

The Korranberg Chronicle

Korranberg, Zilargo

If it happens in the five nations, you'll read it here first!

3cp Issue

Does Sharn Have a Dark Defender?

Late last night, a courier working for the city improvement council was attacked on his way to a House Kundarak bank. His satchel, containing 500 gold pieces and a deed to a small tract of land, was stolen at bow point.

The satchel, belonging to wealthy landowner and philanthropist Grayson Shaw ir'Lain, was to be a gift to the city of Sharn for the founding of a new orphanage in the lower district.

"I didn't want to die," said Gorbane Desath, the accosted courier, "so I just gave it to the scum."

The three criminals didn't get far as the city guard found them hours later, badly beaten and tied to an everbright lamp post. The satchel was discovered, contents intact, just inside the doors of the local House Kundarak's branch.

A clerk for the House stated



Staff artist rendering of the Dark Defender of Sharn.

that the satchel appeared out of nowhere, accompanied by a passing chill in the air. The following note was bound to the satchel, written on the skin of a Displacer Beast:—

Citizens of Sharn

When you stare into the shadows
and wonder what dwells there

Know that it is justice

Information on the incident is scarce, amidst allegations of city guard corruption and House cover-ups. Only one eyewitness has stepped forward thus far. Bell Coddlestone, a halfling who was cleaning a sidewalk nearby at the time claims he saw a figure slipping through the shadows "like a specter" in pursuit of the thieves.

When reached for comment, Grayson Shaw ir'Lain said he was pleased that the donation was recovered swiftly regardless of who was responsible and that he would personally attend the dedication ceremony scheduled a week from tomorrow. Mr. Grayson has requested that

the orphanage be named after

Gorbane Desath, the courier who risked his life to transport the satchel.

The investigation continues.

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WEATHER
Korranberg
Overcast

High: 89 Low: 80



News From the Five Nations

Korranberg, Zilargo

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Local Farms and Logging Camps Terrorized!

By Kelso Kellenebrow

Earlier this week several farms and logging camps located east of Sharn were attacked by a group of unknown assailants. During the attacks, barns were burned, livestock was driven off, and stores of logs yet to be processed were destroyed. Witnesses describe the two masked and grey-cloaked individuals as human sized with a third being "halfling or gnome sized", leading a large pack of dogs or wolves. One witness, Nilo Thornwhistle, owner of the Thornwhistle Dairy Emporium, also described one of the attackers as a grey-skinned lizard. The party and their animal pack drove the cattle into a frenzy and herded them out into the plains south of the King's Woods. The grey-cloaked individuals burned the Thornwhistle barn to the ground with gouts of flame that they materialized in their palms and hurled into the building. Damage estimates in gold pieces range into the thousands.

Also destroyed in the attack was a House Cannith logging facility. Mycroft d'Cannith of the Sharn Fabricator's Guild has already contracted the House Tharashk Finder's Guild to investigate the attack and bring to justice those involved. d'Cannith, when questioned about the warrant, made the following



An unknown assailant leaves the scene of a burning building.

statement. "We know that those filthy Ashbounders are involved and we will see them brought to justice; whatever justice is appropriate!"

Warden Octabar Highthorn, an Eldeen Ranger in Sharn helping to investigate the missing fish in Sharn Bay, called for restraint when dealing with the Ashbound. "They are a misguided lot, but their intentions are not evil. I only call for proper investigation and due process before any innocents are

strung up in the streets of Sharn."

In response, a House Cannith representative made the following comment, off the record and under the condition of anonymity. "Perhaps we should just drive all those filthy dirt-worshipers back to wherever they came from."

Sharn officials have issued warnings to all parties against violence and have called for cooperation and restraint, claiming that all damages will be properly redressed.

Get your **HEART** pumping.

News From the Five Nations

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3cp Issue

Cordhaar Gang Strikes Again

By Knewt Sarrengeld

Jax Cordhaar and his gang robbed the Zilargo Express again, this time north of the way-station village of Danizbar. The Lightning Rail coach, carrying a load of gems from Zolanberg to Korranberg, was boarded just before sunset.

Jarod Delliquest, a master inquisitive from Sharn on his way to the Grand Library of Korranberg on an unrelated investigation, was able to get a complete description of the bandits from coach passengers. "They rode in fast from the west, with the sun at their backs," observed Jarod. "The horsemanship of the two warforged impressed passengers the most," he added.

