

Spells Known

I	II	III
Charm Person	Bush	Dispell Magic
Detect Magic	Continual Light	Fireball 144
Hold Portal	Detect Evil	Fly
Light	Detect Invisible Obj.	Haste
Protection from Evil	E.S.P.	Hold Person
Read Language	Invisibility	Infravision
Read Magic	Knock	Invisibility 10' Radius
Rock	Levitate	Lightning Bolt
Sleep	Locate Objects	Protection from Evil
Magic Missile	Phantasmal Force	10' Radius
Shield AC 1	Wizard Lock	Protection from
1/4 Mk Lightning Bolt	Shield AC 0	Normal Missiles
1/4 Mk Fireball 36	Know Alignment	Slow
If... Then...	1/2 Mk Lightning Bolt	Tree
Enchant an Item ①	1/2 Mk Fireball 72	Water Breathing
Dark	Enchant an Item ②	Continual Dark
Alter Gravity 5°	Alter Gravity 10°	Shield AC -1
Fewer Fall	Detect Good	Know Class
Pro. fm. Good.		Colored Continual Light
		Enchant an Item ③
		Alter Gravity 15°
		Protection fm Good 10'

Spells Known

IV	V	VI
Charm Monster	Animate Dead	Anti-Magic Shell
Confusion	Cloudkill	Death Spell
Dimension Door	Conjure Elemental	Disintegrate
Growth of Plants	Contact Higher Plane	Flesh to Stone
Hallucinatory	Fireball Mark II ²⁴ ₇₀	Invisible Stalker
Terrain	Feeblemind	Lower Water
Mass Morph	Growth of Animals	Part Water
Polymorph Other	Hold Monster	Projected Image
Polymorph Self	Lightning Bolt ⁷⁰ ₇₀	Reincarnation
Remove Curse	Mark II	Stone to Flesh
Wall of Fire	Magic Jar	Control Weather
Wall of Ice	Passwall	Move Earth
Wizard Eye	Rock to Mud	Geas
Shield -2	Telekinesis	Shield -4
Know level	Teleport	Enchant on item 6
Enchant on item 4	Wall of Iron	Wall of Force
poof	Wall of Stone	Alter gravity 45°
Alter gravity 20°	Shield -3	
	Enchant on item 5	
	Alter gravity 30°	

Spells Known

VII	VIII	IX
Disintegrate Mark II	Loyalty	Fireball Mark IV 1152
Dispell Magic Mark II	Poison Tongue	Lightning Bolt Mark IV
Protection Mark II	240 yds. Silent	Protection Mark IV
Fireball Mark III 576	3 turns for poison	Fly Mark IV
Lightning Bolt Mark III	400 points damage	Death Mark IV
Fly Mk II	Protection Marks III	Create City
Death Mk II	Fly Mark III	Teach Magic
Create Other	Death Mark III	Locate Object Mark III
Invisibility Mark II	Create Village	Lizard Express
Locate Object Mark II	Midas Touch	Explain Magic
Dispell Traps	Speak Truth	Alter Gravity 90°
Call Friends	Forked Tongue	Shield -7
Moo	Mind Blank	Enchant an item (12)
Roc Flight.	Teleport Mark II	weight increase
Strength	Strength Mk 2	weight decrease
Alter Gravity 60°	Alter Gravity 15°	Dispell Magic Mk 4
shield -5	shield -6	Invisibility Mk 4
rock Mk 2 -2 size	Enchant an item (10)	
baseball size	Dispell Magic Mk 3	
only I can dispell	Invisibility Mk 3	
weight increase		
weight decrease		
Enchant an item (8)		
Sign		

Spells known

X	XI	XII
Zot Alter Gravity 120° Strength Mk 3 Shield -8 Shape change Enchant an item ⑤ Dispell Magic Mk 5 Fly Mk 5 Fireball Mk 5 2304 Lightning bolt Mk 5 Protection Mk 5 TSP Death Mk 5 Locate Object Mk 4 Disintegrate Mk 3 Invisibiliby Mk 5 Teleport brace	Greatest Zot Alter Gravity 150° Shield -9 Enchant an item ②① Dispell Magic Mk 6 Fly Mk 6 Fireball Mk 6 4608 Lightning bolt Mk 6 protection Mk 6 Death Mk 6 Locate Object Mk 5 Disintegrate Mk 4 Invisibiliby Mk 6	Master Zot Permanency Alter Gravity 180° Strength Mk 4 Shield -10 Enchant an item always hits or always isn't hit Armor to hit = 20 half damage weapon to hit = 20 double triple damage 2-10 to hit = 1 norm half damage Hide Dispell Magic Mk 7 Fly Mk 7 Fireball Mk 7 9216 Lightning bolt Mk 7 9216 Protection Mk 7 Death Mk 7 Locate Object Mk 6 Disintegrate Mk 5 Invisibiliby Mk 7

