

## **7-PEÓNU-720 TR TO 16-PEÓNU-720 [JETHRUL]**

Jethrul had overheard a story earlier in the tenday about a brave miner who attacked and defeated two demons in the sewers of Kiban. He liked the story so he made it into a song, which he performed for the first time at the Riverman Inn. The patrons all liked it and the visiting Baron Indama of Getha gave him a purse with 1100d.

Jethrul graciously accepted the money from the Baron, promising outrageously to visit Getha soon. Over the next week he played his new ballad in different inns and market places, not trying to earn money for it (although any will of course be accepted) but more to get the song known and remembered.

When he is not playing, he purchases a waterproof buckram bag to protect his lute (3d), a large, dark-blue, woolen cloak (184d), a 10-dram, gold ring (750d) and a 4-dram, jade cloak pin (125d). This leaves him with 73d in cash for expenses.

## **7-PEÓNU-720 TR TO 16-PEÓNU-720 [JUEBIN]**

Juebin's father learned of some of his activities and was badly offended. He gave Juebin until the end of the month to leave town, never to return. After that, or if he returns, Juebin's father will see to it that Juebin is imprisoned. In addition, a couple of his guards are assigned to watch Juebin until he leaves town to make sure he does nothing his father disapproves of.

Since Juebin has a couple of his father's guards following him, he tries to find a job to make it look like he is keeping busy, until he can find a way out of town. He gets a job busing tables at the Riverman Inn and his guards quickly get bored with watching him. He tries his skills at shortchanging customers and cutting purses and each day he gets 22d, 0d, 1d, 0d, 2d, 18d, 23d, 21d, 26d, and 1d respectively. On the second day, he got caught and complimented his target on his lovely wife (knowing the man was there with his mistress) and thereby convinced the man to not mention it. On the fourth day, he again got caught, wasn't able to talk his way out of it so paid a fine of 24d. He also tried, during these times, to make some contacts to help him in getting out of the city.

Once a night, in his room, he attempted to leave his body to find out as much as he can about his fathers holdings, what he has stored and where. He also tries to find information that will help him get out of the city. On the first night, he learns that his father is financing a load of timber, to be shipped to Ternua at the end of the month. (Juebin, sees a chance to make the money he needs, pay his father back, and get out of town with a reason.) On the fourth night, he overheard the Earl's son dictating a message to be sent to Josriath of Coryerdan, hiring his boat to transport passengers for an indefinite period of time. (This might be the boat he needs to transport his goods to safety, and to make that money he will need to survive.) On the sixth day, Juebin hears his father tell a journeyman that he better not get drunk and lose the cargo of timber like he did last time or he would be dismissed. (Well the journeyman...and some drink...are going to have to be the way out of this.) On the seventh night, he overhears Maldise of Aeryt, his father's journeyman, bemoaning his life and saying how much he hated his master. On the tenth night, he overhears Ebed of Awonn being offered the job of guarding "some civilians" on their journey down the river.

Juebin saves the money he has made so far to help him with what needs to be done in the next tenday. He will have to find his fathers journeyman (when the guards are not around) and maybe invite him to the tavern he is working at...make him think he is drumming up business or something, but make sure he mentions a free drink for old time sake, and a sneer about his father to put the journeyman in the right frame of mind. Then he will need the tenday to figure it all out.

## **7-PEÓNU-720 TR TO 16-PEÓNU-720 [EBED]**

While Ebed is standing watch one night, the watch captain tells him there is a special job coming up soon which includes a promotion and a bit of independence. Some civilians are going on a mission for the Earl's son and they are going to need a soldier to go along and protect them. One of the civilians is the apothecary from the castle and the Earl's son is especially concerned with her safety. If Ebed is interested, the watch captain says he will recommend him for the job.

When Ebed agrees, the captain says, "Good lad. Stand your normal watches for the next couple of tendays and I'll make the arrangements." At the end of the tendays, Ebed is paid his wages of 10d (his food and living expenses worth 12d are provided by his employer) but he is unable to save any of it.

## **7-PEÓNU-720 TR TO 16-PEÓNU-720 [BRART]**

As Brart is walking past the Riverman Inn on his way back to his former master's house, he hears his name from within. Stepping inside, he hears a minstrel singing of how he defeated two demons single-handed, armed with only a torch. His injured ribs give a twinge of pain as he remembers what really happened.

Hearing somebody singing a rather exaggerated version of his adventure, while not believing in getting any free drinks, female companionship or other amenities and not looking like a hero anyway, he slipped inside for a small drink, listening and memorizing his fifteen minutes of fame. During the rest of the tenday, Brart hears the ballad many times, mostly performed by the same minstrel, Jethrul of Krarisen.

