# Darius Jedburgh



Name Jedburgh PS 21		<sup>MD</sup> 20	<sup>AG</sup> 25	MA 6	WP 18	<sup>EN</sup> 24
Race Human Sex Male		<sup>HT</sup> 6'2"	WT 200 lb	PB 18	<sup>PC</sup> 25	<sup>FT</sup> 23
Aspect Summer Stars Fire		Birth 7th			Date Heat 13, 825 N	NK
S.Status Gentlefolk Hand Ambidexterious		Coll. Namer		<sup>EP</sup> 319685 [495]		

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

Ability
Armourer 0: Cloth
Armourer 2: Chain
Military Scientist 0: Skirmish
Military Scientist 3: Battlefield
Ranger 0: Primary environment Plains
Spy 0: Assess
Spy 1: Information
Spy 2: Codes
Spy 3: Counterspy
Spy 4: Bribery
Spy 5: Forgery
Spy 6: Shadowing
Warrior 5: Draw and Strike (Glaive)
Warrior 6: Fortitude
Warrior 7: Quick Stand
Weaponsmith 0: Shields
Weaponsmith 2: Swords

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

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

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· ·	G-SC
6 Necro Special Counterspell	G-GC
	G-SC
6 Necro General Counterspell	G-GC
0 Rune General Counterspell	G-GC
0 Rune Special Counterspell	G-SC
0 Water Special Counterspell	G-SC
0 Water General Counterspell	G-GC
6 Witchcraft Special Counterspell	
6 Witchcraft General Counterspell	G-SC

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]

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

1...2

2

50

50

No time

Dagger

Total

Statistics (91) (MARCH 11, 1970 AP – N	Марси 11 1970 AP)				
Physical Strength	16				
Manual Dexturity	17				
Agility	19				
Magical Aptitude	5				
Willpower	15				
Endurance	19				
Other Statistics (MARCH 11, 1970 AP	- MARCH 11, 1970 AP)				
Perception	5				
Fatigue	21				
Physical Beauty	18				
Languages (17) (MARCH 11, 1970 AP -	- March 11, 1970 AP)				
Common (literate)	9				
Elven	4				
Dwarven	4				
Gentlefolk (1015) (MARCH 11, 1970 AI	P – March 11, 1970 AF	<b>P</b> )			
Horsemanship	02	3	125	375	
Swimming	01	1	125	125	
Stealth	01	1	500	500	
Total				1000	No time
Non mage (6000) (MARCH 11, 1970 AP	P – March 11, 1970 AP	)			
Perception	58	3		2500	
Broadsword	U2	3		200	
Crossbow	U1	1		200	
Dagger	Ŭ1	1		50	
Military Scientist	U2	3		775	
Military Scientist 0: Skirmish	02	3		775	
Weaponsmith	<b>ت1</b>	1		900	
Weaponsmith 0: Shields	01	-		300	
Perception	89	1		750	
Horsemanship	23	3	125	375	
Swimming	12	2	125	250	
Total				6000	No time
Extra from non mage (500) (MARCH 1	1, 1970 AP – MARCH 1:	 1, 1970 AF	<b>P</b> )		
Broadsword	23	3	*	200	
Crossbow	12	2		200	
Shield	U2	3		100	
	J <u>L</u>				No time
Total				500	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	<b>Members</b>	in	the	Party
Other	Junu	MICHIBELD		uiic	1 41 6,7

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

Uraagh	-	Orc	Salvage and payment	28590
Kilroy	Rune		Salvage from Brastor	900
Ishamael	Dark		Loan from Guild for Invested Starlight wings	7500
Antonio	Air		Lesser enchantment	600
Torinsin	Rune		Horse	700
Bragen	Earth		Resurrection and eye regeration	10100
Liessa	Mind		Tresspass fine	1000
Karys	Binder	Elf, with Bob and	Learning costs	4880
•		Kate	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 – October 23, 1992 AP)

Endurance 19...18 -

#### Ranking during adventure (October 23, 1992 AP - October 23, 1992 AP)

Perception	910	1	750
Endurance	1819	1	2500
Physical Strength	1617	1	5000
Total			8250 No time

