



The Oak Harbor Reporter



Your Local Source of News From Around Town and Across Even

Trade Meeting Success! A New Trade Route For Oak Harbor!

The long-awaited trade meeting between Frain, Juldán, Erlon and Oak Harbor had a particularly amazing reception despite the best efforts of Luwik. Jarl Bearstomper Brightshield's hired bandits attempting to abduct Ieldra Chauarak Guaranin of Erlon on their way to the meeting, was thankfully stopped by the Oak Harbor Milita. There was a brief skirmish interrupted by the bandits' threat on the trade representative's life, which the militia prioritized over fighting through the bandits.

Organized by Lecturer Leopold di Petulengro on behalf of Florica di Petulengro, this delegation was set up to discuss a potential solution to the current problems involved in trade with Kresa. For those unaware, the current civil war and a nearby whirlpool have been rather detrimental for the trade routes destined for the city. Lecturer Leopold was quick to lay out a plan, and review what Oak Harbor was willing to provide for both Frain and Erlon to assist them with this transition.

Despite the bafflement when it came to the idea of hiring water elementals from the representative from Frain, a mutually beneficial rearranging of trade routes was agreed upon with the drinking of a Barston 16. Due to the trade agreements, Juldán was left with an outgoing furs trade route without a destination. This furs route has been an agreed upon payment for Lecturer Leopold's work, and now Oak Harbor should benefit from this new influx of furs. The Oak Harbor Reporter is excited to see how this trade will help our smiths or the town's fashion sense.

Skeletons Seen Skedaddling After Signe

With the absence of Signe at the previous gather, many were left wonder where the intrepid warrior had gone. The Oak Harbor Reporter asked around, and according to the information we could gather, Signe was last seen chasing after the wandering Lyki. Witnesses report hearing shouts of "Not Again" and "How did I make this mistake twice", as Signe sprinted after their elven friend.

Additionally, there were reports of a gaggle of Skeletons that chased after Signe. We can only conclude that the skeletons were either slipped past or that Signe fought through them. The Oak Harbor Reporter hopes Lyki is safe from any potential revenge.

Folklore Feature - The Bergmonch

Welcome to the first Folklore Feature column! I have been collecting stories, reading archival material and, when I am lucky, witnessing the reality of folklore right in front of my eyes. For this first column, I will be discussing the Bergmonch, since reports from Oak Harbor indicate you are lucky enough to have one active in your local mines!

Often called, "The Miner's Ally", the Bergmonch appears as a very tall man in flowing black with red eyes and a black cap. He is said to be unimaginably strong and practically unkillable. Stories often mention the Bergmonch being interrupted in his careful sorting of the rocks in his mine and retaliating by first violently expelling the guests, then making it very difficult to mine in his mine and the mines nearby. He is very possessive

of his mine, generally he was born there after all! It is unclear how new Bergmonch are born, only male Bergmonch have ever been seen and no record survives of juveniles. Of course, these rare beings may use a reproductive method we simply haven't thought of or observed.

In the long run, anytime a local mine is mismanaged, the Bergmonch will appear and let his displeasure be known. On the other hand, if the mines are well managed or the miners are particularly kind to him, then he will reward the miners with ores and gems.

Written by Docent Efigenia Tuen Nirai

A Request From The Town Clerk

The Town Clerk would like to put out a request for information. With all that is going on in the town, having a general understanding of what dangers are out there would be beneficial. To the town clerk's knowledge there are already many threats being worked on by different groups without much in the way of coordination. They will be around all gather, happy to take notes on what you are dealing with and assisting in organizing things so you can know who else is working on the same thing. Hopefully their desire to organize things can assist you in your endeavors.

The Mistwolf Malady Is Over

As many of you know, Oak Harbor has been dealing with the Mistwolf malady for quite some time. This malady was caused when a Fang druid of the Great Wolf Spirit, Varg, made a deal with an entity of Reverie trapping part of the Great Wolf Spirit in Reverie. Thanks to the efforts of Nem and Vennick a team was able to get into Reverie and do battle with Varg to cleanse the malady. A ritual was successfully performed, based on the cure for the green-eyed sickness, and Vaiatea performed the finishing blow on Varg at the Great Wolf Spirit's request. Numerous victims of this malady were spotted leaving Reverie safely back to their normal selves, a grand success for this expedition.

