

Hell Hounds v1.0, Dwarvern Pyromaniacs v1.1, and Dwarvern Ricochet Demolitionists
Above said Plugins copyright 2001 by Zyros The Dark Elf
Created with Bungie's Fear and Loathing

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I. Thanks for the Download...

Thank you for downloading Zy's Plugin Trio. This WinZip Archive contains the three most popular (aka, the only three I've gotten around to finishing) Plugins of my own construction. Members and friends of the order, Muirthemne Militia, have probably played these Plugins numerous times- and believe you me, we've had some crazy games with them. I tried uploading these Plugins individually to the Mill shortly after each release- but oddly enough, I could never get it to work (?). Must be my ISP. AOL tends to do that to people.

I think I should share these Plugins with the mapmaking community, however, so I'll just toss all three in one zip, copy and paste the original tag descriptions, slap on a text intro, and cross my fingers. Here's hoping you enjoy them =)

-Zyros The Dark Elf
of Muirthemne Militia

PS: Be sure to rate these friggin' plugs on the Mill! Tired of seeing all maps and plugs with an average of six ratings mb.

II. Hell Hounds v1.0

Hell Hounds v1.0 was created by Zyros The Dark Elf of Muirthemne Militia a long time ago when his Order mate, Snakebellywagonrut, was working on his map entitled "Magmaphobia". Snake wanted a Hell Hound unit created for his map, and Zy, being very familiar with Plugins, was more than happy to volunteer. Now, months after the Hell Hounds initial guest appearance on Magmaphobia, Zyros has finally gotten around to converting the units into an actual plugin to apply to all maps- he also upgraded their breath of fire attack, giving it a snazzier look.

Zyros uses a PC- not a Mac- so it's hell to add any new graphics to Myth, since he cannot use Amber. So special thanks goes to Snake for converting my BMP's into collections for me, he helped make this plugin a whole lot more professional.

Heh, and now to get to what this plugin actually *does*. When this plugin is enabled, it will transform all Warlocks (regardless of Single or Multi versions) into a Hell Hound, a reddish-colored Wolf on steroids. The Hell hound has a significantly more vicious attack than his canine

kin, is a tad faster, and possess more hit points. The Hell Hound also has a special ability—a unique new attack that breaths fire in a roughly cone shaped vicinity and unleashes hellfire within it's area of effect. Just watch it, you'll figure out what I'm tryin' to say ;) The Hell hound, naturally, is also immune to fire... but not explosions. The Breath of Fire attack takes up roughly half the hound's mana, and unlike most plugin-adding units, the Hell Hound is a very balanced unit. Although he is equipped with a fast speed and vicious attack, he's actually more suited for the "Ghol Rape Guerrilla" tactics than any actual melee— though he'd make an excellent support unit for any Multiplayer brawl. His hit points are only a smidgeon more than a Warrior, so he is as vulnerable to dwarves, fetch, and any other explosion as the rest.

To sum it up, the Hell Hound packs a nasty punch to give an interesting new experience to any multiplayer game, and unlike most Plugin-Added units, is quite mortal and extremely balanced for his 8-point value in the UT system.

III. Dwarvern Pyromaniacs v1.1

Dwarvern Pyromaniacs is a plugin created by Zyros The Dark elf when he was very bored.

This plugin changes all normal, Hero, and Pathfinder dwarves into their "Dorfen Pyromaniac" Alter Egos. All Pyromaniacs have their Satchel Charge Special ability replaced with the "Pyromaniac's Cocktail" attack, in which they chuck a green smoking bottle at their target which explodes into a shower of fire and flaming Satchel charges. These satchel charges will fling everywhere from the explosion— the more violent the nearby explosions, the farther they fly. It should be noted that the dwarf who USES this attack has a high probability of killing himself as well as the intended target (and anything within a five mile radius, it might be added). Players who like to hoard their dwarves are just asking for it, as its pretty easy to start an apocalyptic chain reaction should a dead dwarves bottle collection all go off at once. Like normal satchel charges, Fire, electricity, or other explosions can detonate these Pyromaniac's Cocktails.

A Dwarvern Hero comes with 8 of these delicious babies, while Norm's and pathfinder's come with the usual 4. A dwuff can carry up to 10 Cocktails and can pick up Dud Cocktails (Just like a normal dwarf can pick up satchel charges). Other than their secondary ability, all dwarves are left unmodified— Dwarvern Heroes still have the same further range over their Normal kin, and the Dwarvern Pathfinder on "Into The Breach" is still invisible until he reveals himself.

Remember— this plugin is dangerously powerful, and isn't really that all meant for serious play— Kinda like Death Match. Most play this primarily for a good laugh!

