

# Elan Morin Tedronai



Name	Ishamael	PS 15	MD 22	AG 21	MA 17	WP 20	EN 24
Race	Human	Sex	Male	HT 6'0"	WT 180lb	PB 20	PC 21 FT 23
Aspect	Death [Winter Stars Air]			Birth	1st of 3		Date Beltane 827 WK
S.Status	Burgher	Hand	Right		Coll.	Dark Celestial	EP 434625 [2125]

Rk	Skill
9	Vintner
8	Stealth
8	Flying
8	Spy
7	Alchemist
6	Mechanician
5	Troubadour
5	Merchant
5	Horsemanship
4	Glassblower
4	Assassin
4	Thief
4	Courtier
4	Brewer
4	Swimming
3	Climbing
2	Military Scientist
2	Herbalist
2	Cooper
2	Astrologer
2	Navigator
2	Perfumer
2	Charcoaler

Rk	Ability
	Courtier 0: Dress Sense
	Courtier 1: Carousing
	Courtier 2: Bureaucracy
	Courtier 3: Gaming
	Courtier 4: Compose Music
	Mechanician 1: Glassworking
	Mechanician 2: Metalworking
	Mechanician 3: Chronometers
	Mechanician 4: Fine
	Mechanician 5: Woodworking
	Mechanician 6: Experimental
	Merchant 3: Magical Items
	Spy 0: Assess
	Spy 1: Counterspy
	Spy 2: Hiding
	Spy 3: Shadowing
	Spy 4: Bribery
	Spy 5: Forgery
	Spy 6: Imitation
	Spy 7: Codes
	Spy 8: Befriend
	Troubadour 0: Acrobatics
	Troubadour 0: Acting
	Troubadour 0: Prestidigitation
	Troubadour 1: Make-up
	Troubadour 2: Tightrope
	Troubadour 3: Stilt Walking
	Troubadour 4: Juggling
	Troubadour 5: Play instrument (Flute)
	Merchant 0: Magical Items

Rk	Language
9	Common (literate)
6	Silent tongue
0	Children of the traveller
0	Lunar
0	Thari

Rk	Weapon
10	Main Gauche
9	Dagger
8	Rapier
8	Scimitar
8	Tulwar
6	Unarmed
5	Cestus
4	Shield
4	Grenado
3	Sap

Rk	Talents	Ref
5	Aerial Affinity	T-1
10	Night Vision	T-1
10	Speak to Creatures of Darkness	T-2
19	Detect Aura	T-3
6	Ask The Dead	T-1

Rk	Spells	Ref
7	Blending	G-1
10	Light	G-2
16	Darkness	G-3
20	Shadow Form	G-4
1	Wall of Starlight	G-5
1	Wall of Darkness	G-6
10	Witchsight	G-7
6	Celestial Special Counterspell	G-SC
6	Walking Unseen	G-8
9	Strength of Darkness	G-9
10	Healing	S-1
3	Bolt of Starfire	S-3
13	Shadow Wings	S-5
1	Whitefire	S-9
11	Blackfire	S-10
6	Celestial General Counterspell	G-GC

Rk	Rituals	Ref
15	Purification	Q-0
3	Reading the Night Sky	Q-1
3	Summoning and Binding Creatures of Darkness	Q-2
4	Rune Portal	R-6

# Life before the Guild

## Date of Adventure

July 22, 1971 AP [22.7.1971 AP] – August 31, 1992 AP [31.8.1992 AP]

## Statistics (99) (JULY 22, 1971 AP – JULY 22, 1971 AP)

Physical Strength	10
Manual Dexterity	18
Agility	19
Magical Aptitude	15
Willpower	18
Endurance	19

## Other Statistics (JULY 22, 1971 AP – JULY 22, 1971 AP)

Fatigue	21
Physical Beauty	20
Perception	5

## Languages (15) (JULY 22, 1971 AP – JULY 22, 1971 AP)

Common (literate)	9
Silent tongue	6

## Burgher (1125) (JULY 22, 1971 AP – JULY 22, 1971 AP)

Stealth	0...1	1	500	500
Horsemanship	0...1	1	125	125
Climbing	0...1	1	125	125
Swimming	0...2	3	125	375
Total	1125			No time

## Extra (60) (JULY 22, 1971 AP – JULY 22, 1971 AP)

Main Gauche	U...0	50
Total	50	No time

## Celestial College (JULY 22, 1971 AP – JULY 22, 1971 AP)

Speak to Creatures of Darkness	U...0
Night Vision	U...0
Detect Aura	U...0
Blending	U...0
Light	U...0
Darkness	U...0
Shadow Form	U...0
Wall of Starlight	U...0
Wall of Darkness	U...0
Witchsight	U...0
Walking Unseen	U...0
Strength of Darkness	U...0
Celestial General Counterspell	U...0
Celestial Special Counterspell	U...0
Purification	U...0
Reading the Night Sky	U...0
Summoning and Binding Creatures of Darkness	U...0

# Orc Slayer

## Date of Adventure

September 1, 1992 AP [1.9.1992 AP] – October 8, 1992 AP [8.10.1992 AP]

## Other Guild Members in the Party

Uraagh	-	Orc
Jedburgh	-	
Antonio	Air	
Kilroy	Rune	

## Income and Expenditure (sp)

Salvage	14300
Bolt of Starfire	2500
Shadow wings	5000
Learning expenses	910
Living expenses	2890
Amount remaining at 30/7/92 AP	3000

