

12-NÚZYÆL-720 KIBAN, KALDOR

5TH WATCH [HOT, CLEAR, SOUTH WIND]

Once everyone has gathered again in the great hall for dinner, you are served an appetizer of arboletys (a spiced cheese dish).

Herot get everyone's attention and says, "Why do we not have a boasting contest for milord's entertainment? To start, I suppose some of you know that for my coat of arms, I am requesting a mermaid. This is to honor the time when my father caught a mermaid in his nets. She was my first love and after I bedded her she gave birth to a school of what are now called rainbow trout but had never been seen on the river Kald before that time. Now who can best that tale?"

Terias clears his throat to gain the others attention. He gives Herot a mischievous grin as he rises and then begins to speak "As a child I was known as the Ivashu tamer. From Nolah to Vlasta. On the summer of my sixteenth year I encountered a nest of Aklash. They gave chase, eager to taste my sweet flesh. I made it to the river Kald. My back was to the water while I watched the loathsome creatures approach. Unfortunately I lost my footing and fell in. Eager to seize upon the opportunity the first lunged forward. I quickly reached for a rock. It felt slippery in my grasp and I threw it with all my might. As it was sailing through the air I noticed it wasn't a rock, but in fact a fish. It landed directly in the Aklash's gaping sharp toothed mouth. The fish as it turns out was a rainbow trout. Yes the very ones Herot claims to have fathered. What surprised me at the time was the Aklash seemed content with the meal and the others soon joined in devouring them by the score. Another Ivashu mastered - yes. A population of the Falen clan kept under control - true. But what's more a legend was born. If any of you have spent time in the vicinity of an Aklash, or heard tales you know that you will smell them before you see them. And now we know the reason why. Ilvir may claim the creation of Aklash, but Herot's kin and by extension himself gave them the title 'The Vessel of Choking Wind'."

"Why Terias," Herot exclaims with mock distress, "You cut me to the quick." But his ready smile shows that he has taken the jest in the spirit it was intended. Then with a twinkle in his eye, Herot says, "I can recommend a great number of women up and down the Kald that make the same complaint about the odor of fish about their anatomy but will quickly let you know they got it from the original source and the pleasure they found in its taking.. I can also tell you how to rid yourself of the odor if you have the need. There is a red fruit called a tomato that when the juice is applied, removes the smell of fish, skunk and any less potent stench but eat it not as I hear it is poisonous."

For the soup course, you are served sorrelye (sorrel soup with figs and dates).

A couple of the guards are overheard to be arguing about the best lures to used for hawking.

The main course consist of a choice of entrée: visorye (veal custard pie); vyand de cypris in lent (almond fish stew); or henne dorre (golden cardamon chicken); accompanied by mary caboges (cabbage with marrow), cocket bread (cheap white bread) and ale: (dark-brown color. sour-apple aroma. smooth

texture. smoothly rounded bitter-malt taste. a dry-bitter finish). Followed by troycrem (tri-cream) for dessert.

After everyone finishes, the Earl gets everyone's attention and says, "I am sure that all of you are curious about what I have learned this day and the conclusions I have come to. While I cannot fault Karrison's ambition, I cannot condone his methods. He will be sent to the Osel Marches on the marrow to prove himself with his skill at arms and through leadership, which is more important than authority, especially on the battlefield."

"It has come to my attention that he was instructed in the use of magic that he was incapable of controlling and encouraged on to his rash actions by one Elleyna of Matlim in Gardiren."

"In reward for my rescue, Terias of Fornaid and Herot of Falen are to be gifted with a longsword and knight's shield of their choice from my armory and will be knighted in a tenday's time. During the tenday they will be advised by their respective religious advisors on the duties and benefits of gentility."

"by the end of the month, when they have pledged their allegiance to me and their lady companion has had time to heal from her injuries, they will be assigned the task of fetching this Elleyna to me to answer for her ill-considered deeds."

"I have also learned of two people who can advise them on locating and dealing with Elleyna. The first is Evelice of Jarquane in Ternua and the other is Huball of Bidurma in Kolorn. I will arrange for a riverboat to transport you to these places and I will provide a letter which can be redeemed at a mercantylor for 12d per day for three months at which time you must report to me for further instructions."

"I will also provide 1d per day for the support of the apothecary journeyman, Lorard of Bassill, if he will pledge his allegiance to Lady Odasart and look to her medical needs at least until she reaches her kin in Tashal and can make other arrangements."

Lorard says, "M'lord you do me great honor by thinking my skill is equal to the task you ask of me. I will of course pledge my word to see to the Lady's well being until such time as she can make better arrangements. This of course is dependent upon her ladyship's acceptance of my pledge."

Turning to Herot " As to a boasting contest I am afraid I have little to boast about. I am just beginning my life's adventure and therefore have done nothing to even come close to duplicating your deeds"

With a broad grin, Herot says, "I am afraid you miss the point. The entertainment is in the telling of the tale. If you only relate life's experiences there is no boast. The listeners expects the story to be an exaggeration."

Looking at Herot " Oh I understand the point, but if one has no tale then what's the point of boasting about it. It would appear to me then to be a tale much told about nothing"

With mischief in his eye, Herot turns to Terias and says, "Me thinks we have to get this man bedded by a minstrel so he can learn to tell an entertaining tale. Or get him out in the world to experience strange adventures worth telling about."

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Addressing the Earl "my lord do you have a garden and if so may I have your permission to use it for My meditations?"

"I fear not, lad," the Earl answers, "The castle is in the middle of a moat surrounded by water and I cannot let you leave the castle just yet.

