



Name: Filbert the Merlin
 Talents:
 - Filbert always begins his turn with at least 1 Spell (card), gaining one if he does not have any at that time.
 - Filbert may discard spells during his turn anytime after movement.
 - He begins the game with 3 Spell (cards.)

Description: Filbert's early career is riddled with failure. His most memorable mistake was the mis-cast flight spell that caused all within 2 miles to belch loudly and repeatedly for 1/2 hour. Now, of course, he is the brightest student of magic and is said to have mastered the winds and rain, fire and earth.

Starting Space: Wizard's Lair

COMBAT OVERVIEW

Physical = Strength + Dexterity + (bonuses) + 1d10 vs. opponents same.
 Mental = Intelligence + Dexterity + (bonuses) + 1d10 vs. opponents same.
 Ranged = Dexterity + (bonuses) + 2d10 vs. opponents same. Requires a Bow and Arrow. One Arrow used each combat.

STATISTICS

	Current Statistic									X		
	Starting Statistic											
Strength	20+	10+	1	2	3	4	5	6	7	8	9	
Intelligence	20+	10+	1	2	3	4	5	6	7	8	9	
Dexterity	20+	10+	1	2	3	4	5	6	7	8	9	
Health Points	20+	10+	1	2	3	4	5	6	7	8	9	
Silver Pieces	20+	10+	1	2	3	4	5	6	7	8	9	

SPECIAL OBJECTS

(Sand Demon) Magic Object, SR:6 **+2 Shield**
 Add 2 to all forms of combat. It can be used with other armour.

(Well of Life) **Baubles of the Pharaohs**
 These can be sold in the Bazaar for 10 SP or in Ralcor for 6 SP.

(Well of Life) SR:3) **Camel**
 +4 to Max. Objects Carried total.

(Bazaar) Magic Object, SR:6) **Crystal Orb**
 Look at two chits. They are the next two encountered in the order you choose.

(Bazaar) Magic Object. One use, SP:3) **Dust of Etherealness**
 If you lose a combat, use the Dust to not lose a Health Point nor have something taken.

(Elven Woods) Magic Object. One use, SP:4) **Elven Wine**
 Adds 5 to the drinker's Dexterity until the end of that turn.

(Bazaar) Magic Object, SP:10) **Flying Carpet**
 Search and Travel Max. is 6 spaces.

(Mt. Valenar) **Golden Idol**
 Worth 2d4 SP when brought to God's Pavilion.

(Saltoran Castle) SP:5) **Map of the Shining Caves**
 Allows you to choose exactly what you will encounter in the Shining Caves.

(Shining Caves) **Uncut Diamond**
 Worth 4 SP when brought to Ralcor or Kur.

POSSESSIONS

	In Possession	X
	In Possession at start of game	
Weapons		
(+1 to Physical, SR: 1) Dagger		
(+2 to Physical, SR: 1) Short Sword		
(+3 to Physical, SR: 2) Long Sword		
(+4 to Physical, SR: 3) Bastard Sword		
Armour		
(+2 to Physical, Discard at a 5+ pt loss, SR: 2) Leather		
Can't be used (+3 to Physical, Discard at a 6+ pt loss, SR: 3) Chain		
Can't be used (+4 to Physical, Discard at a 7+ pt loss, SR: 4) Plate		
Bows & Arrows		
(+1 to Ranged, Range 1 space, SR: 1) Short Bow		
(+2 to Ranged, Range 2 spaces, SR: 2) Long Bow		
(+3 to Ranged, Range 3 spaces, SR: 3) Recurve Bow		
(1 used per Ranged combat, SR: 1 for full set) Arrows		
(1 used per Ranged combat, SR: 5 for full set) Silver Arrows		
Mounts		
(+1 to Search Max, +2 to Travel Max, SR: 4) Horse		
(Allows character to carry +5 Objects, -1 to Travel Max, SR: 3) Mule		
(With a Horse +5 to Max Objects Carried total, SR:2) Saddle Bags		

BONUSES, BLESSINGS, AND CURSES

(Whistling Forest) Add 1 to Physical when using Swords.) **+1 Physical with Swords**

(Well of Life) The Caravan pays you 5 SP upon reaching Ralcor.) **Caravan**

(Insane Alchemist) Use 1 extra Physical weapon, adding all bonuses.) **Extra Arms**

(Lost Plateau) Travel max is 2 until you reach Gods' Pavilion.) **McGreggor's Curse**

(Tribal Village) Add 3 to all forms of combat for one combat.) **Shaman's +3 Blessing**

(Tribal Village) Lose 2 from all forms of combat next combat.) **Shaman's -2 Curse**

(Echo Valley) You can't search Places until you drop them off at Ralcor.) **Three Princesses**

SPELLS

(Wizard's Lair) Have 1 Foe help you in one combat.) **Charm**

(Painted Hills) All your movement max's are 6 spaces for the next 3 turns.) **Flight**

(Painted Hills) Opponent loses 5 from their combat during one fight against you.) **Invisibility**

(Painted Hills) Remove any one chit from the Realm to the Discard Pile.) **Vaporization**

NOTES AND CHIT SPACE

MAGICAL MOUNTS

All Magical Mounts negate the affects of all non-magical mounts on movement Max's.

Challenge = Key Stat + bonuses + 2d10 vs. opponents same. Potions add +8 to the attempt and allows 2 attempts.

(Wizard's Lair) Allows you to attempt to command 1 Draco Serpentus.) **Command Serpentus :Potion**

(+2 to Mental/Ranged. +5 to Physical. +2 to Search Max. +2 to Travel Max.) **Draco Serpentus :Mount**
 Has 2 non-persistent Spell (cards). It will cast them when and how you command.

(Wizard's Lair) Allows you to attempt to command 1 Draco Maximus.) **Command Maximus :Potion**

(+7 to Physical. +2 to Search Max. +4 to Travel Max.) **Draco Maximus :Mount**

(Wizard's Lair) Allows you to attempt to command 1 Manticore.) **Command Manticore :Potion**

(+2 to Mental/Ranged/Physical. +1 to Search Max. +1 to Travel Max.) **Manticore :Mount**
 Can shoot tall-spikes - they work as your own Ranged Weapon. Range 2 spaces. No limit to the supply of spikes.