#### Ranking at the Guild (October 23, 1992 AP – March 13, 1994 AP)

Total			16245	72 weeks	
Spy 3: Counterspy					
Spy 2: Codes					
Spy 1: Information					
Spy	03	6	1980	$6~{ m weeks}^2$	900 sp
Healer	02	3	1800	3 weeks <sup>2</sup>	900 sp
Ranger	02	3	2430	$6 \text{ weeks}^2$	450 sp
Weaponsmith 2: Swords					
Weaponsmith	12	2	720	$2~{ m weeks}^2$	300 sp
Spy 0: Assess					
Spy	U0		450	8 weeks $^2$	150 sp
Healer	U0		900	$8 \text{ weeks}^2$	150 sp
Ranger 0: Primary environment Plains					
Ranger	U0		540	8 weeks $^2$	150 sp
Battle Axe	U0		75	1 week $^{2}$	
Sabre	U0		150	1 week $^2$	
Shield	24	7	300	14 weeks $^2$	250 sp
Dagger	24	7	300	14 weeks $^2$	250 sp
Broadsword	34	4	400	8 weeks <sup>1</sup>	160 sp
Unarmed	U4	10	2300	21 weeks <sup>1</sup>	310 sp
Hand and a half	U6	21	3900	43 weeks <sup>1</sup>	910 sp

#### **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.

### 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	1011	1	750		
Endurance	1920	1	5000		
Fatigue	2122	1	2500		
Physical Strength	1718	1	5000		
Healer	23	3	3150	3 weeks $^{\mathrm{1}}$	450 sp
Military Scientist	23	3	855	${\sf 3}$ weeks $^1$	450 sp
Military Scientist 3: Battlefield					•
Mace	U0		50	1 week $^{\mathrm{1}}$	
Scimitar	U0		100	1 week $^{\mathrm{1}}$	
Battle Axe	02	3	225	$6~{ m weeks}^2$	50 sp
Quarterstaff	U0		75	1 week $^{2}$	
Spear	U0		100	1 $week^2$	
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

The owledge	Mind	Devout
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	1112	1	750			
Fatigue	2223	1	2500			
Endurance	2021	1	2500			
Manual Dexturity	1718	1	5000			
Scimitar	01	1	100	$2~{ m weeks}^1$	10 sp	
Armourer	U2	3	1530	11 weeks $^{\mathrm{1}}$	450 sp	
Armourer 0: Cloth						
Armourer 2: Chain						
Healer	34	4	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 Dob'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	1213	1	750		
Endurance	2122	1	2500		
Scimitar	12	2	200	4 weeks $^{\mathrm{1}}$	40 sp
Cestus	ŭ <b>1</b>	1	70	3 weeks $^{\mathrm{1}}$	10 sp
Hand and a half	6 7	7	2000	$5~\mathrm{weeks}^2$	490 sp
Estoc	U0		75	1 week $^2$	
Glaive	U0		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 lifetorms 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		Surplus amount brought forward	24000
Logan	E & E		Salvage	13233
Bart	Mind		20 pt Guild standard healing potion (x5)	5000
Destroyer	Mind	Elf	Living expenses	1233
Father Rowan	Wicca		Amount remaining at 31/3/95 AP	31000
Rockbottom	E & E	Dwarf		

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

Perception	1314	1	750	
Manual Dexturity	1819	1	5000	
Endurance	2223	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 – April 6, 1995 AP)

Perception	1415	1	750	
Endurance	2324	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 – April 24, 1995 AP)

Swimming	23	3	125	375	
Total				375	No time

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

Jedburgh ITN v...

#### Ranking at the Guild (April 24, 1995 AP – July 30, 1995 AP)

Physical Strength Willpower	1819 1516	1 1	5000 5000
Namer College			14 weeks <sup>1</sup>
Total			10000 14 weeks

#### Namer College (July 30, 1995 AP – July 30, 1995 AP)

tunier conege (genres) 1550 in	002100, 2550121)
Detect Aura	ŬO
Expel Magic	U 0
Quick Cast	U0
Air General Counterspell	U 0
Air Special Counterspell	U 0
Bardic General Counterspell	U0
Bardic Special Counterspell	U0
Binder General Counterspell	U0
Binder Special Counterspell	U0
Celestial General Counterspell	U0
Celestial Special Counterspell	U0
Earth General Counterspell	U0
Earth Special Counterspell	U0
Enchanter General Counterspell	U0
Enchanter Special Counterspell	U0
Fire General Counterspell	U0
Fire Special Counterspell	U0
Ice General Counterspell	U0
Ice Special Counterspell	U0
Illusion General Counterspell	U0
Illusion Special Counterspell	U0
Mind General Counterspell	U0
Mind Special Counterspell	U0
Namer General Counterspell	U0
Namer Special Counterspell	U0
Necro General Counterspell	U0
Necro Special Counterspell	U0
Rune General Counterspell	U0
Rune Special Counterspell	U0
Summoner General Counterspell	U0
Summoner Special Counterspell	U0
Water General Counterspell	U0
Water Special Counterspell	U0
Witchcraft General Counterspell	U0
Witchcraft Special Counterspell	U0
Purification	U0
Dissipation	U0

