



THE GULDERS CHAPBOOK

A review of the happenings and sayings
in the streets and markets of the City of Coin.*

*Paper sanctified at Waukeen's Mint before printing. Approved by the Runner's Guild, Scribe's Guild, and Dyer's Guild.

Tales from the Caravansary

Reports have come in from Evermeet of a minor earthquake in that normally stable region. Riders are being sent into the mountains to investigate a possibly arcane cause for the temblor.

A new variety of fruit liqueur is making waves in the wine district. Marketed in simple earthenware bottles and rumored to have mildly divinatory or hallucinogenic effects, these frothy fruit beers are becoming a craze among younger House members, and the Elders, who like both the fresh taste and creative side effects. The Alchemists' Guild is looking into possible trade sanctions for importation of a magical brew without their stamp, but Master Vinophile Robe Parker notes that there is no aura of true magic on the brews, and their effects are likely a product of the unusual fruits used in their creation. He has pronounced them a 'find'.

The Pasha of Calimshan has reputedly created a most incredible collection of gemstones and gem-studded objects, which he intends to declare the 'Crown Jewels of Calimshan' at the great feast of Greengrass this year. Merchants interested in adding to the glory of this collection are warned that he is only interested in the most rare and well-made objects, and that anything new must surpass what he already has collected. The Embassy of Calimshan is vetting offers from Athkatlan merchants through the first Ride of Tarsakh.

Overheard at the Waterfountain

Once again our hardworking readers will find their efforts in deciphering this poor work rewarded by the news of the city, snatched in bits and pieces and carefully puzzled together by the diligent researchers of the Chapbook as they ply their trades amongst the streets of Athkatla.

The Pool of Mermaids in Dockside heard many rumors this week of an interruption in trade from Chult, and much speculation on the effects this will have on the upcoming trade season. Loss of such a valuable source of raw materials could easily see a rearranging of the powers-that-be in several Guilds whose profits rely on it.

Recent sightings of dark robes in the Cemetary District have revived fears of walking dead within the bounds of the ancient burial site. Many have begun calling for a re-hallowing of the grounds, fearful that the blessing may have lost its effectiveness over the years. Others fear that with all the furor among the followers of many of the most powerful churches, a hallowing would not find the proper ears among the gods and calls for a high-ranking cleric of Kelemvor have been heard more often.

Sune's Season is in full swing and the Pool of Pearls fair bubbled with word of who sought the eye of whom and who was the most sought-after flower at the first of the spring dances. The Red Maid's eyes are rumored to have fixed themselves upon the Head of a House this year, but no one is yet saying just which House might be so Blessed in Her sight....



Events at the Festhalls

The Smiling Maid and the Tilted Barrel have declared a series of contests to celebrate the end of winter. The loser will have to display the winner's signboard over their own for the next Ride. In the first contest, the taverns must try to sell the most meat pies in one day, from sunrise to sunrise. All pies must be eaten on site, and discounts of no more than 50% can be offered as incentives. Patrons are urged to generously support their favorite tavern.

The Traveler's Rest presents a guest bard from the city of Silverymoon for the first Ride of Tarsakh. Narisci ni'Srien is famed in the Northlands as a teller of tales who uses illusory magics to assist his telling, and will play many of the five instruments with which he travels as he brings the songs of the Silver Marches to the Traveler's Rest. Representatives of both the Mage's Guild and Bardic Guild will attend the opening night of his show.

Advice on Vice or Hobbies for the Bored and Wealthy

Being descriptions of various entertainments available to citizens of metropolitan Athkatla, and recommendations on the quality thereof, by Mario Pulver, Tradesman.

For the best of the libations I list herein, know that the Traveler's Rest and Silverale Hall are both know for the variety of ciders and ales they stock, while the Twining Grapevine and Frosted Berry are far and away the best public wine cellars within the City of Coin, and occasionally get in stocks of rarer brews as well.

Ales

Golden Sands: Imported from Calimshan, and known for their light taste. They go well with summer meals, or winter desserts and will run 2 to 5 sp a pint.

Basic: Rare and interesting. Also called "Lager". Pale yellow, white foam, light bubbles.

Gold: Fortified with cacti and nettles giving a sharp, more bitter aftertaste.

Orange: Braced with flavour of orange and currant. Sweeter than the basic with an acidic aftertaste.

Highmoon Dark Beer: Dark, smoky beer with a rich, nutty, almost bacon-like aftertaste. Generally 2 sp a pint.

Old Smoke Ale: A mellow, smoky-tasting, golden-hued ale beloved of connoisseurs. 5 sp per pint, depending on season.

Ciders

Purple Hills Cider: This clarified cider from Myratma comes from a mixture of apples and accent fruits from the Purple Hills orchards of Tethyr. A fine, fruity cider with the punch of strong wine. 1 sp per pint.

Jalanthar Amber: A truly potent, but very good, cider. 1 sp per pint.

Knee-Cracker Cider: A robust, cloudy drink with a heavy sediment. The Traveler's Rest is rumored to use this as part of their renowned marinade. 5 cp per pint.

Vilhon Cider: This heady cider is strong in its sweet flavourings. It is best served piping hot with cinnamon or cloves. 3 sp per pint in winter.

Riddle Me This

I have a golden head
I have a golden tail
but I have no body.
What am I?

Last month's answer: A book.

