# Darius Jedburgh



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

Rk	Skill
8	Horsemanship
7	Warrior
7	Ranger
6	Spy
4	Climbing
4	Flying
4	Swimming
4	Healer
4	Military Scientist
3	Stealth
2	Armourer
2	Weaponsmith
1	Prowess
Rk	Language
9	Common (literate)

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

Rk	Weapon
10	Unarmed
9	Glaive
8	Dagger
7	Hand and a half
5	Crossbow
4	Great axe
4	Shield
4	Broadsword
4	Quarterstaff
4	Composite bow
2	Grenado
2	Heavy crossbow
2	Battle Axe
2	Long bow
2	Tulwar
2	Sabre
2	Cestus
2	Short bow
2	Scimitar
1	Spear
1	Mace
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
6	Air Special Counterspell	G-SC
0	Air General Counterspell	G-GC
0	Bardic Special Counterspell	G-SC
0	Bardic General Counterspell	G-GC
0	Binder Special Counterspell	G-SC
0	Binder General Counterspell	G-GC
6	Celestial General Counterspell	G-GC
6	Celestial Special Counterspell	G-SC
0	Earth Special Counterspell	G-SC
0	Earth General Counterspell	G-GC
6	Enchanter General Counterspell	G-GC
6	Enchanter Special Counterspell	G-SC
6	Fire General Counterspell	G-GC
6	Fire Special Counterspell	G-SC
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 Special Counterspell	G-SC
0	Illusion General Counterspell	G-GC
6	Mind General Counterspell	G-GC
6	Mind Special Counterspell	G-SC
0	Namer General Counterspell	G-GC
6	Banishment	S-2
7	Name Change	S-20
0	Namer Special Counterspell	G-SC
6	Necro General Counterspell	G-GC
6	Necro Special Counterspell	G-SC
0	Rune Special Counterspell	G-SC
0	Rune General Counterspell	G-GC
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 Dexturity	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	Ŭ 1	1		50	
Military Scientist	U 2	3		775	
Weaponsmith	Ŭ 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			200	
Crossbow	1 2	3 2		200	
Shield	U 2	3		100	
	<b>V Z</b>				Nia Airea
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	Other	Guild	Members	in the	<b>Party</b>
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### **Income and Expenditure (sp)**

Invested Quickness (used during adventure)

Uraagh	-	Orc	Salvage and payment
Kilroy	Rune		Salvage from Brastor
Ishamael	Dark		Loan from Guild for Invested Starlight wings
Antonio	Air		Lesser enchantment
Torinsin	Rune		Horse
Bragen	Earth		Resurrection and eye regeration
Liessa	Mind		Tresspass fine
Karys	Binder	Elf, with Bob and	Learning costs
		Kate	Improved platemail
			Invested Starlight wings (3 x Rk 20)

Amount remaining at 31/3/94 AP 6410

28590 900

7500

600 700

7500

3000

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

Endurance 19 ... 18 -1

### 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	Ŭ 6	21		3900	43 weeks $^{\mathrm{1}}$	910 sp
Unarmed	U 4	10		2300	21 weeks $^1$	310 sp
Broadsword	3 4	4		400	8 weeks $^{\mathrm{1}}$	160 sp
Dagger	2 4	7		300	14 weeks $^{2}$	250 sp
Shield	2 4	7		300	14 weeks $^2$	250 sp
Sabre	ט ס			150	$1\ week^2$	
Battle Axe	ט ס			75	1 week $^{2}$	
Ranger	ט ס		600	540	8 weeks $^2$	150 sp
Healer	ט ס		1000	900	$8~{\rm weeks}^2$	150 sp
Spy	ט ס		500	450	8 weeks $^2$	150 sp
Weaponsmith	1 2	2	800	720	$2 \text{ weeks}^2$	300 sp
Ranger	0 2	3	2700	2430	$6~{ m weeks}^2$	450 sp
Healer	0 2	3	2000	1800	$3  \mathrm{weeks}^2$	900 sp
Spy	0 3	6	2200	1980	$6~{ m weeks}^2$	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.

