

MURLYND

(Quasi-Deity)

ARMOR CLASS: -2

MOVE: 12"

HIT POINTS: 135

NO. OF ATTACKS: 2 (both hands)

DAMAGE/ATTACK: *By weapon type*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 35%

SIZE: M (6' tall)

ALIGNMENT: *Lawful (good)*

WORSHIPPERS' ALIGNMENT: *n/a*

SYMBOL: *n/a*

PLANE: *Special; see below*

CLERIC/DRUID: *Nil*

FIGHTER: *12th level paladin*

MAGIC-USER/ILLUSIONIST: *12th level in each (see below)*

THIEF/ASSASSIN: *Nil*

MONK: *Nil*

BARD: *Nil*

PSIONIC ABILITY: *I or VI*

Attack/Defense Modes: *All/all*

S:18/76 I:18 W:15

D:16 C:18 CH:14 CO:17

Murlynd is a true character. His face is bold and handsome, his eyes deep and penetrating. His nature is seemingly rugged, independent, taciturn. His broad, muscular frame is typically clad in garments of another time and world, that of the "Old West." His waist is girdled by a leather belt containing weapons of technology as well as a +6 dagger. Although appearing aloof and aggressive, Murlynd is actually quite gregarious, loquacious, and gentle . . . unless provoked.

As noted, Murlynd is prone to carry technological weapons (variously called "45s", "six shooters", and "hog legs") which he is able to employ in both his left and right hands. His special aura enables these devices to function even on Oerth, for instance. Each weapon sends forth three missiles per round, if he so desires. These projectiles will strike even the most powerful of magical creatures and inflict 2-8 points of damage when they hit. The range of these arcane weapons is the same as the range of a light crossbow. Murlynd has a +4 *dancing holy sword* (broadsword) which he usually carries on his warhorse or strapped on his back. He is able to use a weapon in either hand, so in combat Murlynd might use his arcane projectile weapons one round, then draw sword and dagger, and eventually cast a spell or use some other device while his broadsword "dances."

Murlynd's basic magic resistance is of the uniform sort which applies equally to spells or spell-like powers used by anyone from a 1st level character to a deity.

When casting spells, Murlynd is prone to intermix technological terminology with his incantations, sometimes with surprising results. Thus, in casting a



stinking cloud or *wall of fog* spell he might conjure into being a strange engine which gushes forth the desired result, but for far longer and over a greater area than desired. He is known to have cast *burning hands* in such a way that he made a device which spewed forth liquid fire — but at another time he conjured a *fireball* of paper which burst harmlessly. Because he is insensitive to differences in hue, Murlynd's spells which are color-based or color/employing in nature are often quite bizarre in effect, and are known to be linked with technological devices which send forth the hues. Because of this technological admixture, it is sometimes possible for Murlynd to cast more than one spell in a round, since the initial dweomer is provided, in part, by the art of science!

Because of his dabbling in science and technology, Murlynd is often unsure of his psionic abilities. Therefore, there is a 50% likelihood that he will be unable to use his abilities when he might want to call on them. But when in this condition, he is immune to psionic attacks from others. When he is able to employ them, Murlynd has the following psionic disciplines: *animal telepathy, clairvoyance, hypnosis, molecular agitation, object reading, precognition, sensitivity to psychic impressions, aura alteration, dimension walk, energy control (fire), ethe-*

realness, probability travel, shape alteration, and telekinesis. He uses minor powers at 12th level, major ones at 10th level.

Since he is rather unusual, and because he dabbles in questionable areas, Murlynd is generally unpopular with those of his sort. He is, in fact, shunned by most. His abode is divided between several special dwellings on various planes or extra-dimensional areas. He moves about from place to place on a whim, staying for days or years as suits his mood.

Murlynd is alone about 60% of the time. At other times, he will be in the company of 1 or more of the following: Heironeous (DRAGON #67), Heward, Keoghtom, Mordenkainen, and Zagy.



The next example is that of a quasi-deity taken one step further along the road to greater power — demi-deityhood. This example, Kelanen, happens to be one which I devised (with assistance from Francois Marcela-Froideval). It demonstrates, however, the principle of advancement of power. The devotion and single-purpose nature of Kelanen is likewise a good model for player characters who desire to develop a "cause" and direct their power along a single path.