

gained 1 pt. strength (Brolantinas fountain)

PLAYER'S NAME JANET  
CHARACTER'S NAME NIXIA  
CLASS Cleric  
RACE Human AGE: 25  
ALIGNMENT Chaotic/Neutral

STRENGTH 18/100 DEXTERITY 14  
INTELLIGENCE 13 CONSTITUTION 15  
WISDOM 19 CHARISMA 13  
SA 13 FUA 12

+3/mental attack  
BONUSES +3 to h.p.  
+3 save (+1 scarab) NO MAGE 10  
+4 hit; +6 damage THACO 2

CURRENT HIT POINTS: 107 ARMOR CLASS: -3  
DAMAGE:

**EXPERIENCE POINTS:**

POINTS NEED FOR NEXT LEVEL: 225,000  
45,395 +10%  
Pzr 6000

LEVEL: XXIII

GOLD: 19,000 SILVER:  
GEMS/JEWELS (TALLY)  
10 ### 2,000 |||| 100,000 ###  
50 " 5,000 ||||  
100 |||| 10,000 ##  
500 | 25,000 |  
1,000 50,000 ||||

**MAGIC ITEMS**

**POTIONS:**

oil of slippiness 2 (heroin)  
persuasiveness  
extra healing  
water breathing  
fire resistance  
ethereal  
treasure finding (money only)  
Speed 2  
poison  
2 dust of tracelessness

\* heal 1x/day  
SCROLLS: 2 animate dead  
feign death  
detect lie  
hold person  
detect magic  
ceremony of special vows  
cure light wounds  
prot. from lycanthropes  
conjure animals: 3 br. bears (@ 28 hp)  
prot. negative plane  
prot. from petrification  
(Specter)

**RINGS:**

3 spells: projected image (6); powerword stun (7); mass charm (8)  
4 spells: plane shift (5); stone tell (6); prot. from undead (5); soul stealing (7) ← y. used, then on center  
vampire regeneration (regenerates 1/2 of damage & inflict)  
mammal control  
+1 protection  
water walking  
swimming  
free action (negates web, hold, slow)  
invisibility  
fire resistance  
wizardry (MU only)  
telekinetic 25\*

+1 Morning Star - Banner  
3 Sting Bullets - Kuen  
Spear ?

MUNDANE POSSESSIONS ON BACK

- + 2 plate
- + 3 shield + 5 shield
- + 2 helm
- Gauntlets of Ogre Strength +4
- + 5 elf chain mail
- + 5 Field plate

DISPLACER CLOAK  
 CLOAK: +3 prot.  
 Elven Cloak + Boots  
 Robe: Clairvoyance, Clairaudience (expired)  
 Cloak: +4 prot.

- + 2 dagger
- Pistol (Wraith)
- Pistol (75 bullets) 3/ind. dam. 2-12
- + 2 hammers
- + 2 magic disruption
- + 4 mace
- + 4 battleaxe
- + 4 battleaxe of Mosudancer
  1. speaks telepathically to max 2 sq
  2. can cast 3 spells daily
    - slow frost
    - wall of swords (5x max on Blue Barred)
    - Fly (dur. 4 hrs)
  3. drinks 1 level per pit

- Iron Flask (empty): can command demons into it
- 2 eyes: Madness, transformation (1-12 cast)
- 13 pills: 1 cure 13-24; 9 pain killers; 1 RNA
- +3 Staff of Striking (1, 2, 3 charges; have db+3)
- Wand, metal & mineral detection
- Stones of Spectral Force: ice storm: 1. surprising 2. ceiling collapse
- 3 Figurines: elephant 52 hp AC 6 (5) x 2-12  
 lion 24 hp AC 5 } 2 claws 1-4  
 lion 30 hp AC 6 } rake 2-7.
- 1 eyeball: triple speed (triple action) hit 1-10
- 1 eyeball: "thoroughly useful" - 12 charges eyeballs

- perapt of wound closure
- gem of seeing: (hidden illusory invisible ethereal attack)
- scarab of protection: +1 save; closes up to 12 energy levels: death touch / death ray / fingers of death
- amulet of metal detection: 2 turns
- amulet of non-detection

- chair - spelljammer helm
- harp (usable only by Bards)
- urn of meditation
- slippers of spider-climbing

- Bag of Holding
- Circlet (Specter) Det Invis/Illus
- Belt of Flying
- "Well of the Worlds" hole

Special Spells:

- \* Confurance - probability of 51% of it will happen to player spell  
 cost time: 1 round  
 lasts 6 turns
- \* Implosion Inversion - needs a saving throw  
 cost time: 1 round  
 lasts 3 turns

bag of tricks type 9

\* we are lower level, the staff is in danger (1/2 for killing wizard)

horn + whistle

- backpack
- mirror
- oil
- torches
- flint + steel
- 50' rope
- holy water
- Belladonna
- battleaxe \*

SPECIAL ABILITIES

- Turn Undead
- Pick Pockets 25%
- Open Hand attack 1-6
- "FAMILIAR" - house cat
- Speak with Felines at will
- Moon Runes (as MU spell) 1 per day
- Starshine 1 per day
- Shapechange to feline 1 per day
- Moonlight at will
- Feline Growth 1 per day
- Detect Shapechanger 1/day
- Force Shape change 1/day