Oh, yah— if your playing Death Match with this plugin enabled, for the love of god, DONT let your opponents kill your Dwarves at their start location, and if they do, DONT let them ignite the ammo he drops. If they pull it off, your dwarves will be caught in an endless cycle of blood baths and respawning dwarves who are immediately crushed by falling satchels, and so on and so fourth. These explosions can last for hours, often completely killing all chance of Victory in a game of BC (not to mention others). And should you be playing an INDOOR map, where there's a Ceiling— well, your screwed 100% =)

Yada yada yada, all in all, this plugin is hilarious, and personally, I love it => I originally created this just for my Order, Muirthemne Militia, for a good laugh, but I decided to upload it into The Mill after all.

If you wanna see something REALLY funny, try playing Assassin on Dead Man's Chest (Where you get 6 Dwarvern Heroes) or the single player map Down a Broken Path on Legendary (Where all of your Duffs come with TWELVE! Cocktails).

Geeze, I just don't shut up, do I? Going on and on over a tiny plugin... This Read Me file is probably bigger then the Tag itself =>

Well, G'Day...

-Zy

IV. Dwarvern Ricochet Demolitionists

In continuation of the popular Dwarvern Pyromaniacs comes a literally explosive revolution in kamizaki offense. Presenting, from the Sick and Sadistic Mind of Zyros The Dark Elf, the Dwarvern Ricochet Demolitionists!

This plugin, like it's Pyromaniac ancestors, turns all dwarves- be they duffs, Mortars, Heroes, ghosts, or any combination of the three- and turns them into their bouncy shrapnel lovin' kin. In a nutshell, it 'rubberizes" their bottle attack and gives them a new secondary attack to replace that wimpy satchel charge. The "rubberized" bottles (Primary Attack) adds a sky blue contrail to it, to separate it from regular, burning contrails on the dull, old dwarvern cocktails... just like the green contrail does on Pyromaniacs. Instead of blowing up into a platoon of bouncing satchels charges- via Pyromaniacs- the bottle will instead explode of the ground... and keep goin', bouncing and skidding off whatever surface it hits! Although unreliable, it's definitely an interesting methods for bombin' the sh*t outta long-distance opponents by sending the bottle in a series of arcing bounces across the map, hence their apt nicknames- Dwarvern Bowlers. Bottles will bounce across the terrain, obstacles, trees, or even enemy foreheads- allowing, for the first time in Myth, reliable and hilarious dwarvern Bank Shots.

Tired of those wimpy, out-of date Satchel Charges used by regular dwarves? Despite the many memorable explosions and hilarious run-ins, we most fair well to the Dinosaur satchel charges and make way for the Dwarvern Demolitionist's T attack- the BottleFlak Attack! When the dwarf fires his secondary attack ammo, he'll launch a platoon of dud (regular) dwarvern bottles in the direction of his aim- thus, creating a makeshift Instant Satchel Trap! Unlike the "Dr.D's" (Acronymn for Dwarvern Ricochet Demolitionists) primary attack, the BottleFlak attack takes ammo, with each dwarf starting the game with Four apeice. Mortars come with a likewise amount, and Heroes come with eight.

When Dr. D's die, they also drop their unused BottleFlak Attack ammo. These bottles can be distinguished from regular bottles by the tiny, smoking particles of Red Smoke that plum from them. Dud "Rubberized" bottles are rarer then BottleFlak ammo, since one needs to fire them in water for them to go out. Still, however, these give off a distinguishing mark- a similar-to-bottle-flak *Blue* smoking particles. These plugins make for an especially fun time in

Indoor maps (Where a Ceiling will cause all bouncing bottles to fly even more erratically), namely, "The Baron" and the third party map "Smells Like Death In Here".

Well, that's about all I can think to say- so, have fun blowin' up sh*t.

-Zyros The Dark Elf

VI. *Contact Information-*

I can be emailed at thedreamreaver@aol.com, and have a matching screen name- The Dream Reaver. My Order's website address is <http://www.muirthemnemilitia.com>, though I should warn you how shitty our website currently is => Though it serves it's rudimentary purpose, I suppose. Sometimes.

As of Wednesday, December 26th, 2001 (12-26-2001)-

Other works by Muirthemne Militia:

- *Chaos* by Zyros The Dark Elf
- *Tallow Falls* by Snakebellywagonrut
- *Magmaphobia* by Snakebellywagonrut
- *Knuckle of The Oasis* by MindFad

Coming Soon to a Mill near you:

- *Chaos II: Visage* by Zyros The Dark Elf
- *Unofficial 1.4 Myth II Patch* by Zyros The Dark Elf
- *Angel Valley Solo Series* by MindFad

Be sure to rate this plugin Trio pack at the Mill, and be sure to check the Muirthemne Militia's website for information on upcoming projects! MindFad's Solo Series and Zy's 1.4 Patch (Currently known as the Physic's patch) are currently available for previewing.

>:)