1~
100

101~
200

201~
300

301~
400

401~
500

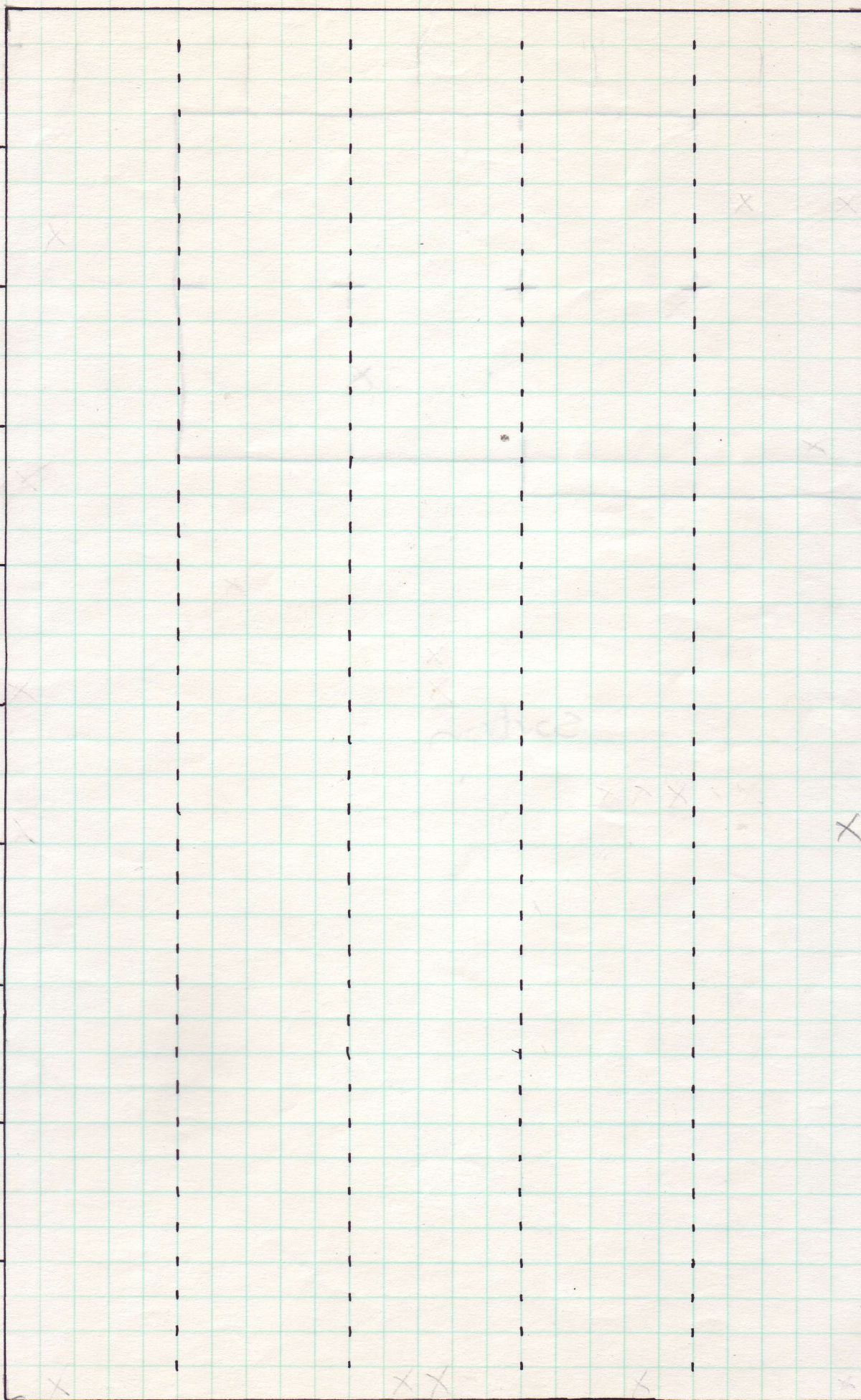
501~
600

601~
700

701~
800

