

7-NÚZYÆL-720 KIBAN, KALDOR

6TH WATCH [COOL, PARTLY CLOUDY, SOUTHWEST GALE, LIGHT RAIN]

Rising from his kneeling position, Terias asks Amyleryn, "I'm nay sure how long your.. light will last m'lady, but shall we check just a further bit up ahead since I can't find anything here?"

When you reach the crossing – Amyleryn limping severely, you look south and can see the faint glimmer of light reflected off water about five paces away. In that direction you can hear the patter of rain and the moaning of the wind.

Turning north, you hear a door opening and you see someone enter the tunnel. However, it is at the edge of your own light (at least 15 paces away) and you cannot make out who or what they are.

In the direction from which you came, you see the light of your lantern flicker and go out. You hear something that sounds like a door opening or closing but you see no other light. Silence follows from that direction.

"Terrific." Amyleryn mutters to herself, but loud enough for Terias to hear.

Whispering in a hoarse voice to Amyleryn, Terias says, "We're trapped on two counts, only option is south of here. I'll keep them busy whilst you make your way south. Looks like an exit that way." Terias grips his spear preparing for an attack. He plants his feet and takes on a low center of gravity for balance.

Amyleryn "I cannot. If I climb down into the channel...fall most likely...my injury will prevent me from climbing out again. We'll have to face what's ahead, or go back to the demon room."

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"An entrance to the sewers in the cellar?" says Ralif, "How come I never knew about this before? No matter...thanks Uncle. I feel that Lady Amyleryn may be in grave danger. I know I have no desire to follow, but I must." He turns to leave, but stops at the door leading to the cellar and looks back briefly, "I will return."

"That is because the door and the sewer were put in while you were away," your uncle answers.

In the cellar he picks up four torches and checks to make sure his waterskin is full. He opens the door leading to the sewers and takes a preliminary look. He takes an additional torch and lights it before passing through the doorway."Save-K'nor, grant me your wisdom," he says to himself.

Ralif finds no dry food when he fills his waterskin in the kitchen and none in the cellar either. He takes all of the five torches he finds in the cellar, lights one and enters the sewers. To the south, far beyond the light of his torch, he can see another light that is brighter than any lantern he has ever seen before. It is jiggling up and down as if someone was carrying it.

"Lady Amyleryn?" Ralif calls out, his free hand slipping to the handle of his dagger.

Stunned by hearing the name, but maintaining his position, Terias asks quietly, "Friend or foe? You recognize him m'lady?"

"I do not." Amyleryn replies. Raising her voice, she calls out: "Step forward and identify yourself!"

"I am Ralif of Rudethe m'lady." says Ralif, stepping forward. "I'm here to help. Are you all right?"

As Ralif draws closer, the first thing he notices is the light itself...a woman is holding her right arm up in the air above her head, the fist clenched. The light appears to be coming from a knuckle of her hand.

Mastering his surprise, Ralif looks down at the rest of her. She appears to be about 5' 8" tall, has jet black hair, and is built such that, while not overweight, she gives the impression of physical power. She is wearing armor, mostly kurbul, with knee boots and some plate, but you can't tell what quality the armor is, as it is soiled with the refuse you would expect to find in a sewer...the boots being caked with the stuff. There is a belt around her waist, with a mace hanging from it on her left side and a dagger on her right.

As he gets within easy speaking distance, Ralif notices that her complexion...which he thought was a bit on the darker side...is actually fair, but tanned a little as if she spent a goodly amount of time out of doors. Finally, he is startled to see strikingly blue eyes. All-in-all, she is attractive in his eyes, but not hugely so.

She moves a little, and Ralif notices that she is favoring one side.

When she speaks, he finds her voice to be melodious and quite pleasant: "How is it that you know my name?"

At six foot even is Terias. His light frame stands in front of the noblewoman, clenching his spear and posed for attack. His leggings are covered in muck, likely from the sewer, while the rest of his person is covered in protective leathers. A shield is strapped to his left arm and on his belt are a sheathed dagger and sword. The holy symbol of Larani figures prominently on his person, dangling in front of his chest steadily. What isn't covered by his cowl on his face shows a fair complexion unmarred by physical deformity or scarring. His blond hair pokes out from underneath and his subtle, perhaps even kind eyes are a light blue filled with intensity.

Whether that is due to the circumstance Terias finds himself in currently or typical of his demeanor is something to be revealed over time. As Amyleryn speaks, the Matakea holds his own position, not wavering from the potential threat to the one he instinctively guards.

The stranger stands slightly taller than Terias, and his sturdy cloak is draped over a pair of broad shoulders, the hood down revealing a plain-looking young man with a fair complexion and closely-cropped brown hair. His eyes, also brown, seem to show genuine concern. In his left hand a torch flickers in the slight drafts of the sewers; his right is held up, fingers splayed to show he means no harm. He is unarmored and has only a dagger on his belt and a simple staff slung on his back for weapons.

"Forgive me if I startled you," says Ralif, "I was sent here to help you." Turning to Terias, he adds, "And you must be Terias." Ralif then glances around nervously for a moment. "I

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think it would be best if we left, especially since m'lady you appear to be wounded. Come, there is a way out close by."

Terias says nothing in response to Ralif, but lowers his guard. After a moments consideration he turns his attention to Amyleryn and says, "M'lady, I nay know if this is a trap, but with yer hip hurt worse'n I thought climbing out the way we came in is nay an option."

With more of consideration he continues, "Would y'mind if I left you in this Ralif's care for the time? I want t'scout out what's happening back at that 'room'. We heard the door open again so either the beasts on the loose or the one that summoned it could be there. Might be well worth all we've been through t'know."

Ralif's head perks up a bit. "What kind of 'beast'?" he says.

Looking at Terias with astonished amusement, Amyleryn breaks out laughing. Quickly regaining her composure by means of a wince of obvious pain, she says: "You say you suspect a trap, but you propose to leave me here with a stranger who you think to be involved with said trap?"

Amyleryn chuckles a little at Terias' discomfort, then says: "Ok. Here's what we're going to do. No one is going off by themselves." and she gives Terias a stern look. "Given what we fought, I'm surprised you would even think about splitting our forces. We lost that battle if you'll recall."

Terias says, "Aye m'lady. I just wanted to present you with what was in my head. End choice is yours. A retreat is never a loss, t'is a tactical choice.", Terias says with a grin.

Turning to Ralif, Amyleryn says: "We are all going to go back to the door into the room where we fought the creature. If everything hasn't magically disappeared, I want another pair of eyes to see what we saw. The more people who can testify to what we saw, the more likely the authorities here can be moved to action to rid this place of creatures, and those who summon them." There is a glint of anger behind her eyes.