Three House Deneith guards were killed during the attack trying to protect the gem shipment. No passengers were hurt, but most were robbed of their valuables before the gang headed back into the foothills of the Seawall Mountains.

When the Express stopped for the night, Agent Delliquest asked around in Danizbar—a village between Zolanberg

during the last month, buying provisions and terrorizing the peaceful townsfolk," stated Sorin Ironfist, the local blacksmith.

Further investigation revealed the gang as a group of deserters from Thrane's infamous Third Cavalry Division, headed by Jax Cordhaar, a half-orc mercenary. Others in the gang include the warforged twins Smith and Jones; whose remarkable riding skills make them a formidable force on their own, Durko Garrott; a gnome artificer of questionable talent, and Drusella; a wildhunt shifter and wife to Jax, who is constantly at his side.

House Deneith has increased the existing House Orien reward to 1000 gold pieces for the capture of each bandit, while authorities are urging the public not to try to apprehend them, but instead report any information about the gang to the local marshals.

WANTED

Jax Cordhaar- half-orc, Drusella- shifter, Durko Garrot-gnome, and the warforged by the names of Smith and Jones. For crimes of murder and robbery. A reward is offered by the House Deneith for their capture or information leading to their capture.



If you see these individuals, contact your local law enforcement!

and Korranberg. Locals at the Silver Shard Tavern were able to identify the bandits as a group calling themselves "The Riders of Ruin."

"The group has been in town twice

Excitement has a new name...

News From the Five Nations

Korranberg, Zilargo

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3cp Issue

Vangradaun – The Truth?

By Meladaer

The mystery of Vangradaun took a further twist on Sar, 7th Lharvion, as the much sought-after criminal apparently gave himself up to Aundair forces under the control of General Koradim Dulkar at Vanguard Keep.

"Seemed to me as though he couldn't control his form," one of the soldiers upon the battlements commented, watching as Vangradaun fell from the sky. "One moment he was a dragon swooping down upon us, and the next we were fishing him out as a human from the moat waters."

Captain of The Watch, Galas Tantal revealed. "From his break-out in Fairhaven earlier in the week, through the devastating attack on Fort Valiant's forces, to his leadership of Commander Zendu's army and Zendu himself, Vangradaun proclaims that all he has done has been in the best interests of Aundair."

As scepticism mounts about Vangradaun's true motives regarding his return to captivity, the elf maiden Aria of Bluevine has issued the following statement:

"At this appointed time, Aundair faces the greatest threat known to its people since the dark days of The Last War. I speak as his emissary, not his lover when I say Aundair faces the greatest threat known to its people since the darkest days of the last war.

"Vangradaun has been working in secret with the Brass Dragon Arathilan at The Starpeaks Observatory for many

years, charting planar influences and the conjunction of Eberron's moons. They discovered the nature of a threat awaiting such a time in The Blackcaps. "Vangradaun should be pitied, he is a cursed man," Aria continued. "Yet his pledge is to our Queen Aurala and I anticipate her intervention in this matter shortly."

Pressed as to the nature of 'the threat' arising from the mountains, Aria would reveal no more, other than: "If Vangradaun led Zendu's forces to The Blackcaps then he has effectively utilised one enemy to attempt to destroy another. I doubt we'll see Zendu or his army again. The loss of Valiant's troops is to be grieved, for sure, however, measured against the potential loss of Aundair innocents should Vangradaun's plan have failed, it is a loss I find wholly acceptable."

Aria's words have inflamed many, such as Kwanti d'Orien of Passage.

"We are witnessing Vangradaun's end game, another delusion to sit atop the corpses he has left behind in his wake. Ask yourselves this, why should we trust the word of a creature who would kill hundreds of men and women with families and children...in order to comply with a plan that we are not privy to? And to state that Queen Aurala has sanctioned such activities is, frankly, the darkest lie that I have heard in all my many years."

Initial reports from the northern foothills of The Blackcaps reveal that a large force of men has been slaugh-



Vangradaun the Black.

tered in a cataclysmic battle that, in the words of the noted explorer, Parliax Sammital – attempting his third climb of The Crooked Peak in the Blackcaps – "...lit up the sky like a hammer blow, as though Dol Dorn himself had raised a mighty fist and brought it down upon the ground in all his anger."