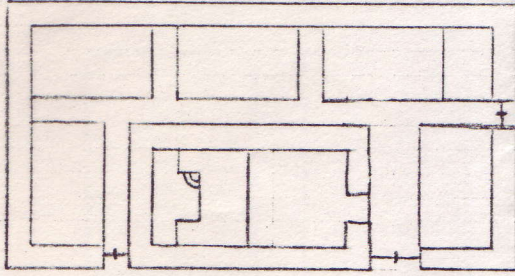
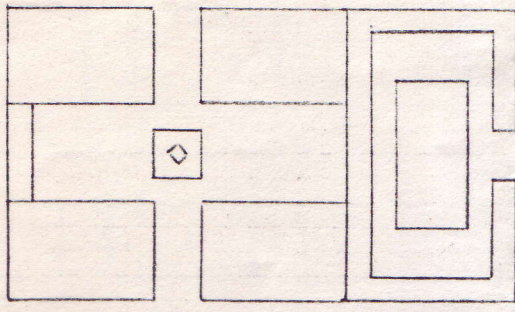
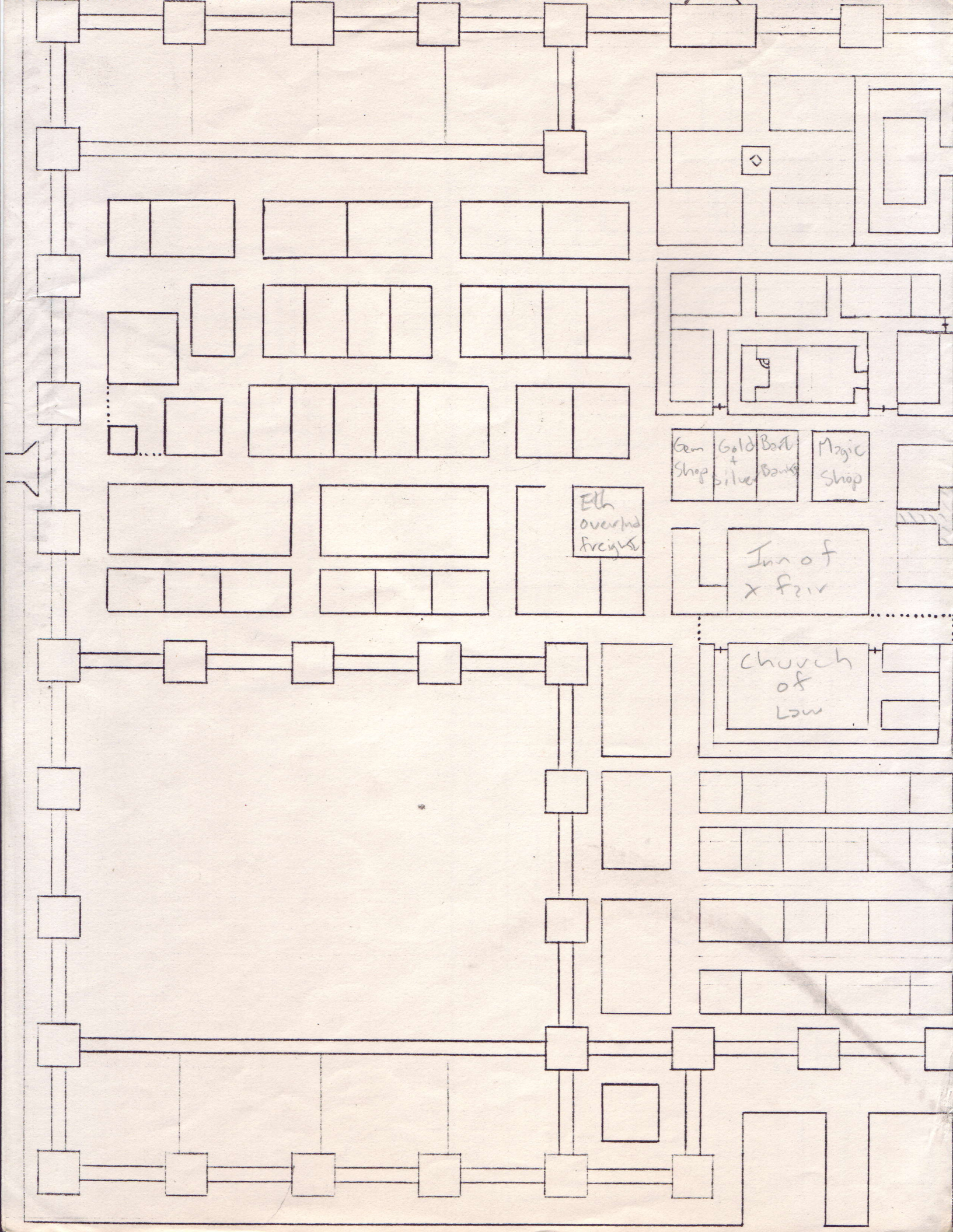
801~
900

