



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

A new ale is taking the caravansary by storm. Carec's Bitter has recently surpassed the previous favorite, Essen's Stout, in the number of tavern owners offering it's selection exclusively. Essen Brewery is rumored to be looking into accusations of collusion between Carec and the Innkeepers, but Guildmaster Mallery of the Innkeepers Guild denies that any but sound and fair business practises are in action.

Attacks along the searoad near CandleKeep have subsided with the storms of winter, but the Teamsters Guild is already beginning to hire more guards for the spring travel season. Sixteen small trains and two larger ones were lost between the northern Trade Pass and CandleKeep during peak months last year.

The Culinary Arts College of Cavelli's School has announced a reward of one month's Journeyman wages to whomever discovers the origins of a new type of mushroom recently brought into Athkatla by a small train from the east. Master Fridlin, who announced the quest, explained that the small fungus was by far the most intensely flavored edible button mushroom they had ever seen, and the dishes already made with it were causing a stir among the culinards. The caravan that brought the samples could only say that they had been given the morsels in exchange for a bag of flour, and had assumed the fungi were simply a local varietal.

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.

Rumors at the StairStep Pool in the Gem District have sent many visitors to the Garden of Lost Souls at the Silver Strand, the Bevy's favorite venue for outdoor entertainment. According to the whispers, a new statue, a silver knight only recently placed in the Garden, has begun attracting many pilgrims from around the city. Some say that even touching its foot brings luck against those that attack from the shadows, and rumors of a silver knife to thwart the black daggers have begun to whisper through the streets of the City of Coin.

Well, the word is in and you read it here first. The hit of the Spring Show was none other than Yspan'cil, whose creations floated about his models like ever-changing wisps of fog, and were only enhanced by the mystery of the jeweled half-masks made by his partner, the ever-elusive Master Aren of the Jeweler's Guild. All of Athkatla is abuzz with the tantalizing new style, which concealed and revealed just out of reach as the Dancers made the most of the mage-lights on the runway. Rumor already has the next four major social events as variations on masked balls, and many younger members of the Houses are starting to sport the now-famous masks, favoring those that most readily take the addition of gems or magical enhancement.



Events at the Festhalls

The Silverale Hall has been named a Cote for the month of Ches. The selective patronage of the Doves has brought a full roster of Master Bards scheduled to play during the Cote-month, and each is guaranteed to play at least one entirely new work.

The Innkeepers Guild will be holding their Festival of Feasts at their main guildhall in the Caravaners' District during the final Ride of Alturiak. Guild membership is required to attend the official function, but everyone is invited to the sample market available in the courtyard.

The Traveler's Rest will offer three evenings of travelers' tales, with prizes for those deemed to have the best stories by the patrons present. Larus has promised in addition that anyone providing a tale on these nights will receive drinks on the house for the remainder of the event.

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.

Herein I will describe for you the various styles and qualities of some of the better pipeweeds, and some to be avoided lest their exorbitant price lure you into believing that price and quality always match. These herbs are all available at the various stalls near the Alchemist's Guild, though both the Smoke Ring and Curled Leaf are known throughout the city for their supply of the rarer blends.

Zahekarin ["Axe"] Grown by: Far Hills dwarves
Quality: 8/10 [for dwarves], 3/10 [for the rest of the world, it's not tobacco or pipeweed, it's some kind of fungus]
Cost: 1 sp for a pipeful, 3 sp for a cigar, 1 gp for bag [Places where the dwarves trade often will have much lower prices.]

Chultian Pipeweed ["Chultian"]
Grown by: found in the Jungles of Chult
Quality: 8/10 [exotic and strong]
Cost: 3 gp for a pipeful, 8 gp for a cigar, 30 gp for a bag

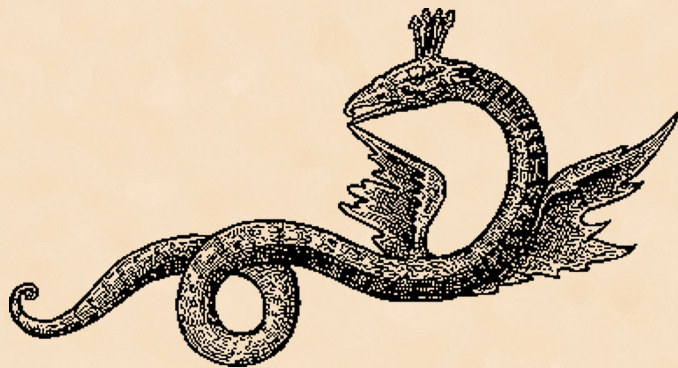
Dervish ["Devil's"] Grown by: Amn
Quality: 9/10 [mild and strong]
Cost: 3 sp for a pipeful, 8 sp for a cigar, 3 gp for a bag [This is outside of Amn; here we pay but 1/3 the price.]

