As Barkley continued to work on his skills as a winemaker, brewer and distiller, he found 6 recipes he liked. Two were the concoction of the bar owner, the Dragon’s Blood Wine and the Dragon’s Breath Bourbon. The others that Barkley developed over his time in Saradush were Dog’s Breath Dark Ale, Dwarven Axe Dark Ale, Dragon Fruit Brandy, and Sunset Gold Wine.

The Ales were both dark with the Dog’s Breath being a bit more bitter than the Dwarven Axe Ale. Barkley described them as, “The Dog’s Breath has a good bite to it, while the Dwarven Axe his a sharp edge to its taste.” He says it with a straight face as well, causing people to wonder if he is serious or just joking.

The Sunset Gold is a sweet, white wine made with a mix of green grapes and other citrus fruits. Barkley says “it is best enjoyed with chocolates or pastries as you sit outside watching the sun drop below the horizon.”

His alcohol is made with the dragon fruit and a 7-day-old mash. It creates a strong, yet sweet tasting beverage that can knock you on your but before you know it.

All of the drinks become popular at the Obstinate Loaf and Barkley shared the recipes with the owner. A contract was drawn up promising Barkley a portion of the sales while he is away adventuring as well as a room to be kept available for him at all times.

When not working on his beverages or assisting with the Obstinate Loaf, Barkley makes time for studying at the Library as well as talking to the local priests and clerics or assisting the Militia. From the Priests and Clerics he learns that one of the keys to their ability to use the powers (spells) granted by their gods is their holy symbol. So Barkley purchase a holy symbol of Tyr. He also finds that he is a much better archer then he is at sneaking around. He trades in his Great Sword and purchase an upgraded and magical Composite Long Bow that he named ‘Biter’.

During his turn on patrol with the local militia, they tracked down a small band of bandits. The evildoers had recently robbed a caravan and the Militia was sent to find them and take them into custody. A fight ensued and a couple of militia members were killed. However, the bandits were eventually subdued. Three of them were killed and 4 taken into custody. One of the bandits was wearing a pair of bracers that were found to be magical and were granted to Barkley by the Sergeant of the patrol. Barkley learned later that these were Bracers of Accuracy, a perfect complement to his new long bow. That night, he prayed to Tyr and thanked him for the gift and guidance that drove him to purchase the bow. Later that night, Barkley saw a vision of a long sword in his dreams and knew that this was sent to him by Tyr. That morning, Barkley traded in his short sword and acquired long sword of his own. Without additional funds, he had to settle for a normal sword, but has already decided that he would upgrade it when he was able.

When out with the Militia and during his free time, Barkley spends much of his time working out and exercising. He also enjoys swimming and climbing. Whether it’s climbing a tree or the side of a building, or even the rare cliff side in the area, he finds that he enjoys the physical activity more and more.

As the group went their separate ways as was their wont periodically, Laryssa pondered her continued frustration with what she saw as a failure to get into the thick of battle due to her armor. Having it modified so it could be Called helped, but once done she was stuck wearing it and slogging behind the other nimbler allies. She considered purchasing boots from a traveling purveyor of magical footwear that would allow her to fly, but they were far too expensive. Another more reasonably-priced pair allowed her to briefly increase her speed a few times a day and were purchased.

Still not satisfied, Laryssa consulted the wizard artificer who had modified her armor. He was able to tell her of a ring that could both summon and stow her armor and weapons with a mental command. While pricey, it seemed exactly what she needed. Over the next few months, Laryssa took every job she could find that would increment her funds, even some from those with evil tendencies whose needs seemed legitimate. While most of the jobs were fairly tame bodyguarding gigs or dealing with a few marauding thieves, one harrowing trip as part of a party investigating an ancient crypt became a horrific battle against waves of undead. If not for the magic crystal that made her sword especially effective against such creatures, she would have surely joined their ranks. The paladin-priestess swore a personal oath that eradicating such abominations would be her goal.

Finally, Laryssa’s purse was full enough for her desired purchase, although she ultimately had to sell her Called armor to afford it, replacing it with a set of less-enchanted plate. However, losing the armor was shruggable since it was mostly redundant now that she had the ring. Now finally she should be able to hustle into the thick of a fight with the others and, as a bonus, negotiate with strangers seemingly unarmored and unarmed but able to prepare for a fight if things go south with the merest thought. She eagerly awaited the upcoming reunion with her allies to once more venture out seeking glory, treasure and honor in the name of the Shield Maiden.