

# Darius Jedburgh



Name	Jedburgh	PS	21	MD	20	AG	25	MA	6	WP	18	EN	24
Race	Human	Sex	Male	HT	6'2"	WT	200 lb	PB	18	PC	25	FT	23
Aspect	Summer Stars Fire			Birth	7th						Date	Spring 808 WK	
S.Status	Gentlefolk		Hand	Ambidexterious			Coll.	Namer			EP	319685 [495]	

Rk	Skill
8	Horsemanship
7	Warrior
7	Ranger
6	Spy
4	Military Scientist
4	Flying
4	Swimming
4	Climbing
4	Healer
3	Stealth
2	Weaponsmith
2	Armourer
1	Prowess

Rk	Language
9	Common (literate)
5	Thari
4	Elven
4	Dwarven

Rk	Weapon
10	Unarmed
9	Glaive
8	Dagger
7	Hand and a half
5	Crossbow
4	Shield
4	Broadsword
4	Great axe
4	Composite bow
4	Quarterstaff
2	Long bow
2	Grenado
2	Heavy crossbow
2	Tulwar
2	Short bow
2	Battle Axe
2	Scimitar
2	Cestus
2	Sabre
1	Mace
1	Spear
1	Estoc
1	Javelin

Rk	Talents	Ref
5	Night Vision	T-2
8	Resist Pain	T-1
15	Detect Aura	T-1
0	Expel Magic	T-2
0	Quick Cast	T-3

Rk	Spells	Ref
0	Air General Counterspell	G-GC
6	Air Special Counterspell	G-SC
0	Bardic General Counterspell	G-GC
0	Bardic Special Counterspell	G-SC
0	Binder General Counterspell	G-GC
0	Binder Special Counterspell	G-SC
6	Celestial General Counterspell	G-GC
6	Celestial Special Counterspell	G-SC
0	Earth General Counterspell	G-GC
0	Earth Special Counterspell	G-SC
6	Enchanter General Counterspell	G-GC
6	Enchanter Special Counterspell	G-SC
6	Fire Special Counterspell	G-SC
6	Fire General Counterspell	G-GC
0	Summoner General Counterspell	G-GC
0	Summoner Special Counterspell	G-SC
0	Ice General Counterspell	G-GC
0	Ice Special Counterspell	G-SC
0	Illusion General Counterspell	G-GC
0	Illusion Special Counterspell	G-SC
6	Mind General Counterspell	G-GC
6	Mind Special Counterspell	G-SC
6	Banishment	S-2
0	Namer Special Counterspell	G-SC
0	Namer General Counterspell	G-GC
7	Name Change	S-20
6	Necro Special Counterspell	G-SC
6	Necro General Counterspell	G-GC
0	Rune General Counterspell	G-GC
0	Rune Special Counterspell	G-SC
0	Water General Counterspell	G-GC
0	Water Special Counterspell	G-SC
6	Witchcraft Special Counterspell	G-SC
6	Witchcraft General Counterspell	G-GC

Rk	Rituals	Ref
15	Purification	Q-0
0	Dissipation	Q-1
6	Divination	R-1

# Life before the Guild

## Date of Adventure

March 11, 1970 AP [11.3.1970 AP] – August 31, 1992 AP [31.8.1992 AP]

## Statistics (91) (MARCH 11, 1970 AP)

Physical Strength	16
Manual Dexterity	17
Agility	19
Magical Aptitude	5
Willpower	15
Endurance	19

## Other Statistics (MARCH 11, 1970 AP)

Perception	5
Fatigue	21
Physical Beauty	18

## Languages (17) (MARCH 11, 1970 AP)

Common (literate)	9
Elven	4
Dwarven	4

## Gentlefolk (1015) (MARCH 11, 1970 AP)

Horsemanship	0 ... 2	3	125	375
Swimming	0 ... 1	1	125	125
Stealth	0 ... 1	1	500	500
Total			1000	No time

## Non mage (6000) (MARCH 11, 1970 AP)

Perception	5 ... 8	3		2500
Broadsword	U ... 2	3		200
Crossbow	U ... 1	1		200
Dagger	U ... 1	1		50
Military Scientist	U ... 2	3		775
Weaponsmith	U ... 1	1		900
Perception	8 ... 9	1		750
Horsemanship	2 ... 3	3	125	375
Swimming	1 ... 2	2	125	250
Total			6000	No time

## Extra from non mage (500) (MARCH 11, 1970 AP)

Broadsword	2 ... 3	3		200
Crossbow	1 ... 2	2		200
Shield	U ... 2	3		100
Total			500	No time

## Final extra (90) (MARCH 11, 1970 AP)

Dagger	1 ... 2	2		50
Total			50	No time

# Orc Slayer

## Date of Adventure

September 1, 1992 AP [1.9.1992 AP] – October 22, 1992 AP [22.10.1992 AP]

## Other Guild Members in the Party

Uraagh	-	Orc
Kilroy	Rune	
Ishamael	Dark	
Antonio	Air	
Torinsin	Rune	
Bragen	Earth	
Liessa	Mind	
Karys	Binder	Elf, with Bob and Kate

