

Dragon Quest Guild

Characters with Skills Rank 8+ and what they did to get them

<u>Skill</u>	<u>Character</u>	<u>Rank</u>	<u>Actions to attain rank</u>
Healer	Phaeton	9	Rank 8: Basically took the First Pact with the Celtic God of Healing, Dianecht. Rank 9: Spent a lot of time studying the physiology of a newly discovered species of intelligent plants.
	Spinner	8	Spinner was involved in the Caulders Field Plague. Spinner spent three months there helping the inhabitants of the area. He also was part of the party which traced the source of the plague to an item generating diseases placed in the water supply, controlled by a Necro Vampire King (can't recall full details) and his minions, and vanquished them!.
	Engelton	11	?
	Marcus	10?	?
	Amba	8	Spent 6 months setting up and running a field hospital in a war zone during one of the earlier Baronies wars.
	Mary M	9	Rank 8: While Mary M was in Terranova, meeting with the Southern Continent halflings, she discovered that although they had highly ranked Healers they had lost all healing abilities above Rank 5. She undertook to re-teach them her Rank 6 & 7 abilities (instead of learning from the halflings as the rest of the party did). After she returned home she learned Rank 8 with the intention (and proviso) that she return and teach them resurrection, which she did. This was started on adventure and then followed up later with Mary M remaining there for 3 months. Rank 9: Mary M and Pennlucien were involved in some very odd and experimental healing to restore a party to life after all but they were turned into Wights by an un-life explosion. They worked out that although their fellow party members were undead they had never actually been dead, and through trial and error (and the use of a very big holy symbol) were able to force the un-life from their companions and restore them to normal. They had to content with draining effects every time they touched their patients and the desire (of at least one Wight) not to be restored. All of this was on adventure.
Troubador	Lysander	10?	?
	Kryan	10	Rank 8: created a short story (compose legends) which was worth a magic item to another PC. (10,000 words, written in real life). Rank 9: composed an operetta, organised & trained a party to perform it, sang the tenor lead while pretending to be a mezzo-soprano, and performed the musical accompaniment. Rank 10: Lived in a city of one million Orcs as one of them, learning their culture, music, sport, etc without them suspecting/eating me
Thief	Fizzgig	8	Horribly dangerous adventure to steal the toe of a God - disarmed an irresurrectable death trap, pickpocketed with every minus on the table applied
	Bozo Crambelly	8	Solo adventure to rescue two lost PCs from the moon (GM Jacqui) Note that Michael Parkinson did not allow going to rank 9 based on an entire adventure with a Rank 10 thief going through a heinously trapped dungeon complex.
	Arthur Pendragon	10	Rank 8: ? Rank 9: Solo adventure Rank 10: 2 years travelling around setting up an information and influence network in places the he thinks he might work in. This included all the baronies, Destiny and colonies, the major south cities in the southern continent, Tac, etc. The purpose is so that anywhere Arthur goes on Alusia he has local knowledge and contacts (including an 'in' to the local thieves guild). He had a genuine job as cover for this activity. He was setting up merchant trading contacts on behalf of the barony of Gracht which was trying to break the stranglehold Aquilia had on their trading with the rest of the world.
Warrior	Blitzkrieg	9	Rank 8: During the siege of Drakkenburg City - in the thick of a pitched battle, party fought Moonshey <sp?> and Raith <sp?> to a draw, personal combat with Aquilan Duke's guards and various nobles Rank 9: During the defense of Novallar, Personal combat with Aquilan Royal Guardsmen, personal combat with various high powered nobles plus mass combat including leading

major cavalry charge. Member of party which slew the Ruby Scourge.

Military Scientist	Sabrina	9	Rank 8: Relieved the siege of Drakkenburg. Rank 9: Helped fight and kill the Ruby Scourge.
	Blitzkrieg	9	Rank 8: Alodarian field commander during much of the war, organised raising of the siege of Drakkenburg City, organised the recapture of Novallar and participated in the following defense of Novallar Rank 9: Organised defences and participated in the battle to defend a Lizardman city in Terranova from an assault by the Spawn Army.
	Red Brian	8	Trained an army of mages etc for a battle in a Northern Kingdom, also set up spy network, and took on a demon when we got bored
	Silverfoam	10?	?
	Grendel Beetleknox	8	Spent 6 months building up military on Nordon from scratch; mostly out of game but including a one off session.
Philosopher	Sadar	8	Hired 3000 Mercenaries, attacked the Citadel of a Warlock, and defeated him. Used the population released from the Warlock to form a militia which, combined with mercenaries, bought army up to 10,000. Prepared underground bunkers and supplies on another continent, shipped army across the ocean, and entrenched underground without detection. Tunneled 15 miles underground to enemy city, marched army through tunnels surprising enemy city. Besieged and took enemy city. (Done on adventure, much magic used - GM:Ross)
	Mortimer	10	Over a period of years, I collected info off each adventure I went on with odd technology, physics, magical laws... whatever, and took extra time at the end of each, and told GMs that I was writing "papers" on them. Also did things like Ranking Dwarven language up so that I could talk to the Superstition Mtn Dwarves about their steam cannons and traction engines... since got interested in ancient history so learnt Elven language to Rank 10 (Ancient Elven to 8), etc, etc.
Mechanician	Mortimer	9	Over a period of years, I collected info off each adventure I went on with odd technology, physics, magical laws... whatever, and took extra time at the end of each, and told GMs that I was writing "papers" on them. Also did things like Ranking Dwarven language up so that I could talk to the Superstition Mtn Dwarves about their steam cannons and traction engines... since got interested in ancient history so learnt Elven language to Rank 10 (Ancient Elven to 8), etc, etc.
Alchemist	Woolf der Linz	8	Worked on inventing a contraceptive potion, and smoke and fire ball grenadoes for a whole year of Game Time with a powerful off-planar being (> Rank 10) encountered on an adventure (GM Brian Holden)
Ranger	Amelia	9	Rank 8: 6 months spent living alone in the wilderness, travelling through Elfheim Mountains from the eastern end to Gracht (about 600 miles) Rank 9: Character spent 3 months doing detailed maps of Gracht, Syberite and Mittelmark. Player produced maps for the GM and the campaign map coordinator
Courtesan	Sabrina	8	Performed the dance of the nine veils at the grand ball in front of hundreds of nobility.
	Silken	9	A veil of decency is drawn....
Artisan: Cook	Kilroy	8	Was the head cook in creating a seven course meal for the Duke of Carzala and invited nobility.
Herbalist	Faeyen	9	?
Assassin	Ughbash	8	Participated in successful assassination mission of the head (Pope) of a religious order