"Finally, I will provide 1d per day for each of the two knights to hire a squire or man-servant as long as I witness the hireling pledging his allegiance. Tarim of Gidall does that sound agreeable to you and are you willing to swear your allegiance and service to Terias or Herot?"

"As Lady Odasart and your respective religious advisors can tell you, you can expect hospitality from any manor lord you come across. This is not required of them and you must still pay for hospitality from the commons, but there is no dishonor in asking and some will provide it upon request. This should reduce some of your expenses but always be on your best behavior because being knighted by me means your good and bad behavior reflects back on me."

"Are there any questions?"

After dinner, Tarim marches quickly up to Herot to catch him at the door.

"Good master Herot!" Tarim matches his stride. "I was wondering if I could ask a favor? You've seen times in arms far beyond mine, and I'd be most grateful if you'd help me with a bit of practice. And though I'm a fair shot with a bow," Tarim rubs his temples with both hands, "I've never, er, fired at a target that could shoot back, if you follow me, and I'd, er, appreciate any tips."

"Well lad, I doubt I can teach you much as I have never shot at a wild bore charging down on me, either," Herot says, "Most of my time as a the Sheriff's guardsman has been standing watch and being trained with a shortsword. I have only recently been promoted to longbowman and began training in that device. It is true that I have probably seen more combat than you but not likely enough to teach any but the complete novice. Now my time, until we leave the castle will be taken up in learning the differences between the use of a shortsword and that of a longsword which I will be proud to wear as a noble. Ask me again when we are on the road and we can spar together for practice."

Tarim smiles. "On the road, then, and I'll be honored to put the first nicks in your noble sword- especially if you save the first blood for someone else."

13-NÚZYÆL-720 - 23-NÚZYÆL-720 KIBAN, KALDOR

On the morning of the 13th, Amyleryn slipped on some spilt bath water, fell on her face and broke a tooth. The resulting gapped tooth smile distracts from her appearance (-3 comeliness).

Felada awoke with a devastating headache and went to chastise the servants for their carelessness. Later Lady Olena ordered Felada to remain in her quarters to not be seen by the Earl, her ladyship or the servants until she leaves the castle. Otherwise, she is to leave the castle immediately as the Lady will not have such a disturbance of her hospitality again.

Once Amyleryn and Felada are alone in their quarters after Lady Olena's dressing down of Felada, Amyleryn will say: "Ah, my dearest Felada," she reaches out and runs her hand through the hair on one side of Felada's head, giving her a warm, gap-toothed smile, "my fiercest defender. While I appreciate your devotion, taking after Lady Olena's servants yourself was not helpful. If you had simply reported the incident to her Ladyship, those servants would have gotten far worse than you could have meted out. Lady Olena would have felt embarrassed that her servants had allowed such a thing to happen to a guest, and would have punished them severely for such carelessness. As it is, you usurped her authority and she had to take you to task to re-establish it. That she didn't have you seized-up and flogged, is probably her way of apologizing for my injury." Amyleryn sweeps Felada into a gentle hug, then as she's releasing the hug, she goes up on tiptoes and gives Felada a light kiss on the forehead. "Would that every Lady had such a devoted and loyal maid." After a moments pause, she says: "You'll stay here in the room. I need you. Meals should be brought to you here. If they are not, or are substandard, let me know and I'll mention it to Lady Olena."

On the 14th, Amyleryn herself awakes to a splitting headache but her tooth is not hurting as much and she discovers it appears to be slowly growing back.

On the 15th, Amyleryn had a very vivid dream that she was floating above the castle.

On the 16th, Amyleryn is awakened by Felada's scream. Noticing that Felada is pointing at her with a frightened look, Amyleryn looks at her hands and she can see through them. A short while later the transparency fades away and everything is normal again. Once again she notices improvement in her tooth.

On the 17th, Amyleryn awakes with a distinct feeling of being watched.

On the 18th, Amyleryn awakes feeling slightly dizzy. She realizes the dizziness and the semi-transparency are caused by her developing ability to transfer (use Burasi points). She had heard of Bursai points (portals between worlds) when she was at the chantry and she knows she will have to watch her step closely from now on as she could step between worlds without knowing it.

[OOC: Letting the player know of new talents is at the discretion of the GM and since I want you to use the ones that are not passively triggered, I'll let you know.] On the 19th, Amyleryn feels upset about her lost tooth and awakes crying. In the morning she discovers more growth in her tooth.

On the 20th, Amyleryn awakes from a nightmare about the attack of the mutants.

On the 21st, Amyleryn awakes chilled, shivering and dizzy. She realizes the floating sensation and dizziness are due to her developing ability to leave her body. She has heard that with this talent too, she must be careful, as those who leave their body cannot always easily get back and sometimes other spirits take over the abandoned body.

