONA ✓
AKHLAT	ITAMULA	POHIOLA ✓
AKIF	KELKA ✓	PTAHUACAN
AKKHARIA	KHAJAR	PTOLON
ALKARION	KHANYRIA	QIRLATA
AKMEENON	KHARAMON	
✓ AMILIUS	KHIRGOLI	
✓ ANAKIA	KHORAF	
ANDARRA	KHORBUL	
ANGKHOR	KHOROSUN	
✓ ARUSHAN	KHROSHA	
ARENJUN	KHURUM	
ASGALUN	KOMAHAR	
ASKALON	KUSALA	
ATALIA	KSHATRIYA	
AUZAKIA	KUSAN	
AZWERI	KYROS	
AYUDHYA	ITUSNAF	
BAHARI	CARSHA	
BAKALASH	LIBNUN	
BAKHARUS	MANARA	
BAKAR	MEROE	
BLAAL	GOLAMIRA	
✓ TRANICOS	YIMSHA	
✓ COUTHEN	NAHAREH	
COYAGA	NEBTHU	
✓ DARKWOOD	NEZVAYA	
DUALI	NUMALIA	
✓ ERUK	ONAGRUL	
THANDARA	ORISKONIE	
IMIRUS	PAIKANG	
ILBARS	PALIANB	

Elf - 820
Cleric
Monk - 81
M.V. -
→ M.V.

SEA HAG
OGRE MAGE (twice)
BASILISK
STIRGES
DYING AT CHILDBIRTH
CONEHEADS
SALAMANDER
PIREBALL FROM M.V.
RED DRAGON BREATH
Liqued helium

mainly for getting places

- creates very sticky, ~~no~~ black webs as per spell. These slightly sentient, will move few inches to trip up, grab etc.
- 5+3 hit dice
- all black, usually operates at night
- about size of man in size
- grinds, rather good in trees, instead on ground.
- AC5
- has two large ~~stings~~ long, thin arms w/ hooked claws at ends, draped under neck are "wings" - huge webby flaps skin,
- these evade sticks ore to hold any victim to "wings". When the happens it wraps itself around victim & tries to smother & will do so in 8 melee rounds if not killed & victim hacked free.
- dt regenerates, after 5th melee round, 2h.p. per round.
- At it's death, all it's webs fall to pieces, but ore on body still holds, dt spins web w/ from pores at rear of body but won't use in battle
- has long tail - looks lizardlike, claws do 1-3 ea, fanged mouth 1-4 & paralyzing poison contained same even hit or paralysed 2-8 rounds.
- ~~2-1~~

PEOPLE OF THE PINES

Frequency: Very Rare

No. appearing: 1-10

Armor class: 3

Moves: 14"

Hit Die: 3+1 (5)

No. of attacks: As per weapon type + 2 hoofs for horse.

DAMAGE/ATTACK (1-4/1-4) ^{hooves} As per weapon type

SPECIAL ATTACKS: None

SPECIAL DEFENSES: ~~None~~ None

Magic resistance: 5%

Intelligence: low

Alignment: neutral

Size: as per normal man & horse

Psionics: none

These "men" came about when the Elven Myore joined made the whole combination of plant & man & horse. As a result, the man & horse are made mainly of wood fibre, accounting for AC 3, and sap runs in their veins. They attack with +1 for weapon type. They always fight on horseback, the man being attached by tendrils to the horse. If the horse is killed, the whole thing dies, but if the man is attacked, the creature is only wounded, as the brain & vital organs are in the horse. When the man is 'killed', he can no longer fight, but will eventually recover. He has 3+1 hit dice, the horse has 5. They use no armor nor shield. They feel no pain & will attack until killed.

PEOPLE OF THE PINE

2.) class 5
End of Pre-game turn

No. of attacks: 1-10
Attack class: 3
Hit die: 4+1 (5)
Hit die: 4+1 (5)

No. of attacks: 1-10 (On per weapon type + 5 points for

DAMAGE/ATTACK (1-4/1-4) (On per weapon type

SPECIAL ATTACKS: None

SPECIAL DEFENSES: None

Magic resistance: 20%

Intelligence: Low

Alignment: Neutral

Skills: on per normal man's base

Spells: none

These "men" come about when the Pine Magic
forces merge the whole combination of about 7 men
there. As a result, the more there are, the more
likely it would be to occur for a 3 and up
class in the game. They attack with +1 for
weapon type. They always fight on horseback.
The more they are, the more they are to the war.
If the horse is killed, the whole thing dies, but if the
man is killed, the war above is only numbered as
the horse's other organs are in the horse. When the
man is killed, he can no longer fight, but with
enough remains. He was 2+1 hit die, the horse was
2. They use no armor, not shields. They feel no
pain or will attack until killed.

MANTICORA

Frequency: very rare

No. appearing: 1

Armor Class: 4

Move: 9"/20"

Hit dice: 8+1

Damage/attack: 1-6/1-6 / 1-8

Special attacks: Poison sting

Special defenses: none

Magic resistance: none

Intelligence: very

Alignment: Chaotic (Good)

Size: L

Psionics: Nil

This is a huge lion w/ bat wings, a human head & a scorpion's tail. It attacks 1-6/1-6 with its forepaws and 1-8 when it lashes with its sting, and if it hits, save vs. poison or die. Manticores fly rarely, and usually at night, as they are unaided in the air, and tire easily of carrying their own bulk. They are always found alone. They can speak with flying creatures (most), common tongue, and usually, the language of the area, if they've lived there long enough. They are chaotic ~~but~~ don't serve the Chaos-lords. (They acknowledge no gods). They will usually give people a chance to talk before fighting but are rarely merciful.

TANGLER TREE

Frequency: Uncommon

No. appearing: 1

Armor Class: 8 (AC2 for branches)

Move: 0

Hit dice: 8

No. of attacks: 16

Damage/attack: 1/1-6

Special attacks: nil

Special defenses: nil

Magic resistance: standard

Intelligence: ~~low~~ Animal

Alignment: none

Size: L - Tree sized

Psionic ability: nil

These trees usually live near paths where prey is common. Usually the land around for 10' is cleared by the tree. Two tangler trees are never found together. They have 16 prehensile branches. Usually, when a party approaches, 2 branches will grasp one character, while the others hold off the remaining forces. The branches are covered in small, sticky spikes which hold on to prey, can also attack. If they hit, they cause 1 hp. of damage. What the tangler does, is lift the prey up and feed it to its mouth, which has 3 tongues which are covered in like sandpaper, and strip the flesh off the victim for 1-6 dam. Ea. neck round. Ea. branch has 1 hp, while (AC2) the remaining belongs to the tree trunk. The Tangler has a limited form of telepathy, and if the fight is going against it, will withdraw its branches, to wrap around itself to make its AC2 and signal that it doesn't want to fight anymore.

FHOI MYORE

Frequency: very rare

No. appearing: 7

Armor Class: -2

Move: 6"

Hit dice: 7-14

No. of attacks: 1 (1 different one for ea. ^{dependent on type})

Damage / Attack: dependent on type

Special attacks: see below

Special defenses: see below

Magic resistance: 20%

Intelligence: Animal

Alignment: none

Size: L

Psionic Ability: dependent on type

There are 7 Fhoi Myore left - there used to be millions, thousands. They seek to return to Limbo where they came from always. They are always together and are constantly surrounded by a cloud of fog which when entered, you have to make a saving throw or else be -2 dexterity & intelligence while in there. The seven different types are delineated below: