

The Korranberg Chronicle

Korranberg, Zilargo

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

3cp Issue

Vangradaun The Black Escapes



Moments after Vangradaun escaped from the Knights Arcane

By Meladaer

The despicable rogue, Vangradaun, revealed his true nature while in captivity of the Knights Arcane yesterday. Vangradaun, whose list of crimes include forgery, robbery and assault against the inhabitants of Fairhaven, escaped from custody in the form of a Black Dragon to the skies above Passage. His flight from the Knights was witnessed by many, not least those citizens disembarking the lightening rail which was severely damaged by the creature's acidic breath during his escape.

Haulik Candall, a noble Knight

Arcane, testified to the breaking news, revealing that: "One moment Vangradaun was sitting with his hands and legs bound in chains, and the next he'd collapsed the roof and opened the building to the sky above us. It makes one wonder what foul plan posses such a soul, hiding amongst us for so many years."

Vangradaun was sighted flying in a southeasterly direction and is currently at large. He is dangerous – in both natural and assumed human form – and should therefore not be approached by any member of the public.

In contradiction to this edict,

house Orien has offered a reward for 1000gp for information that results in Vangradaun's recapture, while Faldo Obellem has pledged land to the north of Lathleer for whomsoever brings back Vangradaun's head.

Two years ago, Faldo's wife Caselle became Vangradaun's accomplice before her death at the rogue's hands in a failed robbery. It is not known whether Faldo was aware of Vangradaun's true form.

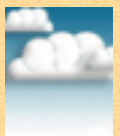
What is fact is that Faldo has hired many mercenaries in the interim to provide the wealthy land-owner's with justice.

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WEATHER

Korranberg
Mostly Cloudy
High: 91 Low: 77



News From the Five Nations

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Death Strikes Upper City! Suspect Still at Large!

By Tobias Barnacle

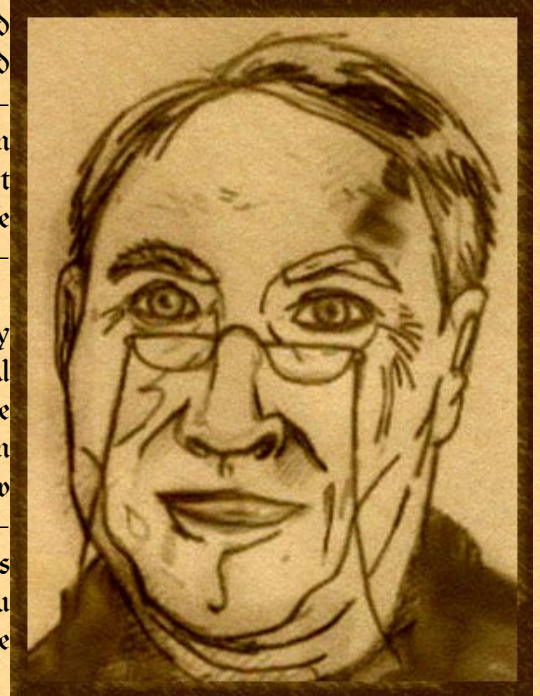
Last night, under cover of sheets of rain, an unidentified assailant ruthlessly cut down one of Morgrave University's most respected provosts, Bonal Seldem.

Seldem, renowned for his intense research of Pre-Salifar Khorvaire, was on his way home after a lecture when he was attacked in the vicinity of Kelsa Spire. The City Watch was notified immediately by nearby residents, and arrived on the scene to find Seldem already dead. Sergeant Dolom, first to arrive at the scene, had this to say: "There was nothing we could do to help Mr. Seldem, though we will put all our effort into capturing his attacker." He had no comment on a potential motive.

However, our sources here at

the Korranberg Chronicle have told us that the attack may have had something to do with Seldem's research regarding a certain dragon marked house, but the details are not solid enough for publication. We will bring to light any new information as it becomes available to us.

Seldem was survived by his wife of 12 years. The funeral services will be private, but there will be a vigil in the auditorium in Morgrave's eastern wing tomorrow night, which will be renamed Seldem Hall in honor of the illustrious provost. His widow asks that, in lieu of flowers, donations be sent to the Couatl Historical Research Society.



The late provost, Bonal Seldem

Sentinel Marshals Uncover Fiendish Crime

By Pallis Elladar

The recent Sentinel Marshals seizure of five hundred corpses from a sailboat docked in Lorán Rath was more than just an arrest – it was the death knell for a year-old, international smuggling ring, the Marshals announced Vol.