A date for Vangradaun's trial has yet to be set, as attention turns towards Queen Aurala, currently preparing her visit to Arcanix.

News From Beyond The Five Nations

Korranberg, Zilargo

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3cp Issue

Roc Nest Worries Blackcaps Farmers

By Avias d'Vadalis

Sightings of the enormous rocs in villages surrounding the eastern Blackcaps in Breland have become more numerous in the past few days. Cragwar farmers worry for the safety of their livestock. In the past, reported roc sightings have been ignored, few believing that such an immense creature could be found so close to civilization. Two of the birds were sighted flying directly over Cragwar marketplace. Stunned shoppers looked on in awe and terror as the creatures made their pass. Eyewitnesses place the larger bird's wingspan at over 80 feet, with

the smaller of the two measuring a still impressive 40 foot span.

House Vadalis scholars were able to identify the avian monsters, commenting that the second, smaller bird indicates the rocs must have nested nearby. Korsis ir'Tarlen, a local nobleman and owner of much of the farming land, is eager to seek out the theorised nest.

"These birds could ruin the farmers here. We are already losing cattle to them, and there is nothing the farmers can do," said the nobleman. "If we don't get rid of the birds soon, I fear these people will lose all they have."

Ir'Tarlen expressed his interest in

hiring explorers and hunters to find the nest and kill the birds, although Captain Farwood of Vanguard Keep has different plans.

"Destroying these magnificent creatures would be an atrocity. Aundair is prepared to pay a handsome sum to anyone who can capture the birds and bring them to Vanguard Keep unharmed."

As the race between the Aundairian captain and the Brelish noble begins, the locals wish only for the menace to be removed as soon as possible to eliminate the threat to their businesses and their families.

The Tattoos of Droaam

By Gilganarz

While all tattoos may seem strange in their own ways, none of them are as strange as those crafted on trolls. That's right, trolls. These green skinned giants have tattoos with a style of their own, thanks to a young gnoll sorcerer by the name of Khramatzi.

Khramatzi has devised a way of making unique tattoos. Using a magic ritual of his design, he traces the image onto the troll and then attaches a command word to the image. Whenever the command word is spoken, cuts appear forming the design, and as the troll's flesh regenerates, the tattoos disappear. Some troll designs form a shifting tapestry of tattoos with the spoken command words creating a dazzling array

of body art.

"I'm rightly proud of my work", proclaimed Khramatzi. "My main customers are trolls, but ogre mages and even humanoids with magic rings or of trollish blood occasionally want some work done".

Khramatzi can be found in the city of Graywall and his tattoos cost around 300 gold pieces each.

In related news, tattooed troll skin has become something of a collectable,

fetching at auction a price of 800-1000gp. It is thought that a cabal of mages has taken to cutting the tattoos from the wearer to be used as bindings for spell-books and other arcane tomes. Rumours are spreading in Droaam that a group of trolls have tattoo work inscribed upon their flesh for precisely this reason, and that a macabre trade has sprung up to accommodate this peculiar 'fashion'.

ORC BALL
Returning to the Five Nations this season

Arts & Entertainment

Korranberg, Zilargo

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3cp Issue

Out and About in Sharn

Greetings, Lords and Ladies! At Ily-ra Boromar's benefit ball for the Cyran refugees, I spotted Taren d'Phiarlan and Celia d'Cannith in an animated and intense conversation in a secluded spot in the garden, far from Celia's chaperones. . . of course I am sure they were just discussing the weather, or perhaps Taren's latest play. . . I did notice that Celia's mother looked none too happy that Celia was not available for the first dance, undoubtedly with an appropriate member of her own house. . .

Lady Jorana d'Thuranni threw aside her widow's mourning garments last week and married her 12th husband, Dacon ir'Dorridan, in a quiet

and tasteful ceremony. "This time it's for life," she insisted, despite the fact that she will likely outlive her new husband by several hundred years. But Lady Jorana is an optimist, and lets everyone who will listen know that she believes in true love (tell her eleven previous husbands!). Let us hope that she finally finds it (at least for the next few decades).