## Income and Expenditure (sp)

Salvage and payment	28590
Salvage from Brastor	900
Loan from Guild for Invested Starlight wings	7500
Lesser enchantment	600
Horse	700
Resurrection and eye regeration	10100
Tresspass fine	1000
Learning costs	4880
Improved platemail	2800
Invested Starlight wings (3 x Rk 20)	7500
Invested Quickness (used during adventure)	3000
Amount remaining at 31/3/94 AP	6410

## Endurance loss from Resurection (OCTOBER 23, 1992 AP)

Endurance	19 ... 18	-1
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## Ranking during adventure (OCTOBER 23, 1992 AP)

Perception	9 ... 10	1	750
Endurance	18 ... 19	1	2500
Physical Strength	16 ... 17	1	5000
Total			8250 No time

## Ranking at the Guild (OCTOBER 23, 1992 AP – MARCH 13, 1994 AP)

Hand and a half	U ... 6	21	3900	43 weeks <sup>1</sup>	910 sp
Unarmed	U ... 4	10	2300	21 weeks <sup>1</sup>	310 sp
Broadsword	3 ... 4	4	400	8 weeks <sup>1</sup>	160 sp
Dagger	2 ... 4	7	300	14 weeks <sup>2</sup>	250 sp
Shield	2 ... 4	7	300	14 weeks <sup>2</sup>	250 sp
Sabre	U ... 0		150	1 week <sup>2</sup>	
Battle Axe	U ... 0		75	1 week <sup>2</sup>	
Ranger	U ... 0		600	540	8 weeks <sup>2</sup> 150 sp
Healer	U ... 0		1000	900	8 weeks <sup>2</sup> 150 sp
Spy	U ... 0		500	450	8 weeks <sup>2</sup> 150 sp
Weaponsmith	1 ... 2	2	800	720	2 weeks <sup>2</sup> 300 sp
Ranger	0 ... 2	3	2700	2430	6 weeks <sup>2</sup> 450 sp
Healer	0 ... 2	3	2000	1800	3 weeks <sup>2</sup> 900 sp
Spy	0 ... 3	6	2200	1980	6 weeks <sup>2</sup> 900 sp
Total			16245	72 weeks	

## Experience remaining

Experience gained on adventure	24500
Experience brought forward	0
Experience spent	24495
Experience remaning	5

## Notes

Jedburgh died once during the adventure. Arrived back at the Guild 22 October 1992. He specialized in plains for Rank 3 Ranger.

Date of Adventure

April 1, 1994 AP [1.4.1994 AP] – April 28, 1994 AP [28.4.1994 AP]

Other Guild Members in the Party			Income and Expenditure (sp)	
Engleton	Namer	Orc	Surplus amount brought forward	6410
Logan	E & E		Salvage and payment	30624
Dalran	E & E		Lesser enchantment	600
Saydar	Necro		Improved leather	320
Methusalar	Air		Scimitar	1200
Shernon	Necro		Giant bracer	4000
			Potion of Earth Running	2400
			Potion of Trollskin	3000
		Rk 15 Greater enchantment (Logan)	1000	
		20 pt Guild standard healing (x7)	7000	
		Silvered hand and a half	740	
		Ranking costs	950	
		Repay Guild	7500	
		Orphans fund	24	
			Amount remaining at 31/6/94 AP	8300

Ranking at the Guild (APRIL 29, 1994 AP – JUNE 23, 1994 AP)

Perception	10 ... 11	1	750			
Endurance	19 ... 20	1	5000			
Fatigue	21 ... 22	1	2500			
Physical Strength	17 ... 18	1	5000			
Healer	2 ... 3	3	3500	3150	3 weeks <sup>1</sup>	450 sp
Military Scientist	2 ... 3	3	950	855	3 weeks <sup>1</sup>	450 sp
Mace	⌚ ... 0			50	1 week <sup>1</sup>	
Scimitar	⌚ ... 0			100	1 week <sup>1</sup>	
Battle Axe	0 ... 2	3		225	6 weeks <sup>2</sup>	50 sp
Quarterstaff	⌚ ... 0			75	1 week <sup>2</sup>	
Spear	⌚ ... 0			100	1 week <sup>2</sup>	
Total				17805	8 weeks	

Experience remaining

Experience gained on adventure	18895
Experience brought forward	5
Experience spent	17805
Experience remaning	1095

Notes

Arrived back at the Guild April 28 1994 AP.

# Exploring the Fastness of Girwyllan

## Date of Adventure

July 1, 1994 AP [1.7.1994 AP] – August 8, 1994 AP [8.8.1994 AP]

## Other Guild Members in the Party

Tharkûn	Mind	Dwarf
Billy Ruben	Mind	Dwarf
Stein	Earth	Dwarf
Mitothin	Necro	Elf
Scab	Wicca	Orc
Jaundice	Fire	Were wolf

## Income and Expenditure (sp)

Surplus amount brought forward	8300
Salvage	13605
Sale of giant bracer	4000
Sale of scimitar	1500
Rk 11 Greater enchantment (Philip)	2000
Lesser enchantment	600
Troll dust	500
Tyne nuts	25
Green Water Healing Potion (x2)	700
Ranking costs	1060
Expenses	120
Amount remaining at 11/11/94 AP	22400

## Items at start of the adventure

20 pt Guild standard healing potion (x5)
Trollskin potion
Earth running potion

## Ranking at the Guild (AUGUST 9, 1994 AP – NOVEMBER 8, 1994 AP)

Perception	11 ... 12	1	750		
Fatigue	22 ... 23	1	2500		
Endurance	20 ... 21	1	2500		
Manual Dexterity	17 ... 18	1	5000		
Scimitar	0 ... 1	1	100	2 weeks <sup>1</sup>	10 sp
Armourer	11 ... 12	3	1700	1530	11 weeks <sup>1</sup>
Healer	3 ... 4	4	5800	5220	4 weeks <sup>2</sup>
Hand and a half	6 ... 7	7			9 weeks <sup>2</sup>
Total			17600	13 weeks	

## Experience remaining

Experience gained on adventure	21350
Experience brought forward	1095
Experience spent	17600
Experience remaning	4845

## Notes

Arrived back at the Guild August 8 1994 AP. Ranking up to November 11 1994 AP (92 days).

