

CHRISTIAN EICHHORN'S

EBERRON NEWSPAPERS

KORRANBERG CHRONICLE

PART 1: HEADLINE QUESTS

W A R !
B R E L A N D R A I D E D
B Y D R O A A M ' S M E N
M A N Y W O U N D E D

S.A.C.
154168
K92

Eberron Newspapers

Korranberg Chronicle Part 2: Newspaper Quest Seeds



The following quest seeds and world events can serve as inspiration for interludes in ongoing campaigns with a strong narrative or as entire quest lines for sandbox campaigns. The events described in the articles can lead to even greater calamities, if left unaddressed by the characters. One group of adventurers can handle only so many quests, so the characters must live with the consequences of their actions or inaction.

Author: Christian Eichhorn

Editing: John Parker

Layout: Christian Eichhorn

Stock Art: Daniel Comerci and Rick Hershey

Version: 1.0

A GLUT OF PROPHETS	3
A WILD FLOCK OF BROOMS APPEARED	3
BELLADONNA'S CURSES AND REMEDIES.....	3
BOARD MORTIMER'S FLYING CIRCUS!	4
BREAKING: FORT KENNRUN BESIEGED.....	4
CONTACT LOST	4
CRISIS IN VRALKEK	5
DEADLY MIST THREATENS VALENAR.....	5
DECLINING FISHERY RESOURCES.....	6
DRUG BUST IN BRELAND.....	6
ELECTIONS IN KORRANBERG!.....	6
EXOTIC PLANTS GROW RAMPANT	7
EXPEDITION TO THE FIELD OF RUINS.....	8
FAKE SOVEREIGNS IN CIRCULATION.....	8
GANG WAR IN LOWER DURA.....	8
GNAKMYST'S FINE BLENDS.....	9
KARRNATH UNVEILS THE "UNITER".....	9
LIGHTNING RAIL POSSIBLY SABOTAGED.....	10
MRORANON'S STONES STOLEN	10

OARGEV ADDRESSES KHORVAIRE	11
OPERATIONS AND TRUE BEAUTY.....	12
ORCS PILLAGE LAKESIDE.....	12
PRISON BREAK: GULGO THE ABHORRENT	13
PUBLIC MARRIAGE INVITATION.....	13
ROLL OUT OF THE LOVEFORGED.....	14
SHARN'S DOCKWORKERS ON STRIKE.....	14
SILVER FLAME HOLY RELIQUE STOLEN	15
STOLEN WEAPONS SHIPMENT	15
SURVEYORS KILLED OR ABDUCTED.....	16
TECHNOLOGICAL BREAKTHROUGH IN DROAAM	16
TERRORISTS STRIKE IN THALIOST.....	17
THE CRIMSON GHOST RETURNS	17
THE WEBBED WOODS	18
UNDEAD REALM IN MAR'SAVAL.....	18
UNEARTHED GRAVES IN STARILASKUR	18
WEATHER PHENOMENON IN SIGILSTAR	19
WRIGHT RIOTS CONTINUE	19
APPENDIX	20

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2020 by Christian Eichhorn and published under the Community Content Agreement for Dungeon Masters Guild.

Some character art by Daniel Comerci – danielcomerci.com | Publisher's Choice Quality Stock Art @ Rick Hershey / Fat Goblin Games

A Glut of Prophets

Regalport has seen a sheer invasion of prophets in recent days. All tell the same story, screaming from the rooftops, deciphering it from fish guts: a dark storm is coming from the east, unstoppable, and quite deadly.

The city watch does not know how to handle the problem. After dispelling the first wave of prophets from Regalport, more joined their ranks. They regrow like heads of the mythical hydra. Even citizens of integrity and members of the city watch joined their ranks as if infected with a strange sickness of the mind.

The Chronicle will watch the developments and keep our dear readers informed about the situation.

An **aboleth** called Kluoar'huoang has arrived in the waters of Regalport. It is being hunted by a **kraken** and tries to save its life by rallying Regalport's populace—to no avail. Unless the characters arrive in Regalport, Kluoar'huoang is unsuccessful and leaves the area. The kraken in pursuit arrives several months later, wrecks Regalport with a ferocious storm in passing, and continues its hunt.

If the characters arrive in Regalport, Kluoar'huoang contacts one of them telepathically. It searches help and support, not pretending to care for anything other than its own life. It takes Regalport as its hostage, forcing the characters to assemble an army to battle the kraken. However, the characters can simply kill Kluoar'huoang to avert a tragedy.

A Wild Flock of Brooms Appeared

According to befuddled eyewitnesses, a flock of sentient brooms ravages Aundair's countryside. The first reports originate from the area surrounding the village Wyr, located more than 100 miles west of Fairhaven. From there, the flock flew south, hitting Windshire and now threatening the city of Passage.

The brooms leave a path of destruction in their wake. A score of thrashed peasants, flattened fields, but also cleaned roads. The Aundairian air force awaits the flock in a few days' time, set on eradicating the threat.

The brooms are the result of a failed experiment. A hedgewizard called Bramblefoot (neutral good male halfling **mage**) intended to increase crop yield by creating a magic plough. The plough was intended to be sentient, meaning it could work day and night, relieving the peasants of some work intensive duties. As a basis, Bramblefoot planned to use a big lump of iron and a live mole. Unfortunately, Bramblefoot couldn't find a mole, but wanted to create a proof of concept. With his spell he targeted a crow in a tree, which turned into a broom as planned. Alas, a whole murder of crows was hiding in the treetops, who all got turned into brooms, incorporating the tree. The confused broom crows mauled Bramblefoot and flew away.

The characters can stop the armada by finding and talking to Bramblefoot, who lives near Wyr. He hands them a specially modified scroll of *dispel magic*, with which the characters can turn the flock of brooms back into crows. Otherwise, the brooms defeat the Aundair air force, and sweep Passage for weeks, forcing the city dwellers inside.

Belladonna's Curses and Remedies

Is your bag of holding overflowing with rare ingredients like unicorn horns and dragon tears? Visit Belladonna's Curses and Remedies in Fairhaven, I will take good care of your treasures and line your pockets!

Belladonna (neutral evil female human **mage**) pays good coin for any rare ingredients and has need for much more. If the characters are interested, she can send them on dangerous missions to hunt down specific targets for their bits.

Belladonna's shop teems with homunculi she created from the flesh of different animals and humanoids—she is not picky. She treats the homunculi like dirt and uses them to demonstrate the effects of certain poisons and curses to interested customers.

Board Mortimer's Flying Circus!

Excitement, pleasure, wonder, and ecstasy — this and more, you will find at Mortimer's Flying Circus! A true marvel of technology; the first flying hotel, gambling hall, bathhouse, and restaurant in Khorvaire!

Sharn — Fairhaven — Korth — Sigilstar — Korranberg and back again. Witness the Jijfrar Sisters' mind-bending magic, behold bodacious fireworks every night, and tremble before ferocious beasts from the Talenta Plains. A cruise you will forever remember.

Tickets and timetables are available at your nearest airship harbor.

Mortimer's Flying Circus is a joint venture of House Lyrandar, who supplied the airship and pilot, House Phiarlan, who is responsible for entertainment, and House Ghallanda, who is responsible for the guests' comforts. A ticket to board the airship for individual stations costs 100 golden galifars per person, the round trip 300. Not everybody is allowed on board, however. Unsavory folk, the dirty and poor, may only board as laborers.

If the characters decide to board Mortimer's Flying Circus, they can delight in the decadent food and entertainment. The characters also find themselves in the midst of a bandit attack. **Goblin bosses** from either Darguun or Droaam, flying on **pteranodons**, captured in the Talenta Plains, attack Mortimer's Flying Circus. They intend to pilfer the food and alcohol, rob the passengers, and escape.

Breaking: Fort Kennrun Besieged

A goblinoid host, originating from Darguun, has laid siege to Kennrun. The goblinoids have encircled the defenders, whose supplies will last for a maximum of seven days. Breland undertakes no relief efforts and has effectively abandoned the stationed soldiers.

— Fort Kennrun has been showplace of many battles and skirmishes during the Last War but, due to a lack of funding, has fallen into disrepair after the signing of the Treaty of Thronehold.

The authorities in Wroat have determined that they cannot afford to send enough troops in time. Instead, they organize a grand parade in the capital to honor the fallen soldiers who gave their lives in a glorious attempt to defend Breland from the dirty animals that threaten her borders. Paid agitators rail the populace in Sharn, Wroat, and Starilaskur to join the "Holy Militia of Mankind," a crusade that will crush the goblinoid host, enter Darguun, and eradicate the threat once and for all.

Unless the characters intervene in some fashion, the goblinoid host razes Fort Kennrun when the starving defenders surrender after two weeks. The host's next target is Starilaskur, where hundreds of ill-equipped, young, and inexperienced recruits assemble to join the Holy Militia.

Contact Lost

Contact with a House Sivis message station in the Lhazaar Principalities has been lost. As of the time of this writing, it is unknown what befell the stationed gnomes or if the speaking stone is still intact.

House Sivis considers its message stations high-value targets and emphasizes security. Well trained guards and deadly traps secure the heart of the operation, the so-called speaking stone.

House Sivis's official statement:

"The matter is under investigation. The messaging network is not negatively affected and operates within normal parameters."

Pirates from Port Krez raided the House Sivis messaging station to acquire the facility's speaking stone. The mastermind behind the attack is a gnome with the Mark of Scribing called Listener. The pirate ship flew the flag of Regalport's navy as it arrived near Tantamar to confuse possible witnesses.

Listener first plans to spread false information with the *speaking stone*, beneficially altering shipping routes so the pirates have an easier time plundering. Eventually, when enough funds have been raised, Listener wants to expand the pirates' business to the mainland.

House Sivis is interested in recovering their property. They hire mercenaries to travel to Tantamar to question the populace. One survivor of the attack, lying in a coma in Tantamar's hospital, could help scry on the missing *speaking stone*.

Crisis in Vralkek

Fishing vessels recently reported a slew of dead orcs, goblins, and gnolls in the Manta Bay. The corpses have drawn sharks and other carnivorous fish to the area, complicating the fishers' work. Investigations revealed that the dead bodies originate in Vralkek.

After ensuring that they had not entered a warzone, scouts anchored in the city's harbor and interrogated the denizens. According to the surviving harbor workers, a plague descended on Vralkek and killed more than half of the inhabitants; with more dying every day.

Currently, Breland offers a reward for healers and mercenaries joining a relief effort. Interested parties assemble in Sharn. The plague must be stopped before reaching civilized lands, the authorities proclaim!