### Arabia and Back

### **Date of Adventure**

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

Orc

### **Other Guild Members in the Party**

# Engleton Namer Logan E & E Dalran E & E Saydar Necro Methusalar Air Shernon Necro

### **Income and Expenditure (sp)**

Surplus amount brought forward		6410
Salvage and payment		30624
Lesser enchantment	600	
Improved leather	320	
Scimitar	1200	
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	${\sf 3}\ {\sf weeks}^1$	450 sp
Military Scientist	2 3	3	950	855	3 weeks $^{\mathrm{1}}$	450 sp
Mace	υ ο			50	1 week $^{\mathrm{1}}$	
Scimitar	υ ο			100	1 week $^{\mathrm{1}}$	
Battle Axe	0 2	3		225	$6~{ m weeks}^2$	50 sp
Quarterstaff	υ ο			75	1 week $^{2}$	·
Spear	U 0			100	1 ${\sf week}^2$	
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 Lastness of Giruyllan

### **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

#### Items at start of the adventure

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

### **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

### 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 Dexturity	17 18	1		5000			
Scimitar	0 1	1		100	$2~{ m weeks}^1$	10 sp	
Armourer	υ2	3	1700	1530	11 weeks $^{1}$	450 sp	
Healer	3 4	4	5800	5220	4 weeks $^2$	600 sp	
Hand and a half	6 7	7			$9~{ m weeks}^2$		
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**

# LathAirTempestAirTussockAirMorganDarkLoganE & EOneIllusion

### 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 $^{\mathrm{1}}$	40 sp
Cestus	U 1	1	70	3 weeks $^{\mathrm{1}}$	10 sp
Hand and a half	6 7	7	2000	$5~\mathrm{weeks}^2$	490 sp
Estoc	U 0		75	1 week $^{2}$	
Glaive	U 0		50	1 week $^2$	
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

### **Income and Expenditure (sp)**

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

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 Dexturity	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 Dorde

#### **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

### 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

### **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

### 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 Idensholm

### **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

Mordrin Dwarf Sabastian Dark Halfling Kharga Earth

### Items at end of the Adventure

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

### **Income and Expenditure (sp)**

Surplus amount brought forward		10200
Salvage		275
Liquid Moonlight	500	
Ranking expenses	1000	
General expenses	85	
Living espenses	890	
Amount remaining at June 30, 1995 AP		8000

### 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 υ ... ο

### 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	υο
Expel Magic	υο
Quick Cast	υο
Air General Counterspell	υο
Air Special Counterspell	υο
Bardic General Counterspell	υο
Bardic Special Counterspell	υο
Binder General Counterspell	υο
Binder Special Counterspell	υο
Celestial General Counterspell	υο
Celestial Special Counterspell	υο
Earth General Counterspell	υο
Earth Special Counterspell	υο
Enchanter General Counterspell	υο
Enchanter Special Counterspell	υο
Fire General Counterspell	υο
Fire Special Counterspell	υο
Ice General Counterspell	υο
Ice Special Counterspell	υο
Illusion General Counterspell	υο
Illusion Special Counterspell	υο
Mind General Counterspell	υο
Mind Special Counterspell	υο
Namer General Counterspell	υο
Namer Special Counterspell	υο
Necro General Counterspell	υ ο
Necro Special Counterspell	υ ο
Rune General Counterspell	υο
Rune Special Counterspell	υ ο
Summoner General Counterspell	υ ο
Summoner Special Counterspell	υο
Water General Counterspell	υο
Water Special Counterspell	υο
Witchcraft General Counterspell	υ ο
Witchcraft Special Counterspell	υο
Purification	υο
Dissipation	υ ο

### Ranking at the Guild (July 30, 1995 AP – October 1, 1995 AP)

Divination	U 0				4 weeks $^{\mathrm{1}}$	1000 sp
Divination	0 2	3	250	750	${\sf 3}\ {\sf weeks}^1$	
Divination	2 3	3			2 weeks $^{\mathrm{1}}$	
Purification	0 3	6	200	1200	$6~{ m weeks}^2$	
Enchanter General Counterspell	0 6	21	100	2100	$3~{\rm weeks}^2$	
Jedburgh ITN	0 2	3			$3  { m weeks}^3$	
Orc GTN	0 1	1			1 week $^3$	
Elf GTN	0 1	1			1 week $^3$	
Human GTN	0 2	3			$3~{ m weeks}^3$	
Total				4050	9 weeks	

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 $^{\mathrm{1}}$	
Warrior	U 1	1		850	765	$9~{ m weeks}^1$	150 sp
Unarmed	4 5	5			900	10 weeks $^2$	250 sp
Jedburgh ITN	2 4	7				$^{7}\mathrm{weeks}^{3}$	
Human GTN	2 3	3				$3~{ m weeks}^3$	
Total					14740	11 weeks	