## Ranking during Adventure (OCTOBER 9, 1992 AP – OCTOBER 9, 1992 AP)

Perception	5...6	1	1000
Speak to Creatures of Darkness	0...1	1	50
Night Vision	0...1	1	100
Detect Aura	0...1	1	75
Total		1225	No time

## Ranking at the Guild (OCTOBER 9, 1992 AP – JUNE 25, 1993 AP)

Dagger	U...4	10	400	21 weeks <sup>1</sup>	310 sp
Main Gauche	0...4	10	750	20 weeks <sup>2</sup>	300 sp
Thief	U...0		700	630	8 weeks <sup>1</sup>
Troubadour	U...0		250	225	8 weeks <sup>2</sup>
Troubadour 0: Acrobatics					
Troubadour 0: Acting					
Troubadour 0: Prestidigitation					
Bolt of Starfire	U...0			28 days <sup>1</sup>	
Darkness	0...6	21	75	1575	21 days <sup>1</sup>
Witchsight	0...3	6	150	900	6 days <sup>1</sup>
Shadow Wings	U...0			35 days <sup>2</sup>	
Blending	0...1	1	50	50	1 day <sup>2</sup>
Bolt of Starfire	0...3	6	200	1200	6 days <sup>2</sup>
Total			5730	36 weeks 6 days	

## Experience remaining

Experience gained on adventure	6960
Experience brought forward	0
Experience spent	6955
Experience remaining	5

## Notes

Arrived back at the Guild 8 October 1992.

# The Inconstant Moon

## Date of Adventure

October 1, 1993 AP [1.10.1993 AP] – October 15, 1993 AP [15.10.1993 AP]

## Other Guild Members in the Party

Robert Kizmit	E & E
Jhiselle	Fire
Everan	Necro
Deadwood	Necro
Aragorn	-
Kishwa	-

## Income and Expenditure (sp)

Surplus amount brought forward	3000
Salvage	20500
Mana drops (2x)	5000
Crystal of Vison	3000
Main Gauche (2x)	2000
Lesser enchantment	600
20pt Healing potion (2x)	2000
Healing spell	2500
Learning expenses	1050
Amount remaining at 30/6/94 AP	7350

## Ranking during Adventure (OCTOBER 16, 1993 AP – OCTOBER 16, 1993 AP)

Stealth	1...2	2	500	1000
Horsemanship	1...2	2	125	250
Perception	6...7	1	750	750
Detect Aura	1...3	5	75	375
Night Vision	1...3	5	100	500

Total 2875 No time

## Ranking at the Guild (OCTOBER 16, 1993 AP – MAY 9, 1994 AP)

Thief	0...1	1	300	270	1 week <sup>1</sup>	150 sp
Spy	U...0		250	225	8 weeks <sup>1</sup>	150 sp
Spy 0: Assess						
Alchemist	U...0		800	720	8 weeks <sup>1</sup>	150 sp
Assassin	U...0		600	660	8 weeks <sup>2</sup>	150 sp
Mechanician	U...0		600	540	8 weeks <sup>2</sup>	150 sp
Alchemist	0...1	1	350	315	1 week <sup>1</sup>	150 sp
Healing	U...0				28 days <sup>1</sup>	2500 sp
Reading the Night Sky	0...3	6	200	1200	42 days <sup>1</sup>	
Shadow Wings	0...3	6	250	1500	6 days <sup>1</sup>	
Summoning and Binding Creatures of Darkness	0...3	6	150	900	42 days <sup>2</sup>	
Shadow Form	0...6	21	150	3150	21 days <sup>2</sup>	
Witchsight	3...6	15	150	2250	15 days <sup>2</sup>	
Total				11730	29 weeks 1 day	

## Experience remaining

Experience gained on adventure	14675
Experience brought forward	5
Experience spent	14605
Experience remaning	75

## Notes

Arrived back at the Guild on the 15 October 1993.

# Shadows over Granton

## Date of Adventure

June 6, 1994 AP [6.6.1994 AP] – June 10, 1994 AP [10.6.1994 AP]

## Other Guild Members in the Party

Eidolan	Solar	
Reck	Shadow	
Lath	Air	
Wordsmith	Binder	Dwarf
Billy Ruben	Mind	Dwarf
Pent	Air	Hobbit

## Income and Expenditure (sp)

Surplus amount brought forward	7350
Salvage	12225
Lesser enchantment	600
Rk 10 restorative (x2)	1200
Rk 10 waters of healing	600
Rk 7 potionized healer (x2)	6800
Living expenses	1050
Amount remaining at 30/6/94 AP	9325

## Ranking at the Guild (JUNE 11, 1994 AP – JULY 26, 1994 AP)

Perception	7...8	1	750
Detect Aura	3...4	4	75
Darkness	6...11	45	75
Purification	0...3	6	200
Walking Unseen	0...2	3	100
Total			5925    6 weeks 3 days

## Experience remaining

Experience gained on adventure	8575
Experience brought forward	75
Experience spent	5925
Experience remaning	2725

## Notes

Adventure occurred from June 6 1994 to June 10 1994 AP. The next adventure started on the night of the July 27 1994 AP, giving 6 weeks (46 days).