Brart spends a quiet tenday at his ex-master's house only coming out for meals at a nearby inn and to visit the temple of Peoni for advice on his injuries (-13 IP). He supports himself by digging up the 50d he had previously hidden and using 40d for ten days expenses.

## **7-PEÓNU-720 TR TO 16-PEÓNU-720 [KADEN]**

The castle staff were going to allow Kaden to stay at the castle while she prepares for her departure but her old room, the only one available, is infested with vermin and is currently being rid of them by the local rat catcher, who says it will take some time to track down their nest and destroy it.

Kaden grinned wistfully as she entered her old room. Then her smile fell as she saw the state it was in -- not that it was particularly luxurious when she lived there, but at least there weren't vermin. Regaining her composure, she decided that she would not trouble the staff further and would search out her own accommodations until her room was ready, most probably out in the woods she loved.

As Kaden leaves Kiban in the pouring rain of a thunderstorm, she considers the various herbs she expects to find: betony flowers in the summer so it is unlikely she'll find any of that.

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Agrik's Eye grows along roadsides in the spring. Yulpris is very rare but grows in swamps in the spring. Kaden raised her head to the rain pouring down on top of her. Some would have been discouraged, but her heart was light as she splashed out into the woods around Kiban. It had been a long time since her only duty and purpose was scouring the land for plants, and it gave her a sense of peace and a happiness that she hadn't known for some time. Ignoring the rain, she happily looked under rotting logs, along hedgerows, atop of old walls, filling the pouches of her herb pack as she went and getting very dirty.

Over the next ten days, she finds 3 doses of Adder's Tongue (good for vomiting and internal injuries), 3 doses of Agrik's Eye (causes blindness, reduces swelling, relieves pain, kills lice, poison), 3 doses of All-Heal (relieves aches, purgative, sedative), 11 doses of Crowfoot (blister ointment), 2 doses of Garlic (food, good for respiratory diseases), 2 doses of Habsulara (brain stimulant), 4 doses of Hazel (aids fertility), 2 doses of Marjoram (good for coughs), 2 doses of Nightshade (flying ointment, poison), 2 doses of Old Lady (protection from witches), 4 doses of Quessel (antibiotic, cures some social diseases), 1 dose of Rosemary (good for coughs, aids digestion), 1 dose of Sarajn's Nuts (coffee like drink), 3 doses of Sorrel (aids appetite), 1 dose of Violets (food), and 4 doses of Yulpris (universal antidote). As the days grew long, it was with a sense of fulfillment that she journeyed back to her room at a nearby inn to look more closely at the herbs she'd gathered and begin to prepare them for use and storage.

As difficult as it was for her to part with some of the ones she'd found -- yulpris, imagine that!, she thought with a thrill of accomplishment -- she knew she'd need to if she was to survive. Besides, there was a physician in Kiban who could tend to peoples' sicknesses, and she wouldn't need to be so careful about saving her inventory until she began her journey out into the more rural areas where apothecaries were often the only physicians for miles. Not to mention Sir Dariune's investigation -- Peoni only knew how that would unfold.

Staying at inns supporting her normal lifestyle, she spends 40d for the tenday. Gathering her things, Kaden goes to sell 9 Crowfoot (27d), 4 Hazel (48d), 2 Marjoram (12d), 3 Sorrel (18d), 1 violet (6d), 2 Adder's Tongue (36d), 1 garlic (6d), 1 Quessel (12d) and a 50' coil of rope (72d).

She then goes to buy clothes to replace the ones she received at the temple. (Once done, she'll be sure to return the ones she'd been wearing to the temple along with a 5d donation for their generosity.) She purchases a new linen dress (57d), linen hose (46d), and a pair of leather shoes (10d). She is unable to find a hooded cloak and, if she has one made, it will take 2 days and cost 75d.

### 17-PEÓNU-720 TR TO 26-PEÓNU-720 [EBED]

Ebed's cousin, Herpaek of Awonn, has been granted a charter to open a tavern in Allioa and wants to know if Ebed wants to invest any money into it to become a part owner.

Ebed answers, "I don't have much in the way of extra money to offer. But maybe we can make a deal. When I am not on guard duty business, I could help out in the tavern. I could help take care of the rowdy people and keep the place respectable. In exchange, you could give me a room in the back to sleep and

feed me. In a few months I could save some money from my guard duties and then I could invest it in your tavern."

As with the last tenday, Ebed's food and lodging are paid for by his employer and he was unable to save any of his pay.