901~
1000



Version
4/84

3600 max mem

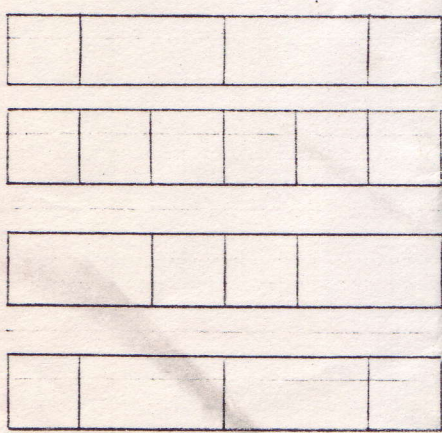


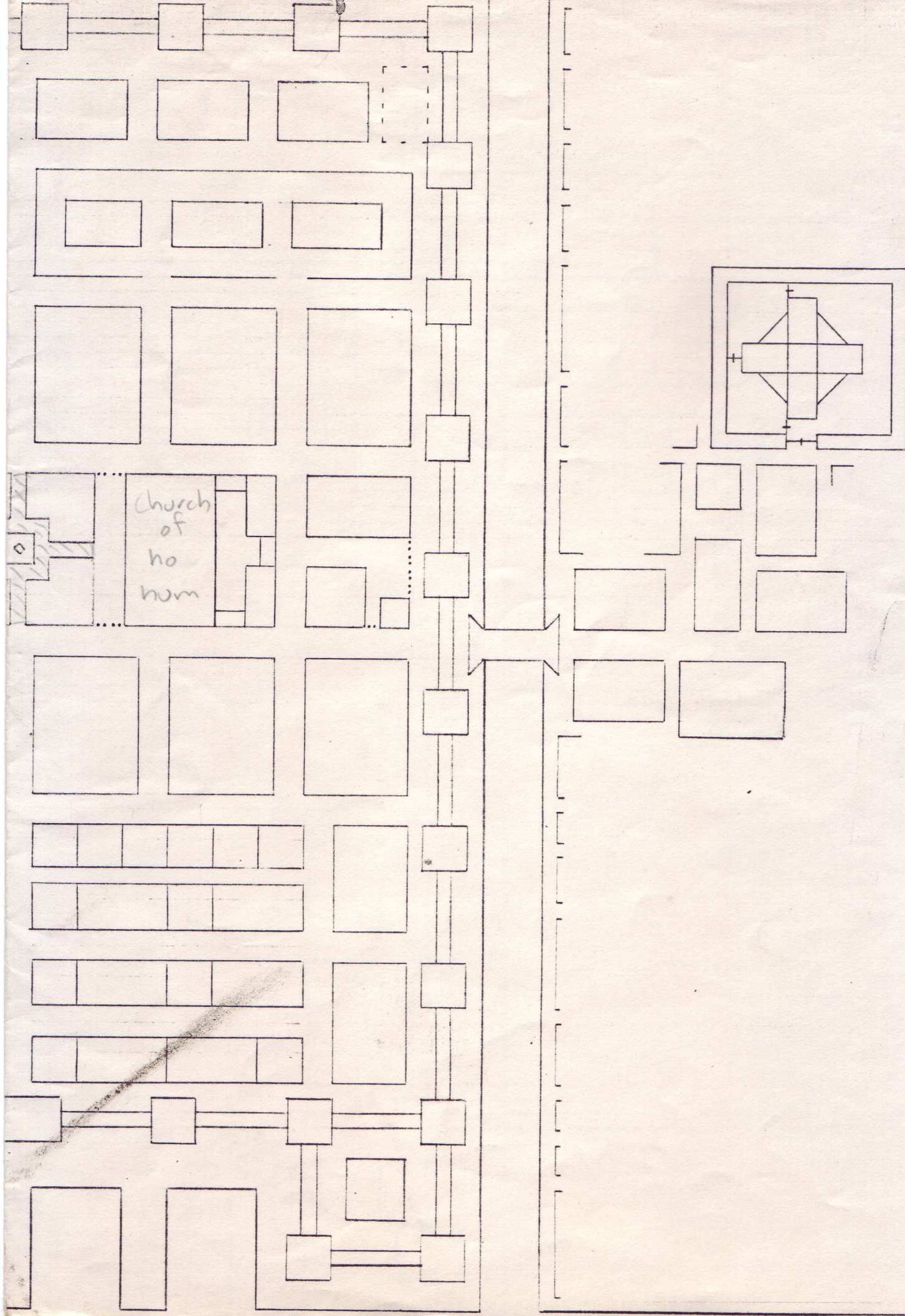
Gem Shop Gold & Silver Bank Magic Shop

Elk overland freight

Inn of x fair

Church of Low





ARCHERY RANGE

SWIMMING
POOL

WORKSHOP

Meditation
room

Guard shift
#2

Guard shift #1

Guard
shift #3

GYM

Dining
room

Kitchen

Games
room

Misc.
Storage

