

**16- ÁGRAZHÂR -720 THROUGH 26- ÁGRAZHÂR -720 TASHAL, KALDOR**

RIKORO OF DRELIN

1) *Rikoro will continue to gather herbs and try to sell them to the two Masters. He'll expand his client base and see if the physicians in town need any as well.*

Rikoro continues to gather herbs throughout the tenday and sells them to the two master apothecaries. However, he finds his efforts gaining diminishing returns as he brings in more herbs than they can afford to pay for. At the end of the tenday, he has gained 173d and is unable to sell anything more. The one time that he tried to sell to others, such as physicians, he was firmly told that doing that would land him in the goal with a charge of breach of guild privilege.

He gives Berina 120d for a month's room and board.

2) *Not gamble, but if he hears of any investments he will consider them.*

[OOOC: investments are offered from the random encounters (which we aren't using this time) or you can have a money lender invest money in 1 pound (240d) increments.]

3) *Any legal herbs that Rikoro finds he will sell*

4) *Since Rikoro is going to be outdoors he'll work on Herblore, Foraging, and Tracking in that order. If there's any time/skill points left he'll work on maintaining his staves weapon skill*

[OOOC: Since he is not working under an apothecary's direction, I'll only give him half of the SMP (e.g. 10 hrs per day \* 10 days = 100 hrs / 4 = 25 SMP / 2 = 13 SMP, round up to 20 SMP for 2 development rolls in Herblore...+2 Herblore); For individual practice, you get WILL SMP (e.g. 15 rounded up to 20, results in +1 foraging and +1 tracking).]

5) *Not enough money to put in the 'bank', but he'll set aside 60 of his silver in the pouch and leave it at the townhouse (this is going towards the months rent he'll owe). The remaining 8.75 he will keep in his coin purse around his neck.*

*Additional) Lastly during the end of one of the tenday's he'll probe Berina about the adventure the group had that she told during Lord Odasarts. He just wants to fill in details he's forgotten into his journal.*

[OOOC: This uses another 10 pages of the journal.]

*I forgot to add that Rikoro would be visiting the temple for morning prayer and ablution.*

He visited the temple for an hour of prayer each morning. (+0 piety)

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ISIEL OF LAELIN

1) *Do you plan on looking for a job or do you plan on living on Your savings?*

1) *Isiel has a job, and hopes to keep it. He will do the best he can at Mistress Bae's shop, using his pay to supplement supplies for his own projects.*

Isiel kept his job and managed to save 1d 1f from his pay.

2) *Do you want to do some gambling and, if so, how much will you risk?*

2) *Nope.*

3) *Is there anything you would like to purchase or sell?*

3) *Nope.*

4) *How will you spend any skill maintenance points you get (e.g. what skills do you want to improve)?*

4) *I'd like to improve glassworking. Also, during his free time, Isiel will try and spend some time with Berina, attempting to Heal that cold, so points on Healing, if possible. And thus, also on learning Harnic better, so he can communicate better. He'll try that Psychometry on the beaver skin cloak, too, and hopefully work on his Psychometry skill, if there are enough points.*

On the morning of the 16<sup>th</sup>, Berina finds her cold has gone away so no healing is required. You get 25 SMP for work (rounded up to 30 results in 3 development rolls and one succeeded (+1 glassworking); You get WILL SMP for individual pursuits (e.g. 13 rounded up to 20 resulting in 2 development rolls (+0 healing, +1 Harnic.

5) *Do you wish to "bank" any money at a money lender?*

5) *No.*

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JOSREL OF ASWAIN

1) *Do you plan on looking for a job or do you plan on living on your savings?*

*Well I think Josrel has some penance to do at the Temple. Depending on how long that takes:*

*Josrel will try to see Lillia twice a day if he can. Also explain to her that he has some penance to do.*

*Josrel will also try to bless some water for his ablution bowl.*

*Josrel will perform an ablution every morning before stating his day.*

*Josrel will also plan the wedding if anything is needed to do with that.*

Josrel does his penance for the full tenday. He is allowed to visit Lillia, at The Spur once a day, when accompanied by one of the other Haliki. Prayer for an hour a day at the temple gains him no piety, daily mass for 10 days gains him 10 piety and there are no monthly of annual mass during this period. He is not allowed to help with the wedding as that is the responsibility of the relatives of both families.

2) *Do you want to do some gambling and, if so, how much will you risk?*

*No gambling*

3) *Is there anything you would like to purchase or sell?*

*Nothing to sell*

4) *How will you spend any skill maintenance points you get (e.g. what skills do you want to improve)?*

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*If Josrel has time he will take Davas up on his offer to train him in the knife skill. Only if Davas has time or Josrel has time for that matter to devote to that.*

*If Davas is not available then Josrel will attend mass whenever he has free time.*

The tenday doing penance at the temple, gains him 25 SMP for 3 development rolls for ritual (+1 ritual); WILL SMP for individual pursuits results in 13 SMP rounded up to 2 development rolls, teaching requires the instructor be 20 ML over the student so Davas can't teach you, practicing on your own gains you +1 knives.

5) Do you wish to "bank" any money at a money lender?