Bodices and Breeches

All of Sharn society witnessed the appalling spectacle of Lady Syra ir'Tarrn and Lady Anador ir'Laisha arriving at the theater wearing what appeared to be the exact same lavender silk gown! . . . The twist to the story, dear readers, is that while Lady Syra's gown was made by Davandi, Lady Anador's gown bore the label of Clebdecher. Both designers are in a froth, claiming they were spied upon and copied. . . and bitter fighting has broken out among the ladies loyal to each design house. I hear that Hellien Clamas Clebdecher has taken to her bed, complaining of "nervous exhaustion," while Thurik Davandi has

been in almost constant rages, babbling about conspiracies and requiring the intervention of his friends, lest he smash his fist into nearby tables and walls. I can't wait to see how this one is going to turn out. . .

My sources say that both designers are developing "shiftweave" enchantments that will allow one gown to change shape to another with just the utterance of a single word—thus forever avoiding such embarrassments as described above. However, we have yet



Lady Syra ir'Tarrn and Lady Anador ir'Laisha moments before discovering each other.

to see this enchantment make an "official" appearance in a lady's wardrobe. I wonder which designer will get to it first?

Until next time. . .

See you in the Clouds!

~Lady H.

Dining & Travel

Korranberg, Zilargo

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3cp Issue

Good Food Guide – “The Meander”

Varna, Eldeen Reaches

Whilst staying in Varna over the last few days I have happened upon a location rather than the usual Good Food staple – the Inn or Tavern. The location I'm referring to is known locally as “The Meander”.

This place is a simple grouping of small winding alleyways between the tightly packed city centre buildings. Numerous traders have set up stalls here to avoid the taxes on traders using the main roads within the city limits. Many of these stalls sell the most delightful food and drink I have come across in all my days travelling in this

region.

If you want to sample locally brewed ales, alongside the finest pickled fish and vegetables with a side salad of sizzling snap beans then this is the place to find it. The aromas were what caught my attention and led me into this warren of alleyways and I wasn't disappointed in what I found. The maze of stalls, openings, alleyways, and cut-throughs was a delight to the senses!

To enhance the food and drink many other goods can be purchased; T'washkari rugs from Xen'drik from, all manner of spices from across Khovaire and a thousand other soon-to-

be-discovered wonders. The majority of these items are of the legal variety but of course I'm sure with a little silver it may be possible to obtain items that, shall we say, are less commonplace on the open market.

A word of warning. During the day the Meander is relatively safe, as long as you maintain an eye for cutpurses, but the night is a different matter. Many shady dealings are done under cover of night and it is best avoided rather than be caught up in such matters.

Enjoy.

Kelthor Seen.

Good Food Guide – The Copper Goblet Inn

Cree, Eldeen Reaches

The Copper Goblet Inn is located in the small lakeside town of Cree. The inn is named after a large goblet kept proudly above its huge log fire in the main taproom. Legend has it that the goblet originally belonged to an orc king in the region and he gave it to the original founder of the inn in thanks for their fine hospitality. How true the story is I cannot say but such a simple drinking vessel does not seem a “kingly” item.

Lake Galifar is less than 50 yards from the entrance to the inn and many of its “drinking” patrons are in fact local

fishermen or merchant vessel crews. For those among you looking for a ship's passage this is definitely the place to start your quest.

The inn offers a range of predominantly fish dishes, all of which appeared to be well received by the patrons. I can heartily recommend the fish pie, which contains succulent morsels of several varieties of fish (the freshwater tanta-ta lending a sublime piquancy) topped off with a tasty parsnip mash. For drink local ales are served along with a number of finer beverages from the Lake Galifar region.

The lower floor of the inn consists of

a large taproom with four smaller, private rooms off to one side. The rooms are supported by a kitchen and several staff making it a pleasant experience.

The inn also boasts fifteen rooms for travellers to lease. The one I used was well maintained with a large comfortable bed and fresh, hot water brought up from the kitchens when requested.

Overall a fine place to eat and drink and an even better place to locate that elusive ships captain!