# Rescue at Hob's Dell

## Date of Adventure

November 11, 1994 AP [11.11.1994 AP] – November 11, 1994 AP [11.11.1994 AP]

## Other Guild Members in the Party

Lath	Air
Tempest	Air
Tussock	Air
Morgan	Dark
Logan	E & E
One	Illusion

## Items at endof the adventure

20 pt Guild standard healing potion (x5)  
Trollskin potion  
Earth running potion

## Income and Expenditure (sp)

Surplus amount brought forward	22400
Salvage	2500
Ranking costs	540
Living expenses	360
Amount remaining at 11/11/94 AP	24000

## Ranking at the Guild (NOVEMBER 12, 1994 AP – JANUARY 1, 1995 AP)

Perception	12 ... 13	1	750		
Endurance	21 ... 22	1	2500		
Scimitar	1 ... 2	2	200	4 weeks <sup>1</sup>	40 sp
Cestus	0 ... 1	1	70	3 weeks <sup>1</sup>	10 sp
Hand and a half	6 ... 7	7	2000	5 weeks <sup>2</sup>	490 sp
Estoc	0 ... 0		75	1 week <sup>2</sup>	
Glaive	0 ... 0		50	1 week <sup>2</sup>	
Total			5645	7 weeks	

## Experience remaining

Experience gained on adventure	1750
Experience brought forward	4845
Experience spent	5645
Experience remaning	950

## Notes

Adventure took evening of November 11 1995 AP. Ranking up to December 31 1994 AP (49 days).

# Many lifeforms are present

## Date of Adventure

January 1, 1995 AP [1.1.1995 AP] – January 12, 1995 AP [12.1.1995 AP]

## Other Guild Members in the Party

Engleton	Namer	
Logan	E & E	
Bart	Mind	
Destroyer	Mind	Elf
Father Rowan	Wicca	
Rockbottom	E & E	Dwarf

## Income and Expenditure (sp)

Surplus amount brought forward	24000
Salvage	13233
20 pt Guild standard healing potion (x5)	5000
Living expenses	1233
Amount remaining at 31/3/95 AP	31000

## Ranking at the Guild (JANUARY 13, 1995 AP – APRIL 1, 1995 AP)

Perception	13 . . . 14	1	750
Manual Dexterity	18 . . . 19	1	5000
Endurance	22 . . . 23	1	2500
Namer College			11 weeks <sup>1</sup>
Total			8250 11 weeks

## Experience remaining

Experience gained on adventure	19600
Experience brought forward	950
Experience spent	8250
Experience remaning	12300

## Notes

Adventure took from January 1, 1995 AP to January 12, 1995 AP. Started learner Namer College.



# Against the Orge Horde

## Date of Adventure

April 1, 1995 AP [1.4.1995 AP] – April 5, 1995 AP [5.4.1995 AP]

## Other Guild Members in the Party

Tate	-	
Scab	Wicca	
Ethildin	Namer	Female Elf
Simon	Wicca	
Athelstan	Earth	
Mirconium	Mind	Halfling

## Income and Expenditure (sp)

Surplus amount brought forward	31000
Salvage	1370
Cash leant to Mirco	1000
Rank 8 Waters of Healing	1000
Potion of Healing	3400
Rank 10 Waters of Healing (x2)	1000
Hand and a half (+5Rank 6 Waters of Strength	2000
Guild 20 pt Healing potions (x12)	12000
Net expenses	90
Amount remaining at 5/4/95 AP	10200

## Items at begin of adventure

20 pt Guild standard healing potion (x7)
Rank 6 Waters of Strength
Rank 8 Waters of Healing
Rank 10 Wates of Healing (x2)
Potion of Healing

## Ranking at the Guild (April 6, 1995 AP)

Perception	14 . . . 15	1	750
Endurance	23 . . . 24	1	2500
Total			3250    No time

## Experience remaining

Experience gained on adventure	3300
Experience brought forward	12300
Experience spent	3250
Experience remaning	12350

## Notes

Adventure took from April 1, 1995 AP to April 5, 1995 AP.