Food
Storage

GUEST QUARTERS

ARCHERY RANGE

Work
shop

Music
room

empty
room

Library
+
study

SWIMMING
POOL

Treasury

Personal
Quarters

Chapel
of

Chapel
of

Neutral

Chapel
of

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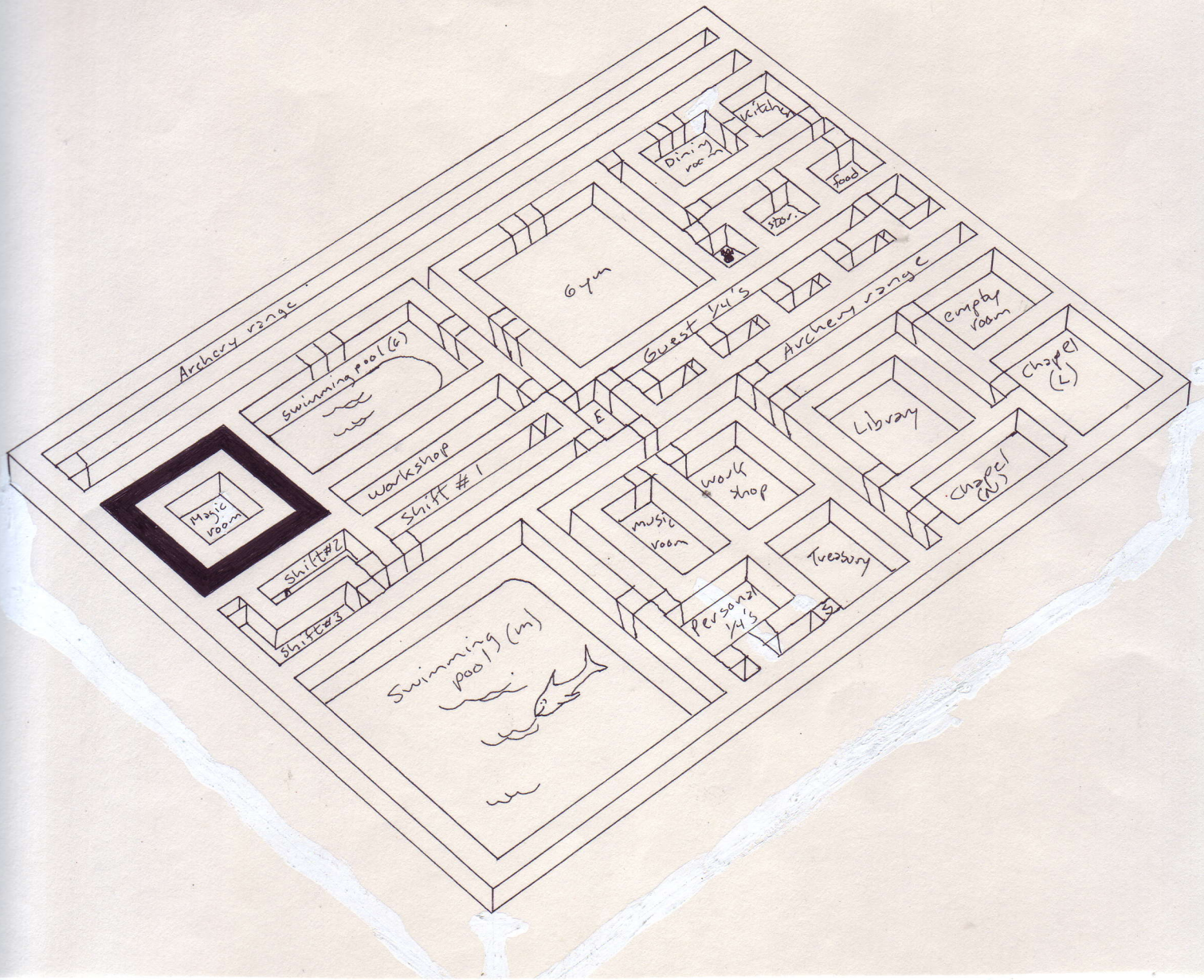
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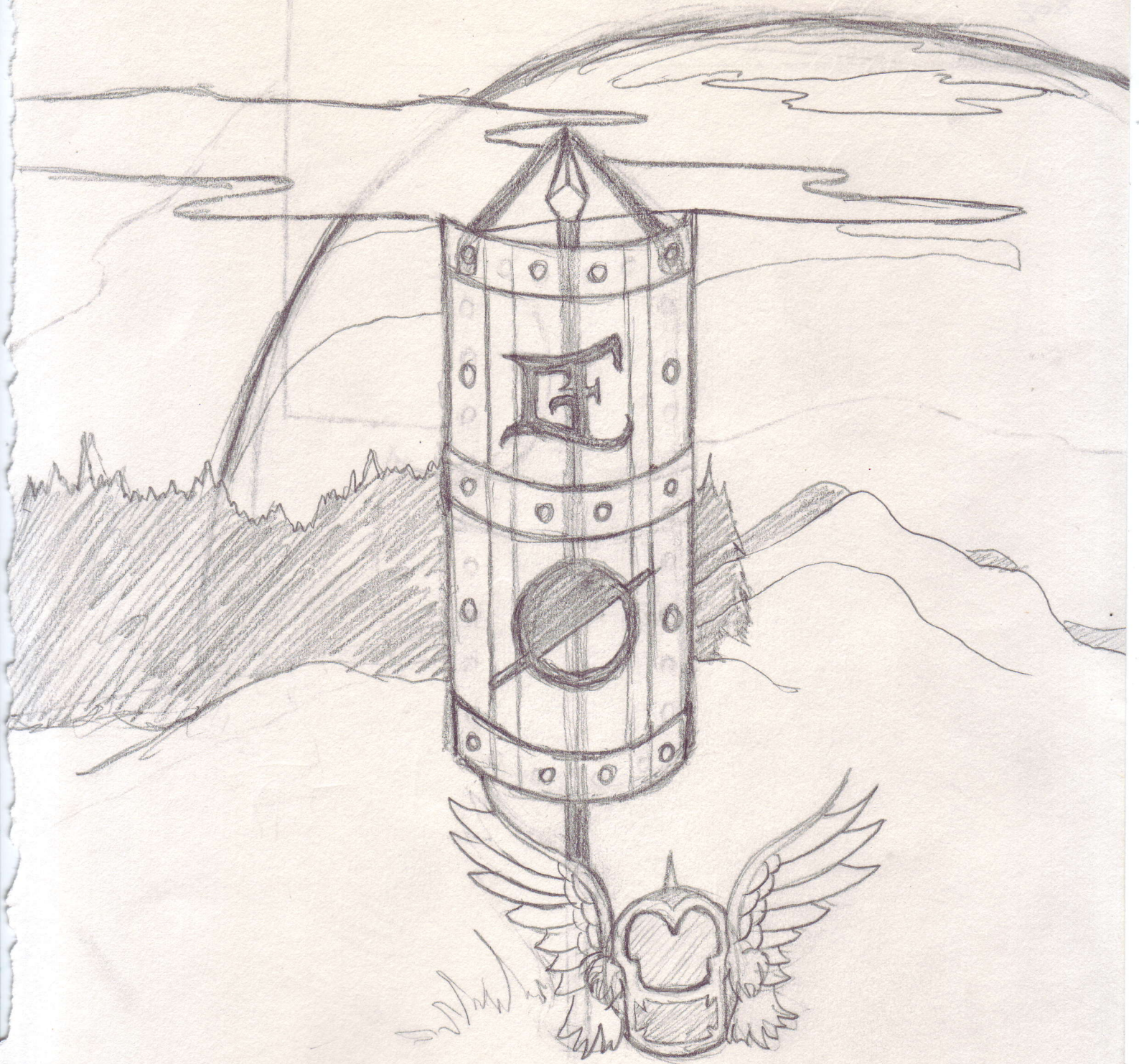




H.H.