On the 22nd, Amyleryn again has a dream of her brother Jak being attacked by mutants. Her tooth appears to be fully healed and her hip feels a bit better. [-1 IP]

Amyleryn practices Aeric's Silken Voice during the tenday and learns a bit more about the required intonation of her voice when casting the spell [+1]. She practices Beacon of Isala causing the candleholder to glow for an hour and learns a bit about that spell as well [+1]. After that, the servants are reluctant to come to her room and clean, whispering about possession and demons. Lady Olena teaches Amyleryn about the fine points of hospitality, how a guest does not cause a disturbance and protects the household and property of their guest at all times. [Intrigue +1]

As she is preparing to go to breakfast, Amyleryn is in a contented and reflective mood, and says to Felada: "This last tenday it seems that several of my psionic abilities are beginning to manifest. That's what that fading away incident was. It's the ability to use Bursai points. I heard about them when I was away in Melderyn. It's a means for me to step between worlds. I don't mind telling you that it's a bit scary, but exciting too." Gently touching the now healed tooth, she continues: "Master Killassan said I had the healing touch...and it worked when Matilda burned her hand...but I had no idea that I could heal myself, much less re-grow something lost. When we can leave the castle, I'll have to go see him and ask about this." Getting a worried look on her face, she finishes: "I've had two more dreams about Jak being attacked by mutants. I'm pretty sure this my prescience. I hope we will be able to go to him...or at least send a warning...before it happens. After all, prescience only foretells what is likely to happen if nothing is done to try to alter the events that are revealed. The future is not set in stone...we do have our destiny in our own hands."

On the 14th, Tereias awakes shivering and he feels like he has been in this room before but he realizes this is due to his developing sensitivity to spirits. The Earl tells Terias that charges have been brought against him by the stevedore's guild for battery of its members. He says he was able to prevent any new charges but as you have already confessed the deed before your arrival at the castle, you are to be fined 30d or spend a tenday in the pillory. He asks if you are a member of a frankpledge who can produce your fine.

On the 15th, Terias awakes thinking about Lady Amyleryn's injury and his own teeth feel sympathy pains.

On the 16th, Tereias awakes with his customary headache.

On the 17th, Terias again awakes thinking about Lady Amyleryn's injury and tears form in his eyes.

On the 18th, Tereias awakes in the night hearing voices in his room but they are too faint for him to understand what is being said.

On the 19th, Terias awakes feeling dizzy.

On the 20th, terias awakes to see the dim form of a woman in his room. As he watches, she turns and walks through the door without opening it.

On the 21st, Tereias awakes with his customary headache.

On the 22nd, Terias again awakes thinking about Lady Amyleryn's injury and tears form in his eyes.

Terias gambled and lost 10d and during the game he asks about local rumors and gossip. They told him the underage daughter of the scribe Amyga of Bydarf was found to be with child and she claimed she was raped by the crazy man that has been seen in Dariune Square recently. The man is to be castrated in a tenday.

Under the instruction of Obasaran Kardyanid of Kobb, Terias learns that as a knight he is expected to be chaste (monogamous to his wife) so that the blood lines remain pure. At the same time he hears the Halian priestess Linonys of Erelimesa instruct Herot that as a knight he is expected to be skillful in the ways of love so he should get as much experience as possible and to learn from each encounter. With his characteristic broad smile, Herot claps Terias on the back and says, "Bad luck my friend. You seem to have gotten the short end of that stick. Thanks for the story though. I am to have free lodging at the Riverman's Inn for a night as long as I re-tell the tale of the trout man.

[OOC: the development rolls for Intrigue and Heraoldry failed and Terias was unable to find an instructor for law. Better luck next time.]

+3 piety from prayer and +3 piety for giving the service in the castle's chapel to Larani (next door to your bedroom). The Earl and his eldest son attend the service.

[OOC: I usually develop rituals the same as skills but that is non-canon. However, if you try to improve a ritual and fail, I compensate by adding a retribution roll. (something the deity requires you to do because of your pestering.)]

There was not enough time for Terias to practice his weapon skills along with everything else.

As to other allegiances, there is no problem with your fighting order, most nobility and the temple. They understand that sort of thing and will probably take it as an indication that you can be assigned more duties with greater authority and it is up to you which is your primary liege lord. But you must keep any other's informed and they cannot advise you on your relationship with Lady Amyleryn since she is not military, she may not understand what is normally expected.

b) When Terias runs into Tarim, he strikes up a conversation with the hunter, "Have you put much thought into a squireship Tarim? If you are against the idea let me know. It does entail quite a bit. However, being a Laranian follower I'd feel most comfortable with you by my side. But I think it best for us to get to know one another first."

Tarim says, "Fairly thought and said! I'd want to know if the man at my side was a help or hindrance before I asked him along," says Tarim. He studies Terias a moment. "Larani knows you can handle yourself well, but another pair of hands - and eyes - can be of good help. What would you have me do?"

When it comes to the details of the squireship, Terias is vague as he slowly recalls what he learned, "Now then as to the duties of a Squire from what I remembered in all the quick lessons I've been told - you'd need to care for my things and needs. I'm guess'n upkeep on my weapons and clothes. I don't have a horse or house so there's no worry on that end. In turn I could teach you about being a knight and so on. Or I could hire you on to tend to my

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land. Or have you on as a retainer - if I had some steady coin myself. Like I said I can't offer much - this is all new t'me. It's something for you t'think on though and we can settle the details as we go."

"I'll keep your sword fit to use as both blade and mirror for shaving," says Tarim. "And your clothes will sparkle, too. I can get rid of most any stain, as I rarely return from a hunt without the need."

Tarim frowns briefly. "I'll need to remember to make my mending tidy. Usually, I don't worry so much about the look of a stitch, though I can make one strong as hide."

"And I haven't much need of payment, or land, but anything you can teach me about, er, how to behave in a more knightly fashion would, ah, be appreciated." He waves a hand along the length of the Earl's accommodations. "I'm new to all this."

The Matakea nods slowly and tells Tarim, "Aye like I said we both are. So you'll have benefit of watching me stumble and learning along with me. Difference is folk aren't going gasp at you for it."