# Exploring Ildrisholm

## Date of Adventure

April 16, 1995 AP [16.4.1995 AP] – April 23, 1995 AP [23.4.1995 AP]

Other Guild Members in the Party			Income and Expenditure (sp)	
Mordrin	-	Dwarf	Surplus amount brought forward	10200
Sabastian	Dark	Halfling	Salvage	275
Kharga	Earth		Liquid Moonlight	500
			Ranking expenses	1000
			General expenses	85
			Living espenses	890
Items at end of the Adventure			Amount remaining at June 30, 1995 AP	8000
20 pt Guild healing potion (× 7)				
Rank 6 Waters of Strength				
Rank 8 Waters of Healing				
Rank 10 Waters of Healing (× 2)				
Potion of Healing				

## Ranking before the Adventure (April 16, 1995 AP – April 23, 1995 AP)

Namer College	1 week <sup>1</sup>
Total	0 1 week

## Ranking during the adventure (April 24, 1995 AP)

Swimming	2 ... 3	3	125	375	
Total				375	No time

## Names from Namer (April 24, 1995 AP)

Jedburgh ITN	0 ... 0
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## Ranking at the Guild (April 24, 1995 AP – July 30, 1995 AP)

Physical Strength	18 ... 19	1	5000	
Willpower	15 ... 16	1	5000	
Namer College				14 weeks <sup>1</sup>
Total			10000	14 weeks

**Namer College (JULY 30, 1995 AP)**

Detect Aura	0
Expel Magic	0
Quick Cast	0
Air General Counterspell	0
Air Special Counterspell	0
Bardic General Counterspell	0
Bardic Special Counterspell	0
Binder General Counterspell	0
Binder Special Counterspell	0
Celestial General Counterspell	0
Celestial Special Counterspell	0
Earth General Counterspell	0
Earth Special Counterspell	0
Enchanter General Counterspell	0
Enchanter Special Counterspell	0
Fire General Counterspell	0
Fire Special Counterspell	0
Ice General Counterspell	0
Ice Special Counterspell	0
Illusion General Counterspell	0
Illusion Special Counterspell	0
Mind General Counterspell	0
Mind Special Counterspell	0
Namer General Counterspell	0
Namer Special Counterspell	0
Necro General Counterspell	0
Necro Special Counterspell	0
Rune General Counterspell	0
Rune Special Counterspell	0
Summoner General Counterspell	0
Summoner Special Counterspell	0
Water General Counterspell	0
Water Special Counterspell	0
Witchcraft General Counterspell	0
Witchcraft Special Counterspell	0
Purification	0
Dissipation	0

**Ranking at the Guild (JULY 30, 1995 AP – OCTOBER 1, 1995 AP)**

Divination	0				4 weeks <sup>1</sup>	1000 sp
Divination	2	3	3	250	750	3 weeks <sup>1</sup>
Divination	2	3	3			2 weeks <sup>1</sup>
Purification	0	3	6	200	1200	6 weeks <sup>2</sup>
Enchanter General Counterspell	0	6	21	100	2100	3 weeks <sup>2</sup>
Jedburgh ITN	0	2	3			3 weeks <sup>3</sup>
Orc GTN	0	1	1			1 week <sup>3</sup>
Elf GTN	0	1	1			1 week <sup>3</sup>
Human GTN	0	2	3			3 weeks <sup>3</sup>
Total					4050	9 weeks

**Experience remaining**

Experience gained on adventure	4150
Experience brought forward	12350
Experience spent	14425
Experience remaning	2075

# The Curse of Valley of Naud

## Date of Adventure

October 2, 1995 AP [2.10.1995 AP] – November 14, 1995 AP [14.11.1995 AP]

## Other Guild Members in the Party

Father Rowan	Wicca	Priest
Glod	Earth	Dwarf
Galand	Illusion	Elf
Phaeton	Solar	Useless
Brigetta	Bard	Noisey
Deadwood	Necro	Executed, and well deserved

## Income and Expenditure (sp)

Surplus amount brought forward	8000
Salvage	11174
Loan from Engleton	36000
Worm Skin	20000
Armouring	2500
Expenses	150
Ranking Expenses	410
Living expenses	614
Amount remaining at February 1, 1996 AP	31500

## Items at end of the Adventure

20 pt Guild healing potion (× 4)  
Rank 8 Waters of Healing  
Rank 10 Waters of Healing (× 2)  
Potion of Healing

## Ranking at the Guild (NOVEMBER 15, 1995 AP – FEBRUARY 1, 1996 AP)

Perception	15 ... 16	1		750		
Agility	19 ... 20	1		5000		
Physical Strength	19 ... 20	1		5000		
Detect Aura	0 ... 6	21	75	1575		
Divination	2 ... 3	3	250	750	1 week <sup>1</sup>	
Warrior	0 ... 1	1		850	765	9 weeks <sup>1</sup> 150 sp
Unarmed	4 ... 5	5			900	10 weeks <sup>2</sup> 250 sp
Jedburgh ITN	2 ... 4	7				7 weeks <sup>3</sup>
Human GTN	2 ... 3	3				3 weeks <sup>3</sup>
Total				14740	11 weeks	

## Experience remaining

Experience gained on adventure	21350
Experience brought forward	2075
Experience spent	14740
Experience remaning	8685

# Sword of Hope

## Date of Adventure

February 1, 1996 AP [1.2.1996 AP] – February 4, 1996 AP [4.2.1996 AP]

## Other Guild Members in the Party

Pierre	Water	
Bart	Mind	With two Orcs
Father Rowan	Wiccan	Priest
Fenton	Binder	Elf
Naden	Avenger	Elf
Athelston	Earth	

## Income and Expenditure (sp)

Surplus amount brought forward	31500
Salvage	11980
Items	7000
Greater Enchantment (Villa)	2000
Liquid Moonlight	500
Healing Potions (×2)	2000
To Amba for repairs on house	1000
Ranking expenses	820
Living expenses	360
Amount remaining at March 31, 1996 AP	29800

