

The Korranberg Chronicle

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1 Copper Crown

WHITEVALE: BLACKCAP GRAPE HARVEST EXCELLENT

After last year's meagre grape-harvest in Whitevale, the vintners called upon the aid of Eldeen druids, hoping to improve this year's ice-grape bounty. Their choice seems to have been beneficial, though some issues with the druids hired for the task had ocured, in particularly causing one vintner to lose control of their land, requiring the intervention of the King's Citadel to solve the matter at least somewhat amicably.

The harvest of 998 YK was almost double the size of last year's, not too surprising given the economically devastating status of that harvest. The grapes were inspected and deemed of superb quality, speaking once more to the capable talents of the druidic orders, as can also be observed in every Eldeen harvest.

While the majority of druids returned to their homeland, a few decided to settle in Whitevale's rolling hills, despite them being in the proximity of the unpleasant Blackcaps, who seem to change their jagged black shape on the daily.

These druids have offered to keep up the work for the vintners, so long as they are respected, paid and their advise heeded. The four "settlers" have been granted citizenship by the local government and given special status as economic advisors and specialist workers not unlike some of the Dragonmarked scions.

Experts expect the 998 YK vintage of ice-wines to be excellent and valuable, ranking high in the quality spectrum for brelish wines.

Berinor Valteir d'Gballanda ~

BRELAND: NEW CYRE LIGHTNING RAIL?

With the grim reality of the Mourning having settled and refused to fade back into a feverish nightmare, the survivors of Cyre remain in a sort of legal Dolurh ('grey zone') despite best attempts by their various sister nations' efforts to aid them.

No other nation has done so much for the Cyran Diaspora as Breland, offering them not only a place to live, but significant amounts of aid in terms of material, money and general support.

This has led to the formation of what is becoming known as the city of New Cyre, led by Prince Oargev ir'Wynarn, last surviving scion of the royal family. Oargev has done his best to guide his people, to serve by example and make himself and his people an asset, not a burden, to their host.

With many more Cyran refugees now trickling into Breland, New Cyre keeps swelling, so far eclipsing fourty thousand people in terms of population. While a significant number of them still live in tents and shacks, an ever-growing core of the city is becoming wood and stone, no longer just canvas.

Prince Oargev himself has refused a mansion to be constructed for him, and instead had a sizable administrative center built in which he has claimed a small wing for him and his closest advisors.

While New Cyre still requires significant amounts of external aid, the industry springing up around the settlement are indicative of a quick rise to prominence. A lumber industry, accompanied by stonecutters, serves as the backbone, while mining operations in the foothills of the Seawall Mountains have revealed a decent amount of copper, coal and iron deposits within reasonable distance, found in no small thanks to various House Tharask scions that have offered their work for a reduced fee after the initial settlement plan was accepted by King Boranel and the Parliament.

With the basic necessities for bootstrapping an entire city winding up, other more specialized industries have begun popping up. Farming and animal husbandry efforts have begun early, supported by House Vadalis and a few volunteer Wardens of the Wood from the Eldeen Reaches. House Lyrandar Raincallers have worked day and night in the early months of settlement to assure a steady harvest of foodstuffs for the refugees, a service for which Prince Oargev has graciously thanked the House and offered payment when he and his people had found their footing once more.

Tailors, shoemakers, bricklayers, alchemists and not a few Guild-approved specialists have begun work as well, and so the amalgam of stone, wood, canvas and rope is slowly but surely becoming a recognizable city, humble and built in haste, but nevertheless proud and infused with the seemingly unbreakable spirit of the Cyran refugees.

With the growth of New Cyre itself, the desire to connect these people up with the rest of Breland more directly is growing. The Cyran people were perhaps the most well-connected in terms of Lightning Rail lines, and House Cannith has begun drawing up plans with the Crown Assessor and Prince Oargev about a possible expansion of the network, first to New Cyre, and from there east to the fortress-town of Kenrun, potentially even connecting up with the minor line at Korn'ak Draal and Rhukaan Draal.

The expansion itself would offer various benefits, not just to Breland and New Cyre's refugee population, but to various House efforts as well. The obvious one is easier and faster transport of goods to and from Darguun, including a much faster route for mercenaries bound northward, a big benefit to House Deneith.

The basic transport speed of goods would of course increase and the connection to New Cyre would give all of Breland a link to a city hungry for commerce, construction material, specialist labor and more.

Merioto Aerinday, House Analyst ~

Carrow Foundries

Cannith-approved forgeworks for the discerning customer. Finest craftsmanship for reasonable prices – Find us on in southern Ashblack or visit our elegant shop in Redstone.

Blade and Mark

Tools, weapons and armor forged by mageswrights with the highest certification granted by House Cannith.

PARLIAMENT PROFILE: SAAL EBINOR – KINDNESS AND COMMUNITY IN THE FOCUS

In our series of introducing and looking in some detail at the Members of Parliament, this month we come to none other than Saal Ebinor, renown for many things.

