Azathoth 1991 MIT Assassins' Guild

Cleric of Lumina Level 3

Hit Points: 17 Spell Points: 60

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Lumina Level 2

Hit Points: 12 Spell Points: 50

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Cleric of Lumina Level 1

Hit Points: 12 Spell Points: 40

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Lumina Level 4

Hit Points: 17 Spell Points: 72

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Lumina Level 5

Hit Points: 22 Spell Points: 85

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Cleric of Lumina Level 8

Hit Points: 27 Spell Points: 132

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Cleric of Lumina Level 7

Hit Points: 27 Spell Points: 115

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Cleric of Lumina Level 6

Hit Points: 22 Spell Points: 100

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Cleric of Lumina Level 9

Hit Points: 32 Spell Points: 150

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Cleric of Lumina Level 10

Hit Points: 32 Spell Points: 170

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins’ Guild

Cleric of Lumina | Level 13

Hit Points: 42 | Spell Points: 235

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins’ Guild

Cleric of Lumina | Level 12

Hit Points: 37 | Spell Points: 217

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Cleric of Lumina | Level 11

Hit Points: 37 | Spell Points: 190

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins’ Guild

Cleric of Lumina | Level 14

Hit Points: 42 | Spell Points: 260

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins’ Guild

Cleric of Lumina | Level 15

Hit Points: 47 | Spell Points: 285

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Lumina Level 18

Hit Points: 55 Spell Points: 370

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Lumina Level 17

Hit Points: 52 Spell Points: 340

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Cleric of Lumina Level 16

Hit Points: 47 Spell Points: 312

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Lumina Level 19

Hit Points: 55 Spell Points: 400

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 1

Hit Points: 12 Spell Points: 40

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 4

Hit Points: 17 Spell Points: 72

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 3

Hit Points: 17 Spell Points: 60

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Cleric of Torak Level 2

Hit Points: 12 Spell Points: 50

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 5

Hit Points: 22 Spell Points: 85

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 6

Hit Points: 22 Spell Points: 100

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 9

Hit Points: 32 Spell Points: 150

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 8

Hit Points: 27 Spell Points: 132

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Cleric of Torak Level 7

Hit Points: 27 Spell Points: 115

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level10

Hit Points: 32 Spell Points: 170

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level11

Hit Points: 37 Spell Points: 190

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 14

Hit Points: 42 Spell Points: 260

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 13

Hit Points: 42 Spell Points: 235

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Cleric of Torak Level 12

Hit Points: 37 Spell Points: 217

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 15

Hit Points: 47 Spell Points: 285

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 16

Hit Points: 47 Spell Points: 312

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 19

Hit Points: 55 Spell Points: 400

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Torak Level 18

Hit Points: 55 Spell Points: 370

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Cleric of Torak Level 17

Hit Points: 52 Spell Points: 340

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Aenstyn Level 1

Hit Points: 12 Spell Points: 40

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Aenstyn Level 2

Hit Points: 12 Spell Points: 50

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991	MIT Assassins' Guild
Cleric of Aenstyn	Level 5
Hit Points: 22	Spell Points: 85
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins' Guild
Cleric of Aenstyn	Level 4
Hit Points: 17	Spell Points: 72
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Cleric of Aenstyn	Level 3
Hit Points: 17	Spell Points: 60
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins' Guild
Cleric of Aenstyn	Level 6
Hit Points: 22	Spell Points: 100
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins' Guild
Cleric of Aenstyn	Level 7
Hit Points: 27	Spell Points: 115
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991 MIT Assassins' Guild

Cleric of Aenstyn Level 10

Hit Points: 32 Spell Points: 170

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Aenstyn Level 9

Hit Points: 32 Spell Points: 150

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Cleric of Aenstyn Level 8

Hit Points: 27 Spell Points: 132

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Aenstyn Level 11

Hit Points: 37 Spell Points: 190

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Cleric of Aenstyn Level 12

Hit Points: 37 Spell Points: 217

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Cleric of Aenstyn — Level 15

Hit Points: 47 — Spell Points: 285

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Cleric of Aenstyn — Level 14

Hit Points: 42 — Spell Points: 260

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Cleric of Aenstyn — Level 13

Hit Points: 42 — Spell Points: 235

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Cleric of Aenstyn — Level 16

Hit Points: 47 — Spell Points: 312

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Cleric of Aenstyn — Level 17

Hit Points: 52 — Spell Points: 340

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Cleric of Balman | Level 1

Hit Points: 12 | Spell Points: 40

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Cleric of Aenstyn | Level 19

Hit Points: 55 | Spell Points: 400

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Cleric of Aenstyn | Level 18