## Items at end of the Adventure

20 pt Guild healing potion (×1)
Rank 8 Waters of Healing
Rank 10 Waters of Healing (×2)

## Ranking on the Adventure (FEBRUARY 5, 1996 AP)

Swimming	3 ... 4	4	125	500	
Total				500	No time

## Ranking at the Guild (FEBRUARY 5, 1996 AP – APRIL 3, 1996 AP)

Perception	16 ... 17	1	750		
Agility	20 ... 21	1	5000		
Physical Strength	20 ... 21	1	5000		
Warrior	1 ... 3	5	2450	2205	5 weeks <sup>1</sup> 750 sp
Javelin	0 ... 1	1		100	3 weeks <sup>1</sup> 10 sp
Glaive	0 ... 2	3		150	6 weeks <sup>2</sup> 50 sp
Mace	0 ... 1	1		50	2 weeks <sup>2</sup> 10 sp
Human GTN	3 ... 4	4			4 weeks <sup>3</sup>
Dwarf GTN	0 ... 2	3			3 weeks <sup>3</sup>
Halfling GTN	0 ... 1	1			1 week <sup>3</sup>
Total			13255	8 weeks	

## Experience remaining

Experience gained on adventure	10330
Experience brought forward	8685
Experience spent	13755
Experience remaning	5260

# Truce in the Fastness of Girwyllan

## Date of Adventure

April 3, 1996 AP [3.4.1996 AP] – April 3, 1996 AP [3.4.1996 AP]

## Other Guild Members in the Party

Killroy	Rune	Now a giant
Mordrin	-	Dwarf
Bart	Mind	Now with one orc
Braegon	Earth	
Amaranth	E&E	
Mitothin	Necro	
Clemintine	Halfling	Now shapechanger bear

## Income and Expenditure (sp)

Surplus amount brought forward	29800
Sell item to Adam Vychan	8000
Repay Engleton	26000
Ranking costs	3400
Living expenses	900
Amount remaining at Ice 30, 797 WK	7500

## Ranking on Adventure (APRIL 4, 1996 AP)

Magical Aptitude	5 ... 6	1
Willpower	16 ... 17	1

## Ranking at the Guild (APRIL 4, 1996 AP)

Perception	17 ... 18	1	750
Agility	21 ... 22	1	5000
Willpower	17 ... 18	1	5000
Total			10750 No time

## Ranking at the Guild (APRIL 4, 1996 AP – JULY 24, 1996 AP)

Glaive	2 ... 5	12	16 weeks <sup>1</sup>
Unarmed	5 ... 7	13	16 weeks <sup>2</sup>
Jedburgh ITN	4 ... 8	26	16 weeks <sup>3</sup>
Total			0 16 weeks

## Experience remaining

Experience gained on adventure	20340
Experience brought forward	5260
Experience spent	10750
Experience remaning	14850

## Notes

Jedburgh became ambidextous and was able to increase MA & WP for free. Ranking goes all the way through to Thaw 1, even though there is an intervening rescue mission.

Date of Adventure

July 25, 1996 AP [25.7.1996 AP] – July 28, 1996 AP [28.7.1996 AP]

Other Guild Members in the Party

Kazak	Earth	Dwarf
Tulip	Earth	Elf
Sabastian	Dark	Halfling
Zedikias	Air	Elf
Vapour	Air	
Pierre	Water	

Income and Expenditure (sp)

Surplus amount brought forward	7500
Sell item to Turf	5000
Repay Engleton	4000
Amulet of Jade	5000
Amulet of Elder Flowers	500
Amulet of Aquilegious	3000
Amount remaining at Ice 30, 797 WK	0

Ranking on Adventure (JULY 29, 1996 AP)

Flying	0 ... 4	10	125	1250
Total				1250 No time

Ranking Candlestone Farm (JULY 29, 1996 AP – DECEMBER 23, 1996 AP)

Glaive	2 ... 5	12	600	8 weeks <sup>1</sup>	500 sp
Grenado	U ... 0		25	1 week <sup>1</sup>	10 sp
Grenado	0 ... 1	1	50	2 weeks <sup>1</sup>	10 sp
Unarmed	5 ... 7	13	4500	10 weeks <sup>2</sup>	850 sp
Jedburgh ITN	4 ... 8	26		10 weeks <sup>3</sup>	
Banishment	U ... 0			3 weeks <sup>1</sup>	2000 sp
Banishment	0 ... 6	21	200	3 weeks <sup>1</sup>	
Purification	3 ... 4	4	200	4 weeks <sup>1</sup>	
Divination	3 ... 5	9	250	9 weeks <sup>2</sup>	
Human GTN	4 ... 5	5		5 weeks <sup>3</sup>	
Orc GTN	1 ... 2	2		2 weeks <sup>3</sup>	
Total			12425	21 weeks	

Experience remaining

Experience gained on adventure	1300
Experience brought forward	14850
Experience spent	13675
Experience remaning	2475

# In the Lands of the Dead

## Date of Adventure

Thaw 1, 797 WK [1.10.797 WK] – Seedtime 11, 797 WK [11.11.797 WK]