Wealthy merchant, Member of Parliament, philanthropist, professor at Morgrave (Societal Studies with a focus on the Five Nations) and a well-regarded member of Sharn society in good standing.

Saal Ebinor is all of these things, yet there is more to the man than meets the eye. I got to meet the man in his manorhouse abutting the Dawnlight Tower in Ocean View, and while he is quite the busy man indeed, he nevertheless took the time to offer me an in-depth look at his life, his goals and his past work.

Fourty years of age since last year's 9th of Nymm, Saal Ebinor strikes an imposing figure, healthy and sharply-dressed without appearing like a socialite who wouldn't so much as consider greeting a less-fortunate member of society. The man greyed early in life, sporting a beard almost fully greyish-white, though his relatively short hair still boasts a dense black sheen not aided by magic or any product.

The man is physically fit, perhaps ever so slightly well-nourished, and always easy to identify by his walkin cane, a necessity from prior injury he has not disclosed the origins of.

Usually, like today, he dresses in blues, blacks and reds with some few golden accents. His home-garb is a little more comfortable, but still of immaculate style.

Our greeting was amiable, and I was invited into the living room, where sumptuously-upholstered seating opportunities awaited us, along with drinks and snacks for a hopefully productive talk. To note, Saal Ebinor poured drinks himself and had no manservant for the daily tasks like some of his peers.

The first topic was of course about origins and names. While his full name is of course fully galifaran, his given

name – Saal – is significantly more common in Aundair, clearly marking him as a child of two worlds. His family name, Ebinor, is an old stand-by in Sharn, however, and shared by many brelish people. The man himself sees no issue with the name:

"A name is just what someone decided I should be named. What matters is how I act, and while I certainly hold respect to my aundairian ancestors, I have chosen to become a true member of Breland and Sharn in particular. I would hope not many take exception to but a name, for it is something we are given without having a choice in the matter."

When talking about his origins he speaks of having lived in Wrennison, a border town that got put to the torch while he was still very young, 6 years of age, in 962 YK. The experience, he reports, was traumatic and he dislikes rememberin or talking about it much. Nevertheless, he took the painful moment in stride to speak more on this: His family, displaced and many of them dead in Wrennison, sought refuge in Sharn, a city already suffering from a minor deluge of refugees. Despite the harsh times – little food, little happiness, no good accommodations – Saal managed to find simple work to help earn a few meagre crowns a month while his father (Bryton) and mother (Nebra) did their best to keep the small family afloat.

In 967 YK Saal's mother managed to arrange for a successful business foundation with another refugee from Wrennison by the name of Eral Lonsted. Together they began operating an import/export business that managed to become profitable, if not overly so.

In 975 YK Breyton Ebinor died in a gruesome accident, likely caused by inattention, leaving his spouse and son alone. Nebra never remarried and instead focused on her business, into which Saal joined with eagerness and the vigor of youth.

LOEB Imports offered Saal a decent base for wealth, though he had spent most of his youth in relative poverty until the business took off. His own work ethic was superb and influence the revenues positively, revealing Saal to be a charismatic and keen young man.

With the death of Eral Lonsted in 979 YK the business transferred over fully to the Ebinor family, though they kept the name to remember Eral's contributions, since he had no heirs to inherit his share of the business.

Becoming involved in politics due to his mercantile affairs, Saal began to take an increased interest, seeing a chance to do good on a larger scale than his relatively simple refugee-focussed charity efforts.

In 984 Nebra Ebinor died of a serious illness resistant to House Jorasco ministrations, leaving the bereaved Saal without any family connections.

After a period of mourning, however, Saal returned to his business and began to embed himself even more in the local community, quickly rising to become known as an excellent businessman and a reliable person, who would help others and continue his own charitable efforts for refugees, orphans and other vulnerable people:

"My efforts at charity made no discernment between origins, and while I had initial problems with some of the Ghaal'dar, we ultimately found a basis to work from and garner trust in my good intentions."

The great change for Saal Ebinor came in 988 YK, when his political ambitions finally bore fruit when he was elected as parliament representative for his district of Sharn.

As consequence of his position as representative Saal followed in the footsteps of an ever-increasing tradition of relinquishing direct control over his business. LOEB Imports was instead transferred into the capable hands of Ocea Haillon, formerly the changeling manager of business' finances.

From inside-sources, the Crown Assessor seems to be interested by the idea and has been given a positive impression of the general plan by King Boranel. While no efforts at constructing even a station have been started, the region saw an increase of Dragonmarked scions of House Orien, chiefly from the Trailblazer Guild, whose task is usually finding the best routes to lay down Conductor Stones when the plans have been finalized.

On the political front, however, some trouble might be brewing, particularly with the members of parliament from Starilaskur – Joherra Morrus – having been reticent in helping the New Cyran population connect with Breland at large. Worries about increases in crime have often been cited in these instances.

A possible option would be to split off the Starilaskur-Sterngate line, though that would necessitate a new station in the middle of the marshy and slightly hilly area, far from any larger points of civilization.