### 17-PEÓNU-720 TR TO 26-PEÓNU-720 [KADEN]

Kaden has a dream that she are travelling down a river trying to find an apothecary that isn't where Kaden thought she would be. Kaden passes an odd looking tower and a circular lake with standing stones around it. Finally, she reaches a dark and forbidding castle that she is sure is the source of all evil. All along her trip down the river, people on the banks make odd gestures at her and the small red moon has the image of a claw upon it.

Kaden awoke from her dream with a start. What did it mean? All these unholy signs and portents -- she still remembered the red moon hanging over the fair and the peoples' reactions when they saw it. It unnerved her more than she'd care to admit. Rising for the day, Kaden slipped into her brand new clothes -- how long had it been since she'd had new clothes? -- and her new shoes. She was particularly proud of the shoes, even though her calloused feet were unused to them. Her grin spread a mile wide.

During this tenday, Kaden stays in her old room in the castle, now cleared of vermin. She then went to Quosso of Fabun, the physician of Kiban and made a bargain to help out in exchange for instruction in healing skills (+2ML).

At one point during the tenday, Kaden visits the temple of Peoni to worship and to seek guidance and comfort about her dream and her journey to come. (OOC: I don't see any reference to you having a relative at the temple?) She hopes to understand more about what the dream meant and how it fits into her life, as well as to ask for Peoni's blessings on her trip. She prays for an hour but doesn't feel that she receives an answer.

Early on, she approaches Midda of Frembas, the Kiban leatherworker, to get her beloved, bulging pack converted to a larger pack with a frame. This is easily done for 45d and her pack can now hold 30 pounds of stuff.

Once that is completed, Kaden purchases a copper pot for non-potables, another mortar and pestle for non-potables, a pint of honey and a tallow candle.

Kaden consults with Crinnida of Bassill, her great aunt and the local apothecary about helping her to prepare her remaining Yulpris roots into crystals. Aunt Crinnida, tells Kaden that normally, guild rules don't allow apothecaries to make more than the simplest preparations but this is a simple preparation although difficult. With her aunt's help, they prepare one of the yulpris roots but ruins another.

Early in the tenday, Kaden passed an inn and heard Jethrul singing the ballad of the miner who killed two demons, single-handed and armed with only a torch. Kaden noted the song with a wry smile, and made a mental note to tease Brart about it once they were together again.

Once the song was done, Kaden sought out the harper Jethrul to ask where he'd heard the tale. "I was there, you know," she said with a glint in her clear hazel eyes and a winning smile.

"You were?" Jethrul eyed the woman with some surprise.

"Your tale was wonderful, except you left out the part where the brave apothecary leapt over a five foot sewer, disregarding her own life, to come to the hero's aid!" Kaden sat back with a grin as she finished bending the harper's ear.

He smiled back at her, "You should never let the truth get in the way of a good song. And you, I take it, were said sewer-leaping apothecist? I must apologize profusely, if I had known your exploits would have been included. But when you depend on second hand tales, all sorts of important little details can be omitted."

"At your service!" Kaden said rather loudly as she curtsied. "Ah yes -- well, I don't mind being a little detail, as long as I'm an important one." She paused with twinkling eyes. "Kaden of Bassill, and yourself? What brings you here -- I don't think I've ever heard you play in the Riverman before."

"Jethrul of Krarisen," he replied, essaying a half bow from his chair. "Lutist extraordinaire," he added picking up the instrument and playing a brief flourish, before carefully replacing it on the table, "and I have been in Kiban only a few days. Before that I was in Tashal, but I had to... er.. thought it was time to see some more of Kaldor." For a brief moment the minstrel looked sad, but he hid the emotion and asked brightly, "So what brings a journeyman to perform feats of daring do? And are you planning any more?"

"Peoni's wishes, I suppose," Kaden said, recalling her adventures. "Some friends of mine and I were enjoying the recent fair when a hawker's beasts escaped down the sewers. We were close, so we gave chase, and I guess you've heard the rest. Planning any more, well, you never know!"

Kaden lowered her voice, leaning conspiratorially toward the minstrel. "Actually, my liege has charged me with a rather important task, for which I must soon depart my beloved Kiban. But I beg you, ask no more, for I cannot say else."

"Ah! Secrets! You must not worry that I would advertise your secrets in a song. I only sing about what people wish to hear: love and heroes, not politicians and deceit. The rest I don't tell and so people trust me. Why just a day ago, the Baron Indama gave me a heavy purse, for what reason I won't say. I too will probably leave Kiban soon; I have song my new song a number of times and the masses will start to pall of it, I must find a new audience and new tales to tell. Whither do you go?"