The plague is no sickness, but a simple poisoning. A secret weapons manufacturer upstream, located near the village of Znir is responsible for the dead. The goblins working in the factory must fulfill their quotas and don't give a toss about the heavy metals, acids, and anti-corrosives they dump into the Scar River.

Befitting its name, the Scar River has become a wasteland. Communities living close to the stream have been eradicated, dead wildlife litters the riverbanks, and an abhorrent miasma lies over the river.

If the ruler of Vralkek, a **fire giant** called Gorodan Ashlord, hears of this, he leads an army of **ogres** north to raze the factory.

Deadly Mist Threatens Valenar

Valenar — The towns of Griffonclaw and Taer Valior face a new danger that circumvents all their conventional defenses. For the fifth day in a row, a blood-red mist rolls in from the west and remains for several hours.

Short exposure to the mist leads to respiratory problems. Longer exposure, one to two hours, outright kills the victims. The few farmsteads still operating west of the affected towns, the mist completely depopulated. It neither spared the peasants nor their animals. All other wildlife has fled the area.

With each passing day, the mist draws closer to Valenar's densely populated areas. Refugees meanwhile pour into Taer Valaestas, seeking shelter until the danger passes.

The mist originates from Crimson Water, a red sea in the Mournland. The mist is sentient, which can be determined with spells like *detect thoughts*. It sucks the life force from its victims then grows in size. After a month, the sea's shores reach the border of the Mournland and spill into Valenar. Inside the sea grows a Gargantuan, grotesque fetus. The mist can be stopped by killing the creature. After six months, the child is fully grown and attacks Valenar, dragging an umbilical cord behind it. The cord connects it to the Crimson Water and severing it kills the child.

The mist attacks through the lungs; making creatures which use a breathing apparatus or don't need to breathe immune.

*"Deadly Mist" sounds fine, but can't we make that sound somewhat more dangerous?
Flesh-eating mist, Mist of Doom, the Mournbreath?
Talk with Tillia, she has a knack for this sort of stuff!*

Declining Fishery Resources

The number of fish in the Silver Lake and Lake Galifar is rapidly decreasing. Even fishers remain hungry, and fish prices in the cities are on the rise. To make matters worse, to feed their starving families, many fishers steered their boats far into waters belonging to the Eldeen Reaches. Not many returned—those who reported terrible monsters attacking them without provocation.

Aundair and Breland each address the matter individually, but the cogs of bureaucracy turn agonizingly slow. Meanwhile, a large number of refugees are on their way to Lake Brey and the Dagger River, which will lead to more problems, no doubt.

The fish shortage is caused by a cadre of **druids** who brought most of the swarms into waters secured by giant **octopuses** and **hunter sharks**. Although the fish population was on the decline, it was by no means approaching a tipping point any time soon. Nevertheless, the druids decided to intervene now and act with great foresight.

Aundair and Breland send agents to the lake area who soon uncover the source of the trouble. Following the discovery, the officials are interested in hiring mercenaries to enter the Eldeen Reaches, kill the druids, and “free the fish from their captors.”

The druids’ leader, Elderberry, prefers to stay alive. He attempts to negotiate if the characters enter the Reaches and attempt to kill him and his cadre.

Drug Bust in Breland

Brelish soldiers have confiscated a shipment of fifty stones of kilnpaste, including several falsified passports. The drugs, which originated in Droaam, have a market value of 500 platinum dragons.

Reportedly, the smugglers turned invisible at the first sign of trouble and escaped.

Officials offer a reward for hints that lead to the apprehension of the smugglers.

Kilnpaste is a potent drug that is usually mixed with alcohol and burned in special bowls or eaten directly. It is a tar-like substance, which got its name from the fire resistance mortar used to build kilns. Main producers are the inhabitants of the villages which lie on the Blackwater River in the Shadow Marches. They extract the kilnpaste from native swamp flowers that grow in the region in abundance.

The Brelish authorities are interested in sending mercenaries, killers, and saboteurs to the shabby villages which are mostly inhabited by humans and half-orcs. The mission is clear and easy: kill all inhabitants, destroy their fields and farming equipment, and leave clear evidence of the deed. This will discourage others from simply continuing the dead’s former work.

The Brelish intelligence reports do not contain the following information: a powerful **orc warchief** called the Breaker of Bones rules over the area whose **orcs** keep a tight leash on the villagers.

Elections in Korranberg!

Coming Sol, all citizens of our beautiful Korranberg are called upon to cast their vote for one of the gnomes vying for a seat on the Triumvirate. An overview of the final contenders:

- *Mannan Tekas Bripas — One of Korranberg’s wealthiest gnomes, maintains an overarching trade network across Khorvaire. Promises to bring riches to Korranberg.*
- *Hestina Trilys Enkudu — A true scholar, head of the Library of Korranberg. Promises to bring intelligence and opportunity to Korranberg.*
- *Connar Lyrriman d’Sivis — Grandson of the renowned Chancellor Lysse Lyrriman d’Sivis. Promises to ring in a new age for Korranberg and Zilargo.*

The three contenders are greatly interested in hiring “campaign aides” before the upcoming elections to increase their respective chances. Unless the characters intervene in some fashion, Mannan Yekas Bripos wins the election. If the characters want to get in the middle of it, the contenders offer the following quests to them:

- **Mannan Yekas Bripos:** Mannan’s greatest threat is Connar Lyrriman d’Sivis. Mannan is genuinely outraged that a member of House Sivis dares to meddle in Korranberg and Zilargo politics—so openly—and therefore wants to crush him. He tasks the characters with first placing fake letters in Connar’s study. Then, the characters must tip-off Hestina’s people in a way so that they find the correspondence after infiltrating Connar’s study to act upon it.
- **Hestina Trilys Enkudu:** Hestina rightfully considers herself the underdog. She is not well versed in greater politics, but supplanted a few rivals in the Korranberg Library during her time. Promising unrestricted access to the library, she leaves it in the characters’ hands on how to frame the other candidates. Convincing the Trust that Mannan and Connar are murderers would be a good start, Hestina suggests, the rest will take care of itself.
- **Connar Lyrriman d’Sivis:** Connar’s greatest threat is his grandmother, who vowed to disown him if he loses. Connar sees one way to victory: completely destroy Mannan’s business empire before the election. He tasks the characters with bringing him the deeds to all the buildings Mannan owns in Korranberg and a contact list of his closest associates. House Sivis will take care of the rest.

Exotic Plants Grow Rampant

Breland, Moonwatch — Local goblin peasant Ek Glugholm finds himself under fire after importing a plant from Xen’Drik and planting it in Khorvaire soil.

The strange plant proved itself to be superior to any other crop and quickly destroyed an entire harvest. Luckily, the Glugroot—how it was dubbed by the other villagers—is edible itself. Otherwise, the villager would surely starve.

The Glugroot is a true menace and doesn’t stop at Moonwatch’s village border. After one week, everything from the Dagger Wood in the south up to the S kyraker Forest in the north is Glugroot. Druids from as far as the Eldeen Reaches travel toward the affected area to examine and study the invader. Authorities in Wroat decide that the only way to stop the plants is to create a ten-mile-wide strip of wasteland spanning the entire peninsula from east to west. The enforcers of this policy are interested in hiring muscle. Many villages and farmsteads in the area which is to be burned and salted must be evacuated.

Burning the countryside to cinders will not stop the Glugroot. It is extraordinarily well equipped to grow in the razed area, a true pioneer plant. The only way to stop the Glugroot for good is to sail to Xen’Drik and import earth bears, the natural enemy of the Glugroot. Stopping the earth bears is another story entirely.

I think I don't have to tell anyone that the hopefuls fight with their gloves off. How many informers do we have in each election campaign?

Double the number in any case.

If the Chronicle doesn't get the biggest scoop in this election, there will be blood!

**BRELAND
NEEDS YOU!
EAT GLUGROOT!**



Expedition to the Field of Ruins

Sovain d'Tharashk, candidate for leadership in the Triumvirat, seeks to increase his renown by leading an expedition into the Mournland. The experienced explorer has one specific relique in mind: the Holy Standard of Garu-Umesh the One-Eyed; lost during the Last War.

The Order of the One-Eyed carried the standard into battle but perished to the last man and orc. Since then, it is believed to be buried on the former battlefield.

Sovain d'Tharashk calls upon all interested adventurers, explorers, and fortune-seekers to assemble at the aptly named Gathering Stone in Darguun within two weeks. From there, the bold and courageous group will head toward the Field of Ruins.

— For the uninformed: Garu-Umesh the One-Eyed, also known as Dol Dorn for most other races, is the Sovereign of Strength.

Sovain d'Tharashk (neutral male half-orc **veteran**) is a dutiful explorer but extremely unlucky.

The expedition is marred with problems from the get-go. As interested parties arrive at the Gathering Stone, goblin raiders continuously assault the small camp. They are interested in treasure and driving away the intruders. Many would-be explorers die while still on Darguun soil before ever entering the Mournland. When the expedition finally sets out, an obsidian storm hits them at the border of the Mournland. The whirlwind, originating in the Glass Plateau, carries sharp obsidian that cuts many of the explorers to pieces. Limbs, ears, and noses fly through the air as the mutilated adventurers seek shelter.

After finally reaching the Field of Ruins, with only half of the explorers who set out remaining, Sovain begins the search for the standard. The next day, an abomination attacks the explorers. It has the statistics of an **abominable yeti**, with the difference that its Cold Breath deals necrotic damage and its Snow Camouflage gives it advantage on Dexterity (Stealth) checks made in the Mournland, not snowy terrain. If the characters are present, they can prevent Sovain d'Tharashk's death. Otherwise the explorer is never heard from again.

Fake Sovereigns in Circulation

According to official reports, Thrane struggles with an influx of counterfeit sovereigns. Investigators remain in the dark as to where the coins are minted and by whom. The problem was first discovered during a routine remint. After melting the supposed silver coins, a large quantity of coin-sized iron discs remained in the smelter.

The authorities will shortly contact businesses and money houses across Thrane to probe stored currency and withdraw counterfeits from circulation.

The article is made up to earn lots of coin and the author, Brigrim Dain Isonoa, is in on the plan. Gnomish investors from Zilargo shortened the position of Thrane's currency. They correctly predict that the Thrane Sovereign makes a nosedive after the article is released. A week later, the author Brigrim writes a correction, apologizes, and steps down from their position.

Now one of the richest gnomes in Zilargo, Brigrim returns home to live a luxurious life. Alas, a month later, Brigrim dies in a suspicious accident. The death makes headlines, and many begin suspecting what actually occurred. Thrane's authorities usher a death sentence in absentia for all involved parties, without knowing their names and faces, and are interested in hiring investigators to travel to Zilargo to find the rest of the culprits and deliver swift and bloody justice.

