

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*