Hit Points: 55 | Spell Points: 370

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Cleric of Balman | Level 2

Hit Points: 12 | Spell Points: 50

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Cleric of Balman | Level 3

Hit Points: 17 | Spell Points: 60

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 **MIT Assassins' Guild**

Cleric of Balman **Level 6**

Hit Points: 22 **Spell Points: 100**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 **MIT Assassins' Guild**

Cleric of Balman **Level 5**

Hit Points: 22 **Spell Points: 85**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Cleric of Balman **Level 4**

Hit Points: 17 **Spell Points: 72**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 **MIT Assassins' Guild**

Cleric of Balman **Level 7**

Hit Points: 27 **Spell Points: 115**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 **MIT Assassins' Guild**

Cleric of Balman **Level 8**

Hit Points: 27 **Spell Points: 132**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Cleric of Balman | Level 11

Hit Points: 37 | Spell Points: 190

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Cleric of Balman | Level 10

Hit Points: 32 | Spell Points: 170

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Cleric of Balman | Level 9

Hit Points: 32 | Spell Points: 150

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Cleric of Balman | Level 12

Hit Points: 37 | Spell Points: 217

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Cleric of Balman | Level 13

Hit Points: 42 | Spell Points: 235

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 **MIT Assassins’ Guild**

Cleric of Balman **Level 16**

Hit Points: 47 **Spell Points: 312**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 **MIT Assassins’ Guild**

Cleric of Balman **Level 15**

Hit Points: 47 **Spell Points: 285**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Cleric of Balman **Level 14**

Hit Points: 42 **Spell Points: 260**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 **MIT Assassins’ Guild**

Cleric of Balman **Level 17**

Hit Points: 52 **Spell Points: 340**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 **MIT Assassins’ Guild**

Cleric of Balman **Level 18**

Hit Points: 55 **Spell Points: 370**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 2

Hit Points: 10 Spell Points: 15

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 1

Hit Points: 10 Spell Points: 10

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Cleric of Balman Level 19

Hit Points: 55 Spell Points: 400

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 3

Hit Points: 13 Spell Points: 20

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 4

Hit Points: 13 Spell Points: 26

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 7

Hit Points: 19 Spell Points: 50

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 6

Hit Points: 16 Spell Points: 41

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Air Mage Level 5

Hit Points: 16 Spell Points: 33

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 8

Hit Points: 19 Spell Points: 60

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 9

Hit Points: 22 Spell Points: 71

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 12

Hit Points: 25 Spell Points: 110

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 11

Hit Points: 25 Spell Points: 95

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Air Mage Level 10

Hit Points: 22 Spell Points: 83

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 13

Hit Points: 28 Spell Points: 125

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Air Mage Level 14

Hit Points: 28 Spell Points: 140

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Air Mage | Level 17

Hit Points: 33 | Spell Points: 185

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Air Mage | Level 16

Hit Points: 33 | Spell Points: 170

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Air Mage | Level 15

Hit Points: 31 | Spell Points: 155

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Air Mage | Level 18

Hit Points: 33 | Spell Points: 200

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Air Mage | Level 19

Hit Points: 33 | Spell Points: 215

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Water Mage Level 2

Hit Points: 10 Spell Points: 15

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Water Mage Level 1

Hit Points: 10 Spell Points: 10

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Air Mage Level 20

Hit Points: 33 Spell Points: 230

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Water Mage Level 3

Hit Points: 13 Spell Points: 20

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Water Mage Level 4

Hit Points: 13 Spell Points: 26

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991	MIT Assassins' Guild
Water Mage	Level 7
Hit Points: 19	Spell Points: 50
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins' Guild
Water Mage	Level 6
Hit Points: 16	Spell Points: 41
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Water Mage	Level 5
Hit Points: 16	Spell Points: 33
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins' Guild
Water Mage	Level 8
Hit Points: 19	Spell Points: 60
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins' Guild
Water Mage	Level 9
Hit Points: 22	Spell Points: 71
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991 | MIT Assassins' Guild