The Marshals launched project 'Dead Man Walking' when the force uncovered a plot to weaken Karnath's

undead army by stealing bodies from gravesites throughout the region.

Earlier in the month, five border officers helped intercept a caravan, which was carrying forty to fifty corpses from Vedykar to Karrlakton and eventually to a ship in port.

Breven d'Deneith, leader of the Defenders Guild, said the corpse capture would put a dent in the plans of those behind the crimes.

Nine people were arrested in connection with the seizure and subsequent searches in Vurgenslye and Loom Keep have begun.

Those in custody are expected to be interrogated by Breven himself to discover who is behind the sinister plot. "As with most criminal cases, this will prompt other investigations," said Breven.

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Morgrave University to Present Xen'drik Exhibit

By Patches the Gnome

Morgrave University, leader in the study of the continent of Xen'drik, will open a public exhibit on the findings of the continent to the general public.

They have sponsored many expeditions to this mysterious place and most who have ventured to the puzzling continent have returned with treasures of old and information transcending time. These have been kept in the University for study by professors and students, with little knowledge revealed to the public.

Until now. In a strange turn of University policy it has decided to share some of the information and artifacts in a public exhibit.

The Chronicle was granted an audience with Larrian ir'Morgrave, current head of Morgrave University, where he explained the reasoning for the change in policy. "The Xen'drik exhibit is meant to inform the public about our mysterious neighbor to the south. We feel it is our duty as a learning institution to instruct our community beyond the walls of our university."



A Morgrave University exhibit goer. "This is a once in a lifetime experience, one that I wouldn't miss for the world."

This exhibit opening has drawn many scholars to Sharn, from various learning institutions across the Five Nations. To quote a student wizard from the Arcane Congress: "This is a once in a lifetime experience, one that I wouldn't miss for the world."

The exhibit is to be held from Lharvion 12th to the 19th.

Has the Claw Pierced House Cannith Holdings in Aundair?

By Meladaer

Jorlanna d'Cannith of Cannith West has stated that the house Enclave in Fairhaven will be operating on a higher level of alert these next few days. These measures are in response to news arising out of Stormhome that spies from the Order of The Emerald Claw are planning an assault on House Cannith's holdings in Aundair.

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Crimes solved!

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Eberron dragonshard
throughout Khorvaire

When it must be found
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We find what is lost or hidden

News From the Five Nations

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The True Cost of Orla-un Wine

By Meladaer

A contingent of traders from the monastery of Orla-un have been found dead, east of the Wyrwood on the caravan route to Fairhaven in the early morning of Sul, the first day of Lharvion. Upon his discovery in the dawn mists on the ruins of Cradle Bridge, the traveling druid Silverdeem noted that: "... [the bodies] showed signs of death relating to poisoning by spider venom."

Both alchemists and connoisseurs have long suggested that the monks of the monastery utilize the blood of Shankol's spider brood in their winemaking process.

"It would appear that Shankol's brood are none too pleased with the increased demand of Orla-un wine throughout the land," Silverdeem concluded.

Yet with an intermediary of House Vadalis dispatched from Redleaf, further speculation has increased as to whether the attack was sanctioned by powers out of the Eldeen Reaches or possibly that the dragonmarked house may be sponsoring expansionist activities across the Wynarn river. Other sources have questioned if the dragonmarked house struck a deal with the monks of Orla-un at Wyr, if it was for defense and sole distribution rights to their wine produce?

No member of House Vadalis was available for comment, while Cora Iarn of the monastery described the claims as "ludicrous in the extreme," while expressing her sorrow for the fallen monks.

The Chronicle has been unable to secure a comment from Shankol's brood. Entry into the region of the



Orla-un wine is rumored to use spider venom as an ingredient

Wyrwood since the attack has been restricted until further notice.

Brigands Rob the Wailing Dead

By Meladaer

The Crying Fields east of Ghalt have seen brigand activity recently, with countless raids for trophies from the Last War.

Lemoral Thorag, a Thranian ex-patriot and noted treasure-seeker has stated that "...fell creatures stalk a path through the midnight mists on the Crying Fields. Those cries torment you hear? That's the dead, railing against

their fate in such a place. You'd be wise to steer clear of the region, lest ye plan on adding your own voice to the chorus."

Lemoral's words have not been heeded however, as Marqual Rains, town warden of Ghalt explains: "his words are as a red rag to a Minotaur. You see the trophies and trinkets that folk are dragging out of that place in the dead of night and make your own

mind up, but it seems to me that Lemoral's found something out there and wants it for himself."