"On our way to the door, you" and Amyleryn fixes Ralif with a piercing look "are going to tell us who you are, how it is that you know who we are, who sent you, and why."

Terias speaks up a moment, "I'd say we should move as quietly we can so if there is another present - we may be lucky enough to hear something of note."

"Once you've seen what there is to see, we'll leave the sewers by the way you got in. On our way out...I DO need some medical attention, as I'm currently of next to no use for any further combat...I'll fill you in on what's happened since Terias and I came down into this...place. Let's go." Amyleryn uses a hand against the wall to steady herself, and to stand in for a staff or other support as she moves along.

Immediately noticing Amyleryn struggle as she walks, Terias hands her his spear for her to use as an aid and draws his sword.

Amyleryn says, "Thank you." and she takes the spear to use as a staff.

With Amyleryn slowly leading the way and Ralif taking up the rear, you return to the closed door. Amyleryn holds her glowing crystal before the window and you can see that the skull and copper ring have been removed and the room is remarkably free

of dust as well as the gargun's remains that Amyleryn and Terias saw before. The dark lantern and Amyleryn's shield remain undisturbed where she left them. All is quiet.

Clearly baffled by what has happened, Terias says with a snort, "T'was some short work t'clean this mess up." He then reaches inside the doors open window to raise the bar, his eyes on the room itself while he does it.

He gets the door open without incident.

Terias looks to Amyleryn and then Ralif and steps inside the room. He looks around intently still amazed with what he sees.

Amyleryn hobbles into the room after Terias and retrieves her shield and the lantern. "I have to agree with you Terias, the clean-up was very quickly done, as it was only a short while ago that we left here after the fight."

Eventually he moves to the cabinet and jostles the lock in an effort to open it. Failing that, Terias eyes still on the cabinet, he mentions, "Well let's see if they left any clues behind here eh? I'm going to try to open it with a bit of force. Unless someone here has a key?" He looks over to them with a grin while readying to use the butt of his sword to crack down on the lock.

After banging on the lock several times with the hilt of his sword (and making a lot of racket), Terias finally manages to break it off. Carved on the inside of the cabinet's door, he can see "Ordo Septenarius". Inside he finds a pouch of coins [30], a monogrammed handkerchief [31], a ceramic jar filled with a green grease [32], a bottle filled with about an ounce of white powder [33] and eight small scrolls [34 through 41].

Terias reads over the words scrolled on the inside of the door in his mind, careful not to speak it allowed. Mulling over whether he knows them or not. He does not.

Eventually he takes all of the contents out and places them on the top of the cabinet. At each turn he takes stock of what the item is.

First removing the pouch and counting the coins [30], he finds 91d in silver pennies.

Then eyeing over the monogrammed handkerchief, especially the embroidery, he reads FS in lakise. He leaves the jar sealed, having no knowledge of alchemy [32]. Finally he unfurls each scroll in turn in an effort to see what is contained within each [34 to 41].

Each scroll has several numbers and all have at least one name (two have two names [35] [41]). All of the scrolls also have the name of a town, each one being different.

Once that's complete he motions over Amyleryn and Ralif, indicating the writing on the cabinet, but raising his right index finger to his lips. Then he asks, "Do either of you know anything of potions? This green one in the jar there was in the cabinet."

Terias' eye catches something in the back of the cabinet as he speaks. Reaching in he retrieves an ounce of wrapped white powder [33]. He holds it up a moment to look at before setting it on the cabinet top with the other things. The Matakaea then says, "Looks like we have another possible mixture, if one of you has an inkling of what it is I'd be curious to hear."

Tapping on the handkerchief, Terias looks to Ralif and asks quietly, "As you're from Kiban, do you know any in town with the initials 'K.F'? This could be the Agrikan responsible for summoning the demon."

The Matakea then waves his hands over the scrolls and says, "Each one bears the name of a town upon it, two hold two names. This could be other locations they are planning to bring forth demons to stir problems."

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Ralif stands next to Amyleryn should she need assistance. His eyes still on Terias as he readies himself to open the cabinet, he cocks his head toward Amyleryn to explain who he is. "As I mentioned," he says, "I'm Ralif of Rudethe. I am..." he swallows as if he is uncomfortable with what he is about to reveal, "I am a priest of Save-K'nor. I was in the inn when I heard some of your companions speaking about your foray into these sewers. I originally hail from Kiban, there are many tales of the dangers of these sewers. I felt you were in danger and that the city watch would not be able to offer aid in a timely manner if at all. So, you can put any fears you have about me to rest. Any information I have about you is due only to being perhaps a little too nosy..."

Speaking to Ralif, Amyleryn says: "We'll talk more about you later, once we're out of the sewers. I direct your attention to the floor. There was the skull of a male Khuzdul in the middle of this pentagram. I'm sure it was important in summoning the creature we fought, although I have no knowledge of summoning techniques, so I may be wrong about that. The circular indentation in the floor around the pentagram was filled by a copper ring. The creature seemed to be unable to leave the ring...probably why Terias and myself are still alive."

Continuing to speak to Ralif, Amyleryn says: "See if you can find any gargun remains anywhere in here...the skull would be best, to prove that that danger is past anyway. I'm going to look for any entrances...other than the one we entered by, of course...that may be hidden." Keeping one eye on what Terias is doing to get the cabinet open, she makes her way around the room looking for any hidden openings. As she can't move very fast anyway, her search should be thorough.

In one of the back corners of the room, Amyleryn discovers a slight movement of air through the cracks of the stone walls but, otherwise the stone walls are solid.

Speaking out to Terias and Ralif, Amyleryn says: "There's some air coming through the cracks in the wall here. There's probably a passageway or another room on the other side of the wall. The wall itself seems solid enough." Addressing Terias, she says: "When you're done getting into the cabinet, see if the back of the cabinet, or the wall behind it, has a door."

Ralif takes a few paces away from Amylerun and sets his torch gently onto the ground. "Now don't be alarmed," he says, "I'm NOT summoning anything. This will simply allow me to search the area more easily." Ralif begins a low chant to perform Light of Uhla.

Holding up her hand with the ring that's lighting the entire room, Amyleryn just smiles at Ralif, then goes over to look at the things Terias has found in the cabinet.

After chanting for a short while, Ralif's eyes begin to glow in the dark similar to that of a cat caught in sudden firelight. Looking around the room he is unable to find anything he could not see previously in the torchlight and the light of Amyleryn's glowing crystal.

Still scanning the room, Ralif answers Terias thoughtfully, "I can think of no one with the initials 'K.F.', but I will think more upon it. I think we'll do better with solving this puzzle with the scrolls if we can lay them out... not to mention a more comfortable place would help wonders. As for the mixtures, I know nothing of alchemy, so your guess is as good as mine."

Ralif continues to search, but thinks about the information Terias has revealed to him.

