# YOUR MECHANICAL DEATH

#### \*\*PLAYER ALMANAC\*\*

This is a collection of everything known to the players, including known information and speculations on monsters, items, classes, mechanics, ect,. This doc will be sorted alphabetically- that being said, Ctrl + F is your friend.

#### **CLASSES**

Alligator

Health: 15/15 Mana: 0/0

Starting equipment: Alligator skin Mutations: Sharp Teeth, Clamping Bite

Binary Knight

Health: 15/15 Mana: 5/5

Starting equipment: Full Plate of Existential Flux Lance of Existential Flux, Shield of

**Existential Flux** 

Mount: Horse of Existential Flux

Birdmancer

Health: 7/7 Mana: 11/11

Starting Equipment: Book of Birds, Robes, Potion of Magic (x2)

Spells: Feather Fall (1 MP)

Busboy

Health: 6/6 Mana: 1/1

Starting equipment: Plate (x20), Tray Shield, Fancy Clothes

Fortune Teller

Health: 9/9 Mana: 7/7

Starting equipment: Book of Divination, Crystal Ball, Robes

Spells: Sense Future

Healer Drunk

Health: 10/10 Mana: 8/8

Starting equipment: Book of Moral Support, Potion of Alcohol (x2), Robes

Spells: Heal

Kindergarden

Health: 8/8 Mana: 5/5

Starting equipment: Book of Gardening, Plain Clothes, Pointer Stick

Spells: Summon Cloud

Rampant Buffoon

Health: 13/13 Mana: 0/0

Starting equipment: Mace, Scroll of Chaos, Leather Armour

Steelwright

Health: 11/11 Mana: 1/1

Equipment: Smith's Hammer, Bellows, Steel Ingot (x2), Plain Clothes

Skills: Steel Crafting

Warlock

Health: 9/9 Mana: 15/15

Starting equipment: Book of Horrors, Potion of Magic (x2), Robes

Spells: Throw Sludge

Woodsman

Health: 15/15 Mana: 1/1

Starting equipment: Axe, Throwing Axe (x2), Plaid Clothes

### **ITEMS**

Alligator skin

Axe

Axe

Throwing Axe

**Bellows** 

Book

Book of Divination - Teaches Sense Future Book of Horrors - Teaches Throw Sludge Book of Gardening - Teaches Summon Cloud Book of Moral Support - Teaches Numb

Book of Birds - Teaches Featherfall

Clothes

**Fancy Clothes Plaid Clothes Plain Clothes** 

Crystal Ball

Ingot

Steel Ingot

Leather Armour

Mace Melon

Plate

Pointer Stick

Potion

Potion of Magic Potion of Alcohol

Robes

Scroll of

Chaos

Smith's Hammer

Tray Shield

# **MONSTERS**

Archer Fish (f) - Casts Water Arrow Garden Gnome (g) - Bites Imp (i) - ???

Lesser Moon Demon (d) - ???

Succubus (s) - ???

# SEEDS

You know that you know nothing.

# **SPELLS**

"The total mana cost of learnt spells cannot exceed one's own mana reserves."

Feather Fall (1 MP)

Heal (2 MP)

Sense Future (1 MP) - Predicts a potential future action(s) of a single target, as well as possible afflictions and statuses. Can be used on any known creature; some are more predictable than others.

Summon Cloud (1 MP) - Summons a magical cloud over a 3x3 area, raining down on it. This spell will cause plants to heal (and grow, if applicable) and will injure creatures weak to water. This spell cannot be cast from a distance.

Throw Sludge (1 MP) - Throws a ball of hazardous sludge at a single target, inflicting poison damage on its mark. Can be thrown from long ranges.

Water Arrow (? MP) - Fires an arrow of water at a target