

USE CODE EGGS

Happy, happy, tricky, tricky, Usecode Eggs

<u>Egg #</u>	<u>Name</u>	<u>Description</u>	<u>Quality Indicates</u>
1711	Sleep	Party members save vs. strength or go to sleep	Difficulty of save
1712	Poison	Party members save vs. strength or go get poisoned	Difficulty of save
1713	Paralyze	Party members save vs. strength or go get paralyzed	Difficulty of save
1714	Light Stuff	Lights torches, lamposts, & lightsources in range	Range of effect
1715	Snuff Stuff	Puts out torches, lamposts, & lightsources in range	Range of effect
1716	Damage guy in party	Picks a random party member and hurts him	Maximum damage
1717	Door haunt	Opens or shuts the nearest door	None
1718	Chair haunt	Rotates nearest chair	None
1719	Lightning	Hits a random party member with a lightning bolt from the sky	None.
1720	Dance	Party members save vs. strength or go into spasms	Duration of effect
1721	Cry Wolf	Barks "Help Help!!" and 20 turns later "Help me Avatar...hel...."	None.
1722	Puke	Party members save vs. strength or bend over and groan for 25 turns	Difficuly of save
1723	Fear	Party members save vs. strength or run in terror from egg	Duration of effect
1724	Get mad (wake up)	Puts all non-party members onscreen into combat mode, which also wakes them up.	None
1725	Tremor	Makes the screen shake, produces a sound effect & makes everyone fall all over the place for a while.	None
1726	Stoptime	Stops time for everyone but party members	Duration of effect
1727	Damage party	Hurts everyone in the party	Maximum damage.

Notes:

Saving Rolls - The saver rolls a 30 sided die. His attribute is added to the result and the difficulty (quality) is subtracted. If the total is greater than 15, he has saved successfully.

Duration - This is measured in screen refreshes.

Distance - This is measured in cells.