

## Drusilla's Obelus (Proposed Name)

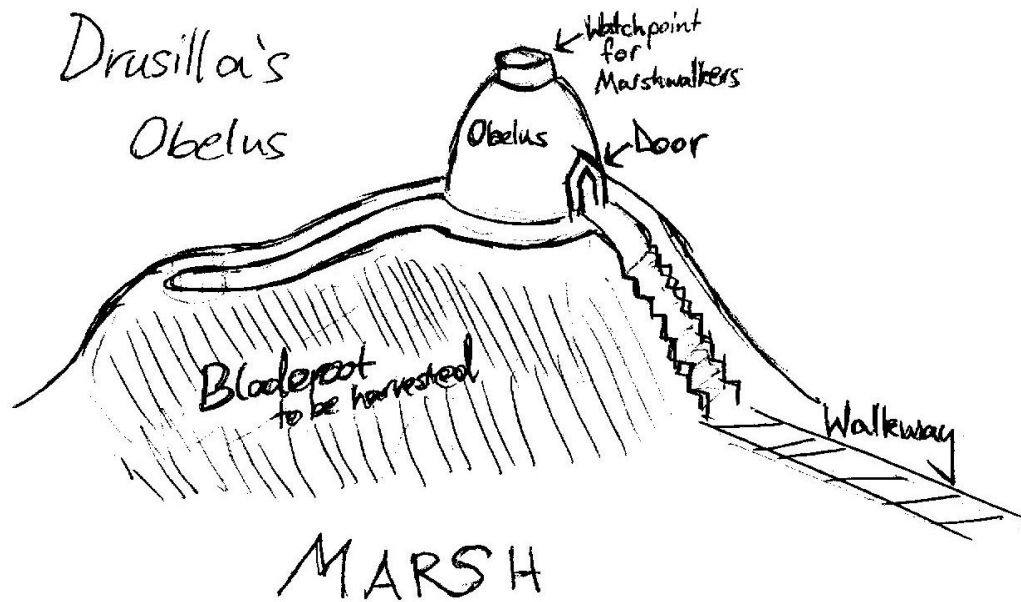
**Sinecure in the Morass, Holberg, producing 18 drams of Bladeroot per season.  
Cost: 10 wains of Weirwood, 20 crowns. Appointed for life by League senators.**

A monument to the late Drusilla and those who died next to her, both to immortalise their names and to ensure there is meaning in their deaths.

Drusilla Livia del Tassato was killed fighting the Druj during the Summer Solstice 382ye. She and two more gave up their lives so that their mission could succeed. In recognition of this sacrifice, we propose to build a monument to her in the cold marshes of the Morass, on top of a dry knoll where the Frost Narcissus (also known as Bladeroot) plant grows.

Owing to the nature of the soil in this area, we anticipate the need for extensive underground foundations made of Weirwood, and also a raised Weirwood footway allowing the monument to be safely reached across the marsh from the nearest existing track. The monument will contain all the necessary resources to gather and prepare the Bladeroot found in the area into a useable form. It will also have basic living quarters for a small number of people, as the nearest settlement is many miles away and the marsh outside is an unforgiving place to sleep.

This will create an Imperial Title of \_\_\_\_\_, appointed for life by the senators of the League. Its holder will receive 18 drams of Bladeroot each season in perpetuity.





## *A Report on the Opportunities for the Production of Bite, Autumn 382 ye.*

*We have investigated the ingredients and recipe for the substance known as Bite, with an aim to replicating its production within the Empire. Unfortunately, we have hit a stumbling block: while most of the needed plants can be found within the Empire, one of the key ingredients is a reed that grows only in the far reaches of the Mallum swamp. We have not been able to acquire a living sample of this plant, nor a drawing of it, nor even its name. Our attempts to replicate Bite without it have ended in failure - and even if we had it, the finer secrets of the Bite production process still remain with the Druj.*

*With this in mind, we have turned instead to a different plan: using the progress made by your team last season regarding the destruction of the Blades of Holmauer, we can take control of the trade route the Druj used to funnel Bite into the Empire, and thus have a monopoly on the supply between us. The accompanying document sets out plans for a new herb sinecure in the Morass named Drusilla's Obelus, ostensibly to commemorate the fallen during the skirmish last summit. In reality, we plan to install a secret set of rooms within the foundations of the monument, and have a Druj trader make their way there from the Barrens once a season to deliver a large batch of pure, unprocessed Bite. This will then be stored, processed into a fine powder by a labourer we will provide who is skilled in such things, and packaged into measures suitable for sale. The Bladeroot from the area will be needed during the processing stage to protect the labourer from suffering from inhalation of airborne Bite powder, and to mask the smell of the process should anyone suspicious enter the building.*

*Effectively, on your end, Drusilla's Obelus will function as a ministry for the purchase of Bite. We are happy for you to acquire a portion of the shipment, but will require a small amount of money to cover the costs of both payment of the Druj trader and provision of labour for the processing. We are still finalising prices and quantities, but you should expect to receive a heavy discount on the street price no matter how much of the shipment you wish to acquire. We will sell the remainder of the Bite through other channels.*

*Given the current, rather surprising, situation with the Dawnish in the Mallum, it may be possible at some future point to acquire the final ingredient needed to produce Bite without Druj involvement as well as better details of its making. In this case, it might be an option to train up your own people to handle production and turn Drusilla's Obelus into a sinecure? However, such possibilities are still well away from our current sphere of control, and have been included here as speculative only.*

*In order to take advantage of this opportunity, we would require a commission or wayleave to build Drusilla's Obelus as outlined in the accompanying document, which has been sanitised so that it can be*

shown to others upon request. (If the ministry is to be constructed using a different name, we would need that name before the motion is put in.) The necessary Weirwood to construct and protect the secret rooms would also need to be acquired. Once the construction begins, our influence among the workers of Holberg means that we would intervene and guide it to our altered requirements, without knowledge of this being transmitted to their overseers further up the chain of Imperial government.

After Drusilla's Obelus is complete, if it is mistakenly assigned to a person we do not control for any reason, please send a Winged Messenger immediately to inform us of this. We will arrange for neither the trader nor our labourer to visit, and without knowledge of the secret rooms the building will function as a herb sinecure exactly as detailed in the sanitised design document.

(Written by Sabien at dictation from Mischa; sketches obtained from Aschwin van Holberg, construction architect, and reproduced by free-hand drawing.)