Water Mage | Level 12

Hit Points: 25 | Spell Points: 110

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Water Mage | Level 11

Hit Points: 25 | Spell Points: 95

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Water Mage | Level 10

Hit Points: 22 | Spell Points: 83

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Water Mage | Level 13

Hit Points: 28 | Spell Points: 125

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Water Mage | Level 14

Hit Points: 28 | Spell Points: 140

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Water Mage — Level 17

Hit Points: 33 — Spell Points: 185

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Water Mage — Level 16

Hit Points: 33 — Spell Points: 170

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Water Mage — Level 15

Hit Points: 31 — Spell Points: 155

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Water Mage — Level 18

Hit Points: 33 — Spell Points: 200

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Water Mage — Level 19

Hit Points: 33 — Spell Points: 215

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 2

Hit Points: 10 | Spell Points: 15

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 1

Hit Points: 10 | Spell Points: 10

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Water Mage | Level 20

Hit Points: 33 | Spell Points: 230

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 3

Hit Points: 13 | Spell Points: 20

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 4

Hit Points: 13 | Spell Points: 26

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 7

Hit Points: 19 | Spell Points: 50

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 6

Hit Points: 16 | Spell Points: 41

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Fire Mage | Level 5

Hit Points: 16 | Spell Points: 33

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 8

Hit Points: 19 | Spell Points: 60

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 9

Hit Points: 22 | Spell Points: 71

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 12

Hit Points: 25 | Spell Points: 110

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 11

Hit Points: 25 | Spell Points: 95

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Fire Mage | Level 10

Hit Points: 22 | Spell Points: 83

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 13

Hit Points: 28 | Spell Points: 125

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Fire Mage | Level 14

Hit Points: 28 | Spell Points: 140

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Fire Mage Level 17

Hit Points: 33 Spell Points: 185

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Fire Mage Level 16

Hit Points: 33 Spell Points: 170

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Fire Mage Level 15

Hit Points: 31 Spell Points: 155

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Fire Mage Level 18

Hit Points: 33 Spell Points: 200

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Fire Mage Level 19

Hit Points: 33 Spell Points: 215

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 2

Hit Points: 8 Spell Points: 15

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 1

Hit Points: 8 Spell Points: 10

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Fire Mage Level 20

Hit Points: 33 Spell Points: 230

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 3

Hit Points: 10 Spell Points: 20

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 4

Hit Points: 10 Spell Points: 26

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 7

Hit Points: 14 Spell Points: 50

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 6

Hit Points: 12 Spell Points: 41

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Void Mage Level 5

Hit Points: 12 Spell Points: 33

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 8

Hit Points: 14 Spell Points: 60

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 9

Hit Points: 16 Spell Points: 71

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 12

Hit Points: 18 Spell Points: 110

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 11

Hit Points: 18 Spell Points: 95

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Void Mage Level 10

Hit Points: 16 Spell Points: 83

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 13

Hit Points: 20 Spell Points: 125

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Void Mage Level 14

Hit Points: 20 Spell Points: 140

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Void Mage | Level 17

Hit Points: 24 | Spell Points: 185

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Void Mage | Level 16

Hit Points: 22 | Spell Points: 170

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Void Mage | Level 15

Hit Points: 22 | Spell Points: 155

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Void Mage | Level 18

Hit Points: 24 | Spell Points: 200

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Void Mage | Level 19

Hit Points: 24 | Spell Points: 215

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991	MIT Assassins’ Guild
Earth Mage	Level 2
Hit Points: 12	Spell Points: 15
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins’ Guild
Earth Mage	Level 1
Hit Points: 12	Spell Points: 10
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Void Mage	Level 20
Hit Points: 24	Spell Points: 230
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins’ Guild
Earth Mage	Level 3
Hit Points: 17	Spell Points: 20
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins’ Guild
Earth Mage	Level 4
Hit Points: 17	Spell Points: 26
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991 | **MIT Assassins' Guild**

Earth Mage | **Level 7**

Hit Points: 27 | **Spell Points: 50**

Lock Picking: ? | **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 | **MIT Assassins' Guild**

Earth Mage | **Level 6**

Hit Points: 22 | **Spell Points: 41**

Lock Picking: ? | **Trap Breaking: ?**

Other Abilities: ?

Earth Mage | **Level 5**

Hit Points: 22 | **Spell Points: 33**

Lock Picking: ? | **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 | **MIT Assassins' Guild**

Earth Mage | **Level 8**

Hit Points: 27 | **Spell Points: 60**

Lock Picking: ? | **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 | **MIT Assassins' Guild**

Earth Mage | **Level 9**

Hit Points: 32 | **Spell Points: 71**

Lock Picking: ? | **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Earth Mage Level 12