Amyleryn reads the inscription on the inside of the cabinet. The words are unfamiliar to her.

Looking at the jar and BOTTLE carefully to see if either has any writing (on a label or stamped into the closures), Amyleryn says: "Not a clue, I'm afraid. We could have an apothecary look at them, but that could be dangerous if they're banned substances. If they are, we'd have a lot of explaining to do as to why we had such."

She finds no such writing. However, glancing at the handkerchief, she notices the monogram as FS (not KF as Terias asked about).

Amyleryn says, "Ralif, Terias misspoke...the letters of the monogram on the handkerchief are FS, not KF. Do you know of anyone with FS for initials?"

In a bit of shock hearing Amyleryn speak to Ralif, he glances at the cloth square now in his 'shield basket' and notes it does read 'FS'.

There are only two clan names that start with S that he knows of: Scintle (who is a clothier) and Stippa (one who is a buckram maker and the other who is the master of the bonding house). He does not know their first names as he has been away from Kiban for some time.

"I only know of two clan names that begin with 'S', says Ralif, "Unfortunately, I do not know the first names of anyone in those clans."

Amyleryn reads the scrolls.

The town names appear to be Bidow (on two scrolls), Qualdris, Kolorn, Querina, Olokand, Nubeth and Zoban. The name on the Olokand scroll [39], she recognizes as Dabin of Crasele, a mercantylor that her father has done business with.

"I recognize the name on the Olokand scroll." Amyleryn says. "He's a mercantylor my father has done business with."

Terias adds a side comment, "Question is are they targets or participants. Guess that'll be for the Ethelanca to decide."

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"Here, I need the two of you to help me with these scrolls." Amyleryn says. "Each of you hold down one end of a scroll when it's laid flat. I'll unroll each of the scrolls, and lay it on top of the others, one at a time. When all eight are laid flat...in a stack...we'll then roll them back up into one thick tube. They'll be easier to carry that way."

Amyleryn takes custody of the scroll of scrolls, then says: "Check the back of the cabinet, and/or the wall behind it, for a concealed doorway. If there is no doorway, we need to leave the sewers. I'm in need of medical attention...and about three consecutive baths!" and she smiles with a grimace of pain. "Don't forget to bring the other things."

Searching the room yet once again, they still do not find a door.

After failing to find anything behind the cabinet, Terias looks over to Amyleryn and says, "M'lady - I think we've exhausted our efforts for the night. We can spend some more time tomorrow, but I think we should get you a proper once over for your injury."

With a thoughtful, almost angry, look on her face, Amyleryn says: "We're missing something. There's got to be another way into this room. We've come back here to find the khuzdul skull, the gargun remains, and the copper ring gone. And yet, the door we came in...(here she pauses for emphasis)...is barred from the INSIDE! I suppose we could think up some complicated way that someone could leave by that door and re-bar it from the outside, but the simplest means are usually the case." Her expression indicates that something has occurred to her, and she scans the ceiling then the floor looking for any indication of a trap door.

She does not find any trap doors and, with all the walking around on her broken hip, she is beginning to feel woozy. Adding to the urgency, her light is beginning to flicker as if it is about to go out.

With renewed interest Terias too looks to the ceiling and walks about tapping the floor with his feet.

Not having a pack on him, the Matakea grabs his roundshield by the strap creating a makeshift basket. He then begins placing the remainder of the items on top of the cabinet inside.

With a sigh, Amyleryn says: "It seems that the Gods want us to move on. I have to admit that I'm all in. Ralif, lead us out of these sewers if you please."

Ralif, noticing Amyleryn waver ever so slightly, speaks with some urgency in his voice, "My friends, it is time we left. Come to my uncle's house. There we will tend to Lady Amyleryn. We can begin our search anew tomorrow, rested and more equipped."

Your trip down the tunnel around the corner and to the door is uneventful.

Speaking to Ralif, Amyleryn says: "If your uncle is willing to extend hospitality to me, I'd like to bathe for as long as it is necessary to get the stink of these sewers off of me...but don't press him on it. I need friendly contacts here in Kiban, so I don't want to make the impression that I'm just another pushy noble, and put him off." A slight pause, and she adds: "And thank you for the help you've rendered so far."

Amyleryn says: "Thank you. Hospitality, or no, when we get into Ralif's uncle's house, I'll need to rest for a bit. I want you to go back to the inn and get Zedeon and Felada. Bring them back to Ralif's uncle's house. Have Felada bring me a change of clothes, and warn her about the cleaning she'll have to do on my armour and other things that I took with me into the sewers. Also, tell her about my injury and that I'll help her with the cleaning as much as I can, but that I may not be of much help. Once all of that is done, and you've had a chance to clean up as well, we can see about another of your intercessions with the Lady of Paladins." and she smiles at him.

Just as Ralif opens the door into his uncle's cellar, Amyleryn extinguishes the Beacon of Isala if it's still going.

Once back in the comfort and safety of Ralf's home, Terias looks down at the dried muck on his person and frowns deeply. He then turns his attention to Amyleryn, "M'lady, how is your hip treating you? I can try to look at it more thoroughly for a physical treatment or would you prefer a bath or ten first and a true physician to examine you afterwards?"

You hear someone moving about upstairs and then a shout, "What is going on down there? You must leave at once before I have to call the watch."

Then Ralif's father arrives at the top of the stairs and says, "Oh, it is just you lad. Be sure to bar the door when you are through and try not to track sewer muck throughout the house. Your aunt will be on us both if she has to clean up after you. So who are your companions?"

"Hello, Uncle," says Ralif. "May I present Lady Amyleryn of Odasart and the Matakea Terias..." he trails off, realizing he doesn't know Terias' clan name. He speaks up again quickly, "Uncle, Lady Amyleryn is in need of medical aid and we need to plan on what to do next. Is there room in the house for a few guests?" He adds, "Your advice on we've witnessed would be most appreciated as well, Uncle."

"My word! Are you not in a state! What have these men been doing to you?" the Magistrate says, "I apologize for my nephew's lack of experience in introductions, apparently in that fancy school he went away to, they do not teach that you introduce commoner to gentry and you give both people's names. I am Magistrate Haduygor of Rudethe and I fear my hospitality is not sufficient to your needs. Ralif, you should take the lady to the bath house and then fetch the physician to her presence. If you remember not, the bathhouse is down by the docks at the south end of the mote and the physician is still Quosso of Fabun, who is down the alley off Dariune Road just before you get to the square. If either of them give you trouble for bringing them from their beds in the middle of the night, make sure they know they are dealing with gentry and that I sent you. I am sure the lady will reward them when she is able." He looks at Lady Amyleryn for a moment and then says to Ralif, "You should probably use one of the benches from the kitchen to carry the lady...just be sure and wash it in the river before you return."