Tarim says, "Folk may as well assume your squire hasn't a clue, and they'd be right, at least at first. But enough on that. You're to be knighted tomorrow! The vigil's for you alone, but I can at least make sure your armor is bright as glass, sire." Tarim puts a hand to his forehead. "Sire? M'lord? Dear me, I better learn how to address you properly, and fast!"

Terias replies, "Well I'd like t'know a bit of yer families background. What your mother and father do for a living, any siblings. The skills you have as a hunter. And most importantly why you chose to follow Larani."

Tarim answers "My, er, father was a cartographer. I'm told he was quite good, and a kind man." Tarim looks down briefly and then back at Terias. "But he and my mother never returned from an expedition to map the way to Melderyn. I was taken in by the Bydarfs and taught to hunt. I discovered Larani when I, ah, hunted beyond my rights and served penance for the trespass."

Tarim fixes his gaze more firmly on Terias. "But I learned well from the mistake. I've not gone astray since, and Larani has rewarded me - even saved me - for my diligence. I'm a good hunter, as skilled with a bow as any my age and many more so. And my faith in Larani is as real as the lessons she's taught me."

With a curt nod at Tarim's final statement, Terias responds, "Good t'hear. Well if you're interested then I'll name you as my squire. It'll be a bit odd fer both of us since I'll be as fresh. Larani shield us both!" The warrior-priest soon-to-be knight extends his hand to clasp the hunter soon-to-be squire's arm.

Tarim puts both his hands around that of Terias. "We'll be fresh but true, with Larani as our shield. I won't let you down, sire."

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After hearing from Tarim, the Matakea offers his own, "I was born in Hesby myself. Took t'the calling of the Lady right away and was brought into the fold as clergy. They found I had more strength than patience in studies so I was made a solider within the Order of the Lady of Paladins." The solider-priest rubs at his nose, "Once I was made Ataken, I was placed in service to Lord Odasart and tasked to aid Lady Amyleryn. The rest you've heard. Any questions you have?"

The Matakea makes an effort to seek out Lorard. When, he does Terias asks, "Lorard, I heard you were Lady Odasart's healer, how is her injury coming? For the better I hope?"

When they've finished discussing Amyleryn, Terias reaches into his pack while inquiring, "When we were doing some adventuring in the sewers, we found a couple of alchemical potions. I was hoping you might have some knowledge about what they might be." The Matakea holds up the ceramic jar of green grease and the glass bottle of white powder for the journeyman physician to see.

Looking whistfully at Tetris, Lorard says, "As to her Ladyships injuries they are progressing well as far as I can tell"

LORard really has no clue and he has not even talked to her ladyship in some time. If she were sick with a fever or somesuch I would be much more confident. I'm truly not a physcian so I am a litte out of my league dealing with such injuries. However I do try to persevere as best I can."

His eyes light up as Tetris shows him the glass bottle and Jar. "Now this is more up my alley." "May I" reaching for the jar with the green grease. "Interesting" as he sniffs the grease, "I don't know immediately as to what it is but if I may borrow it I will endeavor to identify it with the utmost speed along with the white powder. What say you sir"

"Yes, please do. Having them sit in my sack all day provides little in the way o'insight." Terias smiles to Lorard

A message arrives for Larard from his great aunt. She says that she has been given the opportunity to lease some land outside the Shebra gate for 30d per month. She has not the money at this time but if you are willing to invest 30d for the first month she can give you a share of the profits from the extra herbs she can grow."

Lorard writes a reply to his aunt stating that he would be more than happy to help and count out 30p. He then goes looking for the Earls steward to arrange for the message and the money to be delivered.

Upon finding the steward " Sir, a moment if you would be so kind, I need several favors, one I need to send a reply to my aunt which includes some money, I have written directions on the outside of the note. I would normally do this myself but the Earl has forbidden me from leaving the castle" He hands the steward the note and a small pouch containing the 30p. Secondly I need to do some shopping for supplies at the local physician's and apothecary shops. I have prepared a list of what I need and have included 50p to pay for them. Please get as much of the list as possible and tell me the cost of any of the items you were unable to purchase in case there isn't enough money to cover everything or let me know if the items are just not available" He hands the steward the list and a pouch containing the 50p. Thirdly I need a quiet place where I can meditate and not be disturbed, I need occupy this location for only 1 hour a day and for several hours on the 15th. Can you help me?"

The chamberlain says, "I can deliver the note and make the purchases but I cannot accommodate you with a place to be alone except for your bedchamber when its not being cleaned or the chapel to Larani. On the later, I believe that has been given to the use of the priest Terias, you will have to speak to him regarding its use."

[occ: the list in order of importance is:

a tome on the treating of broken bones

a tome on the treating of wounds caused by swords/knives

or any type of heavy bashing weapons (bottles.

chairs,

barstools not included)

the following herbs: Altrusat, Berilik, Emeldrys,

Esbilla, tree moss

Later in the day the chamberlain returns to tell you, "I delivered the note to your aunt and she thanks you and wishes you well. Regarding the two books you requested, the physician says he can only instruct his apprentice under supervision. To provide such information to anyone indiscriminately would be negligent as the unskilled could do more damage than they could do benefit. The apothecary knows not of Altrusat, Emeldrys or Esbilla. I was able to get 3 doses of berilik at 6d per dose." He gives you the three doses and returns 32d to you.

Speaking of herbs my character sheet shows something called earth smoke, where can I find it? It isn't listed by that name in any of the descriptions of herbs I have downloaded for Harn. Oh sorry about the name I lost my name cheat sheet and tried to do it by memory.

[OOO: I have supplemented the Harn herbs with Terra herbs from Culpeper's' Herbal...