The Korranberg Chronicle notes that a census of the dead taken in Therendor, 998YK and provided by the University of Wynarn has the combined fallen of both Thranian and Aundarian forces upon the Crying Fields presumed to total over nine thousand lost souls.

News From Beyond Khorvoire

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Joint Mining Operation to Move Forward

The House Kundarak and House Orien have joined resources to mine Mithral north of the town of Frostmantle.

The project was first proposed four years ago but has been stalled as several clans opposed the idea. Two issues being how the profits were to be divided and that nearly two hundred and fifty people will have to abandon their homes. Fears over possible raiders and bandits were mentioned as well.

It will be the largest mining venture in the Dror since independence from Karnath in 914YK. In a statement, Torlan Droranon arbiter for the Iron Council said: "All attempts possible have been made to ensure that

the project complies with all the existing clans and will bring tangible benefits to the local communities and Dror as a whole.

Local clans are concerned about the desecration of the graves of their ancestors.

The co-operative is expected to earn the two houses for one hundred and fifty million in gold crowns over the next ten years. The project will start in Vult by the year 999 YK.



House leaders seal the deal with a handshake.

Druidism in Droaam on the Rise

By Gilganarz

It seems that Droaam may have a new religion emerging: Druidism. A startling number of converts have started to appear among the more monstrous members of Droaam's population. Gatekeeper orcs have been seen preaching to the citizens of that nation for weeks.

Whilst they have been suppressed in the major cities of Great

Crag and Graywall, local "authorities" have met with extreme violence when attempting to arrest these druids. Last week in particular, a city-wide riot was instigated in Thrakelorn, when gnoll mercenaries tried to apprehend a druid who has gained a small amount of notoriety in the area.

Eyewitness reports claim they saw a half-orc merchant, that later revealed itself as an ogre mage, step up to

defend the preacher leading to a brawl. The fighting continued for two days until Sora Maenya and her troll guard had to quell the violence with violence of her own.

To date, the riot death toll was an estimated one hundred. The druids have not seemed to lose any fervor by the event. One druid on the scene stated: "We shall continue with the mission that has been presented to us."

Arts & Entertainment

Korranberg, Zilargo

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3cp Issue

Karnathi Glass Blowing Exhibit Scheduled This Month

By Cyrdwyn Greyrock

Karnath is usually known for two things: cheese and Nightwood ale. These two well renowned products are given their rightful place, yet perhaps another product of Karnath should be added to the list. The glass blowers of Karnath have long produced great works of art but have received little recognition for their work.

This little known art began as a simple means of bottling Nightwood ale, but has since bloomed into a great industry in its own right. The process of creating Karnathan glass is still a mystery to most, but any curious traveler can observe the results of the process this coming month.

The Commerce Ward of Korth is home to one of the greatest glass workshops in all of Khorvaire. This large shop, the Emerald Star Glassworks, is hosting a display of various Karnathi glass vessels during the month of Lharvion.

The bulk of the display is dedicated to functional glass, but a small portion of non-functional works is also present. The greatest bulk of work is a display of historical ale bottles that hold many examples predating the Last War. Most of the vessels were unearthed from the ruins of war-torn buildings, though a few private collec-

tors have also donated works for the display.

The Early Karnathi style is heavily symmetrical and most of the vessels are quite heavy and sturdy. Many of the works are a various green color, but some newer designs hold striking colors, including lavender, deep red and orange. This style was predominate throughout the early period of the Last War.

A smaller set of bottles is a good representation of the Late Karnathi style. These vessels appear almost paper thin and are shot through with threads of many different colors. These vessels appear as if they could float above their display cases, though they are quite sturdy. Never has such a complete collection of the various Karnathi glass blowing styles been seen before.

The crown jewel of the exhibit is a new vessel created by master glass blower Rastin Deltain. A glass bunch bowl nearly three feet in diameter is scheduled to be delivered to Kaius III himself at the end of the exhibit. A deep blood red in color, the glass nearly has the quality of cut crystal. The bowl is shaped like a blooming rose and weighs nearly forty

pounds when empty.

The Karnathi glass exhibit will run until the end of Lharvion. Admission is free and nearly all the works displayed are for sale. Visitors are advised to send word ahead by Orien courier or Sivis message station so an Emerald Star glassblower can give them a tour.