Geoffrey
Eastbrook

Geoffrey Eastbrook and The Lands of Reason.



Geoffrey Eastbrook

Race	Human	Level	23
Class	Wizard	AC	-20
Align	Good	HP	142 $((23 \cdot 6) + 4)$

ST	25	DX	25
IN	25	CO	25
WI	25	CH	25

All spells (see additional spell listings)

All langs. 100% Proficient all weapons. (owns sword of material)

All music instruments

Rolls max to his benefit ~~addition~~

ambidextrous,

no familiar

7 foot tall

300 lbs.

Blue eyes

Blond hair long

Clean shaven

Body Builder form

Usually dressed in non-wizard robes
or normal street clothes with
a back pack + walking staff
wearing gloves.

Ability to write on paper destination inside of home
and put something in. Item will be teleported there.
Reverse also. Name of object in house on paper in bag...
open bag, it's there.
While in home "please leave" whatever leaves,
Can't be closed (3 warnings)

Items Owned

On person

2 + 5 daggers

Robe (-10⁵ ac)

staff +20 to hit +20 damage (made of "material")

19 double 20 triple 1 half damage.

Gloves (gloves of double speed)

ring left hand

ring of regeneration (+10% of max back per hour
will not heal fire or acid)

ring right hand

ring of spell point storage (3000+ currently stored)

In back pack

paper (100-200 sheets)

ink

pen

~~some~~ large sack wadded up.

food... etc.

in left belt pouch

10 flash bulbs

in right belt pouch

small pencil

scratch pad.

2-3 diamonds in small
velvet pouch.

Special items at home

crystal ball.

allows caster to see "anywhere" and cast spell
through ball (lightning bolt)

wand of material creation.

turns stone to material only usable by me
box of duplication.

loss in paper with name of what I want, close door
open door, item (perfect duplicate) is inside
10' x 10'

copy of entire magic item store in home.

Home = 30 mile diameter sphere $\frac{1}{2}$ above ground.

5 mile sphere inside

1 mile sphere inside that.

spheres made of "material"

outside sphere one way mirrored.

always 75° inside

direct center, perfectly round (lake with spine rising
100' in air (made of material) *

home 200' below surface

Downstairs all...everything.

8 rooms each 50' x 50' x 50' filled with

* A) Platinum pieces (5 gp each) 1" diameter x .1" wide

* B) Gold pieces (1 gp each)

* C) silver pieces (.5 gp each)

* D) copper pieces (.1 gp each)

50,000 each E) ~~1000 pieces~~ 1" diameter perfectly round + pure diamonds

1,000,000 each F) ~~1000 pieces~~ 1" diameter perfectly round + pure emeralds

less G) 1 50' diameter perfectly round + pure diamond

less H) 1 50' diameter perfectly round + pure emerald.

* 2,750,200,000 coins in each room (est.)

4,125,300,000 gems in each room (est.)

$$1.3751 \times 10^{10}$$

$$2.7502 \times 10^9$$

$$1.3751 \times 10^9$$

$$+ 2.7502 \times 10^8$$

$$6.1881 \times 10^{14}$$

Total

not including G + H

$$1.8151 \times 10^{10}$$

coins

$$+ 6.1879 \times 10^{14}$$

gems.

Sphere if you would please make me
what I consider to be the perfect 24th
level Magic-User

what I consider to be the perfect 24th
level magic-user

- 1) Maximum allowable hit points for a 24th level magic-user
- 2) All characteristics are 25
- 3) The ability to fight (with or without weapons)
25. a 24th level magic-user
- 4) Klutz factor equals 01
- 5) Likeability of 100
- 6) can cast all spells 1st through 12th level inclusive
- 7) will cast spells at full potential (i.e. a lightning bolt mark 4 will do 1152 hit points of damage)
- ~~8) is proficient in all weapons used on this planet~~
- ~~9) knows all languages used on this planet with 100% proficiency~~
- 10) can play all musical instruments used on this planet with 100% proficiency
- 11) has the body of a 20 year old
- 12) has no experience points earned toward the 25th level

Geoffrey eastbrook.

Sphere if you would please make me
a 10' x 10' x 10' box that would do the
following. 3 things

- 1) When I write the name of any item
which exists on this planet (i.e. a +20
woodenadu longbow) on a sheet of paper
and set it just inside the door of
this box, the next time that I open that
door an exact copy of that item will be
inside.
- 2) it can only be used by me
- 3) it has unlimited changes

**NORM
INDIR.**

Sphere if you would please create for me
a wand which did the following thing.
1) with the following characteristics
would turn any stone creation to
the same material as is made the
30 mile diameter sphere.
A) unlimited changes.

sphere if you would please give me my
own copy of the book that I am currently
thinking about.

I'm thinking about the ~~NO~~ ^{new} version
master code book (the new one, not
the old one)

Edelberts GSN 474-8433
Albert Alsatian

Angus McArf 644-2000

Sphere if you would please create and teach to me the following 57 spells.