<http://www.med.yale.edu/library/historical/culpeper/culpeper.htm>

Earth Smoke is another name for fumitory...

<http://www.med.yale.edu/library/historical/culpeper/e.htm>

After talking to the steward Lorard ask directions to Layd Amyleryns room. He goes there and knocks on the door " M'Lady it's Lorard may I come and speak with you a moment?"

Hearing Lorard at the door, Amyleryn says to Felada: "Let him in Felada."

"Yes, milady," answers Felada.

Lorard entering Lady Amyleryn's room he bows to her and nods to Felada. "I've come to ask how you are fairing, does your Hip bother you over much? Also I have a important decision to make and that decision hinges upon you. the Earl has asked me join your retinue as your physcian at least for the next phase of your journey. As you know I am officialy an Apothacary and not truley a physcian. I told the Earl that I would do so, only if you agreed to this proposal. How say you m'lady?"

After Amyleryn hears out Lorard, she asks: "You mentioned that you were an Apothacary and not a Physician when we met. What sorts of potions and remedies do you know how to make?"

Lorard "As I am just beginning my journeyman year I can at this point make your most commonly used remedies (ie, things for pain, colds, and high fevers. I also know some simple remedies for your more common poisons (snake bites, spider and bee stings and of course food poisonig). I am attempting to acquire some track on how to deal with broken bones and lacerations as these things will probably occur if I travel with your ladyship. Beyond doing my best to keep your retinue healthy I can do no more. I hope this answers some of your questions and helps put your mind at ease, now how say you to my joining your party?"

Amyleryn snorts in the manner of someone trying to avoid laughing out loud, shooting a quick glance at Felada.

Amyleryn says, "Very well, you seem to have such skills as may be useful on whatever errands the Earl should see fit to send us on. Once we are allowed to leave the castle, but before we leave town, see to it that you procure such ingredients as you will need for your mixtures. Also, be sure to see to any needs you may have for ordinary supplies used on an overland journey. The Earl may or may not supply us with such supplies, or money to procure them, but it never hurts to lay in extras. Luck favors the prepared. Co-ordinate your activities with Felada. Any questions?"

"You may go."

Lorard says, " I have already started to do as you requested and will endeavor to accelerate this forthwith. I thank you for the opportunity and-don't worry about trying to hide your being amused by my remarks, I know that I can sometimes come off as someone who is extremely uptight even to the point of having it seem like I have a stick placed in certain areas of my anatomy.

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Such things help keep me modest" Nodding to Amylern and Felada he turns and exits the room.--

On the 13th Tarim awakes with the feeling he has been in this room before. Later Tarim notices a woman arrive with the Laranian priest, She is beautiful and appears to be everything Tarim desires in a companion.

Tarim looks further in ensuing days for the woman he noted, as well as her Laranian priest companion. If occasion arises, he will see if Lorard knows anything more about the priest.

Tarim learns from Terias that the priest is the head of the temple of Larani and that the woman is his daughter, Lae of Kobb. She is married to a tavernkeeper and runs another tavern of her own.

Tarim says, "Head of the temple? I wonder why he's here. And his daughter? As an aide? But she owns her own tavern, so that can't be it." Tarim speaks faster than usual. "You know her name. Is she long married? With children? Ah, it matters not." Tarim shakes his head slightly. "But I thank you for telling me."

Terias just nods slightly, not sure what to make of Tarim's response.

On the 14th, Taeim awakes normally.

On the 15th Tarim awakes with a cold shiver of unknown origin.

On the 16th Tarim awakes with a cold shiver of unknown origin.

On the 17th negation, Taeim awakes normally.

On the 18th negation, Taeim awakes normally.

On the 19th negation, Taeim awakes normally.

On the 20th Tarim awakes with a cold shiver of unknown origin.

On the 21st Tarim awakes just in time to see the wash basin in his room go flying across the room of its own accord and shatter against the wall.,

On the 22nd Taim awakes thinking about Lady Amyleryn's injuries and he has a toothache.

22-NÚZYÆL-720 KIBAN, KALDOR

On the night of the 22nd, Terias and Herot are brought aside and the knighthood ceremony (to be held on the marrow) is explained to them. They are told that it is customary (especially with knights of Larani to spend an all night vigil with their arms and armor in prayer. Terias is given a blank knight's shield and a longsword of his choice and the sole use of the castle chapel for this use. Herot is given sole use of their previously shared bedroom, a knight's shield with his new mermaid crest, a battlesword he selected, bits and pieces of armor including a kurbul cuirass with mermaid crest (Light L).

During the evening Terias prays to Larani in the chapel. Before him on top of the altar are the items he has been gifted with by the Earl. The Matakea asks not just for favor to himself on the morrow, but also the Earl and Kaldor for their safe keeping. In a low voice he says solemnly, "The Oaths I make tomorrow are in your name Lady of Paladin's. I'll make sure not to tarnish it and

live by the code You set forth." He kisses his holy symbol and spends the rest of the night in reverence before being called to the ceremony.

KNIGHTHOOD CEREMONY

What follows is a brief summary of what your character knows about the Knighting ceremony.

RELIGIOUS PREPARATION

Typically, the knight spends the night preceding his ceremony in a vigil of prayer and contemplation. The sword, armor, coat of arms and spurs which he will wear as a knight are placed upon the altar to receive a blessing from the Deity or the knight's favorite saint. Blessings are bestowed by a priest or bishop, and the knight makes further oaths to support the church.