Amyleryn says, "My thanks Magistrate Rudethe. Your decisive actions to aid me, do credit to you and your clan." Amyleryn says. "It shall be remembered."

While Ralif goes to the kitchen to fetch a bench, Amyleryn continues speaking to Magistrate Rudethe: "Magistrate Haduygor of Rudethe, Matakea Terias of Forniad." And she gestures toward Terias.

Terias offers a polite nod of his head, not moving much, "Well met Magistrate. I'd offer a hand in greeting, but I don't want to track more dried sewage on your home or put some on your person."

"Yes quite," the magistrate says. At the annoyed look on his face Amyleryn suddenly realizes that she has implied by the order and curtness of her introductions that the magistrate is of lesser status than Terias.

Amyleryn suddenly gets a startled look on her face, and says: "My apologies Magistrate. My injury must have muddled my thinking. I meant no disrespect in the order of the introductions."

"I can see that your unintentional slight was due to pain and fatigue," says the magistrate, "It is just that we must always strive to keep up appearances as an example for those under us so that they do not show disrespect. It is better to prevent it before it starts than to have to overcrowd the goal."

Amyleryn says, "Terias and I were in the sewers chasing after the gargun that escaped earlier today and fled down there. I can confidently say that the gargun is dead...although you have only my word, as I have none of it's remains to show for proof."

"Humm, I mean not to doubt your word," the magistrate answers, "but I received a messenger just before your arrival saying that the gargun was caught and killed in a warehouse in the docks district and they have the gargun's skull as evidence."

Amyleryn says, "Humm, I wonder if there could have been two of them. Have you questioned the freak show personnel to see if there are any more dangerous creatures in their custody?"

"It is of course possible, but I think it unlikely," says the magistrate, "I have not gotten the report of guardsman Gidall and, like other information, do not expect it until the morrow. The showman has been fined and the thought that he would allow a second gargun escape without telling us is outrageous...his punishment would be most severe, I can assure you. What seems more likely to me is that the gargun left the sewers without your notice and was killed soon after."

Looking mystified by what was just said, Terias shoots a look over to Amyleryn. Drawing in his breath to calm himself, the Matakea asks, "If I may interrupt Magistrate, did your source tell you who or what group laid claim to killing the gagun? And as for the skull, do you happen to know where it is being held?"

"Obviously they teach not manners among the priesthood either," the magistrate says with obvious dismay, "but no, they will present such information at the proper time on the morrow at the hall of the Mangai."

The Matakea says nothing, just bows his head. His then shoulders slump, clearly his body has grown worn from the long days numerous events and the Magistrates own words clearly took their toll.

Ralif enters the room just then, but it becomes obvious that he heard the last few minutes of the conversation...

"Uncle, please," says Ralif calmly, "Terias meant no offense. He and Lady Amyleryn have been through a lot in a short time, and have put their very lives on the line to resolve this issue with the escaped gargun...I'm sure he meant no disrespect."

"Yes, well I can make allowances this time," the magistrate says, "In the future, when you ask to interrupt, allow me to answer before you barrel along assuming I have given you leave. As to the gargun, they sent a messenger knowing I would be concerned but details are not expected to be forthcoming until proper business and visiting hours...certainly not in the middle of the night since the matter is no longer of any urgency."

Amyleryn says, "I will need Terias to go to the inn we're staying at to fetch my lady's maid and another of our traveling companions. This will entail him going there, the lot of them returning to the bathhouse, and finally all of us returning to the inn. Will this cause a problem with the watch, as it is well past curfew?"

Again Terias nods, but doesn't move until hearing from Rudethe.

"The watch are a bit more lenient during the fair," the magistrate says, "They only require that you carry a lit lantern at all times to show that you are not up to any skullduggery and that you do not carry an inordinate amount of weaponry. If they ask, you can say you have my permission. I just ask that you do not abuse my trust as what you do will reflect back on me. The inn, however, is another matter. Most households lock their doors at night and will not open them again until first light for any reason. I have no authority in that."

"Now that Ralif has returned with the bench, it is best that you are on your way to see to Lady Odasart's bath and medical attention," the magistrate says.

With Amyleryn's 153 pounds of weight and 42 pounds of belongings, Ralif and Terias each have to lift an additional 97 ½ pounds. It takes both of them two tries to lift her and they stumble only a few feet before having to put her down again.

With a wry smile, Amyleryn says: "It would seem that I must go on a diet." Getting up, she continues: "I'll have to walk. If the two of you walk on either side of me to provide support, we should be able to manage."

"Nay, m'lady, nay. T'is my tired body from the mornin' chores t'the wrestlin' t'the gargun huntin' I'm afraid." Terias begins to respond with, but then correct his accent and speaks a bit more properly to the lady, "Though we're all carrying quite a load. If you want to leave some things behind and return to collect them we can likely carry just yourself on the bench. Otherwise if you feel you are able acting as support will also do. T's your choice of course Lady Amyleryn."

Amyleryn says, "We will do as I said. Much of my things are soiled and I'll not abuse the Magistrate's hospitality further by leaving any of it here to stink up the place any more than it already has. I'm hoping that the baths will have some way to clean my things as well as myself. If nothing else, the baths down by the river where the equipment can be washed."

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Changing tack a bit, she says: "With all that we did, we weren't down in the sewers for very long, so I'm hoping that the lantern has a reasonable amount of oil remaining in it. If so, please light it, and we can be off."

Terias nods curtly and takes the lantern in hand, reaches under his belt and lights it using his flint. Then lets Amyleryn take a firm hold across his back and around his shoulder to support herself as she begins to leave.

He finds that the lamp is empty so he cannot light it.

Giving the empty lantern a shake, Terias looks over to Ralif and asks, "Would you mind lighting one of the torches you carry. The lantern has no oil left in it."

"Certainly," replies Ralif.

At the second hour of the sixth watch, you fit actions to words and set out into the light rain and darkness of the night...Ralif with torch in hand supporting Amyleryn on one side and Terias supporting her on the other side.

After a ten minute walk, you reach the well at the first turning of the road which leads toward the docks. Another twenty minutes of uneventful walking brings you to the gallows at the mouth of the castle mote. Another couple of minutes and you are at the bathhouse. It's windows are shuttered and the doors are closed for the night.

Arriving at the doorway, Terias turns his attention to Ralif and says, "Can you go and fetch the physician on Lady Amyleryn's behalf good man? We should be fine to deal with the owners of the bath house."

With a nod to Terias, Ralif hands over the lit torch and turns to fetch the physician.

With those words the Matakea gives several solid knocks on the door.

"Yer now, what be dey ruckus?", you hear a female voice from an upstairs window, "Can ee nat allow jonnick citizens to get a night's rest? Gaw away and come back at a decent 'our uv de morning."