West Fennet ["Afterburner"] Grown by: Cormyr
Quality: 6/10 [well-known for its bitter aftertaste, a result of the magic required for its growth in the temperate climate of Cormyr]
Cost: 5 cp for a pipeful, 1 sp for a cigar, 5 sp for a bag

Riddle Me This

My mission's always under cover,
Best pursued where bright lights hover.
Ignore the way that I am dressed,
It's just the way I was impressed.
My ancestors live in the wood,
But my leaves are best understood.
What am I?

Last month's answer: Night falls and day breaks.



The Beasts of Aber-Toril: Halruaa

By Elaine Cunningham
Bard's Guild Archivist, Natural History

The tropical land of Halruaa lies in a remote area of the Realms and is filled with creatures both strange and magical. One of these is detailed herein (as was the Halruaan Behir to which we introduced our readers in a previous edition - on sale in our store now!) to further beguile our readers with a few of the wonders now being brought to Athkatla by adventurous merchants.

Halruaan Starsnake

The starsnake is unique to Halruaa, and many visitors and inhabitants think it is one of the most beautiful creatures in a tropical land rich in colorful and unusual wildlife. A starsnake is a gossamer-winged snake that stretches 8 to 10 feet long when fully grown. Their glossy scales possess an iridescent sheen and range in hue from brilliant shades of blue and green to radiant ruby. In flight, they resemble ropes of gemstone. Their eyes always possess a sky blue hue. They are intelligent, and they speak the Halruaan tongue. They have no language of their own, as they assiduously shun their own kind. They are hermaphroditic and do not need to come together even to mate.

When resting during the heat of the day, the snakes employ a dream shield that repels certain types of magic and rewards anyone who touches it with a jolt of electrical energy. They are reclusive creatures who are usually seen only at twilight, with their beautiful wings reflecting the sunset colors. They feed upon tree lemmings and other arboreal rodents, and they present a threat only to those foolish enough to disturb their slumber. They do, however, delight in playing pranks on humanoids. They occasionally coil in low branches, engaging passing humanoids in conversation and planting ludicrous but usually harmless suggestions. A common explanation for foolish behavior is to claim, only half in jest, that someone was "beguiled by a starsnake."

THE SAGE AND COCKATRICE: GAME MECHANICS FOR PETRIFIED OPINIONS

NPC PROFILES: MOSSBARK

Known as the Silver Eyes, or the Eyes of the Clouds, Mossbark is the great protector of the forests southwest of the Greypeaks, though those against whom he has worked will tell you that his true range extends as far as his perception, and that is a long way indeed.

Said by some to be a huge silverbark maple given mobility by the spells of a long-dead druid, by others to be the last of an ancient family of forest dragons, and by those in the know to be whatever gets him what he wants at the time, his reputation stands much firmer than any description of his form. Those who live near him have often blessed his ability to keep the goblin tribes of the region at bay, while those who see the Backlands as a feast for the taking find his uncanny knowledge of their doings an often deadly obstacle.

Timeline - An Update

Midwinter

Group 2 gains a guard of ten Stalkers on their journey to the interior of Chult, including two to drop off in the capital city, Mezro, to create havoc with the Slavers' resupply routes. Refuge Bay celebrates the Feast of Midwinter with the crewmen of the Ghost and the Darkness.

Alturiak 1

Group 2 leaves for the capitol of Chult on the *Maul*. Group 3 leaves for the Nelanther Isles on the *Sprite*. Present day for Group 2.

Alturiak 9

Group 3 runs into a bad storm just outside the harbor of Adam Dek's estate. They explore, finding death and more mystery at the House of Dek. Present day for Group 3.

Knowledge (Religion) in the Forgotten Realms - A Primer

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

Oghma :	Chief Priest [P9, P11; leader of the faith] Elder Reader [P14; assistant to the above] First Singer [B7] Learned Father [P12, P8, P13]
Lathander :	Mornmaster [P15] High Dawnlord [P10] High Priestess [P12] Morninglord [P13]
Mystra :	Magister [W17; note class, leader of faith] Priestess [P7]
Ilmater:	Brother or Sister Reverend Brother/Sister [highest ranked priest/priestess of local temple.]

Quotes from the Campaigns

"You must not try to fight the Uluu Thalongh..." - Delar tribal leader beginning an explanation of the dangers of the jungle.

"Right, got it, not a problem!" - Zachary Magesmith, taking notes on journeying to Chult's interior.

"Who knows? Perhaps growing in the memories of this honorable dwarf might teach my passenger more than he wishes to learn. Imagine, you are a young mindflayer, attempting to work for strictly the benefit of yourself, and those unbidden and wholly unMindflayerish thoughts are in your head. Grief, sorrow, guilt, honor and duty. The shock alone might kill him...." - Gerrin vaGaherrin

"Why are we attacking these guys again?" - Malachi Noretti

"Their friends threw javelins at me!" - Quarrion

"Want some cheese with that whine?" - Relikon, holding out a block of gouda.