

Week 19



DON JAMÓN'S



WEEKLY HAM

Get your Inks, Sailor!



a Sea Wolves Company

For Commissions send a Raven to Silas McCrundle

Five things animals don't want you to know about their poo habits

You may think there's nothing special about your pets and the wildlife frequently dropping turds, but you couldn't be more wrong! Here's a list of shitty facts you should know about:

- *Poop is a great fertilizer.* Not only does it naturally fertilize soil, but you can always take a fistful and shove it into your crop plot to improve plant growth.
- *Poop marks territory.* Some animals like boars use excessive pooping to mark their own territory and to deter rivals by the objectionable smell.
- *Pooping is demonstration of power.* Combative animals, like the Shieldhorn, will unleash a scary and deafening roar when letting go, to demonstrate their strength.
- *Poop is a weapon.* Monkeys have adapted to use feces against foes by throwing it. Enemies hit by such a projectile will usually stumble in confusion and disgust.
- *Excessive defecation is a sign of bad health.* If you happen to poop a lot more than usual, you might want to have a doctor check out your vital stats - you may be lacking vitamins!

Is Kingdom's End headed for doom?

The seas have been quiet for the last days, but it seems that there's a storm brewing in Kingdom's End, and it may be the last one! As we have heard from 4 eye-witnesses, the strange phenomena occurring around populated islands, commonly referred to as „the Blinks“, have increased in frequency, with no predictable pattern as to when or how they haunt seafarers and islanders.

Just days ago, the *Vanguard*, a brigantine owned by the *Misneden Trade Company*, was traveling near Rock Jaw, when it suddenly froze in place, chucking its passengers into the water! Luckily, no passenger was harmed, but the ship refused to move any further, even though neither a rock nor the 8 arms of a kraken were spotted anywhere near it.

After the last trade event, seafarers reported giant waves of about 15 ft around Skull island, some even sending ships into the air for seconds.

Another event happened to a captain of the *Ubor Squad*: While their schooner, the *Dwarven Mantis*, sailed at a decent 16 knots, it suddenly vanished into thin air, sending the captain straight down into the ocean for an involuntary bath! The fate of the ship was only discovered a while later when the *Lost Freedom Privateers* sent a raven to *Ubor*, demanding reparations, as it had suddenly appeared 23 miles further at their island and crashed into their property.



A ship jumping in excitement after a successful trade fair (image: Mr. Pilfit)

Many craftsmen told us about their experiences trying to nail down a plank, only to have it jump away to the opposite side of the wall as soon as the nail is hit. And not only that, some water pipes were reported to have disappeared at random.

In an attempt to appease whatever entity it may concern, a tribute of 42 skulls was offered at a temple, still pending a magic response.

While we can't state for a fact that the end is actually near, we advise caution and preparedness to our readers while travelling the seas. You should always bring planks and plenty of gold with you, just in case you need to call AAA services.



The *Vanguard*, floating free in the water with nothing beneath it (image: Mr. Kosmik)



A ship romantically identifying itself as submarine (image: Mr. Farrell)

A culinary guide for Skull island Trading is a serious and draining business, and everyone has to take a break and nourish themselves from time to time. If you're just looking for a quick refreshing sip, go to *CIC's* shop - they offer free water at their tap. But if you're in for a good portion of fish & chips, the *Tikki Bar & Grill* got you covered: great scenery and a dwarfen friendly dancing podium make this a must-visit. And after a long and stressful day, you can relax at the *Mad King Loyalists' Cafe* with a hot berry tea and a piece of Monarch's cake while watching the beautiful scenery from your table.

Markets



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