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

Divination	U0				4 weeks $^{\mathrm{1}}$	1000 sp
Divination	02	3	250	750	${\sf 3}$ weeks $^1$	
Divination	23	3			2 weeks $^{\mathrm{1}}$	
Purification	03	6	200	1200	$6  {\rm weeks}^2$	
Enchanter General Counterspell	06	21	100	2100	$3  \mathrm{weeks}^2$	
Jedburgh ITN	02	3			$3  \mathrm{weeks}^3$	
Orc GTN	01	1			1 week $^3$	
Elf GTN	01	1			1 week $^3$	
Human GTN	02	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	d well
		deserved	

#### 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

#### **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

#### Ranking at the Guild (November 15, 1995 AP – February 1, 1996 AP)

Perception	1516	1		750		
Agility	1920	1		5000		
Physical Strength	1920	1		5000		
Detect Aura	06	21	75	1575		
Divination	23	3	250	750	1 week $^{\mathrm{1}}$	
Warrior	Ŭ <b>1</b>	1		765	$9~{\sf weeks}^1$	150 sp
Unarmed	45	5		900	10 weeks $^2$	250 sp
Jedburgh ITN	24	7			7 weeks $^3$	
Human GTN	23	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**

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

#### Other Guild Members in the Party

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

#### Ranking on the Adventure (February 5, 1996 AP – February 5, 1996 AP)

Swimming	34	4	125	500		
Total				500	No time	
Ranking at the Guild (FEBRUARY	5, 1996 AP – APRIL 3, 1996 A	AP)				
Perception	1617	1		750		
Agility	2021	1		5000		
Physical Strength	2021	1		5000		
Warrior	13	5		2205	5 weeks $^{\mathrm{1}}$	750 sp
Javelin	Ŭ <b>1</b>	1		100	3 weeks $^{\mathrm{1}}$	10 sp
Glaive	02	3		150	$6~{ m weeks}^2$	50 sp
Mace	01	1		50	$2 \text{ weeks}^2$	10 sp
Human GTN	34	4			4 weeks $^3$	
Dwarf GTN	02	3			$3~{ m weeks}^3$	
Halfling GTN	01	1			1 week $^{3}$	
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	Ciuild	Mem	bers i	n the	Party

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

Killroy	Rune
Mordrin	-
Bart	Mind
Braegon	Earth
Amaranth	E&E
Mitothin	Necro
Clemintine	Halfling

Now a giant
Dwarf
Now with one orc

Now shapechanger

bear

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 – April 4, 1996 AP)

Magical Aptitude	56	1
Willpower	1617	1

#### Ranking at the Guild (April 4, 1996 AP – April 4, 1996 AP)

Perception	1718	1	750	
Agility	2122	1	5000	
Willpower	1718	1	5000	
Total			10750 No time	

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

Glaive	25	12	16 weeks <sup>1</sup>
Unarmed	57	13	16 weeks <sup>2</sup>
Jedburgh ITN	48	26	16 weeks <sup>3</sup>
Total			0 16 weeks

#### **Experience remaining**

20340
5260
10750
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 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

