

# THE GULDERS CHAPBOOK

A weekly 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*

Master Merchant Ies Littke reports that the stepped up patrols sponsored by the Slavers' Guild and Teamsters' Guild have reduced considerably the banditry usually present on southern roads this time of year.

Word has come by ship that Waterdeep may increase tariffs on Athkatlan goods again this spring, with the Waterdhavian City Council citing Amnian raids on northern cities, though they offered no proof of such brigandry by our diligently lawful Amnian merchants. Official protests by the Council of Six and the High Waukeenaar are expected to be delivered to the Waterdhavian ambassador's residence within the tenday.

Riders north of the city have reported a number of sightings of a large flying creature of some sort, though efforts to identify it have yielded nothing to date. Several local guides have been approached about hunting down something which, by size alone, must be of concern, but all have noted that travel in the northern mountains at this time of year is nearly suicidal and unless the creature ventures further south, it will have to wait until spring.

The Tower of Winds has announced that, thanks to a large offering by an anonymous donor, Umberlee has granted fair winds to all ships flying the colors of the City of Coin for the next Ride.

## *Overheard at the Waterfountain*

Once again our hardworking readers will find their efforts in deciphering this poor work rewarded by the daily 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.

This week, the fountains in the clerical district were all abuzz with word that the temple of Waukeen was considering retracting the tithe-free status of the Fishermen's Guild. Wouldn't that be a blow, fair readers? For the Shining Lady Herself to declare that the fishmongers were no longer important enough to the City of Coin to warrant Her blessing? Oh, the thought of living without the taste of the wonder that is Master Haevs' fried fish at the Hook and Scale! It can only be hoped that the diligent prayers and gilded sacrifice of our concerned citizens might be enough to alter the divine readings of the High Waukeenaar in favor of such toothsome delights.

Meanwhile, the many spouts of the Pool of Pearls in the Traders' District report great activity among the Houses as the feasts of Midwinter give way to preparations for the activities of the new year. The Spring Festival, already legendary for its color and pageantry, is rumored to include a spectacular announcement this year, some say an alliance of monumental proportions, others hint at a trade deal that may move the numbers on the Board of Reknown at Arbalest's House. Many are already scrambling to assure their place among the tables of the Aviary, the host for what promises to be THE party of 1372.



## Events at the Festhalls

The Merry Muse hosts Ravindra of Everlund for the Rides before and after Midwinter, sponsored by Adam de la Halle, as she prepares to vie for the Silver Feather this spring.

The Five Flagons Tavern announces a wine tasting and Brewers' Guild Show during the Ride after Midwinter, to 'bring you down slow' from the feasts of the Day.

The Traveler's Rest will hold a music night one Ride after Midwinter, with prizes for those deemed worthy by the patrons present. Larus has promised in addition that any bard performing that night will receive dinner on the house...enough to make even this writer think of digging out her lute.

## Readings from the Folio

*Being excerpts of some interest from the rarer works housed within the Silver Folio, with notes by Jaben min Klanfrin, scribe and librarian. Imported for the enjoyment of Athkatla by Strin Faeris, scribe.*

From the High Writings of Order of the Five Points: the Tomes of Guzonskiw.

Created, according to legend, at the will of the High Cleric of a pantheistic order that worshipped five gods in an effort to balance each among the others, these tomes were said to contain the wisdom of each religion, and its relationship to the others. Together they were known to provide not only access to the secrets of the order, but also group spells, rituals of power in support of the pantheon, and directions to the strongholds of the Order of Five Points. The tomes were made in five different forms, each unique to the religion which made them. One set was reported to be scarves of silken fabric embroidered with the words of the great saints of the faith, while another took the form of tablets of amber and ivory inlaid with words of enameling in all the colors sacred to the faith. Still another set empowered the reader by forming each word of power spoken by the deity in one sitting with the greatest of the faithful on a suit of armor made from purest mithril and adamantine.

[Contributor's note – Obviously, were such fantastically rich and powerful items still in existence, someone would indeed have already discovered their whereabouts and made use of their power, else the churches themselves would have wanted the recovery of such great symbols of their faith. This, added to the fact that the transcriber of this information makes no reference to the gods or names the members of their faithful who made such powerful works, suggests to this discerning scribe that the legend of the Five Points is but an entertaining fable made to enrich none but the bard who penned it. – S.F.]

### Riddle Me This

One of us falls but never breaks.  
One of us breaks but never falls.  
What are we?

## 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. Two of these are detailed herein (one this edition, the other to follow) to introduce our readers to a few of the wonders now being brought to Athkatla by adventurous merchants.