1) Shield 12 marks 1 per level spell dur 1 hour per ^{lvl} spellcaster when cast. recipients AC is lowered to appropriate level.

spell level	1	2	3	4	5	6	7	8	9	10	11	12
AC	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10

2) resurrection 10th level being may have been dead up to 1 month per level of caster.

3) restoration 8th level raises hp of recipient to normal level

4) regeneration 7th level reattaches 1 non-vital limb (arms, legs, tail... etc.)

5) cure mortal wounds cures level x 4 hp to victim 6th lvl

6) cure serious wounds cures level x 2 hp to victim 3rd lvl

7) cure light wounds cures level x 1 hp to victim 1st lvl

8) know alignment 2nd level range 10" per lvl of caster

9) know class 3rd lvl "

10) know level 4th lvl "

11) rock MK2 lowers saving throw by 2 7th lvl
baseball sized rock
only caster may dispell

12) Colored continual light 3rd level touch
 13) $\frac{1}{2}$ & $\frac{1}{4}$ mk lightning bolts + fireballs
 $\frac{1}{4}$ & $\frac{1}{2}$ or $\frac{1}{4}$ in damage 6 s. d. o. s.

14) Shape change 10th level lasts 30 min. per lvl

caster may alter form as many times
 and to any living creature during time
 duration as he/she wishes. Physical
 form taken only, mental capacity
 unchanged.

15) Weight increase decrease 7th level 9th lvl
 5th $\frac{1}{2}$ or $2 \times$
 7th $\frac{1}{4}$ or $4 \times$

16) If, then... 1st level

when caster on if situation must be
 given and then in the form of a spell
 being cast. If this situation ever
 occurs the spell cast will be released,
 works once unless permanenced

17) Enchantment on item 1st through 12th level
 gives 2 plus or minus to weapon or armor
 for 10 min per level of caster.

level of spell	1	2	3	4	5	6	7	8	9	10	11	12
lvl + or - given	1	2	3	4	5	6	8	10	12	15	20	20

If armor you can't be hit by anything but a 20's
 and the 20 does not do double damage.
 If weapon to hit roll = 19 double | 20 = triple | 1 = 1/2 damage

- 18) permanency 12th level causes some (15 - spells duration to become infinite. (18 examples wall of fire Enchant an item Shrink item Shape Change

This permanency may be removed only by the following

- 1) The caster's direct veto (dispelling)
- 2) Spell Magic 12th level
- 3) Grandfather

- 19) Alter Gravity 1st - 12th level 1 min per level of caster

0's of alterage	5	10	15	20	30	45	60	75	90	120	150	180
level of spell	1	2	3	4	5	6	7	8	9	10	11	12

will work in an area up to 04
caster's level x 10 in dimensional feet

i.e. 24th level wizard

240 dimensional feet

$$240 = 80'l \times 80'w \times 80'd = 240 \text{ dimensional feet}$$

- 20) dark 1st level 10 min per lvl of caster negates all light by normal means within 10 yds sphere. light cancels dark so that normal light amount exists

I.	Charm Person	3 mo.
	Comp. Lang.	48 min.
	Detect Magic	48 min.
	Feather Fall	2 min. 24 sec. 240'
	Hold Portal	48" 2 hours 24 min.
	Light	1 day
	Magic Missile	60 pts. 30"
	pro. fm evil	4 hours 48 min
	pro. fm good	4 hours 48 min
	read magic	4 hours 48 min
	1/4 Mk LB	36 pts. 10"
	1/4 Mk FB	36 pts. 10"
	Dark	1 day

II	Detect Evil	12 hours
	Detect Good	12 hours
	Detect Detect Xnu.	12 hours
	E.S.P.	2 hours 24 min.
	Levitate	2 hours 24 min
	Locate Obj.	2 hours 24 min.
	1/2 Mk LB	72 10"
	1/2 Mk FB	72 10"
	Detect	

III

Fireball	144 pts.	34' or yds
Fly	1 day	40.9 mph
Haste	12 hours	
hold person	4 hours	48 min.
Lightning bolt	144 pts.	28"
phantasmal force		32"
pro fm Evil 10'	4 hour	48 min.
pro fm gd 10'	4 hours	48 min.
pro fm nmrl miss	1 day	
water breath	3 days	

IV

charm monster	3 months.	
hallucinatory terrain	48"	
Mass morph	24"	
Poly morph other	12"	
poly morph self	2 days	
wall of fire	1 day	
" " ice	1 day	
wizard eye	2 hours	24 min.
poof	1 mile	

IV

Animal Growth	2 hours 24 min.
Cloud kill	2 hours 24 min.
Conjure Elemental	1 day
Feeble mind	24"
hold monster	12" 2 hours 24 min.
magic jar	24"
passwall	6 days
rock to mud	24"
wall of iron	12"
" " stone	12"
Fireball 1162	24"
Lightning bolt 1162	24"

VI

Anti-magic shell	1 day
Control weather	1 day
death	24"
disintegrate	12"
lower water	12 hours
Move earth	24"
part water	24" 12 hours
project image	24" 2 hours 24 min.
stone to flesh	24"
flesh to stone	24"
wall of force	12"

VII

Fireball MK 2	288	68"
Lightning Bolt MK 2	288	84"
Death MK 2	48"	16 ^{on} + ↓
Locate Obj. MK 2	1 day	
create other	1 day	
disintegrate MK 2	24"	- 2 save
fly	1 day	81.8 mph
roll flight.	1 day	163.6 mph

VIII

LB mk 3	576	102"
FB mk 3	576	84"
Death mk 3	72"	20 ^{on} — ↓
Fly MK 3	122.7 mph	1 day

IX

Fireball MK 4
LB MK 4
Death MK 4
Fly MK 4
Locate object

1152 136"
1152 112"
96" 24 + ↓
163.6 mph
1 hex

X

locate obj.
Zot
Fly MK 5
FB MK 5
LB MK 5
Death MK 5

1 alignment area
2400 pts
204.5 mph 1 day
2304 170"
2304 112"

XI

Grest Zot

12000 pts.