Announcing in response, Terias lets her know, "Please forgive the late knock miss. I'm in the company of Lady Amyleryn of Odasart. My name is Terias of Forniad, a Matakea in service to Larani and by extension to the lady. We were in the underground this day in an effort to aid Kiban with a loosed gargun. Now we ask for your aid to wash the flith from us."

"Well, I must cut. Dey waz nicely axed," she answers, "bit it 'as bin a long 'ard day. wud ee be willing to pay two pence apiece?"

"Aye and a penny more for waking you and your kindness.", Terias says in retort.

A very short while later, she comes to the door and hands Terias a bucket, saying "Take dicky way ee to de river and rinse off de worst awt and by de time ee get back I weel 'ave de bath water 'eated vor ee."

"Thank you." Amyleryn says.

Looking around for a moment, she continues, "where be de lady's maid wain zhe needs er? If ee want I can zend wan uv my lads to fetch er."

Amyleryn smiles and says: "I couldn't very well require her to accompany me into a dangerous place." She chuckles a bit and continues: "Although the image is amusing." Returning to the business at hand, she says: "Your lad will find her at the Silver Way inn. Her name is Falada of Yaandy. She should be accompanied by a journeyman weaponcrafter by the name of Zedeon of Jaheraka. They should both come. Ralif of Rudethe...the Magistrate's nephew...has gone for a physician to tend to my injury. If they get here before we return from the river, please ask them to wait." Turning to Terias and putting a hand on his shoulder for support, she says: "Let's get on with it." and starts off in the direction of the river.

As you go in the direction of the river, you see a lad talking to the bathhouse keeper, pick up a lighted lantern and run off down the street."

Terias begins to shiver as the wind picks up and a light rain starts to fall. He has a distinct feeling he has been here before and done the same things he is doing now.

Squeezes his eyes shut and shakes his head slightly, Terias mutters "Oi not now. Not now."

As Terias scoops up a bucket full of river water and prepares to carefully rinse off Lady Amyleryn, the bucket suddenly jerks out of his hands and splashes the water into her face and on her chest, then drops to the ground unmoving.

The Matakea stands there dumbfounded a moment by what just happened. He then places his foot on top of the bucket holding it in its place. Immediately he starts in, apologizing to Lady Odasart, "M'Lady, I'm truly truly sorry. As odd as it sounds the bloody thing jumped from my grip." He then crouches down trading his hand with his foot to keep tight hold on the top of the bucket, before lifting it up to peek underneath.

He sees nothing unusual under the bucket and it now acts like an ordinary bucket.

Spraying out the water that got in her mouth, and sputtering momentarily in surprise, Amyleryn says: "Telekinesis now. I'd love to know how to put these abilities to conscious use...they could come in very handy sometime." Sighing, she continues: "We'd be getting wet in the baths soon anyway, so let's get as much of the muck off as we can, and then go back for a good cleaning." Once Terias has gotten as much of the muck rinsed off of her as he can, Amyleryn will do the same for him, and then start back toward the bathhouse.

Throughout the cleaning, Terias seems distracted, but when they final finish he speaks up, "Sorry m'lady.. but what's 'tekinis'?"

Amyleryn says, "It's the ability to make things move just by thinking or willing them to do so."

* * *

Walking along in the darkness, Ralif realizes that the night is not as dark as it should be for this time of month. Looking up at the moon, he notices that what should be the first crescent moon is actually a full moon. With these thoughts in mind, he almost

runs into a swineherd and his herd of swine as they clean the road in front of the physician's residence.

"Ees, maister," the swineherd answers, "Why do ee ax, if I may be zo bold?"

Ralif's gaze wanders to the heavens as he replies back to the swineherd, "Does the moon look odd to you for this time of the month?"

Peering up at the sky, the swineherd says, "Why it does look decidedly odd vor dicky time uv de month. Probably de dealings uv zome uv dey zhek p'var. My father awiz tull'ed me 'do nat mettle een de ways uv zorcerers and others dey 'ave book larning...it drives dey all mad.'"

"If you'll excuse me," says Ralif, "I have an important errand to attend to. Good day." Without waiting for a response, Ralif begins again to jog to the physician's house'.

You turn left onto Dariune Road, pass a couple of buildings and turn left again into the alley. You come to the physician's house second on the left. The house is dark and the windows are shuttered.

Ralif knocks on the door.

From the upper floor, Ralif can barely hear, "Who are you and what do you want that you disturb an old man's sleep?"

"I'm terribly sorry to bother you at this ungodly hour sir," Ralif half-shouts, "but there is a lady with a grievous wound who is in desperate need of your expertise."

"Very well," calls the physician, "wait a moment while I gather my things."

A short time later, he arrives at the door with a lighted lantern and says, "Where is your light lad? Do you not know it is illegal to be out after curfew without a light?"

Meanwhile at the inn...

Susi, returning to the table after her performance, says to Felada, "Not my best performance, but I am anxious to meet your fearless companion, I have been trying to compose lines in my head for a ballad. I suppose we have no way of knowing when she may return?"

"No mistress," says Felada, "...and like most of the gentry that I know, she is...well, it is not my place to say. Suffice it to say, she will be here when she is ready in spite of everyone else. Now, if you will excuse me I must be off to my bed so I will be ready for whatever comes on the marrow. I am sure that Zedeon will keep you company and regale you with stories for a little while longer."

Zedeon says, "You're right, I have lost my manners for a bit."

8-NÚZYÆL-720 KIBAN, KALDOR

1ST WATCH [COOL, PARTLY CLOUDY, SOUTHWEST GALE, LIGHT RAIN]

A commotion at the door of the Silver Way Inn, awakens most of the guests. A short time later, the innkeeper awakens Felada and Zedeon to say, "a messenger has arrived to say your mistress is in need of you at the bathhouse by the river. When you see

her, let her know I cannot open the doors to let he back in until morning. She is not the only gentry staying here and most of the others are of higher rank."

Felada says "yes madam" and goes to Susi's room. "Mistress, you said you wanted to meet the Lady Odasart. If you hurry and come with us, now is your chance." Felada returns to her room to quickly gather up Lady Amyleryn's clothes and hurry out the door.

Susi quickly dresses, gathers her things and rushes out to meet Felada.

* * *

When you return to the bathhouse, female attendants lead Terias to one room and Amyleryn to another. They help you undress and help you to enter the hot bath. Your clothes are taken away, you assume to be cleaned. The ministrations of the attendants with soap and scented oils make it difficult to keep awake.

The Matakea eases into the bath, immediately the tension that was in his body fades and he seems to relax significantly. Muttering to himself, "Oi, what a day.. what a day. Lady Amyleryn will have me worn down to a nub by months end if she keeps this pace. White Lady give me strength." With that his eyes flutter closed as he enjoys the pleasantness of the moment.