## Other Guild Members in the Party

Naden	Necro	Elf
Lath	Air	

## Ranking after Adventure (SEEDTIME 12, 797 WK – BLOSSOM 24, 797 WK)

Perception	18 ... 19	1	750		
Manual Dexturity	19 ... 20	1	5000		
Unarmed	7 ... 8	8		6 weeks <sup>1</sup>	
Cestus	1 ... 2	2	50	4 weeks <sup>2</sup>	40 sp
Human GTN	5 ... 6	6		6 weeks <sup>3</sup>	
Total			5800	6 weeks	

## Experience remaining

Experience gained on adventure	7800
Experience brought forward	2475
Experience spent	5800
Experience remaning	4475

## Notes

Gained permanant Dark Vision as per the Necromancer Spell. Got permanant Rank 19 Spectral Weapon upon standard Rank 5 weaponsmith glaive, hand & a half and two daggers.



Date of Adventure

Meadow 1, 798 WK [1.1.798 WK] – Meadow 30, 798 WK [30.1.798 WK]

Other Guild Members in the Party

Shoka	-	Orc
Morgan the Orc	Dark	Female Orc
Icorone	Solar	
Reck	Dark	
Michael	Dark	
Hahn	Binder	

Ranking after Adventure (HEAT 1, 798 WK – HEAT 29, 798 WK)

Perception	19 ... 20	1		750	
Detect Aura	6 ... 8	15	75	1125	
Horsemanship	3 ... 4	4	125	500	4 weeks <sup>1</sup>
Halfling GTN	1 ... 2	2			2 weeks <sup>3</sup>
Harpy GTN	5 ... 0				1 day <sup>3</sup>
Harpy GTN	0 ... 1	1			1 week <sup>3</sup>
Total				2375	4 weeks

Experience remaining

Experience gained on adventure	11760
Experience brought forward	4475
Experience spent	2375
Experience remaning	13860

# Behold the Beholder

## Date of Adventure

Breeze 1, 798 WK [1.3.798 WK] – Breeze 11, 798 WK [11.3.798 WK]

## Other Guild Members in the Party

Starflower	Mind	Elf
Kel	Earth	Elf
Grendel	Mind	
Baron Logan	E&E	
Aqualina	Water	
Lord Ebonhand	-	Elf

## Ranking after Adventure (BREEZE 12, 798 WK – BREEZE 6, 801 WK)

Perception	20 ... 21	1	750		
Glaive	5 ... 9	30	5800	60 weeks <sup>1</sup>	2300 sp
Great axe	ᵁ ... 4	10	1000	21 weeks <sup>1</sup>	300 sp
Unarmed	7 ... 8	8	4000	10 weeks <sup>1</sup>	640 sp
Unarmed	8 ... 10	19	9000	38 weeks <sup>1</sup>	1810 sp
Grenado	1 ... 2	2	75	4 weeks <sup>1</sup>	
Heavy crossbow	ᵁ ... 0	1	100	1 week <sup>1</sup>	
Jedburgh ITN	8 ... 19	154		154 weeks <sup>2</sup>	
Human GTN	6 ... 12	57		57 weeks <sup>3</sup>	
Elf GTN	1 ... 6	20		20 weeks <sup>3</sup>	
Orc GTN	2 ... 6	18		18 weeks <sup>3</sup>	
Dwarf GTN	2 ... 6	18		18 weeks <sup>3</sup>	
Hill Giant GTN	ᵁ ... 0			1 day <sup>1</sup>	
Hill Giant GTN	0 ... 6	21		21 weeks <sup>3</sup>	
Halfling GTN	2 ... 6	18		18 weeks <sup>3</sup>	
Earth Elemental GTN	ᵁ ... 0			1 day <sup>3</sup>	
Earth Elemental GTN	0 ... 2	3		3 weeks <sup>3</sup>	
Total			20725	155 weeks 1 day	

## Experience remaining

Experience gained on adventure	8800
Experience brought forward	13860
Experience spent	20725
Experience remaning	1935

## Notes

ITN ranking time changed from 4 weeks per Rank to 1 week per Rank.

Date of Adventure

Frost 1, 801 WK [1.7.801 WK] – Frost 27, 801 WK [27.7.801 WK]

Other Guild Members in the Party			Income and Expenditure (sp)	
Tulip	Earth	Elf	Borrow from Ty	8000
Ty Trident	Namer		Rank 11 greater	5000
Kel	Earth	Elf	20 pt healing potion (x2)	2000
			General expenses	100
			Amount remaining at Frost 27, 801 WK	900

Ranking after Adventure to Breeze 16, 802 WK (31 weeks) (Frost 28, 801 WK – Heat 26, 802 WK)

Perception	21 ... 22	1		750	
Ranger	2 ... 3	3		1650	3 weeks <sup>1</sup>
Jedburgh ITN	19 ... 20	20			20 weeks <sup>1</sup>
Purification	4 ... 6	11	200	2200	11 weeks <sup>2</sup>
Divination	5 ... 6	6	250	1500	6 weeks <sup>2</sup>
Human GTN	12 ... 14	27			27 weeks <sup>3</sup>
Total				6100	30 weeks

Experience remaining

Experience gained on adventure	5000
Experience brought forward	1935
Experience spent	6100
Experience remaning	835

All for a bundle of cloth

Date of Adventure

Breeze 16, 802 WK [16.3.802 WK] – Breeze 20, 802 WK [20.3.802 WK]