Gang War in Lower Dura

Sharn's Lower Dura District is the scene of a bloody gang war. A coalition of the Bloodscales, Stumpburners, and Rusty Prodders on one side against an alliance of the Stinking Stalkers and the Meatgrinders on the other.

The ongoing conflict has claimed the lives of many bystanders, innocent or not, and threatens to spill over into neighboring districts. All attempts at mediation have so far been unsuccessful.

The goblinoid gang war is an attempt at population control by the Council of Sharn. Employing mages with suggestive magic, the Council sowed thoughts of war and perceived insults in the minds of the goblinoids, eventually leading to an all-out war. Each of the factions' warlords is being influenced by such a traitorous mage. Whenever the fighting dies down, the mages foment the warlords' bloodlust.

The gang war comes with additional foreseen benefits. Weapons dealers and healers make a killing with the increased demand for their goods and services, in turn increasing demand for steel. Therefore, Sharn's forges in the Cogs District run white hot, efficiently fueled by the goblinoid corpses, both figuratively and literally. A war tax without real casualties, the Council calls it.

Ousted goblinoid elders and shamans are interested in hiring mercenaries to kill off the **mages** who are poisoning the warlords' minds. After the troublemakers are gone, the elders reckon they can regain control over the weakened gangs.

Gnakmyst's Fine Blends

Gnakmyst's Fine Blends offers the best poisons, explosives, scented candles, and invigorating drinks in Khorvaire. Visit our stores in Sharn, Korranberg, and Fairhaven!

Gnakmyst's — Come for the indigofern, stay for the krell!

Gnakmyst's Fine Blends is a front for House Thuranni operations. The company logo in the advertisement contains Morse code which shows the current codeword "Riptide." Use a different name for Morse code in the world of Eberron: Thieves' Code, Kings' Code, or Cipher are possible options.

The codeword changes whenever a new advertisement is published in the Korranberg Chronicle. Using the codeword in one of the stores offers certain benefits, but only true members of House Thuranni can decipher the correct password, using the codeword and their codebook. In other words: the password identifies a person as a member of House Thuranni, the codeword only improves the standing of outsiders with House Thuranni.

Persons who only know the current codeword, and drop it in the presence of the shop owner, are allowed access to the shop's secret facilities. This usually includes a safe place to rest, access to information brokers, and access to vendors who offer illicit goods. House Thuranni keeps close eyes on people resourceful enough to figure out the codeword and regularly offers high risk, low reward quests to them.

Karrnath Unveils the "Uniter"

Rolling out from a secret underground facility somewhere in the Ashen Spires, Karrnath presented an iron abomination to the world. Breland, Aundair, and Thrane scramble while Karrnath parades a gargantuan railway cannon through the country.

During a public address, King Kaius III assured Khorvaire that the Uniter is purely intended for defensive purposes.

Witnesses tell the Chronicle that during fire tests near Fort Zombie, the Uniter achieved ranges of up to thirty miles with its fireball projectiles. Charging the gun takes several dozen magewrights at least one hour.

Legal scholars, consulted by the Chronicle, believe the construction violates at least three accords of the Treaty of Thronehold.

According to trusted Chronicle sources, Queen Diani ir'Wynarn of Thrane, Queen Aurala ir'Wynarn of Aundair, and King Boranel of Breland have written personal letters to King Kaius III. They urge the dismantling of the weapon, or else Karrnath could find itself facing a unified front in a swift and brutal war.

*This weapon sounds like a beast!
Can we get one of our artificers
there? We need a picture of this
machine at once!*

King Kaius III has no intentions of actually using the railway cannon in an attack, although his trigger finger itches at the sight of this marvel of arcano-engineering. The name "Uniter," however, is a clear signal on Kaius's stance on who should rule over a united Galifar. The other nations received the message and understood the grandstanding and provocation.

To give the cannon a purpose and increase his realm's prosperity, Kaius intends to use it for several civilian projects. First comes the construction of lightning rail tracks connecting Vedykar and Vulyar. Then, the Uniter will be brought north to blast several channels and lakes into the northern plains, bringing water from the Iceflow River and Lake Dark south, to water the plains. Secondly, the cannon will be used to level the Icetop Mountains, mining for iron and other metals.

Aundair and Thrane, as the nations most threatened by the cannon, initiate the following plans:

- Aundair begins with the construction of their own super weapon. After two years, consuming ten percent of Aundair's wealth, they construct a death ray, similar to Karrnath's Uniter. It shoots a beam of energy with a range of 50 miles with enough firepower to destroy several small villages in its path, or one larger town.
- Thrane initiates a plan to outright steal the cannon. In Aruldusk, they begin with the construction of a large boat that can carry the cannon. A team of the best mercenaries and special forces ever assembled will then enter Karrnath, commandeer the cannon, and bring it to Gatherhold or Rekkenmark, whatever is closer at the time. There, hundreds of workers will load the cannon onto the boat. The operation starts after six months have passed.

Lightning Rail Possibly Sabotaged

The lightning rail tracks between Wroat and Starilaskur are currently damaged and cannot be traversed. Just south of the Dragonwood, several explosions destroyed a large number of conductor stones. At the time of this writing, the cause of the explosions is unclear, but House Cannith investigators assume sabotage.

Despite the damage, passengers only have to acquiesce to a minor inconvenience. House Orien already made emergency preparations and connecting trains await passengers at the start of undamaged tracks. Carriages run between the makeshift stations at regular intervals.

The culprits behind the attack are night **druids** and their allies from Droaam. Night druids are druids from the Gloaming in the Eldeen Reaches. As are the plants and animals of the Gloaming, the druids are infused with energy from Mabar, deliberately so. The druids venture into the Gloaming gathering energy and unheard powers to battle against progress and civilization. The night druids' skin and eyes turn pitch-black, as if sucking up all light near them.

In Droaam, the night druids found stalwart allies in **ogres, ettins**, and other monsters who simply enjoy destroying things. The night druids focus the monsters' destructive power into more de-constructive channels.

Currently, the night druids and their monsters hide in the Bear's Wood. From there, they strike merchants and travelers on the road to Zilargo. They leave no survivors. After having their fill, they journey through the King's Forest toward Sharn. There, they destroy and sabotage vital facilities like the water supply and the sewage system to bring the behemoth that is Sharn to its knees.

Mroranon's Stones Stolen

The Mroranon Clan's most prized artifact has been stolen from their treasure vault. Forlgrarn's Stones, a relic of the clan's founding father, disappeared three months ago, and are yet to be recovered. Under the promise of anonymity, a member of the Mroranon Clan spoke with the Chronicle, revealing the theft with a plea for help: "Find our stones and return them to us. We will make you rich beyond belief, I give you my word on that!"

According to the Chronicle's source, the theft was kept under wraps to maintain the Mroranon Clan's sterling image.

However, due to the half-hearted and amateurish attempts to retrieve the stones, the Chronicle's source could not remain quiet any longer. The Chronicle has no information regarding ongoing investigations.

— The Mroranon Clan is part of the Iron Council, seated in the de facto dwarven capital of Krona Peak. The city is situated in the Ironroot Mountains and survived the Last War virtually unscathed, due to its location.

Jorlgrarn's Stones are two diamonds, each worth 1,000 platinum dragons. The Irynbite Clan hired the most skilled thief in Khorvaire, Swush-and-Gone (neutral goblin assassin) to steal Jorlgrarn's Stones. As a fellow Clan on the Iron Council, the Irynbiters attempt to disgrace the Mroranon Clan, thereby weakening their influence over the council. To muddy the waters, the Irynbite Clan leaked evidence and spread rumors, indicating that House Kundarak is the responsible party. Additionally, Swush-and-Gone planted the diamonds in House Kundarak's own vaults. However, House Kundarak found the stones, and planted them in the Graygrim Clan's Hold, another clan represented on the Iron Council. The stones remain there, undiscovered as of yet.

The Mroranon Clan kept quiet about the incident, hoping to uncover the stones before their reputation was ruined. Annoyed with the lack of progress, the Irynbite Clan sent an agent to conduct a fake interview with the Korranberg Chronicle, resulting in the printed article.

The Mroranon Clan is interested in finding the stones and is willing to hire anyone able to help. The characters can uncover the truth by investigating the fake interviewee, Swush-and-Gone, or suspected activities within House Kundarak.

Wish I had been there to hear the speech! That Oargev has some genuine charisma.

Alas, it will come to nothing—it always does. The Mourland will still be here in a thousand years!

Oargev Addresses Khorvaire

Prince Oargev ir'Wynarn, King of Cyre, or what remains, gave a speech on Mol to address all of Khorvaire.

Standing in Thronehold, choosing the mist shrouding the Mourland as backdrop, Prince Oargev ir'Wynarn once again tried to rally support for his cause—reclaiming Cyre, no matter the cost. An excerpt:

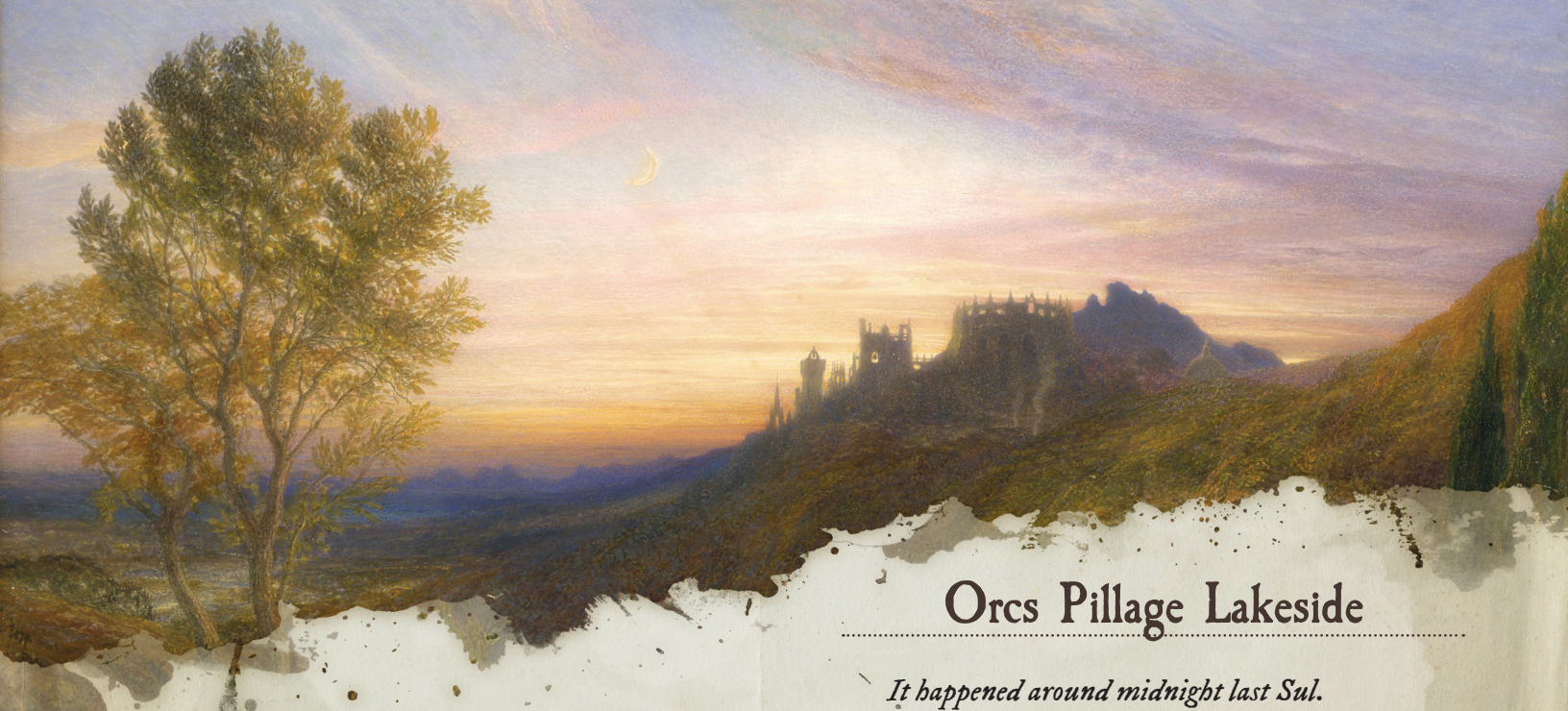
"No longer can I bear to see my beloved Cyre in ruins. Worse, as a source for continued suffering and pain among the neighboring nations. The first generation of Cyran refugees, born outside of her borders, can now walk, talk, and ask questions. With tears in my eyes, I stand before them, explaining that we are a broken people, cast out from our home, which is now ruled by nightmares!"

I call upon my brothers and sisters in Aundair, Breland, Thrane, and Karrnath: Stand with us against the tide of evil you all see behind me! If we do not act now, you might be next. Who knows where the next Mourning might occur if we shut our eyes and pretend nothing has changed!"

Following his speech, Prince Oargev ir'Wynarn will tour the capitals of the remaining nations, arguing his case.

Oargev has partial success. Karrnath, Thrane, and Breland agree to fund the Prince's efforts. Although the rulers have no interest in helping Cyre reemerge, they must do something to appease their troubled populace. To acquire the much-needed funds, Prince Oargev ir'Wynarn made territorial concessions to the bordering nations, naturally with no intent to adhere to them. As a result of the negotiations, Karrnath, Thrane, and Breland fund the foundation of a new order, tasked with reclaiming Cyre. However, half of the budget must go to the defense of the sponsoring nations.

The prince funnels some of the appropriated funds to the Cyran Avengers. The rest, he uses to found the Order of the Cleansing Flame. All over the sponsoring nations, recruiters and pamphlets appear, calling for recruits to the Order. The headquarters will be located in Thronehold, in a small, newly established district, dedicated to Cyre.



Operations and True Beauty

A new trend in Fairhaven sees men and women flock to a studio bearing the name of “Divine Sculpting.” There, artists mend bent noses and straighten hunchbacks. The artists also offer “improvements” aside from simple repairs. Changing cheekbones, puffing lips, planting hair; the possibilities are manifold.

Now, a fat purse directly translates to beauty, and the fair city truly earns its name. The waiting list has already shot up to several months, with other butcher shops shooting from the ground like mushrooms. The poor mutilate themselves, while the rich grow ever more pretty!

Head of “Divine Sculpting” is a grifter who goes by the name of Harli Ipani Quessa (chaotic evil female gnome **priest**). She makes a killing with plastic surgery and by collecting investments for her business. All the modifications she makes are temporary. Six months after Harli arrives in the town, the modifications spontaneously revert. By then, she will have long left the city.

Many former customers are out for her life at that point. If the characters look into the studio before that, they discover that something similar happened in other cities before. Confronted with rumors about possible past transgressions, Harli attempts to bribe her way out of the situation with an outrageous amount of coin.

Orcs Pillage Lakeside

It happened around midnight last Sul. According to eyewitnesses, dozens of orcs emerged from the thick mists engulfing Lake Dark and stormed into the town. The guards, those who were not sleeping, were surprised by the vicious attack. The orcs pillaged what they could, slaughtered who stood against them, and vanished as quickly as they appeared. A local farmer reports:

“They ran straight back into the water. Carrying loot, armor, bound prisoners, not caring at all. They must have been undead apparitions I tell you, otherwise they would have drowned in a jiffy. I’m telling the truth, or my name is not Manfred Klumperding!”

Meanwhile, defenses have been bolstered to prevent another incursion from the black waters of Lake Dark.

The **orcs** arrived in Lake Dark in a goblin-built submarine. They emerged from under the Ironroot Mountains, travelled to Lakeside unnoticed, and pillaged the town. The orcs appear again and again, with several weeks in between. Sometimes they park their submarine in Lake Dark, other times a few miles upstream, to keep the defenders on their toes.

The genius goblin engineer Krik-krak operates the submarine, which brings him great joy. However, after a few raids, the work gets stale. He wants to quit, but the orcs won’t allow it. During one raid, Krik-krak fires a flare to make the defenders aware of the vessel.

Prison Break: Gulgo the Abhorrent

Gulgo the Abhorrent escaped the Dreadhold in the early morning hours, with guards in close pursuit. A preliminary investigation revealed that Gulgo fashioned himself an arcane focus from "cream of tartar." Guards secured a wineskin with which Gulgo fermented fruits. As a first precaution, fruits were stricken from the prisoners' rations.

The Warden Lorfal Kundarak made this gruesome but effective announcement: "It will only be a matter of hours before we return Gulgo to his cell. Afterward, I will personally hack his hands off and tear his tongue out."

The last reports suggest that the fugitive is fleeing in a south-westerly direction. The Chronicle advises the citizens of Tantamar, Frostmantle, and Lake Home to be vigilant and report any suspicious activity.

— Gulgo the Abhorrent was one of the five Black Evils during the Last War. As per §731 Section B of the Treaty of Thronehold, it is forbidden to report about his deeds. He operated several laboratories in and around Metrol.

Gulgo the Abhorrent (chaotic evil male human **archmage**) escapes his persecutors, crosses the mountains, boards a lightning rail in Krona Peak, and eventually makes his way to Metrol. He spends four weeks in the area, scavenging his old laboratories, destroying evidence of his recent visit and old experiments where needed. He reopens and expands one of his old laboratories below Metrol's Old Arena and places a teleportation circle.

After finishing the work, Gulgo travels to Vedykar and opens a school for mages under his new name Imir the White. There, he trains mages and picks out the most promising ones. Those, Gulgo teleports to his secret laboratory in Metrol and disintegrates them in a gargantuan tank. The sentient goo becomes a super brain which will help Gulgo unlock immortality and satisfy other curiosities like the origin of the Mourning.

Public Marriage Invitation

In a surprise joint announcement, King Kaius, 3rd of his name, and Morrikan d'Kundarak have announced that Princess Deborah of Karrnath and heir apparent Thornkor d'Kundarak will join hands in marriage.

The marriage celebrations start today and will last for an entire week, culminating in the traditional exchange of rings and swords.

Since King Kaius III is giving his daughter's hand away, the celebrations are held in Korth's royal palace. All of Khorvaire's citizens are welcome to join the celebrations, the future wife and husband declared. A series of mock battles, tournaments, and competitions will be held leading up to the official wedding. For the duration of one week, board and lodging in Korth are entirely free of charge.

With House Kundarak's influence over the Mror Holds and Karrnath's martial history, Aundair feels threatened by the upcoming marriage. The opposition to the marriage is supported by the strong conviction that the Houses shouldn't meddle in politics and the aristocracy. King Kaius's advisors are well aware of Aundair's animosity but couldn't convince the King to forbid the marriage. Princess Deborah and Thornkor d'Kundarak first met during a state visit which brought King and princess to the Mror Holds. Thornkor was enamored with Deborah's love of warcraft and her siege knowledge. In turn, she couldn't withstand Thornkor's raw prowess in battle and thick beard. It was love at first sight, like in the fairy tales.

Aundair sends several agents (**mages**) to prevent the wedding. During the last day of the celebration, the mages hide alchemist's fire in specific places, cast dominate person on random celebrating people, and order them to storm onto the stage to blow the spouses to pieces. Unless the characters intervene, both Deborah and Thornkor are killed. The blame is put on racists who oppose dwarven meddling in the Karrnath royal family.

I will be reporting about the wedding myself, don't bother to ask!

Roll Out of the Loveforged

In a changing world, many search for purpose and meaning. No one is more affected than the warforged, the remnants of the Last War who daily remind us of the horrors of this conflict. Some of the former warforged soldiers decided to make up for their deeds by making love, not war.

Anduini d'Cannith, a genius inventor and, apparently, shrewd businesswoman, offers total conversions for warforged. Anduini operates a workshop in the newly founded "Oiled Cog," refitting warforged for exotic purposes, free of charge. Many warforged have already journeyed to Korranberg to see the wonder for themselves.

However, many view Anduini's work with disdain, suspicion, and envy. The "Oiled Cog" has already been victim to one attack since the recent opening, with more sure to come. Additional security will be hired, Anduini assures the Chronicle.

The "Oiled Cog" quickly becomes a popular destination for enthusiasts of machine-love. The operation is marred with problems, however.

Anduini d'Cannith (neutral good female human **mage**) is under pressure from all sides. Wroat's officials want to close the establishment by all means, despite being frequent customers. House Cannith is less than pleased about Anduini's exploits. They frequently send agents who threaten Anduini with expulsion from the House if she doesn't stop her business. Lastly, Anduini had to go into debt to fund the investment into her business. Although she repaid the lenders, including the ludicrous interests, the criminals won't relent. To their surprise, the "Oiled Cog" is the most lucrative business in Wroat, and they want a bigger slice of the pie.

When the characters first visit the "Oiled Cog," they witness three bandit captains threatening Anduini d'Cannith. She doesn't want to involve the already battle weary warforged, so asks the characters for help.

Sharn's Dockworkers on Strike

"Send in the thugs!" was the authorities' latest response to striking dockworkers in Sharn's Cliffside District. The workers will have to wait for their demanded wage increase and life insurance for a while longer, it seems.

