



The Oak Harbor Reporter



Your Local Source of News From Around Town and Across Even

Announcing the Oak Harbor Merchants Guild

With the growing importance of trade to Oak Harbor, it only makes sense that the various merchants of the town would form a guild. This endeavor was started by the merchants Durand Nash, Caius, and Yorick the Merchant. The goal of this organization lies in coordination of merchant resources during gathers should the need arise and assist other merchants when needed. If you find yourself in need of merchant assistance, please contact the guild. If you find yourself as someone looking to become a merchant the guild will also be there for your education in what a merchant can do.

Tensions With Luwik Continue: The Bandits

It seems after two attempted abductions of Oak Harbor citizens; Luwik has put plans to continue these direct attempts aside. Instead, Luwik seems intent on causing damage to the town in other ways. No doubt under the orders of Jarl Pauldrick Bearstomper Brightshield, Oak Harbor has been accosted by more bandits than usual. We have good reason to suspect that much of the increased bandit presence is coming from Luwik, as it coincides with the pirate attacks on our trade route with Salendale that are being led by people associated with the much larger town.

While we do not know exactly who oversees the Luwik bandits in the field, we do know that Captain Desad and Captain Corrine are leading the attacks against our trade route and both captains atleast recently were working with the Jarl, Desad being responsible for one of the charges Luwik brought against our citizens in their Arrest Warrant. These continued attacks against Oak Harbor show the complete disregard of life of the citizens, regardless of who Luwik is targeting. If

Luwik truly had a legitimate grievance it is the opinion of this paper that they would have gone through the proper channels and would not risk injury or death to civilians.

Introducing Auntie Jora

As promised in our last issue, the Oak Harbor Reporter has obtained the story of one of the new members of the Graveyard, Auntie Jora of Ragged Cove. She worked as a painter throughout her life, and was fascinated by the idea of recording a story that would last forever. This eventually led her to learning about Story Stones which led her down the path to becoming a mystic. From there Auntie Jora became a medium and was responsible for setting up the Ragged Cove Graveyard. Her work in this regard has allowed the Oak Harbor Mystics guild to move their graveyard and ours to its new location and brought four other new stories to our town. The Oak Harbor Reporter hopes she is a welcome new member of our graveyard,

Unfortunately, the Oak Harbor Reporter does not know if any of her art survived.

The Kresa Matter: A Decision Made

In an almost unsurprising twist, it seems that the Town of Oak Harbor is once again taking a more active stance on matters of the world at large. With the rise of the so called "Fourth Great Felicitoro House" causing major civil unrest in Kresa, and abducting citizens of Oak Harbor it is the opinion of the Oak Harbor Reporter that more must be done. As many citizens of Oak Harbor are aware, the Town Council did support acting in recovering our citizens from the Tesori. Unfortunately, it seems that Oak Harbor's baby troll got left behind in Kresa after one of its citizens was struck down.

Addressing The Golden Acorn

The Golden Acorn has caused a lot of chaos recently in Oak Harbor. As many citizens are aware the organization attacked last Reverie and managed to steal some of Gatekeeper Ficus's blood. Not only did they do they, but Golden Acorn Assassins were also caught trying to infiltrate the University's Tortaira College of The Manifest Arts Herbalism Section. With their stated goal of removing non druids and non lyra from Eueren, their recent actions are concerning. Unfortunately, this paper does not know the full extent of their plans so this is merely an urging of caution for readers of The Oak Harbor Reporter. Take caution when these cultists are spotted.

Utility From Vigor: Scrolls by Zeuvi

Scroll to Buy	Base Cost to Buy	Scroll	Base Cost
Dream	6	BMV Silence	12
Prophecy	6	Mend Limb	12
Weakness	6	Healing Refresh	15
Sleep	6	Unroot	15
Water Dart	7	Awaken	15
Parry	9	Component Preservation	15
Purify	8	Water Strike	15
Repel	8	Recovery	15
Wither Limb	8	Mindshield	15
Spirit Strike	8	Circle of Prot	16
Spellshield	9	Subterfuge	20
Unsilence	10	Refresh 4	20
Stall Eidolon	10	Oracle	20
Root	10	Assassinate	20
Cleave	10	Death	24
Oakskin	10	Fireball	24
Repose of Peace	12	Dispel Circle of Protection	30
Recovery	12	Spirit walk	35
There is no escape	40	Armor Expertise, One Hour	25
Agility, One Hour	25	Armor Expertise, One Day	28
Agility, One Day	28	Armor Expertise, All Game	32

Agility, All Game	32	Retreat, One Hour	25
Improved Agility, One Hour	21	Retreat, One Day	28
Improved Agility, One Day	25	Retreat, All Game	32
Improved Agility, All Game	28		
Modifiers	Surcharge		
Trapped	2		
Touch as Packet	2		
Packet as Touch	-2		
Strike vs Packet	0		

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

Paid For By Zeuvi

Join The Oak Harbor Militia

Join the WFTC Militia and stand in defense of Oak Harbor!

What's in it for you?

Scalable rewards: the more you consistently show up for muster and missions, the better the rewards!

All are welcome: whether you sling spells, arrows, or swing a sword, every role has a place in the militia!

Training: militia members have access to swashbuckler and soldier lessons, no need to develop lessons on your own!

Led by the Flagsnatcher himself, the militia is an integral part of keeping Oak Harbor and Euren safe. We meet on Willowsday at the twelfth bell.

Join the militia and start your own epic today!

Paid For by Mogudad Mcdoogh

Better Living Through Redacted

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 one 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.

The Alchemy guild would like to offer up a menu of options for the public to be aware of what they have on hand. Less savory folk may inquire about less savory stock directly. Paid for by Durand Nash.