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

# Sword of Dope

### **Date of Adventure**

Athelston

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
		2

Earth

### Items at end of the Adventure

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

### **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

10 sp 50 sp 10 sp

### 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	<b>'</b> )					
Perception	16 17	1		750			
Agility	20 21	1		5000			
Physical Strength	20 21	1		5000			
Warrior	1 3	5	2450	2205	5 weeks $^{\mathrm{1}}$	750 sp	

Physical Strength	20 21	1	5000	
Warrior	1 3	5	2450 2205	5 weeks $^{\mathrm{1}}$
Javelin	υ <b>1</b>	1	100	${\sf 3}\ {\sf weeks}^1$
Glaive	0 2	3	150	$6~{ m weeks}^2$
Mace	0 1	1	50	$2  {\rm weeks}^2$
Human GTN	3 4	4		$4~{ m weeks}^3$
Dwarf GTN	0 2	3		${ m 3~weeks}^3$
Halfling GTN	0 1	1		$^{\mathrm{1}}$ week $^{\mathrm{3}}$
Total			13255	8 weeks

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

## Truce in the Fastness of Giruyllan

### **Date of Adventure**

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

Other Guild Meml	bers in the Party			Income and Expenditure	(sp)		
Killroy	Rune	Now a giant		Surplus amount brought	forward		29800
Mordrin	-	Dwarf		Sell item to Adam Vycha			8000
Bart	Mind	Now with one	orc	Repay Engleton		26000	
Braegon	Earth			Ranking costs		3400	
Amaranth	E&E			Living expenses		900	
Mitothin	Necro			Amount remaining at Ice	30, 797 WK		7500
Clemintine	Halfling	Now shape	changer				
		bear					
Ranking on Adven	ture (April 4, 1996 Al	<b>?</b> )					
Magical Aptitude		5 6	1				
Willpower		16 17	1				
Ranking at the Gu	ild (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 Gu	ild (April 4, 1996 AP	– July 24, 1996 AP)					
Glaive		2 5	12		16 weeks $^{\mathrm{1}}$		
Unarmed		5 7	13		16 weeks $^{2}$		
Jedburgh ITN		4 8	26		16 weeks $^3$		
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.

### The Non-rescue in Idrisholm

### **Date of Adventure**

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

Other Guild N	1embers i	in the	Party
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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

21 weeks

12425

### Ranking on Adventure (July 29, 1996 AP)

Flying	0 4	10	125	1250			
Total				1250	No time		_
Ranking Candlestone Farm (Ju	JLY 29, 1996 AP – DECEMBER 23	3, 1996 A	<b>P</b> )				
Glaive	2 5	12		600	8 weeks $^{\mathrm{1}}$	500 sp	
Grenado	ט ט			25	1 week $^{\mathrm{1}}$	10 sp	
Grenado	0 1	1		50	$2~{ m weeks}^1$	10 sp	
Unarmed	5 7	13		4500	10 weeks $^{2}$	850 sp	
Jedburgh ITN	4 8	26			10 weeks $^{3}$		
Banishment	U 0				${\sf 3}\ {\sf weeks}^1$	2000 sp	
Banishment	0 6	21	200	4200	$3~{ m weeks}^1$		
Purification	3 4	4	200	800	4 weeks <sup>1</sup>		
Divination	3 5	9	250	2250	$9~{ m weeks}^2$		
Human GTN	4 5	5			5 weeks $^3$		
Orc GTN	1 2	2			$2  \mathrm{weeks}^3$		

### **Experience remaining**

Total

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	Δir	

### Ranking after Adventure (Seedtime 12, 797 WK – Blossom 24, 797 WK)

Perception Manual Dexturity	18 19 19 20	1 1	750 5000			
Unarmed Cestus Human GTN	7 8 1 2 5 6	8 2 6	50	$6 \text{ weeks}^1$ $4 \text{ weeks}^2$ $6 \text{ weeks}^3$	40 sp	
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.