The strikes now enter their second week, with no end in sight. The armed workers were unimpressed by calming magic, drove away hired strikebreakers, and withstood all other attempts to evict them from the airship harbor facilities—for now.

While most airships are grounded, the stakes rise. Both sides have called upon Khorvaire to support their cause. House Lyrandar promises a reward for a quick solution, the dockworkers cry out in desperation. Daily, more and more people flock to the dock worker's banner. Their struggle against "the man" inspires Sharn's downtrodden populace.

The secretary of the newly founded dockworkers' union is known as Petyr Ingram. Petyr organizes the strike, acquires food to keep the strikers fed, and hires mercenaries to protect the workers. While the strike is real, its origin isn't as pure as portrayed. House Orien handsomely paid Petyr to rouse the dockworker's ire against their employer to sabotage—or at least temporarily hinder—House Lyrandar's airship business. A true believer in workers' rights, Petyr used the funds he received to organize the strike and didn't line his own pockets.

Petyr is interested in hiring negotiators who can bring House Lyrandar to the table. House Lyrandar is interested in ending the strike swiftly, if necessary, by killing Petyr. House Orien wants to stretch out the strike for as long as possible, supporting the strikers with weapons.

Unless the characters intervene, the strike comes to a sudden end after two additional weeks. House Lyrandar stages an "accident" where an old airship, loaded with explosives, crashes into the strikers' headquarters in the airship harbor. It explodes and kills all dockworkers. House Lyrandar blames the deceased dockworkers of negligence, resulting in the accident, and refuses to pay reparations to the families.

Silver Flame Holy Relique Stolen

Thrane, Flamekeep — The city is in uproar after the theft of one of the Silver Flame's holy books became public knowledge. When Cardinal Uhdor opened Tira Miron's personal diary for a special sermon, he found it to be completely empty. The book was kept deep beneath the cathedral, secured by secret mechanisms and ancient servants, along with other sacred artifacts.

How or when thieves replaced the diary with a replica is unknown. No records as to when it was last opened exist, therefore the theft could have gone unnoticed for decades or centuries.

Overzealous followers of the Silver Flame took the matter into their own hands. They stormed the homes of suspicious citizens, like known changelings, and turned them upside down. For now, there have been no deaths reported.

Jaela Daran offered the following words to her followers:

"I beg all of you to please remain calm and peaceful, there is never a need or excuse for violence. Even if the book is lost forever, we have no need for it. I can speak to Tira Miron at all times, and if need be, I can write a new retelling, going from our savior's memories. Please, return to your homes and pray. The Silver Flame can guide you."

At the request of Tira Miron herself, Jaela Daran ventured down into the cathedral's cellar and erased every word from Tira Miron's diary. Jaela Daran foresaw a great calamity if Cardinal Uhdor would have read from the diary, so she requested permission to prevent her prediction from becoming reality—the Silver Flame agreed.

Although the riled-up populace tearing Flamekeep apart is not comparable to what would have happened if Jaela didn't act in time, she wants to remedy the situation. In secret, Jaela composed a new diary, with Tira Miron's help. Jaela places the freshly created fake

diary in the hands of her most trusted paladin Hanah of Arabough, also known as the Pure Hearted. The task for Hanah is to descend into the most dangerous dungeon in Thrane and place the diary there for later "uncovery."

Following the successful mission, Jaela Daran proclaims that she uncovered the whereabouts of the lost relic, and calls upon brave adventurers to recover it, returning it to the cathedral.

Stolen Weapons Shipment

A secret Aundarian military lightning rail was attacked during yesterday's early morning hours. According to the Chronicle's sources, the lightning rail carried a weapons shipment with an unknown destination.

After leaving Fort Light in a southerly direction, shortly before passing the border into Brelish territory, an explosion on board the train brought it to a halt—this according to eyewitnesses stationed at Fort Light.

A mounted unit emerged from the nearby Greenhaunt forest, stole the cargo, then retreated into the safety of the woods. No official statement has been made public yet.

The lightning rail was carrying experimental weapons to Darguun. Aundarian artificers enchanted Dhakaani adamantine weapons to create the deadliest arms on Khorvaire. Since Aundair isn't in an official state of war with its neighbors, it looked elsewhere to test the weaponry. If the weapons would have arrived in Darguun, the goblinoids were contractually obligated to cross the Seawall and raid Zilargo.

A merry band of robbers, operating from the Greenhaunt Forest, stole the secret cargo by accident and now sits on the largest powder keg in Khorvaire. Agents of House Phiarlan, Breland, Thrane, and Aundair are on their way to the Greenhaunt to get to the bottom of the matter. Meanwhile, the leader of the robber band, Robin Cowl (chaotic neutral female half-elf **scout**) leads her merry band to the village of Black Pit—a den of thieves with a thriving black market—to sell most of the weapons.

Surveyors Killed or Abducted

Aundair, Redleaf — Elven assailants captured and abducted surveyors of House Orien and Aundair, who traveled to Redleaf on a mission of progress. In a push to connect the Eldeen Reaches with the lightning rail network, House Orien and Aundair joined forces. Construction for the tracks between Fairhaven and Redleaf is underway, but the denizens of the Eldeen Reaches still oppose the perceived intrusion. A spokesperson of Aundair's Queen made the following statements:

"It is crystal clear that the rightfully Aundairian parts of the Reaches must join the fold of developed countries. These rubes can still plow their dirt while we supply Aundair with much-needed wood and other resources. Release our surveyors or receive our righteous wrath!"

The elven radicals call themselves the Deepwood Watchers and fight against progress. They abducted the five surveyors (**commoners**) and brought them into the center of the nearby Riverwood. There, they stripped them naked and set them free. After one week, 1d4 of the surveyors emerge from the woods, starving and freezing. They return to Aundair to report about their maltreatment. Meanwhile, Aundair sends soldiers in civilian clothing into the Eldeen Reaches to set fire to their fields and woods as retaliation. Additionally, the mission serves as a warning about what happens if the peasants don't return to the fold; as they were formerly Aundair's vassals.

The families of the abducted surveyors attempt to hire mercenaries. Their task is to search the area around Redleaf and uncover the whereabouts of the abducted, or their bodies.

The Deepwood Watchers have a headquarters hidden deep inside the Towering Wood. For every burned field or woods, they poison a well in a village on Aundair's western border.

Technological Breakthrough in Droaam

For decades, the backward nation of Droaam has strived to catch up to the civilized world—scientifically and culturally. With the launch of the Iron Drägon, Droaam took a great leap toward this goal. The gigantic airship left its dockyard in the Great Crag and started on its maiden voyage in an easterly direction.

At the time of reporting, it is unclear whether the Iron Drägon will enter Brelish airspace or swing about to forgo further provocation. This show of force will undoubtedly convince the bordering nation of Breland to invest heavily in its military.

The Chronicle first reported about the Iron Drägon eight months ago, when the initial intelligence report reached the editorial staff. With the dimensions ten times that of a normal airship, it is a true behemoth of the skies. The Chronicle will continue its coverage, as the nations scramble to determine how many of these ships Droaam could possibly support.

The so-called "technological breakthrough" was not brought about by the Droaam natives. The Daughters of Sora Kell sent agents into the world which staged various accidents, presumably killing skilled technicians and dragonmarked people. In reality, the agents abducted the targets and brought them to Droaam. Hidden deep beneath the Great Crag lies a prison for these "consultants," as the hags like to call them. Of the abducted, only Kafi d'Lyrandar and Dranosa Cannith are aboard the Iron Drägon. Considered crucial for the airship's operation, they labor under the threat of death.

During its voyage, the Iron Drägon enters Brelish airspace and drops crude letters above border towns and villages. The pamphlets announce that a new age has dawned for Droaam and that Khorvaire should welcome this "balancing force"—or else.

Terrorists Strike in Thaliost

Thrane, Thaliost — During the night from Sol to Mol, terrorists struck the mayor's villa, the city hall, and the barracks with explosive cocktails. There were no deaths and only five guards lightly wounded. Investigations to find and capture the culprits are under full blast.

The following statement of the responsible party has reached the Chronicle via secure channels, and after careful consideration of the editing staff, it was decided to release it unredacted and in full:

"You can call us anything you like: The Liberation Army, terrorists, or merely concerned citizens. We do not give a toss either way. Our little stint was a wake-up call. Thaliost does not belong to Thrane, we do not care what the high and mighty wrote on their stained toilet paper called 'The Treaty of Thronehold.'

Our attacks will continue unless their child god Faela Daran gives up their claim on our city. Next time, we might strike on a busy work-day, or carry our wrath to the Flame Keep itself!"

— Thaliost, part of Aundair in the past, was given to Thrane according to the Thronehold Accords. Even after almost a century of occupation, her citizens long to return to Aundair's rule.

The terrorist group becomes known as the Liberation Army. They are made up of equal parts of Thaliost citizens and Aundair agents. The leader is internally known as the "Baker." In real life, he's a roofer and former soldier named Herbert Kunon. The Liberation army does not accept recruits from outside Thaliost unless they are sent by Aundair.

*Terrorists? This is big. Real big!
Get our best people on it.
I want names, I want plans,
the whole shebang!*

The Thaliost authorities are interested in hiring additional security forces to guard government buildings and agents to sniff out the terrorists.

If left unchecked for twelve weeks, the attacks continue, and many of Thaloist's government buildings lie in ruin. The citizens create their own militia and declare Thaliost independent, inviting in Aundair. This is when the army of Thrane strikes, which assembled near Daskaran. They massacre most of the population, claiming they were serving the Dark Six.

The Crimson Ghost Returns

The serial killer known as the Crimson Ghost has claimed their 26th victim — going from the official reports. The murderer struck in Atur, one of Karrnath's largest cities. Confirmed cases date back to the year 992 YK, but scholars have found evidence of similar killings dating back as far as 799 YK. The head investigator Giovanni Charlin had this to say: "Our best agents are working on the case and we are confident in catching the culprit soon."

Responsible for the murder is an evil quori, for example a **tsucora quori** (RFTLW). It enters the body of a humanoid and uses its short control to kill a random other person in the vicinity, for example by strangulation. After the deed is done, the quori leaves the host and kills it in the process. The former host always shows the same damage: the chest is burst open from the inside, ribs sticking out like an open maw. The killings are completely arbitrary and fueled by mindless rage.

A special unit of law enforcers, made up of investigators from many countries, is tasked with clearing the case. The unit is known as Section 99, in some circles, and is considered a joke and way to sideline "troublemakers." Nevertheless, they are dedicated oddballs hellbent on solving the case.