Enjoy,

Kelthor Seen

Opinion Pages

Korranberg, Zilargo

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3cp Issue

Sillian Vangell Speaks Out

The Church of the Silver Flame has been one of the most popular religions of all time since its inception in 299 YK, with citizens from all walks of life and from every civilized nation on the continent of Khorvaire among its flock. A true church of the people, it has been dedicated in its service of the community; from its instrumental role in the reconstruction of the great nation Thrane, to its tireless and compassionate efforts in cleansing the world of the lycanthropy disease. But by far the greatest contribution it has offered the world is the hope and salvation it brings to those in despair in the wake of the Last War. Unfortunately, due to its centralized leadership and the unstable political climate in nations that have not accepted the Flame, getting the good word of the Voice of the Flame to the unenlightened masses has been a long and enduring battle.

One man has, however, set out to change all that.

Recently, this reporter had the pleasure of interviewing the creator of the Traveling Torch Carnival of Faith, Sillian Vangell:

KC (Korranberg Chronicle): Mr. Vangell, what would you—

SV (Sillian Vangell): Please, call me Sillian. We are all children of the Flame here, my brother.

KC: Sillian, then. What would you say is your mission? What does your group of traveling devotees bring to—

SV: My good sir, our goal is quite simple. We are here to deliver the word of

the Flame to the lost and despondant! To heal the sick and guide and nurture those on the path to the spiritual fulfillment that only the Silver Flame can offer!

KC: You speak as a man possessed.

SV: I feel the flame burning in my heart! PRAISE THE FLAME!

KC: As anyone who has been to one of your shows can testify, your emphatic belief in the Silver Flame is an inspiration and is instrumental in converting new followers. But you have not always been so fervently pious. Tell us about your former life and how you found redemption.

SV: First of all, as a matter of clarification, I do not put on "shows." Shows are what you go to see at a theater or a playhouse. I deal in the business of religious spectacles. And as I openly admit during such an event, I have been a vagabond and a thief. While I am not proud of what I have done, I cannot change it. But I have since found a new life, a new way. One day while scavenging for my next meal, a powerful voice spoke to me and only me while on a crowded street. It told me to cast aside my heathen lifestyle and embrace the one true source of salvation, the Silver Flame! I am a living testament to the awesome power of the Voice of the Silver Flame, and I am determined to bring that same message to others with their own demons to overcome.

KC: For all the good you do, there are those who cast you as a fraud, saying you are a simple con man—

SV: Please sir, desist. Your words do me more harm than you know. I say to those people, "who are you to question the word of the Flame?" The Flame is all knowing and forgiving, and if they can't see me for what I am, a devoted worshipper of the Silver Flame, then may they rot in Dolurrh with demons and werewolves!

KC: I apologize and I thank you for your time. I look forward to attending your next religious spectacle—

SV: Our next stop is this coming Mol, in the lovely town of Ghalt in Aundair. The tent fills up quickly, so be sure to secure your seat early on, for a small donation to our cause.

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to just any old armor

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Fine dwarven craftsmanship

Guaranteed for a lifetime

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So why not trust it to the best?

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Sports & Leisure

Korranberg, Zilargo

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3cp Issue

The Javelin Runners

By Meladaer

The shifter contingent present in the crowd is, at best, raucous: at worst, blood is spilled as betting arguments boil over. The day that began at dawn twenty seven miles north in Bluevine, Aundair, ends typically with the falling of dusk in the village of Shaulder, the scene one of unrivalled (at least in Aundair) competition.

Little is known of the sport that has risen to prominence in recent years, however as shifter baiting continues to be outlawed, the landlords of Aundair, combined with the wealthy from neighboring countries have turned their attentions to promoting this as yet legal sport, known as the Javelin Run.

Given the length of a javelin's throw head-start, runners must succeed in evading their pursuers as they attempt to make their way from Bluevine to the finish line in Shaulder. The 'course' is the countryside itself and tactical use of the land is required to overcome the teams of hunters.

As the sport is considered a contact sport, violence often ensues, though marshals retain the right to disqualify any hunter or indeed runner who violates the rules to excess. Quite what forms 'excess levels of violation' remains mired in

double-talk and eyes cast aside as gold changes hands, though none who witness the challenge can deny the thrill of the chase.

Favourite for today's run was the shifter male, Tarlaska who has become something of favoured personality among his kind.