House Cannith

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When ordinary won't do,
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superior quality goods

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Dining & Travel

Korranberg, Zilargo

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3cp Issue

Good Food Guide – The Tower Inn

Eldeen Reaches

In the town of Merylsward in the Eldeen Reaches where the Orien Trade Road meets the “wilderness,” is located the most unusual of Inns, constructed from the burned out ruins of an old guard tower destroyed during the war stands The Tower Inn.

The Inn consists of three floors with the lowest and part of the second floor utilizing the original tower stone and the rest making fine use of the excellent hardwoods from the regions.

From the outside its many well-lit windows and the sound of bawdy songs attract, I suspect, more than its fair share of travelers as well as the locals.

The innkeeper Onrish Culraid, a gnome, is a sight to behold. Usually dressed in bright colored clothing Mr. Culraid dedicates himself to his patrons. Apparently without rest Mr. Culraid tends to his patrons needs whilst ensuring his staff provides the best of service both in terms of food & drink as well as the entertainment.

In terms of entertainment, every evening has a different local or even guest minstrel or storyteller on hand. The quality of the entertainment helps ensure the patrons enjoy the evening to the fullest.

The food is a mixture of hearty meats with a thick vegetable broth. Lighter fish dishes are brought fresh daily from the Eldeen bay. The house specialty is rich venison and red wine stew served with freshly baked bread and is a dish I thoroughly recommend. Mr. Culraid is popular with local brewers for ensuring that he serves many of their “special brews” and indeed has developed a reputation for spotting and then

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in all of Khorvaire

Don't trust your artistic
needs to just anyone

House Phiarlan
Quality entertainment for all

House Shallanda
Fine dining and lodging

When looking for fine
dining or lodging be sure to
look for the House Shallanda
seal of approval.

Pure food and drink!
Clean and safe rooms!

Let us be your
Home away from Home

selling the finest of ales.

To conclude I can only praise this fine establishment. With its superb food and ale supported by the excellent entertainment and genuine desire of the owner to make guests feel welcome, I can only think that the Tower Inn will serve its patrons for many years to come.

Enjoy,
Kelthor Seen

Opinion Pages

Korranberg, Zilargo

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The Korranberg Chronicle Launches New Advice Column

In an effort to garner a more proactive stance in the world of information, the Korranberg Chronicle – already the standard in broadsheet news – has announced a “reader-driven” column titled Ask Atgar. Penned by the respected Atgar of Sharn, a former Eldeen Reaches ranger and known guide to all of Khorvaire, this column boasts the ability to respond to reader’s questions with thoughtful answers, and provide practical knowledge for our readership.

His credentials speak for themselves. Atgar of Sharn has traveled from one end of Khorvaire to the other, and has traveled into the ancient ruins of Xen’drik. Drawing on his travels and broad knowledge he will answer your simplest, and no so simple questions.

So, fellow adventurers, traveling merchants, and curious common folk of all ages, please welcome our newest writer to the Chronicle by asking any question you may have – from the dietary habits of the famous dragonhawks to how to survive an attack from creatures from the Mourndland. He wills scour the Five Nations for the



Atgar of Sharn, writer of Ask Atgar.

answer to any question you seek! No question is too difficult, no topic too far-fetched, nothing is off-limits; as Atgar himself has been heard saying at the Broken Anvil (your friendly neighborhood tavern, located in Mason’s Tower in Sharn. Come on down and receive one free drink if you show this

article to the bartender!) “Ask and you shall receive. Ask Atgar, and you shall learn.”

Questions can be sent to Ask Atgar through house Sivis message stations or by courier. Atgar will be unable to post replies to all submitted enquiries.

**The Broken Anvil – Your Friendly Neighborhood Tavern
Located in Mason’s Tower in Sharn.**

Sports & Leisure

Korranberg, Zilargo

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3cp Issue

Fans Welcome the Return of Orcball

By Axys Anwilfist

Welcome back, all of you Orcball fans, it has been an interesting off-season after the inaugural run of the Khorvaire Orcball League. Since the Krona Peak Berserkers trounced the Sharn Spectres in the Khorvaire Cup three months ago, two new teams have been added to the League. With the start of the new and most anticipated season only two weeks away, you had better get to know these new (and old) faces, for the Karralakton Kraken and Rekkenmark Regiment are fielding some of the more feared line-ups in the game.

The Karralakton Kraken shocked the continent two months ago by unveiling their lineup at a press conference at their home field, Kaius Keep. They announced the signing of the heavy warforged five, formerly of the Sharn Spectres. The Kraken front office set about in a frantic search to acquire the rights to the other seven warforged created by the same individual, deceased artificer Andreas Blackhammer. At the conference, standing next to the owner of the newly incepted team were five's brothers and sisters. The only team fielding even one of the living constructs, the Kraken opted to field a roster of eight warforged hoping to turn the expansion team into a fearsome juggernaut even in its first

season.