To involve the characters, they could become witnesses or victims of the quori. Sometime later, Special Agent Bippliboob (lawful good male gnome **spy**) and Special Agent Grandsmash (lawful neutral female half-orc **spy**) approach the characters to get their statement.

The Webbed Woods

Peculiar reports about Thrane's Thornwood could recently be confirmed by the Chronicle personnel. The outskirts of the forest are completely covered in webbing, so much so that entry is almost impossible. The Chronicle's correspondent at the scene, Wordi Gloim Xar, managed to penetrate the unnatural defenses and could advance several hundred feet into the eerie darkness. The local ranger advised a retreat when hundreds of red eyes appeared in the distance.

Already stretched thin, the local authorities proclaim that there is no gain in investigating or resolving the matter. The area has been declared a no-go zone for the coming 99 years. Since this will not stop adventurers and treasure seekers from going into the woods, many guides and rangers await booming business in the surrounding inns and taverns.

A **vampire** and a community of fifty **shifters** (RFTLW), who can use their Shifting to turn into **giant spiders**, moved into the Thornwood and made it their home. They barred anyone from entering and want to live a peaceful life. Over time, they plan to turn the woods into an ideal home. Adapting flora and fauna to their needs, cultivating something completely new and alien.

Alas, adventurers constantly harass the community. Over the following weeks, they burn down large swathes of the Thornwood, slowly encircling the settlers and trapping them inside. Finally, the beleaguered sally out, slay all intruders, and flee to greener pastures. The characters can avoid this fate by intervening, for example by mediating.

Undead Realm in Mar'saval

Undead lizard diplomats from the newly formed realm of Lich King Zar'bast arrived in Taer Valaestas to demand official recognition. Along with them, they brought ancient treasure and exotic beasts to swoon the High King.

The matter is under official consideration. At the time of reporting, it is undecided if a diplomatic delegation will be sent into the deadly jungles of Q'Barra to verify the claims.

Indeed, a **lich** called Zar'bast emerged in Mar'saval. After killing many lizardfolk, raising them from the dead, and subjugating the rest, Zar'bast plans to conquer all of Khorvaire—in due time. Zar'bast waited millennia in stasis until the lizardfolk accidentally freed him, so what are a few millennia more to achieve one's goal?

Zar'bast's first ploy was to send cursed artifacts to Taer Valaestas, which they happily accepted. The most important of which is a golden throne, which the High King took a liking to. Slowly, Zar'bast gains influence over the High King, making him Zar'bast's puppet. Over the following months, more and more undead appear at the High King's court. They occupy important functions, much to the anger of the elves. Although the undead are dutiful workers and do an excellent job, improving Valenar's economy and well-being, many courtiers hire assassins and work toward a war against Q'Barra behind the scenes.

Unearthed Graves in Starilaskur

Unknown grave robbers hit several graveyards in Starilaskur last Far, stealing as many as 43 corpses. The matter is under investigation. If you encounter undead in the area, report them at your nearest guardhouse or temple.

The grave robbers work in a glue factory in Siyar. To produce more cheaply than the competition, they figured that getting part of their ingredients free of charge would be beneficial. Since they obviously don't want to raid their own dead, the glue makers travel to Starilaskur by boat, then ship their loot back to Siyar. The grave robbers gift the jewelry they find in the graves to their loved ones or wear it themselves.

If the characters don't intervene, the grave robbers cause problems for Starilaskur after a few weeks of pilfering. They open one of the oldest tombs, which contains an undead **mummy**. It kills the graverobbers and runs amok in Starilaskur.

Weather Phenomenon in Sigilstar

Yesterday, a kaleidoscope of colors appeared above Sigilstar's sky. The churning energy band hangs over the city like a bad omen, leaving Sigilans unsure whether it is safe to leave their homes. Conmen already advertise various cloaks, charms, and ointments which allegedly protect against the apparition. The authorities advise to remain calm and await the results of an investigation.

Several mages from Sigilstar's renowned "Hex Sigilis" university are researching the energy band, to determine if it is artificially created and whether it is benign or malicious in nature. The headmaster, Herribert the Portentous, dismissed claims that mages from the university itself are to be blamed.

The phenomenon above Sigilstar appears like an aurora. It is natural and caused by a sunstorm that will last for four weeks, starting from the publishing of the article. During these weeks, doomsayers, charlatans, and supposed heroes flock to Sigilstar. They proclaim impending doom, or comb through the city to find the evildoer who caused the phenomenon.

Should the characters arrive in Sigilstar during this time, they find a city in a state of panic. Thousands of citizens leave for the countryside, pillagers make short work of looting shops, and the city guards have all but abandoned the streets; countless needless tragedies occur. The authorities are interested in hiring mercenaries to drive the doomsayers (**cult fanatics**) from the city, if necessary, with harsh, proven violence.

I bet my blink dog that's these mages at it again. Do you remember when that nut job turned half of Karranberg's people into gelatinous cubes? I trust them as far as I can throw a rock— which is not far.

Wright Riots Continue

An arcano-factory in Starilaskur became the latest target in a series of brutal, reactionary attacks. At noon yesterday, thirty to forty masked and armed rioters stormed "Garoman & Sons" fur coat manufactory, clubbed the magewrights half to death, then fled the scene.

In response, the authorities cracked down on Starilaskur's former working-class districts, now home to impoverished families. According to official reports, two people were killed during the raid, and twenty apprehended.

— The conflicts between returned soldiers and magewrights, who now occupy the soldiers' former workplaces, threaten to escalate. In many of Breland's and Thrane's settlements circulate pamphlets of the so-called "Popular Front." Their demands include a citizen's dividend, paid by taxes on arcane products and services.

Authorities in Breland and Thrane are struggling to integrate former soldiers back into society. The problems are myriad. Only a fraction could return to their professions. Factory workers and artisans were replaced by more efficient magewrights: no training necessary with greater output. Many veterans reject prosthetic limbs because it would bring them closer to becoming warforged themselves. Then, there is the psychological component. Only a few temples are equipped to handle the mental health of the veterans; many can't be treated due to a lack of clerics.

The Popular Front channels the veterans' anger into brutal riots. Although the storming of factories puts the problem in the open, it also hinders the economic recovery after the Last War.

The authorities are interested in hiring undercover agents, best veterans, to infiltrate the Popular Front and rat out their leaders or liquidate them on the spot. The Popular Front is interested in recruiting new members who are willing and skilled enough to destroy government facilities and organize a coup.

Roll Out of the Loveforged

By Migi Oilp Enkidu

In a changing world, many search for purpose and meaning. No one is more affected than the warforged, the remnants of the Last War who daily remind us of the horrors of this conflict. Some of the former warforged soldiers decided to make up for their deeds by making love, not war.

Anduini d'Cannith, a genius inventor and, apparently, shrewd businesswoman, offers total conversions for warforged. Anduini operates a workshop in the newly founded "Oiled Cog," refitting warforged for exotic purposes, free of charge. Many warforged have already journeyed to Korranberg to see the wonder for themselves.

However, many view Anduini's work with disdain, suspicion, and envy. The "Oiled Cog" has already been victim to one attack since the recent opening, with more sure to come. Additional security will be hired, Anduini assures the Chronicle.

Mroranon's Stones Stolen

By Daphibys Oilp Enkidu

The Mroranon Clan's most prized artifact has been stolen from their treasure vault. Jorlgrarn's Stones, a relic of the clan's founding father, disappeared three months ago, and are yet to be recovered. Under the promise of anonymity, a member of the Mroranon Clan spoke with the Chronicle, revealing the theft with a plea for help: "Find our stones and return them to us. We will make you rich beyond belief, I give you my word on that!"

According to the Chronicle's source, the theft was kept under wraps to maintain the Mroranon Clan's sterling image. However, due to the half-hearted and amateurish attempts to retrieve the stones, the Chronicle's source could not remain quiet any longer. The Chronicle has no information regarding ongoing investigations.

— The Mroranon Clan is part of the Iron Council, seated in the de facto dwarven capital of Krona Peak. The city is situated in the Ironroot Mountains and survived the Last War virtually unscathed, due to its location.

Sharn's Dockworkers on Strike

By Zonkybart Farn Hunni

"Send in the thugs!" was the authorities' latest response to striking dockworkers in Sharn's Cliffside District. The workers will have to wait for their demanded wage increase and life insurance for a while longer, it seems.

The strikes now enter their second week, with no end in sight. The armed workers were unimpressed by calming magic, drove away hired strikebreakers, and withstood all other attempts to evict them from the airship harbor facilities—for now.

While most airships are grounded, the stakes rise. Both sides have called upon Khorvaire to support their cause. House Lyrandar promises a reward for a quick solution, the dockworkers cry out in desperation. Daily, more and more people flock to the dock worker's banner. Their struggle against "the man" inspires Sharn's downtrodden populace.

GNAKMYST'S FINE BLENDS

GNAKMYST'S FINE BLENDS offers the best poisons, explosives, scented candles, and invigorating drinks in Khorvaire. Visit our stores in Sharn, Korranberg, and Fairhaven!

GNAKMYST'S — COME FOR THE INDIGOFERN,
STAY FOR THE KRELL!



A Wild Flock of Brooms Appeared

By Daphibys Oilp Enkidu

According to befuddled eyewitnesses, a flock of sentient brooms ravages Aundair's countryside. The first reports originate from the area surrounding the village Wyr, located more than 100 miles west of Fairhaven. From there, the flock flew south, hitting Windshire and now threatening the city of Passage.

The brooms leave a path of destruction in their wake. A score of thrashed peasants, flattened fields, but also cleaned roads. The Aundairian air force awaits the flock in a few days' time, set on eradicating the threat.

THE KORRANBERG CHRONICLE

VOL. CCLVI

Independent and Punctual

5 CROWNS

Wright Riots Continue

By FARVYN LORIGYRA

An arcano-factory in Starilaskur became the latest target in a series of brutal, reactionary attacks. At noon yesterday, thirty to forty masked and armed rioters stormed "Garoman & Sons" fur coat manufactory, clubbed the magewrights half to death, then fled the scene.

In response, the authorities cracked down on Starilaskur's former working-class districts, now home to impoverished families. According to official reports, two people were killed during the raid, and twenty apprehended.

— The conflicts between returned soldiers and magewrights, who now occupy the soldiers' former workplaces, threaten to escalate. In many of Breland's and Thrane's settlements circulate pamphlets of the so-called "Popular Front." Their demands include a citizen's dividend, paid by taxes on arcane products and services.