Horse Breeds for Tradesmen

A description by Tobias Mekelburg, Master Husbander and Horse Trainer, for the education of those seeking to purchase mounts appropriate to their true needs and abilities.

Andaluarian

The Andaluarian comes from the realm of Impiltur, and is primarily used as a cavalry mount. The Andaluarian is usually colored white and light gray, and occasionally bay. It is a compact horse with excellent proportions, and usually stands at 15.2 hands, with a massive chest and lean quarters. The Andaluarian is renowned for its ability to learn and its superb temperament. They are occasionally available in Athkatla through Eirik's Hostelry, and run 500 to 600 gp each, trained.

Akhal-Tara

The Akhal-Tara comes from the lands of Zakhara. Akhal-Tara have long and slender heads with expressive eyes, a short, silky mane, or often none at all, and a short tail. The legs are long and slender, clearly revealing the tendons. It averages 15 hands in height. It is often dun in color, although it can be bay and gray, with a pale golden coat preferred. These exquisite horses are rarely found outside of the Land of Fate. Should any be found in the City of Coin, the price could easily exceed 10,000 gp.

Balserran

The Balserran sees widespread use in Western Faerun, being a superbly fast galloper. The Balserran is quite gentle, and excels in jumping, games, reining, roping, endurance and as a gentle family horse. The Balserran's coat is often colorful and features unique coat patterns, and many are of bay, white or gray in color, with black spots near the rump. Common among the hostelries of the Caravan District, balserra average 100 to 150 gp trained, or 50 to 75 gp untrained.

Dales Pony

Native to the Dalelands, these hardy ponies are up to 14.2 hands in height. Their predominant color is black, other colors include brown, gray, bay and occasionally roan. Their hooves are of a hard blue horn, and well-shaped legs have dense bone. They have tremendous stamina, an iron constitution and great intelligence, all combined with a calm temperament. Under saddle they are steady and calm enough for children, but are better suited to adolescents or adults. In harness they will perform any task asked of them; dressage, plowing or carting. They can be found at the North Gate Caravansery during the late summer and fall months for around 70 gp.

THE SAGE AND COCKATRICE: GAME MECHANICS FOR PETRIFIED OPINIONS

Knowledge (Religion) in the Forgotten Realms - A Primer

Here are a few more of the titles of the faithful of Faerun, from the notebook of Luthal Quovar of Silverymoon [brackets show class and level of person addressed].

Denier : Headmaster [no level given]
Dean [leader of faith]

Chauntea : High Harvestmistress [P9]
High Mother [P14]
Reverend Brother [P13]

Gond : Lord High Smith and Artificer [P9]

Timeline - An Update

Alturiak 1

Group 2 arrives at Mezro on the *Maul* and discovers four burned MSG ships and a city in the thrall of Loviatar and Slavers. They force the cleric of Loviatar into retreat and get into a theological argument with an atheist. On returning to the *Maul*, they discover that the Slavers are ferrying an Alchemist Guild contagion, Clancy has more of the fire traps they found in the UnderCity [courtesy of Stewart Tam], and a Broken One is being turned into a vampire in one of the warehouses. They devise a plan to rescue four sick sailors, the monk, and the contagion box while sinking two ships and destroying the Slavers' office. The plan does not survive actual combat. They blow up the office, take out the bad guys, and rescue the monk, who calls Zachary "Father Dell?". It's still present day for Group 2.

Alturiak 9

Group 3 discovers agents of the Shadow Thieves and a Red Wizard of Thay. They distract the Shadow Thieves with bread and cheese, take out the group, question their corpses and discover the glabrezu the Thieves were attempting to bargain with. They bargain with the glabrezu for information and an end to Gerrin's hosting of a mindflayer. They get his help for a song. Present day for Group 3.

A FAREWELL TO HARMS...

And so we bid farewell to Malachi, Relikon and Quarion, at least for the moment, in the Vale of Summer on Alturiak 12, reveling in the satisfaction of tasks completed while looking forward to tasks yet undone.

A gleaming bow, humming with power and sleek skill rests beside the watchful Relikon as he sits for a moment atop the ancient city, eyes on the mountains to the north as he thinks of other mountains, other tasks. A sturdy shield, newly polished and etched in dwarven power, gleams in the firelight beside the grey-garbed Malachi as he carefully studies the passages of an ancient prayer book. A staff of well-worn oak, glittering with streams of mithril, rests atop Quarion's travel-pack as he regales an enthralled group of children with the tales of the Tree-Slaker and his evil in the North Woods. The occasional snores of a sleeping grizzly bear and or the muffled whuffs of an equally tired wolf punctuate his words from the edge of the hearth.

Tomorrow's haze is bright with fiery eyes, a grey-draped woman alone in a fence of stone, and promises made and yet to be kept. But that is for another day....

Quotes from the Campaigns

"Why do I have plants as a favored enemy? Go into the woods, plants attack you. Leave the woods, plants come after you and attack you. Go into Athkatla, plants follow you to the gates and wait to attack you."
- Relikon Mosswood

"Have you ever noticed that we can't have a simple plan?" - Signe the Black at Mezro.

"I've placed three apprentices with people. The only one who's dropped off more kids than me is Relikon."
- Malachi Noretti

"Mine were more of a night depository..." - Relikon Mosswood

"We've been debating over whether or not to use our moral compass as a game spinner...." - Jolie Jolison
"I've been studying my 'slimes, molds, and fungus' book. You know, some of those can act as a natural lubricant..." - Relikon Mosswood