Hit Points: 37 Spell Points: 110

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Earth Mage Level 11

Hit Points: 37 Spell Points: 95

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Earth Mage Level 10

Hit Points: 32 Spell Points: 83

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Earth Mage Level 13

Hit Points: 42 Spell Points: 125

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Earth Mage Level 14

Hit Points: 42 Spell Points: 140

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Earth Mage Level 17

Hit Points: 52 Spell Points: 185

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Earth Mage Level 16

Hit Points: 47 Spell Points: 170

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Earth Mage Level 15

Hit Points: 47 Spell Points: 155

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Earth Mage Level 18

Hit Points: 52 Spell Points: 200

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Earth Mage Level 19

Hit Points: 52 Spell Points: 215

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Warriors — Level 2

Hit Points: 20 — Spell Points: 0

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Warriors — Level 1

Hit Points: 15 — Spell Points: 0

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Earth Mage — Level 20

Hit Points: 52 — Spell Points: 230

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Warriors — Level 3

Hit Points: 25 — Spell Points: 0

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Warriors — Level 4

Hit Points: 30 — Spell Points: 0

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Warriors Level 7

Hit Points: 45 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Warriors Level 6

Hit Points: 40 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Warriors Level 5

Hit Points: 35 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Warriors Level 8

Hit Points: 50 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Warriors Level 9

Hit Points: 55 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Warriors Level 12

Hit Points: 70 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Warriors Level 11

Hit Points: 65 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Warriors Level 10

Hit Points: 60 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Warriors Level 13

Hit Points: 75 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Warriors Level 14

Hit Points: 80 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Paladins Level 1

Hit Points: 12 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Warriors Level 16

Hit Points: 90 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Warriors Level 15

Hit Points: 85 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Paladins Level 2

Hit Points: 16 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Paladins Level 3

Hit Points: 20 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Paladins | Level 6

Hit Points: 32 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Paladins | Level 5

Hit Points: 28 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Paladins | Level 4

Hit Points: 24 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Paladins | Level 7

Hit Points: 36 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Paladins | Level 8

Hit Points: 40 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Paladins Level 11

Hit Points: 52 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Paladins Level 10

Hit Points: 48 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Paladins Level 9

Hit Points: 44 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Paladins Level 12

Hit Points: 56 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Paladins Level 13

Hit Points: 60 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Paladins Level 16

Hit Points: 72 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Paladins Level 15

Hit Points: 68 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Paladins Level 14

Hit Points: 64 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Barbarians Level 1

Hit Points: 15 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Barbarians Level 2

Hit Points: 20 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Barbarians Level 5

Hit Points: 35 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Barbarians Level 4

Hit Points: 30 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Barbarians Level 3

Hit Points: 25 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Barbarians Level 6

Hit Points: 40 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Barbarians Level 7

Hit Points: 45 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Barbarians Level 10

Hit Points: 60 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Barbarians Level 9

Hit Points: 55 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Barbarians Level 8

Hit Points: 50 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Barbarians Level 11

Hit Points: 65 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Barbarians Level 12

Hit Points: 70 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Gladiators Level 3

Hit Points: 30 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Gladiators Level 2

Hit Points: 24 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Gladiators Level 1

Hit Points: 18 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Gladiators Level 4

Hit Points: 36 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Gladiators Level 5

Hit Points: 42 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Gladiators | Level 8

Hit Points: 60 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Gladiators | Level 7

Hit Points: 54 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Gladiators | Level 6

Hit Points: 48 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Gladiators | Level 9

Hit Points: 66 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Gladiators | Level 10

Hit Points: 72 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Gladiators Level 13

Hit Points: 90 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Gladiators Level 12

Hit Points: 84 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Gladiators Level 11

Hit Points: 78 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Gladiators Level 14

Hit Points: 96 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Gladiators Level 15

Hit Points: 102 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Swashbucklers Level 1

Hit Points: 12 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Gladiators Level 17

Hit Points: 114 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Gladiators Level 16

Hit Points: 108 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Swashbucklers Level 2

Hit Points: 16 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Swashbucklers Level 3

Hit Points: 20 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991	MIT Assassins' Guild
Swashbucklers	Level 6
Hit Points: 32	Spell Points: 0
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins' Guild
Swashbucklers	Level 5
Hit Points: 28	Spell Points: 0
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Swashbucklers	Level 4
Hit Points: 24	Spell Points: 0
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins' Guild
Swashbucklers	Level 7
Hit Points: 36	Spell Points: 0
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991	MIT Assassins' Guild
Swashbucklers	Level 8
Hit Points: 40	Spell Points: 0
Lock Picking: ?	Trap Breaking: ?
Other Abilities: ?	