Technological Breakthrough in Droaam

By OWIN ZUKOV WOKAR

For decades, the backward nation of Droaam has strived to catch up to the civilized world—scientifically and culturally. With the launch of the Iron Drägon, Droaam took a great leap toward this goal. The gigantic airship left its dockyard in the Great Crag and started on its maiden voyage in an easterly direction.

At the time of reporting, it is unclear whether the Iron Drägon will enter Brelish airspace or swing about to forgo further provocation. This show of force will undoubtedly convince the bordering nation of Breland to invest heavily in its military.

The Chronicle first reported about the Iron Drägon eight months ago, when the initial intelligence report reached the editorial staff. With the dimensions ten times that of a normal airship, it is a true behemoth of the skies. The Chronicle will continue its coverage, as the nations scramble to determine how many of these ships Droaam could possibly support.

Gang War in Lower Dura

By BILFAN KIM VINJA

Sharn's Lower Dura District is the scene of a bloody gang war. A coalition of the Bloodscales, Stumpburners, and Rusty Prodders on one side against an alliance of the Stinking Stalkers and the Meatgrinders on the other.

The ongoing conflict has claimed the lives of many bystanders, innocent or not, and threatens to spill over into neighboring districts. All attempts at mediation have so far been unsuccessful.

Contact Lost

By SPINOVE BREEMIPHI JOFOR

Contact with a House Sivis message station in the Lhazaar Principalities has been lost. As of the time of this writing, it is unknown what befell the stationed gnomes or if the speaking stone is still intact.

House Sivis considers its message stations high-value targets and emphasizes security. Well trained guards and deadly traps secure the heart of the operation, the so-called speaking stone.

House Sivis's official statement: "The matter is under investigation. The messaging network is not negatively affected and operates within normal parameters."

Weather Phenomenon in Sigilstar

By SPINOVE BREEMIPHI JOFOR

Yesterday, a kaleidoscope of colors appeared above Sigilstar's sky. The churning energy band hangs over the city like a bad omen, leaving Sigilans unsure whether it is safe to leave their homes. Conmen already advertise various cloaks, charms, and ointments which allegedly protect against the apparition. The authorities advise to remain calm and await the results of an investigation.

Several mages from Sigilstar's renowned "Hex Sigilis" university are researching the energy band, to determine if it is artificially created and whether it is benign or malicious in nature. The headmaster, Herribert the Portentous, dismissed claims that mages from the university itself are to be blamed.

Prison Break: Gulgo the Abhorrent

By FARVYN LORIGYRA

Gulgo the Abhorrent escaped the Dreadhold in the early morning hours, with guards in close pursuit. A preliminary investigation revealed that Gulgo fashioned himself an arcane focus from “cream of tartar.” Guards secured a wineskin with which Gulgo fermented fruits. As a first precaution, fruits were stricken from the prisoners’ rations.

The Warden Lorfal Kundarak made this gruesome but effective announcement:

“It will only be a matter of hours before we return Gulgo to his cell. Afterward, I will personally hack his hands off and tear his tongue out.”

The last reports suggest that the fugitive is fleeing in a south-westerly direction. The Chronicle advises the citizens of Tantomar, Frostmantle, and Lake Home to be vigilant and report any suspicious activity.



Fig. 1. GULGO THE ABHORRENT, 996 YK

— Gulgo the Abhorrent was one of the five Black Evils during the Last War. As per §731 Section B of the Treaty of Thronehold, it is forbidden to report about his deeds. He operated several laboratories in and around Metrol.

Board MORTIMER'S FLYING CIRCUS Today!

Excitement, pleasure, wonder, and ecstasy — this and more, you will find at Mortimer's Flying Circus! A true marvel of technology; the first flying hotel, gambling hall, bathhouse, and restaurant in Khorvaire!

Sharn — Fairhaven — Korth — Sigilstar — Korranberg and back again. Witness the Jiifrar Sisters' mind-bending magic, behold bodacious fireworks every night, and tremble before ferocious beasts from the Talenta Plains. A cruise you will forever remember.

Tickets and timetables are available at your nearest airship harbor.

Stolen Weapons Shipment

By MERTOR BAILIV

A secret Aundarian military lightning rail was attacked during yesterday's early morning hours. According to the Chronicle's sources, the lightning rail carried a weapons shipment with an unknown destination.

After leaving Fort Light in a southerly direction, shortly before passing the border into Brelish territory, an explosion on board the train brought it to a halt—this according to eyewitnesses stationed at Fort Light.

A mounted unit emerged from the nearby Greenhaunt forest, stole the cargo, then retreated into the safety of the woods. No official statement has been made public yet.

The Crimson Ghost Returns

By RIBALD KAIV SALM

The serial killer known as the Crimson Ghost has claimed their 26th victim — going from the official reports. The murderer struck in Atur, one of Karnath's largest cities. Confirmed cases date back to the year 992 YK, but scholars have found evidence of similar killings dating back as far as 799 YK. The head investigator Giovanni Charlin had this to say: “Our best agents are working on the case and we are confident in catching the culprit soon.”

THE KORRANBERG CHRONICLE

VOL. CCLVI

Independent and Punctual

5 CROWNS

Breaking: Fort Kennrun Besieged

By ZONKYBART FARN HUNNI

A goblinoid host, originating from Darguun, has laid siege to Kennrun. The goblinoids have encircled the defenders, whose supplies will last for a maximum of seven days. Breland undertakes no relief efforts and has effectively abandoned the stationed soldiers.

— Fort Kennrun has been showplace of many battles and skirmishes during the Last War but, due to a lack of funding, has fallen into disrepair after the signing of the Treaty of Thronehold.

Deadly Mist Threatens Valenar

By MIGI OILP ENKUDU

Valenar — The towns of Griffonclaw and Taer Valior face a new danger that circumvents all their conventional defenses. For the fifth day in a row, a blood-red mist rolls in from the west and remains for several hours.

Short exposure to the mist leads to respiratory problems. Longer exposure, one to two hours, outright kills the victims. The few farmsteads still operating west of the affected towns, the mist completely depopulated. It neither spared the peasants nor their animals. All other wildlife has fled the area.

With each passing day, the mist draws closer to Valenar's densely populated areas. Refugees meanwhile pour into Taer Valaestas, seeking shelter until the danger passes.

Drug Bust in Breland

By BRIGRIM DAIN ISONOA

Brelish soldiers have confiscated a shipment of fifty stones of kilnpaste, including several falsified passports. The drugs, which originated in Droaam, have a market value of 500 platinum dragons.

Reportedly, the smugglers turned invisible at the first sign of trouble and escaped. Officials offer a reward for hints that lead to the apprehension of the smugglers.

Public Marriage Invitation

By TILLIA GIANO ZENJI

In a surprise joint announcement, King Kaius, 3rd of his name, and Morrikan d'Kundarak have announced that Princess Deborah of Karrnath and heir apparent Thornkor d'Kundarak will join hands in marriage.

The marriage celebrations start today and will last for an entire week, culminating in the traditional exchange of rings and swords.

Since King Kaius III is giving his daughter's hand away, the celebrations are held in Korth's royal palace. All of Khorvaire's citizens are welcome to join the celebrations, the future wife and husband declared. A series of mock battles, tournaments, and competitions will be held leading up to the official wedding. For the duration of one week, board and lodging in Korth are entirely free of charge.

THE BEAUTIFUL
PRINCESS DEBORAH
KAIUS, DAUGHTER OF
KING KAIUS III,
DESCENDANT OF
KARRN THE
CONQUEROR.
PROFICIENT WITH
MANY WEAPONS,
EDUCATED SIEGE
ENGINEER.



THE HEIR OF HOUSE
KUNDARAK, THORKOR
D'KUNDARAK.
A DWARF OF RENOWN,
HONORABLE, AND RICH.
VICTORIOUS GENERAL
OF THE BATTLE OF THE
THOUSAND WORMS.
PROTECTOR OF THE
AULD WARD.



THE KORRANBERG CHRONICLE

VOL. CCLVI

Independent and Punctual

5 CROWNS

Surveyors Killed or Abducted

By BRIGRIM DAIN ISONOA

Aundair, Redleaf — Elven assailants captured and abducted surveyors of House Orien and Aundair, who traveled to Redleaf on a mission of progress. In a push to connect the Eldeen Reaches with the lightning rail network, House Orien and Aundair joined forces. Construction for the tracks between Fairhaven and Redleaf is underway, but the denizens of the Eldeen Reaches still oppose the perceived intrusion. A spokesperson of Aundair's Queen made the following statements:

"It is crystal clear that the rightfully Aundairian parts of the Reaches must join the fold of developed countries. These rubes can still plow their dirt while we supply Aundair with much-needed wood and other resources. Release our surveyors or receive our righteous wrath!"

— Speaker Harin

Fake Sovereigns in Circulation

By RIBALD KAIV SALM

According to official reports, Thrane struggles with an influx of counterfeit sovereigns. Investigators remain in the dark as to where the coins are minted and by whom. The problem was first discovered during a routine remint. After melting the supposed silver coins, a large quantity of coin-sized iron discs remained in the smelter.

The authorities will shortly contact businesses and money houses across Thrane to probe stored currency and withdraw counterfeits from circulation.

Undead Realm in Mar'saval Emerges

By FARVYN LORIGYRA

Undead lizard diplomats from the newly formed realm of Lich King Zar'bast arrived in Taer Valaestas to demand official recognition. Along with them, they brought ancient treasure and exotic beasts to swoon the High King.

The matter is under official consideration. At the time of reporting, it is undecided if a diplomatic delegation will be sent into the deadly jungles of Q'Barra to verify the claims.

Expedition to the Field of Ruins

By DAPHIBYS OILP ENKUDU

Sovain d'Tharashk, candidate for leadership in the Triumvirat, seeks to increase his renown by leading an expedition into the Mournland. The experienced explorer has one specific relique in mind: the Holy Standard of Garu-Umesh the One-Eyed; lost during the Last War.

The Order of the One-Eyed carried the standard into battle but perished to the last man and orc. Since then, it is believed to be buried on the former battlefield.

Sovain d'Tharashk calls upon all interested adventurers, explorers, and fortune-seekers to assemble at the aptly named Gathering Stone in Darguun within two weeks. From there, the bold and courageous group will head toward the Field of Ruins.

— For the uninformed: Garu-Umesh the One-Eyed, also known as Dol Dorn for most other races, is the Sovereign of Strength.

Exotic Plants Grow Rampant

By LILGYRA TRISSELIION BOHRER

Breland, Moonwatch — Local goblin peasant Ek Glugholm finds himself under fire after importing a plant from Xen'Drik and planting it in Khorvaire soil.