Fly MK6

245.4 mph 1 day

FB MK6

4608

204"

LB MK6

4608

140"

XII

Master Zot

24000 pts.

Fly MK7

286.3

FB

9216

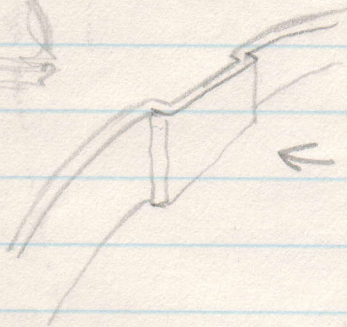
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LB

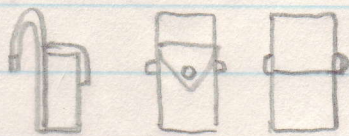
9216

168"

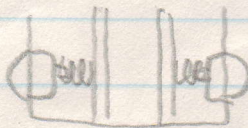
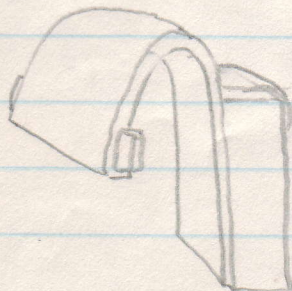
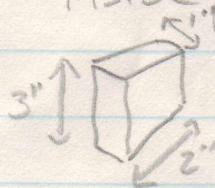
when pouch buttons are depressed pouch may be inserted in boot cuff belt.



every 60° (total of 6) on inside of belt.



12 pouches total inside pouch dimensions



In Boots

- 1 The works "Geoffrey Eastbrook"
- 2 1 million G.P. (in 10000 g.p. diamonds)
- 3 10'X10'X10' rock
- 4 + 3 bow
- 5 40 + 3 arrows in safety
- 6 quiver
- 7 + 3 club

- 1 1000' spider silk + grapnel
- 2 Black Powder capsule (1 grain + pepper)
- 3 White Powder capsule (1 grain + sugar)
- 4 + 3 dagger
- 5 food (40 weeks iron rations)

crystal ball 6 ~~containers of water (20 gal)~~
~~firewood 10 X 10 X 10~~

hst

tunic

bandolier (20 gem arrow heads)

belt

2 belt pouches (bags of holding) L arrow heads
R shafts

Pants

Boots

+ 30 club

+ 3 bow

biggy wiggly

40 + 3 arrows in quiver

+ 3 dagger

teenie weenie

Backpack containing

9 rings of spell Storing

- | | |
|--------|---|
| Andrew | 1) Light Blt Mk III |
| Bremen | 2) Light Mk3 x2 / Death Mk2 / Create Other / Dispel Traps |
| Keith | 3) Death Mk2 / Disint / Light Blt Mk3 / Pro Mk2 / Teleport x2 |
| Josh | 4) Light Blt 3 / Death 2 / Pro Mk2 / Wall of Iron |
| Craig | 5) rock / levitate / light blt 3 / teleport |
| Jon | 6) Light Blt Mk III* |
| Glenn | 7) Death Mk2 Pro Mk2 |
| Kirby | 8) Teleport / Disint x2 / Pro Mk2 x2 |
| Glenn | 9) Poison Tongue |

- | | | |
|----|----------------------------|----------|
| 10 | loyalty loyalty | Bremen |
| 11 | loyalty | Brem |
| 12 | " | Kirby |
| 13 | " | Kathalyn |
| 14 | " | Andrew |
| 15 | " | Keith |

Hmmm.
I don't
recall
making
these.

Tinder box, flint + steel
Map case Bone
Thief's locks
door spikes (5)
1 set formal
pen, paper + ink
glow in dark chalk 2 sticks
red + blue pills 10 each
alcohol 1 qt.
sewing needles + thread
flashlight
flashcubes (10)

Spell point ring 3600
ring of AC-6 / MK4 ring of regen
MK4 ring of invis.
4 healing pots
1 glue
ring to be checked daily

(3)

Sphere if you would please teach to
me the Gulliverian Master code.

extra spells

1st rock 1st

3rd free

2nd push

+ fireball

lightning bolts mk 2 3 4 5 6 + 7^{8 9 10} (double damage at each level)

Protection mk 2 3 4 5 6 7 8 9 (protects all spells that level + below)

9th Poison tongue does level in 6 sides damage from bite + death in 1 hour from poison if no save.

Material.

Un bendable

Un breakable

Un anything able.

Substance created by a God + I was given will over it.

Anything I wish can pass through as though wasn't there.

Thwackle Berries turns toucher
into Large One-horned
purple snorkle wackow