Which is immediately broken when he hears something that startles him from momentary slumber outside. Terias instinctively reaches for his sword, but the voices he hears cause him to retract his arm and settle back into the comfort he was enjoying seconds ago.

There is a commotion at the bathhouse door when Felada arrives (with those who followed her). She is shown into Lady Amylerin's bathing room.

"I am here, milady," Felada says, "I have brought your change of clothes. How are you and how went your mission, if I may ask?"

"I'll give you the specifics later, when there are no extra ears around to hear them." Amyleryn says. She levers herself up out of the bathwater enough so that Felada can see her injured hip [OOC: Which ought to be spectacularly purple by now!], then settles back into the warn, soothing water.

Amyleryn continues, "I think my hip may be fractured. The Magistrate's nephew, Ralif, has gone to fetch a physician to tend me. A few things: Is the letter of credit good for any more money? I'm going to be laid-up for a while. I'll need money for my care and the upkeep of the others."

"No, milady," Felada answers, "we cannot draw any more on it until the fifteenth. That is another seven days."

Amyleryn says, "Well then, we'll have to make what we've got last for the next seven days. How much do we have?"

"I know not how much you carry but I have 94d other than my personal money," says Felada, "We, as a group, owe the innkeeper 100d for last night and tonight."

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"We can't afford that rate of expenditure." Amyleryn says. "I wonder if the temple of Peoni can shelter us until we can draw on the letter of credit again. If anyone has other suggestions, I'm ready to hear them."

Turning to Susi, Amyleryn says: "As you can see, not all nobles have limitless funds." and she grimaces a little from the pain of her injury.

Amyleryn says to Felada, "I'm sorry to have gotten you and Zedeon out of bed, but it couldn't be helped. You are unlikely to be able to get back into the inn tonight, so ask the people here at the baths where we all can stay for the night. Once you've done that, start cleaning my gear and the things I wore down into the sewers. Bring those things in here and I'll help you with what I can do from the water." With a deep sigh, Amyleryn continues: "Terias and I rinsed off as much of the muck as we could down at the river before coming here to the baths, but I'm afraid it'll still be an unpleasant task. I insist on helping however I can, as I need to stay awake for the physician, as well as to finish getting clean and then getting to wherever we will sleep."

"Yes, milady," Felada answers.

Amyleryn says, "Also, ask Zedeon to help Terias clean his gear...assuming Terias will let him. Sometimes fighting men don't like others handling their equipment, no matter how well intentioned the help is." Amyleryn then returns to cleaning herself...with the assistance of the attendants...in order to stay awake while Felada goes to carry out her instructions.

"I knocked at Zedeon's door but there was no response and I could not wait as it sounded that you were in need," Felada answers, "I know not if he will be following later."

Suddenly remembering that Susi is with her, she says, "Lady Odasart may I present to you, Susi of Molanth, a minstrel who is interested in telling your tale. Susi this is Lady Amyleryn of Odasart, of whom I am proud to serve."

Bekoning Felada to her, Amyleryn gives Felada the best hug her wound will allow and says: "Thank you, my dear Felada. And do not chide me for this public display of affection, saying it's unseemly. We're too close for that."

Susi says to Amyleryn: "Greetings Lady Amyleryn, it is a pleasure to meet you. I was hoping I might accompany you on your journey, it appears you are a Lady of action, and I would be pleased to record your exploits in song. May I accompany you? I will stay out of your way and render any assistance I am able"

Addressing Susi, Amyleryn says: "Pleased to meet you. You'll forgive me if my manners are not the best right now. Once the physician has tended to my wound and we've all gone to the temple of Peoni for the night, we can talk."

Felada talks quietly with the bathhouse attendants and then says to Lady Amyleryn, "For a place to spend the night, they recommend the temple of Peoni, which is on the other side of town. They say I will have to clean your clothes and equipment down at the river so, if you will permit, I will leave you here and return when I am finished. You just relax and enjoy your bath. I am sure the attendants will awake you when the physician arrives. I will work on Terias clothes at the same time."

"The temple of Peoni will do fine." Amyleryn says. She frowns and continues: "I wanted to help with the cleaning to atone for not doing better on our quest down in the sewers." Amyleryn smiles sheepishly at Felada, saying: "I promise to tell you all about it, I swear."

Continuing on a different tack: "See if Terias will go with you. If not, you will wait until Ralif returns and have him accompany you. It's the middle of the night, and I won't have you wandering around in the dark by yourself. If I let you go alone, and something happened to you, I would never forgive myself." With that, she relaxes and dozes off.

Once she is dismissed, Felada looks in on Terias and says, "If you will permit me, master, I will take your clothes and what equipment you will allow, to be cleaned at the river."

Opening his eyes, seeming to be at peace, Terias turns his head to regard Felada and holds his response for more than a few moments, before shaking his head and in a very relaxed manner replies with, "Sorry there Felada, I was let'n the bubbles go t'my head. Nay I'll come with ya an' help. Sitt'n here'll make me soft and I'm nay injured so I've no excuse. Just give me a moment to towel off an..", Terias then breaks off with a sigh, "Hrm I've no clothes t'wear except the dirty ones. If there's some rags I can toss on me I'll come. Would y'mind ask'n on my part?"

Felada blushes slightly and says, "yes, master." She talks to the bathhouse attendants and shortly returns with a plain linen robe which she drops next to the towels and steps back outside the door. She also borrows a lantern as you leave the bathhouse.

Once you arrive at the river and Felada begins going through Amyleryn's belongings, she comes across the small scrolls and says to Terias, "Master, what are these if I may ask? They were not in milady's belongings before."

Now that Terias has the time and light to see by, he reads...

http://www.duttond.topcities.com/Harn/Handout_1_6.pdf

Waving his hand dismissively, Terias comments, "Come now Felada, I'm no ones 'Master'. Terias is quite fine by me. Or if y'want a title so badly - 'Matakea' or 'Ataken'.

"Oh no," Felada answers, "It would not be proper for me to call you by your given name. What is the meaning of Matakea and Ataken?"

Terias informs her, "Matakea is the title hold with the Larianan Church and Ataken is the position I hold with the Order of the Lady of Paladins."

"Very well," she answers, "I will try to remember to call you Matakea. Although it is very strange sounding on the tongue."

"Aye well, Terias rolls of the tongue, but t'is your choice.", the Matakea says through a sheepish grin

"Now, I believe you are making fun of me," Felada says with a stern look.

Terias stops cleaning the figurative and literal 'crap' out of his leathers to focus his eyes on the scrolls he's been handed. As he reads them over slowly, he remarks to Felada, "Whilst we were after the gargun, we came across something far more sin'ster. I'd rather not fill yer mind with the details, so ye can have a proper

rest t'night. Needless t'say that's how Lady Amyleryn injured herself.