The strange plant proved itself to be superior to any other crop and quickly destroyed an entire harvest. Luckily, the Glugroot—how it was dubbed by the other villagers—is edible itself. Otherwise, the villager would surely starve.

EK GLUGHOLM,
NOW MOCKINGLY
CALLED THE
GREENTHUMB,
COULD NOT
BELIEVE HIS EYES
WHEN HE SAW HIS
ABUNDANT
HARVEST.
GLUGROOT FOR
DAYS!



The Webbed Woods

By MORANIUS TULIUS TRENT

Peculiar reports about Thrane's Thornwood could recently be confirmed by the Chronicle personnel. The outskirts of the forest are completely covered in webbing, so much so that entry is almost impossible. The Chronicle's correspondent at the scene, Wordi Gloim Xar, managed to penetrate the unnatural defenses and could advance several hundred feet into the eerie darkness. The local ranger advised a retreat when hundreds of red eyes appeared in the distance.

Already stretched thin, the local authorities proclaim that there is no gain in investigating or resolving the matter. The area has been declared a no-go zone for the coming 99 years. Since this will not stop adventurers and treasure seekers from going into the woods, many guides and rangers await booming business in the surrounding inns and taverns.

A Glut of Prophets

By SPINOVE BREEMIPHI JOFOR

Regalport has seen a sheer invasion of prophets in recent days. All tell the same story, screaming from the rooftops, deciphering it from fish guts: a dark storm is coming from the east, unstoppable, and quite deadly.

The city watch does not know how to handle the problem. After dispelling the first wave of prophets from Regalport, more joined their ranks. They regrow like heads of the mythical hydra. Even citizens of integrity and members of the city watch joined their ranks as if infected with a strange sickness of the mind.

The Chronicle will watch the developments and keep our dear readers informed about the situation.

BELLADONNA'S CURSES AND REMEDIES

Is your bag of holding overflowing with rare ingredients like unicorn horns and dragon tears? Visit Belladonna's Curses and Remedies in Fairhaven, I will take good care of your treasures and line your pockets!

Crisis in Vralkek

By NESYBAR BANRHANA ISONOA

Fishing vessels recently reported a slew of dead orcs, goblins, and gnolls in the Manta Bay. The corpses have drawn sharks and other carnivorous fish to the area, complicating the fishers' work. Investigations revealed that the dead bodies originate in Vralkek.

After ensuring that they had not entered a warzone, scouts anchored in the city's harbor and interrogated the denizens. According to the surviving harbor workers, a plague descended on Vralkek and killed more than half of the inhabitants; with more dying every day.

Currently, Breland offers a reward for healers and mercenaries joining a relief effort. Interested parties assemble in Sharn. The plague must be stopped before reaching civilized lands, the authorities proclaim!

Orcs Pillage Lakeside

By ZONKYBART FARN HUNNI

It happened around midnight last Sul. According to eyewitnesses, dozens of orcs emerged from the thick mists engulfing Lake Dark and stormed into the town. The guards, those who were not sleeping, were surprised by the vicious attack. The orcs pillaged what they could, slaughtered who stood against them, and vanished as quickly as they appeared. A local farmer reports:

"They ran straight back into the water. Carrying loot, armor, bound prisoners, not caring at all. They must have been undead apparitions I tell you, otherwise they would have drowned in a jiffy. I'm telling the truth, or my name is not Manfred Klumperding!"

Meanwhile, defenses have been bolstered to prevent another incursion from the black waters of Lake Dark.

Unearthed Graves in Starilaskur

By MERTOR BAILIV

Unknown grave robbers hit several graveyards in Starilaskur last Far, stealing as many as 43 corpses. The matter is under investigation. If you encounter undead in the area, report them at your nearest guardhouse or temple.

Oargev ir'Wynarn Addresses Khorvaire

By TILLIA GIANO ZENJI

Prince Oargev ir'Wynarn, King of Cyre, or what remains, gave a speech on Mol to address all of Khorvaire.

Standing in Thronehold, choosing the mist shrouding the Mourmland as backdrop, Prince Oargev ir'Wynarn once again tried to rally support for his cause—reclaiming Cyre, no matter the cost. An excerpt:

“No longer can I bear to see my beloved Cyre in ruins. Worse, as a source for continued suffering and pain among the neighboring nations. The first generation of Cyran refugees, born outside of her borders, can now walk, talk, and ask questions. With tears in my eyes, I stand before them, explaining that we are a broken people, cast out from our home, which is now ruled by nightmares!

I call upon my brothers and sisters in Aundair, Breland, Thrane, and Karrnath: Stand with us against the tide of evil you all see behind me! If we do not act now, you might be next. Who knows where the next Mourning might occur if we shut our eyes and pretend nothing has changed!”

Following his speech, Prince Oargev ir'Wynarn will tour the capitals of the remaining nations, arguing his case.

Declining Fishery Resources

By BILFAN KIM VINJA

The number of fish in the Silver Lake and Lake Galifar is rapidly decreasing. Even fishers remain hungry, and fish prices in the cities are on the rise. To make matters worse, to feed their starving families, many fishers steered their boats far into waters belonging to the Eldeen Reaches. Not many returned—those who reported terrible monsters attacking them without provocation.

Aundair and Breland each address the matter individually, but the cogs of bureaucracy turn agonizingly slow. Meanwhile, a large number of refugees are on their way to Lake Brey and the Dagger River, which will lead to more problems, no doubt.

Terrorists Strike in Thaliost

By RIBALD KATV SALM

Thrane, Thaliost — During the night from Sol to Mol, terrorists struck the mayor's villa, the city hall, and the barracks with explosive cocktails. There were no deaths and only five guards lightly wounded. Investigations to find and capture the culprits are under full blast.

The following statement of the responsible party has reached the Chronicle via secure channels, and after careful consideration of the editing staff, it was decided to release it unredacted and in full:

“You can call us anything you like: The Liberation Army, terrorists, or merely concerned citizens. We do not give a toss either way. Our little stint was a wake-up call. Thaliost does not belong to Thrane, we do not care what the high and mighty wrote on their stained toilet paper called ‘The Treaty of Thronehold.’

Our attacks will continue unless their child god Jaela Daran gives up their claim on our city. Next time, we might strike on a busy work-day, or carry our wrath to the Flame Keep itself!”

— Thaliost, part of Aundair in the past, was given to Thrane according to the Thronehold Accords. Even after almost a century of occupation, her citizens long to return to Aundair's rule.

Operations and True Beauty

By NESYBAR BANRHANA ISONOA

A new trend in Fairhaven sees men and women flock to a studio bearing the name of “Divine Sculpting.” There, artists mend bent noses and straighten hunchbacks. The artists also offer “improvements” aside from simple repairs. Changing cheekbones, puffing lips, planting hair; the possibilities are manifold.

Now, a fat purse directly translates to beauty, and the fair city truly earns its name. The waiting list has already shot up to several months, with other butcher shops shooting from the ground like mushrooms. The poor mutilate themselves, while the rich grow ever more pretty!

THE KORRANBERG CHRONICLE

VOL. CCLVI

Independent and Punctual

5 CROWNS

Elections in Korranberg!

By ALÉ KOIN BOHRER

Coming Sol, all citizens of our beautiful Korranberg are called upon to cast their vote for one of the gnomes vying for a seat on the Triumvirate. An overview of the final contenders:

- ☒ **Mannan Yekas Bripos** — One of Korranberg's wealthiest gnomes, maintains an overarching trade network across Khorvaire. Promises to bring riches to Korranberg.
- ☒ **Hestina Trilys Enkudu** — A true scholar, head of the Library of Korranberg. Promises to bring intelligence and opportunity to Korranberg.
- ☒ **Connar Lyrriman d'Sivis** — Grandson of the renowned Chancellor Lysse Lyrriman d'Sivis. Promises to ring in a new age for Korranberg and Zilargo.

Karrnath Unveils the "Uniter"

By BRIGRIM DAIN ISONOA

Rolling out from a secret underground facility somewhere in the Ashen Spires, Karrnath presented an iron abomination to the world. Breland, Aundair, and Thrane scramble while Karrnath parades a gargantuan railway cannon through the country.

During a public address, King Kaius III assured Khorvaire that the Uniter is purely intended for defensive purposes.

Witnesses tell the Chronicle that during fire tests near Fort Zombie, the Uniter achieved ranges of up to thirty miles with its fireball projectiles. Charging the gun takes several dozen magewrights at least one hour.

Legal scholars, consulted by the Chronicle, believe the construction violates at least three accords of the Treaty of Thronehold.

According to trusted Chronicle sources, Queen Diani ir'Wynarn of Thrane, Queen Aurala ir'Wynarn of Aundair, and King Boranel of Breland have written personal letters to King Kaius III. They urge the dismantling of the weapon, or else Karrnath could find itself facing a unified front in a swift and brutal war.

Silver Flame Holy Relique Stolen

By RIBALD KAIV SALM

Thrane, Flamekeep — The city is in uproar after the theft of one of the Silver Flame's holy books became public knowledge. When Cardinal Uhdor opened Tira Miron's personal diary for a special sermon, he found it to be completely empty. The book was kept deep beneath the cathedral, secured by secret mechanisms and ancient servants, along with other sacred artifacts.

How or when thieves replaced the diary with a replica is unknown. No records as to when it was last opened exist, therefore the theft could have gone unnoticed for decades or centuries.

Overzealous followers of the Silver Flame took the matter into their own hands. They stormed the homes of suspicious citizens, like known changelings, and turned them upside down. For now, there have been no deaths reported.

Jaela Daran offered the following words to her followers:

"I beg all of you to please remain calm and peaceful, there is never a need or excuse for violence. Even if the book is lost forever, we have no need for it. I can speak to Tira Miron at all times, and if need be, I can write a new retelling, going from our savior's memories. Please, return to your homes and pray. The Silver Flame can guide you."

Lightning Rail Possibly Sabotaged

By MIGI OILP ENKUDU

The lightning rail tracks between Wroat and Starilaskur are currently damaged and cannot be traversed. Just south of the Dragonwood, several explosions destroyed a large number of conductor stones. At the time of this writing, the cause of the explosions is unclear, but House Cannith investigators assume sabotage.

Despite the damage, passengers only have to acquiesce to a minor inconvenience. House Orien already made emergency preparations and connecting trains await passengers at the start of undamaged tracks. Carriages run between the makeshift stations at regular intervals.

CHRISTIAN EICHHORN'S

EBERRON NEWSPAPERS

KORRANBERG CHRONICLE

PART 2: NEWSPAPER QUEST SEEDS

W A R !
B R E L A N D R A I D E D
B Y D R O A A M ' S M E N
M A N Y W O U N D E D

S.A.C.
154168
K92