Other Guild Members in the Party

Kel	Earth	Elf
Tulip	Earth	Elf
Candy	Air	Elf
Fizzgig	E & E	Halfling

Income and Expenditure (sp)

Surplus amount brought forward	900
Borrow from Ty	13800
Jar of liquid skin	4500
Amount remaining at 20/3/802 WK	10200

Ranking at Candlestone Farm (BREEZE 21, 802 WK – FROST 4, 807 WK)

Purification	6 . . . 10	34	200	6800	34 weeks <sup>1</sup>
Human GTN	14 . . . 20	105			105 weeks <sup>3</sup>
Elf GTN	6 . . . 10	34			34 weeks <sup>3</sup>
Orc GTN	6 . . . 10	34			34 weeks <sup>3</sup>
Halfling GTN	6 . . . 10	34			34 weeks <sup>3</sup>
Dwarf GTN	6 . . . 10	34			34 weeks <sup>3</sup>
Hill Giant GTN	6 . . . 10	34			34 weeks <sup>3</sup>
Total				6800	275 weeks

Experience remaining

Experience gained on adventure	7750
Experience brought forward	835
Experience spent	6800
Experience remaning	1785

# All so Cupid

## Date of Adventure

Meadow 1, 808 WK [1.1.808 WK] – Meadow 10, 808 WK [10.1.808 WK]

Other Guild Members in the Party		Income and Expenditure (sp)	
Uzi	E&E	Surplus amount brought forward	10200
Arkham	Mind	Payment	1000
Sebastian	Dark Celestial	Pay Ty	10000
		Amount remaining at 10/1/808 WK	1200

## Ranking after adventure (MEADOW 11, 808 WK – VINTAGE 28, 808 WK)

Detect Aura	8 ... 9	9	75	675	
Crossbow	2 ... 5	12		2200	24 weeks <sup>1</sup>
Short bow	U ... 2	3		400	7 weeks <sup>2</sup>
Long bow	U ... 2	3		900	7 weeks <sup>2</sup>
Composite bow	U ... 2	3		800	7 weeks <sup>2</sup>
Tulwar	U ... 1	1		200	3 weeks <sup>2</sup>
Total				5175	24 weeks

## Experience remaining

Experience gained on adventure	3000
Experience brought forward	1785
Experience spent	5175
Experience remaning	−390

# Little Big Plane

## Date of Adventure

Meadow 1, 809 WK [1.1.809 WK] – Meadow 7, 809 WK [7.1.809 WK]

## Ranking after adventure (MEADOW 8, 809 WK – FROST 1, 816 WK)

Perception	22 ... 23	1		750	
Detect Aura	9 ... 10	10	75	750	
Sabre	0 ... 1	1		150	2 weeks <sup>1</sup>
Quarterstaff	0 ... 1	1		75	2 weeks <sup>1</sup>
Spear	0 ... 1	1		100	2 weeks <sup>1</sup>
Estoc	0 ... 1	1		75	2 weeks <sup>1</sup>
Heavy crossbow	0 ... 2	3		300	6 weeks <sup>2</sup>
Ranger	3 ... 4	4		2750	4 weeks <sup>1</sup>
Warrior	3 ... 4	4		2950	4 weeks <sup>1</sup>
Elf GTN	10 ... 16	81			81 weeks <sup>3</sup>
Orc GTN	10 ... 16	81			81 weeks <sup>3</sup>
Halfling GTN	10 ... 16	81			81 weeks <sup>3</sup>
Dwarf GTN	10 ... 15	65			65 weeks <sup>3</sup>
Hill Giant GTN	10 ... 15	65			65 weeks <sup>3</sup>
Total				7900	389 weeks

## Experience remaining

Experience gained on adventure	9000
Experience brought forward	−390
Experience spent	7900
Experience remaning	710

## Notes

Got 9000 out of 25,000 EP.

# Spy Game

## Date of Adventure

Ice 1, 816 WK [1.9.816 WK] – Blossom 30, 818 WK [30.12.818 WK]

## Ranking during Adventure (Ice 1, 816 WK – Harvest 17, 817 WK)

Perception	23 ... 24	1		750	
Ranger	4 ... 6	11		5650	11 weeks <sup>1</sup>
Warrior	4 ... 6	11		9950	11 weeks <sup>2</sup>
Horsemanship	4 ... 8	26		3250	26 weeks <sup>1</sup>
Spy	3 ... 6	15	11000	5500	15 weeks <sup>0</sup>
Total				25100	37 weeks

## Experience remaining

Experience gained on adventure	25000
Experience brought forward	710
Experience spent	25100
Experience remaning	610

Upon your arrival in Tyco you are showing by members of the guild of Transport and High travel to a portal room and take you to Luma City where another set leaders for the High Guilds of Luna discuss this with you. After a day they give you a five sacks of coins as a reward to the value of 10,000 sp.

Gain Draw & Strike (Glaive) for Rank 5 Warrior. Gains Fortitude for Rank 6 Warrior.

## Notes

25,000 EP with Spy costing 50%. You get a rewards from the Duke of 10,000 sp in the form of a credit note for merchants in Seagate.