# The Dunzing of the Captain

### **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 $^{\mathrm{1}}$
Halfling GTN	1 2	2			$2~{ m weeks}^3$
Harpy GTN	υ ο				1 day $^3$
Harpy GTN	0 1	1			1 week $^{3}$
Total				2375	4 weeks

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 $^{\mathrm{1}}$	300 sp
Unarmed	7 8	8	4000	10 weeks $^{\mathrm{1}}$	640 sp
Unarmed	8 10	19	9000	38 weeks $^{\mathrm{1}}$	1810 sp
Grenado	1 2	2	75	4 weeks $^{\mathrm{1}}$	
Heavy crossbow	υ ο	1	100	1 week $^{\mathrm{1}}$	
Jedburgh ITN	8 19	154		154 weeks $^{2}$	
Human GTN	6 12	57		57 weeks $^3$	
Elf GTN	1 6	20		20 weeks $^3$	
Orc GTN	2 6	18		18 weeks $^3$	
Dwarf GTN	2 6	18		18 weeks $^3$	
Hill Giant GTN	υ ο			1 $day^1$	
Hill Giant GTN	0 6	21		21 weeks $^3$	
Halfling GTN	2 6	18		18 weeks $^3$	
Earth Elemental GTN	υ ο			1 day $^3$	
Earth Elemental GTN	0 2	3		$3  \mathrm{weeks}^3$	
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.

## A Clockwork Deart Adventure

### **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 Ranger	21 22 2 3	1 3		750 1650	$3~{ m weeks}^1$
Jedburgh ITN	19 20	20			${\it 20}~{\it weeks}^1$
Purification	4 6	11	200	2200	11 weeks $^2$
Divination	5 6	6	250	1500	$6~{ m weeks}^2$
Human GTN	12 14	27			$27~\mathrm{weeks}^3$
Total				6100	30 weeks

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

### **Income and Expenditure (sp)**

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

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 $^3$
Elf GTN	6 10	34			34 weeks $^3$
Orc GTN	6 10	34			34 weeks $^3$
Halfling GTN	6 10	34			34 weeks $^3$
Dwarf GTN	6 10	34			34 weeks $^3$
Hill Giant GTN	6 10	34			34 weeks <sup>3</sup>
Total				6800	275 weeks

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

## All so Cupid

### **Date of Adventure**

Uzi

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

### Other Guild Members in the Party

### E&E Mind

Arkham Mind Sebastian Dark Celestial

### **Income and Expenditure (sp)**

Surplus amount brought forward	10200
Payment	1000
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 $^{1}$
Short bow	U 2	3		400	$7 \text{ weeks}^2$
Long bow	U 2	3		900	$7~\mathrm{weeks}^2$
Composite bow	U 2	3		800	7 weeks $^2$
Tulwar	U 1	1		200	$3 \text{ weeks}^2$
Total				5175	24 weeks

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 $^{1}$
Quarterstaff	0 1	1		75	2 weeks $^{\mathrm{1}}$
Spear	0 1	1		100	2 weeks <sup>1</sup>
Estoc	0 1	1		75	$2weeks^1$
Heavy crossbow	0 2	3		300	$6 \text{ weeks}^2$
Ranger	3 4	4		2750	4 weeks $^{1}$
Warrior	3 4	4		2950	4 weeks $^{\mathrm{1}}$
Elf GTN	10 16	81			81 weeks <sup>3</sup>
Orc GTN	10 16	81			81 weeks $^3$
Halfling GTN	10 16	81			81 weeks $^3$
Dwarf GTN	10 15	65			65 weeks $^3$
Hill Giant GTN	10 15	65			65 weeks $^3$
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 $^{\mathrm{1}}$
Warrior	4 6	11	9950	11 weeks $^2$
Horsemanship	4 8	26	3250	26 weeks $^{\mathrm{1}}$
Spy	3 6	15	11000 5500	15 weeks $^{ m 0}$
Total			25100	37 weeks

### **Experience remaining**

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

#### **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.

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  $10,000 \, \mathrm{sp}$ .

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

# 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 $^{1}$
Necro Special Counterspell	0 4	10	100	1000	10 days $^2$
Total				4975	1 week 3 days

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

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

### **Experience remaining**

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

### Notes

Got 30000 EP from 70000 EP

# No 1 hobbit Detective Agency: Vigor

### **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 $^1$
Composite bow	2 4	7		2200	14 weeks $^2$
Quarterstaff	2 4	7		700	14 weeks $^2$
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 $^3$
Halfling GTN	16 17	17			17 weeks $^3$
Total				26100	159 weeks

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 Stealth	23 25	2			
Stealth	1 2	2	500	1000	
Prowess	U O	1	500	500	1 Week $^{0}$
Thari	υ5	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 $^2$	
Ranger	6 7	7		7350	7 Weeks $^2$	
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			$6 \text{ weeks}^3$	
Total				36650	6 weeks	

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

Eagle GTN	3 7	22		22 $\mathrm{weeks}^3$
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.