BASIC CEREMONY

Initiation into knighthood is a solemn occasion which will occur only once for each knight. Several men are often knighted at the same time. In that case the order in which they are called forth depends upon the importance of their fathers. The ceremony is always done with full panoply. This means the lord sits upon his high seat or throne, banners are displayed, courtiers are present in their best clothes, and heralds make announcements.

Herald: "[Name of candidate], come forth and kneel before the throne." Sword, armor, shield and spurs are placed nearby.

Herald [reads]: "Be it known to all men that I, [name of noble] am minded to raise [name of candidate] by virtue of his honor, loyalty, valor and skill at arms, to the high rank of knighthood."

Herald [to candidate]: "[Name], do you swear and acknowledge [noble] to be your true and lawful liege?"

Candidate: answer affirmatively

Herald: "Do you swear fealty to [king of land], to defend and obey him until he depart the throne, or death shall take you?"

Candidate: answer affirmatively

[Noble rises, goes to candidate.]

Noble: "Let this be the last blow you receive without just recourse." [The Noble delivers the coulee and strikes the knight across the face or on the shoulder, sometimes hard enough to knock the man down. The candidate then kneels before his liege with hands palm-to-palm and raised. The Noble places his hands over the knight's.]

Herald [to candidate]: "Repeat after me, 'I, [name], do solemnly swear and pledge my sword to [noble], my liege, to defend and obey him until he depart the throne or death shall take me, and to uphold the honor of knighthood.'"

Candidate: repeats, using his own name.

Noble: "And I, for my part, do swear to defend and honor [candidate] as befits a true knight." [The noble then receives the sword and taps the candidate lightly on both shoulders with the sword.] "I dub thee Sir [name]. Receive now your spurs [receives spurs], your right to suitable arms [receives shield], and take this, my sword [girds on sword], to your side to serve and defend me well. Arise, Sir Knight."

THE LEAP

Immediately after the knighting ceremony is concluded, the new knight, armed and armored, dashes outside and leaps into the saddle. If he makes it into the saddle, the knight is praised and honored, but if he misses, then everyone laughs. No other meaning is attached to the rite. [In game terms, the character attempts a Jumping test modified by physical penalty. If successful, he gets 10 Glory.]

23-NÚZYÆL-720 KIBAN, KALDOR

This morning, Terias and Herot learn as they are breaking their fast, that the day has arrived for their knighthood ceremony. During the day, the greathall fills with nobility and commoners other than servants and the two knighthood candidates are restricted to the women's gallery.

At the start of the fourth watch (midday), the Earl takes his place seated on a raised dias at the end of the hall and he motions to the herald next to him. Terias and Herot are instructed to wait just outside the main doors of the great hall until they are announced.

The herald says, "Terias of Fornaid, come forth and kneel before the throne."

The warrior-priest steps forward when his name is called in a rigid manner befitting his training as a soldier. His expression is stoic, but his eyes are clearly wide with amazement over the proceedings.

When Terias comes forth and places his new sword and shield nearby as he has been instructed. The herald then calls Herot.

"Herot of Falen, come forth and kneel before the throne."

Herot enters solemnly kneels to Terias' left and places his own sword and shield on the floor to his left.

The Earl says, "Be it known to all men that I, Earl Troda Dariune am minded to raise Terias of Fornaid and Herot of Falen by virtue of their honor, loyalty, valor and skill at arms, to the high rank of knighthood."

The herald asks, "Terias of Fornaid, do you swear and acknowledge Earl Troda Dariune to be your true and lawful liege?"

In a firm and formal manner, Terias says, "Aye, as Larani as my witness, I shall."

Once Terias answers, the herald turns to Herot to repeat the question, "Herot of Falen, do you swear and acknowledge Earl Troda Dariune to be your true and lawful liege?"

"I do so swear, milord," Herot answers solemnly.

Turning back to Terias, the herald asks, "Do you swear fealty to His majesty Miginath Elendsa, king of Kaldor, to defend and obey him until he depart the throne, or death shall take you?"

His manner still the same, the Matakea responds as before, "Aye, as Larani as my witness, I shall."

After Terias answers, the herald repeats the question to Herot, "Do you swear fealty to His majesty Miginath Elendsa, king of

Kaldor, to defend and obey him until he depart the throne, or death shall take you?"

"I do so swear," answers Herot.

The Earl raises, goes to Terias and says, "Let this be the last blow you receive without just recourse." The Earl delivers the coulee, striking Terias on the shoulder. The blow is enough to leave a minor bruise but Terias remains upright. The Earl then looks to Terias and waits for his next action.

A split second passed as Terias reorients himself from the expected blow, he kneels down before the Earl. At the same time he places both his hands together and raises them into the air in a practiced manner.

After Terias kneels and places his hands palm-to-palm before the Earl as he has been instructed. The Earl places his hands around those of Terias.

The Herald says, "Repeat after me, 'I, Terias Fornaid, do solemnly swear and pledge my sword to Earl Troda Dariune, my liege, to defend and obey him until he depart the throne or death shall take me, and to uphold the honor of knighthood.'"

Clearing his throat to speak as clearly and resolutely as he can muster, Terias says, "I, Terias Forniad, do solemnly swear and pledge my sword to Earl Troda Dariune, my liege, to defend and obey him until he depart the throne or death shall take me, and to uphold the honor of knighthood."

After Terias repeats the pledge, the Earl says, "And I, for my part, do swear to defend and honor Terias Fornaid as befits a true knight." The Earl then receives Teriaas' sword and taps Terias lightly on both shoulders with the sword., "I dub thee Sir Terias Fornaid. Receive now your right to suitable arms," the Earl hands Tarias his shield, "and take this, my sword," The Earl puts Terias sword into its scabbard and hands it to Terias, "to your side to serve and defend me well. Arise, Sir Knight."