# Shapechangers, the Inquisition & Literature - A Sweetwater Intertude

## Date of Adventure

July 27, 1994 AP [27.7.1994 AP] – August 6, 1994 AP [6.8.1994 AP]

## Other Guild Members in the Party

Mirconium	Mind	Hobbit
Bart	Mind	Extremely ugly (including the two orcs)
Miserima	Necro	Weretiger
Razor	-	Elf
Pierre	Water	
Sheminah	Air	

## Income and Expenditure (sp)

Surplus amount brought forward	9325
Salvage	-300
Sale of healing potions and restoratives to Engleton	12000
Blackfire	10000
Lesser enchantment	600
Living costs	2000
Amount remaining at 30/9/94 AP	8425

## Ranking at the Guild (AUGUST 7, 1994 AP – SEPTEMBER 15, 1994 AP)

Perception	8...9	1	750
Detect Aura	4...5	5	375
Blackfire	U...0		35 days <sup>1</sup>
Witchsight	6...10	34	5100 34 days <sup>2</sup>
Blending	1...3	5	250 5 days <sup>2</sup>
Total			6475 5 weeks 4 days

## Experience remaining

Experience gained on adventure	3800
Experience brought forward	2725
Experience spent	6475
Experience remaning	50

## Notes

The adventure started on the night of July 27, 1994 AP, and finished evening August 6, 1994 AP.

# The River of the White Goddess

## Date of Adventure

October 1, 1994 AP [1.10.1994 AP] – October 9, 1994 AP [9.10.1994 AP]

## Other Guild Members in the Party

Sasha	E & E
Nendil	Water
Darien	Shadow
Meurte	Wicca

## Items at the start of the adventure

20pt standard Guild healing potion (x4)
Rk 10 waters of healing (x1)
Items at the end of the adventure
20pt standard Guild healing potion (x2)
Rk 10 waters of healing (x1)

## Income and Expenditure (sp)

Surplus amount brought forward	8425
Salvage and payment	15250
Lesser enchantment	600
20pt standard Guild healing potion (x4)	4000
Amulet	5000
Armour	2200
Potion (x2)	5000
Ranking expenses	260
Living expenses	615
Amount remaining at 31/12/94 AP	6000

## Ranking on adventure (OCTOBER 10, 1994 AP – OCTOBER 10, 1994 AP)

Magical Aptitude	15...16	1	5000
Whitefire	U...0		

Total	5000	No time
-------	------	---------

## Ranking at the Guild (OCTOBER 10, 1994 AP – DECEMBER 26, 1994 AP)

Perception	9...10	1	750		
Physical Strength	10...11	1	5000		
Detect Aura	5...6	6	450		
Troubadour	0...1	1	100	90	1 week <sup>1</sup>
Troubadour 1: Make-up					150 sp
Grenado	U...1	1	75	3 week <sup>1</sup>	
Scimitar	U...2	3	400	7 weeks <sup>1</sup>	50 sp
Unarmed	U...0		150	1 week <sup>2</sup>	
Shield	U...1	1	50	3 weeks <sup>2</sup>	10 sp
Sap	U...2	3	250	7 weeks <sup>2</sup>	50 sp
Total			7215	11 weeks	

## Experience remaining

Experience gained on adventure	12500
Experience brought forward	50
Experience spent	12215
Experience remaining	335

## Notes

Adventure ended morning of October 9, 1994 AP.

# The Rites of Spring

## Date of Adventure

January 1, 1995 AP [1.1.1995 AP] – January 24, 1995 AP [24.1.1995 AP]

## Other Guild Members in the Party

Nycto	Dark	
Scorcher	Fire	Orc
Sullivan	Illusion	
Lath	Air	
Liessa	Mind	
Berik	Wicca	
Motley	-	Cloud giant
Sabbath	Fire	Orc (piece of shit)

## Income and Expenditure (sp)

Surplus amount brought forward	6000
Salvage and payment	10930
Lesser enchantment	600
20pt standard Guild healing potion (x5)	5000
Winter Rose (x3)	1500
Ranking costs	300
Living expenses	530
Amount remaining at 31/3/95 AP	9000

## Items at the start of the adventure

20pt standard Guild healing potion (x2)  
Rk 10 waters of healing (x1)  
Items lost on adventure  
One mana tear destroyed

## Endurance loss from Resurrection (JANUARY 25, 1995 AP – JANUARY 25, 1995 AP)

Endurance	19...18	-1
-----------	---------	----

## Ranking at the Guild (JANUARY 25, 1995 AP – MARCH 22, 1995 AP)

Perception	10...11	1	750			
Endurance	18...19	1	2500			
Endurance	19...20	1	5000			
Speak to Creatures of Darkness	1...4	9	50	450		
Night Vision	3...6	15	100	1500		
Detect Aura	6...9	24	75	1800		
Celestial General Counterspell	0...6	21	100	2100	1995	21 days <sup>1</sup>
Celestial Special Counterspell	0...6	21	200	4200	3990	21 days <sup>1</sup>
Blending	3...7	22	50	1100	1045	22 days <sup>2</sup>
Walking Unseen	2...6	18	100	1800	1710	18 days <sup>2</sup>
Troubadour	1...2	2	200	180	2 weeks <sup>1</sup>	300 sp
Troubadour 2: Tightrope						
Spy	0...1	1			1 week <sup>2</sup>	
Assassin	0...1	1			1 week <sup>2</sup>	
Total			20920	8 weeks		

## Experience remaining

Experience gained on adventure	20820
Experience brought forward	335
Experience spent	20920
Experience remaning	235

## Notes

Adventure ended on January 24, 1995 AP. Learnt to acrobatics for Rank 2 troubadour. Died once during the adventure.