And while we didn't vanquish the thing, what we were left with was a room filled with potential clues. These scrolls baring most of the fruits. Though we found a monogrammed handkerchief and an etching in a cabinet door to boot. You happen to have any knowledge of apothecary arts? We found a couple of mixtures down there too."

"No," says Felada, "I surely know not."

The Matakaea lifts his gaze on to Felada and whistles appreciatively, "It looks like we've come across quite a bit of wealth. Each of these scrolls is a promissory note for either one or three pounds of silver pennies. Question is how're these people tied t'what we found. And the bigger question is .. what is this all for."

Showing little interest in the mystery, Felada says, "You should tell milady at once if my advice is worth something. She was just worrying herself about how we are going to support ourselves until she regains her health."

"Mrm, aye let's finish up here and head back.", Terias remarks before resuming his attention to cleaning out his leathers as thoroughly as possible.

A short while later you finish and return to the bathhouse. You find Ralif waiting outside where an older man with a guild badge of a physician, is just leaving. Felada enters the bathhouse to return Amyleryn's belongings and help her get dressed.

Susi to Felada, "I have an idea...there has been an exciting adventure of some sort, and while I don't have all the details...perhaps your Lady would share her tale with me...I could do a dramatic presentation here at the Inn for the patrons...or perhaps at some larger gathering place...and tell the tale...of what went on beneath the town while everyone was sleeping or about their business, unaware. Surely if delivered with the proper dramatic flair....we would make enough money to cover our expenses....people love a good story, especially if it takes place in their own town. I mean there are gargun, an battle, injuries....what do you think?"

Showing surprise at being spoken to directly in front of Lady Odasart, Felada says, "That is not for me to say. It is not my place to speak of milady's business or gossip about her behind her back. You should ask Lady Odasart."

* * *

Terias approaches Ralif, juggling his things and mentions, "You've been a large help this day Ralif. You've my many thanks. I've no idea how I would have gotten the lady out of the sewers with the injury she took. Let's venture in and see if she is in the mood to speak before bed. Else we'll catch up on the 'morrow"

One of the bathhouse attendants, a rather muscular woman, stops you and says, "allow me to announce you and see if the lady will grant you an audience."

She then goes inside and says to Amyleryn, "Milady, your retainers would like to speak with you. Are you dressed yet?"

Amyleryn says, "Nearly. I'll have them in as soon as I'm covered where I need to be covered. What is your name?"

"Apaene, milady," she answers.

"Thank you, Apaene." Amyleryn continues as she dresses in the clean clothes Felada brought her from the inn: "The physician suggested that I hire a cart to get me to the temple of Peoni. Is such a thing possible at this time of night?"

"No, milady, there is no one who will open their shop to hire you a cart," Apaene answers, "However, master Nemerdas, the cartwright on Neph street, would possibly open up to sell you a two wheel handcart but it would cost upward of 100d."

From beyond the door with Ralif, Terias jaw drops hearing Apaene mention the price. He then immediately pipes up, "M'lady, Ralif and I can fetch the bench and try again t'carry you. With your armor off and the others present to help with our load we should be able to do it."

"Yes, please do that." Amyleryn says.

* * *

Ralif and the physician hurry back through the streets to arrive at the bathhouse once again. The physician tells Ralif to wait outside and tells the bathhouse attendant to help the lady lie out on a bench, covered in towels. Once that is done, he has the bathhouse attendant accompany him in his examination and only pulls the towels off just enough to examine the wound.

While examining the wound, the physician says, "My name is Quosso of Fabun and it appears that we are going to be getting to know each other quite well over the next few months that this will take to heal". At the same time, he goes through a thorough examination of the wound, periodically prodding the bruise saying, "does this hurt?"

With each prod, there is an intake of breath through clenched teeth, and Amyleryn replies: "Yes."

Finally, he turns to the bathhouse attendants and says, "go through your firewood and bring back as many thin pieces of wood that you can find and one of those linen robes. When they return, he has them sew the wood strips into the linen to create a splint large enough to go around Amyleryn's hips. He ties it in place tightly while trying to be as gentle as possible.

When the physician finally finishes, Amyleryn lets out a long, slow, sigh of relief.

"You are going to need to wear this splint at all times and get as much rest as possible. Any exertion will prevent you healing or even make the situation worse. When you leave here I would advise you hire a cart to get you where you are going," the physician advises, "That will be 177d for my services this visit. You must see me again every five days so I can examine your progress and suggest further treatments."

"Thank you Quosso of Fabun." Amyleryn says. "May I assume that you are a master physician, so that I should address you as Master Quosso?"

"Yes, milady," Master Quosso answers, "that would be my proper address."

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He appears to be in his late 40's, 5'6", 145 lbs., average frame and complexion, black tonsured hair and full beard, hazel eyes, gruff voice, dressed in a black hooded robe.

"Say Master Quosso," Amyleryn says to begin a question "I was planning to go to the castle and pay my respects to the Earl, but I'm told that he hasn't been seen in public for a while now. He's not ill is he?"

"I would not know, milady," the physician answers, "they have their own family physician and do not require my services. If he is ill, it has not been mentioned in public and his sons seem to be handling his duties well...at least the elder son. The younger son is a bit of a wastrel from what I hear."

"I've never met either of the Earl's sons." Amyleryn says. "As I'm apparently going to be confined to bed...except for bathing and trips to the wardrobe...boredom will soon have me climbing the walls. Will you be kind enough to tell me about Kiban and its folks when you come to check up on me, please? For instance, tell me about the Earl's sons." Before Master Quosso can say anything, the bath attendant announces Terias' and Felada's return. Continuing to Master Quosso, she says: "Save it for another time. I'll see what we can do to get you paid. Thank you."

"Good day, milady," he says as he leaves.

* * *

Addressing Lady Odasart, Susi: "Pardon me Lady Odasart, I have an idea...you have had an exciting adventure of some sort, and while I don't have all the details...perhaps you would share your tale with me...I could then do a dramatic presentation here at the Inn for the patrons...or perhaps at some larger gathering place...and tell the tale...of what went on beneath the town while everyone was sleeping or about their business, unaware. Surely if delivered with the proper dramatic flair...we would make enough money to cover our expenses....people love a good story, especially if it takes place in their own town. I mean there are gargun, an battle, injuries....what do you think?"

Amyleryn laughs for a moment before a stab of pain makes her stop. Speaking to Felada she says, still chuckling: "Oh Felada...how did you acquire this one?!"

"From an inn, milady," says Felada. "Where else would one find an entertainer," she adds with a smile.