House Orien and the Crown have already used their influence to soften the fears of the Starilaskur population, chiefly by stating that the increased volume of trade would certainly benefit them first, as no other major city is close enough to deliver all the desired goods in a timely manner.

The ongoing election campaign for Joherra Morrus focuses on a "Starilaskur First" policy for local labor and goods, implying – though not stating clearly – that they would delay or speak against such a new Lightning Rail link. Her opponent in the election, Reesir Perryn, has on the other hand begun using House Orien's expansion plans as a positive influence, citing House and Crown Assessor arguments in favor. The election is still two months out, though current projections cast a relatively even vote result. More as it develops.

The Moon Overview

The Shifter's Best Friend

Nymm – Waning Crescent
Sypheros – Third Quarter
Therendor – Waxing Gibbous
Rhaan – New Moon
Olarune – New Moon
Eyre – Waxing Gibbous
Vult – Waning Gibbous
Zarantyr – Waxing Crescent
Aryth – Full Moon
Dravago – Third Quarter
Lharvion – Third Quarter
Barrakas – Waxing Gibbous

SHARN CLASSIFIED'S

SEARCHING: Gnomish traveller from Thurimbar looking for conversational travellers from all across. Doing rounds in Olladra's Kitchen, look for a gnome dressed in purple talking to all the tables! Swapping stories and searching songs from all comers!

Was once a member of the 4th Sharn Infantry in 958, looking for old survivors from my unit. Cipher "1093-A".

Torchfire's Thilist Theater Pursuing Possible Performers. If drama is your game, you have our name. Reach out, come by, we even have some pie!

Pirotto tekhaa taamur batuuvk. Saaka gar'ma uthursk golin'dar, chib? Lharut teshkaa ya panozhii kita atcha, kron rhukhaan'kor. Kurshaa chat'okh Chetiin Dhar'chok.

Conquered by Letter – Paladin from J4 to H6. Stop whining and blustering, friend. No chance you will take my king in seven. However, what do you think about having our northern from from our last missive join?

Offering community-made goods of Sarlonan heritage. Local hand-made goods. Come to Overlook between 10 and 14.

Tomrrow Aryth will shine in full glory, and Vvarrak told us long ago that only then will the weakest Manifest Zones appear. The Gate of Midnight opens and danger is close. Be prepared and keep your sword close at hand.

Looking for a friend's child lost in Malleon's Gate. If you see a little Khoravar girl, let us know and keep her safe!

You want to go Downstairs? Plenty of fun to be had down here, join us in the riotous nights of merriment and celebration, no cause required! – Paid for by the Downstairs Tavern Coalition.

OFFERING: Cheap places in Gate of Gold. Warforged quarters for only five coppers a day. Others can find accommodations for as low as a silver per day, furnished with all basic necessities.

8 WOUNDED DURING CONSTRUCTION ACCIDENT IN STORMHOLD, MIDDLE CLIFFSIDE

Early this morning an accident occurred in the Stormhold district in Middle Cliffside, when a magecrafted crane suffered a minor disruption, damaging the structure of the force-cord-magnifier and causing the load of timbers and stone for construction to drop.

No workers nor onlookers were directly underneath the crane when it's magic failed, though debris and flying timbers caused severe injury in three cases as well as moderate injury in five further cases.

One Warforged laborer was skirted by a piece of heavy timber launched due to the unlucky fashion in which it landed among the other debris. The Warforged, who identified herself as 'Handful' was close to death but could be saved by a House Cannith foreman involved in the building project at Holser Tower.

The second chief victim was a Khoravar by the name of Ferdian Celistran, who was rushed to a nearby House Jorasco enclave and taken into immediate emergency care. The treating Joarso heir informed us that the man was mostly healed and expected them to back to work in a few days' time.

The last of the major victims was Brenna Dorsek, a full-blooded orc Marcher immigrant. Dorsek suffered a head wound and was rushed to the Jorasco enclave alongside Celistran, though his status is still critical from the head trauma and possible mental complications arising from that.

Construction was halted for the day and House Cannith is investigating the crane for tampering.

Oarsen Arendt, Sharn Correspondent ~

"THE PYRE OF PALLID FLAMES"

Part 56, from the collected stories of Khiran Torsend, Wayfinder

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Khiran Torsend, Wayfinder, first published Lharvion of 997 YK ~

TAROK D'KUNDARAK DEAD FROM ILLNESS

Tarok d'Kundarak, beloved socialite of the dwarven House, was announced to have died from illness recently. This news comes hot on the heels of our report on the 11th and 12th of this month, where Tarok was notably absent from a festivity he was intended to host.

House Jorasco healers had been observed visiting the chief Kundarak enclave for at least ten days following Tarok's surprising absence.

Rumors indicated that Tarok had recuperated to a point where he would simply have to rest a little while longer before returning to business as usual.

The Kundarak spokesperson announced his death at a press conference early in the morning, asking for condolences and offers of sympathy to be held back for the time being, so the family could grieve the loss properly.

Meryl Lamna, The Commons ~