# No 1 Hobbit Detective Agency

## Date of Adventure

Frost 8, 819 WK [8.7.819 WK] – Snow 8, 819 WK [8.8.819 WK]

## Ranking on adventure (SNOW 9, 819 WK – SNOW 19, 819 WK)

Perception	24 ... 25	1		750	
Detect Aura	10 ... 12	23	75	1725	
Night Vision	0 ... 4	10	100	1000	
Necro General Counterspell	0 ... 4	10	50	500	10 days <sup>1</sup>
Necro Special Counterspell	0 ... 4	10	100	1000	10 days <sup>2</sup>
Total				4975	1 week 3 days

## Ranking at the Guild (SNOW 19, 819 WK – HARVEST 30, 820 WK)

Necro General Counterspell	4 ... 6	11	50	550	11 days <sup>1</sup>
Necro Special Counterspell	4 ... 6	11	100	1100	11 days <sup>2</sup>
Mind General Counterspell	0 ... 6	21	50	1050	21 days <sup>1</sup>
Mind Special Counterspell	0 ... 6	21	100	2100	21 days <sup>2</sup>
Witchcraft General Counterspell	0 ... 6	21	50	1050	21 days <sup>1</sup>
Witchcraft Special Counterspell	0 ... 6	21	100	2100	21 days <sup>2</sup>
Enchanter Special Counterspell	0 ... 6	21	100	2100	21 days <sup>2</sup>
Fire General Counterspell	0 ... 6	21	50	1050	21 days <sup>1</sup>
Fire Special Counterspell	0 ... 6	21	100	2100	21 days <sup>2</sup>
Celestial General Counterspell	0 ... 6	21	50	1050	21 days <sup>1</sup>
Celestial Special Counterspell	0 ... 6	21	100	2100	21 days <sup>2</sup>
Air Special Counterspell	0 ... 6	21	100	2100	21 days <sup>1</sup>
Detect Aura	12 ... 15	42	75	3150	
Night Vision	4 ... 5	5	100	500	
Dagger	4 ... 5	5		400	20 weeks <sup>1</sup>
Military Scientist	3 ... 4	4		1500	4 weeks <sup>1</sup>
Quarterstaff	1 ... 2	2		150	4 weeks <sup>2</sup>
Tulwar	1 ... 2	2		200	4 weeks <sup>2</sup>
Sabre	1 ... 2	2		200	4 weeks <sup>2</sup>
Total				24550	40 weeks 4 days

## Experience remaining

Experience gained on adventure	30000
Experience brought forward	610
Experience spent	29525
Experience remaning	1085

## Notes

Got 30000 EP from 70000 EP



Date of Adventure

Thaw 17, 820 WK [17.10.820 WK] – Seedtime 23, 820 WK [23.11.820 WK]

Ranking at the Guild (SEEDTIME 24, 820 WK – BLOSSOM 15, 823 WK)

Agility	22 ... 23	1		5000	
Dagger	5 ... 8	21		5200	42 weeks <sup>1</sup>
Composite bow	2 ... 4	7		2200	14 weeks <sup>2</sup>
Quarterstaff	2 ... 4	7		700	14 weeks <sup>2</sup>
Purification	10 ... 15	65	200	13000	65 weeks <sup>1</sup>
Dwarf GTN	15 ... 17	33			33 weeks <sup>3</sup>
Hill Giant GTN	15 ... 17	33			33 weeks <sup>3</sup>
Elf GTN	16 ... 17	17			17 weeks <sup>3</sup>
Orc GTN	16 ... 17	17			17 weeks <sup>3</sup>
Halfling GTN	16 ... 17	17			17 weeks <sup>3</sup>
Total				26100	159 weeks

Experience remaining

Experience gained on adventure	26000
Experience brought forward	1085
Experience spent	26100
Experience remaning	985

# Red Laughter

## Date of Adventure

Fruit 1, 824 WK [1.4.824 WK] – Frost 28, 824 WK [28.7.824 WK]

## Ranking on Adventure (FRUIT 1, 824 WK)

Agility	23 ... 25	2			
Stealth	1 ... 2	2	500	1000	
Prowess	0 ... 0	1	500	500	1 Week <sup>0</sup>
Thari	0 ... 5	15		1050	
Total				2550	No time

## Ranking at the Guild (FROST 29, 824 WK – ICE 11, 824 WK)

Climbing	0 ... 4	10	125	1250	10 Weeks <sup>1</sup>
Stealth	2 ... 3	3	500	1500	3 Weeks <sup>1</sup>
Prowess	0 ... 1	1	500	500	1 Week <sup>1</sup>
Resist Pain	0 ... 8	36	300	10800	
Warrior	6 ... 7	7		7550	7 Weeks <sup>2</sup>
Ranger	6 ... 7	7		7350	7 Weeks <sup>2</sup>
Name Change	0 ... 7	28	7700	7700	4 weeks <sup>1</sup>
Bear GTN	0 ... 3	6			6 weeks <sup>2</sup>
Eagle GTN	0 ... 3	6			6 weeks <sup>3</sup>
Total				36650	6 weeks

## Ranking at Candlestone Farm (ICE 11, 824 WK – HEAT 13, 825 WK)

Eagle GTN	3 ... 7	22			22 weeks <sup>3</sup>
Total				0	22 weeks

## Experience remaining

Experience gained on adventure	38710
Experience brought forward	985
Experience spent	39200
Experience remaning	495

## Notes

Learn Quick Stand for Rank 7 Warrior.