"A heavy purse, you say! And well for you -- just recently I foraged and sold my first set of herbs, and now have these clothes to show for it," Kaden spread her hands wide indicating her clothes (dress and hose) and squeaky new shoes, which were of simple manufacture but were obviously new, and easy to assume a big expense for a beginning apothecary. "Though this is no doubt nothing much next to such finery as a minstrel may be used to." Kaden shrugged at his question, seemingly unconcerned. "'Tis a mystery -- only that I am duty-bound to go at the end of this tenday, accompanied by the stout man of which you sang."

'A tenday hence,' thought Jethrul. 'An attractive woman and a doughty fighter on an unnamed quest. Boon traveling companions!' "Why that is when I am planning to leave!", he says, "Would you begrudge having a minstrel along with you?"

Jethrul picked up his lute and played a jaunty jig, "To keep you amused as the miles so toilsomly pass."

"Nay, very welcome!" Kaden had been dreading the long water voyage -- nothing but waves and boredom before reaching shore again. "I expect it will be a rather dull journey, much enlivened by a minstrel's notes."

"It would be a pleasure to enliven your journey," Jethrul replied gallantly. "Where shall we meet to begin the journey?"

### **17-PEÓNU-720 TR TO 26-PEÓNU-720 [JUEBIN]**

Juebin witnessed the generosity of the Baron Indama of Getha to the minstrel so he took extra care in serving the Baron (under the watchful and suspicious eyes of the Baron's guards and his father's guards). The Baron said he is a good lad and mentioned how much he appreciates Juebin's friendship. During the week as Juebin develop this friendship, the Baron's guards begin to watch Juebin's father's guards as if they are wondering what their purpose is in following him.

Juebin keeps his job at the inn and continues to develop his relationship with his father's journeyman, so when the time is right he will be able to take the merchandise. He is careful with his purse grabbing so as not to worry the journeyman, Maldise. His take from purse cutting this tenday is 5d, 1d, 2d, 3d, 6d, 2d, 4d, 6d, 0d, 3d. His fine on the ninth day (when he got caught) was 7d and the innkeeper told him if he is caught doing that again he would be out of a job. After his expenses (including free drinks for the journeyman), he was able to save 8d for the tendays.

Juebin continues to try his nightly Disembodiment. His attempt on the first night causes such a headache that he is unable to try again for a couple of nights. On the second night, instead of trying to disembody himself, he speaks to Orkon of Olod, the harbormaster, to arrange to ship a load of timber. Orkon tells Juebin, he does not believe Juebin has a load of timber but if he does, it will require a deposit of half of the freight charges which are 1d per 500 pounds per 5 leagues. "If you have the timber," he says, "and can raise the freight deposit, the next ship that has available space is at the end of the month, the same ship that your father has space reserved on."

The third night proves so easy that Juebin feels he had been pushing himself to hard earlier. He overhears Maldise telling Juebin's father how he has misjudged his son. On the fifth night, Juebin overhears his father telling more of his guards to help in keeping a close watch on his son. His attempt on the sixth night again gives him a disabling headache and, the remainder of his attempts, fail.

### **17-PEÓNU-720 TR TO 26-PEÓNU-720 [JETHRUL]**

Jethrul is mugged one night and the thieves get away with 93% of his cash (-68d). Jethrul thanks Larani that the muggers didn't take his lute or jewelry, and the next morning gives the last of his cash to her temple as an offering (-5d). He then supports himself by busking, and by getting a number of engagements at the local inns. At the end of the tenday, he finds that he has been able to save 5d more than his cost of living at a minimal level. In his spare time, he works to improve his lute and flute playing abilities (+1 ML each).

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### **17-PEÓNU-720 TR TO 26-PEÓNU-720 [BRART]**

When the Baron Indama of Getha learns Brart is the one from the tales he has just heard and that Brart plans to continue his adventures fighting the evils of the world, the Baron persuades Brart to take 1900d to be used for the expenses of Brart and his companions.

While taking 100d as ready money, the rest is roughly divided in 4 pots and carefully dug in and camouflaged in various parts of the master's house (during bright daylight time, but dark inside. Only the final camouflaging part is done with bright light and open doors, hidden in a real anxious house cleaning / brooming activity. Sooner or later the master will be back again and Brart wants to be present a tidy household anyway.

Brart again spends the tenday at his ex-master's house only coming out for meals at a nearby inn and to visit the temple of Peoni for advice on his injuries (-4 IP to completely heal). He supports himself by using 40d for ten days expenses.