Return of Anglerfish

In a shocking turn of events, it seems some Anglerfish have made their way out of the Witchwood and have been spotted in Oak Harbor. Citizens are urged to remain cautious at night and to avoid any voices that repeat what was previously said. A desire to help is always admirable, but one should remember that these creatures are excellent mimics of the spoken word and the safety of all citizens is an important concern.

A Remote Course in Remedial Poetry

Lesson 1

A tanka is like

A haiku except it has

Two extra lines

Each with seven syllables.

They are quite simple poems.

Cinquains

Are like tankas

In that they have five lines

But their syllable pattern is -

Different

Paid for by Docent Jenne

Invasive Species Found on Coast of Tortaira

Samples of a species of seaweed normally found off the coast of Draulen recently washed to shore by the walls of Tortaira. Further investigation showed that the species has taken root in the harbor and is growing rapidly. The city administrators are concerned that it might grow large enough to foul ships as they enter the harbor, potentially impacting commerce. Several prominent scholars of the Imperfect Arts have been selected for a task force to attempt to contain the invasive plant before it can cause significant damage to the environment.

Article by Kellora of Tortaira

Oak Harbor Mystics Guild Services

Hello,

We here at the Oak Harbor Mystics Guild have noticed that there are many people looking for information. We here at the guild want you all to know we are willing to sell our services to help you out. The two ways we have to do this are Speak with Dead, where we reach out to a specific spirit in Umbra to get detailed information on a subject, and Spirit Network, where we reach out to a collection of Spirits which won't give us as much detail but can get us information, we don't current have a spirit to go to for. Of note we have experts on Firmament and Reverie out in Umbra we have good relationships with.

For the work we need to put into getting detailed information, we are currently selling Speak with Dead at 2 Leaf per hour of work.

For personal use, we are selling Spirit Network for 3 leaf per hour of work.

Important Imperfect Arts Building Commemorated for 475th Anniversary

~~The venerable Vimard Keep, home to the administrators of the Imperfect Arts, celebrated the 475th year of its existence on the 18th of Firmament this year.~~ Chancellor Ker Verthan, Industrious Venerable Master with Accolades, Praise and Merit of the Imperfect Arts marked the occasion with a banquet and ball. Speeches were given by Chancellor Verthan and other prominent members of the University. "For 475 years, this building has been a sanctuary of learning and discovery," remarked Chancellor Verthan, "and as we celebrate its enduring spirit, we also look forward to the boundless possibilities that the future holds for our students and scholars."

Article by Kellora of Tortaira

Scroll Highlight From Our Local University

In "Why Is My Light Spell Green?" Docent Gabrielle Ibsen of Oak Harbor explores the reasons that every starting spellcaster's light is green and not any of the other myriad colors of the realms, and indeed, the world. She posits a taxonomy of realm associations for the most basic of skills: to Euren, vitality; to Reuerie, light; to Umbra, Repose of Peace; to Firmament, income; and to Vigor, simple weapons and shields.

Find out where she places Sage by visiting our local University, or read her follow on scroll about why light spells change color. Perhaps Docent Ibsen herself will be in attendance!

Written by Lecturer with Merit Leopold Aldenberg di Petulengro di Romanza of the Imperfect Arts

Utility From Vigor: Scrolls by Zevui

Scroll	Base Cost to Buy	Scroll	Base Cost to Buy
Water Dart	7	Parry	9
Purify	8	Repel	8
Wither Limb	8	Spirit Strike	8
Spellshield	9	Unsilence	10
Stall Eidolon	10	Root	10
Cleave	10	Oakskin	10
Repose of Peace	12	Recovery	12
BMV Silence	12	Mend Limb	12
Healing Refresh	15	Unroot	15
Awaken	15	Component Preservation	15
Water Strike	15	Recovery	15
Mindshield	15	Circle of Prot	16
Subterfuge	20	Refresh 4	20
Oracle	20	Assassinate	20
Death	24	Fireball	24
Dispel Circle of Protection	30	Spirit walk	35
There is no escape	40	Agility, One Hour	25
Agility, One Day	28	Agility, All Game	32
Agility, All Game	32	Improved Agility, One Hour	21
Improved Agility, One Day	25	Improved Agility, All Game	28
Armor Expertise, One Hour	25	Retreat, All Game	3
Armor Expertise, One Day	28	Armor Expertise, All Game	32
Retreat, One Hour	25	Retreat, One Day	28
Merchant	12		