And as we wait in the growing darkness, news reaches our ears that Tarlaska has crossed the Ascandur river and is less than eight miles away, having evaded the hunters, headed by the notorious halfling ranger Candomino. However, unbeknownst to Tarlaska, the

second hunter group has made its way south and east, skirting the Ascandur in hopes of meeting the runner from the south.

Of the twenty runners that set off from Bluevine, only Tarlaska remains running.

And as we wait for further news, the crowd grows ever more restless and the glint of gold ever more noticeable. If you've a mind for gambling, or indeed know of someone who wishes to enter the event perhaps, then contact Rosca Laraff of Bluevine for more details on this exhilarating sport.

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No offer refused!

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Axe no longer cutting it?

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will work with you to craft
a unique and worthy weapon

Inquire today at one of our
fine locations
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Weekly Weather Forecast

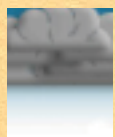
Korranberg, Zilargo

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3cp Issue

Fairhaven

Charvion, Mol 9th



Cloudy Skies
High: 76
Low: 87
Wind: N 6mph

Flamekeep

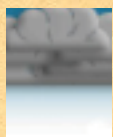
Charvion, Mol 9th



Light Drizzle
High: 90
Low: 75
Wind: NW 5mph

Korranberg

Charvion, Mol 9th



Completely Overcast
High: 89
Low: 80
Wind: NE 3mph

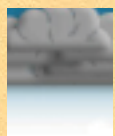
Sharn

Charvion, Mol 9th



Mostly Clear Skies
High: 95
Low: 77
Wind: N 5mph

Charvion, Zol 10th



Cloudy Skies
High: 92
Low: 75
Wind: N 6mph

Charvion, Zol 10th



Partly Clear Skies
High: 91
Low: 75
Wind: W 7mph

Charvion, Zol 10th



Heavy Drizzle
High: 92
Low: 72
Wind: NE 5mph

Charvion, Zol 10th



Mostly Clear Skies
High: 104
Low: 77
Wind: N 5mph

Charvion, Wir 11th



Partly Cloudy Skies
High: 97
Low: 79
Wind: N 14mph

Charvion, Wir 11th



Partly Clear Skies
High: 89
Low: 74
Wind: W 7mph

Charvion, Wir 11th



Light Drizzle
High: 97
Low: 68
Wind: NW 7mph

Charvion, Wir 11th



Mostly Clear Skies
High: 96
Low: 76
Wind: SW 8mph

Charvion, Zor 12th



Light Drizzle
High: 94
Low: 77
Wind: W 4mph

Charvion, Zor 12th



Mostly Clear Skies
High: 74
Low: 60
Wind: S 4mph

Charvion, Zor 12th



Mostly Clear Skies
High: 88
Low: 68
Wind: NW 7mph

Charvion, Zor 12th



Mostly Cloudy Skies
High: 86
Low: 72
Wind: NE 14mph

Charvion, Far 13th



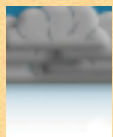
Mostly Clear Skies
High: 93
Low: 77
Wind: W 6mph

Charvion, Far 13th



Light Drizzle
High: 88
Low: 60
Wind: SW 7mph

Charvion, Far 13th



Very Cloudy Skies
High: 95
Low: 73
Wind: W 2mph

Charvion, Far 13th



Mostly Cloudy Skies
High: 85
Low: 63
Wind: NW 14mph

Charvion, Sar 14th



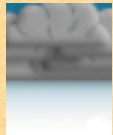
Mostly Clear Skies
High: 89
Low: 79
Wind: SW 10mph

Charvion, Sar 14th



Partly Cloudy Skies
High: 78
Low: 63
Wind: W 10mph

Charvion, Sar 14th



Completely Overcast
High: 106
Low: 76
Wind: N 7mph

Charvion, Sar 14th



Mostly Cloudy Skies
High: 80
Low: 60
Wind: NW 6mph

Charvion, Sul 15th



Mostly Clear Skies
High: 94
Low: 79
Wind: SW 10mph

Charvion, Sul 15th



Partly Cloudy Skies
High: 86
Low: 63
Wind: W 10mph

Charvion, Sul 15th



Light Drizzle
High: 119
Low: 90
Wind: W 5mph

Charvion, Sul 15th



Mostly Cloudy Skies
High: 89
Low: 60
Wind: NW 6mph