Weapons Known

- Mace
- Battleaxe
- Staff
- Sling
- Warhammer
- Judo 1-6 x2

Skills

- Rope mastery 14
- Meditation 18
- Ride Horse 20
- Ride Eagle 15
- Read/Write 14
- Swim 18
- Astrology 14
- Religion 18

TRACK LIKE A RANGER

amulet  
 "Love & cigarettes  
 Stay away from me."  
 N/A

- \* I am immune to these spells:
- cause fear
  - charm person
  - commands
  - friends
  - Hypnotism

- sling (30 silver bullets)
- mace
- morning star
- shield + plate mail

DEITY:

Moon dances; huntress with bow  
 (improbability, moon)  
 likes silver, platinum, diamonds

# SPELLS

LEVEL OF MASTERY: 7

Constant Magic Power

## 1ST LEVEL (+3)

NO. USABLE: 12

## 2ND LEVEL (+2)

NO. USABLE: 11

## 3RD LEVEL (+1)

NO. USABLE: 10

## 4TH LEVEL (+2)

NO. USABLE: 11

1. Cure Light Wounds (R) ✓
2. Command ✓
3. Sanctuary ✓
- \*4. Bless (K) Wands ✓
5. Locate Animal ✓
6. Remove Fear (R) ✓
7. Prot. from Evil (R) ✓
8. Detect Magic ✓
9. Detect Poison ✓
10. Resist Cold ✓
11. Animal Friendship ✓
12. Combine ✓
13. Create Water ✓
14. Detect Evil ✓
15. Detect Traps ✓
16. Faerie Fire ✓
17. Invisible to Animals ✓
- \*18. Invisible to Undead ✓  
Magical Stone  
Purify Food & Drink

1. Hold Person ✓
2. Speak w/ Animals ✓
- \*3. Silence, 15' R ✓
4. Resist Fire/Cold ✓
5. Slow Poisons ✓
6. Spiritual Hammer ✓
7. Chant ✓
8. Messenger ✓
9. Aid ✓
10. Obscurement ✓
11. Food Traps ✓
12. Augury ✓
13. Charm Person or Mammal ✓
14. Detect Charm ✓
- \*15. Dust Devil ✓
16. Euthral ✓
17. Fire Trap ✓  
HyperWatch  
Withdraw
18. Flame Blade ✓  
Heat Metal  
Know Alignment

1. Glyph of Warding ✓
2. Dispell Magic ✓
3. Remove Curse ✓
4. Cure Blind/Deaf (R) ✓
5. Speak w/ dead ✓
6. Animate Dead ✓
7. Call Lightning ✓
8. Feign Death ✓
9. Prayer ✓
10. Create Food/Water ✓
11. Cure Disease ✓
12. Flame Walk ✓
13. Hold Animal ✓
14. Locate Object ✓
15. Magical Vestment ✓
16. Negative Plane Prot ✓
17. Prot From Fire ✓  
Pyrotechnics  
Remove Paralysis
18. Stone Shape ✓  
Summon Insects  
Water Walk  
Water Breathing

- \*1. Cure Serious Wounds ✓
2. Neutralize Poisons ✓
3. Reflecting Pool ✓
4. Detect Lie ✓
6. Divination ✓
- \*7. Prot. from Evil 10' R ✓
8. Tenure ✓
9. Abjude ✓
10. Animal Summon I ✓
11. Call Woodland Beings ✓
- Clock of Bravery ✓
- \*12. Free Action ✓
13. Giant Insect ✓
14. Imbue w/ Spell Ability ✓
15. Repel Insects ✓
16. Spell Immunity ✓
17. Soften ✓
- 18.

## 5TH LEVEL

NO. USABLE: 9

## 6TH LEVEL

NO. USABLE: 7

## 7TH LEVEL

NO. USABLE: 3

## 8TH LEVEL

NO. USABLE: \_\_\_\_\_

## 9TH LEVEL

NO. USABLE: \_\_\_\_\_

- \*1. Raise Dead ✓
2. Magic Font ✓
3. Animal Summon II ✓  
(no)
4. True Seeing ✓
- \*5. Create Critical Wds ✓
6. Commune ✓
7. Animal Growth ✓
8. Attainment ✓
9. Commune with nature ✓
10. Dispel Evil ✓
11. Necromancy ✓  
(2x range of duration)
12. Plane Shift ✓
13. Rest ✓
14. Insect Plague ✓
15. Create Holy Symbol ✓
16. Fly ✓
- 17.
- 18.

1. Heal (R) ✓
2. Word of Recall ✓
3. Blade Barrier ✓
4. Aerial Servant ✓
5. Animal Summon III ✓
6. Animate Object ✓
7. Anti Animal Spell ✓
8. Conjure Animals ✓
9. Find the Path ✓
10. Forb. Distance ✓
11. Hero's Feast ✓
12. Speak w/ monsters ✓
13. Age Creature (R) ✓
- 14.
- 15.
- 16.
- 17.
- 18.

1. Astral Spell ✓
2. Confusion ✓
3. Creeping Doom ✓
4. Exaction ✓
5. Gate ✓
6. Regenerate ✓
7. Restoration ✓
8. Resurrection ✓
9. Succor ✓
10. Symbol ✓
11. Create Golem ✓
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