# Rescue of Shaman's Daughter

## Date of Adventure

April 1, 1995 AP [1.4.1995 AP] – June 9, 1995 AP [9.6.1995 AP]

## Other Guild Members in the Party

Christopher	Namer
Valerie	Wiccan
Micheal	Solar
Griffen Pinefeller	Mind

## Items at the end of the adventure

20pt standard Guild healing potion (x7)
Rk 8 Waters of Healing (x2)
Rk 6 Waters of Strength (x1)

## Income and Expenditure (sp)

Surplus amount brought forward	9000
Salvage and payment	4793
Repayment from Berik	2500
Lesser enchantment	600
20pt standard Guild healing potion (x6)	6000
Rank 8 Waters of Healing (x2)	2000
Rank 6 Waters of Strength (x1)	1000
General expenses	155
Amulet of Aquilegus	2880
Ranking costs	1100
Living expenses	208
Amount remaining at 15/12/95 AP	2350

## Ranking on Adventure (APRIL 1, 1995 AP – APRIL 16, 1995 AP)

Horsemanship	2...4	7	125	875	
Lunar	U...0			200	
Children of the traveller	U...0			200	
Shadow Wings	3...6	15	250	3750	15 days <sup>1</sup>
Total				5025	2 weeks 1 day

## Ranking at the Guild (JUNE 10, 1995 AP – DECEMBER 1, 1995 AP)

Perception	11...12	1	750		
Speak to Creatures of Darkness	4...6	11	50	550	
Night Vision	6...7	7	100	700	
Detect Aura	9...12	33	75	2475	
Scimitar	2...5	12		2600	24 weeks <sup>1</sup>
Main Gauche	4...6	11		2600	22 weeks <sup>2</sup>
Troubadour	2...3	3			2 weeks <sup>2</sup>
Whitefire	0...1	1		500	6 days <sup>1</sup>
Blackfire	0...1	1		350	6 days <sup>2</sup>
Total				10525	24 weeks 6 days

## Experience remaining

Experience gained on adventure	17220
Experience brought forward	235
Experience spent	15550
Experience remaning	1905

## Notes

Arrived back at the Guild on June 9, 1995 AP and finished ranking on December 15, 1995 AP.

# Exploring Ildrisholm (Part I)

## Date of Adventure

December 16, 1995 AP [16.12.1995 AP] – December 30, 1995 AP [30.12.1995 AP]

## Other Guild Members in the Party

Fenton	Binder	Elf
Sabastian	Dark	Hobbit
Pierre	Water	

## Income and Expenditure (sp)

Surplus amount brought forward	2350
Lesser enchantment	600
Ranking costs	600
Living expenses (middle class)	1050
Amount remaining at 30/6/96 AP	100

## Ranking on Adventure (JANUARY 1, 1996 AP – JANUARY 1, 1996 AP)

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

## Ranking at the Guild (JANUARY 1, 1996 AP – MAY 28, 1996 AP)

Spy	0 . . . 1	1	100		
Spy 1: Counterspy					
Assassin	0 . . . 1	1	250	315	
Shield	1 . . . 4	9	350	18 weeks <sup>1</sup>	290 sp
Rapier	U . . . 1	1	400	3 weeks <sup>1</sup>	10 sp
Troubadour	2 . . . 3	3	500	1 week <sup>2</sup>	
Troubadour 3: Stilt Walking					
Unarmed	0 . . . 4	10	2150	20 weeks <sup>2</sup>	300 sp
Total			3815	21 weeks	

## Experience remaining

Experience gained on adventure	3400
Experience brought forward	1905
Experience spent	4190
Experience remaning	1115

# Exploring Ildrisholm (Part II)

## Date of Adventure

July 1, 1996 AP [1.7.1996 AP] – July 25, 1996 AP [25.7.1996 AP]

## Other Guild Members in the Party

Sabastian	Dark	Hobbit
Wheb	-	Female human
Christopher	Ice	
Zedekias	Air	Elf
Athelstan	Earth	

## Income and Expenditure (sp)

Surplus amount brought forward	100
Salvage and payment	3155
Lesser enchantment	600
Fungus juice	600
Rank 8 Waters of Healing	200
Rank 5 Waters of Strength	500
Amount remaining at July 26, 1996 AP	1355

## Ranking on Adventure (JULY 26, 1996 AP – JULY 26, 1996 AP)

Perception	12...13	1	750
Endurance	20...21	1	2500
Swimming	3...4	4	500
Horsemanship	4...5	5	625
Total	4375 No time		

## Experience remaining

Experience gained on adventure	6900
Experience brought forward	1115
Experience spent	4375
Experience remaining	3640

# Exploring Ildrisholm (Part III)

## Date of Adventure

July 26, 1996 AP [26.7.1996 AP] – September 30, 1996 AP [30.9.1996 AP]

## Other Guild Members in the Party

Zedikias	Air	
Tulip	Earth	Elf
Uzi	E&E	Orc
Kazak	Earth	Dwarf

## Income and Expenditure (sp)

Surplus amount brought forward	1355
Remove curse	3600
Amount remaining at September 30, 1996 AP	-2245

## Ranking at the Guild (OCTOBER 1, 1996 AP – JANUARY 1, 1997 AP)

Physical Strength	11...12	1	5000	
Vintner	U...0		250	8 weeks <sup>1</sup>
Vintner	0...1	1	100	1 week <sup>1</sup>
Troubadour	3...4	4	1050	4 weeks <sup>1</sup>
Troubadour 4: Juggling				
Merchant	U...0		300	8 weeks <sup>2</sup>
Merchant 0: Magical Items				
Spy	1...3	5	2000	5 weeks <sup>2</sup>
Spy 2: Hiding				
Spy 3: Shadowing				
Total			8700	13 weeks

## Experience remaining

Experience gained on adventure	8300
Experience brought forward	3640
Experience spent	8700
Experience remaning	3240

## Notes

Learn Simulate Emotions, Dress Appropriately, Acrobatics, Act out parody and Dance for Ranks 0, 1, 2, 3 and 4 Troubadour respectively.

