**Inanna**

Initial Stats: Str: 10 Con: 14 Dex: 14 Int: 16 Wis: 12 Cha: 13

Deck of Many Things Rolls. Luck feat at 7th level.

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| --- | --- | --- | --- |
| Level | Days | Roll 1 | Roll 2 |
| 1st |  | None – no Divination yet |  |
| 2nd | 6 | 35 – Knight (Retainer)  6 – Sun (50,000 XP and magic item)  45 – Nothing  20 – Comet (1 level)  48 – Nothing  22 – The Fates | 27 – Throne (Keep)  29 – Key (Magic weapon)  86 – Jester (10,000 XP)  54 – Nothing  80 – Nothing  48 - Nothing |
| 3rd | 6 | 83 – Nothing  59 – Nothing  80 – Nothing  52 – Nothing  14 – Star (Stat increase by 2: Int)  57 – Nothing | 10 – Moon (2 wishes)  50 – Nothing  41 – Nothing  41 – Nothing  56 – Nothing  13 – Star (Stat increase by 2: Int) |
| 4th | 63 | 55 – Nothing  64 – Nothing  6 – Sun (50,000XP and magic item)  39 – Gem (50,000GP)  49 – Nothing  16 – Star (Stat increase by 2: Int)  39 – Gem (50,000GP)  63 – Nothing  43 – Nothing  40 – Gem (50,000GP)  74 – Nothing  77 – Nothing  22 – The Fates  62 – Nothing  5 – Sun (50,000XP and magic item)  32 – Key (Magic weapon)  10 – Moon (Cast 2 wishes)  71 – Nothing  61 – Nothing  33 – Knight (Retainer)  31 – Key (Magic weapon)  48 – Nothing  32 – Key (Magic weapon)  22 – The Fates  39 – Gem (50,000GP)  3 - Vizier  30 – Key (Magic weapon)  21 – The Fates  5 – Sun (50,000 XP and magic item)  27 – Throne (A keep)  81 – Nothing  1 – Vizier  2 – Vizier  4 – Vizier  12 – Moon (2 wishes)  33 – Knight (retainer  51 – Nothing  13 – Star (Stat increase by 2: Cha)  40 – Gem (50,000 GP)  21 – The Fates  29 – Key (Magic weapon)  48 – Nothing  63 – Nothing  10 – Moon (2 wishes)  41 – Nothing  86 – Nothing  34 – Knight  22 – The Fates  34 – Knight  67 – Nothing  23 – The Fates  58 – Nothing  64 – Nothing  35 – Knight  58 – Nothing  72 – Nothing  83 – Nothing  18 – Comet (one level)  10 – Moon (2 wishes)  13 – Star (Stat increase by 2: Cha, Wis)  23 – The Fates  17 – Comet (one level)  75 – Nothing  30 – Key (Magic weapon)  50 – Nothing  35 – Knight | 28 – Throne (a Keep)  75 – Nothing  41 – Nothing  56 – Nothing  57 – Nothing  6 – Sun (50,000XP and a magic item)  6 – Sun (50,000 XP and a magic item)  71 – Nothing  28 – Throne  28 – Throne  30 – Key (Magic weapon)  2 – Vizier  49 – Nothing  69 – Nothing  5 – Sun (50,000XP and magic item)  49 – Nothing  63 – Nothing  33 – Knight  17 – Comet (one level)  70 – Nothing  15 – Star (Stat increase by 2: Int,Cha)  62 – Nothing  11 – Moon (2 wishes)  79 – Nothing  20 – Comet (one level)  53 – Nothing  46 – Nothing  24 – The Fates  87 – Jester (10,000 XP)  24 – The Fates  28 – Throne  5 – Sun (50,000 XP and one magic item)  68 – Nothing  76 – Nothing  2 – Vizier  41 – Nothing  36 – Knight  14 – Star (Stat increase by 2: Cha)  83 – Nothing  57 – Nothing  47 – Nothing  46 – Nothing  73 – Nothing  44 – Nothing  19 – Comet (one level)  19 – Comet (one level)  82 – Nothing  9 – Moon (2 wishes)  87 – Jester (10,000 XP)  38 – Gem (50,000 GP)  67 – Nothing  15 – Star (Stat increase by 2: Cha)  62 – Nothing  83 – Nothing  3 – Vizier  67 – Nothing  72 – Nothing  30 – Key (magic weapon)  27 – Throne  58 – Nothing  59 – Nothing  31 – Key (magic weapon)  29 – Key (magic weapon)  13 – Star (Stat increase by 2: Wis)  39 – Gem (50,000 GP)  27 – Throne |
| 5th | 10 | 86 – Jester (10,000 XP)  61 – Nothing  80 – Nothing  19 – Comet (one level)  84 – Nothing  74 – Nothing  38 – Gem (50,000 GP)  60 – Nothing  27 – Throne  30 – Key (magic weapon) | 65 – Nothing  55 – Nothing  28 – Throne  54 – Nothing  18 – Comet (one level)  40 – Gem (50,000 GP)  3 – Vizier  54 – Nothing  35 – Knight  28 – Throne |
| 6th | 4 | 74 – Nothing  36 – Knight  69 – Nothing  35 – Knight | 66 – Nothing  63 – Nothing  83 – Nothing  33 – Knight |
| 7th | 4 | 85/85 – Star (Stat increase by 2: Wis)  75/90 – Sun (50,000XP and magic item)  87/95 – Sun (50,000XP and magic item)  87/100 – Sun (50,000XP and magic item) | 26/80 – Star (Stat increase by 2: Wis)  23/75 – Star (Stat increase by 2: Wis)  93/45  45/35 – Star (Stat increase by 2: Wis) |
| 8th | 10 (side quest)  8 (so far) | 37/30 – Sun (50,000XP and magic item)  30/55 – Sun (50,000XP and magic item)  90/35 - Used  38/45 – Sun (50,000XP and magic item)  16/15 – Sun (50,000XP and magic item)  41/20 – Moon (2 wishes)  18/100 – Sun (50,000XP and magic item)  11/15 – Sun (50,000XP and magic item)  72/35 – Key (Magic Weapon)  71/80 – Sun (50,000XP and magic item)  94/60 – Gem (50,000 GP)  94/80 – Sun (50,000XP and magic item)  14/90 – Key (Magic weapon)  66/65 – Moon (2 wishes)  1/75 – Sun (50,000XP and magic item)  35/10 – Key (Magic weapon)  2/20 – Sun (50,000XP and magic item)  96/95 – Sun (50,000XP and magic item) | 10/20 – Sun (50,000XP and magic item)  37/20 – Key (Magic weapon)  73/80 – Sun (50,000XP and magic item)  59/50 – Sun (50,000XP and magic item)  100/60 - Used  61/55 – Sun (50,000XP and magic item)  53/80 – Sun (50,000XP and magic item)  57/70 – Sun (50,000XP and magic item)  59/20 – Gem (50,000GP)  5/60 – Sun (50,000XP and magic item)  75/80 – Moon (2 wishes)  5/70 – Sun (50,000XP and magic item)  22/90 – Key (Magic Weapon)  87/85 – Key (Magic Weapon)  46/90 – Key (Magic Weapon)  1/80 – Key (Magic Weapon)  35/20 – Sun (50,000XP and magic item)  24/80 – Moon (2 wishes) |

To do:

22 magic items

8 magic weapons