The Earl, goes to Herot and says, "Let this be the last blow you receive without just recourse." The Earl delivers the coulee, striking Herot on the shoulder. The blow appears more powerful than the one Terias received and is enough to leave a minor bruise but Herot remains upright. The Earl then looks to Herot and waits for his next action.

After Herot kneels and places his hands palm-to-palm before the Earl as he has been instructed. The Earl places his hands around those of Herot.

The Herald says, "Repeat after me, 'I, Herot Falen, do solemnly swear and pledge my sword to Earl Troda Dariune, my liege, to defend and obey him until he depart the throne or death shall take me, and to uphold the honor of knighthood.'"

Herot repeats, "I, Herot Falen, do solemnly swear and pledge my sword to Earl Troda Dariune, my liege, to defend and obey him until he depart the throne or death shall take me, and to uphold the honor of knighthood."

After Herot repeats the pledge, the Earl says, "And I, for my part, do swear to defend and honor Herot Falen as befits a true knight." The Earl then receives Herot's sword and taps Herot lightly on both shoulders with the sword., "I dub thee Sir Herot

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Falen. Receive now your right to suitable arms," the Earl hands Herot his shield, "and take this, my sword," The Earl puts Herot sword into its scabbard and hands it to Herot, "to your side to serve and defend me well. Arise, Sir Knight."

Around the room all the nobles cheer and approach to shake the hands of the new knights.

Once the knights are given leave to stand and enjoy the celebration, Terias mentions to Herot quietly, "Once were outside, I'll imagine t'is a lasses bed yer jumping atop. We'll see how true you aim. I expect t'have a good laugh on your part."

"Aye, if I am given leave to leave the castle or I find a willing lass within," says Herot, "and I suppose you are going to try that silly leap onto a horse to see if you can give others some mirth at your clumsy attempt. I for one know nothing of horses and I have more enjoyable ways to play the fool."

"Aye, I'm a gambling man. A chance fer a bit of luck over making a fool of myself I'll gladly take.", Terias explains with a wide grin.

During the rest of the time inside, Terias tries to act as polite and respectful as he can to the other nobles he is introduced too - keeping his words short and sweet.

24-NÚZYÆL-720 - 30-NÚZYÆL-720 KIBAN, KALDOR

1) random event

Terias' living quarters are infested with rats. The Earl apologizes and has you moved to another room until the ratcatcher cleans them out

2) Cost of living, employment and savings (provided)

3) Gambling with the guards with current funds

Upset over losing so quickly a week, Terias will return with the intent to wager another ten silver.

> 4) Purchases with current funds (escort and permission as in #2) (optional)

Terias will make inquires about travel rations for when they are on the road again.

He finds travel ration packs that include a loaf of wheat bread, a loaf of rye bread, a quarter pound of dried cod, a quarter pound of beef jerky, a quarter pound of bacon, and a quarter pound of dried beans. Each pack will suffice for 3 days, weighs 4.5 pounds and costs 8d 3f. and will not spoil for a month.

> 5) Experience and Training

Focus will be first on horse riding if he is allowed access to one after inquiring around - anything to improve the odds for his 'jump'.

He gets some training on riding horses but is not allowed to practice jumping onto the horse (its too hard on the horses). That is a one time event, which he failed - running into the back of the horse but not completely disgracing himself. [+1 riding]

Second on his swordplay - hoping to spar with Herot using their new weapons to get a better handle on them.

[+1 sword]

Third he'll be sure to spend time in prayer and ritual to Larani each day. If he can he'll try to hold a form of Soratir in the castle on the 25th and Alamirata on the 27th to any of the faithful. Using the same room as before. If the Earl and/or son attends after the ceremony he will endeavour again to approach the topic of worship and they're interests. At the same time trying to improve his nobility and courtesy prowess (Intrigue?). [RP will be needed of course, but if not there no point :->]

He is allowed to pray and perform the masses but they are poorly attended. [no new piety and the Earl and his son claim they are busy and have no time to talk.

Finally if time permits the Matakea will try to brush up on his heraldry.

[no more time]

[RP Stuff for Lorard]

During the week Terias approaches Lorard and asks, "Another few more days and we will be on the road again. I wanted to ask if you have had any chance to look over those two mixtures?"

> [lorard] "Not yet Terias, I was just about to see to the matter. I've been waiting to see if the supplies I ordered have arrived I will get on it right away. Oh, congratulations on your knighthood." Lorard returns to his room and pulls out the items Terias has given him and begins make rudimentary tests as to their properties.

Lorard, Amyleryn and Felada are all ill and confined to their beds throughout the tenday and cannot do anything else.

Before he falls ill he is able to tell that the white powder is alchemical and he may be able to eventually figure it out but the green grease is magical and he has no way of figuring out what its for.

> [Tarim] Tarim will focus on rhetoric and intrigue for practice, and he'll take any opportunity to spar with Herot or Terias.

No gambling for Tarim.

Tarim practices talking (rhetoric) and trying to guess why the nobles do what they do (intrigue) but neither avails him anything. Herot once again tells Tarim he has no time for sparring and Terias is spending all his free time in the castle's chapel..

1) Random event

Amyleryn and Felada are ill and confined to their beds during this time.

> 3) Gambling with the guards

No. Would be unseemly for a noblewoman to do this.especially with the commoner guards.