21 weeks

12425

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

04	10	125	1250			
			1250	No time		
LY 29, 1996 AP – DECEMBER 2	23, 1996 A	<b>P</b> )				
25	12		600	8 weeks $^{\mathrm{1}}$	500 sp	
ŪO			25	1 week $^{\mathrm{1}}$	10 sp	
01	1		50	$2~{ m weeks}^1$	10 sp	
57	13		4500	10 weeks $^{2}$	850 sp	
48	26			10 weeks $^{3}$		
U0				$3~{ m weeks}^1$	2000 sp	
06	21	200	4200	$3 \text{ weeks}^1$		
34	4	200	800	4 weeks <sup>1</sup>		
35	9	250	2250	$9~{ m weeks}^2$		
45	5			5 weeks $^3$		
12	2			$2  \mathrm{weeks}^3$		
	LY 29, 1996 AP – DECEMBER 2  25  U0  01  57  48  U0  06  34  35  45	LY 29, 1996 AP – DECEMBER 23, 1996 AP  25 12 U0 01 1 57 13 48 26 U0 06 21 34 4 35 9 45	LY 29, 1996 AP – DECEMBER 23, 1996 AP)  25	1250  LY 29, 1996 AP - DECEMBER 23, 1996 AP)  25	1250 No time  LY 29, 1996 AP – DECEMBER 23, 1996 AP)  25 12 600 8 weeks 1 U0 25 1 week 1 57 13 4500 10 weeks 2 48 26 10 weeks 3 U0 3 weeks 1 06 21 200 4200 3 weeks 1 34 4 200 800 4 weeks 1 34 4 200 800 4 weeks 1 35 9 250 2250 9 weeks 2 45 5 5 weeks 3	1250 No time  LY 29, 1996 AP - DECEMBER 23, 1996 AP)  25

#### **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	Air	

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

Perception Manual Dexturity	1819 1920	1 1	750 5000			
Unarmed	78	8		6 weeks <sup>1</sup>	40	
Cestus Human GTN	12 56	2 6	50	4 weeks <sup>2</sup> 6 weeks <sup>3</sup>	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	1920	1		750	
Detect Aura	68	15	75	1125	1
Horsemanship	34	4	125	500	4 weeks <sup>1</sup>
Halfling GTN	12	2			2 weeks <sup>3</sup>
Harpy GTN	U0				1 day <sup>3</sup>
Harpy GTN	01	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	2021	1	750		
Glaive	5 9	30	5800	$60~\mathrm{weeks}^1$	2300 sp
Great axe	U4	10	1000	21 weeks $^{\mathrm{1}}$	300 sp
Unarmed	78	8	4000	10 weeks $^{\mathrm{1}}$	640 sp
Unarmed	810	19	9000	38 weeks $^{\mathrm{1}}$	1810 sp
Grenado	12	2	75	4 weeks $^{\mathrm{1}}$	
Heavy crossbow	U0	1	100	1 week $^{\mathrm{1}}$	
Jedburgh ITN	819	154		154 weeks $^{2}$	
Human GTN	612	57		57 weeks $^3$	
Elf GTN	16	20		20 weeks $^3$	
Orc GTN	26	18		18 weeks $^3$	
Dwarf GTN	26	18		18 weeks $^3$	
Hill Giant GTN	U0			1 $day^1$	
Hill Giant GTN	06	21		21 weeks $^3$	
Halfling GTN	26	18		18 weeks $^3$	
Earth Elemental GTN	U0			1 ${\sf day}^3$	
Earth Elemental GTN	02	3		$3~{ m weeks}^3$	
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)**

	<b>.</b>	FILE	ъ с п	0000
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	2122	1		750	
Ranger	23	3		1650	3 weeks $^{\mathrm{1}}$
Jedburgh ITN	1920	20			20 weeks <sup>1</sup>
Purification	46	11	200	2200	11 weeks $^2$
Divination	56	6	250	1500	$6~{ m weeks}^2$
Human GTN	1214	27			$27 \text{ weeks}^3$
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	610	34	200	6800	34 weeks <sup>1</sup>
Human GTN	1420	105			105 weeks <sup>3</sup>
Elf GTN	610	34			34 weeks $^3$
Orc GTN	610	34			34 weeks $^3$
Halfling GTN	610	34			34 weeks $^3$
Dwarf GTN	610	34			34 weeks $^3$
Hill Giant GTN	610	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**