# Dragon Court of Ambra

## Date of Adventure

Thaw 8, 797 WK [8.10.797 WK] – Thaw 12, 797 WK [12.10.797 WK]

## Other Guild Members in the Party

Kate	E&E	
Kam	Mind	
Kryan	Illusion	
Galand	Illusion	Elf

## Income and Expenditure (sp)

Cash on adventure	5850
Ranking costs	270
Living expenses	335
Amount remaining at Thaw 12, 797 WK	3000

## Ranking at the Guild (THAW 13, 797 WK – BLOSSOM 30, 797 WK)

Perception	13...14	1	750	
Physical Strength	12...13	1	5000	
Flying	0...6	21	125	2625
Merchant	0...1	1		1 week <sup>1</sup>
Sap	2...3	3	250	6 weeks <sup>1</sup>
Grenado	1...2	2	75	4 weeks <sup>1</sup>
Tulwar	U...3	6	800	7 weeks <sup>2</sup>
Tulwar	3...4	4		4 weeks <sup>2</sup>
Total			9500	11 weeks

## Experience remaining

Experience gained on adventure	15550
Experience brought forward	3240
Experience spent	9500
Experience remaning	9290

# Necromancer Bash

## Date of Adventure

Meadow 7, 798 WK [7.1.798 WK] – Meadow 13, 798 WK [13.1.798 WK]

## Other Guild Members in the Party

Christopher	Ice
Scratch	E&E

## Income and Expenditure (sp)

Surplus amount brought forward	3000
Cash on adventure	2000
Ranking costs	160
Living expenses	240
Amount remaining at Meadow 13, 798 WK	4600

## Ranking at the Guild (MEADOW 14, 798 WK – BREEZE 24, 798 WK)

Blackfire	1...8	35	350	12250	35 days <sup>1</sup>
Purification	3...4	4	200	800	760 28 days <sup>2</sup>
Tulwar	3...4	4		200	4 weeks <sup>1</sup>
Vintner	1...3	5	125	625	5 weeks <sup>2</sup>
Total					160 sp
					13835 10 weeks

## Experience remaining

Experience gained on adventure	9250
Experience brought forward	9290
Experience spent	13835
Experience remaning	4705

## Notes

Experience is 4000 from the adventure plus 5250 from scribe notes.

# Warlord of Mars

## Date of Adventure

Fruit 1, 798 WK [14.798 WK] – Vintage 11, 798 WK [11.6.798 WK]

## Other Guild Members in the Party

Phaeton	Solar	Pathetic
Hargen	-	Meathead
Ghenghis	Fire	Lunatic
Villa	E & E	
Grendal	Mind	

## Income and Expenditure (sp)

Surplus amount brought forward	4600
Cash on adventure	13000
Income from distilling	2000
Ranking costs	4510
Expenses	4000
Amount remaining at Vintage 11, 798 WK	11090

## Ranking at the Guild up to 5.4.801 WK (148 weeks) (VINTAGE 12, 798 WK – FRUIT 16, 800 WK)

Perception	14...15	1	750	
Vintner	3...6	15	3150	15 weeks <sup>1</sup>
Grenado	2...4	7	250	14 weeks <sup>1</sup>
Rapier	1...7	27	3600	38 weeks <sup>1</sup>
Main Gauche	6...7	7	3000	14 weeks <sup>1</sup>
Unarmed	4...6	11	2200	22 weeks <sup>2</sup>
Dagger	4...6	11	1100	22 weeks <sup>2</sup>
Tulwar	4...6	11	4500	22 weeks <sup>2</sup>
Cestus	U...5	15	820	30 weeks <sup>2</sup>
Total			19370	96 weeks

## Experience remaining

Experience gained on adventure	17050
Experience brought forward	4705
Experience spent	19370
Experience remaning	2385

## Notes

Gained pact with Hades. Ranking up to end of 800 WK.

# Desert Spring I

## Date of Adventure

Harvest 5, 801 WK [5.5.801 WK] – Vintage 23, 801 WK [23.6.801 WK]

## Other Guild Members in the Party

Belladonna	Dark	Elf
Uzi Urksome	E&E	Orc

## Income and Expenditure (sp)

Surplus amount brought forward	11090
Cash on adventure	2000
Income from distilling	500
Expenses	8200
Amount remaining at 23/6/801 WK	5390

## Ranking at the Guild (VINTAGE 24, 801 WK – FROST 28, 801 WK)

Perception	15...16	1	750	
Mechanician	0...1	1	250	1 week <sup>1</sup>
Mechanician 1: Glassworking				
Merchant	1...2	2	300	2 weeks <sup>1</sup>
Thief	1...2	2	525	2 weeks <sup>1</sup>
Total			1825	5 weeks

## Experience remaining

Experience gained on adventure	2000
Experience brought forward	2385
Experience spent	1825
Experience remaning	2560

# Finding Finglos

## Date of Adventure

Meadow 1, 802 WK [1.1.802 WK] – Meadow 27, 802 WK [27.1.802 WK]

## Other Guild Members in the Party

Sharp	Rogue	Cook
Alaren	Lots	
Eryth	Barbarian	
Alaren	Lots	
Gorthar	Ranger	Drow

## Ranking at the Guild (MEADOW 28, 802 WK – BREEZE 3, 802 WK)

Alchemist	1...2	2	1200	2 week <sup>1</sup>
Merchant	2...3	3	850	3 weeks <sup>1</sup>
Merchant 3: Magical Items				
Mechanician	1...2	2	300	2 week <sup>2</sup>
Mechanician 2: Metalworking				
Thief	2...3	3	1175	3 weeks <sup>2</sup>
Total			3525	5 weeks

## Experience remaining

Experience gained on adventure	7950
Experience brought forward	2560
Experience spent	3525
Experience remaning	6985

## Notes

Experience from D&D  $6627 * 1.2 = 7252$ .