> 4) Purchases with current funds (escort and permission as in #2) (optional)

Would Felada be allowed to get travel rations, and fetch Amyleryn's armour and weapons from the townhouse? If so, then Amyleryn will see if the Earl is interested in buying the two shortswords and the glaive for his armoury.

Due to their illness and the previous altercation between Felada and the servants, Amyleryn and Felada are confined to their room. However, when asked, the Earl sends some of his guard to the townhouse to fetch the weapons and he tells Amyleryn the same thing he found for Terias regarding rations. If she wants some, he will have them fetched for her. He advises, she shouldn't need many though due to hospitality from local nobles and minimal food will be provided with the riverboat travel. Not great faire but then neither is trail rations.

He offers 118d for the two shortswords and the glaive.

5) Experience and Training (upon arrangement at the castle) You will each get "Will" skill management points (SMP), for personal effort, and can spend them at the rate of 10 SMP for one development roll on specified skills, and/or 1 SMP per hour of training. In addition,

Terias, Herot and Amyleryn will get 20 SMP per tenday for using what they are being taught on the nobility and courtesy (Intrigue). (Training is optional)

Amyleryn has a will of 11. Does that mean one roll and one hour of training? If so, roll for Aeric's Silken Voice (in her room out of sight of prying eyes and ears) and spend the hour of training learning a little more heraldry.

I suspect you have them backwards. You get 1 SMP for each hour of training not one hour of training for each SMP. Heraldry is something you can learn while confined to bed so we can say you get 10 hours of training and there one development roll for it. [+1 heraldry]

I'll assume that Felada is the recipient of the Whisper while you practice – you might say it IC or designate who the target is and roleplay that. In which ever case you were unable to learn anything new (but the practice spells were successful).

1-PEÓNU-720 KIBAN, KALDOR

2ND WATCH [WARM, CLEAR, SOUTHEAST BREEZE]

While you are all in the great hall breaking your fast with kippers, sheep-milk cheese, goose eggs, stewed prunes, flatbread and cider the chamberlain enters and introduces "Captain Josriath of Coryerdan and his first mate, pilot Cornall of Pasena."

The captain nods at Amyleryn and says, "Milady, we will be ready to depart as soon as you are aboard. If you need help with any baggage, Cornall can arrange for the crew to aid you."

The Earl says, "Ah yes, it is time to bid our guests farewell and Goddess speed them on their journey." Turning to the captain, he continues. "my chamberlain will give you a letter of credit

which can be redeemed at any mercantylor for passage for six people to Tashal and parts beyond at their need." Then to Herot and Terias, "the chamberlain will also have a letter of credit for each of you that can be redeemed for 13d per day each for three months to support you and your retainer."

After being dismissed by the Earl, Terias heads to his room and gathers his belongings.

Tarim takes a quick look around the bed of Terias to see if anything had been left behind. Finding nothing out of place, he shoulders his own satchel and bow and goes to meet the Captain.

The newly knighted Matakaea makes his way to the chamberlain to receive the letter of credit. Once the exchange is made, Terias face goes cross as he remembers something and immediately tells the man, "With all o'the commotion the past while I forgot an errand I was assigned. I needed t'purchase a chamber pot for the temple as requested by Obasaran Kardyanid. Could y'please see this ten silver is delievered to Chyrn of Morable. He is the Spit Boy at the temple. Let him know of the task. Take a silver for yerself and let him know he can keep the rest minus the cost the potter charges. It'd be much appreciated."

With a strained smile the chamberlin says, "Yes, I can take care of that but that will have to be the last favor, Sir. I am not permitted to follow you down to the ship to see if there is something else you need or have forgot."

In the presence of the Earl, Terias bows respectfully and informs him, "M'Lord, would you like word sent back to you on our progress or simply for us to return when the deed is done?"

"One or the other within three months in order to get your letter of credit renewed," The Earl answers.

Upon hearing the answer, Terias smiles slightly and nods curtly, "Aye. Larani shield you." He bows again and heads up to the boat.

Lady Amyleryn says, "Well met captain, We will be ready in just a moment. I hope your nephew Buryn is doing well?"

"Oh yes, my lady, he is a regular member of the crew now and learning all the time," answers the captain.

Turning to the Earl, Lady Anyleryn says, "May we rely on you to sell our belongings we have left at the townhouse and send us the proceeds by way of my uncle Fugys Odasart in Tashal?"

"Yes," answers the Earl, "I will have it seen to."

After finishing eating Lorard repairs to his room and packs his traveling kit, then goes to meet up with the Captain in preparation for their departure.

"Hurry up lad or you will miss the boat," the captain says as he leads the way out the door.

With a surprised look at the lack of pain and ease of breathing after her long confinement, Lady Amyleryn follows the captain out the door, as ever, followed by Felada with their portable belongings.

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Herot also follows through the door to the castle grounds, out the castle gate and through the morning crowds to the river docks and onto a docked riverboat which Herot recognized as a Talbar.

<http://www.phantasia.org/miju/rpg/harn/povray/talbar.png>

At the ship, the captain shows Sir Terias, Sir Herot and Lady Amyleryn into the cabin where several hammocks have been set up. He tells Lorard and Tarim that they will have to sleep on deck among the crates of cargo. Once everyone is aboard, the crew of 26 casts off and while the ship sails and is rowed down river, the deck is crowded with crew and cargo.

Along the banks you can see villagers sowing fields, driving cows to pasture, doing maintenance work (hedging, ditching, walling, etc), and you hear the terrified bleat of sheep being dagged.