"Like our mythical namesake, the Kraken will maim and devour ever other team in the KOL," quoted team captain five, "I pity any team who faces us."

The other newly formed team in the KOL is the Rekkenmark Regiment. Opting not to chase after the experienced players and pay out exorbitant contracts, the Regiment front office has put together a quick and young humanoid team. Relying on the speed and "shifting" capabilities of three of their first acquisitions, the Regiment hopes to leave the rest of the league standing with their weapons slack in their hands. Playing at the newly constructed White Arch Park, at the fort of the Karnathi side of the famous wrecked landmark, the Regiment is expected to do well for such a young squad. "There is no doubt the (Regiment) has its advantages," Gatherhold Giant Bella Greenbottle, said in an exclusive interview with this reporter, "but the

newer teams are lacking in experience. We will see how well they hold up after one or two of their mainstays get injured."

No matter if you are cheering for Flamekeep Server of the Wroat Wraiths, this season of Orcball will be exciting.

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Weekly Weather Forecast

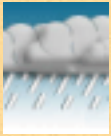
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3cp Issue

Fairhaven

Charvion, Mol 2nd



Heavy Drizzle
High: 95
Low: 78
Wind: N 35mph

Flamekeep

Charvion, Mol 2nd



Mostly Cloudy Skies
High: 97
Low: 81
Wind: S 6mph

Korranberg

Charvion, Mol 2nd



Mostly Cloudy Skies
High: 87
Low: 72
Wind: NW 6mph

Sharn

Charvion, Mol 2nd



Mostly Cloudy Skies
High: 107
Low: 76
Wind: SW 6mph

Charvion, Zol 3rd



Clear Skies
High: 93
Low: 79
Wind: NW 9mph

Charvion, Zol 3rd



Cloudy Skies
High: 110
Low: 81
Wind: N 2mph

Charvion, Zol 3rd



Clear Skies
High: 101
Low: 72
Wind: W 7mph

Charvion, Zol 3rd



Partly Cloudy Skies
High: 104
Low: 81
Wind: N 10mph

Charvion, Wir 4th



Partly Clear Skies
High: 89
Low: 78
Wind: W 4mph

Charvion, Wir 4th



Light Showers
High: 112
Low: 94
Wind: N 10mph

Charvion, Wir 4th



Light Drizzle
High: 94
Low: 73
Wind: N 4mph

Charvion, Wir 4th



Cloudy Skies
High: 105
Low: 86
Wind: NE 5mph

Charvion, Zor 5th



Partly Clear Skies
High: 93
Low: 76
Wind: NW 10mph

Charvion, Zor 5th



Partly Clear Skies
High: 101
Low: 81
Wind: S 10mph

Charvion, Zor 5th



Heavy Showers
High: 97
Low: 75
Wind: NE 11mph

Charvion, Zor 5th



Cloudy Skies
High: 100
Low: 88
Wind: NE 5mph

Charvion, Far 6th



Partly Clear Skies
High: 95
Low: 76
Wind: S 7mph

Charvion, Far 6th



Partly Cloudy Skies
High: 91
Low: 82
Wind: NW 5mph

Charvion, Far 6th



Mostly Cloudy Skies
High: 104
Low: 82
Wind: N 7mph

Charvion, Far 6th



Partly Clear Skies
High: 102
Low: 82
Wind: N 4mph

Charvion, Sar 7th



Partly Clear Skies
High: 95
Low: 78
Wind: S 7mph

Charvion, Sar 7th



Partly Cloudy Skies
High: 87
Low: 81
Wind: NW 5mph

Charvion, Sar 7th



Mostly Cloudy Skies
High: 99
Low: 79
Wind: N 7mph

Charvion, Sar 7th



Partly Clear Skies
High: 98
Low: 83
Wind: N 4mph

Charvion, Sul 8th



Partly Cloudy Skies
High: 97
Low: 76
Wind: W 24mph

Charvion, Sul 8th



Mostly Cloudy Skies
High: 88
Low: 81
Wind: N 9mph

Charvion, Sul 8th



Mostly Clear Skies
High: 101
Low: 73
Wind: SW 1mph

Charvion, Sul 8th



Light Drizzle
High: 94
Low: 77
Wind: NE 5mph