[Josrel]

No

*It seems like a lot but it all depends on how long the Ibarti's penance is for. If Josrel spends tendays in solitary penance that's fine too.*

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THRRID OF TYNATH

1) *Assuming Berina doesn't require my services during any of this time, I'd probably hire myself out as a "guard" for anyone that needs it. Preferably a merchant that just needs someone to stand watch over their shop. Maybe for Obras since it would fall in line with "serving" the Kyfa's.*

Obras thanks you politely but says he does not need a guard. Halime of Falesh, innkeeper of The Spurs, tells you he can use a bouncer for awhile if you're interested. He can pay you 1d per day plus room and board (board includes 2 drinks per day – anything more you pay for yourself – and the living standards of The Spur is only slightly lower than what you are used to)

2) *No gambling.*

3) *If I can afford it with whatever earning I make plus my on hand cash (do not want to be left with less than 25 pence though). I would like to purchase somewhat better upper torso armor, a shirt, gambeson, etc. Preferably Scale or Mail or Ring.*

[OOO: What you want requires between 400d and 1200d and mail is only sold to the nobility.]

4) *Skill improvements. First off, I'd like to speak in Harnic as much as possible, hopefully to improve that. As for actual "Skill practice". Any spare time I have I'll work on my Mace and my Battleaxe.*

When Halime finds out about your mace and battleaxe, he tells you to keep them out of sight – a commoner carrying around such weapons can get into real trouble. While at work, you are given a wooden club to subdue any of the more roudy customers but you're asked to not actually kill them.

[OOO: Club is the same skill as Mace so working for 10 days gains you 25 SMP at club, 3 development rolls (+2 Clubs). Individual practice gets WILL SMP or 3 development rolls on Harnic (+2 Harnic).]

5) *No.*

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BERINA OF KYFA

1) *Do you plan on looking for a job or do you plan on living on your savings?*

*Berina is going to try to get well as soon as she can so she can get back to work. (I can't believe that only four game days has gone by since she invested in the garb and flail.*

Berina recovers from her cold on the 16<sup>th</sup> so she is able to work for the full tenday. She is paid 157d and spends 110d on her share of the room and board for the month.

*When can she expect to see some return on her investment, assuming there is a return?)*

[OOO: That's figured per tenday. See below.]

2) *Do you want to do some gambling and, if so, how much will you risk?*

No.

3) *Is there anything you would like to purchase or sell?*

*Berina will sell the amber pendant. Because of her illness, she needs some ready cash.*

Unera of Kail, the jeweler, offered to buy it for 3d. Do you still want to sell it?

4) *How will you spend any skill maintenance points you get (e.g. what skills do you want to improve)?*

*Because Berina is nearly house-bound, she has been very domestic, so see if her Housekeeping and Cookery skills improve. Also, since she is spending a lot more time with Qisse and has decided to try to get Qisse and her father Obras together, see if her Intrigue and Rhetoric improves.*

Working the full tenday at copying reports, Berina gets 25 SMP (3 development rolls) for Harnic (+1 Harnic). On her personal initiative she gets WILL SMP or 11 SMP (2 development rolls) for Housekeeping and Cookery (+0 Housekeeping, +1 Cookery).

5) *Do you wish to "bank" any money at a money lender?*

*What money? Ie: no.*

[OOO: Your initial investment was at the first of the month.]

At the Garb and Flail, you're told that business was slow for the first tenday so you didn't have any return. However, it was much better for the second tenday. You can have a return or reinvest any amount up to your original investment (363d 1f).

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DAVAS OF FAINOVIRS

1) *Do you plan on looking for a job or do you plan on living on your savings?*

[Bruce] *Davas has a job he enjoys. He will continue. Should he have a day off, he will venture out to look for herbs in the forest (assuming there is one). If Rikoro is keen he is happy to team up.*

Halime pays you 30d for the tenday's wages, room and board. Davas spends 35d 2f for his share of the room and board for the tenday.

2) *Do you want to do some gambling and, if so, how much will you risk?*

[Bruce] No

3) *Is there anything you would like to purchase or sell?*

[Bruce] *If Davas gets a day off and finds any herbs, he will keep 3 doses of whatever he finds (into the saddlebag they go) and sell the rest.*

Rikoro has pretty much harvested all the herbs in the immediate area. I don't think he has been to Gibbet Woods if you want to try there – perhaps under the gibbets?

*Davas will give it a try. After all, he's met some of the undead nasties that others have only heard about ... and if the area has a bad reputation, it's likely to keep others away. Never know what you might find in an unsearched area. He will, however, take his bow, arrows, weapons and armour when he does so ... and be a bit careful. :)*

Davas found 2 doses of nettle - and a lot of strange looks - but he was unable to sell any herbs.

4) *How will you spend any skill maintenance points you get (e.g. what skills do you want to improve)?*

[Bruce] *Davas will help Josrel to learn to use his knife (with the wooden ones first). If Josrel looks to be getting the hang of it, Davas will suggest he might like to try a sheild. Davas will be looking to improve his own knife and sheild skills.*

*If he gets a chance to go herb finding, he will try to improve that as well.*

*He will continue with his house work, trying to make Berina's life a little easier while she is sick.*

Davas get 25 SMP (3 development rolls) from working (+3 cooking). For personal initiative, he gets 8 SMP (1 development roll) (+1 knives)

*Finally, Davas will attend as many of the Peoni services that he can (given his other activities :) ) to give thanks for his continued good fortune.*

*Over this time he will pay attention (trying to improve his Peoni ritual skill). He will give 10d over the 10 day.*

Davas prays for an hour each day (+1 piety) and he attended daily mass (+10 piety). With working, weapons practice and praying, theres no time left for training in ritual.

5) *Do you wish to "bank" any money at a money lender?*

[Bruce] No