

Species, Breed: Fairy, Alii Menehune

Type: Not applicable.

Class: Enchanted.

Align: Good.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 3-D6 +2

The number encountered will be outside a Menehune dwelling place. If within the boundaries of their homeland, the number encountered will be x the number encountered. To see if a Alii Menehune Fairy dwelling has been discovered roll a 000 (roll 3 ten-sided dice and roll triple zeros).

Experience points: 20 x level

Characteristics

Awareness: 30

Charisma: 40

Constitution: 30

Coordination: 30

Dexterity: 30

Intelligence: 40

Mental-strength: 50

Strength: 16

Wisdom: 20

Movement:

Flying: 21

Grounded: 7

Swimming: 21 (exceptional swimmers)

Luck: 150

Oxygen-points: 150

Blood-points: 90

Attack descriptions

As weapon wielded. See: "Special offenses".

Damage-Points: Roll 1-D20 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 50+ to have 1-D100

Bronze: 50+ to have 4-D20

Silver: 50+ to have 3-D20

Electrum: 50+ to have 2-D20

White-gold: 60+ to have 1-D20

Yellow-gold: 70+ to have 1-D12

Black-gold: 80+ to have 1-D10

Treasure item(s):

Common: 50+ to have 1-D4

UnCommon: 60+ to have 1-D4

Rare: 70+ to have 1-D4

Legendary: 80+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: The Menehune grow to approximately 2' in height (24").

Dislikes: UnHoly creatures (though they don't have any special ways of knowing an UnHoly creature when they see them.

Disposition: These creatures are mischievous. These creatures are not evil, nor' are they cruel. The Menehune loves the game of tricks and plays it unwittingly and well.

Fears: Owls terrify the Menehune very much.

Habitat: All tropical regions (they live within caves).

Immunities: None.

Life-span: Lesser Immortal (never dies, but can be slain)

Likes: Singing, physical activities on land and water. They especially are attuned to creating and using a bow. They especially become active if they encounter snow.

 Their favorite treat is banana, which they use regularly in many foods.

 They especially love to fish and build complex water systems of all types.

Needs: Unknown

Note: None.

Special Abilities: Carpentry (90%), Lumberjack (maximum ability) and Stone Mason (90%).

Each Menehune will have a 20% chance of having modification-points (2-12 +1 per 2 levels advanced). G.M.: It will be up to you to develop each Menehune that has modification-points.

Special Defenses: Resistances: Magic: 50%, Mental-attack: 50%, Surprise-attacks: 50%,

This creature will have 2 points, x it's level, as pool of base damage-points. These base damage-points must be depleted in order to actually wound it. These base damage-points will be fully restored at the beginning of each turn.

Special Offenses: Animate Trap: It will take 3 turns (15 seconds) to animate a trap where this creature wishes. The trap set will be magical, but not usually lethal (Discretion of the G.M.).

Susceptibilities: Unknown

Weapon susceptibility: Rank-1 (or better) enchanted weapon to harm.