These scrolls are all available on commission from Zevui. Unless otherwise noted expect that any effects from the scrolls need to be used within five minutes of opening it. There is an upcharge of 3 Leaf to last longer. Remember "Not all advertisements have slogans attached".

Paid for by Zevui

Better Living Through Alchemy

Healing

Adrenaline - Awaken with 3 vit, 5 minutes later can no longer run or fight for 5 minutes after that. 5 Leaf

Armor Repair - Does a normal repair on one zone of armor instantly. 10 Leaf

Awaken - Per rulebook skill. 5 Leaf

Cleanse Malady - Removes one malady effect. 50 Leaf

Destroy Curse - Removes on curse effect. 150 Leaf

Greater Healing - Heals 5 Vit instantly. 12 Leaf

Purify - Per rulebook skill. 20 Leaf

Bufs, Temporary

Blade Venom - Per rulebook skill. 5 Leaf

Dream - Per rulebook skill, for use next BGS. 20 Leaf

Flaming Weapon - For 1 minute, call Fire Dart with all attacks with this weapon. 10 Leaf

Metamorphosis - Lose the use of one skill of your choice until the end of the event, and gain one of equal cost a starting character could take. 25 Leaf

Necrotic Toxin: For 5 minutes, call Maim with every attack from this weapon. 45 Leaf.

Oracle - Grants one use of the Dream skill, as well as Oracle ability for one BGS. 25 Leaf

Sage - 3 points of Sage for the next BGS cycle. 20 Leaf

Vitality Boost - Sets your maximum Vitality to 15 for 5 minutes. 15 Leaf

Vitality Leech - Steal one Vitality from a victim for the remainder of the gather. 5 Leaf

Bufs, Permanent

Quintessential Flux - Choose a profession or header to immediately re-assign 6 Quintessence worth of skills within it. All changes must remain within the same header/profession that the skills came from. 60 Leaf

Restoratives

Refreshing Sleep - When you sleep overnight within the next hour after taking this, recover an extra 5 Quintessence worth of skills when you wake. 15 Leaf

Spell Restoration - Immediately recover 5 Quintessence of magical abilities. 25 Leaf

Warrior's Renewal - Immediately recover 5 Quintessence of non-magical abilities. 25 Leaf

Protectives

Circle of Protection - Per rulebook skill. 25 Leaf

Conceal - Per rulebook skill. 15 Leaf

Death Shield - Like Spellshield, but for Death specifically. 20 Leaf

Death Strike Ward - For 30 minutes, silently ignore all death strikes you suffer. 35 Leaf

Oakskin - Per rulebook skill. 5 Leaf

Repose of Peace - Per rulebook skill. 15 Leaf

Restore Spirit - If used on a corpse (not Eidolon), restores them to life. 250 Leaf

Spell Innoculation - The next time you are hit with a spell, become immune to it for the rest of the gather. 60 Leaf

Spirit Walk - Turn into an Eidolon, allowing you to pass through even a closed gate. You must walk towards the Gatekeeper, but do not have to enter the death gate. 80 Leaf.

Unroot - Per rulebook skill. 5 Leaf.

Unsilence - Per rulebook skill. 20 Leaf.

Miscellaneous

Recall - Over the next BGS period, remember something you know you have seen/heard/read/encountered in as much detail as possible. 25 Leaf

Tincturing Services - We will tincture a component over the next BGS cycle for you. 3 Leaf.

Less savory folk may inquire about less savory stock directly.

Erris Seeks Emeralds

As a dreamcrafter I am now regularly in the market for emeralds. I will pay 15 leaf each, or payment in services can be negotiated should one wish my skills over my money.

Paid for by Erris.