### *Halruaan Behir*

The many-legged, crocodilian behir lives in most lands and climates of Aber-Toril, as well as in the underground passages. The Halruaan version is a smaller, more magical breed, and it is quite distinct in several ways from the common behir. They are used as guardians (and occasionally pets), but like pigs and poets, they achieve most of their acclaim after their deaths.

Halruaan behirs are bred for brilliant color. Blue is the most common hue, but innovative breeders (who are invariably necromancers) have developed strains of green, coral, and even rose-hued monsters. Halruaan behirs take about five years to reach adult size, which is about half the size of average behirs. They seldom reach 20 feet or weigh more than 1,500 pounds -- usually they are "harvested" long before they reach this size. Their strength and attack abilities are adjusted for their smaller size. As is often the case when creatures are vigorously bred for miniaturization, their intelligence has suffered. Halruaan behirs do not speak Common or any other recognizable language. They are cunning predators and sharp-eyed guardians, however, and their breath weapon is fully as strong as that of their larger kin.

A Halruaan behir is more likely to rely on its breath weapon than its cousin, the standard behir. Hatchlings are vigorously trained not to bite, maul, or crush. Some Halruaan behirs are trained to constrict prey -- or intruders -- to the point of unconsciousness. Trained guardians usually hold an intruder at bay with the threat of their breath weapon. For the most part, however, Halruaan behirs don't need much training to be effective guardians. They can emit small crackles of energy at will, shocking any who touch their hide. With this natural electricity, a swimming Halruaan behir can turn even a shallow moat into a deadly, impassible barrier.

It's rumored that certain unsavory elements in Halruaan society raise vicious strains of these creatures for behir-baiting dens, but such sport is frowned upon, if not actually illegal.

# THE SAGE AND COCKATRICE: GAME MECHANICS FOR PETRIFIED OPINIONS

## NPC PROFILES: FATHER BRON

Long a loyal follower of the teachings of the Crying God, Bron is known to have Saved Ashrem the Mithryl Bearer from the siren call of Loviatar, She who's strength comes from giving and receiving pain of mind and body. So, too, is Bron noted for his steadfast resistance to the force that has wrenched from so many clerics in Athkatla their will and faith, and his support of those who have been crippled by this same power. He has taken refuge, with Aleia the Teacher of the Dead, among the faithful who shelter with the ravens of Crawford House. Many of these have also begun to make their way to the Vale of Summer, in hopes of finding true safety until this upheaval of the gods and men is past, and the lives of those who choose not to have their deeds recorded in the crónicas of history, may return to normal.

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## Timeline - An Update

### *Midwinter*

Group 3 assaults the slavers of Refuge Bay, rescuing the crews of the Ghost and the Darkness and freeing the united tribes from the tyranny of the Slavers Guild. Zachary Magesmith makes a dramatic entrance. Ashrem brings a request for aid from the besieged monastery of the Broken Ones. Group 2 is reformed. Zachary changes Elric and Decimus into minotaurs. Group 2 discovers the secrets of the wine crates, the portal in the deserted house, and *Kyristan's Mysteries*. Group 3 takes on the protectors of the tunnels. Group 2 allies with the Stalkers on the three ships sailing into Refuge Bay. Exposes Teamsters among the Merchant Seamen and Stalkers. Rescues Gareth from Shadow Plane Portal. Present day for both groups.

## Knowledge (Religion) in the Forgotten Realms - A Primer

Most of the different faiths currently popular in the Realms have a myriad of titles for their priests of respective powers. Although most faiths seem not to differentiate in title between the Clerics and Priests in their number, most have a special title for the leader of the faith in any given area. Listed here are a few titles seen and heard among the faithful [items in brackets are class and level of person addressed].

- Tempus : Battle Chaplain [P10, P7]  
Priest General [P13]
- Milil : Songmaster [P14]
- Tyr : Reverend Judge [P10]  
Prior [P8. Note: Person in question was the assistant of a Reverend Judge.]  
Lord High Justicar [P12]
- Tymora : High Priestess [P10]  
Luckpriestess [P9]  
Perceptress [P8]  
Reverend Sister [P11]

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## Quotes from the Campaign

"Oh, yes, I remember that fight. I got down to my last human shield!" - Zachary, on keeping safe in combat.

"Don't you ever go through a door by yourself?" - Kainus to Ashrem as the monk used him to vault through a doorway for the second time in an hour.

"So who's in charge of the Stalkers? Have we pissed them off yet?" - Gerrin vaGaherrin