Turning to Susi...now in a serious tone...Amyleryn says: "Susi of Molanth, it is clear that you have had no experience of the ways of the nobility. Were I of higher rank, I would have to send you to gaol...or worse...to impart some manners and curb your enthusiasm a bit. However, as I am a country noble, I am hardly one to be lecturing anybody on the subject of manners." and she glances at Felada for just a moment, with a quick grin.

Amyleryn continues, "Still, having become bedridden, I could use with an additional set of eyes and ears...and a minstrel is the perfect profession for gathering rumors and information. Felada and I can instruct you in the basics of how to conduct yourself in any dealings with the nobility. There are bound to be more exciting happenings before my stay in Kiban is done...a lot of material for songs and tales. So what do you say? Will you take service with me for the remainder of my stay in Kiban?"

Susi says to Amyleryn: "I will indeed! I will try to behave appropriately regarding my conduct. I certainly do not mean to be disrespectful in any way, I am simple minstrel and hope others find my company pleasant and entertaining."

Amyleryn says, "Master Quosso, I trust that you will keep confidential anything you've heard, or will hear while treating me."

Looking around she notices that the physician had already left by the time the others entered.

Amyleryn says, "Ralif, you seem to have already thrown in your lot with us. Are you willing to keep abreast of the things that come to your uncle for his consideration?"

Ralif says, "I am at your service milady."

Amyleryn says, "Good. Thank you."

Amyleryn says, "Terias. In the morning, I need you and Zedeon to go find out about the people who claim to have killed the gargun. Find out all you can about them."

Terias nods curtly and says, "Aye m'lady. Things in my head right now are, first t'find out who made the claim as you said. Second t'see the 'skull' of the gargun. I think I'll be able to remember what we saw in the sewers. I'll just take note and report t'you first rather than take action. Is there anything else you want me to find out?"

Amyleryn says, "No, that should do for now. On your way back from that, stop by the temple of Larani and pay your respects or whatever else you have to do, then return to me with what you've found out."

By her expression, Amyleryn is remembering something and says: "By the way, now that there's light to see by, give me those scrolls." When the scrolls are handed to her by Felada, she reads through them. As she does so, her eyes get wider. "Felada, these are notes for a lot of money, payable to the bearer...which is now us. In the morning, take this one" and Amyleryn hands her the note from Dabin of Crasele "and redeem it. Use the money to pay what we owe. Ralif, I'll need you to escort Felada while she attends to this."

Looking at the people gathered around her, Amyleryn asks: "Any questions?"

Speaking up Terias says, "Aye m'lady. Concerning the scrolls. I read them over too while I was with Felada cleaning out the armor. While I've no problem securing the coin for our own purposes, considering somethin' nefarious was in the works for them. Clearly this extends beyond just Kiban and t'is alarming. I do think we should try to look into why these people are involved, who got them involved, and if they know coin is for. Likely they are all ignorant, but even finding out who came to them could be a help in piecing this together. I remember you said one of the names you knew. Whoever that is, perhaps when we meet him you can inquire directly. But the one in Kiban, this Dabin. I would like to go with Felada and once we have the coin, question the shop keep about it. Perhaps bring Ralif along as a familiar face." After his long speech Terias then adds, "I'd also like t'report what we've found to the Laranian temple t'morrow."

Amyleryn says, "Why Terias, that's the most I've ever hear you say at one time." and she smiles at him. "There are a couple of things you have made errors on. The names of the merchants who issued the various scrolls, received money from some person or persons who needed to transport a lot of money in a more portable way. Whether the merchants are innocent or not, is currently beyond our ability to find out. I'll need to copy down their names before we redeem the scrolls. None of them are here in Kiban...Dabin of Crasele is in Olokand. I know of him because my father has done business with him in the past." Turning to Felada for a moment, Amyleryn says: "When you are out on errands tomorrow, get me a bit of something I can write on, and some ink to write with. I must make copies of the names on the scrolls before we redeem them."

The Matakea offers a grim smile, "Aye the bath has renewed my energy and the thought of trouble in the Kingdom invigorated me. But the amount of coin caught my eye and I only skimmed the text. T'is why I trust in your K'norrian mind t'catch what I miss."

The mention of Amyleryn's Knorrian mind suddenly reminded her of a Save K'norian priest who got caught with a copy of a bearer bond. He was charged with forgery and his hand was chopped off as punishment.

Speaking to Felada, Amyleryn says: "Give that scroll back to me and take this one instead." She takes back the scroll from Dabin and gives Felada the scroll from Ninianele of Canjenelon. "It occurs to me that we can't redeem all of these scrolls at once, or in quick succession, without a certainty of suspicion, so we'll redeem this one for four pounds first. That way, we can pay our accumulating debts and have money to live on for a while. If we start to run out of money before our task here is done, we can redeem another scroll."

"Yes, milady," answers Felada, "If I may suggest, a moneylender may know of places for rent and for the price of an inn room for four people, we could rent a large place and a large staff to care for it. Would you allow me to ask about more modest accommodations and a single housekeeper to provide for us? If so, what is the most and least money and length of lease should I allow for?"

"Yes, do inquire about a place to rent. As to how much it should cost, I don't know...but it should be significantly less than it would cost to put us all up at the inn." Amyleryn pauses in thought for a moment, then says: "The place to be rented should have sufficient room for six of us...you, me, Terias, Zedeon, Susi, and Ralif. Check with Terias and Ralif. Terias may want to reside at the temple of Larani, and Ralif may wish to stay with his uncle or other family here in Kiban. If either turns out to be the case, adjust to size of the house you look for accordingly. See if a lease for a month, with option to renew from month to month, can be had."

Amyleryn continues to Terias: "Two of the scrolls name a person who provided the money...Saredo of Arbom and Tyarairant of Berrairse. Either or both of these people may be here in Kiban. If so, they are of the most interest to us. There's an outside chance that one or both of them may be the ones who say that they killed the gargun. If they can convince the

authorities that the gargun is dead, the authorities won't bother to send guardsmen down into the sewers after it and find the same room we did. If either of those two person's names come up, make discrete inquiries as to who they are and what they do."

"Aye, m'lady.", offers Terias with a serious expression lining his face.

Amyleryn continues, "As for informing the Laranian authorities about what we saw...for the moment, you will not do so. After all, there is just your word and mine...no hard evidence at all. If you, a stranger in this town and known to no one, come to the temple with such a tale...true though it is...they might lock you up as being insane. Proof, Terias, proof. That's what we need. Until we get it, we're much better off keeping a low profile and our eyes and ears open. Once we have hard evidence of wrongdoing, then we get the temple involved...not before."

Amyleryn continues, "Finally...all of you...we need to find out anything we can as regards the whereabouts and condition of the Earl. That is why we've come to Kiban in the first place, and remains our primary duty."

At this Terias purses his lips and nods slowly.