# Reclaiming Westkeep

## Date of Adventure

Breeze 3, 802 WK [3.3.802 WK] – Breeze 30, 802 WK [30.3.802 WK]

## Other Guild Members in the Party

Alaren	Lots
Eryth	Barbarian
Alaren	Lots
Gorthar	Ranger

Drow

## At end of adventure (BELTANE 802 WK – BELTANE 802 WK)

Night Vision	7...10	27	100	2700
Speak to Creatures of Darkness	6...10	34	50	1700
Detect Aura	12...16	58	75	4350
Total	8750 No time			

## Experience remaining

## Notes

Experience from D&D  $7300 * 1.2 = 8760$ .

Experience gained on adventure	8760
Experience brought forward	6985
Experience spent	8750
Experience remaning	6995

# A Jaunt Across The Planes

## Date of Adventure

Fruit 1, 802 WK [1.4.802 WK] – Seedtime 30, 802 WK [30.11.802 WK]

## Other Guild Members in the Party

Sharp	Rogue	Cook
Gelain	Sorceror	
Telthas	Cleric	
Turf	Bard	Elf
Eryth	Barbarian	
Brull	Cleric	Dwarf
Eirien	Druid	Half-Elf
Lila	Sorceror	Mad

## Experience remaining

Experience gained on adventure	53145
Experience brought forward	6995
Experience spent	0
Experience remaning	60140

## Notes

Experience from D&D 44290 \* 1.2 = 53148.

# Desert Spring II

## Date of Adventure

Meadow 1, 803 WK [1.1.803 WK] – Heat 29, 803 WK [29.2.803 WK]

## Other Guild Members in the Party

Tulip	Earth	Elf
Uzi Urksome	E&E	Orc

## Income and Expenditure (sp)

Surplus amount brought forward	5390
Cash on adventure	2000
Training	3310
Expenses	80
Amount remaining at 30.3.803 WK	4000

## Ranking at the Guild (HEAT 30, 803 WK – HEAT 9, 804 WK)

Perception	16...17	1	750		
Physical Strength	13...14	1	5000		
Manual Dexterity	18...19	1	5000		
Agility	19...20	1	5000		
Magical Aptitude	16...17	1	5000		
Willpower	18...19	1	5000		
Endurance	21...22	1	2500		
Fatigue	21...22	1	2500		
Alchemist	2...4	7	7000	7 weeks <sup>1</sup>	
Mechanician	2...4	7	4100	7 weeks <sup>2</sup>	
Mechanician 3: Chronometers					
Mechanician 4: Fine					
Spy	3...4	4	2400	4 weeks <sup>1</sup>	
Spy 4: Bribery					
Merchant	3...4	4	1400	4 weeks <sup>2</sup>	
Vintner	6...7	7	1850	1665	7 weeks <sup>1</sup>
Climbing	1...3	5	125	625	5 weeks <sup>2</sup>
Stealth	2...3	3	500	1500	3 weeks <sup>2</sup>
Rapier	7...8	8	4000	4000	16 weeks <sup>1</sup>
Main Gauche	7...8	8	3000	3000	16 weeks <sup>2</sup>
Tulwar	6...7	7	3000	3000	14 weeks <sup>1</sup>
Scimitar	5...6	6	1500	1500	12 weeks <sup>2</sup>
Total			60940	49 weeks	

## Experience remaining

Experience gained on adventure	6000
Experience brought forward	60140
Experience spent	60940
Experience remaning	5200

# Finding The Flensers

## Date of Adventure

Breeze 1, 806 WK [1.3.806 WK] – Breeze 8, 806 WK [8.3.806 WK]

## Other Guild Members in the Party

Fizzgig	Enchanter
Uzi	Enchanter
Belladonna	Fire
Sebastian	Dark

## Income and Expenditure (sp)

Surplus amount brought forward	4000
Cash on adventure	13750
Phial of Rage	500
Training	2460
Expenses	390
Amount remaining at 30.3.803 WK	14400

## Ranking at the Guild (BREEZE 9, 806 WK – ICE 30, 806 WK)

Tulwar	7...8	8		3000	16 weeks <sup>1</sup>	640sp
Scimitar	6...7	7		3000	14 weeks <sup>2</sup>	490sp
Vintner	7...8	8	2500	2250	8 weeks <sup>1</sup>	1200sp
Wall of Starlight	0...1	1	150	150	135	1 day <sup>1</sup>
Wall of Darkness	0...1	1	150	150	135	1 day <sup>1</sup>
Light	0...6	21	50	1050	945	21 days <sup>1</sup>
Healing	0...3	6	200		1200	6 days <sup>1</sup>
Purification	4...5	5	200	1000	900	35 days <sup>2</sup>
Total				11565	29 weeks	

## Experience remaining

Experience gained on adventure	9750
Experience brought forward	5200
Experience spent	11565
Experience remaning	3385

# Finding the Earthmind

## Date of Adventure

Thaw 1, 806 WK [1.10.806 WK] – Thaw 21, 806 WK [21.10.806 WK]