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

#### Other Guild Members in the Party

#### Uzi E&E 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	89	9	75	675	
Crossbow	25	12		2200	24 weeks <sup>1</sup>
Short bow	Ŭ2	3		400	7 weeks $^2$
Long bow	Ŭ2	3		900	7 weeks $^2$
Composite bow	Ŭ2	3		800	7 weeks <sup>2</sup>
Tulwar	U1	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	2223	1		750	
Detect Aura	910	10	75	750	
Sabre	01	1		150	$2weeks^1$
Quarterstaff	01	1		75	2 weeks $^{1}$
Spear	01	1		100	2 weeks <sup>1</sup>
Estoc	01	1		75	2 weeks $^1$
Heavy crossbow	02	3		300	$6~\mathrm{weeks}^2$
Ranger	34	4		2750	4 weeks $^1$
Warrior	34	4		2950	4 weeks $^{\mathrm{1}}$
Elf GTN	1016	81			81 weeks <sup>3</sup>
Orc GTN	1016	81			81 weeks $^3$
Halfling GTN	1016	81			81 weeks $^3$
Dwarf GTN	1015	65			65 weeks $^3$
Hill Giant GTN	1015	65			$65 \text{ weeks}^3$
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	2324	1	750	
Ranger	46	11	5650	11 weeks <sup>1</sup>
Warrior	46	11	9950	11 weeks $^2$
Warrior 5: Draw and Strike (Glaive)				
Warrior 6: Fortitude				
Horsemanship	48	26	3250	26 weeks <sup>1</sup>
Spy	36	15	5500	15 weeks $^{ m 0}$
Spy 4: Bribery				
Spy 5: Forgery				
Spy 6: Shadowing				
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 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	2425	1		750	
Detect Aura	1012	23	75	1725	
Night Vision	04	10	100	1000	
Necro General Counterspell	04	10	50	500	10 days $^1$
Necro Special Counterspell	04	10	100	1000	10 days $^2$
Total				4975	1 week 3 days

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

Necro General Counterspell	46	11	50	550	11 days $^{1}$
Necro Special Counterspell	46	11	100	1100	11 days $^2$
Mind General Counterspell	06	21	50	1050	21 days $^{1}$
Mind Special Counterspell	06	21	100	2100	21 days $^2$
Witchcraft General Counterspell	06	21	50	1050	21 days <sup>1</sup>
Witchcraft Special Counterspell	06	21	100	2100	21 days $^2$
Enchanter Special Counterspell	06	21	100	2100	21 days $^2$
Fire General Counterspell	06	21	50	1050	21 days <sup>1</sup>
Fire Special Counterspell	06	21	100	2100	21 days $^2$
Celestial General Counterspell	06	21	50	1050	21 days <sup>1</sup>
Celestial Special Counterspell	06	21	100	2100	21 days $^2$
Air Special Counterspell	06	21	100	2100	21 days $^{\mathrm{1}}$
Detect Aura	1215	42	75	3150	
Night Vision	45	5	100	500	
Dagger	45	5		400	20 weeks <sup>1</sup>
Military Scientist	34	4		1500	4 weeks $^{\mathrm{1}}$
Quarterstaff	12	2		150	$4 \text{ weeks}^2$
Tulwar	12	2		200	4 weeks <sup>2</sup>
Sabre	12	2		200	$4~{ m weeks}^2$
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

# 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	2223	1		5000	
Dagger	58	21		5200	42 weeks $^1$
Composite bow	24	7		2200	14 weeks $^2$
Quarterstaff	24	7		700	14 weeks $^2$
Purification	1015	65	200	13000	65 weeks <sup>1</sup>
Dwarf GTN	1517	33			33 weeks $^3$
Hill Giant GTN	1517	33			33 weeks $^3$
Elf GTN	1617	17			17 weeks $^3$
Orc GTN	1617	17			17 weeks $^3$
Halfling GTN	1617	17			$17 \text{ weeks}^3$
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 – FRUIT 1, 824 WK)

Agility Stealth	2325	2				
Stealth	12	2	500	1000		
Prowess	U0	1	500	500	1 Week $^{ m 0}$	
Thari	U5	15		1050		
Total				2550	No time	

#### Ranking at the Guild (Frost 29, 824 WK – Ice 11, 824 WK)

Climbing	04	10	125	1250	10 Weeks $^{\mathrm{1}}$
Stealth	23	3	500	1500	${\sf 3}\ {\sf Weeks}^1$
Prowess	01	1	500	500	1 Week $^{\mathrm{1}}$
Resist Pain	08	36	300	10800	
Warrior	67	7		7550	$^{7}\mathrm{Weeks}^{2}$
Warrior 7: Quick Stand					
Ranger	67	7		7350	$7~{\sf Weeks}^2$
Name Change	07	28	7700	7700	4 weeks $^{\mathrm{1}}$
Bear GTN	03	6			$6~{ m weeks}^2$
Eagle GTN	03	6			$$ 6 weeks $^3$
Total				36650	6 weeks

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

Eagle GTN	37	22	$22~\mathrm{weeks}^3$
Total			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.