Azathoth 1991 | MIT Assassins' Guild

Swashbucklers | Level 11

Hit Points: 52 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Swashbucklers | Level 10

Hit Points: 48 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Swashbucklers | Level 9

Hit Points: 44 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Swashbucklers | Level 12

Hit Points: 56 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Swashbucklers | Level 13

Hit Points: 60 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Swashbucklers Level 16

Hit Points: 72 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Swashbucklers Level 15

Hit Points: 68 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Swashbucklers Level 14

Hit Points: 64 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Sage Level 1

Hit Points: 12 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins’ Guild

Sage Level 2

Hit Points: 12 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Sage Level 5

Hit Points: 18 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Sage Level 4

Hit Points: 14 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Sage Level 3

Hit Points: 14 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Sage Level 6

Hit Points: 18 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Sage Level 7

Hit Points: 22 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Sage | Level 10

Hit Points: 26 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Sage | Level 9

Hit Points: 26 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Sage | Level 8

Hit Points: 22 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Sage | Level 11

Hit Points: 30 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Sage | Level 12

Hit Points: 30 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Sage — Level 15

Hit Points: 38 — Spell Points: ?

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Sage — Level 14

Hit Points: 34 — Spell Points: ?

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Sage — Level 13

Hit Points: 34 — Spell Points: ?

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Sage — Level 16

Hit Points: 40 — Spell Points: ?

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 — MIT Assassins' Guild

Monk — Level 1

Hit Points: 12 — Spell Points: 0

Lock Picking: ? — Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 4

Hit Points: 20 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 3

Hit Points: 17 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Monk Level 2

Hit Points: 15 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 5

Hit Points: 22 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 6

Hit Points: 25 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 9

Hit Points: 32 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 8

Hit Points: 30 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Monk Level 7

Hit Points: 27 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 10

Hit Points: 35 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 11

Hit Points: 37 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 14

Hit Points: 45 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 13

Hit Points: 42 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Monk Level 12

Hit Points: 40 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 15

Hit Points: 47 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Monk Level 16

Hit Points: 50 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Ninja | Level 2

Hit Points: 15 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Ninja | Level 1

Hit Points: 12 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Monk | Level 17

Hit Points: 52 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Ninja | Level 3

Hit Points: 17 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Ninja | Level 4

Hit Points: 20 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Ninja Level 7

Hit Points: 27 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Ninja Level 6

Hit Points: 25 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Ninja Level 5

Hit Points: 22 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Ninja Level 8

Hit Points: 30 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Ninja Level 9

Hit Points: 32 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Ninja Level 12

Hit Points: 40 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Ninja Level 11

Hit Points: 37 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Ninja Level 10

Hit Points: 35 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Ninja Level 13

Hit Points: 42 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Ninja Level 14

Hit Points: 45 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Ninja | Level 17

Hit Points: 52 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Ninja | Level 16

Hit Points: 50 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Ninja | Level 15

Hit Points: 47 | Spell Points: 0

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Adventurer | Level 1

Hit Points: 12 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 | MIT Assassins' Guild

Adventurer | Level 2

Hit Points: 15 | Spell Points: ?

Lock Picking: ? | Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Adventurer Level 5

Hit Points: 24 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Adventurer Level 4

Hit Points: 21 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Adventurer Level 3

Hit Points: 18 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Adventurer Level 6

Hit Points: 27 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Adventurer Level 7

Hit Points: 30 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Adventurer Level 10

Hit Points: 39 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Adventurer Level 9

Hit Points: 36 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Adventurer Level 8

Hit Points: 33 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Adventurer Level 11

Hit Points: 42 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Adventurer Level 12

Hit Points: 45 Spell Points: ?

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 **MIT Assassins' Guild**

Adventurer **Level 15**

Hit Points: 54 **Spell Points: ?**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 **MIT Assassins' Guild**

Adventurer **Level 14**

Hit Points: 51 **Spell Points: ?**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Adventurer **Level 13**

Hit Points: 48 **Spell Points: ?**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 **MIT Assassins' Guild**

Adventurer **Level 16**

Hit Points: 57 **Spell Points: ?**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 **MIT Assassins' Guild**

Adventurer **Level 17**

Hit Points: 60 **Spell Points: ?**

Lock Picking: ? **Trap Breaking: ?**

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 3

Hit Points: 18 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 2

Hit Points: 15 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Rogue Level 1

Hit Points: 12 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 4

Hit Points: 21 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 5

Hit Points: 24 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 8

Hit Points: 33 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 7

Hit Points: 30 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Rogue Level 6

Hit Points: 27 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 9

Hit Points: 36 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 10

Hit Points: 39 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 13

Hit Points: 48 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 12

Hit Points: 45 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Rogue Level 11

Hit Points: 42 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 14

Hit Points: 51 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 15

Hit Points: 54 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Azathoth 1991 MIT Assassins' Guild

Rogue Level 17

Hit Points: 60 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?

Rogue Level 16

Hit Points: 57 Spell Points: 0

Lock Picking: ? Trap Breaking: ?

Other Abilities: ?