## Other Guild Members in the Party

Ty Trident	Air
Belladonna	Fire
Sebastian	Dark
Arkham	Mind

## Income and Expenditure (sp)

Surplus amount brought forward	14400
Training	4210
Amount remaining at 30.12.806 WK	10190

## Ranking on Adventure (THAW 22, 806 WK – BLOSSOM 12, 806 WK)

Shadow Wings	6...8	15	250	3750	15 days <sup>1</sup>
Alchemist	4...5	5		5500	5 weeks <sup>1</sup>
Total				9250	7 weeks 1 day

## Ranking at the Guild (BLOSSOM 12, 806 WK – THAW 8, 808 WK)

Perception	17...18	1		750	
Shadow Wings	8...10	19	250	4750	19 days <sup>1</sup>
Light	6...10	34	50	1700	1615 34 days <sup>2</sup>
Brewer	U...0			250	8 weeks <sup>1</sup>
Brewer	0...4	10		1300	10 weeks <sup>1</sup>
Glassblower	U...0			250	8 weeks <sup>2</sup>
Glassblower	0...4	10		1300	10 weeks <sup>2</sup>
Scimitar	7...8	8		3000	16 weeks <sup>2</sup>
Charcoaler	U...0			250	8 weeks <sup>1</sup>
Cooper	U...0			250	8 weeks <sup>2</sup>
Dagger	6...9	24		8500	48 weeks <sup>1</sup>
Main Gauche	8...10	19		7000	38 weeks <sup>2</sup>
Total				29215	94 weeks 6 days

## Experience remaining

Experience gained on adventure	38900
Experience brought forward	3385
Experience spent	38465
Experience remaning	3820

## Notes

Add extra 20,000 (out of 60,000) EP for GMing.

# Little Big Plane

## Date of Adventure

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

## Ranking at the Guild (MEADOW 8, 809 WK – HEAT 13, 809 WK)

Charcoaler	0...2	3	3 weeks <sup>1</sup>
Cooper	0...2	3	3 weeks <sup>2</sup>
Assassin	1...2	2	2 weeks <sup>1</sup>
Total		0	5 weeks

## Experience remaining

		Notes
Experience gained on adventure	1000	Got 1000 out of 25,000 EP.
Experience brought forward	3820	
Experience spent	0	
Experience remaning	4820	

# Brastor Banditos

## Date of Adventure

Ice 1, 810 WK [1.9.810 WK] – Ice 7, 810 WK [7.9.810 WK]

## Ranking at the Guild (ICE 8, 810 WK – THAW 12, 810 WK)

Charcoaler	0...2	3	250	3 weeks <sup>1</sup>
Cooper	0...2	3	250	3 weeks <sup>2</sup>
Assassin	1...2	2	750	2 weeks <sup>1</sup>
Total			1250	5 weeks

## Experience remaining

Experience gained on adventure	7500
Experience brought forward	4820
Experience spent	1250
Experience remaning	11070

# Spy Game

## Date of Adventure

Meadow 1, 816 WK [1.1.816 WK] – Blossom 30, 818 WK [30.12.818 WK]

## Emmitsburg (BELTANE 819 WK – SNOW 26, 819 WK)

Perception	18...19	1		750	
Endurance	22...21	-1		2500	
Endurance	21...22	1			
Shadow Wings	10...11	11	250	2750	11 days <sup>1</sup>
Ask The Dead	0...6	21	150	1500	21 days <sup>1</sup>
Healing	3...6	15	200	3000	30 days <sup>2</sup>
Shadow Form	6...9	24	150	3600	3240 24 days <sup>1</sup>
Flying	6...8	15	125		1875
Merchant	4...5	5		2200	5 weeks <sup>1</sup>
Mechanician	4...5	5		3900	5 week <sup>2</sup>
Mechanician 5: Woodworking					
Vintner	8...9	9		3200	9 weeks <sup>1</sup>
Troubadour	4...5	5		1450	5 week <sup>2</sup>
Troubadour 5: Play intrument (Flute)					
Spy	4...8	26		23600	11800 26 weeks <sup>0</sup>
Spy 5: Forgery					
Spy 6: Imitation					
Spy 7: Codes					
Spy 8: Befriend					
Rune Portal	U...3	6			
Total				38165	34 weeks

## Experience remaining

Experience gained on adventure	27100
Experience brought forward	11070
Experience spent	38165
Experience remaning	5

## Notes

Spy cost 50% of normal EP. Died once during the game. Additional 2100 EP from Segate Times (from 3410 EP total). You now have rank 3 in Ritual of Rune Portals. You have a spell which allows you to cast it and open a doorway thru an enchanted wall ‘but not bound’. You understand so much.

# The Creampuff Catnapping Caper

## Date of Adventure

Meadow 1, 820 WK [1.1.820 WK] – Fruit 2, 820 WK [2.4.820 WK]

## Ranking on Adventure (FRUIT 3, 820 WK – FRUIT 3, 820 WK)

Stealth	3...5	9	500	4500	
Total				4500	No time

## In Brastor mid adventure (MEADOW 1, 820 WK – MEADOW 29, 820 WK)

Thief	3...4	4	2000	4 weeks <sup>1</sup>	
Assassin	2...3	3	1700	3 weeks <sup>2</sup>	
Total			3700	4 weeks	

## Emmitsburg (FRUIT 3, 820 WK – BLOSSOM 22, 820 WK)

Perception	19...20	1	750		
Courtier	U...0		250	8 weeks <sup>1</sup>	
Courtier 0: Dress Sense					
Perfumer	U...0		250	8 weeks <sup>1</sup>	
Navigator	U...0		400	8 weeks <sup>2</sup>	
Astrologer	U...0		400	8 weeks <sup>2</sup>	
Astrologer	0...1		150	1 weeks <sup>1</sup>	
Courtier	0...3		800	6 weeks <sup>1</sup>	
Courtier 1: Carousing					
Courtier 2: Bureaucracy					
Courtier 3: Gaming					
Assassin	3...4	4	2900	4 weeks <sup>2</sup>	
Astrologer	1...2	2	500	2 weeks <sup>2</sup>	
Navigator	0...2	3	550	3 weeks <sup>1</sup>	
Perfumer	0...2	3	250	3 weeks <sup>2</sup>	
Blackfire	8...10	19	350	6650	19 days <sup>1</sup>
Shadow Form	9...14	60	150	9000	8100
Darkness	11...16	70	75	5250	4725
Total			26675	37 weeks 2 days	

## Experience remaining

Experience gained on adventure	40000
Experience brought forward	5
Experience spent	34875
Experience remaning	5130

## Notes

Use 40000 from a total 70000 EP.

# A Recipe for Danger

## Date of Adventure

Meadow 29, 821 WK [29.1.821 WK] – Breeze 2, 821 WK [2.3.821 WK]

## Extract of Hobbit (BREEZE 3, 821 WK – BREEZE 3, 821 WK)

Manual Dexterity	19...22	3
Agility	20...21	1
Willpower	19...20	1

## After adventure (BREEZE 3, 821 WK – BREEZE 10, 822 WK)

Detect Aura	16...19	54	75	4050		
Stealth	5...8	21	500	10500		
Mechanician	5...6	6			6 week <sup>1</sup>	
Mechanician 6: Experimental						
Courtier	3...4	4		950	4 weeks <sup>1</sup>	
Courtier 4: Compose Music						
Alchemist	5...7	13			13 weeks <sup>2</sup>	
Shadow Form	14...18	66	150	9900	66 days <sup>1</sup>	
Purification	5...10	40	200	8000	7200	40 weeks <sup>2</sup>
Physical Strength	14...15	1		5000		
Perception	20...21	1		750		
Endurance	22...23	1		2500		
Fatigue	22...23	1		2500		
Total				43350	53 weeks	

## Experience remaining

Experience gained on adventure	42000
Experience brought forward	5130
Experience spent	43350
Experience remaning	3780

## Notes

Gain 1 rank in Mechanician and 2 ranks in Alchemy for no EP. Took potion to reduce age by 18 years. Take Extract of Hobbit [+3 MD, +1 AG, +1 WP, Infravision].

# Kidnappers!

## Date of Adventure

Seedtime 2, 822 WK [2.11.822 WK] – Seedtime 13, 822 WK [13.11.822 WK]

## Other Guild Members in the Party

Uzi	E&E
Mayhem	Celestial

## Ranking in Emmitsburg (SEEDTIME 14, 822 WK – FRUIT 23, 823 WK)

Endurance	23...24	1		2500		
Strength of Darkness	0...6	21	200	4200	3780	21 days <sup>1</sup>
Healing	6...10	34	200	6800	6120	34 days <sup>1</sup>
Purification	10...12	23	200	4600	4140	23 weeks <sup>2</sup>
Total				16540	23 weeks	

## More time in Emmitsburg (FRUIT 23, 823 WK – THAW 30, 823 WK)

Strength of Darkness	6...9	24	200	4800	4320	25 days <sup>1</sup>
Purification	12...14	27	200	5400	4860	27 weeks <sup>2</sup>
Total				9180	27 weeks	

## More time in Emmitsburg (THAW 30, 823 WK – MEADOW 16, 824 WK)

Military Scientist	U...0		300	270	8 weeks <sup>1</sup>	150 sp
Military Scientist	0...2	3	475	430	3 weeks <sup>1</sup>	450 sp
Herbalist	U...0		800	720	8 weeks <sup>2</sup>	150 sp
Herbalist	0...1	1	350	315	1 weeks <sup>2</sup>	150 sp
Herbalist	1...2	2	1200	1080	2 weeks <sup>2</sup>	300 sp
Total				2815	11 weeks	

## Experience remaining

Experience gained on adventure	25000
Experience brought forward	3780
Experience spent	28535
Experience remaning	245

# Subliminal Court

## Date of Adventure

Fruit 24, 826 WK [24.4.826 WK] – Blossom 30, 826 WK [30.12.826 WK]

### **House Kerberoth (HARVEST 9, 826 WK – HARVEST 27, 826 WK)**

Aerial Affinity	U...0				2 weeks <sup>1</sup>
Thari	U...0		200	100	4 days <sup>1</sup>
Total				100	2 weeks 4 days

### **Tintagel (FRUIT 24, 826 WK – VINTAGE 3, 826 WK)**

Shadow Form	18...20	39	150	5850	5265	39 days <sup>1</sup>
Shadow Wings	11...13	25	250		6250	15 days <sup>2</sup>
Aerial Affinity	0...5	21	75			1575
Total				13090		5 weeks 4 days

### **Mutku (FRUIT 24, 826 WK – VINTAGE 13, 826 WK)**

Blackfire	10...11	11	350	3850	11 days <sup>1</sup>
Rune Portal	3...4	4	400	1600	4 weeks <sup>1</sup>
Purification	14...15	15			7 weeks <sup>2</sup>
Total				5450	7 weeks

### Experience remaining

Experience gained on adventure	20520
Experience brought forward	245
Experience spent	18640
Experience remaning	2125